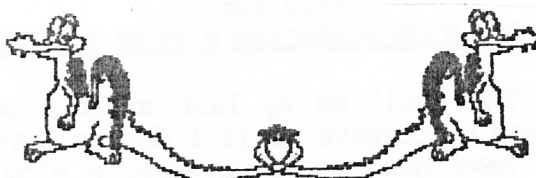


DRAGON



UPDATE

CHAIRMAN: Paul Grade. 6, Navarino Road, Worthing, Sussex. Phone: 0903-207585

EDITOR: Stephen Wood. 52, Downsway, Springfield, Chelmsford, Essex. CM1-5TU.

S/WARE EDITOR: Mike Stott. 10, Mellor Close, Prescott, Merseyside. 051-480-7712

ISSUE 96

AUGUST 1994

THE GAFFER'S BIT

You all know what it is I have to remind you about, you know where it is, when it is, and even how much is it and how to get there, so there is no acceptable excuse at all for not proving that Mike was right in putting on a Dragon Show for you. We've all told him that he's mad, that you won't appreciate it, that no-one will bother to go, etc., but for some reason he has enough faith in Dragon owners to stick his neck out go ahead with the Show anyway, so DON'T let him down. OK?.

Just in case you somehow managed to miss the advance details, the place is the Blacklow Brow Primary School, Tarbock Road, Huyton, Merseyside. The date Sunday 25th. September. The time 11 a.m. Please be there, if you want any future Dragon Shows this is positively your final chance.

Apologies for any delay in replying to letters recently. This time I can't blame equipment failure, merely health problems (no, not the sort that necessitate leaving the country for somewhere that doesn't believe in extradition, just the boring kind that the NHS used to deal with in the days before Bottomley). However, all more or less under control again now, so no further problems are anticipated. By the way, if this issue of Update looks a bit thin, that's because it is!. Reason being insufficient material (even with the usual Grade/Wood "padding") to make up the usual number of pages. Your move!.

Paul Grade.

THE EDITOR'S BIT

"The Sun" says...

Wow, those boys at Microsoft have done it again. In the name of Progress, the top R&D people have been slaving away to try and come up with a new version of the award-winning ("Most Annoying Piece Of Software Ever" - Update Editor Awards 1994) Windows 3.1. And, after months of ceaseless struggle, they've managed it. A new version is in development and on its way, and what's it called? Gasp with amazement, it's called Windows 4. And what's its main feature "improvement" over the now defunct Windows 3.1? It's got an auto-boot installing thingy, the practical upshot of which is that it when you turn the power on, it will run itself, rather than having to wait for you to go through the -let's face it- laborious process of typing in 'WIN' at the C prompt. How we managed without it, I'll never know. Coming soon, Windows 5 - with the all-new "No need to press [esc] to bypass the memory test, we'll do it automatically for you" feature. Heard the latest discovery? Apparently, putting Go Faster stripes onto the side of a car makes it go faster. It's true.

Part 5 in a decreasingly amusing series:

A) Chairman Grade.

B) Gary from "Take That".

Mistyped at this end on a D64 with a D32 keyboard attached via a ten-foot ribbon cable. Misprinted at the other end on some godawful 386 he's knocked up using double-sided sticky tape and some of Valerie Singleton's old tights.

Published by Gradewood International (Media Publishing) Ltd. Consult your doctor if symptoms persist. Not to be taken internally.

PEEKING THE DRAGON(52).MIKE STOTT

Sunday 19th June 1994 - This will be my last article before the Blacklow Brow Dragon and Tandy Co-Co Show so forgive me if I devote most of my article to this. Advance sales of tickets have now picked up after a slow start and I am feeling very encouraged by the response, with orders coming from all over the country, the furthest being from Ron Warren in North Devon. If you have not ordered yours yet there is still time to send me your cheque or postal order together with a SAE and I will post your tickets straight back. If you just come along on the day do not worry as you will still get in and there is plenty of parking outside the shops just along the road or in the side roads near to the school. Sorry but without an advance ticket you will not be able to park in the school grounds.

