

July/Aug
1994

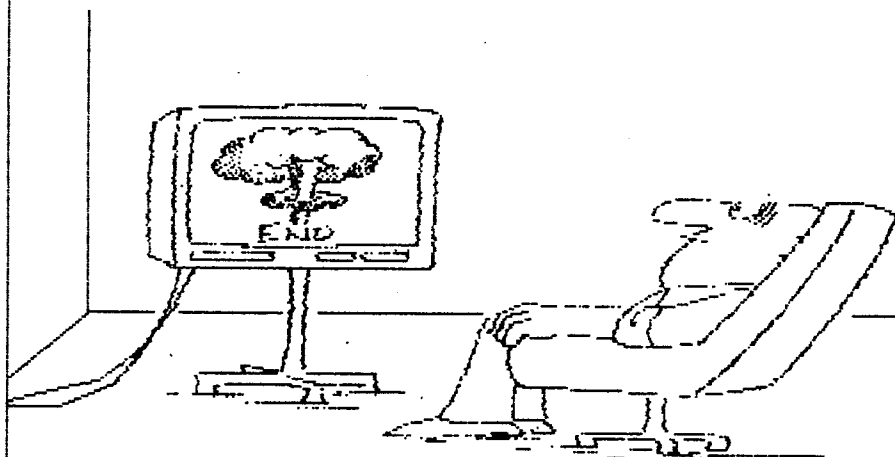
Issue 6

Only 80p

(plus an SAE)

UNDERCOVER

The Final
Issue









INSIDE

Back To Basics * News * Reviews
* Adventures * Type-In * More..

If it's out, it's in

"A lively and
interesting read"
-WACCI

Pacific
Publications

| | | |
|---|---|---|
|  MONTY AND SON  |  Dad!!...Dad!! Isn't this Poisonous? 'GALLIUM ARSENIDE' |  What a load of rubbish some people speak dad! 'GARBAGE' |
| | Yes Son, it does contain arsenic but it's a SEMICONDUCTOR that is used instead of Silicon when the need for High Speed Circuits is required. Needs less power also. | Don't be cheeky son! It's a name given to meaningless DATA that is printed by a computer because of errors in the program. (GIGO) 'Garbage in-Garbage out'. Okay? |
| |  This is what you did when you met David Dad! 'HANDSHAKE' |  I know this one Dad! It's a car hire company? 'HERTZ' |
| | He!...He! Yes Son! But in this case, it's signals such as - 'Ready to Receive', 'Transmit', & 'Wait'. That help to control the DATA transfer between computers. | Ha!...Ha!...Ha! No Son! It's the standard unit of frequency. The basic unit (Hz) is 1 cycle per second. Named after the Physicist Heinrich Rudolph Hertz (1857-94). |

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We stock much more, write for a catalogue with an SAE.

SD Microsystems (Dept A), PO Box 24, Swaffham, Norfolk, PE37 7UE

The Editorial

The Editor
with general
chat and
thanks.

In September 1993, a new magazine was born catering solely for the Amstrad CPC. In August 1994, just a month before its first birthday, it closed.

That magazine, dear readers, was called CPC Undercover. Yes, this one. If you haven't yet caught on, CPC Undercover will cease to exist after this issue because I just can't find enough time in the day to work on it.

It has been a rather eventful year to say

the least. We began by breaking the news that Megablasters was appearing. We're still waiting. We have followed the Con-man Craven capers bringing good news on that in our last issue. I've answered loads of letters which have hopefully set people on their way again and together with Angela Cook, managed to get rid of a few innocent unsuspecting people as well.

But all good things must come to an end (I hope you do regard CPCU as a

good thing). It has been fun, there's no denying that but there isn't enough hours in the day to continue.

So thank you to everybody who has read and written for CPC Undercover for the past twelve months - we would have closed months ago if it wasn't for you.

CPC Undercover didn't quite reach its first birthday but it lasted as long as CPC Attack so you could say we are part of the CPC's very long history.



Sleepwalker PD

9 Meeting House Lane
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Top Quality Public Domain Software For The Amazing Price Of 25p Per Disc Side

That's right, 25p gets you a whole disc bulging with the best PD around. Sleepwalker PD have got an impressive catalogue catering for every CPC user. From games to utilities to clip art to demos, Sleepwalker PD have got it all.

What's more, an extensive range of exclusive PD software is available together with the best of the International software around making Sleepwalker PD, a truly innovative library.

Write to above address enclosing a SAE in order to obtain a copy of the catalogue which includes details of how to order. And watch this space for further developments. You know it makes sense.

Bits and Pieces

Another Option

A new store has opened in Fife, Scotland dealing with the selling of second-user software and hardware for all computers including the CPC.

Eddie Driver, the owner of Soft Options, has told CPCU that he has a good supply of Amstrad CPC tape and disc software.

"We believe that our prices are probably the cheapest of any commercial outlet in the UK," he said.

To contact Soft Options send an SAE to 139 Commercial Street, Kirkcaldy, Fife, KY1 2NS, Scotland or telephone 0592 642426.

A Cavern Of Computing Goodies

Computer Cavern are billed as having the largest stock of CPC software in the universe.

The Marlow firm stock a vast array of games ranging from 99p to £19.99 on tape, disc and even cartridge. They also supply business and utility software together with educational programs

New PD Library

Domain PD Graeme Chesser's PD library which was once part of the Scull Empire, has again changed hands.

