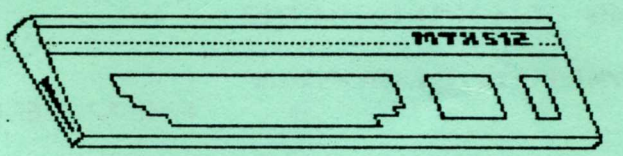
Vol 4 Issue 5 March 1988

The Memotech Owners Club Magazine

Memotechniques



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13 Copse Road
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CIRCA ...332

M.O.C.

VOLUME 4 ISSUE NUMBER 5

CONTENTS

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--- A Club Facility ---

A program listing facility for those with no printer. Just send in your program on tape (or 5.25" disc) with a pre-paid envelope addressed to yourselves and the club will do the listing for you.

--- Names and Telephone Numbers. ---

i. Paul Wood for 3.5" disc copying, general info and Comms specific info.

Tel 0905 24260

ii. Alan Dobson for help with the following adventures:
Alice, The ZOO and Man From Granny
Tel 061-980-6288

Upgraded to **DISC** ?
Fed up waiting for games to **LOAD** ?

AFW Software are proud to announce the launch of "**MTX Tape to Disc Conversion Booklet**".

This major work (37 a4 pages) allows the majority of commercially available **games** software to be converted to <u>any</u> of the Memotech Disc Formats. Included are nine worked examples: Sepulcri,Quazzia,Kilopede ,Agrovator,Qogo,Murder at the Manor,etc.

The **Laser** printed booklet <u>also</u> covers the following topics: Memory, System Variables, PANEL (includes utility),the workings of the BASIC Interpreter and includes a number of References for further Reading.

Send a cheque or postal order for £4-00 ,payable to **AFW Software**.

20 Cambridge Road, Whitehaven, Cumbria.

E D I T O R I A L (April 1988)

Phil & Hazel Eyres
13 Copse Road
Townhill Park
Southampton

This month I have had the chance to play with a fantastic new toy sent to me by Mike Frymyer from Australia. He has sent me an interface box for use with a digital mouse. He also sent the mouse, a Tandy Digi-Mouse, so that I could try everything out, along with full documentation and templates for making the PCB. I have made a connecting cable, which plugs into the internal port number 7. The result after a bit of initial trouble is a perfect working mouse and interface. I hope to have more details and a proper report by next month, when we have sorted out what all the bits do. In the meantime, does anyone have any preferences as to whether we make it available as a kit or as a series of articles?.

Alan Hamilton is now a member of the CPM User Group, so hopefully we will see some movement on that front. The library software and literature, however, is just about up together at this moment in time, with the addition of some very useful CP/M disc's. If anyone would like anything do not hesitate to contct Alan.

The winner of last month's WordSearch is Allan Ayre, who will receive a copy of Escape From Zarkos and a Diary!.

Any ideas for a new competition???

We still have a few Diary's left if anyone would like one, we've reduced the price to £1.00 each (+P&P 25p) to clear them. Send off soon for them as they will be sent out on a first come first served basis.

I should now be in most evenings, except for the odd game of squash, so I think that it would be best to revert to having the Club Hotline between 7 and 8 pm any evening. Please where at all possible refrain from phoning after 9pm.I hope this is ok for everyone. The number to phone now is (0703) 585106, ask for Phil.

If anyone would like back issues they are available for the small remittance of 80p each. At present there are 34 back issues, 10 for volume 1, 10 for volume 2, 10 for volume 3 and 4 for volume 4.

Phil Eyres

MTX CLUB FONTS"

By Paul Trainer

Part I

The latest 'Fad' in the computer world is Desk Top Publishing (DTP). Everything has to be in fancy type faces, ordinary dot matrix text just not being 'yuppie' enough. This is obviously out of the reach of the likes of us MTX owners in reality, developement costs being measured in 10's of man years (woman years, as well!) of programming.