Although the room is now fairly full with stands I have decided to have a BRING AND BUY STALL for Dragon and Co-Co items as quite a number of people have expressed interest in such a stand. If you have any items you wish to sell please bring them with you together with a piece of paper giving details of the items, your name, and how much you would like for them. They will be displayed for you and, hopefully, sold. 10% of the money received will be deducted towards the cost of running the show and you will then have some money to buy some of NDUG's software or whatever else catches your eye.

Mike Townsend rang me the other night to tell me that Dragsoft were definitely interested in supporting the show and intends to sell all their programs as shareware. Ray Smith hopes to have a volunteer to run a Graphics Library stand. Do not forget to bring along some blank formatted disks to put some of their pictures on as they now have a really wide selection.

If nobody is found for UP2DATE do not worry as I will be selling back copies from the group stand and also taking orders for future issues. Membership renewals for the group will also be taken on the day. I am trying to persuade as many of our ex-members to attend as I can. Up to now I have promises from Jonathan Cartwright and Jim Blackman to come along. Jon is now writing commercially for the PC amongst others but will never forget the Dragon.

Although, as I said earlier, the room is fairly full already, I am sure that I can manage to find a bit of space for you if you want to take a table to sell any items you have.

Who knows we might have some late bookings from the other companies and be able to book another room in the school.

Please ensure you have booked before the day and received your exhibitor's pass as it will be too late on the day. As I am sending out the tickets and exhibitor's passes as soon as I receive the orders please contact me if you have not received yours in case they have been lost in the post.

David Mitchell has written to me from Dundee to say that the text for Fractal programs which he promised is now finished (on another machine) and will be available soon in some form or another. He says the conversion will not take long but the retyping will. He is looking for raytracing software and strategy games (on tape). I do not know of any raytracing software. Do any of our readers know of any? As for strategy games, well NDUG have got CAVENDISH FIELD on the BEST OF INPUT disk and Bob Preston is still selling MUBUNGLY and ZOTOKA on tape and disk as far as I know. Lothlorien were the company for this type of software and sold JOHNNY REB, ROMAN EMPIRE, TYRANT OF ATHENS, and WARLORD. (has anybody been able to put either of the first two on to disk as I have not been able to yet).

VIKING was another title from, I think, Prickly Pear.

Shards released EMPIRE and NORTH SEA OIL and there was also PLANT SURVIVAL but I cannot remember whose it was. Many of the above titles have been available at Ossett over the years but I do not know whether any can still be obtained.

I would suggest to anybody who is looking for particular software to put a sheet of paper listing their wants on the Bring and Buy stand at the show and, who knows, somebody may have a copy they are willing to sell you.

Artificial Intelligence. J. Payne

The program below plays one side in a game variously known as Mastermind or Codebreaker. In the commercial versions, the first player puts coloured pegs into a row of four holes behind a screen, and the second player guesses the colours and which holes they are in, by putting pegs in holes. The first player scores the guess by saying how many (but not which) pegs are the right colour in the right hole, and how many are only the right colour. The second player guesses again and the first player marks the guess, and so on, until the second player guesses correctly or gives up in disgust.

The technique used in the program is to work through all possible combinations of peg colours and positions assuming the combination is behind the screen, calculating what "marks" would have been given for each guess, and comparing with the actual marks given until a combination gets the same marks as were actually given. This combination is then a viable hypothesis for what is behind the screen, so the program prints it out as its next guess and waits for it to be marked. If it is incorrect, it adds the marks to the table of guesses and marks, and goes on through the possible combinations, looking for a viable hypothesis, until it either exhausts all possibilities (meaning there was a mistake in the "marks") or finds the answer. The first guess is chosen at random.

The speed of Forth is quite important for this application, because there are a large number of possibilities to examine, and the response time would be unacceptably long in BASIC. The ARRAY definition in this program differs from last issue's because it makes arrays of single bytes. In the commercial version of the game, the number of pegs exactly right is shown by inserting that number of black pegs, and the number with only the right colour is shown by white pegs, hence the comments in the program.

