

The Newsletter of the National Dragon Users Group

DRAGON



UPDATE

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The Gaffer's Bit

This is going to be the most chaotic issue for quite a while, but there isn't a lot I can do about it. There are several reasons, but the main one is that there is absolutely NO "basic" type material to print this month, which means most of you are going to be bored to tears. Sure we need advanced stuff, but we need simple stuff too, so unless you want a totally "heavyweight" Update again next month, get writing!. The second reason is that I've been submerged in a flood of "please send me details" type letters from former D.User subscribers, which coming on top of the usual mail have pushed things here into a "no win" situation ... the mail has been coming in faster than I can answer it, and will be piling up even more while I'm putting this issue together, so both my replies and the newsletter aren't getting the time and attention they should. Contrary to popular rumour, I don't just sit here dictating replies and phoning the printer to see if the newsletter is ready yet, I'm typist, secretary, telephonist, typesetter, printer, and general filing clerk, plus several other things, and there's a limit to how much I can do in the time available. Once that limit is reached things get in rather a mess.
To bring you up to date on things generally: No, I haven't received any material from Dragon User as yet; No, I haven't received a four figure cheque from Bob Harris either ... the residual funds from D.User will probably not be enough to pay for a stamp!; Yes, we ARE still going ahead with a London area show in April, and no, it is no connection with the proposed London Alternative Micro show you may have heard about!; Yes, most of the Dragon firms are switching their advertising to Update and are NOT going out of business; Yes, Harris Micro Software still exists; Yes, the Group WILL keep going so long as there is a demand for it; Yes, there WILL be an Ossett show on March 25th, run by R.Preston; and Yes, we will be publishing details of D.User competition results etc when Helen gets a chance to sort them out.
There's probably a lot more news, but that's all I've space for on this page, so you'll have to read through the rest of the newsletter to find out more!

Paul G.

The Editor's Bit . . .

Well, it may be 1989 to you but it's still plain old boring 1988 for me at the moment, so forgive me if I lose track of time. If you have avoided any suitably alcoholic beverages over the last 3 weeks, you may be in a condition to notice that the header at the top of the page has been seen to by my fair hand (ie I've changed it). Reasons?, well none in particular, except that the same header does tend to get boring after nearly 40 issues, so odd modifications here and there relieve the tedium a little (especially if you are THIS side of the articles!).
The post has been predictably devoid of anything vaguely Dragon-ish for a while, so if you feel the urge to put pen to paper, then please do - all contributions gratefully received.
Finally, now that it's the new year, why not give Paul your seasons greetings, or sing Auld Lang Syne outside his door, or in fact do anything festive for him, and who knows, he may come round and set fire to your house!
Stephen.

*** The things I have to put up with from Editors!. Don't take any notice, he's been in a mood ever since he discovered that there wasn't a video of the second series of Blake's Seven!. Everyone knows that I'm really a nice, kind, tolerant person who never loses his temper, never makes snide remarks, and is ALWAYS kind to editorsDON'T THEY, STEPHEN?!. Paul.

RMS(3) . . . Chris Jobson.

STEP 5. Now to the clever bit, or alternatively where the manual is least helpful. How do I get the information out of the file. This is accomplished by a report command. The best thing is to show my report file as built with Stylo and called address.rep.

```
X ORDER ;
L 1,1 ;
P title@1 initials@6 surname@10 ;
P add1@2 ;
P add2@3 ;
P add3@4 ;
P add4@5 ;
P add5@6 ;
P pcode@7 ;
P ;
P ;
```

The first line tells the report command to use my order.ndx file as the order to produce the reports. The P commands detail what information from the file is to be used and where I want it. Note that I now use those meaningful titles from column 1 of the newlist.dic file (amazing how it all comes together). To explain line 3: I wish the person's title to appear in column 1 of our printout, hence it is followed by @1; thus the initials are at column 6 and the surname at column 10. The semicolon indicates the end of the line. i.e. Mr C. Jobson

The other lines print the address below with a sloping left side and then two blank lines before the next file is printed. This is demonstrated by the command report newlist address which should put the membership list on the screen as ordered.

A variation on the report file is to rewrite line 1 of address.rep as X /term<MEMNO ; . This is not as per the manual and I must give the credit for it to someone else, but I forget where I read it.

The order is now going to be dictated by the keyboard and based on my meaningful keyfield again (remember the newlist.dic column 1?). Save this report file as prompt.rep. The command report newlist prompt will result in the cursor dropping a line and waiting for me to type in the membership number followed by ENTER. The book says the prompt should have appeared, but that's another mystery. As usual with OS9, I can redirect this printout from screen to printer with the command report newlist prompt >/p

Here endeth the result of 20 hours heartache. I tried it out on fellow members of the NEDUC (plug) and I think I got it right, which should leave 5 usable files: newlist.dic, newlist.rms, order.ndx, address.rep, prompt.rep. From here you should explore RMS and start adding the fiddly bits. If anyone can answer life's mysteries, like how you can influence the screen layout of the RMS fill in form?, can the index command put the files into a predetermined order?, what happened to the prompt?, where does the Dodo lay its eggs? etc etc, could they please put it in writing for Update and we can all progress a bit more, but for my sake keep it simple.

Are YOU simple minded?!

I don't know about you, but I think this issue is rather out of balance. We seem to have a lot of highly advanced and erudite material, but virtually nothing for those who are still having problems writing a FOR:NEXT loop without crashing!

While the advanced stuff is very welcome, we urgently need more of the simpler type articles as well. Not everyone in the Group is into OS9, Flex, Pascal, and things like that, so can we PLEASE have something for the less advanced users in time for the next issue?. Paul G.

OS9/II on a 128K Dragon (2) ... Bob Hall.

Last time I reviewed the five mods which need to be made to a Dragon to run OS9 Level 2. This month I'll describe a fairly painless way of taking the first step, adding some more memory.

It might be possible to run OS9/2 on 64K or so, but you couldn't do anything useful with it; with 128K most of the benefits of OS9/2 begin to show up. I built the MMU to fit my '64, which has unsocketed RAM chips, so piggybacking another 64K from the scrap box onto the existing RAM was the easiest way forward. (OK, this is a vile, immoral way of doing things - but life's like that these days). I hope to be able to tell you it all works just as well my 256K Banker Board in due course. (Hope is a fine thing!)

