

ALBERT'S MONTHLY



May 1989... Issue 01/12

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Monthly Note.

Hello again. First of all I'd like to say a big hello to all the new members who decided to join the group at one of the shows. Sorry the magazine is a little late this month, but I have been a little busy, what with 2 shows and loads of work, time doesn't stop for anybody! You might notice that I have now separated every thing out, so you might (hopefully) find that the magazine is easier to read, and better looking.

Last month I got almost a total thumbs down for the A5 formatt magazine, and I also have the competition answers for you + the competition winners.

I'm very short of computer hardware and software to sell at the moment, so if you have a Speculator you wish to sell, or even a monitor I will be pleased to hear from you, I will give very fair rates on anything.

The Mag in General

As usual, I'm very short of articles to put in the magazine. If you have a piece of hardware or software I haven't reviewed, please tell me about it, also If you are an Amateur radio buff, please tell us more about it, as I have had about 5 queries about ham radio.

The group in general

I don't want to moan, but will someone please tell me what they think about having monthly or bi-monthly meetings, I would like to know as I feel as if I'm depriving you all!

As many of you already know, my doors are always open to members. If you would like to pop over for a chat, then feel free (Please call first).

If, however you live to far away just to pop over, i.e Scotland or Lands End, give me a call, I would be more than happy to hear from you.

Phone 0525 210868

You can call between 5.30pm and 9.30pm on weekdays and 5.00 and 10pm weekends.

I hope that you find the new formatt magazine better for you!

Roy Prime.

Computer News

I'd thought I'd better tell about what is happening in our little world of computing.

The first hot news is that Amstrad haven't made a single 3" disc since 1984. It seems that Amstrad made 5 million of these discs and stockpiled them, however now they have run out they don't seem too happy about making anymore, one of my members has mentioned to me that they HAVE to make them because there is a law binding them, however even if they do start making them the price of 3" discs will rise possibly at Christmas '89 to about £3 or £4 a disc, it also seems to make matters worse that Maxell might stop making 3" discs.

As we are talking about discs, I will have to advise you over 1 make NOT to buy. They come in the following colours, Blue, Red, White and black. You can recognise them (apart from the colours) because they have a circlly pattern all over them. These discs are available for about £2.00 at computer shows to about £26.00 for 10 in Dixons. If you can, please stay away from them, as they are very unreliable (we could not get 1 to formatt at the last Einstein show).

B+H computers

Although B+H are dealing a lot with PC's and printers now, they still think that the TC01 has still got a good 3 years of life, so there is no danger of the Einstein being left without a leg to stand on.

Hardware

Not much new hardware appeared at the Einstein show, except for the MIDI interface (Making a racket) and the Taurus Mouse. Unfortunately they seem to be in very short supply. The MIDI interface is meant to be ready "soon" according to Josef and crew. If you went up to the Einstein or the Alternative micro show you could have had a fiddle. It produces some pretty good music (Mostly Jean Michelle Jarre at the moment as a demo), but if I hear any more about it I will let you know.

Thats about all the news for the moment. If you hear anymore about the mouse, please let me know!

Competition

The answers to last months competition are:-

1. A bit is a binary digit. Which, like a light switch is either on or off (1 or 0).

2. A byte is a group of 8 bits. These 8 bits can be manipulated into a letter or number etc.

3. A wordprocessor can be used for:-

Writting Text. e.g A letter
Writting source code for a dBase program for example.
Listing text or Ascii files which have been prepared on other computers.

4. A high level laguage I have the advantage of easy programming, and if it is bugged, I can find the bug very quickly, but it is a lot slower therefore not many comercial programs are written in Basic!

A low level language you have the problem of understanding it, and if it is bugged you will have a hard time finding the bug! The main advantage with a low level language like machine code is it is FAST.

5. The main differences between a VDU and Printer are that the Output from a printer is permement, while the output from a VDU is lost when the computer is turned off. It would be very hard to play a game on a printer or imagine printing all of the stock prices on the stock market as they change from second to second, a VDU would be ideal for this.

6. The best example of "Real Time" computing I could think of was the computer at air traffic control.

7. The reason why this had to be real - time is because it would be no good telling a pilot that he hit the ground 2 minutes ago!

8. The Tatung Einstein is named after Albert Einstein, the famous Physicist.

Nobody got higher than 15, so I now award Ted Cawkwell from South Humberside and Sid Dunn from Hitchen an AMI each!

The next competition next month should be a little easier!

Mum's Corner

Hello Folks!

First of all, I have a small announcement to make. The Son and Heir has somehow (I must have been suffering from brain fade!) conned me into taking over the Public Domain software library, so I would be very grateful if you could in future address correspondence etc. about P.D. software to Mrs. C. Prime (Which includes cheques).

