Memotech Owners Club
Program Library Software And
Document Catalogue

All the software which forms part of the main library is available on cassette and on 5.25"or 3.5" disc

All the software prefixed by 'CA' is available only on cassette and all software prefixed by 'CPM' is only available on CP/M Disc Systems.

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MEMOTECH OWNERS CLUB
PROGRAM LIBRARY

This is the list of all the programs available on cassette and disc. The costs are: £1.20 for two programs on cassette (we supply the tape) and £2.50 on disc for 20 programs (or £3.50 if you want us to supply the disc). When ordering for discs please state clearly what memory capacity you work on (100K to 1Meg).

Disc 1 starts here.

01.	Hex/Dec/Bin	Number conversion program.
02.	CGEN	Sprite Generator.
03.	3D-Draw	Rotate a cup & saucer in 3D
04.	Whist	Card Game
05.	Mem-Save	Saves/Loads memory from tape.
06.	MTX-Draw	Basic drawing board
07.	LOGO-Draw	Turtle graphics drawing board.
08.	Simplex Tableau	Applications Program.
09.	Breakeven	Applications Program.
10.	Statistics	Applications Program.
11.	Unsolved Problem	Applications Program.
12.	Radio Routines	Learn about Radio Electronics.
13.	Light Cycles	Arcade Game (TRON).
14.	Hex/Dec/Bin	USER commands conversion program.
15.	Character Ed.	Sprite Generator.
16.	Quasimodo	THE classic arcade game.
17.	Planner	Another Sprite Generator.
18.	Hanoi	Classic Puzzle - good graphics.
19.	Noble	Simple text game.
20.	Hi-Lo	Higher or Lower card game.

Disc 2 starts here.

21.	Composer	Sound Generator.
22.	Anova	Applications Program.
23.	Cashflow	Applications Program.
24.	Reversi	Stategy Board Game.
25.	Fulltime	Football manager game.
26.	Panel 3	Panel extensions.
27.	Word Pro	Word Processor.
28.	Sw Mice	Arcade game involving mice.
29.	TNT TIM	Very good assembler arcade game.
30.	Sw3D-FUNC.1	First of two. Saturn.
31.	Sw3D-FUNC.2	Second one! Sinpr?
32.	SwSpr-Ed	And another Sprite Generator.
33.	Sw?-Hard?	Number Base Conversion program.
34.	OXO	Noughts & Crosses.
35.	Solitaire	Strategy game.
36.	Cross-Num	Excellent strategy game.
37.	Avoid Seven	Dice game.
38.	Numerology	Name analysis.
39.	Chemin	Another dice game.
40.	Dice	Another,Another dice game.

Disc 3 starts here.

41.	Reversi 2	Assembler version of 24.
42.	ISOT	A really good maze game.
43.	DBase	Simple database.
44.	Diary	Diary & Addresses Program.
45.	Terminal	Comm's via RS232 & modem.
46.	Skittles	Keeps league tables.
47.	Card-Ind	Prodcues card indexes.
48.	2 * H&W	Large character printing.
49.	Hangman	A classic
50.	Account	Third accounts package.
51.	Mastermind	Another good game.
52.	Connect 4	Two player game.
53.	Journey Into Danger	NEW adventure game.
54.	Connect 4 V2	As for 52.
55.	Patience	Card Game.
56.	Life	Odd Puzzle.
57.	Enigma	Like Mastermind.
58.	FKEY	Function key definer.
59.	Skydiver	Graphical game.
60.	Digger	RockFall or Repton type game.

Disc 4 starts here.

61.	MPG	Calculates fuel consumption.
62.	Spooler	Dumps Panel & VS 4 to printer.
63.	Labels	Label printing program.
64.	Ski Version 2	Update of published SKI program.
65.	PNT/BJCK	Card game compendium
66.	Biorythms	Day forecaster

Cassette ONLY Software

CA01.	Renum	Renumbers BASIC programs.
CA02.	Merge	Merges BASIC programs.
CA03.	Money Manager	Home Accounts package.
CA04.	FKEY	Defines Function Keys.
CA05.	DBase III	Advanced database program.
CA06.	Filetech	Great database program.
CA07.	Flight	Brilliant Flight Simulator.
CA08.	RamDisc	Better than sliced bread.
CA09.	TextEd	Assembler Word Proc.
CA10.	Deci_Clock	Brilliant Clock program.

Disc Software

CPM1	Z80 ASSEMBLER	CPM2	EBASIC PROGRAMS
CPM3	MAIL LABEL	CPM4	TURBO PROGRAMS
CPM5	COMMS DISC	CPM6	SMALL C COMPILER

Don't forget the compilation disc at £1!

