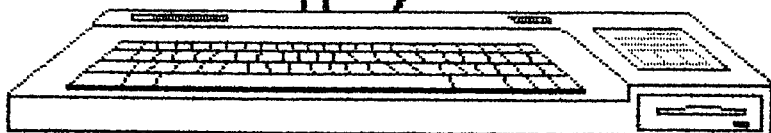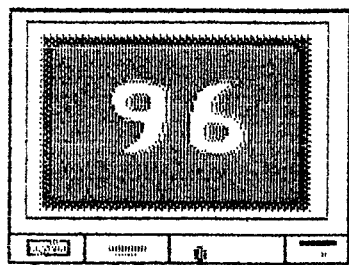# CPC SOUTH WEST
The Amstrad User's Group

Febuary 1996 Issue

WISHING YOU A CPCing 1996

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NEWS

96

REVIEWS

INSIDE THIS ISSUE:
THE EDITORIAL THE BIT NO ONE READS, N E W S,
BASIC TUTORIAL, PMS REVIEWS;
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Help lines are provided on a voluntary basis.

Please phone after 6PM or as stated, if sending a letter or a disc / tape, please do not forget to include an SAE for return postage... TAVM.

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Peter Curgenven - 0841-520875
The Hollyar, Bay Road, Trevone
Bay, Nr Padstow, Cornwall
PL28 8QZ

ART WORK, GAC PROGRAMMING, GRAPHICS, POWERPAGE 128
John Reilly - 15 North Green,
Forches Avenue, Forches Estate,
Barnstaple, N-Devon EX32 8EA

SOUNDTRAKKER, PROGRAMMING TUNES FROM BASIC
Simon Crump - 0844-32761
9 Crow Green, Cullompton, Devon
EX15 1EW

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Jamie Cooper - 01752-351101
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Dave Stitson - 01752-254404

* PLEASE NOTE *

Please ONLY PHONE NIGEL on a FRIDAY EVENING untill further notice.. Ta:

Due to Ian having to attend college by day and having a lot of homework to get through in his spare time... Please expect to wait a little longer to receive any ROMS ordered. Ian will endeavour to compete your order within TWO WEEKS.

* YOUR INPUT *

If you think you can help other CPC'ers, be it BASIC programming or stripping the CPC down and putting it all back together again (with NO SPARE BITS) or anything in between, then drop me (Dave Stitson, the Ed) a line.

* WRITE AWAY *
As in do it today.

On the same subject of helping other CPC'ers, if you want to put pen to paper and write a review or an article for CPC South West let me know. Apart from a topic all you need is a CPC, so what's stopping you ?

THE EDITOR SPEAKS

The Bit No-one Reads

A HAPPY NEW YEAR to all CPCSW readers,yes I know that I am a little late,but as this is our first issue of the year, I thought it was a nice way to start the bit (THAT NO ONE READS).

I do hope you all enjoyed the festive break, I was glad it was over what with having two grandchildren around me, I needed a week or two to get over it, did you all get what you wanted for christmas ?,I shall be OK again for socks etc,NO CPC ITEMS though.

Following Andy's information in the WACCI magazine,(About 6128's for sale at a local surplus store). just before christmas visited there to see what they had to offer,there was ONE left,I asked for it to be plug'ed in to enable me to try it out,I was hoping it would have been a 1988 model one,but no it was a 1985 (6128) , a bit grubby,so I asked the price THIRTYSODS came the reply,WHATISAID,for an old 1985 model,NO said me,it's only spares value,What will you offer me the man asked ?.TEN say's I,make it FIFTHEEN and it's yours say's he,so I now have another 6128,with a colour monitor.Andy I think you parted with your cash to quickly.

Has anyone got any ideas about the next CPCSW get together yet ?.Please feel free to make suggestions as to the venue and time for it to take place. There is not a lot of time left to plan and arrange Venue's,so please send in your suggestions.

I would like to see MORE members sending in letters-articles this year,as I have said before, any little tip may solve a problem for another member,and what about the COMPETITIONS ?.I am sure there are members who can put together a competition,and may be even donate a prize or two,Tapes,Disc's,Hardware,cash. I would offer my body but I doubt if anyone would enter for such a booby prize.

It has been asked that the date (MONTH)of each issue is put on the cover,so I sent to John the request as it is John who puts the front cover together as well as the (COVER DISC),at the time of writing this I hadn't received the cover page from John,so I hope it's there for you to file in issue order.

That's about it from me,enjoy your read.

DAVE)))...

HAPPY CPCing for 96.

Reader's Letters

The Place To Have Your Say.

Dear Sir, Madam or Other,

Hello from the 'NO PUB' area, (just spent the day knocking up 40 pints of the 'REAL ALE' type of bitter for the summer,Test in about a months time,will it last that long. Dave))).... To you and your BOSS name unknown, a very happy new year to you.

BUSINESS SECTION....... A copy of the 'buck=she' software p l e a s e   w h e n   t i m e allows....Enclose another WINNING ENTRY set for the comp:........
DON'T you dare even THINK my entry is too late !!!!.The ROUTE PLANNER
we found to be right 'AWKWARD LITTLE THING'.but WE DID IT.(well the comp anyway !!!).train of thought continued in next paragraph....or later on.

BUT before that...again HELP...Lottery predictor problem. (look at my reason for it Dave)))...). Always ME !!!.Line 70 shows as containing a fault, any ideas ???.(no fault's in this line Owen-Dave)))...) it's listed as follows. 70 IF n(b)=1 THEN GO.(magnafying glass on it's way to you Owen).the same problem turns up time and time again.
ANSWER..NO CROWS LEFT.., well there ain't when I shove some

lead up Magpies bum,when they turn up in my ground !!.
Being one of your more 'SENIOR' (old) members I have No wish to type the first word of the first paragraph,Top R/H side of page 18. 'BUT' however,it does seem to jog the memory from distant past !!!.'I THINK'.
After deep reflection and due consideration,I must simply say.....DAVE ...SEND DOWN A COPY PRONTO...PDQ...IMIATLY...it may neutralise all the BROMIDE taken o   v   e   r   t   h   e years...'THINKS''''''Where do we get a copy of the GERMAINE disc???.Any Ideas?YES send by return..TA.

Thought I'd better check up that your reviewing is up to standard,but unable to carry out the project without Progs::::.
(hows that for an excuse for needing the disc).without admitting being a PERV:::
After all I understand they all live in PLYMOUTH AREA
The PROCLIP-COCSW looks as though it could be useful sometime....So may I have a copy ?.

That's it for now,Many thanks once again for everything,see you sometime.
Best Wishes
FROM 'THE PUBLESS WONDER''''

OWEN........

Reader's Letters
The Place To Have Your Say.