I promised Royston that after the two April shows I would write a piece comparing them and giving my impressions. Well, both the shows were quite successful, but the difference between the two venues was enormous!

The Alternative Micro Show was held in the Horticultural Hall in London. The hall itself was grubby and somewhat gloomy and the tables rickety. Parking was a pain in the neck, and I should think that if you arrived by car in time for the actual opening of the show you must have parked miles away!

As far as the show itself is concerned, I thoroughly enjoyed it. As I am sure I have said before, Einstein users are an infinitely superior and nice lot of people. Nobody seemed to mind waiting quite a long time for P.D. software and it was nice to see some user group members there and of course find some new ones. On a personal note, I had to bite my tongue so I didn't tell some young children to be more careful how they treated my Einstein (it was used to demo Royston's Tubes Utility. Sadly I have to report that a few bits of software grew legs and walked (not that I think that any of YOU would do anything like that!) and it does seem a shame that these days you have to expect that.

On to the Einstein Show. We arrived at the Motorcycle Museum just before 8 a.m. on 22nd to find we could park right outside and unload quickly and easily. The staff were helpful and the hall was lovely! Carpets on the floor, nice tables and chairs, power points in abundance, dividing screens we could fix things to, ash trays and bins and the hall itself was clean and attractive.

There seemed to be a lot more people at this show (all Einstein folk) and we were busy most of the day. In fact I only had time to grab one roll - my hungry men scoffed the rest! A very kind man, Mr. Vernon, who had been at the Alternative show, had promised me a knitting program he had written and brought it to the Einstein show. (Continued Next Page)

Mum's Corner (Continued)

It is excellent and he wouldn't take any money for it. Once again, children were a little rough on the hardware (one toddler tried to walk off with Royston's Mouse when it was still plugged in to the computer!), but it is interesting to note that nothing went walkies this time.

I must put in a word of recommendation for Caspell Computers. Staff and boss are great people, their service is quick and competitively priced and their pens are smashing! Thanks for your help lads! By the time we packed up that evening, we decided that it was an excellent show and would be very pleased if the November show was held there. As I said, easy to get to by road, no parking problems and a thoroughly nice place to be.

Top 10

Because of the lack of people telling me what their Top 10 games are, I have not been able to do the thing on the cracker that I was going to do, however here is the latest list of Top 10 games.

Position:	Name of Program	:Rating
1.	1. Starquake	*****
2.	.2 . Druid	*****
3.	.N . Zork III	****
4.	.N . Card Sharp+	***
5.	.N . Theatre Europe	*****
6.	.N . Tournement Snooker	****
7.	.N . Attack of the Killer tomatoes	£
8.	.N . Zork II	****
9.	.N . Soho	*
10.	.N . Sorcerer	*****

Top 10 Business software

1.	.1 . Tasword	*****
2.	.N . Tatung Invoicing	***
3.	.3 . Popup	***
4.	.N . Genesis Word Processor	****
5.	.N . Mouse Art	**
6.	.6 . The Cracker	***
7.	.N . Mouse Tools	****
8.	.N . Write hand man	**
9.	.9 . Super Writer	***
10.	.N . Tubes Version 4	****

As you can see, a lot has happened over the last month!

Theatre Europe

Theatre Europe: Price from £12-15 :Suppliers B + H

It has been a long time since any Einstein Users have been able to get hold of a very good game. Theatre Europe is the latest in a line of strategic games.

The setting is Europe in the year **** world war 3 has broken out, and your job is to stop it WITHOUT using nuclear weapons. The program comes on a 3" disc, and like the latest games from B+H it is copy protected. The game auto-boots and gives you the Nuclear mushroom and the name of the game. When loaded you are given the choice of playing the computer or another player, or watching the computer play itself. When you have selected what or who you are playing you are then asked if you want to be NATO or the Warsaw Pact. When this is selected you are shown a map with lots of little squares on it. The red squares are the Russians (of course!) and the blue are the NATO lot. You have to select which ones you are going to move and then select which ones you wish to attack. When this is done you can then re-build your forces and wait for the computers turn. If you are doing badly you can select the option for strategic chemical launch (makes a city uninhabitable) or if you are doing very badly you can select the option for nuclear launch to launch 1 missile. If you think you are about to lose however, select FIRST KISS or WARM PUPPY depending upon which side you are on, and this will wipe the world clean (this usually happens against you if you are fighting the computer).

Percentages & how I like it.

Loading	:100% Quick and easy.
Instructions	:50% not enough for some.
Graphics	:80% very good
Sound	:60% mostly bangs.
Playability	:70% Very addictive.

Overall value for money :60-70% (Depending on how much you pay for it!)

