

THE NEWSLETTER OF THE NATIONAL DRAGON USERS GROUP.



**DRAGON  
UPDATE**



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The Gaffer's Bit.....

Well, next month the Group will have been around for two years, which is about four times as long as any of the other Dragon groups managed to survive, and I can't see any reason why we shouldn't still be around this time in 1987. So what happened to all the others?.....some were commercial, or at least supported by hardware or software firms, and when the firms went broke, the groups went with them. Some were simply deliberate frauds which existed only as a bank account to cash the cheques sent in by Dragon owners, and which disappeared as soon as the account total was high enough. Some, probably most, were started with the best of intentions and all the enthusiasm in the world, and these were the ones that fell victim to the two biggest snags in the game...underestimating cost and time, and the sheer lack of response from members.

So how have we survived when the others haven't?.....well, the old "lack of response" snag has come VERY close to sinking US at times too. For some reason people seem to want to READ lots of nice interesting articles, but they simply don't seem to want to WRITE them!. Dunno who they think does all the writing, maybe our staff of resident authors?. In fact all that keeps this group going is a lot of damned hard work by a very small percentage of the total membership, and the fact that I'm too "bloody minded" to let it sink, at least not while I can still snap and snarl at enough people to get the necessary response!

So how about doing a little more to ensure that we stay around?....we always need material, and it doesn't have to be highly technical stuff.....we can always use more members, so how about recruiting EVERYONE you know who owns a Dragon?...we need news, rumours, gossip, ANYTHING interesting, so how about passing it on?. THIS IS YOUR GROUP, SO WHY NOT DO A BIT MORE FOR IT?.

*Paul G.*

THE EDITORIAL BIT .....

Your favourite editor is very unhappy this month, would you like to know why?? I'll tell you. I've been sat here trying to fill up another issue of mirth jollity and possibly even something interesting, this little chore is being made somewhat harder because you are not sending me anything to print with a few notable exceptions. So, how can you make your editor happy again? Well, you could try writing something! What I hear you ask? How about a nice shortish listing, a review of a utility or two, advice to your fellow readers or something like that. I know that some of you may think your article wouldn't be good enough, well, why not, write it anyway and send it in, we can't write the whole thing ourselves!!! Just as a last point, sorry about the lack of the Crossword this month, it's not in at present and as I've got to go up to Glasgow for a wedding, I've got to get this out before I go.

*T.L.*

BAUD WALK . . . . . GARY COXHEAD

Firstly this month I would like to say thank you to all the people who have either written to me or phoned over the last couple of months. I hope the information or help I gave has helped. More Please! One comment which has cropped up quite often is that some of my columns have been a bit above some people's heads, and could I make them a bit more suitable for beginners? Well, most of the recent subjects were designed for beginners and more experienced users alike. If I made them too simple, the more experienced users wouldn't gain anything. It is difficult to strike a happy medium as you can appreciate, all I can say is that I will bear it in mind. Other than that, those of you who have been group members for some time can refer back to earlier issues of Update (issues 11 onwards) where you will find a series of articles specifically for beginners.

On to this month's subject. HACKING - FUN OR CRIME? It occurred to me sometime ago that computer crime is probably one of the fastest growing areas of crime today. For those who deliberately go out to break into computers and salt money away, the consequences and punishment of Fraud are probably well known to them. But what of us innocent (or ignorant) 'FUN' hackers? We don't set out to break the law, but what laws could we fall foul of? Hacking in general, by which I mean electronic access to remote computers, falls into 2 basic groups. Those who hack for information and fun, like climbing a mountain because it's there, and those who hack for criminal reasons. But, where does the fun stop and the crime begin? If you have read any books written by a hacker, they always say that they have a code of ethics, in that the whole idea is to break into the system and prove its weakness, thereby increasing security, not to steal or damage. But in doing so, or for those of us who just browse, what laws could we be breaking? For example, how would you prosecute the hacker who managed to see Prince Philip's Mailbox on Prestel? If your browsing leads to a company losing data which interferes with their financial matters, what then? Well, despite the new Data Protection Act, merely reading other people's data is not an offence, and a case law decision established the criteria that if data is insecure because the keeper has left passwords easily accessible, then no crime may have been committed! However, our Prestel man might be charged with Fraud or some other offence, as you will see later. Under the existing Theft Act, if you use a security system cracking device, an automatic dialling program running an algorithm for example, it could be likened to safecracking! So be warned. However, by far the greatest problems for companies is computer fraud, accounting for losses in excess of 1 million pounds annually. This is also covered by the Theft and Fraud legislation and so is easily prosecuted, when detected. The offence of Obtaining a Pecuniary Advantage by Deception may be breached in the case of obtaining services of a computer by electronic impersonation, but this involves some form of deception and you cannot deceive a machine!! Perhaps conspiracy could be considered (carrying life imprisonment) and be used where 2 or more people work together, but if alone, a computer cannot be considered an electronic conspirator! Abstraction of Electricity (electrical theft) could well be used to prosecute people involving unauthorised use of computer equipment by staff, so those of you who hack from work . . . . . And what about Criminal Damage? Making a system crash or otherwise lose all its data. Does that damage the system or the data? Well, perhaps it doesn't damage the system, but it destroys the data. Unfortunately, the Criminal Damage Act excludes intangible property (things that you can't touch) from being damaged. So what laws could we be breaking? Well, as you may have guessed, there is a catch-all piece of legislation called section 42 of the Telecommunications Act 1984. It covers dishonestly obtaining services with intent to avoid payment and carries a 2000 pound fine and up to 6 months in prison. If you manage to hack into a government computer you could risk the full weight of the Official Secrets Act!! I have probably raised more questions than I have given answers, and you can see that the legal aspect of hacking is a veritable jungle. If all this talk of →



prosecution has made you think about what you do then that's all to the good. As there is little clear case law or decision, it is not possible to give clear cut advice. I have only set out my impression of what ammunition could be lined up against you. For most of us it will not be a problem until we stray from the straight and narrow, and that's where the fun stops and the crime begins.

