Editorial

Well what a time we've had sorting out the post-bag this month, it seems that there are people beyond the post office after all. If only we could get that amount of response each issue then I for one would know that we are at least doing something right. The competition was very popular with at least forty replies, some very short and some incredibly long. So if anyone else can devise a competition that requires a computer to be used to solve it, (preferably anyway), I will be pleased to include it in a future issue. Poor Roland suspects that I do not read his column, after asking for more information on the PD material from Randy Longshore. That is of course not the case, but I did want to know if anybody else had taken notice, and it seems you have (more on the letters page). The competition pinpointed one area that aroused a lot of interest. So in order to find out what you really want to read could you all send me an idea of how you see the content of the magazine in general. Write out a league table placing your favourite articles at the top, don't be shy about placing the editorial at the bottom of the list. Also include ideas of what YOU want to read, if we can revamp the contents to suit the majority then we shall do so. Don't forget that this is an amateur magazine and we could change anything to what everyone likes. You are our survival and we would listen. Please bear that in mind. OK Ken?

Contents

Page 2 - The Dragon letters page. Some information and Technical tips.

Page 3 - Adventure's Lair I Robert Cleminson on his popular column with plethora of information and tips on every Dragon adventure.

Page 5 - Roland's Anecdotes. About our amateur magazine.

Page 6 - Roland Hewson's Rambles. News from the past. Interesting that the past always seems to be deep inside our hearts.

Page 8 - Don't forget the OSSET SHOW on 25th April. It should be attended by everyone. Go on show your support for the Dragon micro I A variety of Sales or Wants. This is your chance to pick up the bargains you've been waiting for.

Page 9 - Filter Design. Yet another useful program by our indispensable Jeff Rurcell.

Page 11 - The results of Edition 11 Competition.
LETTERS & NEWS

YOUR QUESTIONS ANSWERED

Please find enclosed my subscription for another year. My main reason for writing is because I have had an idea for a column which I would be happy to run. It would basically be a "Your Questions answered" column, a bit like Dragon Answers in the original Dragon User, for technical software/hardware problems. Obviously, at times there would be questions that I won't be able to answer myself. In which case they could still be included, in case anyone else reading the column could help. A friend recently suggested a series of articles for beginners about programming in BASIC, which I thought was a good idea but I wouldn't have a clue where to start, or how to structure such a series of articles. I've never actually taught BASIC before, but I can often help people who cannot understand a certain aspect of the language.

Yours sincerely, Mark Brocklehurst.

Well Mark it certainly sounds like a good idea for a column but of course it will only work if other people need help enough to put pen to paper. So how about it you lot any problems for MARK the SOLVER.

PRINTER PORT REPAIR

In issue 80 of NDUG's UPDATE is mention of a printer cable once sold by MAPLIN as suitable for use by the Dragon which if used WILL cause damage to the Dragon. Anyone who has suffered in this way may like to try fitting a new 74LS244B buffer chip next to the printer port; this has worked for me. Full details of how to do this job is expected to be printed in issue 82 of UPDATE.

DISC BASED MAGAZINES

I now have three issues of UPDATE, which is a disc based magazine released bi-monthly by DISC. I have to say that it is excellent and I will continue to buy it for good. On the subject of disc based magazines, the Sprite Magic User Group (SMUG) issue a disc based magazine which includes programs, news, letters, reviews, and Sprite Magic tips and costs no more than sending a disc to:

Harvey Grey, Three Trees, Greens Farm Lane, Billericay, Essex CH11 2AY

Sprite Magic is a good program in itself and well worth having, but don't panic if you have'nt got it, tell Harvey when you send him you disc and he will be able to help. The Dragon is still going strong after 10 years, so still keep supporting all the magazines and NDUG and we'll still be around for a long time yet.