However, over this month and the next we have a Fonts program, which will at least allow you to print in fancy styles like :-

1. Shadow
2. Zebra
3. Modern etc.

```
10 PAPER 1: INK 14: CLS : LET M$=" CLUB FONTS written by
PAUL TRAINER": LET MM$=" for the USER CLUB LIBRARY FEB 88"
15 CSR 0,9: PRINT "/\^/\^/\^/\^/\^/\^/\^/\^/\^/\^/\^/\^/\"
20 CSR 0,13: PRINT "\/^\/^\/^\/^\/^\/^\/^\/^\/^\/^\/^\/^\/"
30 FOR T=1 TO LEN (M$): CSR T+0,11: PRINT MID$(M$,T,1):
SOUND 2,T*10,15: PAUSE 100: NEXT : SOUND 2,0,0: PAUSE 2000
35 FOR T=1 TO LEN (MM$): CSR T+0,15: PRINT MID$(MM$,T,1):
SOUND 3,T*10,15: PAUSE 100: NEXT : SOUND 3,0,0: GOSUB 1260
40 FOR T=2 TO 15: INK T: PAUSE 100: NEXT : GOSUB 1850
50 CLS : PRINT " This program can be used with any": PRINT
   " dot-matrix printer which uses EPSON"
55 PRINT " control codes": PRINT "^^^^^^^^^^^^^^^^^^^^^^
   ^^^^^^^^^^^^^^^"
60 PRINT : PRINT " There is a choice of TEN fonts and":
   PRINT " 11 broad underscore patterns."
65 PRINT : PRINT " The fonts comprise of capital letters":
   PRINT " A to Z plus a full-stop, space"
70 PRINT " and an exclamation mark. The { / } key":  PRINT
   " is used to indent your heading !!"
75 PRINT : PRINT " There is a choice of single or double":
   PRINT " densities for both fonts and"
80 PRINT " underscores!!!": PRINT
85 PRINT "NOTE: HEADINGS- MAX 96 or 48 CHARACTERS":  PRINT
"PER LINE INCLUDING SPACES...!!!!": GOSUB 1260: GOSUB 1850
130 LET FO=0
140 RESTORE 1140: INK 5: CLS : CSR 15,1: PRINT "MAIN MENU"
145 PRINT "-------------==========-------------"
150 PRINT : PRINT " { 1 } See sample print-out."
154 PRINT : PRINT " { 2 } Choose and print underscore."
155 PRINT : PRINT " { 3 } Choose/Change font."
156 PRINT : PRINT " { 4 } Font printing (same font)"
158 PRINT : PRINT " { 5 } End program."
160 LET  C=0: CSR 0,15: INPUT " Enter [ 1 to 5  ]  Please
   ";C$: LET C=VAL(C$)
165  IF C<1 OR C>5 THEN  CLS : FOR T=1 TO 15: INK  T:  CSR
10,2: PRINT "TYPE 1 to 5 please": SOUND 3,200,T: PAUSE 99:
NEXT : SOUND 3,0,0: GOTO 140
```

The program should work ok with any Epson compatible type printer that is capable of simple graphics dumping.

This month we have the programming for:-

1. The Intro
2. The Main Menu
3. The Test Print

...Plus the data needed for some of the codes.

Next month we will finish the program off with the rest of the data for the fonts, with a font selection menu, printer control and a few features.

All you have to do is type in the code. At present this will only allow you to do the test print (just to wet your appetite for next month!)

```
180 IF C=1 THEN  CLS : GOTO 1080
190 IF C=2 THEN  GOTO 1330
200 IF C=3 THEN  GOTO 400
210 IF C=4 THEN  GOTO 590
220 GOTO 1700
1070 REM***** sample and under ******
1080 RESTORE 1140: GOSUB 1300: GOSUB 1290
1100 FOR X=1 TO 42: FOR Y=1 TO 1
1110 LPRINT CHR$(27);"K";CHR$(10);CHR$(0);
1120 FOR T=1 TO 10: READ R: LPRINT CHR$(R);: NEXT T:
     LPRINT ;: NEXT Y: NEXT X
1130 LPRINT CHR$(10);: LPRINT "  1    2    3    4    5
6    7    8    9    10  underscore <1 - 11>": GOTO 140
1140 DATA 0,31,63,127,248,0,248,127,63,31,0,255,255,255,
     0,255,239,239,110,36,0,60,126,255,0,199,199,199,70,70
1150 DATA 0,255,255,255,255,195,195,126,60,0,0,255,255,255
     ,255,255,137,129,129,0,0,255,255,255,255,136,136,128,
     128,0
1160 DATA   0,255,129,189,165,165,165,173,239,0,0,255,129,
     239,40,40,239,129,255,0,0,0,0,129,255,129,255,1,0,0
1170 DATA   255,251,189,189,189,189,129,191,191,255,255,
     129,239,239,231,227,203,153,189,255,255,129,253,253,
     253,253,253,253,253,255
1180 DATA   0,255,159,192,112,112,192,128,255,0,0,255,159,
     128,128,128,128,128,255,0,0,255,159,129,129,129,129,
     129,255,0
1190 DATA   0,255,156,152,144,144,144,144,240,0,0,255,129,
     129,131,135,143,159,255,1,0,255,144,159,159,159,151,
     147,241,0
1200 DATA    0,1,17,9,41,41,33,51,236,0,0,32,32,1,1,63,32,
     32,224,0,0,0,1,253,1,1,1,2,252,0,0,80,84,84,1,1,84,
     84,80,0
1210 DATA   0,84,85,1,5,5,1,85,84,0,0,65,85,85,8,8,85,
     85,65,0
1215 DATA  0,128,192,32,17,15,17,32,192,128,0,193,131,135,
     141,153,177,225,195,0,0,0,0,5,7,5,0,0,0,0,0,0,128,
     192,253,253,125,61,0,0
```

