youll



Edited by Tim Marstian
Artwork Anthony "Joe90"


Exemtiue Editor Keith Hook

MEMOPAD IS PUBLISHED BY SYNTAXSOft FOR THE MEMOTFCH USER GROUP
UNIT 109,GLENFIEI.D PARK, GLENFJFIID ROAD, NELSSON BB9 8AR TFILPPHONE: 0282698849

COVER PRICE $E 1.25$. MEMOYAD IS COPYRIGHT SYNTAXsoft 1985

## Editorial

Before 1 start rambling 1 must apologise for the fact that you are receiving this edition along with the previous month's. Believe it or not, it is not our fault! The March edition of Memopad would have been delivered early but our printer has had a complete refit of his equipment and it appears that the gremlins have had a feast - who is responsible for spilling the water is a question for Sherlock ! Seriously, his new equipment has not functioned correctly since its installation and apart from our account, his other clients are in a worse state - at least we persuaded him to go straight into the next edition, and this just about brings us up to date.

We are now ready to release VORTEX SOFTWARE'S " HIGHWAY ENCOUNTER ". This is a fabulous 3D game and is definitely the best piece of software available on the MTX to press. Another good simulation is "CHAMPIONSHIP SNOOKER" this is now ready for despatch and costs $\# 7.95 \mathrm{p}$. It has a demonstration mode that shows a game based on two top class snooker champions. These two games courtesy of KH's begs and pleas to the software houses.

There is no further news from the bowels of Memotech and we are still awaiting clearance from the Receiver so that production can recommence. However, this lunch time 1 heard Keith in deep conversation with one of the directors, and from the amount I did hear, I gather that Memotech are just about ready to start processing all the back orders. Anyway, we will keep you informed, and if necessary, as soon as we hear any sort of concrete news we will do a special mail shot to let you know what the new company is to be called - we have heard, but not confirmed, that it is to be MEMOTECH COMPUTERS LIMITED.

We are aware that it is a most frustrating time for all of you. We also know, from the letters we have received, that the majority of you are remaining loyal to 'Black Beauty'. However, we do realise that some of our members are getting a little impatient, and may even be thinking of moving on to another machine. In all honesty, what is on the market - forgetting the support that certain other machines get - that is technically better than the MTX? The simple answer is: nothing $!$ This is where the shame appears .... we, at Genpat, are hoping that Geoff Boyd manages to pull all the leading players into line in time to take on the market, and before the curtain rises on the boom - which is surely going to happen later this year.

Some of you may have read in the trade papers, and in the national papers of the latest happenings at Syntaxsoft - the signing of exclusive contracts with Mastertronics, the fact that Syntaxsoft have been signed to work on the Rom and development of a new product from another company .. so much has taken place recently that it is hard to keep track. It is important, however, to realise that Syntaxsoft is devoted to the MTX and whenever a deal is struck with another company, Keith always makes sure that it includes the MTX.

It is now 9-30pm and Keith has just spoken with Geoff Boyd. The up to minute news is that Geoff is about to go into production with a new computer, based on the MTX 512. It will be downward compatable so that existing software will run on the new machine. The computer will use a $31 / 2$ " drive ( the industry standard) with a capacity of 1 megobyte. It will be offered with a printer etc at around \#399.00. Geoff also hinted that he had designed a new computer around the current Hitachi chip but would not go into further details as everything is still under wraps. A direct quote from Geoff's phone call to Keith:

KEITH " What 1 am concerned with is the fact that all these users have remained loyal to you .... and 1 don't want them letting down by polictical back biting with the you know who ....."

GEOFF " Yes, I agree, I have had many letters ... it would have been a far easier course to have forgotten the MTX and started from scratch ...but loyalty does deserve to be backed up ... that is why, as you know, I am still having this hassle with the existing company ....... I want to support those people who have shown faith from the very start ... they made us money ... they should be supported..."

# Disc Mania by Eric Ray 

BDOS FUNCTION CALLS


CODE : FUNCTION OF CALL TO BDOS : ADDRESS

| 0 | : System Reset | \#E503 |
| :---: | :---: | :---: |
| ** : 1 | : Read Console Byte | \#D9C8 |
| ** : 2 | : Write Console Byte | \#D890 |
| ** : 3 | : Read "Reader" Byte | \#D9CE |
| : 4 | : Write "Punch" Byte | \#E512 |
| ** : 5 | : Write Printer Byte | \#E50F |
| ** : 6 | : Direct Console Input/Output | \#D9D4 |
| ** : 7 | : Get IOBYTE | \#Dged |
| ** : 8 | : Set IOBYTE | \#D9F3 |
| ** : 9 | : Print Console String | \#D9F8 |
| : A | : Read Console String | \#D8E1 |
| : B | : Read Console Status | \#D9FE |
| C | : Get CP/M Version Number | \#E37E |
| D | : Disc System Reset | \#E383 |
| : E | : Select Disc | \#E345 |
| : F | : Open File | \#E39C |
| : 10 | : Close File | \#E3A5 |
| : 11 | : Search for First Name Match | \#ЕЗAB |
| : 12 | : Search for Next Name Match | \#Е3C8 |
| : 13 | : Erase (delete) File | \#E3D7 |
| : 14 | : Read Sequential | \#E3E0 |
| : 15 | : Write Sequential | \#E3E6 |
| : 16 | : Create File | \#ЕЗеС |
| : 17 | : Rename File | \#E3F5 |
| : 18 | : Get Active (logged-in) discs | \#E3FE |
| : 19 | : Get Current Default Disc | \#E404 |
| : 1A | : Set DMA (Read/Write) Address | \#E40A |
| : 1B | : Get Allocation Vector Address | \#E411 |
| : 1C | : Set Disc to Read Only | \#DC2C |
| : 1D | : Get Read Only Discs | \#E417 |
| : 1E | : Set File Attributes | \#E41D |
| : 1F | : Get Disc Parameter Block Adr. | \#E426 |
| : 20 | : Set/Get User Number | \#E42D |
| : 21 | Read Random | \#E441 |
| : 22 | : Write Random | \#E447 |
| : 23 | : Get File Size | \#E44D |
| : 24 | : Set Random Record Number | \#E30E |
| : 25 | : Reset Drive | \#E453 |
| ** : 26 | : Functions 26/27 not supported | \#DA04 |
| ** : 27 | : \#DA04 = RET instruction | \#DA04 |
| : 28 | : Write Random with Zero Fill | : \#E49B |

FUNCTIONS MARKED ** ARE NOT AVAILABE ON SDX

As can be seen from the above table most of the BDOS functions found on a $C P / M$ system are available on the SDX system. The ones marked with ** are mainly connected with the CCP input/output and are not used by the SDX. Having said that if you type ROM 3 then use the Panel to examine location \#E503 (System Reset) you will find it is a JP \#E685 which resets a true CP/M system's 0 page. So the code is already there if you decide to upgrade to $C P / M$.

It is the above functions which make $C P / M$ such a popular operating system, in that a call to any of the BDOS functions will produce the same results regardless of the machine it is running in. The only difference being the address from which to call BDOS. In a CP/M system it is via \#0005 while on the SDX it is via \#F5BO.

I don't intend to go into detail of the functions and the parameters required by each. I suggest you get hold of a book on CP/M if you are interested in finding out more about it as it will explain the workings of $\mathrm{CP} / \mathrm{M}$ better than I can.

Before making a call to BDOS the register $C$ must contain the function code number. If a simple byte is to be passed to BDOS then it should be in reg. E (mainly used by CCP). In some functions BDOS expects a 16 bit value/address in reg. pair DE.

On return regs. $A$ and $L$ will contain the same value, as will regs. $B$ and $H$. If a 16 bit value/address is returned it will be in reg. pair HL.

A typical calling sequence could be...

| LD C, \#OC | ; Return version number |
| :--- | :--- |
| CALL \#F5BO | ; BDOS |
| On return HL $=$ | version number. |
| LD C,\#1A | ; Set DMA address |
| LD DE, ADDRESS | ; DE = address of DMA |
| CALL \#F5BD | ; BDOS |

On return the DMA will be at address specified.
A call to BDOS at \#F5BC jumps to \#D706 which contains a jump to \#D711. The code at \#D711 does the following......

1. Saves entry value of $D E$ in \#DA43,4
2. Saves entry value of $E$ in \#E4D6
3. Sets \#DA45,6 to zero

If a value is returned by BDOS it is stored here as well as being returned in A or HL.
4. Saves stack pointer in \#DAOF, 10 and sets BDOS stack to \#DAOO.
5. Pushes return address on BDOS stack so that return is via \#E474.
6. Checks that reg. C contains a valid function code.

Returns via \#E474 if $C$ is not in range.
7. Get address of BDOS function from table at \#D747. ( $H L=$ address)
8. Restores entry value of DE.
9. Jumps to BDOS function ( JP (HL) )

Item 4 caused me a lot of problems when I started writing assembly programs for the SDX. For example the following will not work.

MAIN PROGRAM
CALL SETUP
; Reset disc / DMA
....
....
; Reset disc
CALL BDOS
; Stack at \#DAOO
CALL SDMA
RET
SDMA: LD C, \#1A
LD DE, ADROMA
CALL BDOS
; Stack reset to \#DAOO so return
RET
; Address to SETUP is lost.
The correct calling sequence should be


MAIN PROGRAM
.
CALL SETUP
CALL SDMA

SETUP:LD C,\#OD
CALL BDOS
RET
SDMA:
LD C,\#1A
LD DE,ADRDMA
CALL BDOS
RET

To finish this month is a short program LPDIR which dumps the directory to a printer. It uses function \#OD to reset the disc system, and shows how discs can be changed under program control without resorting to the ROM 3 command. Just keep feeding the drive with discs when prompted and the directory will be dumped to the printer, cut round the dotted line (get your mum to help you here) and store printout with disc for future reference. $k$

| 100 | hem ***TECTIOAY TO Printen****** |
| :---: | :---: |
| 110 | REM ***DIRECTORY TO PRINTER******* |
| 120 | REM *** by E. Roy March 86 ******* |
| 130 | REM ****************************** |
| 140 | REM Demo listing showing how SDX |
| 142 | REM discs can be changed under |
| 3 | REM program control, by using |
| 144 | REM BDOS function \#OD - Reset. |
| 145 | REM |
| 150 | GOTO 200 |
|  | COde |


| $417 C$ | LD C,\#OD ; Reset disc system |
| :--- | :--- |
| $417 E$ | CALL \#F5BO |
| 4181 | RET |

## Symbols:

## 170 RETURN

200 VS 5: CLS
210 CSR 6,0: PRINT "---print disc directory---"
220 CSR 4,3
230 INPUT "INSERT DISC THEN PRESS <RET>";A\$
240 COSUB 160
250 CLS : USER DIR
260 GOSUB 400: CSRO,0
270 FOR $Y=0$ TO 23
280 LET A\$=""
290 FOR X=0 TO 38
300 LET A\$=A\$+SPK\$
310 NEXT X
320 LPRINT CHR\$(124)+CHR\$(32)+A\$+CHR\$(124)
330 NEXT Y
340 COSUB 400
350 CLS
360 CSR 4,8
370 INPUT "Print another directory $\mathrm{Y} / \mathrm{N}$ ";A\$
380 IF $A \$=" Y$ " OR A\$="ץ" THEN GOTO 150
390 CLS : STOP
400 FOR $X=1$ TO 42
430 LPRINT A $\$$
440 RETURN
$410 \operatorname{LET} \mathrm{~A} \$(X)=\operatorname{CHR} \$(45)$
420 NEXT X


| $:$ | BACKUP | .HEX BACKUP | .MAC DCD | .MAC |
| :--- | :--- | :--- | :--- | :--- |
| $:$ | DCD | .HEX SCATT | .MAC SCATT | .HEX |
| $:$ |  |  |  |  |
| $:$ | TITLE | .BAS LPDIR | .BAS |  |
| $:$ |  |  |  |  |
| $:$ |  |  |  |  |

