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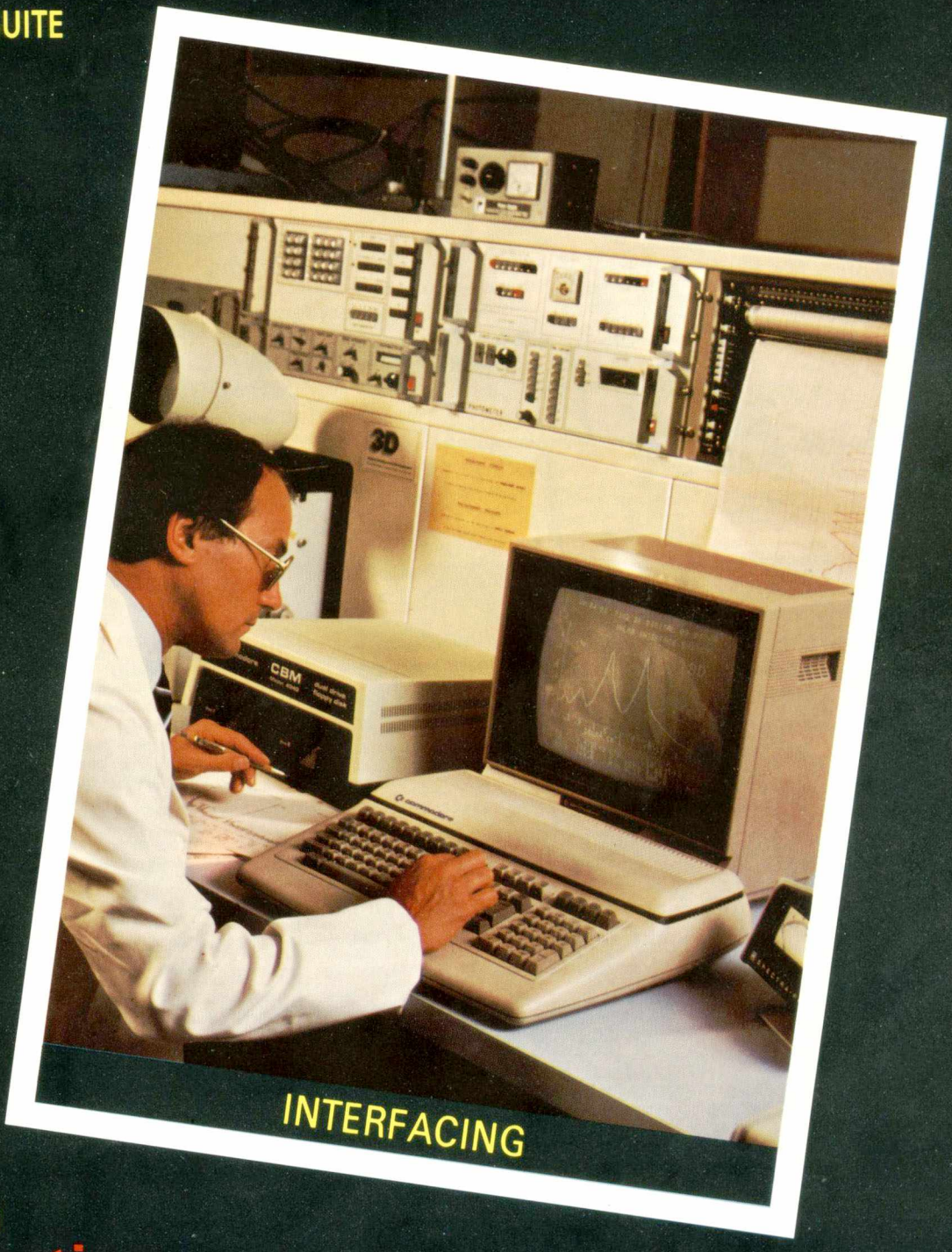


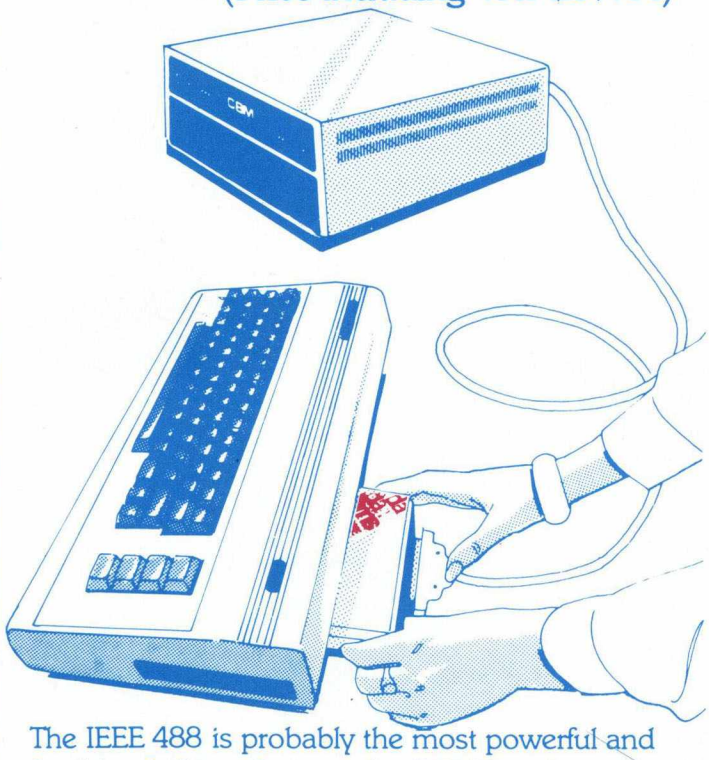
New this month
Home Computing Supplement

The independent magazine for Commodore computer users

VIC 20/ COMMODORE 64 IEEE INTERFACE

Only £49.95 + VAT

(Price including VAT £57.44)



The IEEE 488 is probably the most powerful and flexible of all interfaces and at DAMS we have now harnessed it into a special cartridge, which plugs easily into the back of your VIC 20 or Commodore 64 computer, allowing for the connection of all peripherals previously associated with the PET range to the VIC!

This new and revolutionary step has enormous benefits for the scientific or educational user. Most electronic instruments can be interfaced, via IEEE to 64, and in a classroom situation up to 15 VIC/64 computers can be connected to one central disk drive.

So, almost immediately, your 64 is transformed from a basic, home computer, into a sophisticated scientific and technical tool, with access to all PET peripherals, hard disk drives with up to 30 megabytes of memory, and up to 15 separate devices.

The IEEE automatically reconfigures the VIC 20/64 to input/output use, it allows simultaneous use of the VIC/64 serial bus, uses the standard PET/IEEE cable, and plugs directly into the VIC/64 memory expansion port. No software changes are necessary, and the cartridge comes with a full, 12 months guarantee for, only **£49.95 + VAT.**

COMMODORE 64, IEEE INTERFACE

The Commodore 64 version contains all of the benefits associated with the VIC 20, but also has:

- Automatically relocating code to allow plug-in cartridge programs.
- Reproduction of Commodore 64's memory expansion slot to allow you to use ROM based business software.

DAMS 12 MONTH GUARANTEE

DAMS Office Equipment Ltd. (hereinafter called the 'company') warrants the products it sells against defects in material and workmanship for a period of one year from the date of purchase.
During the warranty period, the company will repair (or at its own option, replace) at no charge, components that prove defective. This is provided the product is returned, shipping pre-paid, or by person, to Gores Road, Kirkby Industrial Estate, Kirkby, Liverpool L33 7AU, stating when it was bought and enclosing proof of purchase.
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COMPUTING international
March 1983

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Our new supplement, especially for VIC and 64 users, this month features Will O' The Wisp, an Adventure game for the 64.

Adventure games have been with us almost as long as the computers that spawned the first and justifiably most famous one of them all: Adventure itself, from which all others have taken their generic name.

The PET version of the game is known to a number of people, thanks to the tireless efforts of Jim Butterfield, and has forced many Adventure addicts to spend sleepless nights trying to bribe the troll, escape from the mazes and find out what to do with the plover's egg, among other bizarre tasks.

What is the secret of these games, and why do people become so involved in this strange and mysterious world? Part of the answer may lie in the use of words, rather than images, to convey the sense of wonder and bewilderment, danger and intrigue, at being lost in an underground cavern in search of weird and wonderful treasures.

The mind can conjure up far more than the eye can ever hope to see simply by looking at a computer generated drawing. Not even the finest Disney cartoon could hope to recreate anything like the vision of the world that your brain will paint for you as you explore endless corridors.

With the advent of the Commodore 64, it won't be too long before hosts of games start appearing on the market.

commodore COMPUTER

PET PACK

BRING TO YOU, NOW ON CASSETTE AND DISK GAMES OF THRILLS & SKILL FOR ALL THE FAMILY

NEW PROGRAMS

Best of Arcade brings together the three most popular Petpack games, Invaders, Cosmic Jailbreak and Cosmiads. These old favourites have been updated to run on 80-column machines also!
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MPD 122 BEST OF TREASURE TROVE £22.50 - DISK PACK

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MP 124 ASSEMBLER TUTORIAL £50.00

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MP119 RAMP £22.50

Disk Packs available in either 8050 - D8 format or 3040/4040 - D4 format. Please state D8 or D4 when ordering.
Prices include VAT and P&P.

PUB GAMES

This latest disk package brings you five totally new games, never before seen on a PET screen! The programs will all run on 80-column machines also!

DISASTEROIDS - Your mission - pilot your spaceship through the treacherous asteroid belt using your lasers to blast as many asteroids as possible. The PET version of the famous arcade game!

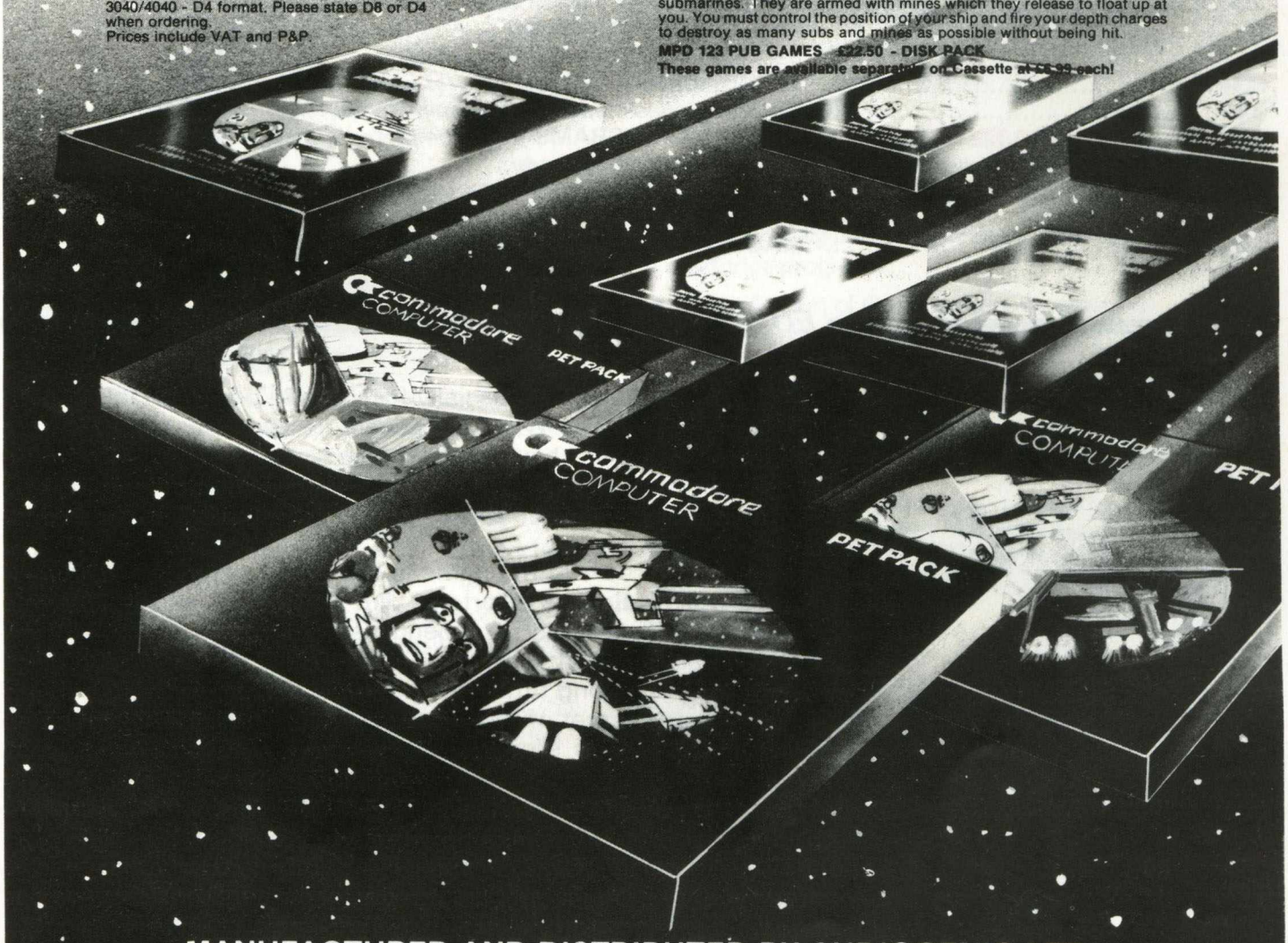
STELLAR WARS - Your spaceship is being pursued by the fighter ships of the evil Empire. You must take control of the ship's laser cannon. Get the fighters in your sights and blast away. The future of the universe depends on your skill and accuracy.

WAR! - You are the captain of the British torpedo boat. You must steer your ship through the minefield to destroy the four shore bases. Unfortunately, you only have two torpedos at a time, so you must get through the minefield again to rearm. Prove that we still rule the waves!

STAR FIGHT - The Alien Invaders are coming again! Control your laser cannon to blast their ships out of the sky and destroy their missiles and bombs. Accuracy and quick reflexes are essential.

DEPTH CHARGE - Your mission - seek out and destroy the enemy submarines. They are armed with mines which they release to float up at you. You must control the position of your ship and fire your depth charges to destroy as many subs and mines as possible without being hit.

MPD 123 PUB GAMES £22.50 - DISK PACK
These games are available separately on Cassette at £5.99 each!



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Commodore announce . . .

Three new micros and a voice synthesizer

Commodore International's production plans for 1983 include three portable computers, each with 64K of built-in user RAM. All three systems will have built-in 5inch display monitors, two of them in colour, plus one or two built-in floppy disk drives providing 170K or 340K of additional storage capacity. The systems will be compatible with the 64 when using software and peripherals.

Chairman Mr Irving Gould said the micros would cost substantially less than comparable products. Prices would range from $995 for a system with a built-in 5 inch monochrome display and single disk drive, to $1,595 for a system with a built-in 5 inch colour display and dual disk drives.

Commodore has also developed a new voice synthesizer for the 64 personal computer. This is the first voice I/O product to be developed at the company's speech technology division in Dallas, Texas.

The speech add-on can generate a variety of voices, including women's and children's, for games and learning cartridges, and can be used with the Commodore Basic programming language. It has three modes of operation, two of which are immediately available with the basic module, and a third with the purchase of optional cartridges.

Basic commands

The voice module can be used as soon as it is inserted in the cartridge port of the 64. The user can create speech through simple Basic commands, such as:

```
SAY     "A", "B", "C", OR
10      SAY "ENTER YOUR NAME"
20      INPUT B$
30      SAY "THANK YOU"
```

This short program instructs the computer to speak the name typed in from the keyboard.

The most exciting feature of the module, says Commodore, is its ability to integrate voices into games and learning cartridges. Because it can accept different vocabularies and voices, computer owners will be able to choose the type of voice (male, female, child's, cartoon character etc) used with various programs.

This flexibility is achieved through a special technique which allows speech to be generated while the computer's microprocessor is performing other functions such as graphics/cartoon animation.

The synthesizer is able to execute graphics on the screen and generate speech at the same time. Commodore expects to sell the product for under $100, with delivery scheduled for Spring 1983.

Sales still booming

Commodore International Ltd's sales in the three months ending December 31 1982 were the highest for any quarter in the company's history, said Chairman Mr Irving Gould. Sales totalled $175 million compared to $70.1 million in the same quarter of 1981.

Mr Robert Lane, president of operations for North America, announced that the company had sold a million VIC-20s. "Last year we predicted we would sell more home computers in 1982 than all the other companies combined sold in 1981. We were right. Not only did we sell a record number of VIC-20s, but the Commodore 64, which we introduced in September 1982, has already sold over 50,000 units," said Mr Lane.

Short shows

A series of one-day computer exhibitions displaying products for small businesses will be held at various centres around the country this year. The exhibition fee of £300 will include all extras like electricity. The shows will be open from 10am to 6pm, admission free.

The venues are:

Great White Horse Hotel, Ipswich, March 10.
Holiday Inn, Plymouth, March 31.
Midland Hotel, Manchester, April 14.
Post House Hotel, Southampton, May 12.
Strathmore, Luton, May 26.
Holiday Inn, Croydon, June 16.
Draganora Hotel, Leeds, September 1.
Central Hotel, Glasgow, September 22.
Albany Hotel, Birmingham, October 6.
Park Hotel, Cardiff, October 27.
Holiday Inn, Liverpool, November 10.
Ramada Hotel, Reading, December 1.

More information from Steven Martin, 153-155 High Street, London SE20 7DP (telephone 01-778 1102).

Improving machine tools

Taylor Wilson Systems have launched two packages aimed at reducing errors in operating digitally controlled machine tools. The programs do not design the tools themselves but imitate the machining process by combining a high resolution graphics board with a printer, thus eliminating any errors in the trial stage.

The two packages, Toolpath and Millpath, are a sequel to Taylor Wilson's Tapeprep program. Millpath is designed to simulate the Bridgport Series 1 milling machine, the output being printed in different colours to show depth and density. Toolpath makes use of the Larner and Swasey 2SC lathe.

After the program has been machine checked and run, and the image of the changing action of the tool has been displayed, the results are printed out in four modes ranging from same size to double size low density. Each program runs on standard PET equipment.

Area: *Simulators.*
Company: *Taylor Wilson Systems.*
Address: *Station Road, Dorridge, Solihull, West Midlands.*
Tel: *05645-6192.*

Games for the VIC

Audiogenic Ltd and Boots have teamed up to market a selection of Audiogenic's cassette games which can be used in conjunction with the VIC. From the outset, five games — Amok, Golf, Seawolf, Alien Blitz and Vicalc — will be available in some of the larger stores, the prices ranging from £6.95 to £8.95.

Converting programs

Following the launch of the Petspeed compilers for the CBM 64 and 720 computers, Oxford Computer Systems have announced a new range of cross-compilers for Commodore machines.

A cross-compiler, which compiles on one machine and produces object code for execution on another, enables software houses to convert existing PET programs for the new Commodore 64 and 720 while taking advantage of the 8032's facilities.

The Portspeed compiler allows the generation of object programs for execution on the 64 and makes changes where necessary to take account of the 64's screen addressing. With this compiler, says Oxford, programs containing screen pokes will run on the 64 without alteration.

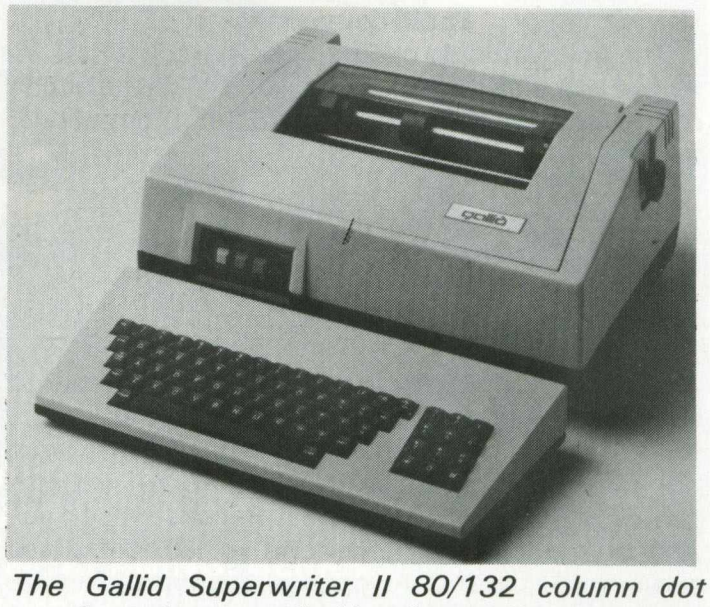
The X-64, a cross-compiling version of Compiled Integer Basic, generates fast machine code for execution on the 64 or the VIC-20. Speed improvements range between 100 and 1000 times and advantage can be taken of the 64's extra memory.

Oxford are offering special terms to those customers who have already bought a Petspeed compiler for the 8032 or 4040 PET.

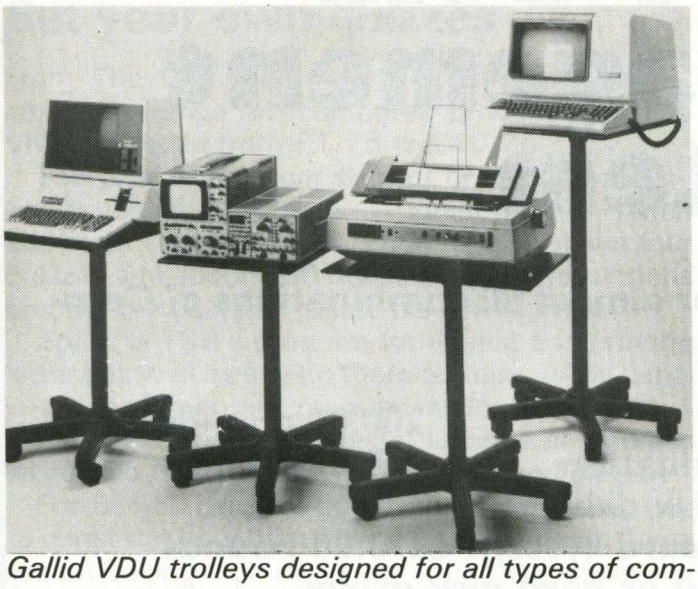
Area: *Compilers.*
Company: *Oxford Computer Systems (Software) Ltd.*
Address: *The Old Signal Box, Hensington Road, Woodstock, Oxford OX7 1JR.*
Tel: *0993-812700.*

Printers and stands

Superwriter II is a new 80/132 column dot matrix printer from Gallid Ltd. It can be interfaced with any computer which has RS232, V24 or 20mA current loop interfaces with switch selectable baud rates between 50 and 19.2K. The printer itself houses a Centronics interface which accepts 8 bit parallel data as well as an IEEE 488 interface. The bi-directional printer has an output of between 40 and 132 characters per line with either 6 or 8 lines to the inch. It comes with a standard 750 character buffer with an extra 1K buffer optional if required. Any paper width from 2.5 to 10in is accepted, the paper being fed by tractor feed.



The Gallid Superwriter II 80/132 column dot matrix printer, suitable for most computer installations



Gallid VDU trolleys designed for all types of computer and associated hardware

Gallid also produce a range of made-to-measure computer trolleys, designed to ensure that the equipment is at the correct operating height for the user. The base of each trolley comprises five urethane legs on castors. The trolley costs £69.90 and comes with a five-year guarantee.

Area: *Accessories.*
Company: *Gallid Ltd.*
Address: *1 Bilton Road, Rugby, Warwickshire.*
Telephone: *0788-74442*

PET cleaning kit

Valam Computer Supplies are the main distributors in the south-west for A.F. computer cleaning products. These include the PETkit (£30 plus VAT) for cleaning and maintaining PETs. There is an anti-static aerosol called Foamclene which can be sprayed onto external surfaces and then wiped off with one of the 10 Safecloths provided. The makers suggest that Foamclene should not be sprayed on the keyboard; this should be cleaned by dabbing with a Safebud moistened with the aerosol.

To clean the floppy disc drives spray Floppiclene on Drive 0 after the necessary instructions have been typed, type in RUN and the heads will be cleaned. There is also an aerosol for the cassette deck, a special cloth for the screen and a glove to wear while cleaning.

Area: Maintenance.
Company: Valam Computer Supplies.
Address: 54a Norfolk House, The Terrace, Torquay, Devon TQ1 1DE.
Tel: 0803-213578.

Grand Master

Grand Master is the name of the new home computer chess game designed by Audiogenic Ltd specifically for the VIC, with an expansion of 8K necessary. Main innovation here is that the player can take moves back and study the results of other moves. There are 10 levels of play; if your name is not Victor Korchnoi, the program will advise on moves and suggest move sequences; it becomes the tutor as well as the opponent and will also display the best possible move at any stage of play.

Grand Master is available from the manufacturer or through the VIC dealer network for £7.75, which includes VAT.

Area: *Software.*
Company: *Audiogenic Ltd.*
Address: *P.O. Box 88, Reading, Berkshire.*
Telephone: *0734-586334*

Programs for accountants

Yet another suite of financial accounting systems, this time from Spectrum. This one has a total of 17 products, including sales ledger, payroll, purchase ledger and stock recording integrated with invoicing, costing between £100 and £750. The main ledgers (sales, purchase and nominal) each cost £300 and if you want to integrate them all that will be a further £100.

The programs are designed for the 3/4/8000 series; all of them are suited to the 8000 series but not all are compatible with the 3000 and 4000. The sales/purchase/nominal ledgers can be used with all three series. All of the systems carry a three month warranty.

Area: *Accountancy.*
Company: *Spectrum Computer Services Ltd.*
Address: *11 PO Box 199, Kershaw House, 55 Well Street, Bradford, West Yorkshire, BD1 5RJ.*
Telephone: *0274-30 188.*

Four colour printer

Two Japanese firms NEC and Shin Nippon Denki, have jointly developed a Four colour printer plotter called the PC-6022. With an average print speed of 12 characters per second on continuous 10 inch roll paper, the PC-6022 is designed to produce diagrams, graphs and text for PC-6000 computers. These are not available in Britain but the printer can be connected to other computers. The printer is being marketed only in Japan (for £87) but the companies hope to export it to both the United States and Britain.

COMPSOFT DMS — Data Management System

This versatile database is available for almost all combinations of Commodore hardware.

Commodore 3000 series 200.00 pounds
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8032/8096 with 4040 or 8050 disk drives
Standard system £290.00 pounds
8032/8096 with 4040, 8050, 8250 or hard disk drives
DMS DIAMOND (multi-file) 395.00 pounds

All systems create files, sort and search on multiple parameters, calculate, print lists, labels and reports and link to Wordcraft, Wordpro and User Written Software. Both the manual and screen messages are written in straightforward conversational English, making the system ideal for management and secretarial staff to use without technical help.

Those versions for the 8032/8050 screens have their own letter writer for automatic selective mailing, plus links into Vivicalc. DMS holds the largest records of any database system on Commodore machines (up to 1000 characters on most systems).

Ring Compsoft for full details, specification sheets and details of your local trained stockists. We also have full guides, free of charge, which describe DMS working in particular jobs such as Personnel, Stock, Invoicing, Sales and Purchase ledger, Client, Library, Property, Costing, Medical, and Student records.

DMS also runs on microcomputers with the CP/M and MSDOS operating systems. These include the Sirius and IBM PC.

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I have a model Commodore business machine.

Set your own quizzes

From The Computer Room in Tonbridge, Kent, comes a range of computer products for the VIC-20, priced from £1.75 to £40.25.

The Quiz Master consists of one program tape and several subject tapes — junior maths, French and eight other subjects. Each tape contains four quizzes and about 200 questions plus instructions on how the user can create his own quizzes.

Sprint is TCR's program for editing and printing letters as well as saving them on tape, while Label is a complementary program which can also run alone. As its name suggests, Label is an address labelling system with information stored on tape.

For £8 you can also buy a program allowing you to construct your own flowcharts on screen. If you are producing club news for your local society or trying to attract attention to sales offers, Post, price £14, produces an englarged set of characters with a smart printed format.

Car Sales is the most expensive at £40.25. It produces quotations for use in the showroom which can be updated with current prices and trader details. Not only the price of the car is quoted, but also tax, delivery charges and the cost of extras. Again, the product file is kept on tape.

Post, Flow, Sprint, Label and Car Sales all require a VIC printer for the output. Quiz Master needs at least 3K expansion, Post, Car Sales, Sprint and Label require at least 8K and Flow 16K.

Area: *Educational games, business accessories.*
Company: *The Computer Room.*
Address: *87 High Street, Tonbridge, Kent TN9 1RX.*
Tel: *0732-355962.*

Maintaining drives

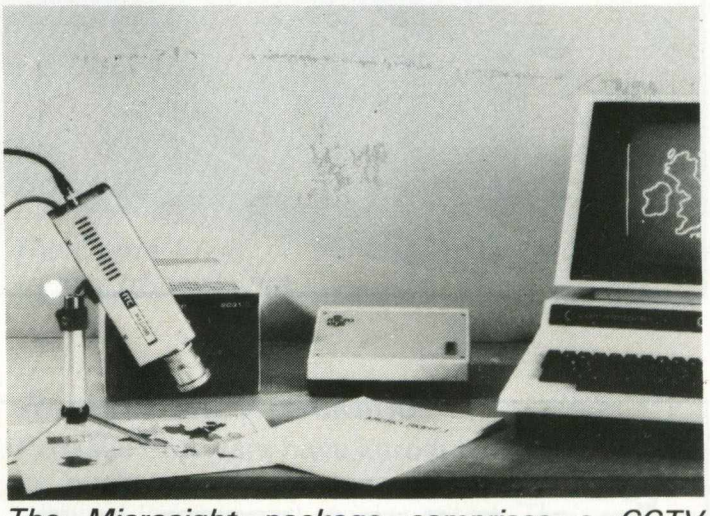
International Data Automation Ltd are the European distributors for the PerfectData head cleaning kit from Innovative Computer Products. The kit is for disk drives and contains two cleaning disks, a four ounce bottle of cleansing solution and a dispenser. You put one of the cleaning disks plus solution in the drive and operate for about 30 seconds. As the fluid evaporates, the disk dries the head. The kit costs £12 and lasts for about six months.

Area: *Maintenance.*
Company: *International Data Automation Ltd.*
Address: *13 Station Parade, Virginia Water, Surrey GU25 4AB.*
Tel: *09904-4994.*

Data in graphics

Digithurst has launched a vision system called MicroSight, priced at £495 plus VAT. It is designed for the 4000 series, connecting via the user port. The system consists of a standard CCTV camera which uses a Microeye interface to send back 8 bit digital video to the computer. The system has a set of command processor and disk handling routines and several machine code routines to process and display data in high resolution graphics.

The non-standard software includes a program called Microscale which calculates the numerical data for perimeters and allows the user to put the



The Microsight package comprises a CCTV camera, Microeye interface and software.

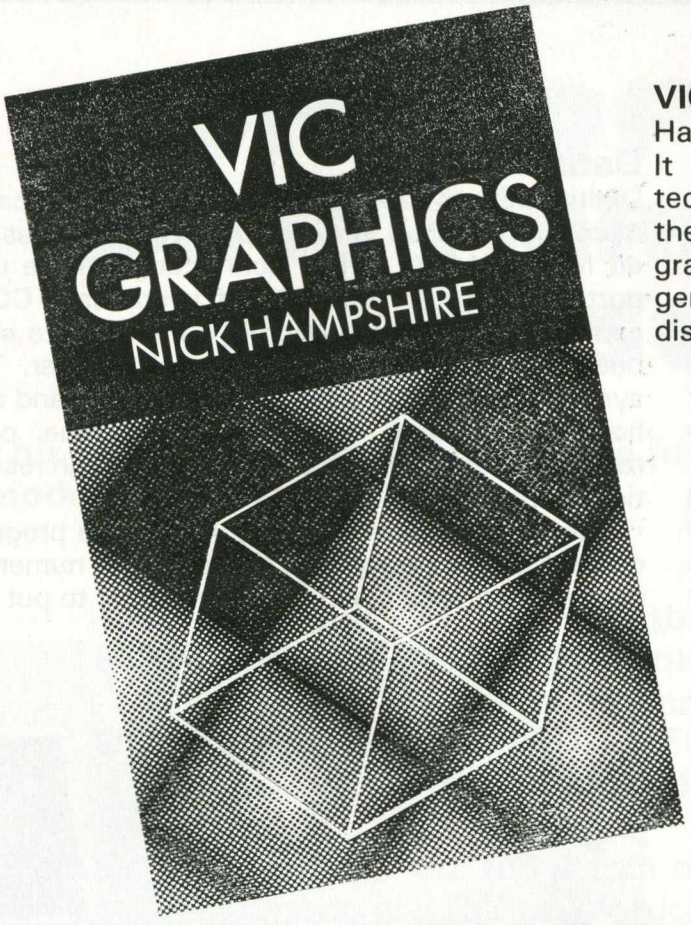
dimensions to any captured image. The system is aimed at the educational and research and development markets.