SHOP TV

The online shopping facility run by INDEX is no longer available on Prestel. It is called INDEX SHOP TV and is now accessed by a direct line to INDEX, I assume that this has been done to enable a wider user base than that available on Prestel. It operates at several baud rates including 75/1200. That means that if you bought the NEW ERA/PRISM package or a similar setup you can access SHOP TV. The phone number is 0345-045240.

COBOL WANTED

There was a version of COBOL running under FLEX available at one time. I believe it was very good. Is there anyone out there who can help with this please? Ian Jones, 2 Rushton Drive, Middlewich, Cheshire, CW10 0NJ, or phone 0606 84 4473.

Thanks for the news Ian, it's always nice to hear from you. Don't forget if anyone has any News of any Dragon related subject then we would love to hear from you. Ed.

FILE TRANSFER

I have recently been faced with the daunting challenge of moving an excessively long file from my trusty DRAGON to my Apple-Macintosh LC. Being inherently lazy, I opted to spend an hour on the complexities of doing the work electronically rather than face up to all that mind-numbing typing. Firstly I disconnected the mac's modem output from the modem and connected it via a switch box to the Dragon-64's serial output, consulting inside the Dragon by Duncan Smedd for pin details and baud rates (1200 normally, though resettable). Then I booted up the Dragon under OS-9, with the ACIA51 and TI device driver and descriptor modules. I then listed the file, as normal, but re-directed the output to the serial port with the command:

LIST filename >/1

I had already loaded a comms package on the Mac. and set that to 1200 baud, 8-bit, and with some trepidation, hit the
Adventure Trail

by Robert Cleminson

Well at last I've managed to escape from the sinking ship before it sank.

Now continuing the theme of the past few months here is the locations to be found in FOREST OF DOOM. (remember if you don't want to read the full solution you can use the locations as a sort of hint sheet)

(1) In a Playground you find a SEED with a label attached (obviously requires planting elsewhere)
(2) Old Tavern where you find a flask of brandy but you need some money to pay for it.
(3) On a path leading to the forest you find a Golden Ring.
(4) By the woods you meet a nice old man but he refuses to let you pass.
(5) At home you find a Magic Lamp which when rubbed will randomly transport you to other locations in the adventure. This is also where you must return to drop your treasures.
(6) By the dustbins.
(7) By a stile you meet the Pawnbroker who also refuses to let you pass until you drop the gold ring.
(8) In the Potting Shed you come across an old paint pot.
(9) By a small cabin you see a rusty lock (oil might just free it).
(10) The Far end of the potting shed where you find a packet of Fertiliser.
(11) At the door of a hut which is locked (a red herring)
(12) In a Vast Hall you see a broken lid inscribed 'a perfect gift for all.'
(13) On the Beach you see a Jar of Medicine.
(14) In a large Arena you see a small pack horse.
(15) In a cottage you find one of your necessary treasures. A Ruby Encrusted Goblet.
(16) In a Dungeon you meet a little girl who won't come with you unless you get her some chocolates.
(17) Here you are completely lost and the only way back is to rub the lamp.
(18) In a Tiny Shrine you find a wallet full of money (handy for buying drink.)
(19) A dark part of the forest where you come up against a wall which you can't climb. However the soil here looks good enough for planting your SEED provided you also fertilise it.
(20) In a Hole you are faced by an evil BALROG.
(21) In a small thicket you find a small coin which might just fit a chocolate vending machine if you could find one.
(22) A fork in the path.
(23) In a leafy glade you find a Real Plastic Crucifix.
(24) In a Church you see an Altar, so PRAY and to your surprise, the altar moves, revealing other, p-p-p-p-p-p-p-p-p-p-p passages.
(25) In an old house you find your friend Arthur who look ill and could do with some of that medicine you found on the beach.
(26) The Lavatory. What else can you do with the chain but pull it.
(27) In a broom cupboard you find another treasure, namely a genuine ORC DAGGER.
(28) In a long narrow tunnel you see a worthless bauble.
(29) At the entrance to the church.
(30) In an old Barn you find a can of Oil (handy for rusty locks)
(31) On a grassy track you see what appears to be Mushrooms (some greedy little Orc might eat them)
(32) By a well you see a large load which you can't catch but if you bring the little girl here she'll kiss it, turning it into the Prince.
(33) By a croquet lawn there is a vending machine containing chocolates.
(34) In a clearing full of broken pots you see Bill and Ben guarding the entrance to a tunnel (since their own pots are broken perhaps they would like even an old paint pot ?)
(35) In the cabin you find a loaded shotgun.
(36) In a small cave you meet on old Dwarf who will happily follow you if you give him a drink of brandy. (as in all cases in this adventure nothing follows you, you must GET it)
(37) On a nar-
row bridge over a stream you are confronted by a greedy 
little Orc warrior who is guarding the bridge. 
(38) In a cavern you see a menacing vampire who 
won't let you pass. (39) In a twisty passage you see 
a coffin covered in mud (try getting this?) (40) In a 
gloomy tunnel. (41) In a tiny storeroom you meet 
an evil Goblin with Halitosis. If you have the dwarf 
with you drop him and he will chase the goblin away 
allowing you to find another location. (42) In a 
workshop you see a sleeping monster (so tip toe 
out) (43) In a large hall you find a silver casket with 
no lid. (44) In thick fog you find another treasure. 
A diamond studded Tiara. (45) In an eerie crypt you 
see your last treasure, a Golden Spear.