## Promzap by John Hudson - Part 2



Here is the Eprom listing which goes with the previous month's article. $k$



| 461 | \%tin | 0 |
| :---: | :---: | :---: |
| 4702 | DE Ef | 6 |
| Th3 |  | uption |
| bgerente |  |  |
| 4 ta [19\% | 64\% 8 | 0nowi |
| 4EA | W $\mathrm{L}, \mathrm{m}$ | 278 |
| 40e |  | 4 |
| 4EL | CLi CD | S00\% |
| 4 TH | U H E | 70 |
| 4Fi | 5085 | W6 |
| $4{ }^{4} 5$ | Of | FEL |
| $4{ }^{465}$ | if 2, 2 U0m | CAM4i |
| 49 C | P2 | FEL |
| 4th | IF L, Dimut | EASL44 |
| 4 HTH | P? | FES |
| 4 HF |  | DADTE |
| 4182 | CP 4 | FE4 |
| 4124 | T 2 , MEA | 206\% |
| 416 | of | PEE |
| 419 | IR IPRANTER | 2824 |
| 410h | pr | FED 6 |


bTEREDE
4 EF In
4ex
4 4ED
425
辣:
4
45
498
45
412
4 4
TP Li, WEAFY BMHES
FEM
26等
FED
$2 \mathrm{B2}$
FED
HE WET HE

| 410 | If Pmol | Wirm |
| :---: | :---: | :---: |
| 410 CEAD | LTA, i3e | 3E8A |
| 4112 | GALL TYPE | Cote 4 |
| 4115 | LD DE, ADD | ETSEDAS |
| 419 | LD E, icle | Emble 4 |
| 41.5 | LD $\mathrm{HL}, \mathrm{l}$ | 210000 |
| 420 HDF | CALL MAF | D01E4 |
| 4123 |  | SEA |
| 4125 | Uu) (10), ${ }^{\text {a }}$ | 1373 |
| 4127 | In A, Mil | Dibl |
| 4129 | LD MET, ${ }^{\text {a }}$ | 12 |
| 412 A | IME DE | 13 |
| 412 | inc Ho | 23 |

## memopad



VOB OOfO
memopad



VIEWDATA FOR YOUR MEMOTECH
FULL COLOUR CP/M VERSION NOW AVAILABLE!
ELECTRONIC MAIL • HOME BANKING • TELEX


## JARO COMPUTER SERVICES

## JARO COMPUTER SERVICES

(INCOMING OUTGOING U.K. - INTERNATIONAL)

FULL COLOUR MTX CP/M VIEWDATA Dur full colour CP/M software is now available. This offers: * Fill colour text and graphics; flash; graphics hold; etc. * 'Split-screen' user menu with easy-use prompts, offering $\ddagger$ Ten pages of internal page store for fast comparisons; * Sixteen fully progranmable keys lup to 32 characters each); * Stcre pecgraneable keys to disk or eake temporary changes; \& Store rurrent page to disk ('file exists' Harning promptsl; Store current page to disk filie exists Harning pronpts)
Loes page from disk (page directory list before loadingl; Fest bit-graphics page print to Epson-compatible printers; Fest bit-graphics page print to Epson-compatible pr
v 4 eagnification page print with border, as above;
Fully buffered page printing reduces waiting times.
Supplied on 5.25 inch DSDO disk: (copy protected) $\mathbf{5 2 4 . 9 5}$

FREE CP/M XMODEM SOFTWARE (MTX) No have configured a progran from the CP/M User Group Library, written by David Back, for use with the Menotech CPIM systems. Tho progra is a pomerful terminal and 'file transfer' utilit) which mill allon you, using a SpeedSplitter Board, to transfel which will alloh you, using a SpeedSplitter Board, to transfel
files using the Hard Christiansen XMOEEK protocol via the B.T. files using the Hard Christiansen XMODE protocol via the B.f.
telephone systen at 1200 baud. The protocol has built-in erral correction facilities. All support software to control the SSl is provided. This is available free, but we have to charge thi sur of $£ 5$ to cover the cost of the disk, postage, etc.

JARO VIEWDATA SOFTWARE CASSETTE Available for all WTX wachines (state MTX500, 512, RSI 28 ): $\mathbf{E 9} .9$ Turn your Mesotech computer into a monochrome (black on cyan) !200/75 (V23) viendata terminal:

* Full viendata character set including contiguous/seperated grapkics, cursor onloff and addressing from host, \& flash * Viewdata keypad with 'asterisk' and 'hash' keys
* Seven page internal frame store with page number in cursor * Page frint via parallel (Centronics) port (Epson codes)
* 16 programable keys for frequently used frames or user-id If the 'Walkbury Consultants Ltd' oden is used, in addition: $t$ Up to 8 autodial telephone numbers and keypad dialling PRequires Jero Speed-splitter Board, RS232 board and modenl Note: Tre following viowdata features cannot be implewented o the cassette yersion of JaroViewdata due to liaitations of th MTX Video Display Processor: colour attributes, doutle height and concealed text.

SOFTWARE AUAILABILITY
Cassette SDX(250k) SDX(500k) CPM(AnyK)
Autedialling:

| Walkbury Demanl | Yes | Yes | Yes | No |
| :--- | ---: | ---: | ---: | ---: |
| Pace Nightingale | No | Yes | Yes | No |
| Non-autodial: |  |  |  |  |
| Any V.23 12col75 | Yes | Yes | Yes | Yes |

Rake cheques etc. payable to Jaro Couputer Services. Resember: list disc drive size (250/500K), NTX type $(512,500, R S 128)$, and if applicable, the type of node which you will be using.

JARO SPEED-SPLITTER ROARD

* Allows 'split-speed', operation of NTY channel A lie 1200175 'user', or $75 / 1200$ 'reverse "restel' or 'host'l
* Cospletely transparent to normal MIX operaion, requires no alteration to any existing software ''off' at poner-upl
* Seftuare control via cutpat port 7 luncomitted PIOi
$\nmid$ Fits inside id of MTX casing - does not prevent i itting of any MTX add-on boards, e.7. extra Encory, $\varepsilon:$.
BOARD ONLY - 1 solder connezidon to RSZこ2 required: E14.75 BCARD FIITED TO RS23E BOARD - no soldering required: E44.75 Both options inciude lead and easy-to-follow instructions. The spad-splitier can be easily installed by the user without any technical knowledge at all in under 30 minutes.
REN: Adaptor8ox - add 115 to above prices. If you alroady haye a Jaro SpeedSplitter and you wigh to add an AdeptorBox, return the grey multinay lead with $£ 15$ and wa mill sparade it.

JARO VIEWDATA DISC SOFTWARE SEX VERSION - 25OK OD 500K RPIVES (SPECIFY WHICHI - EI4.05 !! The EDX vercion is similar to the cassette version except for: Eelect ink and paper colours; stared to disk if required; P Progransed hey values stored ta disk if reanired; * Autodial dipectory latodial modes onlyl stored to disk; * Easy entry and dieplay of control cotes in key progranning. There are tao versions of this progran as SDX systems type 1.7 and later are slightly different frozearly versions. Both are sapolied on the disk, but you MUST specify 250 K or 500 K drive.

NEW PRODUCT!! - Jaro AdaptorBox Connert a Pace Nightingale Autodial card to your MTX using our Jaro Adzptorbox unit. A Pace autodialler can then be used with cur Viendata software in a sinilar fashion to a Demon/Wallbury type soder, BLT - the Pace roder is BT approved. Custoners who already have a Jaroford fitted can uparade it to include this nen product. Flease note: ne car fit a $25-$ nay 'D' pluz to your Pace noden lead for use with an KTX computer - send ES and the original lead to us: or sent flo for a new in lead 12. - fl2). SpoedSplitter with AdaptorBox -- add fl 5 to appropriate price.

MICROUITEC MONITOR FOR MEMOTECH When you upgrade your systen to CP/H, you will require a goos quality mediue resclution calour monitor. The Microvitec 1451 is such a wenitor, and you can buy it from as, complete with a lead for the Menntech land composite video lead - PAL versionl ard ready for use. Prices include insured delivery charges. 1451MS or DS Petal or plastic casel REE 14 in . monitor: E280 220 As cheve plus fal comp. video (MTX eonitor) and zudio: $\$ 325275$

## JARO COMPUTER SERVICES

micro computers accessories printers software 4 Finnart Close Weybridge Surrey KT13 8QE Tel: Weybridge (0932) 57398
Prestel Mailbox 019995085

## Forth With Strings by Brian Houghton

FORTH, like PASCAL, is not exactly famous for its string-handling ability, and a number of algorithms have been published to deal with this problem.

In the case of FORTH, the trouble is that too many algorithms have been published. They are mutually incompatible, and tend to lead to everyone writing an individual FORTH.

I have based my string package on the conventions of FORTH-83, as the algorithm is fast, produces words which need little or no low-level code to use them, and which leave on the stack parameters which merely need TYPE or some equivalent to display the contents of the strings.

The words STRING, \$CONSTANT and \$ARRAY are all based on the following data-structure:
SIZE OF ARRAY = Maximum length + 2;
BYTE $0 \quad=$ Maximum length;
BYTE 1 = Actual length;
BYTE 2 = Start of string data.

The following glossary is printed by the FORTH-83 word GLOSS from the RAM-disk.

## GLOSSARY

TOOLS CONTINLED i "
GCAN \% © --waddr Looks ahead 3
" ( - - - waddr, wount if not compiling;
TOOLS ( कCONSTANT)

कAEEAY © n, length-o- ;
STEING FUNCTIONS
STETNG © n- - mame - -addr+z, wt
CFACE \& addr1, addranet---- Moves a string
S! ( stringl, string2-- )

St (stringi, string2-- $-\cdots$
concatenate stringl tastringz
COMFAFE ( =tringi, string $2-1 / 01$ )
/ETETNE ( stringi,n - drop the first n whars )
(LOCATE) ( addr.Et, ©---addr+1)
$r$ eturn addrti of lometed mhar
LEX © wtring, char $-\cdots$ -
LOCATE (stizing, ct, $c-m a \partial D_{r-1}, f$ )


NOTES
The two non-standard words in the source code are [: NOT $0=;$ ] and [ASCII]. The latter is very useful for those of us who don't find it easy to remember ASCII codes, as it. returns the decimal equivalent of the next character in the input stream. If you don't want to use it, then simply type the appropriate number into the definition. Some FORTH systems require rather elaborate definitions of ASCII, but in fig-FORTH the following simple one works:
: ASCII BL WORD HERE C@; and has been used in these definitions.

The basic user word is ["], which behaves like [."] except that instead of executing a TYPE, it leaves on the stack the start address and count of the string literal. If it is used in a definition, the string is compiled into the dictionary and its parameters are left when the definition is invoked. Used interactively the string is stored at PAD and the corresponding parameters are left on the stack ready for TYPE.
[\$CONSTANT] is useful for repetitious run-time messages, e.g.:
"press any key uhen ready" \$CONSTANT prompt
and behaves like a numeric constant except for leaving the TYPE parameters:you should not try to change its contents.

