

DRAGON MAGAZINE

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JUNE 1988

20/6/88

INSIDE THIS MONTH!

***** REVIEW SPECIAL *****

LATEST NEWS ON DRAGON USER, PULSER,
OSSETT, DRAGONFIRE & DRAGON LAND MAGAZINE!

REVIEWS OF INDOOR FOOTBAL, SUPA-NOVA,
STARSHIP DESINY, D.A.M.S. SPY AGAINST SPY, AND MORE!

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EDITORS' VIEWS

Blue? Who said blue?! Yes, not knowing at the time of writing last months issue of Dragon Magazine that it would be printed in blue ink! Well, did you like it? Or would you prefer the original black? Write and let me know if you have any definite preference. Those of you who couldn't care less what colour its in... or in deed, didn't notice the change in print colour needn't write. After all, you'll be satisfied whatever!

A show organised by Dragonfire Services (our publishers) will be coming your way this December (hopefully). Planning is already afoot - and all being well it looks like a really good event for every Dragon and Tandy owner from all around Britain! Talking about shows, the Penn show in Ossett will have passed by now. How it went I can't tell you - why? Because here in magazine time there's still a few weeks to go. Hope it all went well anyway. A show report, we hope, next month.

It's about time you all got up and did something about the state of the Dragon. NO, I don't mean clean him up, but do something about the state of the market. Firstly, and most importantly, when companies release software BUY IT! Most, if not all of the Dragon companies are complaining of the very low sales - even though they know of the low user base, sales have really dipped. It's very serious, and some will be leaving the market if you don't buck up your ideas. Most importantly - DON'T COPY SOFTWARE - DON'T HIRE IT FROM THE CLUBS EITHER - IT'S NOT ONLY ILLEGAL BUT DAM STUPID! Another factor, not so important, but still worth a mention is your contribution to Dragon Magazine - and, for that matter, other Dragon computer rags, like Dragon User and Update - three very worthy mags there, all of which have been going for several years - SO SUPPORT THEM! I hope you take note AND DO SOMETHING, otherwise you may all forget the Dragon. After all, NO company left supporting the Dragon is there to make a big profit - they couldn't if they wanted. Most either make small profits, some break even, and others - well they even make a loss! Support them NOW. I will leave you with that thought, and, hopefully, provoke you into ACTION!

Andrew Hill,
EDITOR.

EDITOR : Andrew Hill

Technical Editor : Michael Edwards

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Contributors : Tudor Davies, John Davies, Lord Edward

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All submissions should be sent to the Editor at the above address. Please keep a copy of everything since we cannot promise to return everything sent. Payment of any kind is not offered for letters that are published, or information. Payment is paid, when agreed, for other contributions.

We reserve the right to withdraw any competitions, offers, etc. at any time without prior notice. Usual Dragon Magazine competition rules apply. The Editors decision is final.

* NEWS FILE *

UPTO-DATE & EXTENSIVE DRAGON NEWS COVERAGE!

PULSER POINT THE WAY

PULSER SOFTWARE, the rapidly expanding software house based in Lancashire, have just announced the release of some new software for the Dragon, and a major price reduction in their adventure pack.

Pulser (0706 849189) released *Utopia* at the recent Ossett show. It is based on the very popular game for other micros, *Uridium*. It is said to have detailed graphics, which scroll upwards (differing from the originals sideways scrolling), have good music, and is "quite hard" to complete. Priced at only £4.95 (plus 50p post and package), and written by Dragon ace programmer, Jonathan Cartwright, it must be good value (expect a review soon). Its available on either tape or Dragon Dos disk (same price).

Rally their long awaited adventure, has now been successfully debugged and is now available. Its a massive 170k of programming (adventures, something to get your teeth into), and uses a unique method of play. You move a little pointer around the screen choosing many of the options (ICON driven), and its graphical too. Sounds good? At just £7.45 (plus 50p post and package) on Dragon Dos *ONLY* it sounds a snip!

CAD 6809, a graphics design package is also ready for release (details from Pulser). Announced also was *WINDO'S* - a new *WIMP* package for the Dragon. It is driven by the joystick, and adds many extra commands to BASIC. It has a built in set of *Desk Top* utilities, font designer, and a "simple desk top publishing package". The instructions are detailed, but the whole package adds many extra features. More details and prices when available.

To order your software send a cheque or postal order, for the correct amount, including post and packing, to PULSER SOFTWARE, 36 Foxhill, High Crompton, Shaw, Oldham, Lancs. OL2 7NQ. Send an SAE for full free price catalogue.

ADVENTUREROUS DRAGONFIRE

DRAGONFIRE SERVICES have just announced the release of two new adventures, written by Ian Ross, for the Dragon. *Diamond Manor* and *Sunken Ghost* are their names. Both are text only, but take up almost the entire Dragons memory, "both just fit into the Dragons memory, seperately, but by the time the loaders had been added the one didn't fit... now both load and run perfectly, it leaves just a few bytes!" said Dragonfire. They are priced at £3.00 each plus 50p post and packing per tape.

Dragonfire also announce the forthcoming release of *BUST-OUT!* which is a new 100% machine language version of the classic arcade game. It have extra features such as variable bat and brick sizes, and ball speed, music, and optional two player games. Dragonfire said "the games just about ready, the main bugs have been ironed out, only one or two very minor errors are left. A June or July lauch date is expected". Dragonfire are also keen to publish other peoples software, and offer royalties of upto 30% for contract work. Contact Dragonfire Services, 13 Parry Jones Close, Blaina, Gwent, NP3 3NH.

SHOW SUCCESS AT OSSETT!

