

All
Micro
News

Vol
1,10



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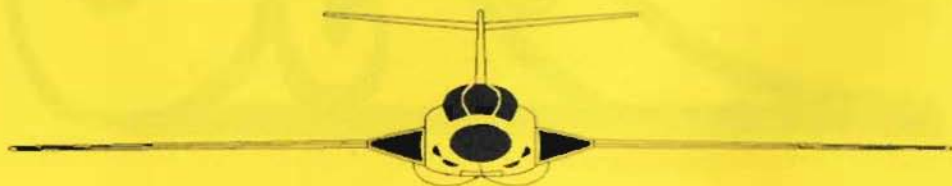
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Editorial

Did anyone else other than Stuart Marshall and John Luther spot last issues deliberate mistake in the competition?! Yes well , there are a few 4 letter words available, probably into the 1,000s, and anyway you lot are cheating by using a computer!! John gets the prize as he was the only one to send in any form of entry. There is no competition this month as no one has sent one in! strong hint here!!

If you are looking for a Christmas present for those who have everything why not treat them to some Write & Wipe Video Labels, a great idea for keeping a neat record of your recordings. If you are like me at home I have never know what is on what video tape as the labels are such a mess - no more - just Write & Wipe.

Again there is a leaflet promoting AMS6 inside, please display it if you can, see you at Stafford. Keep tapping.



WRITE & WIPE



25 Erasable Labels



2 Special Marker Pens



Cleaning Fluid & Wipes

£7.95

NEW

ERASABLE VIDEO LABELS

Write & Wipe Erasable Video Labels are a great way to keep track of your video titles.

Quick, Easy, Neat, and Re-usable.

Write & Wipe Erasable Video Labels stick over existing video labels or onto a new video cassette.

Use the special pen to write on the label. Allow a second or two for the permanent ink to dry.

Just a few drops of cleaning fluid and a wipe gives you a clean label to re-use over and over again!

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All Micro Show 6

With the following companies all exhibiting a good day out should be assured. Previous years have seen many super bargains across the range of machines, last year PC tape streamers were selling at £25!! B+H will be supporting Albert and there is likely to be a fair bit of Einstein kit passing through the bring and buy sale. The Atari 8 bit is still showing great support, due I am sure to the sales achieved in Europe, plenty of PC, ST, Amiga suppliers and of course all the general suppliers of media etc. we hope to see you there.

Exhibitor List

Chic Computer Club User Club for all micros, join on the day!
Oasis Computer Systems .. All micros supported, much liquidation stock.
AJP Communications
DX Electronics PC, C64, Spectrum
Mike Proctor PC, Amiga, ST cover discs.
Kimberely Computer Services ... Acorn Archimedes.
PTV Electrical Services Amstrad, disc drives, surplus stock.
The Computer Junk Shop .. Need we say more!
Bob Preston ... Dragon.
Strikalite ... PSUs, Re-Chargeable Batteries etc.
Capital Products PC Hardware/Software.
IDC ... PC and accessories.
Global Audio and Visual Go on guess!
Hollywood Business Systems ... Media supplies, PC cards.
H Crawshaw General Electronics, Atari.
Page 6 Publishing ... Atari magazine.
Satellite Surplus Electrical, Satellite TV.
Willis Enterprises ... 2nd user kit, software, hardware.
Trident Systems .. PCs, disk drives, accessories
J Munro Peripherals, electrical.
Festival Computing ... BBC, Spectrum, PC.

BaPUG .. Atari User Group and magazine.
Graylin International ...Atari 8 bit & ST sales.
D Garraghty Atari 8 bit User Group.
Tiger Developments ... Atari 8 bit.
Telescan Computer Services Amiga.
Nightshift PD Atari ST & Amiga shareware.
Abacom Systems
Mermaid Computers PC
Hi Tech Motifs ... Get your Tee Shirt/Sweatshirt dry printed on the day.
Direct Computer Supplies Amiga, PC, Sega, Nitendo.
Micro Discount ... Atari 8 bit & ST.
B+H Computers ... ???????
Sharward Services ... !!!!!!!

This year, as in previous events we are supporting the following charities;

National Eczema Society

Fundline

Parkinson Disease Society

Stafford & Stone Talking Newspaper for the Blind

Show time is between 10 am & 4 pm, entrance is just £2 for adults and £1 for children, which is the same price it was 4 years ago. That must represent good value! Of course there is free parking, and in the hall there will be a liscensed bar and resturant operating.