Area: *Software.*
Company: *Digithurst Ltd.*
Address: *Leaden Hill, Orwell, Royston, Herts SG8 5QH.*
Tel: *0223-208926.*

Typesetting service

Reprodesign are offering a service which enables text, whether on cassette or disk, to be typeset in the format of books, manuals etc. The information can also be sorted into alphabetic order and updated if need by. The cost of the service is normally between £5 and £7 for one page of A5 material.

Area: *Typesetting*
Company: *Reprodesign.*
Address: *131 Market Street, Chorley, Lancs PR7 2SG.*
Tel: *02572-78376.*



VIC GRAPHICS. The latest book from Nick Hampshire.
It introduces the reader to the programming techniques used to generate graphic displays on the VIC. This 192 page book is full of Basic programs which take the reader from simple shape generation to advanced three dimensional displays.

Price £6.95 + 50p p&p

Also available are these other books by Nick Hampshire:
VIC REVEALED — £9.95 + 50p p&p
PET GRAPHICS — £10.00 + 50p p&p
LIBRARY OF PET SUBROUTINES — £10.00 + 50p p&p

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The interfacing Qume

ISG Data Sales have made available the Qume 11/40 Plus modular interface daisy wheel printer and the General Electric 3000 series of dot matrix printers. The 11/40 Plus offers RS232C, Centronics and IEEE 488 interface options. The bi-directional Sprint 11/40 Plus prints text at a minimum speed of 40 characters a second and has a command set compatible with the Sprint 5 and 9 range to make upgrading simple. Aimed at the desk top computer market, Sprint is priced at £1,430, the interface costing an extra £80-£100.

The 3000 series prints at 180, 200 or 500 characters a second and between 10 and 16.5 characters per inch with 80 or 136 columns. Graphics can also be produced on the machine in the shape of a 72 × 72 dot/inch form. Among the features of the series is a 512 character line buffer, and built-in fault diagnostics.

Area: *Printers.*
Company: *ISG Data Sales Ltd.*
Address: *Unit 5, Wellington Industrial Estate, Basingstoke Road, Spencers Road, Reading, Berks RG7 1AW.*
Telephone: *0734-884666*

The Qume 11/40 printer can be interfaced with a variety of hardware.

Accountancy package

Pegasus Software have introduced an accountancy package covering invoicing, sales, purchase, nominal ledgers and stock control. The programs are available separately or as a package and are designed to work on the 8000 series. The system automatically updates the relevant customer/supplier account and has the facility to display and print out accounting reports. It asks the operator if information is to be added or subtracted while looking out for operator errors.

Area: *Business programs.*
Company: *Pegasus Software Ltd.*
Address: *Station Road, Kettering, Northants.*
Tel: *0536-522822.*

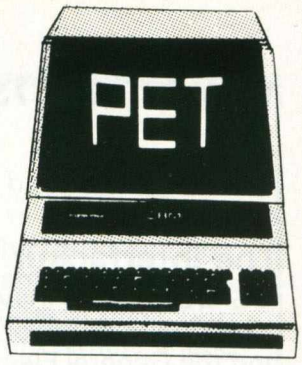
Hydra and Dataview

A brief mention for Hydra, the local area network system which we featured in our December and January issues.

Although the January issue stated that IJJ were marketing this LAN system under the name of Hydra, Dataview would like it known that they have sole world marketing rights. IJJ have apologised and agreed that they should not be selling it.

So if you're interested, Dataview are the people to approach.

IF YOU HAVE ONE OF THESE...



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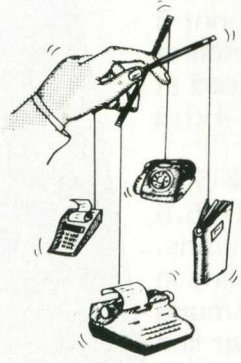

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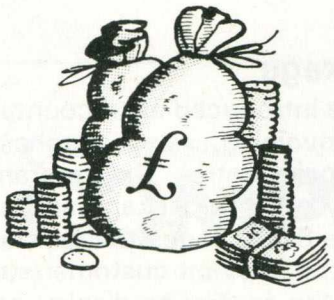

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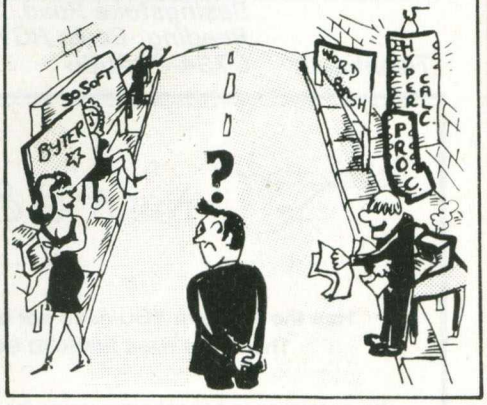

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Accounting suite with payroll option

Software packages go through phases. For six months you see nothing but word processors, then you have six months of data bases, and we now appear to be going through the "year of the accountancy package", with company after company producing yet another suite of programs.

With a number of good packages already available, it makes you wonder why anyone should bother producing a new one. However, Pegasus Software Ltd have recently updated their existing product to incorporate a payroll option, so this month we take a look at that.

Overview

Like any other business program, the idea behind "going computerised" is to increase the efficiency and decrease the cost involved in running an office. It is refreshing to read in Pegasus' write-up that they do not suggest the immediate scrapping of an existing manual sytem. Rather, let the two run in parallel for a month or so to ensure that the new method is producing the same results as the old one, or perhaps even highlights a problem in the way things used to be run.

Once you are satisfied the computerised system is as efficient as the old one in all respects other than time and cost, you can discard the old method and rely on the computer for input and output.

Security must not be forgotten. The Pegasus suite operates on a grandfather, father, son (G.F.S.) basis, with strict emphasis on taking, regular back-up copies. Using the G.F.S. method, if any data is lost, you lose only the most recently entered information; re-keying time is kept to a minimum.

Do what they tell you

This is a completely integrated package, with an initial menu allowing you to choose from sales, purchase, nominal, invoicing, stock control or payroll, with two further options to back-up a disk, or leave the program. Never try to leave the program simply by switching everything off; Pegasus often leaves files open for quicker access, and improperly closed files at the end of the session can lead to corruption and loss of data, so always do what they tell you. It doesn't take long.

All sections of the main progam are interlinked: stock control links to invoicing, which links to sales ledger, and so on. On the other hand, all of them have been designed (with the exception of the invoicing, which of necessity needs to link to the sales ledger) to stand on their own as well. Thus you could buy only the stock control system or the payroll, then integrate the programs later.

> Pegasus do not suggest the immediate scrapping of an existing manual system. Rather, let the two run in parallel for a month or so

The package comes in a securely wrapped box, complete with excellent manual, one program disk and one demonstration disk (useful for finding your way around), and, as security, the inevitable dongle. Makes a change from uncopyable disks.

Indeed, your first step on start-up is to make several back-up copies of the master disk. I would suggest backing up the demonstration file disk as well in case of disaster.

After that, a quick shift and run stop and you're away.

Both the manual and the program in operation appear to have been written for accountants who want to use a computerised system, rather than computer users who want to become accountants. The former stand a chance with the right system, the latter don't.

Appropriate part

After a brief pause for loading the first program, you are presented with the menu mentioned earlier. From this you leap straight into the sub-menu for each different option, and again it is but a small step to load the appropriate part of that option.

One criticism. Although they have tried as far as possible to make everything a single key entry, this method does have its drawbacks. When selecting your menu choice, disk lights whirr and programs begin loading, but the screen refuses to acknowledge that you've done anything for a while, and even then it only comes up with the single word "loading'. All you know is that you pressed either "4" or "5", and thus have to wait a while to make sure you got the right one.

Two other points which rapidly become annoying. A lot of time using this package will be spent keying in data, and to those of us used to a PET keyboard and the way it operates, a nightmare presents itself.

Presumably most of the people who buy this package will not have used a PET before, but the points are still valid. One is that the delete key, instead of deleting the character to the left of the cursor, wipes out the whole field you're currently typing in. The other is that "insert" doesn't work at all.

These aside, let's see how much information you can store.

Capacity

This will depend on the configuration you're using, but assuming the most common choice of an 8032 with an 8050 (the type of printer you use will depend on the type of output you want; enough has been written on this already) it goes something like this. Both the sales and purchase ledgers can handle up to 8,000 transactions, with an accompanying 1,500 customers and suppliers.

Nominal is (sensibly) reduced to 4,000 transactions spread over some 1,500 accounts, and the invoicing side can handle up to 2,000 products. The stock control option can similarly handle 2,000 products, with up to 4,400 product movements. Using the payroll package, you can herd up to 500 employees onto a diskette.

Using an 8096 with a hard disk system, this goes up to around 5,000 customers, suppliers etc and about 10,000 transactions. Most of this is stored in the form of relative files, so file handling is generally rapid.

This is assuming that one file handles sales, one purchase, and so on, and that you have one file per disk. You are instructed where and when to interchange disks, but if volumes are low enough it makes sense to put more than one file on each disk to save both time and the possibility of accidental data corruption as disks are continually swapped around.

Clearly something of a superior package, and so it should be at around £1,500. It also shows the hallmarks of being a compiled program: the familiar listing of 0 SYS (1058) has been seen before. This is a good idea. Develop it all in Basic for easy programming, and compile it immediately prior to release for speed of running.

Area: *Accountancy suites.*
Company: *Pegasus Software Ltd.*
Address: *Douglas House, 27 Station Road, Kettering, Northants.*
Tel: *0536-522822.*

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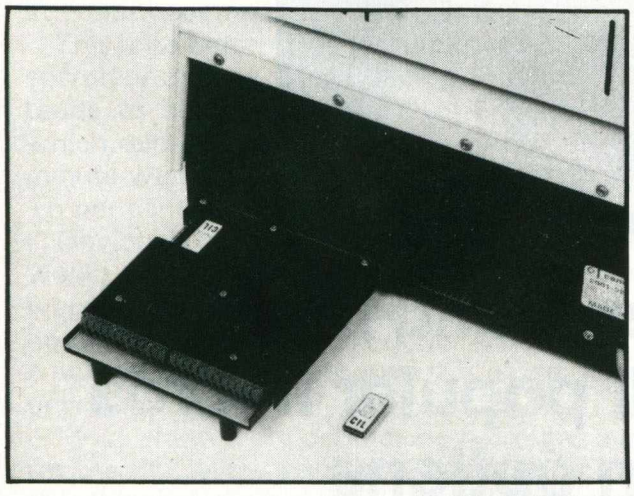

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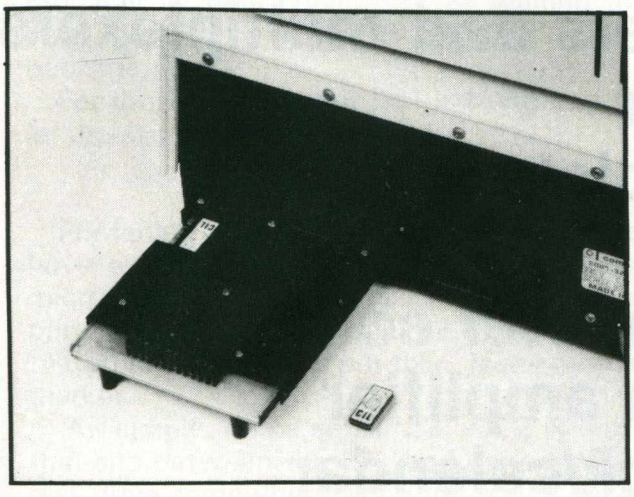

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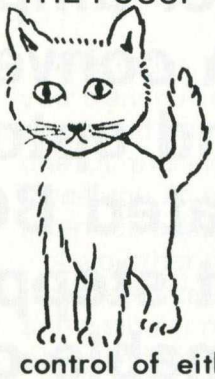

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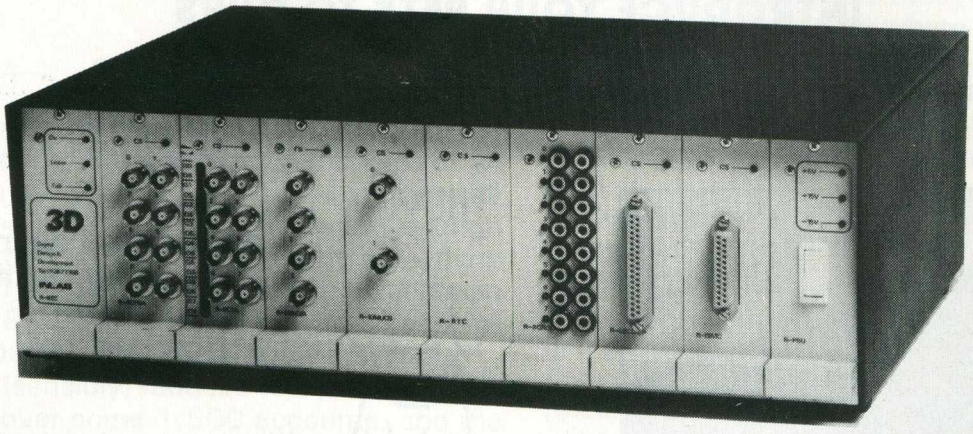

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Printerlink

A useful accessory that takes care of printing and frees the computer for other tasks.

One of the bottlenecks in any computerised office is the waiting period while lengthy documents are being printed out. Depending on the type of printer being used, this delay can at best be a nuisance and at worst become intolerable in a short time.

This is no better illustrated than in the case of the secretary using a word processor. Such a system tends to become the heart of the office, upon which everything else relies, and a number of 10 minute waits spread over the day take up perhaps 15 per cent of a secretary's working time.

Obviously this is not desirable, as no manager would wish to pay 15 per cent of a secretary's wages for doing (through no fault of her own) nothing at all. The system under review here offers a possible solution, although it is by no means the only one.

Most of the word processing packages available for the PET allow background spooling of files so that the central processor is freed for the next task. However, when a system has become automated around one program it can be inconvenient, and probably as time consuming as waiting for that slow printer, to make the switch to another package.

For those who cannot face making that switch, let us take a look at Printerlink.

The concept

Printerlink (£390) is the kind of unit that should have existed as soon as someone invented the microprocessor and the ability to link this up to a printer, but we had to wait until 1982 before Quality Computer Systems put this "black box" on the market.

Put simply, it is a small (23 × 22 × 7cm) box that sits between the PET and the printer, with a disk drive somewhere along the way if necessary, with its own Z80 processor and 32K of internal storage.

The box takes the output from the PET into its own RAM, then diverts it to the printer, leaving PET and disk drive to carry on word processing, calling up more programs, or whatever.

This output can be transmitted at various speeds, ranging from 300 to 19,200 baud (set by the company at your request), although the printer will continue to chug away at its usual pace; regrettably, no-one has done anything about that yet.

The QCSL Printerlink, a plug-in unit designed to add memory between computer/word processor and printer.

The important thing is, the PET is free to carry on operating.

Three different ports enter and leave the unit: one serial, which is RS 232 compatible, one parallel, which is Centronics compatible with full handshaking, and one IEEE 488 port. All three function as either transmit or receive, depending on how you set the machine up.

Three switches are situated on the Printerlink box. The first clears the machine of any data that may be in there, and emits three satisfied little bleeps to tell you it's ready for more work (when angry, it whines continuously), or simply prints out a repeat copy of the last item you sent down.

Possibilities

The other two switches determine which port you transmit on and which you receive on. Thus you could transmit IEEE and receive RS 232, or any one of the eight other possibilities this machine gives you. In other words, it can also be used as an interface adaptor/convertor if required.

Two other details you ought to know. You have three selectable options for 1, 1.5 or 2 stop bits and a similar number for even parity, odd parity, or parity inhibited.

Simplicity itself to install. We used an 8032, with an 8050 and a 3022 printer, and set up a configuration of PET to disk, disk to Printerlink, Printerlink to printer, using standard PET/IEEE cables.

Back in control

Various tests were performed: sending files down under Wordpro control and listing out lengthy programs, it coped with admirably, without any loss of data. As an example (and this was running at just 300 baud) a listing of Adventure (12¼K of Basic code) left me back in control of the PET after 17 seconds, although the printer hap-

pily chugged on for a while after that.

One complaint is that it would not operate with the old Commodore 8026 printer, which needs a device like Printerlink: it is not the fastest of printers. Instead of the text transmitted, we received garbage at the other end.

If you're wondering whether or not to buy a word processing system, buy Superscript or some other program that can do background printing.

If you already have something else, the decision is yours!

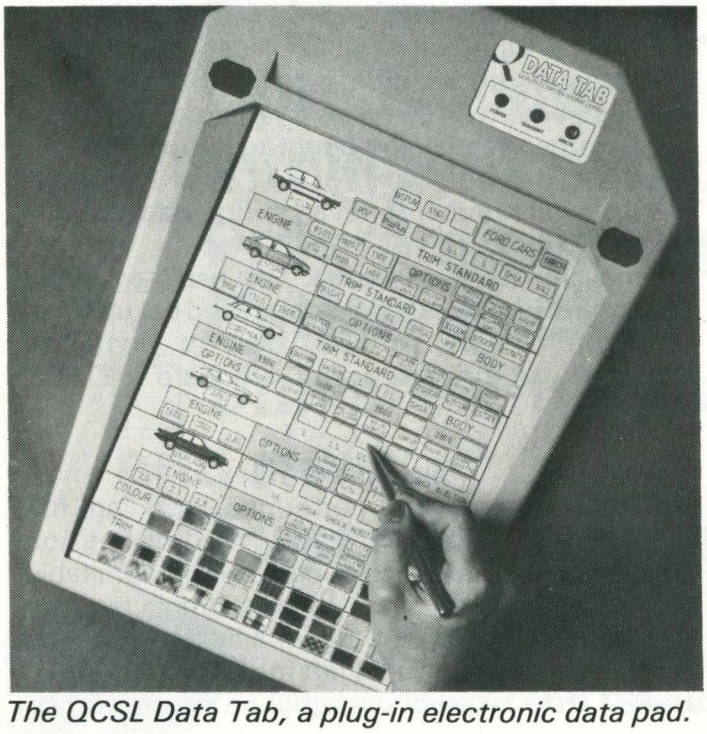
Area: *Increased printer efficiency.*
Company: *Quality Computer Systems Ltd.*
Address: *22 Hambridge Road, Newbury, Berks RG14 5SU.*
Tel: *0635-30880.*

Data Tab

Got the programming jitters? Relax with this easy to use recording pad.

People who have never used a computer before are often worried about doing so. Invariably they are using the computer with a programme that has been written by someone else; the program may be performing familiar functions, but the method of making it perform those functions is something they are not so familiar with.

As a result a certain amount of "fear" develops:



The QCSL Data Tab, a plug-in electronic data pad.

what if I press the wrong key, what if I damage the computer, what if I lose all the information I've spent the last hour typing in, and so on.

A good program should overcome all these fears, but alas, these are few and far between. Consequently, companies are forever coming up with "foolproof" data entry systems. Here we take a look at the latest of these, Data Tab from Quality Computer Systems.

The concept

This is simple enough. To persuade a user who is wary of using a computer to enter data, one must remove the computer. In its place, we need something else that can record data, and recording of data is precisely what Data Tab does.

The device connects up to the user port of the PET; others can be daisy-chained up to a maximum number of 16. Each one is individually "numbered", to be easily recognisable by the program in our host PET.

Essentially it consists of a grid of 256 boxes (now there's a familiar number!), each box being the equivalent of a touch sensitive key, rather like Clive Sinclair's ZX machines. On touching that key, a tone sounds on the device and the data is transmitted to the PET. What happens to it after that depends on the program residing in the PET.

The data in question is the location of the box on the grid. The programmer, knowing where each box lies, will tailor his program to respond accordingly; thus large amounts of data can be recorded and acted upon.

The hardware

The box measures 35 × 15 × 20cm and, on the model we had for testing, connects up to the user port on the PET. If required, you can have a full RS 232 option, running up to 9600 baud.

The maximum distance away from the mother computer is 64 metres, although whether this was for one Data Tab, or with all 16 connected, was unclear. Not having been sent 16 to review, we couldn't find out!

The size of paper it will take is A4, which fully covers the 256 square grid; each square measures 9 × 19mm. According to the specifications sent with the device, an actuation pressure of 85 to 113 grams is all that is required, but more of that later.

Like our other QCS product, it is simple enough to connect and run. One would have wished for rather better demonstration programs, however. Two short programs, while showing how the PET should read and encode the data coming in, did nothing more than print on the screen the number of the box being pressed. There should have been

at least something a little more visual, to convince people of its uses.

The inevitable complaints with a device of this kind. On a number of occasions it did not detect a key being pressed, and there was a similar occurrence of one key press being detected as two, although this is easier to detect and prevent. As with Printerlink, Data Tab happily burbles at you when you've pressed a key.

Conclusion

It should find many uses in data entry environments; warehouses, supermarkets and others could make use of those 256 different boxes. But at £389, they may have to price the product lower. After all, if Sinclair can produce a touch sensitive keyboard for £49.95 . . .

Area: *Remote data entry.*
Company: *Quality Computer Systems Ltd.*
Address: *22 Hambridge Road, Newbury, Berks RG14 5SU.*
Tel: *0635-30880.*

Matrix midgets

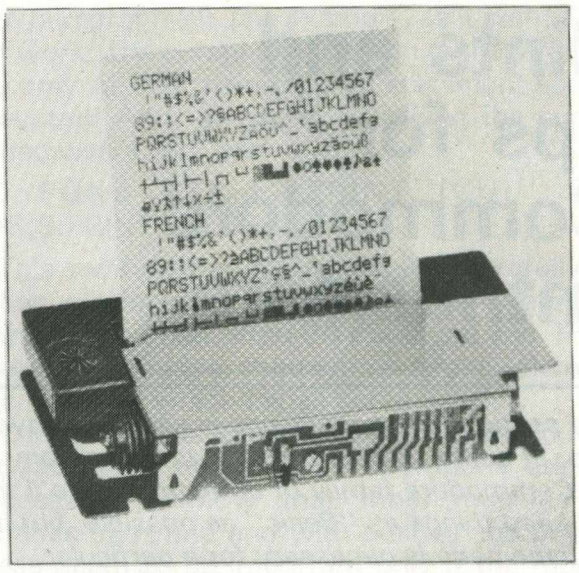
Smaller than cigarette packs, these miniature printers are tailor-made for the micro market.

Epson, one of the largest manufacturers of mini-printers in the world, predicts that the micro-computer sector will be a major growth area.

The M150 series dot matrix printers can be used with the Commodore 64 and VIC-20, with an interface to make them attractive to a wider range of users. The miniature is selling well; whether it continues to do so depends on the growth of the home computer market and on how successful Epson is in promoting the product's industrial uses. In the laboratory, for example, the M150 can be linked up to measuring instruments.

There are three printers in the series, the 150, 160 and 161. The concept of developing a small dot printer was formulated in the mid-1970s but it took Epson a few years to reach the product stage: One difficulty to be overcome was the means of execution of the printing, because of the limited technology available at the time.

The machine operates off a shuttle mechanism which is powered by four nickel cadmium batteries (it can run off the mains too) with a minimum life of 50 hours. This life may be reduced, however, if the printer is run for hours on end. There are a maximum 96 dots per line across 16 columns on the



150 compared with 144 across 24 on the 160.

The paper used for the 150 is 45mm wide, roughly the size of a shop receipt roll. The four small dot heads lie horizontally, each printing a quarter of the page width starting at the left hand corner of each character. To print one line the dot heads must pass across the width of the paper seven times — a slow process in theory, but the 150 and 161 achieve a print speed of one line per second.

The motor operates on a terminal voltage of 4.5 volts direct current, the print solenoid on 4.0 volts DC. The ribbon cassette is available in two colours, purple or black, with no dual colour ribbon available. Epson recommend that the printer should be operated in areas where the temperature does not exceed 50deg C. The model 150 weighs 60g with dimensions of 73.4 × 42.6 × 12.8mm. The 160 and 161 measure 91 × 42.6 × 12.8mm and weigh 75g and 70g respectively.

Apart from letters and numerals, the machines can print graphics provided a standard serial computer part is used. Also, if no buffer is used the computer may be too fast for the printer, causing overloading and corrupted characters; the board in the printer can be changed to allow for this.

Epson produce, for models 150 and 160, a control board called the BA 160 which prints from left to right with either parallel or serial data transfer conforming to Centronics specifications. The board also reduces power consumption. Considering that the printer retails at just under £100, it could prove to be a cost effective unit, whether used as a main or back-up printer.

More details from Epson UK Ltd, Dorland House, 388 High Road, Wembley, Middlesex HA9 6UH (telephone 01-900 0466).

Hints and tips for Commodore enthusiasts

This section of the magazine is aimed at anyone who, at some time or another, programs any of the Commodore family of computers. We'll try and keep things as "Basic" as possible, but if machine code is necessary for a particular application then rest assured that we'll tell you what is going on.

A regular feature here will be a look back at articles published in earlier issues of the magazine. No article is perfect, just as no program is ever completely finished. There's always the "Well, wouldn't it be nice if . . ." syndrome!

If you don't have the article in question, how about our back numbers service?

Let's kick off this month with a little trick to avoid endless IF . . THEN statements.

Translation arrays

Suppose you want to represent a number using a key on the keyboard. For instance, Q might represent the number 1, W the number 2 and so on. A rather bad piece of code might look something like:

```
10 GET A$ : IF A$ = "" THEN 10
20 IF A$ = "Q" THEN X = 1
30 IF A$ = "W" THEN X = 2
40 IF A$ = "E" THEN X = 4
50 IF A$ = "R" THEN X = 8
60 IF A$ = "T" THEN X = 16
70 IF A$ = "Y" THEN X = 32
80 IF A$ = "U" THEN X = 64
90 IF A$ = "I" THEN X = 128
100 IF A$ = "O" THEN X = 256
110 IF A$ = "P" THEN X = 512
120 PRINT X : GOTO 100
```

When we are after this sort of result, it's always a good idea to see what else can be done. Look at the values of X: they are all powers of 2. Using a FOR . . . NEXT loop, we could search through a variable (call it KEY$) and then output 2 to the power of N, where N is the position of the desired key within KEY$. Our code now becomes:

```
10 KEY$ = "QWERTYUIOP"
20 GET A$ : IF A$ = "" THEN 20
30 FOR I = 1 TO LEN (KEY$)
40 IF A$ = MID$ (KEY$,I,1) THEN
   PRINT 2 ↑ (I-1) : GOTO 20
50 NEXT : GOTO 20
```

The only problem here is that as KEY$ gets longer, the search becomes a lot slower. The best way round the problem is to use what we call a translation array. This allows for expansion, it's fast (there is no searching every time, we just define our array once at the beginning of the program) and can handle every key on the keyboard.

```
10 KEY$ = "QWERTYUIOP"
20 DIM PET (255)
30 FOR I = 1 to LEN (KEY$)
40 PET (ASC(MID$(KEY$,I))) =
   2 ↑ (I-1)
50 NEXT
60 GET A$ : IF A$ = "" THEN 60
70 PRINT PET (ASC (A$)) : GOTO60
```

This could be extended to cover a number of different situations.

Sine and cosine calculations

Finding the answer to any transcendental (mathematics, not maharishi) equation, however simple (eg Y = SIN X), using computing methods is always a lengthy and difficult process. The difficulty arises from trying to choose the method that minimizes execution time and memory space while maximizing accuracy.

Most computing solutions have revolved around table-driven methods or other interpolative techniques, but these have usually suffered from an extensive use of memory and sometimes a considerable solution time.

The 18th century Scottish mathematician, Maclaurin, invented a method for calculating coefficients for series (usually infinite) which represented surds of many types, including sine, cos, log and so on.

"While working with these series recently," writes **Richard Helyer,** "I developed inversions of the sine and cosine sequences which can be used to calculate very rapidly the values of these functions for any primary value X."

As might be expected, the resulting summations still involve terms from zero to infinity, but it is a happy accident that the terms of the inversion converge so rapidly that only three or four terms are required to provide accuracy to eight or more decimal digits. Furthermore, the summations work for all

values of X, even outside the 0 to 360 degrees range. For example, the absurd value 1200 could be substituted for X, but several more terms than the three previously mentioned would be required to reach the accuracy normally found in the 0 to 360 degrees range.

With X in radians, the inversion found for sine x is:

$$\sin x = \sum_{n=0}^{n=\infty} \frac{x^{4n+1} \quad (((4n+2).(4n+3)) \quad x^2)}{(4n+3)!}$$

Once we know sine x, cos and tan relations follow on simply from the various well-known equations relating the three.

The sine routine that follows shows that the terms converge quickly in these series:

```
10 REM SINE ROUTINE
20 REM SET DEGREE STEP VALUE AND PRINT HEADING :-
30 FOR X1=0 TO 360 STEP 15
40 PRINT X1;"DEGREES"
50 REM CONVERT DEGREES TO RADIANS
60 X = X1 * 3.1415926/180
70 REM PRINT HEADINGS
80 PRINT "N VALUE","SIGMA","TERM"
90 REM CLEAR N AND S (S=SUM SO FAR)
100 N = 0 : S = 0
110 REM SET BOTTOM LINE CONSTANT K
120 K = 1
130 REM COMPUTE USEFUL PARAMETERS Z1 TO Z4
140 Z1 = (4*N) + 1
150 Z2 = (4*N) + 2
160 Z3 = (4*N) + 3
170 Z4 = (4*N) + 4
180 REM COMPUTE UPPER LINE OF CURRENT TERM
190 U = (X ↑ Z1)*((Z2*Z3)-(X ↑ 2))
200 REM COMPUTE LOWER LINE OF CURRENT TERM
210 L = K*Z1*Z2*Z3
220 REM COMPUTE CURRENT TERM AND ADD TO SUM
230 S1 = U/L
240 S = S + S1
250 REM ADJUST BOTTOM LINE CONSTANT AND PRINT
255 REM RESULTS FOR THIS TERM
260 K = L*Z4
270 PRINT N,S,S1
280 REM PREVENT LOOP RUNNING TO INFINITY
290 IF ABS(S1)<ABS(S*1E-6) THEN 340
300 IF S1 = 0 THEN 340
310 IF ABS(S)<1E-6 THEN 340
320 N=N+1
330 GOTO 140
340 PRINT
350 REM REPEAT FOR NEXT DEGREE VALUE
360 NEXT X1
370 END
```

Cursor positioning

Referring to an article in our October issue on cursor positioning, one of our regular correspondents, **Peter Gabor,** has the following ideas to pass on to you.

The CD$ mentioned in paragraph 2 should start with a (HME) character (CHR$(19)) to make the routine independent of current cursor position. Pokes are tricky things, especially in location 216 (see paragraph 3). The example, as it stands, does not work! The cursor will position to the referenced line only AFTER the next print statement has been executed! And, of coure, HOMEing the cursor is unnecessary. So, use

```
10 POKE 216,12:PRINT''(CU)'';:POKE 198,8:PRINT''MESSAGE
```

This method has to be handled carefully. The pokes will not work correctly if the line referenced is the second half of an 80 character line. For this reason the routine should be avoided, except for one instance which I shall come to later.

This brings us to the machine code routine. I wonder if all those stack operations are really necessary? I know that most machine code routines start and end with pushes and pulls, but these seem to be important only if the routine is part of a larger machine code program.