SCR£ 490

```
: WRITEROW ( addr -- )
  4 OVER + SWAP
  DO I C@ .COL LOOP ;
: WRITEMOVE CR ROW£ @ GUESSES
  WRITEROW
: £INPUT ( -- dbl£ )
  QUERY BL WORD HERE NUMBER ;
```

-->

SCR£ 492

```
: RND 6 B[ POKE255,RND(6)] 255 C@
;
: WILDGUESS 0 GUESSES 4
  OVER + SWAP DO RND6 I C! LOOP
;
: MAIN INIT WILDGUESS
```

SCR£ 491

```
: GET MARKS ." Exact?"
£INPUT DROP DUP
ROW£ @ B.PEGS C! 4 =
IF CR ." Hurray, I guessed it!"
" CR ." Thankyou for the game!"
QUIT ENDIF ." colour?"
£INPUT DROP ROW£ @ W.PEGS C! ;
```

-->

SCR£ 493

```
: PLAY CR ." I will try to gues
s your four colours" CR
." After I guess, tell me how
many were exactly right" CR ."
and how many were the right colo
ur" CR ." but the wrong place"
```


BEGIN WRITEMOVE GETMARKS

MAIN ;

MAKEGUESS ENTERIT AGAIN ; --> CR ." Type PLAY to start"

*** Please note that software problems mean that this printer substitutes £ signs for "hash", so please correct the listing accordingly. P.Grade.

Mathographics... Roy Cashmore

Is this an article or a book review? I recently came across a book in the library call Mathographics by Robert Dixon. Being one of those who thumbs through a book from back to front, I noticed a section on computer graphics, so I borrowed it.

The book is about mathematical drawings and is well illustrated with line drawings. The first section is largely concerned with the sort of things we used to do in geometry. Then there are sections on string drawings (or loci, for those who did maths in the old days), perspective drawings, and trigonometry. These occupy the first hundred pages or so; the next hundred are concerned with computer drawings.

In this section, the reader is introduced to simple graphics, then is led on to draw figures leading up to daisies. There is a sub-section on perspective, another on transformations, and finally one on fractals.

The BASIC is not Dragon Microsoft, but can be rescaled and translated fairly easily. For MOVE x,y substitute PSET (x,y) and for DRAW x,y use LINE - (x,y),PSET. I suggest using PMODE4, and remember to include xx IF INKEY\$="" THEN GOTO xx at the end of the program to keep the image on the screen.

Read section 5 carefully to see the meanings of polar co-ordinates and their conversions (use DEF FNX and DEF FNY, or GOSUB). It looks as if some interesting programming could come from it. It is not simply a case of typing in programs but working through the exercises to increase your understanding of BASIC graphics programming.

What Should I Write About?

This is often used as a cop-out excuse by people who can't be bothered to write an article for Update, and OK, I can see your point that maybe you AREN'T the best programmer in the world, or the greatest computer whizz-kid ever. BUT, you must have SOMETHING to say, and believe me, it WILL be of interest to some if not all of our readers. It's really not fair to rely on the regulars to come up with something, and I'm sure you're all sick of reading me saying this all the time, so how about sending me your contribution for the next issue, hmmm?

For those of you who don't know what to write, let me set you a challenge. Get the chance to see YOUR NAME HERE in the October issue if you can solve the following:

I want a driver program for a standard PC mouse; one that is relocatable and can be installed in another program with the minimum of fuss.

I'm sure there must be one out there somewhere, and I'm getting sick of trying to use KLIK with only an old potentiometer joystick. ANY IDEAS? S.W.

Note from David Linsley ...

I am now running a Dragon mailing list on Internet e-mail, and if anyone wishes to join they should e-mail me at DJL102 @ unix.york.ac.uk, with mail for the list going to CD0100 @ Freenet.fsu.edu.

We have about 20 users so far, including me, Paul Burgin, Keiran Anscomb, and Graham Kinns. Anyone interested please get in touch.

Back To Basics...Clive Scott

Back in the days when the Dragon was still a new computer, software was written for a specific purpose e.g. a word processor for editing text, a spreadsheet for manipulating figures, etc: However, as computers became more powerful and had more memory the distinction between software became increasingly blurred. Spreadsheets could produce graphs, word processors had limited DTP features, databases had sophisticated report writers etc.

