

Albert's Bi-Monthly Review.



ULTIMATE
PLAY THE GAME

May 1990... Issue 01/03

Monthly Note

Well, that's April over and done with! It was a very busy month for me, hence the magazine is late again! Sorry, but the amount of articles I have this month, I hope you think the wait has been worth your while!

The response to the questionnaire that I sent out was quite good, with well over half sent back in the end. The general views to where the magazine should go follows:-

A large amount of you disliked my Top 10 page. This has now been scrapped. The Top 10 originated from the very first days of the magazine back in June 1987. From there on it sort of "carried on" as a page filler.

About three quarters of you said that there was not enough for beginners in the magazine, so I'm going to do a whole section which starts from explaining what a disc is to loading programs, drawing, sprite designing and upgrading the Einstein, all common knowledge, yet all important!

I can safely say that 99% of you wanted reviews on Public Domain software! I will start that this month with the Games sections, working up to the important utilities and Information etc.

In response to my question about shows, only about 8 people said yes, with the rest of you saying leave it to the big boys! So I'm afraid club meetings and small shows are out of the question folks!

Finally, in response to the question about letting others computers into the group here are the results (and this WAS calculated carefully!).

10%	Didn't Care at all
15%	Let any computers in.
30%	Only if it is Z80 based.
45%	No to any Computer, definatly not St's and Amiga's!!

So, there you see it! I won't review St and Amiga software (I might however review a machine!). Other computer bits may appear once every now and again, however this is one group that looks like it will stay mostly Einstein!

I hope you enjoy the magazine!

Roy Prime.

Beginners Start Here!

Welcome to this months beginners spot. As you may have seen, there is going to be a section like this every other month! I will start with the very easy things and work up to programming.

The Beginning

4 Years ago I went into our local "Dixons" store when they had one of their sales on. Sitting in the corner was an Einstein, I had never seen one until then, let alone programmed one, so, intrigued I went over to a shop assistant and asked about it. The answers I got were limited to say the least! He pointed out that it had a disc drive and said that a disc this way up made a little light go green, and if you turned it over, it went red! After this amazingly technical discussion, I bought one and took it home.

I can imagine a lot of parents and students had a simular kind of discussion with other shop assistants, past and present (and sadly probably in the future as well!). So this is where I can tell you a bit about the actual computer.

The Einstein is a Z80 based 80k machine with 1 or 2 drives fitted internally as standard. Well if that was a little hard to understand, here it is in real terms.

A Z80 is a processor, it is the part of the machine that processes all the information you want. It is the CPU or Central Processing Unit of the machine. This will proces all the instructions you send to it. For example switch on your Einstein and press the letter "P". It may seem to appear staight away, however by just pressing that key you have sent something to the CPU and back!

When someone says that their computer has 64k or 128k or 512k memory, this just means the capacity of the computer. On the Einstein you have about 55k useable memory, which is the same as saying you can type about 55000 letters before you start running out of space. An easy way of remembering this is my "Bucket" theory. Take two buckets, one could be a 2 litre bucket and one could be a 5 litre bucket, you can get a lot more into the 5 litre bucket than you can a 2 litre one, the same principal can be used for memory, you can do a lot more with a computer that has 512k than you can with one that has 64k!

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Beginners Start Here!

The Einstein has 1 or 2 disc drives fitted as standard. A disc drive is a method of storage, for example on old computers like the Spectrum + 2 and Spectrum 128, you had to load information in from tape. This was their method of storage, this was slow and often unreliable. Disc drives were really the next proper step. A disc drive can "search" for information a lot quicker than a tape, and you don't have the reliability problems of tape.

Unlike other computers, the Einstein has many ports, most of which are easy to understand, however some of you may not know what does what!

First, Analogue 1 and 2 sockets.

These sockets were designed almost purely with

Beginners Start Here!

The Tatung "Pipe".

This is another port where expensive devices can be plugged! You can plug in an 80 column card to give you a very professional display (If you own a monochrome monitor). You may also plug a Speculator or Spectrum Emulator, so you can play Spectrum games, you may also plug a Silicon drive in and if you can afford it and if you can find one, you may also plug a hard drive in.