In direct mode and Basic nothing of importance is left in the A, X and Y registers. After RTS, CHARGET will change the accumulator anyhow.

Next, subroutine $BEF5 (check for comma) appears three times in the program, immediately preceding the evaluation routine at $C8D4. By entering this three bytes earlier at $C8D1, the routine itself will check for separators via CHARGET.

Well, it seems that 10+9=19 bytes could be saved out of the 47. I would suggest that you use them for another purpose.

Such general purpose routines should include a validity check. For instance, it should not be possible to position the cursor off-screen. One could replace the maximum permissible values with those specified if the latter exceed permitted limits. One could also jump to an error routine.

Another little detail. The routine starts counting lines and columns from zero. I prefer to reference the top left hand corner as line 1, column 1. So I suggest incrementing the X register before depositing its contents in the appropriate locations. The routine could start with:

```
START   JSR $C8D1
        INX
        CPX #$19   ; Max no. of rows
        BCC LNEOK
        LDX #$19
LNEOK   STX $D8
```

And so on. This brings us to ''M/C behind REM statements''. This technique has been used before, and I would suggest starting such REM statements with a quotation mark — CHR$(34). This will make the listings shorter, since each byte will be printed to the screen as a single character and not — in some cases — as a Basic command.

Finally, the Basic routine mentioned in paragraph two of the article. In some programs it is necessary to reposition the cursor to a previous place on the screen. This might happen after an invalid input where one might wish to print some kind of directive on the top (or bottom) line of the screen, then return the cursor. The following program should sort out this kind of problem:

```
10 PRINT"[CD]START HERE ->";
20 A=PEEK(216): B=POS(0)
30 N=N+1: INPUT"MESSAGE";A$
40 IF A$=B$ THEN END
50 PRINT"[CD]MESSAGE IS: ";A$;
   "    "
60 PRINT"[HME]";N;" LET'S JUMP"
70 POKE 216,A: PRINT"[CU]": PRINT
   TAB(B);:GOTO 20
```

To round off this month, a short Basic program called Twenty Questions. It shows how, with a simple bit of Basic code, you can easily baffle everyone!

TWENTY QUESTIONS — ? — UNIVERSAL

```
100 PRINT"[HME] TWENTY QUESTIONS!"
110 PRINT "I AM THINKING OF SOMETH
    ING."
200 FORI=1TO20:PRINT"QUESTION";I;:
    INPUT Q$
210 FORJ=LEN(Q$)TO2STEP-1
220 X=ASC(MID$(Q$,J))
230 IFX>90ORX<65THENNEXTJ
240 IFX<>69THENPRINT"  ..NO":GOTO
    280
250 FORJ=1TOLEN(Q$)-4
260 IFMID$(Q$,J,5)=" THE "GOTO400
270 NEXTJ:PRINT"  ..YES"
280 NEXTI
290 PRINT:PRINT"SORRY, YOU DIDN'T
    GUESS IT."
300 PRINT"I DON'T KNOW WHAT IT IS,
    "
310 PRINT"BUT I HOPE I NEVER MEET
    ONE.":END
400 PRINT "THAT'S IT!":END
```

Setting up a study project

Robert Moscrop

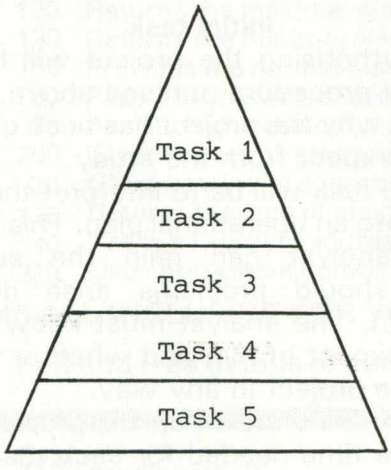
Having discussed in the first two articles in this series the nature of microcomputers and the environment in which they will be used, i.e. business systems, we can discuss the development of microcomputer-based information systems.

As a first essential we must understand the nature of our task: the systems development cycle. Certain steps must be taken from the point of deciding to computerise the accounts to the point at which an operational system is up and running. For the purpose of this article, these are defined as:

1. Project definition.
2. Detailed investigation.
3. Specifying requirements, including costing and justification.
4. Selection of hardware/software or design of a bespoke system and programming.
5. Implementation.

Item 1 is the subject of this article, the rest to be dealt with later in the series.

I am assuming that the reader is either a manager of a small business doing his own systems development, or an outside systems consultant. In both cases the approach will be the same. The systems development cycle is geometric in form and can be presented thus:



The nearer the apex, the greater the impact of decisions, hence the subsequent cost of errors.

Robert Moscrop, director of Computotech Ltd, is a widely experienced systems analyst and designer. Since 1978 he has been developing training systems for the Manpower Services Commission and working as a consultant.

The nearer the base, the greater the commitment to the project, hence the 'patch-up' or '90 per cent' situation.

It is the responsibility of the manager to define the project and terms of reference before any study commences. The definition must not be vague and should take into account a number of factors:

1. The nature of the problem should be clearly set out, with the reasons for its existence. These may be modified as the study progresses.
2. The study should proceed according to an agreed plan and timetable, with enough resources in terms of manpower and calibre allocated.
3. In defining a project, managers must realise the size of the job to be done, be prepared to participate in it and give it their authority by obvious support.
4. Managers must be prepared to treat those doing the analysis with respect and to reveal appropriate information of a confidential nature. This includes the terms in which the proposal will be judged and the anticipated investment return or profit ratio.

It is the manager's responsibility to define the project and terms of reference before any study commences

Boundaries of the study

The need for all parties involved to understand the objective of the study and its possible implications cannot be too strongly emphasised.

Managers must be aware of what they will have to support, while analysts must know what is required of them in order to employ the appropriate techniques.

The objectives of the investigation may be summarised in the following types of study:

UPLIFT	This is the most restricted form of study in which the procedures remain unchanged, equipment being applied to speed up the operations.
CONSTRUCT	In this case an information system is constructed

based upon the business objectives of the company and the resulting systems requirements, at the same time determining how procedures will be performed.

RECONSTRUCT — This is a combination of the foregoing, in which the present procedures are modified prior to considering how it is to be performed.

RE-ORGANISE — In terms of manpower, function and departmental boundaries. This type of study requires the authority, expertise and experience of a business analyst.

The analyst must know what the managers expect of him and whether they have modified the project in any way

Having identified the basis of the study, it is possible to examine the problem area. Traditional approaches to systems development often result in the allocation of wrong priorities, leaning too heavily on the expertise of existing staff. Definition of the problem area involves:

IDENTIFICATION — The people and departments to be studied.

ENVIRONMENT — Reasons for the problem.

CONTROL — Levels of control which cannot be changed by any proposal, e.g. internal or external legislation, trade agreements and practices.

TIME-SCALE — The sequence in which steps will be taken and the time allotment.

Justification

The basis on which managers will view any proposal must be clearly defined, and the way in which proposals will be calculated and expressed.

Benefits can be expressed in the following terms:

FINANCIAL — a) Reduction in administrative costs.
b) Reduction in operating costs.
c) Increase in profits.

RESOURCES — a) Performing the same administrative procedures by replacing people with machines. Transferring workers to more profitable areas.
b) Redirecting financial commitments into more profitable areas.
c) Eliminating capital commitment.

SERVICE — a) Existing operations can be improved.
b) Planning can be more effective.

Systems projects often fail because of lack of definition. The objectives can be summarised as follows:

Identifying the Project
a) Objective b) Boundaries c) Constraints
Involvement
a) People b) Departments
Reporting
a) Structure b) Form c) Frequency
Resources
a) Time b) People
Costs

Initial task

Those authorising the project will have been through the procedure outlined above. They will understand why the project has been chosen and what they expect from the study.

The initial task will be to interpret the terms of reference into an operational plan. This is the only way the analyst can gain the support of managers should problems arise during the investigation. The analyst must know what the managers expect of him and whether they have modified the project in any way.

The person who draws up the project plan will estimate the time needed for each task, specify the sequence of tasks and consider the number of people available to help with the project. Such a plan helps the analyst to meet deadlines and stick to his budget.

Next month
Robert Moscrop considers the techniques for recording the results of the study project.

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AUTO	40	Provides automatic line numbering.	MON	10	Enters the CBM machine-code monitor.
BEEP	60	Plays music of given duration and pitch.	MOVE	130	Moves a block of memory to another position in RAM.
BLOAD	40	Loads in a block of memory without affecting BASIC execution.	NUMIN	740	Foolproof input routine for amounts of money.
BSAVE	120	Saves the memory area between two given addresses.	PCTRL	100	Set the device number and characteristics of the printer.
CALL	80	Enter a machine-code subroutine with given Acc,X- & Y-reg.	PLOT	170	Plots a double-density point on the screen.
CIF,CEND	220	Four commands which provide facilities for structured BASIC,	POP	30	Removes the last subroutine return address from the stack.
ELIF,ELSE		largely eliminating the need for the GOTO command.	PRINT	130	Adds routine to automatically right-justify amounts of money.
CURSOR	30	Places the cursor at position x,y on the screen.	PRINT	280	Modifies all printer-output as needed and adds TAB function.
DATIN	690	Foolproof input routine for dates with full error detection.	PUSH	60	Pushes a return address onto the stack.
DELETE	70	Deletes a given range of program lines.	RENU	930	Renumbers a program, altering all GOTO's, THEN's, etc.
DISABLE	50	Disables the run/stop key without affecting the internal clock.	REPEAT	50	Adds repeat key function.
DISP	140	Displays a prompting or warning message on a given line.	REPLACE	490	Replace all occurrences of one character string with another.
DREAD	100	Reads data from disk without input restrictions.	RESCUE	40	Recovers a program accidentally 'NEW'ed.
DSEARCH	330	Searches a disk relative-file for a given string or pattern.	RESET	170	Resets a double-density point on the screen.
DUMP	170	Outputs the names and values of all current scalar variables.	RESTORE	20	Restores DATA back to a given line number.
EDIT	70	Adds 'delete-forwards' function.	REVERSE	50	Reverses the field of the screen.
EXEC	140	Executes a string as a BASIC command.	SCAN	190	Scans a string for the next occurrence of a given character.
FIND	200	Lists all lines in which a given character string appears.	SCOPY	340	Copies the screen to the printer.
GENIN	700	General foolproof input routine with selected key disablement.	SCROLL	230	Scrolls screen contents up,down, left or right.
GSUB	110	Performs a GOSUB to a given labelled line.	SEARCH	270	Searches an array for a given string or pattern.
GTO	90	Performs a GOTO as above.	SHRINK	180	Removes all unnecessary spaces and 'REM's from a program.
INPUT	40	Allows a program to continue despite a null entry being input.	SORT	760	Sorts any one-dimensional array (and tags another array along)
INVERT	160	Turns a string back to front.	SWAP	440	Loads in another program, retaining all variables.
IRQ	60	Restores normal system use of interrupts.	SWIND	150	Saves the contents of the screen in a compressed format.
KILL	20	Takes out SOFTCHIP commands.	TRACE	110	Displays the last six line numbers at the top-right screen.
LINES	50	Calculates the number of lines in a program.	VAR	390	Outputs the names of all variables referred to in a program.
LWIND	170	Loads a screen display from a compressed format file.	WINDOW	30	Sets top, bottom, left, right for an 8032 screen window.
MERGE	360	Merges a program from tape or disk into the current program.	WPOKE	50	Pokes two memory locations in hi-lo 6502 order.

★★ NEW COMMANDS NOW AVAILABLE

BORDER	100	Draws a border around the edge of the screen
CLOCK	250	Continually displays the time at a given screen position.
GRAPH	20	Gives access to the box-drawing characters on an 8032
ON	50	Branches to program line corresponding to key pressed.
PROTECT	90	Allows regain of control after system crash.
STATS	120	Outputs the number of statements in the current program.

★★ NEW FUNCTIONS which may be used in any expression

AVG	140	Calculates the average of the elements in a numeric array.
BLANK	40	Tests a string : returns true if the string is blank.
DEC	80	Gives the decimal equivalent of a hexadecimal number.
FACT	60	Provides the factorial function.
GAMMA	90	Provides the gamma function.
HEX$	90	Gives the hexadecimal equivalent of a decimal number.
MAX	120	Returns the maximal element of an array.
MIN	120	Returns the minimal element of an array.
NORM	160	Provides the normal distribution area function.
PAD$	90	Pads a string with spaces.
QUME$	70	Assists high-resolution plotting on QUME Sprint 5 printer.
SHR$	260	Gives the compressed form of a number for compact storage.
SPC$	30	Gives a string of spaces of given length.
SUM	130	Returns the sum of elements of an array.
WPEEK	40	Peeks a two-byte address.
XPD	220	Decompresses a number.

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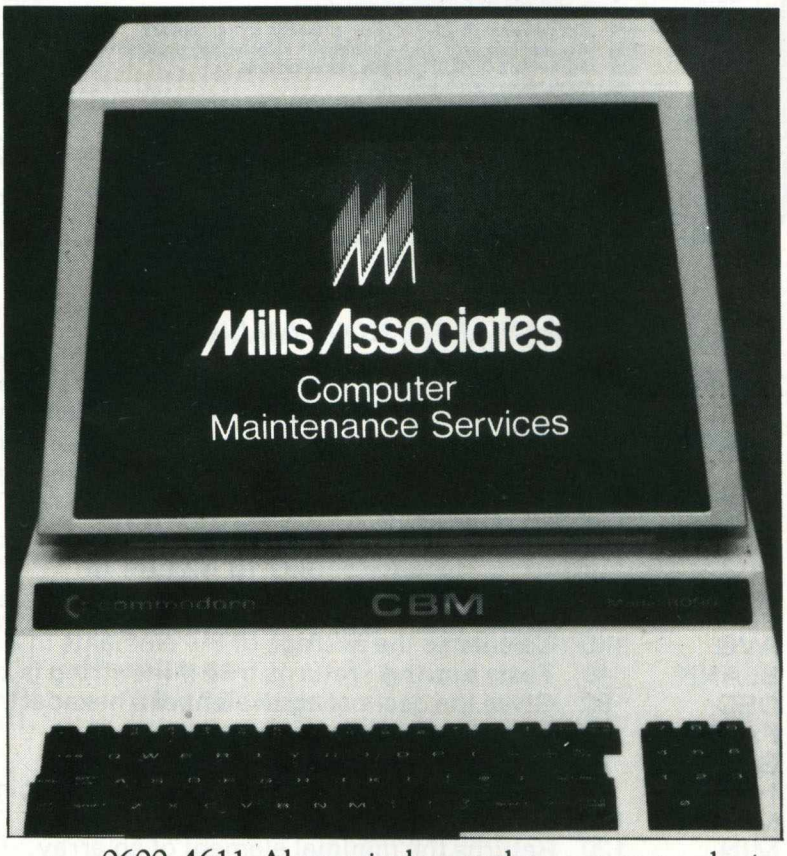

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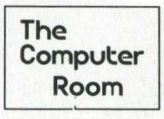
commodore
Changing business for the better.

Taking the grind out of workshop routines

The word "epic" is commonly used of films and books. But a computer system? Yes, and researchers at The Computer Room in Tonbridge, Kent were not being pretentious when they called one of their software packages EPIC. The letters stand for the Engineers Production Information Control system, designed to work on the 8000 series.

The system has considerable potential for helping firms to plan and check most aspects of production.

Although it is designed basically for engineering firms, the system could be adapted to the needs of a firm producing, say, safety pins or cardboard boxes. The system covers 30 operations. One of the programs, Estimated Method, was dropped from the system when customers found it to be not very useful. Which is hardly surprising when you consider that there are two other programs concerned with work methods, namely Method File and Current Method.



The list of operations available can be called up by pressing 0 for operations. Once the required operation has been found, the appropriate number has to be keyed in. On the Method File, only two items of information are compulsory — the part number and the customer part number. Then, if the operator wants to access the part number, all he has to do is call up the customer number. The rest of the screen can be used for information which is user definable, for example a description of the part, the batch size and the raw materials needed to make the item.

Two programs, Order Book & Backlog Details and Order Book & Backlog summary, help the company to process and check orders. When an order comes in a job card is allocated to it which details the firm-to-customer requirements such as the date the order arrived, the due delivery date and the priority for the job, which is determined by working from the delivery date backwards to sequence the order of the jobs and the number of days or man hours required to complete the work.

To make this clearer, an example. Two orders for the same item are received on the same day. Whereas job number one is due to be delivered in seven days time, job number two is not due for delivery for another 12 days; clearly job number one will be given priority. The job card can also include a list of the jobs which have not been done and produce a list of jobs which need to be performed during the day.

As every businessman knows, keeping up stock levels is important. EPIC covers this aspect of production too, with a Raw Materials Stock List, Raw Materials Movement, Stock Levels Summary and Raw Materials Code List.

Calling up any of these operations will not give you the name and address of the supplier or the customer, but these can be obtained via the part numbers. On the Raw Materials Code List, each stock of raw material is given a material number and a reference number which refer to the specification, size and production methods for each material. The code list also features the part number, the number of parts per unit and details of special requirements, for example painting and heat treatment.

For each factory machine a specified running period can be fixed to allow time for maintenance and breakdowns.

Between the Raw Materials Code List and the Raw Materials Stock List there is little difference expect that the latter includes, along with the part number and parts per unit, a column for the total number of parts in stock. Companies using the stock list may thus find the code list unnecessary.

Ledger account

The Raw Materials Movement program is rather like a ledger account; it gives the amount of material that comes in, the amount that goes out and the balance. At the touch of a button, it becomes clear which raw materials need to be stocked up.

Each job presents its own problems, its own special requirements. What happens if the production process is held up for a day? When the job description is printed on the screen the operator will also be told how long it will take to set the job up and how long to complete the job. So if you find

Method file

Part no:	P100	Issue:	2
Cust part no:	123/25-12	Date of issue:	Jan 82
Description:	Rotor shaft	Issued by:	
Customer:	Ford	Raw material —	
Cust. ref:	998/22	Spec:	SAE 1099
Cust. latest issue:	FO 69-52/12	Size:	5/16 in
Batch size:	100	Condition:	cold draw
Tins per batch:	2	Heat treatment:	'V'
Parts per unit:	369	Other req:	10/20 HB
		Bar lengths:	10-12
		Ref No:	R100

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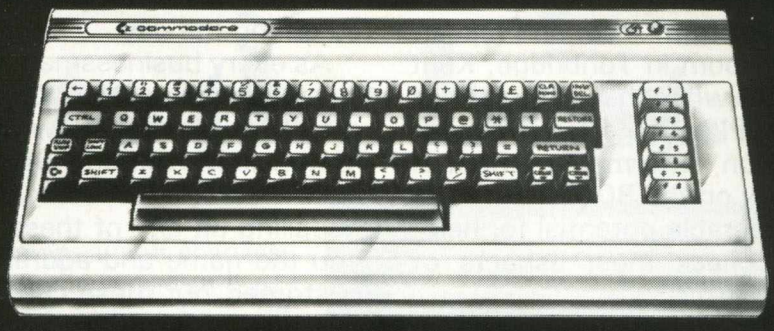

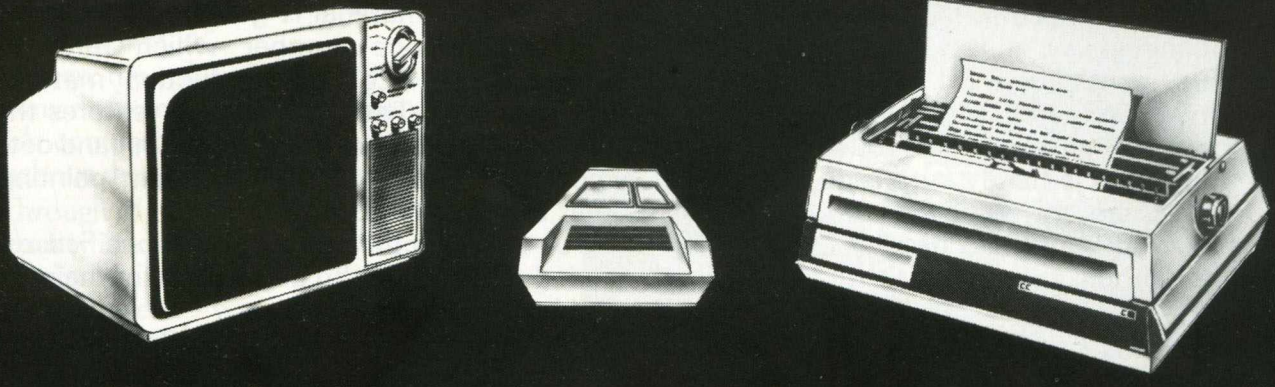

One of our customers wanted a word processor with a daisy wheel printer and screen editing that was simple, easy to use – viable for one fingered typists and yet having the ability to make his best typists work look more professional and, of course, at a reasonable price.

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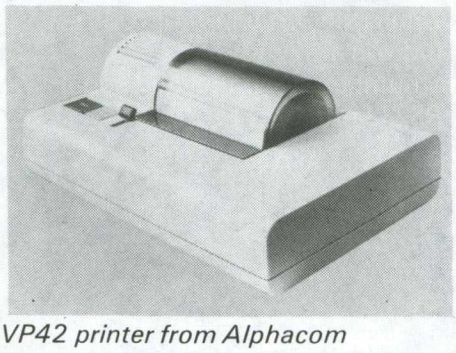
News

Handy home printer that tests itself

Alphacom, winners of an Industrial Design Award for their printer housings, have introduced a 40 column printer/plotter called the VP42, for use with the VIC-20 and 64. It connects via an interface which they supply with the printer and has an output speed of 80 characters per second.

The printer, which is currently available by mail order only, is aimed at the home computer market and comes with a built-in self testing program which also tests the Commodore graphics, as well as a cassette tape and a book of ready-to-use programs. To use the self test program, all you have to do is press down the paper advance key, switch on the power and the printer will output a series of 8s. Release the paper advance and the unit prints out both the graphic and alphanumeric sets of characters on a 5 by 7 matrix.

The cassette tape has six programs including a menu and two games, one called Kaleidoscope and the other Sketchpad. Along with these come a word processor program, record program and screen printer program. The book, which sells in America for $12, has a comprehensive mixture of games and educational programs.



VP42 printer from Alphacom

When you buy the VP42 from Alphacom, you get more than a mere printer. The package includes a six-program cassette and a book full of games. The printer's not bad either.

The VP42 was designed in America. Its first official showing in Britain will be at the Commodore Computing Show on February 26.

The price of £137.99 includes interfacing, tape and book.

Available from Dean Electronics Ltd, Glendale Park, Fernbank Road, Ascot, Berks (telephone 0344-885661, telex 849242).

Money manager

Following the success of VisiCalc, Supersoft have come up with another business program, BusiCalc, which can be used for cash flow forecasting and household finances. The size of the worksheet is determined by the number of rows and columns. Each sheet can take a maximum of 90 rows, the number of columns being limited by two factors: the capacity of the machine being used and the width of each column which can be anything from 5 to 18 characters wide.

Any area of the sheet can be replicated into other areas, a useful step for calculations using a repetitive formula. Figures can be rounded up or down to so many decimal places subject to the limits imposed by PET Basic.

The product comes in a tape format for both the PET and the VIC, the VIC requiring at least 16K expansion. It costs £39 plus VAT. (for programs on disc, add £1.50). Supersoft supply about 200 Commodore dealers; you can also obtain the program direct from the manufacturer Winchester House, Canning Road, Wealdstone, Harrow, Middlesex HA3 7SJ, (telephone 01-861 1166).

Contents

Now the VIC 20 and 64 can communicate with PET peripherals

VIC and 64 users

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Variations on a theme of aliens and centipedes

Arcade games are not what they used to be. Nor are their derivatives, the home computer cartridges. Space invaders, asteroids and base ships have given way to the Zymwatts, the evil Tharg and the dreaded Night-Crawler.

An official release from Commodore tells us that over a million VICs have been sold worldwide. This means that over a million potential programmers are out there, writing programs for possible future release. Does the quality of the packages that are currently on sale reflect this vast amount of programming talent?

We've selected four suppliers of games software, and here we take a look at some of their offerings.

Games Pack

Melbourne House are a small but growing company producing VIC games software. An office in Nashville, Tennessee, would suggest a country flavour to their games, but alas we have to contend with the usual mixture of space age death and destruction.

The Melbourne House Games Pack comes in at £5.95 and features five games for the standard VIC. Mostly written in Basic, but three of them do feature a spot of machine code when the going gets tough. All of them are written by Clifford Ramshaw, author of *Innovative VIC Programming*, and his style certainly shows through.

The opener, *Alien Blitz*, is a version of the one-time arcade favourite *Galaxian* (*Invaders*, but with enemies that peel off in formation). Once you've recovered from the incorrect instructions on the accompanying slip of paper, you can manoeuvre your ship left and right, and fire, but not both at the same time. This game, like the next three, suffers from being dreadfully slow.

Invaders is *Invaders*. Is there anything new one can do to this game?

Ground Attack is a version of *Scrambler*, although it only presents one screen at a time. As usual it is slow, and it is not the easiest of tasks trying to control six different keys as various missiles and rockets assault you from all sides. If it was more faithful to the original game and allowed you to travel off the screen it would be reasonable, but as it is . . .

Storm is the only bit of original thinking, in that it is not based on an existing arcade game and has some engaging features as you try not only to shoot down alien spacecraft but also to net them! Yes, you've got to go fishing for aliens. Good fun.

When you figure out the controls for *Space Rocks* you'll soon realise that this game is the pick of the crop. Faster than the rest, it is based on *Asteroids* and is a fairly good implementation. Definitely the best one.

For £5.95 this cassette represents reasonable value for money. They all work on the standard VIC and even if they are slow they should provide amusement and inspire you to do better.

Company: Melbourne House Ltd.
Address: Glebe Cottage, Glebe House, Station Road, Cheddington, Leighton Buzzard, Beds.
Tel: 01-405 6347.
Comments: Standard VIC, individual games poor, but overall value for money.

Outworld

Whoever does the write-ups for the Audiogenic games packs certainly has a vivid imagination.

In *Outworld* you are defending the "hub of a mining colony on a distant planet". The lights of the city have been faithfully reproduced here, and there is neat use of the VIC's graphics in displaying the image of a future city.

You have to defend this city from your laser base, stopping the mysterious alien invaders from dropping bombs on the city. Meteorite showers are apparently a way of life; you also have to stop those getting through the security force field that surrounds the city.

The force field uses up vast amounts of energy, and every time you stop an alien ship you also consume energy. How is this replenished? A fuel ship appears from time to time to top everything up, and you have to secure a safe passage through the deadly skies.

If the ship is destroyed, an alien bomb or a meteorite gets through; the city, and the game are lost.

Beautiful graphics and fast action make for a compelling game. Individual games don't last very long, but perhaps that was just my inexperience in defending mining colonies. It is certainly addictive, but whether it is worth £19.95 for the cartridge depends on your bank balance.

Company: Audiogenic Ltd.
Address: PO Box 88, Reading, Berkshire.
Tel: 0734-586334.
Comments: Standard VIC, joystick, excellent graphics.

Outworld

Krell

According to the press release, you have to defend the Zymwatts against the evil Tharg and his energy bolts.

Interesting, you might think. Unfortunately it's just another game of *Invaders*, with a twist or two in the tail. As usual there are several ranks of aliens bobbing about the screen, with the evil Tharg traversing the top of the screen and dropping the occasional energy bolt at you as he does so.

Two-thirds of the way up the screen is a "breakout" type of wall, housing a few more aliens, who also fire at you periodically. You have to destroy the wall as well as the aliens, and shooting the evil Tharg rewards you with a new set of invaders.

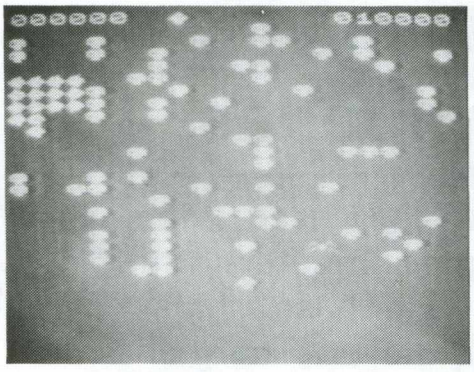
Night-Crawler

Otherwise known to arcade fans as *Centipede*, this, like *Krell*, comes from a company called Rabbit Software and is also priced at £9.99.

Of the eight games we've mentioned so far, this is the sixth to be based on an existing arcade game. Doesn't anyone have any imagination any more? It is reasonable to assume that a popular game in the pubs will prove to be a best-seller in the home, as long as you produce a good enough facsimile, but there must be other games that people could invent.

The screen is populated with mushrooms. To begin with, you're down at the bottom, but you can move up a few inches when evasive tactics become necessary. From the top appears the centipede after which the game is named, and it gradually makes its way down the screen towards you. Every time it hits a mushroom it moves down another row.

Unlike a real centipede, this one has mastered the art of segmenting



Night-Crawler

itself, so little bits of it range around the screen as well: it is these that you must shoot down in order to survive. Clear one whole centipede and another one comes at you, more frantic than before.

Company: Rabbit Software Ltd.
Address: 380 Station Road, Harrow, Middlesex HA1 2DE.
Tel: 01-863 0833.
Comments; Works on a standard VIC; check each one out first, though, as quality ranges from good to indifferent.

Mission Impossible

Scott Adams has written a series of Adventure games for the VIC (and the PET). This is the third in the series. You have to pit your wits against a saboteur in a race against time, to stop a time bomb from detonating in a nuclear power station.

Otherwise it's just like any other Adventure game. I don't like having to type L after every move, to see where I am and where the exits are; you should be told this as a matter of course. Still, it's interesting to try and solve it all, and should keep you occupied for many a happy hour. I still prefer Jim Butterfield's PET Adventure.

Company: Commodore Business Machines.
Address: 818 Leigh Road, Trading Estate, Slough, Berkshire.
Tel: 0753-73638.
Comments: Cartridge, £24.95. If you must buy a Scott Adams Adventure, stick to the first one.

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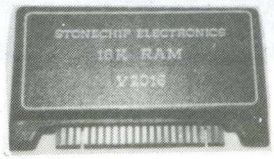

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Will o' the Wisp

Mark Capella

Something of a departure from the norm for Basic Programming this month. As the rest of the magazine is packed full of programs, ideas and hints, we thought we'd bring you a rare treat with this fabulous 32K adventure program from Mark Capella.

Written entirely in Basic (although you'd never know it from the speed of action) this humorous game will work on any machine with a minimum of 32K of RAM, provided you are not too offended by slightly strange screen layouts on machines with more or less than 40 columns.

VIC users will have to bear with it, unless you've somehow acquired a 40 column screen for yourself. 80 column users can always POKE 226, 40 to get a 40 column window on the right hand side of the screen. Press HOME twice to escape by the way, if you're not too familiar with window settings.

Anyone else, *including the new 64 owners*, should have no problems.

The game

It is the day before your marriage to the kind and beautiful Brunhilde, and in an attempt to discover the meaning of life you've decided to explore the large forest around your shack.

Hidden deep in the forest is a cave, and when you've found it, your adventure really begins.

There you have to do battle with trolls, witches and Ralph the Great Magician! The game unfolds before you as you go on, exploring caves and tunnels and twisty tracks in an effort to solve all the problems.

Having just been eaten by a troll, I'm not going to give you any hints at all. Just have fun as you prepare to play 'Will O' The Wisp'.

