

Dragon Logic



Issue 10

UK Only

INSIDE

£1

Editorial	2	6809 Hints	12	OS-9	24
Letters	3	Comment	13	Adventurers	
News	4	Softscene	15	Anonymous	27
Programmers		Help-Line	15	Postscript	29
Logic	5	Word Search	16	The Year	
News Feature:		Clubs Page	17	That Was	31
Datacrime	7	Applications	18	Dragon	
Hardware	8	Review	22	Graphics	33
Panasonic		News Extra	23	Charts	35
KX-P1180	9	In Brief	23	Next Issue	35

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Editorial

DON MORRISON

Despite severe internal difficulties, it appears as though Dragonfire Services will fortunately go ahead with its plans to stage its Second Colour Convention in Weston-Super-Mare. Proprietor, Andrew Hill, is currently seeking to sell the Software wing of his publishing group, following diminishing sales. And, though it was feared that such a move would pose a threat to the future of the event, such fears proved short-lived.

The other main news item is the rather abrupt demise of New Era Publications, now under the control of Sunnydale Publications, a division of Sunnysoft.

Simon Jones' decision to leave the market will prove a major disappointment to many and a relief to others not least the Software manufacturers who were all too often the recipients of rather sharp, not to say controversial, literature. Nevertheless the loss of such a colourful figure is a blow and one which may have a detrimental effect on sales of 6809 User.

On a more positive note, Pulser Software, themselves the subject of intense speculation, appear to be flourishing from their recent takeover of Orange Software. Despite having over 80 titles under their wing, Pulser have recently introduced a range of Peripherals to their comprehensive Dragon catalogue, including the Panasonic KX-P1180, which is the subject of our printer feature 'Cheap Thrills'. Other items worthy of mention (aren't they all!) include an exclusive feature on Datacrime, the most destructive Computer virus in history, a DOS construction project, advice on how to care for your Cassette recorder, the usual reviews, a profile of the newly created Drax Library, Adventurers Anonymous, a major 5 page feature on Word Processors and a brand new 4-part series on OS9, written jointly by American writer Bob Montowski and our very own Ray Smith.

It seems hard to believe that this will be the last edition of 1989 and indeed the 1980's. On behalf of everyone involved with the magazine, from the writers to the printers, I'd like to wish everyone a Merry Christmas and a Happy New year and I'll see you all in 1990.

LETTERS

If you would like to correspond with any section of the magazine write to Dragon Logic, 72 Diriebught Road, Inverness, IV2 3QT.

I've just received Issue 9 of Dragon Logic and one point strikes me : Dragon Logic must be the most consistent of all the Dragon magazines. Apart from the last issue being a little late, it's always released on time, carries the articles it's meant to and does so with a minimum of hype and spelling errors. Congratulations, you've managed to continue Dragon Logic like this despite few contributors for nearly two years now.

Robin Hemmings, 8 Ingleby Road, Wigston, Leicester, LE8 1DQ.

Just got the latest Issue of Dragon Logic, it may be slightly smaller than usual but its still the best value on the market. Thanks for printing the note regarding the bug in Data & Loader Printer, hopefully I won't have to go through that again.

I can't remember if I've sent Dragon Logic review copies of "Fonebill and Setter" but I've had a preview of one set of reviews and, if it gets into print, I'll never sell a program again. The problem seems to be that, if the reviewer has no use for the program, they assume that nobody else will either.

If anybody wants to contact me regarding any Dragsoft programs I can be contacted at the address below or on Prestel 105447385.

Mike Townsend, Dragsoft, 41 Hereford Street, Presteigne, Powys, LD8 2AT.

Editor Replies:I think most people now recognise that any review represents the individual opinion of the particular reviewer and does not necessarily reflect the views of the Dragon fraternity at large. Every program has a use, and someone, somewhere, will find a use for it. A reviewer should always recognise that, besides himself, there are others who may benefit from the program and providing the program is well written and does its job well then he has no grounds for complaint.

Many thanks for Issue 9 Dragon Logic. There's not really much news worth passing on at the moment ... Simon Jones has now finished with 6809 User/New Era, which are now being run by one Roger Quaintance. However, in my considered opinion, he'll fold the entire operation within a couple of months. The Siegfried Group is in the process of folding and Bernd Knechtel tells me that the current Issue of Drachenpost is likely to be the last. NDUG will not be represented at the Alternative show in November ... I had asked for volunteers to run a stand there and received just ONE reply. We will be at the Weston show though, and of course we're still going ahead with Hove next June. Sorry the news is so depressing, but it's something I can't change, and I'm trying (without success) to catch up with the mail that piled up while I was working on the flat.

Paul Grade, NDUG Chairman, 6 Navarino Road, Worthing, Sussex.

Editor Replies:It does seem as though the Dragon is entering a period of recession, despite the efforts of Paul Grade and others. All that we can say, as always, is to support those still in existence, before they too join the evergrowing band of ex-Dragon owners.

NEWS

If you have any new products for the Dragon - Software or Hardware - write to Dragon Logic, 72 Dirieburgh Road, Inverness, IV2 3QT.

Leading Dragon publishers, New Era Publications, have been involved in a dramatic takeover. Former proprietor, Simon Jones, is reported to have sold his entire Publishing group to Roger Quaintance of newly formed Sunnysoft. The takeover has come as a shock to many despite early claims from Simon Jones that the burden of running New Era was placing an increasing strain on his time, indeed in May of this year he had announced that steps were being taken to find a buyer for 6809 User.

All material for publication should now be directed to Roger Quaintance who will now command the position of Group Editor, but it remains to be seen whether he can persuade the Dragon fraternity that his attempts to prolong the life of New Era will succeed.

All correspondence should be sent to 20 Church Street, Ilfracombe, North Devon.

Andrew Hill of Dragonfire Services is to seek buyers for the Software Subsidiary of his company. The move is said to have arisen due to Andrew's attempts to develop the publishing wing of the company, but this too seems in jeopardy, as Dragon Magazine is said to be ailing, having failed to appear on the market for some time, though Andrew has yet to confirm the future of the magazine. The move will not, however, affect the forthcoming Colour Computer Convention in Weston which is scheduled to go ahead on December 10th. Further details can be obtained by writing to Andrew Hill at Dragonfire Services, Unit 3, Rising Sun Enterprise Centre, Blaina, Gwent.

Mike Townsend of Dragsoft has announced details of two further releases. The titles, Fonebill and Setter, are now available on both tape and DragonDOS, though no price details are available. Meanwhile the company is still appealing to users who may have encountered problems with their maiden release, Data & Loader Printer, with which they encountered duplicating problems. Anyone still experiencing problems should write to Dragsoft at 41 Hereford Street, Presteigne, Powys, LD8 2AT or 'phone 0544 260178.

Knight Computer Services has recently expressed serious doubts about its long term future. Howard Knight, co-proprietor of KCS, has stated that unless sales improve dramatically, the company may be forced to leave the market towards the end of the year. Meanwhile KCS has just recently launched its new Desktop Publishing Package, Publisher. The program widely thought of as KCS's finest release yet, is available on Disk only and features page area of 512*768 pixels, effectively creating an 80 column A4 page. Price details are not yet available. Other titles nearing completion include ARTRIS, a simple but addictive Russian game and Sideways Print, a utility designed to print ASCII files sideways. Enquiries should be directed to KCS at 76 Etwall Road, Hall Green, Birmingham, B28 0LE.

A new Public Domain Library has been established. Drax intends to cater for BASIC users, and aims to produce a steady stream of software titles, including games and utilities. The Library already boasts a comprehensive list of titles and is shortly to release further titles including 2 Word Processors, one of which is said to feature WSYIWYG. Further details can be obtained from Drax Public Domain, 123 Cowick Road, Tooting, London, SW17 8LJ.

PROGRAMMERS LOGIC

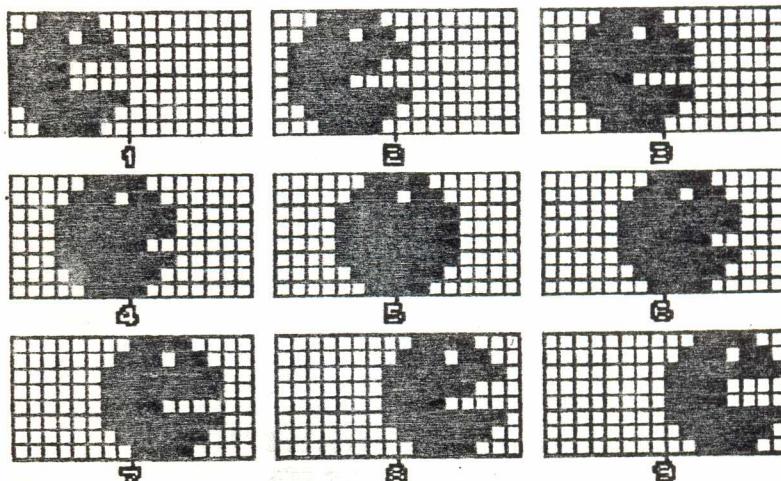
by Jonathan Cartwright

Earth shattering news folks. I've had a letter from a reader! Strange, but true. So a big thank you to Robin Hemmings for bothering. Right Robin wants to know about a couple of things : How to move sprites 1 pixel at a time, and how to play music whilst a game is running.

For the past few Issues I've been waffling on about graphics, and you've probably all got a taste for it now. Therefore I'm going to try to answer Robin's first question.

You may remember that a few Issues ago I said I wasn't going to tell you how to move sprites 1 pixel at a time. Now that a reader has asked though, I've changed my mind. Cast your eyes, if you would, to the diagram below.

Right, hopefully you can see what's happening there. The Pac-Man is actually stored in an 8*8 grid. However, to allow the sideways movement I've put him in a 16*16 grid. In each subsequent frame of



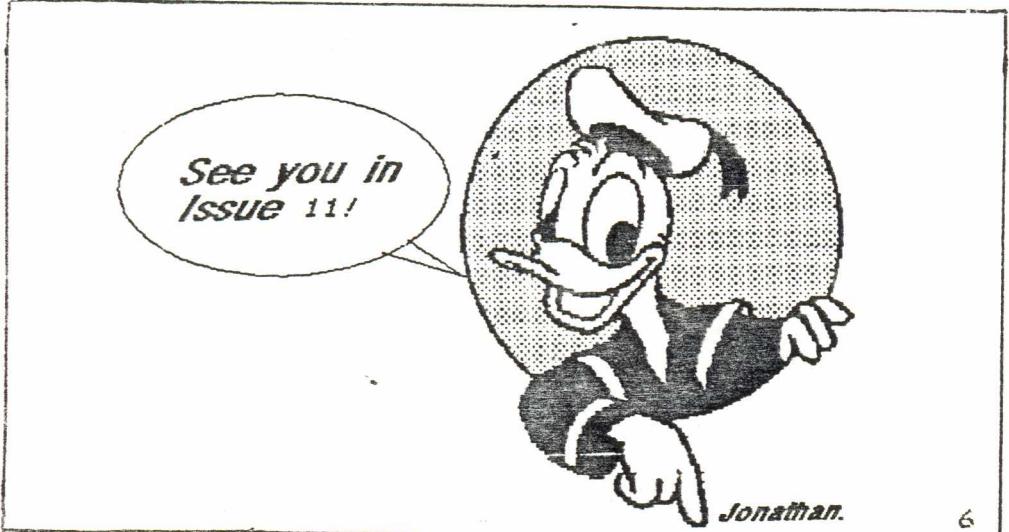
Animation of Pac-Man

animation the Pac-Man moves one pixel further to the right. In addition to this I've made his mouth open and close.