This really took off in a big way when Windows, operating on IBM clones, became the dominant operating system. Each new update loaded more and more features on to the software. The latest version of WordPerfect for Windows for instance now boasts spreadsheet, drawing, and DTP features. The downside, of course, is the size of the programs goes up in leaps and bounds, with Windows now 32 megabytes in size - 2000 times the size of TeleWriter!

Where is this going to lead? If programs develop over the next 10 years at the same rate, WordPerfect for Windows version 16 will be 60 gigabytes in size, will be shipped on 100 CD ROMs, come with enough manuals to fill an bookcase, and will require a computer with the power of 10 Crays! You think I exaggerate? Well, if somebody told you in 1982 that a word processor would be over 32mb in size you would think they were mad or possibly a sci-fi writer.

Where does this leave the user? A computer user enticed by all the slick advertising, trades in a perfectly serviceable computer for the latest model. They will be initially impressed by the speed of the computer and the facilities the software offers. However, when they upgrade to the next version of the software, which they will inevitably do because they don't want to be left behind, they will find they new toy suddenly is not as fast as it once was. Each subsequent upgrade degrades performance still further until it is slower than their old computer. They are therefore forced to upgrade again and the cycle continues. It was said some years ago when talking about a mainstream word processor that 80% of the users only use 20% of the features. With the current frequency of upgrades the user hasn't even had a chance to open the manual before the next version comes out.

Massive programs require large teams of programmers to produce the code and even then it is almost impossible to issue them without some bugs appearing in the production versions, requiring the hasty issue of bug-fix updates. Programmers with sophisticated programming languages and powerful computers produce sloppy programs which are much bigger and slower than they need to be. In the "old" days programmers had to use all their ingenuity to produce programs with the graphics and speed we wanted. It was amazing what programmers, usually working from home, could do, for instance, on a 1K ZX81 with no high resolution graphics. I believe that users will look back in the years to come with nostalgia and possibly a tear in their eye at machines like the Dragon which are simple and easy to use, yet provide the basic functions a user needs.

Dragon MIDI Project - I.P.Jones

This is an article on building a MIDI interface for the Dragon. I am hoping that someone out there will know how to write the software/make up the circuit boards etc, from my initial ideas here.

The components for the Phoenix MIDI interface will fit onto a small PCB. The version demonstrated at the Ossett show was mounted inside a Maplin AB10 alloy box with holes cut to allow the connections to the device and the Dragon to be made. The easiest way to connect the MIDI PCB to the Dragon is to use IDC connectors but it is not that straight forward as the effect of fitting these connectors at each end of the 40 way cable is to swap over the top and bottom rows of the edge connectors.

An alternative method of connecting the cable at the Dragon end has to be used, and here are some ideas:

1. Solder the wires to the appropriate pins of an IDC connector and connect this to a PCB extending the Dragon port. I have used this on a prototype.
2. Make a PCB extending the Dragon port that also inverts the top and bottom edges, allowing IDC connectors to be used at each end. I think this is favourite as some sort of extension to the port has to be made anyway.
3. Fit an IDC header to the port extension. Seems rather elaborate after option 2.
4. Solder the cable directly to the port extension PCB. Not neat, but maybe the most suitable if PCB making is not available and some sort of preformed board is used.

Tandy sell a 72-way PC board which could be cut down to 40 positions for both the port extension and the MIDI circuit. Part number 276-192

Interpreting MIDI application charts seems easy. Most MIDI commands consist of 3 bytes; the first is split into two 4 bit parameters; the Most Significant bits have a value representing the type of command, and the Least Significant Bits have a value 0 to 15 representing which of the 16 channels the command relates to. The second and third bytes contain the data for the command. For example, the command Note On can be seen as: first byte = 144 + channel number, second byte = note number, third byte = velocity (or volume). This can be entered as POKE &HFF75,144 : POKE &HFF75,71 (71='b') : POKE &HFF75,127 (full volume) etc.