## DRAGON DIARY . . . . . NEIL SCRIMGEOUR

Those of you who hate the idea of playing any arcade games on your Dragon (Known as triple A's, which stands for Anti Arcade Addicts), will be pleased to know that this is the last pokes piece so, on we go with them.

Mr. Eater: Load the main part of the program with SKIPF:SKIPF:CLOADM then POKE11780,0 for infinite lives and EXEC to start. (I haven't got the game so I can't tell you whether it works).

Katerpillar attack: POKE 10739,n (n=number of lives) then EXEC

Ice Castles. For more lives: POKE 113,0:AUDIOON:CLOADM After the main part of the program there are 2 small blocks of code. Wait until the first block has loaded, then: POKE 19160,lives (also POKE 13071,248 for PMODE 4 screen) EXEC 10739 to start

Cave Fighter: POKE 27078,0 for infinite lives

Whirlybird Run: (old Dragon Data version): POKE 8312,n (n=number of lives) and POKE&H2073,stage

Invaders Revenge: POKE 14719,n (n=lives 0-255)

Lunar Rover Patrd1: POKE 22312,n (as above)

Donkey Kong: POKE 12914,n (as above) POKE 12889,2 (elevator level) 10 (rivits level) or 18 (conveyor belt level)

Touchstone: Load as normal. Press reset when asked for 1 or 2 players, then POKE22384,255:EXEC 16384. This slows down the generation of new monsters.

Devil Assault: POKE 14553,125 for infinite lives.

Ninja Warrior (original version, new version out soon): POKE 9489,lives (1-255) and POKE 6787,rock/fireball speed (0=stationary)

Hunchback: CLOADM "HUNCH" then POKE 25384,n for lives

UGH!: POKE 30203,n for lives.

Bug Diver: Part of it's in Basic so press <BREAK> and delete line 17

Cuthbert in Space: POKE 7573,n (lives 0-255)

Teatime: POKE 16643,lives

Eddie Steady Go: Type 'FIDDLE' when the game starts (after pressing <UP ARROW>). The left & right arrows take you through the various screens.

Well, that's yer lot mateys! Next month back to normal, or as near normal as I can get (which isn't very normal!).

## Competition Entry Number 2.

This month we're printing the competition entry sent in by Graham Strong.

```
10 CLS:PRINT@106,"CAR RACER":PRINT@138,STRING$(9,"*"):PRINT@256,"INSERT A RIGHT
JOYSTICK TO STEER":PRINT:PRINT@421,"PRESS ANY KEY TO START":A$=CHR$(141)+C
HR$(142):A=496:B=1:HI=10000:GOSUB100
20 CLS0:FORL=1TOHI:Y=INT(JOYSTK(0)/2.1):IF RND(3)=2THENB=RND(3)-2
30 A=A+B:C=510-(A+8):D=A-478:C$=STRING$(C,88):D$=STRING$(D,88):IFA>499THENB=-1EL
SE IF A<483THENB=1
40 PRINT@481,D$;:PRINT@A,STRING$(9,128);:PRINT@A+9,C$
50 IFPEEK(1024+Y)<>128ORPEEK(1025+Y)<>128THEN70
60 PRINT@Y,A$;:NEXT:GOTO80
70 FORK=1TO30:SOUNDK*5,1:NEXT
80 CLS:PRINT@35,"YOU HAVE COMPLETED "(L-1)/HI*100"%"," OF THE COURSE":IF L>SC
THEN SC=L
90 PRINT@131,"HIGH SCORE=";SC:PRINT@195,"YOUR SCORE=";L:PRINT@354,"DO YOU WANT A
NOTHER GO (Y/N)":GOSUB100:IFI$="Y"THEN20ELSECLS:END
100 I$=INKEY$:IFI$=""THEN100ELSERETURN
```



## ASCII Corner.....Pauline Hampson.

Two games have been donated this month, first is The Hulk, from Computape, but to be truthful I can't find anything good to say about this. You, Bruce Banner alias The Hulk, have to store gems in the correct place (as in so many Scott-Adam's games). Unfortunately you change from Hulk to Bruce frequently, and as you can't do much as Bruce you have to keep biting your lip!.

The game has few locations, but more than you might think... (are ALL fields the same?). You meet Ultron and the Chief Examiner (Ugh!). I did not enjoy the atmosphere of the game, but then I don't watch the Hulk on TV so perhaps I'm not a fair judge. The game is fiendishly difficult to play, the only good point being that when you die everything stays as it is, so you can just carry on rather than starting again. There, I DID find something good to say!.

However, if you like the TV Hulk you will probably like this one.

Now on to Space Trek 1 (Broomsoft, 30, Broomhills, Welwyn Garden City, Hants.). This adventure bears a great resemblance to another very popular TV program, where you Boldly Go Where No Man Has Been Before. (NOT the Ladies on Victoria Station?!...P.G.). This time you are in the Starship Endeavour, and your task is to locate Rytellin, which will help to cure the Rigellian fever which threatens to wipe out the population.

I really enjoyed it as through a Menu you can choose one of four characters, Spears (the Doctor), James (Captain), McCrindle (Engineer), and Selvon (Science Officer). Each man has his own skills to bring to the game. There are plenty of locations although not all those on the ship are needed as yet, but I expect that they will be in parts 2-5. The game is fun and not too difficult although the vocabulary is a bit limited. It is well worth buying, and I look forward to parts 2 to 5.