Barrie Snell, Arthur Cook and our very own Angela Cook will be running the library very soon. Read Amstrad Action for the latest developments.

CPC Now! Shut

James Hockney's CPC fanzine, CPC Now! has bitten the dust for reasons unknown to us here at CPCU.

Although it appears that subscribers have not been reimbursed, James is thinking about starting another fanzine quite soon.

and a small selection of peripherals.

To obtain a copy of the latest catalogue then send a stamped addressed envelope to Capri Marketing Limited, Computer Cavern, 9 Dean Street, Marlow, Bucks. SL7 3AA. You can telephone them to check the availability of certain software on 0628 891101.

Craven Gone

Phil Craven, the notorious confidence trickster who stole hundreds of pounds from unsuspecting CPC owners has finally packed his bags and gone.

It is a victory for all those people who have dealt with Craven and not received anything in return for their money.

Craven first had problems with his previous company, Microstyle, which promptly went bankrupt. A new company called Avatar was formed run by the wife of Craven's close friend. Craven then took over the running of Avatar himself. Once again trouble began.

The bad news is that anybody who has not received their goods are not likely to and they will almost certainly not see any of their money returned either.

Goodbye

Thankyou for reading CPCU which as you know, has come to the end of its run.

Help!

Chris Foreman has written to us requesting your help. He is starting a bulletin board exclusively for Amstrad CPC owners and would like some help in the shape of technical things and ideas as to its structure.

He would appreciate it if you write to him about:

Software on ROM and disc

To allow adverts or not

How much to charge

How to use his 6128 at the heart of the BB

Suggested topics and departments to have on the BB

Modem software and speeds

Should PD programs be included?

He also wants to discover whether or not there is any demand for a bulletin board for the CPC. So if you can help Chris in any way then get in touch - I'm sure he'll be pleased with any response he gets.

Write to:
Chris Foreman
56 Chaucer Close
Gateshead
Tyne and Wear
NE8 3NG

Or telephone:
091 447 1714

Parados

■ Campersoft ■ Price: £15.50

Finally people can actually get hold of this ROM but the big question is: Is it any good? Peter Corgenven finds out.

Today I received my copy of Parados from Campersoft. I have been after this ROM for some time and I am not disappointed. It is going to be a major help with file and disc management.

On loading up the Parados ROM in plug seven you wont get a menu. When you call DRIVE up pops the menu and to select the options you toggle the CONTROL and SHIFT keys and press the required key to get into the menu.

Once the CTRL and SHIFT key selection is mastered you have loads of things to play with. Besides standard disc management operations, what has Parados to offer? Well it recognises several formats, fifteen in fact and it can transfer files from one format to another. For instance if like me, you use ROMDOS and use more than one user area, Parados puts all files from all user areas up for selection and you can copy say from the B drive user 1,2,3,4 files to the A

drive.

Parados can also be configured to your own needs. After five minutes anyone should get the hang of it. Is it worth the money? Yes, to put it bluntly. You don't need ROMDOS or any other formater nor a disc management system.

Parados has too many operations to mention so if you have a Rombox I thoroughly recommend that you add it to your utilities.

The only thing that is wrong with Parados is that it comes without an instruction manual because Campersoft were not given any but as I've said it is very easy to use. Quantum were daft not to sell this great piece of software to their customers.

Campersoft offer discounts to WACCI, U A U G a n d s o m e o t h e r g r o u p s.

95%

Publicly Speaking

In a smaller version than usual, Publicly Speaking takes its last look at what's around the PD circuit with David Crookes.

Banner Mania

People who enjoy wasting lots and lots of paper are going to love this program to bits because wasting paper is the name of the game.

As the title suggests **Waste A Few Trees** Banner Mania is a program in which you can use to create nice long banners with anything you desire scribbled on them. So as you've probably guessed you are going to need a printer and

a hell of a lot of tractor feed paper. Then and only then can you start making up a few banners.

The program has facilities to print text in massive letters (up to eight different sizes in fact) and you can do this in any one of the hundreds (slight exaggeration) of fonts provided.

Obviously the program prints out the banners vertically in order to

get the banner effect and the amount of words that are printed on each sheet depends on the size of the font that you've chosen, again obviously.

One big plus in my book is the ability to view your banner before you actually get around to uprooting a couple of rainforests. When everything is sorted out, you can then print it and out it comes looking quite nice. In other words, the output is good so all in all Banner Mania is a good bit of software to have. **70%**

Coverdisc 6

In Association With Sleepwalker PDS

Desktop Environment System

Campursoft's brilliant DES program is on the disc in its cut-down PD version form.

If you don't already know what it is, it's a WIMP environment which basically means that instead of typing in

commands such as RUN'DISC, you just click on the icons.

It is very easy to use so instructions are not really necessary. Just play about with it a bit and then, if you like it, buy the full version.

TUT's Pyramid

A nice little game from 1986, TUT's pyramid will keep you amused for a while as you control Mohamid on his flying carpet.

The instructions for this are presented on the title page.

Pacific Publications

37 Trimmingham Drive,
Brandlesholme, Bury,
Lancashire. BL8 1JW

Editor: David Crookes
Contributors: Jo Wood, Peter Curgenven, Paul Fairman, Melvyn Phillips, Angela Cook
Design: David Crookes & Jo Wood

If it's out, it's in!