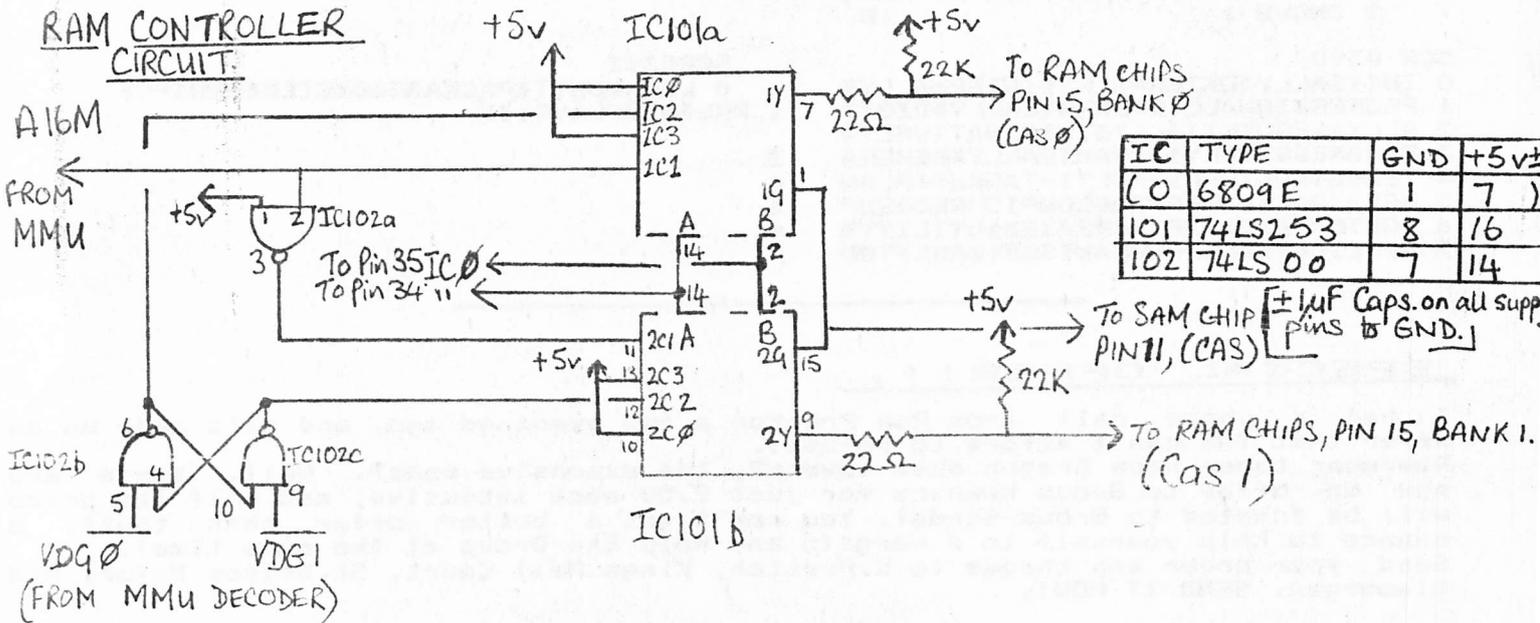
The Memory.
Adding an extra 64K by piggybacking is simple - you just place the 8 new chips, correctly orientated, on top of the old and solder pin to equivalent pin - EXCEPT for pins 15 (column Address Strobe or CAS) of the new chips. These are bent up and wired together to form a separate 'bank-switch' line (CAS1). Now solder a 22K resistor from the bank line (CAS1) to +5V (pin 8), and solder a similar 'pull-up' resistor from the pin 15 line (CAS0) of the original RAM, again to +5V. Break the 22ohm resistor (R 81) which connects CAS0 to the SAM on the motherboard, and make suitable arrangements to connect to each end, e.g. solder in place two wire-wrap pins.

The Controller.
We now have two 64K banks of RAM, addressed and refreshed in parallel by the SAM - the bank which is activated for read/write will be the one whose CAS line is lowered at the appropriate time in the memory access cycle, and we need to provide some circuitry to achieve this (FIG 1). There are potentially two memory access cycles to each E-clock cycle on the Dragon:-

- i) when the E clock is high, the CPU may access the RAM; (the bank of memory to access will be indicated by the extended address line, A16M, provided by the MMU).
- ii) when the E clock is low, the VDG may access the RAM; we need to provide a one bit register to hold the bank number of the video screen (the signals to toggle the flip-flop are derived from MMU circuitry I'll describe later).

FIG 1 shows my simple two-chip controller. Two gates of an 'LS00 are wired as a flip-flop to hold the number of the video bank; a third gate provides an inverted signal from A16M. The other chip, an 'LS253 dual 4 way multiplexor, is controlled by the E and clocks; the two outputs go to CAS0 and CAS1 respectively. When E and Q are both high or both low, both outputs of the LS253 are high (during this first part of the memory cycle the SAM is outputting the ROW address, and RAS is low); when E is high and Q is low, the sign of A16M decides which CAS line is lowered, and conversely when E is low and Q high, the state of the flip flop decides which line is low (NB it is important to avoid a state in which BOTH lines are active/low at the same time!). The output from the SAM CAS line (pin 11) is used to deactivate the LS253 when the SAM is not performing a memory access; the 20K pullup resistors are needed to maintain the CAS lines high in this case. Series resistors of 20 to 30 ohms are fitted to each output of the LS253, to limit the capacitive current surge.

The Layout.
A few notes on construction to close. I've included my two chip controller on a patch board along with the rest of the MMU chips. As in my last design, I've installed wire-wrap sockets for the ICs on a piece of Veroboard, and have soldered up the Veroboard conductors to make a ground plane. The CPU sits in a 40 pin socket on the patchboard; a header plug at the end of the wire wrap pins then takes the signals from the original CPU socket on the motherboard (NB not all signals continue straight through - see later episodes). A piece of board 12cm by 15cm should be adequate, though I've built mine on a longer piece, about 30cm by 12cm, to allow room for my next project...!
Next time, on to the MMU proper.



HenceForth (15) . . . Bob Smith.

