

VOL. 2. NO. 10

A. E. U. G.



NEWSLETTER

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Just to remind you that the 'ALTERNATIVE MICRO SHOW' is on the 12th November and that we will have our stand there, so please come along a see us for a chat or to give us a hand. On page 10 there is a plan on how to get to the show, also if you have anything you wish to sell then don't be afraid to bring it along to the stand, you might go away richer than when you came.

Don't forget the next club meeting is on the 10th of NOVEMBER

at the

BLACK HORSE, WEST STREET, OLD MARKET, BRISTOL.

PLEASE TRY AND COME

=====

BACK ISSUES 50p each.

Please send any articles, listings or comments to :-

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-1-

Dear Members

Well the first thing to do this month is to welcome all the new members, it is very gratifying to know that there are still people buying the Einstein although I gather that the people at Rolls-Royce are getting them because the Bristol Poly use them to train the computer engineers, still I'm very pleased that they do.

We now come onto some important changes to make a note of, two of the committee members have moved these are Graham Higgins and Rolf George, also there now follows a party political broadcast (sorry I got carried away) but seriously this next piece is very important :---

A MESSAGE FROM THE CHAIRMAN

A majority decision by the clubs committee has terminated the position of STEVE FORD as CLUB SECRETARY. There is therefore an opening for someone to take up these duties. Please let me know as soon as possible if you are interested in this position or wish to find out more about it.

In my letter to Steve, who was a founder member, I thanked him on behalf of the club for all his endeavours in the past and wished him well for the future.

MIKE IVORY
CHAIRMAN A.E.U.G.

On a lighter note I would like to congratulate Mick Pugh and his Wife on the birth of a baby girl, I'm told that she was the only delivery in Birmingham in the postal strike but anyway I hope she dos'nt give you to many sleepless nights.

On the centre pages you will find a map for use with "Flight Simulator" which has been very kindly drawn by John Hayward, I hope this will be of help to some of you. If you have any article or drawing that would be of use to other members then please send it to me so that I can include it in the Newsletter.

Last but not least another reminder that the "ALTERNATIVE MICRO SHOW" is on the 12th November, these shows take a lot of organising so try and come, as you know we will be having a stand there so lets have some support.

DON'T JUST SIT THERE COME ALONG AND HELP

FOOTBALL POOLS CHECKER

While this short program will not make you RICH !!!, it makes life much easier seeing if you may have struck it lucky. It is written to check a standard entry (the same numbers ever week).

In use, simply enter the numbers of the score and no-score draws when requested by the program, hitting <ENTER> after each one. The list is terminated by entering 99.

Lines 1020 - 1040 contains the numbers of the predicted draws as entered on your coupon. As written it works for three lines of 8 from 10, but could quite simply be modified to check other types of entry.

REPRODUCED WITH THE KIND PERMISSION OF THE S.W.E.U.G.

```

10 REM *****
20 REM *
30 REM * BASIC PROGRAM TO CHECK POOLS COUPON *
40 REM * THE SAME 3 LINES OF 8 FROM 10 ENTERED *
50 REM * EACH WEEK *
60 REM *
70 REM * COLIN COKER *
80 REM * 05 FEBUARY 1988 *
90 REM *
100 REM *****
110 IOM 3,0
120 CLS:PRINT " POOLS CHECKER"
130 PRINT
140 PRINT " COLIN COKER"
150 PRINT " 05 FEBUARY 1988"
160 DIM L1(10),L2(10),L3(10):REM 3 LINES OF 10 SELECTIONS
170 DIM SD(30),NSD(30):REM MAX OF 30 SCORE AND NO SCORE DRAWS
180 FOR X=1 TO 10:REM READ 3 LINES INTO ARRAYS
190 READ L1(X)
200 NEXT
210 FOR X=1 TO 10
220 READ L2(X)
230 NEXT
240 FOR X=1 TO 10
250 READ L3(X)
260 NEXT
270 PRINT:PRINT
280 PRINT "ENTER SCORE DRAW NUMBERS, 99 TO END"
290 N=1
300 INPUT SD(N)
310 IF SD(N)=99 THEN 340
320 N=N+1
330 GOTO 300
340 SDT=N:REM SCORE DRAW TOTAL + 1
350 PRINT "ENTER NO-SCORE DRAW NUMBERS"
360 N=1
370 INPUT NSD(N)
380 IF NSD(N)=99 THEN 410
390 N=N+1