The Bring & Buy will be bigger than ever so if you have any unwanted computer or electronic kit for disposal this would be a great way to exchange them for cash on the day.

We hope to see you all on the day.

All Micro Show 6
Saturday 14th November 1992
Bingley Hall
Staffordshire Show Ground

LETTER FROM AN ISLAND DWELLER

MIKE SMALLMAN

ED .. Although we have tried this before with little success here goes! A miscellaneous Einstein disc to the best? any! entries to Mike's challenge!

It's been almost a year now since I gave up everything to begin a History degree course at Bangor in North Wales. It's been tough, when I gave up my job as a computer engineer I also had to give up my car, my mobile phone and of course the money. However I think it's the best move I ever made and at 42 I think I made the move just in time.

One thing I didn't give up was my Einstein. In fact, I have used it to write all my essays on. Something near 50,000 words not including all the notes I typed in as an aide memoir for my exams. Well it's the summer break now so I thought it was time I got back to contributing to the mag. The mag has undergone much change since I left, (some of you may remember me as joint editor and Harry the Hacker), not all of which I agree with.

For my first piece I thought I would take a look at a very simple idea that with a little thought can create interesting results. My main area of interest has always been in games so I decided to look closer at the bouncing ball idea.

The mathematics involved in working out the path of a bouncing ball are not too complicated, but I realise some of you out there will have no interest in how the formula is derived, more in it's effect. Basically the program operates using an equation that relates to acceleration due to gravity, modified by an initial velocity. There is also a factor for losses that causes a decay in bounce and results in the ball coming to a halt.

(The program in this piece is based on that found in the excellent book "Fun mathematics on your computer" by Czes Kosniowski published by Cambridge University Press)

BOUNCING BALL

```
10 PSG1,1:PSG7,&7F:PSG8,&1F:PSG9,&1F:PSG&A,&1F:PSG&C,8
20 PX=247:PY=192
30 LETH=0.1
40 X=0:Y=PY:U=55:V=PY:VV=0:N=0
50 BCOL15:TCOL1,15:CLS
60 VH=RND(87)+7
70 X=X+VH*H
80 VV=VV+32*H
90 Y=Y-VV*H+16*H*H
100 IFY<=8THENGOSUB180
110 IFX>=PXTHENGOSUB190
120 IFX<=0THENGOSUB200
130 LETU=INT(X)
140 LETV=INT(Y)
150 SPRITE0,U,V,1,48
160 IFN<=16THEN70
170 PAUSE=INCH:GOTO40
180 Y=8:VV=-0.7*VV:N=N+1:PSG&D,0:RETURN
190 X=PX:VH=-0.8*VH:PSG&D,0:RETURN
200 X=0:VH=-0.8*VH:PSG&D,0:RETURN
```

Line 5 sets up a shape for later use.

Line 10 sets up the PSG and together with lines 180-200 give a simple noise when the ball strikes a limit in this case the sides or the bottom. You can do with these what you will.

Line 20 sets up the maximum limits for the balls travel in the x and y directions.

Line 30 is a modifying factor and varies the speed of the ball, you can play around with this figure to some extent.

Line 40 sets up the initial ball position.

Line 50 self explanatory.

Line 60 this is the initial velocity of the ball and here I have allowed a random figure between 7 and 94.

Line 70 works out the x position by modifying the initial velocity by our modifying factor from line 30.

Line 80 this formula based on gravity and again modified gives our vertical velocity.

Line 90 gives the y position using a modified vertical velocity.

Line 100-120 checks for limits reached.

Line 130-140 give the actual plot positions for our ball sprite.

Line 150 prints the ball sprite (the letter o).

Line 160 N is the number of times the ball bounces on the bottom limit when this reaches 16 it comes to a halt.

Line 170 hit a key to go again.

Lines 180-200 besides making a noise also change the balls direction on striking a side limit and increasing the count N when striking the bottom limit.

The ball loses 80% of its speed when striking the side limits and 70% of its speed when striking the bottom limit.

The basic program can now be altered to give us a more interesting effect, modify lines as shown below.

Line 60 change to

60 VH=60

Line 100 change to

100 IF Y<=100 THEN GOSUB 180

Add line 125

125 IF Y>=PY THEN GOSUB 210

Line 180 change to

180 Y=100:VV=-1*VV:PSG&D,0:RETURN

Line 190 change to

190 X=PX:VH=-1*VH:PSG&D,0:RETURN

Line 200 change to

200 X=0:VH=-1*VH:PSG&D,0:RETURN

Add line 210

210 Y=PY:VV=-1*VV:PSG&D,0:RETURN

Now you can see we have the makings of a game. For your part I'm sure Graham would contribute a splendid prize for the sender of the best program that utilises the basic bouncing ball principles. Feel free to modify the program as you will and use your imagination.