Hardware Reviewed

80 Column card. £55 from B + H computers.

What is an 80 column card

I've now had several members asking me this question and it seems that not many people really know.

The 80 column card itself is a piece of hardware which fits on the back of the Einstein. To fit it you have to remove first the 2 screws at the back of the Einstein and then slot the 80 column card onto the back, this is then held on by 2 large screws which will also hold the Einstein together

The 80 column card is a system where you can get a display (on a monitor) like a PC compatible. The 80 column card has it's own character set, which is half the size of the normal 40 column one. The card allows you to run software like Wordstar and Infostar and other business packages. The main advantages are, it looks professional, and it works! It will give you the kind of screen layout that you would expect from an IBM PC or compatible. The main disadvantages with this system are that you cannot use this device on a normal TV (Unless you build the kit shown in March's issue) which means that you will need a monochrome or colour monitor.

What I think of it:

Ease of installing	:90% (Just screws on back!)
Ease of using	:90% (With the lead plugged in, all you have to do is to type CTRL 'P' and enter.)
Use with games	:30% (Can only use with text games such as Infocom games)
Use with business	:100% (The nearest you will ever get to a PC display on an Einstein.)
Value for money for a games player.	:10%
Value for money for a business person.	:80%

I would strongly advise someone who would like a good wordprocessor or database to buy one of these first.

A good Investment for your Einstein.

Hardware reviewed. Part 2

Silicon Drive: £105 - £200: No longer Available from anywhere!

What is a Silicon drive

This is another piece of hardware which is 'hard' to explain. Many people have lived under the idea that it is a spinning disc made of silicon, or a special type disc head which did not wear out 3" discs!

This device is in fact neither of these two, does not have 1 single moving part! The "disc space" is made up of 256k of RAM. This means that instead of storing things on an Iron Oxide disc like a 3" disc, you store it in chips, the only major disadvantage with this is that when you switch the drive off, you lose everything in it!

These drives are used very widely in PC's as they are on average about 10 times faster than a normal 3" or 5.25" drive. In the PC's however they have a built in battery backup, so it is impossible to lose your data when you turn it off.

Advantages

Ideal for a programmer, as you are always saving and loading as it cuts down on 90% of the time waiting for the program to load/save.

Superb for a program like wordstar or adventure games like Hitchhikers Guide that have to keep going to disc and back. These programs are sped up so much, you sometimes don't even realise that it has gone to read the disc.

Disadvantages

Only 256k of storage space, I rapidly fill that when programming.

You have to backup or copy all your information onto another drive before you switch off.

What I think about it:

Ease to install	:30% You have to install a static sensitive ROM into your computer! Drive plugs into the Tatung Pipe.
Ease to use	:100% easier than a 3" drive.
Value for money.	:100% for a programmer like me it is a brilliant device, or anyone who uses Wordstar Professional or Dbase 2 or is a regular INFOCOM games player.

Software Price List

Key *Shand* = Second hand software.
NEW = New pieces of software.

Games

<u>Description</u>	<u>:Normal Price:</u>	<u>Offer Price.</u>
Sorcerer (Infocom adventure)	:£27.95	:£7.00 *Shand*
Zork II	:£27.95	:£10.00 **NEW**
Zork III	:£27.95	:£10.00 **NEW**
Tournement Snooker	:£13.95	:£11.00 *Shand*
Attack of the Killer tomatoes.	:£14.95	:£10.00 *Shand*
Scrabble	:£18.95	:£11.00 *Shand*
Games Pack II	:£47.95	:£17.00 *Shand*
AM1 games and Utilities	:£10.99	:£8.99 **NEW**

Utilities

<u>Description</u>	<u>:Normal Price:</u>	<u>Offer Price.</u>
Utilities 1	:£9.95	:£8.95 **NEW**
Tubes Mouse software.	:£8.99	:£8.99 **NEW**

Small Business

<u>Description</u>	<u>:Normal Price:</u>	<u>Offer Price.</u>
Tasword	:£17.95	:£15 **NEW**
Spread Sheet	:£19.95	:£7 **NEW**
The Cracker	:£17.95	:£11 *Shand*

Books

<u>Description</u>	<u>:Normal Price:</u>	<u>Offer Price.</u>
3 Einstein Manuals. Dos/ Mos. Introduction to and Basic Reference.	:£24.95	:Only 2 sets are left. £10.
Logo software Manual	:£11.95	:£6

Media

3" Maxell discs..Pre formatted :£2.30
3" Maxell discs..Unformatted & Sealed:£2.50

5.25" discs in Plastic "Parrot" library case.
Double sided 96 tracks per inch. £10.99
5.25" hard sector discs..New..Offers wanted.