Before starting on handling of text in FORTH I'd like to tell you a funny story. It all began with the PCW August competition which was to find out how many combinations of the ten primes from 11 to 43 add up to more than 100. This was solved using a FORTH program and checked using a BASIC program. In the middle of doing this I was asked to test out the latest Super Turbo High-Speed BASIC on a COPAM PC/AT, so I used the same BASIC program from the Dragon. I also used the Dragon FORTH program on an IBM PC/XT. What's funny is the times taken by each program. Here they are:-

```
IBM PC/XT FORTH:      9.5 secs
Dragon FORTH:        10.7 "
COPAM PC/AT
  Turbo BASIC       14.0 "
Dragon BASIC        441.7 "
```

Now it's time to turn to the main subject this month - how to handle text strings. To illustrate how to write text or string programs in FORTH let us look at the famous Buzz Words program. This program makes random selections of one word from each of three columns and produces an exciting technical description! I'll go into details next time; meanwhile here are the listings.

```
SCR #252
0 ( TEXT WORDS #252 )
1 : VAR# ( n1--- )
2 <BUILDS ALLOT DOES> ;
3 : INPUT# ( addr n1--- )
4 2DUP 32 FILL CR ." ?" OVER +
5 SWAP DO KEY DUP 13 = IF DROP
6 LEAVE ELSE DUP EMIT I C! ENDIF
7 LOOP ; -->
```

```
SCR #514
0 ( BUZZWORD #514 )
1 300 VAR# BUZZDATA
2 : RDM ( --- )
3 BI I=RND (10) ;POKE30000,I 1 ;
4 : 3-RDM ( ---n1 n2 n3 )
5 3 0 DO RDM 30000 C@ 10 I + 1 -
6 + LOOP ;
7 -->
```

```
SCR #516
0 ( BUZZWORD #516 )
1 : BUZZ BEGIN ." OK TO GO ON?"
2 KEY 78 - 0= WHILE BUZZWORD
3 REPEAT ;
4 300 VARIABLE NO-CHAR
5 : INDSK ( n1 n2--- )
6 DSKTORAM 3072 BUZZDATA NO-CHAR
7 @ CMOVE ; ;S
```

```
SCR #390
0 INITIALLY*EXTERNALLY*INTERNALLY*
1 PROFESSIONALLY*TECHNICALLY*DIGIT
2 ALLY*SEQUENTIALLY*IMAGINATIVELY*
3 PROGRESSIVELY*DYNAMICALLY*GENERA
4 TED*STRUCTURED*MULTI-TASKED*PLAN
5 NED*TRACED*MAPPED*CONFIGURED*SUP
6 PORTED*EXPANDED*CREATED*UTILITY*
7 APPLICATION*PROGRAM*SOFTWARE*TOO
```

```
SCR #253
0 ( TEXT WORDS #253 )
1 : WRITE# ( addr n1--- )
2 CR -TRAILING TYPE CR ;
3
4
5
6
7 ;S
```

```
SCR #515
0 ( BUZZWORD #515 )
1 : BUZZWORD 3-RDM BI CLS 1 SWAP
2 ROT BUZZDATA 1 - 30 0 DO BEGIN
3 1 + DUP C@ 42 = 0= WHILE DUP
4 C@ 3 PICK I = IF EMIT ELSE
5 DROP ENDIF REPEAT 2 PICK I =
6 IF 2 ROLL DROP CR ENDIF LOOP
7 CR CR DROP ; -->
```

```
SCR#391
0 LBOX*UNIT*PACKAGE*SYSTEM*PERIPHE
1 RAL*DISPLAY****
3
4
5
6
7
```

SPECIAL OFFER!!!

I had a phone call from Rob Preston a few evenings ago, and he's made us an offer that YOU can't afford to refuse! Remember those nice Dragon dust covers?, the expensive ones?. Well, these are now on offer to Group Members for just 2.50 each inclusive, and half the price will be donated to Group funds!. You can't get a better offer than that!, a chance to help yourself to a bargain and help the Group at the same time!. Send your order and cheque to R.Preston, Kings Hall Court, St.Brides Major, Mid Glamorgan. SEND IT NOW!.

5

Pascal For Beginners(15)..Part Two.

```
BEGIN
  writeln('Fill in the following details for ',limit,' students');
  FOR index := 1 TO limit DO
    WITH input_array[index] DO
      BEGIN
        writeln(index,'Surname  :'); readln(name.surname);
        writeln('Initials  : '); readln(name.initials);
        write('Age      : '); readln(age);
        write('Admission no. : '); readln(enrol_no);
        writeln;
      END; (* of With statement *)
    END; (* of fill array procedure *)
  PROCEDURE sort_array(VAR input_array : class_records; limit: integer);
    (*sorts the input array in alphabetical order of surname using bubble sort*)
  VAR
    sorted      : boolean;
    index       : integer;
    temp        : student_type;
  BEGIN
    REPEAT
      sorted := true;
      FOR index := 1 TO (limit -1) DO
        IF input_array[index].name.surname >input_array[index+1].name.surname
          BEGIN
            temp:=input_array[index];
            input_array[index]:=input_array[index+1];
            input_array[index+1]:=temp;
            sorted:=false;
          END;
      UNTIL sorted;
    END;(* of sort array procedure *)
  PROCEDURE display (input_array:class_records; limit : integer);
    (*displays the surnames in the array of records on the screen *)
  VAR
    index : integer;
  BEGIN
    writeln;writeln;
    FOR index := 1 TO limit DO
      writeln(input_array[index].name.surname, input_array[index].enrol_no);
    END; (* of display procedure *)
  PROCEDURE file_data (VAR out_file:data_file;input_array : class_records;
    limit : integer);
    (* writes the records from the array to the disc file *)
  BEGIN
    rewrite(out_file,'class.fil');
    FOR index := 1 TO limit DO
      write(out_file,input_array[index]);
    END;(* of file_data procedure *)
  BEGIN (* start of main procedure *)
    fill_array(class_details,class_size);
    display(class_details,class_size);
    sort_array(class_details,class_size);

    display(class_details,class_size);
    file_data(class_file,class_details,class_size);
  END.
```

Well, this is the last of the series. I do hope you've enjoyed them and have captured the flavour of the language. All the best.

