

DRAGON



UPDATE

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The Gaffer's Bit

The first "Bit" of 1992, and the only news I can offer is that there is no news!. Charming!. Well, there is SOME news from Ray Smith at least about the Up-2-Date disc magazine. Ray tells me that he has now solved most of the production problems, thanks to Neville Simmons of Nottingham, who has volunteered to handle all the actual disc copying and mailing so if your copy doesn't arrive contact Nev first ... his address is 23, Holbeck Road, Western Boulevard, Notts.NG8-3PB although all subscriptions, material, general queries etc. MUST still be sent to Ray as usual. Also, you can now order (and pay for!) THREE issues in advance (pay now and send no more cheques for six months!!). Actually, if you did that you would help matters considerably ... Ray and Nev would be able to send a batch out all at once, and of course one cheque incurs lower bank charges than three, so it isn't a bad idea at all if your overdraft will stand it!.

So what else is new? not a lot, except that I've been playing with a "pre-release" disc which converts Dragon graphics into standard IBM .IMG or GIF format files ... VERY neat, and absolutely essential for all PC using Dragon owners, as the DragonArt Library contains hundreds of pix which are FAR better than any of the commercially available PC ones ... in fact this disc is a perfect reason for ALL PC OWNERS to buy a Dragon!!. I'm told it should be available (suitably tidied) as PD or Shareware soon, so watch for further details!! VERY impressive!!.

Well, That's about all for the moment from me, so now you can carry on with reading all the really interesting stuff don't forget, the Ossett Show is definitely ON, so be there is you possibly can.

The Editor's Bit

Paul G.

Oh dear!. I've got writer's block!. I can't think of anything to say!! I did think of hitting the "end-text" control then but I thought Paul might be daunted at the task of having to fill a whole front page by himself. I could mention that we're getting a little low on articles now. I suppose. That might get a few of you into action! We're getting a little low on articles. There, let's see if that works. Nice to see there's still a lot of enthusiasm for the Dragon though. I mean, I sold three programs this month. Well, things could be worse. I mean, you're reading THIS aren't you? And that means the Dragon's made it to 1992 ... its tenth year. Champagne corks pop all over the Universe. Or at least in Worthing, but then that's nothing new. It's been said before but I don't care so I'm going to say it again. Get involved. The Dragon is now growing a beard, and needs your help to keep going. So let's hear it from you. Nothing unusual about this issue, or is there? I'll leave you to decide!.

PEEKING THE DRAGON (37) BY MIKE STOTT

December 24th - It is Christmas Eve (in the workhouse) and I suddenly find I have forgotten to write my article. Here goes - forget wrapping the presents, the kids no longer believe in Father Christmas or the tooth fairy. They even know now that there are other computers in the world than Dragons. Does anybody still believe in Paul Grade? I know I don't. I can believe in a man in a red coat giving presents to good children but not in somebody who runs a user group for hundreds of people who mainly contribute nothing. Nobody has offered help for any of the queries in my last article. Did anybody read it? All people wanted to know was what Stafford was like. If you had gone you would know. There were a handful of us who kept bumping into each other as we rushed round for bargains. Okay, there was nothing specifically for the Dragon but printers, disks and other similar items were readily available at reasonable prices. An even better show was the Electronics Show at Bolton two weeks later. The two halls were absolutely mobbed but disk drives could be picked up for a couple of pounds and there were even Dragons for sale. @ Just after I sent in my last article I received JUMBLE DISK from Dragonfire which is a really useful collection of items. These have all been written by Keiran Anscomb and include the PCLEARO equivalent for use with disks and a Directory sort utility which will sort disk directories alphabetically, by length and/or by type.

Robert Cleminson is having trouble blowing up the safe in the telegraph office in GHOST TOWN. He has found the wires which he connected to the key and operated it from the line shack. This should work but it does not seem to work. Has anybody else managed to get further than this?

There has been no response whatsoever to my offer to compile help sheets for adventures so that idea will have to be dropped. Have Dragon users stopped using this type of software?

Richard Sutcliffe has suggested that an article should be written for the benefit of Dragon owners who want to convert to 3 1/2" disks. I have been using this format for several months now and find it much more convenient. Believe me, if you can add a 5 1/4" drive to a system then you will be able to change formats just as easily. There are the usual problems like jumpers and some cable connectors are upside down for the Dragon but, with a little perseverance, this can be got round. I now run two 5 1/4" D/S 40 tracks and a 3 1/2" D/S 40/80 switchable (I also have a 40/80 switchable D/S 5 1/4" as a spare). The main thing to ensure is that you have enough power for all your drives. Most Dragon Data units will only run two single sided drives unless you upgrade the motor. If anybody is having problems getting drives working on their system please do not hesitate to contact Richard or myself and we will do our best to help.