As to full programming, well hopefully one of our Dragon wizards will come up with something, but in the meantime here are some possibilities to consider:

1. The program should be able to transmit data from RAM and be able to receive it into RAM. It should be possible to enter data (and edit it) from the keyboard.
2. Enter data onto the screen in musical notation for each channel and then play any number of these channels together and sequenced.
3. Play a musical keyboard and have the Dragon print out that music in musical notation.
4. Could the data be piped direct from the musical keyboard to disk and vice versa? How could this be edited?
5. Using more than one device at a time e.g. drum machine and keyboard.
6. System exclusive data; non-MIDI code which each machine manufacturer uses for functions unique to their machines.
7. The program need not be in memory all at once; routines could be called from disk, saving memory for the MIDI data.

<<If you have any ideas, suggestions, or indeed Dragon MIDI developments of your own, please share them with us all. Drop me an article on the subject for Update, or mention it at the Dragon show in September. Maybe we could get an NDUG Orchestra going, hmmm?...SW>>

Calligrapher...Steve Ross

Calligrapher is a filter type program for OS9 taking text from a word processor and converting it to different typefaces. The version I have has three fonts (apparently others are available) called Old English, Gay Nineties, and Cartoon. There is a setup file already created which can easily be adapted for your needs. This contains various format/file path information for use with this package.

When using Stylograph to generate a file, you should use the Calligrapher format commands beginning with a full stop "." and raw text. One thing I learnt the hard way is that blank lines between text must be forced by using the .SP spacing command, giving the space required in inches. If you use carriage returns to create blank lines in the text they are ignored at printout.

One very useful command is the .N narrow mode command - although not all printers will support this. It compacts the character size which is useful for headings etc when you need to get a lot of characters on a line.

An important thing to remember when creating files is the use of .F fill mode and .NF no-fill mode. By default the system is in no-fill mode which, depending on instructions from the command line, will truncate a line if too long, overflow the line to the next, or issue an error message. In Fill mode as many text lines

as needed to fit on a line will be read and then sent as a block to the printer. This is normal paragraph mode.

There are many ways to set up a Calligrapher disk, but the way I have done it is by having the main system on a separate disk along with the most used OS9 files, and I keep another disk for data files. It is possible, of course, to have the data files on the same disk as the Calligrapher system. To operate the system, change your execution diary to /d0/cmds which must contain "Calli" and "prntcap" and change your data directory to where you wish to save your data files.

Calligrapher is used from the main OS9 command line. The syntax begins with "Calli" followed by any desired flags, a filename, then the output mode such as >/p for the printer. The flags can preset certain things, some of which are also available as format directives such as the setting of font paths. The flags are preceded by a dash "-" and one I find very useful is -v verbose mode, which shows each line of a file on screen as it is being processed, very useful for tracing faults.

Mixing Graphics & Text. C.Jolly

One of the perennial problems with the Dragon, and an early criticism of it compared to its rivals, was that the display hardware does not have the ability to mix text and graphics. Whilst this is not really much of a problem in that there is no real difficulty in implementing this functionality in software, it is always a nuisance which often puts me off writing small programs. So I have created a full ASCII font for use with BASIC programs. It is stored as a set of DRAW strings, one for each of the 96 printable characters in the ASCII character set. Although implementing a font in this way, rather than the more usual bitmap representation, has the disadvantage that it is a little slow, it has the extremely useful advantage that it can be scaled and rotated using the S DRAW and A DRAW commands respectively; for example, labelling the y-axis on a graph sideways.

The listing shows the required data statements (lines 10032 to 10127, the last 3 digits being the ASCII character code), the code for printing strings (initialisation subroutine at 10200 and display subroutine at 10300) and a demo (lines 10-50).

To display a string, just set A\$ to the string, X and Y to its screen coordinates, and GOSUB 10300. The demo clears the screen, waits for you to type a string which does not appear as you type but is displayed when you press ENTER.

Each of the characters occupies a cell 5 pixels wide by 7 high, which comes to 6 by 8 allowing a 1 pixel gap between letters. This means that you can get a 42 by 24 screen. Each draw string leaves the draw position ready for the next character.

They are drawn starting at the bottom left pixel. A note about the draw strings is that I found it was possible to draw a single pixel by giving a draw length of zero, e.g. "UO", which sets the pixel at the current draw position and leaves the draw position unchanged.

(Listing on next page).....