```

continued next page----->

```

400 GOTO 370
410 NSDT=N:REM NO-SCORE DRAW TOTAL + 1
420 CLS
430 PRINT "SCORE DRAWS MATCHED IN LINE 1"
440 SCO=0
450 M=1
460 IF SD(M)=99 THEN 520
470 FOR N=1 TO 10
480 IF L1(N)=SD(M) THEN PRINT SD(M);:SCO=SCO+3
490 NEXT N
500 M=M+1
510 GOTO 460
520 PRINT:PRINT"NO-SCORE DRAWS MATCHED LINE 1"
530 M=1
540 IF NSD(M)=99 THEN 600
550 FOR N=1 TO 10
560 IF L1(N)=NSD(M) THEN PRINT NSD(M);:SCO=SCO+2
570 NEXT N
580 M=M+1
590 GOTO 540
600 PRINT:PRINT"TOTAL POINTS FOR DRAWS IN LINE 1 = ";CHR$(23);SCO;
CHR$(23)
610 PRINT "*****"
620 PRINT "SCORE DRAWS MATCHED IN LINE 2"
630 SCO=0
640 M=1
650 IF SD(M)=99 THEN 710
660 FOR N=1 TO 10
670 IF L2(N)=SD(M) THEN PRINT SD(M);:SCO=SCO+3
680 NEXT N
690 M=M+1
700 GOTO 650
710 PRINT:PRINT"NO-SCORE DRAWS MATCHED IN LINE 2"
720 M=1
730 IF NSD(M)=99 THEN 790
740 FOR N=1 TO 10
750 IF L2(N)=NSD(M) THEN PRINT NSD(M);:SCO=SCO+2
760 NEXT N
770 M=M+1
780 GOTO 730
790 PRINT:PRINT"TOTAL POINTS FOR DRAWS IN LINE 2 = ";CHR$(23);SCO;
CHR$(23)
800 PRINT "*****"
810 PRINT "SCORE DRAWS MATCHED IN LINE 3"
820 SCO=0
830 M=1
840 IF SD(M)=99 THEN 900
850 FOR N=1 TO 10
860 IF L3(N)=SD(M) THEN PRINT SD(M);:SCO=SCO+3
870 NEXT N
880 M=M+1
890 GOTO 840
900 PRINT:PRINT"NO-SCORE DRAWS MATCHED IN LINE 3"
910 M=1
920 IF NSD(M)=99 THEN 980
930 FOR N=1 TO 10
940 IF L3(N)=NSD(M) THEN PRINT NSD(M);:SCO=SCO+2
950 NEXT N

```

continued next page----->


```

960 M=M+1
970 GOTO 920
980 PRINT:PRINT"TOTAL POINTS FOR DRAWS IN LINE 2 = ";CHR$(23);SCO;
    CHR$(23)
990 PRINT "*****"
1000 PRINT:PRINT"SCORE DRAWS ON COUPON = ";CHR$(23);SDT-1;CHR$(23)
1010 PRINT:PRINT"NO-SCORE DRAWS ON COUPON = ";CHR$(23);NSDT-1;CHR$(23)
1020 DATA 5,9,15,17,22,26,32,36,40,43:REM LINE 1:PUT IN YOUR NUMBERS
1030 DATA 7,12,19,24,29,34,38,44,48,52:REM LINE 2:FROM YOUR OWN
1040 DATA 4,10,16,21,25,31,37,42,46,50:REM LINE 3:COUPON
1050 REM 10% OF ALL WINNINGS NOT TURNED AWAY

```

Well hopefully some of you will have noticed that the front cover is different this month, this has been achieved by the use of the Speculator and the following article by Mike (clever clogs) Smallman of the Einstein Monthly. I have had great fun with this program myself and I hope you do to. If you have't got the Speculator then I suggest you treat yourself to one, either send your money to B & H Computers of Halifax or get one at the Show, they cost £24.95 including software and P&P.

ART FOR ARTS SAKE

REPRODUCED WITH THE KIND PERMISSION OF THE EINSTEIN MONTHLY

Mike 'Picasso' Smallman shows you the ins and outs of transferring Speccie screens to Albert. What you require is a Speculator, CLOAD.COM and a small BASIC program to do a bit of a conversion job. Once converted you can load the screens to an arts package such as 'MOUSE ART', 'SCREEN+' or 'GRAFDRAW2' or even use them as backdrops to your own BASIC programs.

In order to accomplish this we need to have an understanding of the screen layout of the two machines. Both the Einstein and the Spectrum have a screen size of 24 lines * 32 characters. Each character is made up of an 8 * 8 pixel block giving a total size of 192 * 256 pixels.

THE SPECTRUM SCREEN

As we have said the Einstein and the Spectrum screens are made up of 192 * 256 pixels. The difference is in how the pixel information is held in memory. The Spectrum screen is held in memory from 16384 to 22576 and the last 768 bytes hold the colour details and these present more problems, we shall return to these later.

The way the data is held for a screen may seem a little strange as the first 32 bytes from 16384 to 16415 hold the information for the top pixel line of the first row of 32 characters starting at the top left of the screen. The next 32 bytes hold the information for the top pixel line of the second row of 32 characters and so on for the first 8 character rows. The process is then repeated for the second to the eight pixel line of each of the first 8 character rows. This will build up the whole of the top third of the screen at which stage we start all over again for the middle and bottom thirds. For a clearer understanding take a look at the diagram (A).