A STRING VARIABLE is declared by a statement as follows:
40 STRING NAME
where ' 40 ' may be any number between 1 and 255 and is the maximum length of the string. An uninitialised variable returns a count of 0 , giving you some protection against trying to TYPE it. It may be initialised either from a string literal or from another string variable. The word [s!] replaces the existing contents of a st-ing variable with a preceding string buffer, while [S+] concatenates two strings (in postfix order I'm afraid!).

## Examples:

30 STRING ALPHA 30 STRING BETA $30 \leq$ IRING GAMMA
" THIS ONE" ALPHA S!
" and that one."beta s!
alpha gamma S !
BETA GAMMA S+
ALPHA TYPE (RET)
THIS ONEok
BETA TYPE (RET)
AND THAT ONE.OK
GAMMA TYPE (RET)

[\$ARRAY] has been designed to behave precisely as an array of strings, and to exit with an errormessage if you try to address a non-existent element. The statement:

5020 \$ARRAY NAMES
defines an array of 50 20-character strings; elements of NAMES may now be addressed by declaring ' $n$ NAMES', where ' $n$ ' is any number between 0 and 49.

The words [COMPARE],[/STRING],\{LOCATE] \& [LEX] are reasonably self-explanatory, but the following short dialog with FORTH will help to illustrate their use:
ot
ALIFHA TYFE THIS ONE
BETA TYFE AND THAT ONE OF:
GAMMA TYFE THIS ONE AND THAT ONE , WE:
ALFHA BETA COMFAEE " 5 E ok
BETA ALFHA COMFAFE • -... -2 ol:
ALFHA GAMMA COMFAFE " 0 ok:
ALFHA ALFHA COMFAFEE O ov:
"AAA" ALFHA COMFAFE " -19 EK
" ZZZ" ALFHA COMFAFEE $E$ at:
GAMMA ZDUF ASCII A LOCATE . 5

1
90151.

2
30441 w
DFOF OVEF - . . 5
30129
2"
30141 w:
DFOF of:
9/ETFTNG . 5
13

30150 \%
QDUF TYFE AND THAT ONE ©K:
ALFHA S! OK
ALFHA TYFE AND THAT ONE. OK
"THTS ONE :AND THAT ONE:" GAMMA S! OF:
GAMMA TYFE THIS ONE "AND THAT ONE "OK GAMMA ASCIT : LEX :S
15

## 3015.

9
20141 $6:$
TYFE AND THAT ONE TOE
TYFE THIS ONE at:
"AAAAA" ALIFHA S! " AAAAB" EETA S! ok
ALFHA BETA GOMFAFE "- 1 ol:
BETA ALIFHA COMFAFE , 1 ok

Full source-code is appended.

```
SCF
# #
\ TOOLS CONTTNUED © " %
    : NOT O=: : (") E COUNT DUF 1+ E% + PF:
: ECAN% ( - - -addr Looks ahmed )
            BLK a -DUF IF BLOCK ELSE TIB a THEN TN @ + %
" " ( --..-waddr,wount if not compiling %
    SCAN> Ce ASCII " = NOT
    IF ASCII " STATE E
            IF COMFTLE (") WOFD HEFE
                HEFE OVEF CE 1+ CMOVE
                HEFE CE 1+ ALLLOT
            ELSE TEXT FAD COUNT
                    THEN
    ELSE 1.TN +!
    THEN ; TMMEDIATE
    ;"
```



```
GCF # 3
    < \ TOOLS ( कCONSTANT )
    * $CONSTANT & " string"........ DOESS .-.......addrgwount %
    CEUTLDS DFOF & - , DOES: a COUNT ;
    : %AFEAY ( n.l Ength-m......
        CBUTLDS EDUF SWAF E, C, 2+ 末: DUF AlLLOT
        DUF HEFE SWAF -... SWAF O FTLI DOES:
        ZDUF CG 1 -- OVEF & SWAF O& OF IF "" Dut Of rang%" EXIT THEN
        DUF FOT FOT DUF 1+ CE FOT : * + 2+
        SWAF 1+ CE OVEF 1+ C! 2+ COUNT ;
```

```
SCE # 4
```

SCE \# 4
O \ ETRINE FUNCTTONS

```
    O \ ETRINE FUNCTTONS
```




```
        GBUILIDS DUF C, O C, ALLIOT
```

        GBUILIDS DUF C, O C, ALLIOT
        DOESS 1+ COUNT:
        DOESS 1+ COUNT:
    * CFACK ( addrlmaddragEt........ Moves a string )
    * CFACK ( addrlmaddragEt........ Moves a string )
        SWAF ZDUF C! 1+ SWAF CMOVE 
        SWAF ZDUF C! 1+ SWAF CMOVE 
        * S! ( stringlystring%-\cdots.....
        * S! ( stringlystring%-\cdots.....
        \ Stringz must be left by a string buffer.
        \ Stringz must be left by a string buffer.
        DFOF 1 - DUF 1 -- Ce
        DFOF 1 - DUF 1 -- Ce
        FOT MIN CFACE:
        FOT MIN CFACE:
    : S+ ( stringlystring2-\cdots......... )
    : S+ ( stringlystring2-\cdots......... )
        \ wonatenate stringi to stringa:
        \ wonatenate stringi to stringa:
        FOT SE OVEF 1. -- ZDUF 1 -w. Ce
        FOT SE OVEF 1. -- ZDUF 1 -w. Ce
        SWAF ... F% MIN
        SWAF ... F% MIN
        SWAF OVEF PF +! + F', CMOVE ;
        SWAF OVEF PF +! + F', CMOVE ;
        :5
    ```
        :5
```

```
SCF## 5
    O STFINGS EONTTNUED %
```



```
        DFOF:-TEXT ;
```



```
    FOT OUEF: FOT FOT -- %
```



```
    E \ return addr+1 wf lmogted mhar
    SWAFO DO OFE I+ DUF Ce
        FY DUF FOT == IF 1+ LEAVE THEN LOOF DFOF: I+ %
```



```
        FOT FOT בDUF בDUF + FOT FOT DFOF
        #FWOT (LOCATE: DUF DUF NF:S SFE SWAF
        -- FOT F% SWAF OVEFE 1+ ... SSWAF
```




```
        #
```


## File Handling Routines

Here are some programs showing what discs are for.k


```
20 FEM MAIN MENU FOF:
3O FEM ADDRESS FILE
4O FEM MIKE HUNLEEY
5O REM JAN BE
```



```
70 FEM FILE NAME "ADDEES.BAS"
```



```
90 DIM F'S(5,8)
100 LET Fक(1)="F1......": LET Fक(2)="F2......": LET Fक(3)="F3......": LET Fक(4)=
"F4......": LET F叓(S)="F5......""
110 LET Bq="Add-Update-Delete": LET Cक="Address Book Ey M. A.Hurley"
120 LET N=1
130 VS 4
1.40 COLOUR 0,12: COLOUR 1,1: COLOUR 2,12: COLOUR 4,12: CLS
150 CSE 3,0: FEINT C&
1GO CSR 14,3: FEINT "MENU": CSF 13,4: FRINT "======="
170 FOF I=7 TO 19 STEF 3
180 CSF: 2,I: FRINT F年(N)
190 LET N=N+1
200 NEXT
210 COLOUR 1,14: CSE 10,7: FRINT "Update Address File": CSF: 10,10: FFINT "Gearrh
    Address File": CSE 10,19: FRINT "Sart Address File"
20 CSE 10,1G: FRINT "Frint Address File": CSE 10,19: FRINT "End Session"
230 L_ET A$=INKEYक: LET A=ASC(Aक): IF A<128 OE A>132 THEN GOTO 2SO
240 IF A=128 THEN GOTO 290
250 IF A=129 THEN GOTO 330
260 IF A=130 THEN GOTO 370
270 IF A=131 THEN GOTO 410
2BO IF A=132 THEN NEW
200 VS 4: CLS : VS 5: FAFER 12: INK 1: CLS
300 CGF 9, 10: FFINT "Update Module Loading"
310 CSF 12,12: FEINT "Please Wait...."
320 USEF LOAD "UFDATE.MEN"
330 VS 4: CLS : VS 5: PAFEF 12: INK 1: CLS
340 CSE: 9,10: FFTNT "Seargh Module Loading"
350 CSE 12,12: FRINT "Flease Wait...."
36O USEF LOAD "GEAFCH.BAS"
370 VS 4: CLS : VS 5: FAPER 12: INK 1: CLG
380 CSF: 9,10: FFINT "Sort Module Loading"
390 CSF 12,12: FRINT "Please Wait...."
```

400 USER LOAD＂ADDSORT．BAS＂
410 VS 4：CLS ：VS 5：FAFEF 12：INK 1：CLS
420 CSE $\exists$ ， $10:$ FRINT＂Frint Module Loading＂
430 CSE 12，12：FRINT＂Flease Wait．．．．＂
440 USEF LOAD＂ADDFFINT．BAS＂
450 USEE SAVE＂ADDEES．EAS＂
460 RUN

OO FEM UFDATE MENU FOF
$3 O$ FEM ADDEESS FILE
40 FEM MTKE HUFLEE

GO EEM FILE NAME＂UFDATE．MEN＂


80 CLEAF：
90 DIM F象（E， 8 ）
100 DIM No（50， 9,31 ）
110 DIM EMFW（5，31）

＂：LET EMF：（4）＝＂＂：LET EMF＂（S）＝＂
130 LET Y＝0
140 LET $Z=0$
150 LET F：＝0

＂F4．．．．．．＂
170 LET Bक＝＂＂Add－Update－Delete＂
180 LET C牛：＂Address File By M．A．H＂
1母0 VS 4：FAFEF 12：INK 1：COLOUF 4，12：CLS
200 CSE 7，0：FEINT Bक
210 FOEF I＝O TO 31：FFINT＂＿＂；：NEXT
220 LET N＝O
230 FOF $I=7$ TO 16 STEF 3
240 LET $N=N+1$
250 CSF：2，I：FRINT Fक（N）
$2 G O$ NEXT
270 COLOUF 1,14
2BO CSE 10， $7:$ FEINT＂Add An Address＂：CSE 10，10：FETNT＂Modify An Address＂：CSE：
10，13：FFINT＂Delete An Address＂：CSF 10，iG：FEINT＂Eeturn to Main Menu＂
200 COLOUF 1,1
SOO CSE O，ZI：FOF：I＝O TO $31: ~ F F I N T ~ "-": ~ N E X T ~$
310 CSE 5，22：FETNT C

350 IF $A=128$ THEN GOTO 420
S40 IF $A=129$ THEN GOTO 1070
550 IF $A=150$ THEN GOTO 1070
360 IF $A=151$ THEN GOTO 370
370 VS 4：CLS：VS 5：FAFEF 12：INE 1：CLS

350 USEF：LOAD＂ADDFES．BAS＂
400 USEF：SAVE＂UFDATE．MEN＂
410 EUN
$4 \%$ USER OFENE1，＂ADDEESS．DAT＂，＂口＂
430 VS $5:$ FAPEF $12:$ INK $14: C I S$
40 CSE $\quad 9,0:$ FFINT Cक
450 CSE B，：F FRINT
460 CSE 0， $3:$ FETNT＂Surname．＂
470 CSFE 8，4：FETNT＂…………………………………＂
480 CSE：0，5：FRINT＂Forename．＂

510 CSF：34，4：FFINT＂－
520 CSE 0，7：FETNT＂Address．＂
230