If you put each frame of animation in the same place on screen, one after the other, you would see the Pac-Man moving to the right, whilst opening and closing his mouth. You are really being fooled into thinking that the Pac-Man is actually moving. As I've said, all it is in reality, is a series of frames, rather like a cartoon.

When the final frame has been placed on the screen you will notice that the Pac-Man has moved 8 pixels to the right in total. This means that he has crossed the boundary into the next byte. Now all you have to do is start placing the frames of animation on the next byte across. If you do this several times you will not notice any jerkiness in movement, although it may flicker a little. It's basically the same principle for every sprite you want to move/animate. It does seem a little memory hungry, but it is the quickest way to do it. In fact, this is the same method I use to animate graphics on the Atari ST, and speed is a very important factor on the ST.

With any luck, in the next column, I'll be giving you a program to move the Pac-Man around the screen. This should prove useful, as you will be able to adapt the routine for your own use by changing the graphics.



A black and white cartoon illustration of a character with large, expressive eyes and a wide smile. The character has short, dark hair and is wearing a dark, collared shirt. A speech bubble originates from the character's mouth, containing the text "See you in Issue 11!". The entire illustration is enclosed within a thin rectangular border.

Jonathan.

Computer virus threat

October Friday 13th saw the introduction to millions of Computer Systems throughout the World of the most destructive Computer virus in history - Datacrime.

Believed to have originated in Europe, and said to be the work of 'Technopaths', Datacrime threatens to destroy the very society in which we live.

Already, experts have narrowly averted a major administrative disaster in Denmark where Datacrime threatened to send the entire Postal Network into chaos. And in Scotland, many believe that the entire Poll Tax Registration system has been affected by Datacrime, with disastrous results. However, in the most disturbing case, the Royal National Institute for the Blind now fear that many of their Programme discs supplied to the Blind may have been corrupted by Datacrime.

Yet, though Datacrime may already be at large throughout thousands of Computer systems in the UK, the task of locating and removing the virus is monumental, compared to finding a needle in a haystack by many.

Few organizations admit to their fears, but it is estimated that the likes of Datacrime will cost Industry a massive £400 million in losses as a result of fraud. Indeed it has been revealed that in many cases, Computer hackers who approach organizations with proof that they have infiltrated their system, are either paid off or enrolled as a member of staff in order to prevent them from exploiting their information.

Tory MP, Emma Nicholson, has successfully pushed legislation through Parliament designed to lengthen the Sentences of convicted hackers. She has been greatly concerned with the spread of computer hacking and the threat it poses to the British Industry. Indeed, in a recent Channel 4 Documentary, she described a scenario in which the entire Airtraffic Control system collapsed, as a result of Computer hacking. Such a situation may seem rather unlikely, but given the advances made by Computer hackers over the past few years, who can guess what may happen in the future.

One of the most infamous episodes in hacking history was the time in which a Student sent an electronic Christmas card to his friends, unaware that it was later to spread across Europe and into the USA creating unparralled chaos in American Business circles. The 'Christmas Tree Virus' as it was affectionately known was a simple mistake, but it is an example of what can happen.

Recent Government legislation, designed to curb the spread of Computer hacking, threatens tougher sentences to anyone found guilty of Computer hacking. A list of 8 new offences will now be punishable by up to 5 years imprisonment, with up to 3 year sentences being awarded to those convicted of Unauthorised Entry into a 'computer system, whether it be for fun or for more sinister reasons.

Such legislation will no doubt go a long way to solving the threat of Computer Virus' but as the law is behind technology such legislation will be difficult to enforce.

There has been much, speculation in the Dragon media regarding the existence of a Dragon virus, but according to Dragon user, Sotos Mandalos, such speculation is unfounded. And there is, in his opinion, little prospect of a Dragon virus.

HARDWARE

If you have ever opened a Cumana Disc Controller, you will have noticed that there are two ROM sockets, but only one is used. With Dragon software now being produced for several DOS, it may become necessary to have two DOS available. Here is a little modification you can attempt for less than a pound, very little skill is required and it could prove very useful.

With the DOS pcb laid down with the component side up, and the cartridge edge connector towards you, the right hand socket contains the DOS rom, while the left is empty. The ROM is "switched on" by a 0 on pin 20, this comes from the Dragon via the edge connector pin 32. So what we have to do is divert this signal to which ever ROM we desire.

Even numbers are featured on the underneath of the pcb. Count to 32 and follow the track, it will appear on the top side where it will split into ROM1, and across left to some logic. At the junction

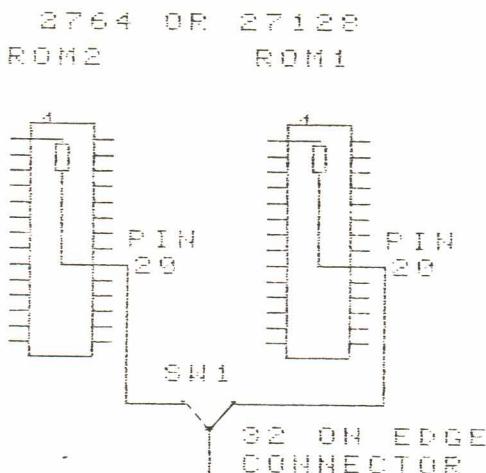
cut the track to both

destinations, this is RESISTORS
the common denominator TO BE 100K
for SW1. The other two
wires for SW1 go to
pin 20 on either ROM.
The other track to cut
is from the Logic for
ROM 2. Follow in 20
back from ROM 2, and
you will notice that
it goes to the same CUMANA DOS
logic chip as TWIN ROM
previously mentioned -
this needs to be

broken. Now you can divert the "on" signal to either ROM. Only one job remains, to ensure that the ROM not selected is properly switched off. This is done by soldering a resistor between pin 2 on each ROM +5v and pin 20. This acts as a pull up resistor, putting a logic 1 on pin 20 when unselected. The recommended value is at least 100k ohm, these are easily fitted underneath the pcb. A switch will cost 80p and the resistors 5p each. The switch, which sits on top of the DOS cartridge, is available from Maplin Electronics.

Now the operation of the new system is such that the DOS required for the job ought to be selected before switching on, but DOS can be changed with power on. However a reset is needed, so whether any program in memory survives depends on its location. If in doubt switch off before switching DOS.

Alan Swift



-Please note that neither the author nor Dragon Logic can be held responsible for any damage to equipment which may occur as a result of the above project. If in doubt, ask the advice of someone with greater experience of electronic construction.

Cheap thrills

For the past two years I have unashamedly raved about my Panasonic KX-P1081. Now I have stopped raving about it. So, what has caused this? My brand spanking new *Panasonic KX-P1180*, that's what.

I bought my 1081 about two years ago from Harry Whitehouse (Peaksoft) for £199, which was extremely cheap then. Now they sell for about £140-150 and they're still exceptional value. However, as another printer was required at Starship due to my moving to the University of Lancaster, I was tempted by the 1180. Thus I saved my pennies and bought one. The result is that I am very impressed.

The Panasonic KX-P1180 offers all the features that the 1081 did, plus some useful additions. To begin with it offers four NLQ fonts. These are: *Courier*, *Prestige*, *Sans Serif* & *Bold PS*. (Look to the end of the article for examples of printing) It also boasts what is called an EZ-Set Operator Panel. This is a series of buttons and lights on the front of the printer which allow the user to select all manner of fonts, spacing etc. Another advantage over the 1081 is speed, the 1180 is faster at printing in all modes, and even features a 'quiet' mode of printing, for when you're printing at 2am in the morning and you don't want to wake the neighbours.

Naturally the printer is EPSON compatible, additionally it is IBM Proprinter II compatible. It comes with a 2k buffer as standard, although you can buy an extra 32k if you need it. A feature that I really appreciate is *paper parking*. Some of you may not know what this is, and so I will try to explain. On conventional printers if you were using tractor feed paper and then wanted to use a single sheet you had to remove the tractor paper, wasting a sheet in the process. What the 1180 allows is for the tractor paper to be pulled back out of the way so that you can put single sheets through without

removing it. This is all done at the touch of a button. I find this invaluable as I usually have tractor paper in the printer and then want to print a letter on coloured paper. Another excellent feature of this printer is its method of paper handling. The tractor paper can be fed from either below, via a slit in the bottom of the casing, or, more conventionally, from behind. If feeding from behind then the paper is pushed through the printer. This is a stark contrast to the usual method where the paper is pulled through the printer via the tractor mechanism on top of the case. If you have ever had experience with conventional tractor feed devices then you will know that you waste an awful lot of paper when you want to detach a sheet that has been printed on. With the 1180 you can detach the paper very close the printhead as the paper is being pushed through, rather than pulled, and so no paper is needed above the printhead.

Something that quite a lot of printers appear to have these days is the ability to *reverse feed* paper, that is to have the printer pull the paper back after printing a bit. The 1180 is no exception here, it can do this through software as well as being able to do it from its front control panel. The manual says that this is invaluable when using preprinted stationary, I don't use the preprinted stuff but its still useful.

A further feature of the printer is its sheet feeder. Okay, all it is is a bit of plastic that you can stand up when loading single sheets, but it does help you get it straight. For those with money an automatic sheet feeder is available, which will feed multiple sheets into the printer. I don't know the price of that particular add on, but its probably a wee bit on the expensive side, around £70 I'd reckon.

Both Panasonic machines that I've used, the 1081 and 1180, are extremely sturdy beasts. They're the sort of printers that you can kick down stairs and they still work, well that's the impression I get anyway. I use my printer everyday for letter writing and programming, and beleive me it gets

some stick. The 1081 has served me very reliably and I see no reason why the 1180 should be any different in that respect.

If you aren't satisfied with the fonts that the 1180 offers then you can define your own. To do NLQ ones you really need the 32k of extra buffer, but I'm very pleased the the NLQ fonts on the whole. The Prestige one is a little like the Amstrad printers output (and I hate those I'm afraid Don), but it's not bad, and gets better when you use it in bold and italic. The Courier font is exactly the same to the standard NLQ font on the 1081, except that the quality does not diminish when you do bold or *italic*, like it tends to on the 1081. The Sans Serif is very much like the EPSON LX-800 one, and is unfortunately only selectable via software. The Bold PS is excellent, and looks extremely professional. The 1180 knocks out NLQ at around 38cps, and draft at around 192cps.