Will o' the Wisp is available on cassette tape, price £5 or on disk, price £10. Please state machine type when ordering from:– Nick Hampshire Publications, P.O. Box 13, Yeovil, Somerset.

```
2 GOTO6
4 PRINT"WELL I'LL HELP YOU ALRIGHT... I'LL ";:RETURN
6 CLR:GOSUB8:GOSUB54:GOSUB86::END
8 Y=10:F=20:G=30:H=40:R=50:J=60:K=70:L=80
10 REM
12 PRINT"]QQ▶▶▶▶▶▶▶▶▶▶▶▶▶▶▶▶WILL 'O THE WISP"
14 PRINT"SQQQ▶▶▶▶▶▶▶▶▶▶▶▶▶▶▶▶BY  MARK CAPELLA"
16 PRINT"SQQQQQ   YOU ARE A POOR COUNTRY BOY WHO IS
18 PRINT"DESTINED TO MARRY THE BEAUTIFUL AND KIND
20 PRINT"]BRUNHILDE ON TOMORROW MORN. BUT BEING
22 PRINT"YOUNG AND STUPID, YOU HAVE DECIDED TO
24 PRINT"SPEND YOUR LAST DAY DAY OF FREEDOM
26 PRINT"EXPLORING THE ENDLESS FOREST THAT
28 PRINT"SURROUNDS YOUR SHACK. YOU COULD STAY
30 PRINT"HOME AND WATCH TV BUT THEN YOU'D NEVER
32 PRINT"GET LOST IN THE FOREST AND FIND HIGH
34 PRINT"ADVENTURE AND LEARN TO BECOME A MAN
36 PRINT"AND WHAT THE MEANING OF LIFE IS.
38 PRINT"Q   NOW IN THE TRADITION OF ALL THESE
40 PRINT"TYPES OF GAMES, I'M SURE YOU'LL GO ALONG
42 PRINT"]WITH THE OBVIOUS AND GET YOURSELF LOST.
44 PRINT"SO NOW THAT I'M BUSY, WHY DON'T YOU DO
46 PRINT"JUST THAT?? HAVE FUN ANYHOW...
48 PRINT"SQQQQQQQQQQQQQQQQQQQQQQ   PRESS RETURN WHEN YOU ARE READY▶▶▶▶▶▶▶";
50 INPUT AN$
```

```
52 PRINT"■■■■■■■■■■■■■■■■■■■■WILL 'O THE WISP■■■■":RETURN
54 DIM FL%(10),ITM%(10),ITM$(10),EX$(10)
56 FORI=1TO9:READITM%(I),ITM$(I),EX$(I):NEXT
58 DATA 30,BOTTLE,AN EMPTY BOTTLE LIES DISCARDED NEARBY
60 DATA 67,WATER,A SMALL POOL OF WATER COLLECTS HERE
62 DATA 0,BROOM,A SMELLY WITCHES BROOM FLOATS NEARBY
64 DATA 59,BALL,A MAGICAL CRYSTAL BALL GLISTENS HERE
66 DATA 51,CARPET,A FLYING CARPET IS ROLLED UP HERE,0,,RING
68 DATA 75,GUANO,A PILE OF BAT GUANO SLOWLY ROTS HERE
70 DATA 31,PEEL,AN OLD BANANA PEEL IS LYING IN THE DIRT
72 DATA 10,CAN,AN EMPTY BEER CAN RUSTS HERE
74 PSMZ=1
76 ITM$(6)="A GOLD WEDDING RING IS IN YOUR POCKET   FOR YOUR SWEET BRUN"
78 ITM$(6)=ITM$(6)+"HILDA FROM THE GREAT MAGICIAN RALPH"
80 TRUE=-1
82 FALSE=0
84 RETURN
86 :
88 GOSUB 104
90 IF PS=66 THEN GOSUB 410
92 IF EOG THEN RETURN
94 GOSUB 132
96 GOSUB 152
98 GOSUB 200
100 IF EOG THEN RETURN
102 GOTO 88
104 IF INT(RND(1)*100)+1<11 THEN PRINT:PRINT"A SMALL WISP IS FLOATING HERE...
106 MVE=MVE+1:IF MVE=1 THEN PRINT:GOTO 112
108 IF MVE=4 THEN MVE=0
110 RETURN
112 IFPS<11THENONPSGOTO606,622,634,642,652,662,676,690,704,716
114 IFPS<21THENONPS-YGOTO734,752,766,778,792,804,806,808,810,812
116 IFPS<31THENONPS-FGOTO814,816,828,840,850,858,864,876,884,896
118 IFPS<41THENONPS-GGOTO902,914,920,928,932,942,950,956,966,972
120 IFPS<51THENONPS-HGOTO978,982,984,986,988,990,992,994,1004,1012
122 IFPS<61THENONPS-RGOTO1018,1026,1034,1040,1048,1054,1060,1066,1072,1078
124 IFPS<71THENONPS-JGOTO1082,1090,1096,1102,1108,1116,1124,1132,1140,1148
126 IFPS<81THENONPS-KGOTO1154,1160,1168,1174,1180,1186,1192,1196,1202,1210
128 IFPS<91THENONPS-LGOTO1218,1224,1228,1234
130 RETURN
132 PRINT:FORI=1TO9:IFIT%(I)=PSTHENPRINT""EX$(I)
134 NEXT:PRINT"OBVIOUS EXITS:";:IFN>0THENPRINT" N";
136 IFS>0THENPRINT" S";
138 IFE>0THENPRINT" E";
140 IFW>0THENPRINT" W";
142 IFNE>0THENPRINT" NE";
144 IFNW>0THENPRINT" NW";
146 IFSE>0THENPRINT" SE";
148 IFSW>0THENPRINT" SW";
150 RETURN
152 REM
154 PRINT:INPUT"■■■■■■■■";COM$
156 IFCOM$="■"THENPRINT"■■■ ■";:GOTO 154
158 IF(COM$="AGAIN"ORCOM$="REPEAT")ANDVERB$<>""THENRETURN
160 IFCOM$="AGAIN"ORCOM$="REPEAT"ANDVERB$=""THEN1242
162 CP=0:GOSUB186
164 VERB$=BY$
166 GOSUB 186
168 NOUN$=BY$:IFVE$="NORTH"THENVE$="N"
170 IFVE$="SOUTH"THENVE$="S"
```

```
 172 IFVE$="EAST"THENVE$="E"
 174 IFVE$="WEST"THENVE$="W"
 176 IFVE$="NORTHEAST"THENVE$="NE"
 178 IFVE$="NORTHWEST"THENVE$="NW"
 180 IFVE$="SOUTHEAST"THENVE$="SE"
 182 IFVE$="SOUTHWEST"THENVE$="SW"
 184 RETURN
 186 REM
 188 IF CP>LEN(CO$)THEN BY$="":RETURN
 190 FOR SP=CP+1TOLEN(CO$):IF MID$(CO$,SP,1)<>" "THEN NEXT
 192 BY$=MID$(CO$,CP+1,SP-CP-1):CP=SP:IFBY$="THE"ORBY$="IT"ORBY$="A"THEN 188
 194 IF BY$="AN"ORBY$="THAT"ORBY$=""THEN 188
 196 IF BY$="JUMP"ORBY$="GO"ORBY$="TRAVEL"ORBY$="WALK"ORBY$="MOVE"THEN 188
 198 RETURN
 200 REM
 202 IF(VE$="N" OR VE$="E" OR VE$="S" OR VE$="W") AND IT%(8)=PS THEN 1262
 204 IF(VE$="NE" OR VE$="NW" OR VE$="SE" OR VE$="SW") AND IT%(8)=PS THEN 1262
 206 IF VE$="N" THEN 250
 208 IF VE$="E" THEN 254
 210 IF VE$="S" THEN 258
 212 IF VE$="W" THEN 262
 214 IF VE$="NE" THEN 266
 216 IF VE$="NW" THEN 270
 218 IF VE$="SE" THEN 274
 220 IF VE$="SW" THEN 278
 222 IF VE$="GET"ORVE$="TAKE"ORVE$="GRAB"ORVE$="CARRY"THEN328
 224 IF VE$="DROP"ORVE$="THROW"ORVE$="TOSS"ORVE$="LEAVE"THEN 348
 226 IF VE$="I" OR LEFT$(VE$,4)="INVE"THEN368
 228 IF VE$="BREAK" OR VE$="SMASH" OR VE$="DESTROY" THEN 382
 230 IF VE$="D"ORVE$="DOWN"THEN400
 232 IF VE$="IN" OR VE$="ENTER" THEN 532
 234 IF VE$="OUT" OR VE$="EXIT" THEN 544
 236 IF VE$="LOOK" OR VE$="SEE" OR VE$="VIEW" THEN MVE=0:RETURN
 238 IFVE$="SCORE"ORVE$="TOTAL"THENPRINT"YOU ARE STILL STUCK IN THE MAZES ";:GOT
O1264
 240 IF VE$="HELP" THEN 566
 242 IFVE$="END"ORVE$="QUIT"ORVE$="STOP"ORVE$="DONE"THEN 586
 244 IFVE$="KILL"ORVE$="ATTACK"THENPRINT"YOU HAVE TO TELL ME HOW TO";:GOTO1268
 246 PRINT"WHAT???":RETURN
 248 REM
 250 IF N THEN PS=N:GOTO 286
 252 GOTO 280
 254 IF E THEN PS=E:GOTO 286
 256 GOTO 280
 258 IF S THEN PS=S:GOTO 286
 260 GOTO 280
 262 IF W THEN PS=W:GOTO 286
 264 GOTO 280
 266 IF NE THEN PS=NE:GOTO 286
 268 GOTO 280
 270 IF NW THEN PS=NW:GOTO 286
 272 GOTO 280
 274 IF SE THEN PS=SE:GOTO 286
 276 GOTO 280
 278 IF SW THEN PS=SW:GOTO 286
 280 PRINT"YOU CANNOT GO THAT WAY."
 282 IF PS=36THENPRINT"> BANG! < AS YOU HIT THE WALL, THE ROCKSWAKE";:GOTO1274
 284 RETURN
 286 REM
 288 MVE=0
 290 IF PS=23 AND NOT FLG%(1) THEN FLG%(1)=TR:PRINT GOTO1244
```

```
292 IF PS=84 AND NOT FLG%(3) THEN PRINT:PRINT"YOU'VE FOUND PRUDENCE !!!"
294 IF PS=16THENPRINT"A BLUE WILL 'O THE WISP BECKONS FROM THEEAST"
296 IF PS=18THENPRINT"A BLUE WILL 'O THE WISP BECKONS FROM THEEAST"
298 IF PS=19THENPRINT"A BLUE WILL 'O THE WISP BECKONS FROM THESOUTH"
300 IF PS=20THENPRINT"A BLUE WILL 'O THE WISP BECKONS FROM THESOUTHWEST"
302 IF PS=21THENPRINT"A BLUE WILL 'O THE WISP BECKONS FROM THESOUTHEAST"
304 IF PS=22THENPRINT"A BLUE WILL 'O THE WISP BECKONS FROM    INSIDE THE CAVE"
306 IF PS=23THENPRINT"A BLUE WILL 'O THE WISP DANCES OUTSIDE  THE CAVE'S ENTRAN
CE"
308 IF(FLG%(2)<>1)ORFLG%(3)<>0THEN326
310 IF PS=30THENPRINT"A GREEN WILL 'O THE WISP BECKONS FROM   THE NORTHEAST"
312 IF PS=37THENPRINT"A GREEN WILL 'O THE WISP BECKONS FROM   THE NORTH"
314 IF PS=42THENPRINT"A GREEN WILL 'O THE WISP BECKONS FROM   THE EAST"
316 IF PS=43THENPRINT"A GREEN WILL 'O THE WISP BECKONS FROM   THE NORTHEAST"
318 IF PS=44THENPRINT"A GREEN WILL 'O THE WISP BECKONS FROM   THE SOUTHEAST"
320 IF PS=45THENPRINT"A GREEN WILL 'O THE WISP BECKONS FROM   THE SOUTHWEST"
322 IF PS=46THENPRINT"A GREEN WILL 'O THE WISP BECKONS FROM   THE SOUTHWEST"
324 IF PS=47THENPRINT"A GREEN WILL 'O THE WISP BECKONS FROM   THE SOUTH"
326 RETURN
328 REM
330 FOR I=1TO9
332 IF IT$(I)=NO$THEN336
334 NEXT:PRINT"THAT IS BEYOND YOUR POWER.":RETURN
336 IF IT%(I)=-1THENPRINT"YOU ARE ALREADY CARRYING IT!!":RETURN
338 IFIT%(I)=0 THENPRINT"YOU CHEATER!! YOU HAVE TO WORK FOR THAT":RETURN
340 IFIT%(I)<>PSTHENPRINT"I DO NOT SEE ANY "NO$" HERE.":RETURN
342 IFI=2ANDIT%(1)<>-1THENPRINT"WHAT WILL YOU CARRY THE WATER IN?? ";:GOTO1250
344 PRINT"OK! WHY NOT?":IT%(I)=-1
346 RETURN
348 REM
350 FOR I=1 TO 9
352 IF IT$(I)=NO$ THEN 356
354 NEXT:PRINT"THAT IS BEYOND YOUR POWER.":RETURN
356 IF IT%(I)<>-1THENPRINT"YOU ARE NOT CARRYING IT!!":RETURN
358 IF I=1 AND IT%(2)=-1THENIT%(2)=PS:REM IF DROP BOTTLE, ALSO WATER
360 PRINT"OK! WHY NOT?":IT%(I)=PS
362 IF PS=84 AND IT%(2)=84 AND NOT FLG%(3) THEN 1252
364 IF PS=84 AND IT%(2)=84 AND NOT FLG%(3)THEN FLG%(3)=TR:IT%(3)=PS:IT%(2)=-2
366 RETURN
368 REM
370 PRINT
372 PRINT:PRINT"YOUR INVENTORY IS AS FOLLOWS":PRINT:TMP=0
374 FOR I=1 TO 9
376 IF IT%(I)=-1 THEN PRINT""IT$(I):TMP=TMP+1
378 NEXT:IF TMP=FALSE THEN PRINT" (NOTHING)"
380 RETURN
382 REM
384 IF NO$="MIRROR" THEN 388
386 PRINT"HOW CAN I BREAK THAT FOR YOU?":RETURN
388 REM
390 IF PS<>35THENPRINT"I DON'T SEE ANY MIRROR HERE. PERHAPS IF YOU KEEP ";
392 IF PS<>35THENPRINT"LOOKING YOU'LL FIND ONE.":RETURN
394 PRINT"THERE WAS SOMETHING BEHIND THAT MIRROR. A HUNGRY TROLL WAS BEHIND";
396 PRINT" THAT MIRROR!  HE LEPT OUT AND MADE YOU HIS SUPPER.    TOO BAD ";
398 PRINT"THOUGH, YOU JUST CAN'T TRUST A  HUNGRY TROLL.":EOG=TR:RETURN
400 REM
402 IF PS<>61THENPRINT"THERE IS NO WAY TO TRAVEL THROUGH THE   SOLID ROCK";
404 IF PS<>61THENPRINT" STUPID!!!":RETURN
406 PRINT"BOY ARE YOU DUMB, I TOLD YOU NOT TO JUMPAND NOW YOU'VE KILLED";
408 PRINT" YOURSELF.":EOG=TR:RETURN
410 REM
```

```
 412 IF FLG%(2) THEN 488
 414 PRINT:PRINT"RALPH LOOKS UP AT YOU SLOWLY... THE     ACCUMULATED WISDOM";
 416 PRINT" OF THE AGES PORING   FROM HIS SWEATY BROW. WELL?? HE CACKLES,";
 418 PRINT"WHAT IS IT THAT YOU WANT SO BADLY AS TO INTERRUPT ME FROM MY ";
 420 PRINT"STUDIES????■■■■";
 422 INPUTANS$:IFANS$="FREEDOM"ORANS$="HELP"ORANS$="OUT"ORANS$="HOME"THEN436
 424 PRINT:INPUT"WHAT??? HE SAYS... DO YOU WANT TO GET OUT OF HERE???■■■■";ANS
$
 426 IF LEFT$(ANS$,1)="Y" THEN 436
 428 PRINT:PRINT"WELL HE MUTTERS, SINCE I CAN'T SEEM TO UNDERSTAND YOU...";
 430 PRINT" I'LL JUST KILL YOU!!  AND WITH THAT HE WAVES HIS HANDS IN A"
 432 PRINT"MAGICAL MOTION AND YOU DISAPPEAR IN A   CLOUD OF BRIGHT ORANGE ";
 434 PRINT"DUST.":EOG=TR:RETURN
 436 IF ITM%(4)=-1OR ITM%(5)=-1THENPRINT:PRINT"I'D LIKE TO HELP YOU, BUT THAT IS
 MY"
 438 IF ITM%(4)=-1OR ITM%(5)=-1THENPRINT"TREASURE THAT YOU HAVE THERE, AND I
 440 IF ITM%(4)=-1OR ITM%(5)=-1THENPRINT"DISLIKE A CLUMSY THIEF. SO SAY GOODBYE
 442 IF ITM%(4)=-1OR ITM%(5)=-1THENPRINT"QUICK CAUSE YOU'RE A GONER !!! AND WITH
 444 IF ITM%(4)=-1OR ITM%(5)=-1THENPRINT"THAT HE KILLS YOU !!!":EOG=TR:RETURN
 446 PRINT:PRINT"I'LL HELP YOU OUT... BUT FIRST I NEED A FAVOR. THERE IS A CERTA
IN ";
 448 PRINT"WITCH UP NORTH THAT I ONCE ANGERED AND SHE HAS        ENCHANTED MY ";
 450 PRINT"MAGIC STAFF AWAY FROM ME":PRINT
 452 PRINT"SHE TURNED IT INTO A BROOMSTICK AND I   WANT IT BACK! SO IF YOU";
 454 PRINT" CAN STEAL IT    FROM HER, I'LL SHOW YOU HOW TO GET OUT  OF HERE.";
 456 INPUT"DO YOU WANT TO TRY??■■■■";ANS$
 458 IFLEFT$(ANS$,1)<>"Y"THEN PRINT:PRINT"WELL I NEVER!!! I TRY TO HELP ";
 460 IFLEFT$(ANS$,1)<>"Y"THENPRINT"YOU AND   YOU CAN'T HELP ME!!! ";:GOSUB 4
 462 IFLEFT$(ANS$,1)<>"Y"THENPRINT"HELP YOU INTO A GRAVE !!AND WITH THAT HE ";
 464 IFLEFT$(ANS$,1)<>"Y"THENPRINT"PLUNGES A SWORD INTO   YOUR CHEST. YOU DIE."
 466 IFLEFT$(ANS$,1)<>"Y"THEN EOG=TR:RETURN
 468 PRINT:PRINT"GOOD!!! NOW AWAY YOU GO !!! BUT FIRST.. THE WAY INTO THE WITCH
S ";
 470 PRINT"LAND IS NOT    SIMPLE. ALL PATHS ARE CHARMED SO AS TO ONLY LEAD YOU "
;
 472 PRINT"AWAY FROM THE LAND."
 474 PRINT:PRINT"BUT IF YOU SIMPLY REVERSE THE TAUNTINGS OF THE GREEN WILL 'O TH
E ";
 476 PRINT"WISP, YOU'LL   GET THERE EASILY ENOUGH. OK... NOW FOR  THE BIG ";
 478 PRINT"FINISH !!!"
 480 PRINT:PRINT"THE MAGICIAN WAVES HIS HANDS, AND YOU   BLACK-OUT IN A FRENZY O
F ";
 482 PRINT"SENSATIONS. YOU AWAKE TO FIND..."
 484 PS=36:FLG%(2)=TR:MV=0:GOSUB 104
 486 RETURN
 488 REM
 490 PRINT:PRINT"WELL MUTTERS RALPH, I SEE YOU'RE BACK."
 492 IFITM%(4)=-1ORITM%(5)=-1THENPRINT"AND TRYING TO STEAL MY TREASURE!!! BOY
 494 IFITM%(4)=-1ORITM%(5)=-1THENPRINT"NOW YOU'VE GONE AND DONE IT... I'M MAD!!
 496 IFITM%(4)=-1ORITM%(5)=-1THENPRINT"AND A MAD WIZARD IS DANGEROUS!!! >POOF<
 498 IFITM%(4)=-1ORITM%(5)=-1THENPRINT"YOU ARE DEAD !!!":EOG=TR:RETURN
 500 IFITM%(3)<>-1THENPRINT"AND EMPTY HANDED !!! WELL I JUST CAN'T
 502 IFITM%(3)<>-1THENPRINT"ABIDE ANY FREELOADERS. BEGONE GNAT!!!
 504 IFITM%(3)<>-1THENPRINT"AND WITH THAT HE CLAPS HIS HANDS, YOU
 506 IFITM%(3)<>-1THENPRINT"TURN INTO A GNAT, AND GET EATEN BY THE
 508 IFITM%(3)<>-1THENPRINT"NEAREST SPIDER.":EOG=TR:RETURN
 510 IT%(6)=-1:IT%(3)=0:PRINT"AND WITH THE BROOM !! GOODY-GOODY HE
 512 PRINT"YELLS !! FOR FINDING MY STAFF I HEREBY
 514 PRINT"GRANT YOU YOUR FREEDOM AND A PRESENT !!
 516 PRINT"CHECK YOUR BELONGINGS LATER HE CACKLES"
 518 PRINT:PRINT">POOF!< YOU ARE STANDING UNDER A LARGE
 520 PRINT"BEAUTIFUL SPREADING TREE.":GOSUB368
```

```
522 PRINT"YOUR BELOVED BRUNHILDE IS RUNNING
524 PRINT"TOWARDS YOU THROUGH THE FIELD IN SLOW
526 PRINT"MOTION... LIFE IS BEAUTIFUL ONCE AGAIN
528 PRINT"AND ALL IS WELL. I HOPE YOU'VE ENJOYED  YOUR LITTLE EXCURSION."
530 EOG=TR:RETURN
532 REM
534 IF PS=22 AND NO$="CAVE" THEN VE$="SW":GOTO 206
536 IF PS=7 AND NO$="HOUSE" THEN VE$="E":GOTO 206
538 IF PS=48 AND NO$="CASTLE" THEN VE$="S":GOTO 206
540 IF PS=64 THEN VE$="N":GOTO 206
542 PRINT"ENTER WHAT ???":RETURN
544 REM
546 IFPS=23ANDNO$="CAVE"THENPRINT"THE BARS ARE QUITE SOLID AND YOU ARE BUT
548 IFPS=23ANDNO$="CAVE"THENPRINT"A POOR COUNTRY BOY. YOU CANNOT GO OUT":RETURN
550 IFPS=1ANDNO$="HOUSE"THENVE$="W":GOTO 262
552 IFPS=49THENVE$="N":GOTO 206
554 IF PS=56THENVE$"W":GOTO 206
556 IF PS=57 THEN VE$="E":GOTO 206
558 IF PS=65 THEN VE$="S":GOTO206
560 IF PS=50 THEN VE$="E":GOTO 206
562 IF PS=51 THEN VE$="W":GOTO 206
564 PRINT"EXIT WHAT ???":RETURN
566 REM
568 PRINT:INPUT"DO YOU REALLY WANT A LITTLE HELP■■■■■■■■",ANS$
570 IF LEFT$(ANS$,1)<>"Y" THEN PRINT"WELL, SINCE NOT, BACK YOU GO.":RETURN
572 PRINT:PRINT"'GET' WILL LET YOU PICK UP AN OBJECT    'DROP' PUTS IT DOWN
574 PRINT"'INVENTORY' PRINTS YOUR SUPPLIES        'N' GOES NORTH, 'SW' GOES";
576 PRINT" SOUTHWEST ETC 'END' LEAVES THE GAME"
578 PRINT:PRINT"IF YOU ENCOUNTER A WITCH AND WISH TO    KILL HER (WHY NOT)";
580 PRINT" YOU HAVE TO FIGURE   OUT HOW. I WON'T TELL YOU, BUT IT WILL
582 PRINT"INVOLVE SOME OBJECTS AND ACTIONS THAT
584 PRINT"YOU WILL HAVE AVAILABLE. THAT'S ALL.":PRINT:RETURN
586 REM
588 PRINT:INPUT"DO YOU REALLY WISH TO QUIT NOW";ANS$
590 IF LEFT$(ANS$,1)<>"Y" THENPRINT"WELL IF YOU'VE CHANGED YOUR MIND, THEN
592 IF LEFT$(ANS$,1)<>"Y" THENPRINT"BACK YOU'LL GO!":RETURN
594 PRINT:PRINT"OK, BUT YOU DIDN'T DO SO WELL."
596 IF PS<23 THENPRINT"YOU DIDN'T EVEN FIND THE CAVES !!!":GOTO 604
598 IF NOT FLG%(2)THENPRINT"YOU DIDN'T MEET THE MAGICIAN !!!":GOTO 604
600 IF NOT FLG%(3)THENPRINT"YOU NEVER KILLED THE WITCH !!!":GOTO 604
602 PRINT"YOU DIDN'T GET THE BROOM TO THE MAGICIAN"
604 PRINT:PRINT"SIGH... WELL I SUPPOSE YOU TRIED...":EOG=TR:RETURN
606 REM
608 PRINT"YOU ARE IN A SMALL FARMHOUSE.  IT ISN'T
610 PRINT"MUCH BUT YOU CALL IT HOME. IN FACT IT
612 PRINT"ISN'T ANYTHING TO BE PROUD OF... IT IS
614 PRINT"REALLY PRETTY SHABBY... ACTUALLY IT IS
616 PRINT"DISGUSTING BUT YOU CALL IT HOME.  ONE   DOOR EXITS TO THE WEST.
618 N=0:E=0:S=0:W=7:NE=0:NW=0:SE=0:SW=0
620 RETURN
622 REM
624 PRINT"YOU ARE IN THE FOREST STILL. IT LOOKS
626 PRINT"LIKE YOU MAY BE LOST BUT YOU NEVER KNOW
628 PRINT"WITH THESE POOR FARM PEASANTS.
630 N=0:E=0:S=0:W=0:NE=4:NW=3:SE=0:SW=0
632 RETURN
634 REM
636 PRINT"YOU ARE IN A FOREST OF HUGE TREES. THE  FOREST IS FULL OF NUTS ..
638 N=0:E=0:S=0:W=0:NE=0:NW=0:SE=2:SW=5
640 RETURN
```

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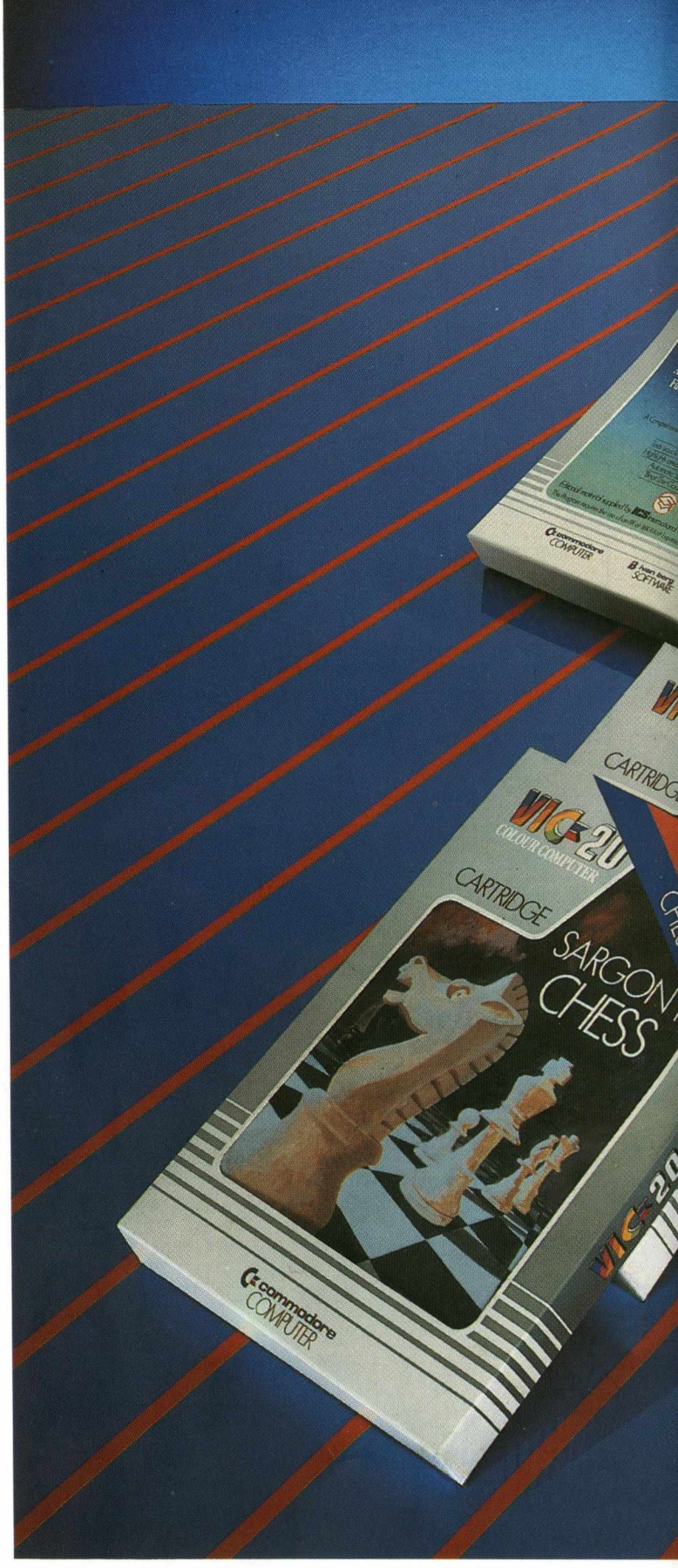