## SHOCKTROOPER ..... BARRY CARUTH

This is one of a new batch of games released by Microdeal and if I may venture to say so, I would describe it as 'brilliant' or some equally appropriate word. I could leave this review at that but the 'powers that be' require a bit more. The game is, as most of you will have read in some other publications, based on the series 'V' about nasty people/lizards coming in big spacecraft and pretending to be friendly whilst actually eating us. You play the part of a fifth columnist which appears to be some sort of equivalent to the SAS (actually a fifth columnist is an infiltrator, now don't say you never learn anything here ... TL) Anyway, you must penetrate a VERY VERY well defended base & steal the components of their TRG-5 attack saucers (leave the cups behind). You can also rescue other fifth columnists to get extra lives or to save their lives, it all depends which way you look at it. To defend the base there are 2 types of laser, one you can destroy, one you can only 'stun' for a short time. There are also several force fields which are disabled by destroying their power sources, and Zadroids which are indestructible. You will have to plant a Corta Bomb on one of the screens which permits you to enter Decontamination to give yourself an extra lease of life! The black & white graphics are so fantastic that I often had to stop myself making little whizzing and exploding noises! The sound is brilliant and the 4 channel version of the Y theme is even better. In summary - BUY IT NOW!!!

## Xword no. 13 answers

Across:-

1A) Sinclair 2F) Shout 3F) Three 4D) Vortex 4J) Line 5B) The 5I) Sever 7B) Radioshack 8A) Bellamy 9B) Array 9I) Spear 12B) Total Eclipse 13A) Stroke

Down:-

A1) Sir A8) Braces B2) Factor C9) Rotor D1) Clive D10) Alto F1) Astronomy F10) Yale H9) Beech J2) Telescope K3) Jive M1) Invertebrates

The winner of Crossword 13 was Graham Smith. Apologies for the lack of Crossword 14 this month, but it seems to have been delayed in the post. Don't worry, it will be back next issue!.



MICROLINE DUMPS . . . . . ALAN JOHNSON

Screen dump for the Microline printer:-

First, is this a dump for the text screen ?? If so :-

```
10 FOR Q=1024 TO 1471:P=PEEK(Q):PRINT#-2,CHR$(P);:NEXTQ
```

This will work for any printer.

Second, is this for the hi-res screen dump, if so, has the Microline got the dot addressable option? If not the dump is not possible.

Now for 2 helps of my own:-

1- Can anyone offer a program to run programs saved on disc using Dragon DOS to run on a Cumnana DOS system? Yes, some programs run OK but not all.

2- The inverted video mod in Update works well but my 32 has no flashing cursor, can anyone help?

Getting To Grips With Graphics. .R.A.D.

Perhaps, as I was, you are slightly put-off graphic designs when you see listings which POKE incomprehensible DATA to the screen pages, but it can be easy to do with the PSET command using the normal color numbers. If you put in the Data listing below, (Line 100 first, PMODE3:PCLS1:SCREEN1,0), and remember that 1 is for the green background, 2 is yellow for the skin, and 3 blue for the body, 4 red for hair, you may be able to see from the Data alone that you are drawing a figure.

With only a little practice you find yourself able to design any sort of sprite quite easily within your program, using this method. In the case in point, we have ROWS from 110 to 430 = 11 to 43, or 33 ROWS, and 12 items of DATA in each row.

The ROW is the Y axis, the column the X axis, so line 440 must be:-

```
440 FOR Y=0 TO 32:FOR X=0 TO 11:READ PK:PSET(X,Y,PK):NEXTX,Y
```

which will draw the figure. To GET it you will need a DIM. This need be only (9), so :-  
450 DIMA(99). You will see the drawing at the top left of the screen, and its top left coordinates are of course (0,0). The bottom right coordinates are (11,32) as 0-11 = 12 and 0-32 = 33 in pixels. So Line 460 GET(0,0)-(11,32),A,6 will get it.

Then line 470 PCLS will clear the screen, and Line 480

```
PUT(13,0)-(24,32),A,PSET
```

will move the drawing to right, ready for the next stage, which is to make a mirror image. Watch this space for the simplest way to do this. From the one drawing we will make left, right, back and front views.

```
110 DATA1,1,1,4,4,4,4,4,4,1,1,1
120 DATA1,4,4,4,4,4,4,4,4,4,4,1
130 DATA1,4,4,4,4,4,4,4,4,4,4,1
140 DATA1,4,4,2,2,2,2,4,4,4,4,1
150 DATA1,4,2,2,2,2,2,2,2,2,4,1
160 DATA1,2,2,2,2,2,2,2,2,2,2,1
170 DATA1,2,2,2,2,2,2,3,2,2,2,1
180 DATA2,2,2,2,2,2,2,2,2,2,2,2
190 DATA1,1,2,2,2,2,2,2,2,2,2,2
200 DATA1,1,2,2,2,2,2,2,2,2,2,1
210 DATA1,1,2,2,2,2,1,1,1,1,1,1
220 DATA1,1,1,4,4,4,4,1,1,1,1,1
230 DATA1,1,1,4,4,4,4,1,1,1,1,1
240 DATA3,3,3,3,3,3,3,3,1,1,1,1
250 DATA2,2,2,2,2,2,2,2,1,1,1,1
260 DATA3,3,2,2,2,2,3,3,3,1,1,1
270 DATA2,2,3,3,3,3,2,2,2,1,1,1
```

```
280 DATA3,3,2,2,2,2,3,3,3,1,1,1
290 DATA2,2,3,3,3,3,2,2,2,1,1,1
300 DATA3,3,2,2,2,2,3,3,3,1,1,1
310 DATA2,2,3,3,3,3,2,2,2,1,1,1
320 DATA3,3,4,4,4,4,3,3,3,1,1,1
330 DATA2,2,4,4,4,4,2,2,2,1,1,1
340 DATA1,3,2,2,2,2,3,3,3,1,1,1
350 DATA1,1,4,4,2,2,4,4,4,1,1,1
360 DATA1,1,4,4,4,4,4,4,1,1,1,1
370 DATA1,1,4,4,4,4,4,4,1,1,1,1
380 DATA1,1,4,4,4,4,4,4,1,1,1,1
390 DATA1,1,4,4,4,4,4,4,1,1,1,1
400 DATA1,1,1,3,3,3,3,1,1,1,1,1
410 DATA1,1,1,3,3,3,3,1,1,1,1,1
420 DATA1,1,3,3,3,3,3,3,3,3,1,1
430 DATA1,1,3,3,1,1,3,3,3,3,3,1
```