```
550 CSE 8,8: FRINT
540 REM CSR O,G: FRINT "Road."
550 CSE 5,10: PRINT " ...................................................................
G60 REM CSE 0,11: FEINT "Town."
570 CSE 5,12: FRINT "
580 REM CSE 0,13: FEINT "County."
590 CSE 5,14: FRINT " --..
GOO CSE 0,15: FRINT "Fost Code."
610 CSE 10,16: PRINT " --..........."
620 CSE 20,15: PEINT "Tel."
GOO CGE 24,1\epsilon: FRINT " -......................."
G40 CSE 0,18: FOR I=0 TO 38: FRINT "..";: NEXT
650 CSE O,22: FOF I=0 TO SB: PRINT ".."": NEXT
GGO CSR 0,20: FRINT "F1. To Enter Data.": CSE 20,2O: FEINT "F4. Eeturn To Menu."
670 GOTO 970
G8O LET R=E+1
6G0 CRVS 0,0,10,3,16,1,40
700 FAPER 12: INK 14
710 EDITOR Nक(R,1)
720 CRVS 0,0,36,3,4,1,40
7E FAFEEE 12: INK 14
74% EDITOR N$(R,2)
750 CRVS 0,0,11,5,27,1,40
760 FAFEE 12: INK 14
7%O EDITOR N$(R,3)
780 CRUS 0,0,10,7,28,1,40
7ツ0 FAFEE 12: INK 14
800 EDITOR N* (R,4)
810 CRVS 0,0,7,9,31,1,40
820 PAPEE 12: INK 14
80O EDITOR Nक(E,5)
840 CRVS 0,0,7,11,31,1,40
8EO FAFEE 12: INK 1.4
8GO EDITOR N$(R,G)
870 CEVS 0,0,7,13,31,1,40
880 FAFEE 12: INK 14
890 EDITOR Nक(E,7)
900 CEvS 0,0,12,15,9,1,40
910 FAFEEE 12: INK 1.4
920 EDITOR N*(R,8)
9_ CRVS 0,0,26,15,14,1,40
940 PAFEE 12: INK 14
9FO EDITOR Nक(E,9)
760 goto 1030
970 LET Aक=INKEY婁: LET A=ASC(A末)
980 IF A=128 THEN GOTO 680
9 9 0 ~ I F ~ A = 1 3 1 ~ T H E N ~ G O T O ~ 1 0 1 0 ~
1000 goto }97
1OLO USEE CLOSESI
1020 goto 190
1O30 FOR I=1 TO 9
1040 USER FEINT E1,Nक(R,D)
1050 NEXT I
1060 GOT0 430
1070 VS 4: CLS
1080 CSE 2,G: FRINT "Fi.n" To Modify/Delete Data"# CSE z,iz: FRTNT "F4n.n Feturn
To Menu"
1090 LET Aक=INREYक: LET A=ASC(Aक)
1100 IF A=128 THEN GOTO 1130
1110 IF A=131 THEN G0TO 190
1120 goto 1090
1130 USER OFENEI,"ADDEESG.DAT","I"
1140 CSE 4,20: fRINT "Flease wait loading data"
```

```
1400 CSE 1E,17: FFINT "OFTIONS"
```



```
:5
1420 CSF 19,19: FETNT "F4. Feturn To Menu"
140O LET Aक=NNKEY%: LET A=ASC(A%)
1440 IF A=120 THEN GOTO 1480
145O IF A=129 THEN GOTO 1710
146O IF A=1S1. THEN GOTO 190
1470 G0TO 1430
1480 CLS : CSF 11.1: FEINT "ADDEESS.DIFECTORY"
1400 FOFE I=O TO 30
1500 CSE I,Z: FETNT "..."
1510 NEXT
1520 FOF I=27 TO 50
153O TF IS39 THEN GOTO 1570
154O CSE O,2+I-2G: FFINT I
1550 CSE 4,2+I-2G: FEINT N(% (I,1)
1560 g0TO 1550
1570 CSF %O,2+4-59: FFINT I
1580 CSE 24,2+I-59: FRINT Nक(I,1)
1590 NEXT
1600 FOF: I=O TO 3B
1610 CSF I, 1E: FETNT "..."
1E2O NEXT
1ESO CSE 16,17: FFINT "OFTIONS"
1E40 CSE O,19: FRINT "F1. Frev Sureen": CSF O, EO: FEINT "F2. Modify/Delete Addre
S="
165O CSE 1%,19: FRINT "Fa. Feturn To Menu"
1GGO LET A%=TNKEY%: LET A=ASC(A%)
1670 IF A=120 THEN EOTO 1230
1680 IF A=12G THEN GOTO 1710
1690 IF A=131 THEN GOTO 100
1700 G0TO 1660
1710 CsF O,21: INFUT "Enter Dirertory Number % "#N
```



```
OOO: CSF O,22: FETNT CHEw(5): GOTO 1710 ELSE GOTO 175O
```



```
1740 FOF I=1.TO 
1750 CSE O,S+I: FETNT N*(N,I)
176O NEXT
1770 FEINT : FETNT
1780 INFUT "Is this the Eorrect address Y/N % "EF
1790 IF Eक="Y" OFE E%="Y" THEN GOTO 1810
1800 IF Eक="ח" OFE E$="N" THEN GOTO 12SO
1810 FETNT : FFINT "Enter "M" To Modify Address": FETNT "Enter "D' To Delete Add
ress"
182O FEINT : INFUT "Enter M ar D -...*> ";E$
1030 IF E$="M" OFE E&="m" THEN GOTO 185O
1840 IF E&="d" OF Eक="D" THEN GOTO 24OO ELSE GOTO 182O
1850 VS 5: CLS : CSE 16,O: FEINT "MODIFY"
1860 CSE 15,1: FEINT "-.-............."
1870 CSE O,3" FEINT "Surname."
1880 CहE 8,4: FEINT " ..............................."
1890 CSE 0,5: FEINT "Forename."
```



```
1910 CSE 25,3: FEINT "Initials."
1%20 CSE 34,4: FFTNT " -......""
1930 CSE 0,7: FETNT "Address."
1540 CSE 8,8: FEINT "
```



```
1母GO CSE 5,12! FEINT " ..................................................................................
1970 CSF 5,14: FFINT " -............................................................................
1980 CSE O,15: FFINT "FGSt Cocle." > > 1990 CSE 10,1E: FEINT " --............."
232
                                    2000 CSE 20,15: FFINT "TधI."
```

```
2010 CSF: w4,1E: FFINT " ......................................"
```



```
20% KSF% O, z= FOF: I=0 TO 38: FFTNT "...":" NEXT
```



```
2050 CSF: #, #: FFINT N* (N,1)
```



```
2070 CSFE 10,5: FFINT N悉(N,G)
2080 [SF% 9,7% FFINT N婁(N,4)
2050 CSFE,G: FFINT N悉(N,F)
2100 CEFFE, 11: FFINT N悉(N,G)
2110 CSFEG,1S: FFTNT N(N,7)
2120 ESF 11, 15: Fre\NT N疌(N,B)
```




```
EMF象(5)
```












```
2~O FFINT CHF:家(7);CHF:家(7)
```



```
    r*Grd Y/N "EEb
```



```
30 ELSE GOTO 2260
2OBO FRINT : FRINT " GAVING CHANGED DATA PLEASE WATT".""
2GO USEF OFENE1, "EACKUF.DAT","G"
200 FOF:I=1 TO Z
```



```
\jmath="EYE" THEN GOTO 235O
230 FOE N=1 TO 9
2330 USER FREINT E1,N%(I,N)
2340 NEXT N
2350 NEXT I
2%GO USER CLOSE&1
2` : USER ERA"ADDRESS.DAT"
2SB0 USER REN"ADDEESS.DAT"="BACKUF".DAT"
2390 goto 80
2400 VS 5: FAFER 6: INK 1: CL_S
2410 CSE 6,3: FRINT "ARE YOU SURE YOU WANT TO": CGE 1O,5: FRINT "**** DELETE *W*
*": CSE 12,7: FRINT "THIS RECORD %"
2420 FOR I=1 TO 9
2430 CSE 0,10+I: FEINT Nक(N,I)
2440 NEXT
2450 INFUT "ENTER "Y" (Yes) "N' (no) --..>":ANS#
2460 IF ANS&="Y" OR ANS&="Y" THEN GOTO 2480
2470 IF ANS&="N" OR ANS&:"n" THEN GOTO 190 ELSE GOTO 24GO
2480 LET Nक(N,1)="DELXY": LET N*(N,3)="XYDE": LET N$(N,4)="BYE"
2490 GOTO 2280
```


20 REM SEARCH FILE FOR
30 REM ADDRESS FILE
40 REM MIKE HURLEY
50 REM JAN 86

70 REM FILE NAME "SEARCH.BAS"


```
90 DIM Nक (50,9,31)
100 VS 5: FAFEF 4: INK 7: CLS
110 CSE 10,2: FETNT "SEAFCH ADDFESS FTLE"
```



```
130 CSR O,G: FFINT "Searinh Address File Ey Field."
140 FFENT: FEINT "Whish Field do you want to do a searmh on z"
150 FEINT
160 FETNT "O. Eteturn To Main Menu"
170 FFINT "In Surnamen": FEINT "%. Initialsa": FEINT "Sn First Name^", FEINT "
Address Fields 4,5,G or 7.": FETNT "G. Fost moden": FFINT "g. Telephone No."
180 CSFE O,20: INFUT "Enter Number --->> ":S
190 IF S<O OF SS THEN CSF O, 21: FFINT CHE& (7):"EFEOF 1 TO O ONLY": FAUSE 30OO:
    CSE O,21: FFINT CHFS(S): EOTO 180
200 IF S=0 THEN GOTO 210 ELSE GOTO 22O
210 LSEFE LOAD "ADDEES.BAS"
220 USEF OFENE1,"ADDFESS.DAT","I"
2%O CSF: 4,22: FFINT "FLEASE WAIT LOADING DATA"
240 FOE I=1 TO 50
25O USEF EOFE1, 2GO
260 FOF N=1 TO G
270 USEF INFUT EI,Nक(I,N)
28O NEXT N: NEXT I
2GO USEF CLOSERI
300 VS 5: FAFEF: 4: INK 7: CLS
310 CSE II,1: FFTNT "ADDEESS DTFECTOFY"
32 FOF I=0 TO 30
300 CSF: I,2: FFTNT "..."
340 NEXT
350 FOF I=1 T0 2G
360 IF T%=14 THEN GOTO 4OO
370 CSF O, +TI: FETNT I
380 CSE 4,2+I: FEINT N*(I,S)
300 60T0 4%0
400 CSE 20,2+T-15: FRINT I
410 CSE 24,2+I-13: FEINT N*(I,S)
4%O NEXT
430 CSE O,1E
440 FOF: I=1 TO 3B
45O FETNT "--";
460 NEXT
470 CSF 16,17: FEINT "OFTIONS"
480 cse 0,19: FEINT "Fi. Next SEreen"
490 CEE 19.19: FRTNT "F4. Feturn Ta Menu"
5OO CSE O, EO: FETNT "F2. List Address"
510 LET AOWINKEY票: LET A=ASC(Aक)
S2O IF A=12G THEN GOTO SEO
5%0 IF A=129 THEN GOTO 800
5 4 0 ~ I F ~ A = 1 3 1 ~ T H E N ~ G O T O ~ 1 0 0 ~
5%O gOT0 510
5GO CLS : CSE 11, 1: FFINT "ADDFESS.DIFECTOFY"
570 FOF I=0 TO Se
58O CSF: I, 2: FFTNT "-."
5 9 0 ~ N E X T ~
6OO FOF I=27 TO 50
E10 IF IPSO THEN GOTO 6SO
G%O CSE O,2+I-2E: FEINT I
ESO CSE 4,2+I-2G: FFINT N& (I,S)
640 GOTO 670
ESO CSE 20,2+T-39: FRTNT I
660 CGE 24,2+I-3#: FFTNT N*(T,G)
670 NEXT
6B0 FOE I=0 TO 38
6#O CSE I,IG: FEINT "-."
```

700 NEXT
710 CGE 1G，17：FEINT＂OFTIONS＂
720 CSE O，19：FFINT＂Fi．Frev Sereen＂
730 CGE 19．19：FEINT＂F4．Feturn Ta Menu＂
740 CSE O， $\mathrm{O}: ~ F E T N T$＂Fz．List Address＂

760 IF $A=128$ THEN GOTO 300
770 IF $A=129$ THEN GOTO BOO
780 IF $A=131$ THEN GOTO 100
790 GOTO 750
Boo CSE O，21：INFUT＂Enter Direwtory Number $>$＂iN
810 IF N\＆OF N 150 THEN CSE 10，22：FETNT CHFSC7\％；＂EFEOF 1 TO GO OHNY＂FAUSE 3 000：CSF O，2：FFINT CHEक（S）：GOTO BOO ELSE GOTO 8\％O
820 CL
830 FOF $\mathrm{I}=1 \mathrm{TO} 9$
840 CSE 4，5＋I：FEINT Nक（N，I）
850 NEXT
8EO CSFE，EI：FFINT＂F4．To Feturn To Directory＂：CGE E，za FFINT＂ ＂