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642 REM
644 PRINT"IF YOU ARE NOT LOST YET THEN YOU KNOW
646 PRINT"THAT YOU ARE IN THE FOREST. (DOES THAT  MAKE ANY SENSE?)
648 N=0:E=0:S=0:W=0:NE=0:NW=0:SE=15:SW=2
650 RETURN
652 REM
654 PRINT"YOU ARE IN A FOREST OF HUGE TREES. THE
656 PRINT"FOREST IS FULL OF NUTS ..
658 N=0:S=0:E=0:W=0:NE=3:NW=0:SE=0:SW=6
660 RETURN
662 REM
664 PRINT"THE FOREST IS ALL AROUND YOU. YOU ARE IN";
666 PRINT"THE FOREST. IN THE FOREST YOU ARE. DO
668 PRINT"YOU NEED ANY MORE HELP? YOU ARE IN THE  HUGE FOREST WITH THE REST";
670 PRINT" OF THE NUTS.
672 N=0:E=0:S=8:W=0:NE=5:NW=0:SE=7:SW=0
674 RETURN
676 REM
678 PRINT"YOU ARE OUTSIDE YOUR DILAPIDATED RUNDOWN";
680 PRINT"DIRTY LITTLE FARMHOUSE. YOU CAN BREATHE
682 PRINT"FRESH AIR AGAIN. A WELL WORN PATH LEADS
684 PRINT"TO THE NORTH AND INTO THE FOREST.
686 N=5:E=1:S=0:W=0:NE=0:NW=0:SE=0:SW=0
688 RETURN
690 REM
692 PRINT"YOU ARE IN THE FOREST. GREAT MUSHROOMS
694 PRINT"GROW HERE. THEY LOOK GOOD TO EAT BUT
696 PRINT"COULD BE VERY WELL POISONOUS. I WOULD
698 PRINT"NOT TRY TO EAT THEM IF I WERE YOU.
700 N=6:E=0:S=0:W=0:NE=0:NW=0:SE=9:SW=0
702 RETURN
704 REM
706 PRINT"THE FOREST IS A LOVELY PLACE ISN'T IT?
708 PRINT"IT HAS TREES AND SQUIRRELS AND NUTS AND
710 PRINT"BUSHES AND YOU WHO ARE MOST LIKELY LOST!
712 N=0:E=0:S=0:W=0:NE=0:NW=0:SE=10:SW=0
714 RETURN
716 REM
718 PRINT"BOY YOU JUST KEEP WALKING DEEPER AND
720 PRINT"DEEPER INTO THE F@REST. WHY DID YOU HAVE";
722 PRINT"TO LEAVE THAT NICE LITTLE RUN DOWN
724 PRINT"SHANTY OF YOURS IN SEARCH OF ADVENTURE?
726 PRINT"IF YOU WANTED ADVENTURE THEN YOU ARE IN
728 PRINT"THE WRONG FANTASY.
730 N=0:E=0:S=0:W=0:NE=11:NW=9:SE=0:SW=0
732 RETURN
734 REM
736 PRINT"YOU ARE IN THE FOREST A LONG WAY
738 PRINT"FROM HOME. MONSTERS COULD BE ANYWHERE.
740 PRINT"THEY COULD BE... BEHIND YOU NOW!!! HA-HA";
742 PRINT"I'LL BET I SCARED YOU DIDN'T I??? WELL
744 PRINT"TO TELL THE TRUTH YOU ARE JUST IN THE
746 PRINT"FOREST WITH THE SQUIRRELS.
748 N=0:E=0:S=0:W=0:NE=0:NW=0:SE=12:SW=10
750 RETURN
752 REM
754 PRINT"THE FOREST IS GETTING DARKER AND YOU ARE";
756 PRINT"OUT WAY PAST MY BEDTIME. MAYBE YOU
758 PRINT"SHOULD TURN AROUND AND JUST GO HOME.
760 PRINT"THAT IS IF YOUR SHACK IS STILL STANDING.
762 N=0:E=0:S=0:W=0:NE=13:NW=11:SE=0:SW=0
764 RETURN
766 REM
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768 PRINT"BOY IT IS REALLY DARK NOW... MONSTERS
770 PRINT"COULD BE ANYWHERE... WHY NOT GO HOME TO
772 PRINT"YOUR MOTHER?
774 N=14:E=0:S=0:W=9:NE=17:NW=0:SE=0:SW=0
776 RETURN
778 REM
780 PRINT"AHA! YOU ARE IN A CLEARING AND CAN SEE
782 PRINT"A TRAIL YOU ARE FAMILIAR WITH LEADING TO";
784 PRINT"THE SOUTH-WEST. OF COURSE THERE ARE
786 PRINT"OTHER TRAILS BUT THIS SEEMS THE SMARTESTMOVE AT THIS TIME.
788 N=15:E=0:S=13:W=0:NE=0:NW=0:SE=0:SW=7
790 RETURN
792 PRINT"WELL FOR THE HOPELESSLY LOST... YOU ARE
794 PRINT"IN THE LARGE DARK MEAN SCARY NASTY OLD
796 PRINT"FOREST AND MOST LIKELY YOU'LL DIE HERE
798 PRINT"AND GET EATEN BY THE ROTTEN SQUIRRELS.
800 N=0:E=0:S=14:W=0:NE=0:NW=4:SE=0:SW=0
802 RETURN
804 GOSUB 1270:N=0:E=18:S=17:W=0:NE=0:NW=15:SE=0:SW=0:RETURN
806 GOSUB 1270:N=16:E=0:S=0:W=0:NE=0:NW=0:SE=0:SW=13:RETURN
808 GOSUB 1270:N=15:E=19:S=17:W=16:NE=15:NW=15:SE=17:SW=17:RETURN
810 GOSUB 1270:N=15:E=15:S=20:W=18:NE=15:NW=15:SE=15:SW=17:RETURN
812 GOSUB 1270:N=19:E=15:S=15:W=17:NE=15:NW=17:SE=15:SW=21:RETURN
814 GOSUB 1270:N=17:E=15:S=0:W=17:NE=20:NW=17:SE=22:SW=0:RETURN
816 PRINT"YOU'RE IN FRONT OF A LARGE CAVE ENTRANCE";
818 PRINT"WHAT APPEARS TO BE A HUGE POT OF GOLD IS";
820 PRINT"SITTING IN THE CAVE. YOU'LL BE RICH! YOU";
822 PRINT"GET YOUR MOTHER HER OPERATION! YOU
824 PRINT"CAN BUY SHOES FOR YOUR SISTER! BOY ARE  YOU LUCKY!!!
826 N=15:E=15:S=15:W=17:NE=15:NW=21:SE=15:SW=23:RETURN
828 PRINT"YOU ARE IN THE CAVE. THE EXIT IS BARRED
830 PRINT"BY HUGE STEEL BARS AND TRY AS YOU LIKE
832 PRINT"YOU CANNOT GET THEM OPEN. NOW YOU'LL
834 PRINT"MISS YOUR WEDDING AND BRUNHILDE IS GOING";
836 PRINT"CRY VERY LOUDLY WHEN SHE FINDS OUT.
838 N=0:E=0:S=24:W=0:NE=0:NW=0:SE=0:SW=0:RETURN
840 PRINT"YOU ARE IN THE CAVES PROPER NOW. THERE
842 PRINT"SEEMS TO BE MANY DIFFERENT TUNNELS ABOUT";
844 PRINT"HERE AND ONE LARGE ONE RUNS TO THE EAST.";
846 PRINT"OFCOURSE YOU DON'T HAVE TO LISTEN TO ME YOU COULD ALWAYS TRY WEST.
848 N=23:E=28:S=25:W=26:NE=0:NW=0:SE=0:SW=0:RETURN
850 PRINT"WELL LETS SEE... THERE IS A TUNNEL HERE
852 PRINT"THAT RUNS EAST/WEST AND THERE IS A SMALL";
854 PRINT"FISSURE BARELY MANAGEABLE THAT GOES TO  THE NORTH-EAST.
856 N=0:E=28:S=0:W=26:NE=24:NW=0:SE=0:SW=0:RETURN
858 PRINT"THE TUNNEL BRANCHES OFF HERE INTO TWO
860 PRINT"PATHS OTHER THAN THE ONE YOU JUST CAME  THROUGH. CONFUSING ISN'T IT??
?
862 N=24:E=25:S=27:W=0:NE=0:NW=0:SE=0:SW=0:RETURN
864 PRINT"THE TUNNEL HERE TURNS SLIGHTLY OFF
866 PRINT"COURSE. OH BY THE WAY, IF YOU WERE WOND-";
868 PRINT"ERING ABOUT HOW YOU COULD SEE IF YOU ARE";
870 PRINT"THIRTY OR FORTY FEET UNDERGROUND... THE
872 PRINT"AIR IS FILLED WITH MAGIC AND IT GLOWS   ENOUGH FOR YOU TO SEE BY.
874 N=0:E=26:S=30:W=0:NE=0:NW=0:SE=0:SW=0:RETURN
876 PRINT"YOU ARE AT A SMALL INTERSECTION OF ABOUT";
878 PRINT"FOUR PASSAGES. WELL EXACTLY FOUR PASS-
880 PRINT"AGES. I'M NOT GOING TO TELL YOU WHICH   WAY THEY GO !!
882 N=24:E=0:S=31:W=25:NE=0:NW=0:SE=0:SW=29:RETURN
884 PRINT"YOU ARE AT THE INTERSECTION OF TWO SMALL";
886 PRINT"PASSAGES. ONE LEADS NORTH-WEST AND THE
888 PRINT"OTHER LEAVES TO THE SOUTH. ON THE WALL
890 PRINT"IS SCRAWLED... 'DEATH TO THOSE WHO TAKE
892 PRINT"THE SOUTH PASSAGE'.
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 894 N=0:E=0:S=38:W=0:NE=0:NW=26:SE=0:SW=0:RETURN
 896 PRINT"NOT 'MANY' BUT QUITE A FEW PASSAGES
 898 PRINT"LEAVE THIS ROOM. CAN YOU FIND THEM??
 900 N=27:E=0:S=0:W=0:NE=0:NW=0:SE=36:SW=37:RETURN
 902 PRINT"THE ROOM HERE IS EXTREMELY DARK. I CAN
 904 PRINT"NOT TELL YOU ANYTHING EXCEPT THAT A
 906 PRINT"LARGE ROCK HERE IS REPELLING THE MAGIC
 908 PRINT"THAT GIVES YOU LIGHT. YOU HAVE ALSO BEEN";
 910 PRINT"BUMPING INTO WALLS NOW FOR ABOUT FIFTEENMINUTES.
 912 N=0:E=0:S=33:W=28:NE=0:NW=0:SE=32:SW=0:RETURN
 914 PRINT"AHA! YOU GOT YOURSELF OUT OF THAT LAST
 916 PRINT"ROOM! GOOD! NOW YOU CAN FOLLOW THE NEXT TUNNEL AS IT LEADS YOU ";
 918 PRINT"SOUTHWARD.":N=0:E=0:S=34:W=0:NE=0:NW=0:SE=0:SW=0:RETURN
 920 PRINT"THE ROOM HERE IS FILLED WITH DUST. IT
 922 PRINT"CLOGS YOUR EYES AND MAKES IT DIFFICULT
 924 PRINT"TO SEE. FOLLOW ME TO THE NORTH OR TO THESOUTH-WEST AND WE'LL GET OUT.
 926 N=31:E=0:S=0:W=0:NE=0:NW=0:SE=0:SW=35:RETURN
 928 PRINT"A QUICK BEND IN THE PATH AND YOU NOW    HAVE TO TRAVEL A DIFFERENT WA
Y.
 930 N=32:E=0:S=0:W=39:NE=0:NW=0:SE=0:SW=0:RETURN
 932 PRINT"THESE TUNNELS SEEM ENDLESS DON'T THEY?
 934 PRINT"WELL YOU MIGHT BE SURPRISED AT WHAT YOU
 936 PRINT"CAN FIND IN HERE. MAYBE IF YOU BREAK THE";
 938 PRINT"BIG MIRROR ON THE WEST WALL YOU'D FIND  SOMETHING OF INTEREST BEHIND
IT.
 940 N=0:E=0:S=0:W=0:NE=33:NW=0:SE=0:SW=38:RETURN
 942 PRINT"YOU HAVE ENTERED A SMALL CHAMBER OF
 944 PRINT"SLEEPING ROCKS. THEY MUST BE SLEEPING
 946 PRINT"SINCE THEY ARE NOT MOVING. TIP-TOE      QUIETLY OUT AND YOU WON'T WAK
E";
 948 PRINT" THEM.":N=0:E=0:S=41:W=0:NE=29:NW=30:SE=0:SW=0:RETURN
 950 PRINT"YOU ARE IN A SMALL EVEN WALLED CAVE ROOM";
 952 PRINT"A FEELING OF DIZZINESS CONFUSES YOUR    TRAVELS."
 954 N=36:E=36:S=42:W=0:NE=36:NW=30:SE=0:SW=0:RETURN
 956 PRINT"WELL... THE MESSAGE IN THE LAST ROOM
 958 PRINT"MUST HAVE BEEN MISTAKEN... SINCE YOU ARE";
 960 PRINT"STILL ALIVE. WELL ONE CAN'T BELIEVE ANY
 962 PRINT"GRAFITTI THEY READ ON WALLS CAN THEY?
 964 N=0:E=0:S=0:W=0:NE=35:NW=0:SE=0:SW=41:RETURN
 966 PRINT"THREE PASSAGES LEAVE HERE. ONE TO THE
 968 PRINT"NORTH... ONE TO THE WEST... AND ONE TO  THE SOUTH. WHICH WAY WILL";
 970 PRINT" YOU TAKE?":N=34:E=0:S=40:W=33:NE=0:NW=0:SE=0:SW=0:RETURN
 972 PRINT"FOUR PATHS LEAVE HERE. LOUD MAJESTIC    SINGING SEEMS TO BE COMI";
 974 PRINT"NG FROM NEARBY. COULD THIS BE A SIGN? COULD IT LEAD OUT OF HERE?";
 976 PRINT" COULD YOU BE GOING HOME???":N=35:E=39:S=0:W=41:NE=0:NW=0:SE=0:SW=48:
RETURN
 978 PRINT"THE PASSAGE TURNS A CORNER. THAT'S ALL  THIS ROOM RATES AS A DISCRIPT
ION.
 980 N=36:E=0:S=0:W=0:NE=38:NW=0:SE=0:SW=0:RETURN
 982 GOSUB 1258:N=37:E=41:S=41:W=43:NE=41:NW=0:SE=41:SW=44:RETURN
 984 GOSUB 1258:N=42:E=42:S=41:W=0:NE=0:NW=0:SE=41:SW=44:RETURN
 986 GOSUB 1258:N=43:E=43:S=0:W=0:NE=43:NW=45:SE=0:SW=0:RETURN
 988 GOSUB 1258:N=44:E=43:S=44:W=44:NE=46:NW=44:SE=44:SW=0:RETURN
 990 GOSUB 1258:N=45:E=43:S=43:W=44:NE=47:NW=44:SE=43:SW=45:RETURN
 992 GOSUB 1258:N=67:E=43:S=43:W=46:NE=43:NW=46:SE=43:SW=46:RETURN
 994 PRINT"YOU ARE AT THE ENTRANCE TO A LARGE CLEAN";
 996 PRINT"CASTLE. IT IS THE HOME OF THE ALL POWER-";
 998 PRINT"FUL ALL KNOWING ALL KIND ALL DRUNK
 1000 PRINT"MAGICIAN RALPH. HE ALONE HAS THE POWER  TO GET YOU HOME TO SWEET BRU
N";
 1002 PRINT"HILDE.":N=40:E=0:S=49:W=0:NE=0:NW=0:SE=0:SW=0:RETURN
 1004 PRINT"YOU ARE AT THE NORTH END OF THE GREAT   HALL. FINE PICTURES AND ";
 1006 PRINT"OIL PAINTINGS   ARE HUNG FROM THE WALLS. THIS MAGICIAN  SEEMS TO";
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1008 PRINT" HAVE DONE WELL FOR HIMSELF.":N=48:E=0:S=50:W=0:NE=0:NW=0:SE=0:SW=0
1010 RETURN
1012 PRINT"YOU ARE IN THE MIDDLE OF THE HALL. A    DOOR TO YOUR RIGHT LEADS ";
1014 PRINT"INTO THE BLUE  ROOM AND ONE TO YOUR LEFT TO THE GREEN  ROOM.":N=49
1016 E=51:S=53:W=52:NE=0:NW=0:SE=0:SW=0:RETURN
1018 PRINT"YOU ARE IN THE BLUE ROOM. A GREAT SENSE OF DEEPRESSION FLOWS LIKE";
1020 PRINT" WAVES THROUGH YOU. YOU LONG FOR HOME AND YOUR SWEET   BRUNHILDE";
1022 PRINT". HOW YOU WISH YOU WERE THERE.":N=0:E=0:S=0:W=50:NE=0:NW=0:SE=0
1024 SW=0:RETURN
1026 PRINT"YOU ARE IN THE GREEN ROOM. YOU ARE SUDD-ENLY VERY JEALOUS OF RAL";
1028 PRINT"PH AND HIS FINE CASTLE. HOW COME HE RATES ALL THIS STUFFAND YOU ";
1030 PRINT"LIVE IN A HOLE IN THE GROUND?!?":N=0:E=50:S=0:W=0:NE=0:NW=0:SE=0
1032 SW=0:RETURN
1034 PRINT"YOU ARE NOW AT THE SOUTH END OF THE     GREAT HALL. HALLWAYS LEA";
1036 PRINT"VE TO THE NORTH AND TO THE EAST AN TO THE WEST.":N=50:E=54:S=0
1038 W=61:NE=0:NW=0:SE=0:SW=0:RETURN
1040 PRINT"YOU ARE IN THE MIDDLE OF THE EAST HALL. A RAT SCURRIES PAST YOU ";
1042 PRINT"AND TAKES A NIP AT YOUR LEG. IN AN INSTANT HE IS GONE   WITH A ";
1044 PRINT"SNEER AND A TWITCH OF HIS TAIL.":N=0:E=55:S=0:W=53:NE=0:NW=0:SE=0
1046 SW=0:RETURN
1048 PRINT"YOU ARE AT THE END OF THE EAST HALL. THEONLY NEW PASSAGE IS A SM";
1050 PRINT"ALL SERVANTS    EXIT TO THE SOUTH-EAST.":N=0:E=0:S=0:W=54:NE=0:NW=0
1052 SE=56:SW=0:RETURN
1054 PRINT"YOU ARE IN THE SERVANT'S AREA. SINCE    RALPHS LAST SERVANT DIED";
1056 PRINT" NINE-HUNDRED   YEARS AGO THE PLACE IS A MESS AND ALSO  SMELLS P";
1058 PRINT"RETTY BAD.":N=0:E=0:S=0:W=57:NE=55:NW=0:SE=0:SW=0:RETURN
1060 PRINT"YOU ARE OUTSIDE THE SERVANTS QUARTERS.  A DISTRESSING SMELL COME";
1062 PRINT"S FROM THE EAST.ITS BEST TO GO BACK TO THE WEST FOR YOURNOSES SAKE.
1064 N=0:E=56:S=0:W=58:NE=0:NW=0:SE=0:SW=0:RETURN
1066 PRINT"YOU ARE IN THE MIDDLE OF THE SOUTH HALL.AN EERIE LIGHT COMES FROM";
1068 PRINT" THE WEST AND  GREAT MUSIC FILLS THE AIR.":N=0:E=57:S=0:W=59:NE=0
1070 NW=0:SE=0:SW=0:RETURN
1072 PRINT"YOU ARE AT THE END OF THE SOUTH HALL.   TWO SMALL PASSAGES LEAVE ";
1074 PRINT"HERE. ONE TO   THE NORTH-WEST AND ONE TO THE SOUTH-WEST":N=0:E=58
1076 S=0:W=0:NE=0:NW=60:SE=0:SW=62:RETURN
1078 PRINT"YOU ARE AT THE END OF THE WEST HALL. A  SMALL PASSAGE LEADS TO TH";
1080 PRINT"E SOUTH-WEST.":N=0:E=61:S=0:W=0:NE=0:NW=0:SE=0:SW=59:RETURN
1082 PRINT"YOU ARE IN THE MIDDLE OF THE WEST HALL. A LARGE HOLE IN THE FLOO";
1084 PRINT"R REVEALS A HUGEDROP TO THE GROUND HUNDREDS OF FEET
1086 PRINT"BELOW. BETTER NOT GO DOWN...":N=0:E=53:S=0:W=60:NE=0:NW=0:SE=0
1088 SW=0:RETURN
1090 PRINT"YOU ARE IN A WINDING PASSAGE. AS YOUR   TRAVEL PROGRESSES THE EER";
1092 PRINT"IE MUSIC GETS  LOUDER AND YOU GET COLDER BUT THIS COULDBE THE WAY";
1094 PRINT" OUT!!!":N=0:E=59:S=0:W=0:NE=0:NW=63:SE=0:SW=0:RETURN
1096 PRINT"YOU ARE IN A CONNECTING HALLWAY WITH    SOME LOUD ALBEIT EERIE MU";
1098 PRINT"SIC EMANATING  FROM THE SOUTH-WEST.":N=0:E=0:S=0:W=0:NE=62:NW=0
1100 SE=0:SW=64:RETURN
1102 PRINT"YOU ARE IN A SMALL ANTE-CHAMBER. A LARGEWELL USED PASSAGE LEADS ";
1104 PRINT"TO THE NORTH ANDA SMALLER PASSAGE TO THE WEST. EERIE    MUSIC COM";
1106 PRINT"ES FROM THE NORTH.":N=65:E=0:S=0:W=66:NE=0:NW=0:SE=63:SW=0:RETURN
1108 PRINT"YOU OPEN THE DOOR AND ENTER INTO.....   RALPHS BATHROOM. A RADIO ";
1110 PRINT"TUNED TO ONE OFTHE MORE POPULAR ROCK STATIONS IS BLAST-ING FORTH";
1112 PRINT"PUNK ROCK MUSIC. THE EFFECT ITHAS ON THE CASTLES WALLS IS EERIE ";
1114 PRINT"INDEED":N=0:E=0:S=64:W=0:NE=0:NW=0:SE=0:SW=0:RETURN
1116 PRINT"YOU ARE IN THE LIBRARY WHERE THE GOOD   MAGICIAN RALPH IS POURING";
1118 PRINT" OVER AN OLD   AND ANCIENT TOME. THE WORD YOBYALP SHOWSTHROUGH TH";
1120 PRINT"E COVER FROM THE LIGHT BEHIND.RALPH IS DEEPLY ABSORBED IN THE BOOK.
1122 N=0:E=64:S=0:W=0:NE=0:NW=0:SE=0:SW=0:RETURN
1124 PRINT"YOU ARE AT THE EDGE OF THE EVIL WITCHES LAND. THE EVIL PRUDENCE ";
1126 PRINT"DOES NOT SEEM TOBE ANYWHERE AROUND. THAT IS GOOD FOR YOUSINCE SH";
1128 PRINT"E COULD TURN YOU INTO AN UGLIER TOAD THAN YOU ALREADY ARE.":N=68
1130 E=47:S=73:W=0:NE=0:NW=0:SE=0:SW=0:RETURN
1132 PRINT"WALKING NORTH YOU WILL FIND A TWISTING  OLD TRAIL. TO THE WEST ";
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 1134 PRINT"LIES CONFUSION.  SOUTH IS THE WAY TO GO FOR A FAST EXIT  FROM THIS";
 1136 PRINT" LAND. GO THERE IF YOU VALUE   YOUR LIFE.":N=69:E=0:S=67:W=70:NE=0
 1138 NW=0:SE=0:SW=0:RETURN
 1140 PRINT"THERE IS A TINY LITTLE HIDDEN TWISTING  SECRET OLD OVERGROWN DIRTY";
 1142 PRINT" SNEAKY TRAIL THAT LEADS WEST FROM HERE. SOUTH IS MUCHNICER BUT ";
 1144 PRINT"NOT A LOT OF FUN. A ROCK HERE SAYS 'THIS WAY TO THE TLHTSOODST'";
 1146 PRINT" AND ITPOINTS WEST":N=0:E=0:S=68:W=72:NE=0:NW=0:SE=0:SW=0:RETURN
 1148 PRINT"YOU ARE IN A SMALL CLEARING. A PAPER    LIES NEARBY. IT READS ";
 1150 PRINT"'CONFUSION SAYS-  EXPLORER WHO GETS OUT... IS VERY LUCKY  INDEED...'
"
 1152 N=70:E=70:S=70:W=70:NE=70:NW=70:SE=70:SW=74:RETURN
 1154 PRINT"YOU ARE IN THE MIDDLE OF A LONG BORING  NORTH-SOUTH PATHWAY.";
 1156 PRINT" YOUR HEAD IS       SLIGHTLY ACHING.":N=72:E=0:S=70:W=0:NE=0:NW=0
 1158 SE=0:SW=0:RETURN
 1160 PRINT"YOU ARE IN THE SNEAKY CLEARING. THERE   ARE THREE EXITS FROM HERE.";
 1162 PRINT" ONE THAT GOESTO THE SOUTH... ONE TO THE SOUTH-WEST...AND A DIRTY";
 1164 PRINT" SNEAKY.....LITTLE TRAIL TO  THE NORTH.":N=69:E=0:S=71:W=0:NE=0:NW=0
 1166 SE=0:SW=76:RETURN
 1168 PRINT"A SMALL CLEARING AT THE SOUTHERN EDGE OFTHE EVIL PRUDENCES LAND ";
 1170 PRINT"GIVES YOU ROOM  TO REST AND RELAX. TWO PATHS LEAD AWAYFROM HERE.
 1172 N=70:E=0:S=0:W=0:NE=0:NW=77:SE=0:SW=0:RETURN
 1174 PRINT"AN INTERSECTION OF THREE PATHS IS HERE. YOUR HEAD ACHES SLIGHTLY ";
 1176 PRINT"AS YOU APPROACHTHE AREA. YOU CAN LEAVE WITH MY BLESSINGIF YOU FIND";
 1178 PRINT" THE WAY OUT.":N=75:E=0:S=78:W=0:NE=70:NW=0:SE=0:SW=0:RETURN
 1180 PRINT"THE PATHS ORIENTATION BECOMES SUBTLY    ALTERED AS ROUND YON CORNER.
 ";
 1182 PRINT"WATCH  OUT FOR THE BAT GUANO TO YOUR LEFT.":N=0:E=0:S=74:W=0:NE=0
 1184 NW=79:SE=0:SW=0:RETURN
 1186 PRINT"THE MIDPOINT FOR A LONG SLOPING CORRIDORIS WHERE YOU ARE. NOT MUCH";
 1188 PRINT" SPECIAL ABOUTTHIS PLACE EXCEPT THE SMELL OF BAT GUANO":N=0:E=0:S=0:
W=0
 1190 NE=72:NW=0:SE=0:SW=79:RETURN
 1192 PRINT"YOU ARE AT THE MIDPOINT OF A LONG LONG  SLOPING CORRIDOR LEADING ";
 1194 PRINT"SLIGHTLY SOUTH.":N=0:E=0:S=0:W=0:NE=74:NW=81:SE=73:SW=0:RETURN
 1196 PRINT"THE PATH HERE IS LITTERED WITH THE FRESHREMAINS OF BATS AND TOADS.";
 1198 PRINT" THEIR BODIES ARE STILL DECAYING IN THE DIRT.":N=0:E=0:S=74:W=82:NE=
0
 1200 NW=0:SE=0:SW=0:RETURN
 1202 PRINT"YOU ARE AT THE INTERSECTION OF THREE    TRAILS. ONE TO THE WEST ";
 1204 PRINT"AND ONE TO THE  NORTH/EAST  AND ONE TO THE SOUTH/EAST.  WHEN YOUR ";
 1206 PRINT"COMPASS WORKS... IT SURE IS A HANDY THING TO HAVE.":N=0:E=0:S=0:W=83
 1208 NE=76:NW=0:SE=75:SW=0:RETURN
 1210 PRINT"YOU ARE OVERCOME BY THE FEELING OF      NAUSEA. AS YOU TRY TO ALIGN
 ";
 1212 PRINT"YOURSELF ON YOUR COMPASS YOU ROCK AND REEL BACK AND FORTH AND FIND";
 1214 PRINT" IT DIFFICULT TO WALK IN ASTRAIGHT LINE. WHAT COULD BE CAUSING
 1216 PRINT"THIS TO HAPPEN???":N=71:E=72:S=79:W=77:NE=69:NW=84:SE=76:SW=82:RETUR
N
 1218 PRINT"AT THE SOUTHWEST EDGE OF THE WITCHES    LAND THE TUNNEL TURNS SLIGHT
LY.";
 1220 PRINT" EITHER  THAT OR WALK INTO THE HUGE ROCK THAT IS IN ITS WAY.":N=82:E
=0
 1222 S=0:W=0:NE=0:NW=0:SE=77:SW=0:RETURN
 1224 PRINT"OOPS!!! A SHARP TURN FORCES YOU TO GO   EITHER SOUTH OR EAST DEPENDI
NG ";
 1226 PRINT"ON WHICH WAY YOU CAME FROM.":N=0:E=78:S=81:W=0:NE=0:NW=0:SE=0:SW=0:R
ETURN
 1228 PRINT"A ROOM HERE HAS AN EASTERN EXIT AND ALSOA NORTHERN ONE. FROM THE NOR
TH ";
 1230 PRINT"COMES A  FUNNY FEELING OF DIZZINESS.":N=80:E=79:S=0:W=0:NE=0:NW=0:SE
=0
```

Adventure Games

```
 1232 SW=0:RETURN
 1234 PRINT"YOU ARE AT THE EVIL WITCH PRUDENCES OLDEBLACKSMITHE SHOPPE. HERE WIT
H ";
 1236 PRINT"HER BLASTEFURNACEE IS WHERE SHE FORGES HER HORSES SHOES FOR HER HUNT
IN";
 1238 PRINT"G RAIDS. THE HEAT  FROM THE FURNACE BURNS TO YOUR SOUL.":N=0:E=0:S
=0
 1240 W=0:NE=80:NW=0:SE=0:SW=0:RETURN
 1242 PRINT"I CAN'T LET YOU DO IT AGAIN, YOU HAVEN'TDONE ANYTHING YET!!!":GOTO15
4
 1244 PRINT"*** BANG *** !!! AS YOU ENTER HERE, THE GOLD DISAPPEARS IN A ";
 1246 PRINT"FLASH, AND A HUGE  SET OF STEEL BARS DROPS INTO PLACE      LOCKING";
 1248 PRINT" YOU INTO THE CAVES.":PRINT:GOTO 292
 1250 PRINT"YOUR HANDS?? YOU HAVE TO FIND A CONTAINER.":RETURN
 1252 PRINT"AUURRRGGGHHHHH!!! SCREAMS THE WITCH !!! IN HER HASTE,  THE WITCH";
 1254 PRINT" FALLS INTO THE BLAST FURNACE!! HELP !! I'M SMELTING... ";
 1256 PRINT"SMELTING... IS THE LAST SHE BREATHS.":GOTO364
 1258 PRINT"THE TUNNELS IN HERE ARE VERY CONFUSING. YOU WILL NEVER GET OUT ALIVE
."
 1260 RETURN
 1262 PRINT"YOU SLIPPED AND FELL ON THE BANANA PEEL,WHY NOT TRY AGAIN?":RETURN
 1264 PRINT"AREN'T YOU ??? WELL THAT'S ALL YOU NEED TO KNOWABOUT HOW YOU ARE";
 1266 PRINT" DOING.":RETURN
 1268 PRINT" KILL          THE "NO$:RETURN
 1270 PRINT"THE FOREST IS VERY DARK. MOST TRAILS
 1272 PRINT"SEEM ALIKE AND YOU CANNOT GET YOUR      BEARINGS IN HERE.":RETURN
 1274 PRINT" UP AND NOTICE YOU IN THEIR REALM.  THEY STONED YOU TO DEATH."
 1276 EOG=TRUE:RETURN
READY.
```

Breakout and a VIC-20 one-armed bandit

This month we have two programs for the VIC-20.

The first game is Breakout, which will run on an unexpanded VIC and makes use of colour and sound. At the end of the listing there is some data that is poked into the machine. The main idea of the routine, called by sys 7424, is to read in from the keyboard, change position of the bat and plot the bat up. I know that you can do that in Basic, but it would be slower. If you want your bat to look different, try changing the values at the end of the data statements of 120, 120, 120 as they are the poke values of the bat (they must all be the same value). Also the same value will have to be changed in line 400.

> Be prepared. If you bet 12 pence and three PBE symbols appear, you will receive 1200 pence back, and that takes a long-time.

For all those fruit machine addicts, the next one (pages 22, 23) is for you. This is a one-armed bandit in which you insert as much money as you wish up to 12 pence. Be prepared; if you bet 12 pence and three PBE symbols appear, you will receive 1200 pence back and that takes a long time. When typing it in, be careful with the graphics symbols.

Breakout

```
100 REM (C) PET BENELUX
110 REM     EXCHANGE
120 REM     NETHERLANDS
130 GOTO770
140 HA=36878:S1=36876:S2=36877
150 POKEHA,15
160 GOSUB670
170 POKE36879,12:P=8:BA=5
180 PRINT"■■■ ──────────────────── ";
190 FORI=1TO21:PRINT"■■ ■■                    ■■ ■■■■■■ ":NEXT
200 PRINT"■■ ■■                    ■■ ■■■■■■ 5
210 PRINT"■■■■":A$="■ ┬ ┬ ┬ ┬ ┬ ┬ ┬ ┬ ┬ ┬ ┐"
220 PRINT"■■"A$:PRINT"■"A$
230 PRINT"■■"A$:PRINT"■"A$
240 PRINT"■■"A$:PRINT"■"A$
250 PRINT"■■"A$:PRINT"■"A$
260 POKES2,0:POKEHA,15:A(1)=126:A(2)=108:A(3)=123:A(4)=124:R=0:O=0:V=23:Y=1
270 Z=7945+RND(1)*20
280 G=INT(RND(1)*2)
290 IFG=1THENR=1
300 IFG=0THENR=3
310 POKES1,0:PRINT"■■■SCORE"SC
320 PRINT"■■■■■■■■■■■■■■■■BALL NO"BA
330 IF BA<>0 THEN 340
332 PRINT"■■ANOTHER GAME ?;
333 GET A$:IF A$="" THEN 333
334 IF A$="Y" THEN RUN
335 IF A$<>"N" THEN 333
336 PRINT"■■":POKE 36879,27:END
340 POKES1,0:SYS7424
```