Cheap Thrills

The Best
PD game
round-up

For the very last time, CPC Undercover presents a round-up of some of the games on the PD circuit. Jo Wood and David Crookes take a look.

Star Dodger

STAR DODGER is a simple PD game written in basic by G French with no fancy graphics but it is SO addictive. My daughter has been kept amused for ages competing with her friends as to who can get the furthest in the game! All you have to do is guide a line across a screen with randomly placed stars in it to an exit point. You just use SPACE to make the line

climb (2 speeds are available). If you get to the ninth screen then the stars start flashing just to make life a little more difficult. It is the random nature of the stars that cause the difficulty though there are more of them with each screen you pass. If they appear clustered around your exit point then you've got problems! This game goes to show how simple ideas can work very well and be fun! **Jo Wood**

Karl's Treasure Hunt

Karl's Treasure Hunt sounds a bit like an Enid Blyton Secret Seven story. You know, where seven kids go on adventures, foiling criminals in between the drinking of gallons of ginger beer. Could never stand Enid Blyton books, meself - just couldn't see the attraction.

Wooah, getting sidetracked for a second there. Karl's Treasure Hunt is a pretty standard platform game by

standards. You play the role of little Karl who goes about on a walk through forty screens. And why? To pick up some keys. You'd think this is a harmless bit of fun, but no. There are some baddies out to get Karl like some Rubic cubes and space invader type thingies. Nothing like a spot of reality, is there?

It's very hard to time some of the moves because Karl is too fast and the crumbly platforms don't help. All in all a good game. Dave

Troll

TROLL is a maze game from France which has very good graphics so it's nice to look at. It is a little slow to repond, though, which may be due to being written mostly in basic. The idea is to collect all the blue bottles on the screen and a key will then appear for you to pick up so you can leave the screen through the door. Two monsters move randomly round the screen to try and stop you - unlike Pacman they don't 'home in' on you but I found one of them has a tendency to get 'stuck' in part of the screen so if you haven't already been there it stops you completing the screen! It's a joystick only game and the joystick isn't always responsive which irritated me in what would otherwise be a good game. Can't argue with it being PD though! It's available from Sleepwalker PD (Games 26). **Jo Wood**

All of the games on this page can be obtained from your usual PD library.

UAUG Conference Report

The United Amstrad User Group held a "big" event for all of its members, but was it any good? Angela Cook gives you the answer.

Did any of you hear about, let alone even go to, the UAUG conference in Surrey? I bet most of you hadn't, and didn't. I wouldn't worry, you did not miss all that much, dependent on what you are interested in.

The usual crew were there: Tony Naler, Frank Frost, Richard Seargeant, John Packham, Bryan Watson and various other people. Besides myself going up to the conference, there was my dad (King Arthurs Domain) and Dave Muggeridge (Amstrad Contact). Also supposed to be squashed in our van on the way there was Rob Buckley (Radical Software) to show of some of his goods, and Simon Forrester (Amstrad Action) to just generally say hello. Richard Fairhurst (the Techy bloke that AA can't do without) did not appear to turn up and neither did a couple of other people who were supposed to be coming. With them out of the way it left about twenty of us in a room the size of a

kitchen with about six CPC's of various models.

Most of the people were quite friendly and there was a talk going on by Brian Watson about the 6128 Plus. (Sorry to butt in here, Angela, but Brian has asked me to plug his forthcoming publication, 8-Bit Mart. It's going to be a bit like MicroMart except it is only for 8-bit computers. It will be available in September and there will be at least six issues (depending on demand, you see) on a monthly basis. The price will be four first class stamps and this includes the option of a small ad. Display ads will cost a maximum of £20 per page. If you're interested then give him a ring on 0353 777006 or if you don't feel like a chat then scribble don a few legible words and post them off to "Harrolden", 39 High Street, Sutton-In-The-Isle, Ely, Cambridgeshire. CB6 2RA. Right there you go Brian, a free plug. Now it's back to the article, Angela).

Apart from the distinct lack of room, people, refreshments and some sort of order to the

place, it was actually quite a pleasant day. There was a pub nearby so everybody (with the exception of a few people underage, driving or had bronchial pneumonia) went down there tot have a beer and a spot of lunch.

People swapped tips, showed how to use packages, bought items and had a good laugh, a general gab and a moan about things.

It was worth the £1 entry fee and a drive down there, but if you came from hundreds of miles away it was not really worth the effort. It could have been better organised, and John Packham (the Editor) for one looked a bit cheesed off at the way things had turned out. Angela

**S t e l l a r
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85X AA**

Locate and retrieve a security item and repair the 5 generators which power the complex in this great strategy game.

Costing only £4.99 tape/6.49 Disc. A. Swinbourne, 11 Vicarage View, Worcs. B97 4RF. Overseas add £1.

ADVENTURE CONTACTS

PD Libraries (amount of Software Companies adventures available)

GD PD

49 Woodville
BARNSTAPLE
North Devon
EX31 2HL

Around 18 disc sides at
35p per side. Send SAE

PD Fun

41 Mitchelgate
KIRKBY LONSDALE
Via Carnforth

Lancs LA6 2BE

Around 17 disc sides at
50p per side. Send SAE

MPD Software

23 Nobes Ave
BRIDGEMARY
Gosport

Hants PO13 0HS

Around 14 disc sides at
50p per side. Send SAE

Dartsma (Adv PD)

Adam Shade has now
closed his business so
unfortunately Adventure
PD still seems to be
unobtainable! Please
don't try contacting Adam.