Gary Coxhead.

Dragon Graphics Studio.

Review by Phil Chatfield

I am advised that this program is available for DRAGON.DOS, SUPER.DOS, and CUMANA.DOS and dumps to an Epson type printer.

The price quoted above is the equivalent of charity!! In my view this is a quality program and if it dumps to your type of printer then go for it!!

After that somewhat restrained opening I had better explain myself. I have briefly encountered numerous graphics packages during my long association with the Dragon - Turtle Graphics, Salamander Graphics System, Rainbow Writer, etc. This latest addition has, in my view, one distinct advantage over any that I have previously used. It is very "user friendly". The familiar criticism rears it's ugly head yet again in as much as the accompanying documentation does not give the program's sophistication due merit. However, this weakness is, to a certain extent, negated by it's prime quality as mentioned.

To get down to the nitty-gritty, if ever us humble Dragon peasants dreamed of being a McKintosh, here's half a chance. The bulk of operations are controlled with the joystick. The various functions being selected from on-screen icons by placing a delicious little arrow over the icon required and pushing the fire button. Lovely! All the usual shapes are there, lines, rays, circles, arcs, ellipses, boxes, and of course freehand. You can also select a filled box. Area fill is enhanced by the ability to select various screen patterns under control of the "MISC" icon. An eraser icon is enhanced by various selectable sizes. Cut and paste icons have the added ability to be able to save the area you've cut and subsequently paste it. An invert icon with which you can select areas of the screen and, you guessed already. An absolutely darling little spray gun icon with selectable spray gun size. The "PASTE" icon gives four varieties of paste. A grid-lock function under the "MISC" icon adjusts the sensitivity of the joystick movement along with the aforementioned patterns and a couple of other functions. A disk operation icon releases you to the directory with joystick controlled scroll speed and load & save. The printer dump icon obviously taunts me as I am blessed with a DMP110. The "TEXT MODE" icon allows access to the comprehensive built-in fonts, careful use of the spacing option required to get them on the screen nicely. Loads of other options under this icon to set how the text is presented. One of which is a font editor which is virtually a program in itself which allows you to design your own fonts. With the icons displayed at the top of the screen you need to use the "SCROLL SCREEN" icon to draw or write on the area underneath the icons.

"TEXT MODE" icon, "ZOOM MODE" icon for magnifying and working on a given area of the screen. What more do you need?

The program also has an anti-piracy feature which as I understand it imprints the name of the purchaser on the disk.

I don't know if I have managed to express myself at all well in this review but just in case I have not then just slap ten dragons on the bottom. PHIL CHATFIELD.

Software Editor - Can't give it 10 Dragons but how about 5 Pauls!! I have spoken to Phil about this program as we both had problems with it at first and he tells me that he has received an enhanced version of it. I'm afraid I cannot really comment as I have only got an early version but I will take Phil's word about the improvements.

Additional...

This program is available from Knight Computer Services, 76, Elwall Road, Hall Green, Birmingham. B28 0LE. The program is available on DragonDOS disc ONLY and costs 4.99, with cheques payable to S. Knight.

Sorry, Mike, but you can't have a page heading like that!

Stephen.

PEEKING THE DRAGON (10) - MIKE STOTT

Ah well here goes. The things I do for the Dragon world. I have discarded my original article which I had written over a week ago and was just waiting for the Xmas post rush to finish before posting it off to Stephen. It is now eleven o'clock on Xmas Eve and instead of wrapping presents I am writing this obituary to Dragon User. Although I am Software Editor for the Group and 100% behind it's aims I will miss DU dropping through my letter box once a month. I have bought it from Issue 1 in May 1983 and still regularly get help from back issues by using the Magbase program to find references to queries that I have. As many of you will know I used to review software in DU and consider Helen to be a good friend to the Dragon world. Thank you Helen for all that you have done for us. I wish that more notice had been given about the demise of DU, but it seems that this wasn't possible. @ DU folded because of insufficient support, people reading other people's copies rather than buying their own. Don't let this happen to the Software Companies. There has been a wide choice of good software sent to me over the past few months - so good that I am still struggling with the backlog of reviews. If they support us, should we not support them and purchase their products rather than pirate them. I, for one, do not want to change my computer because of lack of software. May I take this opportunity to thank all the volunteers who have written to me offering to do reviews for Update. I promise that I will send out items to each of you in turn as they become available. This does not mean that we do need more willing helpers. The more people we have to review means the less we have to call on each person to do something for the Group and now we are on our own and must help each other even more. May I wish all members a very happy and prosperous New Year and let us hope that it is a successful one for the Dragon. I hope that the Software houses will keep sending in as much good software as they have of late though I must make a plea through this article. As most items are now sent out to different reviewers could they please send each item on a separate disk or cassette so I can just send the piece of software out to the reviewer. A few weeks ago I purchased a 64k Co-Co and have just acquired a Dos cartridge for it so hopefully some time in the near future I will be able to spend some time on this learning how similar or how different the two machines are. Unfortunately I face a busy time at work with next year's budgets still not fully completed and Year end accounts to be produced. It is going to be a 10 hour (at least) day for seven days a week for me over the next few weeks but hopefully by the time you read this it should be over. Last weekend I went to the North West TRS80 Users's Group Xmas party and members were invited to bring along their machines. Although there was a shortage of power points we were able to set up 3 Dragons amongst the Amigas, ST's and MS-DOS computers. Despite the sophisticated hardware and software against us, in particular a video camera connected to an MS-DOS machine and printing out pictures of everybody, another machine interfaced with numerous keyboards and speakers playing a variety of music, and numerous other expensive pieces of graphics software, what do you think held people's attention the most? It was Balldozer! In fact we ended up with it on two machines and had a hard job to get players off to let others have a go. In fact an ST eventually appeared with the Atari version but could not compete with the Dragon.

The only new item of software which I have received since I wrote my last article is from Sutcliffe Electronics and it is a Stock program which runs under Basic 42. Although this will have a limited demand due to the nature of the program it looks like a worthwhile addition to the collection of anybody who needs to control stock, cost jobs etc or is interested in this sort of thing.