NB:- To win you re-
quire to return home 
with and drop the fol-
lowing - The Diamond 
Tiara, The Ruby Go-
blet, The Orc Dag-
ger, The Golden Spear, 
Arthur, and the Prince. 
Now last time round I 
mentioned a few 
American adventures converted to run on the 
Dragon. To give you a sample of these adventures here are the locations to be found in one :- HOG-
JOWL. (1) In the bus terminal you can see a bus 
and a billboard. Reading the billboard gives you the 
information that you have to repossess the 13 
treasures of Lord Hogjowl and store them in a 
predetermined place. (2) In the restroom you see 
a locked closet, a sink a large spigot and a gun. 
Turning the spigot at this location turns off the lawn 

sprinkler at the mansion. (3) On the bus you see 
the terminal, the driver and a gate. Shoot the driver 
and you won't go far, while if you GO GATE you 
progress near the mansion to GO TERMINAL re-
turns you to the start point. (4) At the gate you see 
a mailbox, a stick, a sign (beware of the dog) the 
mansion, and a guard dog. Opening the mailbox 
reveals a postcard, a note and a paperclip (of these 
you only need the paperclip). The dog will only eat 
the stick so you might as well just shoot it now and 
save time. (5) At the front of the mansion you see 
a welcome mat which when moved reveals a car 
key and the front door. (6) On the uncut lawn IF you 
turned the spigot you will find a PLASTIC FLAM-
INGO. If you didn't you will merely find the sprinkler 
operating. (7) In the lobby there is an umbrella. 
WHATEVER YOU DO DON'T OPEN IT HERE. 
you don't need it anyway. (8) At the west end of 
the hallway. (9) In the transporter room of the 
starship enterprise ?? (10) East end of the hallway. 
(11) In Lord Hogjowl's den you find a LAVA LAMP 
and a bookcase. Moving the bookcase reveals a 
secret passage. (12) In the passage you see a 
desk and a drawer. Opening the drawer finds a 
SECRET DECODER RING while moving the desk 
opens a hidden stairway down. (13) At the bottom 
of the stairs is a locked metal door (the paperclip 
comes in handy here as you can pick the lock). (14) 
In the living room you see an ALUMINUM 
PSEUDO CHRISTMAS TREE (you cannot get this 
treasure just now as it is bolted to the floor so climb 
it). (15) At the top of the tree you find a false panel 
in the ceiling which you go through to get to the loft 
where you find a chest containing a match. (16) In an 
evil smelling room you meet a cow with halitosis 
and a determination to prevent you getting to the 
door you can also see. (17) The storage room 
where you find 55 gallon drums filled with alcohol 
and a closed door. (18) Having opened the door 
you can't go through, ut can now see a dead I.R.S. 
agent who has GOLD FILLINGS and WING 
TIPPED LEATHER SHOES. (you have to find 
something to extract the fillings). (19) This is the 
room where the hooch is made as you can see a 
distillery. (20) In the dumbwaiter (you can only do 
so by dropping everything you are carrying), you 
see a sign telling you which floor you are at and a 
plaque giving the carrying capacity of the waiter. 
(21) In the kitchen you see a refrigerator and a 
butchers block (the block has on it a GINSU 
KNIFE) DON'T ENTER THE FRIDGE. (22) In a 
long hallway. (23) In a torture chamber you see a 
corpse a RICHARD NIXON WRISTWATCH some 
puddles of blood and disembodied limbs. (24) In a 
labyrinth of tunnels. (25) At a light at the end of 
the tunnel you find a DONALD DUCK NITE LITE. (26) 
In a workshop you find a hammer (handy for break-
ning things) a pair of pliers (handy for pulling things) 
a wrench (unbolts things) an electric buzz saw, a 
pushbutton and a stick of dynamite. Should you be 
carrying the WATCH when you push the button the 