THE LATEST Ossett show proved, yet again, to be quite a success with the users and traders alike. Those who attended as traders were Harry Whitehouse, John Penn Discount Software, Computape, Pulser Software, Prestons, Harris Micro, MacGowan Consultants, and Orange Software. Demonstrators were Blaby Amature Radio, Dragnet, Mike Scott of the H.D.U.G., Conan Software and Starship Software.

Around 280 people, including children, attended, and the day was said, by Helen Penn, organiser, to be a "success". When asked if another London show was likely, Helen replied that after loosing around £400 on the previous one, despite its user success, she would rather someone else organise it. A smaller hall would be necessary. They had made no decision as yet.

SHOW STOP PRESS: Dragonfire Services, Dragon software publisher, and publisher of Dragon Magazine, have just announced a possible date for a "national" show at Weston Super Mare for early December. More details when available.

Continued...

ORANGE GET QUICKSDISK

ORANGE SOFTWARE, the newly formed software house based in Gwent, has acquired an agreement from Computape, now sole publisher of the Quickbeam titles (see March News File) to publish the titles on disk. Among the titles available on disk are Fire Force, £9.95, Superkid, £8.95, Shaolin Master Plus, £8.45, and Frankie, £6.95 (all plus 50p postage and package). Price lists free on request. Orders and requests to The Garth, Start Road, Nant-y-Derry, Abergavenny, Gwent, NP7 9DP.

DRAGON DATES MUDDLE

DRAGON MAGAZINE has been going out rather late recently, which may be arousing caution with a few readers. You will always get your full subscription from Dragon Magazine, though it may take a little longer than a year. Our advice - wait a little longer and you'll receive it!

SUNSHINE & DRAGON USER

>> Details available have been withheld until next issue. Stop! SEE "LATEST!" Below!!

DRAGON LAND MAGAZINE?

R.E.BALL, editor and proprietor of the fanzine Dragon Land Magazine, has failed to contact us on several occasions. It is believed the magazine has ceased publication.

LATEST!

❖ STOP PRESS * DRAGON USER * STOP PRESS ❖

It has just been revealed that Dragon User has a new publisher. Sunshine have sold the magazine to Mr. Bob Harris, proprietor of the Dragon business software specialists, Harris Micro Software, who are believed to have, or intend to, set up a new company to deal with the magazine. The deal was signed last week (late April, early May).

The news that Dragon User was "up for sale" has been known to Dragon Magazine for some time, but news has been withheld to ensure the takeover runs smoothly. Helen Armstrong is moving with the new magazine, and will have full editorial control. The last issue to be published by Sunshine will be the June 1988 issue.

All subscriptions will be honoured, and, for the moment at least, the address remains at the infamous 12-13 Little Newport Street, London, WC2H 7PP.

More details when available.

DRAGON MAGAZINE - FIRST WITH THE NEWS!

❖ BIGGER THAN EVER!

Dragon Magazine is now BIGGER than EVER! Not only are there regularly MORE PAGES, but reduced text is used in many places to pack more in without putting the price up for you! READ DRAGON MAGAZINE and you'll be reading more per penny than most other magazines for the Dragon! Among the new features and old returning ones are - The OFFICIAL Chart, Adventure Column, The Colour Column, and more! Read it!

REVIEW RAVE

Send your software for review to -

DRAGON MAGAZINE, 13 Parry Jones Close, Blaina, Gwent, NP3 3NH.

NOT SO CRAZY!

TITLE : INDOOR FOOTBALL
PRICE : £4.95
PUBLISHER : QUICKBEAM SOFTWARE
SUPPLIER : COMPUTAPE, 27 Coombe Road, Southminster,
Essex, CM0 7AH. TEL: 0621 772589

This game was released at the last 6809 show in London. It was released after the news that Metal-on-Metal was not to be released. Fortunately, this game makes up for the disappointment. It is excellent. I've compared it, to playing such games as Match Day, etc.

The graphics, although not in hi-res, are very good and do not flicker. The movement of the players and also the ball, is very realistic, with bent legs and swinging arms. The ball moves realistically with its shadow following on the floor. When a goal is scored, the net of the goal (which is invisible) actually stretches with the movement of the ball, which adds to the feel of the game.

The match can be played by one or two players, but I must warn you, the computer is a very good player. Control is by joystick only, and moving your man is very easy when you get used to it.

To get the ball, your man nearest the ball must be chosen. To do this, the fire button must be pressed, and the chosen man changes. To tackle the player with ball, your man must run through the ball with the fire button pressed.

The options at the begining of the game are vast, ranging from length of game to the amount of players.

The game plays excellently, and you can play for hours without realising it. I highly recommend this game, it is definately worth its price.

90% VERY GOOD

Tudor Davies

DRAGON TIP

by Les Gutteridge.

SEND YOUR DRAGON TIPS IN NOW!

Anyone who uses their Dragon on a monochrome ONLY screen may like to consider this little, but very useful piece of advise -

Open up your Dragon and remove the IC chip marked LM1889. This gives monochrome only, but the display is more steady and clear. It is quite easy to 'pull' out.

WARNING! Turn off your Dragon at the mains before opening the case. Also Dragon Magazine, nor its publishers, can not be held responsible for any damage caused by carrying out the above modification.

DRAGON MAGAZINE HAS, OF COURSE, TRIED THIS TIP - AND IT WORKS!!

** We have removed it, replaced it, and removed it again without any problems. However, once removed the chip could easily be damaged or lost - be carefull!

❖ SIMPLE NOVA

TITLE : SUPA NOVA
PRICE : £2:99
PUBLISHER : ORANGE SOFTWARE, The Garth, Star Road, Nant-Y-Derry, Abergavenny, NP7 9DP.

