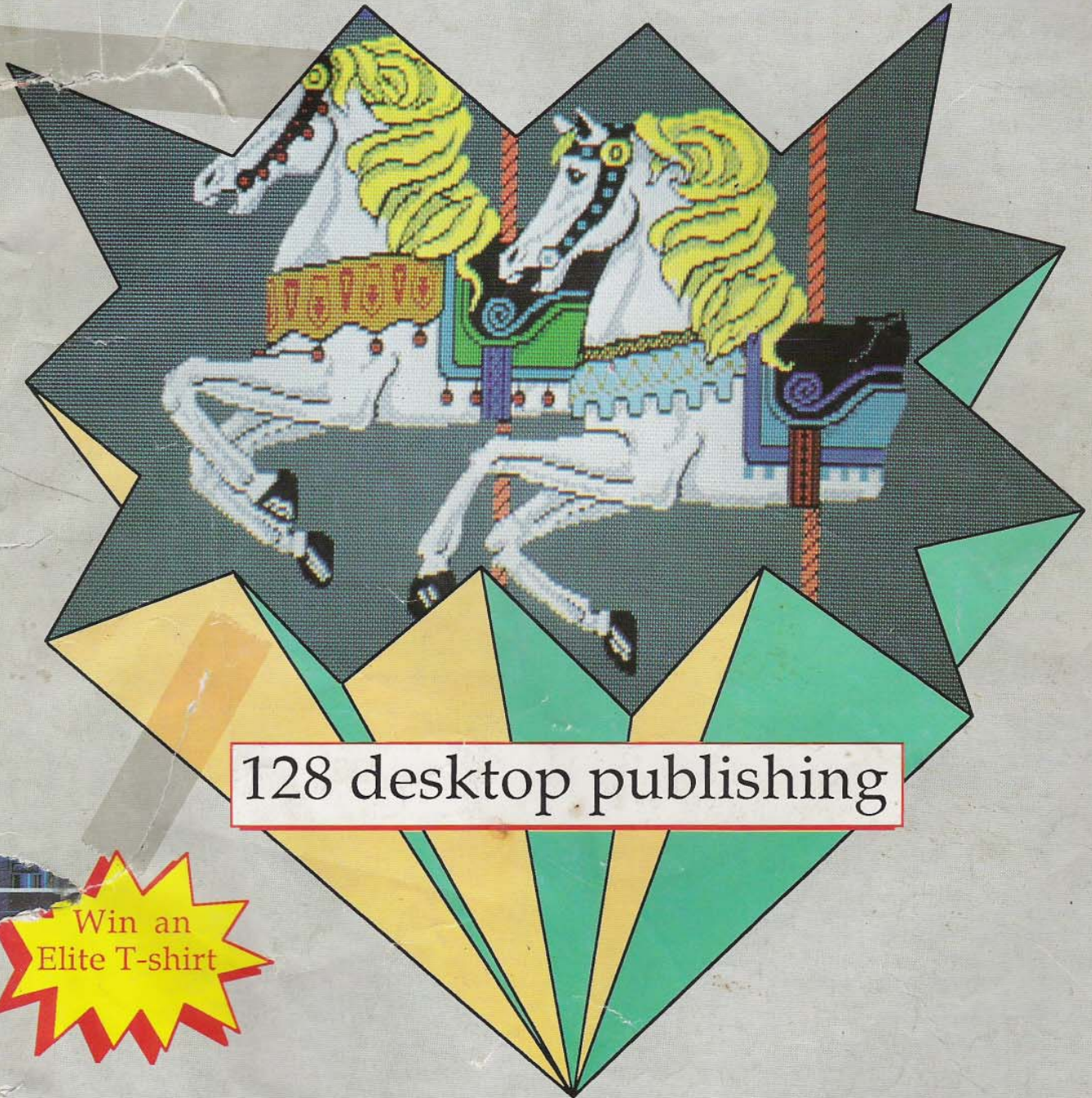


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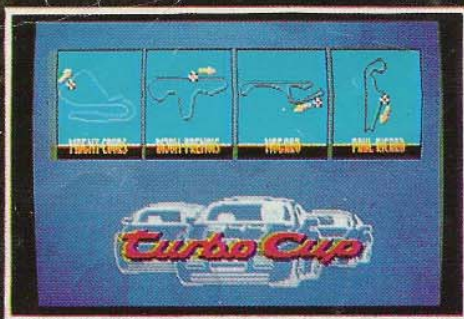
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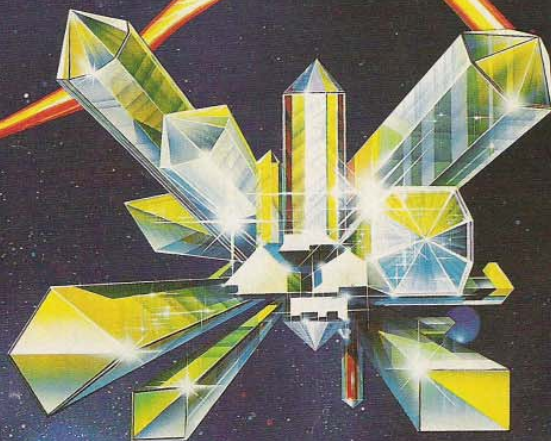
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VOL. 6 NO. 6

June 1989

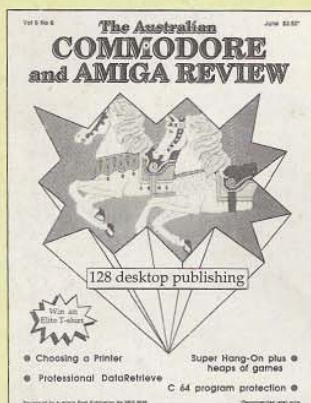
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## CONTENTS

## PAGE

<b>Editorial</b>	A new virus attacks our editor	4
<b>News</b>		
C-64ers	C64 and 128 News - Super Snapshot v4 etc	6
Ram Rumbles	Computer shows, games machine	7
Notepad	Amiga News - SimCity, Opticks, Photon Paint II	8
<b>Letters</b>	MPS 802, Joysticks, PAL to NTSC	16
<b>Entertainment</b>		
Clicked on Games	Entertainment Roundup, Super Hang-On, Live and Let Die, Incredible Shrinking Sphere, International Team Sports, Helter Skelter, Overlander, Zany Golf, Teenage Queen, Championship Cricket	18
Adventurer's Realm	Help for puzzled adventurers	69
<b>Reviews</b>		
128 desktop publishing	80 column desktop publishing with Newsmaker 128 and Spectrum 128	46
Better Working Word Publisher	What happened	44
Tasword	C64 word processing	51
Professional DataRetrieve	This may be the database you've been waiting for	52
<b>Features</b>		
Picking a Printer	A roundup of printers and some advice on choosing	40
Hints and Tidbits	Latest news and tips	60
User port connections	Using your C64 to control other electrical devices	50
<b>Programming</b>		
Program protection	Hide your routines from prying eyes	54
Controlling the C64 cursor	A simple way of setting the row & column required	64
Computer Numbers Pt 2	for the newcomers to computing	65



**Australian Commodore Review**  
21 Darley Road, Randwick, NSW 2031  
Phone: (02) 398 5111  
Published by: Saturday Magazine Pty Ltd.  
Editor: Andrew Farrell  
Advertising: Ken Longshaw  
(02) 398 5111 or (02) 817 2509

**Production:** Brenda Powell  
**Layout:** Tristan Mason  
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# Editorial

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What does the editor do? I spend the best part of the month collecting news, bits of information, articles, chasing new products and the like. I stash them all on my Amiga hard drive and prepare to pull everything together at the last possible moment in order to produce an up to date magazine - with many thanks to all our contributors.



Now what happens when the office hard drive decides to dismount and head north for the winter? A mad desperate rush at reconstructing one 10 Megabyte partition and salvaging as many files as possible in the process. It wasn't until I had to put everything back that I realised how much was on there. One nine hour session until three in the morning and a number of hours the next day - finally the show was back on the road. However, something nasty is lurking in my system.

During my recovery attempt, my Workbench disk was unexpectedly QUICK formatted with the disk name PHOENIX. Another Lazarus, or the calling card of some new Virus? The hard drive, it turned out, was covered with over thirty different read errors, all well spaced apart. Tim Strachan shared my suspicions of foul play - a disk with samples of the suspect operating system will be forwarded to the relevant virus inspector type people such as The Alliance and Nick Wilson of NoVirus fame.

I've been caught by Virus strains before - SCA wrecked a few games disks, Byte Bandit hindered progress on Amiga-Live! But this one takes the cake. What is it that possesses the creators of such demented programming to construct these alarmingly destructive routines?

It would appear what I have is an IRQ type virus or one which attaches itself to the startup-sequence. It could also be a time-bomb disguised in one of the PD programs I recently downloaded. Or did it come on board via one of the many new games which run through my system?

The mind boggles. There are many new Virus strains now - over twenty, maybe even thirty. For protection from known varieties be sure to have a good anti-virus program in your utility collection. The Alliance has released a new disk of detectors and protectors which is available from our editorial offices - 02-817 0011. Megadisc also have a good Anti-Virus Pack.

Don't waste your money on the bells and whistles \$60 commercial versions - they are no better. In fact, in many cases they are worse than what are available as public domain/shareware programs.

---

**Andrew Farrell**

---

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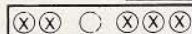
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photocopy it or just send a letter.

### Poster Maker 128

Free Spirit Software has released *Poster Maker 128*, for the C 128 in 128 mode. (It's a bit like *Photolab* on the Amiga.)

The package allows the user to create large posters ranging in size from 2 x 2 to 5 x 5 (25 pages). The posters may be printed out or saved to disk as "Picture" files. *Poster Maker 128* includes a graphic utility which permits it to import Basic, *Sketchpad 128* or *Spectrum 128* graphic files.

These graphic files can also be enlarged on both the x/y axis. Also included is a utility to reduce the size of graphic screens to create clip art.

*Poster Maker 128* operates on the 128D or the 128 with 64K Video RAM Upgrade in 128 mode with 80 column display. Resolution is 640 x 200 pixel. A 1351 or compatible mouse and a 1571 disk drive are required. Optional support is provided for a 1571 or 1581 disk drive as a second drive. A local distributor of Free Spirit products is about to be announced - US price is around \$29.95.

### Family Roots

The Victorian Genealogists using Microcomputers were interested to see a copy of the recent article "Family Roots C64 and 128" which was published in this magazine. For the past four years Victorian GUM has been the Australian distributor for genealogy computer programs from Quinsept Inc, including *Family Roots*, which is available for a wide range of computers including the Commodore 64 and 128.

During recent years, Victorian GUM have sold over a hundred *Family Roots* programs for all types of computers and their customers seem very happy with the program. From their experience the program is bug free.

Following the publication of our article, many queries were sent directly to Quinsept Inc in the USA. These queries have been redirected back to Victorian GUM and they have endeavoured to reply to them all. Members of the group aim to help each other, and over the years have built up a great field of ex-

pertise, so that they are able to offer purchasers of *Family Roots* the best of advice and after sales service.

The 128 version of *Family Roots* is now available, but nothing has been heard as yet of an Amiga version. However, an Australian developed program for the Amiga is being produced at present and should be released soon.

Quinsept have also recently released *Lineages*, three lower priced genealogical packages for the Commodore: Starter, Standard and Advanced. As yet these programs have not been seen in action we are unable to comment on them. However, from the details supplied to Victorian GUM from Quinsept each program has certain limitations.

For further details about *Family Roots* or *Lineages* write to Victorian GUM, C/o Genealogical Society of Victoria, 5th Floor, 252 Swanston Street, Melbourne Vic 3000.

### Super Snapshot

Software Support International is shipping version four of their excellent Super Snapshot cartridge. For \$64.95 U.S. (ask Westend Computers (03) 350 5144 about local availability) this little wonder gives you every C64 utility you can think of in one small box. There's an M/L monitor, screen snaphooter (to disk or printer, and it will even print sprites), DOS wedge and turbo DOS, function keys, fast disk and file copier, sprite killer and re-enabler, a brand new sprite monitor, BASIC extensions, track and sector editor, and memory snapshot backup utility (plus over 100 parameters on disk).

This cartridge just keeps getting better with every release. There's nothing else that can even touch it.

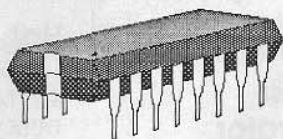
If you own any previous incarnation of Super Snapshot, you can upgrade for \$20 US, and that's quite a deal. C128 owners, be sure to add \$8 US and get the disable switch to save wear and tear on your cartridge port.

### Kermit V2.2

*Kermit V2.2* is a updated version of the popular telecommunications package for the C64/128. This one has all the features of 2.1, but adds support in 128 80 column mode only for 2400 baud. No price for the update was available at press time, but you can get more information by contacting Dr. Evil Laboratories at P.O. Box 190, St Paul, IN 47272. □



# RAM Rumbles



## Computer shows

Planning on travelling to the United States in the near future? Here's a list of computers shows worth visiting. Register in advance if you wish to attend seminars.

Show	City	Dates
Ami Expo/MidW	Chicago	July 28-30
Ami Expo/Europe	Frankfurt	Sept 15-17
WOC/Philly	Philadelphia	Sept 21-24
Ami Expo/CA	Santa Clara	Oct 20-22
Comdex/Fall	Las Vegas	Nov 13-17
WOC/Toronto	Toronto	Nov 30-Dec 3
CES/Winter	LasVegas	Jan 6-9,1990

For registration information call: WOC - World of Commodore: Hunter Group Toronto Ont 416 595 5906. AMIEXPO: AMIEXPO New York NY 800 32. AMIGA COMDEX: Interface Group Needham MA 617 449 6600. CES: CES Washington DC 202 457 8700. DEVCON: Commodore West Chester PA 215 431 9100.

## New Commodore games machines

Two prototype dedicated game machines are alleged to be taking shape in Commodore's R & D labs. Of course, that doesn't mean they'll ever see the light of day. So, for your imagination only, here's what's cooking:

The first is an 8-bit game machine based roughly on C64 technology. It will not run C64 software, and the cartridge port is totally different.

The CPU is said to be an 8-10 MHz 6502; the video chip's an advanced VIC-III chip with an added 80-column mode. It will address a meg of RAM, though it

will probably initially have only 256K-512K.

For a games machines, it has some very powerful features. Someone is having someone else on. Try a full keyboard; optional disk drive (neither C64

or Amiga compatible); built-in serial and parallel ports; RGBA video output but no composite or RF video; and a price tag of over \$300 U.S.? Some sources are speculating that the chip design guys at Commodore are just trying to justify their existence with this one.

The second game machine seems more probable - it will be a stripped down Amiga 500 with a cartridge port. Entry level will probably be configured with 512K RAM, though 256K is also in the air. The cartridge port will likely be "credit card" size. There is speculation that keyboard and disk drive connectors would be installed so that gamers could upgrade to full computer status - for a price. No one we talked to would speculate on retail price, but we hear software developers are balking at the thought of having to produce versions of their disk games in the costlier cartridge format.

Not surprising considering the fact many programs have to end up in at least four formats now - IBM, Macintosh, Amiga and Atari! □

## Update

I cannot tell you how nice it is to be back. I seem to have done nothing but look out of plane windows and wait for my luggage to come off the carousel (mine always comes off last for some reason). However, it has certainly been worth while because I have signed agreements with some companies for a lot of terrific new products. So many, in fact, that I really don't know where to start, but just to whet your appetites:

- A cordless mouse for the C64.
- A different and, in our opinion, better DOS chip for our disk drive.
- GARFIELD - great fun - for the C64, Amiga and PC.
- A range of budget software - really good games at really good prices.
- Umpteen other games and products for you which I will elaborate on in my up-date newsletters which are of course sent direct to your home.

While I was away I arranged for the delivery of some new books and a new product called TOOL BOX for the Amiga. The books are for the PC and are such things as MICROSOFT WORKS FOR BEGINNERS etc. We have some great new games for the Amiga in stock now including RING-SIDE, 20,000 LEAGUES, and EMANUELLE. Also for the Amiga we have an External Drive Switch. Many Amiga programs will not run if a second drive is connected. This device allows you to switch your external drive off, thus reclaiming 30k of memory.

All of you loyal Amiga up-date members, whoever sends in a stamped addressed envelope this month will receive a free COMPUTER VIRUS POCKET BOOK!

For all you Commodore Family Pack owners who have not yet upgraded to disks or tapes we now have a dozen educational cartridges, for children aged 4-12 years.

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# Notepad

## Notepad

### News from the USA by Peter Ward

Brown Wagh Publishing are soon to release Pen Pal, which I'd describe as a word processing, desktop publishing, database and limited graphics package. "Productivity" is the theme with this program, as Brown Wagh have essentially created a package which is aimed squarely at the business user. Some features include the remarkable ability to print NLQ printer fonts and graphics on the same printer pass. A 100,000 word spelling checker and writing style analyzer are included. Text can be flowed around graphics or any user defined boundary while typing. Graphic tools, such as structured boxes, lines, borders, shadows and backgrounds are included, which allow form creation, where various fields can be filled in or edited. This process is continued further by the addition of up to four databases which include mail merge and copy functions.

Multiple graphics (any IFF image including HAM) can be imported, resized and cropped and placed in the page in the original resolution. Support is given to 200 fonts both black and white and colour. Up to four documents can be opened at any one time along with ability to create report templates and import fields from databases.

#### MAC-Emulator

Orders are now being taken for the Macintosh emulator, now officially labeled A-

MAX by Readysoft. As previously mentioned in the April issue, A-MAX has a RRP of \$US199.95. The emulator is compatible with all Amiga models and plugs into the external disk drive port.

Connectors are fitted to A-MAX and allow external Amiga and Apple drives to be connected. There is a catch however, as you must also obtain either Macintosh 64K or 128K ROMs from a third party, and to allow full Macintosh compatibility an Apple 800K external drive is required. Limited emulation is available however, using the standard Amiga external drives.

On the positive side, 68020 support is available if you obtain 128K ROMs, and programs such as *HyperCard*, *Multifinder*, *Microsoft Excel* and *MacTerminal* can be run with commensurate ease. ReadySoft may be contacted at 30 Wertheim Crt. Unit 2. Richmond Hill, Ont. Canada. L4B 1B9. Tel (416) 7314715.

#### DPIII upgrades - US customers

I contacted Electronic Arts in California regarding *Deluxe Paint III* upgrades for current *Dpaint I* or *II* users. Send \$US63.00 plus the original program cover (this covers both upgrade and postage to Australia) to Electronic Arts, *Deluxe Paint III* Upgrades, P.O. Box 7530. San Mateo, CA. 94403, USA. Label the envelope "Attention Gino",

who promises me that us Aussie users will get prompt dispatching of their order if addressed to him.

#### Low cost accelerator

For those of us interested in Ray Tracing, Animation or any CPU intensive task an affordable accelerator board that really works has been released by CSA. Called the MIDGET RACER, the device is a 12Mhz 68020 daughter board that also can support either a 68881 or 68882 Co-processor.

Even without the math co-processor, this board will speed up renderings by a factor of two and is reasonably priced at around \$US350.00. Yet another manufacturer, GVP, has also announced an accelerator card using a 68030 Chip running at 20Mhz! no details yet however on pricing or release date.

#### New ray-trace software

Incognito Software have released a new ray tracing program, which also supports Haitex's 3D glasses. Called Opticks, the program presents the user with the al la *Sculpt Animate 3D* tri-view, and comes with a set of 40 geometrical solids to help speed the creative process.

Surface texture can be varied from matte to mirror, as well as control over light sources, such as spot, sun and flood. RRP is \$US179.95.

New Tek have announced *Digi Paint 3.0* which will add to the superb field of paint programs now available in *Photon Paint 2.0* and *DPaint III*, hot keys, 3D texture maps and Superbitmaps are now included in this latest version, though no price and release

date was available to me in mid April.

#### Hot new games

Some notable new games are *Lords of the Rising Sun* from Cinemaware, *Hostage Rescue Mission* and *Thunder Blade* by Mindscape and *Prison* by Actionware.

On a more educational level, Centaur Software have released *Mypaint*, a paint program for children. *Mypaint* features a brightly coloured palette, animated icons and various "hidden pictures" to add to the appeal this program would have to children. RRP \$US49.95.

Centaur have also released (for some months now) B.A.D. a disk optimization program, which can decrease floppy and hard disk access times by up to a factor of five. The program does not use RAM per se, and actually restructures disks to increase access speed. \$US49.95 RRP.

#### Magellan upgrade

Emerald Intelligence is now upgrading to version 1.1 of Magellan with details on how to obtain the upgrade being sent to registered users. The upgrade will cost US\$30.00 after April 30th and includes additional knowledge bases, display window scroll bars, inclusion of trigonometric functions, improved file requestors and the 68020/68881 support along with the ability to designate text or numeric types in the rule building process. An Interface Toolkit has also been added to their product line, which will allow the user to interface with *Superbase files*, import data from *Lotus 1-2-3* files and ASCII text files along with the ability to interface with the serial port and hence modems, the

package giving a vast increase in the flexibility of expert systems developed on the Amiga with Magellan. RRP is \$US45.00 to registered users. - Peter Ward

### More on Pen Pal

Developed by SoftWood Company, *Pen Pal* combines word processing, database management, forms generation, structured drawing, and high-quality printing.

"*Pen Pal* is a third generation Amiga word processor," said Dick Brown, president of Brown-Wagh Publishing. "The first generation (*Textcraft*; *Scribble!*, *Prowrite*) satisfied the basic needs of software-starved Amiga owners. The second generation (*WordPerfect*; *Excellence!*) raced to

see who could add the most features. However, they all forgot some of the basic things like print quality, speed, user interface, and all-around usefulness."

*Pen Pal* is designed to satisfy most of the people most of the time - for people who need good quality print - for people who keep lists of things, like names, addresses, phone numbers and birthdays - or who use forms, like business letters, telephone messages, to-do lists and contracts - or who want to get the most from their Amigas, specifically colour.

*Pen Pal* focuses on all these things, and pays special attention to the user interface. Details like the "smart" mouse pointer (identifies

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screen gadgets in realtime), - so you won't ever get stuck), the status display (shows and the file requester (recognition memory and disk usage as well as document requirements name search for files, and

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# Notepad

even sorts filed by name, size or date), show the thought put into the design.

Some highlights include editing with undo's and redo's, spell checking, writing analysis, fonts sorted by name and size, and the very special full-page view during editing and scrolling.

Since most word processors include mailmerge capability, *Pen Pal* included a built-in database. *Pen Pal's* database is easy to create and manipulate. It prints mailing labels (up to 8 across) and detailed reports with columns, titles, sort breaks and subtotals. Records can be copied and pasted into any *Pen Pal* document.

Unique line and box drawing capabilities provides the capability to add colourful backgrounds, boxes around titles, thick underlines, and shadows. This-drawing capability leads to the next breakthrough - forms generation, ie. order sheets, to-do lists, telephone messages, invoices, etc. To carry it further, *Pen Pal* helps fill in the form by stepping form field to field, automatically.

*Pen Pal* handles any clip art, brush or even HAM image. Images can be resized or cropped without losing the original resolution. *Pen Pal* will flow text to the left, right, or over any picture, on a box boundary or contoured to fit the actual image - all automatically, even while typing.