continued next page----->

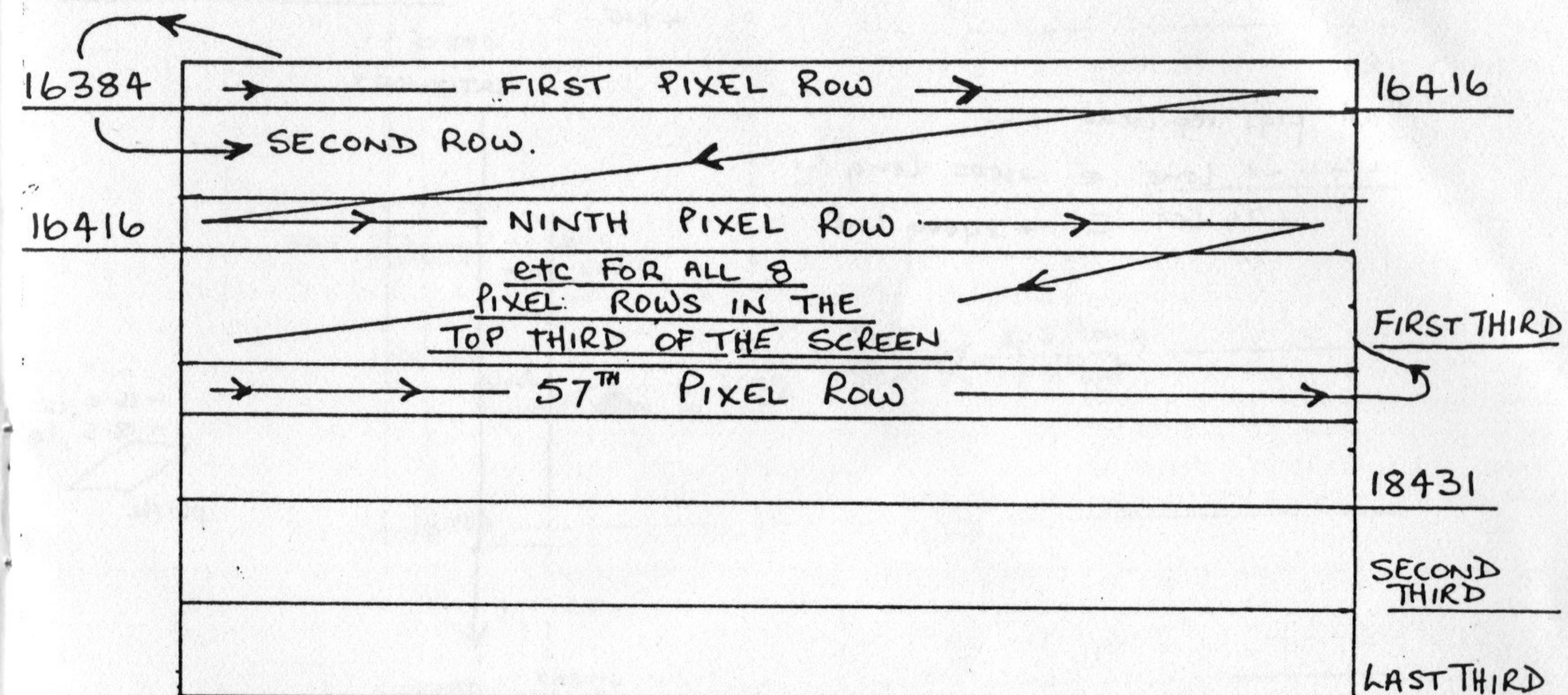


DIAGRAM (A)

THE EINSTEIN SCREEN

The Einstein screen information is laid out somewhat differently. We shall ignore the fact that the Einstein has a dedicated screen memory area, since it is still effectively just like any other piece of memory. To see how the Einstein screen is made up run this simple XBAS program.

```

10 RST
20 FOR A = 0 TO 6144
30 VPOKE A,255
40 NEXT A

```

Notice that each character is built up one after another starting at the top left of the screen and finishing with the last character at the bottom right of the screen.

Now before we do an actual conversion we must transfer a Spectrum screen to disc. To do this we use CLOAD.COM and of course a Speculator. We shall for this example transfer the screen of 'Way Of The Exploding Fist'.