Being IBM compatible the printer will do all the fancy graphics characters used on IBM's, which include a number of mathematical symbols and the like. It also supports dot addressable graphics of up to 240dpi, by comparison cheapie laser printers do 300dpi so that's a pretty good output by all accounts.

Most printers can output in double width mode, but how many do you know of that can do double height as well? Not many. Well, this little baby can do double width and double height, and it can mix them, in any font you care to select. NLQ doesn't lose too much resolution when printed at double size and with draft there is very little difference.

The KX-P1180 has too many features for me to list, and indeed, too many features to use on my wordprocessor! The manual is of the usual iffy standard that they all are, but its certainly better than a lot I've seen. Before I give you the technical details can I just make it clear that I'm not a Panasonic salesman, I just think that their printers are brilliant, far better than anything else I've ever come across.

J Cartwright

6809 HINTS AND TIPS

CASSETTE RECORDER CARE

We've all had it at one time or other ... the dreaded I/O ERROR. Many of us still use tapes and a large number of disc users also use them from time to time as a backup in case of a drive failure. Software houses obviously still use them, as do duplication firms, and a faulty cassette recorder could result in a game or utility receiving bad reviews, should it fail to load.

You may not notice your motor slowing down, because your own programs will LOAD normally, but someone else's tape, or your newly purchased game, will not. The Dragon is very tolerant but it has its limits.

The very common fault is the automatic volume control which quickly shuts off the header tone and takes a second or two to adjust to the correct level. The way to correct this is to enter `EQU01,5:CSAVE"program"` but a much better method is to `POKE144,1` (or 2 depending on the quality of your recorder) before you start to `CSAVE` your programs. This extends the tone burst before the header and program data. (Address 144 is usually at "0").

Record/Playback and Erase heads need regular cleaning, as do the capstan and pinch roller. Don't waste your money on a dry cleaner tape, wet tapes aren't much better either, unless you wet the whole tape. By far the best method is to use cotton buds and tape head cleaning fluid (or stilus cleaner), when the cotton bud no longer goes brown, all is well. This is practically the only foolproof way of cleaning the rubber pinch roller. Do it with the recorder in the Play position, so that the heads are pushed forward and the capstan and pinch roller are turning. Dry it off with a clean bud.

Something that a few people forget is to demagnetise the heads regularly as well.

Take your recorder into the shop when you buy a demagnetiser because you may require one with a cranked probe on it to reach the heads. Mine cost £7 and has restored all the treble to my stereo. Dragons like treble too so, if your recorder has a tone control, run it at full treble position. DO NOT demagnetise with the recorder switched on, unplug the power, just to be safe.

Some recorders have a small hole, in the case, above the Record/Playback head, this will enable a small Philips screwdriver to be used to align the head with the tape. You may have to drill a hole yourself if it's not there, the screw is on one side of the head. Use a good quality music tape, choose a track with plenty of treble and GENTLY adjust the screw to give a clear, crisp sound.

The more learned or adventurous types may wish to adjust the speed of the motor. Nobody makes speedometers for tape recorders so you will need access to a GOOD quality stereo record deck (with a strobe timing light on it) and a good stereo tape deck. Play your favourite disk at an accurate speed and record it on the stereo tape deck. Now play the tape on your cassette recorder and Pause it at a well known place. Next, play the same track on the record deck and release the pause when you reach that point on the record. Both broadcasts should run together, a slight difference in speed can be ignored but if it's a long way out Be very careful when adjusting a dismantled cassette recorder, especially if you run it off 240 volt mains. The motor has a small hole in it, usually covered in plastic with an "X" cut in it. This allows a small, straight blade screwdriver (or better still, a trimming tool) to be inserted for

adjusting motor speed. The adjustment is done whilst playing tape and record as described above.

If your motor is mounted separately from the main chassis, you will have to accurately measure where the hole is and drill a hole through the case, to line up with the hole in the motor, so that you can adjust the speed with the recorder fully assembled. It is a good idea to check for any tight pulleys or motor bearings before you start.

If you need to oil them, be sparing with the oil. Put a drop of this oil ("3 in 1" or sewing machine oil) into a teaspoon and dip the end of a piece of wire (straightened paper clip) into the oil, use this to apply the oil to the bearings. Don't get any on the capstan, pinch roller, heads or belts.

WARNING : If the speed is badly out, you may not be able to CLOAD any recently CSAVE'd tapes after the speed is corrected, so before any repair borrow a good recorder from a friend, CLOAD from your recorder and CSAVE with their good recorder (Note:-POKE144,1 first).

I hope this article has been helpful, it may even save £15 - £20 for a new recorder.

Written by Mike Townsend

Dragon Logic can, in no way, be held responsible for any loss of Computer data or any damage which may result from the steps pointed out in the above article.

The procedure referred to in Programmers Logic can be achieved using a variety of Sprite Utilities, the best of which is Pulser Software's Sprite Designer, which features amongst other things, a fascinating ability to animate graphics.

The program which featured in Issue 9, is available on both tape and DragonDOS formats, priced £4.50 and can be obtained direct from Pulser Software at 36 Foxhill High Crompton, Shaw, Oldham, OL2 7NQ.

COMMENT

In a recent interview with Dragon Logic, Bob Preston described the greatest challenge facing Dragon users as that of spreading the message that the Dragon is still a comparatively well-supported machine, with a healthy band of loyal followers.

During the past 6 years, as more people began to depart from Dragon scene, more people inevitably arrived, the majority having bought their machines second hand. Many such users are totally oblivious to the history surrounding the Dragon, and as a result it can prove quite a shock to discover, that having bought a seemingly 'new' machine, there is, as far as one can tell, no-one to share their knowledge with.

Therefore the problem is mainly one of locating new users. National computer

I AM trying to find discs or tapes for a Dragon Computer that is now out of production. Can anyone help? — Mrs E. Ruchus, 170 Beechwood Road, Blackburn, West Lothian.

magazines, Alternative shows etc. are perhaps the best answer to the problem, but there are still those who will remain in the dark. So what's the answer?

The attached plea for help came from a Scottish Dragon user who had just recently obtained a Dragon 32 for her 10 year old son. The plea was featured, rather surprisingly in the letters page of a Scottish National Newspaper, and as a result of its coverage, the woman received information from, not only myself, but a number of other Scottish Dragon users.

The opportunities are enormous. The use of National and Local newspapers, existing Computer magazines, Libraries, Community centres etc all provide an excellent opportunity to locate bewildered Dragon users, who up until now, felt they were completely alone.

SOFTSCENE

Name: Publisher
Supplier: Knight Computer Services
Price: TBA

Publisher is the third DTP package to hit the Dragon market. It is certainly much better than the NDUG's program, though I haven't seen Macgowan's package in much detail. At the time of writing it is not available - this being a preview version - but by the time you read this it probably will be.

It's disk only because the suite is far too large to load into memory at once. Generally a mix of BASIC and Machine Code, the program is fast and menu-driven. The longest you have to wait is when a new program is being loaded from disk. The menu system is fine, requiring a single keypress and giving warnings at appropriate times. Also, when you encounter the less frequently used areas (such as the font designer - more on that later), instructions are available. This means that you only have to familiarise yourself with the main body of the program. This ease of use is creditable : I didn't have any instructions and still got on fine! Where this program really leaves the NDUG's Desktop behind is in the page development area. An area much larger than the screen is available so you can design a whole page and keep it in memory at once. The screen scrolls obligingly when you reach the limits. With the NDUG's package you have to design the page in parts and store them on disk separately, which also means manually winding back the paper. With Publisher you simply select the print option, specify certain details and wait!

The screen dump facility is VERY good. It caters for any Epson compatible printer, as well as SCP or MCP40 Plotters, the Seikoshia GP100A and Triumph Adler Daisy Wheel Printers. On specifying your printer you are

confronted with various options, such as the number of passes over each line, draft or final copy, A4 or A5 size, and many others. Disk commands are available from the program, as are simple drawing commands (for which a joystick is required). The latter may seem a little odd, but the BASIC commands LINE, PAINT etc are useful to put boxes around text in order to highlight it. There is also a font designer for those who, perhaps want drawings in their text, or foreign characters etc. I've had a little tinker with this and it seems fine but it can obviously be a tough job.

I've deliberately left the most important bit until last - how to get text on the screen! Selecting the "C" option from the main menu allows you to select the font set you wish to use, or you can load in your own. Then you can enter the EDIT mode.

The cursor is moved around with the arrow keys, and typing results in the new character overwriting whatever was there before. There is no facility for inserting or moving text around, nor is there, as far as I can tell, a facility for justifying text or automatic wordwrap, the latter being a facility in the NDUG's package. Typing speed has to be slowed quite dramatically.

What all this adds up to is that the program, like the Group's Desktop, is not a true Desktop publishing utility at all, merely a package designed to write various fonts on the graphics screen and then print them, supplemented by simple graphics. Not having seen Macgowan's DTP I'd say that this is about all you can expect of a Dragon, or indeed any set-up without hard disk. This utility is fine, therefore, for anyone wishing to produce the odd poster, advert, or title page for a school project ... but if you want to process even an amateur newsletter, as far as I can tell you'd probably be better off with Macgowan's package, which I believe includes a word processor. Still Publisher is a fine package, and with nearly 40 fonts it's fairly large and comprehensive.

Name:French Test
Supplier:Pulser Software
Price:f3

Pulser may seem to be sticking their necks out a little by launching educational software on such a small user base, but I feel there may be more call for this program than one might expect. How many parents reading this have children studying French at school? Quite a few I would imagine, not to mention the students themselves who may be reading this.

So what's the package like? Well my opinion is that it shapes up very well indeed. Firstly it's written by an ex-French teacher, or so I believe. So you can be sure that most of the words included are relevant to the average french course. After typing RUN and sitting through a typically crummy title screen, the instructions present themselves. They are fine.

The text screen is used, which means that accents etc - so loved by the Europeans - are ignored completely. Having said that, hiphons and apostrophies are accommodated. The program runs as follows: You have 200 seconds in which to translate as many words as possible. The computer prints a word on the screen, in either French or English and you have five counts to type the first letter. If you don't press the right key in time then the computer tells you what the letter was and moves on to the next one. Each time you finish a word your score is increased, but each time you guess the wrong letter, or run out of time, the amount your score will increase becomes less. If you haven't a clue, you can move onto the next word at the cost of a few points. After 50 seconds have elapsed, the countdown becomes faster until, after 150 seconds, it is probably less than one second.

This presents a problem : if the student is not a competent typist then s/he may find the program difficult in the extreme: the faster the answer is input the higher your

score, so fast typing is almost as essential in this program as a knowledge of French. If this doesn't present a problem for you then the program is fine.

Another problem is that if the player gives up on a word, the correct word is displayed for only a fraction of a second. I would have preferred to see what the solution was - surely this would aid the learning process?

There are two levels, EASY and HARD. I found the words in the former category very easy, being mainly days of the week, and numbers, while those in the latter category were largely unknown to me. However this should not present a serious problem to the average French student.