*Pen Pal* actually prints multiple pictures on the same page, with retaining their original 4,096 colours, palette and resolution.

*Pen Pal* can use any graphic fonts available on the Amiga to print text. However, *Pen Pal* is the first and only Ami-

ga word processor capable of printing graphics with true NLQ printer fonts (native not graphic fonts) on the same page in the same pass for quality and speed.

*Pen Pal* requires 1 Meg RAM and 1 disk drive with an Amiga 500, 1000, 2000 or 2500. All printing is done using Preference printer drivers. The suggested list price is (US)\$149.95 - Full review soon.

## Project management

Brown-Wagh have introduced *Project Master*, the first professional project management system on the Amiga. For businesses such as contractors, programmers, product managers and manufacturers, *Project Master* can help manage and control seemingly complex projects.

Developed by Technical Resource Systems Laboratory (New Orleans, LA), *Project Master* provides the tools to plan, track and control a specific project. It presents a graphic overview of the project and points out tasks which may jeopardize its successful completion due to time, resource or cost requirements.

Ease, speed and flexibility were of primary importance in the design. *Project Master* consists of six independent, multi-tasked modules. Plan helps you represent tasks on the screen for a visual overview.

Input helps you enter planned or actual project data such as time, resource and costs requirements. Statistics calculates the critical paths, slack time and project resource allocation. Resources, Costs, and Time generate GANTT and PERT charts showing resource allocation, revenue ex-

penditures and task schedules.

Some unique features of *Project Master* include: Charts saved in IFF and *DrawPlus* format to interface with DTP or CAD products, Input and statistics saved in ASCII for word processor interface, fully multitasking for easy "What if" analyses, onscreen toolbox for convenient graphic manipulation, statistical variance and standard deviation computed on best, worst and typical time estimates, and automatic re-adjusting of start/end dates.

The manual is accompanied by a tutorial with sample data. The software is supplied on one 3 1/2" disk.

*Project Master* operates on an Amiga computer with 512K bytes of memory and one 800kb disk drive. RRP (U.S.)\$195.00.

For more information please call Brown-Wagh Publishing at 408-395-3838 in the USA.

## Designer Database

Software Visions have introduced their Designer Database series for the Amiga. This is a collection of many useful databases and macros, organized in a ready-to-use format. These off-the-shelf applications are designed to work with Software Visions' *Microfiche Filer* and *Microfiche Filer Plus* database engines.

The first two disks in the Designer Database series, to be released on March 31, are the *Home I* and *Business I* disks. *The Home I* disk includes such classic applications as videotape, audio recording, stamp, and recipe catalogues, a home budget, a personal inventory, and more. *The Business I* disk includes a daily calendar, mail merge

(with macros), expense report, general ledger, a sophisticated invoicing/inventory application with macros for inventory processing, and more.

These Designer Databases are affordably priced at (U.S.)\$39 for *Home I* and (US)\$59 for *Business I*. Soon to follow will be *Video/Graphics* and *Sound I, Home II*, and *Business II*.

For more information, contact Software Visions at P.O. Box 3319, Framingham, MA 01701. 800-527-7014 or 508-875-1238.

## SimCity

Maxis Software has announced the release of *SimCity, The City Simulator*. When you enter *SimCity*, you take on the role of Mayor and City Planner of a sophisticated simulated city. You zone land, balance budgets, instal utilities, manipulate economic markets, control crime, traffic and pollution, and overcome natural disasters. You control the fate of the city. Design, plan and grow your own utopian dream city from the ground up, or take over any of eight included pre-built cities on the verge of disaster. Scenarios include: San Francisco, CA 1906, just before the great quake; Tokyo, Japan 1957, just before a monster attack; and Boston, MA 2010, just before a nuclear meltdown. Watch the disaster occur, gather your funds and information and bring the city back to life.

The city is alive: you see traffic on the roads, trains on the rails, planes in the air, even football games in the stadium. You see population levels rise and fall, residential areas develop from single family homes to condos to slums. Watch commercial and industrial areas grow or de-

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cline depending on your skill as a strategic city planner. While YOU do the planning and zoning, it is the Simulated Citizens, a.k.a. Sims, who move in and actually build the city. Sims live, work, play, move, drive, and complain about taxes, traffic, taxes, crime and taxes - just like humans. The game is primarily a constructive program, but those who can't enjoy a game without destruction can wipe out a city through terrorism, financial mismanagement, or by evoking a natural disaster such as an earthquake or monster attack.

*SimCity* supports various printers for generating poster sized printouts of your city, and comes with extensive documentation including a User Reference, an explanation of the inner workings of the simulation, and an essay on the History of Cities and City Planning.

### Listen here

Aegis sent along a copy of *Audiomaster II*, their stereo sound digitizing software. (You'll need to provide your own hardware sampler - there are several on the market.)

The software can be used to fine tune your sample, add digital effects to it, edit it, and generally muck about with it. One very nice feature is an automatic loop-seek function that will help find points for looping the sample for instrument creation.

### McDisk

If, for some peculiar reason, you want to transfer files from a Mac to an Amiga it's now possible. Central Coast Software is coming out with MAC-2- DOS.

Actually, there are several reasons you might want to do so: outputting PostScript files and transferring Mac

graphics spring to mind. An external Mac drive is required and the package comes with an adapter cable.

Tentative prices are \$295 U.S. with a Mac drive, \$89.95 U.S. without the drive. Contact the company for final pricing. Also available from Central Coast Software is *Quarterback Tools* (\$79.95 U.S.), which is a collection of utilities designed to make life with a hard drive a little easier. 424 Vista Avenue, Golden CO 80401, 303 526 1030.

### Little scan

The ScanLab/100 is a hand held unit that will scan an area about 4" by 6" at a resolution of 200 DPI for use in desktop video, publishing or whatever! The scanner itself is Sharp's model JX-100. (The special cable and software from ASDG are specific to the JX-100, which means you won't be able to plug a bigger scanner into it if you should want to upgrade in the future.) The price for the JX-100 is \$995 U.S., and the cost for the cable and software has yet to be announced.

### Card stuff

If you've been envious of A2000 owners' ability to plug cards into their machines, and you have an A1000 or A500, envy no more. Phoenix Electronics have produced an expansion chassis for each machine.

Each one will accept all the usual A2000 cards (including the 2088 PC emulator and the 2090 hard drive controller as well as all the DA hard cards and SCSI controllers). There are two models of the A500 and A1000 boxes, one with a power supply (\$253.95 U.S.) and one without (\$179.95 U.S.).

The chassis are side-

mounted and have pass-thrus. Phoenix is also producing two more models, these with co-processor slots. No price has been set yet.

### Badge Winners

It's Killer Demos like those generated by this contest which help to sell new Amigas, and that benefits us all. Thanks to the Bay Area Amiga Developers Group for all their work in organizing this competition.

Judged Best Overall (and winning a brand new Amiga 2000, courtesy of Commodore) was Brad Schenck for his Director animation Charon. Other winners were: Best Custom Demo - Tank by Vince Lee; Funniest - Not Boring Again by Dr. Gandalf; Best Sound - Charon by Brad Schenck; Best Graphics - Tychoid by John M. Olsen. - Watch for these demos on FISH disks soon.

### How to beat Dragon's Lair

We promised you this one - now here it is! To see how to finish the game successfully, press ESC R/L N 7 simultaneously (the screen should flash), then press the fire button. Do this just as the screen showing the credit finishes loading. The demo will start and show you the game to its conclusion.

### Apple dismantles Video / Presentation Department

We understand that Apple dismantled its hastily assembled Video and Presentation Department, which was organized to promote the Mac II as a desktop video machine. Insiders say that the Amiga is already too firmly entrenched for Apple to even want to try to shake it loose.

### WordPerfect user group Melbourne

Organizers of Australia's first WordPerfect user group are predicting enormous success for the organization, following its first meeting recently in Melbourne.

They are expecting membership numbers to rise rapidly in the next 12 months. The Melbourne WordPerfect group is a nonprofit independent organization designed to be a forum for support, problem solving and education of users. Anyone interested in joining the Melbourne group, or securing further information, should contact Jodie Maunder at Practical Software (03) 267 4844.

### Disk alignment system

Free Spirit Software has released Ami.. Alignment System, a precision drive evaluation and head alignment system for the Amiga series of computers. It evaluates the mechanical condition of internal and external 3.5" disk drives and provides information to the user for correction of nonstandard conditions.

From a control panel menu, the user may select options to automatically test drive alignment, test drive speed, test drive read write performance or manually test and adjust drive alignment. Drives DFO: through DF3: may be evaluated. Test results are displayed in the control panel windows and may also be output to the printer. The control panel is operated by means of 'point and click' selection. On screen help is available while the program is running by pressing the Help key. The Ami.. Alignment System includes a program disk, a specially prepared calibration disk and an operation manual.

The operations manual includes instructions and diagrams for drive disassembly and adjustment. Commodore and third party disk drives are covered in the manual.

Using the Ami. Alignment System, the Amiga owner can determine if spurious drive errors and corrupt disk requests are the fault of marginal media or a mechanical problem. If the problem is mechanical, advice is given to the user on its correction. The Ami. Alignment System is published by Free Spirit Software at a suggested retail price of \$49.95 US.

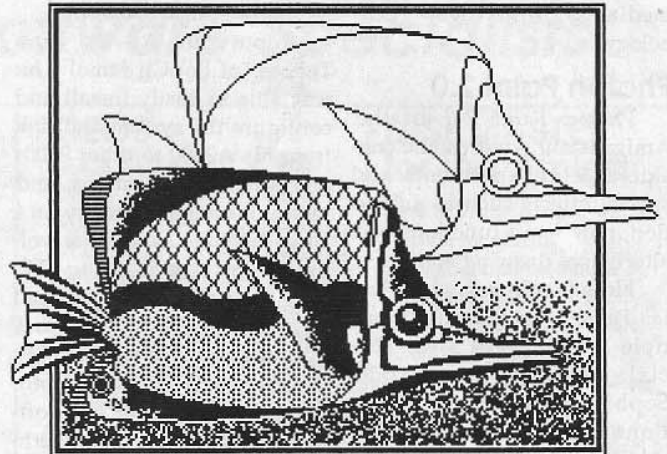
### Adaptor cable for CGA on Amiga

Clear Technology, national distributors of Philips mon-

itors, has released an adaptor cable which allows a Philips CM8833 CGA monitor to be used with Commodore Amiga personal computers. The adaptor allows Commodore users to replace the Amiga 1084 monophonic monitor with the Philips RGB and CVBS colour stereo monitor, which provides a 14" screen and 600 x 285 resolution.

All Philips monitors come with a two year warranty, delivered through Phillips service centres Australia wide. The monitors are European designed, and have power supplies suited to Australian conditions, unlike many Taiwanese manufactured products. The adaptor cable can be purchased for \$30.00, and is available im-

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mediately from Clear Technology.

### Photon Paint 2.0

*Photon Paint 2.0* for the Amiga is out. - with some considerable enhancements and special effects such as animation, new wrap functions and alternative drawing sources.

Here is a list of what *Photon Paint 2.0* has to offer: Multiple Swap Pages with special animate commands. Sophisticated brush operations like twist, adjustable transparency, tilt, resize, flip, rotate, bend and more. Luminance with definable source location and intensity.

Various types of fill functions including flood and background fills. Blending, add and subtract colours plus full dithering. Surface Mapping: wrapping of 3D objects such as cones, spheres, cubes and free hand shapes. Contour Mapping: wrap a brush around a 3D "landscape". Automatic shadowing with adjustable size and offset. Stretch brush function. Alternative drawing sources such as rub-through, pantograph, and brush patterns. Complete set of colorization features. Air brush with definable spray area. Fill polygon tool and polygonal brush cutter. Stencil feature protects defined areas. Gradient colour spreads.

Registered owners of *Photon Paint* were notified of the upgrade policy a month ago.

### Ameristar Ethernet board - networking

[For those who aren't sure what Networking is - essentially it's a way to link up a number of computers with the object of sharing resources between them, such as storage devices (hard disks, etc), laser printers, and so on. Good to have if you have a number of Amigas in your business, or

somehow spread around.]

Report in AJ by John Toebe (of PopCli fame) - he was able to easily install and configure the system and link from his A2000 to other 2000s and other Unix systems, and mount his home directory on a Unix machine as another volume on his Amiga, using FTP (File Transfer Protocol) and TELNET, and NFS (Network File System). He says SMTP (Simple Mail Transfer Protocol) is missing, but the software is very well put together. Around US\$900... We rang the company below, and ended up speaking to Dale Luck (or "Duck" on Bix), one of the original Amiga men from Commodore-Amiga. He's sending us all sorts of information about ETHERNET, along with X-WINDOWS for the Amiga to talk to other systems such as the Sun workstation, and also his "Boing Mouse", a 3-button mouse for the Amiga. News as it comes to hand. Further information: GFXBase, 1881 Ellwell Drive, Milpitas, CA 95035; Tel: 0011 1 408 2621469.

### Scientific and engineering peripherals/software

ACDA is a company specialising in this stuff - as lifted from an overseas magazine, their products (and there are many more) include: - DIGISCOPE, an oscillator emulator US\$139.95 - PROTO-5K, single channel A/D converter US\$279.95 - PROTO-40K, A2000 card with 16 channel 12-bit multiplexed A/D converter and a 3 channel programmable timebase US\$1895 - AMIGAVIEW, about 100 routines and macros for C programmers US\$152.

More info from 220 Belle Meade Ave, Setauket, NY 11733. Tel: 516 6897722.

### RGB Computer and Video Creations

A very active company, responsible for the SUPER-VHS VIDEO WORKSTATION which lets you perform network-quality professional video editing with the Amiga plus some video equipment. They also produce the DELUXE HELP series, help on disk for *DPaint*, *Pagesetter*, *Calligrapher*, etc. Info from Tel: 4007 622 0138.

### Comspec Bernoulli hard drives

Comspec seem to be motor-ing along these days with Amiga hardware - now available is their Bernoulli system, using 20 Megabyte removable cartridges, meaning unlimited storage, ease of backup and disk access speed equivalent to a hard drive.

Autobooting is possible under Kickstart 1.3, and Fast-FileSystem is supported. You must also buy a Comspec SCSI host adapter (US\$249) for your particular Amiga system. It's possible to get the SD system allowing room for two 5.25" drives (one of which could be a normal hard drive), or a 3.5"/5.25" combination, or a single 5.25" Bernoulli card for the 2000, costing US\$1625 - I guess the 500/1000 models cost rather more. Info from: Comspec, 74 Wingold Avenue, Toronto, ONTario, Canada M6B 1P5 Tel: (416) 7853553.

### Spirit's wedge

An alternative is Spirit Technology's "wedge" to enable Amiga owners to use IBM hard disks and controllers - although such products have been available for a while (The Wedge and Palomax), it is said that this product needs no "hardware hacking" and comes in a nice box. Info: Spirit Technology, 220 West

2950 South, Salt lake City, Utah, 84115. Tel: 800 433 7572.

### Soft.Link's utilities- multiple menus and preferences

These look good and could be useful. STUFF-IT is a way to customise your own menus for any program at any time, and is rather like the pd programs HANDYICON or ZIPPY (see PD UPDATE). Price is US\$39.95 & \$2 p&p. Their other utility is MULTIPREFS, which allows you to set up and have available a variety of Preferences settings. Not a bad idea, but we've got a SETPREFS disk in the Library, set up by Eric Holroyd, which does the same ... for free. More info from: SoftLink Inc., P O Box 304, Coventry, RI 02816.

### Hypertext for the Amiga

Or is it just hype? Calling itself "An outline processor and word processor and picture display with Hypertext links to text and applications", could this be a competitor to the Mac Hypertext phenomenon? Introductory price US\$59, from: Poor Person Software, 3721 Starr King Circle, Palo Alto, CA 94306 Tel: 415 4937234.

### Creating customised calculators

"Integrated Calculation Engine" is a software package, billed as NTSC or PAL, which will allow you to create your own calculators - engineering, mathematical, financial, scientific, statistical and trig. Costs US\$89.95, and more info available at: King Publishing, 921 32nd Street, Sioux City 1A 51104.



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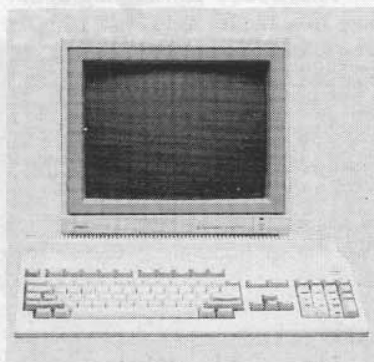
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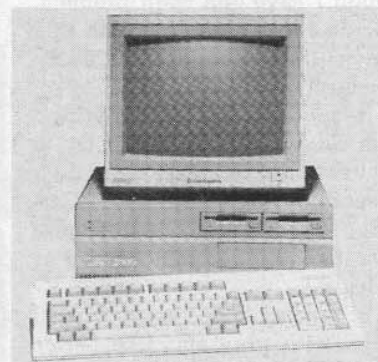
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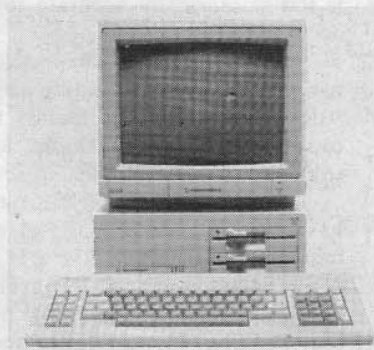
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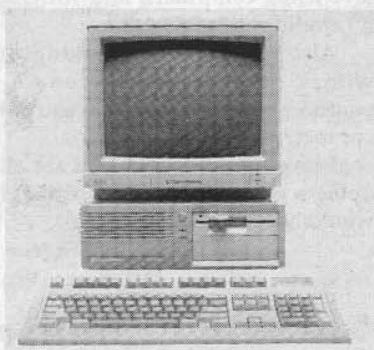
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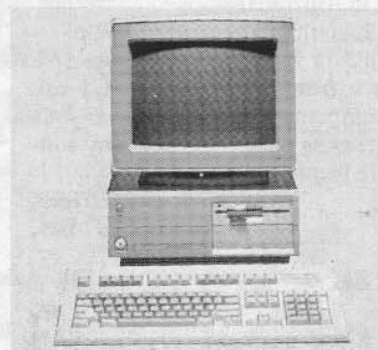
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# LETTERS

## MPS-802

I hve recently purchased an MPS 802 printer for my 64 and have found it to work fairly well. Although I have one main problem, how do I print graphics with this printer? It just goes haywire every time I try!

It refuses to print anything from *Geos* and doesn't even try to print anything at all if I try to do a screendump with my Final Cartridge III. If I get any response from it at all it just prints a load of garbage.

It works like a charm when I use it with programs like *Letter Writer* or *Magic Desk I*, however.

One of my friends who knows a bit more about printers than I do said I need to buy a chip to plug into the back of my printer to enable it to print graphics. Is this so? If so can you tell me where I can purchase one of these chips (preferably in Australia).

I would appreciate any help.

PS. I have a Blue Chip disk drive from Pactronics and I can recommend this drive to any 64 owners as I am yet to find any software incompatible with it.

*James Hilder,  
Australind WA.*

*Ed: You need the right driver - it is on the 1-3 Geos upgrade - or try MPS-802 Publisher program from Prime Artifax (02) 807 0011.*

*The 802/1526 does not print graphics in the normal fashion - so special programs or printer drivers are needed.*

## C64 upgrade path

I am a great fan of *Geos*, and use it to death. I am 15 years old and in year 10 (form 4 for all you oldies) at school. So far this year I

have used up 1600 blocks of work disk on assignments for school, and we are not even through the first term.

I have been considering updating to a 128 for ages, and with the extra RAM, and the capability to use the 128 *Geos* range, it seems it would be much the wiser. I currently have an old 64 (1982 model I think), an 86 model 1541 drive, and an MPS 1000 printer. I run through a portable TV, so that I can watch TV during loading. I have never had any trouble with the keyboard, drive, or printer, and all are in very good nick.

How much of this could I use on a 128? How much could I get for my computer if I traded it in, and how much would I have to fork out for such a swapover?

I'm not all that smart, and I hate school, so the computer is what gets me my marks at school. I love using computers, and without it I would still be in year 7.

Also I have been thinking of writing some hint sheets for *Adventurer's Realm*, so who would I contact?

I love the mag, and you are all doing a great job. It's the sort that I would like one day.

*Alastair Edgington,  
Mitcham, Vic.*

*Ed: You would be best to sell the lot as a package and then buy secondhand again from someone who is using Geos applications. Prices vary a lot from place to place - check your Trading Post computer section - or the Age, for an idea.*

*(Just send your Hint Sheets to the address given in Adventurer's Realm.)*

## A mixed bag

I really enjoy reading *ACAR* firstly because it's Australian and secondly because it has a friendly feeling which is easy to relate to and it has just the right mix of technical and entertainment in the magazine. Also it doesn't expect you to have several degrees in computing and it relates to people with an IQ bigger than the number of fingers and toes on them.

Whatever happened to the C64 high score table in the April (Vol 6 No 4) edition? I would just like to add to the Amiga top score table:

*Testdrive 163070* (I think you missed a zero in Colin Russell's score).

Is there any chance of getting colour pictures of the games?

Personally I think that having percentage ratings stinks. They should be out of ten because having 101 different possible numbers is too numerically accurate to be accurate.

Jumping back to Richard Perntin's letter, I enjoy reading a split Amiga/C64 magazine mainly because I have both machines, and so do many other people.

I have to agree that it is futile to have laws on hacking. I feel still more emphasis should be put on copying copyrighted programs. The government should have people teaching the kids at school (myself included).

*Philip Reichert,  
Beecroft, NSW.*

## PAL to NTSC conversion?

A number of years ago I read an interesting letter in the British *Your Commodore* magazine.

The letter was from someone who was moving to America and

wished to take his beloved C64 with him. The greatest problem he would face in doing so would have been the NTSC signal required from his 64 to interface with an American television set (Americans always like to be different).

They asked whether an adapter (or something) was available to "re-modulate" PAL into NTSC.

The magazine replied with an answer along the lines of such a device being available, however, the expense for one of these would outweigh the practicability of such a venture. The magazine suggested that he sell his C64 and buy a new one in the USA when he arrived.

"That's a reasonable statement," I thought at the time.

More recently, I realised that CBM had saved themselves some money (again) by internally hard wiring the signal selection to PAL (or NTSC) for explicit use in the region of sale. Evidence appears on my schematic of the 64 that such a jumper exists between pins 1 and 10 of 74LS193 chip and pin 4 of 74LS74.

It's only reasonable to suggest that if this jumper was altered, in a similar way to that which is done to hard wire the device number of a 1541, compatibility between these signals is possible; inexpensively; without the hassle of resale of the present unit.

So the question remains, "Is there a feasible way of converting your C64 to NTSC?" and "Is this the way to do it?" I think so.

I.S. Mulry,  
Kingswood, NSW

*Ed: Of course, you would also need a new modulator, and power supply. Anyone want to let us know if this works?*

## Commodore user group

We are a very enthusiastic Commodore Users Group in the Western Suburbs of Melbourne. We meet every third Sunday.