buzz saw will destroy it. If you use the match to light 
the dynamite you will destroy yourself. (27) In the 
pantry you find a BILLY JOWL RECORD ALBUM. 
(28) In a bedroom you see a piggybank(contains a 
dime if you can break it open), a large bed which on 
inspection reveals a CEREMONIAL BED PAN, 
and a large walk in closet containing a pair of DICE 
EARRINGS.

Well that's it for now. As for me I think I'll hibernate 
for a few weeks and see if I can't get on with solving 
some more adventures.
Roland's Anecdotes

with Roland Hewson

After putting all that into 'Rambles' I wondered what to put into this edition, as the two articles seem to bedrifting towards each other in style. However for this particular article I am going to ask a number of questions and ask you to help me just for a change; to me that seemseminent fairly but I wonder how many of you will bother! Try to prove my prediction wrong! How many of you took advantage of the information I supplied in the last edition on new products—my feedback has been zilch— but that’s par for the course. Speaking of par for the course, how many golf programs were written for the Dragon, I have nine—anyone got ten? (Can you list them please Roland? - Ed)

Reviews & Dragon User

Moving into a different games arena, I have five different chess programs and one of these days I must try and get one to play the other to the highest levels and see which one wins—have any of you tried this and if so which was the most successful? I used to write reviews which fortunately Helen Armstrong liked and nearly all were published in Dragon User, but nobody then replied to me and told me that they had taken notice, or said that I had not reviewed an item in sufficient depth; or had taken notice of me and purchased a program over which I had eulogised and they thoroughly disagreed. I wonder if anybody does take any notice of my scribblings! (Yes we do, see Editorial - Ed). Our redboundable editor in his reply to Nick Kennedy had not read my 'Ramble' before he put fingers to the type writer because in my previous effort I included information about discs from "across the pond" and this was the source to which he was alluding. Indeed I had contacted Randy traced him across America when he moved, sent him the money and some months later received the said discs. I still have not changed my opinion of them and if anyone wishes to obtain this public domain material then send me some discs and I'll return them to you, but please read my previous comments first! One of my earlier acquisitions during the Dragon's heyday was a 'Dragon's Claw' and "SnapCamera". I recall that they were expensive, and the idea was to take pictures with the camera and process the 'print' through the computer, the 'negative' being stored on programablelectronically which could then be retrieved subsequently. During this later use you may if you wish to, examine or alter parts of the picture in ways impossible with a conventional film camera. Regrettably although I played with this a little at the time I did not use it very much at all indeed I have forgotten how and will have to start again from the beginning—oh for more time! Another expensive accessory I purchased, used a couple of times and now resides back in its original packaging is a Touchmaster-Pad. The Pad was designed to have a touch-sensitive surface and came complete with a graphics package, interface and power pack. Originally Touchmaster said that they would sell software for the Pad ranging in price from £6.99 to £20.00. The company did try during the company's own life, to persuade software companies to produce software for the Pad and indicated that there were some 90 games and utilities available for it.