I HOPE YOU'VE BOOKED YOUR ADVANCE TICKETS FOR MIKE'S SHOW THIS IS ONE THAT YOU *CAN'T* AFFORD TO MISS. WHY? ... WELL, REMEMBER THE ONE AT OSSETT THAT YOU WERE "GOING TO GO TO" LAST YEAR?, THE ONE YOU NEVER QUITE GOT AROUND TO? WELL, THAT'S WHY THERE HASN'T BEEN AN OSSETT SHOW THIS YEAR, SO MAKE SURE YOU DON'T MAKE THE SAME MISTAKE TWICE, BECAUSE THIS ONE REALLY IS YOUR LAST CHANCE!.


```

10 PMODE4,1:PCLS1:
   SCREEN1,1:GOSUB10200
20 A$=""
30 B$=INKEY$:IF B$=CHR$(13) THEN 50
40 A$=A$+B$:GOTO 30
50 PCLS1:X=10:Y=100:GOSUB 10300:GOTO20
10032 DATA BR6
10033 DATA BR2U0BU2U4BR4BD6
10034 DATA BRBU4U2BR2D2BR3BD4
10035 DATA BRU6BR2D6BRBU4L4BD2R4BR2BD2
10036 DATA BR2U6DR2L3GFR2FGL3BDBR6
10037 DATA BU5URDLBR4G4BR3RDLBR3
10038 DATA BR4H4UEFDG2DFRE2BR2BD2
10039 DATA BR2BU4U2BR4BD6
10040 DATA BR2H2U2E2BR4BD6
10041 DATA BR2E2U2H2BR4BD6
10042 DATA BR2U6BR2BDG2H2BD4E2F2BR2BD
10043 DATA BR2BUU4BL2BD2R4BR2BD3
10044 DATA BREUBR4BD2
10045 DATA BU3R4BR2BD3
10046 DATA BR2U0BR4
10047 DATA BUE4BR2BD5
10048 DATA BRR2EU4HL2GD4E3BR3BD4
10049 DATA BRR2LU6GBR5BD5
10050 DATA BU5ER2FDGLG2DR4BR2
10051 DATA BUFR2EUHLE2UL4BR6BD6
10052 DATA BR3U6G3DR4BR2BD2
10053 DATA BUFR2EU2HL3U2R4BR2BD6
10054 DATA BU3R3FDGL2HU3E2R2BR2BD6
10055 DATA BU6R4DG3D2BR5
10056 DATA BUUER2EUHL2GDFR2FDGL2BR5
10057 DATA R2E2U3HL2GDFR3BR2BD3
10058 DATA BR2BU2U0BU2U0BR4BD4
10059 DATA BREUBU2U0BR4BD4
10060 DATA BR3H3E3BR3BD6
10061 DATA BU2R4BU2L4BR6BD4
10062 DATA BRE3H3BR5BD6
10063 DATA BR2U0BU2UE2HL2GBR6BD5
10064 DATA BR4L3HU4ER2FD2GLU2FBR3BD3
10065 DATA U4E2F2D2L3R3D2BR2
10066 DATA U6R3FDGNL2FDGL2BR5
10067 DATA BR4BUGL2HU4ER2FBR2BD5
10068 DATA U6R3FD4GL2BR5
10069 DATA U6NR4D3NR3D3R4BR2
10070 DATA U3NR3U3R4BR2BD6
10071 DATA BR3BU2RD2L3HU4ER3BR2BD6