The name of the club is VRI

Commodore Users Group, and we meet at the VRI hall, Stewart St, Braybrook, behind the squash courts. The persons to contact in the club are: Charlie Carlow (03) 337 0900, Rod Mason (03) 306 4063, Stuart Pearmain (03) 391 2156, Bill Howe (03) 311 8253.

Rod Mason,  
Glenroy, Vic.

## Problems

I was wondering if you could answer a few queries I have. I own a Commodore 128D and a Citizen 120D printer and I would like to know if there are any professional typesetting programs available for my setup. All of the finished products from programs like this that I have seen, have that "computer look" about them, if you know what I mean. I would appreciate it if you could also give me some prices.

In Vol 5 No 7 under "Ram Rumbles" mention was made of the availability of 1581 disk drives. In the same issue, in a review of *Geos 128*, the reviewer said it was not possible to copy a whole disk in one pass from a 1571 to a 1581 and that it had to be done file by file. I imagine that means only when using *Geos*. I would like to know if you can copy disk to disk when not using *Geos* but perhaps using the DOS shell or similar.

A friend of mine is considering purchasing a computer. She would like one that her children can use and also herself, for word processing etc. I was going to recommend a 128 but I thought perhaps you could recommend something better or more suitable.

My computer is approximately four months old and I seem to have a lot of trouble loading and running C64 programs, but not 128 software. A friend of mine also has a C128 with updated ROMs in the disk drive and sometimes has less trouble with the same software. I was wondering if you could explain why and what I could do to fix this problem.

D.B. Edmunds,  
Leumeah, NSW.

*Ed: Dot matrix print will always be dot matrix print - "professional" DTP software on the C64/128 does not exist, but there are some great amateur packages such as Geopublish (about \$90) and Paperclip Publisher (\$50) which produce reasonable output. Geos (\$99) can also be output to a laser printer.*

*I would recommend that your friend should buy the Amiga 500 - try secondhand if price is a problem. The Amiga is relatively inexpensive, and is great for serious work and entertainment.*

*Your loading hassles could be due to a number of problems - drive alignment, or just plain overly complex disk protection pushing your drive beyond its limits. Of course new ROMs have overcome some compatibility problems with the 1541 based software.*

## Joystick recommendations

In your joystick review in ACR Vol 5 No 12, you failed to mention one characteristic of the Competition Pro 5000 which frustrates me.

I refer to the effect when playing, say, *Boulderdash II*, where the "man" is moved either vertically then rapidly horizontally, or vice versa, to achieve the objects of the game. I expect to move the joystick one way, then without centring it, feed in a 90 degree change of direction.

The Pro 5000 does so vertical to horizontal, but in the other direction change, must be neutralized first. (It always catches me in the heat of the moment.) Cheap ones do it, so why not so-called "arcade-style" types?

As it cost nearly \$50 in July 1988, I wrote a complaint to the distributor OziSoft, and have not received a reply as at March 1989. Do I expect too much, and are all micro-switch models like it? Although I feel I have above average reactions for a 53-year-old game playing "kid", I still need all the help I can get in speed.

G.W. Barron,  
Cootamundra, NSW.

# Entertainment Roundup

by Andrew Farrell

**A** *miga World* just gave *Dragon's Lair* a scathing review. They complained about everything - the disk loading, the game play, the bugs - everything. Well, we say foo to you - *Dragon's Lair* may be slow between scenes, and it may be irksome for arcade shoot'em up freaks. But, if you have played *Dragon's Lair* on the laser disk machines in video parlous at two dollars a pop, the Amiga version is a welcome and playable alternative. Instead of ripping to pieces games that are trying hard to break new ground, let's at least give credit where credit is due. The game is not everyone's cup of tea, but you must admit, *Amiga World*, that *Dragon's Lair* is one of a kind in the animation department. Many readers have asked for tips on the game. Amiga owners can use the key sequence mentioned in Notepad. For the rest of you here's some hints.

- Yes, there are two drawbridges! The second is a reverse of the first. (This pattern is repeated in later scenes).

- When experimenting to find the right moves for Dirk, only try one move at a time - that way you will know whether it worked. Dirk can only do one thing, you have to wait and let him move.

- In some rooms, a flashing area tells you where to move next. The trick is to have selected that direction before the flash appears - once you see it chances are you're too late.

- Don't always move in the logical direction of the scene - some moves should be made according to where you physically want to move on the screen rather than in the scene. Follow that?

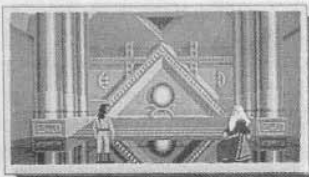
- If you're really stuck - watch the demonstration carefully. Otherwise - enter the backdoor mode and study Dirk as he moves around the screen.

## In brief: The Kristal

Another game boasting multiple disks and amazing graphics is *The Kristal*. I was disappointed to find occasionally the wrong backdrop loaded - wrecking the current scene. The animation seems to have some glitches too. Disk swapping is constant - you really need four disk drives.

The plot is thick - you'll have to read the book - in essence it is an adventure game with some arcade scenes. As you pass other characters on your travels along the screen, you can talk to them. The parser is quite impressive.

Check it out when you're in your favourite store - meanwhile we've whizzed our review copy down to Adventurer's Realm for a thorough review. □



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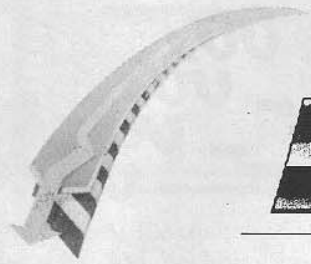
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# SUPER HANG-ON

Okay folks, this is the motor-bike game of the decade, and you will have to super hang on to your socks. Andrew Farrell jumped on the tricked up two wheel power packed rocket to file this review.

Last month I mentioned *Super Hang-On* in the editorial. One month later I'm still wrapped. This has got to be in the running for arcade game of the year.

You are shown a behind-the-bike view of you, your bike and the tracks ahead. The starting lights flash, and the other bikes scream off into the horizon.

Foot to the floor, you heave away from the start, eventually catching the last rider just as he banks into first turn. You swing early and take a earlier line through the bend - just nipping past his front wheels.

As you wind her out in the straight, your speedo turns red. You press the fire button - and something like an afterburner slingshots you down the straight. Signs, trees, other bikes all rush by in perfect detail. The ride is smooth, the road ahead clear. You're pushing just over 320 clicks. This is it. Suddenly a sharp corner races into view. You brake and start to pick your line. But it's too late. You hit the chalk, and

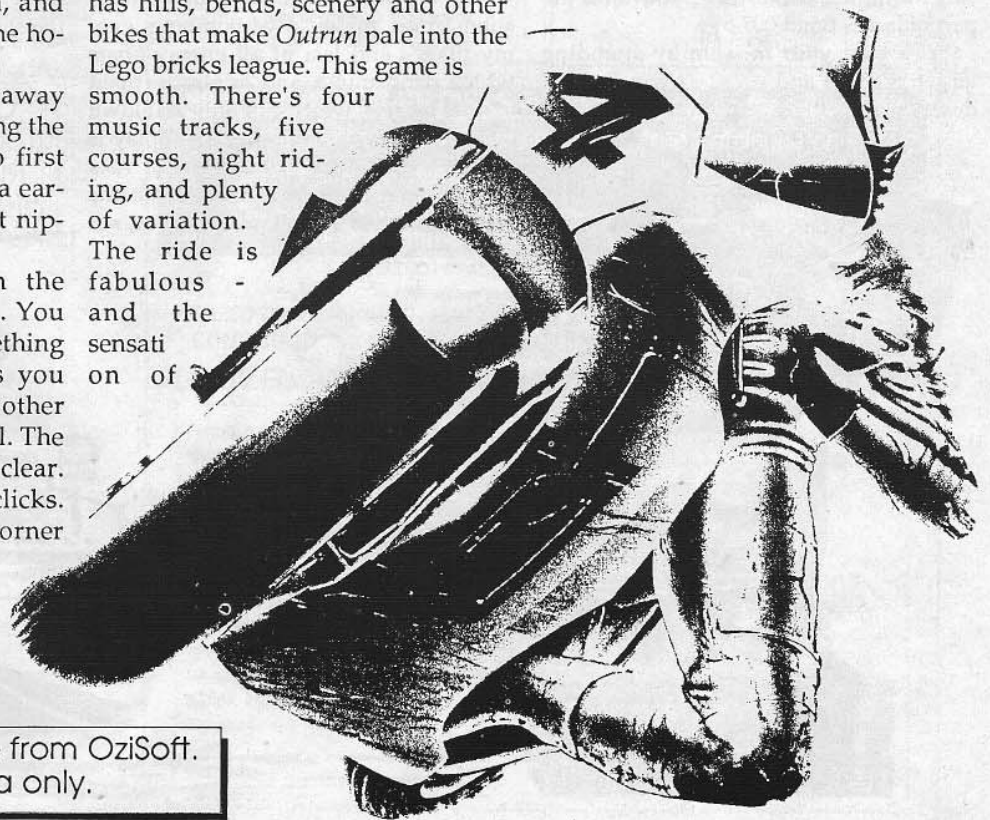


then skid hopelessly off the track. Just when you think you'll sneak back on behind the third rider you collect a limb and go head over bike into the grass.

*Super Hang On* is tops. The road has hills, bends, scenery and other bikes that make *Outrun* pale into the Lego bricks league. This game is smooth. There's four music tracks, five courses, night riding, and plenty of variation. The ride is fabulous - and the sensation on of

riding a bike is a blast.

The final test comes when ten non-computer head friends drop by and all love the game just as much. My advice. Buy it!



**AMIGA**

Our review copy came from OziSoft.  
RRP \$49.95 Amiga only.

# LIVE AND LET DIE



by John Hatchman

**M** has given you a top secret mission: "Find Mr. Big, and don't come back until you do".

Q has given you his latest gadgets: "Be very careful with it, 007. It is the fastest and most dangerous speedboat ever made. Just to make sure you find Mr Big, we have arranged some practice sessions for you in extreme conditions. You'll go from the desert to the icebergs before we let you loose in Florida - Mr. Big's home country."

Dr Kananga, the ruthless and infamous Prime Minister of the Caribbean island of San Monique has decided to supply free heroin to America, hoping it will cause such an upset and make him so rich he can supply arms to Eastern bloc allied San Monique. Obviously, you take the part of James Bond 007.

You start your mission by attending target practice and desert ex-

ercises all over the world. Select target practice in certain parts of the world, then once you think you have gained enough skill to match the might of Mr. Big, you can take a shot at the title.

Play starts by taking practice runs at any location you select. Once you get in your super high tech speed boat you start the action happening by either using bullets out of your gun or the three missiles which are dropped to you in a crate by a helicopter. Run over the crate to collect your missiles - any delay will cost you fuel.

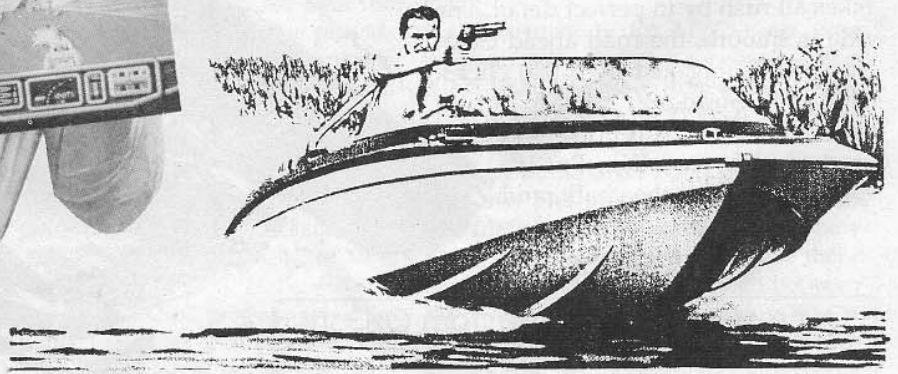
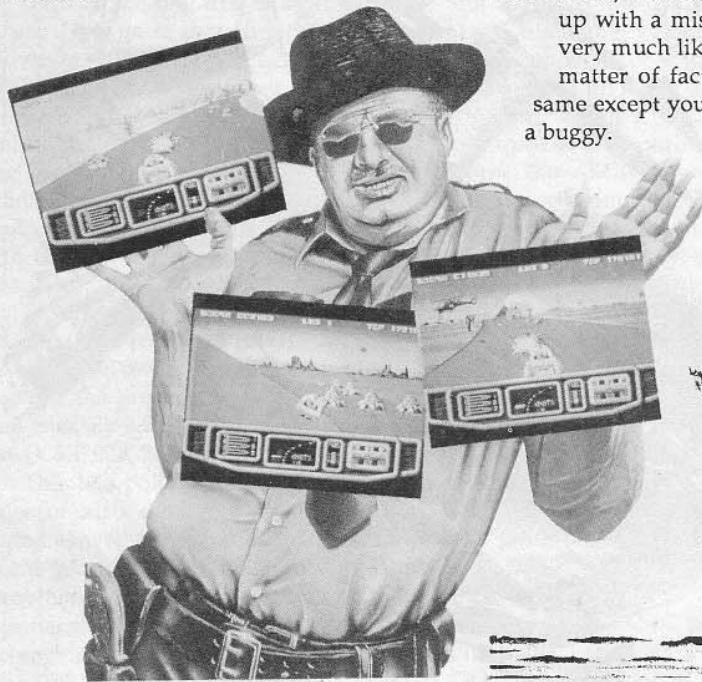
Fuel can be picked up along the way, it is contained in small canisters in the water. You must also run over them to collect it.

Enemy-wise, there are gun stations, submarines, mines, dive bombing, enemy planes and last of all enemy boats which drop mines and booby trapped fuel barrels, which can only be blown up with a missile. Gameplay is very much like *Buggy Boy*. As a matter of fact, it is almost the same except you are in a boat, not a buggy.

Whilst on the mission you must launch your boat along a waterway at great knots, scale slopes, dodge rocks and whirlpools. Other obstacles included are locked gates which can only be blown away with a missile, and dark tunnels which make life quite uncomfortable. Once you get to the heroin processing plant you can only destroy it by launching off a log and firing a snuff missile. Good luck!

Gameplay is a wee bit sluggish and dodging some obstacles at high speed isn't easy. As for graphics, they're quite good. As a matter of fact they are much better than *Buggy Boy*. Not a bad little game for the price. Plenty of difficult challenges and obstacles. Don't just sit there, go and at least look at this game in the shop. □

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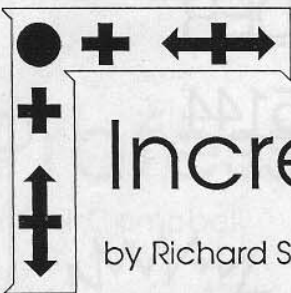
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# Incredible shrinking Sphere

by Richard Silsby

**A**s a registered member of the Medical Practitioners Association, Psychiatric Division, I would warn all potential *I.S.S.* victims that the *Incredible Shrinking Sphere* has scenes that could affect the mental health of all players.

The reason for this warning is that it shows in graphic detail, the three dimensional workings of a ball. That isn't so bad, you say to yourself. But these graphics are in such detail that before *I.S.S.*, they have never been seen on mortal man's display units to this time, and it is my belief that the human race is not yet prepared for this assault on the world market by Activision.

Along with the graphics being out of this world, the music is such that it will have you in a trance by the end of the opening credits. All in all, the effects will have a hypnotic gravitational force on players. They will be unable to either take their eyes off the screen or raise themselves out of their chairs. Such is the effect that this game has.

Now to inform you about what you will actually be doing if you do come under it's spell. You will position yourself in one of the Sphere Corps' battle training arenas, which is also called the Death Run. Your purpose is to rescue Colonel-in-Chief Matt Ridley, who decided to test his skills behind the controls of a Fighter Sphere, but failed. His fighter sphere has been disabled by Assassin Spheres and he is now stranded in the Run.

You will go into the Death Run with the same ship that the Colonel had. This latest advance in stealth craft technology portrays your ship as looking similar to a pinball. Your ship is invisible to all on the outside world, only you and your

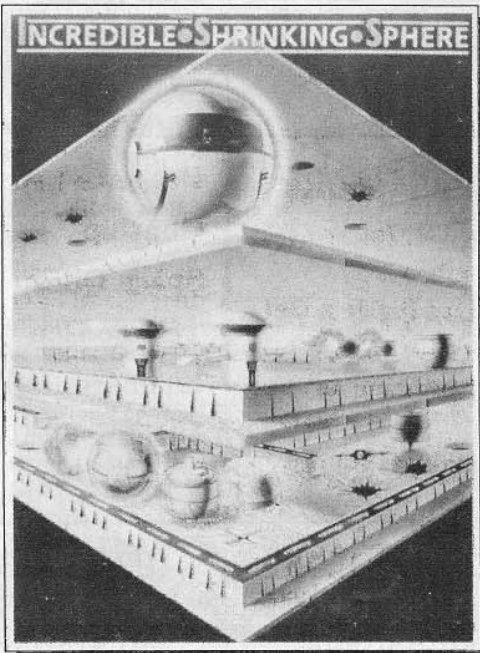
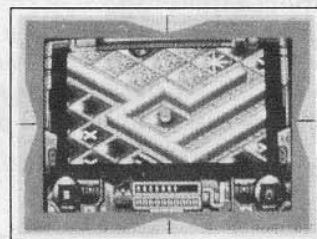
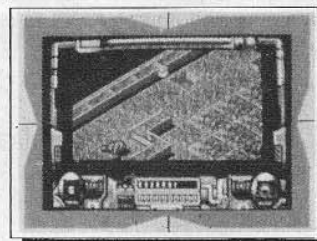
co-pilot can actually see the plane. I recommend that you don't tell that to anyone though, or they will have you admitted to an institution, quick smart. But the people in the outside world are not your problem, it is those nasties that lurk around the corner.

There are a few things that you need to be aware of. When you roll across certain tiles, your mass, volume, or inertia will be affected. You will have to be well aware of the location of these tiles because at times you will need to be heavier, for example when taking a short cut through moving walls. Or lighter when traversing damaged tiles.

Also you will have to know where ISMO Assassin generators are, because this is the production area of deadly assassin spheres. Seeing as the guy you came in to rescue was affected by these, don't think that they won't be hungry

enough to get you. There are Black Holes, White Holes, Ammunition Supply dumps, Exits, Ramps and even a Prison.

So you will have to tread carefully if you do not want to become another statistic of the Death Run. But you will need to be at your peak of concentration and with quick eye to hand coordination. Good luck cadets, I am sure you will need it in the *Incredible Shrinking Sphere*. □

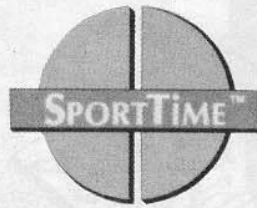


Our review copy came from OziSoft (02) 211 1266.  
RRP \$49.95 Amiga, C64  
disk \$35.95, cassette  
\$26.95.

AMIGA

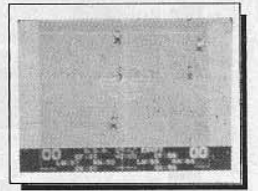
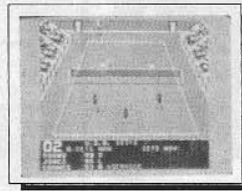
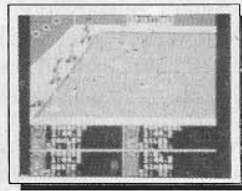
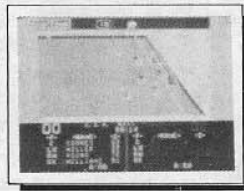
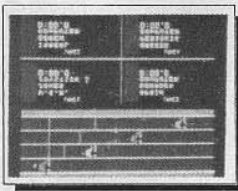






# International TEAM SPORTS

by Andrew Farrell



**H**ere's another of those international events for one or two players and a strong joystick. Or so I thought. *Team Sports* is a actually more a game of tactics rather than dexterity. Step one, pick your team.

From the main menu you select teams for each of the five events - Water Polo, Soccer, Volleyball, 4 x 400 Track Relay and Swimming. Each selection must be based on the players' skills - with some players competing in a number of different events. There's a whole web of rules on how the draw against the other teams works. I skipped them, and headed out into the soccer field for a look at the graphics and animation Mindscape have designed. Computer vs computer, the whistle blows and the kick off sends the opposition scurrying toward their man.

The animation is smooth, although the characters are somewhat jaggy. The field design is bare, with no crowd visible breaking down barriers or throwing confetti. Nevertheless, game play was very slick. The players acted realistically passing the ball and marking others. They quickly move into defence positions or make a smart passing manoeuvre down the center.

Next on to swimming. The gun sounds, in go the four swimmers with a splash. Making their way to end of the

pool, they turn and for a moment the splashing subsides. They resurface and complete their lap. The next swimmer dives in. At the bottom of the screen numbers flash madly showing time, and how the players are faring. A small top on view is displayed. Good graphics, but irritating splashing sounds.

By now I'm itching to get in on the action. There's no way to stop an event in progress, so I sit and wait and watch. Controlling the players happens using Flow-Control TM - a catch name for a somewhat confusing method. In some events this amounts to the usual control-a-player who is highlighted method. In other events you act as coach, fine tuning the level of effort the competitors are putting forth, and timing events such as the baton exchange during the relay.

Some aspects of this game tack an annoyingly long time - such as the loading of each segment. Worse still, if you happen to activate a game with teams that are not human controlled, you have to watch the entire match or reboot. There's no way of aborting part way through.

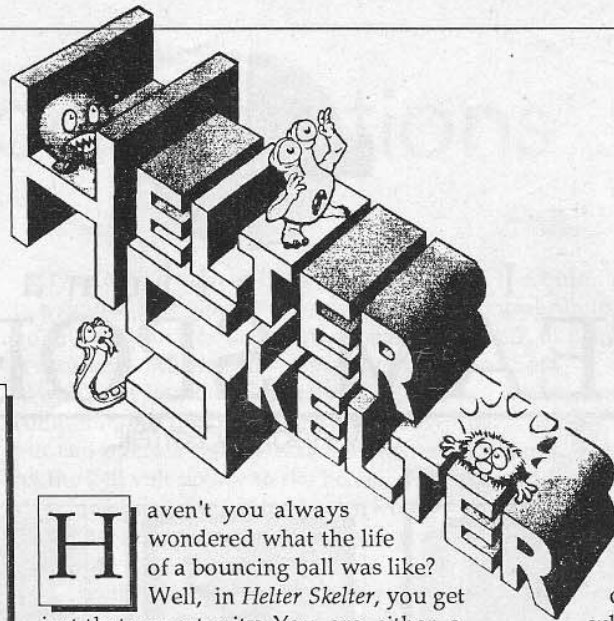
After some messing around, I went back and restarted the game. Selecting your team is a bit like a role playing game. You place each team member in a number of events depending on his special skills. However, there are limits

as to how many events each player can be in, and how many players you can have in one event. After making my selections, I selected volleyball and prepared for action. In the event you actually control the players. As the ball moves around the court, the player who will handle the next action changes colour. You can serve, return shots and set-up other players. You have complete control over where the ball goes. If possible you can spike a shot, hit it left or right, long or short.