January 1st 1992 - Happy New Year to everyone. I guess every D64 owner has come across the problem of trying to run an older piece of software which will only run on a D32. Usually it is due to USRO in basic progs. which can be got round by altering them all. The alternative is to have a copy of the D32 ROM saved. Put your D64 into all RAM mode, load in the D32 ROM and EXEC it. Thanks to Richard Sutcliffe for this help. It appears that his HI-RES screen routine affects his ACCOUNTS program on D64s forcing the machine to lock up during the print routine. Presumably owners of upgraded 32s can load in a D64 ROM and so have a true 64.

3rd January - Have just heard Ossett is on the 25th April this year so hope to see as many of my old friends there as possible. If this show is not well supported it will be the last ever DRAGON SHOW so come along and support it.

OSSETT RIDES AGAIN!!

Yes, Ossett 99, the Sequel! is here (well, almost). So 25th April is the time for all good Dragon owners to come to the aid of Bob Preston and head for the Wilds of Darkest Yorkshire once again! As yet I haven't a clue which firms will be there, but Mike Stott will be running a Group stand as always, and most of the usual firms will almost certainly be around. However, if you know of ANYONE who might be interested in taking a stand (most computer shops have a pile of interesting "junk & jumble" that could be of use to Dragon users) tell them to contact "R & A.J. Preston Software" at once, if not sooner. For that matter, what do YOU have to sell?NO!, NOT that!! So, if you can, boldly go where you haven't been for ages ... Ossett!. (Guides and porters can be hired at Watford Services). Paul.

Is The Dragon a Dead End?..R.Turner..

I recently acquired a Dragon 32 to experiment with at a hardware level, and was sufficiently impressed by the Dragon scene to buy a second one to use as a Dragon proper. I have been considering upgrading to disk, so the recent "debate" of disk interfaces drove me to write this note.

What hardware is available commercially or as a kit for the Dragon 32? I am quite sure there are other Dragon users out there who even now are in the market for something which is readily available; perhaps those in the know could reiterate the upgrade options?

First of all, I understand the D32 can be upgraded to a D64 - this is a cheap option, I believe, but I am left wondering, is it 100% compatible? I also understand memory upgrades are available - but what software will support them, and are they all (or any) compatible with each other?

What disk interfaces are there available? What are the facilities on the Dragon Data cartridge, and why get the Cumana, DOSPlus, SuperDOS, or any other disk interface? What do they (claim to) offer? Could an article on the extra facilities of the disk systems be penned quickly and briefly? I know the advantages of dis over tape, but what are they on the Dragon? Can I use standard disk drives with the Dragon or not? Can somebody say?

Has anyone come up with an upgrade for the Dragon, processor wise? I seem to remember being told of a 68000 co-processor but have not seen any mention of it in Update. Again, what support is there for it, assuming it does exist? I'm sure I read about a Tandy CoCo upgrade too.

Finally, has anyone upgraded the video display? I can see that an upgrade to it should be quite easy, but does most software use the OS to write to the screen or does it poke directly? If they use the OS, could someone adapt it to write to, say, a new 80 column video card? (The 6845 as used in the BBC might be ideal.)

What other hardware bits and pieces are available for the Dragon? I have seen joysticks, Atari style joystick adaptors, lightpens and so on, but I imagine other things can be bought if you're "in the know". Come on Dragon Gurus, enlighten us!

Software-wise, what were FLEX and OS9 REALLY like? (Ed: See elsewhere in this issue for OS9!) Like many Dragon users, I'm interested in these things but rather strapped for cash. Maybe someone could write a brief summary of anything mentioned above and ask the Editor to print it? (Public pressure, you see!) (Ed: Good idea!)

Finally does anyone fancy producing a "Dragon Sourcebook" containing information on hardware, software and suppliers?

(Ed: That last one's on its way, I believe. You're right, most of your questions HAVE been answered over the years, but a few detailed and, more importantly, updated, articles on your various questions would not go amiss - I leave it to our readers to take up the challenge!)

DRAG/USER BINDERS REVIEWED BY MIKE STOTT

Yes, I know I am supposed to be Software Editor and this item has nothing to do with software but it is purely for the Dragon so I am doing a shortish review on it. At first glance at the advertisement I thought the cost was high as it would cost 18.00 if you wanted binders for all your Dragon Users. Now, having received one for examination, I have changed my mind. These are good quality "leather look" binders which hold 24 copies in each. On the side is a gold Dragon symbol, "DRAGON USER" and "P.S.E. COMPUTERS" in fancy gold lettering and spaces for the dates so you can immediately find the issue you want. Having sampled one I have now ordered the set as I value my complete set of DUs and these binders will set them off perfectly.

"Dragon User" Binders are available from P.S.E. Computers, 36 Foxhill, High Crompton, Shaw, Oldham, OL2 7NQ for 5.00 each plus 1.00 P&P per binder.