The Auction

For Sale

1 Einstein..Missing 1 drive Works 100% (With a drive)
offers wanted.

Boxes of 5.25" floppy discs. Sealed. Hard sector
discs. £5 for 10 or £40 for 90

1 box of 132 column printer paper (80 column paper if
you are good with a Stanley knife!). Any offers?

Rolls of paper. Aprox 500 sheets on a roll.
any offers??

All kinds of leads. Ideal for the an electrician.

1 Keyboard. What it fits on is a mystery. Give me an
offer!

If you want to offer me on any of these things,
please give me a call on 0525 210868. (After 5.30pm)

Wanted

Pascal any shape or size. Please phone Sue Willmott
on 0438 359845

Can anyone help with Fortran or Forth languages these
are needed urgently by a new Einstein user. Contact Sam
on 0908 662670.

A 10 or 20 megabyte hard disc. Age immaterial, but
must still be working, willing to swop or buy. Phone
0525 210868 (It's me!!)

Letters

If you have any comments or queries about the magazine or the Einstein, please write in. We are here to help you !!!

Dear Roy,

I think that the A5 formatt would be a good idea. The smaller formatt would make for a more attractive layout and enable the magazine to be put on shelves with books.

Sid Dunn.

Ta! But due to other peoples reactions that is no longer possible Ed.

Dear Roy,

As a member of the U.k User group I sometimes find that the A5 magazine is a bit of a pain. My eyesight is not brilliant now, and I sometimes find the print a little hard to read. I'm all for keeping the magazine as it is.

David Robbins.

The magazine looks like it will be staying like it is, as I like to be as helpful as possible. Thanks for your letter.

Dear Sirs,

I have just written to say please don't change Albert's monthly. I think that the magazine looks better like it is, if you do change the magazine I think it will begin to look more and more like Einstein monthly, and therefore lose all it's originality.

Steven Collins.

Thankyou for your comments. If you have anything to add on this, please tell me!

Printing in two columns By Sidney Dunn.

Like many people I know with computers I find that I most often use them as word processors. Since buying a basic Einstein TC01 from a local branch of a well-known electrical retailer I have concentrated my attention on making it do all the things that I had previously done on a Beeb or an Apple II.

For the majority of correspondence TASWORD, bought of Screens in Northwood, is all I need. However, in replying to letters from abroad it is very convenient to use Aerogrammes which can just be posted as soon as completed without having to wait for the local post office to open. This limits the contents of the letter to what can be crammed into one side of an A4 sheet.

What can be done to increase the number of words per page?

The obvious first step is to plan for condensed print. I use the word plan deliberately because although the final sheet can have, for example, as many as 132 words on a line the composing package may not be able to lay them out.

This is just the problem with TASWORD; it is limited to 64 words per line. This is not normally any hindrance because the print routine provides, under the P option, a default value of 8 for the 'left margin on printing'. This, combined with what is left blank on the right hand side, provides a notional 80 characters 16 of which have been allocated to 'white space'.

At this point I should say that were I writing a conventional 'scientific' paper I would, in the light of events that actually took place, deliberately falsify the sequence of developments in order to present a neat and orderly account of logical progression. However it is more useful, I think, to reveal my confused thinking in order that we may all benefit from error.

Without thinking too deeply about alternative methods I began with the assumption that it would be strictly necessary to have a source file that used a line 132 characters long. This derived from the Epson manual describing the printer (MX-80F/T III). That meant that the TASWORD approach would not work. It is also obvious that, with hindsight, I hadn't given enough thought to how I would actually lay out the two columns of text.

Continued Next Page.

Printing in two columns (Continued)

I say 'enough thought' because I had checked that within the 64 character limit it was a straightforward matter to create text in two columns under TASWORD by successive use of the margin controls to set out, in effect, two half-pages side-by-side. The only discipline to be observed with that scheme was to set a maximum printed-page length of 60 so that under single-sheet control the paper would be trapped by the roller.

Such a method had the advantage of being able to print off the whole of the source file in one go but with no gain in print density.

Still obsessed with the need for a long source length line I discovered that a friend had what was described as 'NOT a word processor'. This was XED the Xtal screen editor. With his help I studied how it might be used to solve my problem.

Certainly it is not possible to create two 'half-pages' as with TASWORD nor send printer codes in any; obvious way, but it did enable a routine to be set up which would print a high-density, two-column Aerogramme.

For convenience, XED and XBAS were made available on the same disc. A short Basic program sent the condensed print code to the Epson. Under XED using nT and Ctrl-I separate columns were prepared and printed. The only intervention needed was to wind back the print-sheet to a mark so as to register the columns neatly. Each column could be stored on disc as an XED file. The only small snag is that the tab settings don't seem to be retained, but it is an easy matter to put them in after loading. I have found it satisfactory to locate the left-hand column between positions 10 and 62 and the right-hand between 73 and 125.