Over the next few months I will endeavour to let you know through my articles which Software Houses are still supporting the Dragon and how to contact them. This is now the main magazine for Dragon users and virtually the only means of spreading the news. If Software Companies tell me then I will pass it on. Anybody with any queries or whatever can contact me on 051-480-7712 and I will try to help with any matter concerning software. I can now hear the jingle of sleigh bells and looking out of the window I can see Santa's sleigh drawn by Dancer and Prancer etc, who are Father Christmas' reindragons so I must hurry off to bed and hang up my stocking which is big enough to hold a Dragon 256k. Well it is the season of dreams isn't it? Seriously though let me tell you that the possibility of producing a larger memory Dragon with better graphics and an enhanced sound chip is being looked into. Let us hope that it is possible as it will surely prolong the life of the Dragon. Finally, as I finish writing this article, bleary-eyed, I wonder "Why do I pay 8.00 a year to do this?" LET 1989 ALSO BE A YEAR OF THE DRAGON!!!!

ClubCall Extra

Way, way back in the mists of time, in an era known as Update Issue 45, we printed a call from Chris Jobson on behalf of the North East Dragon Users Club.

This was directed at the SHEFFIELD DRAGON CLUB (note the capital letters) in an attempt to form a link up between the two clubs. Surprise, surprise, no contact was made, so here I am appealing AGAIN to anyone in such a group in Sheffield to get in touch with me so that I can announce the relevant details. It could be that no one from the club reads Update, but it is odds-on that at least someone who knows someone etc WILL see this. PLEASE GET IN TOUCH. Stephen.

Don't Panic!!!

OK, OK, so Dragon User has closed down - despite what you may be thinking, it's NOT the end of the Dragon scene! Remember when DU announced that it was to become subscription only, and many people predicted the end was nigh? Well, they were wrong! We survived over 2 years in that situation, and even now that it has closed, DO NOT give up on your Dragon! NDUG is still here, as are Dragon Logic, Dragon Magazine, and 6809 User, as well as the many local groups around the country - the Dragon is still not dead. It has been around for six years - over 65% of that time was WITHOUT Dragon Data. The Dragon is a survivor. And whilst it is a blow that our only major magazine has closed, we CAN continue!

Why am I telling you this? Because Dragon suppliers need all the support they can get these days, and some of your may take the end of Dragon User as a reason to give up your Dragon for dead. Well, DON'T! It is still alive and kicking! If you need any proof, don't forget that we will be having a show this year! Who would support a machine that had died? Paul is still as committed to the show now as he was BEFORE Bob announced the bad news, so don't lose heart. It may seem like the end, but your Dragon still has life in its four legs! Stephen.

Kats Kartoon Kaption Komp.

I've just received the verdict on your entries from Tony Davis, who bravely offered to judge them for us. (well, he was "volunteered" really, but was far too polite to refuse!).

The two entries he thought were the best were those from JACK WARDLEY and RICHARD HIBBLER, so if Jack and Richard would let me know as soon as possible whether they would prefer a free subscription or a free copy of Desktop I'll attend to it straight away. Congratulations!. Paul.

Crossword NO.38.

ACROSS: 1A.Ancient mathematician who discovered something in his bath; 2D.Young hen; 2J.Country having Lima as its capital; 3B.A camelopard; 4E.Fish of the cod family; 5A.Found on foreign films shown in this country; 6B.Australians living next door; 7A.Cutting teeth; 8J.Castle fortification; 9K.Kind of antelope; 10B.Wander of the beaten track; 10H.Hooked claws; 11A.Made by a fletcher; 11H.Restricted forward or reverse motion; 12C.Having a pH>7; 13A.Bar of chocolate found in the heavens; 13G.Glass container for liquids.

DOWN: A1.Hired killer; A10.Change gear to proceed violently and without check; C8.Pertaining to the stars; E7.Shrill harsh cry of a hen; F3.Six feet deep in water; G7.A rogue; I1.Change those to give the characteristic of a community; I8.Usually carried in the boot of a car; J1.Clives computer; J9.Glass container for liquids; K1.A small brook; K6.Mixture of fog and smoke in the atmosphere; L1;In the natural or raw state (eg oil); L6.Mechanics tool; M1.Gum tree of Australasia.

As usual the first two all correct entries out of the box win a prize. First one gets a choice from the current Dragonfire Services list, second gets a games tape from our collection.

	A	B	C	D	E	F	G	H	I	J	K	L	M
1	A	R	C	H	I	M	E	D	E	S	B	C	E
2	S			P	U	L	L	E	T	P	E	R	U
3	S	G	I	R	A	F	F	E	H	E	C	U	C
4	A			H	A	D	D	O	C	K	D	A	
5	S	U	B	T	I	T	L	E	S	T	E	L	
6	S	N	E	I	G	H	B	O	U	R	S	S	Y
7	I	N	C	I	S	O	R	S		U	M	P	P
8	N	A		Q	M	A		S	M	O	A	T	
9		S	U	S		P	E	G	N	U			
10		S	T	R	A	Y	C	T	A	L	O	N	S
11	A	R	R	O	W	S	A	B	R	A	K	E	S
12			A	L	K	A	L	Y	E	S		R	
13	G	A	L	A	X	Y	B	E	A	K	E	R	

Delta Genealogy.

I had a letter (strange I know) at the end of last year from a Mr. Alan Courtman who had the following problem. Having created his family tree database on tape, he then obtained a DeltaDOS set-up, and consequently wished to create the tree on disc.

Therefore, what he is after is a GOOD database to run on Delta which will allow him to do this. My knowledge of Delta software is fairly non-existent, so I am making an appeal to all you Delta users out there - do you have such a program? It need not be a commercial title, but if you have any information, Mr. Courtman will be eternally grateful. Drop me a line and I will forward the details. How about it? Stephen.

Hi-Text Plus...Graham Smith.

Right, this is not a review or an advert for Hi-Text Plus, just a brief description of its facilities. Many Dragon users would like to have a decent text display on their screen and there are several utilities on the market which will give you this facility. Some cost more than others, some are free if you look at old articles in Dragon User, and some are no longer available. Hi-Text Plus is currently available from Orange Software at only 2.99 plus 50p P&P. It is an improved version Hi-Text as published by the long-gone MicroVision. In addition to a 64 column text screen display, HTP offers three new BASIC commands which provide a windowing facility. OPENW defines window, GOW switches between upto 6 windows, and PRINT! is used to position the cursor within a window. CLS now just clears the current window, not the whole screen.