## HI-RES DRAW PROGRAM.....S.KNIGHT.

```

10 D$=CHR$(128):PCLS
20 'HI-RES DRAW
30 '(C) 20/12/85 STEPHEN KNIGHT
40 CLS:PRINT "*****hi-res draw**"
50 PRINT:PRINTTAB(10);"instructions"
60 PRINT:"THIS IS A HI-RES DRAW PROGRAM."
70 PRINT:"PRINT R.H. JOYSTICK MOVEMENT"
80 PRINT:"Q=SCREEN DUMP TO EPSON PRINTER S/L SAVE LOAD SCREEN ON/OFF TAPE";
90 PRINT:"C=CIRCLE WITH CENTRE AT CURSOR V=VERIFY THAT SCREEN SAVED
100 PRINT:"CLEAR=CLEAR THE SCREEN"
110 PRINT:"I=GO BACK TO INSTRUCTIONS P=PAINT AT CURSOR IN WHITE"
120 PRINTD$;D$;D$;"press";D$;"any";D$;"key";D$;"to";D$;"continue";
130 Q$=INKEY$:IF Q$="" THEN 130
140 CLS
150 PRINT@10;"instructions";
160 PRINT@42;"=====I";
170 PRINT@128;"E=ELLIPSE WITH CENTRE AT CURSOR"
180 PRINT:"M=MODE/COLOUR SET CHANGING"
190 PRINT:"Q=QUIT PROGRAM"
200 INPUT:"MODE(0,2,4)";M:IF M<0OR M>4 THEN 200
210 INPUT:"COLOUR SET(1/0)";C:IF C>1 OR C<0 THEN 210
220 INPUT:"BACKGROUND COLOUR";T
230 INPUT:"FOREGROUND COLOUR";S
240 PRINT@483;"press";D$;"any";D$;"key";D$;"to";D$;"continue";D$;
250 A$=INKEY$:IF A$="" THEN 250
260 X=128:Y=96
270 PMODE M,1:COLORS,T:SCREEN1,C:PCLS
280 A=JOYSTK(0):B=JOYSTK(1)
290 IF A=0ANDX>0 THEN X=X-1
300 IFA=63 AND X<255 THEN X=X+1
310 IFB=0ANDY>0 THEN Y=Y-1
320 IF B=63 AND Y<191 THEN Y=Y+1
330 PSET(X,Y)
340 IF PEEK(65280)=126 OR PEEK(65280)=254 THEN PRESET(X,Y)
350 A$=INKEY$:IF A$="" THEN 280
360 IF A$=CHR$(12) THEN PCLS:X=128:Y=96
370 IF A$="Q" THEN GOSUB 630
380 IF A$="S" THEN GOSUB 480
390 IF A$="L" THEN GOSUB 530
400 IF A$="V" THEN GOSUB 580
410 IF A$="I" THEN GOTO 40
420 IF A$="P" THEN PRESET(X,Y):PAINT(X,Y),S,S
430 IF A$="E" THEN GOSUB 750
440 IF A$="C" THEN GOSUB 810
450 IF A$="M" THEN CLS:GOTO 200
460 IF A$="Q" THEN CLS:END
470 GOTO 280
480 'SAVE SCREEN:
490 CLS:MOTORON:AUDIOON
500 INPUT:"POSITION TAPE FOR SAVING THEN TYPE FILE NAME AND PRESS ENTER";A$
510 CSAVEMAS:1536,7679,6143
520 AUDIOOFF:MOTOROFF:SCREEN1,C:RETURN
530 'LOAD SCREEN
540 CLS:AUDIOON:MOTORON
550 INPUT:"TYPE IN FILENAME AND PRESS ENTER";A$
560 SCREEN1,C:CLOADM A$:AUDIOOFF
570 RETURN
580 'VERIFY
590 CLS:AUDIOON:MOTORON
600 PRINT:"POSITION TAPE FOR VERIFYING AND TYPE IN FILENAME THEN ENTER"
610 INPUTA$:SKIPF A$:SCREEN1,C
620 RETURN
630 'SCREEN DUMP ROUTINE
640 CLS:INPUT:"SET PRINTER ONLINE"
650 IF A$="Q" THEN SCREEN1,C:GOTO 280 THEN PRESS ENTER Q=QUIT";A$
660 POKE155,64:POKE154,64:POKE328,0:POKE330,2
670 PRINT#-2,CHR$(27);A$:CHR$(8);
680 FOR I=0 TO 31:PRINT#-2,CHR$(27);"K";CHR$(192);CHR$(0);
690 K=LH600+I+191*32
700 FOR J=0 TO 191:PRINT#-2,CHR$(PEEK(K));K=K-32:NEXT J
710 PRINT#-2:NEXT I
720 PRINT#-2,CHR$(27);"A";CHR$(12);
730 SCREEN1,C
740 RETURN
750 'CIRCLE SUBROUTINE
760 CLS:INPUT:"DIAMETER OF CIRCLE";A
770 INPUT:"COLOUR";E
780 INPUT:"HW RATIO";B
790 INPUT:"START,END";F,D
800 CIRCLE(X,Y),A,E,B,F,D:SCREEN1,C:RETURN
810 'CIRCLE
820 CLS
830 INPUT:"DIAMETER";D
840 CIRCLE(X,Y),D,S
850 SCREEN1,C:RETURN

```

Have YOU written a program that you think others would find interesting or useful?. If it will fit on one page (even spaced down like the one above!), and is thoroughly de-bugged, of course, then send it in and we'll print it. You never know, you may well be a better programmer than you think!!.