I still wondered if there was a way of printing out the source file in a single operation.

Last year I took advantage of the special offer on CRACKER from B & H. I knew one could print text from it. Could it be used to pull off this trick?

One side of the disc supplied will work with the 80-column card and that is how I used it. Even so, it is fair to point out, what I am about to describe is also possible under 40 columns.

Continued Next Page.

Printing in Two columns (Continued)

Having loaded the package, a spreadsheet is created four columns wide and 70 lines deep. To represent an A4 sheet in the printer I set columns A,B,C and D to be respectively 10, 53, 10 and 53 wide. The very flexible commands permit the entry of all the text, its inspection on screen, printing in condensed mode and storage on disc during creation and afterwards.

Is that the end of the story? Not quite, because as I was typing this lot in under TASWORD I wondered if it would also cope with the XED approach.

The answer is yes, it will. Two separately composed pages each 64 characters wide can be printed out on a sheet reset to a mark; the first with 'left margin on printing' set to 1 and the second set to 69.

Of course it doesn't end there. What next occurs to the never-satisfied mind is: 'how can any old file be massaged so that it can be printed out in two or even three columns?'

Indeed there is PD volume 205, which I've had for some time, which includes a number of routines that ought to be suitable. The only snag, as far as I'm concerned, is that the assembler source code is in lower case and the only packages I have insist on upper case.

Obviously the next project is to devise a routine to shift lower to upper case in assembler source files which will run on the Einstein. I'm not too proud to refuse help.

It should also be fairly easy to narrow the spacing between lines in the methods I've so far described. That is also left as an exercise for the dedicated student.

PD SOFTWARE

<u>Number:</u>	<u>Description</u>	<u>:Cols</u>	<u>:K on Disk</u>
PD002	: Extended SUBMIT and support for small C compiler.	:80	:130k
PD003	: Miscellaneous document files relating to programs on other disks.	:80	:180k
PD004	: BRADFORD fixes for Dot matrix Printers.Various fonts dBase II Tutorial etc.	:80	:156k
PD005	: BDOSZ replacement DOS for CP/M Z80 monitor in small "C" and Utilities.	:80	:180k
PD006	: Small "C" libraries.	:80	:128k
PD007	: Electrical Engineering package Basic E.COM OBASIC.COM Ham Notebook etc.	:80	:140k
PD008	: Disk catalogue system ZSC and CPMUG and Z80 assembler and disassemblers.	:80	:168k
PD009A:	PD catalogue volumes of CP/M Material.	:80	:180k
PD009B:	PD catalogue volumes of CP/M Material.	:80	:158k
PD010A:	PD catalogue volumes of CP/M Material.	:80	:162k
PD010B:	PD catalogue volumes of CP/M Material.	:80	:180k
PD012	: Console Command Processor for the Einstein.	:80	:142k
PD013	: Einstein Direct Disk Dump.	:80	:74k
PD014	: Touchtype Typing Tutor.	:80	:140k
PD015	: ASM.COM assembler, ER.COM remote bulletin board.LSWEEP library File handler.	:80	:124k
PD016	: Remote Bulletin Board System.	:80	:164k
PD017	: WORDSTAR patch to insert control characters in .DOC files.	:80	:186k

PD Software

PD018	:Modem Utilities and Customisation of WORDSTAR program.	:80	:102k
PD019	:Reverse assembler and Z80 assam and debugger.	:80	:158k
PD020	:Z80 control command processor.	:80	:188k
PD021	:Communications file transfer and video disp editor.	:80	:110k
PD022	:KERMIT and MODEM7 for Einstein with source code.	:80	:184k
PD023	:Amstrad & Einstein Utils and games.Part 1.	:80	:172k
PD024	:Amstrad & Einstein Utils and games.Part 2.	:80	:184k
PD025	:Cobol compiler with DEMO programs:	80	:186k