```
350 R=R+1
360 IFO=1THENIFR>4THENR=3:Z=Z+V:POKEZ-V,32:GOTO390
370 IFO=1THEN390
380 IFR>2THENR=1:Z=Z+V:POKEZ-V,32
390 X=PEEK(Z)
400 IFX=120THEN540
410 IFX=207THENK= 1:GOTO560
420 IFX=208THENK=-1:GOTO560
430 IFX=160THEN500
440 IFX=224THEN520
450 IFX=228THEN480
460 IFX=96THENBA=BA-1:POKES2,220:FORL=15TO0STEP-1:POKEHA,L:FORM=1TO200:NEXT:NEXT
:GOTO260
470 POKEZ,A(R):GOTO340
480 Y=1:POKES1,220:IFR=1ORR=2THENZ=Z+22:R=3:V=21:O=1:A(3)=124:A(4)=123:GOTO340
490 IFR=3ORR=4THENZ=Z+22:R=1:V=23:O=0:A(1)=126:A(2)=108:GOTO340
500 POKES1,220:IFR=1ORR=2THENZ=Z+1:R=3:V=-21:O=1:A(3)=123:A(4)=124:GOTO340
510 IFR=3ORR=4THENZ=Z+1:R=1:V=23:O=0:A(1)=126:A(2)=108:GOTO340
520 POKES1,220:IFR=1ORR=2THENZ=Z-1:R=3:V=21:O=1:A(3)=124:A(4)=123:GOTO340
530 IFR=3ORR=4THENZ=Z-1:R=1:V=-23:O=0:A(1)=108:A(2)=126:GOTO340
540 Y=0:POKES1,220:IFR=1ORR=2THENZ=Z-22:R=3:V=-21:O=1:A(3)=123:A(4)=124:GOTO310
550 IFR=3ORR=4THENZ=Z-22:R=1:V=-23:O=0:A(1)=108:A(2)=126:GOTO310
560 POKES1,200:POKEZ,32:POKEZ+K,32
570 IFZ<7812THENSC=SC+7:GOTO610
580 IFZ<7856THENSC=SC+5:GOTO610
590 IFZ<7900THENSC=SC+3:GOTO610
600 IFZ<7944THENSC=SC+1
610 POKE38400+Z-7680,1:POKE38400+Z-7680+K,1
620 IFSC/320=INT(SC/320)THEN210
630 IFY=1THEN540
640 Y=1
650 IFR=1ORR=2THENZ=Z+22:R=3:V=21:O=1:A(3)=124:A(4)=123:GOTO310
660 IFR=3ORR=4THENZ=Z+22:R=1:V=23:O=0:A(1)=126:A(2)=108:GOTO310
670 POKE36879,42:PRINT"■■■*** VIC BREAKOUT  ***
680 PRINT"■■YOU MOVE WITH :
690 PRINT"■■↑CRSR↑ MOVE LEFT
700 PRINT"■←CRSR← MOVE RIGHT
710 PRINT"■■■HIT ANY KEY
750 GETA$:IFA$=""THEN750
760 RETURN
770 POKE251,235:POKE252,31
780 POKE56,28:RUN790
790 FORI=7424TO7488
800 READA:POKEI,A:NEXT:RUN140
810 DATA164,251,173,197,0
820 DATA201,23,208,15,169
830 DATA249,56,237,58,29
840 DATA197,251,240,16,200
850 DATA132,251,208,11,201
860 DATA31,208,7,192,228
870 DATA240,3,136,132,251
880 DATA172,58,29,185,59
890 DATA29,145,251,136,16
900 DATA248,234,169,160,141
910 DATA228,31,169,224,141
920 DATA249,31,96,4,96
930 DATA120,120,120,96,0

READY.
```

Bandit 1

```
100 Q=5:SC= 50:GOSUB1170:PRINT"■■"SPC(7)"■■╭──────╮■
110 PRINTSPC(7)"■|■    ■|■■
120 A$="  ■                    ■
130 B$="  ■  ■■■■■■■■ ■■■■■■■■ ■■■■■■■■  ■ ■ ■
140 C$="  ■ ■                  ■ ■
150 PRINTA$:PRINTA$"  ■●":PRINTB$:PRINTA$"  ■ ■":PRINTA$"  ■ ■"
160 PRINT"■■ ■■▼■▼■■ ■ ■ ■|■ ■■ "
170 PRINT" ■■ ▼ ■ ■ ■ ■|■■ ■"
180 PRINTB$:PRINTA$"  ■ "
190 PRINTC$"■ ■"
200 PRINT"  ■ ■   ■OOOOOOOOOOOOO■  ■    ■
210 PRINTC$
220 PRINT"  ■ ■   ■●*PBE  FRUIT*■■    ■ ■
230 PRINTC$
240 PRINT"  ■ ■   ■■O■■"SPC(10)"■■O■■   ■ ■
250 PRINT"  ■ ■   ■■O■■  P 50    ■■O■■   ■ ■
260 PRINT"  ■ ■   ■■OOOOOOOOOOOOO■■   ■ ■
270 PRINTC$:PRINT"  ■ Z=INSERT:S=START  ":PRINT"  ■       1,2,3=STOP    "
280 C$="■■■■■■■■■■■■■■■■■■■■"
290 CO=0:PRINTLEFT$(C$,12)"■■■■OOOOOOOOOOOOO
300 GETA$:IFA$<>"Z"ANDA$<>"S"THEN300
310 IFA$="Z"THEN340
320 IFCO<>0ANDA$<>"Z"THEN390
330 GOTO300
340 IFCO=12THEN300
350 IFSC=0THEN300
360 CO=CO+1:PRINTLEFT$(C$,12)SPC(4)"■"LEFT$("●●●●●●●●●●●●",CO)
370 SC=SC-1:PRINTC$SPC(7)"P"STR$(SC)" "
380 GOTO300
390 A$(1,1)="■    ⁄⁄"
400 A$(1,2)="■⁄⁄  ◡"
410 A$(1,3)="■◡  ⁄⁄"
420 A$(1,4)="■    ◡"
430 A$(2,1)="       "
440 A$(2,2)="■   ◠  "
450 A$(2,3)="■■▼   ▼■"
460 A$(2,4)="■ ◡ ◡"
470 A$(3,1)="■  ■▼■  "
480 A$(3,2)="■╭●●╮"
490 A$(3,3)="■|  ◡ |"
500 A$(3,4)="■╰────╯"
510 A$(4,1)="■  ■▼■  "
520 A$(4,2)="■=■●●■="
530 A$(4,3)="■    ■▀■▄"
540 A$(4,4)="        "
550 A$(5,1)="■■■■■■"
560 A$(5,2)="■■PBE■■"
570 A$(5,3)="■■PBE■"
580 A$(5,4)="■■■■■■"
590 PRINT"■■■■■"SPC(20);
600 FORI=1TO6:PRINT"  ■■■●■■";
610 FORJ=1TO40:NEXT:NEXT
620 FORI=1TO6:PRINT"■ ■■■●■■";
630 FORJ=1TO30:NEXT:NEXT
640 AH=0:BH=0:CH=0
650 IFAH=3THEN740
660 AP=AP+1:IFAP=5THENA=AR:AP=1
670 AX=A:AY=AP:AZ=AR
680 PRINT"■■■■■■"SPC(3)A$(A,AP)
690 FORI=1TO3:AP=AP+1:IFAP=5THENA=AR:AP=1
700 PRINTSPC(3)A$(A,AP):NEXT
```

```
710 IFAP=4ANDAH<>0THENAH=AH+1
720 IFAP=4ANDA=ARTHENAZ=INT(RND(1)*Q)+1
730 A=AX:AP=AY:AR=AZ
740 IFBH=3THEN830
750 BP=BP+1:IFBP=5THENB=BR:BP=1
760 BX=B:BY=BP:BZ=BR
770 PRINT"■■■■■■■"SPC(8)A$(B,BP)
780 FORI=1TO3:BP=BP+1:IFBP=5THENB=BR:BP=1
790 PRINTSPC(8)A$(B,BP):NEXT
800 IFBP=4ANDBH<>0THENBH=BH+1
810 IFBP=4ANDB=BRTHENBZ=INT(RND(1)*Q)+1
820 B=BX:BP=BY:BR=BZ
830 IFCH=3THEN920
840 CP=CP+1:IFCP=5THENC=CR:CP=1
850 CX=C:CY=CP:CZ=CR
860 PRINT"■■■■■■■"SPC(13)A$(C,CP)
870 FORI=1TO3:CP=CP+1:IFCP=5THENC=CR:CP=1
880 PRINTSPC(13)A$(C,CP):NEXT
890 IFCP=4ANDCH<>0THENCH=CH+1
900 IFCP=4ANDC=CRTHENCZ=INT(RND(1)*Q)+1
910 C=CX:CP=CY:CR=CZ
920 IFAH=3ANDBH=3ANDCH=3THEN980
930 GETA$
940 IFAH<>3ANDA$="1"THENAH=1
950 IFBH<>3ANDA$="2"THENBH=1
960 IFCH<>3ANDA$="3"THENCH=1
970 GOTO650
980 HT=0:XX=0:IFA=1THENXX=2
990 IFA=1ANDB=1THENXX=5
1000 IFA=1ANDB=1ANDC=1THENXX=10
1010 IFA=2ANDB=2ANDC=2THENXX=20
1020 IFA=3ANDB=3ANDC=3THENXX=50
1030 IFA=4ANDB=4ANDC=4THENXX=20
1040 IFA=5ANDB=5ANDC=5THENXX=100
1050 XX=XX*CO
1060 IFXX=0THEN1240
1070 PRINT"■";:FORI=1TOXX
1080 FORJ=1TO10:NEXT
1090 IFHT=0THENPRINT"■■■"SPC(8)"■  ■  "
1100 IFHT=1ORHT=5THENPRINT"■■■"SPC(8)"  ■ ■"
1110 IFHT=2ORHT=4THENPRINT"■■■"SPC(8)"  ■ ■ "
1120 IFHT=3THENPRINT"■■■"SPC(8)"  ■  ■"
1130 HT=HT+1:IFHT=6THENHT=0
1140 SC=SC+1:PRINTC$SPC(7)"F"STR$(SC)
1150 NEXT:PRINT"■"
1160 PRINT"■■■"SPC(8)"    ":GOTO290
1170 AP=0:BP=0:CP=0
1180 A=INT(RND(1)*Q)+1
1190 AR=INT(RND(1)*Q)+1
1200 B=INT(RND(1)*Q)+1
1210 BR=INT(RND(1)*Q)+1
1220 C=INT(RND(1)*Q)+1
1230 CR=INT(RND(1)*Q)+1:RETURN
1240 IFSC<>0THEN290
1250 FORJ=1TO1000:NEXT
1260 PRINT"■■■■■■■■■■■ ANOTHER GO (Y OR N) ?"
1270 GETA$:IFA$<>"Y"ANDA$<>"N"THEN1270
1280 IFA$="Y"THENRUN
1290 PRINT"■ THE END":END

READY.
```

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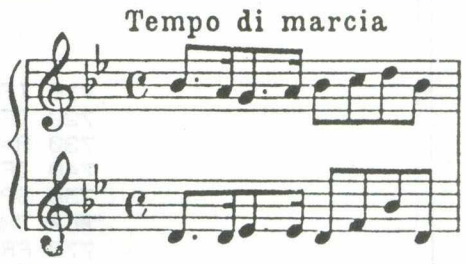

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P100	40	1 S/G	320	.80	2.00	2.80
P100	50	Drill	120	.72	0.00	.72
P100	80	Stamp	300	1.60	0.00	1.60
					1.25	1.25
				4.12	3.25	7.37
				Clocked hours		8.00
				Performance %		92.12

you need an extra day or two for, say, painting, you will then change the job description.

There are of course many different departments under one factory roof. EPIC can handle 40 "centres" for each operation, although The Computer Room hopes to extend this capacity to 200 centres. Following the departmental idea to one of its logical conclusions, it is not hard to see that the principle can be adapted so that the headquarters of a company can keep track of its factories around the country.

Following the principle to another conclusion, the work rate of each department per machine per man can be analysed. It was this aspect of the system which The Computer Room had to be careful about when thinking up the names for their programs. Excess Time Analysis could not be called something like time wastage for fear of union wrath. But the title of the program does not hide the fact that the system should enable managers to sort out the shirkers from the workers and the departments that are worth keeping from those that should be closed down.

Records of worker or shop performance are available daily, weekly or monthly, each employee being categorised by shop and work number. For instance, Anthony Jones, shop A, work number 233 would appear on the operator list, with his total productivity displayed on the performance charts. Jobs are divided into how many working hours are available to each department.

Still it may happen that despite all the schedules the delivery date is not met. One solution to the problem is to introduce overtime, but this may be costly.

The Computer Room

The Computer Room

The Computer Room

Perhaps there is a bottle-neck in one department, leaving some workers with nothing to do. EPIC assesses where the hold-up is, using the performance information, and can be programmed to ensure that in the event of a bottle-neck workers can be switched from job to job with the minimum of fuss.

It should be remembered that the job card which is produced initially does not have to be adhered to as a strict working routine. It merely gives guidelines to help the production process.

When TCR exhibited EPIC in Birmingham recent-

CURRENT METHOD

NO	CTR	MACHINE	OPERATION DESCRIPTION	ABBREV	S.M.V.	EQ CU EST
10	D	WAREHOUSE	MATERIAL GOODS INWARDS INSPECTION	INSP	0.0000	0.0000
20	A	1in WICKMAN	AUTO BLANK	AUTO	.3000	.3000
30	A	LINISHER	DE-PIP	DEPIP	.1200	.3000
40	B	STEINLE	GRIND LARGE LONG SIDE	1 S/G	.1500	.4500
50	C	2 in WICKMAN	DRILL LARGE HOLE	DRILL	.3600	.8100
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70	A	2 in WICKMAN	DRILL SMALL HOLE	DRILL	.3600	1.2300
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90	C	CINCINNATI	MILL NOTCH	MILL	.3600	1.6000
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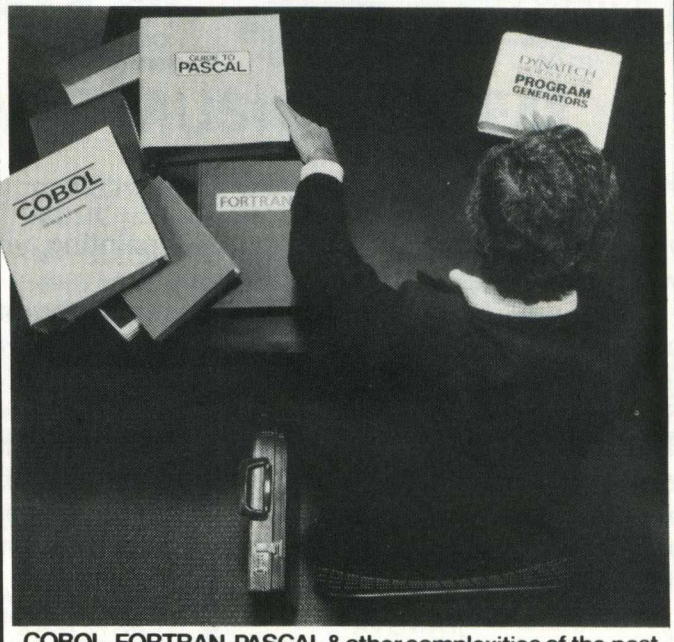

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ly, according to TCR's Mike Meakings, the reaction was encouraging. The package costs £10,500, including the hard disk unit, thus underpricing any of its nearest rivals by a long way. Technicians at Commodore Business Machines who tested the package could find no flaws. EPIC is now a Commodore approved product as well as being part advertised by Commodore.

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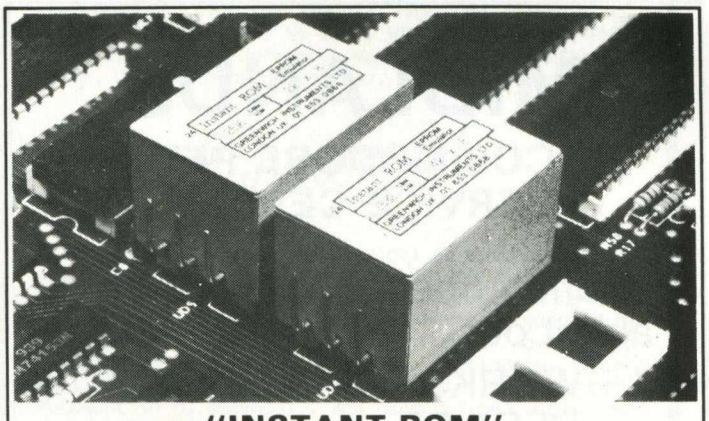

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Gauging systems based on microcomputers

Dr K. T. Kibasi and Dr A. Mills

Microcomputers and microprocessors play an increasingly important role in measurement and instrumentation. In previous articles we have shown how Commodore microcomputers can be used to generate and control complex waveforms and monitor a sophisticated laser Raman spectrometric microprobe.

In this article we aim to show how a small micro can be used to automate or semi-automate the more mundane process of measuring the dimensions of a machined or manufactured object, and checking that it is within pre-specified tolerances; thus facilitating a common quality control task in production or engineering industries.

Transducers

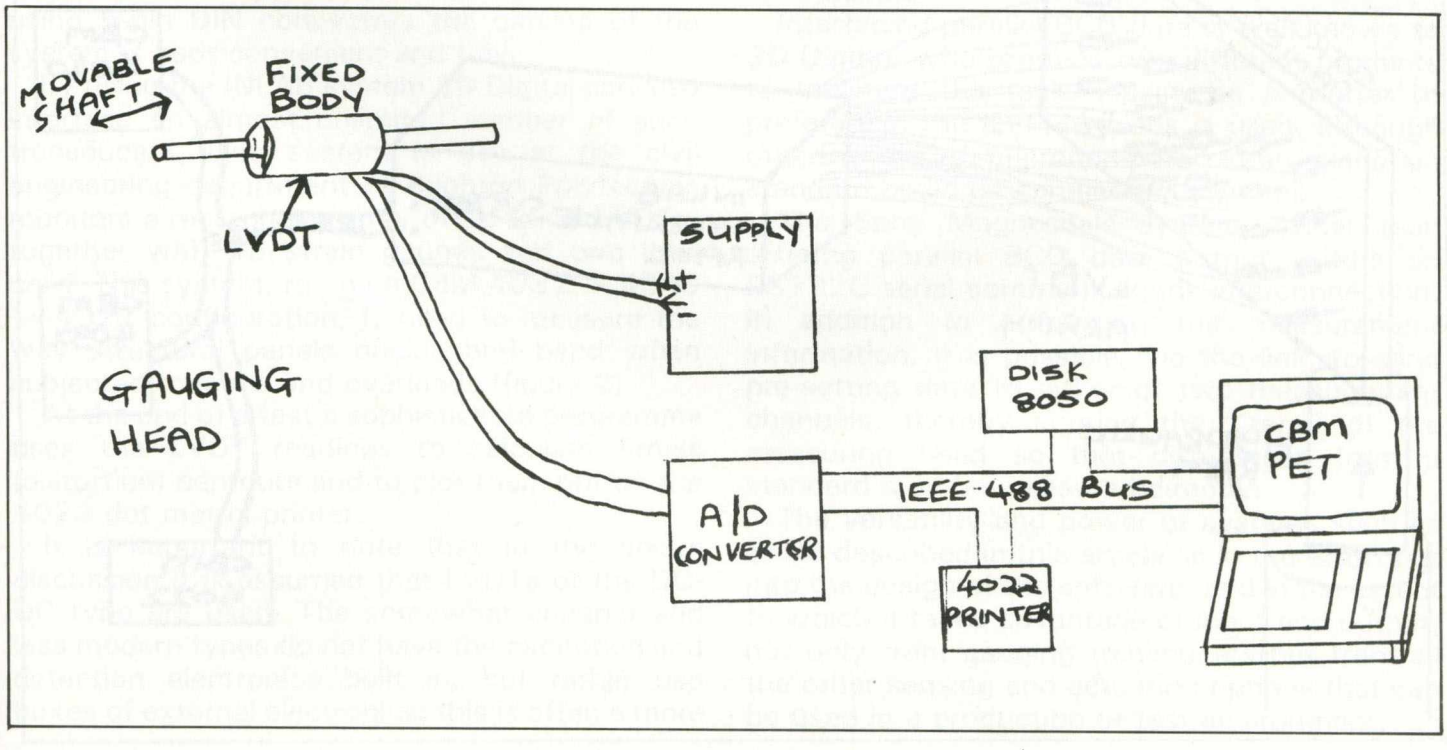
Probably the most commonly used transducer, apart from manual micrometers and the like, is the linear voltage displacement transducer. In the LVDT a spring-loaded shaft can be moved in a straight line in and out of a cylindrical body. The fixed body houses a small electronic package which converts the linear movement into a proportional DC voltage.

Dr K. T. Kibasi and Dr A. Mills are senior researchers at 3D Digital Design & Development in London.

This package includes an oscillator, a transformer whose coupling varies with the shaft position, a precision rectifier and an output amplifier. This type of LVDT takes a DC supply voltage on two wires and returns a DC signal of the order of 100mV on two more wires. It provides an accuracy roughly comparable to the older type of dial-gauge indicator and may be considered as its electronic equivalent.

For more accurate linear (or rotary) measurement, grating systems are often employed. These may be optical or magnetic. In essence a regular repeating pattern is copied onto one member or shaft, and a corresponding shorter section of that pattern may be moved relative to the first. An appropriate optical or magnetic detector is combined with the shorter section to form a 'sensor-head' which produces a sine wave or pulse output when moved. The effect is analogous to that produced when two combs are held up to the light and one moved behind the other.

Special circuitry, usually supplied with commercially available forms of these gauging transducers, counts the pulses and provides a digital display of the measured displacement in the appropriate units. These forms of gauging



apparatus invariably offer the digital information as an output available through a rear panel multi-way socket, either as serial or parallel.

In so far as LVDTs provide an analog signal linearly proportional to displacement, all that is necessary to allow a Commodore PET to monitor their output is a suitable analog-to-digital converter.

Accuracy and resolution

A word about accuracy and resolution is relevant here. The resolution of an analog-to-digital conversion process is a measure of the number of discrete steps into which the analog voltage (or displacement) scale is subdivided. Thus, for instance, if an 8-bit A/D converter is used with an LVDT having a stroke of about an inch (say 25.6mm) then the system could resolve down to 0.1mm i.e. 1 part 256 (1 part in 2^8).

The accuracy of such a system would be somewhat lower, the degradation depending on many factors, including the transducer. But no matter how good everything else is, the accuracy can never be better than the resolution. The above example would be hopelessly inadequate for many commonplace engineering measurements; 12-bit resolution (giving 1 part in 4096) or even 16-bit would be necessary to provide finer and ultimately more accurate measurements.

If we use high resolution A/D converters connected to the CBM via the IEEE-488 bus, then a program running in the PET can take a reading of the displacement signal at any moment determined by that program. The essentials of such a system are represented in figure 1.

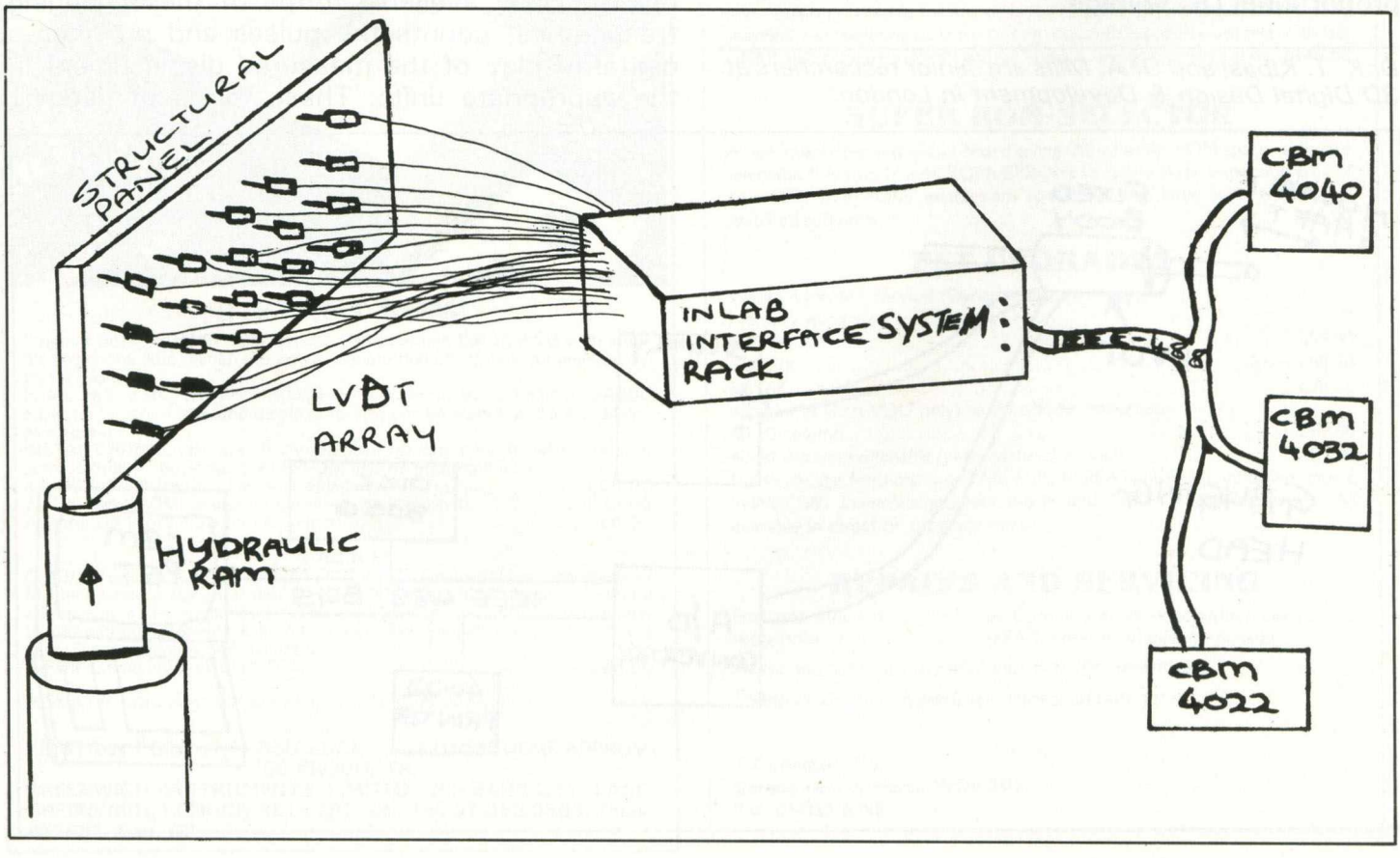
One advantage of using an A/D converter on the IEEE-488 bus is that the I/O programming is relatively straightforward. There follows a subroutine to select a channel and take a reading using one of 3D Digital's 8-channel 12-bit converter units:

```
10    OPEN 2,7,6 : OPEN 3,7,20 : OPEN 4,7,24

210   REM MAIN PROGRAMME
220   I=2 : GOSUB 6000 : REM SELECT LVDT;
      TAKE MEASUREMENT
230   L=K(I)*R : REM SCALE RESULT TO GET
      LENGTH

5999  REM A/D CONVERTER SUBROUTINE
6000  OPEN 1,7,I : REM CHANNEL SELECT
6010  GET#1,A$ : GET#1,A$ : GET#3,AS$ :
      GET#4,B$
6020  A=ASC (A$+CHR$(0)) :
      B=ASC(B$+CHR$(0))
6030  B=BAND 240 : B=B/16 : R=B+A*16 :
      REM RECONSTRUCT RESULT
6040  RETURN
```

The OPEN statements at the head of the program relate to secondary addresses issued at line 6010, to start conversion and retrieve the



12-bit result in two successive bytes (A and B). The result, R, of the A/D conversion, a number from 0 to 4095, is multiplied by an appropriate scaling or calibration factor K(I) on return to the main programme.

This subroutine could be used to handle a system of eight LVDTs connected to one such A/D converter unit. These could be mounted on a jig which is fitted over the object to be gauged, or into which the object is placed, so that several dimensions may be gauged virtually simultaneously. Alternatively different LVDTs might be used for several different products, possibly even on nearby production lines or test stations. The structure of the above program allows for transducers with different sensitivities and strokes to be used.

The measurement may be easily initiated by pressing a button or foot-switch or by closing a microswitch contact at the test jig; this could be sensed via a spare input channel if desired. Alternatively the PET keyboard could be used following an operator screen prompt message.

Alarm indication

Having taken the reading, the program may test the measured value against the expected reading from that channel, and produce an error or alarm indication if the reading is outside the permitted pre-set tolerance limits. The results may be printed to screen or printer, saved on disk or used to give a go-no-go audible indication.

The standard 3D Digital 8-channel 12-bit A/D converter unit can provide the small amount of DC power required by the LVDTs, so that by using 5-pin DIN connectors the cabling of the system is kept convenient and tidy.

By using the INLAB system 3D Digital can also interface an almost unlimited number of such transducers. One system in use at the civil engineering department of Brighton Polytechnic monitors a rectangular array of up to 48 LVDTs, together with 48 strain gauges and two load cells. This system, run by a CBM 4032 — 4040 — 4022 configuration, is used to measure the way structural panels buckle and bend when subjected to loads and overloads (figure 2).

At the end of a test a sophisticated programme uses the LVDT readings to calculate stress (distortion) contours and to plot them out on the 4022 dot matrix printer.

It is important to note that in the above discussion it is assumed that LVDTs of the DC-DC type are used. The somewhat cheaper and less modern types do not have the excitation and detection electronics built in, but rather use boxes of external electronics; this is often a more expensive and less convenient way of using LVDTs, but similar A/D conversion principles can still be used if care is taken over channel switching.

When maximum accuracy is desired in gauging-type measurements, the previously mentioned grating principle is generally employed, either in its optical form, perhaps using Moire fringes, or magnetically using patented phase detection methods.

One commercially available product of the first type is that manufactured by the German company Heidenhain. A magnetic system is produced by Sony under the trade name Magnescale. 3D Digital have interfaced systems from both of these manufacturers as well as a few others.

The versatility of microcomputer-based gauging systems lies in the effort put into the design of the software and in the extent to which it takes advantage of input and output

In the case of the Heidenhain, a highly accurate system giving a display of eight digits, the digital information is available in the form of parallel TTL (transistor-transistor-logic) binary-coded-decimal (BCD) signals on a rear-panel multi-way connector. When connecting this to a microcomputer such as a PET, the problem is that of bringing in more than 32 logic lines together with additional control signals to synchronise the data transfer.

Interfacing parallel BCD data is well-known to 3D Digital, who produce two different products to facilitate the task. Again, as a matter of preference, the IEEE-488 bus is used, although other forms of microcomputer interconnection standard could be handled equally well.

The Sony Magnescale system, rather than offering parallel BCD data output, offers an RS232C serial communications interconnection. In addition to outputting the measurement information, it is possible, via the link, to send pre-setting data to either of two measurement channels, thereby altering the "zero" of the measuring head so that differences from a standard may be measured directly.

The versatility and power of systems such as those described in this article lie in the effort put into the design of the software, and in the extent to which it takes advantage of input and output, not only from gauging transducers but from all the other sensing and actuating options that can be used in a production or test environment.

Basic programming in eight short nights

For many people the microcomputer revolution began in earnest some five years ago with the introduction of the first PETS and Apples, but in reality it had started many years earlier: these machines did not simply spring up overnight.

To the computer users involved at the time, everything can be placed in its right perspective and the situation as a whole nicely reviewed with the advantage of hindsight. But to many of the youngsters (and indeed, those not so young) who have recently become part of the personal computer world, attitudes fall into one of two categories: a) it was a miracle that it ever happened in the first place, or b) it is all taken totally for granted.

Both of these views are wrong; to try and correct them, we feature here a book that is as old as the first PET itself: *Basic and the Personal Computer.*

Value as a document

But surely a book that is five years old cannot possibly be of any use to the new owner of a VIC, Spectrum, or any other modern microcomputer? Nothing could be further from the truth.

Thomas Dwyer's book contains some important background notes revealing the concept of the microcomputer and how it came into being. He reminds us, for example, that when the book was written the PET and the Apple were the only two micros around that came in anything like a complete form. Before then we had user-assembled kits that had to be painstakingly put together. That was part of the fun; if the machine worked, eureka! Most of them didn't even have Basic on board; it had to be loaded in before you could do anything.

If the book contained nothing else, it could be recommended as an interesting introduction to microcomputers. Almost an historical textbook, in fact. But it contains a lot more that is still useful and relevant today.

Ground covered

The second chapter is called "The eight hour wonder: all about basic programming in one long day (or eight short nights)" and really is just that.

Although aimed at no Basic dialect in particular, it limits itself to a minimal Basic that would be common to a lot of different micros. On occasion it will descend (ascend?) to IF . . THEN . . ELSE . . statements much beloved by COMAL enthusiasts, but will still tell you how to convert that to normal Basic.

So it is with any new deviation from the minimal Basic path: you're always told how to put the same code into a universal Basic, and from there it's an easy enough task to put it into pure PET style.

From that crash course in programming we go on to separate topics such as simple graphics and computer art, word processing and data bases, sorting techniques and computer games, simulations and extending microcomputers, all written in an informal and informative style.

There are many program examples in each chapter, each one thoroughly annotated to let you know what's happening all the time, and throughout the book there are numerous exercises for you to try out yourself. Usually the answers are given towards the end of the next chapter, but every now and then it leaves you high and dry and wishing the author had written a follow-up.

Confining itself as it does to this minimal Basic, it would make an excellent study book for a school or college giving a grounding in programming, but with a number of different computers to cover. This book would do for all of them, rather than having to obtain specialist textbooks for every third or fourth computer.

You will not become the world's greatest programmer; nor will you learn anything about machine code programming. On the other hand, it will take you further than many more recent "programming aid" books, it contains fewer errors than most, and is easier to read and follow than most of them as well.

Conclusion

To be recommended. Most of the publications that allegedly teach you to program a computer are written to earn a quick buck, but this one is obviously a labour of love.

If you want specialist information, consult the manual you get. If you want a broad programming background and want to know what your computer can do, get this as well.

Title:	*Basic and the Personal Computer.*
Author:	*Thomas Dwyer (with illustrations by Margot Critchfield).*
Publisher:	*Addison-Wesley*
Address:	*53 Bedford Square, London WC1B 3DZ.*

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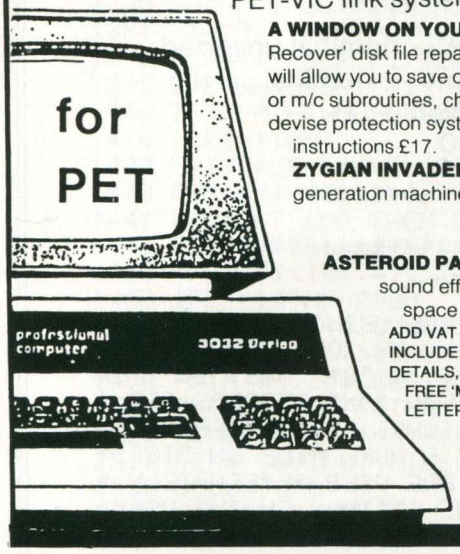

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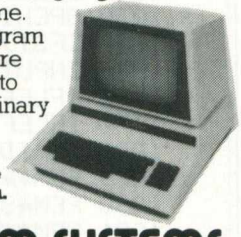

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AN/CCO/03

A complete nominal ledger system for accountants

Part 2: Sort programme.

The editors of *Commodore Computing International* have developed a series of computer systems for accountants, for use with the Commodore 4000 with disk drive and printer.

The nominal ledger package contains programs for entry, sort, update, print, amend descriptions and filesort. The first of these, the entry program, appeared in the February issue.

The sort program that follows will display and print the input and output file names together with the narrative, as well as a display indicating the current state of the sort. When finished the number of records sorted will be displayed and printed. The parameters for this sort will be held on the parameter file as follows:

a) Input file name — nominal unsorted
b) Output file name — nominal sorted
c) Start key position — 1
d) Narrative — 30