The Cave Dweller Writes

Back in the mists of time the Tape to Disc Transfer routines were written by a person named Colin Harris (BONZO) with the addictional help of a few others specially Jason Brooks (The Argonaut), and thus the Discs (BONZO UTILITIES) came onto the market with the Database being updated regularly by Nigel Mells. Colin Harris decided to keep his customers informed by BONZO'S NEWSLETTER about all the transfers discovered, together with any special loaders or new routines that needed to be added. When Colin Harris moved to Canada, he transferred the rights to the Bonzo DISCS to Phil Craven. However the newsletter was covered by Carl Surry in PLAYMATES. When Playmates went down, Martin Cossins continued the LETTERS under the NAME of BONZO'S SCRAPYARD for a long time. Sadly Martin's Amstrad finally gave up the ghost and he decided to go the way of the Amiga. About the same time Phil Craven, who had supported the Amstrad very well up to this point, was having problems with his company and the Bonzo Discs stopped. Seeing as the newsletter only c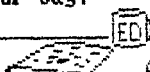osts a return paid envelope + 2 extra first class stamps, it is a very valuable service to anyone trying to transfer any tape to disc, specially with low availability of new disc programs. To date over 1500 transfers have been obtained, either by the Bonzo Discs, Special Busts or other utilities made available through the Newsletters, eg Jason's 8k special Disc and the Bankraid Disc to name just two.

From THE TROG

The above letter arrived a short while after I (John) reviewed Bonzo's Newsletter, the people concerned don't like their Newsletter being called a fanzine. (Quickly, get last issue and see where John slipped up... Dave). So, Bonzo's Scrapyard is a Newsletter not a Snooze-letter nor a 'zine. Personally I think once a publication stops being a one man show and takes on various subjects other than the original theme it becomes a fanzine. But what I think is neither here nor there, we could have a debate on the subject, drop Dear Dave a line. While I'm here, the graphics on Noom (B side of CD 4) only work on the A drive, so if you want even half a chance of completing the adventure you'll know what to do (hint).
Till next time, I hope you all have a CPCing 1996... John R.

Reader's Letters

The Place To Have Your Say.

Dear Dave.
I did intend to get lots of bits and pieces done on my little Ammy over the festive period, but what with Mince pies in one hand and a glass of Beer in the other, I didn't seem to get around to doing most of them........oh well that can be my New Year Resolution then !...
In-between all the revelry (good word,spelt right ? YES Dave)))...),however,I did manage to squeeze out the following snippets for the group.

Enclosed are my entries to all the competitions in the 'XMAS' special issue,some of the 'ANAGRAMS' for the "ROUTE PLANNER" were too hard for me,it is a good job I have an intelligent wife.(*the amount of entries I received,I began to think that I set it to easy Dave)))...*).

There is a list of ' KEYPRESS ' game cheats from the 'HPOSPFKAAA',(huge pile of scrap paper formerly known as amstrad action).the list is not exhaustive,so you may get another installment in the future.
NOTE:if you want a copy of the game cheats,send me (ED:) an A4 SAE,there are just to many to type in.

Thanks for printing my programs in the 'XMAS' issue,(I did put a typing error in the Lottery program,I tried to win it all my self.Dave)))...)
I am flattered that you printed them all at once,you will be pleased to find more programs enclosed,these programs are as follows........

1.DISC EDITOR
A mini program that allows you to 'Load''Erase''Re-Name''Run' and even load in Erased Files.

2.WEIGHTS & MEASURES
Converts metric to imperial and vice versa.

3.MAGIC TRICK.
Think of number from 1 - 255,then follow the screen prompts,your Amstrad will read your mind.-Paul Daniels eat your heart out !!!!.

4.ANAGRAM HELPER.
A short program to help you to solve Anagrams.

5.MINI WORD PRO.
A Very Very short letter writting program.just type your letter,and press ENTER at the end of each line to send it to your printer.
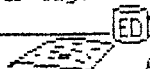
6.LOTTO.
A very Very short 'ONE LINE' lottery predictor.

Thanks David,your programs are published, Dave)))..

Reader's Letters

The Place To Have Your Say.

TO HE WHO KNOWS THE LOT

FROM HE WHO KNOWS BUGGER ALL AND LIVES IN THE PUBLESS AREA

Dear Dave....Fooled you!!!He thought he had heard the last from me for another month or two...HOW WRONG CAN ONE BE ?????.

A couple of points I missed out on the disc that I sent you,to start with. To save searching for bit's and pieces (I'm a lazy sod)* could either the issue month or an issue number be added to the front page ???.(OK!!! I KNOW I COULD WRITE THEM ON,but see above)............

(your wish is our command Owen,from this issue,John will put the issue month on the front Cover)..Dave)))...

These competitions are really good in fun and a CHALLENGE ..However, after spending simply hours entering (and winning some times--hint !!!).would it be possible to have the correct answers printed in the ensuing magazine ?. I have no doubt that many wives or partners would feel happier and more importantly...SAFER......
You wish has been obeyed again OWEN..last issue answers somewhere in the magazine.....

THE NEXT CONVENTION, YES as already said, there must be one.

When does not particularly worry me being a Knackered Early Pensioner,a very loose suggestion would be for it to be held in OCTOBER,This would give a little more daylight for the long distance travellers,(and possibly a little more cash spare,prior to the christmas blow out to spend on goodies)....

At the last get together,being of a very generous nature (and mature liar !). I left a comp prize that I won (a 3" drive belt kit I think you said it was)...if you haven't used it as a prize yet,I have decided to get my own back and devise a ' VERY NASTY COMP' for you to use if the nerve prevails...(see comp pages) OWEN) Dave)))....

There you have it.(WHY ME ? say's Dave)..Now you have a go since I recall in numerous reports that you are classed by yourself as a genius...PROVE IT !!!...Did I say that ????? Dave)))...

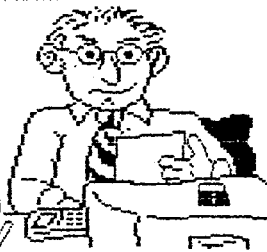That's your lot for now....THE GOOD NEWS.....I have done.......

Cherio.......OWEN.......

Yes Folks,' OWEN'S ' comp is in this issue

Reader's Letters

The Place To Have Your Say.

Dear Dave..

Would you through the magazine,thank Brian Forse for the **PRINTER** that he gave me at the convention. A very good friend has got it working for me, I don't exactly know what the fault was on it, but all's OK now, again *THANKS BRIAN*.

                                        JAMIE..........

That's what a USER GROUP is all about,Friendship,Sharing etc.Dave>>>...

Dear Dave.