Moonshine PD

19A Kenyon Ave
WREXHAM
Clwyd
LL11 2SP

Send SAE for information
pack if you are
interested in playtesting
adventures or having
YOUR adventure
playtested (free
service).

Wow! Software

78 Radipole Lane
WEYMOUTH

Dorset DT4 9RS

Send SAE for catalogue

The Adventure Workshop

36 Grasmere Rd

ROYTON Oldham

Lancs OL2 6SE

Send SAE for catalogue

Fanzines

Adventure Probe

52 Burford Rd

LIVERPOOL

L16 6AG

This is for the
enthusiast and covers
adventures on all the
computer formats. Send
cheque (payable to
Adventure Probe) for £2.
Subscriptions available.

The Dragon Magazine

10 Overton Rd

Abbey Wood

LONDON SE2 9SD

A computer for sale/want
advertisements fanzine
with lots of interest to
the adventurer in its'
bi-monthly pages. Send
£1.50 (cheques payable to
D. H o w a r d),
Subscriptions available.

**If you know of any good
sources of information
for adventurers and/or
adventure software
sources please let me
know!**

Wow! Software

There is a new trilogy
out by Jonathan Scott
- the first being
Escape from Hodgkins'
Manor. Unfortunately
they are PAWEd games
so disc only. Review
next issue. Also for
fans of the Taxman
series by Steve Clay
don't forget the 3rd
part is out now called
The Final Demand.

Adventure Workshop

They now cater for
Spectrum adventurers
too so it is important
to specify which
computer you want the
software for when
enquiring and
ordering. Latest
releases here include
'Twas a Time Of Dread
which carries on the
fantasy saga begun in
The Darkest Road and
continued in The
Unborn One, all by
Clive Wilson.
Also the Australian
author, Dorothy
Millard has her Million
Dollar Jewel Heist on
the books. I Dare You
by Louise Wenlock is a
good story - you are
dared by your friends
in the Birmingham
Adventure Players
Society to play a REAL
adventure in an old
house to show how
good you are. (Now
that's something I'd
like to do!)



Adventures



Hints, Tips, Reviews and News by Jo Wood

Have you discovered your taste in adventures yet? Well, I've put together a few reviews of adventures with various themes so hopefully something may appeal to you!

REVIEW Save Your Sister by Phil Ramsey (disc/tape)

This is a simple beginners' adventure. It only has 11 locations so don't expect to be occupied for too long! There are only 3 puzzles to solve and there is no interaction between people. There are lots of objects around which have no use at all and this does introduce you to Phil Ramsey's love of doing this! This adventure is fine if you want a very easy introduction but otherwise try one of his other adventures - The Weirdstone is for the more practised player! Personally, I find it very irritating to have lots of objects around AND a weight/number limit as you have to decide what might be the useful item to take and what are the red herrings! If you like this idea, you will like Phil Ramsey's games.

Available from The Adventure Workshop or Dartsma (Adv1)

REVIEW The Island by Ken Bond (Disc only)

While returning to Britain from the Far East, you take passage on a tramp steamer across the Pacific. There is an explosion and you lose consciousness and on coming to, you find the ship sinking and the crew disappearing over the horizon in the lifeboats. Your first job is to find a way off the boat which is NOT easy! (A clue to the intricacy of puzzles is that you need a dinghy but you also have to find a means of inflating it and powering it!) If you finally manage to get off the boat before it sinks, you should find your way to an Island. EXAMINE everything and do make use of the LOOK UNDER command. Mapping is essential in this game or you'll get lost very quickly! On the ship, the 'Main Deck' is your reference point and on the Island, the 'Clomp of

Bushes at the Crossroads' serves the same purpose. Add to the scenario an old German U-boat and a pyramid including a small maze disguised as a desert, and you have one tricky adventure and loads of locations to explore. It is a PAWEd game so runs under C/PM and supports RAMSAVE. You need to be precise with your commands and there is a limit to the amount you can carry so beware. There is a Readme.Txt file with the game which gives clues as to how to input commands and lists some of the verbs available - very helpful! All in all this is a brilliant adventure but DON'T PLAY THIS GAME IF YOU ARE A BEGINNER!

Available from PD Libraries or The Adventure Workshop

ON THE TRAIL

Druid's Moon

You need to LAY on the altar

First Past the Post

To get past the dog, you need the PLATE from the sink in the kitchen. THROW the plate and the dog will run after it so then you can go EAST.

Atalan

Make use of the SPADE often

use DAGGER to open SHELL and gut FISH to find jewels

Find FLUTE and PLAY to get rid of SNARE

Get AXE from mine so you can CUT BAMBOO to MAKE a RAFT to cross river from East bank.