DON'T FORGET TO BE AT THE OSSETT SHOW!

Blues for Stylo... Captain Morgan...

It is regrettable that so many people are retiring their Dragons, possibly not having tried what is probably the most effective general-purpose WP ever written for the Dragon. That is, the prohibitively expensive "Stylograph" running on the similarly costly OS9 Operating System.

OS9 for the Dragon 64, with a number of programs designed to run with it, was originally intended for the business user and is not every amateur user's cup of tea, possibly because it makes the Dragon look as boring as any other computer! Stylograph as published has some rather hard-to-remember keyboard controls and a nasty habit of issuing two line feeds to the printer when only one is required. It only becomes easy to use when modifications suggested by David Rothery in the March 1987 Dragon User have been implemented.

To generate a disk to run Stylo it is necessary first to obtain the OS9 System Disk and of course the OS9 Stylo Disk. Some study of OS9 must then be undertaken before you are in a position to create your own working Stylo disk from the System and Stylo disks. To make your own Stylo easy to use you must fork out again for the Editor/Assembler disk in order to implement the Rothery-inspired improvements.

The business user showed no interest in the Dragon, yet the price of Dragon OS9 software remained as it was. There was no attempt at damage limitation by making working Stylo disks available at a competitive price to the amateur user. Consequently Stylo has in general only been available to the OS9 enthusiast.

The history of the Dragon is littered with errors and lost opportunities. Why should the associated OS9 saga be any different?

Yo ho ho and a bottle o' rum. Otherwise it would be cheaper to buy a PC. (True comments all, Stylograph is the best Dragon WP it has been my pleasure to use, but it took some work and time to get it going. (Thanks again David!) I curse my wallet's unwillingness to afford a DragonPlus board so that I can make it even more fab. Robin.)

A Few Of My Favourite Things.....

Roy Cashmore

There are, as you know, many good programs for the Dragon. Amongst my collection I have some that I would not want to be without. Some may not be commercially available any more; but it is possible that whoever now holds the marketing rights for the now defunct software houses may be able to relaunch them.

"Telewriter" is the Word Processor which I have used for years. It is perhaps not quite the best (I believe that "Printer Control" from MacGowan is) but it is more versatile than either of the WPs I have on my PC. It was a Microdeal/Cognitec copyright.

I have three flight simulators. "Nightflight" is good, especially for instrument flying. I obtained mine from John Penn. "Dragonfly II" by Hewson Consultants is interesting, but I am not so impressed. The best is "Worlds of Flight" by Microdeal. Although the landscape is only in "string graphics", it enables visual flying and the manual has charts of the nine interconnected "worlds". All-round vision from the cockpit and radar give enough information to locate yourself, and you can taxi and refuel.

"Eight Ball", again from Microdeal, is a Pool simulator which enables strokes to be played with "side" or "screw" when required.

"Copta Snatch" by Blaby Computer Games is a good "Shoot 'Em Up" arcade game. (Ah, good old Blaby. And just 3 miles down the road from Wigston. Their closure was a sad day! Robin.)

"Formula One" from NDUGSoft is a good race simulator, but you only have to contend with one other car. Play against the computer or another human driver.

"Composer" and "Composer Companion" (Microdeal, Dragonfire, respectively) enables 4-part harmony, either from sheet music or your own composition, to be saved as stand-alone machine code routines. The results are really quite pleasant to listen to.

These programs are my personal favourites. I also have other specialist utilities - the Dragon is a good computer (I don't need to tell you that).

Returning to the Dragon (2) R. Merrick.

The procedure language in MSDOS is rather more sophisticated than in OS9, though it is easy enough to write BASIC09 modules. The main advantage MSDOS has is in speed of execution of commands like deleting a directory. This isn't entirely due to faster clock speeds, but to the way OS9 works, and there's no way around this.

Wildcarding (copy a:*. * b:\directory*. * will copy all files on a: to a subdirectory on b:) is a big advantage of MSDOS. Some OS9 utilities were written to provide this as a bolt-on, but it is not written into the system. Later versions of MSDOS print the current directory as the prompt, which would be a good idea for OS9.

The main advantage of OS9 is redirection of output - you can chain program modules together so the output of one is the input of the next. The system automatically handles the timing so everything works smoothly. When understood and used, this greatly accelerates and simplifies programming. Piping to multiple outputs, and the ability to write to screen, printer or disk, are advantages not shared by MSDOS.

OS9 is designed with multitasking in mind, although on the 64K Dragon the memory prevents you from running major applications simultaneously. However many things do run more smoothly (background printing, for example). With MSDOS, multitasking is a bolt-on and doesn't work well. Also, passwords are part of the OS9 system, but complex bolt-ons in MSDOS.

As for wordprocessors, we have Stylo, Lastword and TSEdit for OS9, Telewriter for DragonDOS, and Wordstar, Wordperfect and Word for MSDOS.