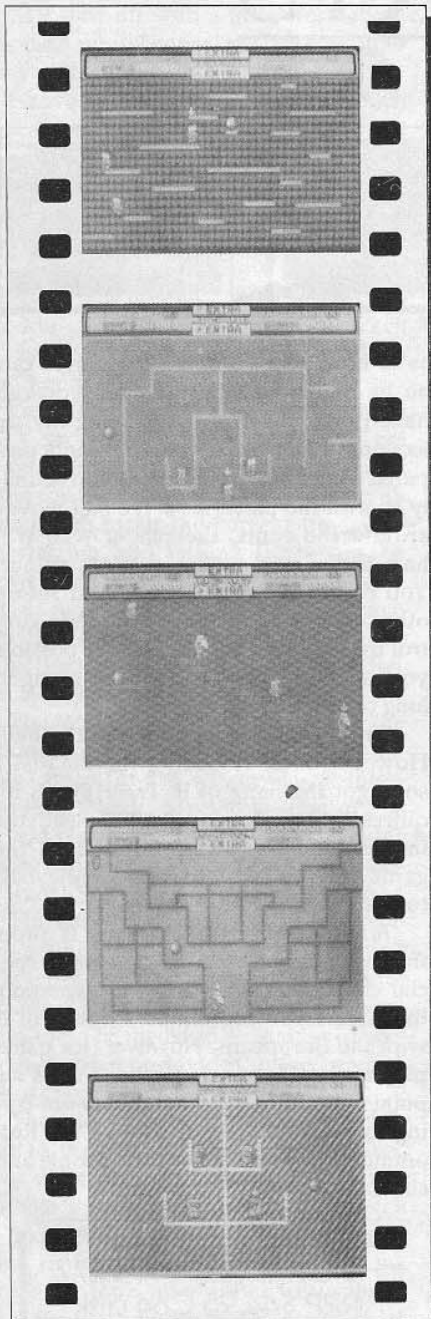
On my first serve I missed the ball. However, after rereading the manual I soon got the hang of it. *Team Sports* requires thorough preparation. Read the instructions otherwise you'll find the game is very hard to play. Volleyball turned out to be quiet fun.

*International Team Sports* is proof that when it comes to programming special effects and whiz bang presentation, the American programmers don't cut it with the Europeans. However, for game play and realism, this package wins big points. Since that is what they were trying to achieve, *Team Sports* is a hit. Recommended for sporting type people and simulation lovers. □

Review copy from YPA  
Holdings (02) 899 2277  
RRP \$44.95 C64 disk



by Richard Silsby



**H**aven't you always wondered what the life of a bouncing ball was like? Well, in *Helter Skelter*, you get just that opportunity. You are either a red or blue bouncing ball. Your mission is to bounce around, and knock out the monsters that get in your path. What could be simpler?

First, you have to bounce yourself in and around various monster-containing Platforms. Secondly, you can't indiscriminately bounce on the head of just any monster. You have some sort of dignity even as a ball, you're not going to bounce on any Tom, Dick or Harry monster. You have to bounce on the monster with the royal pointer on his head.

If you do try to squash just any monster you will find a little surprise left behind. You will find that you haven't been successful in putting the monster away, but that monster has just had a baby from your little escapade and now there are two of them. So be selective or you will find your membership at the local Community Ball Members Association expire earlier than expected.

Also if you do only go after the monster with the royal pointer on his head, you get better points. The first monster you hit is worth 500 points, but the next one is worth 1000 points, provided you don't hit the 'wrong' monster in between. The scoring keeps doubling so long as you don't hit a monster that splits in two.

For all of the 80 screens you have a certain time limit to hit all the monsters in the correct order. If you complete the screen before the time runs out you score a bonus of 1000 points for every second that you had left.

Along your way you will see various tokens that you have to collect. The main ones have letters on them which will help you create the word E-X-T-R-A. Collecting all of these gets you an extra ball to play with. The other tokens that you collect will give you extra time, freeze the monsters, and there is even a token that will advance you to the next screen!

When you have gone all the way through the 80 screens, you can go ahead and design an extra 48 screens to really test yourself. (You should make your way through all the screens in a few days, although I'm still stuck on the 15th.) This addition makes for a game that will be the centre of attention in your family for a long time.

The graphics and sound effects have been well created by the people at the audiogenic Software Laboratories. The sound effects are especially good when squashing monsters, but I found the colours of the graphics a little overpowering.

All in all, this is a game that all the family will enjoy playing. What it lacks in game play and difficulty can be added by you when you create your own screens. So go out and sample the life of a ball in *Helter Skelter*! □

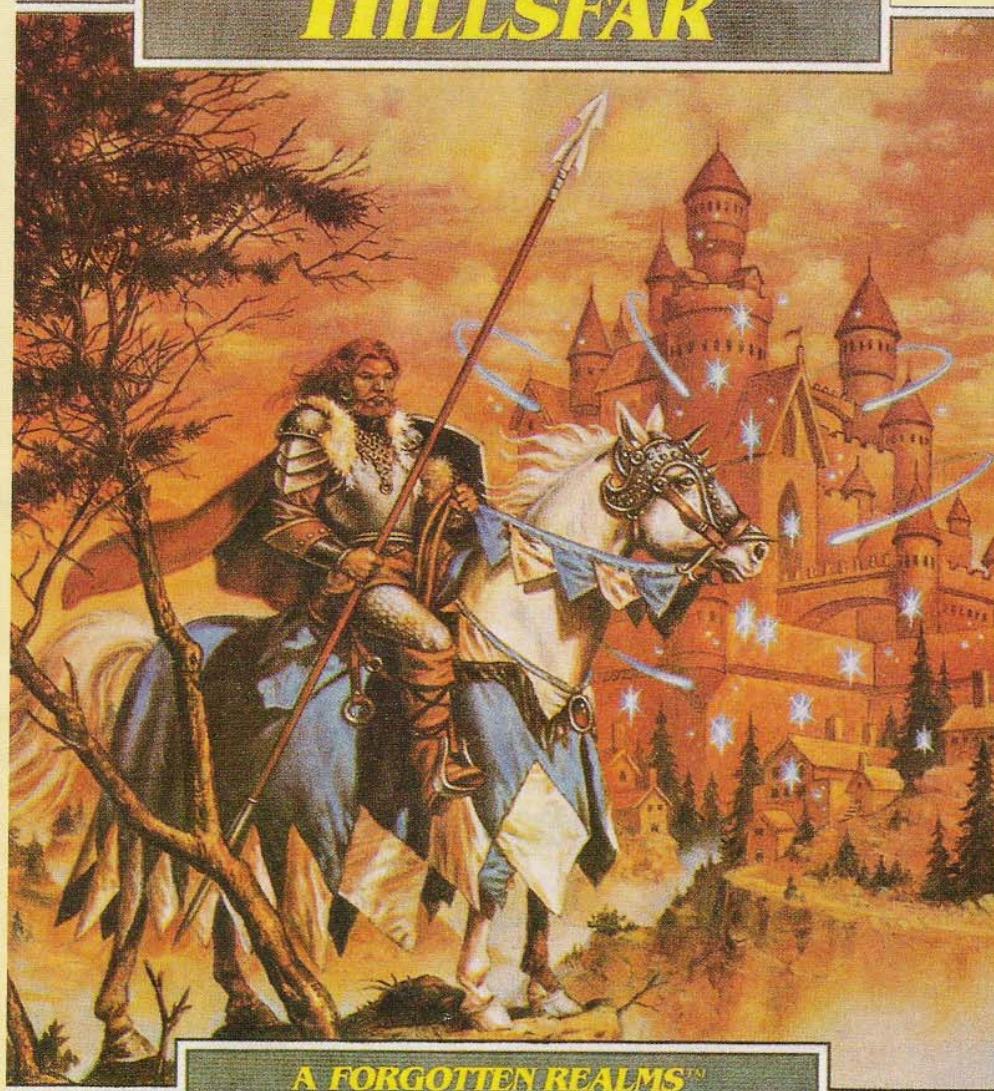


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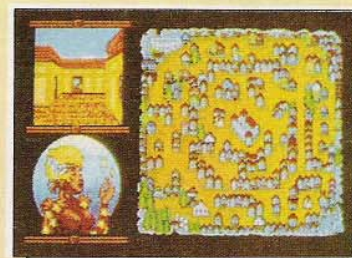
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# Overlander

by Richard Silsby

**I**t is the year 2025. A green and beautiful planet that you once called home now resembles Death Valley. The surroundings are like the heart of a red scorched desert.

The roads on the surface are the only viable way to do it at this early stage. Your job as the Overlander is to do this.

The link between the underground

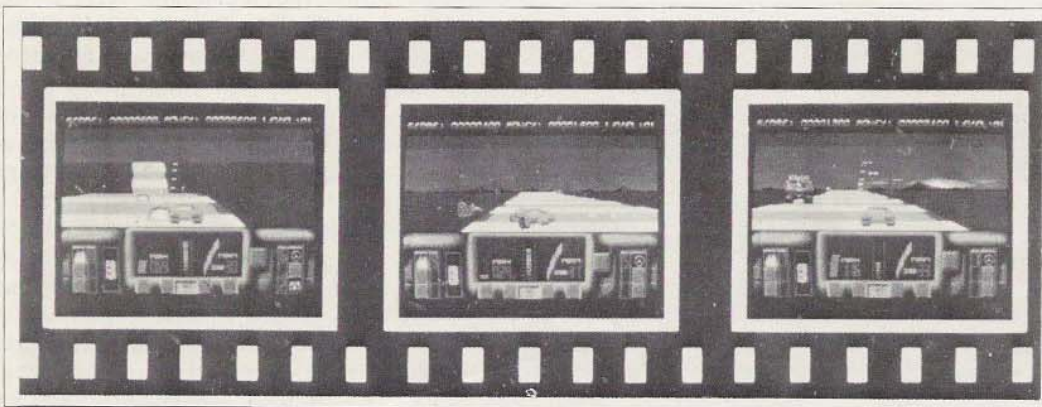
Having chosen a cargo, you prepare for the journey by buying petrol, firepower and performance parts to add to your car. These include standard issue guns, flame throwers, surface to surface missiles, homing rockets, powerful disc brakes, a nitrous oxide injected turbocharger and a lean burning fuel injection system. Also you are able to purchase battering rams, armour plating, bulletproofing, and wheel blades, even extra cars can be bought if you have the money.

Just to make your life worse three gangs will try to stop you getting through. These are the Crawlers, Roadhogs, and the Kamikazes.

Altogether a well-thought-out plot, which makes game play more interesting. However the makers of this game must have strained their thinking facilities, as the sound and graphics are a let-down.

Your view through the windscreen sees objects which appear on the screen in very weak detail, and the sound effects are below the standard that game players have come to expect.

Overall this game has the groundwork to be very interesting and hold your attention. But the standard of the other work done makes it a game that I can't recommend. □



There is little vegetation to be seen in all directions. This has been the case since the last of the dwindling ozone layer covering the earth floated away with the vast quantities of CFC's which filled the atmosphere.

Scientists saw these holes appearing in the late twentieth century, but warnings were never taken seriously until it was too late. The holes were there and grow-

ing. The damage was minimal at first but eventually they became an unstoppable apocalypse. The sun caused great damage to the earth and its population moved underground quickly.



But food and other objects have to be distributed around the earth. The roads on the surface are the only viable way to do it at this early stage. Your job as the Overlander is to do this.

The beginning of each

journey sees you choosing between two cargoes. You have two offers, one from the Federation and one from the Crimelords. The Crimelords will offer more money, however their cargo will increase the danger.



Our review copy (C64) came from Questor (02) 662 7944. RRP \$49.95  
Amiga, C64 disk \$34.95,  
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# Will Harvey's ZANY GOLF

by John Hatchman

**I**'m playing another great golf game - *Zany Golf*. A game of great proportions in fun and entertainment. This new simulation of putt-putt golf is not your normal delivery of putts and greens. We're talking zany, folks.

Okay then, it has nine holes which you must master before progressing. Starting on the first hole you have two extra shots above par to try and keep you in shape for the later part of the course. On some of the holes, for example, you can earn extra strokes by putting the ball into certain places, like doors or holes in the ground.

Another random stroke gainer is a fairy which you must hit to collect a bonus stroke or a time limit which gives a bonus stroke if you manage to sink the ball in the allocated time (not easy).

At the beginning of each hole you get a shrunk version of the green with a set of instructions next to the picture of the hole. Reading these instructions will ensure you will find your way around the many obstacles, or tricks you must use to find or locate the hole easier. If you can't find your way around the hole you may

return to the preview of each screen by pressing "?" or "H".

Putting the ball is a simple system, just place the cross over the ball with the mouse and hold the left mouse button down whilst moving the cross in the opposite direction for a set distance and taking your finger off the button to putt the ball in the chosen direction. Operation of the controls is easy via the mouse and very simple. As for the difficulty of the holes, that's left in your capable hands.

Nine holes are allocated in the course. All of which are not all that hard when you figure them out, but just to give you an idea of what they are about, a brief description of each hole is written below. As you should well know, I have not put the holes in order so you can't just zoom through the game with great ease.

**HOLE 1:-** Pinball is the name of this hole and it is one of the more difficult holes to conquer. You must shoot your ball out into a pinball style game, and hit two certain objects and sink the ball in a hole before progressing to get anywhere near the hole. Playing the pinball

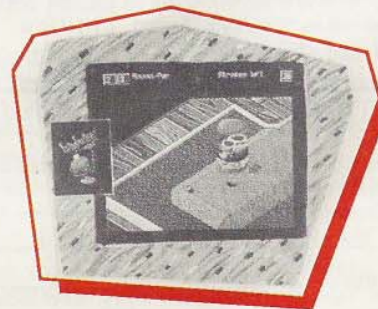
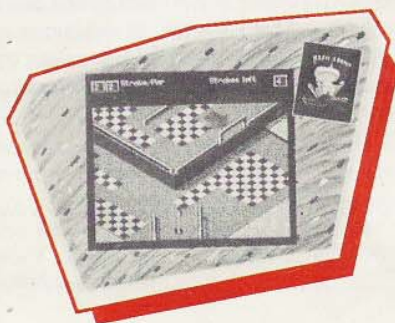
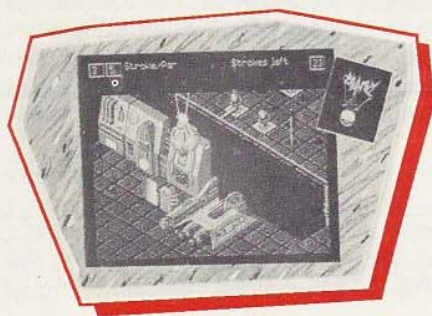
isn't as easy as it sounds, because it has the biggest gap between flippers I have seen on any pinball machine. But you get a free stroke for your efforts and more than often the ball goes straight into the hole.

**HOLE 2:-** Second on my list is Castle. Not such a hard hole to manoeuvre through, once you sink the ball down the first chute. Normally you can get a time limit on this hole for extra stroke. You can also get the ball through the castle gates for a free stroke.

**HOLE 3:-** Windmill. Playing this hole is a great practice to see how your reflexes are, and to increase your skills for playing *Zany Golf*. Object of Windmill hole is easy. Just aim for the windmill and the ball will do the rest in finding its way to the bottom level, which is where the hole is to be found.

**HOLE 4:-** Walls. Three walls at 45 degrees to the putting pads. Hole 45 degrees to right of putting pads. Walls go up and down. Rebound off one wall to walk your way right to the hole. Not much involved when you know how on this hole.

**HOLE 5:-** Hamburger. This hole is a



bit hard to interpret. You must hit along one passage. Bounce the ball off the tomato sauce bottle (or catchup as it says in the game), then it should roll up to a 45 degree angle wall and head straight for the hole. Once near the hole you will notice that a hamburger is covering the hole. Make the hamburger bounce higher by doing a certain something with the mouse fast whilst the cross is over the ball. Not a hard hole to complete, but if you make a mistake, you really throw a spanner in the works.

**HOLE 6:- Fans.** Another quite easy hole once you get the hang of things. General idea of this hole is to use a set of fans, strategically placed around the frame, to blow your ball in the general direction you want the ball to travel.

**HOLE 7:- Ant Hill.** One of those get it or lose it holes. The idea is to get the ball to the hole on the middle platform. There is only one problem! The middle

platform is high up, and all other platforms have steep slopes on which it is not easy to judge how hard you should hit the ball. Another difficulty is that just when you think you have hit the winning shot the hole moves and the ball rolls right on past.

**HOLE 8:- Magic Carpet.** This level has only one way to go, but getting the ball to go in the direction you require is not as easy as it sounds. The idea of this screen is to use the carpets to your advantage. Your mouse controls the carpet's powers, and while the ball is over the carpet you are in control. But once the ball leaves the carpet, it either has enough power behind it to make it to the next carpet or it's history and you waste a stroke. Once you get near the hole, getting it in the hole isn't that easy. Anyway I'll leave the putting to you.

**HOLE 9:- Energy.** This is the final hole. It has NO preview screen, just one

hint. This hint is essential to read. As for the hardest hole in the game, I think I might leave it up to you.

Well, now that you have a small guide on what the holes are like in *Zany Golf*, it might make you interested in buying the game. As for the rest of the package, very scarce indeed. But how hard can golf be to learn? (Try the real thing then). Only nine holes makes this game drop a little in value for money, but if you want entertainment for the family, this is it. □

**AMIGA**

Review copy from ECP  
(075) 96 3488.  
Amiga RRP \$49.95.

# ROCK Challenge



So you think you know a bit about music. Well, here's a game for the Amiga that will test your knowledge. Do I hear some of you saying that you wouldn't know the difference between Dire Straits and the Fine Young Cannibals?

Here's a trivia game that will not only test those who think they know everything that has happened in music between 1950 and 1980. But it will also help to educate both young and old in some of the interesting points of the music world.

You can choose your *Rock Challenge* questions from five different topics, with a value for each. The topics to choose from are Awards, Albums, People, Songs and the hardest of all, Dates.

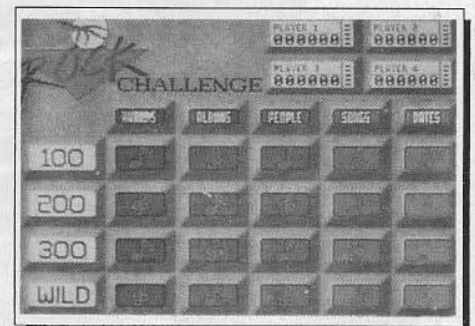
Points are awarded for each question that you get right, from 100 to 300 points, plus a WILD question which will ran-

domly choose questions and the value for the correct answer. An incorrect answer halves the value for that question, and a second incorrect answer will cause the question to be removed from the selection board.

Questions are presented such as, for Awards, "In 1986 Dire Straits won platinum discs galore, for what album?" For Dates you may get a question like, "What year did Diana Ross leave the Supremes?" For the Albums section you may be asked, "What is the title of the Elton John album taken from the movie *The Wizard of Oz*?" For Songs, "What group gave us the song 'The Eye of the Tiger'?" And finally under the People section you might have a question like, "Before settling on the name The Beatles how many other names were the group known as?"

*Rock Challenge* has well developed graphics and music which makes it

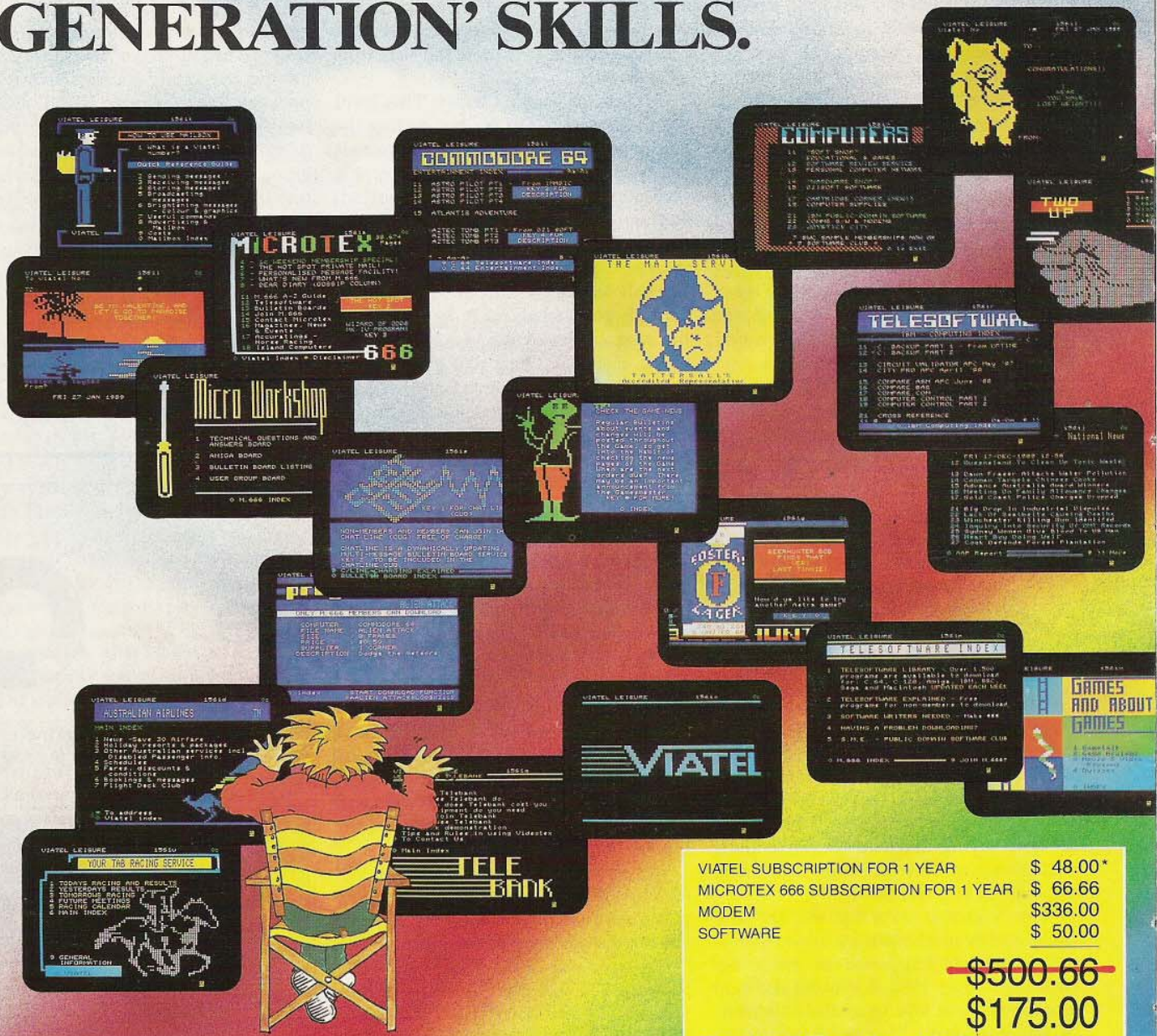
worthwhile buying this game even if you only have a very small interest in the music world. □



**AMIGA**

Our review copy came from Questor (02) 662 7944  
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# Teenage

by Richard Silsby

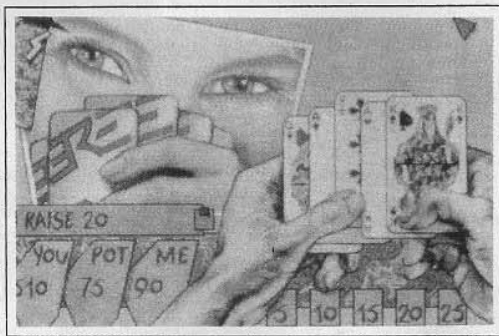
# Queen

**H**ere at ACR, we try to remain sensitive to programs unsuitable for family consumption. *Teenage Queen* contains pictures which could be described as provocative. They do not involve nudity - thus the game is a semi-tame version of some earlier entries to the strip poker fray.