The program is in BASIC, and unprotected, so I imagine that DATA can be altered without too much difficulty. I suppose you could also change the speed at which the characters have to be typed. It would have been more desirable, I feel, if Pulser had included these facilities in the program. All in all though, this program is fine; it does its job, which is to teach French, without too much complication and is not too boring.

Help-Line

Problem: Could someone in the London area lend me a working printer for use with the Dragon? I will pay for any necessary transport costs.

Name: Barry Hitchings, Drax PD.
Address: 123 Cowick Road, Tooting, London, S17 8LJ.

Problem: Dragon Logic requires the services of a number of specialised writers. The Editor would like to hear from anyone with experience in Forth, Flex, Comms, Artificial Intelligence, Amateur Radio Software and Entertainment software.

Name: Donald Morrison.
Address: 72 Dirieburgh Road, Inverness.

Word Search

Welcome to the third Dragon Logic Word Search. All you have to do to enter the competition is to find the names of 10 Dragon hits, from the past and present, listed in the opposite word puzzle. When you've found all 10 names send the complete entry form to Dragon Logic at 72 Diriebught Road, Inverness, IV2 3QT. The first 5 entries drawn will each receive a years membership to the newly created Drax Public Domain Library, including free access to Library's list of titles, a free megademo cassette and a regular newsletter.

Dragon Logic Word Search

J	T	I	S	T	O	Z	R	O	N	B	X	U	J	K	E
H	R	N	Q	S	A	W	T	R	E	K	B	O	E	R	O
N	L	E	R	C	J	N	S	R	K	L	L	J	N	N	N
V	I	L	K	E	H	X	G	P	B	Z	M	H	P	U	O
I	F	P	A	L	G	A	B	L	Q	V	L	P	I	G	F
H	Q	R	G	B	A	G	M	A	E	R	P	L	K	E	J
U	O	Q	F	R	A	T	O	P	L	W	O	A	O	O	I
B	Z	M	O	G	N	L	S	R	I	L	O	K	Y	J	T
M	M	T	S	P	Y	D	O	N	F	O	D	O	M	G	U
A	H	P	H	C	E	G	J	R	A	V	N	O	D	N	S
K	C	U	S	J	M	Y	Y	W	O	E	V	S	Z	M	T
D	Y	N	A	C	A	L	C	Z	Z	Y	B	I	U	E	P
S	Y	H	Q	H	F	Y	Z	A	Y	D	O	D	I	J	R
O	P	O	Z	Z	L	E	M	I	U	S	Y	L	D	I	R
C	H	U	N	C	H	B	A	C	K	S	Q	X	X	K	A

* Dragon Logic Word Puzzle - Entry Form *
* ----- *

* The hidden words are *

* 1 6 *
* 2 7 *
* 3 8 *
* 4 9 *
* 5 10 *

===== *
* Name *
* Address *
* Post Code *

*Last month's Word Search winner was Steve Knight of Birmingham who correctly identified the 10 hidden names as 1) Downland / 2) Superkid / 3) Telewriter / 4) Juxtaposition / 5) Shocktrooper / 6) Utopia / 7) Mandragore / 8) Impossiball / 9) Airball / 10) Rally.

clubs / FANZINES

As a result of the large scale decline in Dragon Software production, Public Domain Libraries have increasingly played a major role in the development and subsequent release of Dragon Software.

There is therefore obvious demand for Public Domain Libraries as the success of Dragonfire's Dragon Domain Library and the NDUG's Dragonart Graphics Library clearly proves, indeed the demand for such services has merited the arrival of yet another Dragon Software Library.

A Library dedicated to BASIC users, DRAX aims to provide Dragon users with a steady stream of Software, both games and utilities.

The Library has been established by Dragon Logic reader, Barry Hitchings, who sees the Library as merely his sole contribution to the fading Dragon market, as he describes it.

The Group has been established primarily for the games orientated user, with titles including Sprinter, Race Master, Amazing, Break Master, Paccy and a large selection of other BASIC games all of which are tape based. There is, however, an ever-increasing range of utilities, a list which will undoubtedly grow as DRAX begins to establish itself. Such utilities range from Databases to Graphics Designers and even Typewriter emulators.

A yearly membership to the Library is available for a mere £5 while users can subscribe to the group on a trial basis of six months for only £3. Membership to the Library is not entirely necessary but Group members gain access to special discounts on the entire range of software and are provided, free of charge, with a regular 'Megademo', a suite of 13 programs which would otherwise cost £2 to non-members.

In a bid to establish itself as one of the Dragon's leading Software Libraries, DRAX has issued a request to Dragon users for software contributions and in return for any material supplied, DRAX offer a free lifetime supply of their Software.

Anyone interested in learning more about the Group should write to Barry Hitchings, DRAX P/D, 123 Cowick Road, Tooting, London, SW17 8LJ for further details.

WORD PROCESSORS

In an age where modern technology is becoming increasingly more affordable, Word Processors have emerged as one of the marvels of the 1980's.

Writers, Journalists, Business Executives, Secretaries are just some of the many Professionals who are increasingly becoming more aware of the world of Word Processing and the opportunities it provides.

Anyone required to do a lot of writing will no doubt realise the crude limitations of the conventional typewriter, as opposed to the fast, efficient and user friendly world of word processing.

Word processors have come a long way since the days when they were merely basic text editors, with only very minimal facilities. Since then of course, there have been many new developments, the most noteworthy being the emergence of the Desk Top Publisher, which allows the combined use of text and graphics in the preparation of newsletters, magazines, posters etc.

Indeed, as a result of the advances made by DTP in the field of text editing facilities, there remains very little difference between a Word Processor and a Desk Top Publishing package.

Given the large selection of Word Processors available, users are faced with the difficult decision of which particular WP to purchase. With this in mind, read through the following Guide to Dragon Word Processors and decide which, if any, suit your own needs.

By DON MORRISON

This is the first of the VISITEXT family of Word Processors, and I must say that I hope the others show a marked improvement. True, VISITEXT is not intended to be a full word-processing system. The storage capacity shows that: a maximum of 48 lines of text (excluding automatic blank lines between paragraphs, and items such as addresses which can be stored on one line). If this were the only restriction, it might not be too bad for the user who wanted to produce short letters from time to time. But the keyboard routine is, in my opinion, atrocious.

There is an auto-repeat which zooms halfway across the screen given half the chance, and although the auto-repeat time-values can be altered, they have to be set at the limits to get anything which resembles a decent delay time. It can be switched off altogether, but then how do you move the cursor around the screen quickly. I challenged an unsuspecting cousin of mine to type "BBC" whilst in lower-case mode. The result was a string of capital B's. Why? He had held down SHIFT and PRESS B twice, then C, and finally released SHIFT. A sensible way to go about the task, is it not? But VISITEXT continued repeating the first B until he had released the SHIFT key. In other words, if you press SHIFT and a letter, both must be immediately released before you continue typing. This, I find, is the perfect way to fuel "computerphobia" since the user is continually withdrawing his fingers sharply from the keyboard.

The best way around this problem is to use the CAPS LOCK to type any capital letters, which is very inconvenient. The manual (A5, 11 pages and well written) regards all this as a fault on behalf of the user and suggests s/he improve their writing. In my opinion a word processor should accommodate all typing

standards.

OK, I must admit that the rest of the program is fine, but these faults were enough to put me off for good. The program is menu-driven from the start. Most of the features can be altered or disabled in some way. For example, a "bell" sounds when you are a set number of characters from the end of the line, and this number can be altered or the bell turned off. There are some nice features when the program asks for responses: in some cases simply pressing ENTER leaves the values alone. (Although in others it gives the value 0, surely this should be more consistent).

You may ask yourself what the bell is for. VISITEXT does not support justification. Wordwrap is used, which means that a jagged right edge is left, rather like a typewriter. The minimum length of word to be wrapped can be changed and so the bell's position should be changed accordingly.

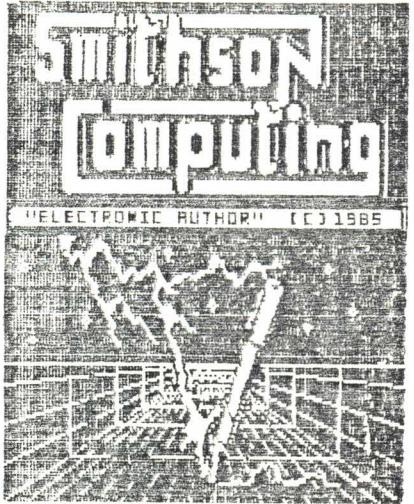
As with all Dragon Word Processors, PMODE 4 is used, and the characters, 64 black and white per line, are exceptionally clear - probably the best I have seen. Much clearer than Electronic Author. However, the line length is always set at 64, and cannot be altered. Also when scrolling off the bottom or top of the screen, the display jerks alarmingly about five lines at a time, leaving the cursor behind.

The method in which control codes are entered is easy to use. You simply press CLEAR - the screen turns to black on green - and press the letter corresponding to the effect required as listed in the manual. For example Routines are included to load and save to tape or disk, that should go without saying. The routines to move and copy blocks of text do their jobs and little else. And there's an annoying "beep" that accompanies every menu choice you make. And that's about it. Given the good word-processors available, why anyone should want to buy this is beyond me. If the 48 lines restriction doesn't bother you and you think you can master the crude keyboard scan then go ahead ... but don't say I didn't warn you.

Electronic Author has often been regarded as one of the finest Dragon Word Processors, and having used the program to its full potential, there is little doubt that such an accolade is well deserved.

As an all machine code program, Electronic Author occupies a mere 6K, thus allowing space for over 17K of text, far more than most.

The main program comes supplied with Config, a BASIC routine which allows one to configure Electronic Author to operate with any type of Printer. Though the program itself provides the user with a great many features, the added options provided by Config are welcome nonetheless.



The program features a high-resolution display, as is now common, which allows for both lower and upper case. Characters are displayed as black on green and between 51 and 64 can be displayed in one column at any time. Situated at the bottom of the screen is the Command Window where most commands are entered.

The screen display is the program's main downfall, in that it is perhaps a little dated now. There is further fault with the 64-column screen which has been achieved merely by removing any gaps between letters, almost creating a type of 'joined up'

writing'. There is also further confusion owing to the lack of a word-wrap facility which results in words being split between lines, but which fortunately has no effect on the printed display.

The program allows for both Justified and Literal printing, though the former creates by far the best display. Because of the absence of WYSIWYG there are effectively no limits to the choice of letter width, providing your printer can handle it.

All printer codes are entered in the main display window and are shown as initials prefixed by the control character.

The program allows for a number of print styles including double width, condensed, emphasised, double strike, underline and double width and numerous others, depending on your type of printer. Centering can also be achieved, though only in Justified mode.