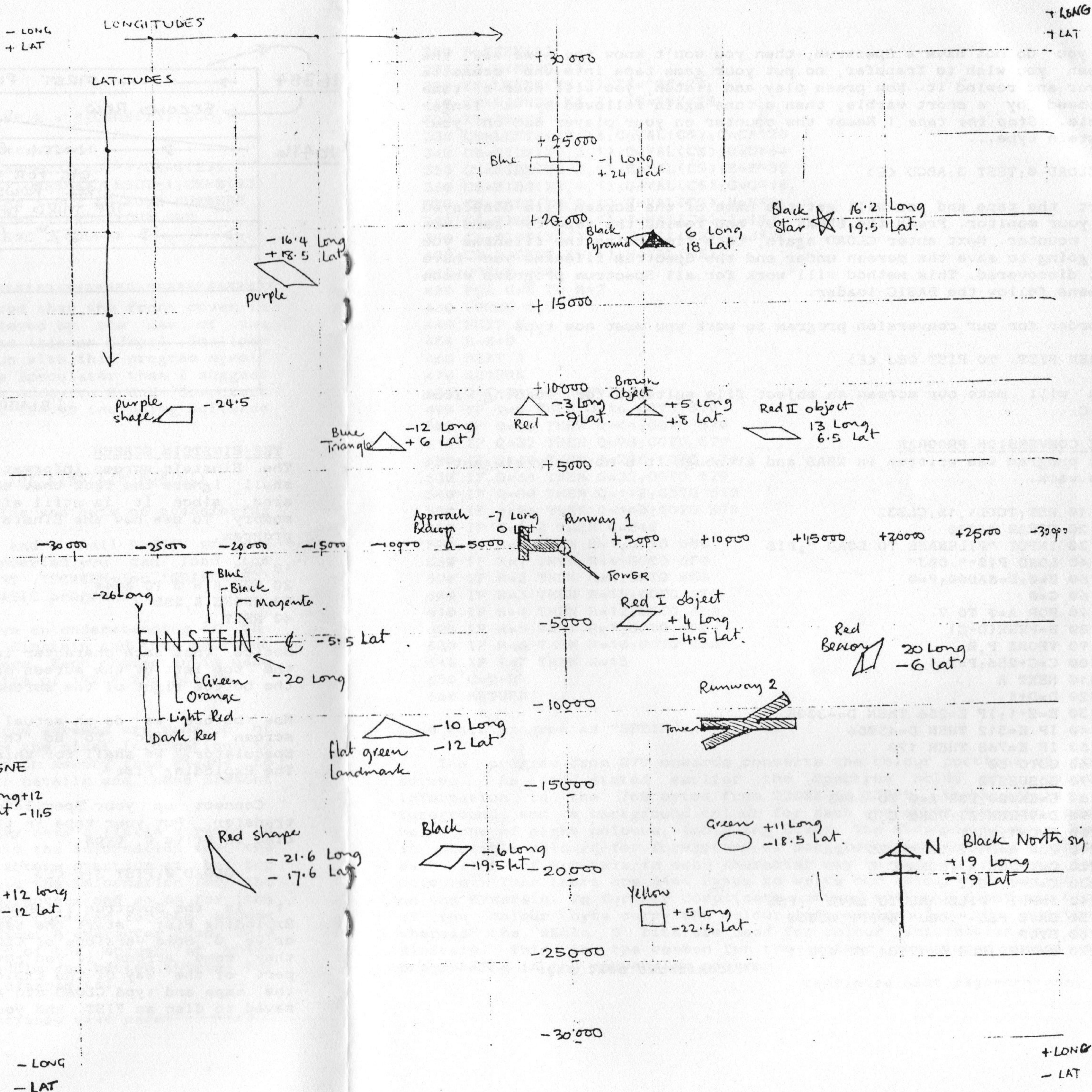
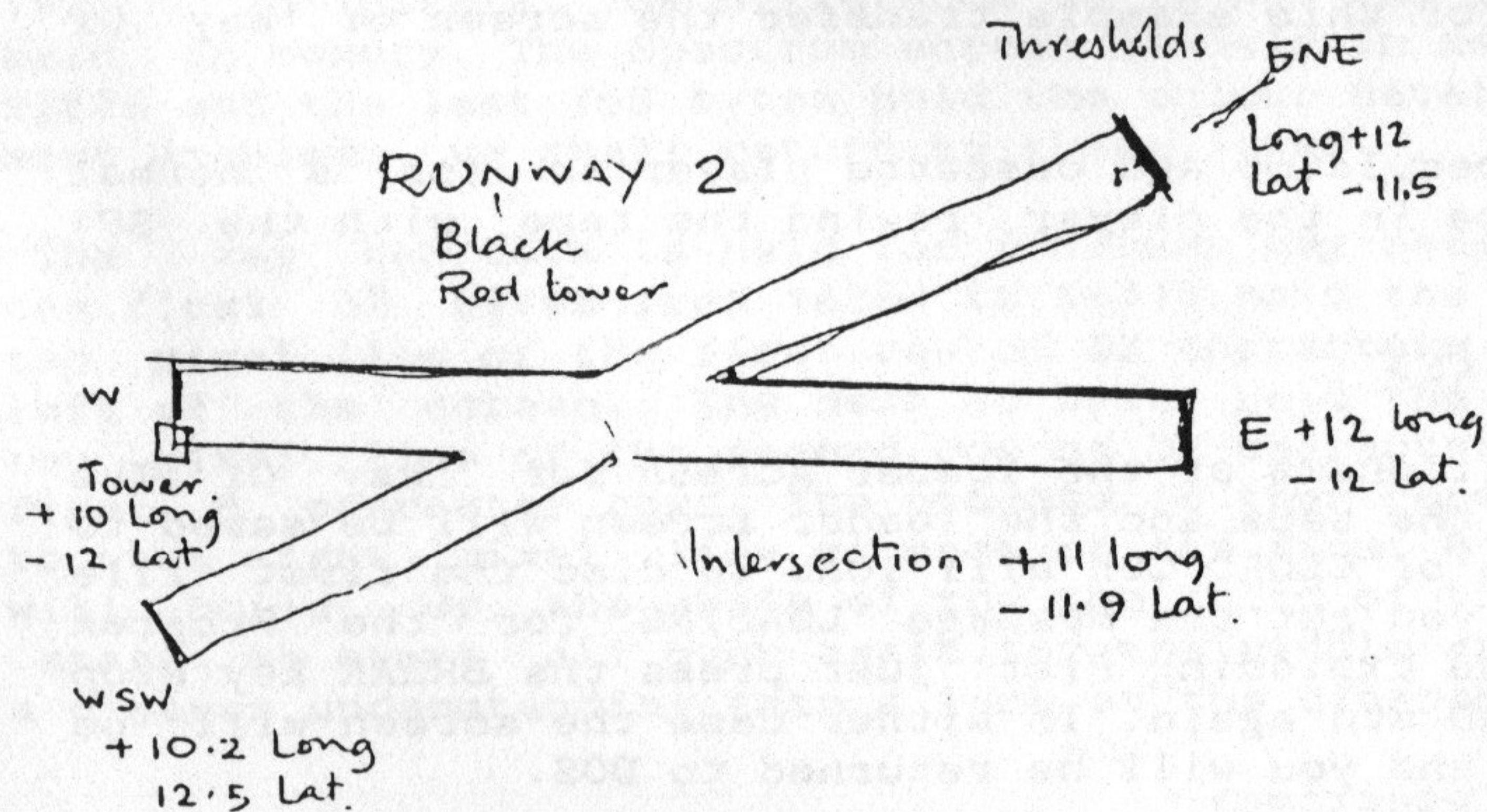
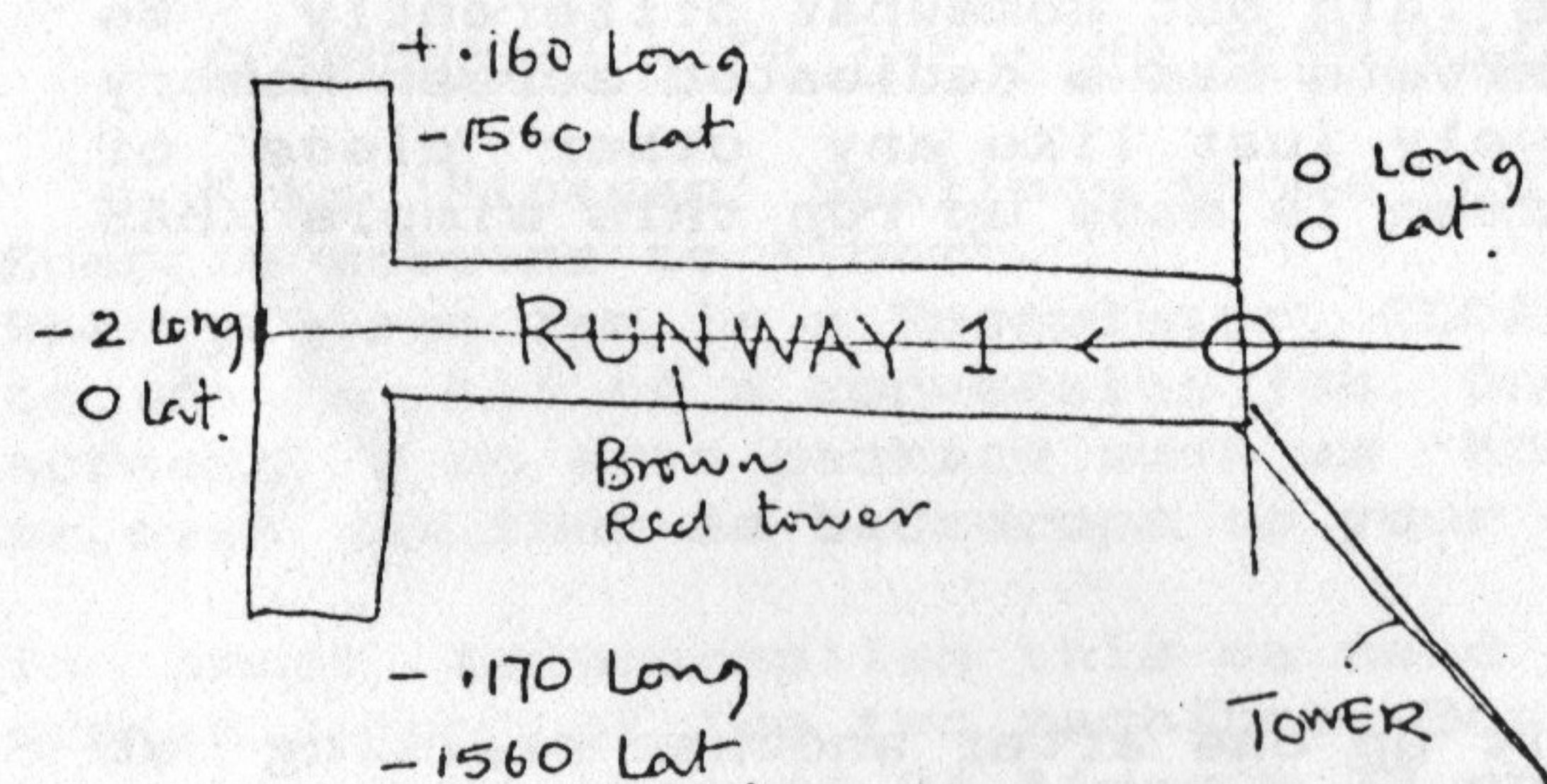
Connect up your Speculator and cassette player as for a normal transfer. Put your tape in the player, rewind the tape, with the SP1 disc in drive 0, type...