The graphics are exceptionally well drawn - so we thought the program deserved a mention. The French maid plays a fairly good game - although at times somewhat predictable.

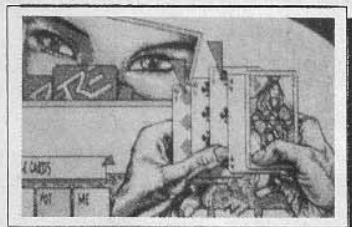
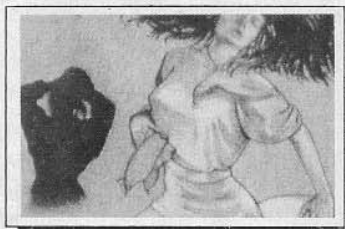
Digitized giggles and card shuffling fill the empty spaces between hands. The overall presentation represents a departure from standard layout - a good change further enhancing the reputation of artist Jocelyn Valais.

The screen shows the lady-of-the-screen in the middle. To the right are your cards held by a pair of magnificently drawn hands. Below that are your options, and to the left of those are your bank balance, pot and your adversary's bank. The options allow you to STAY,



BET, RAISE, CALL, DROP, CHIPS.

The game operates the same way that it would on Friday night at the boys poker night. Worth a look - and if you can spare an hour or two - this is a tough game of tactics and memory. □



**AMIGA**

Our review copy came from OziSoft (02) 211 1266  
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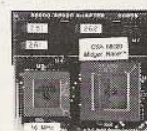


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# Championship Cricket

by Richard Silsby

**A**t last there is a game that all the Australian Norms can get interested in. The noble game of cricket is now available to be played on computer, so all those gentlemen who always wanted to play the game at a high level - here's your chance!

The only disappointing thing is that when you load up the game you find that you are not a player, but rather you have been appointed as coach of a county side. You are given the choice of becoming the coach of any of the county sides you like. Your job is to coach your side through the four competitions. There is a County Championship, which is a two innings game over three days. Then Sunday League, which is a 40-over match. Followed by two knockout cups, which are played over 55 and 60 overs.

Now you have your county side, it's time to select your team of players for the first game. You have a squad of 16 players -

two wicket keepers, four all rounders, five batsman and five bowlers. Each player has a rating beside his name to aid you in choosing your best players.

Having selected your team, it's time to go to the ground and play the game. But you must decide whether to play a fast game or slow game. A fast game will result in the scores appearing instantly on the screen. To play the match slowly is the same as playing the match fast, except that you see the game unfold before your very eyes. Also you are given the choice of selecting the order of your bowlers.

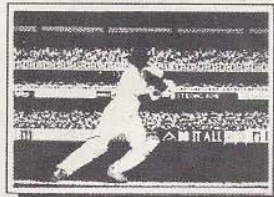
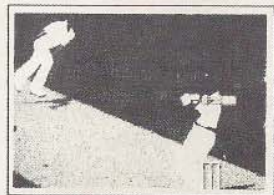
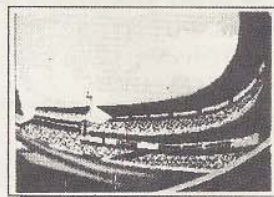
All the results are presented to you in the form of score cards with all the necessary details. Now you are in a position to have a look at the various tables, to see how well your team is doing. Then you can strengthen your team by signing up some more players. You are again given a complete profile, of the players to help you choose the best players. Your funds will dictate, to a certain extent, the players that you buy. You can also release a player from your side if you feel that he hasn't been playing up to standard.

To pay for the players that you buy, you will have to go to your accountant who appears when you look at your finances. He shows you your current balance, the pay of each player, as well as the loan and its repayments that you can take out to purchase more players.

Finally you can see the averages of your players. This will help you decide whether to get rid of some players and also whether to buy new players. There is also the option to go to the career record of your performance in the seasons that you had been the county coach.

All in all, I am sorry to say that I fell asleep while playing this game, because the only excitement that Crysyls laboratories have put in is some well designed pictures of various cricket screens along with some interesting sound effects.

But if you like cricket and enjoy relaxing, this is the game for you. □



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# Picking a Printer

by Andrew Farrell

I sat down and stared at all the boxes and packing. It's now seven years since I first ripped open the box on a dot-matrix printer. It cost me \$500, which was a special price for computer journals. List price was a bit over the \$600 mark. The speed was slow, the print quality characteristically dotted. However, the printer was a solid unit, that went on to put in many years of solid service.

Today's printers have all sorts of fandangled features. However, my experience has shown that it's the basic design that tends to be the biggest let down of many models.

There is a C-Itoh printer at our office, left over from a previous printer round-up. It seems they never got around to collecting the thing, so after a customary six months cold store, we started using it. It was funny to see how my original opinion changed as this once beautiful printer was put through its paces.

I quickly got very tired of the front cover, which would fall off into your hand whenever you opened it to inspect the ribbon or print alignment. Since it is a 160 column machine, this made a simple task very cumbersome. Not long ago, the mechanism which chooses between friction and tractor feed broke. The cog controlling selection appears to slip for some reason. These and other problems soon made the brilliant print quality fade into insignificance. No one would bother to use the thing, until eventually I heaved it off the table and placed it back into cold store.

So, now I approach every new printer as a complete cynic. I am

very demanding on the simplest aspects of printer design. With this in mind, here's a summation of the printers we managed to drag in for a quick test, in price order.

(Of course, as the many letters to the editor attest, the first thing you should check before buying a printer is that it will work with not only your hardware, but the software applications you wish to run!)

We received a number of weird and wonderful models which were too strange to include - either the

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The first thing you should check before buying a printer is that it will work with not only your hardware, but the software applications you wish to run!

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overall setup or compatibility was in question. The following brief overview represents the printers you will commonly find in computer stores.

Be careful of brands imported from Taiwan - sometimes only a limited number are brought into the country by a wholesaler who then no longer supports or continues to supply that model. Buy an odd choice and you may be the only user in town running that model - and then you're on your own.

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## AROUND \$500

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### Citizen 120D/5200 or Commodore MPS 1250

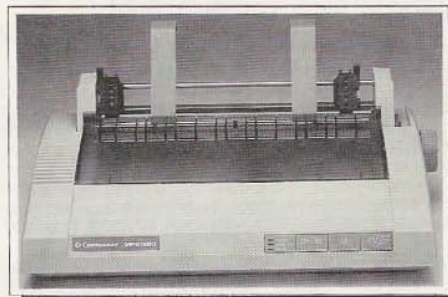
RRP \$499.00

Distributor: Commodore

These two guys are the same printer - although the Commodore version comes better packed, and with an additional serial interface. The Citizen is a parallel only job. The parallel cable included is great - great that they included it, and great quality.

The printer is lightweight, with an attachable tractor feed mechanism. A simple clip on, clip off job. Not bad. The manual is beefy, with lots of examples, explanations and line drawings.

The first thing I did was load some paper. A dozen screwed up sheets later, and a few inherent design faults seemed to be rearing their ugly heads very early in the piece. There is no bail lever - the lid is supposed to guide the sheet. This does not work very well. If the print head is not centred, the paper catches. Sometimes the ribbon comes with it, other times the sheet just tears. Was I doing something wrong?



This machine is supposed to be competing with the Star range of machines. Admittedly it is cheaper. It is Citizen - which they say means quality. Construction was quite good - but the end result and basic use of the machine just doesn't rate. My advice - spend the extra money. Get a Star NX-1000. A classic example of where the extra bells and whistles amount to nothing because of a simple design fault.

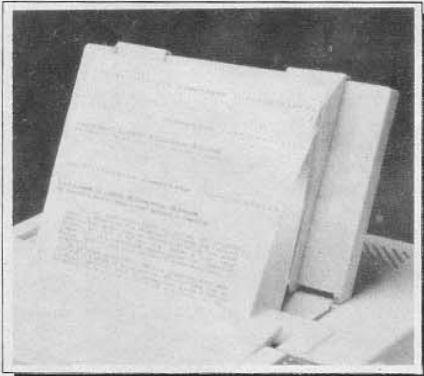
### Epson LX800 Printer

RRP \$540.00

Distributor: Epson

This is Epson's latest low-cost high-quality printer. It is a 9 pin dot matrix unit able to print up to 180 characters per second in draft mode.

A variety of styles can be selected using the control panel on top. Apart from draft, there are two NLQ



modes, Roman and Sans Serif. In addition a number of typefaces can be used, many simultaneously. In draft mode there is emphasized, double-strike, condensed and elite. In NLQ emphasized and elite are available. Single sheet paper is easy to load using the auto-load feature. Continuous paper feeding for forms and labels is possible using the tractor feed mechanism supplied.

Quality of printing is, as expected, quite good and the unit is easy to use when you get used to the double action touch switches.

### Cut Sheet Feeder for LX800 and LQ500

RRP \$216.00 (fits both)

A cut sheet feeder is available to suit both the LQ500 and LX800 that gives you easier and more efficient handling of single sheet paper. You can stack up to 100 sheets of standard bond paper in the cut sheet feeder at one time, and a new sheet is automatically loaded whenever required. It is quick and easy to instal and works well.

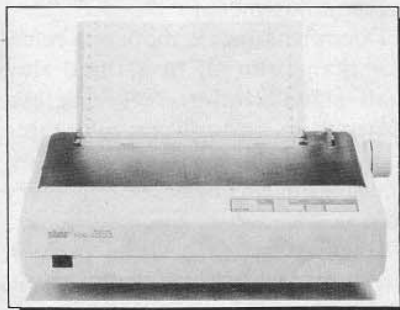
### Star NX-1000

RRP \$490-\$550

Distributor: Star Micronics

Star have been making successful small printers for a long time. The NX-1000 and NX-24 have both been written about in these pages many times. They are reliable, featured crammed, easy to use, good value for money. Everything is included. Although both a little plastic and flimsy-feeling, they work well.

Tractor feed paper parking, auto paper load, various fonts, NLQ mode and the list goes on. Many options can be selected using combinations of the ONLINE/FF/LF keys. Indicators show you what is selected. Documentation is good - if a little complex in parts. There are handy help sheets, stick on guides and more. Recommended.



## TASWORD 64

Tasword 64, the professional word processor for the Commodore 64 computer. With 80 character per line display, what you see on the screen is what you get in your print out.

Other features include onscreen formatting, comprehensive help commands, full cursor movement control, delete, insert, tab, search and replace, block commands, sophisticated print options and program customization to suit all dot matrix printers.

Price

Cassette \$43.00

Disc \$49.95

## TAS-SIGN 64

Tas-sign 64, the sign maker program for Commodore 64 computers. Allows production and printing of signs, posters, banners and large notices. Print across or along the printer paper in six distinctive lettering styles with characters at any height from less than 25mm to the full width of the paper. Other features include italic printing, underlining, constant or proportional letter spacing, automatic kerning, line centering, 8 shading patterns, borders, and the ability to drive nearly all dot matrix printers.

Price

Disc \$59.00

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## UP TO \$1000

### Epson LQ500 Printer

RRP \$828.00

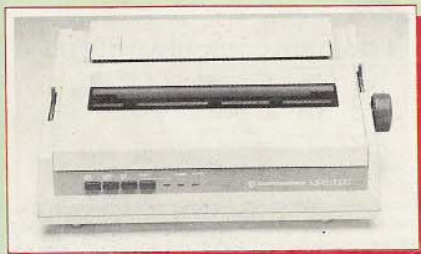
Distributor: Epson

This is the youngest member in Epson's line of 24 pin dot matrix printers, combining a compact design and high performance with a wide range of features.

As the LQ infers this is a true letter quality printer. The printer can produce a wide range of type styles by using different character fonts, pitches and widths. There are three built in character fonts - draft, roman and sans serif. Three character pitches - 10,12 and 15. Three character sizes - double-width, double-height, and double-width-and- double height as well as condensed.

Other effects achievable are emphasized, double strike, continuous underlining, superscripts, subscripts, outline and shadow. Pictures, graphs and charts can also be produced with the appropriate software.

Paper loading is simple using the auto load feature for single sheets or the tractor feed supplied with the unit. Jamming on the cover plate occurs occasionally but can be rectified with a bit of filing of the plastic cover.



Commodore MPS-2020

An exceptional quality unit for its size, price, quality and range of features. A very good unit for achieving professional quality printouts. The one I use at home.

### Fujitsu DX-2300

RRP \$982.00

Distributor: Imagineering

Admittedly this printer is a tad over our budget, but it's worth mentioning as an example of how real printers are built. After my beef with the C- Itoh's front cover, the DX-2300 was a welcome relief. The entire front cover collapses out of the way, in a three-fold movement. It remains attached to the printer - unless you slide it forward, in which case away she comes and you have full access to everything that matters.

Selection of friction and tractor feed is by means of a slide mechanism. The movement is firm. Inserting paper is a breeze. Just insert the page, and press Form Feed. Holding down the FF and LF buttons allow reverse adjustments.

Documentation is more of a reference than tutorial, in a three ring small sized binder. Nevertheless, informative enough to overcome most problems. Print quality is excellent and the operation is very quiet.

If you want a serious printer, that will last, at a fairly serious price, this is the pick of the bunch. High speed, high quality and long

life - with good service and back up. The professional choice.

## OVER \$1000

### Commodore MPS-2020 or Okimate 292

RRP \$1299.00

Distributor: Commodore

One of my favourite printers. There are better, but more expensive alternatives - but the 2020 (a re-badged Okimate 292) is the one I keep coming back to when the others break down. The documentation is a dream - full colour pictures, simple instructions and problem solving section. There's even a photo of the innards with help on where to find the fuse.

The printer itself is very full featured, with colour that is acceptable for simple piccy dumps, but ideal for reports, bar charts and the like.

The 2020 is a smart printer - there are lots of options you can control in the printer itself. By holding down the FORM FEED button as you switch on, the printer goes into menu mode. From here many different options can be controlled. This is fine when the program you are using doesn't provide control over some problem that has cropped up, or if you want to enhance your output quickly.

NLQ mode is pretty good, paper loading is not as elegant as some - you have to flip the bail forward and then back, however it has a solid feel that works every time. (More important than single button loading). Overall, an excellent choice for Amiga owners. For C64ers thinking of upgrading - this is the way to go. Various emulation modes are available built into the personality module. (Other modules are available).

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# Better Working Word Publisher

by Frank Paterson

**A**s the popularity of GEOS grows, more and more software is being seen from third-party publishers eager to take advantage of the rejuvenated C-64 and C-128 market which this remarkable operating system has generated. This article was to have been a review of a GEOS-based wordprocessor from one such publisher, Spinnaker Software of USA. The program was *Better Working Word Publisher*.

Unfortunately, *Better Working Word Publisher* didn't work better very much of the time at all, and the review I wrote way back in December for publication in the February issue was not favourable. In fact, there were so many problems evident that a copy was sent to the distributor for comment.

He was not very happy either and faxed it to Spinnaker in USA, whose initial response was that *Compute!* or *Compute's Gazette* (I forget which) had reviewed it quite favourably. Faced with conflicting reports, he set about trying to duplicate, with another copy of the program, the problems I had reported. Sad to say, he found them all with one exception, and that was because he used GEOS 64, while I used GEOS 128. That in itself is a bug, because GEOS applications are supposed to be upwardly compatible - that is, programs that run under an early version of GEOS are supposed to run under a later version. The GEOS system and its improvements have been designed to enable just that.

More communication between the distributor and Spinnaker, resulting in Spinnaker sending over a number of upgrades. According to the distributor, each of these introduced as many problems or more than it fixed.

While this was going on, I was feeling

a little unhappy about the rather negative report I had written on the program and had another look at it, this time under GEOS 64. I confirmed the distributor's findings on the GEOS version bug and, far from being able to "ease up", found additional problems I had missed the first time around.

Many features, both those that work and those that don't, indicate regard for the needs of the user and a program with potential. *Word Publisher's* designers have obviously recognised deficiencies and areas for possible improvement in other GEOS-based wordprocessors. I particularly liked the combined keyboard and mouse control of the whole program, the full set of editing keys, the fast text entry, the fast scrolling, and the fast dot-matrix draft mode and its options. Also, many of the wordprocessing tools omitted from the earlier versions of *GeoWrite* (up to v1.3) were available, such as headers, footers, super and subscripts, page numbers, full control of margins and indentation, search and replace, variable line spacing, etc. And the price was reasonable at \$69.95 recommended retail.

However, there were too many problems. These are the ones that I identified:

- Spell checker too slow - 30 minutes for 3700 words.
- Spell checker would not work under GEOS 128.
- Spell checker could not be told to accept a word it didn't recognise.
- The dialogue box for entry to the spell checker had an EXIT option. When selected, this locked the computer and required a reset.
- Due to the file management system used, it is impossible to delete a whole page of text from a document. You can do it on the screen, but when

you try to update the disk file, presto! - the text re-appears.

- Text doesn't cascade between pages. For example, if you delete a paragraph at the end of a page, the text in subsequent pages doesn't move up to fill the gap.

- You cannot import or export text from a *Word Publisher* document (even to or from another *Word Publisher* document) because there is no "block-read" or "block-write" facility and the GEOS Text Manager will not handle *Word Publisher* text.

- The print-to-disk option self cancels after about two and a half pages.

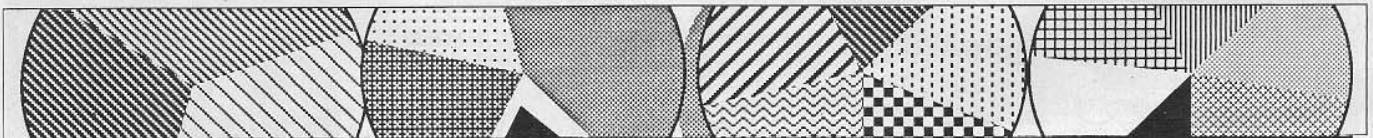
- The ASCII to CBM ASCII translator doesn't translate capital letters. The file names for the CBM ASCII files generated by this option are written in true ASCII, making them unreadable by non-GEOS programs. (The purpose of the option is to generate output readable by non-GEOS programs.)

- I could not place graphics in my *Word Publisher* document because the program kept asking me to put the GEOS Photo Manager onto the disk, even though it was there already.

- The review disk had a small sticker on it saying Vers 2.0. The file info from the GEOS Desktop said version 1.3.

As a result of all this the program is no longer being imported by the current Australian distributor of Spinnaker products, Pactronics, a fair and responsible decision for which they should be congratulated. Import and distribution of *Word Publisher* will resume when a properly de-bugged version is released.

You might think I'm cynical for saying this, but I don't believe that the publishers of any program could be unaware of so many faults. It makes me wonder why they sent it to us. □



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## JiffyDOS

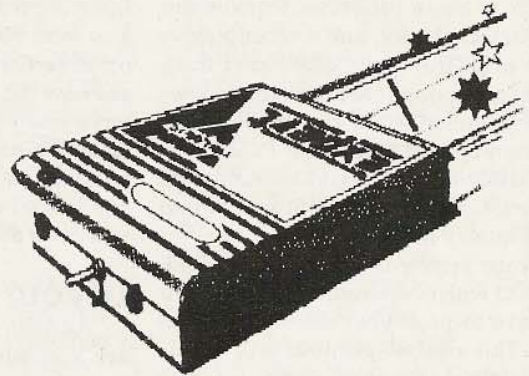
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Features	Jiffy Rapi DOS	DOS
Leaves Cartridge and User Ports Open	YES	NO
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Requires additional cabling between computer & drives	NO	YES
Supports more than two disk drives	YES	NO
Simple ROM installation - no additional hardware	YES	NO
Extended DOS Wedge with 14 additional commands	YES	NO
Guaranteed compatible with all software & hardware	YES	NO
Load 202-blocks (stock 1541 - 126 seconds)	6	15
Save 202-blocks (stock 1541 - 150 seconds)	30	94
Format 35 tracks (stock 1541 - 90 seconds)	21	24
Read/Write PRG, SEQ, REL. USR files up to 15x faster	YES	?

JiffyDOS is available for C-64, 64C, SX-64, C-128 & C-128D (JiffyDOS/128 speeds up both 64 and 128 modes), and 1541, 1541C, 1541-II, 1571, 1581, FSD-1&2, MSD1&2, Excel 2001, Enhancer 2000 disk drives. System includes ROMs for computer and disk drive, stock/JiffyDOS switching system, illustrated step-by-step installation instructions, User's Manual, Money-Back Guarantee, & unlimited customer support.

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# 80 column desktop publishing

by Harry Waterworth

**A** COUPLE OF months ago, we looked at Berkeley's desktop publishing program, *geoPublish*, and the many features it offered users of both the Commodore 128 AND 64 computers. This month, however, we will look at two programs that, combined, create another excellent DTP (desktop publishing) utility, but this time, for 128 users solely. I refer to *Newsmaker 128* and *Spectrum 128*, both released by Free Spirit Software and both written by Dave Krohne.

Both of these programs support the 1750 Ram Expander, and a second drive (either a 1571 or the 1581). Apart from the preceding optional items, the following requirements are essential to run the programs:- an 80 column RGB monitor; a 128D with the 64K video ram chips installed; Commodore's 1351 mouse and a good quality printer.

If your printer is like mine, ie a Citizen 120D with 60dpi resolution, then you will have to print your documents sideways. This rotated printout will divide your printout into three sections, which you then simply paste together. Although this is an additional chore, the end result when you photocopy your document is no different to a conventional printout. Owners of 80 dpi printers don't have to worry about this.

If you do own a Commodore type 60dpi printer, the printout will also be stretched vertically due to the printer's lower density. Simply put, you will wind up with a longer page than the standard A4 size. You then have the option to either photocopy it onto legal size paper, or use a copier with a photo-reducing capability to get it back down to A4 size.

## Newsmaker 128

Let me say first-up that *Newsmaker 128* is a basic DTP program that is capable of producing simple newsletters, advertising leaflets, posters, school pro-

jects etc, and all in an attractive fashion.

It doesn't have a lot of the 'you-beaut' features of some of the other DTP programs for the 128 or Amiga, but then again, it doesn't have the hefty price tag either. At around US\$30.00, it represents good value for the bulk of us who don't require professional layouts for "Vogue" type magazines.

Now, having said that, let me also add that what it does have is the ability to use the 128 to its full capacity. It allows you to use the 80 column screen for both inserting text as well as viewing, and it also frees you from having to 'ZOOM' in on different parts of your document to see how things are progressing. You can write text directly into your columns as well as 'pour' text in from another file. In addition to these facilities, *Newsmaker 128* has a host of other features that we will cover as we go along.

## Layout

As with most DTP programs, there are a number of prepared column layouts to use if you want to, but you are free to design any layout you wish. The opening screen presents you with a menu across the top of the screen with five selections:- Layout; Text Edit; Art Dept; Clip Art and Options.