Stylo takes up too much memory - it should be in module format. It doesn't allow proper reconfiguration for new printers, or true WYSIWYG. The controls are weedy - there's no word-right or word-left cursor movement, for instance.

It would be nice to format text into two or three columns, but when Stylo was written, no-one ever thought of desktop publishing.

Wordstar in its older versions is terribly slow and cumbersome in use. Stylo would be preferable. Wordperfect was my favourite WP program in MSDOS, but it took up an enormous amount of disk space. It supported a list of about 300 printers in its standard form.

Dynacalc as a spreadsheet compares fairly well with early versions of Lotus 123, but the small screen is a disadvantage. There is no graphing function in Dynacalc, though a module could be written.

The databases available for the Dragon are really prehistoric. Even dBase II is more advanced, though much harder to use, than anything I've seen for the Dragon (DDOS or OS9). You ought to see DataEase (500 smackers for the program though!).

Graphics driving software for the MSDOS system is far advanced over Dragon systems - see Harvard graphics, for instance. But you're talking about big cost, big memory demand, and big corporations working together.

OS9ers who moved from G051 to the 80 column board got the coveted "professional" 80 column screen, but ironically moved away from the main development in modern software interfaces, the graphics-based text screen.

Think of the possibilities - different fonts in different sizes; onscreen attributes like bold, emphasised, italic... the main problem is processor speed and memory demand.

Someone should have developed different fonts for the G051 screen; the character set is very limited and needs to be extended. A module which allowed Calligrapher output to be displayed on-screen would be nice. As would a graphics designer for the G051 screen, a graph drawer from Dynacalc data, a modular WP, more sunshine, bigger Christmas presents, a 60% pay-rise and ...

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So OK, perhaps the old Dragon COULD have been a bit better with a few simple development mods perhaps MAC and 486 emulation modes, SVGA screen display, 4 Meg main board RAM, and a 5 Gig hard drive and streamer, perhaps a 102 keyboard, mouse, flatbed scanner, and a built in HP Laser printer, but please remember that when the old beast was being invented IBM were still working on the idea of a tape driven 8088 machine called the "PC", Apple had just introduced a Z80 card for the Apple II so it could run the State of The Art Operating System, CP/M; Atari still hadn't managed to design a keyboard for the 400, and Commodore were pushing the PET and Vic 20 (all 3K of it!) as the latest in Computer Technology!.

Of course, if any of you care to let us have an article on adding the above mods for under fifty quid I'm sure that Robin will be pleased to include it in the next Update!. Paul.

Desktop Publishing (7) . J. R. Winchurch. .**PREPARING LAYOUTS**

It is not wise to sit down at the keyboard and design your layout from scratch. Paper and pencil should be the first step. Prepare sketches of your ideas, then compare and evaluate, and choose the best one. An underlay is a useful tool. The simplest version is to place a lined sheet under your working page; you will need a sheet with the same number of lines that your DTP has, which is 63 on "Publisher" by my count.

You may find it useful to number the lines on your sheet. You may like to build up a collection of different grid underlays, combining the horizontal lines with varying vertical patterns.

USE OF FONTS

To obtain a variation in text style, it is better to use variations of one font (boldness, italics etc.) rather than mixing types of fonts. If you need to differentiate between blocks of text you can use sub-headings; large chunks of differing fonts can affect readability.

The Group's program allows you to vary size, and within strict limits gives you a font which has some aspect of it altered; for example, the Old English font comes in two sizes. "Publisher" gives far wider selection of fonts, some similar. More importantly you can design your own fonts. I have found that the Letraset manual gives a comprehensive selection of fonts, each in various styles.

If you only want main headings above your text, simply increase height and/or boldness. For a more punchy opening you could also leave your first paragraph in bold - again, experiment.

Sub-headings can cause problems by destroying the flow of the document: if you have sub-sub-headings ad infinitum, you have problems. You will rapidly run out of font variations and give a jumbled appearance. Therefore, cut the number of sub-headings to a minimum. Also, beware of italics: they are considered weak, and only suitable for low-level headings. Don't forget the underlining features: these can be most useful, too.

Next month, emphasis.

MUSIC MAESTRO - JIM BLACKMAN

Since my 15 year old son's knowledge of music is far superior to mine, I thought Music Maestro would be ideal for him to review. Unfortunately due to pressures of his G.C.S.E. studies I find myself doing it.