Thanks for the phone call the other evening, you mentioned something about *DAVID HALL* wanting ideas for programs,well, I don't know if this can be done or not,but as I mentioned to you, I purchased " *SUPER LABELER* ", it takes up to much time in sorting out the codes etc for my liking, Now, I have a little _PD LABEL_ program, it works just fine , but I wondered if 'DAVID' could put in a patch that would allow me to use the colour print with it,.

Dave the ED here, I expect that that would be breaking any copy write on the PD program,NOT SURE,but I will throw it open to David..Dave>>>...

Arthur, Why not get in touch with David direct,you never know,he may have a similar PD Colour Print Label program.

DAVID HALL
200 DERBYSHIRE LANE WEST
STRETFORD
MANCHESTER
M32 9LU.

SPACE HERE FOR YOUR LETTERS,COME ON GET THOSE FINGERS TYPING, DON'T KEEP IT TO YOUR SELF, LET OFF STEAM,THANK ANOTHER MEMBER,MOAN ABOUT ME (IF *YOU DARE*)))).

                LETTERS WANTED - DAVE >>>>.........

MAKE MUSIC
WITH SIMON

Part 5 .... But how do I compose a tune?

Well how do you compose a tune? I can't really tell you exactly, as this is really a complicated subject to explain. But I'll try to give you some usefull pointers. So if you'd like to fire up your Music Package, or just come along for the ride ....

Firstly you'll want some instruments ... At this point I would suggest that any good instruments are kept saved on a seperate disc. This means when you have a good idea, you can try it out quickly. Instead of having to design instruments first. You'll also want to decide how fast the tune will play, although this can be changed at any time so not to worry for the moment. You'll also want to decide how many positions are in a pattern. You'll learn to judge this with experience.

The Melody ... If you think that you'll forget the melody then get it down! But most of the time, you'll probably want to place a percussion sound every 5th position in another channel (starting at 0 then 4,8,12 and so on). This will help to get the timing of the melody correct. If the melody doesn't fill the whole pattern then either leave it, or improvise the last bit so it links with the begginning of the melody. O.K. so you've got the melody timed now.

The Bassline ... This will balance out the melody, giving both depth and extra rythm to the tune. But be carefull that you don't over-do it. The Bass line can be fast or slower than the melody itself. It's up to your discretion. It can also either be as loud and important as the melody. Or, can be subtle and seem to play in the background.

The Harmony ... This will complement the Melody. It could be like another melody in itself, running along side the original melody. It could have distinctive rythm of its own, rather like the bassline. Or could be played using a repeating Arppegio. But the Harmony will always acompanie the Melody wether it's an off-shoot of the melody or something totally different.

The Percussion ... Drum rythm will add a touch of Drama if used carefully. The rythm also obviously holds the tune together. Although is not absolutly essential. I'm sure you've heard game tunes that have no drums at all!

MUSIC WITH SIMON CONTINUES..........

When I write a tune, I always stop and listen to the pattern I'm working on. Often many times, before it sounds write, generally polishing it off. Once I think it sounds reasonable. The same process is carried out for the next pattern and so on. Always trying to take the tune a stage further, while keeping each pattern close to the others. It is quite easy to get the first pattern done .... but not so easy to carry the tune on. But pratice helps a lot, so do persevere! It will all be worth it.

It's very important to have an idea of where the tune is going. After writing the first pattern ... the tune could take a real twist, or continue along the same lines as the previous pattern. You could write the whole tune on a Verse & Chorus basis. Having a common Chorus pattern after each main part of the tune.

On the Coverdisc is a tune for loading into the Tracer 'MTP5C' The Melody is on channel A, Percussion & BassLine on channel B and the Harmony on channel C. So just switch off some channels if you want to listen to a single component of the Music.

Well, I've given you some pointers. It's up to you to have a go now. If you do have any problems then give me a wring. But bare in mind, Music is what you make it. And requires some thought, So don't expect to write a track in 5 minuites. But, do expect to have a lot of fun listening to the end result.

Hope you'll join me next month for the 'Tips & Tricks' part of the tutorial .... Simon

Thank's SIMON for your article once again, But SIMON is a little disappointed that NO ONE has phone him or enquired about his article.

I am sure there must be someone out there who would like to write a tune on their CPC, Go on,give Simon a ring or drop him a letter.
You can phone him on....

01884 - 32761

HAROLD from HASTINGS has sent me some little programs to place in our PD LIBRARY. Thank You HAROLD.

CHRISTINE RAISIN is selling 3.5 " disc drives for £10-00 + postage contact Christine on 0115 - 9765163 or write
117 TILBURY RISE
CINDERHILL
NOTTINGHAM - NG8 6DE

Pocket Money Software

DONUT MAG - DISK PD
SLICE

The problem with reviewing disczines is you tend to get carried away with special effects the coders add in an attempt to go one better than their counterparts. Rasters, split screen, tunes etc seem to be more important than the written word. At times you think you are looking at a demo rather than a fanzine.

Compared to the euro-zines DM is a bit like going back into the dark ages in that there is no gimmicks, not even a decent menu system. But it does have the major ingredient - tons and tons of text.

The topics range from Slice's A-Z on how to destroy your CPC (quite funny in places) to a BASIC tutorial by Malfunction (Malcolm Dowse) with the odd re-published articles by other well known programmers thrown in for good measure. Mostly everything is written on the lighter side, verging at being humorous. Two things let this 'zine down, the non-existent menu system and Slice's bad jokes, I'm not saying which one is worse. Price wise, I would say it is absolutely FREE but there is always the copy charge, 10p from DISK PD.

Overall 59%

SPRITE GET - CPCSW PD
FRAGGLE & DUCK

Demo making made easy or what ? With next to no programming ability and this graphics converter you can create a demo like the Black Mission one or add a touch of movement to your loading screens, as I have done with this issue's CD.

SPR-GET uses screens created on an art pack to produce sprites, this is fairly easy to do but you have to get the size just right else the end result looks out of focus.

For me this type of program is what computing is all about, getting the beast to do what I want it to, even after all this time I still get a buzz out of it. SPR-GET is no good for making games, but great for non-programmers who want to put a simple graphics demo together.

The programming side of things is dead easy, using the memory locations and sprite dimensions (given in SPR-GET) you move the sprite around the screen, easy enough but no X=X+1 allowed. Major downer, NO INSTRUCTIONS included in this package. But anyone interested can always drop me a line.

There is an option to allow the user to convert a whole screen into a sprite but this took so long I binned the idea, maybe one day I'll try again.

Overall 65%

TETRIS95 - CPCSW PD
KASTRIOTTIS CHRISTOPHE

Many thanks to Simon Crump for sending me this game, Simon loves Tetris games. And who could blame him, they are addictive as hell.
When first looking at Tetris95 I was quite impressed, nice opening screen (overscan) and loads of options including two player mode. Unusually for me, I got bored with playing it after only a few goes. Compared to others Tetris95 starts off too slow, and you have to keep pressing the direction keys to move the blocks, unlike others where you just hold down the arrow key.
The two player option is a waste of time in my opinion, there is no split screen which means players have to take it in turn, admittedly you aren't put off by what the other player is doing but for me that's half the fun.