Dragon bits and others

As I have only about five and unable to findmore perhaps I have struck a chord in someone's memory and they may have the remaining 85 I if so could they please give me a telephone call. (My telephone number is 0707 267958, between 6 and 10p.m. please) I am not merely a user of the Dragon I also collect bits and pieces, peripherals and paraphernalia connected with it, so if anyone has anything interesting or unusual to offer remember me! I might not use them but what collector ever uses such collections in their entirety? One such item I do not have in this regard is an Eprom Programmer so if anyone has one for sale or knows where they may still be available please let Yours Truly know! I have wistfully been looking back over the Dragon years at information on books, magazines, bulletin boards and other information Dragon related. The amount and variation is tremendous, and that must not be allowed to dissipate and vanish without trace, every one of you reading this has something different, so why not let me know about it? Why not list it all out and let the editor or myself have the details so that we can establish a library or central register. Remember 6809 User is an amateur magazine, YOUR magazine; Roger is quite right, if 6809 User, Dragon Update and other support groups run out of steam, where will YOU go for help and information? So all those still loyal to the Dragon let us know what you have, what you want, or even to advertise your existence or sales!
ROLAND'S RAMBLES

with Roland Hewson

Well now 6809 User has come of age and hopefully will continue to flourish. The last three months have been a sad time for me on a personal level, regrettably with family deaths, nevertheless one must soldier on! Speaking of deaths and Roger's musings on combining with other alternative micros set me to thinking a little. Nostalgia is a peculiar thing as you tend to forget the bad things and concentrate on the good, looking through rose coloured spectacles as the saying goes. Well how many of you remember the VIC20, or the ORIC-1, perhaps the Electron, or for those of you a little more sophisticated the Osborne 1, LISA+ 11E, IBM SIRIUS, the ACORN, COLUMBIA, SAGE, or KAYPRO. What a leap forward this all was back in the early eighties. I remember tramping around listening to various salesmen, trying hard to spend my money wisely, and finally what did I purchase - you guessed it - a Dragon 32 (Good choice - Ed). Forget those other temptations: the ZX 81, the Spectrum or the Commodore 64 - a Welsh Dragon for me! I believed then as I do today that I made the right choice. One spends thousands of pounds in buying a new car (and Computers would you believe - Ed), but to be honest do you expect it to run for ten years without service and repair, and even with such attention do you still expect that long. Well my Dragon very nearly has and I use it irregularly!

Friends and Ataris

I just spent a weekend away with some friends who used to be Dragon owners and have switched to Atari, playing with their mice (another plural instead of mouses of course) and generally showing off their machines knowing that I was still in the comparative dark ages! We had the usual repartee and mutual insults as one does with one's friends, and then I nodded and smiled in all the right places as they did their demonstrations (they were after all one's hosts) - and at the end agreed from their point of view the Atari gave that bit extra; but privately thought at what a cost, and I still don't think its worth such a cost for the extra you get - but that's an old theme! The Dragon 32 was launched mid-way through 1982 and it sold extremely well indeed. It reached the 100,000 sales mark within a year. (What on earth happened to all those machines?) It was certainly all the rage early on and the minor complaints concerned the manual, the screen display and the different keyboard configuration from the Cocolivch also used the series 6800 chip. A variety of books quickly plugged the gap concerning the manual, but little was done about the astronomical cost of the Dragon cartridges! These were really out of proportion especially when one compares them with the cost of today's programs on disc. I often wonder how we were ever able to afford them! It is not surprising that at those prices 'pirating' began in earnest. I recall the goings on that one tried to minimise at the Herts and Beds Users Group. The fairs where the 'Special Offers' went on were excellent although feedback from those that was also extremely limited.