CLOAD 0:FIST 3:t <E>

't' is the Spectrum filename of the loader screen for 'Way Of The Exploding Fist', start the tape and the loader screen will be saved to drive 0. Some versions of CLOAD.COM will load to disc the first file they come across, if you get the message 'LOADING' for the Program part of the 'Way Of The Exploding Fist' just press the BREAK key stop the tape and type CLOAD etc again. In either case the screen will be saved to disc as FIST. and you will be returned to DOS.

all figs represent 1000
 i.e. -1 Long \equiv -1000 Long
 +24 Lat \equiv +24000 Lat.

When programme set your
 take off direction is E/W.
 from Runway 1



If you do not have a Spectrum, then you won't know the name of the screen you wish to transfer, so put your game tape into the cassette player and rewind it. Now press play and listen, you will hear a tone followed by a short warble, then a tone again followed by a longer warble. Stop the tape ! Reset the counter on your player and on your Einstein type...

CLOAD 0:TEST 3:ABCD <E>

Start the tape and you will get the name of the screen file displayed on your monitor. Press the BREAK key and rewind the tape to zero on the counter. Next enter CLOAD again, this time using the filename you are going to save the screen under and the Spectrum filename you have just discovered. This method will work for all Spectrum programs whose screens follow the BASIC loader.