Tetris95 will be okay for newcomers to the game because it is slow but more experienced players will find it far too dull and slooooow.
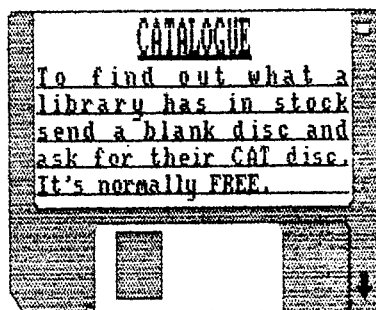
Overall 45%

BIRTHDAY - CPCSW PD
JOHN JONES

Here's a nice little fun program, after inputting todays date and some personal details it will tell you such things as how old you will be in the year 2000 and what day of the week your next birthday falls on. If you time it right it will even play a tune to you, how sweet.

Overall 80%

CATALOGUE
To find out what a library has in stock send a blank disc and ask for their CAT disc. It's normally FREE.

MODE 2 DESIGNER - CPCSW PD
RICHARD FAIRHURST

This one takes me back a bit, it was the first ever drawing package I used on this beast of mine, later on I moved onto Rob Buckley's Smart2 (those where the days). Mode 2 designer as you may have guessed only works in two colours, but it has most if not

Just 4 Fun

Last issue's little brain teaser (and I mean teaser) was a question on maths, to put is simply a farmer shoots one out of a flock of crows, so the problem would look something like this : 20+5-1=0
Why zero, becasue the rest would fly away.

As the heading states, this is just a bit of fun. Now you know what we are dealing with here's another taxing puzzle.

Jack and Jill have 4 daughters, each girl has a brother. Including the parents, how many are in the family ?

all the options you'd find in a commercial art pack, including AAS. Obviously you can only use the foreground and background colours but you would be surprised what you can put together with this one, you're not just limited to clip art. The only downer as far as I'm concerned is the screen clears when you look at the help screen, but to get round that you just have to jot down all the commands, there's a lot of them. The paint and fill options are a tad slow, but apart from that this package comes highly recommended.

Overall 80%

GERMAINE 1 & 2 - DISK PD
GILES

Germaine is a short and rude little demo (over 18's only), a waste of the coder's talent but well drawn and animated. The main theme is oral (you mean they're talking.... Dave) but there is another screen which shows various other positions to be released at a later date, personally I doubt if they will ever appear as this is a very old porn animation and none of the others has appeared so don't hold your breath.

Overall 85%

The above demo is very explicit so please DO NOT order it if you are easily offended, so detailed that Paul requires proof of age before letting you have it. If you do order it please keep the disk stored in a safe place, out of the reach children. Yes it's that bad.

You will find the name of the P.D. library which donated the software to Pocket Money Software by the title, here is a list of P.D. Libraries you can get software from, drop them a line and see what they have to offer.

DISK PD. PAUL has wrote to me to inform me of his closing of the library.

CPC SW
4 CONNAUGHT AVENUE
MUTLEY
PLYMOUTH
PL4 7BX

GNASHER PD
36 SWEETMANS ROAD
SHAFTSBURY
DORSET
SP7 8EH

KING ARTHUR'S DOMAIN
BRYMPTON COTTAGE
BRUNSWICK ROAD
WORTHING
SUSSEX
BN11 3NQ

PD FUN
FOLLY FARM
COLD ASHTON
CHIPPENHAM
WILTSHIRE
SN14 8JR

PENGUIN SOFTWARE
62 NURSERY ROAD
KNAPHILL
WOKING
SURREY
GU21 2NW

ROBOT PD
2 TRENT ROAD
OAKHAM
RUTFORD
LE15 6HF

COMP-WINNERS

NOT ONE ENTRY for '<u>BONZO'S BIG BATCH</u>' was a winner, so I have included it in another competition this month,together with '<u>BONZO SUPER MEDLER & HACKPACK</u>'.

Several winner's for '<u>MINI-OFFICE-2</u>',but as before,there can ONLY BE ONE WINNER. and the name drawn out of the hat was......."<u>DAVID HALL</u>".....

'<u>ROUTE PLANNER</u>'....It was easy wasn't it ????. A lot of winners for this one, as we had '<u>TWO</u>' copies of 'Route Planner'. I am happy to announce that we have '<u>TWO</u>' W I N N E R S   d r a w n   o u t   o f   t h e   h a t,a n d   t h e y are.......JOE ROONEY and OWEN SMITH (how does he do it ?)

Once again,thank you all for entering the competitions, those who did not win this time,do try again for the 'BONZO' programs competition.....Dave))....

COMPETITION TIME

EYE'S DOWN. FOR THE ' BONZO - COMPETITION ' good luck.....

EMPHASISE.......(6)	THE '<u>BONZO</u>' TAPE TO DISC
IMPAIRS........(5)	PROGRAMS....
SELLER.........(6)	
NOUGHT.........(4)	SUPER MEDLER & HACKPACK....
KIT LEATHER.....(5)	B I G B A T C H & S P R I T E / S C R E E N
WOODED VALLEY...(4)	DESIGNER....
LONG TALE.......(4)	
ALLOW..........(3)	XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX

THE WINNERS WILL RECEIVE THESE '<u>PROGRAMS</u>' ON TWO 3" DISC'S '....DONATED BY CLUB'S PD LIBRARY.......

GOOD LUCK..........

ONE FOR FUN..............NO PRIZES..AWAITING A DONATION !!!!!!!!!!

COOK,TOAST......(5)   HINT ! HINT ! HINT ! HINT !
JOKE...........(3)
ALONE..........(4)
ASTERN.........(3)

DAVE))....

This one is to help to fill the page up.......

ROUTE PLANNER.

1. ANXIETY
2. UNITED
3. STORE
4. SENATOR
5. DONE
6. POINTERS
7. ARTICLE
8. INFLATED

I WILL ENTER THE ANSWER'S IN THE FOLLOWING MONTH FOR EACH COMPETITION.........

MINI-OFFICE 2.

1. WITHSTAND
2. SWELL
3. LUCKY
4. MATURE

BONZO BIG BATCH.

1. IDIOT
2. ALTER
3. FABLE
4. ISSUE
5. AVOID
6. TRADE

COMPETITION TIME
SET BY OWEN.

WOT'S THIS ' ERE '

REPLACE THE QUESTION MARKS IN THE ANSWER WITH A LETTER.?????????