```
880 IF A=131 THEN GOTO 300
85 EOTO 870
900 STOF
91.0 USEF SAVE "SEAFCH.BAS"
920 FUN
```



```
2O FEM SOET FEOGRAM FOF
3O FEM ADDRESS FILE
4O FEM MIKE HUFLEEY
5 0 ~ F E M ~ J A N ~ B E ~
```



```
70 EEM FILEE NAME "ADDSOET.EAS"
```



```
90 DIM NS(50, #, 31),TEMF%(50,9,31)
100 LET Y=0
110 LET L=O
120 VS 5: FAFEF 13: INK 14: CLS
130 CSF 17,2: FEINT "SOFT": CSE 1G,S: FEINT "抹抹亦"
1: FFINT : FFINT : FFINT "This prowedure will load Data from the Address fi
le and automaticaly do an AFLHABETIC SORT."
150 CSE O,12: INFUT "Do You Want To Contimue Y/N > ";As
1EO IF A&="Y" OF A负="Y" THEN GOTO Z10
170 IF A*="N" OF A婁="n" THEN GOTO 190
180 GOTO 150
1GO FEINT : FFENT "Feturning Te Main Menu"
2OO USEE LOAD "ADDFES.BAS"
210 USEF: OFENE1, "ADDFESS.DAT","I"
22O FFINT : FEINT "FLEASE WATT LOADING DATA"
200 FOF I=1 TO 50
24 USEE EOFE1,290
250 LET Y==Y+1
260 FOF N=1 TO S
270 USEF INFUT &I,Nक(I,N)
2 8 0 ~ N E X T ~ N : ~ N E X T ~ I ~
2GO USEF CLOSESI
OO FFINT : FETNT "SOFT IN FEOGEESS FLEASE WATT:"
310 FOF K=1 TO Y-\cdots1
3% FOR I=1 TO Y \
3 3 0 ~ I F ~ N क ( T , 1 ) \% N N ( W ) + 1 , 1 ) ~ T H E N ~ G O T O ~ 4 O O ~
340 FOR M=1 TO S
35O LET TEMF* (I,M)=NW(I,M)
36O NEXT M
```

370 FOF:M=1 TO
380 LET Nक(I,M)=N\& (I+1,M)
300 NEXT M
400 FOF M=1 TO =
410 LET Nक(I+1,M)=TEMFW(I,M)
420 NEXT M
4 9 0 ~ N E X T ~ I . ~
440 NEXT K
4%O FETNT "SAVING SOETED DATA FLEASE WAIT".""
4GO USEFE OFENE1, "SOFT. BAK","O"
470 FOF I=1 TO Y
480 FOE N=1 TO
490 USEE FEINT £I,N\$(I,N)
5 0 0 ~ N E X T
510 NEXT
52O USEE CLOSERA
59O USEF EFA"ADDFESS.DAT"
54O USEF FEN"ADDFESS.DAT"="SORT.EAK"
5%O FAUSE 3OOO: GOTO 190
560 STOF
570 USEE SAVE "ADDSOET"BAS"
580 FUN

```

20 FEM FETNT FEOGEAM FOE
\(3 O\) EEM ADDEESS FILE
\(4 O\) EEM MTKE HUELEY
50 FEM JAN EE

70 EEM FTLE NAME "ADDFEINT.EAS"

\(90 \mathrm{DTM} N \neq(50,9,31)\)
100 LET Y=0


110 LFEINT CHFB(27)""G"!
120 VS \(5: ~ F A F E F \&:\) INK \(7: C L S\)
1 BO CEF 13,0 : FETNT "FEINT OFTIONS"
140 FOE \(1=0\) TO 38: FETNT "-": NEXT
150 FFINT
16 OFETNT
170 FETNT "I. ELITE FITCH \(2 *\) FICA FITCH"
180 CSE o, \(\quad\) INFUT "Enter 1 or \(2>\) ":T

FETNT GHE台 (5): GOTO 180
OO IF T=1 THEN LFETNT CHF: (27) "F":CHEm (1):
210 IF T=2 THEN LFETNT CHES (27):"F";OHEs (O);
\(2 \%\) CSF O, \(\because\) : FETNT "TYFE OF CHAFACTEF \(? "\)
22 CSE O, 10 : FETNT "O. NOEMAL "
ZO CSF O, 11: FETNT "1. DOUBLE WIDTH ELONGATED ": FFINT "z" EMFHASTZED": FFTNT "
B: DOUELE FETNTED": FEINT "\&: UNDEFLTNE": FETNT "S. ITALIC"
240 FFTNT "E. EMFHASIZED AND DOUELE WIDTH": FETNT 7 : EMFHASTZED AND DUUELEE FETN
TED"
2 EO CEF O, \(\exists \mathrm{B}\) INFUT "Enter Option o ta \(7 \quad\) "

On FETNT CHF: (S): GOTO 2 EO
270 ON O GOSUE 430,290,510, \(330,550,570,390,410\)
200 6OTO 430
OO LFFINT CHEक(27):"W"; CHES (1);
300 FETUFN
310 LFFINT CHF: (27):"E";
320 EETUFN
330 LFEINT CHES(27);"G";
340 EETUFN
```

35O LFETNT CHFE(27);"-";CHE\&(1);
36O RETUFN
370 LFEINT CHF\&(27);"4";
3BO FETUFN

```

```

400 EETUFN
410 LFFETNT CHEw(27):"E"%" LFETNT CHE\&(27):"E",
42O EETUFN
4OO FETNT "FLEASE WAIT LOADINE DATA"
44O USEE OFENE1,"ADDEESS.DAT","I"
45O FOF I=1 TO 50
4GO USEF EOFE1,51O
470 LET Y=Y+1.
480 FOE N=1 TO 9
4%O USEF INFUT E1,N%(I,N)
5 0 0 ~ N E X T ~ N : ~ N E X T ~ I ~
51O USEF CLOSEA1
EO CSE O,Z1: INFUT "DO YOU WANT TQ FEINT THE WHOLEE FILE Y/N":A%

```

```

540 IF A\&="N" OF AB="n" THEN EOTO ESO
550 GOTO 5%O
50 FOFE I=1 TO Y
GES LFFTNT Nक(I,כ)+" "+N\&(I, %)" "+Nक(Ty,
50 FOE N=4 TO
5 8 0 ~ L F E I N T ~ N W ( I , N )
5 9 0 ~ N E X T ~ N
GOO FOF: L=1 TO 5: LFFETNT CHF%(1O%:
EIO NEXT L
G%O NEXT I
60 FFTNT "Feturning Tw Main Menu"
G4O USEE LOAD "ADDFES.BAS"
6% US 5: CLS
EGO CEE 1I, " FEINT "ADDEESS DIFECTOEV"
E70 FOE I=0 TO }3
68O CSFE I, 2: FFTNT ".."
6OO NEXT
700 FOF: I=1 TO 2E
710 IF I>=14 THEN GOTO 750
7%O CSF: O, +T: FFTNT I
70 CSE 4,2+I: FEINT N\&(I,1)
7: , GOT0 770
70 CEE 2O,2+I-1S: FFTNT I
760 CSE 24,2+1-13: FFINT N%(I,1)
770 NEXT
780 cse 0,16
790 FOF: I=0 TO 30
800 FeINT "-.":
810 NEXT
82O CSE 16,17: FFINT "OFTIONS"

```

```

840 CSFE O,QOn FFTNT "F4. Feturn Te Main Meru"
8GO LEET Aक=INKEYक: LET A=ASC(Aक)
860 IF A=128 THEN GOTO 900
870 IF A=129 THEN GOTO 1150
880 IF A=131 THEN GOTO 6SO
800 EOTO 850
OO EEM DIFECTOFY SCEEEN TWO

```

```

9% CLS : CSF 11,1: FETNT "ADDFESS WIM,WTCE"
90 FOF I=0 TO SB

```

```

950 NEXT
70 IF TSE THES कणTO 1िम

```
```

50 CकF Oy%T--E: FETNT I
990 CSE 4.2+I-2E: FETNT N:(1,1)
1000 gOTO 1090
1010 CSF 20,2+I-59: FEINT I
102O CSE 24, +4--5%: FEINT N%(T,1)
1030 NEXT
104O FOF T=O TO SB
10GO CSE I. 1G: FFINT "..."
10EO NEXT
1O70 CSF 1E,17" FEINT "OFTTONS"

```

```

1090 CSE O,2O: FETNT "F4. Feturn Te Main Menu"
11OO LET A%=1NKEY\$: LET A=ASC(AW)
1110 IF A=12G THEN GOTO 65O
112O IF A=129 THEN GOTO 115O
1.30 IF A=131 THEN GOTO ESO
1140 GOTO 1100
115O CSE O,2d: INFUT "Enter Diremtory Number % ",N
11GO IF NGI DF NSO THEN CSE 1O, 2,: FETNT CHF:(7):"EFEOF 1 TO GO ONL.Y" FAUSE S
OO% CSE O,22: FETNT CHEक(5): GOTO 1.50 ELEE GOTO 1170
1170 ClE
118O FOF I=1 TO G
1190 GEE O,G+T: FRENT N:(N,I)
1%OO NEXT
121O FETNT : FETNT
1%% INFUT "IE this the wwrrewt addrese Y/N s"\#\#
12उO IF E%="Y" OF Es="y" THEN GOTO 12EE
1%4O IF Eक="n" OF E=="N" THEN GOTO ESO
1250 GOTO 12%O

```

```

12GO FOF I=4 TO 8
127O LFETNT N% (N,I)
12gO NEXT
1%90 EOTO 650
IOOQ USEE SAVE "ADDFFINT.EAS"
1310 FUN

```


Alice, Mission Alphatrom, llachyon Fighter, Star Command, Memosketch, Nemo, Crystal, Kilopede at 2.50 each.

Adventure Quest, Emerald Isle and Snowball at \(\ddagger 4.00\) each.