There is a vast selection of Editing commands which, amongst other things, allow you to Append Files, Copy/Delete blocks of text, Load/Save text files, print text, Erase and Retrieve text, Reverse text and verify files. There is also the option to display the workspace, detailing the amount of buffer space you have left and the number of words in use. An auto-repeat facility is also included in the program, and unlike VISITEXT, this poses no problems to the user as the CLEAR key is used, as opposed to SHIFT.

One particularly useful option is the Find/Change command, with which words can be found and altered, even deleted if necessary. The manual which accompanies the program is very informal to say the least, but it is particularly helpful and provides the user with a variety of useful hints.

Overall, I have to say that Electronic Author is without doubt the best Dragon Word Processor I have used, combining ease of use, with a versatile and sophisticated range of facilities and though it may be outclassed by the more sophisticated (and more costly) Word processors such as Stylograph or Printer Control, it remains a firm favourite of mine.

Stylograph is the wordprocessor of the OS9 Operating System. As such, the restrictions of the text size and the screen size come with your own OS9 system. For example, if you run a Dragon 64 with drives and no other extras then the most you can expect to store is around 16k of text, with a 51 * 24 screen. If you run a Dragonplus board then you will have an 80 * 24 screen with around 22k maximum, plus the capacity of the 64k ramdisk. And, if you have added your own RAM chips then you know yourself how much text you can store.

Once Stylograph has loaded a menu is presented. The usual options are there : save, load, pass a command to OS9, print, quit to OS9, erase the text and edit. Most of the other options are concerned with printer types, and are geared towards business-type Daisy Wheel printers.

Selecting EDIT presents a blank screen, or the text currently being worked on. Here you can enter insert mode and type away merrily or move the cursor around. The keys I, J and L are used for up, down, left and right. I found this virtually unusable, but thanks to David Rothery's "OS9 Blues" article in a former edition of Dragon User I was able to change them to the arrow keys. Other functions which can be performed are : jump the cursor to the extreme left or right of the screen; scroll the screen line by line or by a whole screen; overwrite characters; insert a single character; mark text and then delete or copy it; find or replace certain strings; delete characters, words or lines; set, clear and move to tab positions; help or page status screens and return to the menu.

Stylograph is WYSIWYG (What You See is What You Get). With a 51-column screen this presents a problem: only a 51-column printout can be achieved. Fortunately there are two ways around this problem. The first is to scroll the screen left or right. This is fine, but is inconvenient as only parts of sentences can be read. The second is to

use a 51-column screen until the entire document is finished, and then select a 70-column screen (or whatever). The whole document is reformatted and is printed out this way.

Instructions as to the format of the document are given by including a two-letter command preceded by a comma in a line. For example, ",ju" justifies the text from that point on, and ",l165" selects a 65-column screen. Capabilities include: justify on/off, specify line length and size of the left margin; justify lines to the right rather than left; centralise lines; indent lines; print page numbers; define page header/footings; page length; leave a gap between each line; make sure that certain lines are on the same page. Being WYSIWYS, the page divides are indicated when they are reached. Printer control codes can be sent in two ways. The numbers can be specified within the text, or words can be highlighted with, for example, underlining. I use the former, as the latter is unreliable, being designed for specific daisy-wheel printers. When the text is finally complete, it can be printed from Stylograph, saved or spooled to disk for printing from OS9 (eg LIST stfile >/p). If it is saved as a stylo-file then it can be loaded into Spellcheck, a separate utility which comes on the same disk and is included in the price. This includes a large dictionary which can be supplemented. Stylograph is the best, most comprehensive Dragon wordprocessor, I have seen. You can usually pick it up for under £20 at shows or from John Penn via mail order. If you already have OS9 then the chances are you already have this utility. It's not just valuable for Wordprocessing, it can also be used to write C programs, or Pascal, or whatever. If you don't you must decide whether it's worth splashing out on the system just to use the wordprocessor. Perhaps you could look into OS9 for other purposes as well? But if you're thinking of buying OS9 for any other reason, include the cost of Stylograph in your evaluation.

WORD PROCESSORS

Originally produced by Nectarine, Editext is the latest Word Processor to hit the market. Said to be the most powerful and versatile word processor, providing most of the facilities found only in professional word processors, Editext's extensive facilities include disk or cassette operation, normal or justified print, automatic Wordwrap, both upper and lower case printing, comprehensive editing facilities such as ADD, DELETE, CHANGE, FIND and REPLACE and the traditional SAVE/LOAD commands. There are a variety of typefaces available to the user including Elite (12 characters per inch), Double print, Emphasised print (otherwise known as Bold), Enlarged print and Condensed print, which prints 16.5 characters to the inch. And you can of course mix typefaces using the Change Typeface command which is included in the program.

The program is also said to enable touch-typists to sustain high-typing speeds, despite the limited nature of the Dragon's keyboard capabilities.

Long regarded as one of the finest Dragon Word Processors, Printer Control has successfully stood the test of time. Specifically configured to run on virtually every design of Dot Matrix printer, Printer Control combines a word processor with powerful graphics facilities. The text mode is based upon a fourty column screen and provides the very same facilities as any other Word Processor, including LOAD, SAVE, MERGE, PRINT commands, editing facilities, right hand justification, string detection, numerous typefaces and limited graphics characters. Picture mode allows the user to create pictures, based on a screen size of 32 columns and 24 lines. Thus the program allows the user to produce newsletters, magazines, posters etc.

REPORTERS: DONALD MORRISON & ROBIN HEMMINGS

WHAT'S ON SALE

* Program	* Supplier	* Format	* Price *
* Desktop	* NDUG	* Disc	* £8.50 *
* Desktop +	* Macgowans	* C/D	* £30/35 *
* Electronic A.	* Computape	* Cass	* £10 *
* Electronic A.	* Pulser	* Disc	* £14 *
* Editext	* Prestons	* Cass	* £6.95 *
* Printer Control	* Macgowans	* C/D	* £20/25 *
* Printer Prompt	* Dragonfire	* Cass	* £4.00 *
* Publisher	* Knight C.S	* Disc	* T.B.A *
* Superwriter II	* John Penn	* Disc	* £32 *
* Stylograph	* H.C.A	* Disc	* £66 *
* SP EDIT	* Compusense	* Disc	* £65 *
* Small B.W.P	* Dragonfire	* Cass	* £4.00 *
* Timescript	* John Penn	* Cass	* £1.00 *
* Typewrite	* Drax P.D	* Cass	* T.B.A *
* Visitext	* Pulser	* Cass	* £3.00 *
* Visitext Plus	* Pulser	* Disc	* £10 *
* Visitext Extra	* Pulser	* Disc	* £12 *
* Visitext Deluxe	* Pulser	* Disc	* £15 *
* Write It	* Drax P.D	* Cass	* T.B.A *

*ALL PRICES ARE CORRECT AT THE TIME OF GOING TO PRESS

REVIEW

There are many screen dumps available for hi-res graphics screens varying for printer make and model.

TEXT PRINTER, however is a screen dump program designed for the Text/Lo-Res graphics screen (SCREEN 0) for Epson/Epson compatible printers.

The program runs with 'BOOT' and the menu displays three options:-

- 1) Shaded screen dump.
- 2) Unshaded screen dump.
- 3) Example/Demonstration.

The demonstration option print an example of a 'shaded' screen dump of a K.C.S program titles page, ARTRIS.

Upon resetting and selecting option 1 a basic program runs and installs a machine code dump which can be called up when required by EXEC 30000.

This EXEC can be included in your basic programs to print a text/graphics screen (Lo-Res only). Option 2 gives the unshaded dump ie. the shaded background is removed.

Variations on the standard dump may be accessed, depending on your printer, by working to instructions given.

You, the paying customer must decide on the value of such a program for your own needs.

Text Screen Printer is available on disk only, priced £2.79, from Knight Computer Services, 76 Etwall Road, Hall Green, Birmingham, B28 0LE.

By Geoff Smith

The Staffordshire Show Centre was the surprise venue for the recent Alternative Micro Show, held on Saturday 11 November. Now established as a major computing event, the show was moved to a larger site and for the first time included an Electronics Fair. Dragon support for the Event has been somewhat lacklustre in the past, owing to problems with the show's scheduling, but it is thought that Preston Games and Capri Marketing once again represented the Dragon industry. The NDUG have confirmed that they once again pulled out of the show, owing to apathy.

We feel it should be noted that Dragon Logic had originally approached former New Era proprietor, Simon Jones, to appear in 'On the Spot'. We regret that at the time of going to press, Mr Jones was unavailable for comment, and hence the proposed interview has been postponed.

Still enthused by their recent takeover of Orange Software, Pulser Software have recently acquired a range of hardware items. The company are currently marketing a range of new and second hand Dragon 32's, 64's, disk drives, printers, joysticks, transformers and modems. A full system consisting on a Dragon 32, Dragondos Disk Controller, Single Disk Drive, leads, manuals and 5 free disks is available for only £120, while the more sophisticated Dragon 64 system, including Dragon Data Twin Drives, is available for a mere £160. The new Panasonic KXP-1081 Dot Matrix Printer is among Pulser's range of printer which also include the Cosmos-80 dot matrix printer and the Citizen 120-D, the former being second hand. And in an effort to strengthen their position as the leading software manufacturer, Pulser have recently converted Kouga Software's hit, Revenge of the Alien Bongo Beast ... to disk format. A fully illustrated 30 page catalogue is now available, free of charge, containing over 80 titles and detailing Pulser's range of peripherals. For a free copy send a SAE to Pulser Software, 36 Foxhill, High Crompton, Shaw, Oldham, OL2 7NQ.

The Colour Computer Convention in Weston-Super-Mare is scheduled to go ahead despite intense internal difficulties at Dragonfire Services. The event is being switched to another venue in Weston; the Rozel Hotel, Madeira Cove, and is expected to feature many of leading Dragon companies including KCS, Dragsoft, Preston Games, NDUG and others. Contact Dragonfire Services at Unit 3, Rising Sun Enterprise Centre, Blaina, Gwent for further details.

It has been revealed that Stewart Orchard, author of Bell Dozer and the superb Revenge of the Alien Bongo beast, has been forced to cease production of his latest game, as a result of falling sales.

Paul Burgin of 10th Dimension Software has recently released a Jet Set Willy Graphics Editor to be used in conjunction with his earlier release, Jet Set Willy+. The program is available together with JSW+ for £5, though the program itself can be obtained for £3. Write to Paul Burgin, 18 Moorcroft Road, Sheffield, S10 4BS.

Sunnysoft have released a series of new titles in a bid to raise further funds for their Animal centre. The titles include Icon Master, priced £4, Autoprot and Disksort, both of which are available for only £2. All titles feature on Delta DOS only. Also nearing completion is Weefax, designed to download Satellite pictures. Write to Sunnysoft, PO Box 13, Ilfracombe, EX34 8PB.

OS-9

YY/MM/DD HH:MM:SS
85/12/25 15:30:00

This is my first article on using OS9 and is intended for beginners to OS9 who are now flipping their hair out trying to figure out how to use it.