These commands allow you to place your text in a box or window taking up just part of the screen, leaving the rest of the screen clear for graphics or perhaps other boxes.

If all you want is a 64 column screen, you can just load HTP and EXEC. All text is now displayed in true upper and lower case. One useful effect is that this makes LISTing of BASIC programs easier to follow, with more lines displayed per screen. Instantly, you are able to put more description into your text adventure without scrolling off the screen and without SHOUTING in upper case all the time.

Once you have mastered the wonders of being able to use lower case, you might like to try the WINDOWING facilities. Perhaps you would like to write an adventure game with a text window for descriptive detail, an area for some sort of graphical detail, and perhaps another window for status or inventory.

Text can be placed anywhere within a window using the PRINT!xx,y command. So PRINT!1,2,"Hello" print "Hello" one character from the side of the window and two lines from the top.

GOWn is used to enter into a window. If GOW2 is used, then window 2 is entered for all input to the screen from then on.

To define a window, the command OPENW n,x,y,w,d,c is used, where n=window number, x=X co-ordinate, y=Y co-ordinate, w=width, d=depth, and c=bit pattern. X is in the range 0-31, and width is 1-32. This means that the minimum width of a window is 2 characters. Windows are byte aligned to the screen, as this ensures that scrolling speeds are at a maximum. The Y co-ordinate is in the range 0-191, and the depth 10-191. Therefore, the smallest window possible is 2 characters wide by one deep. When OPENW is used, n is in the range 1-5, as only windows 1 to 5 can be re-defined. The bit pattern is a number between 0 and 255, and corresponds to the bit pattern used to clear the screen. For example, if the statement OPENW 1,8,48,16,95,&HAA was entered then a window 32 characters wide (16 bytes) and 10 characters deep (95 lines), starting 16 lines characters from the left of the screen and 48 lines from the top would be defined and entered. The &HAA bit pattern (10101010) will produce an alternating black and white pattern when the window is cleared. Other standard choices could be &H00 to give black or &HFF to give white.

A demonstration text adventure comes with HTP which makes use of these facilities. Instructions are given on how to use HTP from both BASIC and Machine Code, and a Tandy version is also available. Orange Software also offer a useful database program called ORANGE BASE, which includes a DragonDOS version of HTP, and it is available for 3.99 + P&P (DragonDOS ONLY).

Note to reviewers.

To keep both the Chairman and Editor relatively sane and avoid a lot of problems, we would appreciate it if you would try to keep your reviews as concise and to the point as possible. We can only allocate a limited amount of space to reviews, and if you use all that space for one program it means that others have to be missed out, which doesn't help anyone, customers, distributors, or anyone else. The more programs we can cover per issue, the better it is for everyone, and I'm sure that most members prefer to read brief reports of several programs rather than a blow by blow account of one.OK?. Paul Grade.

Helpline 1989

If you have queries on any of the subjects mentioned here, write to the appropriate volunteer, enclosing a stamped envelope for reply. If you need help with a subject that isn't included in the list yet, or you aren't satisfied with the reply that you get, then contact Paul Grade as usual.

FORTH: John Payne, 3, Sibland Close, Thornbury, Bristol.
 DOS PROBLEMS: Phil Scott, 4, Badgerwood Drive, Frimley, Camberley, Surrey. GU16-5UF.
 PROGRAMMING LANGUAGES AND STRUCTURED PROGRAMMING METHODOLOGY: Stan Davies, 153, Allestree Lane, Derby DE3-2PG.
 GAMES SOFTWARE (MAINLY ARCADE BUT SOME ADVENTURES): Stephen Wood, 52, Downsway, Springfield, Chelmsford, Essex CM1-5TU.
 M/C (EXCLUDING FLEX & OS9); DRAGON MUSIC; ARTIFICIAL INTELLIGENCE; "C" (UNDER OS9): Chris Jolly, 4, Pinehurst Walk, Orpington, Kent.
 TAPE TO DISC CONVERSIONS (DRAGONDOS): Graham Smith, 3, Ashton Gate Terrace, Ashton Gate, Bristol BS3-1TA.
 GENERAL HARDWARE AND UPGRADE CONVERSION PROBLEMS: Bob Hall, 22, Cumbria Close, Thornbury, Avon BS12-2YE.
 WORD PROCESSING & GENERAL BASIC PROGRAMMING: F.J. Fisher, 29, Thornham Road, Gillingham, Kent.
 BASIC PROGRAMMING: Ian Rockett, 46, Spalding Towers, Lincoln Green, Leeds, Yorks. LS9-7PE.
 SPREADSHEETS: E. Freeman, 80B, Main Road, Old Duston, Northampton. NN5-6RA.
 OS9 SYSTEM AND UTILITIES: Jason Shouler, 14, Rosemary Road, Parkstone, Poole, Dorset.
 MODEMS, BASIC ELECTRONICS, ADD-ONS, and FLEX: Tim Hayton, 36, Laurel Drive, Willaston, South Wirral L64-1TW.
 DELTA PROGRAMMING: Stuart Mills, 49, Templegate Crescent, Leeds, West Yorkshire LS15-0EZ.
 DRAGON HARDWARE PROBLEMS AND REPAIRS: Alan Butler, 16, Barnston Green, Barnston, Great Dunmow, Essex.
 MODEMS AND BULLETIN BOARDS / GENERAL COMMS. Gary Coxhead, 54, The Sorrels, Corringham, Stamford-le-Hope, Essex.
 COMPOSER PROBLEMS: - Dave Cadman, 32, Breedon Hill Road, Derby DE3-6TG.
 DRAGON/DELTA DOS PROBLEMS; OS9, BASIC 09, AND GENERAL BUSINESS SOFTWARE APPLICATIONS: M.A.A. Abba, 31, Willenhall Road, Woolwich, London SE18.
 DMP 110 PRINTER PROBLEMS/SCREEN DUMPS ETC.: Dr. J. Hatton, 48, Wern, Llanfairpwll, Anglesey, N. Wales.
 EPSON COMPAT. PRINTER SETTING UP & GENERAL PRINTER PROBLEMS. Gareth J. Sims, 24, Logwell Court, Standens Barn, Northampton. NN3-3TN.
 RADIO AMATEUR PROBLEMS, INFORMATION & ADVICE. Fred Hopewell, 48, Gladstone Street, Loughborough, Leicestershire. LE11-1NS.
 GENERAL PROBLEMS AND MOST REPAIRS. Steve Tate, 22, Fairfield Drive, Wormley, Broxbourne, Herts. EN10-6DY.