1. AN EVIL + C MAKES	???? ERE
2. RACE THE CAR ENGINE TO START WITH	??? ERE
3. OPINION IS CONTRARY PERHAPS	? ERE ??
4. CLAPPED OUT, ABANDONED,RUIN	? ERE ????
5. POINT UPWARDS	ERE ??
6. OUR 'MAR'COULD HAVE THE END BIT	ERE ????
7. ONLY,BUT,NOT A LOT,JUST	? ERE ??
8. POMP,DISPLAY,RITUAL	? ERE ??????
9. RESIDENT, EXISTING AS PART OF	??? ERE ??

THE PRIZE ??? FOR THE ABOVE.
KINDLY DONATED AND SET BY OWEN
IS A 3" DRIVE REVIVER KIT WITH
INSTRUCTIONS. GOOD LUCK !!!!

WHY NOT SEND IN A COMPETITION LIKE OWEN HAS. IT'S ALL GOOD FUN, AND MOST MEMBERS ENJOY THEM.DON'T FORGET THE PRIZE !!!!.

Remember, there can ONLY BE ONE WINNER FOR EACH COMPETITION. all winning enteries are drawn out of a hat for the overall winner.

Dave))) ....

TYPE-IN'S
By DAVID HALL
THE
SAVAGE PUMPKIN

Still trying to get David's Lottery program to work ? a typing error
in LINE 90: EDIT LINE 90 to read.

```
90 PRINT #s,b;  it will then work,  sorry...............
```

```
1 SNAKEBYTE by D.HALL. (use <&> crsrs)
2 ' Hit screen edge/toadstool=game over
10 INK 0,9:x=10:MODE 0:a$=CHR$(181)
20 PEN 12:LOCATE INT(RND*18)+2,1
30 PRINT CHR$(229):CHR$(11)
40 x=x+1(NOT INKEY (8)-(NOT INKEY (1)
50 PEN 10:LOCATE x,19:PRINT a$:s=s+1
60 IF TEST(-16+32*x,120)=0 AND x > 1 AND x <20 THEN 20
70 PEN 4:PRINT "SCORE="s
```

```
1 'SEQUENCE REMEMBERANCE TEST
2 'by David Hall (c) Nov 1995
10 t=t+1:MODE 2:PRINT "remember this !"
20 s$="":for m=1 to t
30 s$=s$+CHR$(INT(RND*26)+65):NEXT
40 PRINT s$:for g=1 to 1000+t*200:NEXT
50 CLS:INPUT "sequence ? : ",a$
60 IF UPPER$(a$)<>s$ THEN 80
70 INPUT "RIGHT ! push ENTER",a$:GOTO 10
80 PRINT "Wrong it's "s$"! Score:";t-1
```

```
1 'DISCO FEVER by DAVID HALL
10 INK 0,0:BORDER 0:g$=CHR$(231):MODE 1
20 a=(RND*12)+1:b=(RND*12)+1:c=a
30 INK 1,RND*27:INK 2,RND*27
40 INK 3,RND*27:PEN RND*4
50 GOSUB 60:a=b:b=c:GOSUB 60:GOTO 20
60 LOCATE 8+a,b:PRINT g$:LOCATE 33-a,b
70 PRINT g$:LOCATE 8+a,25-b:PRINT g$
80 LOCATE 33-a,25-b:PRINT g$:RETURN
```

I have checked and double checked the type -in's,so
you should get all these programs to work without
having to re-edit any lines.

There are a couple of more type-ins on the next page
from David.

more type-in's for you.

```
10 MODE 2:Print "David Hall's "CHR$(10)
20 Print TAB(7)"QUIZ MASTER'"CHR$(10)
30 dim q$(1000),a$(1000)
40 t=t+1:read q$(t),a$(t)
50 if q$(t)<>"1" then 40
60 b=int(rnd(1)*(t-1))+1
70 if q$ (b)=""then 60
80 print upper$ (q$(b))" ";: input c$
90 if upper$(c$)<>upper$(a$(b)) then 130
100 print "-Right -":sound 4,30,40
110 q$(b)= " ":sc=sc+1
120 if sc<>t-1 then 60 else 140
130 print "-Wrong -":sound 4,1000,40
140 print "**QUESTION CORRECT =";sc"**"
150 data WHATS THE CAPITAL OF PERU,P
160 data HOW DO YOU SPELL MYSTIC,MYSTIC
170 data IS JULIAN CLARY MARRIED,NO
180 'add more questions here (ie DATA
question,answer)
65500 DATA 1,*DON'T REMOVE THIS LINE *
```

HI DAVE !
I have sent you a few more small programs to possibly publish in a
future issue of CPC SOUTH WEST MAGAZINE.
As usual they are short and easy for members to type in. and they
are of much use to LEARNER BASIC programmers.

The programs are self explanatory when run,but for you DAVE and any
other member,here is a quick run down of what each of the programs
does:-.........

1...SNAKEBYTE - Dodge the on-coming objects for as long as you
can.The game is very fast and colourful.(controls are by left and
right cursor keys.

2...SEQUENCE REMEMBERANCE TEST - Using this program,the user can
test and IMPROVE the performance of his/her own memory by trying to
recall an increasingly longer chain of letters.

3...DISCO FEVER - This is a shorter and better version of mine
published in 'Amstrad Computer User'. The program is a jazzy disco
lights simulator,switch off the lights and turn up the stero on
full.

4...QUIZ MASTER - A simple quiz program,I have only included 3
questions.many more can be added:either serios (could help
with exams) . or silly one's. (good for parties).

MORE TYPE-IN'S FROM DAVID HALL.

```
1.LOTTO - DAVID HALL
2. DIM n(49)  :  FOR a=1 TO 6:  n(0) =1:WHILE
n(b):b=INT(RND*49)+1:WEND m(b)=1:PRINT b: NEXT
```

```
1.' MINI WORD PRO by DAVID HALL
2.'PRESS ENTER after each line
3.'typed to send to the printer
10.BORDER 3
20.INK 0,0
30.INK 1,15                    ** NOTE **
40.MODE 2                      dont put the dot after the line
50.LINE INPUT "",a$            number ...............
60.PRINT #8,a$
70.GOTO 50
```

```
10 INK 0,0:MODE 0:PEN 1:PAPER 0:MODE 0
20 PRINT TAB (9)"WEIGHTS AND MEASURES"
30 FOR t=1 to 9:READ a$(t),b$(t),c(t)
40 PEN 2:PRINT t*2-1;a$(t)" to "b$(t)
50 PRINT t*2;b$(t)" to "a$(t):NEXT
60 PEN 3:INPUT "Select 1-22: ",p:p=p/2
70 IF p=INT(p) THEN d=2:GOTO 90 ELSE p=p+1
80 p=INT(p):d$=a$(p):a$(p)=b$(p):b$(p)=d$
90 PRINT "How Many"; b$(p);:INPUT i
100 IF d=2 THEN d=i*c(p) ELSE d=i/c(p)
110 PEN 1 :PRINT i;b$(p);" = ";d" ";a$ (p)
120 WHILE INKEY$)"":WEND:CALL &BB18:RUN
130 DATA Kilometers,Miles,1.60934
140 DATA Meters,Yards,0.9144,Metres
150 DATA Feet,0.3048,Centimetres,Inches
160 DATA 2.54,Litres,Pints,0.5683
170 DATA Litres,Gallons,4.5461,kilos
180 DATA Pounds,0.45359,Kilos,Tons
190 DATA 1061.047,Kilos,Stones,6.3
```

We are running out of space on this page,so turn over to find
two more type-in's from david.
David say's,more stuff on it's way to me,if time permit's,which
will include David's,"XENOMORPHS" game that David has kindly
donated into the Public Domain.