OS9 is NOT a programming language, it is totally different from BASIC and if you wish to program in Basic then I suggest you buy BasicOS9 after you are a bit familiar with OS9.

I should, at this stage, tell you that the European Agents for OS9 are:-

H.C. Andersen Computer Inc, Englandsvej 380
DK-2770, Kastrup, Denmark.

If you have Dragoodos then all you need to do is put the OS9 Master Disk in Drive 1 and type BOOT ...

Now that OS9 has started up and given you your Logo and license information it will ask you for the DATE and TIME. This information is VERY important and should be given correctly each time you start up OS9 ... DO NOT MERELY TYPE ENTER, GIVE A DATE AND TIME. This information is added to each file and it is saved to disk and will be used by OS9 in the future to keep track of current files. The same information is also available to you to help you keep tabs on the dates and times of the files that you saved to disk ...

OS9 runs on a 24 hour clock so when giving the time you must remember that times after 12 noon convert to the following:

1 pm-1300 hours

2 pm-1400 hours

3 pm-1500 hours

.

.

.

10 pm-2200 hours

11 pm-2300 hours

Midnight-0000 hours

To enter Dec 25, 1985 ... 3:30pm you would type :

After the date and time have been entered they may be checked anytime simply by typing DATE T at OS9: prompt. If you simply type DATA that is all you will get. OS9 has only a few commands already in memory. All other commands that may be used from OS9 can be found on your Master Disk. Each time you give a command at the OS9 prompt, the computer will check to see if the command is in memory and then it will go to the disk in drive 0 and check the /D0/CMDS directory to see if the command is situated there. You must remember to enter the command correctly (SPELLING) or it won't be found when the computer goes to the /D0/CMDS directory to search for it. OS9 can be a bit slow as it has to go to the /D0/CMDS directory each time you enter a command at the OS9 prompt. However, you can speed this up by loading some of the commands most likely to be used in OS9. So you could type:OS9:load dir list del attr copy. You will now have the commands listed above in memory, all of which are ready for quick access. The drawback is that they are swallowing memory that you might need later. The only way around this is to set your drives to run at a new faster step rate (another tutorial). Your drives must be in good condition to do this. OS9 is coded to run disk drives at 30 MS, track to track and to format the disk at to tracks. Both of these can be changed with a little knowledge of OS9 or by buying some public domain software that will make the necessary changes for you. Refer to Jason Shouler for these at the address featured at the end of this article.

Always remember that the default drive is /D0 and NOT /D1 as in Dragoodos and it is important to always insert a space before the slash - eg /D0.

OS9 always has 2 directories that it keeps track of...One is the DATA and the other is the EXECUTION directory. When you type a command OS9 will check the current EXECUTION

directory which is /D0/CMDS at startup for the command you just entered. When you want to list, dir, del, rename etc...OS9 looks for your file in the current DATA directory. The current DATA directory at startup is /D0...(don't forget the space!). So if you just type DIR, OS9 will assume you meant DIR /D0...If you wish to get a directory of perhaps the DEF5 directory you must give the 'whole' pathlist (NAME) to the directory. In this case you would type:DIR /D0/DEF5 and OS9 will know what directory to which you are referring. So how do you know which is a command and which is a data file? You can get this information by typing : DIR E /D0 and OS9 will give you a directory of everything that is in the /D0 directory with exact information on each entry. You will be shown that date and the time the entry was put on the disk and the user number, then entry's name, the attributes of the entry and the size of the entry in hexadecimal. It is the attributes of an entry that we will want to check. They list across like this:

DSPPERW
EWR

That is 8 slots that can have a letter in it. If the DIR E command shows D--RW-RW on a line, it would mean that it is a directory and that you and any timesharing users who were on your system could read and write to that directory...

If the entry returns --E--ERW it would mean that it is a command that could be used by

you and your timesharing users and that you have the right to perhaps copy to that file, rename it or delete it. The timesharing user would only be able to execute the file.

If you don't want to do a DIR E on a whole disk you can get the information you need on a single entry by typing:ATTR /D0/startup which will printout the attributes in the same manner as the DIR E command but you now have the added option of changing the attributes of a file on the disk.

We'll use the /D0/startup file for an example...say the ATTR /D0/startup prints -----rw. This means that the file can be read and written to. But say you don't want to accidentally delete or rename the file in the future. You can type ATTR /D0/startup -w and afterwards you will be unable to write to that file. If you tried to delete that file now you would get an error message. You can use this ATTR command to change the attributes on all your important files so that they will not be deleted by accident in the future. This is similar to having a write protect tab on your disk like in Disc Basic. But you can protect single files on the disk. Or even lock out a DATA directory from having files written or deleted from it.

When I told you that OS9 will check to see if a command is in memory and then check for it in the EXECUTION directory I left out a final thing that it does. It will go to the DATA directory and check to see if there is a DATA file there with the same name as you entered at the OS9 prompt. You can check this yourself. LIST the file startup with LIST /D0/startup. The computer will then display setime/term, which may look like a command. It is infact what OS9 describes as a procedure file. OS9 will take the command you enter and first check to see if it is in memory, if that fails it will go to the EXECUTION directory to search for the command. If that fails it will go to the DATA directory to see if there's a procedure file with the same name. If there is, it will read one line at a time from that file and treat it as though you were typing in the lines from the keyboard. if you want to try this, just type startup at any OS9 prompt and the system will ask you again for the DATE and TIME.

You can build a procedure file of your own that does a little more than the startup file...Do this at the OS9 prompt - OS9:build /d0/myfile. A question mark will then be displayed and upon each ? type these lines:
? dir /d0

```
? dir /d0/cmds  
? mfree  
? free  
? (ENTER)
```

You will now have a data file on /D0 called myfile. If you were to type myfile at an OS9 prompt you will then see a DIR of /D0 followed by a DIR of /D0/CMDS, then an mfree (memory free) and finally a free (free disk space) all listed to your screen one at a time. OS9 entered all the commands in the data file as though you just typed them in at the keyboard.

Now the next important thing to worry about with OS9 is how it keeps tabs on free spaces in memory and on the disks. Memory in the computer is split up in blocks of 256 bytes. If you enter mfree you will get back about 159 to 162 blocks of memory. If you know that 4 blocks of 256 bytes makes one K (kibyte) then you know you have about 40K free in memory for your programs and commands. This same idea is carried over to the disk drive. All writes to the disk are done in blocks of 256 bytes or 1 sector. A newly formatted disk will have about 720 sectors on it. But 10 of these sectors are taken away for use as directory pointers. As OS9 only writes out to the disk in blocks of 256 bytes you will be able to get more information on an OS9 disk than a Radio Shack Dos disk which store data to the disk in blocks of 9 sectors ($9 \times 256 = 2304$ bytes). Write 1 chr. to an OS9 or DDOS disk and you lose 1 sector. Do the same to a Radio Shack Dos Disk and you lose 9 sectors. All of which shows the advantage of OS9 & DragonDOS. Now enter DIR /D0/CMDS and you will see quite a long list of commands that are available to you. Don't worry about all those titles because as you learn OS9 you will become more familiar with all of them, and in any case, you probably won't use all of them. The nice thing about OS9 as opposed to RS & DragonDOS is that it is so easy to add MORE commands to OS9. If you know 6809 Machine language you could write some

commands that you may wish to trade with fellow OS9 users. If you aren't all that familiar with the language then you can buy some commands for OS9 from the States or from Jason Shouler for public domain modules. These modules are commands that are so easy to install on your OS9 disk. All you need to do is copy them to your EXECUTION directory which is usually the /D0/CMDs directory. They are then available for your use. Some of these programs are actual commands that you call from OS9 and other programs are what are known as FILTERS that you pipe data through under OS9 (more on this in a future tutorial).

And now one final thing to cover before I end this article. Is there a difference between upper and lower case when you enter commands, you may ask? The answer is NO. If you enter DIR /D0 or dir /d0 they will both act correctly...if you type LIST /D0/STARTUP/ or list /d0/startup they will both work correctly. However, here is a standard that you might wish to keep to in order to simplify things. It is felt that if you keep all directory names in capital letters and all data/command files in lower case you will have a better idea of what is in your disk when you use the DIR command. I find this is a useful tip and try to follow it strictly when I work with OS9.

The next article in the tutorial series will be on nested directories and on pipe and filters, and how they can be most useful under OS9.

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All questions regarding OS9 should be directed to Jason Shouler at 14 Rosemary Road, Parkstone, Poole, Dorset. Alternatively the OS9 Users Group can be contacted via Burghard Kinzel, Leipziger Ring 22a, D-50442 Erfstadt, West Germany. Originally written by Bob Montowski for the CoCo and amended by Ray Smith for Dragon use.

.....
Ray Smith & Bob Montowski

Adventurers Anonymous

As the number of new adventure releases diminishes, Adventurers are increasingly turning their attention to the more mature titles, many of which are unsurpassed, even by todays standards.

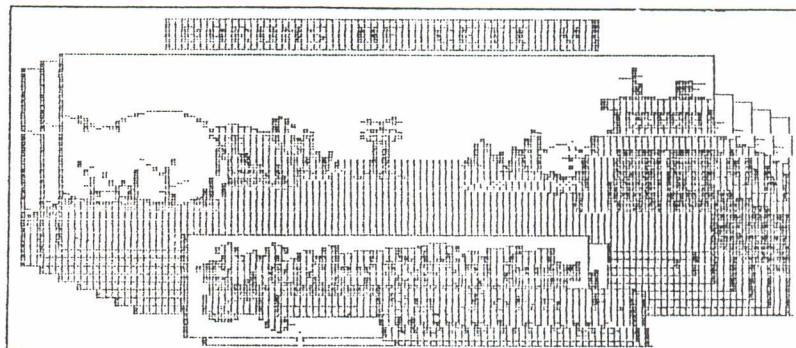
Though many have faded in oblivion, there still remains a comprehensive list of what can only be described as classics in their own right. In a new series of articles, Adventurers Anonymous returns to the past to highlight the success of many of the greatest adventures ever to emerge on a Dragon label, the title on this occasion being Juxtaposition.

Returning to more recent times for the moment, it seems that New Era's adventure game, promised for August, may be in jeopardy owing to the company's recent takeover. We have no confirmation at present, but it does seem that in light of the takeover, Sunnydale Publications will have more pressing problems on their mind. Other news is that the newly established Drax Public Domain Library is shortly to release some adventure titles, though no more details are available at present. Write to the Library at 123 Cowick Road, Tooting, London, SW17 8LJ.

Now back to our new series which charts the success of many of the Dragons greatest adventure titles, beginning with Juxtaposition.

Long regarded as the finest ever Dragon Adventure, Juxtaposition broke new barriers during its release in 1985. The first Dragon adventure to use Panoramic Graphics, Juxtaposition features 32000 graphic viewpoints and possesses the most sophisticated parser of any Dragon adventure due to the advanced WORDTEL system incorporated in the program.

In this adventure you play the part of Cross, a lowly servitor who is confined to his masters Baronial lands. The planet on which you live - Ceti V - is owned by eight fabulously wealthy mining



Barons who rule the planet on feudalistic lines.