MEMOTECH OWNERS CLUB
PROGRAM LIBRARY
SOFTWARE & DOCUMENT CATALOGUE

The following are reviews the items available from the MOC public domain software library. Please contact Program Library, Memotech Owners Club, 12 Roebank Road, Beith, Ayrshire. KA15 2DX for further details, or phone Phil Eyres on (0703) 585106.

We are always interested in programs for the library, the only restrictions we make, is that the programs should be bug free (as far as possible) and well documented.

All of the programs listed are available on disc except the ones prefixed with 'CA' - these are available only on tape. The library is available on all disc drive memory capacities (100K to 1 Megabyte) and on 5.25" and 3.5" discs. We normally charge a copy fee of £2.50 if you send us a disc. However, if you want us to supply a good quality disc for you, the price is £3.50 per disc.

All programs except the CP/M ones are available on tape at £1.20 for two programs (we supply the cassette). Non members please add 15%.

For disc users - Each disc contains 20 programs. E.g. Disc 1 has the programs numbered 1 to 20. Disc 2 has 21 to 40 etc.

Reviews of the BASIC, Assembler amd CP/M programs available
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1.   Hex/Dec/Bin
This is a utility which will convert Hex/Dec/Bin numbers into another Hex/Dec/Bin format i.e.
    Hex to Dec   or   Dec to Hex
    Dec to Bin   etc

2.   CGEN
Our first Sprite Generator, a fairly good all round implementation which only lacks a printout routine, it's the one I always use to help me generate my patterns.

3.   3D-Draw
This is not another drawing board as such, it actually draws a 3D 'wire image' of a cup and saucer, it then prompts you to redisplay it after rotating through one of the six degrees of freedom.

4.   Whist
The classic board game "21's", play the computer in this interesting game. A good use og graphics and colour using BASIC. Well worth a look at!

5.   Memory Save
This comprises of two short routines which will save blocks of memory to tape and retrieve them. A very handy way of saving patches of straight machine code and re-loading them into high-memory.

6.   MTX-Draw
This drawing board uses the standard VS 4 graphics mode from BASIC and has several features including:- Pen Up, Pen Down, Circle Draw, Line Draw, Colour Change, Screen Save, Screen Print.

7.   Logo Draw
A fairly simple BASIC drawing board working on the principle of turtle graphics. Good for 'mucking' about with, but like most drawing boards it is quite difficult to

draw good pictures with.

8.   Simplex Tableau
The Simplex method of solving linear optimisation problems uses and iterative process, first identifying a feasible solution and then searching for better ones. Firstly, it is necessary to lay down on paper in a linear form, the problem to be solved. Once done, the program variables are set-up and filled with the appropriate data. When then Simplex Iterative Loop is run successive approximations are made until the final optimum answer is found. The program comes complete with a worked example all laid down and ready to enter in.

10.   Statistics
This is an operational research tool for managers (or MTX owners!). It consists of a suite of 5 programs testing for all sorts of things vital to the world of management.

11.   An Unsolved Problem
This is designed around a mathematical problem involving sequences and numbers, the problem was originally thought up by Rade & Kaufman. (Good ol' Rade and Kaufman!!). Good for passing a few hours when you've nothing else to do.

12.   Radio Routines
I was really surprised by this one, it is a Noddy driven program that covers just about everything to do with Radio Electronics. If you're the type that enjoys learning a little about subjects you know nothing about then this is a good place to start with Radio Electronics. This program has some 7 Main Menus and caters for everything from Ohm's Law through capacitors and coil winding ratios and antenna calculations.

13.   Light Cycles
An excellent game, manoeuver your cycle around the screen as it gets longer.

14.   Hex-Dec-Bin
Thos program relocates up in high memory transparent to the user, invoke it using the USER command and it allows you to do your conversions.
15.   Character Editor
Yepp! This is another sprite editor, it's a good'un though on the same par as CGEN but goes about things differently, the program is menu driven and has some 17 options. Only allows the design of 8 * 8 sprites , but stringing them together is easy enough.

16.   Quasimodo
This is an excellent game sent in by Liam Redmond. The quality of this game is really good, better than some commercial games written in machine code, so if you're always saying that you can't afford games, then try this one! The game involves rescuing Ezmeralda from the tower, it has all the usual obstacles and levels of play, good sound and score routines and even a very well thought out high score table.

17.   Planner
This is I believe our third sprite generator, in it's own way it is the best, although I don't think it will be of much use to anyone without a printer! Allows for sprites up to 16 * 16, generates both sprites and GENPAT codes at printer. All the usual features.