Old Articles that were never sent

Another article I wrote at the time but never sent in concerned one of those fairs the Euphoria and optimism of those days even though perhaps the writing was on the wall! Oh those words of optimism - Read on! "It was a grey dark morning, a typically miserable November morning, usually reserved for Guy Fawkes day, and I drove around picking up members of the club or telephoning them to remind them to attend and giving information of how to get to the 6809 Show. My spirits were high as I approached the station car park, and the instant I locked the car door the heavens decided I was far too dry! Wet but undismayed my colleagues and I purchased our cheap day return tickets to London and awaited the train.

No information was shown on the 'Cancellation' board, but we were uncertain this meant the information was cancelled or the trains were actually running! (British Rail hasn't changed much has it?) Fortunately the trains were O.K. and after a journey that passed very quickly because of the speculation and scintillating conversation we invaded Victoria! There was not a joystick in sight, no eager bunch of boys milling about nothing untoward at all and it was 9.45a.m. We set off for the show looking around for likely lads with 6809 emblazoned upon their expressions - to no avail; and I began then to believe that the end was and gloom
merchants might just be right and the Show would be a flop.

Preparing to get in

Around the corner, across the road was the entrance and suddenly we were there... and YES there WAS A QUEUE! Clutching my two pounds ticket I strode manfully in pleased that I had purchased my ticket in advance of the date. At first sight the Show appeared a little small with vacant stands and a plethora of anxious faces - but within ten minutes the anxiety had all gone. People were flocking in and the queue was growing longer! I bumped into Richard Bergin, a representative of the organisers and congratulated him and his firm for taking such a risk when all the evidence seemed against the Show being a success. After meeting dozens of people I recognised including a group of active Dragon Users from Hampshire whom I habitually and mutually insult as a gesture of goodwill and friendship, I advanced into the fray. Regrettably bad news from Salamander that the promised follow up to the Dan Diamond trilogy was to be in Spanish (N.B. must remember to find out what Oh Lay means!) but the good news is that they say they will definitely continue to support the Dragon. (Perhaps if Eurohard move quickly they will produce a Teach Yourself Spanish program and Dan Diamond can attack the bull or wear his cape in my living room?) Following several conversations on the Sunshine stand and purchasing two of their books which I subsequently managed to leave behind I visited the National Dragon Users Group stand. They had been so busy they had run out of information leaflets and slowly notices appeared on almost all stands - "Run out of xxxxxx - More Tomorrow" (Manana Already?) My free Cuman plastic bag was beginning to fill with literature, the odd tape, blank cassettes, Cuman disks and half-eaten sandwiches when I realised that my eyesight needed assistance. One of the new products that was purchased immediately was the Megarule, this would greatly assist me in all that difficult line reading and all for the price of a special offer cassette on a different stand I fighting my way round to the Microdeal stand was a great achievement with much good humour on everybody's part and I managed to play the new Cuthbert game. (I should have kept one of the youngster with me I). Demoralised by my ineptitude I struggled into the gangway and became well and truly wedged on all sides - a young lady in a flimsy dress was pressed hard against my back and apologised for being stuck there (moral restored), an elderly gentleman with a stick in front - two Frenchmen on one side and children on the other. For about thirty seconds, which seemed more like five minutes apart from the young lady that is, nothing moved, and then suddenly like a cork from a champagne bottle we shot forward into space. My wallet was still in my pocket, my sandwiches were crushed flat, and I could not describe the state of my bun, but I was free! A little while later I was able to find some members of my group and we managed to sit and relax and watch the other visitors. After a well earned rest I ventured once more into the fray for the last time, on this occasion my ankles were bruised by a gentleman pushing his friend around in a wheelchair, but he managed to allow me sufficient room to get to the Blaby stand where I purchased their entire Dragon range! Finances now being at an extremely low ebb, Christmas presents from relatives to me safely tucked away I left the Show remembering to drop my entry into the 'Win a Dragon 64' box on the way out. (I wonder who won?) (Oh yeah? I'd like to know too - Ed).