Naturally, the layout menu is where you start to develop your document, and as mentioned, there are a number of readymade layouts if you want them.

Included in the layout menu are two features called Block Fill and Block Erase. They make it very easy to either fill in or clear large areas of your page in rapid time and are extremely handy functions. Moving your mouse along one space will put you into the Text Edit Menu. Here is where you can select your different fonts; change the size of the text; write directly to the screen, or pour in the files that you have already prepared.

You can store your work into the Ram disk at any time. This enables you to experiment a bit, and if you don't like your most recent change, you just recall the last saved version from the Ram disk and you're back in business again.

## Artwork

The next menu is the Art department, and in here are the usual features found in most graphic programs. Although it doesn't have all of the fancier features of its sister programs *Sketchpad 128* and *Spectrum 128*, (it doesn't have to as you can import *Sketchpad* and *Spectrum* graphics directly into your document) there are enough tools to allow you to complete simple art work and tidy up any drawings you have imported.

A handy function is the pixel edit mode, which allows you to fine detail your work with great ease. Clip art is the next menu, and here you can import *Print Shop* graphics into your document, as well as the graphics created from the programs mentioned above. Also included in this menu are the cut; paste; reverse; mirror and flip options, all of which should be very familiar to regular users of art type programs.

The last menu is options and this is the utility area in which you can change your active drive from 8 or 9 and import graphics or layouts from your other work disks. It is also where you save your work to disk. Options is also where you set up your printer to get your hard copy.

## Hints and tips

When you import graphics from *Sketchpad* or *Spectrum* into your page layout, there is no facility to enlarge or reduce the artwork. Also, when you bring your drawing in, it will automatically align the graphic page with the left side of your *Newsmaker* page. Therefore, if you want your drawing to appear in say



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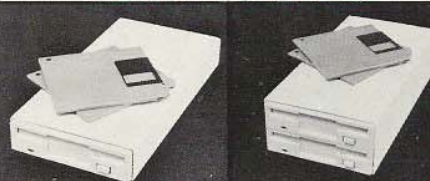
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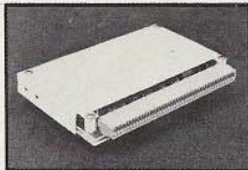
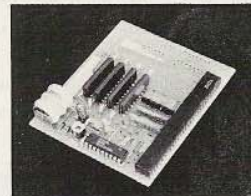


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the right side of your layout page, then that is where you must draw your art in your graphics package. It's easier to do than explain, and after a couple of tries, you will soon master the trick.

That about wraps up *Newsmaker 128*. It is great to see an 80 column DTP program for the 128, and although it took me a few sessions to get the hang of some of the features, like the old saying goes, practice makes perfect.

I've saved the best one till last, and I'm referring of course to:-

## Spectrum 128

This is the sort of program that must worry Commodore executives in their push to get us all to shelve our 128's and buy their Amiga. The one area in which the 128D could not match the Amiga was in the area of colours and graphics. Now, along comes a program called *Spectrum 128* which gives all of us 128 users another 128 colours on top of the normal 16 colours available. That's a total of 144 colours.

Nobody would pretend it matches the 4092 colours of the Amiga (how many shades of red do you really need), or provides a lot of the Amiga graphic techniques. However, I would suggest that unless you are professionally involved in graphic arts, the features of *Spectrum* will be more than adequate for 99% of 128 owners who are into colour art for their computer.

As with *Newsmaker*, *Spectrum* is written in Basic 8 and the extra 128 colours are made possible by a process called colour dithering. I must confess that no other graphic program I have reviewed has created such an initial "WOW" type impact. So, without more ado, let's take a closer look at the program.

As with *Newsmaker*, *Spectrum's* menus are at the top of your screen, and again, you have five selections:- Paint; Shapes; Solids; Tools and Extras.

## Let's paint

When you select paint, the drop down menu gives you a further eight options.

The first is simply paint, which gives you a choice of the standard 16 colours to use by holding down the mouse button and using the chosen colour to draw onto the screen.

The next two options, airbrush and mirror, also allow the use of the normal 16 colours for the 128.

The following option, MULTI-COLOUR is where the fun really starts. Here, you are presented with the choice of 128 colours from the colour palette provided. Using this function allows you to paint with a small coloured block, and you can paint in this mode with no colour bleed at all.

Likewise, the next option, Block Fill also gives you the same palette with 128

colours.

The next feature, Block Erase, is one of the most important features in the whole program. This option sets every pixel in a given rectangular area to a new background colour. This in turn creates a small drawing screen in your picture. In the accompanying manual, the author Dave Krohne explains the importance of this function and how to best use it to get the optimum results with your works of art.

The last two options in this category are Erasers and Clear Screen. Erasers gives you a choice of four erasers to use, but there are a couple of limitations to keep in mind when using this function. Again, they are fully explained in the manual. Clear screen allows you to choose a new screen colour to use as a background, but keep in mind that using this function will erase the entire current screen you are using.

## Shapes

The next menu is Shapes, and here is where you will find the standard features that are available in most graphic program. Dots; single lines; continuous lines; rays; boxes and circles are all found here. One different feature is Polygons, for here, you are given the choice to create polygons ranging from a three sided triangle to a twelve sided dodecagon.

Preferences is the last choice in this section, and this category allows you to set the thickness of your lines, circles etc. It also provides options for multi-height drawings; unplot functions for showing vertexes and last iterations of multi-height shapes.

Next comes Solids, and this section allows you to create spheres; cylinders; spools and doughnuts. It also allows you to view the shapes from different perspectives. As with *Sketchpad 128*, you can elect to have two options for shading, either textured or halftone. The latter provides a smoother finished product, whilst the former gives a more rugged look to the finished object.

## Tools

Again, the normal features of cut; paste and fill are included here. The



'Write' function is also in this menu, and you may select any colour you wish to write in. "Edit Colours" is also in this section, and this allows you to colour black and white pictures from *Sketchpad 128* graphics, as well as your *Print Shop* graphics. Pixel Edit is also available, and this has already been outlined in *Newsmaker 128*. However, as this is a colour program, bear in mind that you may affect other colour cells when you use this function.

Included also in the tools menu is a feature called 'Slideshow'. As the name implies, it enables you to view all of the pictures you have stored on your disk in slideshow format, with different fade-outs as you go from one picture to the next.

The last item in the tools menu is modifications, and this is split into two

sections, text and graphics. In the text area, you can adjust font sizes on the X and Y axis to achieve tall thin fonts, or conversely, short fat fonts. As well, both your text and graphics can be rotated; flipped; mirrored or reversed by the orientation option.

### Extras

The final menu is Extras, and it is here that you can select your active drive; load existing files from your work disks and save your current screen to disk.

You can also make excellent use of the speed available in your Ram Expander by storing work to ram, then using the fetch option for quick retrieval to make any required modifications. Finally, extras is where you set up your printer details to get your hard copy. Like *News-*

*maker*, you will have to rotate the print-out if you have a 60DPI printer, however, there is no need for any pasting, as the full screen is printed in the one pass.

As was the case with *Newsmaker*, it took me a few goes to get used to *Spectrum 128*, but the more I used the program and became familiar with its workings and techniques, the more impressed I became. The crispness of the 80 column graphics alone from the use of the 64K video ram chips is something to see, but when you add to that the extra 128 colours available, you wind up with a graphics program in a league of its own for the 128D. All in all, a program that will provide you with endless hours of creative fun. See you next month. □

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# User port connections

by Mario Annetta

**T**his article concerns using your Commodore 64 to control other electrical devices, such as a heater or a video recorder. In fact, I'll start off with a little story about how (and why) I connected my computer to my video.

I have an old video recorder which you can program to record while you are away, but it can only be set to record one program. Being a TV fanatic, I sometimes wanted to record more than one television show while I was at work, but that was not possible using this video's limited programming. That's when I decided to get a friend to manually switch on the video. The friend of course is my Commodore 64.

I am now able to record any number of TV programs that I want while I am away, through a small program that I wrote for the computer. The program allows me to input the current time, and the starting and ending times for the shows that I want to record. The computer uses its inbuilt clock, and the information that I inputted, to determine the right time to start and stop the video, and also change it to the right channel.

The connection is made from the computer's user port to the video's remote control input socket via an interface that I built. My video uses one of the old corded remote controls, making a wire connection to its socket much easier than if it had been the infrared type.

The exact specifications of my interface are not important here, since it will only work on my specific brand of video recorder. However, I would like to explain some of the basic principles of connecting different devices to the computer's user port.

The user port (the long one directly next to the cassette port) can be looked at as a set of eight 5 volt switches that you can program to individually switch on and off. This switching can be simply done in Basic as I'll explain later, but let's now look at another example of what use you can make of it.

One of the easiest things to control is a device that simply needs to switch on and off, such as an electric heater. If it runs off a 240 volt power supply, then it won't get its power directly from the computer, but the computer's 5 volt output can operate a relay which switches on the 240 volt power to the heater. The switching on and off of the heater would be set to a specific time that you program into the computer.

I should mention that the user port can also input signals from other devices, so a thermostat telling the computer when the room is cold would complement this setup nicely.

The controlling of a heater is not a very exciting task for your computer to perform, but an understanding of how it is achieved will provide you with the basic knowledge to go on to more complex projects, such as constructing a robot. Let's look at how a connection to the user port is made. Instead of a heater, we'll use a simple example of a small light bulb powered directly from the computer.

You will need a 24 pin edge connector to connect the light bulb to the user port. These can be hard to get, but I have seen them at Rod Irving Electronics in Melbourne. If you look at the back of the computer, you will see that the user port has two rows of 12 pins. We will ignore the top row, as none of those pins are needed here. On the bottom row, the first pin on the left is the ground connection. We will ignore the second pin, but the third through to the tenth pins are the eight control lines that interest us. These eight pins can each supply 5 volts DC when connected to the ground pin. We will only use the first of these in this example.

A connection is simply made from the first control pin (third from the left on the user port) to the light bulb, and back to the ground pin on the user port. You may need to add a resistor in this circuit depending on the specifications

of the bulb. You can then program the control pin to switch its 5 volt supply on or off, in turn causing the bulb to switch on or off.

The control line pins are turned on in Basic simply by POKEing two memory locations. The first location is 56579. You should POKE it with 255 to set the user port for output. As I mentioned previously, the user port can also be set for input, and this is done by POKEing 56579 with zero. But for now we'll concentrate on output. You only need to set this location once at the beginning of your program.

The second location to know about is 56577. This is the location that actually turns the individual control lines on or off, depending on how the individual bits are set. For example, bit one controls line one, so POKE 56577,1 will switch line one on, causing the bulb to glow. POKE 56577,0 will set all the control lines to 6 volts, so the bulb will stop glowing. The bulb will also stop glowing if you use POKE 56577,254 because this will turn on all the control lines except the first one.

Now you should have a basic idea of how to harness the user port's power. Eight switches will allow you to connect eight light bulbs, or, through relays, eight electric motors. The eight motors could operate several toy cars, or an automated machine used in a factory, or maybe a complex robot.

You shouldn't go connecting things up to the computer unless you know something about electronics or you could damage it. In particular, you should not connect any of the user port pins directly to a high voltage. If you would like to experiment safely, I suggest you get an excellent book from Compute Publications called *Electronic Computer Projects* written by Soori Sivakumaran. When you complete your first computer controlled walking talking robot, be sure to bring him along to your local Commodore 64 user group to amaze all the members. □



# Tasword Commodore 64 Wordprocessing

by Andrew Farrell

**I**f you're new to wordprocessing, Tasword is packed with helpful features. Easy Script fans will find some of the features familiar, but if you're into mice and pointers, stick to GEOS. Tasword can edit up to 300 lines of text, in either 40 or 80 columns using a scrolling window. Commands are all accessed via the function keys or combinations of the CTRL key or shift keys and other characters.

This method may seem a little antiquated at first, but once you are familiar with the various keystrokes, it quickly becomes second nature. I find on the more advanced programs with pull down menus that eventually it is much faster to use the key board equivalents as they are much faster.

The F3 key brings up a number of help screen summerising all the various

control keys. A very useful feature that should be in every program. There's also a tutor file to take you through the ropes.

On screen, Tasword word-wrap your text automatically, keeping everything easy to read. This can be over-ridden if desired. The line can also be justified - so the left and right columns are flush just like this magazine.

Once the program is loaded, you can customise the setup, and then save a new version to disk or tape. Options you can set include colours, cursor details, and printer and storage device. One glitch we ran into was in saving a file by the same name. Tasword will not overwrite an existing file - which is a good thing. But, if you save to an old file, no warning is given that a save did not take place. You switch off and walk away

after seeing the drive whirl, thinking all is well. You come back later and whammo all is lost. Not too well designed.

Your page layout can be altered considerably, and there's a fair amount of control over your printer. Headers and footers are available, and text styles such as italics and bold can be set easily. If the codes do not match your printer, they can be changed. The manual is clear, but lacks an index. The contents page almost makes up for that.

Overall, Tasword, although a little old fashioned, is a reasonably good wordprocessor for beginners with plenty of power to spare. I would not recommend it for serious use, or if you need to save your text as ASCII. □

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# Professional DataRetrieve

by Phil Campbell

*Sick of SuperBase?  
dPressed by dBase? Phil  
Campbell thinks Professional  
DataRetrieve might just be  
the database you've been  
waiting for.*

Designed and built by Data Becker, the German software house responsible for the BeckerText Wordprocessor, Professional DataRetrieve has been a pleasant surprise.

It is loaded with features, it's fast, and above all it is incredibly easy to set up. You can have a new database set up with customised screen templates and printer forms in less than half an hour - much less. Fancy features like relational fields may take a bit more messing around - I haven't needed them yet - but if they're as easy as everything else then there shouldn't be any problem.

## Features

### a) User Interface

Professional DataRetrieve makes full use of the Amiga User interface - in other words, all commands can be entered by clicking on icons with the mouse pointer. A set of pull down menus is also available, but most commands here simply duplicate the pictorial commands on the icon strip running down the side of the screen.

The Amiga clip-board is well supported - data "cut" from anywhere in your database is stored here until required, either by Professional DataRetrieve or another program. Wordprocessors like Scribble! multi-task with the database beautifully, making it easy to cut and paste information back and forth.

### b) Template Design

Professional DataRetrieve is a "mask oriented" database - in other words, data is entered and organised on the equivalent of a blank "form" which appears on

your screen. Like any form - say, for example, a deposit slip at the bank - there must be blank spaces for filling in the required information, like your name, account number and other particulars.

So, before you can enter and store any data, you must design your form. What information do you intend to store? Where do you want it to appear on the screen? How much space should you leave for each item? All important questions. Some programs make this phase of database design a real headache - at the very least you may need pencil, paper and a calculator to plan your screen layout. Not so with Professional DataRetrieve.

A few clicks and swishes with your mouse and the screen is full of boxes ready for your data. Not big enough? Just click and stretch. Usually, you will need some text to describe each data field. No problem. Point and click where you want your headings or titles, and type what you want to say. Professional DataRetrieve provides a number of fancy fonts too, like Headline and Script, which can be used to add class to your forms. These fonts are good - I often use them with other programs. Boxes, circles and lines can be added to your screen. These are practical as well as pretty. They let you group your data-fields together in a logical way on your form, or highlight important information.

Each data-field - the blank spaces on your form - can be set to accept certain types of data. TEXT, DATE, TIME, NUMBER, IFF and CHOICE fields may be specified. Most are self explanatory. The IFF field is reserved for the names of external IFF graphic files, the CHOICE field limits the user to a range of preset answers, like YES/NO or MALE/FEMALE.

These features are useful, though the date field follows the annoying American convention of MM-DD-YY.

Even more annoying is the fact that the examples in the manual use May 5th, 1988 as a sample date. This, of course, appears as 05-05-88 and just adds to the confusion.

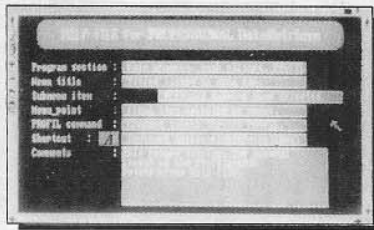
Even so, my first database was designed within 15 minutes. It was easy, and best of all, it was easy to modify after I had tried it out. It is not unusual to enter 50 or 60 clients on your database and then realise you should have included a place for the "Wife's Birthday" or - if you work for the public service - "Grandmother's Wedding Date." After all, you never know when you will need to know. Professional DataRetrieve forms are easily modified on the hop.

## In use

Data access is fast - certainly much quicker than the original version of Superbase. I have not compared it with Superbase II. Searching and sorting is a breeze, and there is a neat "Index" feature which allows you to scroll through the "Index" fields on each data record - just like flicking through a card index box. Here's an example. So far, I have entered over 200 names and addresses into a fairly complex address book file. There is plenty of room for more. I have sorted them alphabetically, indexed on last names - just like a phone book. I need to find a phone number - Woods, D.

I can either search through the file for the appropriate "form," which is a little time consuming, or call up the index. This is quicker. A list of names in my database appears on the screen, I scroll down to the "W" section, click on "Woods," and the information I need is on the screen in a flash.

I have not even touched most of the advanced features of Professional DataRetrieve. Relational files, for example, let you connect information fields between databases - the entry for "Woods"



in my address file could be linked to an invoice file. As I dial his number, I could instantly check on how much he owes me.

*Professional DataRetrieve* also includes a fully featured database programming language called PROFIL. There are more than 200 BASIC-like commands and functions which can be used to write your own applications or command sequences. Your programs can even be compiled for professional results. With *Professional DataRetrieve*, the sky is the limit.

## Conclusion

I am more than impressed with *Professional DataRetrieve*. In fact, it's one of those programs you will keep inventing new reasons to use. And that, as far as I can see, is the acid test for any database. Often, an exercise book and a blue biro is a much simpler and more cost effective method of organising data. But, for me at least, *Professional DataRetrieve* is the database that has broken down that barrier - it's quick, it's efficient, and above all it is very easy to use.

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# Program Protection

by Shannon Rowe

**H**ave you ever made a program containing some routines you were particularly proud of? Chances are that you wanted to protect those routines from the prying eyes of less skilled programmers but didn't know how to. This article should set you on your way in the field of software protection. Firstly, we need to realise just what it is we are trying to achieve. Take an average BASIC program for example. In this program, it is a simple matter to break out and list the routines by pressing either STOP or both STOP and RESTORE.

This returns the computer to BASIC where the program is easily listed. To prevent the user from breaking out using these methods, a simple POKE 808, 225 should solve the problem. This poke can be included anywhere in the program, or in an M/C program, and when encountered, the computer disables both methods shown above.

Used as the first line of a program, it is usually a good prevention technique. However, it does have its flaws. Firstly, the program can be listed before it is run, meaning that the poke is useless unless the program autoruns. Secondly, the program can still be reset from inside the program by using a reset switch, and the program then 'UN-NEW'ed and listed (or disassembled for an M/C program).

Thirdly, the program may encounter an error and return to BASIC of its own accord in an accidental situation unforeseen by the programmer. This last problem is easily enough solved by replacing the POKE 808, 225 with a POKE 808, 234.

This last poke has the added advantage of also disabling the LIST command as well as the STOP and RESTORE combination, effectively solving that problem. To restore the computer to its normal state, a simple POKE 808, 237 will re-enable both LIST and the STOP and RESTORE breaks for both pokes.

The prevention against reset switches is a little more difficult. To explain the situation, think of the RESET routine at location 64738. When the reset switch is touched on pins 1 and 3 of the user port, the computer is signalled to jump to this location. This is the same as doing an SYS 64738.

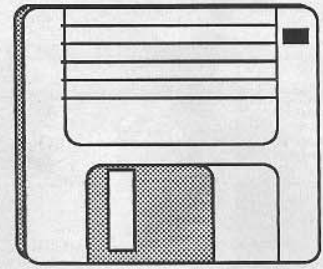
Unfortunately, this location is in ROM and cannot be changed. However, during the process, the computer checks a location in RAM to see if a cartridge is in place. We can fool the computer into thinking a cartridge is there, and in doing so, halt the reset routine and transfer the computer to our own routine. This RAM location is at 32768 (or \$8000 hex).

The computer checks to see if the ASCII values for 'CBM80' are stored in the locations from \$8002. If the letters are there, the computer thinks a cartridge is in place and jumps to the routine pointed to by the values in 32768 and 32769. If we can set up a routine that pokes the values required into place then we have solved the problem.

Type in LISTING 1 and save it for future use. When RUN, this small program pokes in a routine at 32768 which stores the ASCII values and sets the jump to continue just after the ASCII characters. This area in which our own routine is stored is from location 32777 onwards. Just slot your own routine in here and this will be executed after the reset is attempted. The routine provided blacks out the screen and results in an inescapable lockup. That should teach those prying hackers!

Although this routine will not stop the 'unstoppable' reset switches on cartridges such as The Freeze Machine and the like, it will stop the casual user from breaking into your BASIC or M/C programs.

For use in BASIC programs, just include the listing as a subroutine and GOSUB the routine at the start of your



program and the code will be poked into memory. No SYS call is required. M/C users can either relocate it into its correct area from elsewhere, or simply leave it where it is if your program is nearby in memory.

Now that we have solved that problem, we come up against our old enemy - the fact that none of these tips work unless the program autoruns. An autorunning program is one that runs as soon as it has loaded. Not only does this protect against unauthorised listing but it also looks more professional.

There are many autorunning systems - those that incorporate 'Load-a-games', those with music or loading screens, those that boot fastloaders, etc. What we have here is a fairly simple autorun technique that clears the screen as the program loads. This technique is an old favourite and simply involves altering a few memory locations just under screen memory. These registers are the ones that tell BASIC where to go after the program has loaded.

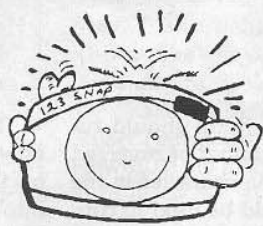
If we tell it to go to our program instead of back to BASIC, then our program will autorun. Of course, since the space between these registers and the program happens to be screen memory, the screen will have to be loaded again. We can use this opportunity to clear the screen, or draw loading screens, and this will appear on the screen as the program loads.

Unfortunately for M/C users, this program will only work for routines that either poke into place from a BASIC program or begin with an SYS call on a BASIC line.

Type in LISTING 2 and save it for future use. The program simply asks for the file to be converted and the new name for the converted file. Since there is a lot of data to be transferred between the two files, the program may take a long time - particularly with large programs - so be patient. The time taken



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can be from just under a minute to up to ten minutes and more! So be patient and have a cuppa while you wait. The screen is filled with blank spaces, although you

can change this yourself if you wish. When the conversion has been completed, load your new program and marvel...

Now you know how to prevent hackers from breaking into your programs to steal your hard work. By judicious use of all three tips, you should be safe. To con-

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clude, here are some final tips.

For BASIC users who would prefer an alternative method to protecting their program, here is a simple routine that can be stored as part of the program. Just type in LISTING 3 as part of the program, making sure that the first few lines are the first lines in the program. When the program is completed, GOSUB 63000 and your program should be protected. What it does is disguise the program as an M/C program in that an SYS call is the only line shown. When RUN, the program runs as normal. The SYS is merely a front that hides the BASIC program in memory until the program is RUN. This is a good method also, and should be used with the other methods to provide a more complete protection scheme.