The disc drive port.

This port allows you to cheaply expand your system, giving you more storage space.

The RGB/YUV Port.

This port allows you to plug in a special monitor. Monitors have one main advantage over TV's, they give a very clear picture!

The TV port.

This port allows you to plug in a standard TV into the computer. This is possible due to a modulator in the computer, which converts the monitor signal to a signal which can be sent to a TV screen.

In the July issue I will start telling you more about how to use the Einstein.

Test Driving The Hardware!

I decided this month to write a little about computer hardware. In this issue I have decided on two printers and The Commodore Amiga and a nice little sheet feeder add on as my subjects!

The Commodore MPS 1230 NLQ Printer .

Commodore have never really made a printer themselves , always having them made and re - labled by Brother, Seikosha and Olivetti. The Commodore MPS 1230 was originally made by Olivetti. Olivetti released this printer under various different names which ranged from the Olivetti SMALLcart DM100 to the MPS 1230! The printer is very easy to use and it connects straight to the printer port on the Einstein. All the options are avialble by simple yes or no options using to buttons on the front of the printer, these include:-

Printer Emulation Modes:-

IBM Graphics Printer.
Epson FX80 (The one that should be used on the Einstein).
IBM PROPRINTER.

7 different character sets including Israel!

Automatic cut sheet feeder.

Draft or NLQ.

9k Buffer or 5k for downloading fonts.

There are many more, however these are the more important ones.

Technical Specifications.

Printing Technique.

Impact, dot matrix (9 Needle print head)

Normal Definition printing (Draft).

Matrix: 9 verticle dots * (5 + 4) horizontal.
Print Speed 120 Characters per second (cps) at 10 characters per inch.

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Test Driving The Hardware!

The Commodore MPS 1230 (Continued)

High definition printing (NLQ).

Near Letter Quality. Matrix: 18 Verticle dots * 9 horizontal. Print speed 25 cps. Double pass printing.

Tab Speed

200 cps.

Print direction

Bi - Directional optimised paths.

Overall Quality and results.

The Printer is very fast at 120 cps, and with the automatic sheet feeder, you can just fill the feeder with paper, then walk off and let it print! The printer buffer is very useful, and with 9k you can get about 6 pages of printing in and the printer can print while the computer could be doing other things!

Text and Graphics quality.

The NLQ is very good (Just look at the March magazine to see the quality!), and with the buffer you don't have to worry about the slow - ish speed (25 cps).

The printer prints graphics well, and is very quick, only needing a single pass per line. Works well with Grafdraw 2 and Screen Plus.

Problems.

I have only had one problem with the printer, and that is the design of the ribbon. There is only about 2 - 3 foot of ribbon inside the ribbon cassette, which is continually being wrapped around a re - inking sponge, this soon goes dry, so you need a can of ribbon Refresh handy!

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Test Driving The Hardware!

Conclusion

It is a very nice printer for the beginner, it has all the options of a printer of almost double it's money. It is not advisable for someone that does a lot of printing like myself, however to an average user it should be fine.

Suppliers:-

Commodore U.K Ltd.

Cost:-

£165.99

Additional extras (Free with printer):-

Cut Sheet Feeder (Automatic A4 paper feeder).

Tractor feeder (For fan fold paper).

1 Ribbon.

Add ons for printers?

To sepearte printer reviews, I thought it would be nice to have a quick review of a GOOD sheet feeder.

The Maxifit sheet feeder was designed and made in this country. The general idea in it's design was to give the people with a cheap printer, a device that usually only comes with printers costing £300+ !!

The sheet feeder fixes directly onto the printer via 2 little stick on feet, and when fixed properly allows you to feed sheets of paper into the printer without the hassel of setting the paper out, and you don't have to worry about the printing going askew! The printing is so accurate infact, that if you printed a letter on a piece of A4 paper, then you printed it again on the same side, 99 times out of 100 it would print dot for dot!

The Maxifit sheet feeder costs £30 and comes complete with a 1 year warranty. It is available from the Margin Maker Ltd. (No address supplied).