```
10 REM*********************************          *  SORT/MERGE USING I/O FILES  *
11 REM*ON DISC.VARIABLE "MX" MUST BE *          *SET TO MAX. NO. OF RECORDS    *
12 REM*THAT CAN BE SORTED IN CORE.   *          *TABLES "A$" & "B$" MUST BE    *
13 REM*DIMENSIONED AS "MX+2" & "MX". *          *IF MORE THAN "MX" RECORDS ARE *
14 REM*TO BE SORTED THEY WILL BE SORT*          *-ED IN BATCHES OF "MX" RECORDS*
15 REM*& EACH SORTED STRING WILL BE  *          *COPIED TO A WORK FILE ON DISC.*
16 REM*TWO WORK FILES ARE USED FOR   *          *OUTPUT & ARE USED ALTERNATELY.*
17 REM*WHEN ALL RECORDS HAVE BEEN    *          *SORTED THE STRINGS ON THE WORK*
18 REM*FILES ARE MEREGED TO FORM THE *          *SORTED OUTPUT FILE.           *
19 REM* (SEPTEMBER 1979)             *          *********************************
1000 DIMA$(256),S(10),B$(254):Z4$="ZZZZ":MX=254:FT$="Y"
1020 OPEN1,8,2,"1:PARAMETERS,SEQ,READ"
1030 IFST>0THENGOSUB6000
1040 INPUT#1,IR$
1060 IFLEFT$(IR$,4)="ZZZZ"THENPRINT"NO SORT CONTROL RECORD":STOP:GOTO1020
1070 IFLEFT$(IR$,4)<>"SORT"THEN1040
1080 IFMID$(IR$,5,4)<>"NOM1"THEN1040
1089 REM*********************************          *SORT CONTROL RECORD READ    *
1090 REM*STORE I/O FILE NAMES & START*          *& LENGTH OF SORT KEY          *
1091 REM*********************************
1100 OPEN10,8,15
1110 SKSP=VAL(MID$(IR$,49,2)):CLOSE1
1115 KLN=VAL(MID$(IR$,51,2)):IPFILE$=MID$(IR$,9,15):OPFILE$=MID$(IR$,29,15)
1117 IFRIGHT$(IPFILE$,1)=" "THENIPFILE$=LEFT$(IPFILE$,LEN(IPFILE$-1):GOTO1117
1118 IFRIGHT$(OPFILE$,1)=" "THENOPFILE$=LEFT$(OPFILE$,LEN(OPFILE$)-1):GOTO1118
1120 REM*********************************
1121 REM*  OPEN INPUT FILE & STORE   *          *RECORDS IN "B" & KEYS+TAGS  *
1122 REM*IN "A". WHEN TABLE FULL OR  *          *END OF FILE SORT TABLE "A"  *
1123 REM*********************************
1130 N=0:FL$="1:"+IPFILE$+",SEQ,READ":OPEN2,8,2,FL$:IFST>0THENGOSUB6000
1150 INPUT#2,IR$
1170 IFLEFT$(IR$,4)="ZZZZ"THENCLOSE2:GOTO1210
1180 N=N+1:A$(N+1)=MID$(IR$,SKSP,KLN)+RIGHT$("   "+STR$(N),3):B$(N)=IR$
1190 IFN<MXTHEN1150
1200 REM*********************************
1201 REM* SET UPPER & LOWER BOUNDS   *          *  SORT PARAMS. ENTER SORT   *
1202 REM*  AT LINE 4000             *          *********************************
```

```
1210 A$(1)="          ":A$(N+2)="ZZZZZZZZZZZZ"
1220 FORI=1TO10:S(I)=0:NEXT
1230 P=1:M=10:I=N:R=N+1
1240 IFN=0ANDSO=1THENSO=2:B$(1)=Z4:A$(2)="ZZ001":N=1:GOTO1360
1245 IFN=0THEN1470
1300 RECS=RECS+N:SO=SO+1:GOSUB5000
1310 REM*********************************          *CHECK IF ANY MORE RECORDS TO*
1311 REM*BE SORTED. IF YES THEN COPY *          *TABLE "B" IN SEQUENCE TO    *
1312 REM*FILE "ASORT" OR "BSORT". IF *          *EOF THEN FORM OUTPUT FILE   *
1313 REM*FROM TABLE "B" IF SORT USED *          *ONCE ELSE MERGE "B" WITH    *
1314 REM*FILES "ASORT" & "BSORT      *          *******************************
1360 IFSO=1ANDLEFT$(IR$,4)=Z4$THENLF=14:SA=14:FL$=OPFI$+",SEQ,WRITE":GOTO1395
1370 LF=3:IFSOT/2=INT(SOT/2)THENLF=4
1380 SA=LF:IFSOT>2THEN1410
1385 F$="A":IFSOT=2THENF$="B"
1390 FL$=F$+"SORTFL,SEQ,WRITE"
1395 OPENLF,8,SA,"@1:"+FL$
1400 IFST>0THENGOSUB6000
1410 FORI=1TON
1420 PRINT#LF,B$(VAL(RIGHT$(A$(I+1),3)));CHR$(13);:NEXT
1440 REM*********************************          *IF SORT=1 & EOF THEN END. IF*
1441 REM*NOT EOF THEN SORT NEXT SET  *          * OF RECORDS ELSE MERGE FILES*
1442 REM*********************************
1450 IFLEFT$(IR$,4)<>Z4$THENN=0:GOTO1150
1460 IFLF=14THEN2000
1470 PRINT#3,Z4$;CHR$(13);:IFST>0THENGOSUB6000
1480 CLOSE3:IFST>0THENGOSUB6000
1490 PRINT#4,Z4$;CHR$(13);:IFST>0THENGOSUB6000
1500 CLOSE4:IFST>0THENGOSUB6000
1510 REM*********************************          * ENTER MERGE S/R TO FORM    *
1511 REM*  OUTPUT FILE                  *          *******************************
1520 GOSUB7000
1530 GOTO2040
2000 REM*********************************          *ALL RECORDS ON OUTPUT FILE  *
2010 REM*********************************
2020 PRINT#14,Z4$;CHR$(13);:IFST>0THENGOSUB6000
2030 CLOSE14:IFST>0THENGOSUB6000
2040 PRINT"■■■■■■■■■■■END OF SORT"
2050 PRINT"■■NO. OF RECORDS SORTED = ";RECS
2060 POKE042,10:POKE043,36:CLR:LOAD"NOMINAL MENU",8
5000 P=1:M=10
5115 PRINT"*";
5150 L=2
5160 R=N+1
5180 IFR-L<MTHEN5590
5190 I=L
5200 J=R
5210 K$=A$(L)
5230 IFK$>=A$(J)THEN5270
5240 J=J-1
5250 GOTO5230
5270 IFJ>ITHEN5300
5280 A$(I)=K$
5290 GOTO5450
5300 A$(I)=A$(J)
5310 I=I+1
5330 IFA$(I)>=K$THEN5360
5340 I=I+1
5350 GOTO5330
5360 REM
5370 IFJ>ITHEN5410
5380 A$(J)=K$
5390 I=J
5400 GOTO5450
5410 A$(J)=A$(I)
5420 J=J-1
```

```
5430 GOTO5230
5450 IFR-I<I-LTHEN5520
5460 S(P)=R
5470 P=P+1
5480 S(P)=I+1
5490 P=P+1
5500 R=I-1
5510 GOTO5180
5520 S(P)=I-1
5530 P=P+1
5540 S(P)=L
5550 P=P+1
5560 L=I+1
5570 GOTO5180
5580 REM STRAIGHT INSERT
5590 J=L
5600 J=J+1
5610 IFJ>RTHEN5700
5620 K$=A$(J)
5630 I=J-1
5640 IFA$(I)<=K$THEN5680
5650 A$(I+1)=A$(I)
5660 I=I-1
5670 GOTO5640
5680 A$(I+1)=K$
5685 GOTO5600
5700 IFP=1THEN5770
5710 P=P-1
5720 L=S(P)
5730 P=P-1
5740 R=S(P)
5750 GOTO5180
5760 REM**********************************          *TABLE "A" SORTED RETURN TO  *
5761 REM*MAIN PATH OF PROGRAM          *          ******************************
5770 RETURN
6000 INPUT#10,R1$,R2$,R3$,R4$
6005 IFVAL(R1$)=0THENRETURN
6010 PRINT"■DISC ERROR ■"
6020 PRINT"■ERROR NO ";R1$
6030 PRINT"■ERROR MSG: ";R2$
6040 PRINT"■PARAMETER 1 ";R3$
6050 PRINT"■PARAMETER 2 ";R4$
6060 PRINT"■■"
6070 INPUT"■CONTINUE ? (Y/N)  *■■";YN$:IFYN$="Y"THENRETURN
6080 IFYN$<>"N"THEN6070
6090 END
7000 REM**********************************          *MERGE RECORDS USING 4 DISC  *
7001 REM*FILES (2 IN 2 OUT). ON LAST *          *PASS WRITE TO OUTPUT FILE  *
7002 REM**********************************
7010 T1$="SORTFL,SEQ,WRITE":T2$="SORTFL,SEQ,READ":NP=INT((S0+1)/2)
7015 PRINT"■START OF MERGE■■"
7020 F1$="A":F2$="B":F3$="C":F4$="D":LF=5:GOTO7040
7030 WA$=F1$:F1$=F3$:F3$=WA$:WA$=F2$:F2$=F4$:F4$=WA$:LF=5:PRINT"*";
7038 REM**********************************          *OPEN 2 INPUT FILES & 1 OR 2 *
7039 REM*OUTPUT FILES                  **          ******************************
```

```
 7040 OPEN3,8,3,F1$+T2$:IFST>0THENGOSUB6000
 7050 OPEN4,8,4,F2$+T2$:IFST>0THENGOSUB6000
 7060 IFNF=1THENF3$=OPFILE$:T1$=",SEQ,WRITE"
 7070 OPEN5,8,5,F3$+T1$:IFST>0THENGOSUB6000
 7080 IFNF=1THEN7100
 7090 OPEN6,8,6,F4$+T1$:IFST>0THENGOSUB6000
 7100 REM*********************************          *READ FILES 3&4 & FORM FILES *
 7101 REM*5&6(MEREGED)                    *          **********************************
 7110 IFI3$=Z4$THEN7130
 7120 INPUT#3,I3$:IFST>0THENGOSUB6000
 7125 K3$=MID$(I3$,SKSP,KLN)
 7130 IFI4$=Z4$THENGOTO7150
 7140 INPUT#4,I4$:IFST>0THENGOSUB6000
 7145 K4$=MID$(I4$,SKSP,KLN)
 7150 IFI3$=I4$ANDI3$=Z4$THENGOTO7400
 7160 IFI3$>I4$THEN7300
 7170 REM*********************************          *AS I3$<=I4$ THEN W/O I3$ TO *
 7171 REM*LAST OUTPUT FILE.IF I3$<LAST*             *OUTPUT RECORD THEN CHANGE   *
 7172 REM*OUTPUT FILES (CHANGE "LF"   *             **********************************
 7180 IFLF=6THEN7280
 7190 IFK3$<K5$THEN7230
 7200 PRINT#5,I3$:IFST>0THENGOSUB6000
 7210 K5$=K3$:INPUT#3,I3$:IFST>0THENGOSUB6000
 7220 K3$=MID$(I3$,SKSP,KLN):GOTO7150
 7230 REM** START NEW STRING ON FILE 6**
 7240 LF=6
 7250 PRINT#6,I3$:IFST>0THENGOSUB6000
 7260 K6$=K3$:INPUT#3,I3$:IFST>0THENGOSUB6000
 7270 K3$=MID$(I3$,SKSP,KLN):GOTO7150
 7280 IFK3$<K6$THENLF=5:GOTO7200
 7290 GOTO7250
 7300 REM**** WRITE I4$ TO OUTPUT **
 7310 IFLF=6THEN7380
 7320 IFK4$<K5$THEN7350
 7330 PRINT#5,I4$:IFST>0THENGOSUB6000
 7340 K5$=K4$:GOTO7130
 7350 REM**** SWITCH OUTPUT FILES ***
 7360 LF=6:PRINT#6,I4$:IFST>0THENGOSUB6000
 7370 K6$=K4$:GOTO7130
 7380 IFK4$<K6$THENLF=5:GOTO7330
 7390 GOTO7360
 7400 REM*********************************          *END OF BOTH FILES. SCRATCH' *
 7401 REM*INPUT FILES & W/O EOF       *             *RECORDS  ON OUT FUT FILES   *
 7402 REM*********************************
 7410 CLOSE3:IFST>0THENGOSUB6000
 7420 CLOSE4:IFST>0THENGOSUB6000
 7430 PRINT#10,"S:"+F1$+"SORTFL,"+F2$+"SORTFL":IFST>0THENGOSUB6000
 7440 PRINT#5,Z4$:IFST>0THENGOSUB6000
 7450 CLOSE5:IFST>0THENGOSUB6000
 7460 IFNF=1THENRETURN
 7470 PRINT#6,Z4$:IFST>0THENGOSUB6000
 7480 CLOSE6:IFST>0THENGOSUB6000
 7490 NF=NF-1
 7500 GOTO7030
READY.
```

Load and save routine

Although our Home Computing insert contains most of our VIC and 64 programs this month, we couldn't resist giving you a bonus with this fast LOAD and SAVE routine for the VIC.

It will allow you to quickly find any program stored on a tape, without referencing the tape counter (useful for those of you who are just using the original PET tape deck). As it stands the program will only work with program rather than sequential (or other) files, but it should be possible to convert from one to the other.

We look forward to receiving the first ''fast sequential file'' program for the VIC in the not too distant future.

```
20 FL$(1)="                    |"
30 FL$(2)="                    |"
40 FL$(3)="                    |"
50 FL$(4)="                    |"
60 FL$(5)="                    |"
70 FL$(6)="                    |"
80 FL$(7)="                    |"
90 FL$(8)="                    |"
100 FL$(9)="                    |"
110 FL$(10)="                    |"
140 PRINT"■■■■PRESS STOP ON TAPE#1"
150 IFPEEK(192)<>0GOTO150
160 PRINT"■"
170 PRINT"    **  DIRECTORY  ** "
180 PRINT"        ————————— "
190 FORQ=1TO22:PRINT"_";:NEXT:PRINT" "
210 PRINT"| FILE |  DESCRIPTION  |
230 FORQ=1TO22:PRINT"¯";:NEXT:PRINT" "
240 FOR Q=1 TO10:PRINT" | " CHR$(Q+64);" |";FL$(Q):NEXT
260 FORQ=1TO22:PRINT"¯";:NEXT:
270 PRINT"■WHICH FILE DO YOU WANT?"
280 GET C$:IF C$="" GOTO 280
290 IF C$<"A" OR C$>"L" GOTO280
300 BS=ASC(C$)-64:F1=BS
310 FT=BS*8.3-8
320 PRINT"■■■■■SEARCHING FOR FILE  ";C$:PRINT"■■"
330 PRINT"NAMED ";FL$(F1)
340 PRINT"■■■■■PRESS FAST FORWARD ON     ■       TAPE"
350 IF PEEK(37137)<>62GOTO350
360 FT=TI+FT*60
370 IF TI<FT GOTO 370
380 POKE192,52:POKE37148,241
390 PRINT"■■■■■■■PRESS STOP ON TAPE #1
400 IF PEEK(192)<>0 GOTO 400
405 POKE37148,14
410 PRINT"■■■■TAPE IS NOW IN CORRECT■     POSITION FOR"
420 PRINT"■FILE ";C$;", "FL$(F1)
440 PRINT"■■■   YOU CAN NOW LOAD  ■         OR SAVE "
450 PRINT"■     THIS  PROGRAM"
455 END
READY.
```

Software controlled immediate mode

Most people who are familiar with Commodore computers will realise that there are two basic modes of computer operation: immediate mode, where you enter, edit, load, save programs etc, and program mode, where the computer is under the control of the currently residing program.

Think how convenient it would be if one could combine the two modes, thus allowing programs to write themselves, edit themselves etc during program execution. Thanks to the keyboard buffer contained in the Basic workspace in all machines, this is indeed possible.

The keyboard input buffer is used to store the value of any keypresses prior to execution. Using the keyboard in immediate mode, these commands are carried out almost immediately. Such functions as clearing the screen, printing a character on the screen and so on. If you try this sort of thing during program execution, the corresponding function will be carried out when the program has finished and you're returned to immediate mode again.

Will be removed

Note that GET and INPUT statements use this buffer, so any keypresses stored at the time of their execution will be removed. You may also have noticed that a program line may be entered or the program may be run simply by pressing RETURN (or executing a CHR$(13)) when the program is on the same line as the statement.

To achieve our aim we first of all need to print onto the screen any lines that need to be entered or executed. Then we have to make the computer think that we've pressed RETURN by putting that key value into the input buffer. When the computer moves back into immediate mode it will service the keyboard as though you had pressed RETURN and will thus enter any lines or commands on the screen where the cursor happened to be positioned at the time.

Nine characters long

This buffer is just nine characters long on power-up, but this can be altered on the VIC 20 and the 8032. There is also a location in zero page which contains the number of keystrokes stored in the buffer. The locations are as follows:

Pointer to no. of keystrokes in buffer
Basic 4.0 — $009E — 158 decimal
Basic 2.0 — $009E — 158 decimal
VIC 20 — $00C6 — 198 decimal

Pointer to start of keyboard buffer
Basic 4.0 — $026F — 623 decimal
Basic 2.0 — $026F — 623 decimal
VIC 20 — $0277 — 631 decimal

Pointer to length of keyboard buffer
CBM 8032 — $00E3 — 227 decimal
VIC 20 — $0289 — 649 decimal

The following program demonstrates the various methods involved in the technique. The program is a cassette based address book, which writes data statements into which the addresses are inserted.

Lines 1000 onwards contain the data statements. Line 1000 itself is a pointer data statement that contains the current highest data statement line number; it is updated after every entry. Note that you must re-save the program after any entries have been made.

Input routine

Lines 500-570 and 900-920 are used as an input routine that uses GET statements and which will not crash if you inadvertently press return. Use cursor-up to move to a previous entry field when entering data, DEL key to delete and CLR/HOME to abort an entry. POKE 167,0 makes the cursor flash during entries and this must be restored to normal (just POKE 167,1) to stop the flashing.

Lines 800-840 print the lines on the screen as if you had typed them in, followed bya RUN. Line 835 convinces the computer that RETURN has been pressed six times.

When the program is stopped in line 840 the computer will input the lines as though you had pressed return over each line. When it comes to the RUN which has been printed on the screen, the program will be run again.

Fills the buffer

If you wish the program to continue running from a specific line number, then print RUN XXXX (where XXXX is the line number) instead of just RUN. Note that by POKEing 158 with 7 in line 835 we tell the computer that there are 7 keypresses to execute; it simply fills the buffer with carriage returns.

Line 190 demonstrates a different approach, in that the letters R, U and N, followed by a carriage return, are put into the keyboard buffer. Consequently the word RUN will appear typed in and will be executed after the program has saved itself.

We hope all this has made things a bit clearer. If not, well, you've still got the program to use!

```
5 REM ### BY DIRK WILLIAMS ###
10 CLR:DIMX$(5):PRINT"■    CASSETTE ADDRESS FILE"
20 PRINT"■■■■■■          ■ 1 ■...RECALL":PRINT
30 PRINT"          ■ 2 ■...ADD":PRINT
40 PRINT"          ■ 3 ■...RESAVE PROGRAMME":PRINT
50 PRINT"          ■ 4 ■...ESCAPE":PRINT
60 PRINT"■■■      INPUT OPTION NUMBER: ";
70 POKE167,0
80 GETH$:IFH$<>"1"ANDH$<>"2"ANDH$<>"3"ANDH$<>"4"THEN80
85 POKE167,1
90 PRINTH$:IFH$<>"4"THEN180
100 PRINT"■■■      ENSURE THAT PROGRAMME HAS BEEN"
110 PRINT"      RECSAVED IF ANY ADDITIONS HAVE"
120 PRINT"      BEEN MADE DURING USE"
130 PRINT"■■      PRESS ■RETURN■ TO RETURN TO MENU"
140 PRINT"      PRESS ANY OTHER KEY TO ESCAPE"
150 GETH$:IFH$=""THEN150
160 IFH$=CHR$(13)THEN10
170 U:SYS64790
180 IFH$<>"3"THEN210
190 POKE158,4:POKE623,82:POKE624,85:POKE625,78:POKE626,13
200 PRINT"■":SAVE"ADDRESS FILE":END
210 IFH$<>"1"THEN600
220 PRINT"■           RECALL OPTION MENU"
230 PRINT"■■■■          ■ 1 ■...NAME":PRINT
240 PRINT"          ■ 2 ■...ADDRESS (STREET)":PRINT
250 PRINT"          ■ 3 ■...SUBURB":PRINT
260 PRINT"          ■ 4 ■...POST CODE-(STATE)":PRINT
270 PRINT"          ■ 5 ■...TELEPHONE NUMBER":PRINT
280 PRINT"          ■ 6 ■...RETURN TO MAIN MENU":PRINT
290 PRINT"■■■        INPUT OPTION NUMBER: ";
300 POKE167,0
310 GETH$:IFH$<>"1"ANDH$<>"2"ANDH$<>"3"ANDH$<>"4"ANDH$<>"5"ANDH$<>"6"THEN310
315 POKE167,1:T=VAL(H$)
320 IFH$="6"THEN10
330 RESTORE:READL:IFL=1000THEN10
340 L=(L-1000)/10:C=0
341 IFT=1THENDT$="NAME"
342 IFT=2THENDT$="ADDRESS"
343 IFT=3THENDT$="SUBURB"
344 IFT=4THENDT$="POST CODE"
345 IFT=5THENDT$="TELEPHONE#"
350 PRINT"■■■■■■        INPUT ";DT$;" OR PART:"
360 IFH$="1"ORH$="2"THENZ=29
365 IFH$="3"THENZ=15
366 IFH$="5"THENZ=15
367 IFH$="4"THENZ=20
370 RT$="":N=0:X=1:Y=7:GOSUB500:IFH$="■"THEN220
380 PRINT"■           SCANNING RECORDS■■■"
385 PRINT"   ┌──────────────────────────────────────┐"
386 FORG=1TO6
387 PRINT"   │ ";TAB(38);"│":NEXT
388 PRINT"   └──────────────────────────────────────┘"
389 PRINT"■■■■■■■■■■■  ADDRESS FILE - RECORD RECALL OPTION"
390 FORK=1TOL
410 FORQ=1TO5:READX$(Q):NEXT
430 Y$=LEFT$(X$(T),LEN(RT$))
440 IFY$=RT$THEN450
386 FORG=1TO6
387 PRINT"   │ ";TAB(38);"│":NEXT
388 PRINT"   └──────────────────────────────────────┘"
389 PRINT"■■■■■■■■■■■  ADDRESS FILE - RECORD RECALL OPTION"
390 FORK=1TOL
410 FORQ=1TO5:READX$(Q):NEXT
430 Y$=LEFT$(X$(T),LEN(RT$))
440 IFY$=RT$THEN450
441 NEXT:IFC=0THENX=10:Y=7:GOSUB900:PRINT"RECORD DOES NOT EXIST";CHR$(7)
```

```
  442 PRINT"■              FINISHED !!";CHR$(16);CHR$(7)
  443 PRINT"■■       PRESS ANY KEY WHEN READY"
  444 GETH$:IFH$=""THEN444
  445 GOTO220
  450 FORA=1TO5:X=5:Y=5+A:GOSUB900:PRINTX$(A);:GOSUB920:NEXT:C=C+1
  460 GETC$
  470 X=8:Y=17:GOSUB900:PRINT"PRESS ■SPACE■ TO CONTINUE":FORTT=0TO200:NEXT
  471 IFC$=" "THENGOSUB900:PRINTCHR$(16):GOTO441
  475 X=8:Y=17:GOSUB900:PRINT"PRESS SPACE TO CONTINUE":FORTT=0TO200:NEXT
  478 IFC$=" "THENGOSUB900:PRINTCHR$(16):GOTO441
  480 GOTO460
  500 Y=Y+1:GOSUB900:FORV=1TOZ:PRINT"─";:NEXT:Y=Y-1:GOSUB900:POKE167,0
  505 PRINTRT$;CHR$(16);
  510 GETH$:IFH$=""ORH$="■"ORH$="■"ORH$="■■"ORH$="■■"THEN510
  515 IFN=1ANDH$="■"THENPOKE167,1:RETURN
  520 IFH$="■"THENPOKE167,1:RETURN
  540 IFH$=CHR$(20)ANDLEN(RT$)>0THENPRINTH$;:RT$=LEFT$(RT$,LEN(RT$)-1):GOTO510
  550 IFH$=CHR$(13)ANDLEN(RT$)>0THENPOKE167,1:RETURN
  560 IFLEN(RT$)+1>ZTHENPRINTCHR$(7);:GOTO510
  565 IFH$=CHR$(20)ORH$=CHR$(13)ORH$="■"ORH$="■"ORH$="■"ORH$="■■"THEN510
  570 RT$=RT$+H$:PRINTH$;:GOTO510
  600 RESTORE:READL:L1=(L-1000)/10:L=L+10
  610 PRINT"■    ADD RECORD - THERE ARE ";L1;"RECORDS"
  620 PRINT"■■■       NAME:■"
  630 PRINT"    ADDRESS:■"
  640 PRINT"     SUBURB:■"
  650 PRINT" POST CODE:■"
  660 PRINT"TELEPHONE#:■"
  670 RT$=X$(1):N=0:X=11:Y=4:Z=29:GOSUB500
  675 IFH$="■"THEN10
  676 X$(1)=RT$
  680 RT$=X$(2):N=1:X=11:Y=6:Z=29:GOSUB500
  685 IFH$="■"THEN10
  686 X$(2)=RT$
  687 IFH$="■"THEN670
  690 RT$=X$(3):N=1:X=11:Y=8:Z=15:GOSUB500
  695 IFH$="■"THEN10
  696 X$(3)=RT$
  697 IFH$="■"THEN680
  700 RT$=X$(4):N=1:X=11:Y=10:Z=20:GOSUB500
  705 IFH$="■"THEN10
  706 X$(4)=RT$
  707 IFH$="■"THEN690
  710 RT$=X$(5):N=1:X=11:Y=12:Z=15:GOSUB500
  715 IFH$="■"THEN10
  716 X$(5)=RT$
  717 IFH$="■"THEN700
  718 PRINT
  720 PRINTX=11:Y=20:GOSUB900:PRINT"ARE YOU SURE ?";:POKE167,0
  730 GETH$:IFH$<>"Y"ANDH$<>"N"ANDH$<>"■"THEN730
  731 POKE167,1:IFH$="■"THEN10
  732 IFH$="N"THENGOSUB900:PRINTCHR$(16):GOTO670
  800 RESTORE:READL:L=L+10:PRINT"■■■■■"
  810 PRINTL;"DATA ";X$(1)
  811 PRINTL+2;"DATA ";X$(2)
  813 PRINTL+4;"DATA ";X$(3)
  814 PRINTL+6;"DATA ";X$(4)
  815 PRINTL+8;"DATA ";X$(5)
  816 PRINT"1000DATA";L
  817 PRINT"RUN"
  830 PRINT"■■■"
  835 POKE158,7:FORT=0TO7:POKE623+T,13:NEXT:END
  840 STOP
  900 PRINT"■";:FORS=1TOX:PRINT"■";:NEXT:FORS=1TOY:PRINT"■";:NEXT:RETURN
  920 FORLF=1TO30-LEN(X$(A)):PRINT" ";:NEXT:PRINT" ":RETURN
 1000 DATA 1000
READY.
```

Disk handling program

In essence this is a simple to use ''conversation'' program for any Basic 4.0 PET.

After RUN, the contents of the directory are loaded into memory and a menu is printed, which details all the program's functions. When the space bar is pressed the menu disappears and all the programs on the disk (default to drive 0) are displayed and numbered in two columns down the screen.

If the number of any program is typed (using GET and full error-trapping) — that file is loaded and the machine is in command mode. If ''R'' is typed before the chosen number, the program is loaded and run. Other prefix letters are displayed in the menu (see lines 470-535).

There are two choices which perhaps require explanation:

1) If the space bar is used as a prefix, the chosen file is spaced out, putting spaces after all keywords.

2) If the '' = '' key is pressed, the files which are not on drive 1 will be copied to it from drive 0.

The rest of it should be simple enough; we hope you find it a useful program.