I'm going back to my history books for now but I'll be back.

LETTER FROM AN ISLAND

DWELLER (Part 2)

MIKE SMALLMAN

Hello again from sunny Anglesey, no time for chit chat this time as the program I have for you is rather long. I don't even know if Graham will manage to get it all in one edition of the mag.

ED .. Mike is right in that the program is too long to print, and I doubt if many would take the time to tap it in, so we have included it in the PD library as PD 356. Using Dave Arts original music program from AMN vol 1/2, Mike has created on screen graphics of the piano keys and as you play a little arrow points at the note. You can record your masterpiece and play it back. It does need a little tidying up on the save routine - any takers?? but it does work and is very impressive.

During my summer break I've had a chance to look at some old editions of the mag and I noticed a keyboard program by Dave Arts. As always Dave came up with a great article, so good was the idea that I thought I'd make a few modifications to it. Unfortunately my programming skills are not that wonderful so I ended up re writing instead of modifying. I have no musical knowledge at all so I may have a few of the notes off key??? The program allows you to three modes. With these you can play tunes, play and store and finally replay the tunes you've recorded.

Warning I have not put a clear memory routine into the program so don't try the replay mode without specifying a memory count which covers what you've already recorded under the play and store mode. To save your tunes to disc, save the memory area from &939E to &E000.

Ta Ta for now guys and gals.

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John Luther has sent in an index to both Alternative Micro News and AMN.

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O.K. I had a space to fill!!

DRALOT REVIEW (Part II)

or "SON of DRALOT" (V 92.6)

Following my review of DRAIOT, Brian Theasby has produced version (V 92.6) which mainly incorporates the points raised, with one or two additions.

My first point was the retention of the FACIT data which could all too easily overwrite the TANDY configuration data. I'm afraid the FACIT data is still retained as the standard default values but a safety check now warns you and asks you to confirm that you really wish to "4: Set to standard default default values", and thus lose all the TANDY settings if you do.

Secondly I have received another copy of the Manual which is more darkly printed and certainly makes it easier to read as the type font is rather condensed and needs plenty of contrast.

Three, the cursor speed control now works correctly, with an added bonus with a new control "Q" which switches off the status lines and gives an impressively fast cursor speed.

Fourthly and very important; the pen on/off key "P" (along with all of the other keys) now operates smoothly and quickly. Five. There was one small snag which is still with us, which I did not mention in the original review. It consists of a shift of the paper in a reverse direction of about 10 cm prior to plotting in normal plot mode. It increases to around 20 cm or more in the larger plotting scales. The effect is to flip the paper out of the roller and the picture is then plotted on the roller!. Mind you, once the effect is allowed for, prior to plotting, there is no problem.

So! here is a program which enables you to utilise the colour function of the TANDY CGP 115 colour plotter to the full and is quite easy to use. There are other aspects that I have not explored, such as the mixing of text and graphics and a range of size and rotation variants. DTP here we come?!! It is a little slow, taking 2 mins to transfer a picture from disc to screen, and quite a bit longer to plot a picture on to the plotter, (plenty of time to brew and drink a cup of tea) but its good fun and can even become addictive.

My wife says she could do just as well with some coloured pens in a tenth of the time - but then she doesn't understand!

I have now cleared up the machine code screen 'Save and load' which transfers a colour picture from disc to screen in 5 secs if anyone has any interest.

Ron Stephenson, "Glenesk", Creake Road, Sculthorpe, Norfolk, NR21 9NQ.

File Structure

A look at how the IBM PC handles disk files as compared to the Einstein.

One of the biggest problems that XtalDos or CP/M Dos users face when they upgrade to a PC, (presuming this is the logical upgrade path! apologies to Mac, ST, Amiga and Archimedes owners), is in the use of sub-directories. These are not so important on floppy drives, yet still very useful, but essential on hard disks. The usual concept of sub-directories is that of the roots of a tree, and by pure coincidence the top of the PC file structure just happens to be called 'root' and is denoted by the backslash character '\'.