THIS PROGRAM was among the releases by Orange Software at the Cardiff airport show. The game was on demonstration all day at the show for people to play on. A good idea (I think that Dragonfire Services was the only other company with a demo machine). I think the point that will sell this game (though you'll have to buy it to know this!) is its simplicity. All you have to do is lay a mine, blow something up, and then do it again until you've cleared the screen. But, if it is so easy, I hear you all ask, why the hell can't I get off the first screen. Don't ask me, nor can I.

The game is played on the PMODE4 screen, and travels at a reasonable pace. The graphics are quite good. But that is all. The only real difficult part of the game, is trying to rearm your ship, which I am sure can be done, but as yet I haven't. Please, someone, find a poke to give infinite mines.

The game comes packages in a standard cassette case, with a photocopied inlay (they are only a small company after all). The inlay has a screen dump of the title screen and also some very small words which are difficult to read. The cassette is of high quality, and the recording seems faultless. I reckon that this game could sell quite well, it has potential, as they say. Please buy it, its got to be worth £2:99!

88% GOOD

TUDOR DAVIES

❖ TRY THE TRIO!

TITLE : STARSHIP DESTINY
PRICE : £3:99 (TAPE/DISK)
PUBLISHER : STARSHIP SOFTWARE
SUPPLIER : PULSER SOFTWARE, 36 Foxhill, High Crompton, Shaw, Oldam, Lancs. OL2 7NQ.

YOU HAVE been teleported onto an alien spaceship whose mission is to destroy the planet earth. Your mission is (guess what?) to prevent the aliens succeeding.

The screen layout is excellent with your list of possessions neatly displayed in a window to the left of your screen. The graphics, however, are some what disappointing - a small 3-D view of the room you are in. The trouble is once you have seen one room you've seen the lot. However, there is a compass there to tell you what directions are available to you. Another snag is that every time you enter a new location the computer redraws the room. This can take around 8 seconds which is very tedious. The more object you collect the more locations you can gain access to. So the game slowly unfolds as your pockets become heavier. There isn't a SAVE feature either, so every time you get killed back you go to the start. Very annoying.

Among the first few locations you should find the lift which gives you access to three levels of the space-craft. The game at first seems very simple, just exploring and collecting objects. Until I ventured out into an Airshaft where I was informed that a spacesuit would have prevented my death. I still haven't found out a use for my laser. By the way, try "shooting laser" and you will witness a simple, but effective and original graphic display. Hopefully the game will develop into something a little more sophisticated. However, I did find myself going back to it just to get that little bit further on. I suggest you don't buy the game on its own at £3:99, but invest £8:99 and you will receive all three adventures in the Destiny range on one tape or disk. I'll be looking at the other two in the coming months.

ADVENTURE RATINGS

GRAPHICS : 40% * VOCABULARY : 40% * PLAYABILITY : 70% * VALUE : 75%

OVERALL 80%

PUNCHJAW

XX MAKE ME A MATCH

TITLE : MATCHMAKER

PRICE : £2:99

PUBLISHER : ORANGE SOFTWARE

The Garth, Star Road, Nant-Y-Derry, Abergavenny, NP7 9DP.

THIS GAME was released by Orange Software at the last show at Rhose airport in Wales. Thanks to Graham of Orange Software for providing all the software for review.

When I first saw the game for sale, I was interested in what it was about. But, when I read the instructions, I thought that maybe it wasn't worth buying. How wrong you can be. This game is ideal for younger brothers and sisters, sons and daughters, or possibly your younger relatives. But, after saying that, I, a 16 year old, find this game highly addictive.

The plan goes something like this; In a grid of coloured rectangles, there are hidden 15 pairs of objects. These objects must be uncovered and match with its partner which is elsewhere in the grid. The objects to find are 1. A loo, 2. a centurion tank, 3. an excavator, 4. a shotgun and 5. a Yorkie van.

Well, things couldn't be easier could they. But, when there is more than two players, the game gets quite heated up when the person who's got it is trying to remember where a certain object is.

The game is played on the PMODE3 screen, and is very colourful. The best parts are at the start of the game when the grid is suffled by the computer, both side to side and up and down. Quite flash! in fact. Then all through the game the word Matchmaker scrolls across the top of the screen.

On the whole, an enjoyable game that seems deceptively simple, yet is highly addictive. Go on, its worth £2:99 at least.

81% REASONABLE

TUDOR DAVIES

XX JOLLY MUSIC...

TITLE : D.A.M.S

PRICE : £8:45 (new price - enquire)

PUBLISHER : QUICKBEAM SOFTWARE

SUPPLIER : COMPUTAPE, 27 Coombe Road, Southminster, Essex, CM0 7AH. TEL: 0621 772599

THIS PROGRAM was written by Chris Jolly of the 'Superkid' and 'Fire Force' fame. This is a utility program that is capable of 4-channel sound and a whole variety of different instruments from drums to oboe. There is no preset sounds that can be used. All the sounds must be created by editing its waveform which is simplicity itself. Then comes the difficult part of programming the music in, which is done in the same manner as the 'PLAY' command with only slight differences.

There are nine octaves available, and also pausing. Then on returning to the menu, the tempo can be set and the music played. It is at this point that all your errors become manifest, as nothing sounds like it should.

So the waveforms must be altered in order to make any real music. The best way is to load up the example data supplied on the tape and use that as your base music.

From the main menu, both tape and disk options are available. The tape supplied contains two programs. One called 'AMS', and the other called 'AMC'. The 'DAMC' is a compiler of the data created in order for it to be used in other programs.