We still need more volunteers for the Helpline service, so if you think you could help other members with their problems on ANY Dragon / CoCo related subject, software or hardware, PLEASE let me know soonest and I'll include details in the next Helpline list. Paul.

The Editor's Late Bit...

Ho-hum, cough etc (chair creaks uneasily as I swing backwards on it). 1989 eh? Time for asking silly questions like "What does the year have in store", and time for reading your 1989 horoscope in a "news" paper to find out how Russell Grant is ripping you off by feeding you a load of etc etc. Here's your 1989 NDUG Horoscope

"You will meet a tall-ish, ancient man, driving an ancient blue Austin Princess, and smoking a cigarette. He will give you a message 'Write articles for Update, or else!' You will obey your Master."

How about THAT for a large hint? On the subject of articles, a quick mention here for Gary Coxhead, whose Pascal series ends this month. Thanks, Gary, for the articles of the last 18 months, and if you want to write any more, then please be my guest!

Hello also to anyone who has just subscribed following the demise of Dragon User. Why the hell haven't you joined before now?! Paul's always glad of the extra work, so if you've any friends who don't subscribe yet, please rectify the situation!

Actually, Paul has been having some rather nasty thoughts about including some 'real-life' photos of "...your editor, aged three.", so if you get an issue edited, written, photocopied, produced and generally messed up by your highly (e-) steamed and pressed Chairman, then don't be too surprised!..I'll quit!!
 Stephen.

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THE OSSETT SHOW !.

I've just received more details of the Ossett Show.

As stated earlier, it will be on Saturday 25th. March at Ossett Town Hall. Doors open at 10 a.m. and you are then free to spend as much as you like until 3 p.m. when you can stagger back home laden with the latest in Dragon bargains!.

Admission is 1.00 for adults, half price for children, and so far as I can establish, all the usual Dragon firms will be represented there, as will the Group, of course.

Trade stands are 60.00, and if anyone wishing to take a stand hasn't yet reserved one they should do so NOW!!!.

Further details can be obtained from R & A.J.Preston, Kings Hall Court, St.Brides Major, Mid Glamorgan (phone 0656-880965).

Now just because there is to be a London show a few weeks after this one, that is NO excuse at all for not attending!. A lot of you live in that part of the country, and you can help the Dragon firms, the software writers, AND YOURSELF by attending, and anyway, it would make a nice day out for all the family and not cost you a fortune either!.

Mike Stott will be running our stand as he always does at Ossett, and if one or two of you would like to give him a hand I'm sure that it would be greatly appreciated.

Helen Penn tells me that they have just got a batch of H.C.Anderson software to add to their usual good selection, and there are rumours of new material from almost every company, so go along and see what's new.

These shows are NOT run in order for the organisers to make vast profits out of you, they are to keep the Dragon alive and help you to keep your Dragon/CoCo supplied with the latest in software, add-ons, etc. THIS IS YOUR SHOW ... BE THERE!.

JOYSTICK PEEK UTILITY by A.Lilly.

```
0 CLS5:PRINT"POKE 178(FOREGROUND COLOUR),WITHA NUMBER.USE RH JOYSTICK.TO FINDYOU
R POSITIONS,PRESS THE UP/DOWN ARROW KEYS.":PRINT" TO GO TO PMODE3 SCREEN,":PRINT
" PRESS 'P'":PRINT" TO RETURN TO PART1,PRESS'L'."::SENT IN BY A.LILLY
1 FOR D=1 TO 5000:NEXTD
2 DIMK$(57):C$="NU2ND2NL2NR2":M$="BR4RDNGUBR":FORL=48 TO 57:READ K$(L):NEXT:DATA
"BR4HU4ERFD4GNLBR2","BR3R2U6NGD6R2","BR3BU5ER2FDG3LDR4","BR3BU5ER2FDGNLFDGL2NHBR
3","BR6U6G3R4BD3","BR3BUFR2EU2HL3U2R4BD6","BR3BU3R3FDGL2HU4ER2BD6BR","BR3BU6R4DG
3D2BR3"
3 DATA"BR4HUER2EUHL2GDFR2FDGNL2BR","BR4R2EU4HL2GDFR3BD3":PMODE4,1:PCLS1:SCREEN1,
1:COLOR,1
4 I$=INKEY$:IF I$=""THEN 4
5 IFI$="P"THEN 8 ELSE IF I$="G"THEN CLS:END
6 POKE 178,0:GOSUB7:H=INT(JOYSTK(0)*4.049):V=INT(JOYSTK(1)*3.045):GOTO4
7 PCLS1:K$=STR$(H):DRAW"BM2,10":GOSUB 18:DRAW"BM27,10DNGU":K$=STR$(V):DRAW"BM30,
10":GOSUB18:DRAW"BM=H; ,=V;CO"+C$:RETURN
8 PMODE3,1:PCLS1:SCREEN1,1:V=0:DRAW"BM50,20U8R4FD2GL4D4BR10HU6ER4FD6GNL4BR6U8D4R
NE4F4BR4NR6U4NR4U4R6BM95,20RU6NGD6RBR3BU6R4DG3D2BM108,20HU2ER3EUHL3GDFDR3FDGBR3U
RDNLGBU5":LINE(59,39)-(101,71),PSET,B
9 GOSUB17:POKE178,V:LINE(60,40)-(100,70),PSET,BF
10 I$=INKEY$:IF I$=""THEN 10
11 IF I$=CHR$(94)THEN V=V+1
12 IF V>255 THEN V=0
13 IF I$=CHR$(10) THEN V=V-1
14 IF V<0THEN V=255
15 IF I$="L"THEN 3 ELSE IF I$="Q"THEN CLS:END
16 GOTO9
17 POKE178,0:LINE(117,22)-(143,12),PRESET,BF:K$=STR$(V):DRAW"BM118,20CO":GOSUB18
:RETURN
18 FORX=1 TO LEN(K$):Y=ASC(MID$(K$,X,1)):DRAW K$(Y):NEXT:RETURN
```

The Late Late Bit

Not up to the usual standard this month, are we? Well, I'm sorry, but under the circumstances it's the best I can do. What with the usual postal foul-ups plus the additional ones caused by two lots of Bank Holidays in the same week, material has been in even shorter supply than it normally is, and so far as actually getting these master pages ready and copied you're lucky to get anything at all!. I think about 90% of the Dragon User mailing list must have decided to take Bob's advice and "write to Paul Grade", because the mail has been coming in much faster than I can ever hope to answer it, and trying to deal with the mail AND get Update out on time causes a slight problem it isn't possible!.