From: Gordon Hurd, 10 Ardmore, Vicarage Road, Leigh Woods, Bristol BS8 3PH. Telephone 0272734769.


Following letter received from I C Price, 15 Briscoe Close Hoddesdon Herts
This is a plea for 'Noddy' since there seems to be some resistance to the use of this facility on the MTX. Looking through the last half dozen or so Memopads I notice that menus and the like are usually written out in Basic together with those cumbersome CSR commands.

Why not use Noddy? I find it quicker to type in and its easier to arrange the format rather than working out the CSR instructions.
 Memopad No. 6?


Noddy pages

PROG *D MENU. * \(R\)

MENU MAIN MENU

he Noddy title for the nane MFNll lunlld ho dolotod for nogtnoss no the finishod page.
I've also added lines 50,60 \& 70 which are not all strictly necessary. Line 50 sounds the bell to let me know the program is waiting, line 60 prevents a run on from a previous key depression and line 70 allows a guicker check to ensure a key has actually been depressed.

I'm not setting myself up as any sort of expert on Noddy but I do find it very convenient for Introduction, Instruction and Menu pages.

\section*{FORTH PRINTER AMENDMENT}

To alter your version of the printer routine, first load FORTH and then exit to Basic (i.e. hold ESC key down).

Then enter panel and display from 5667 H , alter the bytes from 5667 H as below.
5667H \begin{tabular}{lll} 
& 00 H & NOP \\
& 00 H & NOP \\
& 00 H & NOP \\
& 00 H & NOP \\
& 00 H & NOP \\
& 00 H & NOP
\end{tabular}
\begin{tabular}{|c|c|c|c|}
\hline & OOH & NOP & \\
\hline 566EH & OOH & NOP & \\
\hline 566FH Wait: & DB,04 & IN A,(04) & ; Get printer status \\
\hline & E6, OF & AN1 OFH & ; Discard MSN \\
\hline & FE, OA & CP OAH & ; Is printer busy \\
\hline & 20,F8 & JR NZ, WAIT & ; Wait if yes \\
\hline & 78 & LD A,B & ; Get byte to print \\
\hline & D3,04 & OUT (04), A & ; Send it \\
\hline & DB,00 & IN \(\mathrm{A},(00)\) & ; Send data strobe \\
\hline & DB,04 & IN \(A\),(04) & \\
\hline & 00 & NOP & \\
\hline 567 FH & c9 & RET & ; Return \\
\hline
\end{tabular}


Go back into FORTH and re-save your new version : this should run on any centronics printer.
Query from Leslie Gornall, The Old School, Binchester, Bishop Auckland, Co. Durham, DL14 8AU
I would be grateful if a fellow reader could send me a program (in assembly language) to take input from any key on the keyboard and store the key pressed in a memory location. I tried to write such a program myself - but fell on the problem that many keys seem to have the same code. \(\not\}\)


\section*{Number 1 game on the Amstrad. Now available on the Memotech at only \(\mathbf{£ 7 . 9 5}\)}


\section*{MTX Screen Dump by A. F. Wilson}

Before discussing how to use simple software to dump a graphics or text screen to a centronics printer, let us first take a brief look at the hardware side.

A centronics interface, unlike its rival serial interface, sends a 8-bit number (or 1 byte) along 8 parallel wires. Each of these wires represents the ' 0 's \& ' 1 's of the binary number as or 5 volts respectively, in otherwords as electrical signals. The centronics interface sends 1 pulse down each of the eight wires simultaneously, i.e. in parallel, whereas the serial interface sends 8 pulses down just the one wire one after each other, i.e. in series. If you turn to page 253 of the MTX manual you will see that there is more to the centronics interface than the 8 data lines.

The ACKNLG signal or acknowledge signal tells the computer that the printer is ready.
The BUSY signal tells the computer that the line is full or busy at the moment.
The PE signal tells the computer to stop sending data until the printer receives more paper.
The ERROR line checks for other errors that may occur.
The GND signal indicates what the ground voltage level of the computer is.
The SLCT sional is used to indicate that the computer has selected to send the data to a printer device.

The last and most important signal is the STROBE. This is the timing signal which tells the computer when to send mure data.

The MTX uses the commands IN (0), d ; IN (4), d; and OUT (4), d to talk to the printer. (See pages 248-249 of MTX manual). Briefly:-

IN (0), d is used to set the strobe low for sending data.
IN (4),d is used to monitor the status of the printer. Only the lower 4 bits (or nybble) is used:
DO=busy, when high the line is busy
D1=error, when low there is an error
D2=paper empty, when high then empty
D3=slct, when high the printer is selected.
OUT (4), d is used to send the byte of data, only when the strobe is forced low and the status line is ten (\#DA). Note after strobing low use IN (4), d to force it high again after 1 microsecond has elapsed.

If you browse through the MTX rom from \#OCE 3 then you will see how the MTX sends data to the printer, i.e.
\begin{tabular}{lll} 
\#OCEO & CALL \#OCF3 & \\
\#OCE3 & IN A,(4) & ;READ STATUS \\
& AND \#OF & ;SELECT LOWER NYBBLE \& CLEAR FLAGS \\
& CP \#OA & ;CHECK IF CONDITIONS RIGHT TO SEND DATA \\
& JR NZ,\#OCEO & ;ELSE GOTO \#OCE3 \\
& LD A,B & ;LET A=B, A IS USED TO OUTPUT DATA \\
& OUT (4),A & ;SEND DATA TO DEVICE \\
& IN (0),A & ;STROBE THE DATA TO THE PRINTER \\
& IN A,(4) & ;RESET STROBE \\
& RET & ;RETURN FROM CALLER \\
\#OCF3 & CALL \#O9F2 & \\
& JP NZ,\#O259 & ;IF BRK PRESSED THEN Z FLAG NOT ZERO.
\end{tabular}

```

\#09F2
RET
;BACK TO \#OCE3 \& SEE IF THE LINE IS READY.
PUSH HL
LD HL, \#FD81
BIT 0, (HL)
POP HL SAVE HL
;POINT HL BREAK FLAG
;HAS BRK BEEN PRESSED.
RET

```

As you can see the MTX uses register \(B\) to store the data which is to be passed to routine \#OCE3, which sends the data to the printer. On the MTX we have thref main screens:-graphics, text and panel. Fortuntely both the panel and text screens are just the VS 5 . They both have the same text graphic generator and window. The text mode in the MTX is the most favourable print dump because it only needs to send 960 bytes ( \(24 \times 40\) ) of information, i.e. one screen to the printer. Both it and its mirrorpanel send only the ascii codes. The printer takes these codes and prints out its equivalent ascii coded data from its own character set.

\begin{abstract}
Unfortunately we cannot use any redefined characters in this mode as the printer character set only uses the ascii code number and not the computers data for the code. But this mode has the advantage of all the functions as shown in table 1. This means we have complete control of the character font, length of page etc. The text mode is very easy to program and is shown in listing 2. Note this routine can be used for the front panel except that the lines in listing 3 should be inserted at position shown. This code is explained in the listing. To show how flexible this mode is we can very easily adjust the width of the text from 40 to 80 by changing the number in the DB 27, "Q", 40 line. This will mean we will have 12 lines of 80 columns instead of 24 lines of 40 columns.

The graphics mode on the otherhand is more complex due to the way the printer treats graphic data. Also we don't have any of the functions descrbed in table 1.
\end{abstract}

The MTX treats each byte of screen data as a horizontal sequence of dots, e.g. d7 d6 d5 d4 d3 d2 \(d 1 d 0=1\) horizontal byte. But in today's computer world, the epson printer seems to be the industry standard or at least the most popular one. This is a slight problem because the epson printers bit image mode treats the data as vertical sequences of data as opposed to the MTX method. On my HR-5 printer there are two density modes-normal ( 480 vertical sequences) and double density ( 960 vertical sequences). In basic we would represent the normal mode as:

LPRINT CHR\$(27);"K";CHR\$(n);CHR\$(m)
where \(n=0\) to \#ff when \(m=0\) and \(n=0\) to \#e0 when \(m=\# 1, n=L S B\) and \(m=M S B\)

Therefore on the MTX we have to take our \(8 \times 8\) matrix (or 8 bytes of horizontal data) and rotate these into 8 vertical bytes of data. Fortunately the coding for this is relatively simple, see listing 4, section epson, for description. This technique of twisting 8 screen bytes or an alphanumeric character around is called Transposition. Note we have to perform the line feed, etc. which was done for us before automatically by the column code. \(k\)

Table 1: epson printer control code data, for use in listimgs 2-4.
FUNCTION Coded data for on roded data for off
```

Enlarge
Reduce
Emphasise
Elite/Fica
Italic
Double strike
Underline
Unidirection
Subscript
Superseript
Backspace
Line feed
Reset printer

```

DB 27,"W", 1
DB \(15,0,0\)
DB 27,"E",0
DB 27,"F",0
DE 27,"4",0
DB 27,"G",0
DB 27,"-", 1
DB 27,"U",1
DB 27,"S",1
DB 27,"5", 0
DB \(8,0,0\)
DB 27,"A",n where \(n=n=1 / 72\) "
DB 27,64,0

DB 27,"W", 0
DB \(18,0,0\)
DB 27,"F", 0
DB 27,"Р",1
DB 27,"5", 0
DB 27,"H",0
DB 27,"--", 0
DB 27,"U",0
DB 27,"T", 0
DB 27,"T",0

Listings \(2-4: 1\) isting 2 starts at Fanel; listing 3 starts at Text; listing 4 starts at graphic.