Test Driving The Hardware!

The Star LC24-10 Multi-Font Printer.

The Star company have always been lurking around in the computer market, but until recently Epson have always kept them from their rightful place in the market. Recently Epson printers have been going a little downhill, I know of 4 members who are having lots of problems with there Epson LQ800 printers, so I decided to go to the other major name Star.

On easy and good thing I can say about the Star which I cannot say about any of the other "Cheapish" printers I have seen is that you can select EVERYTHING at the touch of a button at the front, and these include:-

- Draft (Standard printing!)
- Courier (A Letter quality font)
- Prestige (Another font!)
- Orator (You guessed it another font!)
- Script (Yet another font!)

All these fonts are available at the touch of a button, including Italics of all the fonts.

10, 12 or 15 charcters per inch and Condensed and proportional printing!

- Quiet Mode. Allows for quieter printing.
- Paper Park. Park fan fold paper / Unpark fanfold paper for printing.
- Line feed. (Feed paper on 1 line).
- Form feed. (Feed paper on 1 page).
- Micro feed forwards. (Feeds paper forward 1mm).
- Micro feed backwards. (Feeds paper backward 1mm).
- Clear Buffer (Empty the 7k or 32k or 64k buffer).
- Short and long tests!

As you can see, there is a lot you can do by just pressing buttons!

Printer Emulation Modes:-

Epson LQ-800 and IBM Proprinter X24

14 International Character Sets.

Semi - Automatic Sheet loading or automatic cut sheetfeeder (Optional extra costing about £70 - £80).

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Test Driving The Hardware!

The Star LC24-10 Multi-Font Printer (Continued)

Draft or 4 different Letter Quality fonts. (LQ).

7k buffer or 1 line buffer when down loading extra fonts.

Optional 32k buffer for £72 inc vat.

There are many more that I might have missed, however these are the most important ones!

Technical Specifications.

Printing Technique.

Impact, dot matrix (24 Needle print head)

Normal Definition Printing (Elite Draft).

Matrix: 24 * 9 dots. Print speed 150 characters per second.

Matrix: 16 * 7 dots. Print speed 200 characters per second.

High Definition Printing (Letter Quality).

Matrix: 24 * 35 dots. Print speed 50 characters per second.

Matrix: 24 * 29 dots. Print speed 60 characters per second.

Matrix: 24 * 18 dots. Print speed 65 characters per second.

Matrix: 24 * 15 dots. Print speed 70 characters per second.

Matrix: 16 * 23 dots. Print speed 60 characters per second.

Dot graphics.
from:-

8 * 480 dots at 60 dots per inch (Low density).

to:-

24 * 2880 dots at 360 dots per inch (Hex density).

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Test Driving The Hardware!

The Star LC24-10 Multi-Font Printer (Continued)

Overall Quality and results.

I know that was very boring to read, however it does tell you about the printer, now here it comes in English!

Basically the printer is a 24 pin printer so it can handle fast speeds while giving you a very clear print.

The Multi-Font option allows different styles of letter quality print. This magazine was printed on the font called Prestige, however the newsletter is printed using the Courier font, see if you can see the difference next month!

Problems.

I cannot say that I have had any problems with the printer as yet, the ribbon is a fairly large ribbon cassette, which only costs £6.99 + vat, and lasts quite a long time, even considering the amount of printing that I'm doing! The main problem with a printer like this is that so many things are option extras which means that you need a large wallet!

Conclusion

It is a very nice printer, especially if you do a lot printing! The price of the printer might scare a few people away, however it is worth the investment, because it can be used on practically any computer, and it is a very recent model with a very standard ribbon cartridge.

Suppliers:-

Star Micronics Ltd.

Cost:-

£335.95

Additional extras (Free with printer):-

Single Sheet feeder (Semi-automatic feeder).

Tractor feeder (For fan fold paper).

1 Ribbon.

KEEP GOING
by David Thompson

Once more there was a good support to the Einstein show which was held at the motor cycle museum (BIRMINGHAM) on saturday the 28th of April.