18.   Hanoi
Well, I thought I'd better load this and try it out....am I glad I did! It is absolutely brilliant! The screen layout is faultless, I challenge anyone to better it, for that matter the key press is so simple a four year old could use it. Also for a BASIC program the key de-bounce is perfect. If you're looking for a program to

impress computer illiterates and have a few hours fun with a couple of friends, then this is the one. Superbly simple graphics that are really smooth. You'll need to see it to believe it.

19.   Noble
This is I suppose a very simple text game. It is infact very like the Farmer program published by us a very long time ago. You, a Nobleman are placed in several situations, your decisions controlling your outcome....usually hanging!!

20.   HI-LO
This is a very good card game. It works on the principles of Bruce Forsyth's TV game "Play your cards right". The graphics are nice and colourful and the action smooth. This one along with Whist and Hanoi make a good set of colourful graphics based BASIC games.

21.   Composer
This is our first sound composer program, infact I believe it is our first sound program of any sort. It comes with instruction and explanation pages to help those who do not know the format of sound generation. The actual program allows up to 3 sound channels to be exploited, all sounds can be tried put at the press of a key. I found this program quite interesting as I only know a little about programming sound. I think it would help anyone wanting to learn a bit more about the MTX sound commands.

22.   Anova
Another program from Liam Redmond of Quasimodo fame, but wait for it - it's not a game. It is a well written program which might be of use if you are into matrices. This is fairly heavy maths, Einstein would have loved it, but it's not really for average mortals, that is unless you're interested in programming structure - then perhaps the listing might be of use to you!

23.   Cashflow
This is a super program from Alan Dobson. It calculates your cas flow for you and perhaps keep the "nasty" bank manager away from the door for a little longer. This one is a must for anyone who is into good, neat, well written programs. Oh!, and it is very simple to use as it is well documented.

24.   Reversi
Written in BASIC by Phil Eyres, it seems to play a good game. At least for my level, being BASIC it takes a couple of minutes to make a move but it should be possible to speed it up a bit. Well worth playing with!!

25.   Fulltime
This is an interesting interactive program sent in by Stephen Pond. You are 'the manager of a football team where you choose the team for each match. You are kept well informed of your players' performance to enable you to change the team accordingly. All in all, a good, interesting, and fun program.

26.   Panel III
This utility has come into being due to the effort of several club members. It now contains all three perviously published PANEL articles in one program which is now relocateable as it utilises the RELOC utility found elsewhere in the library. An excellent example achieving exactly what we set out to do when we first started.

27.   Word Pro
Written in BASIC, this wordprocessor has quite an array of functions from different editing screens to draft quality selection on the printer.

28. SwMice
This excellent game from the Swiss user group is very addictive, an ideal evenings
entertainment - but don't stay up all night!

29. TNT TIM
One of the best. This game really ought to have been sold commercially. An
excellent arcade game.

30. SW-3D Funct 1
The first of two 3D plots

31. SW-3D Funct 2
And here's the second!!

32. Sprite-Ed
Yet another sprite editor (YASE), this one is Swiss though!

33. SWZ-Wandl
Number base conversion program

34. Noughts & Crosses
This is the first of three sent in by Alan Dobson, BASIC programmer extraordinare!
This game, although simple, would be very well suited to youngsters as the slightest
slip on the player's part and the computer moves in for the kill! Excellent simple
use of graphics making it extremely easy to use.

35. Solitaire
Alan's second program, again a classic board game excellently converted to run on a
computer. "Simply" beautiful graphics makes it a treat to use. Well worth putting
in your software collection.

36. Cross-Numbers
This third program has you pitting your wits against the computer. A really 'brill'
brain teaser for all those strategy enthusiasts. Again, good use of colour and
graphics makes this an easy, exciting game, good for an evening's relaxing
entertainment.

37. Avoid Seven
A simple game where you play the computer at a game of dice. You roll the dice
tempting yourself not to roll a seven. If you do, the computer wins hands down. When
yo quit (chicken-out) the computer tries to beat your score.

38. Numerology
This program applies the prnciple of numerology to analyse the name typed in. It
will then display a chart of the analysis which you may note down. On keying RETURN
the reading of the number which represents your name will be displayed - this could
be noted for future reference.

39. Chemin
Another dice game, this time involving 4 dice. The screen is split up well into a
part containing the dice and a part with scrolling text. This is a good game which
is more complicated than Avoid Seven (Number 37) and quite a bit more interesting.