PD Software

<u>Number:</u>	<u>Description</u>	<u>:Cols</u>	<u>:K on Disk</u>
PD101	Disk Utils ,NSWP, LISTT,CRCK etc	40/80	166k
PD102	dBase II utility; Convert .TXT file to .COM file	:80	:96k
PD103	Wordpro program in PASCAL	:80	:106k
PD104	Demo Leisure ledger; .ARC file extraction utility	:80	:158k
PD105	dBase II Mail list program	:80	:110k
PD106	dBase III Scout Cub program	:80	:80k
PD107	dBase III Home Inventory program	:80	:68k
PD108	dBase II Genealogy program	:80	:112k
PD109	dBase II Reference Material program	:80	:158k
PD110	dBase II Article Retrieval program	:80	:146k
PD111	dBase II Church Management program	:80	:96k
PD112	dBase II Checkbook program	:80	:82k
PD113	dBase II Reference books program	:80	:130k
PD114A:	dBase II Microgourmet Recipe program	:80	:164k
PD114B:	dBase II Microgourmet Recipe program	:80	:138k
PD115	Misc programs - Big print,N Pad calender	:40/80	:100k
PD116A:	dBase II Property & Accounting manager. Part 1 (A)	:80	:186k
PD116B:	dBase II Property & Accounting manager. Part 1 (B)	:80	:64k
PD117A:	dBase II Property & Accounting manager. Part 2 (A)	:80	:184k
PD117	dBase II Property & Accounting manager. Part 2 (B)	:80	:76k
PD118A:	MBASIC database - Information management system.Part 1	:80	:104k
PD118B:	MBASIC database - Information management system.Part 2	:80	:136k
PD119	MBASIC Accounts - Invoicing, NHI , Payslips.	:40/80	:96k
PD120	MBASIC programs ; CBASIC to MBASIC conversion	:80	:174k
PD121	MBASIC Financial, Maths and Utility programs	:80	:112k

PD Software

PD122	: dBase II Utils. Code and Decode .COM files	:80	:102k
PD123	: MBASIC Club Membership prog; DESKMATE desktop	:40/80:	118k
PD124	: Misc progs Part 1-Du v87,Disk & text editors	:40/80:	166k
PD125	: Misc progs Part 2-Banner print filters, calc	:40/80:	148k
PD126	: MBASIC,Wordstar,Supercalc HELP	:40/80:	90k
PD127	: Help disk on CP/M, Cbasic,Mbasic Fortran, C	:40/80:	184k
PD128	: AMSRD-Read Amstrad disks on Einstein Etc	:40/80:	174k
PD129	: Disk catalogue system	:40/80:	132k
PD130	: Bradford fonts & NLQ for Dot matrix printers	:40/80:	110k
PD131A:	Surrey Software demos	:40/80:	184k
PD131B:	Surrey Software demos	:40/80:	74k
PD132	: PC/MS DOS Utils; MBASIC Menu prog	:80	:134k
PD133	: BRADCON fonts for DM printers	:40/80:	156k
PD134	: BASIC compiler - MBASIC compat	:80	:152k
PD135	: Book Indexing program; Bad disk program.	:40/80:	122k
PD136	: dBase II Loan payments,Tools & Coding of files	:80	:146k
PD137A:	SCRIVENER text and calculations processor. Part 1	:40/80:	154k
PD137B:	SCRIVENER text and calculations processor. Part 2	:40/80:	136k
PD138	: VDE Screen Oriented Editor;Crunch and utilities	:80	:188k
PD139	: DAZZLESTAR (DZ) Interactive disassembler	:80	:164k
PD140	: UTILITIES Fanfold,Key,Directory cataloguer	:40/80:	100k
PD141	: dBase II labels	:40/80:	152k
PD142A:	The Original ADVENTURE game Part 1.	:40/80:	160k
PD142B:	The Original ADVENTURE game Part 2.	:40/80:	40k
PD143	: Einstein SUBMIT program, writes commands in file	:80	:54k
PD146	: Secretary Word Processor	:40/80:	180k

PD Software

PD147	:	Assemblers, Disassemblers, Editor & Utilities	:	80	:	152k
PD148	:	Waffle Generator; Grammer prog; BBC BASIC games.	:	40/80	:	188k
PD149	:	Picture Slides & Music programs in BBC BASIC (Z80)	:	40	:	142k
PD150	:	Simple electronic programs	:	40/80	:	98k
PD151	:	Games and Music programs in Xbas and BBCBASIC (Z80)	:	40	:	166k
PD152	:	Games and music programs in Compiled Xbas	:	40	:	166k
PD153	:	Astronomy, Critical path & Telephone dircty progs	:	40	:	104k
PD154	:	Einstein forth 83 (EF83) Part 1	:	40/80	:	178k
PD155	:	" " " " " " 2	:	40/80	:	174k
PD156	:	" " " " " " 3	:	40/80	:	188k
PD157	:	" " " " " " 4	:	40/80	:	184k
PD158	:	Solve Crossword puzzles - 3 to 8 lettered words	:	40	:	176k
PD159	:	Solve Crossword puzzles - 9 to 19 lettered words	:	40	:	160k
PD160	:	Z8E - Z80 Debug Monitor, Assembly & disassembly	:	80	:	164k
PD161	:	Tester - Solve deductive reasoning puzzles	:	40/80	:	160k
PD162	:	Educational programs written in MBASIC	:	40/80	:	84k
PD163	:	Super ZDOS disc with catalogue suite VDE, ZDIS, ZSM.	:	80	:	186k
PD165	:	Artificial Intel, Snoopy cal, Music and adventure game.	:	40	:	82k
PD166	:	Electrical Engineering programs	:	40	:	112k
PD167	:	FOOD-Complete inventory program	:	80	:	62k
PD168A	:	Einstein Kermit communications programs. Part 1	:	80	:	178k
PD168B	:	Einstein Kermit communications programs. Part 2	:	80	:	18k
PD169	:	PCONE-C.A.D - Design of printed circuits.	:	80	:	188k
PD170A	:	Telephone program to find exchanges from codes. Part 1	:	80	:	154k
PD170B	:	Telephone program to find exchanges from codes. Part 2	:	80	:	136k