A basic loader for a program to run this code is supplied with the documentation. The manual that comes with DAMS is extensive and contains all that is necessary. It is well written and easily understandable to all. The manual is necessary until you know the program and how it works, inside out.

For all those Dragon owners who want to experiment in computer music, then this is the program you want. I have produced a few small tunes and am now working on my masterpiece. Buy it!!!

92% VERY GOOD

TUDOR DAVIES

SPY VS SPY?!

TITLE : SPY AGAINST SPY
PRICE : £5:95 (tape/D-Dos disk)
SUPPLIER : PULSER SOFTWARE, 36 Foxhill, High Crompton, Shaw, Oldam, OL2 7NQ.

THIS GAME has recently been released by Pulser and is written by Jonathan Cartwright, who also wrote Rolaball, among others. The game is very similar to the hit game Spy Vs Spy for the other popular computers. You play the part of a spy who must search the embassy in which you are trapped. You have the capability to lay traps, either a bomb or a water trap. You must collect a whole range of items, some papers, an umbrella, a key to unlock locked doors, and a variety of other objects. The game loads with a text screen showing a picture of some object or other, but as yet I haven't worked out what it is supposed to be. When the game has loaded, it plays some very good catchy music.

The game can be either one or two players, and there is a time limit on how long you can stay in the embassy before you are killed.

The graphics are very good, but do flicker a bit when you move or do any action. Setting the bomb or traps is supposedly easy, but I haven't found out yet if I have set any bombs.

One gripe though, is that the instructions come on a separate piece of paper, which I promptly lost. Fortunately, a 'phone call to Brian O'Connor of Pulser Software will find one winging its way in the post.

This game should hopefully, be yet another hit for Jonathan Cartwright, and for Pulser Software. It's in your hands, so if you want good arcade games, like this, to continue, buy it!

87% VERY GOOD

TUDOR DAVIES

THE SOLVERS' FIRST...

TITLE : STARCRASH
PRICE : £5:00
PUBLISHER : ORANGE SOFTWARE, The Garth, Nant-y-Derry, Abergavenny, Gwent, NP7 9DP.

THIS IS the first game by Simon ("The Solver") Hargrave that I have played, although his name is well known in Dragon circles. The game is published under the distinctive orange label from Orange Software at £5.

It takes about five minutes to load, by cassette, including reading the notes to the game (it is, of course, only necessary to read these notes once or twice ever).

When the game notes are being displayed, there is a slightly distracting 'tune', but the sound can be turned down on the monitor while reading.

A useful verb list is available which should be read carefully at the start as this gives some guidance to the different actions you can take.

To give you a brief outline of this adventure; you need to get materials for space ship repairs. After venturing cautiously out of your space ship, you enter a desert area and start searching for useful items. The search is not fruitless if you are thorough and think things out. I have managed to get across the desert and over the chasm and into the base, exploring most of the locations and gathering an assortment of items (maximum load is five items), the use of some which I am not yet clear about. Several locations have buttons which you know you have to press, but there is usually a choice of two colours and pressing the 'wrong' one can bring very unexpected, sometimes fatal, results (unusual to come across an azure button!). There is a 'score' command, which shows the number of moves so far, and the number of days taken in your search. This is of interest as the game plays in real-time and taking too long (over 126 moves) puts you in peril of a timebomb.

Although I have not completed the adventure, I am looking forward to spending some more time trying to find The Solvers solution, although if all my efforts fail, I am comforted to see that I can write to Mr. Hargrave (enclosing an SAE) who will kindly help, if I become hopelessly stuck.

Why haven't you played this game yet?!

82% VERY, VERY GOOD

JOHN DAVIES

❖ BOUNCY BALL

TITLE : ROLABALL
PRICE : £3:99 (plus 50p P&P)
SUPPLIER : R&AJ PRESTON, Kings Hall Court, St. Brides Major, Mid. Glamorgan, CF32 0SE.
TEL: 0656 880965 (24 hour, Access & Visa accepted).

THIS GAME was written by Jonathan Cartwright of 'Composer Companion' and the 'Destiny' series of games, published by Pulser Software. Back in 1985, Starship Software (Jonathans' 'developement' company) released two games called Diamond Dash, and Diamond Dash 2. Unfortunately, these games, when reviewed in Dragon User, were said to have many faults and needed to be re-written. Well, Jon was obviously not deterred and so, since then, has released a few very good games, and this is his best so far.

There was a time when the Dragon lacked all those 3D bouncy ball type games that were available for other computers like the Commodore, and the (spit, ding) Spectrum. Then Microdeal released Airball by Ed Scio. Now Starship, with Prestons publishing, have released this.

The loading sequence consists of two screens, one of the text screen and the other of a hi-res loader. This hi-res loader is a picture of a nice looking ball, with a smiling face and shining eyes, with various geometric shapes in the background.

Now, on to the game. The graphics are excellent, gameplay is superb, but, (yes, there had to be one), difficulty is very high. The screens are completely in 3D (B&W) with you, a see-through ball, and a dangerous looking sugar cube.

The idea of the game is to collect pieces of a jigsaw, which are shown as crosses. As you collect the pieces, a small version of the title Rolaball is built up in the top left hand of the playing screen. Beneath this is some lines, which show how many lives you have left. You start off with three, but this game is so hard, it is not really enough.

The graphics, as I said, are excellent, especially the ball. The floor is made up of blocks and the lines can be seen through the ball (fancy programming, eh!). The movement of the said ball is very smooth and the sugar cube moves irratically around the screen trying to get in your way.

I can't really say much more about this game, due to the fact that I cannot get very far before I loose all my three lives. The only gripe I do have is that if you die, you begin the new life at the very start. So my final words are... buy it and play it yourself!