Option 1 allows you to compose music. Across the bottom of the screen are a selection of notes which can be selected using the arrow keys. A group of four can be chosen, pressing <ENTER> after each note but the major drawback is all group notes must be of the same musical length. If one note is dotted then all in that group will be dotted. The group being worked on moves to the stave when 'BREAK' is pressed. The last ten note groups can be replayed by a single keypress. Option 2 and 4 both save to tape but whereas 2 saves everything allowing you to carry on working on your composition 4 only saves the stand alone music, needing CLOADM:EXEC&H6000 for playing. Option 3 reloads work saved under option 2 and Option 5 (EDIT ALL MUSIC) displays a new menu within which the tempo can be changed, octave can be changed and other useful functions. Option 6 clears all music from memory after a novel "DANGER" warning also displayed after Option 3 is selected, music in memory will be overwritten. Option 7 plays the music at normal speed but by pressing 'P' it plays slower displaying the note groups across the screen. As an amateur I found it handy to see the note group being played. On the 'B' side of the tape there are two pieces of music to experiment with or listen to.

I found the key press response far too fast, but all in all a pleasurable piece of software.

MUSIC MAESTRO available from R & A.J.Preston, Kings Hall Court, St.Brides Major, Mid Glamorgan, CF32 0SE but no price sent with the review copy.

Booting OS9 Programs... Chris Jolly...

This article presents a simple way of turning programs written under OS9 into bootable DragonDOS disks. The reason for doing this is that you may want to use OS9's excellent program development tools to write programs that you can run from standard Dragon operation.

The method takes advantage of the fact that all OS9 programs are position-independent, which means that they can be loaded and run at any position in memory (on a page boundary). All it takes is a short C program that writes some boot code to a disk, then copies the program file to the appropriate place on the disk. The boot code is executed when DragonDOS sees the ROOT command, then sets up the registers before calling the loaded program so that it looks as if it has been called by OS9.

WARNING: This program will destroy all information previously on the disk you give it, so use with care!

Naturally there are some limitations on the kind of programs you can write under OS9 that will run under DragonDOS. Basically they must be fully-compiled, stand-alone modules (no Basic09 or Pascal modules) and they must not call any OS9 services (because OS9 won't be there!). I/O has got to be done "by hand" as the example in the second listing shows - a short program that can be made into a bootable disk, which just cycles through characters on the screen.

To use the program, format the disk you want to make bootable, then use the command "ddosboot program drive" where "program" is the program file to be copied to the disk. Take care to get the drive right, as the program doesn't ask questions! For example: "ddosboot /d0/test /d1" to make a bootable disk in drive 1 with the program in file "test" as the program to be run when the disk is booted.

```
#include <stdio.h>
```

```
extern int errno;
```

```
static char bootcode [] = [  
0x4f, 0x53, 0x8e, 0x26, 0x14, 0xce, 0x01, 0xda,  
0xa6, 0x80, 0xa7, 0xc0, 0x8c, 0x26, 0x72, 0x26,  
0xf7, 0x7e, 0x01, 0xda, 0xcc, 0x00, 0x01, 0x1f,  
0x8b, 0xd7, 0xeb, 0xad, 0x9f, 0xc0, 0x20, 0x8d,  
0x33, 0xfc, 0x0c, 0x02, 0xc3, 0x00, 0xff, 0xa7,  
0x8c, 0x47, 0x20, 0x02, 0x8d, 0x26, 0x6a, 0x8c,  
0x40, 0x26, 0xf9, 0xee, 0x8c, 0x39, 0x33, 0xc9,  
0x01, 0x00, 0x1f, 0x30, 0x1f, 0x8b, 0x10, 0x8e,  
0x80, 0x00, 0x1f, 0x24, 0xcc, 0x0d, 0x00, 0x34,  
0x06, 0x1f, 0x41, 0xcc, 0x0c, 0x00, 0xf3, 0x0c,  
0x09, 0x34, 0x06, 0x39, 0x10, 0xae, 0x8c, 0x15,  
0x31, 0x21, 0x10, 0xaf, 0x8c, 0x0f, 0xae, 0x8c,  
0x0e, 0x30, 0x89, 0x01, 0x00, 0xaf, 0x8c, 0x07,  
0xad, 0x9f, 0xc0, 0x26, 0x39, 0x00, 0x02, 0x0b,  
0x00  
];
```

```
main (argc, argv)
```

```
int argc;
```

```
char **argv;
```

```
{  
FILE *d, *p;  
char dname [40];  
int c;  
if (argc != 3)  
use ();  
strcpy (dname, argv [2]);  
strcat (dname, "@");  
d = fopen (dname, "r+");  
if (d == 0) [  
prerr (2, errno);  
exit (100);  
]  
fseek (d, 512L, 0);  
fwrite (bootcode, 256, 1, d);  
p = fopen (argv [1], "r");  
if (p == 0) [  
prerr (2, errno);  
exit (101);  
]  
fseek (d, 768L, 0);  
while ((c = getc (p)) != EOF)  
putc (c, d);  
fclose (d);
```




```

fclose (p);
return 0; ]

static int use () [
*****

fprintf(stderr,"Use:      ddosboot program device\n");
  exit (0);
]

main ()
[
  int i;
  char *s = 0x400;
  int c = 0;

  for (;;) [
    for (i = 0; i < 511; s++)
      s [i] = s [i + 1];
    s [i] = c++;
  ]
]

```

Dragon Modes... Nigel Small.....