PD Software

PD171A:	DBQ - Relational DATABASE system (with "C" source)	:80	:164k
PD171B:	DBQ - Relational DATABASE system (with "C" source)	:80	:154k
PD172 :	dBase II items -TAX system, graphics, ASM tutor.	:80	:136k
PD173 :	PATCH file/memory editor & create library files.	:80	:182k
PD174A:	WORDSTAR utilities, helps and text files.	:80	:180k
PD174B:	WORDSTAR utilities, helps and text files.	:80	:184k
PD175 :	MYSTERY 'who done it' game. Also includes MBASIC program!!!	:80	:122k
PD176 :	ZDOS utils. S & P, BD, Edfile.	:80	:136k
PD177 :	Disc Utilities and Disc checker + many disc utility help files.	:80	:184k

All PD software costs 50p per NUMBER. Any PD software
This also includes any software labled A or B.

```

10 REM *****
20 REM *   Shape Maker. Bugsoft *
30 REM *****
40 REM SHMAKER
50 RST
60 PRINT" Make any shape 8x8 or 16x16 using the   following keys":PRINT
70 PRINT" PIXEL ON - ANY ALPHA-NUMERIC KEY"
80 PRINT" PIXEL OFF- SPACE BAR"
90 PRINT" FINISH   - ENTER"
100 PRINT" CURSOR OR DELETE AS USUAL"
110 PRINT:PRINT" DATA goes to function key 7, simply   load your own progra
nme and use F7 to   save yourself tedious typing."
120 PRINT:PRINT" Save the DATA to disc for future use":PRINT:PRINT:PRINT" Pre
ss key":PRINT:B=INCH
130 SHAPE 144,MUL$("0",64)
140 SHAPE 148,MUL$("0",64)
150 MAG3:DIM A$(4)
160 SPRITE1,208,56,1,144
170 SPRITE0,208,112,1,148
180 CLS40
190 PRINT"   L   Load comparison shape from disc ":PRINT"   Q   Quit":PRINT:PRI
NT "   SPACE BAR to draw shape"
200 Z=INCH:IF Z=32 THEN 230
210 IF Z=81 THEN RUN
220 IF Z=76 THEN 930:ELSE 200
230 TCOL15,4:CLS40
240 C=148
250 PRINT:PRINT"       Enter S for small, L for large."
260 Z=0:Z=KBDAND223:IFZ=83ORZ=76THEN CLS32:ELSE260
270 R=8:MG=1:IFZ=76THENR=16:MG=3
280 MAG MG:GOSUB1110
290 TCOL 1,4:IF R=8 THENFORI=149TO151:SHAPE I,MUL$("0",16):NEXT: GOTO 310
300 PRINT@11,2;"[ ]":PRINT@11,21;"[ ]":PRINT@2,11;"i":PRINT@2,12;"[ ]":PRINT@21,1
1;"i":PRINT@21,12;"[ ]"
310 PRINT@4,3;MUL$("L",R)
320 PRINT@4,R+4;MUL$("L",R)
330 FORN=4TO3+R
340 PRINT@3,N;"L":PRINT@4+R,N;"L":NEXT
350 FOR N=4 TO 3+R
360 FOR P=4 TO 3+R
370 PRINT@ P,N;:Z=INCH
380 IF Z<32 THEN GOSUB 860:GOTO410
390 IF Z<>32 THEN PRINT CHR$(255)
400 IF Z=32 THEN PRINT" "
410 NEXT:NEXT
420 IF Z<>13 THEN 350
430 TCOL11,1:PRINT@3,23;" Please wait-calculating";:TCOL15,4
440 V=&3C00:A=1:C=148
450 FOR I=1TO (R/8)*(R/8)
460 FOR L=4TO11:Y=128:Z=0
470 FORW=4TO11:X=VPEEK(V+32*L+W)
480 IFX=255THENZ=Z+Y
490 Y=Y/2:NEXT
500 Z$=HEX$(Z)
510 Z$=RIGHT$(Z$,2)
520 A$(A)=A$(A)+Z$+" "
530 NEXT
540 SHAPEC,A$(A)
550 C=C+1:A=A+1
560 IFI=1THENV=&3D00