However, we've always specialised in while you wait miracles, and the impossible only takes a little longer, so if yours was one of the letters I haven't answered yet, don't panic, you haven't been forgotten, and it WILL be answered as soon as I can manage it.

Those of you who have just joined the Group, and who are still suffering from Post Dragon User Depression, must be finding update quite a shock. No Adventurous Gerrards to tell you about how they got lost in the second dungeon on the left past the Trolls, no Cadge to print extracts from your plaintive pleas for assistance, etc but before you creep into the nearest corner and start making whining noises let me at least try to explain. Dragon User, even in its latter days, was a commercial publication, and as such had two big advantages when it came to getting material. Firstly, there was the "status" angle it always sounds good to be able to casually drop the odd remark or two about being a "staff writer for a national magazine", and that definitely helps when it comes to getting people to put finger to keyboard!. Secondly, there was the point which attracted the more mercenary type, (like me!), it could actually pay its writers real MONEY!. Not a lot, I agree, but even a few quid every month helps things along and is a big incentive to prospective writers!. Being an Update writer doesn't work out quite that way, for a start you have to pay to join the Group, and having done that the most you're likely to get in return for your literary efforts is a note saying "thanks, where's the next instalment?!. Of course, there's always the dubious pleasure of seeing your work in print, and one or two of your readers may even write to compliment or thank you, but somehow it isn't quite the same as writing for a "national", is it?, and so some (though NOT all) of the "professionals" just don't want to know.

So, if you want to read the sort of things you read in Dragon User, WRITE THEM, because if YOU don't no one else will!. Actually, in some ways we can offer better than a commercial magazine, phone me, or write to any of the volunteers listed in the Helpline column, and you'll get your questions answered MUCH quicker than if you had to wait for a printed reply. Need an urgent repair?, then we can usually manage to get it fixed for you. Want to write the kind of complaint that a pro magazine can't afford to publish in case it offends advertisers? if it's valid, we can print it. You'll find the Group isn't really such a "second-best" as you might think!.

Of course, just how well we can operate depends on you. you ARE the Group, so whether you like the idea or not, it isn't the same as subscribing to a magazine ... in this case you only get as good as you give. If you want an interesting newsletter, write interesting material for it. If you want more services, then provide them. There isn't a staff here to do all the work, there's only YOU. Completely off the subject, have any of you ever thought of the problems that the current "Computer Orientated Business" is going to cause for future generations of archeologists?. I mean, supposing sometime a few hundred years ahead, some misguided nit falls down a hole in the road and discovers the ruins of the Stock Exchange. What is he going to make of it all?. Obviously it must have been a place of great religious significance. From fragmentary writings believed to belong to a very holy work known as the Financial Times, and from the remains of artifacts found on the site it would be deduced that devotees of this religious sect, known as Commuters, were dedicated to travelling vast distances every day, in conditions of great personal discomfort, in order to sit before displays of Icons, while a form of mechanical prayer wheel known as The Disc, on which their prayers were recorded, was spun at high speed. Some of the higher ranking priests were, it would seem, able to ask questions of their Diety by means of something known as a Terminal and receive answers on a mysterious object known only as a VDU. It can only be assumed that the events known as "Crashes" represent times when the Diety was displeased with the prayers offered on the Discs. Well, what else COULD anyone assume?. Archeological types ALWAYS think everything they discover is connected with religion (otherwise they'd realise that Stonehenge is really an unfinished Multi-storey Chariot Park). The history of the 1980's is going to look most peculiar, I think.

Well, good, bad, or beyond comment, that's all I've got time and space for this month. Don't forget to mark up the Ossett and London shows on your calander.

Paul

Advertising Conditions.

As it seems that we may have to carry more advertising than previously I thought it might help if I outlined terms and conditions here.
 All private "sale and want" ads are free, but the service is restricted to Members only, and ads are accepted on the basis that they will be included as and when space permits.
 Classified ads from members marketing software etc are also free, but we would appreciate a small contribution to Group funds from any profits resulting from such ads. 5% net is usual.
 Commercial advertising is now 16.00 per full A4 page, 8.50 per half page, and 5.00 for anything less. This is a slight increase to cover recent rises in the cost of paper.
 Commercial ads should be submitted "camera ready" to qualify for these prices. An additional charge of 5.00 will be made if we have to format the copy here.
 Deadline for inclusion is the first of the month. All copy should be sent direct to Paul Grade.

Please make a note of these prices and conditions. They will apply at least until January 1990 without change.
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XX

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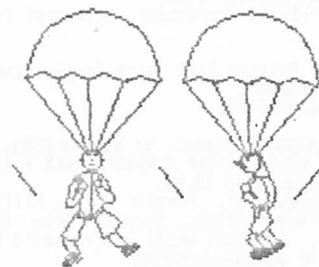
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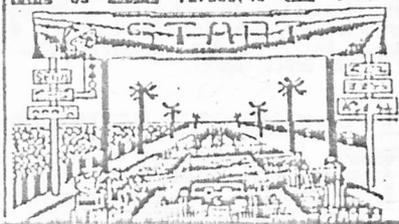
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I've been asked to sell a selection of Dragon books and a couple
 of cartridges. If interested please phone.
 Paul Grade. Worthing 207585.

FOR SALE. Collection of Dragon hardware, software, books,
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The Librarian, 5, Glen Road, Parkstone, Poole, Dorset.

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6809 USER

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