David also adds that this little lot of type-ins will keep you
all going for a week or so !!!...

TYPE-IN'S CONTINUE'D

```
1 ' MAGIC TRICK by DAVID HALL
10 CLS:PRINT "Think of a number (1 - 255 )"
20 PRINT " & I'll work it out what it is ! "
30 INPUT "PRESS ( ENTER ) when ready:",a$
40 n=0:a=1: INK 0,0:INK 1,16:INK 2, 14
50 BORDER 3:MODE 1:FOR t=1 TO 8
60 CLS:PEN 1:PRINT, "MAGIC TRICK":PEN 2
70 PRINT: FOR m=1 TO 255:b$=BIN$(m,8)
80 IF MID$(b$,9-t,1)="1" THEN PRINT USING '" ##### "; m;
90 NEXT:PRINT
100 INPUT "IS YOUR NUMBER HERE ( Y / N )" ; a$
110 IF LOWER$(a$)= "Y" THEN n=n+a
120 a=a*2:NEXT:CLS:PEN 3:LOCATE 8,13
130 PRINT " Your number is " ;
140 FOR t=1 to 3000 : NEXT :PEN 1: PRINT n
```

```
1 ' Save it first then run it
10 ! USER ,0:INK 0,0:INK 1,15
20 PAPER 0:PEN 1: MODE 2
30 PRINT TAB (30)" Disc Editor by David Hall "
40 CAT
50 INPUT "1=LOAD 2=ERASE 3=RENAME 4=RUN 5=CHANGE USER
AREA:", a
60 INPUT "FULL Filename or ( if option 5 ) USER AREA 0 - 255
( 229 = ERASED files ):" , f$
70 IF a=1 THEN LOAD f$
80 IF a=2 THEN ! ERA , f$
90 IF a=3 THEN INPUT "New Name:" ,nf$: ! REN,f$,nf$
100 IF a=4 THEN RUN f$
110 IF a=5 THEN POKE & A701,VAL (f$) :  GOTO 20
120  GOTO  10
```

Well that is it for this issue folks,Not only have I typed the
programs in here, I have typed them in and saved them to try
them out, and I must say the last program is very handy in
deed, How many times have you erased a file when you didn't
mean to ????well this Disc editor works well in listing the
erased files on the disc (providing ithe disc hasn't been
formatted),you can then give it a USER 0 to bring it back
again.

Thanks David,these little programs will keep the members quite
busy,and they are very appreciated by all.

                                    Dave))).....

David did send another LONG TYPE - IN,but I will keep that one for another issue.

David has asked . ' ARE THERE ANY SPECIFIC PROGRAM TYPES ' that we would like for David to compose a miniture version for the magazine,David say's he will give it a whirl !.

If you would like to see a specific program,why not write direct to David,and he will ablige if possible.
DAVID HALL
280 DERBYSHIRE LANE WEST
STRETFORD
MANCHESTER
M32 9LU.

Many Thanks David for your programs...   the ED......

HERE'S THE NEWS !

FROM 'DAVE CALENO - BONZO'S SCRAPYARD'. Ex NEMESIS-MICROSTYLE CPC programs. IE:::::::::
BONZO SUPER MEDLER
BONZO HACKPACK
BONZO BLITZ
BONZO FLASH PACK
BONZO BIG BATCH
MAXIDOS & PROCOPY
MS800 large disc format program.
  ALL OF THE ABOVE SUITE OF PROGRAMS have been kindly entered into the **PUBLIC DOMAIN by Phil Craven.**

These are now available from your own PD library.
For those of you who do not know about 'BONZO'. They are all good tape to disc transfer programs,sprite desingner,pools predictor,database , etc

The above programs can also be obtained from ::::::
DAVE CALENO
BONZO'S SCRAPYARD
29 CHAPTER ROAD
STROOD. ROCHESTER.
KENT. ME2 3PX.
You can also get from DAVE " BONZO'S SCRAPYARD "

Phone Dave on (01634 - 724262).   for details

Thanks for the information Dave- Dave)))....

THE POKER'S UTILITY

BY PETER.

First of all, a BIG THANKS to ' JR ' (BARNSTAPLE), who sent me a copy of " COMPARATOR " which made my Christmas and Birthday.

I have tried the program out, but to comment on it now would be unfair as I need to give it a full trial. The early indication's are that the MFSEARCH I mentioned in December's issue of CPCSW,it's better and easier to use.

For this issue, I am going back to "TEARAWAY",Yes I know I am bias to 'Tearaway', but it is a Utility that any ' POKER ' should have. A FREE PD version is available fro U.A.U.G. (cut down version),or you purchase the full program from JAMES VERITY.CPC NETWORK.3 THE COTTONS.OUTWELL.WISBECH.CAMBS.PE1 4 8TL.((that's the commercials over- Dave))...

To use 'Tearaway',you need a MULTIFACE to load it into,a menu will then appear,chose your needs,IE:CUSTOMISE your TEARAWAY DISC or INSTRUCTIONS. 'Tearaway' loads into the extra 8K of RAM in your Multiface,if you chose to load 'tearaway',you will get a message to say it has been installed,if it states M/F missing,try again.

Now load in your game (o's) program that you wish to have a look at,press the 'STOP' button on your M/F,instead of the Multiface menu,the Tearaway menu of prompt's by using keys ' A - K '.

Here is a quick 'RUN DOWN' of the keys.

'A' returns you to the program at the point from when you pressed the 'RED' button on the M/F.Same as the 'R' on the M/F menu.
''B' toggles your printer ON/OFF (screen or printer).
'C' displays Decimal / Hex-Decimal.
'D' dissasembler (say no more).
'E' memory dump (ditto).
'F' poke,alter address to be poked (like M/F toolkit.
'G' search * important to us 'POKERS',it puts us into another menu.
'H' information (self explanatory).
'I' graphic's dump (dumps memory as graphic's image.).
'J' memory copy (again other utility disc's have this).
'K' editor (need I say more)

If you want more information about game POKE'S. Please contact PETER ON THE HELP LINE or send an S.A.E.