REVIEW

First Past the Post by Gareth Pitchford (Tape/Disc)

Yesterday, Ernie Spludge had an argument with his fiance Rosie Cheeques and they called each other rude names. They broke off their engagement and Ernie went home in a huff, wrote Rosie a nasty letter and posted it. Now Rosie and Ernie made things up later when Rosie phoned but if she reads the letter the wedding will be off again! Ernie must stop the letter from reaching Rosie. The game starts at 10am and you have to complete the game by the evening otherwise it will be too late! This adventure has a good atmosphere to it and some good touches that are nothing to do with the plot. I have the PAWEd version of the game but it is available on GAC for tape users so everyone can play it. It can be a sneaky adventure in that you have to EXAMINE things more than once to find everything and you are limited to carrying 6 items. This number can be increased though (Clue: find the golfbag). Make use of the SEARCH command as this bears the most fruit and you will find that all the objects you find will have an eventual use somewhere in the game. Available from The Adventure Workshop

REVIEW

Atlan by Mandy Rodrigues (Tape/Disc)

The plot of this adventure is simple - namely you are shipwrecked on a desert island and you have to find all the treasures you can before you can be picked up by a rescue boat. This is a text only GACed game and if you type VOCAB you get given an impressive list of verbs that the game will accept. It's also a useful pointer to things you will need to do to progress in the game. You are pretty much on your own through this game though you do meet a dwarf and have chance meetings with 2 'Gods'. There is no limit to what you can carry so it's advisable to pick up everything in case it comes in! The scene descriptions respond well to any changes you make so it keeps up with the gameplay. Sometimes puzzles are easier than you think (eg I was trying all ways to get on the raft I made to cross the river but kept getting killed - it turned out that having made the raft I only had to type in the direction I wanted to go!) The puzzles are logical when you've worked them out but you need to cover every single bit of the island to find all the treasure - look out for secret entrances too! Available from Wow Software

HOW TO BEGIN

Dead End

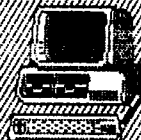
INVENTORY, EXAMINE photograph, EXAMINE back of photograph to get an address. Go OUT to car and go to 237 BLUEHILLS. EXAMINE plaque, PRESS BUTTON and answer PHILIP MARLOWE to be taken to living room. SIT on sofa then SHOW photograph to MARCIA, ASK Marcia about ALVERSON, ASK Marcia about MILES, ASK Marcia about Miles DEATH, ASK Marcia about DEAL, STAND, WEST (into study). EXAMINE SAFE, EXAMINE DESK, EXAMINE FOLDERS, EXAMINE PAD, TURN page of PAD, EXAMINE PAD again to see what else you can find out. Now you're on your own - can you find out what crime was committed, who did it and why?

If YOU have played an adventure you think others would like to know about or if you have any tips you'd like to pass on to fellow adventurers then please write to me at:

38 Stonehill Drive
Rooley Moor
ROCHDALE Lancs
OL12 7JN



TYPE-IN



FORMATER - a brilliant little utility available from Hex Heroes PD Library if you don't fancy typing it in. You can format a disc in either drive to the IBM/Vendor/PCW/Data formats and it is FAST. When you've selected your options it asks for confirmation, so you shouldn't end up formatting the wrong disc! It only takes up 2K so you can put it on any handy disc!

```

70 MEMORY &3FFF:POKE &4000,&21:POKE &4001,&0:POKE &4002,&50:POKE &4003,&11
80 POKE &4006,&DF:POKE &4007,&10:POKE &4008,&40:POKE &4009,&32
90 POKE &400A,&13:POKE &400B,&13:POKE &400C,&40:POKE &400E,&C9
100 POKE &4010,&42:POKE &4011,&C0:POKE &4012,7
110 CALL &BC02:MODE 2:BORDER 0:INK 0,0:PAPER 0:PEN 1:INK 1,18
120 F$(1)="PCW":F$(2)="IBM":F$(3)="VENDOR":F$(4)="DATA"
130 DEF FN xdpb(z)=-PEEK(PEEK(&BE40)+PEEK(&BE41)*256)+z+16+10)
+PEEK(PEEK(&BE40)+PEEK(&BE41)*256)+z+16+11)*256
140 DATA 9,1,6,2,7,3,8,4,9,5,36,0,3,7,0,174,0,63,0,192,0,16,0,1,0,1,9,42,
82,229,2,4,0,0,255
150 DATA 8,1,2,3,4,5,6,7,8,32,0,3,7,0,155,0,63,0,192,0,16,0,1,0,1,8,42,80,
229,2,4,0,0,0
160 DATA 9,65,70,66,71,67,72,68,73,69,36,0,3,7,0,170,0,63,0,192,0,16,0,2,0,
65,9,42,82,229,2,4,0,0,0
170 DATA 9,193,198,194,199,195,200,196,201,197,36,0,3,7,0,179,0,63,0,192,
0,16,0,0,0,193,9,42,82,229,2,4,0,0,0
180 CLS:PRINT"MEGAMATTER - HEX HEROES PUBLIC DOMAIN LIBRARY"
190 X=FN XDPB(0):POKE X+24,0:X=FN XDPB(1):POKE X+24,0
200 PRINT PRINT"WHICH DRIVE (A/B) ";
210 i$=""#while i$=""#i$=UPPER$(INKEY$)#WEND
220 d=ASC(i$)-65:IF d<(d AND 1) THEN 210 ELSE PRINT i$
230 PRINT"WHICH FORMAT (P/I/V/D) ("F$(1)"/"F$(2)"/"F$(3)"/"F$(4)") ";
240 i$=""#while i$=""#i$=UPPER$(INKEY$)#WEND
250 f=INSTR("PIVD"),i$:IF f=0 THEN 240
260 LOCATE 1,4:PRINT CHR$(20);"FORMAT DISC IN DRIVE ";CHR$(65+d);
" IN ";F$(f);" FORMAT"
270 PRINT"IS THIS CORRECT (Y/N)"
280 i$=""#while i$=""#i$=UPPER$(INKEY$)#WEND
290 IF i$<>"Y" AND i$<>"N" THEN 280
300 IF i$="N" THEN 180
310 PRINT CHR$(11);CHR$(20);
320 FOR x=1 TO f
330 READ s:FOR w=1 TO s:READ y:s(w)=y:NEXT
340 a=FN xdpb(d):FOR y=a TO a+24:READ z:POKE y,z:#NEXT y,x
350 FOR c=0 TO s-1:POKE &5001+c+4,0:POKE &5002+c+4,s(c+1):POKE &5003+c+4,2
360 NEXT C
370 FOR t=0 TO 39:PRINT"TRACK ";t;CHR$(13);
380 FOR c=0 TO s:POKE &5000+c+4,t:NEXT
390 POKE &4004,D:POKE &4005,T
400 CALL &4000:IF PEEK(&4013) THEN PRINT"FORMAT ERROR":END
410 NEXT t:RESTORE:GOTO 180