## **TOTAL ECLIPSE . . . . . M.R.VINE**

Total Eclipse would seem to be the ultimate Dragon game at first glance, were it not for one small bug. It appears they have been pressed to release the game before completely debugging it, consequently, early versions (v1.1) are prone to freezing if you take certain actions and should you visit one of the 120 sectors, you must remain there indefinitely as you cannot leave. Sector 8 is the offender I am told. I understand that a corrected version (V1.3) is being sent out, which DOES have the 'free universe' mentioned in the ads, V1.1 doesn't and copies of this were being exchanged by the company at the 5/6 April computer show. The game itself, though game is perhaps the wrong word, as there are adventure/strategy elements included, plus the inevitable 'zap em' stage, is, as the blurb says, 'the Elite of Dragon games'. Simply, though simple it isn't (you should see the thickness of the manual) you start as an intergalactic 'Arfur Daley, your only asset being an out-dated, empty trading ship with which to make your fortune plundering, sorry, trading with the natives on up to 720 planets. These planets range from peaceful democracies to anarchic, so your reception at each will be different, unless you have something suitable in the cargo hold at the time with which to trade. Your first objective must be to make enough profit to upgrade your ship. The hold & fuel tank capacity can both be increased fivefold, your laser can be made up to seven times more powerful and effective and a long range scanner acquired which can scan a far greater portion of the galaxy than your standard scanner. Your 'Arfur Daley' expertise comes into its own when you first land on a planet to trade, there are taxes to pay and customs officials to deal with (or try to avoid) as a tax is levied on all items in the cargo hold. Travelling between planets gives the arcade addicts a chance, as seemingly endless waves of pirate ships attempt to relieve you of your cargo and life. Here the action is similar to a black & white 'Dark Star' display, except the pirate ships have to be hit several times each to be destroyed, luckily their lasers have only a short range and you have the chance to destroy them before they get you within range. Other features? well there's a touch of occasional humour ... you need to treat items of perishable cargo with Demextoz (to kill 99% of all known germs .. dead). A save game facility is provided, useful when leaving a planet with many valuable items, just in case the pirates attack you when your energy level is on the low side, abandoned ships can provide a high salvage fee when you have to get off the ship after setting the self-destruct mechanism in a Syzygy-style maze section. The manual gives no clear mention of the ultimate objective, other than making your fortune and staying alive of course, though possibly I haven't progressed far enough in the game to discover what lies in store in the later stages. All in all; there's enough to keep everyone happy and busy for many keyboard bashing hours and apart from being released before being completely debugged, it is simply the most advanced game I've yet tried and I've got around 400 others. Get it-but remember if it freezes or you get stuck in one sector, you'll have to return it for replacement as you'll have the early bugged version. The corrected version has a 'free universe' on side 2 of the tape I'm told. 5 stars, 10/10 and a better way of spending 9.95 will be difficult to find. Nice one 'Arfur. (Company: Eclipse Fenmar Ltd).

## **BOULDER CRASH (Blaby) . . CHRIS PARKINSON**

This is the second new release from Blaby and is another good original game. It is in PMODE4, black & white, and consists of a maze that must be about ten times the size of the screen. In the maze are pockets full of boulders and diamonds, the idea being to mine out the latter. The way to do this takes a bit of thought, but generally you have to run under the stones so they all fall down and can be mined in safety. This explanation probably doesn't mean much and the game has to be seen to be fully appreciated. In the later stages of the game monsters appear, these tend to hinder your progress. To sum up, pleasantly original but it takes a bit of thought to master.



## TANDY MULTI PAK AGAIN . . R. MERRICK

I have now carried out the modification in Update 18 to the Tandy Multi Pak. It was very easily done thanks to the clear instructions, the only thing lacking from the article was the reason that the mod was necessary. I have never used the Coco and understood that the machine was essentially the same as the Dragon, it turns out that there is a difference on 2 of the expansion port tracks in power supply to the cartridges. It is not relevant to most cartridges but it does affect the DOS cartridge. Is it my imagination or is the screen display improved? Well, I believe it is a real effect because the powering of the cartridge is taken over by the expansion interface's power supply. Then I turned to the sideways ROM board. Firstly I installed Compusense's EDIT+ chip in position 1, and Dragon Data's Astroblast chips in the 2 sockets of position 4. I find inserting & removing chips is easier said than done, and wouldn't want to have to do it too often. I managed to bend most of the legs in each operation. So, the Tandy unit has my DOS cartridge connected at position 4 and the sideways ROM board at position 1. I have a bit of difficulty initialising EDIT+, but once it's going it's OK. Now, with the 64 upgrade to my 32 and the 2 expansion units, I have a substantial 4 by 14k plus 3 by 16k sideways ROM capacity. It might be worth mentioning that the EDIT+ ROM didn't have a sticky cover over it, so if you happen to be tanning yourself with a UV lamp while setting up the ROM board, you might hit a snag. I don't think it is going to be a straightforward matter switching from ROM to ROM or socket to socket in general use without some sort of machine code driver.

## ROMMEL 3D (Microdeal) . . .CHRIS PARKINSON

This game, one of the latest releases from Microdeal, bears a very strong resemblance to, surprise surprise, a game released by Design Design called Rommels Revenge. It is set around the battle fields of somewhere, in PMODE4 (black & white) and plays in 3D as the title suggests. On starting, the player is faced with a view from the driving seat of a tank, looking onto a field full of obstacles consisting of pyramids and cuboids, using wire frame graphics. In the top of the screen is a radar showing the position of the enemy tanks and planes, the idea is to get these into your view and blast them off the face of the earth before they get you. Although the graphics are a bit chunky for PMODE4, the game plays faster than other versions around, sound is quite limited and control is with the keyboard (it would be nice to have a joystick option). Generally quite good, nice to see the prices dropping, this one is 5.99.