NO POKING HERE.

next page please......

POKE with PETER.

You will find the utilities mentioned on other 'utilities disc's',but 'tearaway' was the FIRST and BEST,and it is still very easy to use.

Now let us go back to the 'OPTION-G-KEY',by pressing 'G',you are presented with the 'SEARCH' menu......' A - F '.
'A' return to main menu
'B' input string (Hex-bytes)
'C' input string (characters)
'D' input null (Hex-byte)
'E' input null (character)
'F' start search

For US M/F POKERS,we use the 'b' & 'c' (b) to input code to look for such as 3A,00,00,3D or D6,32,01, etc or 'option' 'c' and input as GAME OVER. or 'END' Then press 'F',and Tearaway will search through memory from 0000 TO FFFF and display all addresses where input for 'b' or 'c' occur or ' string not found'.

Now anyone newer to the 'POKING' game,if you use option "C". and look for 'Game Over', Tearaway looks for this and will come up with an option of addresses (Hopefully - say's He).This is not where to 'POKE' around,you must look for an earlier call or 'LOAD', You must make a note of where the address of GAME OVER started for example '9988'you then ask Tearaway using option "B" to look for CD8899 or 3A8899.*****NOTE*****an address in code is reversed,so 89988 is shown as (88.99). CD in code is 'CALL' and 3A is 'LOAD'. Tearaway will come up with another address to 'POKE' around. you did remember to use the right CAPITAL or small

letters when using option "C". Tearaway will only look for what it is told, if in doubt,use SMALL capital letters.

Again if you are NEW to this 'POKING' game, and using option"B". use some of the given values that I gave in the last issue of CPCSW , to have a look around with.When you have your address that you want to play around with,'PRESS' "A".You will be returned back to the MENU,press "F", and put in the address that you wish to 'POKE',use 00,(always a FIRST safe bet),you did remember to NOTE the original value didn't you ?????? .Now press "A" and back to the game to see what happens.

Infinite Lives, Ammo Etc. (NO,never mind,try again).

On pressing "H" ,you are given a 'menu' to play around with the Z80 REGISTERS, PALLETTE, CRTC REGISTERS & SYSTEM INFORMATION. Leave well alone if you know nothing about this, as Tearaway will accept NO responsibility, if you mess up your 'Software or Hardware'. Now Tearaway can deal with 128K games or programs,you save the game/program using the "C" option,(clear banks)with your Mulitface as a 64K saved program,Tearaway can then look at it as it uses the EXTRA banks of any program over 64K to over write it.
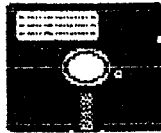Just to RE-CAP,the Utilities are the same as on other disc's,but in my opinion,YES WE KNOW PETER. Tearaway is THE BEST.

Worth the money ' YES IT IS '

PETER ....

REVIEW
PROCOPY

Now that the ' BONZO 'suite of programs have been entered into the Public Domain, I thought that I would do a little article on the Disc Copier program, **CPC PROCOPY**

Back in 1989 when it was released by 'NEMESIS' at 2-50 on disc,it was considered to be the copy program to get past any <u>Disc Copy Protection</u>. It is quite a good little program with lots of Utilities on the same d i s c f o r example....Formatting,Disc mapping etc....

MAPPING a Disc is somewhat different to other mappers, Instead of all the tracks and sectors,where each file is kept and you get a screen full,Precopy prompts for the track that you wish to examine,it will display technical information such as the number of sectors,sector headers and gap #3 byte,one track at a time.

There are two formatting choices,Amsdos 178 K DATA, and 169 K VENDOR,never heard of VENDOR FORMAT ?,well as you know CP/M is copy right of LOCOMOTIVE,so in order to send SYSTEM CP/M programs as from a PD library,VENDOR format was used to get around it.

The early version of CPC PROCOPY,came with **MINIDOS** which had a set of useful utilities to use with CP/M. The copy that I have hasn't got it on so I cant comment on what 'Minidos' was like.

'**THE COPY**' function is a Disc to Disc file copier with the usual ? and x wildcards permitted. '**THE ERASE**' is self explanatory, but, '**THE KILL**'is some what different. As you know,when a file is erased from the disc,it's directory entry is modified,but the file is left intact.(put into USER AREA 229).When the KILL command is used,you kiss good by to it,lost for ever,so if using the KILL command,be sure you don't want the file again. '**UNERASE**'(WILL) resurrect the any erased file. '**R/O & R/W**'will allow any file to be read-only or to read-write. similarly, '**SYSTEM**'will hide the file from the directory.

'**PROCOPY**' has a good facility to '**ARCHIVE**' a Disc to Tape and to recover the files back again.'**BUT IT IS NOT A TAPE TO DISC COPIER**'

IT'S IN THE LIBRARY FOLKS,as with the other 'BONZO' programs,on the other side of the disc,is 'MAXIDOS'

WOULD I RECOMEND THIS UTILITY ?. <u>YES</u>

75 % DAVE)))....

THE COOK REPORT

THE CHRISTMAS COMPUTER SHOPPER SHOW.

Being jinxed out of production is not every fanzine's greatest wish. But CPCSW has never done it before,so I thought that a jinxed article or two may come in handy some day,hence this one. It's not strictly CPC, but it is computer related.

On sunday the third of December,the day I should have been madly studying for my Business Studies exam, I went to London. Why did I go to London?. To see the shops and beautiful Christmas lights ? Perhaps, to see Rob Buckley or Richard Widley (surely a waste of Diesel) ? No. I went to OLIMPIYA (*I cant even spell it now,somebody help me*) (*TRY OLYMPIA-Dave*)))....(TA). And I went to OLYMPIA because there was a Computer Shopper Show on there.

At this show,there promised to be hundreds of bargains. There were quite a few. We (I dragged my Dad along because he had the money).Left about half past two, and sat waiting for a train service that didn't run on Sundays. A while later we saw all these smiling people coming out with brand new HEWLET PACKARD 660 colour Ink Jet Printers. When we asked them,they had been rduced to about £180,from well over £300. Had we gone back in that Hall to claim the Discounts we had missed out on, we would have spent quite a few Hundred pounds we hadn't got.

It's always the same. I drag along Dad to places I get FREE tickets for,(*The Future Entertainment Show was one, but that is another story*),and he drags me along to places where he is likely to spend money. I always remember walking around Computer Fairs seeing Dad's eyes light up at something. I then feel like the parent saying "NO" to the excited child at christmas time. I feel like the parent quite a lot with him actually, I even put his socks on for him, but again, that's another story. (*I am so glad mt Dad doesn't vet my articles before going to print*).