MSDOS has a limit of 112 entries per directory, and the Einstein allows 64 directory entries on a single sided disk. On Albert you are unlikely to exceed that number of files on 188k of disk space but on a PC you will probably have a 1.4M floppy drive and at least a 20Meg hard drive, even on the Einstein with an 80 track drive it can become difficult to keep track of 'groups' of files. The use of sub-directories on the PC offers a means of organising your file structure. CP/M did have a similar system with User Areas but XtalDos did not implement this feature. However you can use NSWEEP, (PD 101) in 40 or 80 columns with XtalDos and implement User Areas. This is really only useful for backup copies, (unless you know better?) and does save disk space. NSWEEP does have many other features and is highly recommended as a file manager for the Einstein.

Let us imagine that we want to copy a genealogy program called FAMILY onto a disk, and that we need two sub-directories MANUAL and SYSTEM.

Load a blank formatted disk in drive A

To ensure that we know where we are within the file structure at any time on the PC we make use of the PROMPT command.

Type: PROMPT \$P\$G<return>

\$P - shows the current working directory

\$G - displays the > character

Our prompt should now be A>. We are logged into the A drive and are positioned at root in the file structure.

On the Einstein the prompt is always going to be a drive letter or number e.g. 0: or A: dependent on which DOS is in use, at this point the Einstein and PC are logged into the same place in their respective file systems.

There is no facility under XtalDos for User Areas or sub-directories.

We now need to create a file called FAMILY, (We would of course copy the actual file if it existed).

On the PC type: COPY CON FAMILY<return>

This means copy all output from the CONsole screen to a file called FAMILY. At this point the PC is waiting for input from the keyboard to the screen and thence to the file; so we type 1<return>, as this is an example we will say that is the end of the data, therefore we need to tell the PC this fact. This is done with CTRL+Z or F6<return>

On the Einstein the COPY command works in a similar way but you cannot use it to create files. The easiest way to create a file from XtalDOS is to type SAVE 0 FAMILY<enter>. This will create a file with nothing in it, it is a good way of labelling a disk. Most of the Einstein cataloguing programs have an ID for each disk beginning with a hyphen i.e. -PD343, generally you will never have file names that start with a hyphen so the library program uses this fact to search for labels.

On the PC we can now create the two sub-directories, MANUAL & SYSTEM. The command MKDIR or it's short code MD is used;

MD MANUAL<return>

MD SYSTEM<return>

If we look at DIRectory listing we see

FAMILY 3

MANUAL <DIR>

SYSTEM <DIR>

This shows we have a file called FAMILY and that it is three bytes long and two sub-directories, MANUAL & SYSTEM.

On the Einstein if we did a DIR we would see just the file FAMILY as we cannot create sub-directories.

On the PC we can now copy or create files in the sub-directories;

COPY A:\FAMILY A:\SYSTEM<return>

Will make a copy of the file FAMILY from under the root to the file structure under SYSTEM. If we change our working directory to SYSTEM with the command;

CD SYSTEM<return>

Our prompt will change to A:\SYSTEM>

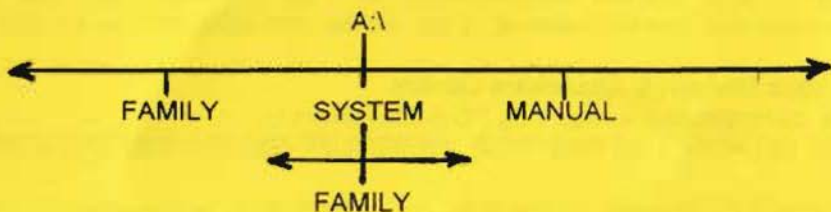
Then do DIR<return>

```
.    <DIR>
..   <DIR>
FAMILY  3
```

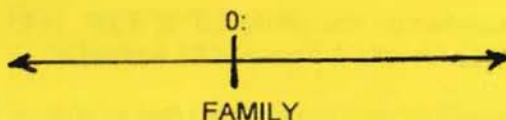
We have achieved the creation of two sub-directories and the copying of a file from the root directory into one of them. We now have two files bearing the same name, and at this point the same contents on one disk which would not be possible without sub-directories. The single dot in the directory listing represents our current directory and the double dots are used by MSDOS to refer to the directory immediately above our working directory. If we type;
CD ..<enter>

We would move back to root i.e. A:\>

PC



EINSTEIN



It is very important to know where you are within the file system on a PC as you could delete the wrong files or save files to the wrong sub-directory. Imagine the consequences of DEL *.*!

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