```

NB Where a line is split into two just carry on typing with no spaces

Soundine Off

Get It
Off Your
Chest!!

SD Microsystems Sense A Major Injustice

Dear David,

Thanks for sending the latest issue of CPC Undercover which is an interesting read.

However I can't let the review of Page Publisher pass without saying something.

We don't mind people reviewing our software but if the writer is going to make strong comments he (or she) really should have the courage to use his (or her) own name and not hide behind a silly psuedonym such as "The Wizard". As for the review itself I felt it dwelt too much on negative points but this does not surprise me as I recall the letter referred to in the text. If we receive "stropky" letters from people then they are likely to get "stropky" letters back. This guy had little good to say about the program and just a long list of largely unjustified moans. He just goes about things the wrong way and if you put people's backs up then you won't find them

very helpful. I took the trouble to write a long reply explaining the philosophy behind Page Publisher but he obviously did not take much of this on board. So for anyone else's benefit, I'll try again. 128k memory IS NOT very much by today's standards, especially when the second 64k of RAM is used to store the current page. Ask a programmer of any other modern micro to write a DTP package in 128k and he'll think you are round the twist!

We don't deny that Page Publisher lacks certain features such as a ZOOM facility but it was not possible to include everything in 128k. The author wanted to produce a program that, unlike Stop Press, loaded in one go without the need to keep accessing disc for this or that option which is very frustrating especially with a single drive and disc swapping. Page Publisher certainly handles text much better than other DTPs with justification, wordwrap, columns and much more. It virtually has a built in word processor. The graphics routines are

very good, too, and the whole program has a slick professional feel about it which might be why we have sold over a thousand copies altogether. A product does not achieve that unless it is very good indeed. Many people have told us it is the best DTP for the CPC and others have even compared the output with Amigas and PCs! Yet we are not saying it's perfect. Nothing ever is in life but some people have to learn this.

Yours sincerely,
Steve Denson.
SD Microsystems
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Soundine Off

Get It
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Amstrad Action Want To Sort A Few Things Out

This might surprise a few people coming from the current editor of the magazine, but I agree, AA is not as good as it was (see last issue - David). But I sincerely believe that it is pretty much as good as it could be at the moment.

It doesn't have as many pages, that is true. The cover tapes aren't as good as they were, that is true. The problem is though, that it would be extremely difficult with the CPC scene in its current climate for AA to have any more pages or better cover tapes.

A lot of people blame AA's falling circulation on its lack of pages. Wrong. The exact opposite is the case. The page count has decreased because there are fewer people buying the magazine. Why's that? Don't kid yourselves. Ever since the high street stores stopped selling cassette games interest in the CPC has plummeted, and so have our sales.

Fewer readers mean

less income for AA. It's not as simple as "every copy makes a fixed percentage of profit." The more we sell, the more money we get to play around with. Unfortunately the opposite is also the case.

So, we have less money to spend on pages, cassettes and staff. Did you know that I am the only permanent member of editorial staff on AA (and Commodore Format, come to that)? That's the kind of cut-back which I have to work under. That's why mistakes happen. That's why I can't reply to all letters personally. Basically, I'm working my b****ks off on two magazines with no back up. There are fanzines with a bigger staff than I've got.

Advertising? Sure ACU didn't have much trouble finding advertising... then. I wonder how it would cope now? Should we lower the price of the adverts? Well, we could, but once the price of the page of ads is less than it costs to actually print the page, what's the point. And we're near to

that level now.

Tabloidy? Well, you try covering the range of things we have to cover in the space we have. If we try to concentrate too much on one area to give it in-depth coverage, then we alienate a huge proportion of our readership who aren't interested. For a more detailed analysis of this problem see the 'zines editor's page in AA107.

The fact is the magazine's in a downward spiral. Less readers means a reduced service; a reduced service puts off more readers. It's a shame but that's the way it is. AA will close one day soon, there is no doubt about that. But it won't be Future Publishing's fault. Future has shown more commitment to the magazine, has tried more ways of keeping it going, than any other publishing company would even dream about (remember CPC Attack?).