O CODE

4007 JPANEL: LD A,EC3
4009 LD (EFAGE), A SET FEXFAND, IE FANEL EXTEMSION TO JUIH
400 C LD HL, PANEL
400F
4012 FANEL
LD (EFAGF), HL ;FOINT FEXPAND TO START OF FANEL DUMF
4014
CP "F" ; WHEN IN FANEL PRESS F TO DUMF TO FRINTEF
4015 RET NZ ;ELSE BACK TO PANEL
;TEXT IS USED FOR BOTH VS S/FANEL DUMPS
CALL VRAMIN ;SET VRAM TO READ TABLE AT STARTING AT \(71 E E\)
\(401 F\)
4021
4024
27 TPOUT
LD HL, LINEFTP ;PRINTER CODES TO BE SENT TO PRINTEF
LD C,G ; 6 CODES
CALL POI ; CALL SUBROUNTINE POI
LD DE,960 ; LENGTH OF TEXT/FANEL. SCFEEN
IN A, (1) ; READ IN ASCII CODES FROM URAM
LD B,A
CALL £OCE3 ; SEND TO PRINTER
DEC DE
LD A,D
OR E
JR NZ, TPOUT
RET
LINEFTP:DB 27,"A",12 ;SET LINE FEED TO NORMAL
WIDTHTP:DB 27,"Q",40 ;SET COLUMN MAX TO 40, THEN LINE FEED
LINEFGM: DE 27, "A", 8
WIDTHGM:DB 27,"K", O, 1 ;SET TO NORMAL BIT MODE
FBUFF: DS 8 ;TEMFORARY BUFFER FOR BX日 GRAFHIC MATRIX
COUNTER:DS 2 ;KEEP TRACK OF POSITION ON VS 4
FOUT: LD C, 4
POI: LD B, (HL)
CALL \(£ O C E B\); SUBROUTINE USED TO SEND THE CONTROL CODES TO THE
INC HL ;PRINTER
DEC C
JRE NZ, PO1
RET
VRAMIN: PUSH AF ;SUBFOUTINE SETS VRAM TO READ MODE
LD \(A, L\)
OUT (2), A
LD A,H
AND £3F
OUT (2),A
FOF AF
RET
GRAFHIC:LD HL,LINEFGM ;SET FEED TO \(8 / 722\) TO JOIN LINES UF
LD C,3
CALL FOI
LD HL, OOO ; INITIALISE COUNTER AND START OF VS 4 VRAM
LD (COUNTER),HL
CALL VRAMIN
MLOOP: LD HL,WIDTHGM
\(\begin{array}{lc}4074 & \text { CALL PQUT } \\ 4077 & \text { READDAT: LD HL, PBUFF }\end{array}\)
407A ;TEMP 8 DATA LOCATION
407C RD1: IN A, (1)
\(407 E\) LD (HL), A SAVE FISRT HORIZONTAL BYTE IN \(8 \times 8\) MATRIX
407F
INC HL
4080 DJNZ RDI
4084 EP1:
4086
4088 EPZ:
408A
408B
408 D
408 F
4091 ZEFO:
4093
4094
4096
4098
409B SEND:
409E
40 Al
40 AZ
40A4
40 A 7
40AA
40AC
40AF
40BO
40 B 2
40 B 4
40B6
4089
40 BE
40BC
4OBE END:
40 CO
4003
4005
40 CB
40 CF
Symbols:
\begin{tabular}{llll} 
JPANEL & 4007 & PANEL & 4012 \\
TEXT & 4015 & VFAMIN & 4055 \\
LINEFTP & 4033 & FQ1 & \(404 C\) \\
TFOUT & 4027 & WIDTHTF & 4036 \\
LINEFGM & 4039 & WIDTHGM & \(403 C\) \\
FBUFF & 4040 & COUNTER & 4048 \\
FOUT & \(404 A\) & GRAPHIC & 4060 \\
MLOOF & 4071 & READDAT & 4077 \\
FD1 & \(407 C\) & EFSON & 4082 \\
EFI & 4084 & EF2 & 4088 \\
ZEFO & 4091 & SEND & \(409 B\)
\end{tabular}
; NUMBER OF DATA BYTES
EPSON:
LD \(\mathrm{C}, \mathrm{B}\)
; INITIALISE DATA REGISTEF
LD D, 8 ; NUMBER OF BITS IN 1 BYTE
OR \(£ 00\); CLEAR FLAGS
DEC HL
RLC (HL) ; ROTATE DATA BY 1 BIT
JR NC, ZERD ; CHECK IF CARRY EIT SET
SET 7,B ; CARRY BIT SET SO SET THE 7TH BIT IN B
OR EOO ; CLEAR FLAGS
DEC D ; DECREASE BIT COUNT
JR \(Z, S E N D\); IF \(=0\) THEN 1 st VERTICAL BYTE EEADY TO EE OUTFUTTED
FR \(B\); FOTATE ALL B EITS DNE FLACE RIGHT TO GET RIGHT
JF EFZ ; VERTICAL ORDER THEN GET NEXT BIT
SEND: CALL EOCES
LD HL, COUNTER ;FOINT HL 1 ABOVE PBUFF TO CANCEL OUT \(15 t\) DEG IH
DEC C ; DECREASE BYTE COUNT
JR NZ, EPI ; IF NOT=O THEN CONTINUE FOTATING
LD DE, 1
LD HL, (COUNTER)
ADC HL,DE ; UFDATE COUNTER
LD (COUNTER), HL
LD \(A, L\)
AND \(£ 1 F \quad ; T E S T\) IF END OF LINE
JR NZ, READDAT
LD B, 10 ; SEND LINE FEED CONTROL AT THE END OF EACH LINE
CALL \(£ 0 C E 3\)
LD A, 3
CP H ; TEST IF END OF GRAFHICS SCREEN
JR NZ, MLOOF
LD B,27 ;FESET PRINTER
CALL £OCE3
LD B,64
CALL £OCE3
RET
RET


1 REM 末末FANEL DUMP：－ENTER PANEL THEN PRESS F末末：
2 REM仨：TEXT DUMP：－USE COMMAND RAND USR（16405）IN PROGRAM TO CALL TEXT DUMP：\＆：
3 REM：

\section*{Subscriptions}

IF YOUR MEMBERSHIP NUMBER IS BETWEEN 1339 \＆ 1529 （ALL LETTERS） YOU ARE NOW DUE TO RENEW YOUR SUBSCRIPTIONS．TO MAKE SURE OF YOUR NEXT ISSUE PLEASE SEND YOUR SUBSCRIPTION TO REACH US NO LATER THAN THE 19 TH Apri1 86
\(0010626 \times 26\) SPREAD SHEET UTIL SYNT 7.95 I ANY 00057 3D TACHYON FICHTER ARC CONT 6.95 I ANY 001359 ELECTRIC. PROGS EDUC SSFT 13.95 U ANY 00062 ADVENTURE QUEST ADV LVL9 8.75 I ANY 00033 AGROVATOR ARC SYNT 5.95 I 512 00125 AIRCRAFT MAGNETISM FLGT AVTN ? I ANY 00120 AIRCRAFT PAYLOADS FLGT AVTN? I ANY 00122 AIRLAW 2 FLGT AVTN? I ANY 00123 AIRSPEED INDICATOR FLGT AVTN ? I ANY
00071 ALICE IN WONDER. ADV CONT 6.02 I ANY 00121 ALTIMETER FLGT AVTN ? I ANY 00008 ASTROMILON ARC CONT 6.02 I ANY 00047 ASTROPAC ARC CONT 6.02 I ANY 00058 BACKGAMMON BRD CONT 7.95 I ANY \(\begin{array}{lllll}00041 & \text { BASIC BUSINESS } & \text { BS } & \text { CONT } 5.95 & \text { I ANY } \\ 00043 & \text { BLOBBO } & \text { ARC } & \text { CONT } 6.02 & \text { I ANY }\end{array}\) 00073 BOUNCING BILL ARC SYNT 4.95 I ANY 00074 BRIDGE CARD CONT 6.95 I 512 00130 BUSINESS GAME 00077 CANVAS 00085 CAVES OF ORB ADV SYNT 5.95 I ANY 00137 CESIL INTERPRETER LANG SSFT 5.95 U ANY 00094 CHAMBEROIDS ARC MEGA 5.95 I ANY \(\begin{array}{llll}00059 & \text { CHESS } & \text { BRD } & \text { CONT } 8.75 \\ 00053 & \text { I ANY } \\ \text { COBRA } & \text { ARC } & \text { CONT } 6.02 \text { I ANY }\end{array}\) 00025 COLOSSAL ADVENTURE ADV LVL9 8.75 I ANY 00098 COMBAT ARC PANS 2.95 I 512 00028 COMPOSER UTIL XAV 13.00 I ANY 00046 CONT RAIDERS ARC CONT 6.02 I ANY 00099 CRIBBAGE CARD SCRP 2.95 E ANY 00110 CRYSTAL ARC MEGA 5.95 I ANY 00050 DEN.GOES BANANAS ARC SCRP 2.95 I ANY 00011 DENNIS \& CHICKEN ARC SCRP 2.95 I ANY 00103 DENNIS AND CIRCUS ARC SCRP 2.95 I ANY 00068 DOODLEBUG ARC SYNT 4.95 I ANY 00108 DOUNSTREAM DANGER ARC MEGA 5.95 I ANY \(\begin{array}{llllll}00096 & \text { DR. FRANKIE } & \text { ARC } & \text { SYNT } 5.95 & \text { I } 512 \\ 00056 & \text { DRAUGHTS } & \text { BRD } & \text { CONT } 6.95 & \text { I ANY }\end{array}\) 00111 DRIVE THE LEE 5 ARC MEGA 5.95 I ANY
00063 DUNGEON ADVENTURE ADV LVL9 8.75 I ANY 00067 EDASM UTIL SYNT 7.95 I 512 0006 EMERALD ISLE ADV LVL9 5.95 I ANY 00038 ESCAPE FROM ZARKOS ARC MEGA 5.95 I ANY 00081 EXTENDED BASIC 6.95 SENT 6.95 I ANY 00082 FATHOMS DEEP ARC MEGA 5.95 I ANY 00090 FIG FORTH LANG SYNT 15.75 I 512 00055 FIREHOUSE FREDDIE ARC CONT 6.02 I ANY 00021 FIRST LETTERS 1 EDUC CONT 8.75 I ANY 00092 FKEY DEFINER UTIL MEMB 6.95 I ANY 00037 FLUMMOX ARC SYNT 5.95 I 512 00132 FRACT, PERCENTAGES EDUC SSFT 5.95 U ANY 00052 GAUNTLET ARC CONT 6.02 U ANY 00102 GHOSTLY CASTLE ADV PANS 2.95 I ANY 00031 GOLDMINE ARC CONT 6.02 I ANY 00069 GRAPHICS UTIL CONT 5.95 I ANY 00087 H \(\&\) L DUNIP UTIL MEM 4.95 I ANY 00072 HAUKWARS ARC SYNT 4.95 I ANY 00065 HELI-MATHS EDUC CONT 5.95 I ANY 00034 HUNCHY 00083 ICEBERG 00105 JET SET WILLY ARC SYNT 4.95 I ANY 00015 JOHNNY REB WAR LOTH 6.02 I ANY 00097 JUMPING JACK FLASH ARC SYNT 5.95 I 512 00115 KARATE KING \(\cdots\) ARC MEGA 5.95 I ANY 00016 KEY TO TIME ADV LUMP 6.02 I ANY 00042 KILOPEDE ARC CONT 6.02 I ANY 00019 KNUCKLES ARC CONT 7.95 I ANY 00078 LES FLICS ARC PSS 6.95 E ANY 00032 LITTLE DEVILS ARC SYNT 4.95 I ANY
\begin{tabular}{|c|c|c|c|c|}
\hline 0024 & LORDS OF TIME & ADV & LVL9 8.75 & Y \\
\hline 00035 & M COMMAND \& ARCAD. & ARC & SYNT 4.95 & YY \\
\hline 00070 & Man from cranny & ADV & SYNT 4.95 & 12 \\
\hline 00104 & MANIC MINER & ARC & SPRJ 6.95 & AVY \\
\hline 00119 & MAPS AND CHARTS & FLGT & AVTN & YY \\
\hline 00126 & MAPS AND CHARTS 1 & FLGT & AVTN & NY \\
\hline 00022 & MATHS 1 & EDIIC & CONT 8.75 & NY \\
\hline 00013 & MAXIMA & ARC & CONT 6.02 & \(Y\) \\
\hline 00086 & MEMOCHEQUE & UTIL & SYNT 6.95 & Y \\
\hline 00075 & MEMOSKETCH & UTIL & SYNT 7.95 & NY \\
\hline 00089 & MINER DICK & ARC & XAV 6.95 & NY \\
\hline 00044 & MISSION ALPHATRON & ARC & CONT 6.02 & NY \\
\hline 00030 & MISSION OMEGA & ARC & SYNT 4.95 & NY \\
\hline 00054 & MURDER AT MANOR & ADV & LUMP 6.02 & VY \\
\hline 00010 & MUSIC PAD & UTIL & CONT 6.02 & NY \\
\hline 00003 & NEMO & ARC & CONT 6.00 & NY \\
\hline 00131 & NETUORK LOADER & UTIL & SSFT 8.95 & NY \\
\hline 00112 & OBLITERATION ZONE & ARC & MEGA 5.95 & NY \\
\hline 00045 & OBLOIDS & ARC & CONT 6. 02 & NY \\
\hline 00129 & PAINTBOX & UTIL & SYNT 5.95 & NY \\
\hline 00001 & PAYROL & UTIL & CONT 21.25 & 512 \\
\hline 00005 & PHAID & ARC & CONT 6.02 & YY \\
\hline 00061 & PHYSICS & EDUC & CONT 8.75 & VY \\
\hline 00124 & PILOT NAVIGATION & FLGT & AVTN & I ANY \\
\hline 00012 & PONT \& BLACKJACK & CARD & CONT 6.02 & I ANY \\
\hline 00009 & POT HOLE PETE & ARC & CONT 6.02 & I ANY \\
\hline 00040 & PURCHASE LEDGER & BN & CONT 12.75 & I 512 \\
\hline 00048 & QOCO & ARC & CONT 6.02 & I ANY \\
\hline 00076 & QOCO 2 & ARC & MEGA 5.95 & I ANY \\
\hline 00095 & QuANTUM & ARC & SYNT 5.95 & I ANY \\
\hline 00109 & QUAZZIA & AfC & MEGA 5.95 & I ANY \\
\hline 00107 & RED MOON & ADV & LVLS ? & U ANy \\
\hline 00127 & RELATIVE VE & FLGT & AVTN ? & I ANY \\
\hline 00064 & RETURN TO EDEN & ADV & LVL. 98.75 & I ANY \\
\hline 00020 & REVERSI & BRD & CONT 7.95 & I ANY \\
\hline 00114 & ROLLA BEARING & ARC & MEGA 5.95 & I 512 \\
\hline 00100 & RUTHLESS BASTARD & ARC & LSFT 2.50 & I. 512 \\
\hline 00002 & SALES LEDGER & UTIL & Simt 15.75 & I 512 \\
\hline 00029 & SALTY SAM & ARC & SYNT 4.95 & I ANY \\
\hline 00113 & SEPulcri scelerati & ARC & MEGA 5.95 & I 512 \\
\hline 00101 & SLOOPY'S CHRISTMAS & ARC & PANS 2.95 & I ANY \\
\hline 00116 & SMG & ARC & MEGA 5.95 & I ANY \\
\hline 00049 & SNAPPO & ARC & CONT 6.02 & I ANY \\
\hline 00023 & SNOWBALL & ADV & LVL9 8.75 & I ANY \\
\hline 00036 & SON OF PETE & ARC & MEGA 5.95 & I ANY \\
\hline 00136 & SOUND \& RESISTOR & EDUC & SSFT 5.95 & U ANY \\
\hline 00026 & SPELLI-COPTER & EDV & CONT 5.95 & I ANY \\
\hline 00080 & SPOOLER & UTIL & MEM 4.95 & I ANY \\
\hline 00017 & StAR COMman & ARC & CONT 6.95 & I ANY \\
\hline 00014 & SUPA coder & UTIL & SYNT 7.95 & I ANY \\
\hline 00084 & SUPER BIKE & ARC & SYNT 4.95 & I ANY \\
\hline 00004 & SUPER MINEFIELD & ARC & CONT 6.02 & I ANY \\
\hline 00093 & SURFACE SCANNER & ARC & MEGA 5.95 & I ANY \\
\hline 00133 & SYMMETRY \& CLASS & EDUC & SSFT 5.95 & U ANY \\
\hline 00039 & TAPE TO DISC & UTIL & MEM 6.95 & I ANY \\
\hline 00007 & TAPEWORM & ARC & CONT 6.02 & I ANY \\
\hline 00088 & tarcet zone & ARC & SYNT 6.95 & I ANY \\
\hline 00118 & THE DESIGNER & UTIL & HALT 8.95 & I ANY \\
\hline 00128 & THE WALL & ARC & SYNT 4.95 & I 512 \\
\hline 00051 & THE ZOO GAME & ADV & CONT 6.02 & I 512 \\
\hline 00134 & TITRATION,CHROMATO & EDUC & SSFT 5.95 & U ANY \\
\hline 00006 & toado & ARC & CONT 6.02 & I ANY \\
\hline 00018 & TURBO & ARC & CONT 6.95 & I ANY \\
\hline 00117 & USER BASIC & UTIL & SYNT 8.95 & I ANY \\
\hline 00079 & USER EXTEND & UTIL & MEM 7.95 & I ANY \\
\hline 00027 & UTILITIES 1 & UTIL & CONT 4.95 & I ANY \\
\hline 00091 & VERNON \& VAMPIRES & ARC & SYNT 5.95 & I ANY \\
\hline 00138 & WOOD SIMULATION & EDUC & SSFT 5.95 & U ANY \\
\hline 00060 & WORD \& PICTURE & EDUC & CONT 8.75 & I ANY \\
\hline
\end{tabular}