The show opened to the public at 9'0'c with the admission charge being a very reasonable £1.00 per head, Unfortunately Birmingham had decided that we were not going to have any electricity that morning and a lot of bewildered public & stall holders were left for over 3 hours without any juice, except the burglar alarm was not without electricity and had been going on and off since 7'0'c for a approx 15 mins a time, that is 15 mins on and 15 mins off.

The public & the stall holders, all except Royston that is, who was pulling out small bits of hair at a time (he can't help it, he gets these attacks now & then) waited patiently. Eventuality power to the people again and by this time the public knew just what they wanted on the P.D.

During the session without electricity B & H. were very busy selling lots of software & hardware. They were offering 256 Einstein's at a show price of £199.00 making a saving off £100.00 on their usual price, but their 3" internal drives were selling for £44.00. Well I say selling but that was the price tag.

The most sort after item I believe was the 80 column card that was available here & there, but were scarce and were fetching over £50.00. One member of the public was going around willing to pay £65.00 but alas they were all sold out by 10.30.

Royston's Flexidos seemed to be going down very well with the public, which was being demonstrated formatting disks by Royston's Mum for the P.D. that she was kept busy doing most of the day. (I hope you paid her well Royston)

Second hand software was available from as little as £4.00 but you must not think you are going to get anything better than Chuckie - Egg for that price. Something like Elite was selling for £11.00, still secondhand.

The show ended about 4'0'clock and had been busy up to 3.30. and I think that we are in for more Einstein's shows yet.

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KEEP GOING

We are gluttons for punishment (that is Royston & I). On the next day (Sunday) we are off with my family to the 2nd All Format Show at Victoria, but this time the other side of the table (thats right the public side). The admission charge the same as previous All Format Shows £3.00 per head with no discount. This show was a lot better than the previous All Format Show with the hall being used not to its full limit but quite well arranged. The first thing that struck me was the absense of MILES GORDON TECHNOLOGY, the makers of Sam, maybe they caught a bug or two and decided to keep away. Most of the items were 8 bit with lots of cheap hardware, which to be quite honest I did not trust them to function, the software market has become a little bit more expensive than a year ago I have noticed this steady climb upwards on software over the last 2 shows.

Royston bought a star LC24-10 printer from Dowling computers at a very good show price of £265.95, which was a saving of about £50.00 and I do mean show price because I challanged Dowling computers that if I turned up the next day at their shop in Bedford or Sandy they would still sell to me at show price. The answer I got was no sir, at 5.0 clock in 1 and half hours time the price will be £315.95 and that was firm.

Well it does pay to go to the shows to buy something big, but trade with a firm who has a good reputation such as Dowling computers or U.K. Home computers, both companys give good service. Well bye for now, maybe we will meet at the Alternative show. I expect we'll be behind some table there.

COMBINING LISTINGS
by Ted Cawkwell

Have you got lots of progs scattered among your discs which come under a common main heading and would benefit from being brought together with a Menu in one jumbo prog? What a great idea you say - let's go for it (visions of double height headlines and your name in flashing credits!). But how to start?

The Tatung manuals are less than helpful on this matter. At first sight HOLD and MGE seem to be the way to go, but if you try to LOAD one prog and HOLD it whilst you LOAD the second you will find you have wiped out the first prog! It can be done by TYPING in the second prog but if you screw up the line nos. you will find you have two lines with the same no in the listing and trying to RUN it will confuse Albert as well as you.

As we are thinking of routines with line nos. of from 10 to 500 to 10 to a couple of k (or more) the typing in option does not look attractive, so is there another way? There is, and it uses the special property of .ASC files whereby LOADING a file with the .ASC extension does not wipe out another prog already in memory..

Let's say you have 4 progs on a particular subject that you would like to combine. The initial preparation is the indispensable paperwork. If you can print the listings do so, otherwise you will have to make notes from screen listings. Look at the line nos. Obviously they have got to be arranged not to conflict. Choose the longest or most complicated prog as your 'main' prog and give it the highest line nos., say 8000 to 10340. Then decide the order you want the others to be in and arrange the lines to suit. We could make them 1000 to 2500, 3000 to 3800, 4000 to 6550 for example.