```
100 CLR:DIMA$(53),L$(53),M$(53),F(53),FT$(53):BP$="■■":Q$=CHR$(34)
105 OPEN1,8,0,"$0":FOR I= 1TO 33:GET #1,A$:L$= L$+ A$:NEXT :CLOSE 1
110 PRINT"■ DISK NAME   > ";L$:PRINT"■■■■■■■■■■■■■■■■  (C) 1982 NICK WILSON."
115 PRINT "■■■■■■■■■■■FILE  >   ";:OPEN1,8,0,"$0":GET#1,A$:GET#1,A$:GOSUB410
125 GOSUB 410 :IF ED= 1THEN  140
130 M= M+ 1:L$(M)= B$:FT$(M)=FT$
135 PRINTB$;LEFT$("                    ",16- LEN (B$));"■■■■■■■■■■■■■■■■■■■■";:GOTO125
140 CLOSE 1:GOSUB 470:OPEN15,8,15,"I0":FT$=""
145 IF DS<>0 THEN A$="0" : GOTO 605
150 PRINTCHR$(147);
155 FOR  I= 1 TO  M STEP 2:M$= RIGHT$ (STR$ (I),LEN (STR$ (I))- 1)
160 A$(I)=L$(I)+LEFT$("                         ",16- LEN (L$(I))):IFI<10THENM$=" "+M$
165 PRINT M$"■■■■"A$(I):IF M< 22THEN PRINT
170 NEXT  I:PRINTCHR$(19);:FORI=2TOMSTEP2
175 M$= RIGHT$ (STR$ (I),LEN (STR$ (I))- 1) : IF I>= 10 THEN M$="■■"+M$
185 A$(I)= L$(I)+ LEFT$ ("                         ",16- LEN (L$(I)))
190 PRINT "■■■■■■■■■■■■■■■■■■■■■■■■"M$"■■■■"A$(I);"■";:IFM<22THEN PRINT
200 NEXTI:PRINT"■■ ■ENTER■■■■FUNCTION■■■■CODE■>■■■■■■■■■";BP$;
205 FOR I= 32768TO  33768 STEP 40:IF PEEK (I)= 102THEN 215
210 NEXT I:STOP
215 B=((I-32768)/40)+1
220 L$=LEFT$("■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■",B):L$=L$+"■■■■■■■■■■■■■■■■■■■■■■■■■■■■"
225 L$=L$+"■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■":PRINT L$;:H=0:GETA$:IFA$<>""THEN225
235 GET A$:IF A$= ""THEN 235
240 IFA$="Q"THEN230
245 IF H< > 0THEN 300
250 IF A$= "$"THEN RUN
255 IF A$= "R"THEN H= 1:PRINT "■RUN■";:K$= "RUN":GOTO 235
260 IF A$= "S"THEN PRINT "■SCRATCH■";:H= 2:GOTO 235
265 IF A$= "N"THEN PRINT "■RENAME■";:H= 3:GOTO235
270 IF A$= "C"THEN PRINT "■COPY■";:H= 4:GOTO 235
275 IF A$= "B"THEN PRINT "■BACKUP■":BACKUP D0TO D1:GOTO145
280 IFA$="E"THENPRINT "■■■■■■RUN":POKE 158,1:POKE 623,13:PRINT "■":DLOAD "UN*"
285 IF A$= "H"THEN INPUT "■■■■■DISK NAME  >■■■■";DN$:HEADER (DN$),D1,I**:GOTO335
290 IF A$= "G"THEN PRINT "■■":DIRECTORY D1:FOR I= 1TO 5000:NEXT :GOTO 145
295 GOTO 540
300 IF ASC (A$)< 48OR ASC (A$)> 57THEN 235
305 PRINT "■"A$;:A= VAL (A$)* 10
310 GET A$:IF A$= ""THEN 310
315 IF A$= "Q"THEN 230
320 IF ASC (A$)< 48OR ASC (A$)> 57THEN 310
325 PRINT "■"A$;:A= A+ VAL (A$):GOTO 355
330 DIRECTORYD1:FORK=1TO1000:NEXT:IFPEEK(151)<>255THEN145
335 PRINT "■":DIRECTORY D1:FOR I= 1TO 1000:NEXT
340 COPY "UNIVERSAL WEDGE",D0TO "UNIVERSAL WEDGE",D1:PRINT "■":DIRECTORY D1
345 DSAVE "↑",D1:PRINT "■":DIRECTORY D1
350 FOR I= 1TO 3000:NEXT :GOTO 145
355 IF A> MOR A= 0THEN 230
360 IFH=49THENLL$=L$(A):GOTO685
365 IF H= 2THEN SCRATCH (L$(A)):L$(A)= "-$$SCRATCHED$$-":GOTO 145
```

```
370 IFH=3THENPRINT"■■■"L$(A);:INPUT"  --TO-> ";H$:RENAME(L$(A))TO(H$):L$(A)=H$
375 IF H= 3THEN 145
380 IF H= 4THEN COPY (L$(A))TO (L$(A)),D1:GOTO 145
385 IF H= 99THEN FS$= L$(A):GOTO 700
390 PRINT "■■■■■SEARCHING FOR  ";L$(A):PRINT"■■■■■"
395 PRINT"DLOAD"0$A$(A):POKE158,1:POKE 623,13:PRINT"■■■■"K$;:PRINT"■■■■■■■■■■"
400 IF H= 1THEN POKE 158,2:POKE 624,13
405 END
410 REM ** GET DIRECTORY **
415 B$="":FOR I= 1TO 4:GET #1,A$:NEXT
420 GET #1,A$:IF A$= ""THEN ED= 1:RETURN
425 IF  A$< > CHR$ (34)THEN 420
430 GET #1,A$
435 IF A$= CHR$ (34)THEN 445
440 B$= B$+ A$:GOTO 430
445 GET #1,A$:IF A$= CHR$ (32)THEN 445
450 FT$= A$
455 GET #1,A$:FT$= FT$+ A$:GET #1,A$:FT$= FT$+ A$
460 GET #1,A$:IF A$< > ""THEN 460
465 RETURN
470 PRINT "■PRESS    ■ SPACE ■",M;" FILES■"
475 PRINT "■B■ BACKUP   D0 TO D1,     ■C■ COPY FILE,■"
480 PRINT "■E■ EXIT TO BASIC,         ■S■ SCRATCH FILE,■"
485 PRINT "■N■ RENAME FILE,           ■R■ RUN FILE,■"
490 PRINT "■L■ LIST FILE,             ■Q■ QUIT MODE,■"
495 PRINT "■H■ HEADER D1,             ■=■ UNEQUAL COPY,■"
500 PRINT "■G■ DIRECTORY OF DR 1,     ■$■ DIR. UPDATE,■"
505 PRINT "■F■ FILE TYPE.,            ■V■ COLLECT-V,■"
510 PRINT "■P■ PURGE SEL. FILES,      ■I■ COPY DISK,■"
515 PRINT "■A■ PRINTER DIRECTORY,     ■K■ PRINTER LIST,■"
520 PRINT "■@■ SEE INSTRUCTIONS,      ■↑■ SELF-SAVE/D1,■"
525 PRINT "■ ■ (SPACE) OUT FILE,      ■:■ EMMER. STOP,■"
530 PRINT "■O■ READ ERROR CHANNEL,    ■X■ HEADER D0,■";BP$
535 WAIT 59410,4,4:POKE 158,0:RETURN
540 IF A$= "Q"THEN 230
545 IF A$= "P"THEN INPUT "■■■SPECIFICATIONS    >■■■■";F$
550 IF A$="P"THENINPUT"■■■ARE YOU SURE    Y■■■■";Z$:IFZ$= "Y"THEN SCRATCH(F$),D0
555 IF A$= "P"THEN RUN
560 IF A$= "I"THENPRINT"■COPYING";:COPY D0TO D1:GOTO 145
565 IF A$="V"THEN OPEN 1,8,15:PRINT# 1,"V:0":PRINT# 1,"I0":COLLECT D0:GOTO 145
570 IF A$= "@"THEN GOSUB 470:GOTO 145
575 IF A$= "A"THENPRINT"■?TER $0";:OPEN 1,4:CMD 1:DIRECTORY :CLOSE 1:RUN
580 IFA$= "K"THENH= 1:PRINT"■L-LIST■";:K$= "OPEN1,4:CMD1:LIST:CLOSE1":GOTO 235
585 IF A$= "↑"THENPRINT"■SELF-SAVE■";:DSAVE "@↑",D1:GOTO 145
590 IFA$="F"THENH=49:PRINT"■FILE■■";:GOTO235
595 IF A$= " "THEN PRINT "■SPACE■";:H= 99:GOTO 235
600 IFA$=":" THEN STOP
605 IF A$= "O"THEN INPUT# 15,E,E$,E1,E2:CLOSE 15:OPEN15,8,15,"I0"
610 IF A$="O"THEN PRINT "■■ ERROR ■  "E;E$,E1;E2:FORI= 1TO 2000:NEXT :GOTO 145
615 IF A$= "="THEN 645
620 IFA$="X"THENINPUT"■■■DISK NAME     >■■■";DN$:HEADER(DN$),D0,I**
625 IFA$="X"THENPRINT"■■■■■NO DIRECTORY - DISK CLEAN.■■■■■■■■■■■■■■":END
630 IFA$="Q"THEN230
635 IF A$= "L"THEN H= 1:PRINT "■LIST■";:K$= "LIST":GOTO 235
640 GOTO 300
645 OPEN 1,8,0,"$1":GET #1,A$:GET #1,A$:ED=0:GOSUB 410
650 GOSUB  410 :IF ED= 1THEN 660
655 X= X+ 1:M$(X)= B$:GOTO 650
660 FOR I= 1TO X:G$= M$(I)
665 FOR J= 1TO M:IF L$(J)= G$THEN F(J)= - 33
670 NEXT J:NEXT I
675 FOR I= 1TO M:IF F(I)= 0THEN COPY (L$(I)),D0TO (L$(I)),D1
680 NEXT I:GOTO145
685 PRINT"■FILE->  "LL$,,FT$(A):FORI=1TO1500:NEXT:GOTO145
700 PRINT "■":OPEN 1,8,0,"0:"+ FS$:OPEN 2,8,1,"@0:TEMPFILE"
705 Z$= "":FL= 0:FOR I= 1TO 4:GET #1,A$:IF A$= ""THEN A$= CHR$ (0)
710 Z$= Z$+ A$:NEXT :IF LEFT$ (Z$,2)= CHR$ (0)+ CHR$ (0)GOTO 755
715 GET #1,A$:PRINT A$;:IF A$= ""GOTO 750
720 IF A$< > CHR$ (34)GOTO 735
725 IF FL= 0THEN FL= - 1:GOTO 735
730 FL= 0
735 IF FL< > 0OR ASC (A$)< 128GOTO 745
740 Z$= Z$+ A$+ " ":GOTO 715
745 Z$= Z$+ A$:GOTO 715
750 PRINT# 2,Z$+ CHR$ (0);:GOTO 705
755 PRINT# 2,LEFT$ (Z$,2):CLOSE 2:CLOSE 1
760 RENAME "TEMPFILE"TO(LEFT$(FS$,LEN(FS$)-1)+"#"):RUN
765 RUN
READY.
```

Basic aid

There have been many utility programs on the market for Commodore owners in the past. We have featured a good number of them in recent issues of this magazine: such programs as Tinymon, Tinyaid and Supermon for the VIC, plus Supermon for the PET (with variations for all versions of Basic).

However, a perennial favourite has, as far as we know, never appeared in print before. Thanks to Jan Owen, this month's machine code section features Basic Aid and an extra 21 Basic commands.

The whole program occupies 3K of RAM and includes such commands as AUTO, AID, JOIN, MERGE, FIND and CHANGE, as well as an extended version of Dos support. As presented here, the program will work on any Basic 4.0 machine. If enough of you write in, we may one day publish the Basic 2.0 version as well.

Before showing you the listings, here's a list of the extra commands you will get after you've undertaken the mammoth task of entering the code.

DOS-AID commands

(Basic AID routines and DOS support for new ROM PETs — occupies 3K of RAM). 'DOS-AID' can be loaded and linked over the top of an existing program.

'AID' supports the following:

AID. Prints line and position in line where program stopped or error occurred. Position is shown by reverse field.
AUTO N1. Generates new line numbers incrementing 'N1' from previous line number.
AUTO. Disables Auto function.
CHANGE/STR1//STR2/. Changes all occurrences of 'STR1' outside of quotes to 'STR2'. The delimiter '/' can be any character not in 'STR1' or 'STR2', Pressing '=' halts changes, pressing '.' continues them.
CHANGE''STR1''''STR2''. As above, but changes are only made inside quotes.
CHANGE/STR1//STR2/,N1-N2. As above, but changes are only made in the range of the line numbers given.
DELETE N1-N2. Deletes lines in the range of the line numbers given.
DUMP. Lists the values of all current variables except arrays.
FIND/STR1/. Prints all occurrences of 'STR1' outside quotes.
FIND''STR1''. Prints all occurrences of 'STR1' inside quotes.
FIND/STR1/, N1-N2. Prints all occurrences of 'STR1' in the range of line numbers given.
JOIN. Joins the next program on Tape # 1 onto the end of the current program. The command checks for available memory before joining. Care should be taken when joining programs with the same line numbers.
JOIN ''PRG''. Joins the next program called 'PRG' from Tape # 1 onto the current program.
JOIN ''PRG'', N1. Joins the program called 'PRG' from device 'N1' onto the current program.
LOAD. Functions in the normal way except when the repeat function is operative, whereupon this command disables repeat during a load and enables it afterwards.
KILL. Disables 'DOS-AID'. The top of memory pointer is not reset.
MERGE. Merges the next program from tape # 1 into the current program. Lines are replaced where necessary.
MERGE''PRG'', N1. Merges the program called 'PRG' from device 'N1' into current program.
NUMBER N1, N2. Renumbers the current program starting at 'N1' and incrementing by 'N2'; '65535' will be inserted for all jumps to lines that do not exist. Each renumbered jump is displayed on screen.
REPEAT. Enables repeat key function. Disabled by typing LOAD followed by a break.
REVIEW. Allows the program entered above the current program, by use of the view command, to be listed without disturbing the current program. Review becomes inoperative if current program is edited or run.
REVIEW N1-N2. Allows lines in the range 'N1-N2' to be listed.
SAVE. Functions in the normal way except that the repeat function is disabled and enabled as with the LOAD command. When device number 8 is specified a check is made for a drive number in the program title.
TRACE N1. Displays the line number and the basic keyword being executed in a 6 line scrolling window. 'N1' must lie between 1 and 127. The larger the value of 'N1' the longer the delay in program execution. '=' halts the program. '.' continues it.
TRACE. Disables trace command.
VIEW. Enters the next program from tape # 1 above the current program and lists it without disturbing the current program.
VIEW ''PRG'', N1. Enters and lists the program called 'PRG' from device 'N1'.

```
 10 PRINT"■■■■■■■■■■■■D-AID 4■   OCCUPIES 3K■"
 20 PRINT"■TO RELOCATE TYPE:"
 30 PRINT"■■■■■■SYS2654,TOP OF MEMORY PAGE NUMBER"
 40 PRINT"■E.G. SYS2654,64 FOR A 16K PET"
 50 PRINT"■■■TO SAVE IN RELOCATED FORM TYPE:"
 60 PRINT"■■■■■■SYS2730,TOP OF MEMORY PAGE NUMBER, "CHR$(34)"TITLE"CHR$(34)",DEV
ICE NUMBER
 70 PRINT"■E.G. SYS2730,64,"CHR$(34)"1:D-AID 4 16K"CHR$(34)",8 FOR A 16K PET ONT
O DISK"
 80 PRINT"■E.G. SYS2730,128,"CHR$(34)"D-AID 4 32K"CHR$(34)" FOR A 32K PET ONTO T
APE"
READY.
```

Figure 1: D-AID — Basic 4.0.

'DOS' supports the following:
)1Ø. Equivalent to open 1, 8, 15: PRINT # 1, ''1Ø'', initialises drive Ø.
)$1. Equivalent to load ''$1'', 8. Displays drive 1 directory.
). Reads and displays error message from disk.
/PRG. Equivalent to LOAD ''PRG'',8. Loads 'PRG' from either drive.
↑PRG. Equivalent to LOAD ''PRG'', 8:RUN. Loads and runs 'PRG' from either drive.
+PRG. Equivalent to JOIN 'PRG'', 8. Joins 'PRG' to current program.
←PRG. Equivalent to MERGE ''PRG'', 8. Merges 'PRG' into current program.
!PRG. Equivalent to VIEW ''PRG'',8. Lists 'PRG' without disturbing the current program. The '!PRG' command may be followed by the review command.
#PRG. Displays start and end addresses of 'PRG' in hexadecimal.

The Code

First of all, type in the short Basic program given in figure one and save it under the name Basic AID.B: B for Basic.

Enter the monitor with a SYS1024 call and type in the machine code section shown in figure 2. This is the save and relocate part of the program, which allows you to move Basic Aid around in memory and also allows those of you with 8K or 16K machines to use the program. Do this by typing in short amounts of code at a time (for example, M 0A5E 0ACE (RETURN) for the first part, M 0AD6 0B46 for the second part, and so on until you have finished by typing in the final byte at 0BFF).

When this is done, check it all carefully and save the whole lot under the name Basic Aid.M: M for machine code this time.

Now for the most awkward lot of all: the Basic Aid program itself!

You may have noticed in the past that we've divided long machine code programs up into blocks, to make it easier to enter all that code. This month is no exception, so away we go. Turn to figure 3.

Enter the monitor with SYS1024, type in M 0C00 0CB0 (RETURN) and then type in the values shown in the first block of numbers at the end of this article. When you've finished with that, type M 0CB8 0D68 (RETURN) and again type in the values in the second block of numbers.

This is bringing up one screenful at a time, to make it easier to enter all the machine code part. Continue typing M 'START ADDRESS' 'END ADDRESS' as shown in the first and last row of each block, until we get to the final one, which is M178017FF.

Save all this from the monitor under the name M/C Aid, using the syntax S ''0.M/C Aid'',08,0C00,1800 if you happen to be using drive 0 of a disk drive numbered device 8, and remembering that you always have to save one byte more than the end of the code.

When this is completed, type in the following short piece of code in direct mode, and hit RETURN:

```
A=0: FORI=3072TO6143: A=A+PEEK(I):
NEXT:PRINTA.
```

If the value you see on your screen is 374621 all is well and good. The program will work correctly. If the value is anything other than 374621, there is but one possibility: the machine hangs up totally, we have problems, and we'll have to check the machine code.

To make life easier for you, the machine code was earlier divided up into 17 blocks. We'll make use of this to try and pin down our error in typing it in.

Take our little program mentioned above:

```
A=0:FORI=X TO Y: A=A+PEEK(I):
NEXT:PRINTA
```

where X and Y are the start and end addresses. The following table shows the values of X and Y for each of the 17 blocks and also the value of A that should appear. If your total is different, we've found the block with the mistake.

Enter the monitor, re-check your code, re-save the machine code part and we should now have a working copy of Basic Aid.

Block #	X	Y	A
1	3072	3255	23088
2	3256	3439	24343
3	3440	3623	23320
4	3624	3807	24546
5	3808	3991	21423
6	3992	4175	20770
7	4176	4359	21911
8	4360	4543	21157
9	4544	4727	23211
10	4728	4911	21945
11	4912	5095	21327
12	5096	5279	21783
13	5280	5463	19097
14	5464	5647	18794
15	5648	5831	22921
16	5832	6015	26660
17	6016	6143	18325

Finally, we have to mesh all this together into the complete program.

To avoid confusion, and please, before taking this next step, make sure you have followed all the instructions above carefully, saving everything as and when necessary, switch your PET off and back on again.

Load Basic Aid.B, but do not run it. Now load Basic Aid.M, but again don't run it. Next, load M/C Aid. Save everything under the name Basic Aid using the normal SAVE syntax (ie SAVE "O:Basic Aid",8). At last, you can RUN the program, and everything should work properly.

Play around with the commands and get used to them. You deserve it after all that typing!

Machine code for Basic Aid.

1.
```
0C00 A9 00 8D FD 03 8D FE 03
0C08 85 A2 A9 00 85 34 A9 0C
0C10 85 35 A9 4C 85 79 A9 68
0C18 85 7A A9 0D 85 7B A9 E6
0C20 85 70 A9 77 85 71 A9 D0
0C28 85 72 A9 93 20 02 E2 A2
0C30 FF A9 A0 A8 D0 0B E8 A0
0C38 15 BD 7C 15 F0 13 88 F0
0C40 F5 48 29 7F 20 02 E2 68
0C48 10 04 A9 A0 D0 F0 E8 D0
0C50 E8 4C 20 0F 20 42 16 20
0C58 8C F6 A9 0D 20 02 E2 A5
0C60 FC 20 22 D7 A5 FB 20 22
0C68 D7 A9 20 20 02 E2 A5 CA
0C70 20 22 D7 A5 C9 20 22 D7
0C78 4C FF B3 F0 03 4C 00 BF
0C80 A9 C9 85 79 A9 3A 85 7A
0C88 A9 B0 85 7B 60 A2 1B A0
0C90 43 A9 0D 85 BA B9 00 80
0C98 9D 00 80 E8 C8 C6 BA D0
0CA0 F4 8A 18 69 1B AA 98 18
0CA8 69 1B A8 90 E4 A6 36 A5
0CB0 37 85 5F 86 60 A2 90 38
```

Figure 2: D-AID — Machine code relocator and saver

```
0A5E 20 F5 BE 20 F6 B8 38 A5
0A66 11 30 05 C9 18 10 01 60
0A6E 38 A5 11 E9 0C ED DF 15
0A76 85 5B 20 51 0B A9 00 A8
0A7E 85 5A 85 5C 18 AD DF 15
0A86 69 0C 85 5B A9 18 85 5D
0A8E A2 0D D0 07 B1 5C 91 5A
0A96 C8 D0 F9 C6 5B C6 5D CA
0A9E D0 F2 38 A5 11 E9 0C 85
0AA6 5B 6C 5A 00 20 F5 BE 20
0AAE F6 B8 38 A5 11 E9 0C ED
0AB6 DF 15 85 5B 20 51 0B 20
0ABE F5 BE 20 7D F4 A5 D4 C9
0AC6 08 D0 16 A0 00 B1 DA C9
0ACE 30 F0 07 C9 31 F0 03 4C
0AD6 00 BF C8 B1 DA C9 3A D0
0ADE F6 A9 00 85 C9 A9 18 85
0AE6 CA A9 00 85 FB A9 0C 85
0AEE FC A5 D4 D0 05 A0 74 4C
0AF6 AF F5 C9 03 F0 F7 90 26
0AFE A9 61 85 D3 A4 D1 D0 03
0B06 4C 00 BF 20 A5 F4 20 D5
0B0E F0 A5 D3 20 43 F1 A0 00
0B16 20 BB FB A9 00 20 9E F1
0B1E AD DF 15 4C 14 F7 20 95
0B26 F6 20 8C F8 20 51 F3 D0
0B2E 08 A0 64 20 85 F1 20 5C
0B36 F4 18 AD DF 15 85 FC 69
0B3E 0C 85 CA A9 01 20 19 F6
0B46 A9 0C 85 FC A9 18 85 CA
0B4E 4C 5A F7 A9 00 85 5C A8
0B56 AA A9 0C 85 5D 18 BD 80
0B5E 0B F0 12 65 5C 85 5C 90
0B66 02 E6 5D 18 B1 5C 65 5B
0B6E 91 5C E8 D0 E8 AD DF 15
0B76 C9 80 30 02 A9 80 8D 0F
0B7E 0C 60 0F 0C 20 18 03 BA
0B86 23 0A 0D 05 05 38 17 17
0B8E 0C 05 11 04 04 13 53 38
0B96 25 07 07 20 99 20 03 15
0B9E 06 05 33 24 1B 20 06 2C
0BA6 B8 43 64 19 0B 1F 05 05
0BAE 35 2C 05 36 03 0D 03 0B
0BB6 59 05 35 16 0E 8D 40 03
0BBE 05 03 03 05 03 07 07 05
0BC6 03 03 07 12 1A 1A 10 0E
0BCE 03 03 0D 07 0A 03 05 05
0BD6 0A 05 0C 24 68 02 02 02
0BDE 02 02 02 02 02 02 02 02
0BE6 02 02 02 02 02 02 02 02
0BEE 02 02 02 02 17 03 06 09
0BF6 10 06 03 03 0D 03 66 FF
0BFE 11 00
READY.
```

2.
```
0CB8 20 7F CD 20 93 CF A0 00
0CC0 A2 05 C8 B9 00 01 D0 FA
0CC8 88 F0 0B CA B9 00 01 09
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0D08 E0 07 90 F6 B0 23 20 30
0D10 14 A2 E9 C8 B9 B2 B0 30
0D18 0B 18 69 40 9D 00 80 E8
0D20 D0 F1 09 80 29 BF 2C A9
0D28 A0 9D 00 80 E8 E0 F0 D0
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4.
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0E80 20 AB 0E 20 7D F4 A5 D4
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5.
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6.
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0FD8 07 85 5C A6 5D 90 01 E8
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0FE8 46 BB A5 43 F0 03 20 46
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7.
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8.
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9.
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11.
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14.
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    17F0 13 F0 03 4C FF B3 20 22
    17F8 B6 4C 4A B7 4C 25 F4 A5
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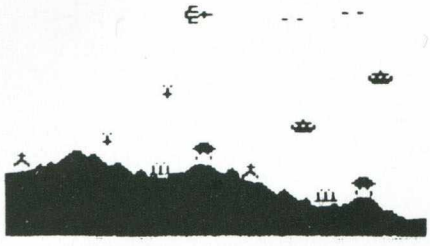

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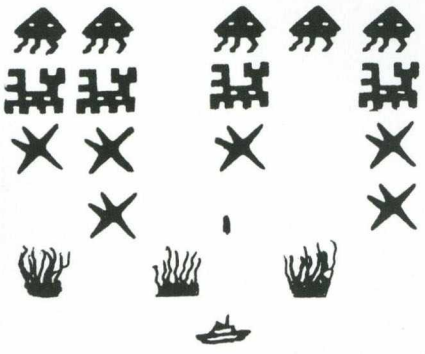

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The Vic Multisound Synthesiser is very flexible and can be played in more ways than can ever be explained here, to create music and special effects. For example, create any tune, up to 255 notes (after following appropriate instructions), then press "F1" or "F3", then key "9" and enjoy the added effect. Now hit "+", listen to the difference. For a surprise — hit "−". Now add a melody over the top — hit key "8" then "7" — now play a melody, or experiment. *Have fun!*

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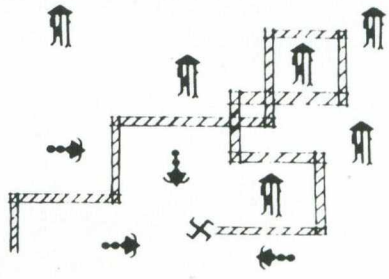

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NEW NEW NEW

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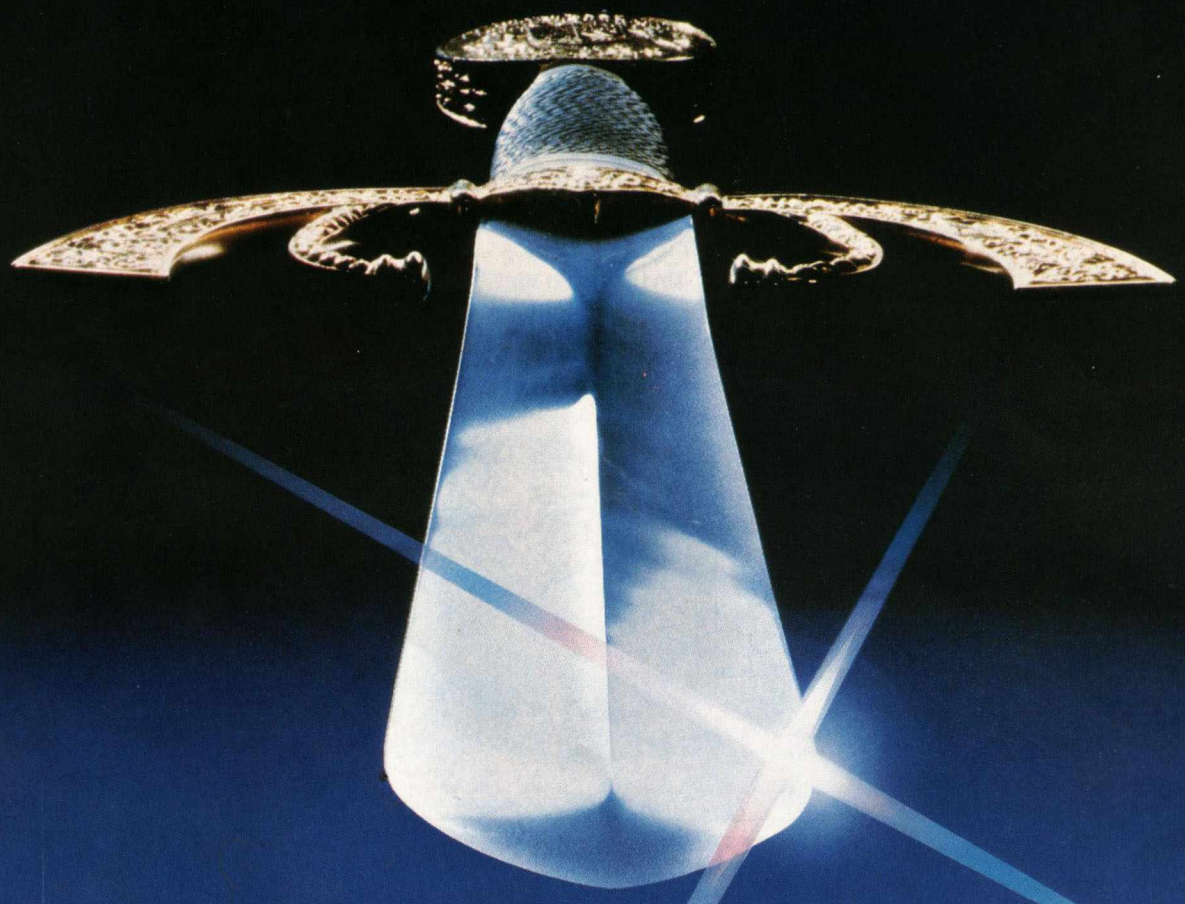

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Remittance advices
Detailed analyses
Open item or balance fwd
Up to 5000 suppliers
Up to 10000 transactions
Integration with nominal
Full audit trails

NOMINAL LEDGER
Profit and loss account
Balance sheet
Trial balance
Journal entries
Full audit trail
Double entry controls
Pre-payments & accruals
Up to 5000 accounts
Up to 10000 transactions
Integration with sales and purchase ledgers
Management & Financial accounting

INVOICING
Invoices to your own design
Credit notes to your own design
Quotations to your own design
Proforma invoices to your own design
Up to 8000 products
Price lists
Integration with stock control/ sales ledger

PAYROLL
Payslips to your own design
Integration with nominal ledger
Up to 17 user-defined payment types
Up to 17 user-defined deduction types
Caters for SSP
Prints Giros, Cheques, P60's, P35's, Coin analysis
Full departmental analysis
500 employees per diskette

STOCK CONTROL
Stock enquiries
Purchase orders
Stock movements
Integration with invoicing
Re-order report
Stock valuation
Stock take lists
Outstanding orders report
Price Lists
Stock record cards
Up to 8000 products
Up to 10000 movements

Pegasus transforms a basically dumb computer into an intelligent unit that knows exactly what to do with every sales, purchase, nominal and VAT entry; that automatically updates relevant accounts; and that will, on command, display and/or print out virtually any kind of report or analysis that you are likely to need for effective financial management.

You and the computer 'converse' in ordinary, as-typed, English and every command brings a computer response – confirmation that the command is understood, instructions on how to proceed, invitations to add, subtract, alter, etc. It even watches out for operator errors.

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