\section*{HARDWARE}

PRICES EFFECTIVE FROM 1 ST DECEMDER 1985
\begin{tabular}{|c|c|}
\hline MTX 512 ................. \(\$ 119.00\) & MEMBERSHIP \\
\hline MTX 500 ................. \# 69.95 & MEMBERSHIP \\
\hline 32K MEMORY EXPANSION & . . \#36.74 \\
\hline 64 K MEMORY EXPANSION & . \(\$ 45.43\) \\
\hline 123K MENIORY EXPANSION & . \(\$ 69.52\) \\
\hline **** PLEASE STATE FOR WHICH MODEL & ****** \\
\hline NEWWORD 32K ON ROM & ..\#36.74 \\
\hline PASCAL 16 K ON ROM & . \(\# 36.74\) \\
\hline SPECULATOR & ...*36.95 \\
\hline DMX80 PRINTER & . * 179.95 \\
\hline PRINTER CABLE & ...\# 8.95 \\
\hline SDX 500K DRIVE + INTERFACE & . .\#222.50 \\
\hline SDX 1MEG DRIVE + INTERFACE ..... & . . . . \#265.83 \\
\hline 2ND 250K SDX DRIVE & ...*\# 89.00 \\
\hline 2ND 500K SDX DRIVE & ...\#169.00 \\
\hline 2ND 1MEG SDX DRIVE & . \(\$ 203.00\) \\
\hline
\end{tabular}

FDX 2ND DRIVE 500K ................\#141.00
FDX 2ND IMEG DRIVE ...............\#163.00

DUST COVER ......................... 3.50
DMX80 PRINTER RIBBON ........... \(\$ 8.98\)

80 COL CARD + CPM +NW/SC ................ 180.95
80 COL UPGRADE KIT (RS232) .............. 27.00

PACKAGE ONE
SDX 500K DRIVE + INTERFACE
+80 COL BOARD +CPM + NW + SC ........... 355.00

PACKAGE TWO
AS ABOVE BUT WITH IMEG DRIVE ..........\#395.00

PACKAGE THREE
SDX 500K DRIVE : INTERFACE:
COMPUTER MTX512: 80 COL PCB:CPM ......\#449.00

PACKAGE FOUR
AS ABOVE BUT WITH 1MEG DRIVE ...........\#489.00

FDX SINGLE 500K CFM SYSTEM ..............\#539.00
FDX SINGLE IMEG CPM SYSTEM ...............\#675.00

FDX TWIN 500K CPM SYSTEM ................ 5569,00
FDX TWIN IMEG CPM SYSTEM ................\#740.00
(REquires RS232 comms board)

SILICON DISCS
250K ............. 1 145.90

FLOPPY DISCS (BOX 10) GUARANTEED ................... \#18.95
PACE NIGHTINGALE MODEM ............................... \(\$ 119.00+\$ 5.00\) P\&P
250K DISC DRIVE + INTERFACE ........................... \(199.00+\$ 5.00 \mathrm{P} \& \mathrm{P}\)

DISC CASES HOLD 10 DISC ........... \# 2.55
FLOPPICLENE DISC CLEANING KIT ......\#17.20
ANTISTATIC SCREEN WIPES ...(10)....** 1.50
DISC CABINETS (LOCKABLE) 110 DISCS \(\# 36.95\)
CRIB CARD
\# 2.16
ROM LISTINGS ............. \(\# 45.00\)
SDX CONTROLLER LISTINGS .\#20.00
ROM CALLS INFO SHEET ... 50p
RST 10 CALLS INFO SHEET ..... 50p
INTERRUPTS INFO SHEET ........80p
DDT INFO BOOK ..............\#2.00
THE ABOVE PRICES ONLY APPLY TO U.K SALES \& BFPO SALES BFPO SHOULD ADD AN EXTRA \(£ 30.00\) TO COVER ADMINISTRATION BY MEMOTECH

\section*{Late Xtra!}

MEMOTECH COMPUTERS LTD
TO: 635480
ATTN KEITH HOOK

FROM GEOFF BOYD, MEMOTECH COMPUTERS LTD, OXFORD
TO KEITH HOOK, SYNTAXSOFT LTD, NELSON
- MEMOTECH COMPUTERS LTD WILL BE CONLlUDING NEGOTIATIONS FOR the purchase of the business of memotech ltd (in RECEIVERSHIP) SHORTLY. WE ARE READY TO COMMENCE PRODUCTION AND WOULD APPRECIATE AN INDICATION OF THE OUTSTANDING ORDERS FROM GENFAT MEMBERS YOU WOULD LIKE US TO FULFILL.

BEST REGARDS

GEOFF BOYD
- memotech computers ltd

\section*{Coming Soon} On The MTX


\title{
www.primrosebank.net
}

\section*{Abridged Terms \& Conditions (Downloads)}

\section*{Disclaimer}
www.primrosebank.net, (the website) is provided by Dave Stevenson as a service to the public, is provided "as is" and carries no warranties, expressed or implied, of any kind.

Dave Stevenson is not responsible for, and expressly disclaims all liability for, damages of any kind arising out of use, reference to, or reliance on any information contained within the website or made available for download. Whilst the information contained within the website site is periodically updated, no guarantee is given that the information provided on the website is correct, complete, and up-to-date.

A number of articles on the website contain technical data and practical guidance which may be of use in testing and maintaining various items of vintage computer and electronics hardware. Such articles are not intended to cover all aspects of the tasks involved and may omit essential information, including necessary safety precautions. Performance of the tasks described may risk damage to equipment and/or people. The reader is responsible for ensuring that he/she is capable of performing the tasks described and well as assessing the inherent risks involved and taking appropriate measures to mitigate such risks.

\section*{Dave Stevenson expressly disclaims all liability for, damages to equipment or injury of any kind arising out of use of such technical data and guidance.}

Unless otherwise noted, all data on the website is deemed to be Copyright (c) Dave Stevenson, 20092013

You are hereby granted permission to download data and software from the website for your own personal use. Redistribution of any content from the website without written authorisation from Dave Stevenson is expressly forbidden. You are also expressly forbidden from offering for sale any material obtained from the website.

As far as possible, information included on the website from other sources has been credited to the respective author and/or publisher. The majority of content on the website is derived from material first published in the 1980s. This material is likely still under copyright of the original author and/or publishers. The authors and/or publishers may not have given express permission to copy, transmit or make this information available for download, but I believe that they would have no objection to this archive information being placed into the public domain.

However, should the author and/or publisher of the original material find any content on the website for which they wish to assert their rights, they should notify Dave Stevenson (by e-mail to: webmaster@primrosebank.net) who would be pleased to enter into a dialogue to agree a satisfactory resolution of their concerns.

If you obtained this file as part of a paid-for package, you have been scammed! I suggest that you request a refund from the seller, please also advise Dave Stevenson at the e-mail address above.```