One ruler in particular, Baroness Black, is suspected of experimenting with the mystical Juxtaposition, a line of dimensional instability which passes through the planet. Your task, as Cross, is to find a way into Baroness Black's fortress and discover whether she has found a way to control the juxtaposition.

Your problems first begin with sudden arrival of an assassin droid sent by the Baroness in an effort to thwart your investigation. With very few belongings you must find a way to destroy the droid otherwise your mission may prove shortlived.

The first part of the adventure is essentially text only with a small graphic picture of the domed city in the upper right hand of the screen. The text has also been redefined for a more attractive layout.

Should you manage to successfully destroy the droid you will be rewarded with a blue key

card which allows you to enter the city itself. Beware of the "Endless Rez Zone" as it most definately lives up to its name. Having come across the city's monorail system you can travel throughout the city itself, picking up useful objects, the most important of which is the breather mask. With this you may leave the city to explore the planet surface.

On the planet's surface the game changes to a Lords of the Midnight type landscape which can prove quite stunning owing to the use of Panoramic graphics. Mapping the planets surface is no easy task as there are over 400 locations and you can of course move in any one of eight directions, unless prevented by mountains or similar obstructions.

You may not enter a zone unless you have the corresponding ID card. Otherwise you may find yourself promptly zapped by the Baronial choppers which surround the area.

The landscape is surrounded by Fortresses, pyramids, towers, domed cities, mountains and may similar objects, many of which are duplicated but then in a game with over 32000 views, what more could one hope for.

The programs sophisticated parser system allows for complete sentences such as USE THE PEN, THE INK AND THE PAPER IN THE BOX. Care must be taken however that you phrase your sentences correctly otherwise it may not understand your meaning.

The programs features a variety of commands including ATTACK, BLOW, CLIMB, CLOSE, DIG, REPAIR, SAY, SPRAY, PLANT and many more. Also included are the usual special verbs such as Hold, Inventory, Load, Quit, Save and Score.

Overall the adventure seems quite straightforward, it's simply a matter of carrying out the tasks set by the various Barons but of course it isn't quite that simple as progress is very slow indeed.

The sheer size of this program means that no matter how far you progress, there is always so much more to complete - it is such a mammoth adventure and the sense of achievement at having completed the program is immense. A follow up to Barons of Ceti V was planned, but never materialised owing to technical problems. And it is not hard to believe that, having created an adventure the size of Barons of Ceti V, the authors simply could not produce anything to surpass it, given the restrictions of the Dragons memory.

Programmer John Humphreys, also responsible for Wintersoft's two previous titles - The Ring of Darkness and Return of the Ring, deserves all credit for achieving the seemingly impossible task of creating an adventure to match the quality of Lords of Midnight.

Now published by Computape, Juxtaposition is in my opinion the finest, most creative and certainly the most challenging Dragon adventure ever but owing to its sheer size it may prove too daunting for many those new to adventuring. For more accomplished adventures, I would have no hesitation in recommending Juxtaposition, which at the price of £2.99 is an even better bargain than it was all those years ago.

Adventures Along the

* ADVENTURE *
* PROBLEM *
* *
* NAME *
* ADDRESS *
* *

POSTSCRIPT

Well I must admit that I have been very busy lately. The problem is that I have been engaged with a number of things and sometimes one can do too many things and end up doing nothing. Don called me over the weekend and he reminded me that I was running late.

Well that's true I am sorry. However, I am not much prepared either, so what I will provide you with today is a nice long program that one of the Adobe (the Postscript people have developed). As you can see the language looks very similar to Forth.

It is perfectly okay to write the following programme using a wordprocessor or an editor in your Dragon. Then once this is done you can send it directly to the printer. I promise to do this one day in my Dragon 32, so that we can show people that we do in fact support Postscript. In the last letter which I wrote to **Dragon User** a Postscript Printer can be connected to a parallel port as well as on a serial port, this in fact was mentioned by *Brian Cadge* - by the way what

ever happened to Brian ? does anybody know ?.

Well I am sure that the programme will puzzle you (although Forth programmers will see a lot of logic in that piece of, but I equally hope that you will find the results quite impressive.

As you can possibly see from the source code, the so called white space is not essential to the Postscript interpreter. This means that although some compilers do require indented code, such as COBOL, here it is not necessary.

Programme: Falling Dragon Logic

```
%! falling name demonstration - Adobe Systems, Inc. /firstname
```

```
(Dragon Logic) def /inch {72 mul} def
```

```
/fallover {gsave 90
```

```
rotate .9 -.2 .3 {setgray 0 0 moveto firstname show -22.2 rotate} for
```

```
grestore 0 0 moveto .1  
  
setgray firstname show }  
def  
  
/Times-BoldItalic  
  
findfont 72 scalefont  
setfont  
  
/leftmargin 8.5 inch  
firstname stringwidth  
exch sub add 2 div def  
gsave leftmargin 5 inch  
translate fallover  
  
grestore  
  
showpage
```

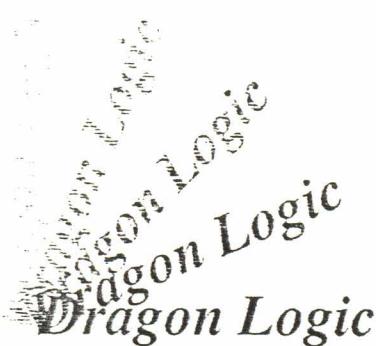


Figure 1. The outcome of the Postscript programme.

I wonder what you think of it. As you can see there is not an awful lot of code there, so this language is very powerful.

If you can imagine a photograph being printed, like the one I demonstrated in the last issue, the amount of source code generated is a great deal more. In fact nobody will actually try to attempt it, I can assure you. Well, how do we get around that? This is simple; of course by device drivers, which means that I only need to run a Desktop Publishing programme, such as the one I use to print this pages, called Ventura, or page Maker etc etc. These are professional packages which are not worth wondering about them. However, it is important to mention that there are no packages such as these which run under the Dragon Operating Systems. The amount of memory called is so large that the Dragon will not be able to handle it. Well that's all for now. I will give you more details in the next issue. I'd like to wish everyone Happy Christmas.

Sotos Mandalos

If you would like to correspond with Sotos, write to him C/O Dragon Logic at 72 Dirieburgh Road, Inverness, IV2 3QT. We regret that enquiries cannot be answered individually, rather they will be dealt with within the confines of POSTSCRIPT.

1989 ... THE YEAR THAT WAS

In terms of major news events, 1989 was a most astonishing year. The year began with the stunning news that Dragon User was to pull out of the market after over 6 years in existence as the only specialised Dragon magazine. The fears of every Dragon user throughout the country were further exasperated by the news that Harry Whitehouse, formerly of Peaksoft, had dissolved all links with the Dragon, in order to further his journalistic career. A man who commanded great respect amongst his fellow colleagues, Harry Whitehouse was responsible for bringing the likes of Tim Loves Cricket and Champions to the Dragon market, two games which are now classics in their own right.

And in the Summer of 1989 came further news which was to rock the Dragon market. As one of the leading Dragon programmers of her time, Pam D'Arcy announced that she was to leave the Dragon market in order to seek pastures new, thus posing a threat to the future of her former range of titles, the most successful of which was Formula One. Good news followed shortly with the announcement that all former Pamcomms' titles were to be re-released under the label of the National Dragon Users Group, and though the loss of such a prominent figure was a major blow, the NDUG's takeover proved a lifeline to many users.

Orange Software, one of the most prolific software manufacturers continued to enjoy steady growth, due mainly to the popularity of such titles as Lucifer's Kingdom, Beanstalker, Misers Dream and many more. Indeed such was the level of growth that in the Summer the company were forced to dissolve, unable to provide users with the same level of service. A victim of their own success, Orange were forced to put the company on the market, and Pulser software duly bought the manufacturing rights to all former Orange titles.

In terms of Software releases 1989 was also an eventful year. Starship Software, responsible for Utopia, Spy Against Spy and Rola Ball, released without doubt their finest title ... Impossiball under the Pulser label. Later in the year further titles, from the same stable, included CAD 6809, Rally and the sequel to Rola Ball. News of a further title was to come in the Autumn as Starship prepared for the release of Jonathan

Cartwright's last Dragon release ... Defender of the Throne which is expected to be Starship's finest release to date.

Two new companies - Dragsoft and Sunnysoft - were to emerge in 1989, and though neither of which has fully established itself, both continue to produce a wealth of software, particularly the latter whose efforts to raise funds for the Sunnydale Animal Centre are more commendable.

Preston Games, one of the most established Dragon suppliers continued to release further titles plus a range of re-vitalised out of production titles including Autorun, The Filing System, Sprint Compiler, Hungry Horace Petite Pascal and their most successful to date, Editext.

Dragonfire Services had a quiet year, in comparison to previous years. They did, however, release the Airball and Jet Set Willy Construction kits, Don't Squeal, Small Business Database and a range of fonts for Printer Control including 'Gothic'. The



Above:Lucifers Kingdom

Company have recently announced its intentions to sell the software wing of the company in order to concentrate on the publishing subsidiary, but as this too is in jeopardy, it would seem that Dragonfire would rather forget the events of the past year.

Pulser Software showed immense enthusiasm and commitment throughout the year, releasing Imposiball, CAD 6809 and more recently, Rally. Their enthusiasm was further bolstered when they took control of ailing Orange Software, and as a result they now provide the most comprehensive range of Dragon titles, over 80 in total.

Relative newcomers, Kouga Software enjoyed further success in 1989. Now established as a leading supplier of high quality titles, Kouga were to release only one title in 1989 ... Revenge, a title which has proved to be their best yet.

Knight Computer Services responsible for the award winning Dragon Graphics Studio released further titles along the same lines - Printer Control, Text Screen Printer, Dragon Graphics Studio PLUS, the follow up to their maiden release and PUBLISHER, a Desktop Publishing package said to be their finest yet. And with further titles in the form of Artris and Sideways Print in the pipeline, Knight Computer Services will hopefully enjoy further success.

The National Dragon Users Group celebrated their 5th year in existence as the only specialised Dragon Group, one which attracts a membership in excess of 1000. As well as re-releasing all former Pamcomm's titles, the NDUG also continued to sell their own upgraded Desktop Publishing Packages and a range of games and utilities.

Part of the NDUG, the Dragonart Graphics Library enjoyed steady growth and its Librarian, Ray Smith has recently established a further Public Domain Library with hundreds of titles from the United States. Two new Libraries were created in the form of Dewsoft and Drax ... the latter of which produces its own titles.

1989 was a popular year for shows and this year proved equally popular, if not more so. The year began with rumours of a London show which failed to materialise. Ossett, always a popular location, was the stage for a further show in March, organised by Preston Games. In the month of June, the Southern town of Hove was the setting for the first Summer Show to be organised by the NDUG. With an attendance of over 400 and over 20 exhibitors, the Hove show proved to be the most successful in recent years and already a follow-up is planned for the Summer of 1990. And despite severe internal difficulties, Dragonfire Services were to stage the second Colour Computer Convention in Weston Super Mare. 1989 also saw the second and third Alternative Micro Shows which were, however, the victims of a Dragon snub, despite the presence of Preston Games, Capri Marketing and few others.