10072 DATA U6BR4D3NL3D3BR2
10073 DATA BRRU6LR2LD6RBR3
10074 DATA BUFR2EU5BR2BD6
10075 DATA U6BR4G3F3BR2
10076 DATA NU6R4BR2
10077 DATA U6F2NDE2D6BR2
10078 DATA U6DF4U5D6BR2
10079 DATA BUU4ER2FD4GL2BR5
10080 DATA U6R3FDGL2BR5BD3
10081 DATA BUU4ER2FD3GNHNFGLBR5
10082 DATA U6R3FDGLNLDF2BR2
10083 DATA BUFR2EUHL2HUER2FBR2BD5
10084 DATA BU6R2ND6R2BR2BD6
10085 DATA BU6D5FR2EU5BR2BD6
10086 DATA BU6D4F2E2U4BR2BD6
10087 DATA NU6E2NUF2U6BR2BD6
10088 DATA UE4UBL4DF4DBR2
10089 DATA BU6DF2ND3E2UBR2BD6
10090 DATA BU6R4DG4DR4BR2
10091 DATA U6RNR3D6R3BR2
10092 DATA BU5F4BFBR
10093 DATA R3U6NL3RD6BR2
10094 DATA BU2E2F2BR2BD2
10095 DATA R4BR2
10096 DATA BRBU6F2BR2BD4
10097 DATA BUU2ERFED4HGLBR5
10098 DATA NU6EFREU2HLGBR5BD3
10099 DATA BR4L3HU2ER3BR2BD4
10100 DATA BR4U2G2LHU2ERF2U4BR2BD6
10101 DATA BR3L2HU2ER2FDL3BR5BD2
10102 DATA BR2U3NLNRU2EBR3BD6
10103 DATA BRR2EU3G2LHU2ERF2U2BR2BD6
10104 DATA U4NU2R3FD3BR2
10105 DATA BRRNRU3NLBU2U0BR4BD5
10106 DATA BUFR2EU3BU2U0BR3BD6
10107 DATA U2NU4RNE3RF2BR2
10108 DATA BRRNRU6LBR5BD6
10109 DATA U4FRND3EFD3BR2
10110 DATA U4R3FD3BR2
10111 DATA BUU2ER2FD2GL2BR5
10112 DATA U6FERFD2GLHBR5BD3
10113 DATA BR4U6GHLGD2FREBR3BD3
10114 DATA U4FER2BR2BD4
10115 DATA R3EHL2HER3BR2BD4
10116 DATA BR3HU3NU2NLRBR3BD4
10117 DATA BU4D3FR3NU4BR2
10118 DATA BU4DFDFEUEUBR2BD4
10119 DATA BU4D3FEFEU3BR2BD4
10120 DATA E2NH2NE2F2BR2
10121 DATA BRR2EUNU4L3HU3BR6BD6
10122 DATA BU4R4G4R4BR2
10123 DATA BR2HUHEUEBR4BD6
10124 DATA BR2U2BU2U2BR4BD6
10125 DATA BR2EUEHUHBR6BD6
10126 DATA BU2ER2EBR2BD4
10127 DATA R4UL4UR4UL4UR4UL4UR4BR2BD6
10200 DIM DS$(95)
10210 FOR I=0 TO 95:READ DS$(I):NEXT
10220 RETURN
10300 DRAW"COBM"+STR$(X)+", "+STR$(Y)
10310 FOR I=1 TO LEN(A$)
10320 DRAW DS$(ASC(MID$(A$,I,1))-32)
10330 NEXT:RETURN