```

```
570 IFI=2THENV=&3C08
580 IFI=3THENV=&3D08
590 NEXT
600 TCOL11,6:PRINT@3,23;" Change MAG? 0-3 or N ";
610 TCOL15,4:MG=INCH:IF MG=78 THEN 640
620 MG=MG-48:IF MG>3 OR MG<0 THEN 610
630 MAG MG:GOTO 610
640 TCOL11,6:PRINT@3,23," Any alterations? Y/N ";:TCOL15,4
650 Z=INCH:IFZ=89THENFORI=1TO4:AS(I)="":NEXTI:TCOL 1,4:GOTO350:ELSE IFZ<>78 T
HEN 650
660 TCOL11,6:PRINT@1,23;" Save shape to disc? Y/N. ";: TCOL15,4: Z=INCH:IFZ=7
8THEN GOSUB 830:RUN 150:ELSEIFZ<>89THEN660
670 GOSUB830:PRINT@0,23;SPC(27):TCOL11,6:PRINT@0,22;" Name your file: ";:TCO
L15,4
680 ON ERR RUN
690 INPUT" ";NS
700 GOSUB770
710 CREATE NS,FDS
720 PRINT#FDS
730 FORN=1TO4:PRINTAS(N):NEXT
740 CLOSEFDS
750 RUN 150:REM END
760 REM
770 IFLEN(NS)>8THENN$=LEFT$(NS,8)
780 FORN=2TOLEN(NS)
790 IFMID$(NS,N,1)="."THENP=LEN(NS):N$=LEFT$(NS,N-1):N=P
800 NEXT
810 N$=N$+".SHP"
820 RETURN
830 FOR I=0TO15:KEYI,CHRS(0):NEXT
840 FS=CHRS(34)+AS(1)+AS(2)+AS(3)+AS(4)+CHRS(34):KEY 7,FS
850 RETURN
860 IFZ=13THENN=3+R:P=3+R
870 IFZ=25THENPRINT@P-1,N;CHRS(32):P=P-2 :IFP<3THENP=3:PRINT@P,N;"L"
880 IFZ=10THENN=N+1:P=P-1:IFN>3+RTHENN=3+R
890 IFZ=11THENN=N-1:P=P-1:IFN<4THENN=4
900 IFZ=4THEN RETURN
910 IFZ=8THENP=P-2:IFP<3THENP=3
920 RETURN
930 REM LOAD SHAPE
940 CLS
950 PRINT" Make sure required disc is in drive 0":PRINT
960 PRINT" Press ENTER for directory ":PRINT
970 REM ON ERR GOTO 2060
980 ON EOF GOTO 1050
990 PRINT:INPUT" NAME YOUR FILE ";FS
1000 FILES="0:"+FS+".SHP"
1010 DRIVE0
1020 SH$="":OPEN FILES,DDS
1030 INPUT# DDS:FOR J=1TO4:FOR I=1TO27:AS=INCH$:IF AS=CHRS(13)OR AS=CHRS(10)
THEN NEXT:ELSE SH$=SH$+AS: NEXT
1040 NEXT
1050 I=27:J=4
1060 TCOL 15,4 :CLOSE
1070 SHAPE 144,MUL$( "0",64)
1080 SHAPE 144,SH$ :GOTO180
1090 PRINT:IF ERR=25 THEN CLS:PRINT ERR$;" of that name":PRINT:GOTO 950:ELSE P
RINT:PRINTERR$:CLOSE:GOTO 950
1100 PRINT#0:PRINT:PRINTERR$:PRINT:GOTO 670
1110 GCOL14:DRAW 208,55 TO 239,55 TO239,24 TO 208,24 TO208,55:FILL 209,27
```



```
1120 GCOL15:DRAW 223,56 TO 207,56 TO 207,40
1130 GCOL14:DRAW 208,111 TO 239,111 TO239,80 TO 208,80 TO208,111:FILL 210,82
1140 GCOL15:DRAW 223,112 TO 207,112 TO 207,96:RETURN
```

An explanation.

On these last 3 pages are my Sprite designer.

Shape maker as it is called will let you design a sprite.

When the sprite is designed you can then save it to disc. When this is saved press Shift+Break and function key F7 will be programmed with the HEX for your sprite. Use this program in conjunction with last months help pages and you should be able to build some very good sprites!

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Thanks

For this issue I would like to thank My mum for correcting all my terrible spelling, and also Mr S.Dunn for his wonderful article.

I would also like to thank David Thompson for trying out my new game for me.

. Let me remind you that all the Articles in this magazine are copyright the Author and the Bedfordshire Einstein user group. If any groups want to use any of the articles, all you have to do is phone me!