Anyhow,the Computer Shopper Show was not all that great. It was just the same OLD companies hauling out products and trying to flog them to the same OLD audience.Was it a good day though? Well,I got to drive to Dorking Station,I like driving.I've just passed my test you see(*I don't yet know how*).so driving at speed is a bit of a novelty. "Exactly how much over the speed limit were you doing Angela ?"*asked a panic stricken Dad*.....Up there I met a bloke called Ben Howard. He works in advertising on a magazine called PC MART (which is why I went up there in the first place).

I also liked coming back,because it was dark. Ilike travelling in the dark. My Dad and I,had a nice quite meal at the Little Che,which we enjoy doing,as we don't get to do it often.

CONTINUED.....
And that was it. I haven't finished the rest of the day yet. I
have written the review for PC MART, wrote one on CPC PD for
them, that was due a week ago, writen this....but I have a
rather nice warm milky huge mug of coffee by my side,and am
about to make a phone call, so the day will probably turn out
good, even if I was supposed to be swotting today. my driving
has given my Father grey hair (*Mind you, it won't notice much
against the copious amounts he already has*).

Angela Cook.......

BONZO'S BIG BATCH

What is it ?."*What you see is
what you get*".and what you get
i s   t h r e e   p r o g r a m s –
1 . D a t a b a s e . 2 . P o o l s
predictor.3.Sprite and Screen
designer.

DATABASE

The Data manager is a simple
database program that will hold
a maximum of 500 records in
memory at once.

There are two field types,'Up
to 55 characters in length,and
up to 20 fields in each
record'.

Entering details is simple, and
any mistakes are easily put
right,and once you have set up
the structure,you can save to
disc and re-run from within the
program to amend or add to the
files.

You can also get a print - out
of your files, a very easy
program to use, ideal for club
membership details etc.

POOLS PREDICTOR

Want to win on the Football
Pools ?. Try this little

program to select lucky *LUCKY
NUMBERS*. If there is such a thing.

What you have to do is to enter
details of the teams,number of
Games played,won,drawn,etc,and
hopefully it will predict for you
the 'DRAWS,WINS,and_AWAY
RESULTS'.put your little "X's" on
the coupon and await the cheque
to drop on your door mat....Good
Luck.....

SPRITE – SCREEN DESIGNER

This program is very handy if you
k n o w   a b o u t   m a c h i n e
programming,'*That counts you out
Dave...Dave)))...*'.

Screen designer is fun to play
with,even I got a screen to look
quite good,'*well I thought
so...Dave)))...*',the screens are
saved as normal 17 K screen size,a
good little program if you know
what your doing.

· So is **BONZO'S BIG BATCH any good
and worth having ?.**
Yes I think so
Do I Have It In The Library -
'YES'.

Rated 55 %

Dave))) ....

AMSTRAD ACTION MAGAZINES

Dave (me) is having a clear out, *NO I AM NOT LEAVING THE CPC.* (Boot Sale Bargains).

I am offering the following 'Amstrad Actions' at 30p.per copy.+ 2 X 1st.class stamps.
ISSUE 40 to 55
ISSUE 58
ISSUE 61
ISSUE 65
ISSUE 105 to 117. (SOME WITH COVER TAPES).
First come first served , (as they say)
2 X 1st class stamps apply to the UK ONLY.

the ED....

TIPS FROM ALAN

In a past issue,there was a project instruction on how to fit a switch to the Multiface cable to make it invisible.
I would like to pass on this little TIP,that members may or not know,which I think is easier.
1. Hold down the STOP button
2. Press and release the RESET button
3. Release the STOP button
4. Press "R" on the keyboard
nice little tip ALAN,thanks a lot. I didn't know about that one,did anyone else ???.

any more tips ??????????????????

REVIEW BY DAVE

Do you need to keep some sort of control of your MONEY. ??. YES..then I have a nice little program in the library,very much like the 'MONEY MANAGER' program.

It is named 'BANK MANAGER'.
One of the best things about this 'bank Manager' is,HE/SHE doesn't say "NO".
or write you nasty letters,when you overdraw on your acoount.

You can input all your Wekly / Monthy outgoings,-standing orders etc,even work out months in advance,how your spending is going. **75 %**

Some of you may have read about ' RADICAL ' pulling the Plug on the CPC.
And the much awaited " MAGA BLASTERS " has been withdrawn due to coding problems. But on the good side for PLUS OWNERS, ' SMART + and FLUFF ', has been entered into the Public Domain. I wonder how long it will take someone to program a patch so it will work on the 6128.

NOTE. DO NOT CONTACT " SIREN SOFTWARE ". they have sold all there CPC related items,and therefore will only return your order, Try Peter Campbell of " COMPSOFT " instead.

Dave))).....

ODD'S & SODD'S

I have been asked to clarify one or two points to a NEW MEMBER,JOHN from Tavistock has asked me,(HOW IS IT THAT WHEN I CAT A DISC,IT ONLY SHOW'S 3 FILES THAT TOTAL 100K, yet there is only 3K left on the disc ???),doesn't the disc have 178 K of space ?????????????

The answer John is that there are a lot of files on the disc that are HIDDEN from you and don't show up when you do a cat of the disc,clever isn't it????. If you have PARADOS ROM or some other good rom fitted,you will see what I mean when you log in a disc ,those that are hidden are high-lighted,now you can of course change them to READ & WRITE to your screen by altering the ATTRIBUTE'S (a big word there for you Dave....Dave)))...).This one alway's use to get me when I first started computing John ...I could never understand how three files that total 100 K can only leave 3 K un-used when the disc suppose to have 178 K of space..Dave)))...

Poor Arthur was having problems with his set-up,he couldn't read some disc's that I sent him,after Hours of prodding around with his trusty AVO Meter,he eventually traced the fault to the 12 V lead from the MONITOR. it was giving him an INTERMITTENT fault. (another long word Dave...Dave)))...),.so it just goes to show,it is NOT alway's your disc or the drive to start swearing at , NICE ONE Arthur,I have never come across that one my self before....

MERVIN ask's,DO I REALLY NEED A SIDE SWITCH?????. the answer Mervin is yes and no. BUT as your set-up doesn't have any large format Rom's connected,and NO ABBA or any other singing group switch,. I would suggest that you get your self a side switch.

The question came about because Mervin wanted some PD from me, and most of the PD disc's have two sides,Mervin does have a 3.5" drive fitted and he sent me the 3.5" disc's to copy onto,so without a large format facility or a side switch,I had to use two disc's formatted to 178 K only for two sides of PD,now I know these disc's are cheap compared to 3" disc's,but for ease of use,I would certainly fit a side switch to cut down on the number of disc's needed.