But until that day comes, we will

continue to provide the best magazine we can, under the circumstances. And I think that it does have a lot to offer; we were first with a DES review (which has been universally acclaimed); our feature on the state of the public domain was the first in-depth look at this area of the CPC scene; the techy columns are the only ones ever in any CPC publications which don't immediately assume everyone knows their machine inside out already; the list goes on. But the time will come when the CPC userbase will become so small and with so many splinter groups with their own special interests that a commercial magazine will not be able to meet their needs.

We are not trying to rip anybody off, and we are not a lazy, uncaring bunch. We do care about the mag, but we can't perform miracles. And if it means anything to any of you lot out there who keep going on about how much better the mag was when Rod Lawton was on it, he told me just recently that he's really glad he doesn't have to edit the magazine now, and he doesn't envy me my job at all.

Dave Golder
Amstrad Action

First of all I would like to make it perfectly clear to everybody reading this that I did not agree with what Richard Stevens wrote in the issue five of CPC Undercover about AA being rubbish.

I understand that Amstrad Action do not voluntarily choose the amount of pages that they will have and that it is forced upon them by the circulation figures and advertising revenue. If there has to be a choice between no Amstrad Action and one with thirty six pages then I would choose the latter every time because it is not as if Amstrad Action is a boring read. I quite enjoy it and besides, the covertape is worth a few quid as well so it's a nice all round package.

And anyway it is not as if people are forced to read it, is it? If you really detest something that badly then why buy it? It seems daft. So I make a plea for people to stop knocking AA and start supporting it before it closes down forever.

But again I want to stress that Richard's view were his own and not mine. Having said that everyone is entitled to their own view which is why I am glad to have given both sides of the story. David

What Now?

Now that CPC Undercover has closed some of you may be wondering what fanzine you should move onto next. Well just for those people, here's a run down of the best fanzines to date that I have clapped eyes on.

WACCI: This is the best magazine for serious users. It has thirty-two pages and lots of extra benefits. *****

CPC User: A brilliant magazine, again with loads of benefits and with a good set of writers. *****

Amstrad Contact: Nice mag which has a broad content from games to serious. ****

Artificial Intelligence: Rumours have it that its coming back. If so, then great is all I can say. *****

Watch out though for my Further Reading column in AA where I'll be telling you the best and worst of the fanzine world each and every month to help you to avoid the turkeys and support the best. Place an order with your newsagent for Amstrad Action right away. Well go on then. Hurry up! Smoke me a kipper, I'll be back for breakfast.

Back To Basics

Sound and Graphics are the subject for the final installment of Paul Farman's programming tutorial. Hankies out.

Making music on the CPC has always been a grey area for a lot of new programmers so lets begin with the simplest of sounds. Type **PRINT CHR\$(7)** and the computer will produce a simple beep, the same beep that occurs when pressing CLR, DEL or the cursor keys when the cursor cannot move. That is not the entire sound capabilities of the Amstrad, although this section doesn't go into huge detail of sound. The command that actually produces a sound is the **SOUND** command and anybody who can guess why ought to apply to Menze, the high IQ group. The parameters that follow are:
SOUND channel, note, duration, volume, volume envelope, note envelope, noise

As you can see the **SOUND** command has quite a few parameters, seven to be exact. So the channel can be anything from 1 to 255 and is quite a complicated parameter and I know very little about it! CPC's have

three channels to play sound numbered 1,2 and 4. To play from channel 1 use channel one and so on. To play a note on more than one channel simply add the channels together. So playing both channels 2 and 4 do a:

SOUND 6, blah, blah, blah

But enough of that. The note is next and a full list of which is in the CPC manual on page 24 of chapter 7 in my 6128 one. **SOUND 1,239** will play a middle C note for something like 0.2 seconds. Notice that all the other junk has not been included, they are optional parameters. The duration (how long the damn note goes on for) is done in 0.01 seconds by our little CPC, so specifying 100 as the duration will hold for one full second.

Volume. Now here's one I fully understand, Between 0 and 15 it should be and surprise surprise (it's Cilla) it specifies the volume. Leaving this parameter out means the CPC will assume 12. You can't actually hear the value of 0, well I can't anyway.

And I'm afraid that concludes our introduction into the sound of the CPC. I can assure you that by listening to other peoples musical creations, notably the music from WEC Le Mans and Hydrofool the CPC is very much capable of incredibly brilliant sound effects etc. Don't let my basic knowledge of it put you off. Try and understand the Amstrad manual because I can't and you may be able to create tone envelopes and soon will be transferring Beethoven's Moonlight sonata onto your computer. The commands **ENT** and **ENV** are used in conjunction (that's a posh word for using together) with **SOUND**.

Now To The Pictures

Using a graphics package is the easiest possible method of creating artistic masterpieces by far. Programming them in pixel by pixel, line by line is a pain, but I'm useless at art so I can't expect brilliant results. **PLOT** plots a tiny (well it depends) dot on the screen.

The smaller the dot, the better the overall

graphical result should be, and if you remember the actual size of dots if governed by the MODE that you are in. MODE 2 (80 column text) gives you high resolution graphics but only two colours can be used. MODE 1 is giving four colours and is referred to a normal resolution (MODE 1 is when you turn the computer on) and MODE 0 gives a good sixteen colours from the palette but the graphics dot is quite big. The palette is the selection of colours that you have. They are listed on the disc drive of the CPC 6128.