It is possible to access many different display modes on the Dragon. Only some of these, however, can easily be accessed through BASIC commands. The program below can be used to access all the modes available.

It works by asking for two values - memory mode and control number - which are then POKEd into the VDU control part of the Dragon's ROM. The base address of the screen is set to &H600 and the first 256 locations are POKEd with the values 0-255 (line 10). These appear as the ASCII range in normal text mode and as coloured lines in graphics modes.

The following explains what numbers should be input to the program:

MEMORY MODE: This controls the number of bytes used to store a screen and takes a value between 0 and 7 (0 creates a 512-byte screen).

CONTROL NUMBER: This takes a value from 0 to 31 and controls the type of display. The value is multiplied by 8 and POKEd into &HFF22 as only the five MSBs of the byte are used. Bits 0-2 are not used. Bit 3 is the colour set, 0 or 1 as in Dragon BASIC. Bit 4 is the number of columns available; bits 5 and 6 control the number of bytes per line in graphics modes. Bit 7 is the mode type, text or graphics.

One new mode available with the above is that of either values 0/2 or 0/3. It gives control and text characters (CHR\$(0-127)) as series of vertical lines and the graphics characters (CHR\$(128-255)) as graphics blocs of 2 X 3 squares as opposed to 2 X 2 in normal text mode. Due to the lack of text in this new mode, though, display possibilities are limited.

```

10 FOR C=0 TO 255:POKE &H600+C,C:NEXT
20 CLS:INPUT"MEMORY MODE (0-7)";MM:IF MM<0 OR MM>7 THEN 20
30 INPUT"CONTROL NUMBER (0-31)";CN:IF CN<0 OR CN>31 THEN 30
40 POKE &HFFC7,0:POKE &HFFC9,0:POKE &HFFCA,0:POKE &HFFCC,0:POKE &HFFCE,0:POKE &H
FFD0,0:POKE &HFFD2,0
50 IF MM>=4 THEN B2=1:MM=MM-4 ELSE B2=0
60 IF MM>=2 THEN B1=1:MM=MM-2 ELSE B1=0
70 B0=MM
80 POKE &HFFC0+B2,0:POKE &HFFC2+B1,0:POKE &HFFC4+B0,0:POKE &HFF22,8*CN
90 EXEC 34091:GOTO 30

```

Dragon Guide

Somewhere a couple of pages ago I seem to remember printing something about the lack of a "list of Dragon software/hardware suppliers". There IS such a list, and in fact Issue II of "The Dragon Software & Hardware Address Guide" (Yes, I KNOW the title is longer than the list!) is now out, and can be obtained, price 3.00, from PETER HAWES, 9, STRANGFORD ROAD, WHITSTABLE, KENT.CT5-2EP. So please don't complain, buy a copy!!. Paul.

DANGER - REVIEWED BY MARTIN WALLER

DANGER is a new graphic adventure from the German author, Alfred Knoetig, and uses a slightly different format to others of it's kind in that you play in a text-only environment, but are able to view your surroundings by typing "SEE". The idea of the game is to try to deactivate a bomb, which has been placed within a chemical plant. Along with these instructions you are given a relatively small verb list containing quite basic verbs.

So with the aim clear, you set off on your search and are instantly confronted with a problem of having to fasten your shoelaces before you can move anywhere. It took me quite a while to solve this before I could even move anywhere, but once I got going it became quite playable. I say 'quite' as the game at present is littered with spelling mistakes, and at times badly written sentences. I know the author is German, but these mistakes do detract from the enjoyment of the game. Also, on attempting to save my position, I was surprised to find that I could only save on tape, as I was using the disc version at the time. After playing for quite a few hours the problems do not seem too advanced, although I am unable to unlock a particular door or find a use for a coffin, and am yet to locate the actual bomb!

So, in summary once more, this is a fresh idea and it is good to see a new influx of games, particularly adventures, (one game called ROBO, an arcade game, looked very promising at Ossett), but it does require some modification and perhaps P.S.E. could improve the English on it. It does not seem too difficult, but when fully debugged could be a worthwhile investment for adventure addicts.

DANGER is available from P.S.E., 36 Foxhill, High Crompton, Shaw, Oldham, OL2 7NQ for three pounds.

OS9 News...Roland Hewson.....