## STARMAN JONES & THE TEMPLE OF DOOM

The first of the new releases from Blaby, with what is probably the longest titles in the business. On first sight, it looks quite something, on closer inspection the game looks even better and is quite different to other Dragon games. The general layout of the screen is a 3D planview of a room, with a small man in it. Objects on the floor leave a fairly well defined pattern of movement to the edge of the screen. In the corner of the screen are 4 hands, showing the possible exit directions to the next screen. The game can be classed as a graphic adventure, with the man having to explore the many screens in order to find a certain number of keys. A power rating (depicted by a muscular arm) goes down when some objects are encountered, but can be replenished by eating fruits and meat, scattered around the maze. Also littered around are useful objects such as swords, shields etc. which protect Starman Jones from the various 'nasties' which may be encountered. The game progresses upwards in difficulty, becoming more complex as you move up the maze. From what I have seen, it looks as if this might become quite a hit with Dragon Arcade fans. ....Chris Parkinson



Last month I made one of my biggest blunders ever, in suggesting that the ACIA51 driver is in some way defective. The truth is that it works perfectly! The problems of using the driver in the way it's intended arise from an error trapping problem. Basically, when writing any form of communication program which accesses the AIA via an 'OPEN' statement, it's important to trap error no 244 (ie. ignore it). If anyone wants a listing of a communication program, written in BASIC09, just send me a sae (you need Basic09 and Asm).

OK! Now get out your manuals and a biro and read on.

C MANUAL - page 4-30 - reverse references to 's1' and 's2'

Users guide missing options: page 7-20 -v verify copied files, -h heading off; -l long display (for 80 col, printer etc)

General hints: if 'Q' is added to the root of any disc then the disc is treated as one complete file. ie. 'Dump -l /d1Q' will display LSN0, LSN1 ... etc.

RMS MANUAL: page 28 - replace 'X <prompt>' with 'X /Term<' (no prompt is generated.

page 43 - hash algorithm - delete last 5 lines (MASK=1 and down), replace with 'M=MOD(M,2^(6+TOTAL/16384))'. Hint: such calculations take up CPU time, so it's better to pass this value via a PARAM statement, or work out and include as a constant file size.

I've recieved a letter from Burghard Kinzel who has corrected a bug in the dump command which you'll find if you use the new -l option. Burghard would like to hear from anyone interested in OS9 assembler and C programming. His address: Leipziger Ring 22A, 5042 Erftstadt, West Germany. I've also included patches for moving your C LIB and DEFS directories to your system drive (which must have min 350k capacity), as well as 80 column mods for all you plus board users. A lot of you have asked how to make those 80 col patches (particularly for Dynacalc). The following Basic09 listing will allow easy patches to be made to files of any type (not just program modules): Remember that after running this program you will need to correct the CRC using 'verify' with the update option. Since this command also removes the execute permission, don't forget to reset it with 'attr'.

PROCEDURE MODPATCH

```
DIM newbyte,path:BYTE
DIM number,x:INTEGER
DIM offset:REAL
DIM name:STRING
INPUT "name of module to modify ?",name
OPEN #path, name:UPDATE
INPUT "number of bytes to change ?",number
FOR x=1 TO number
INPUT "offset($ if hex) ?",offset
INPUT "new value($ if hex) ?",newbyte
SEEK #path, offset
PUT #path, offset
NEXT x
CLOSE #path
```

MODULE	OFFSET	NEWVALUE
dump	\$10D	\$1F Bug fix
..	\$125	\$3F "
c.prep	\$135d	\$30 Allows DEFS to be moved to /d0
cc1	\$EF1	\$30 Allows LIB to be moved to /d0
Dynacalc.trm	\$10E	\$50 80 column patch
stylo	\$14E3	\$4E 80 column patch
mdir	\$C1	\$32 80 column patch
..	\$C5	\$10 80 column patch



## REDUNDANT INFORMATION DEPARTMENT

### PRINTER PARAMETER SETTINGS

Characters per line is set up in location 155(dec). Default setting is 132, to alter this, POKE 328 to 0 FIRST, then POKE 155 to the required line length. When printing out a list of variables which are separated by commas (ie. PRINT#-2,A\$,B\$,C\$), the spacing between one variable and the next can be altered by POKEs to location 153. The default setting is 16(dec). The lowest possible setting is 1, (zero makes the computer hang), greatest is 255. Experiment to find the optimum setting. This is useful for printing columns of figures etc.. To test if a printer is on line within a program, insert the following line.

```
P=PEEK(65314)AND1:IF P=1 THEN PRINT "PRINTER NOT ON LINE ". (or something suitable!). This works on D32 & D64.
```

From your redundant correspondent, Ken Grade .....

## CASSETTE TO DISC GAMES TRANSFERS

I have 2 versions of Microdeal Frogger, both are official programs but they have different auto run systems. I shall deal with them separately.

Version with short pre loader routine:-

Disconnect the DOS cartridge. Switch on and insert the cassette.

CLOADM",1536: EXEC 1695. When the program has stopped loading (you'll hear the relay click) press the reset button and the OK prompt will appear. Then POKE16457,18: POKE16458,127: POKE16459,255: POKE16460,72.

CSAVEM"FROG",3072,23809,16384. Switch the power off, plug the DOS in and switch on again, then CLOADM": SAVE"FROGGER",3072,23809,16384. The pokes are to stop the disc running on when you RUN"FROGGER.BIN"

Version without preloader.