96% EXCELLENT

TUDOR DAVIES

❖ ORIGINAL AND BEST ?!

TITLE : SUPER DRAGON WRITER II
PRICE : unkown
SUPPLIER : H.C. Anderson, Englandsvej 380, DK-2770, Kastrup. Tel: 01-524404

ORIGINALLY RELEASED by Dragon Data in 1983, and a coversion of Super Color Writer II for the Tandy CoCo by Tim Nelson of the Softlaw Corporation. As a word processor back in '83, it was state of the art word processing, no other word processor came anywhere near it. And from what I have seen, it is still the best for the use without FLEX or OS/9. It was only available on ROM-PAC, which is the version that I use. This word processor leaves just under 23k available for text, which is more than any other with the same features. The features include, 32, 51, 64 or 85 column text by either 21 or 24 lines down, will work on either a 32k machine or a 64k machine, auto-repeat on keys, ability to Window to see text as it will appear on the paper, word count, locate and change with wild card, block copy, delete, etc. and justified text. One of the most useful functions is the ability to program certain keys (3 keys) to do a whole series of commands with a couple of key strokes. This function is very useful and powerful, especially when creating columns. The way to do this is in the manual that comes with the program.

Cont. page 12.

40-80 Track Disks

Our Technical Editor comes up with a clever way to ease compatibility troubles.

Many Dragon owners nowadays have disk drives. They have been available for the Dragon for several years now and are faster and more reliable than tapes.

Most drives bought before about 1986 cost about 200 to 300 pounds (+interface) and were EITHER 40 or 80 track drives. A 40 track drive would cost about 200 pounds.

The problem is this: If you can only afford one drive, which do you choose? Of course, a 40/80 switchable drive is now available giving the large memory of 80 tracks but allowing you to read 40 track disks. However, earlier 80 track drives CANNOT read 40 track disks AT ALL (except track 0) so cannot read commercial software.

To get round this the disks must be altered and with most BBC games on disk you get a '40/80 compatible' disk. These are readable by 40 or 80 track drives. I will show you how to do this on the Dragon so you can give the same disk to different people with different drives. YOU will need a 40/80 track disk drive. Companies producing software for the Dragon TAKE NOTE.

The idea behind the 40/80 disk is that half the disk is 80 track format while half is 40 track (The TOP half is 40 track). All programs must be saved twice in all.

Firstly, you must initialise the whole disk 40 track BUT blank off the lower 20 tracks (note that the directory starts on the 21st track). This program will do this (set the track switch to 40 track on your drive, of course):

```
10 DSKINIT
20 CLEAR 1000
30 SREAD 1,20,1,A$,B$
40 FOR I=1 TO 47
50 MID$(A$,I,1)=CHR$(0)
60 NEXT I
70 SWRITE 1,20,1,A$,B$
80 END
```

This will leave approx 83k of space. Now you should save all programs onto the disk.

Now, to initialise the 80 track bit, simply set the track switch to 80 track and type DSKINIT. The disk will initialise. Now (here's the clever bit) the DRIVE will now this bit of the disk is 80 track BUT the computer will think it is 40 track (so tracks 41-80 will NOT be 'seen').

Save all the programs onto here, and you will have a 40/80 disk.

NOTE: For ultimate 'transparency' you can initialise the 80-track bit using the above program.

Cont.

10.

A quirk of disks in general is that track 0 of a disk can ALWAYS be read (try it) so a bootstrap that runs a program can be put on and will STILL WORK PERFECTLY.

Copying these disks:

The following program assumes two 40/80 switchable drives as drives 1 and 2. The WRITTEN disk should be in drive 1 and the BLANK disk should be in drive 2.

```
10 CLEAR 1000
20 ?"SET SWITCHES TO 40 TRACK"
30 IF INKEY$="" THEN 30
40 DSKINIT 2
50 FOR I=20 TO 39:FOR J=1 TO 18
60 SREAD 1,I,J,A$,B$
70 SWRITE 2,I,J,A$,B$
80 NEXT J,I
90 ?"SET SWITCHES TO 80 TRACK"
100 DSKINIT 2
110 FOR I=0 TO 39:FOR J=1 TO 18
120 SREAD 1,I,J,A$,B$
130 SWRITE 2,I,J,A$,B$
140 NEXT J,I
150 END
```

Et, voila!

✖ WRITE THAT PROGRAM!

Dragon Magazine needs YOUR small (and large, for that matter) programs for publication within the magazine! There's a FREE SUBSCRIPTION, FREE SOFTWARE, or a FIVER for any published programs... write in now with your program(s) and we'll be in contact!

Write to -

THE EDITOR, DRAGON MAGAZINE, 13 PARRY JONES CLOSE, BLAINA, GWENT, NP3 3NH.

✖ ALSO WANTED...

* Regular and one-off contributors.

* PROGRAMMERS, REVIEWERS... ANYONE!

Write, giving details, and we'll contact you. Remember, a real commitment to the Dragon is much more essential than the ability to write of a high standard since we can easily edit your material to produce better results!! Also payment is often small, or non-existent, but benefits can be great!

COMPETITION

WIN - DRAGON MUSIC COLLECTION - WORTH £9!

What you have to do is simple. All we want you to do is write a phrase using upto 20 words plus the ones we start you off on, saying why you read *Dragon Magazine*, and why you think it's *so good*! If you don't think its good then simply don't enter - we don't want you writing tall stories now do we! *Do we?*

"I READ DRAGON MAGAZINE EVERY MONTH BECAUSE..."