CONTINUED FROM PAGE 2

```
1218 DATA  0,0,128,192,253,253,125,61,0,0,0,0,128,
     192,253,253,125,61,0,0
1220 DATA   0,0,0,0,0,0,0,0,0,0,255,255,255,231,231,231,
     231,255,255,255,255,129,129,129,129,129,129,129,
     129,255
1230 DATA   171,171,171,171,171,171,171,171,171,171,171,255,
     129,255,129,255,129,255,129,255,0,255,255,255,255,
     255,255,255,255,255,255,34,34,34,42,42,42,42,
     34,34,34
1240 DATA   255,129,129,189,189,189,189,129,129,255,255,
     129,129,165,129,129,165,129,129,255,192,192,192,
     192,192,192,192,192,192,192
1250 DATA     7,117,137,137,137,137,137,137,117,7,7,133,
     253,133,189,189,133,125,5,7
1260 CSR 12,20: PRINT "press space bar": IF ASC(INKEY$)<>32
     THEN  CSR 12,20: PRINT "                ": GOTO 1260
1265 RETURN
1290 SOUND 2,200,15: CSR 10,15: PRINT "ONE MOMENT PLEASE":
     CSR 10,16: PRINT "COLLATING DATA !":
     SOUND 2,0,0: RETURN
1300 SOUND 2,300,15: PRINT : PRINT " Check :- paper is
     centred and printer  is ON-LINE. Press RET.
     when ready.": SOUND 2,0,0: PAUSE 1000
1310 IF ASC(INKEY$)<>13 THEN  GOTO 1310
1320 RETURN
1550 IF DE=1 THEN  LPRINT CHR$(27);"K";CHR$(10);CHR$(0);:
     RETURN
1560 IF DE=2 THEN  LPRINT CHR$(27);"L";CHR$(10);CHR$(0);:
     RETURN
1570 LPRINT CHR$(27);"A";CHR$(8): RETURN
1600 LPRINT CHR$(27);"<";: LPRINT CHR$(27);"2";: RETURN
1630 LPRINT "": RETURN
1640 INK 8: PRINT : PRINT : PRINT "CAPITALS A to Z or .!/
     ONLY PLEASE": SOUND 2,200,15: PAUSE 2000:
     SOUND 2,0,0: GOTO 615
1700 CLS : CSR 0,10: INK 2
1710 PRINT "         ====================="
1720 PRINT "         =                   ="
1730 PRINT "         =COGNITION--SOFTWARE="
1740 PRINT "         =         BY        ="
1750 PRINT "         =    PAUL TRAINER   ="
1760 PRINT "         =                   ="
1770 PRINT "         = TEL. 0532 498985  ="
1780 PRINT "         =                   ="
1790 PRINT "         ====================="
1800 PAUSE 3000: FOR Q=1 TO 5: FOR T=1 TO 15: INK T: PAUSE
     100: SOUND 2,T*Q+100,15: NEXT : NEXT : CLS :
     SOUND 2,0,0: GOSUB 1850: STOP
1850 FOR I=1 TO 20: PRINT : SOUND 2,1000/T,15: NEXT :
     SOUND 2,0,0: RETURN
2000 REM======= STYLE..... ========
2010 DATA   0,0,0,0,0,0,0,0,0,0
2020 DATA  0,1,63,73,136,136,73,63,1,0
2030 DATA  0,129,255,145,145,145,145,145,110,0
2040 DATA  0,60,66,129,129,129,129,165,102,0
2050 DATA  0,129,255,129,129,129,129,66,60,0
2060 DATA  0,129,255,137,137,157,129,165,231,0
2070 DATA  0,129,255,137,136,156,128,160,224,0
2080 DATA  0,60,66,129,129,129,137,74,44,0
2090 DATA  0,129,255,145,16,16,145,255,129,0
2100 DATA  0,0,0,129,129,255,129,129,0,0
2110 DATA  0,14,9,137,129,130,252,128,128,0
2120 DATA   0,129,255,145,56,108,198,131,1,0
2130 DATA  0,129,255,129,1,1,1,1,3,0