How many of you use OS9, I wonder? This system never ceases to amaze me, and indeed of late I have been printing out the OS9 User Group's disks, and the information contained appears endless. I must however emphasise to the uninitiated that OS9 is not a stand-alone program but an Operation System. It is also available on other computers, including the CoCo. There is a European OS9 User Group who put News on disk. The editor is Burghard Kinzel, Leipziger Ring 22A, D-5042 Erfstadt, Germany. As he says himself, "The User Group is NOT a club. It is a community of users of OS9 who wish to exchange experiences, problems, technical queries and programs." No charges for the copying of disks are charged other than those of copying and distribution.

As well as the European group there is one in Australia (their address - The National OS9 User Group, Sunnybank, Queensland, Australia), and a Canadian group called ROUGH, not just dedicated to computers.

Gordon Bentzen, the Australian group's editor, asked whether OS9 has a future in the personal computer world. He then proceeded to debate the issue with some useful points directed primarily at the CoCo. He mentions that the US OS9 Group are thinking of producing a CoCo 4 computer, independently of Tandy. They also use a system called NetNews, a kind of global bulletin board. The letters are broadcast across the network, the relevant groups being "comp.os.os9" and "comp.sys.6809".

It is also reported that there are two independent projects underway to produce a cheap 68K/6809 computer system using OS9 and retaining compatibility with CoCo OS9 (but not RSD0S). Advice is given that one of these projects is being undertaken by Frank Hogg Laboratories, and the other by Kevin Darling who is producing an upgrade to Level 2 OS9 (not to be confused with Version 2). These efforts are totally independent of Tandy and Microware both of whom have given up on the Coco!

It appears that the machines would contain a 1-Meg.Dat., 310220, 100000, mod-DMA stereo output and inputs using IBM serial mouse and/or your old CoCo mouse, CoCo ports and OS9 in ROM, plus optional 68020/030 cards, and a bus-based architecture for limitless expansion.

My reaction to this is, "Phew!!!". But will it become reality? It should, but we shall just have to wait and see! Personally I'll stick with my good old reliable Dragon - even though I shall be accused of being totally out of touch and a fuddy-duddy, but at least I can use it with equanimity! Fuddy Duddy? Yeah - That's me!!

The Editor's Late Bit

It's apologies from me again this month, to anyone who has experienced problems in getting in touch with me, or delayed replies concerning either Update or Dragonfire. Again I will say, please bear with me when this happens and remember that it's not easy being a student, AND being "on-call" to the Dragon public. It's now (for me) one week from the end of the Christmas term and I've lived in three different houses in that time!, but I have finally found myself a permanent abode (I hope!).

Yes, I KNOW there's another long listing in this issue, but the program writers seem to have got into gear of late as most the articles I have received have come complete with a program listing. I can only print what you lot write, so there you go!

As a result of all this house-moving, I have been hard-pushed to get this issue out to Paul on time, which is my excuse for putting lots of reviews into it. Well, it was time I cleared that backlog anyway!

It has just occurred to me that you lot could send me E-Mail and hence impress my fellow students no end! If you have the facilities, and you're in the mood, then my address is: "reh@uk.ac.bton.unix" (or ".vms"). I wonder if you can guess from that, where I'm studying? First person to mail me with the wrong answer wins a mention in Update! Wow.

CROSSWORD 60 ANSWERS

- ACROSS: 1A.DIRE STRAITS. 2A.EPEE. 3E.ROBINSON. 4B.SERMON. 5A.GORGONZOLA. 6C.STUDENT. 6J.DOZY. 8A.PEA. 8D.STILL. 8I.GOLF. 9A.HORATIO. 10A.YOGHURT. 11B.CRUSOE. 11J.NESS. 13A.HYPODERMIC.
- DOWN: A1.DEMOGRAPHY. B11.COY. C1.REVERSE. C10.GRIP. E1.SURMOUNT. F10.ROSE. G5.ZEALOT. G11.EAR. I4.ALTO. I8.GEMINI. J5.ADJOURN. K2.LOCH. L4.RAZE. M1.TIDDLYWINKS.

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I HAD INTENDED PUBLISHING A HELPLINE LIST THIS ISSUE BUT WITH ONLY TWO NEW VOLUNTEERS, AND NO WORD FROM ANY OF THE EXISTING ONES ABOUT WHETHER THEY WISHED TO CONTINUE OR NOT, THERE IS NO WAY I CAN COMPILE A RELIABLE LIST. IF YOU WERE ON THE HELP LIST, LET ME KNOW IF YOU WISH TO CONTINUE! IF YOU WANT TO VOLUNTEER, PLEASE SEND DETAILS SOONEST!. PAUL GRADE.