The entry the Editor thinks most apt will win the prize. Grovelling will not help you. Well not a lot. All entries must be with your name and address, and be received by the *end of May*. Normal *Dragon Magazine* competition rules apply. The Editors' decision is final. You may enter as many times as you wish, but all entries must be sent seperately (entries with letters are fine). You may answer on a post card, back of a sealed envelope, or by letter.

Send your enteries to -

DRAGON MAGAZINE, 13 Parry Jones Close, Blaina, Gwent, NP3 3NH.

YOU & DRAGON MAGAZINE - THE WINNING COMBINATION!

XXXXXXXXXXXXXXXXXXXX

SUPER DRAGON WRITER II review continued...

The manual is very concise an is easily understood. It explains all the features of Super Dragon Writer II very well and in reasonable depth. After reading the manual through a couple of times, you feel as if you know the it inside out.

One feature that I liked about the program most was That it is possible to use inverse text which is much easier on the eyes. On the whole, if you want a word processor, but you don't have Flex or O/S-9, then this is the one for you. It may be expensive, but it is worth every penny.

97% EXCELLENT

TUDOR DAVIES

☒ STOP PRESS

THE "AMERICAN CONNENTION", as promised last month in the "Support?" column has been held back this month due to lack of space, despite our uppermost effort to reduce the size of the text with reason to fit as much in as possable!

Next issue we hope to bring you some enteries from our graphics competition (you can still send them in!), a special reader discount offer, and an interview with Helen Armstrong!

• ORANGE SOFTWARE •

• • EXCLUSIVE INTERVIEW • •

• GRAHAM SMITH of ORANGE SOFTWARE •

What urged you to set up a software company for the Dragon at this late stage?

The main reason for setting up the company, was the simple fact that I thought it might be an interesting extension of my hobby. As it turns out, we may now be one of the last few remaining software houses to support the Dragon. It is not really a viable commercial concern for a company looking for high profitability, but if we can cover our outlay, and hopefully make a little profit, we will be content to keep it running as long as we can. Our marketing policy is to charge enough to cover our costs, pay our authors a royalty, and hopefully make a small profit.

Do you write all the software which you publish yourself, or do you pay outside authors for their programs? In which case, do you find it difficult to obtain software, especially of good quality?

I find that I have very little time to write any software now, due to the amount of time spent on company business. To ensure that we have a large enough range of software to make a company viable, we are continuously looking for new software. We bought up the copyright to BEANSTALKER to give us an established game by a respected author. This heads our software sales. The majority of the rest of our titles are supplied by various authors on a royalty basis. There seems to be no shortage of adventure games, we have Simon Hargraves range which received very good reviews in Dragon User (his first title is reviewed elsewhere in this issue of DRAGON MAGAZINE - Editor). The main thing we are short of, is some new arcade games, I am sure there must still be plenty of good old "shoot 'em up" games. I did see a review copy of a game with lovely scrolling graphics in 3D perspective, the object of which, was to guide your floating R2D2 type robot along the corridors of what I believe was a pyramid, whilst dodging mummies and vicious animals that looked like giant ant-eaters. I would dearly like the author of that game to contact me.

What kind of sales volume are you looking for on each of your programs?

As I explain to any potential software author who contacts us, we certainly do not expect to sell thousands of any single item of software. In fact, we will be pleased to sell more than a hundred of anything that we are currently offering.

Do you intend to produce software for any other computers now, or at any time in the future? If so, for which computers?

We certainly intend to market software for the "Big Four", ie. the Atari ST, Commodore Amiga, BBC Archimedes, IBM PC at some time in the future. However, at present, we are happy to find our feet in somewhat quieter Dragon and Tandy market, where we can gain some experience in marketing and production techniques. Obviously, a change to any of the above mentioned machines will require a fairly heavy investment programme.

What future plans do you have for yourself and the Dragon? Do you have any imminent releases? If so, what are they about?

As far as the company is concerned, we will continue to support the Dragon and increase our range of software. Because we do not make large production runs of any single item, hopefully we can avoid the overstocking that has caused problems for some of the older companies. By keeping our prices as low as we can, we hope that people will buy from us, rather than pirate our software. We do have a few new releases due out in time for the Ossett show. We have extended our range to include an educational package which covers Physics and Chemistry to what was known as the "O" level standard, whatever that may now be in GCSE descriptions. Also we have the Thirteenth Task from ARC Software. Our very popular Orange Boot disk utility will soon be joined by Disk Saver, another Dragon Dos utility which will allow you to make use of disks which normally give "CC" errors. In association with Computape who have bought up the rights to all of Quickbeams software, we intend to market some of the Quickbeam titles on disk, whilst Computape will continue to sell them on tape. This deal has not yet been fully agreed, so details will have to be released later (see this month's News File - Editor).

Cont...

With commercial support for the Dragon almost non-existent with companies leaving the Dragon more and more, especially the larger ones, how do you see the Dragon's future?

The Dragon's future will simply be whatever the remaining users want it to be. If they continue to buy software and support the various newsletters and magazines, then we can all continue as one big friendly group of enthusiasts. If they stop buying software, then there will be no more suppliers. Without the suppliers to help finance any magazines through advertising, the magazines will have to rely on the subscribers and if people stop subscribing there will be no magazines. With no form of contact with other users the Dragon is dead. Personally, I subscribe to Dragon User, NDUG, DRAGON MAGAZINE, Dragons Roar, and the 68xx Micro Group, (aren't I a good boy!!).

>> Thanks Graham. Anyone who would like more details or a copy of their latest price list send a stamped addressed envelope to The Garth, Star Road, Nant-y-Derry, Abergavenny, Gwent, NP7 9DP.