40. Dice
This is a simple dice game which you bet on whether your dice will be higher, lower
or equal to the computers dice. You start with £100 and can be a maximum of £25 per
go - until you run out of money that is!

41. Reversi
This brilliant game was sent in by Ron Potter from Australia. It is written totally
in Assembler using commented code. Response times are typically too fast for the eye
to see. This version supercedes Phil Eyres original BASIC version in almost every
way, including it's efficient simple use of graphics. If you do not have Continental
Software's Reversi then this one is a real must.

42. ISOT
You belong to a rare breed of man. One who is prepared to risk life and limb to
obtain untold riches. To do this you are placed on a planet in your special rocket
tank.   It's up to you to find the treasure...Are you man enough for such a task?
Will your conscience allow you not to get this one? It's a must!

43. DBase
The original database program which was published in several parts in the magazine
many eons ago. Updated by DBase II and DBase III.

44. Diary
This is a memorandum of diary and addresses, it makes extensive use of NODDY and as
such is really very good. For the diary you have a full year calendar displayed one
month at a time. The address book work similarly on an alphabetical index, you can
view, amend, delete, and save with both diary and address book.

45. Terminal
A short but comprehensive assembler listing that enables the MTX (via a modem) to
communicate with the outside world using 300/300 baud Bulletin Boards.

46. Skittles
This is a very nice menu driven program that allows you to set p a skittles' league.
Full features including saving and loading, adding more data and printing out league
tables.

47. Card-Ind
A well written program that will produce cassette labels for you.

48. 2 * H&W
This is a double width/double height character printing program published in Volume 3
Issue1. Uses bit image mode on Epson control code type printers.

49. Hangman
This is a really good game, at present its database contains 113 countries. When you
get used to them you can change them very easily for others, or for shorter words for
children, as I am sure the program will appeal to the 4 year olds onwards.

50. Account
Another useful program from Alan. This makes our third accounting program (No wonder
the club accounts look so good!). The program is really nicely laid out being menu
driven all the way.

51. Mastermind
Really nice use of sound and graphics make this a really attractive Mastermind
emulation.   It is a two player game where the computer acts as a master of
ceremonies. Well worth putting Hangman into your collection.

52. Connect 4
This is a pleasing game for two players with the computer acting as compere.   The
graphics are simple and uncluttered, and should be easily followed by younger
children. Worth having in your collection and considerably cheaper than buying it in

63. Labels
This program written by John Wilson allows the user to print on labels via an Epson
compatible printer. It caters for labels up to 88.9mm by 35.7mm and seems to work
very well.

64. Ski Version 2
This is an updated version of the SKI program written by Mike Pike a very long time
ago which was published in the magazine. A good all-round fun game.

65. PNT/BJCK
This is a marvellous program which shows off the Memotech's graphics to the full.
The program is really two programs in one. One is a Pontoon game (21's) and the
other BlackJack. One of the best in the library!

66. BIORYTHMS
Ever felt down? Physically exhausted? Intellectually stagnant? Well, chances are
that you could have predicted it with this program. It comes with a remarkable array
of features and is very impressive with nice graphs and explanations.

the shops.

53. Journey Into Danger
Journey Into Danger is an adventure program in much the same mould as Continental Software's Alice In Wonderland. The object of the game is to wander around the maze collecting treasures, trying not to get caught by the many pitfalls you will encounter.

54. Connect 4 Version 2
This is an upgraded version of number 52 with the computer able to play as well as keep track of the scores! It isn't brilliant at playing and would be most suitable for the youngsters of the family but if you are so inclined, you might like to try to make it play a bit harder!

55. Patience
As the title suggests this is a game of patience. Another really nice graphical game from Alan Dobson. Right from the information screen you can tell that it's going to be good. The text scrolls very neatly on pressing the spacebar to show the next paragraph of text.

56. Life
A very interesting program, it is difficult to categorize it. It is really of general interest. If you like the Horizon/QED type telly programmes then this is for you.

57. Enigma
Based on the board game of Mastermind, this one was printed in Iss 3 Vol 3.

58. FKEY
Function key definer program written in Assembler. This program allows you to re-define your function keys. A very handy program and fun to play about with if you are 'in to' Assembler.

59. Skydiver
Has some nice features, using sprites and sound. Nice large graphics to suit the children. It is fairly interesting to play, but really suited to younger budding arcadians.

60. Digger
The initial screen of this program is brilliant and the game follows the scenario of commercially available programs for other computers in the Repton style. Other well known variants are RockRun and RockFall. Basically, what you do is move around caverns dodging rocks that fall to the bottom of the screen when you move the earth away from under them in the attempt to gather diamonds that are liberally scattered throughout. Absolutely fab!