In order for our conversion program to work you must now type...

REN FIST. TO FIST.OBJ <E>

This will make our screen an object file suitable for loading from BASIC.

THE CONVERSION PROGRAM

This program was written in XBAS and although it's not very elegant it does work.

```
10 RST:TCOL1,15:CLS32
20 CLEAR &A000
30 INPUT "FILENAME TO LOAD ";FIS$
40 LOAD FIS$+".OBJ"
50 E=0:D=&A000:F=0
60 C=0
70 FOR A=0 TO 7
80 B=PEEK(D+C)
90 VPOKE F,B
100 C=C+256:F=F+1
110 NEXT A
120 D=D+1
130 E=E+1:IF E=256 THEN D=43008
140 IF E=512 THEN D=45056
150 IF E=768 THEN 170
160 GOTO 60
170 GOSUB270
180 C=&A000:FOR A=0 TO 6143
190 D=VPEEK(A):POKE C,D
200 C=C+1:NEXT A
210 FOR A=8192 TO 14335
220 D=VPEEK(A):POKE C,D
230 C=C+1:NEXT A
240 INPUT "FILENAME TO SAVE ";FSS$
250 SAVE FSS$+".OBJ",&9FFF,&D000
260 STOP
270 M=8192:FOR A=47104 TO 47871
```

continued next page----->

```
280 B=PEEK(A)
290 X$=BIN$(B,6)
300 Z$=LEFT$(X$,3):Z$="0"+Z$
310 Y$=RIGHT$(X$,3):Y$="0"+Y$
320 X$=Y$+Z$
330 C$=LEFT$(X$,1):C=VAL(C$):C=C*128
340 C$=MID$(X$,2,1):D=VAL(C$):D=D*64
350 C$=MID$(X$,3,1):E=VAL(C$):E=E*32
360 C$=MID$(X$,4,1):G=VAL(C$):G=G*16
370 C$=MID$(X$,5,1):H=VAL(C$):H=H*8
380 C$=MID$(X$,6,1):I=VAL(C$):I=I*4
390 C$=MID$(X$,7,1):J=VAL(C$):J=J*2
400 C$=RIGHT$(X$,1):K=VAL(C$)
410 GOSUB 480
420 FOR G=M TO M+7
430 VPOKE G,C
440 NEXT G
450 M=M+8
460 NEXT A
470 RETURN
480 Q=C+D+E+G:R=H+I+J+K
490 IF Q=0 THEN Q=16:GOTO 570
500 IF Q=16 THEN Q=64:GOTO 570
510 IF Q=32 THEN Q=96:GOTO 570
520 IF Q=48 THEN Q=208:GOTO 570
530 IF Q=64 THEN Q=32:GOTO 570
540 IF Q=80 THEN Q=112:GOTO 570
550 IF Q=96 THEN Q=160:GOTO 570
560 IF Q=112 THEN Q=240
570 IF R=0 THEN R=1:GOTO 650
580 IF R=1 THEN R=4:GOTO 650
590 IF R=2 THEN R=6:GOTO 650
600 IF R=3 THEN R=13:GOTO 650
610 IF R=4 THEN R=12:GOTO 650
620 IF R=5 THEN R=7:GOTO 650
630 IF R=6 THEN R=10:GOTO 650
640 IF R=7 THEN R=15
650 C=Q+R
660 RETURN
```

Save this program as "SPEIN".

The program from 270 onwards converts the colour portions of the screen. As was stated earlier the Spectrum holds the colour information in the 768 bytes from 22528 to 23295, these giving a foreground and a background colour for each character position each being one of eight colours, including Black. The Einstein however has 15 possible colours for foreground or background and on top of which each line of 8 pixels in each character may be made up of any two colours. Thus there are 6144 bytes to write our colour information to on the Einstein. To further complicate matters only the first six bits of the colour byte carry the colour information for the Spectrum whereas the whole 8 bits are used for colour information on the Einstein. This is the reason for the rather convoluted piece of programming in the conversion program.

continued next page----->

Back to the conversion....
From XBAS RUN "SPEIN" <E> and input FIST as the file to load. You can call the file a name of your choice when asked to save to disc. (Editors Note.....Please be patient, it takes nearly two minutes before the program asks you for the file name to save)

The converted screen can now be loaded into 'Grafdraw2' or 'Mouse Art' and either printed or modified. (If you wish to load the screen into 'Grafdraw2' you will have to rename the file to SCn.MEM, where n is a number from 0 to 9 and run it through the 'Grafdraw2' data conversion section).