* Who would YOU like to see in the spot-light? All of the REPUTABLE Dragon dealers agree to speak in DRAGON MAGAZINE - the magazine for Dragon owners - so write in with your views. A few questions too, and we'll do our best to put them to the person in question! At our usual address.

Composer's Corner

with Michael Edwards

The following program (for disk - tape users simply swap SAVE with CSAVEN) will allow you to create waveforms:

```
10 CLEAR 200,&H7E00
20 PMODE 4,1:PCLS
30 CLS:PRINT"WAVEFORM DESIGNER":PRINT:PRINT"BY M. EDWARDS":PRINT:PRINT"(C) 1987 BY BROOMSOFT":PRINT:PRINT"THIS VERSION SOLD AS PART OF COMPOSER III":PRINT:PRINT"PRESS A KEY"
40 IF INKEY$="" THEN 40
50 CLS:PRINT"WAVEFORM DESIGNER":PRINT
60 PRINT"SELECT FUNDAMENTAL WAVESHAPE":PRINT
70 PRINT" 1 .... SQUARE"
80 PRINT" 2 .... SAWTOOTH"
90 PRINT" 3 .... RAMP"
100 PRINT" 4 .... TRIANGULAR"
110 PRINT" 5 .... SINWAVE"
120 PRINT:PRINT"WHICH(1-5)?"
130 I$=INKEY$:IF I$<"1" OR I$>"5" THEN 130
140 PRINT:PRINT"GENERATING ..."
150 ON VAL(I$) GOSUB 250,270,300,340,360
160 CLS:PRINT"WAVEFORM GENERATED":PRINT
170 PCLS:FOR I=0 TO 255:LINE(I,191)-(I,191-PEEK(&H7E00+I)),PSET:NEXT
180 PRINT"PRESS A KEY TO VIEW"
190 IF INKEY$="" THEN 190
200 SCREEN 1,1
210 IF INKEY$="" THEN 210
220 PRINT:PRINT"OK(Y/N)?"
230 I$=INKEY$:IF I$="N" THEN 50 ELSE IF I$<>"Y" THEN 230
240 GOTO 380
```

```
250 ' SQUARE WAVE
260 FOR I=&H7E00 TO &H7E7F:POKE I,63:POKE I+128,0:NEXT I:RETURN
270 ' SAWTOOTH WAVE
280 A=0:FOR I=&H7E00 TO &H7EFF:POKE I,INT(A):A=A+.25:NEXT I
290 RETURN
300 ' RAMP WAVEFORM
310 FOR I=&H7E00 TO &H7E7F:POKE I,63:NEXT I
320 A=0:FOR I=&H7EFF TO &H7E80 STEP -1:POKE I,INT(A):A=A+.5:NEXT I
330 RETURN
340 ' TRIANGULAR WAVE
350 A=0:FOR I=0 TO 127:POKE &H7E00+I,INT(A):POKE &H7EFF-I,INT(A):A=A+.5:NEXT I:RETURN
360 ' SINWAVE
370 AT=ATN(1)/32:FOR I=0 TO 255:A=31+31*SIN(AT*I):POKE I+&H7E00,A:NEXT I:RETURN
380 Z=0
390 CLS:PRINT"WAVEFORM DESIGNER":PRINT
400 IF Z=0 THEN FR=1:GOTO 420
410 INPUT"FREQUENCY";FR
420 PRINT@64,"FREQUENCY =";IF FR=1 THEN PRINT" FUNDAMENTAL" ELSE PRINTFR
430 PRINT:INPUT"AMPLITUDE (<=1)";AM
440 IF AM<0 OR AM>1 THEN 420
450 PRINT@128,"AMPLITUDE =";AM
460 PRINT:INPUT"PHASE (DEGREES)";PH
470 IF PH<0 THEN PH=PH+180:GOTO 470
480 IF PH>179 THEN PH=PH-180:GOTO 470
490 PRINT@192,"PHASE =";PH;"DEGREES"
500 PH=PH/90*128
```

Cont. page 17.

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Enter the tomb of *Amenophis III*, King *Tutankhamun*'s father in this thrilling adventure game. *THREE DRAGON* review in *Dragon User* (May 1988), "*I like this game... there is plenty to think about... its interesting... certainly leaves me looking forward to seeing more from this firm*". *"4 DRAGONS"* - *Dragon User* June 1988.

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\$ THE \$ BUSINESS\$ COLUMN

\$ WITH LORD EDWARDS \$

\$ STOCK \$ STOCK \$ STOCK \$ STOCK \$ STOCK \$

>> LORD EDWARDS continues his delve into Spreadsheets for the Dragon in the next issue, but heres his complete information on Stock control, and how to make the most of it!

MOST BUSINESSES have stock in one form or another. The value and amount of this stock will vary from business to business. Stock held by the large public companies such as I.C.I., British Leyland etc., will be significantly larger in volume and value than the small corner or local D.I.Y. shop. However there is a common thread and that is that the holding of stock costs money. It has been calculated tht the cost of holding stock is between 30-40% per annum on cost. These costs could include :-

a) Costs associated with storage (i.e. rent, rates, light, and heat.)

b) Costs of bins or item in which the stock is essed today work on overdraft and assuming that the interest rate is 15% p.a. (for ease of calculation.) then the interest cost to a corner shop with £10,000 of stock is £1500 and to a public company with £10,000,000 of stock is £1,500,000.