Now look again at all the progs. This time you are trying to spot identical variable or array names. The presence of two A\$'s may or may not cause problems but better safe than sorry? If you are not sure - change it!

Having mapped out the necessary changes LOAD your main prog and change or renumber as necessary. Then RUN it just to be certain it is still working and if all is well SAVE it. Repeat this routine with the rest of the miniprogs, but when you SAVE these do it with the .ASC extension. XBAS will not wear e.g. BLOGGS.ASC if the disc already contains BLOGGS.XBS so think of something else suitable, BL.ASC would do nicely as they say.

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COMBINING LISTINGS
by Ted Cawkwell

Now for the crunch! Clear the computer with a NEW and load your main prog in the normal way. Next LOAD your next candidate e,g LOAD "BL.ASC". You will see the prog loading in direct on the screen with an arrow at the start of each line. Now do a LIST and you should find your two progs neatly joined together. LOAD the next and the next, LISTing between each to check progress. Now the safety first bit.....SAVE it just as it stands and do not erase any of the .ASC progs. You never know - but if your stars are wrong you might just have to do it again. One possible snag is Line nos. If you accidentally load a line in an .ASC prog on to an identical line in memory then the memory line will be replaced with the one you just loaded in. This is a real forehead - creaser to sort out later!

If all is well, you now need to cobble up a Menu and you should find you have lines 1-1000 available for this. Now you can get on with your double height headers (progs in the Compendium) and assorted flashy flashing credits!! The usual way to do a Menu is to print the selections along with a number each and then use ON x GOTO (or GOSUB - but remember the RETURN's) the GOTO being the first line of the sub prog selected. This may advantageously be a CLS for a nice neat start. Also don't forget to finish each section with a return to the menu. A little GOSUB routine is handy here as follows:-

Arrange for the final line in each sub prog to be e.g.
GOSUB 100

Then do:- 100 PRINT" X to go again or M for Menu"
110 Y\$ =INCH\$: IF Y\$ ="X" THEN RETURN
120 GOTO (LINE FOR MENU)

The return in line 110 takes you back to the original GOSUB +1 which should be a GOTO the start of the mini prog etc. The beauty of this routine is that it defaults to the Menu, so , unless you have a very interesting technique with the keyboard you should not screw things up!

If you chose to use ON x GOSUB to jump from the Menu routine line 120 above becomes interesting because you could use POP to jump you back to the last GOSUB but 1, that is; the line after the ON x GOSUB. You will need to place there a GOTO (start of Menu routine) but this is normal practice anyway to cause a default return to the Menu.

To sum up: work methodically, check progress frequently, and NEVER DESTROY ANYTHING until you are quite happy that your new prog is working perfectly. Good progging!

SIMPLE MENUS
by Ted Cawkwell

When you have made the effort to put a series of small routines together into one large program it seems a pity not to cap it all with a decent Menu. 'Decent' in this case means a routine which is:-

1. Well laid out and therefore easy to read.
2. Flexible, so that more may be added.
3. Brief but to the point.
4. Idiotproof.

Taking point 1, a good layout simply takes perseverance but there are some shortcuts which help. Take the matter of centralising headings; on the 40 column screen to do this you need to put the middle letter of the heading on column 20 and a little mental arithmetic can suffice, but if you are not up to this why not let Albert do it?

This is a way:-

```
10 A$="Heading":PRINT@ 20-LEN(A$)/2,3;A$
```

This will print "Heading" nicely centred on line 3 because $20 - 7/2 = 16.5$ which is rounded up to 17 for the start of the PRINT, the number after the comma being the line number. The next heading might be:-

```
20 A$="by Joe":PRINT@ 20-LEN(A$)/2,5;A$
```

A\$ can be used repeatedly as it is redefined each time, but must not be more than 40 characters.