Switch off power, unplug the DOS and switch the power back on. Insert the Frogger cassette and CLOADM",1536. CSAVEM "FROG",4608,31856,16384. Switch off, plug the DOS in and switch on. CLOADM",64000. POKE16403,18:

POKE16404,127: POKE16405,255: POKE16406,72.

SAVE"FROGGER.BIN",3072,30220,16384. The pokes will stop the disc running on after RUN"FROGGER.BIN"

## BLOCKBUSTERS ..... BARRY CARUTH

This is the Dragon version of the TV program 'Blockbusters'. Rather than go into the details of the TV show, I'll suggest you watch it next time it's on. The cassette inlay is a colour photo, cut & folded to size. The program is in Basic but has a M/C auto run.

This program instantly cuts out a large number of potential sales by needing 2 players. It is played on a grid of 25 hexagons, each marked with a letter. The players pick a letter and a question in the format 'what 'd' is the best computer available?'. There is then a mad rush for the 'buzzer' keys (up arrow & /). The first person to buzz gets to answer, all answers must be spelled correctly. If they get it wrong, the other victim, sorry, player gets a try. If however they get it right, the hexagon is coloured in their colour (yellow or red) and they choose the next letter. The idea is to form a chain of hexagons of your colour, from top to bottom or left to right, depending on which player you are. The program needs to be told by pressing 'g' that the game is over, not exactly user friendly.

Obvious faults are - The display takes ages to set up, One of the questions is spelt wrong (laziness on the part of the programmer as it is stored as a DATA statement) although you are told of this on a piece of paper in the cassette case, No facility to load other questions, the 500 supplied will run out pretty quickly & overall it is very unprofessional.

This is an inexpensive (£7 quid) peripheral input device, which can be bought (I wouldn't say marketed by) from Tandy. It looks like an ordinary 3 ring A4 file except that it has a DIN plug and lead coming from it. You plug the lead into the joystick port. When you buy the book, you get no instructions or supporting S/W at all. Brilliant! Add to this the fact that there is as far as I know not more than a couple of commercial packages for the Dragon which use this interface and you will see that we are in the realm of the skilled enthusiast. There is a clutch of software packages for the Coco, but as they are both written in Basic (hence requiring conversion to run on the Dragon) and of very questionable educational orientation, they are unlikely to be of more than academic interest.

Well, the idea is that the book consists of 12 numbered squares on the inside of the back of the file. They are touch sensitive and reasonably so. Each square generates a different value at the joystick port to which the book is connected. The values are reasonably stable, and the decode routine you use makes it unlikely that a spurious value will be returned. You use an A4 sheet which you clip onto the file with one or more pictorial, symbolic or alphanumeric areas, on a cue from the computer, you touch the appropriate area on the book to input your response. This is a jolly good idea if like me you are working with handicapped people who have difficulty using a keyboard, for example, or if you want hi-res multi coloured icons in your program - you just draw them onto the overlay in a fraction of the time it takes to design a graphics screen. We've had a program which practises money handling skills and instead of representing the money in a rather poor way on the screen, we can stick real coins or notes onto the overlay and the students can press the actual coins and get all the benefits of computer aided teaching (music, flashing colours, graphical displays of dancing people etc.) As you can have 12 different areas (or if you designate one area as <shift>, 22 or 23 areas), you can do all your input to many programs direct from the book. One routine I've got defines a cursor cluster, a delete key and an enter key. The big advantage of this unit is that what use is made of it is totally up to the user, if they have the programming ability to adapt or create programs to run with it. (and decode it to the Dragon). You will see that the decode routine is very simple. It is much easier to adapt existing programs to use the book than to adapt them to a lightpen for example. The book plugs into the Dragon and Coco and can be adapted for the BBC. Being a ring binder, you can store all your overlays and notes in it. The school where I worked in Walsall had a prototype Electronic Book about 5 years ago. These connected via a special battery powered circuit to a model 1 and were an array of on/off switches. The graphics on the model 1 were rather crude and of virtually no use educationally. After inserting the disc and booting, we were able to select and run programs direct from the 'simplified keyboard' as we knew it. Then Tandy axed the model 1 and the BBC appeared and the simplified keyboard emerged in edition 2 - touch sensitive. Finally the current model arrived for the Coco or BBC about a year ago. Tandy seem to have lost interest in home computers just now, hence there is not much push on the product.

### The Late, Late Bit.....

There were several things I wanted to mention, but it looks as though this bit will have to be taken up with an apology. I have to admit that this is the first Update that I've been ashamed to send out. It is completely unbalanced, has (before you grab the phone to tell me) far too much review material, and with a couple of notable exceptions contains little that is USEFUL to Dragon users. I apologise, but it ought not to be necessary, we ought to HAVE more material, so please, send some in so that I don't have to apologise for Issue 24 as well.....Paul.

## CLASSIFIED &amp; SPECIAL OFFERS PAGE.

MODEM...OS9 MODEM PROGRAM: Downloading and uploading of files. Any baud rate from 50/50 to 9600/9600 supported but not multiple baud-rates. Download/upload buffer 4K to 32K, or program will adapt largest capacity available. All other 6551 options supported. Price 8.00 ...please ring: Barry Knapp, (0932)242800 Evenings.

FOR SALE...D32, DELTA DOS Interface and 40 track drive with power supply and software on disk including Teletype, Inform, Home Accounts, Scribe and approx 40/50 games + 20 Blank discs 175.00 ... Bob Wiseman, 12, Southwood Gardens, Eastwood, Leigh on Sea, Essex.

FOR SALE (OR SWAP?)...Pair of unused Spectravideo 'Quickshot 2' joysticks, 8.00 each. Also software including top titles and cartridges...Also one Triton Computer with extra ROMs, large manual & lots of documentation, best reasonable offer secures!!! WANTED:- swap my Edit+/Hi-res cartridge for your Alldream cartridge and does anyone have or know anything of the Superchoc cartridge?...Write to:- Ian Rockett, 2, Knowle Road, Burley, Leeds, Yorkshire, LS4 2PJ.