Thus if a business was able to achieve the same amount of sales without holding stock then it could improve its profit considerably. Just see above how much more profit would be made if there were no interest charges. This would release cash which could be invested or used to expand the business even further and generate larger profits. However it is not normally possible for businesses to run without some stock. Consider the position if you went into your local D.I.Y. shop to buy a packet of nails and the proprietor said that he would get thm for you within the next 7 days. What would you do? No doubt you would say "Do not bother I will buy them from somewhere else where they are in stock". When you decide to buy something you normally (with the possible exceptin of large and/or costly items) expect to get them over the counter. Therefore for business to maximise on sales it is necessary to carry stock.

A business must have the right stock at th right place at the right price at the right time and in the right quantities. It must hold the minimum amount of stock to achieve the maximum sales and profit.

This is where a good stock control system can help.

If you have read this far in the article you may be saying what has this to do with computers. Let me try to answer that straight away.

A computer is a valuable tool which can hadle large numbers of transactions extremely fast and accurately. In the case of a stock control system whether the business is large or small the numbers of transactions relating to stock is very large in proportion to the total number of transactions that are processed in the business. A common method in the past of recording stock records was by means of Kardex Cards. Because of the large number of transactions stock is an ideal area to be handled by a computerised system and that is why when turning to mechanisation or computerisation stock is the first to be mechanised or computerised.

What system is available to the Dragon. Dragon Data had a Stock Recording System which has also been marketed by Compusense. You need OS9 to use the Stock Recording System.

It states in the manual that the system is designed for the small to medium size trader and as supplied will cater for a maximum of 350 stock items, 50 product groups and 400 transactions. However if your stock is too large for this system you can get over this by subdividing it into several sections.

To ensure tha you hav the right stock at the right place at the right price at the right time and in the right quantities will involve you in a lot of record keeping and this is where the Dragon Data Stock Recording System will help you.

I do not intend to repeat the operating instructions, suffice it to say that the system is capable of recording:-
STOCK MOVEMENTS in the form of Issues (4 types), Receipts (3 types) and Others (2 types)

Cont.

ENQUIRIES can be made and also print outs produced if necessary of:-

- i) All items of stock
- ii) Slow moving items
- iii) Items which need reordering
- iv) All transactions relating to a particular stock item
- v) All transactions of a particular transaction type (e.g. all internal requisitions).
- vi) All product groups
- vii) The stockholding listed by product group.

With these reports you will be able to very quickly find out information of many kinds about your stock which should prove invaluable to you and assist you in running your business much more efficiently.

You will be able to find out for example:-

- a) Value of your total stockholding.
- b) The items which have been instock for some time and which are not moving.
- c) Items which have fallen below the minimum stock level and need reordering. This alone would take a considerable time to prepare on a manual basis and would involve somebody looking at each stock record and assessing the need for replenishment.

The other reports will be of use should you particularly need to look at individual items or product groups.

I could have gone into a lot of detail regarding the actual recording of the items using the system but this would have been long and boring. As with any computerised system you learn and understand a lot more by using it. I hope I have given you some thoughts as to the usefulness of the Dragon as an aid to the small business. Should any one wish to find out more about stock control or indeed any other business matter then I can be contacted through the Editor, at the usual address.

WAVEFORM DESIGNER continued...from page 4.

```
500 PH=PH/90*128
510 FOR I=0 TO 255:PRINT@256,I
520 A=PEEK(&H7F00+I):IF Z=0 THEN A=31
530 I1=I*FR+PH:IF I1>255 THEN I1=I1-256
540 B=PEEK(I1+&H7E00)
550 B=B-31:B=B*AM
560 A=A-31:A=A+B
570 A=A+31
580 IF A<0 THEN A=0
590 IF A>63 THEN A=63
600 POKE &H7F00+I,A:NEXT
610 PCLS
620 FOR I=0 TO 255:LINE(I,191)-(I,191-PEEK(&H7F00+I))
,PSET:NEXT
630 SCREEN 1,1
640 IF INKEY$="" THEN 640
650 Z=1
```

```
650 Z=1
660 PRINT:PRINT"MORE HARMONICS(Y/N)?"
670 I$=INKEY$:IF I$="Y" THEN 390 ELSE IF I$<>"N" THEN
670
680 CLS:PRINT"WAVEFORM DESIGNER":PRINT:PRINT"SAVE WAV
EFORM(Y/N)?"
690 I$=INKEY$:IF I$="N" THEN 740 ELSE IF I$<>"Y" THEN
690
700 PRINT:PRINT"WAVEFORM (A-Z)?"
710 I$=INKEY$:IF I$<"A" OR I$>"Z" THEN 710
720 'SAVE"WAVE"+I$+".BIN",&H7F00,&H7FFF,0:CLOSE
730 'CSAVEM"WAVE"+I$,&H7F00,&H7FFF,0
740 PRINT:PRINT"ANOTHER WAVEFORM(Y/N)?"
750 I$=INKEY$:IF I$="Y" THEN 50 ELSE IF I$<>"N" THEN
750
760 CLS:END
```

NEXT ISSUE...

* More Details on Dragon User!

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WANTED! Microdeal's Telewriter cassette for the Dragon 32. Reasonable price paid. Write to Tudor Davies, 57 Sunnyside Road, Weston super Mare, Avon, BS23 3QD. Please give details and price. *Original only.*

WANTED urgently! Super Dragon Writer II cartridge, as sold by Dragon Data, with manual. Write, giving details to MR. A. Hill, 13 Parry Jones Close, Blaina, Gwent, NP3 3NH.

FOR SALE: Sony CC-13B high speed cassette to cassette (audio and computer) printer - duplicates three tapes (both sides) at a time! Four Channel. Nearly new, excellent condition. Only £800 (including delivery). John Penn, Dean Farm Cottage, Kingsley, Bordon, Hants. GU35 9NG. Telephone 04203 5970.

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