Back Home - Afterthoughts

Train connections were fortuitous and I was quickly home having experienced a very satisfactory day. It was pleasing to see so many people at the Show, pleasing to hear what the trade representatives were saying, and pleasing to know that the Dragons will continue to be used avidly by their owners. My one regret was that I was unable to meet Eurohard's directors who I understand did attend, and sorry that they were unable to provide an exhibit in the short time available to them since they have taken over the Dragon.

However my best wishes and those of the Herts and Beds Group are extended to them*. I wonder whatever happened to Eurohard and their schemes. Did they produce anything at all? Did anyone obtain anything from Spain? Was it all just a con to get money out of the Spanisheducation system, because the Dragon was supposed to be the equivalent of the BBC in British schools over there? Does anyone know and do they have anything at all from Spain, if so please let me know.

A lot has been mentioned about Eurohard and Spain and the Dragon etc etc. The Dragon was developed in Wales and marketed by Dragon Data. It was notably the failure of producing software for the micro and the lack of it that lead to its demise. Now days even IBM has had problems in marketing their own PS/2s to corporates with the OS/2 solution and they can't sell. OS/2 as an Operating System has failed to break through to the market. Microsoft Windows is doing a lot better. The number of software that are written has even surpassed Microsoft's expectations. The Dragon was successfully sold to Eurohard who failed to promote actively. The big markets were US and Europe. Eurohard sold nothing to the US or Europe. The Dragon was only sold domestically in Spain in very few numbers. The only good thing about this failure is that you and I are still here using actively our Dragon. Unfortunately we are only too few. The attractive prices of the PC compatibles (you only have to look for the plethora of software) these days I would be the end result of pushing the Dragon where it will never appear again. Ironically the BASIC shipped with the Dragon was part of the starting point for the IBM PC - Ed.
Come to the Dragon

OSSETT SHOW

25th April 1992

to be held in the

OSSETT TOWN HALL, 10.00 am to 3.00 pm

admission Adults £1.50 Children 50p

for further details contact:-

Robert Preston, Kings Hall Court, St. Brides Major,
Mid Glamorgan, South Wales.

SALES AND WANTS

For sale double disk drive, Commodore 3040, (off of "PET") a silly bargain at £15+postage, yes thats right fifteen pounds for a double disk drive!

Torch CZ computer the Z80 computer with the 6502 co-processor, complete with built in 5 1/4 disk drive AND Hard disk, keyboard etc good working order, £160 ovno.

Apple II good condition and raring to go £50, some extra expansion cards are also available.

BBC "B" tape only needs attention hence price £50, boots up but does not recognise keyboard, no time to fix.

Mini computer, yes larger than your average desktop, ICL DRS20 mini computer and three terminals, 8088 processor, hard disk, 8" floppy drive, (pack of disks with it) at £100, its a steal at £200, but at only £100 I must be mad.

10 different Dragon books, (not magazines) £10.

Various odments of electronic test gear, signal generators etc, phone for details. As you can see I have out grown my flat and must either sell off these bits or move house, my wife and I are fed up with climbing over computers in order to get into every room in the house, so it must go! Phone Roger Q on 0271 864855

Microsoft Windows 3.0 genuine (sealed) Microsoft including all manuals and diskettes (3.5") for the IBM PC/AT, PS/2 and all compatibles, for sale £45.00 including postage. You can use the serial number and claim your Windows 3.1 upgrade from Microsoft direct.

If sold, £10 will go to the Animal rescue Centre, run by Roger.