Headings would contain such information as title, version no.(if it is being developed), name of programmer and any relevant serial numbers. This out of the way, the next step is a numbered list of the options. Here TAB can be used with advantage as it has another property beside setting the print position. For example PRINT TAB(20) - the brackets are essential - will print what follows starting at column 20, but PRINT TAB(20,46) prints dots from wherever the PRINT starts to column 20 and then whatever follows. 46 is the ASCII code for the fullstop - any ASCII code can be used, the - code 45 is also useful.

So PRINT "1";TAB(20,46);"Unerase" would print out as:-

```
1.....Unerase
```

But it is squashed up to the left of the screen, so:-

```
PRINT@ 7,9;"1";TAB(20,46);"Unerase" would do:-
```

```
1.....Unerase
```

on line 9. The next program line would be:-

```
PRINT@ 7,11;"2" etc. the line nos. being increased by 2  
on each occasion. This way the numbers and options are  
lined up nicely down the screen.
```

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SIMPLE MENUS
by Ted Cawkwell

When all the options are entered leave a few lines to allow for later additions and put in a line like:-

```
A$= "Select the Number required":PRINT@ 20-LEN(A$)/2,18;  
A$
```

At this point there are a number of ways to proceed but the slickest is where merely touching the number whips you off to the desired sub-prog! After the above line do (line numbers for demonstration only):-

```
100 S$=INCH$      (halts the prog for an input)  
110 S=VAL(S$)     (S becomes the number input)  
120 IF S<1 OR S>9 (or whatever your high option is)THEN  
GOTO 100 (return for a valid entry)  
130 ON S GOTO n1, n2, n3.....(relevent line nos.)  
140 GOTO 10       (beginning of Menu routine, prog should
```


Public Domain The Review!

ITALICS.XBI

Turns the onscreen writing into italics (Yawn!)

JUKEBOX.XBI

An Einstein Jukebox. Some tunes for you to play with on a rainy day!

MANDAL.XBI (Needs MANDAL.MAN to run)

A pretty picture!

MATCH.XBI

Picture Match. 20 cards lay face down, you can look at 2 at a time. The idea is to find 10 pairs!

READ.ME

Gives you a list of the above programs + brief instructions. Type DISP READ.ME to view, and press & hold the BREAK key to pause the text.

RUNOFF.COM

A text formatter.

RUNOFF.DOC

Instructions to the above.

UNDER.XBI

An adventure!

TESTCARD.XBS

A pretty television test card!

That's the end of PD G001!

PD G002 Contains:-

-PD-G002.CAT	ADVERT	.	ADVICE	.
BUZZ	.C	BUZZ	.DOC	CHAT
CRC	COM	NSWEEP	COM	PCAT

The Public Domain Catalogue

Wordprocessing Section

<u>Order No.:</u>	<u>Description</u>	<u>:Cols</u>	<u>:Size</u>
PD W001	:VDO 25. An advanced text editor. I would say it is one of the best Wordprocessing Packages I have ever seen! It's better than Kuma's Wordpro and as good as Wordstar. Why was it put on the Pd list?? Includes a 24k .DOC Manual.	:80	:110k
PD W002	:Wordpro Program written in Pascal I do not own Pascal, but have been informed by a fellow user that does, that it is fast, but not very user friendly!	:80	:96 k

Public Domain Catalogue

Language Section.

<u>Order No.:</u>	<u>Description</u>	<u>:Cols</u>	<u>:Size</u>
PD L001	:The MBASIC disc. Includes Version 5.2 of Microsoft Basic. (1981 Version). Will run some of the PD MBASIC programs, such as the typing tutor.	:80	:120k
PD L002	:A Cobol compiler with Demos.	:80	:150k
PD L003	:"C" Libraries. Disc also contains Extended SUBMIT support for small "C" Compiler.	:80	:170k
PD L004	:Maths and Financial programs written in MBASIC. Will work with the PD version of MBASIC.	:80	:112k

The Public Domain Catalogue

Information Section

<u>Order No.:</u>	<u>Description</u>	<u>:Cols</u>	<u>:Size</u>
PD I001	:Lots of Info! A disc full of help for DOS and CP/M utilities.	:40/80:	166k
PD I002	:Help files for MBASIC, SUPERCALC and WORDSTAR.	:40/80:	88k
PD I003	:Help files for CP/M, Pascal, C, MBASIC and a help feile for a HELP.COM program!	:40/80:	182k
PD I004	:Knitting Program. This program will get you all knitting. Written in XBAS.	:40	: 58k

Bargain Basement

Key *Shand* = Second hand software / Hardware. (Tried and tested 100% ok)

NEW = New pieces of software / Hardware.