This is your palette, your choice of colours. Now irrespective of what MODE you are in, all twenty-seven colours of the palette are still available. The restrictions come when you can only choose up to however many to have on the screen at the same time. It is like having twenty seven ink pots but only four (in MODE 1) feathers. The INKs must be filled with the colours from the palette.

Reset the computer to type in the following commands:

INK 2,16

This would fill pen 2 with the ink 16 (pink). Now calling up PEN number 2 is done with a PEN 2. The colour of your writing is now pink. Owners of green screen monitors of course cannot see this change properly because green monitors have to use different shades of green (the miracle of modern electronics - David).

INK 3,2

This fills pen three with ink two (bright blue). Use your computer programming skills to call up pen three (hint) you can have some nice blue writing. Now we have three colours on the screen. The introductory message when you reset the computer, pink (pen 2), and bright blue from pen 3. Now pen 1 is the original writing of the Amstrad Consumer Electronics etc etc which is pastel yellow incidentally. The other ink is INK 0 which alters the background when in paper 0 (see below). Try INK 0, whatever colour you feel like. Now alter INK 1 and go into PEN 1, you will find the writing at the top changes as well as the current writing. This is because only four colours are available.

Having said that using BORDER, the border around the screen where writing cannot be placed will change. BORDER 7 will change it purple and by now you will have found that I have putrid colour taste (You can say that again - David). Having said that using BORDER... (Cut! - David).

FLASHER!

The border and the pens can be set to flash different colours by adding an extra parameter. INK 1,1,0 will set pen 1 to be flashing black and blue. Use SPEED INK no,no to alter the speed at which the inks flash. The same goes for BORDER.

Confusion is added to the situation with the PAPER command. Initially the paper is 0 and the pen is 1, but setting the paper to something else will change the paper that the pen writes on. PAPER 2 sets the paper to INK 2 (pink if you have been following).

So that's the end of the BASIC programming tutorial so it's now up to you to come up with some stonking programs. If you feel you have written something good and would like to release it into PD send it in.

We don't need no PCW!

Amstrad marketed a range of computers called the PCW which were basically just word processors. For CPC users they were a waste of money since we already have many good Wping discs around as Paul Fairman shows you.

Word processors are essential things to have if you do a lot of writing and want a lot more flexibility than a typewriter can offer you.

A program that you may already have as I supplied it free of charge to people is a public domain

word processor called VDE. This is the best software I have ever seen in the public domain and was used to write all this jibberish stuff. I certainly use it in preference to the slightly crap program supplied with the CPC 464 called Easi-Amword. This is an elementary word processor as the instructions say which basically means that it doesn't have brilliant features that others do. Word wrap is one such feature that I consider vital. It just means that if the text you are writing reached the end of the current line then the last word gets wrapped over to the other line, so as not to

have a word on one line and the other part on another. Block features mean that you can define blocks of text and then save them, copy them, delete them etc. VDE offers all these which is one very good thing about it, and the market leaders below also offer them.

The more of these fantastic features that are included, the bigger the program should be although VDE is incredibly small at just 10k which gives you the advantage of having a massive (60k) text file. Market leaders are basically Brunword and Protext. Each is available in different versions, both on ROM chip which gives instant loading. Amstrad Computer User (RIP) portrayed Brunword as the best of the two, while it rarely gets a mention in Amstrad Action due to Protext. There again ACU got two page ads every month for Brunword and AA doesn't, not that I'm saying ACU was biased in any way of course (Of course not, Paul-David).

Protext is fast. Take a look at the demo version that is on a disk in the Public Domain and that will prove that. There again Brunword is fast as well. Protext requires a separate disc containing Prospell's dictionary to be able to spell check the files created using the word processor. This is slow because of the disc access. Now Brunword has its 30,000 word dictionary in memory which means it is always available and instant. It spell checks around 3,000 words a minute quickly.

I think that it's very much a matter of personal preference between Protext and Brunword. Personally I use Protext (on ROM) all the time now and also have Brunword on disc. Just because I don't like Brunword (the editing facilities are pretty basic and it's not as fast as Protext) doesn't mean that others will dislike it. Its spell checker is amazing to be honest, but that's the only feature I think it is really worthy for. You pay yer money, so you takes yer choice.



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Serious

Public Domain Software

The Office Collection £1
A compilation of all the best PD utilities around such as Word-processors and spreadsheets. Very popular.

Geoff Short's Print Enhancer £1
Brilliant program for improving your printer's output.

Print Master £1
Create amazing stationary, calendars and cards with ease. (You must send a SYSTEM formatted disc (CP/M))

Ispell £1
An amazing spell checker with a large dictionary.

MISC.

The Demo £1
Logon Systems highly acclaimed demo will show you what your CPC is capable of.

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To order state clearly the title and send with a disc (exc. commercial games) and SAE to David Crookes at the address above. Cheques to David Crookes.

WACCI

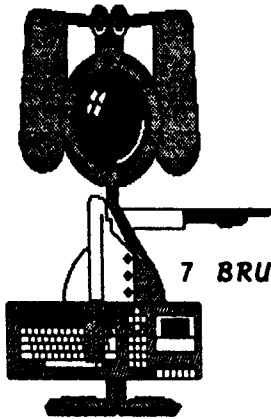
THE WORLDWIDE AMSTRAD CPC USERS CLUB

WACCI: THE INSIDE INFO

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