61. MPG
This program calculates and graphically displays a car's overall fuel consumption to the nearest MPG following each fuel purchase. After first entering the cars details, it is only necessary to input the date, speedo, cost and price per gallon/litre. This program really is good - it shows Phil's Sierra averaging 37.75 miles per gallon which as anyone who owns a Sierra will know is not bad going!!!

62. Spooler
This piece of software spools the graphics screen (VS 4) and/or the Panel screen to the printer. It comes complete with a very comprehensive set of instructions on Noddy pages and has many technical details which I don't understand but you Assembler buffs out there will.

Cassette only Software

CA1. Renum III
This program differs from other renumber programs in that it doesn't require that you
type the word USER before the new command. All you do is type RENUM, the new
starting line number, the amount to be increased each time and the line number from
which it renumbers and that's it.

CA2. Merge
This utility does as the title would suggest. You load in the program with the
highest line numbers first, type a RAND USR location and then load the program with
the lower line numbers. Another RAND USR and Bob's your uncle - what were two
programs now are one!!

CA3. Money Manager
This is an absolute classic as far as home finance goes. It has an incredible 19
different options covering everything you can imagine (and more!). It has the
facility to load and save variables to tape and includes a verify function just to
check that your valuable data is OK.

CA4. FKEY
This handy utility allows the user to define the function keys to whatever they like.
Suitable applications might be certain commands such as GENPAT or CTLSPR that you
might use often.

CA5. DBase III
This program is the latest upgraded version of the original DBase program written by
Phil Eyres (number 43). The screen displays have been greatly enhanced together with
help screens. It has a facility to save and load data from tape.

CA6. Filetech
A program in a similar vein as DBase III - that is, a database program.

CA7. Flight
At last there is a flight simulator for the MTX! And boy is it good! It caters for
everything from the wind speed and direction to the elevation (slope of the runway I
think). Control is by keys or joystick. The controls on the screen are great and
you have the option of flying to one of four different airports. A MUST FOR EVERY
MEMOTECH OWNER!!!!

CA8. RamDisc
This is an amazing program which by use of clever programming accesses the 16K Video
RAM inside the MTX as a Silicon Disc wherein you can have data. Has to be seen to be
believed!

CA9. TextEd
This is a completely assembler written program which allows the user to create many
pages of text and print them out as required. Fairly simple but good for the odd
short letter!

CA10.Deci_Clock
This program was sent in by Arthur Hills in response to the recent competition which
was run in the magazine. The clock operates on a decimal basis and not the normal 60
seconds per minute. So in other words, 30 seconds would by 0.5 of a minute. I was
dumfounded when I saw this program as every so often is prints up on the screen star
constellations, sayings and proverbs to name but a few. Has to be seen to be
believed!!!

CP/M Programs

All CP/M programs are available on disc on any memory size (100K to 1 Megabyte) and comprise of several discs.

CPM1 -   Z80 Assembler.
This is a suite of programs which compile assembly language programs into a .COM file. The difference being that instead of having to use 8080 mnemonics, you can use Z80 ones!

CPM2 -   EBASIC games.
All the normal text games which were originally desinged for the teletype displays. Includes the-well-adapted-to-every-computer-program of StarTrek. Also includes some pictures of "people" as .PIC files. Not for the children!!

CPM3 -   EBASIC Mail label programs.
This suite of programs allows you to have a printout of names and addresses on to paper (or labels!). Contains over half a dozen programs (250K free on disc please!).

CPM4 -   Turbo Pascal programs.
These are programs written by yours truly in Pascal but have been compiled into .COM files for all to use. If you are interested in learning Pascal, the .PAS files are also included which can be examined through NewWord or by typing TYPE and the filename.

CPM5 -   Communications Disc.
This disc is a suite of several programs all written by Paul Wood. It allows the Memotech via CP/M and some very well written software to communicate with the outside world (provided you've got a modem!)

CPM6 -   Small C Compiler
This is from the Swiss User Group, it is however written is English so easily understandable. You will need to buy a tutorial to use it, but even so it offers unbeatable value for money.

Compilation Disc

This is a mixed bag of programs that have cropped up in the magazine from time to time. It's not really worth reviewing each individual one except to say that the complete disc will set you back a pound so it's not bad value! The programs are also available on tape at £1 for four programs.

CYPHER	FPLOT	ASCII	PLOTS	POLAR	PALETTE
CLOCK	COLOURS	SQUARES	PROGRAM1	PROGRAM3	BUBSORT
LABEL	COLOUR	FDUMP	GAME.M/C		