Also for BASIC users, a few strategically placed REM's inserted after important lines should protect individual lines from scrutiny. The REM's take the form of REM"<a lot of reversed T's>":REM<shifted L>. The reversed T's are generated by typing two quotes after the REM, deleting one, holding down SHIFT and DELETE for a while, and then taking your finger off the SHIFT key.

Repeated use of this tip should result in the required number of reversed T's. Each 'T' deletes one character in the line, and enough should be used to conceal the line. The REM<shifted L> is peculiar in that it breaks the listing. This can be used anywhere in the program, but it is fairly easy to remove, although it can be a nuisance to hackers! Judicious use of these REM's throughout your program could also aid you in protecting your software. These tips are best used in small routines that you don't wish to use the other tips on.

One final word for M/C users. If you want the best protection for your program, make the NMI (Non Maskable Interrupt) an integral part of your program. NMI can be used to do many things the normal interrupts are made to do - joystick polling, interrupt driven music, etc.

All it needs is a little prodding from the normal interrupt routine. NMI can be really useful in running extra interrupts when the normal interrupt routine is already too full to use. Just set it at the required time from within the normal interrupt, and it will carry out its function.

This is really advanced programming however, and should only be attempted by those in the know. Where it comes into protection however, is in the fact that just about every hacking cartridge relies on the NMI not being used. If the NMI is used by your program, even though the cartridge may still be able to break out of your program, if the NMI is an integral part of your program, the hacker will not be able to crack it as the NMI routine has been destroyed by the hacker's cartridge! Unfortunately for beginners, this is extremely complex to do.

I hope you have learned something from this article, and that you are now safe in the knowledge that your prized programs are secure.

One word of note : I am currently running a "Programmers' Assistance" service. If you come across any major stumbling blocks on the C64, send a detailed description of the problem and a Stamped Addressed Envelope to :

Mr. Shannon Rowe,  
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and I'll see what I can do. Bye for now!

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### Listing 1 - Anti-reset

```
2000 forl=0to2:cx=0:ford=0to15:reada:cx=cx+a:poke32768+l*16+d,a:nextd
2010 reada:ifa<>cxthenprint"error in line":2040+(l*10):stop
2020 nextl:end
2040 data9,128,102,254,195,194,205,56,48,169,0,141,32,208,141,33,1915
2050 data208,141,24,212,173,17,208,41,239,141,17,208,169,0,141,136,2075
2060 data2,32,68,229,76,36,128,0,0,0,0,0,0,0,0,0,0,571
```

### Listing 2 - Auto run

```
5 rem *** autorun by shannon rowe ***
10 poke53280,0:poke53281,0:printchr$(155)chr$(147);
15 open15,8,15
20 print"convert a program to autorun"
25 input "enter name of program ";pr$
30 open1,8,3,pr$+"",p,r"
35 input#15,e,e$,e1,e2
40 ifnotethenget#1,a$,b$:ifa$<>chr$(1)thene=1:e$="error"
45 ifethenprinte$:close2:end
50 input"[DOWN]enter new name ";cp$:print"[DOWN]this could take a while..."
55 open2,8,4,"0:"+cp$+"",p,w"
60 input#15,e,e$,e1,e2
65 ifethenprinte$:close2:end
70 forz=0to7:readx:print#2,chr$(x);:nextz
75 forz=1tolen(cp$):print#2,mid$(cp$,z,1);:nextz
80 forz=0to4:readx:print#2,chr$(0);:nextz
85 forz=0to52-len(cp$):print#2,chr$(0);:nextz
100 data192,2,0,8,1,0,147,34,34,44,56,44,49,139,227,52,3,124,165,26,167,228
105 data167,134,174,0,0,0,0,76,72,178,0,49,234,102,2,71,254,74,243,145,242,14
110 data242,80,242,51,243,87,241,202,241,237,246,62,241,47,243,102,254,165,244
115 data237,245,32,89,166,76,174,167
150 forz=0to57:readx:print#2,chr$(x);:nextz
155 forz=0to1221:print#2,chr$(32);:poke53280,peek(53266):nextz:print#2,chr$(0);
160 get#1,a$:ss=st:iflen(a$)=0thena$=chr$(0)
165 print#2,a$;:poke53280,peek(53266):ifss=0thengoto160
170 close1:close2:close15:poke53280,0
175 input"convert another program ";a$
180 ifa$="y"ora$="yes"thengoto10
185 printchr$(147):new
```


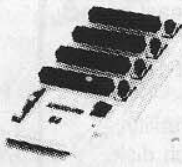

### Listing 3 - List protection

```
1 sys 2065
2 remzzzzzzzzzzzzzzzzzzzzzzzz
63000 x=2060:pokex+5,169:pokex+6,225
63001 pokex+7,141:pokex+8,40
63002 pokex+9,3:pokex+10,169
63003 pokex+11,34:pokex+12,141
63004 pokex+13,12:pokex+14,8
63005 pokex+15,169:pokex+16,8
63006 pokex+17,141:pokex+18,13
63007 pokex+19,8:pokex+20,96
63008 pokex,0:pokex+1,0
```

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## Hints and Tid Bits

by Tim Strachan

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### 1.3 FASTFILESYSTEM

The FFS is a great addition to the operating system for the harddisk - among its benefits:

- DMA (Direct Memory Access) is supported with direct transfers into and out of buffers.

- Better buffering - you can actually change the number of buffers, giving you greater speed.

- Better search algorithms, when doing DIR or LIST or whatever, giving a lot more speed.

- Fast disk validation.

- More storage space, since FFS uses 512 bytes per block of data instead of 488, giving about 5% more space on disk. NOTE WELL - some hard disk drivers will give strange read/write errors and lose data, because they won't support multi-block transfers.

Either get it fixed by the manufacturer, or put the following statement into your MOUNTLIST for the hard disk: MAXTRANSFER=512 [Thanks to AA&J magazine for this hint.]

There are various hacks about for using FFS on floppy disks, but I doubt that it's worth the trouble. But it is worth the trouble changing your hard disk over, by backing up the contents to floppy, formatting the hard disk (> format drive dh0: name DH0 ffs), changing the MOUNTLIST according to your manual and restoring from floppy.

### MS-DOS compatibility for Bridgeboard/Sidecar

MS-DOS version 3.2 has a different disk format to Version 2.11. If you mix formats files will disappear. One access is fine, but on the 2nd access the file will disappear! You can read from disks formatted in the different version but do not write to them. The general rule is either never mix versions or copy disks onto a disk formatted with your version of DOS before use.

### Using the AUX: HANDLER - Remote control

The 1.3 manual is pretty terse about using this new capability, which would be

powerful and useful to anyone needing to access his Amiga from elsewhere, like work, or the garage (where you've got another old computer, or wherever). You are told that it provides "unbuffered serial input and output" and that you can use it with another terminal, and that you have to MOUNT it and have an entry for it in your MOUNTLIST file in the DEVS directory (it's there as a default anyway).

To actually start it going, enter NEW-CLI AUX: or NEWSHELL AUX: if you've got the SHELL running. You have to have connected a modem or a NULL modem (ie a serial cable between two computers) to the SERIAL PORT and then talk to your Amiga from your auxiliary terminal. This entails running a Communications program such as GPTerm or Handshake, and calling the base Amiga which simply has its modem connected to its serial port. Once you've logged on, you should be able to act as if you have a CLI or SHELL open in the base computer.

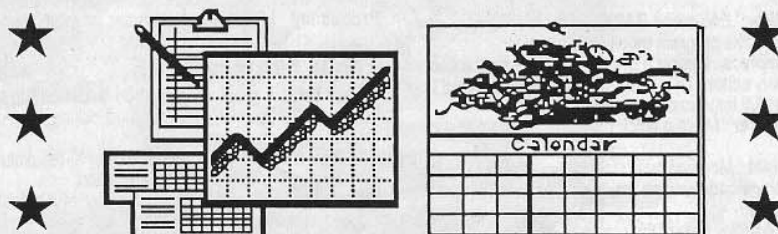
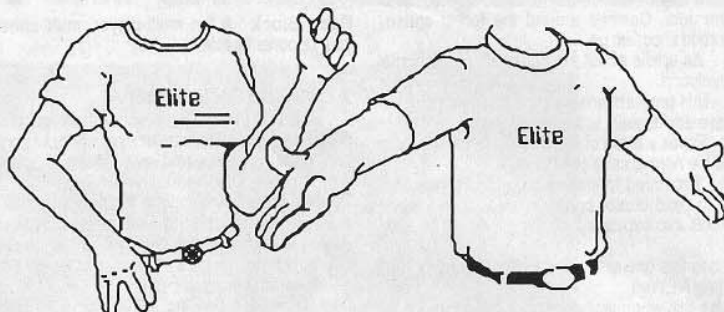
The limitations of AUX: are

- If you've opened more than one CLI or SHELL, input from the auxiliary terminal will be distributed over all of them. And to end one of two SHELLS assigned to AUX: you must type E N D C L I with a space on the end and then <RETURN> - yes, you have to put those spaces in.

- You can't run programs which open other screens or windows (such as NotePad) - they will appear on the base Amiga but not on your remote screen. You can only run commands which use the Console window - things like DIR, LIST and other typical CLI commands. And if a problem occurs, bringing up a System Requestor on the base Amiga requiring a click on OK or CANCEL, you'll be stuck!

- The Communications program DIGA! by Aegis has a feature called REMOTE which has all the facilities of AUX: along with the ability to chat to anyone on the other end, as well as being able to UPLOAD and DOWNLOAD programs while all this is going on. However, it does work, and some people may find it useful.

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# Controlling the C-64 cursor

**H**ow often have you wished that you had complete control of the cursor when programming your Commodore 64? It doesn't take long before you get sick of using the HOME key and CURSOR keys with a print statement.

We are now going to look at a simple, foolproof method of setting the row and column required before printing.

If we want to print the word HELLO on row 10 starting at column 15, we would simply write R=10:C=15:gobsub 680 on a program line and simply type PRINT "HELLO" on the next line.

The important part here is the subroutine on line 680:  
680POKE781,R:POKE782,C:SYS65520690  
RETURN

What really happens here is the poking of the row and column values into the computer's X and Y registers and the activating of a plot routine in memory location 65520 (\$FFF0 in hexadecimal) which sets the cursor position. Note here that the rows are numbered from zero to 24 and the columns from zero to 39.

To do the same thing in direct mode (not inside a program) we simply enter: poke781,10:poke782,15:sys65520:print"hello". Now that we can precisely position the cursor, we can design our programs better. I don't mean the simple poking of random numbers into the registers to create random patterns or placing the column number in a loop to bounce characters around the screen. Presentation becomes easy and quite professional.

At the end of this article is a program which draws a table on the screen and requests information (the length and width of four rectangles). The values are accurately positioned inside the table as well as calculated data (areas of the rectangles). This example serves to demonstrate the ease with which we can accurately draw the table and place the information in it. The table has been built out of white blocks, by switching on reverse (ctrl-9) and pressing the space bar, then switching it off again. Lines 40 to 190 draw the three horizontal lines by setting the row number (one, three &

eight) and using a loop to print each block from column 10 to 34. Lines 200 to 400 draw the vertical lines, this time by setting the column number (10, 19, 27 & 34) and using a loop to change the row on which the block is printed. Lines 410 to 470 set the row and column then print the three headings.

The table is now complete and requires the length and width of four rectangles to be entered, the input statement being placed inside a loop. The table is filled in between lines 550 and 630. A loop inserts the four lengths in column 11 then another loop inserts the widths in column 21 and the areas are calculated and inserted in column 28. The last step moves the cursor to the bottom of the screen away from the table. The important subroutine from lines 670 to 690 makes this all possible.

Store this on a disk and load it any time you wish to use it in a program. The key to success is in keeping the cursor away from the bottom of the screen as this causes the screen to scroll, altering the row locations. □

```

10 REM ** TABLE PROGRAM **
20 PRINT "[CLS]"
30 POKE53281,6:POKE53280,11:PRINT"
[WHT]"
40 REM ** DRAW HORIZONTAL
LINES **
50 R=160 FOR C=10 TO 34
70 GOSUB680
80 PRINT "[REV] [OFF]"
90 NEXT C
100 R=3
110 FOR C=10 TO 34
120 GOSUB 68
130 PRINT "[REV] [OFF]"140 NEXT C
150 R=8160 FOR C=10 TO 34
170 GOSUB 680
180 PRINT "[REV] [OFF]"
190 NEXT C
200 REM ** DRAW VERTICAL LINES
**
210 C=10
220 FOR R=1 TO 8
240 PRINT "[REV] [OFF]"
250 next r
260 C=19
270 FOR R=1 to 8
280 GOSUB 680
290 PRINT "[REV] [OFF]"
300 NEXT R
310 C=27
320 FOR R=1 TO 8
330 GOSUB 680
340 PRINT "[REV] [OFF]"
350 NEXT R
360 C=34
370 FOR R=1 TO 8
380 GOSUB 680
390 PRINT "[REV] [OFF]"
400 NEXT R
410 REM ** INSERT HEADINGS **
420 R=2:C=12:GOSUB 680
430 PRINT "LENGTH"
440 R=2:C=21:GOSUB 680
450 PRINT "WIDTH"
490 R=10:C=2:GOSUB 680
500 PRINT "ENTER LENGTH &
WIDTH FOR 4 RECTANGLES"
510 PRINT " SEPARATED BY
COMMAS"
520 FOR A=1 TO 4
530 INPUT "ENTER 2 NUMBERS";L
(A),W(A)
540 NEXT A
550 REM ** FILL IN TABLE **
560 FOR A=1 TO 4
570 R=3+A:C=11:GOSUB 680
580 PRINT L(A)
590 C=21:GOSUB 680
600 PRINT W(A)
610 C=28:GOSUB 680
620 PRINT L(A)*W(A)
630 NEXT A
640 REM ** REPOSITION CURSOR **
650 R=22:C=5:GOSUB 680
660 END
670 REM ** CURSOR SUBROUTINE
**
680 POKE781,R:POKE782,C:SYS65520
460 R=2:C=29:GOSUB 680
470 PRINT "AREA"
480 REM ** REQUEST SIZES **
230 GOSUB 680

```

# Computer numbers Part 2



for the newcomers to computing

**A**t the end of Part 1 of this article, we were about to look at the address 49152 to 53247 we call Special User RAM. This is because it is an area set aside to store Machine Language programs etc, keeping them out of the way of our normal Basic program. It's to this Area that the Command SYS is often directed, eg. SYS 49152, this would allow a subroutine previously stored at this address to be used in conjunction with a running Basic Program.

On examination of a proper memory map for the C-64 you will likely find the areas referred to above labelled in hexadecimal only, or decimal only, or both. From the above map our Basic User RAM starts at decimal 2048, but suppose your map is only labelled in hexadecimal. For example \$0800 - you transpose it to decimal to see just where on the map you are; no trouble, just use our previous method. Write down the hex number \$0800. We can see it's a two byte number. Write down the multiplier and multiply it out and ADD it together. Remember addresses are two bytes.

\$0	+	8	+	0	+	0	our hex number
*		*		*		*	
4096	+	256	+	16	+	1	multiply by our multiplier
0	+	2048	+	0	+	0	add together and equals
							2048

So \$0800 is the same as 2048 and is the starting address of our Basic User RAM in hexadecimal.

Can you see that \$0800 is a two byte number? To check it let's change it into its binary equivalent.

High Byte	+	Low Byte	
\$08	+	00	Our hex number in two bytes
0 + 8	+	0 + 0	Changed to half bytes
0000 + 1000	+	0000 + 0000	Changed to binary half bytes
00001000	+	00000000	Changed to binary bytes

So binary 0000100000000000 equals \$0800 and equals decimal 2048

See how easily hexadecimal converts to binary, that's the reason it's used in machine code. Try out a few conversions yourself.

## How the computer looks at memory

As novices we visualise memory as addresses or pigeon-holes numbering from 0 (zero) to 65535, but this is not the way the computer looks at it. The computer's way of thinking of memory is as PAGES of memory and as POSITIONS on these PAGES. To the computer it is like this:

One page of memory is 256 bytes.

Four pages of memory is 1024 bytes or one kilobyte.

There are 256 pages of memory (0 to 255 pages) in the C-

64 and the FIRST page of memory is called Page Zero, no surprise there. This is a very important page indeed to the computer. Here it stores special data it uses in its operation, uses Zero Page (one byte) Addressing. Leave this area of memory well alone, you will no doubt study it later on in your ML programming.

A point about addresses we should know and remember is that, because of the way the computer uses its data, they must be entered as low byte first then high byte second - opposite to what you would expect.

Let's look at an address we are already familiar with - the start of Basic RAM at decimal 2048 and \$0800. When the computer sees the high byte 08 and the low byte 00 it immediately knows to go to Page 8. It then looks at the low byte and sees 00 and knows to look to the first byte 0 the start of Page 8. Let's check it, 256 bytes per page and the decimal number equivalent to \$0800 is 2048. Divide 2048 by 256 and the answer is 8.

You must recognize that our two byte addresses are just that - two byte numbers that are added together to give a number of an address in memory.

The two byte numbers used by the computer to select pages and page positions in memory are two separate bytes, with high byte relating to the page in memory and the low byte giving position on that page. But our two byte address and the computer's page and position on page address BOTH relate to the SAME BYTE in memory. Realizing how the computer handles memory, we can handle numbers the same way when we change our large decimal address numbers into hex and from there to binary. How do we convert a decimal address into hex using the page and position on page method? From our memory map let's take the last address in the Basic Interpreter Decimal 49151.

49151 divided by 256 gives us the page number and also the high byte, answer 191 and 255 left over so 255 is the low byte.

191 divided by 16 equals 11 and 15 left over

change to hex \$BF.

255 divided by 16 equals 15 and 15 left over

change to hex FF

So Decimal 49151 equals \$BFFF.

Let's convert the next decimal address 49152, the start of Special User RAM. We can see it is exactly ONE byte ahead of the last address.

49152 divided by 256 gives us the page number and the high byte, the remainder will be the low byte.

The division gives 192 page number and no remainder.

192 divided by 16 equals 12 and no remainder  
 change to hex \$C0  
 0 divided by 16 equals 0 and no remainder change to hex 00  
 So decimal 49152 equals \$C000 and is exactly ONE byte  
 ahead of our first address.

You have read it and still wonder where does the 16 come from? We will work one out fully, the starting address of the Basic Interpreter Decimal 40960.

Let's recap: Since the C-64 is an eight bit (one byte) computer and can only accept a byte of information at a time and a byte can only hold a number up to 255 and no greater, when entering numbers larger than 255 such as in this case large address numbers, the computer uses two bytes to form one large number and the bytes must be added together. Where do the multipliers 16 and 1 come from?

Let's look again at the byte, 11111111 (eight bits)  
 Change it into two half bytes, 1111 + 1111  
 Change it to decimal equivalent, 240 + 15 = 255  
 Now to change the decimal to hex,  $240/16 + 15/1$   
 equals, 15 + 15 (15=\$F)  
 Hexadecimal number is, \$FF = 255

Because the hex system is a Base 16 system, as we move right from the units (ones) position our multiplier increases by 16 each time.

So \$FF in decimal is  $15*16+15*1 = 255$

And 255 in hex is  $255/16 + \text{any remainder}/1 = 15 + 15 = \#FF$

In the interest of understanding by the newcomer, a repeat of above using decimal 40960, a two byte address number.

We first change to hex by dividing it by 256, the number of bytes in a page of computer memory. This will give us the page and will also give us the high byte because the computer reads the high byte as the page of memory.

The result is 160 and no remainders. So the page number is 160 and it is also the high byte.

Now what is 160 in hex? We know that when we convert hex to decimal we multiply by our multipliers, so when we convert decimal to hex we divide using our multiplier numbers. Since we are only dealing with a SINGLE BYTE ie high and low but separate bytes we use numbers 16 and 1.

High byte 160 divided by 16 equals 10 and no remainder and 10 equals A in hex, high byte = \$A0.

Low byte since there is no remainder will be 00.

40960 decimal = \$A000.

Now as a check:

HIGH BYTE		and		LOW BYTE		
A(10)	0			0	0	The hex number in half bytes
*	*			*	*	
16	1			16	1	multipliers
160 +	0	and		0 +	0	
160		and		0		Page and position on page

Now the same hex number as a decimal address number:

HIGH BYTE		+		LOW BYTE	
A(10)	0	plus		0	0
*	*			*	*
4096 +	256	+		16 +	1
40960 +	0	+		0 +	0

You can check out the Starting Addresses of our Part Memory Map by dividing the Decimal Address by 256, you will find they all begin at the start of a Page in Memory.

### Screen Memory Address (1024-2023), Colour Memory Address (55296-56295), and PEEKS and POKES.

Our look at numbers must include Peeks and Pokes. These commands use decimal numbers, and using them we can Peek into memory and see the actual byte stored in the address Peeked.

Using the Poke command we can alter a byte or bytes in memory to suit our programming needs. Remembering of course that some memory cannot be altered with the Poke command.

The areas we will use to try our Peeks and Pokes are the screen and colour memory areas.

Screen memory runs from 1024 to 2023 decimal in the Commodore Memory Map and we can Peek into any area of screen memory. We can also Poke into the area. Our example of Poke will change the screen background to RED, the border area to YELLOW, and place a YELLOW heart in the middle of the screen. Type in and Run the following short program.

```
10 PRINTCHR$(147) (clear screen)
20 POKE 53281,2 (change background colour to red)
30 POKE 53280,7 (change border colour to yellow)
40 POKE 1523,83 (place heart in middle of screen)
50 POKE 55795,7 (change colour of heart to yellow)
```

A yellow heart will appear in the middle of a red background with a yellow border.

**Line 20:** 53281 is the address of the byte that stores the screen background colour. Its default colour is the start up screen colour, By altering the number following the comma we can alter the background colour, however when we press Run/stop Restore the screen returns to its normal colour.

**Line 30:** As above but with the border colour.

**Line 40:** 1523 is the address byte corresponding to the centre position in the screen memory and 83 is the screen display code from Appendix E (page 133 Users Manual) that is poked into screen memory to place a heart on screen.

**Line 50:** 55795 is the POSITION in colour memory that corresponds to position 1523 in screen memory, and 7 is the number that turns whatever is in that position to Yellow, in this case a heart. The easiest way to get the position in colour memory that corresponds with the position in screen memory:

Colour memory begins at Address 55296  
 Screen memory begins at Address 1024  
 Subtraction gives us 54272



The colour memory is 54272 bytes ahead of the screen memory. If we ADD 54272 to the screen memory it will give us the corresponding colour memory position we need.

From above program screen memory position address 1523 now add 54272., the answer is 55795, the Poke on Line 50 of our program.

Using Pokes you can make keyboard keys repeat, POKE650,255 and POKE650,0 back to normal. Many other POKE operations are available. As an example of Peek we will press Run/Stop Restore and then Peek to see the default screen background and border colours.

The command is Print Peek (and a decimal address number).

10 PRINT PEEK(53281) AND 15 (the background colour)  
20 PRINT PEEK(53280) AND 15 (the border colour)

RUN it then look up the colours that correspond to the numbers given, on page 61 of the Commodore Users Manual

(see page 62 for the reason we use AND 15).