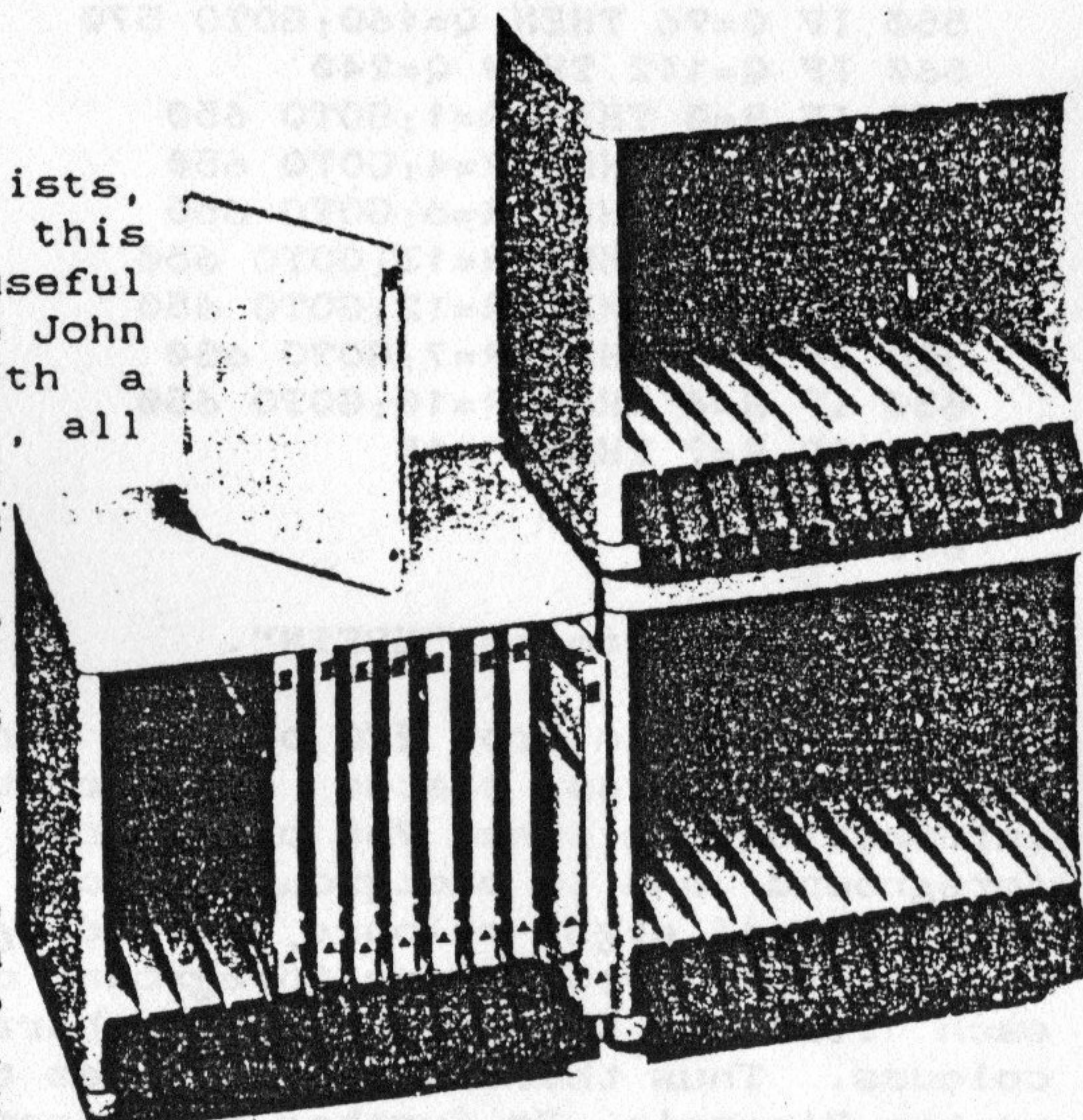
To load the screen for use in a BASIC program you could use a program such as that below.....

```
10 RST:CLS
20 CLEAR &9FFP
30 LOAD "filename.OBJ";REM ENTER THE FILENAME OF YOUR SCREEN.
50 COUNT=0
60 FOR A=&A000 TO &D000
70 P=PEEK(A)
80 VPOKE COUNT,P
90 COUNT=COUNT+1
100 IF A=&B800 THEN COUNT=&2000
110 NEXT A
```

Well that's about it, I hope you have fun with this idea.

NEAT STORAGE FOR SMALL FLOPPIES

Plastic injection mouldings specialists, Early Marketing Limited, earlier this year launched yet another useful product. They are now providing the John Lewis Partnership and W.H.Smith with a 3" and 3.5" micro disk storage unit, all in one. This simple, yet ingenious, stackable unit comes complete with 12 individual library cases and record cards to protect 3" or 3.5" disks so that disks now supplied without cases will be automatically 'encased' when stored in these units. Another unique aspect of Early Marketing's Micro Disk Storage Units is the special spring-forward action designed to allow fingertip controlled easy access to disk cases. Unit dimensions are 165mm x 165mm x 152mm, modular stacking being executed by simply clipping the units together using the clips provided. No other modular system stacks this way, and its 'BRITISH' made. Finished in a textured light grey, with dark grey access buttons, the individual units (complete with cases and cards) have a recommended retail price of £12.95 each. For further information contact Early Marketing Ltd. Calleva Park, Aldermaston, Berks. RG7 4QW. (Tel.No:07356-77171).



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Orders to, and further details from, Chris. Pickles, 474 Hertford Road, Edmonton, London, N9 8AD.