Eisnteun Hardware and Software

<u>Description</u>	<u>:Normal Price:</u>	<u>Offer Price.</u>
Starbase	:£10.00	:£ 6.00 *Shand*
Sprog	:£10.00	:£ 6.00 *Shand*
Hyperball	:£10.00	:£ 6.00 *Shand*
Jump Mania	:£10.00	:£ 5.00 *Shand*
Tubes Mouse software. Version 5 (Including a keyboard version)	:£15.99	:£ 8.99 **NEW**
Tubes Version 5 update	:£ 2.00	:£ 2.00 **NEW**

Hardware, Media and Books.

<u>Description</u>	<u>:Normal Price:</u>	<u>Offer Price.</u>
Einstein TC01 Single drive in V. Good Condition. (With manuals: and 5 discs and FLEXIDOS.	Varies	:£80 *Shand*
FLEXIDOS Rom.	:£39.99	:£15.00 **NEW**
3" Disc head cleaner	:£4.50	:£ 3.50 **NEW**
DOS, Basic Reference and Introduction Manuals.	:£24.95	:£ 6.00 **NEW**

The Einsteins have been tested on ALL the ports, including mouse, printer port, external drive port, Tatung Pipe, both Analogue ports and the RS 232C Port.

Phone first to make sure I still have the item you want in stock! Leighton Buzzard (0525) 210868.

Please Make all cheques payable to R.Prime

The Auction

FOR SALE

Mono monitor. Is in good working order, and works well in both 40 and 80 column modes. Offers wanted.

2 5.25" Double sided, 40 track drives, with power supply and cable to connect to the Einstein. Any Offers?

Free for anyone that buys the Twin drives, 1 mono monitor (In good working condition) and 1 Honeywell keyboard.

A Commodore MPS1230, In Very good condition, with ribbons and 2 cans of Ribbon Refresh! Includes The Maxifit Sheet feeder, an automatic cut sheet feeder, a tractor feeder. There is still 6 months warranty on it, selling because I just bought a Star! Good offers wanted, just give me a ring!

A broken Oric Atmos, Keyboard works fine, but an IC has blown in the main computer, any offers.

A Sony 3.5" Double sided 80 track drive, I have no way of testing this drive, because it isn't cased and doesn't include a PSU. Any offers at all?

If you want to offer me on any of these things, please give me a call on 0525 210868. (After 6.30pm)

Credits

I would like to thank for this publication, my mum, without whom we would not have our wonderful Public Domain catalogue. Mr. Cawkwell for the articles, and of course, David Thompson for his wonderful show review.

Please Note. All articles in this magazine are copyright (c) 1990 Beds Computer Group. If any other group would like to use an article, all you have to do is ask!

Help - Line

If you have any queries on the magazine, or software or the Einstein in general, here is a list of people that you can now contact.

Adventure Games, Pascal, Musical Applications.
Josef Karthauser, 17 Manor Close, Abbots Ann, Andover
Hants, SP1 7BJ.

Tas-Sign, Tasword, XBAS and evaluation of computers.
Roy Prime (See Backpage).

Buying and selling of computers and evaluation of
hardware and software prices.
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Please note. The source code is now available from the PD library.

Correspondence regarding the group except Public Domain software should be sent to:-

Mr. R. Prime
The Beds Computer Group,
17 Bury Rise,
Tilsworth,
Leighton Buzzard
Beds. LU7 9PR

All cheques for software, manuals, books etc from the bargain software page and auction page (Unless stated otherwise) should be made payable to R.Prime.

Correspondence regarding Public Domain software to:-

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Roy Prime. 0525 210868.
Chris Prime. 0525 210868.