The Late, Late Bit

So this is 1992! ... from where I am it looks just like 1991, only more so, but maybe that's just my delightfully cynical personality showing through again!. Anyway, panic not, Update and the Group have survived into yet another year ... nearly as hard to get rid of as the Conservative Party, although rather more useful ... and there is yet another Ossett Show to look forward to (and hopefully attend!). Shows must be coming back into fashion, as I have just received a package of assorted advertising from B.A.C.C telling me all about the latest "ST, AMIGA & PC SHOW" at Wembly, being run by our old friend John Symes (Microdeal to you!), offering a pound off and a chance to win an Atari Lynx. (Wembly, 14/16 February, so by the time you read this it will be too late!). Then there's "IBM 92", the "IBM BUSINESS COMMUNITY'S EXHIBITION & SEMINAR EVENT" ... how pretentious can you get?!, but at least they sent a free ticket!, plus a couple of "one pound off vouchers" for assorted "ALL FORMAT COMPUTER FAIRS", the nearest being at Westminster, most being the other side of Watford Gap, so I won't be bothering with those either!. Just in case you were thinking of asking me "why doesn't the Dragon User Group take a stand there?", the answer is simple at sixty quid for a six foot table I don't think it is worth the effort or the transport costs ... I can find MUCH better uses for Group money!.

Anyway, I hope you all managed to survive the Christmas/New Year "festivities" safely you're safe for almost a whole year now!. Many thanks to all of you who sent cards, etc ... all much appreciated, (although I think the combined card and cracker idea was a bit TOO ambitious, half a pound of Sentex is excessive and adds far too much to your postal costs!). So, what are the chances of MD16 surviving into 1993?. It COULD happen, if we don't lose TOO many more members to the PC machines. I admit that the PC has become THE standard machine now, and that it has an enormous software base, although much of the Shareware and PD material isn't worth wasting a disc on, but why should buying a PC mean that you have to ditch the poor old Dragon?. I still use both machines, and the Dragon can handle a lot of jobs that the IBM would throw a fit at, and there is software to enable you to convert files and Basic programs in both directions ... I'm informed that there will be a PD disc available shortly to do the same with graphics too, so why get rid of a very useful piece of equipment just because you've decided to buy a new toy? one machine can add a lot to the other!. Don't believe me? ... well, this garbage is being typed on the IBM for the simple reason that it has a fifteen foot keyboard cable which allows me to type in front of the fire rather than getting frostbite at the desk, BUT it will still be printed via the old Déf.

What else is there to mention? ... Oh yes, the "Dragon Scanner" idea! (the German one). It DOES work, but the result is less than perfect ... in fact not very good at all, BUT it should be relatively easy to improve matters. The main snag with the unit appears to be lack of sensitivity, and when you consider that it is expected to operate at print head level, where you can hardly see what's on the paper yourself, this is hardly surprising!. What is lacking is a light source, and it shouldn't be too difficult to make up something suitable ... even a white or yellow LED (shrouded so that it only directs light onto the relevant area of the item being scanned) should improve results considerably and cost virtually nothing. I may try something on those lines if I get time, but if you try it first let me know how well it turns out.

Lastly, an Awful Warning to all Group Members!!. Had a visit from Our Stephen (remember him?, Batman?, Former Update Editor?) a couple of weeks ago, and he's suffering from acute Editorial Withdrawal Symptoms ... missing being The Power of the Press and all that! ... so BE WARNED, BATMAN MAY RETURN!!. Watch this space for further news flashes. Cor! a cliffhanger yet!

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HELPLINE LIST 1992
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 THE REST OF YOU? ... FINGER TROUBLE PERHAPS?
 YOU WRITE QUICK ENOUGH WHEN YOU WANT HELP,
 BUT SOME OF YOU AREN'T SO ENTHUSIASTIC ABOUT
 OFFERING HELP TO OTHERS!!. HOW ABOUT IT?.

DON'T FORGET THE OSSETT SHOW SATURDAY 25TH APRIL 1992.

XW61.

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- ACROSS.**
- Volume.
 - Automated machine.
 - Terrible.
 - Enthusiastic.
 - Lakeside.
 - Male voice.
 - Quaff.
 - Superhuman.
 - Consecrate.
 - Tenancy.
 - In a frenzy.
 - Prison for some.
 - Grain.
 - Both should meet.

- DOWN.**
- Cooked.
 - Poem.
 - Benevolence.
 - Remainder.
 - Favour.
 - Rows.
 - Heir's portion.
 - Colour.
 - Actor's part.
 - Gets.
 - Puff.
 - Relaxation.
 - School of thought.
 - More than one human.

RAD3

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BACK ISSUES OF UPDATE!!!

As Eric Hall has now left the Group, and has so far not informed me whether or not he is continuing the reprint service, and has not returned the master copies, this service is suspended until someone else can contact him and arrange to take over. Paul Grade.

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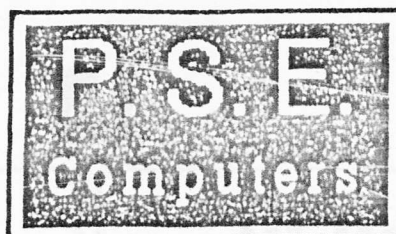
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