ALTERNATIVE MICRO SHOW

ASTON VILLA SPORTS AND LEISURE CENTRE BIRMINGHAM
SATURDAY 12th NOVEMBER 1988

ADULTS - £2:00 CHILDREN - £1:50

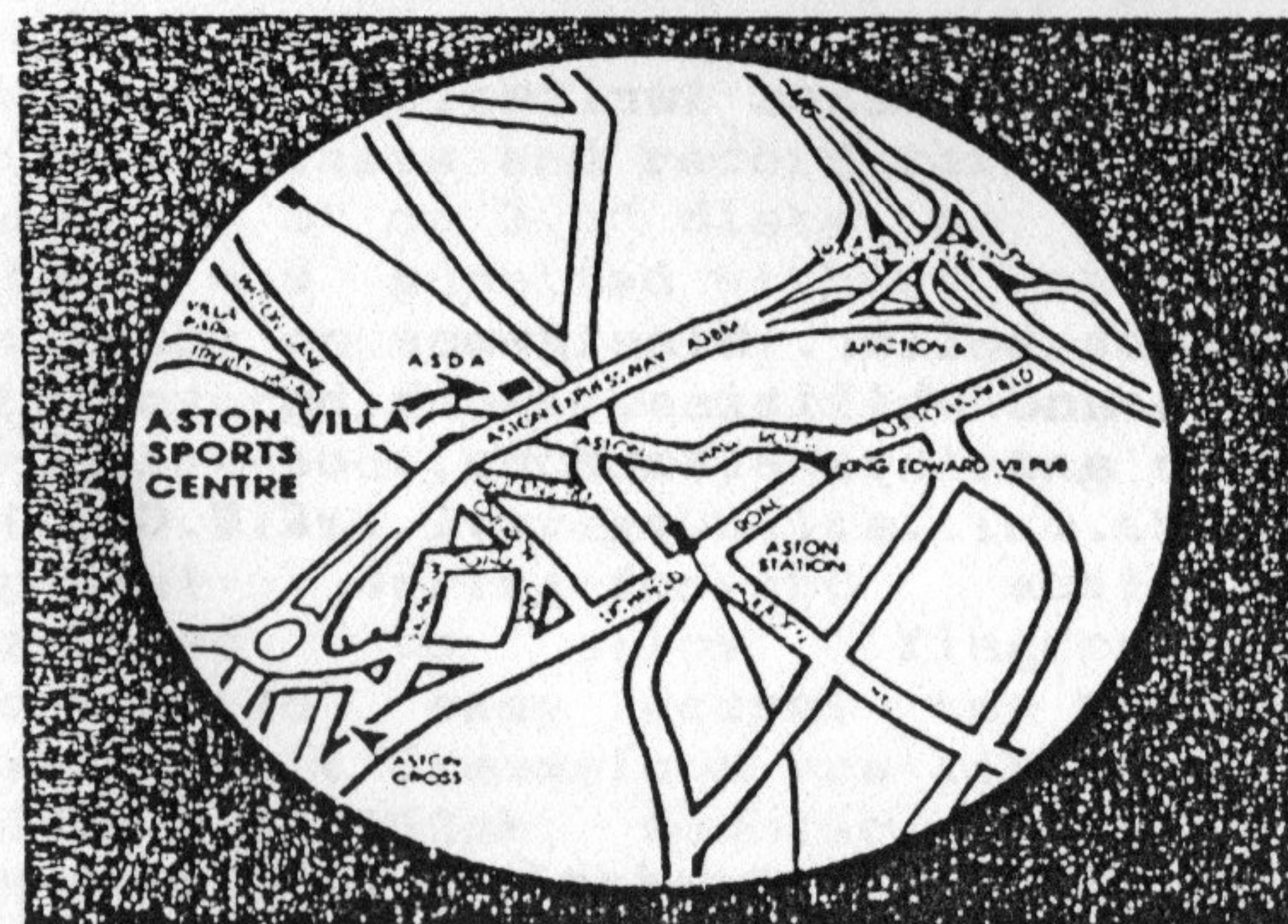
Do you own an MSX, Einstein, Enterprise, Texas TI99/4A, Oric, Jupiter Ace, or Lynx computer. Or even just a general interest in computers, then the place to be on Saturday, November 12th is the ALTERNATIVE MICRO SHOW.

The Aston Villa Sports and Leisure Centre is ideally situated within walking distance of Aston railway station and is served by a number of bus routes connecting with Birmingham city centre. The centre is within a couple of minutes drive of the M6 and there is parking for about 1,000 cars with extra parking nearby. There will be a cafeteria within the exhibition hall and bar for the over 18's is available within the centre.

Don't forget to collect your *free* copy of Micro Computer Mart from their stand!

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FROM THE NORTH (M6) .. take exit 6, keep left and follow signs to A6 Birmingham (NE) and Lichfield, drop down to Spaghetti Junction roundabout and follow signs to Aston Villa Football Ground down Lichfield Road and then Aston Hall Road is on the right about 250 yards along.

FROM (M6) SOUTH .. A38 to City, take first exit (Aston and Saltley), left at roundabout, second left into Vicarage Road leading to Sycamore Road, left Church Lane, left into Queens Road, right at traffic lights into Aston Hall Road. Centre is 150 metres on left.

THE ALTERNATIVE MICRO SHOW IS ORGANISED
BY
EMSOFT - 80 DALES ROAD IPSWICH SUFFOLK

TEL: DAY 0473 217113 EVENING 0473 49507 OR 0206 540540

A.E.U.G. COMMITTEE MEMBERS

CHAIRMAN

MIKE IVORY

1 HEATH ROAD,
HANHAM,
BRISTOL.
BS15 3JT

Tel No. 0272-616281

ACTING TREASURER

ROLF GEORGE

25 FAIR VIEW,
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NEWSLETTER EDITOR

BOB SMITH

2 INGLETON DRIVE,
WORLE,
WESTON-SUPER-MARE,
AVON.

BS22 OSR

Tel No. 0934-517465