360 KB Floppy Drives for IBM PC and compatibles. £8 each including postage.

WANTED

The Sunnydale Animal Rescue Centre, that I run is in desperate need of animal housing, Aquariums, viveriums, cages, hutches etc, if you have anything that you think would help please do not hesitate to ring, I travel most of Britain at sometime during the year, and could therefore collect.

All items for sale are available from 6609 User, telephone 0271 864855, Roger quaintance, you can alternatively use our address - see front page.
This program is rather long, so the explanation of how it is used and the components with component values will be published in the next issue. The program is complete and ready to use.

Due to the fact that the program is long, I will split it over two editions of the 6600 USER. However, if you like to have the listing before that, please send me a SAE and I will send you the entire listing. Ed.

5 CLS
10 PRINT"TCHEBICHEF FILTER DESIGN"
15 FOR J=1 TO 2000: NEXT J: CLS
20 PRINT "PROGRAMMED:"
25 PRINT " ": J: INPUT
30 IF J=1 THEN GOTO 45
35 M=H1
40 PRINT " ": INPUT FC
45 IF M THEN GOTO 170
50 PRINT" ": INPUT DF
55 PRINT" ": INPUT D
60 IF M THEN GOTO 170
65 PRINT" ": INPUT WF
70 PRINT" ": INPUT DF
75 PRINT" ": INPUT D
80 IF M THEN GOTO 170
85 PRINT" ": INPUT D
90 PRINT" ": INPUT D
95 PRINT" ": INPUT D
100 PRINT" ": INPUT D
105 PRINT" ": INPUT D
110 PRINT" ": INPUT D
115 PRINT" ": INPUT D
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140 PRINT" ": INPUT D
145 PRINT" ": INPUT D
150 PRINT" ": INPUT D
155 PRINT" ": INPUT D
160 PRINT" ": INPUT D
165 PRINT" ": INPUT D
170 IF M THEN GOTO 170
175 END
I would like to thank everybody who entered the competition. Unfortunately only one has to win and the prize has gone to Mr W H Everton for his precise and clean program. Bob and Ian Thomas came up with a machine code program, and also their basic programme was very similar to that of Bill Everton. However, I am sure you would agree that Bill Everton's answer is the neatest. Do not forget the price of this competition is the TROJAN Pen. Happy drawing Bill! Your prize is on its way Bill and thanks for your time and effort. We've been asking for lots of drawings for Cleminson's column, so please send us some. Congratulations! You've done well. Also I would like to thank Richard Hill (a new member of the 6809 USER) for providing the puzzle and the price. We have the following correct solutions from the following readers: Mr Andy Freeman, Mr G A Hunt, Mr Phil Bass, Mr R Kilbride, Mr J H Denton, Mr Mark Brokenshust (waiting for your re-subscription Mark), Messrs Bob and Ian Thomas, thanks for re-subscribing.

I understand that a lot of you have requested competitions such as in the last edition, I promise you that we will try our best to do that.

```
1 POKE 65495, 0
4 CLS:PRINT@197, "A B C D E F G H J"
5 FOR N=1 TO 9:READ T(N):NEXT
6 DATA 11,4,18,25,21,4,9,7,5
7 A$="123456789"
10 FOR A=1 TO 9
40 FOR AB=1TO8
50 ZZ=MID$(B$,AB,1):B=VAL(ZZ):W$=B$:GOSUB700:0:C$=P$
60 FOR AC=1 TO 7
70 ZZ=MID$(C$,AC,1):C=VAL(ZZ):W$=C$:GOSUB700:0:D$=P$
80 FOR AC=1 TO 6
90 ZZ=MID$(D$,AD,1):D=VAL(ZZ):W$=D$:GOSUB700:0:E$=P$
100 FOR AC=1 TO 5
110 ZZ=MID$(E$,AE,1):E=VAL(ZZ):W$=E$:GOSUB700:0:F$=P$
120 FOR AC=1 TO 4
```

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