```

This thing takes so long to do any thing my coffee has got ice on it now get me another one will you by the way did you know you've got your skirt tucked into your knickers now where was I this type of machine when fully developed will certainly revolutionise information technology and be a bigger brake through as the paper less office was. eye have so much confidence in this system that I will not bother to edit this peace comma just run it through the spell chequer and print it stop O ok punctuation stop. The spell cheque says it is all wright witch just goes to show how good these gnu systems can bee won day awl correspondence will be handled as efficiently as this stop. thank gourd that's dun now where as that silly bitch put my coffee O no not again bugger this damned heap of junk is still trying to type something turn it off someone what do you mean it will only accept commands from me eye don't no the command to shut the thing down well pull the plug put then you idiot before I stick my boot up yourrrrrrrrrrrrrrrrrrr

FORTH MIDI. £6.50

The system is available from the Group (as it has been for the last year or so!)
make cheques payable to NDUG.
Ken Grade.

Adjustment of Fees.

It has been suggested that in order to follow the example set by our Glorious Leaders, all questions should be written on the back of a cheque made out in the sum of at least £1,000.00. Your views on this would make interesting reading in the next issue of Update. *Paul.*

The Late, Late Bit

I have reached a decision I HATE people who "know all about computers"!.

Once upon a time, a long, long time ago, such people used to be employed to write reams of rubbish for computer magazines, and managed to impress Editors and infuriate everyone else with their expertise, but it really wasn't very important then most computer owners managed to learn enough about their machines to sort out the workable garbage from the absolute rubbish eventually, and in any event all problems could be solved by the simple expedient of turning the machine off and starting again. However, times have changed, and so have computers (except the old Dragon, of course), and computers have hard drives that retain the rubbish long after they've trashed the files you needed, and computer owners now only know enough to push the F1 key on their PC when things go wrong, and so the types who "know all about computers" can cause REAL problems!.

So what has all this to do with me? well, a couple of days ago some friends of mine who use a couple of PC machines for their business were conversing with their accountant, who "knows all about computers", and during this conversation he suggested that if he were to install the software that HE used onto THEIR machines, it would make handling their accounts so much easier for all concerned. Of course, he failed to mention that he didn't have the original discs for any of the software in question it didn't really matter, did it?, because he knew exactly how to transfer files from one machine to t'other, and the fact that his machine was an ancient Amstrad and theirs were IBM types couldn't make any difference at all, could it?. So he downloaded most of his much partitioned hard drive onto floppies, using Mr.Norton's favourite money spinner, and proceeded to load it all onto their main machine of course, there were a few snags ... like his files and programs were all used to running under a MUCH earlier DOS, and many of the files and directories that he put onto the machine had the same names as ones already there, and little things like that, but he knew the answer to such problems ... delete the originals, and change the "sys" files to Ancient Amstrad ones copied from his machine and when their machine refused to even boot up he decided that it must be faulty, so he did the same to their second machine as well!. At this stage, he appears to have run out of ideas (and computers), so went his way, convinced that Amstrad machines must be vastly superior because HIS one worked OK!. So this is where I came into the story, being the local equivalent of 'the man who can', and I was requested to sort out the mess it was HOURS of fun and amusement trying to salvage the remains of a couple of years business records from the mess and then having to reformat both hard drives and install some suitable software on them again, and the owners still have several WEEKS of similar fun typing in all their records again ... the ones that were too corrupted (or totally wiped out) to be recovered and all because the Son of a Thousand Fathers "knew all about computers". It couldn't happen in the Good Old Days, of course, there was very little permanent harm that such types could do, except to one's temper, and generally computer users were more interested in learning about their machines than they are now, which in itself was a "damage limitation factor". Maybe that's what is killing off the computer scene now the keen types have learned all they wanted to and moved on to other things, and have been replaced by the types who subscribe to "Which" magazine rather than "1000 Practical Hardware Projects", and who are more impressed by the advertising than by how their machine works. ... You know the type, the "expert" one boasting about his new 16 valve Pentium Turbo Fuel injected Window frame that has more RAM than a nymphomaniac ewe could cope with! he/she usually doesn't know WHAT it all means, but it cost about as much as the Defence Budget, and after taking the course at the local Poly on Computer Studies he can almost manage to type a letter on it ... or will be able to when he's got the spellchecker figured out. Programming? what's that?!, programs are those things you get on those funny disc things, or on CDs aren't they? written by computers, naturally!., operating the machine? ... simple, you just push that row of "F" keys at the top of the keyboard and it does things. Are you sure we weren't a lot better off in the days of enormous 32K Dragons?.

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SMALL UPDATE. ISN'T IT? ! ?

There is a very good reason for this, and it has nothing at all to do with costing, with the fact that I've been "off sick" for a few weeks, or that both the Editor and Chairman were born idle and have put in a lot of work perfecting this state ever since. The reason is exactly as stated in the June issue not enough material from you to make up a full size issue this month, so don't complain, *DO SOMETHING ABOUT IT*, or the next Update will be even smaller!.

NOTICE

IF YOU'RE WONDERING WHAT HAS HAPPENED TO THE ADS FROM "K.C.S" AND PETER HAWES SO AM I!. BOTH DROPPED OUT OF THE GROUP WITHOUT A WORD, SO I HAVE TO ASSUME THAT THEY ARE NO LONGER PART OF THE DRAGON SCENE. PAUL GRADE.

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 IN BOTH UPDATE AND UP-2-DATE, SO SEND YOURS TO THE RELEVANT EDITOR NOW THE
 DISCS AND NEWSLETTERS ARE ONLY AS GOOD AS YOU MAKE THEM!