Following his decision to cease Dragon User, Bob Harris later pulled his own company out of the Dragon market, following poor sales. A man unrewarded for his vast contributions to the market, the loss of Bob Harris was a major blow.

Undoubtedly one of the most sensational news stories to break in 1989 was Simon Jones' decision to sell his publishing company New Era to newly created Sunnysoft. It had seemed earlier in the year that New Era would continue trading for some time with the release of their newsletter the Dragon Gazette, the Dragon Users Handbook, the Invader's Summer Diaries and their book, the Complete History of the Dragon. However, proprietor Simon Jones felt the time was right for him to move on and despite handing the company over to the hands of Sunnysoft's Roger Quaintance, the loss of such a colourful, not to say controversial character, will prove a disappointment.

The loss of Dragon user was seen as the final nail in the Dragon's coffin, but despite all the odds, the Dragon has survived yet another year and providing support from all sides continues, there remains little reason as to why the Dragon should not exist into the 90's.

DRAGON · GRAPHICS

In recent times Dragon graphics packages have taken on a new lease of life, as programmers have produced ever more varied programs for their own use. The spin off from this is that by spending more time on them, the graphics programs themselves become viable for sale to other Dragon users.

DRAGON GRAPHICS STUDIO+ is no exception to this and could quite easily be considered as the ultimate graphics package presently available.

On 'BOOTing' up, the program loads and displays a title screen produced using DGS+ followed shortly by a blank page with a double-banked row of icons at the top totalling 26 altogether.

These Icons are selected using a the joystick controlled cursor while the 'FIRE' button is used to energise the facility chosen.

The program appears to accept all varieties of joystick - I tried a self centering switch type, a non-self centering analogue one and a Koala touchpad. The one most difficult to use was the non-self centering joystick - trying to land on an icon and stay there was tricky; the touch pad worked well.

The direct drawing features comprise the usual freehand, lines, rays (lines from a single point), circles, arcs, ellipses and boxes (both as outlined and filled).

These all work well with the exception of the ARCS feature which I found a little difficult to control - this should improve with practice.

The Area Fill (paint) feature and the ERASER may both require the selection of additional features - choosing one of ten colours (or patterns) from the 'MISCellaneous' icon, and (would you believe) choosing the eraser size from the 'Eraser Size' icon.

There is a CUT and PASTE facility with a pair of scissors and a paste brush displayed as the two icons - one above the other - and a separate PASTE MODE icon. The area of the screen CUT can be SAVED to disc via PASTE MODE menu and LOADED back in, if and when required. The PASTE MODE menu also includes four different PASTE options - NORMAL, INVERSE and transparent background and foreground.

The main INVERT icon does just that to the area outlined by the arrow cursor - a large area may have to be inverted in more than one go.

The Airbrush can be used to give a spray can effect, the density of the spray being chosen from the MISCellaneous menu - Low, Medium and High.

In addition to the AREA Fill feature already described, using ready made patterns, you may also produce your own patterns (8 * 8 pixels) for use in the SHADED FILL and BRUSH options of the MISC menu. The pattern is designed in the space character (ASCII 32) block of the TEXT MODE FONT EDITOR. The whole font set must be SAVED for just this one patterned space. The following operations can be performed on the screen with individual icons:-

SCROLL SCREEN - Icon two arrows - allows working on the two halves of the screen when the top portion would normally be hidden by the icons.

VIEW SCREEN - by retaining pressure on the FIRE button, the full screen is shown without icons.

CLEAR SCREEN - the program will do this if the button is held for approx. 6 seconds, but the screen will be SAVED to disc under the title BACKUP and can be re-loaded from the MISC

menu under LOAD-BACKUP.

UNDO - Will undo the last drawing operation on the screen provided no other operations have been undertaken.

Twenty different fonts are included in the program and a FONT EDITOR can be called up from the TEXT MODE menu. Also under TEXT MODE are the facilities to modify any font in use to give the following characteristics - BOLD, INVERSE, ITALIC and TRANSPARENT (on a dark background).

TEXT - icon a Bathic 'A' - is one of the facilities where it may be necessary to flit back and forth between menus and sub-menus in order to set everything up properly to give the desired result. Using TEXT and TEXT MODE you need to decide:-

- A) Style of print - choose font and LOAD in from Disc.
- B) Whether any variations are needed to the basic font - BOLD or ITALIC and if INVERSE or TRANSPARENT are required.
- C) Depending on (A) & (B) the spacing needs setting from the TEXT MODE menu.

At any stage in the production of a masterpiece using Dragon Graphics Studio+, fine corrections may be made to the screen using ZOOM (Icon is a magnifying glass). After moving the cursor to the centre of the area to be zoomed, pressing the Fire button will cause a magnified version to fill the full screen with a sub-menu at the top. Individual pixels covered by the cursor can be inverted - black to white or vice versa. Operations called for on the sub-menu are INVERT and CLEAR which work on the current Zoom Window. VIEW allows you to see the full screen with the Zoom window outlined, UNDO is similar to the main UNDO feature but simply undoes the ZOOM modifications whilst remaining in ZOOM mode. Selecting MENU returns you to the main screen with changes intact.

Disc Operations that can be chosen include SAVE, LOAD and DIRECTORY enabling you to save or load a screen to or from a disc, the extension being .SCR.

DUMP works from Epson compatible printer with di switches set to AUTO LF. Instructions are provided to set up your own favourite Dump program but this option was not tested. The disc supplied incorporates several screens, including FONTCDEMO, which displays all the fonts available. A number of Clip-art cut-outs are also included which could be included in your own screens.

Altogether a very impressive package. However, the review copy was supplied with 3 A4 sheets of condensed print instructions with a note saying "to be finished off". (Well it was after all only a review copy - Ed).

A more professional looking manual of instructions could perhaps be produced with a nominal increase on the existing cost.

BY GEOFF SMITH



Dragon Graphics Studio + is available on Disc only, priced £6.29
(including post and packing) from Knight Computer Services, 76 Etwall
Road, Hall Green, Birmingham, B28 0LE.

CHARTS

To mark the end of yet another eventful year, Dragon Logic presents its Elite of '89 Chart Special.

All you have to do is enter your nominations for each category on the attached entry slip (photocopied entry forms are permitted), along with your name and address and send them to Dragon Logic, Charts, 72 Dirieburgh Road, Inverness, IV2 3GT.

And in a special prize draw, the senders of the first three entries drawn will also receive a copy of Koga Software's hit release ... Ball Dozer.

- 1) Best Arcade game of '89.
- 2) Best Adventure of '89.
- 3) Programmer of the year.
- 4) Supplier of the year.
- 5) Magazine of the year.
- 6) Best utility of '89.
- 7) Most underrated product of '89.
- 8) Best peripheral of '89.
- 9) Most valuable individual of '89.
- 10) Most promising newcomer.

* Elite of '89 Chart Entry Form *

* ----- *

* My Nominations are - *

* ----- *

* 1 6

* ----- *

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* 5 10

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* Name

* Address

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Next Issue

In our first Issue of 1990, Ray Smith and American writer, Bob Montowski continue their fascinating insight into the sophisticated world of OS9, with information on nested directories and their importance under OS9.

Sotos Mandalos continues his series with further information on Postscript, the revolutionary new programming language, while Jonathan Cartwright continues to answer readers' enquiries.

Mike Townsend of Dragsoft once again returns to the topic of Cassette recorders with an in-depth look into reclaiming faulty tapes.

Softscape takes a look at Dragsoft's latest releases, Fonabill & Settar as well as the NJUG's Desktop Formatter. Also featured are several new programs from the Drax Public Domain Library.

On the programming side, we feature a variety of program listings from the United States, converted for Dragon user by Ray Smith, who's library is the subject of the Clubs Page.

Adventurers Anonymous continues its look at past hits with review of Tanglewood and Trekstar, while Stuart Beardwood returns to the music scene with Sound Check. Our main feature next issue looks at possible careers in Computing.

Dragon Logic reporters visit the location of the forthcoming Colour Computer Convention in Westchn, and report on the success of the event with comment from leading Dragon suppliers.

And together with the usual Letters, Comment, News, Hardware projects, and Exclusive interview with Roger Quaintance of newly created Sunraysia Publications, that's the line-up for Issue 11.



DRAGON LOGIC

72 DIRIEBUGHT ROAD
INVERNESS, IV2 3QT.

Dragon Logic has in its first few months of trading, become one of the most popular amateur 6809 publications in recent years. Published bi-monthly, Dragon Logic offers intelligent and thought provoking articles to cater for all ages and all capabilities, all aimed at sustaining further, the life of the Dragon, undoubtedly one of the finest 8-bit machines ever produced.

Dragon Logic's team of writers consist entirely of volunteer Dragon enthusiasts who are wholly committed to the survival of both the Dragon and Tandy machines. The magazine is edited and published by Donald Morrison with regular contributions from leading Dragon writers including Jonathan Cartwright, one of the finest in the Dragon market, Ray Smith of NDUG's Graphics Library and Stuart Beardwood, well known for his excellent work at the Westgarth Childrens home. Dragon Logic carries a wide range of information features including Machine code programming, Graphics and Music software, Entertainment Software, Adventure playing, Hardware projects, program listings, Show reports, Book reviews, Charts, Clubs information, hints and tips, up-to-date news and EXCLUSIVE interviews with the big names in the Dragon world.

With Dragon Logic you not only get what is without doubt the finest Dragon publication, but also the kind of service which puts us ahead of our competitors - Programming advice, adventure help, special offers, competitions and much much more.

Dragon Logic is available in 40 plus pages making it without doubt, the largest Dragon magazine, for a mere £1.00 per issue or alternatively, £6.00 p.a. (Prices include Postage and Packing).

WHAT THE PUBLIC HAVE SAID ABOUT DRAGON LOGIC

"The first issue of Dragon Logic was very good and a joy to read. The interview with the Harry Whitehouse was good, perhaps the best I've ever read!" - Matthew de Monti.

"I thought Dragon Logic looked well produced." - Helen Armstrong.

"I must congratulate you on your efforts in producing Dragon Logic. It is interesting and has varied subject matter." - Jonathan Cartwright, Starship Software.

"The Fanzine yet for the Dragon." - Ray Smith.

"Donald Morrison must be congratulated for his work." - Dragon Magazine.

"It is very well designed and offers interesting selection of articles." - 6809 User.

"A professional looking magazine. Dragon Logic shows a lot of promise." - Paul Grade, Dragon Update.

THEY CAN'T ALL BE WRONG!

Please send me six editions of Dragon Logic. I enclose a Cheque/Postal Order made payable to Donald Morrison for the amount of £6.00

Name: _____

Address: _____