We will be using Peeks and Pokes in our look inside the computer memory of the C-64.

### A look into C-64 memory

We have now enough insight into memory to have a quick glance at how our programs are stored in memory by the computer. But first an explanation of how Basic statements are presented in memory so as to conserve bytes of memory. Take the example of program line,

10 print: " The new print "

The first Print is a Basic statement and the second is the word print. Print the Basic statement is placed in memory as a TOKEN and the TOKEN for Print is 153 (only ONE byte). The word print will be placed in memory with each letter being a separate byte, using the ASCII codes (see page 135 Appendix F in your Commodore Users Manual). Yes, it's

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really meant to be read! The Token numbers range from 128 to 202 and if you hunt around you will find a copy of them. Tokens are one of the reasons C-64 programs are not readily transferable to other computers. Commodore Basic has them, other Basics may not recognise them at all. So as not to complicate matters we will only list the TOKEN numbers of the statements used in our example. We will also be using the ASCII codes but you can check them as mentioned above.

Basic Command	Its Token Number
Print	153
For	129
Peek	194
Next	130
Stop	144
To	164

To look inside the computer memory we will enter a small Basic program. We know that it will be entered in memory starting at decimal 2048 (\$0800) the start of Basic User RAM. We will then Peek at what is stored in the memory starting 2048 and we will decipher it.

First clear the computer memory, then enter the following program.

```
10 PRINT"HEX AND BINARY"
20 PRINT"MAKE SENSE"
30 FOR X = 2048 TO 2150
40 PRINT PEEK (X),
50 NEXT X
60 STOP
```

Then RUN the program and the following will appear on your screen.

```
HEX AND BINARY
MAKE SENSE
```

and the following numbers

0	23	8	10
0	153	34	72
69	88	32	65
78	68	32	66
73	78	65	82
89	34	0	41
8	20	0	153
etc	etc	until end of program at 60 STOP	

What do they mean?

Zero (0) the zero byte .0 is always the first byte in the start of the first Basic entry so a zero is always at 2048.

23 Low byte of the position of the START of the next Basic line.

8 High byte of the position of the START of the next Basic line.

Remember we know addresses must be entered as low byte first then high byte, this shows an example of it in operation.

To work out the position of the start of the next Basic line

we multiply the high byte by 256 and add the low byte to it this gives  $8*256$  equals  $2048 + 23 = 2071$  is the starting position of the next Basic line in our little program. Notice how easily the computer can see the page and position on page. Page 8, position on page 23.

10 The low byte of our little program line number.

0 The high byte of our little program line number.

To work out our line number, same as above  $0*256 + 10 = 10$  the first line number in our little program.

153 The Token for the PRINT statement

34 ASCII code for the PRINT statement

72 ASCII code for H, 69 the code for E, 88 the code for X, 32 the code for space, 65 the code for A.

Using the Token numbers given and the ASCII code from the Commodore Manual you have the tools to decipher the whole program if you so desire.

A little more on the zero byte for those who study the program right to the end. When you see TWO ZERO BYTES as the address of the next program line it indicates the end of the program has been reached. Since each basic line ends with a zero then three zeros together tells you the program has ended.

Note zero (0) is ASCII code 48 and zero byte is a zero byte.

For those of you with a printer, the following program will give you hard copy of this version you have placed in memory.

```
5 OPEN4,;CMD4:
10 PRINT"HEX AND BINARY"
20 PRINT "MAKE SENSE"
30 FOR X=2048 TO 2150
40 PRINT PEEK (X),
50 NEXT X
60 PRINT#4:CLOSE4
```

You will need the following extra Tokens.

Basic Statement	Token number
PRINT#	152
OPEN	159
CLOSE	160
CMD	157

We used Print Peek to look at the memory locations and we can use the Poke Command to alter a location if we so desire.

First LIST the program, when it's on the screen enter POKE 2053,143. This is another Token, 143 is for REM.

Now LIST the program again, can you see what has happened? Memory location 2053 was originally a PRINT (Token 153), it has now become a REM (Token 143). Now RUN the program and compare the result.

The FIRST line "HEX AND BINARY" is NOT Printed on the screen. We really have altered a part of memory. POKE 2053,153 and it becomes PRINT again.

This brings us to the end of our very limited examination into numbers and their relation to memory in the C-64. I hope it will assist you to explore further into the workings of the computer. □

# Adventurer's Realm

by Michael Spiteri

**G**reeting! knights, princes and princesses, maidens in distress and other forms of adventure heroes and heroines, welcome once again to the dark and mysterious caverns of the Realm, Australia's only adventure section dedicated to Commodore and Amiga adventurers.

If you are stuck in a game, write to me and I'll see what I can do. If I can help you, I'll reply, if not, I'll print your problems on these pages. If you can give some help then please don't hesitate! If you want some of the free hint sheets (four per person - max) then write to the following address:

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## Realm's free hint sheets

Brenden Quinn has sent in a hint sheet for *Deja Vu*, and David McKinney has provided a hint sheet that covers *Dracula Pts 1,2,3*.

Other hint sheets available include

- Bards Tale 1,2,3
- Zork 1,2,3
- Hitchhikers Guide
- Hampstead
- Hobbit
- Castle of Terror
- NeverEndingStory Pt 1
- Lord of the Rings Pt 1
- Adventureland
- Borrowed Time
- Faery Tale
- Pawn
- Pirate Adventure

If you are writing to the Realm, make sure you enclose a s.a.e just in case I can reply to you. If you are asking for hint sheets, make the envelope fairly large.

## Review: Mystery of Mortville Manor

by Michael Spiteri

**T**his month we travel to a small town in France, set back in the early Fifties, to unravel a compelling mystery.

You play the role of the French private eye Jerome Lange. One cold winter evening while sitting in your small office in Paris, you receive a letter from a childhood sweetheart, Julia Defranck, now an old woman. Apparently for some unknown reason, she is in great danger and asks you to meet her at her old manor. Within hours you pack your bag and head off to the infamous - Mortville Manor!

You are greeted by the faithful butler Max, who tells you the disastrous news that Julia has died. Her surviving family, Leo (her husband), Huy (her son) and Eva his girlfriend, Pat (Leo's son from another marriage), cousins Bob and Ida

and her husband Luc, are all present at the manor. The storm is pretty bad outside, and you are invited to stay until it dies down, hence giving you the chance to try to solve the mystery of Julia's alarming note.

So, secretly and discreetly, you search the manor for clues, and try to interview the family members without making them suspicious. If you are caught too often poking your nose where it's not wanted or asking too many questions, you could find yourself sent packing home... or to your grave.

Well, I've been playing this game for hours beyond end, and the plot seems to become more intricate and complex the further I progress. Why did Julia give everyone, except her husband and son, a special gift before she died? What is beyond the well in the

garden? What is the mystery behind the recent engravings in the cellar? Why is the motto missing from the coat of arms? What is Eva's real occupation? Why won't Leo allow me to enter Julia's locked bedroom? What is the significance of the strange but magical scrolls? And who is the mysterious woman in the photograph in the attic? These are just some of the many questions you'll find yourself asking in this fascinating story.

The game is totally mouse driven, in *Deja Vu* style, however, *Mortville Manor* wipes the floor ten times over with *Deja Vu* in all areas. Crisp colour graphics depict every location in the game, as well as every object. You select a verb from the menu (and a good selection there is too!) and then point to something on the screen. The screen will graphically update itself. You call open all doors, cup-

boards and drawers and then search them, manipulating any objects you find - and believe me, there are quite a few! (With many red herrings thrown in too!).

A small box in the corner of the screen lists all the characters in the room. Watch out for sudden entrances! You can start up a conversation with any of these characters. This is where the game really gets clever. Once you select the character, an animated picture of him/her will be displayed. Then you ask it a question from the selection on the screen (which updates as you uncover more clues), and the character will actually reply to you using the Amiga's fantastic speech capabilities!

Each character has his/her own individual voice, and speaks with a clear, authentic French accent! If you didn't quite catch what was said, then click in the mouse and it will be repeated. Not only that, but as the character talks, he/she has full facial expressions (frowning,

smiling, winking etc). This really has to be seen to be believed. Of course, if you ask too many questions, the fact you are too curious is drummed into your head.

The game features fantastic sound effects, some digitised, some not, ranging from the great theme music (a guy in the background sings "Oooh . . . Mortville Manor", to the rhythm of the tune), to the chilling suspense music as you enter each room, through to the convincing digitised sound of footsteps! This and the French accents of the characters increase atmosphere by 100%.

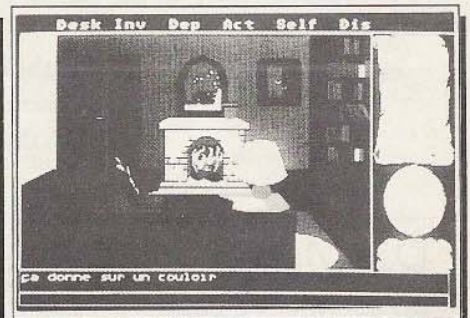
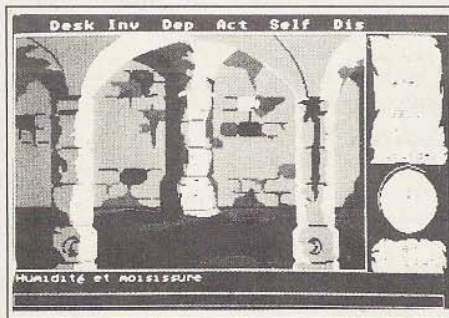
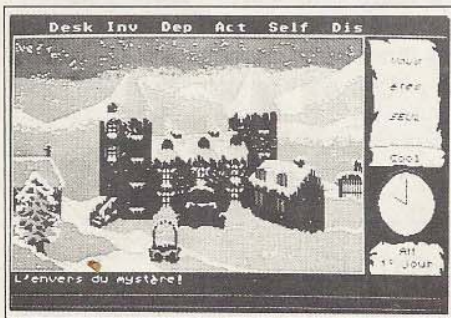
Although the graphics are not as elaborate as *The Pawn*, a fair amount of time has been spent on detail and animation. The vocabulary is extensive and the game totally playable. My only qualm is that the player tends to be killed off too easily, however an easy to use save/load routine has been added. There aren't a great number of loca-

tions, which makes it easy to explore and map. I haven't come across a maze yet, though the manual hinted of a labyrinth.

Slick presentation, good playability, pleasing graphics, unique characters, great atmosphere, good vocabulary and an absolutely compelling plot with a small touch of humour thrown in, to me, makes *Mortville Manor* the best adventure game to be released this year. Suitable for newcomers and veterans, this is very likely to become your favourite, as it has become mine. Go out and buy it now!

Verdict: Most definitely in the running for adventure game of the year.

Rating out of 100 - 100  
Amiga version, RRP  
\$59.95 from Pacronics  
(02) 407 0261



## Review: Firezone

by PSS

**F**irezone, the latest release from PSS, is an interesting and challenging game of combat in the 21st century. There are nine preset scenarios to choose from, and a scenario editor program to enable you to design your own battles. The main weapons systems can include grav tanks, leviathans, and striders, among others, which simulate a new type of combat between European League or the Pacific Combine.

The viewing area is a hex scrolling map, which gives the game a kind of OGRE feel about it. However, there is a lot more doing in this simulation.

You can choose from a two-player head-to-head combat, or a loner can

challenge a very smart computer opponent. Movement and combat are phased, and the game mechanics consist of pull-down menus and windows - making the game very user friendly. Winning is another matter - your tactical thinking will be tested as you try different strategies and options to beat up on your opponent.

The graphics are very clear and colourful, and very pleasant to the eye. The sound, however, sounds like it was taken out of your average shoot-em-up game. The game itself has that arcade-game sort of feel about it.

The packaging is excellent, as is the overall presentation of the game. The

manual is well detailed and well laid out. It does a good job at setting the scene for this futuristic simulation by guiding the player step-by-step through the structure of the gameplay, with good use of examples and screen shots. Nice to see an easy to follow instruction manual that makes life easier.

*Firezone* is an exciting and colourful simulation which offers a fresh approach to the more conventional style of war-game. A good introductory game for newcomers, which still provides experienced veterans with a serious challenge.

Rating out of 100 - 85  
Amiga version, reviewed by  
Barry Bolitho &  
Michael Spiteri



## The Dungeon

by Kamikaze Andy

**N**ews from the world of role-playing

Microprose plans to release an Amiga version of its best-selling rpg *Pirates*. A sequel to *Pirates*, called *Samurai*, will soon be available for the Commodore 64.

Interplay, creators of the *Bard's Tale* series, will soon release the Amiga ver-

sion of its C64 hit *Neuromancer*. The graphics are absolutely superb, while the digitized soundtrack is brilliant. In fact, the Amiga version of *Neuromancer* was featured on *Beyond 2000* a few month back. For the C64, Interplay has promised *Meantime* - a futuristic RPG which will also use characters from the other Interplay hit - *Wasteland* (soon to

be released for the Amiga, as well!)

Upcoming RPG's from Electronic Arts include *Project Firestart*, set in a futuristic high-tech world, and possibly *Bards Tale 4*. Will it ever end?

MS: Another important release that should be noted is *Wizardry 5*, produced by Sri-Tech and distributed by Questor. The press release claims that this new addition to the current popular series include new mazes, new abilities, new spells, new combat systems and new monster encounters. RRP is \$79.95.

## Troubled Adventurers Department (or..Problems, Problems & more Problems)

**B**oy! The problems have been flooding in during the months of March and April, so if you can help any of these demented sufferers, then please do so before they get pushed over the edge.

Firstly, veteran adventurer Alex Harvey has had the same problem troubling him for many months, and none of the help I give him seems to get him out of his mess. The game is Infocom's *Sorcerer*. Alex needs to know the exact command to open the trunk, and if he is entering the wrong colour combination (white, grey, black, red, grey), could someone tell him the correct one!! Alex has been stuck on this game for over a year now and has since solved *Bards Tale III* (within three weeks), so whatever he's doind wrong is very trivial!!

Patrick Wilson of Gladstone in Queensland is being driven around the bend by *Shadowgate*. Apparently the Warlock Lord beats him eveward the Staff of Ages? If not, where is it? Then into the world of *Arazok's Tomb*, how does Patrick get past the snake?

Another soul buster stuck in *Arazok's Tomb* is Tony Lunberg. His problems include trying to turn the power on in the city, getting past the force-fields, and thirdly - the good ol snake!!

Old cheapie *African Safari* is still proving a challenge to many adventurers. Raquel Scerri from Port Kembla in NSW is having a problem getting the snake off the paddle (snakes alive this month!) Then in the haunting game of *Drak*, when you get to the room with the plant and key in it, how do you get the key without the plant eating you?

*Thermonuclearwargames* is rearing its ugly head again and giving Craig Wright of Arnold West in Vic over the fence. Then, in the American adventure *Buckaroo Banzi*, using the radio, mixing fuel, climbing mountains, and opening house doors are all tasks Craig is having difficulty achieving.

The *Eureka* package is giving Chris Morley of Broken Hill, NSW many headaches. In the Roman section, the chariot race being won, what do you say to Nero? Then in Britain, how do you obtain the magic ring from the human body? Then to wartime Germany, how does Chris cross the landmine field to reach the bunker? Chris, I think the tune you are after is Jailhouse Rock.

A character called Severian thinks the Realm should create a clever contacts list. This suggestion has been mentioned before but with little feedback, so come on, what do you think? Meanwhile, Severian is stuck in *Space Quest II* with a certain cave monster, and in *Legend of the Sword* with a survival problem!

## Smart Adventurers Dept (or help, help, and more help!)

This month's smart adventurer is Linda Ulett, who has sent in the following two tips...

**For:** Paul King

**Game:** ?

**Help:** To stop the ship sinking you have to repair ship before you go to sea. First get the tables, examine them, then Break Tables, then Repair Ship.

**For:** Nick Van Heeswyk

**Game:** ?

**Help:** To climb the tree, throw the rope. The map is in the tree and the cloak will be useful.

Unfortunately, because I've run out of space, Super Hints won't reappear until next month. In the meantime, suck on these juicy *Bards Tale III* tips

courtesy of Alex Harvey . . .

In Arboria use a wineskin to take the water of life. You will need it to water the acorn. In Gelidia, to defeat the wall, curtain and creature, cast spells in order corresponding to the lines of the given poem. In Lucencia you may find the dragon's blood has growing powers. In Tenebrosia, use some molten tar to burn down a very obtrusive tree. Use the door and the lock in the middle of nowhere. Also, to complete the game, you must have a rogue in your party, 3 mages and a bard also come in handy.

Until next month - lucky adventuring!

# Guide to contributors

**E**VERY MONTH WE receive dozens of submissions from would be writers. For these we are most grateful. If you have considered writing for the *Australian Amiga and Commodore Review*, here's a few guidelines. The majority of contributions are accepted, however as we have a larger number to choose from these days, a few more stringent guidelines need to be met.

**Style:** Easy to read, entertaining and informative. We aim to be an enjoyable easy to read publication - with a smattering of technical articles for those so inclined. We are most interested in tutorials, "how to" type articles, and general hints and tips. Programs are also sought after for our disk magazines, Suite 64 and Amiga Live!

**Format:** Don't include any formatting such as printer controls, centred

headings, print styles etc. Put a space after commas or full stops. Do not indent paragraphs. Numbers under 10 should be typed. We prefer contributions on disk - Commodore 64/128, Amiga, MS-DOS and even Macintosh. Don't double space. Just a straight ASCII text file is all we require. We also accept contributions via modem once you become a regular contributor. Baud rates of 300, 1200, 1200/75 and 2400 are supported.

**What to include:** A brief letter, if it's your first effort. Your phone number - this is the most important thing! And put your name at the top of the actual article, not just on the letter.

**What you get:** Fame and a little fortune. Writing is a lot of fun. You'll get payment of \$50 per 1000 words - paid about one or two months after publication and a free subscription to the

magazine after your third article. We take receipt of the article as permission to publish - you may not always be contacted before we use your article.

**Where to send contributions:** Post articles directly to *The Australian Commodore and Amiga Review*, 23 Bonnefin Rd, Hunters Hill. Or call (02) 817-0011 to arrange modem transfers.

Don't send us your original - we cannot guarantee return, and it may become damaged in the post. Send 5 1/4 inch disks in an Australia Post cardboard Post Pak especially designed for carrying disks. Do *not* use padded post bags - these have a tendency to make the postman want to bend them in half. Amiga disks can just be sent normal mail.

That's it! For a more detailed version of the above, call our office and ask for the complete writers guide. ■

## Advertisers' Index

Advent Solutions	9	M.A.S.T.	47
Amiga Annual	18	Maxwell	43
Amiga - Live	60	Megadisc	53
Artscape	13	MicroAccessories of SA	55
Commodore Annual	56	MicroComputer Spot	36,37,38,39
Cockroach	67	Multicoïn Amusements	5
Commodore	11,15,57,IBC	Pacronics	IFC,3,7,35
Computer Discounts (Diskworks)	33	Parcom	55
Computermart	4	Photographs	55
Computermate	9,13,51	Prime Artifax	59
Copygraph	67	Questor competition	61
Disk Magazines (All) Suite	64 62,63	Roseneath	67
Dolphin	41	Subscriptions	6
E.C.P.	25	Viatel (Telecom)	30/31
Energy Control	32	Westend	21
HPD	45	White's Computers	9
Interlink Software	27	Wilcom	67
Island by Mail	49	YPA Holdings	1,OBC
Lazarus Ribbons	67		

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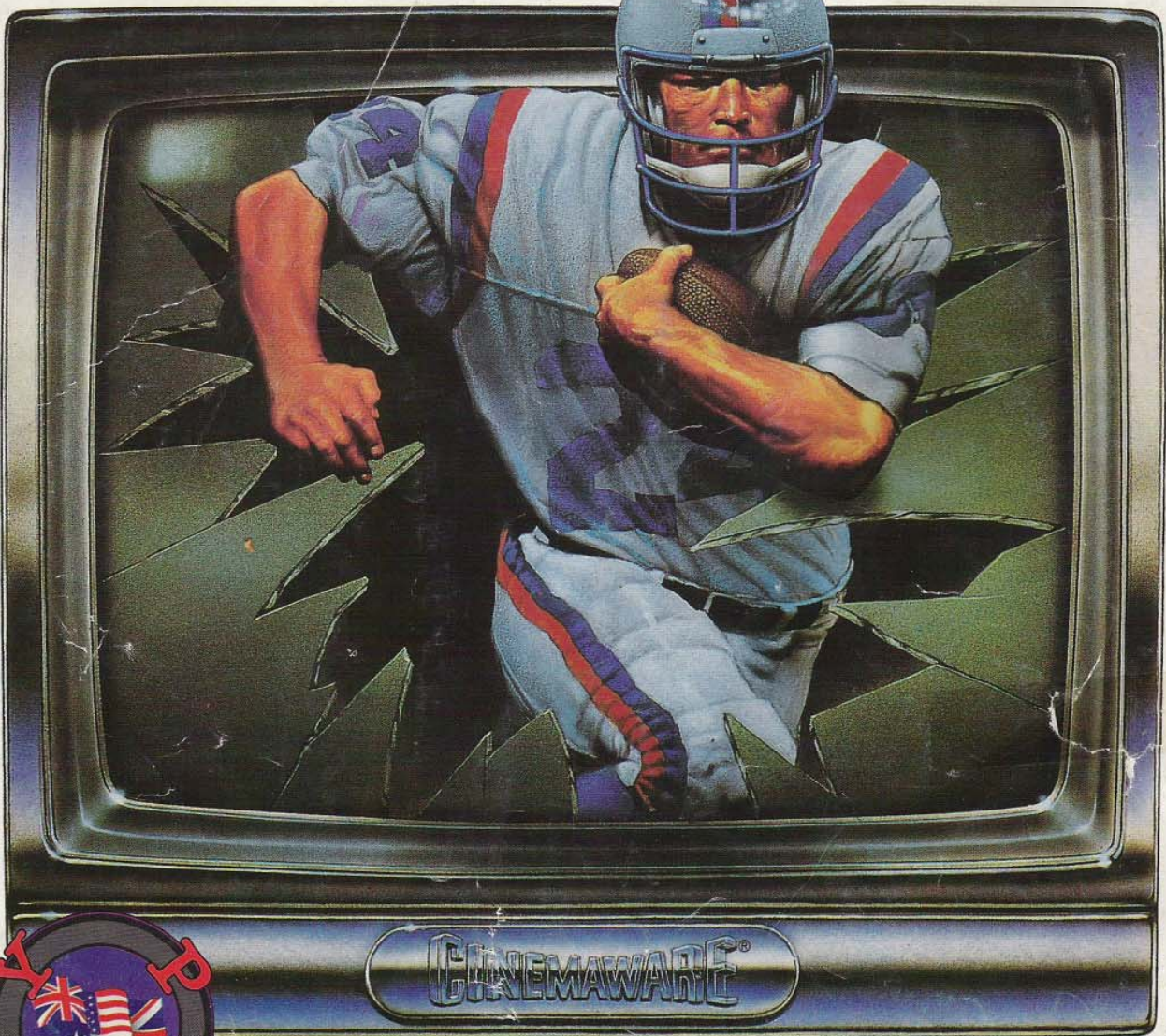
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