FOR SALE...Radio Shack TRS80 TP-10 Thermal Printer...Cost 40.00 This has a serial input, but I have a Centronics to Serial convertor for 5.00 Contact... Alan Johnson, 23, Ashmole Road, Abingdon, Oxon. OX14 5LH

WANTED...Anyone have an address for 'ANSAT'?...If so please phone Chris Heath on 0870-2314

SOFTWARE and cartridges for sale. Low prices. S.A.E. for list. Aquanaut 471- solutions 1.00 each. Touchpad and software, leads, power supply...35.00 inc P&P. Urgently required. Disc controller. Preferably DRAGONDOS but ANY will do. Reasonable price paid...Contact: Robert Gooding, 52, Tollerton Drive, Irvine, Ayrshire, KA12 0BE. or TEL 0294-74446

PRINTER PROMPT II: Write all your letters quickly and easily with this new program. Send your control codes for normal/double width printing with order. Only 4.50 to Group members. Also Dragon Software for sale- over 60 originals...Contact Andrew Hill, 13, Parry Jones Close, Blaina, Gwent, NP23 3NH ...or telephone 0495-292888 Evenings

WANTED...Good pair of analogue joysticks in exchange for EDIT+ Cartridge...Contact Malcolm MacLaughlin by phoning (0463)220174

WANTED: Contacts with any other CGP115 or MCP40 users to exchange routines, programs and ideas. Please write to:- Eran Tal-Shahar, 215/3 Bney-Ep-lam Street, Tel Aviv 69904, Israel.

EVEN CHEAPER DRAGONS!!! We can now get you an even better deal on Dragon 32 boards....Proops have agreed that we can sell them for ONLY 20.00 per set + 2.50 postage. These are not guaranteed, but are NEW and believed all perfect. The set consists of main board, Modulator/PSU board, and keyboard...a complete 32 less the case top!. This is less than the price of a SAM chip or a keyboard alone!. Orders & cheques to Paul Grade. Boards will be dispatched direct from Proops within 24 hours.

DISC DRIVES: Shugart single sided 40 track 30.00 Queue double sided 40 track 55.00 (used but good). All drives uncased p/p extra...Contact Alan Butler, 16, Barnston Green, Barnston, Great Dunmow, Essex. or phone 0371-4234 (Evenings after 6PM and weekends).

FOR SALE...Epson P40 Dot matrix thermal printer (4.5" paper). Beautiful typeface and graphics. New. Never used 60.00 + postage. Also D64, Ex-demo machine. Perfect condition. Complete. 75.00 + postage. Paul Grade...Worthing 207585

FORTH O/S: We can now offer you a real FORTH Operating System on disc which you can BOOT into either a 32 or 64 Dragon. NOT just FORTH language, this includes a Turtle Graphics mode and an 85 column word processor as well as the usual FORTH compiler. Written by John Payne, and available ONLY through the Group at the ridiculously low price of 8.50 in either DragonDOS or DEDensity DELTA versions. Orders to Paul Grade. Cheques payable to the Group.

UPDATES: Back issues are now available either from John Cox or Chris

Channing. You can contact John at 3, St. Peters Road, Portslade, Sussex (0293-422492), or Chris at 63, Churchfield Way, Whittlesey, Peterborough. (0733-208409).

CIRCUIT SHEETS: We can supply Photocopies of these for the 32 or 64 and for the Dragon Data DOS controller. Price 1.00 each. Orders to Paul Grade. Cheques payable to the Group.

DRAGONDOS: Peter Williams of Computil will reblow your DOS chip to include the correction patches published in Dragon User for 3.50 Send your EPROM or cartridge to:- COMPUTIL, 22 Grove Park, Burbage, Hinckley, Leics. or phone 0455-611914 for more details. ENGLISH V4.1 NOW AVAILABLE!!!

32 to 64 UPGRADE MANUAL: Why pay 30.00+ for an upgrade when you can do the job yourself for a third of the price? Bob Hall has written a VERY comprehensive 'how to do it' manual, which is available for only 2.00. Orders to Paul Grade. Cheques payable to the Group.

5.25" DISCS: SS/DD at 14.50 per box, DS/DD at 15.50 per box, plus 15% VAT. 80 track also available...we can get cheaper ones, BUT they are 100% reliable, thats why we are prepared to offer them to you. Order to Paul Grade. Cheques payable to the Group.

OS9 SYSTEM PROGRAMMERS MANUAL: We have the offer of a limited number of these manuals, usual price 19.50, at the VERY special price to Group members of 6.90 each, inclusive of post and packing!!! Order direct from the publisher...CLEGLAN PUBLISHING LIMITED, 4 Garth Street, Cardiff CF1-2F8, but don't forget to mention that you are a Group member!!

DELTA DOS UTILITY: A machine code utility to copy all BASIC and M/C files from disc to tape in one operation. BASIC listing of loader and Hex dump 1.00, or M/C cassette 2.50, Contact J.C. Bussell, 33 Tennyson Avenue, Clevedon, Avon, BS21-7UJ. (0272-875520).

DRAGONDOS DISC EDITOR: Disc Utility written by John Cox. Easy to use and has two operational modes, examine and edit. Will read and edit ANY discs, including those from most other systems, and will allow you to reclaim a KILLED file (provided you haven't over-written it of course!). Access and change files directly from disc. Also includes DISC MENU which you can load and save onto any of your own discs, and which reads the directory and lists files 26 at a time or screen, allowing single key running. Price 4.50. Orders to Paul Grade. Cheques payable to the Group.

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SOFTWARE LIBRARY: Mike Vine is operating a games/utilities Software Library Service, (400+ titles). Anyone interested should send an S.A.E to: 120, Auriel Avenue, Dagenham, Essex. RM10-8BU

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