2140 DATA  0,1,255,129,64,32,64,129,255,1
2150 DATA  0,129,255,161,16,8,133,255,129,0
2160 DATA  0,60,66,129,129,129,129,66,60,0
2170 DATA  0,129,255,137,136,136,136,80,32,0
2180 DATA  0,60,66,129,129,129,131,67,61,0
2190 DATA  0,129,255,137,136,140,138,81,33,0
2200 DATA  0,4,98,145,145,145,145,74,4,0
2210 DATA  0,192,128,129,255,255,129,128,192,0
2220 DATA  0,128,254,129,1,1,129,254,128,0
2230 DATA  0,128,248,132,3,3,132,248,128,0
2240 DATA  0,128,254,129,3,3,129,254,128,0
2250 DATA  0,129,227,183,28,20,183,227,129,0
2260 DATA  0,128,192,32,17,31,17,32,192,128
2270 DATA  0,193,131,135,141,153,177,225,195,0
2280 DATA  0,0,0,5,7,5,0,0,0,0
2290 DATA  0,0,129,253,253,253,129,0,0,0
3000 REM======= WIDE SPLIT. ========
3010 DATA   0,0,0,0,0,0,0,0,0,0,0,31,63,127,248,0,248,127,
     63,31,0,255,255,255,0,255,239,239,110,36,0,60,126,
     255,0,199,199,199,70,70
3020 DATA  0,255,255,255,0,255,255,255,126,60,0,255,255,
     255,0,163,163,163,163,131,0,255,255,255,0,208,208,
     208,208,192,0,60,126,255,0,231,231,231,110,44
3030 DATA  0,129,255,255,255,0,255,255,255,129,0,0,129,
     255,255,0,255,255,129,0,0,134,255,255,255,0,255,255,
     254,128,0,255,255,255,0,255,255,231,195,129
3040 DATA  0,255,255,255,0,3,3,3,3,3,0,255,255,192,224,
     0,224,192,255,255,0,255,255,192,192,0,192,192,255,
     255,0,255,255,255,195,0,195,255,255,255
3050 DATA  0,255,255,255,248,0,248,248,240,96,0,255,255,
     255,195,0,195,251,253,254,0,255,255,255,0,248,255,
     255,123,49,0,67,227,227,227,0,191,191,191,30
3060 DATA   0,192,192,255,255,0,255,255,192,192,0,252,
     254,255,255,0,255,255,254,252,0,240,252,254,255,0,
     255,254,252,240,0,252,255,254,255,0,255,254,255,252
3070 DATA  0,131,199,239,255,0,255,239,199,131,0,128,192,
     224,255,0,255,224,192,128,0,131,135,143,159,0,251,
     243,227,195,0,0,3,3,3,0,3,3,3,0
3080 DATA  0,0,0,253,253,0,253,253,0,0
```

..Two more Fonts over on Page 4!!!

CONTINUED FROM PAGE 3

```
4000 REM======= BIG STUFF.. ========
4010 DATA  0,0,0,0,0,0,0,0,0,0,0,31,63,127,255,160,127,63,
     31,0,0,255,255,255,255,221,221,127,54,0,0,126,255,
     255,135,135,135,135,135,0
4020 DATA  0,255,255,255,255,195,195,126,60,0,0,255,255,
     255,255,255,137,129,129,0,0,255,255,255,255,136,136,
     128,128,0,0,126,255,255,255,135,135,159,159,0
4030 DATA  0,255,255,255,255,16,255,255,255,0,0,0,1,255,
     255,255,255,129,0,0,0,4,198,199,199,199,254,128,128,
     0,0,255,255,255,255,56,108,198,131,0
4040 DATA  0,255,255,255,255,1,1,1,1,0,0,255,255,127,255,
     192,255,127,255,0,0,255,255,255,255,192,255,255,255,
     0,0,126,255,255,255,199,199,255,126,0
4050 DATA  0,255,255,255,255,136,136,248,112,0,0,126,255,
     255,255,255,193,195,127,1,0,255,255,255,255,255,136,
     204,119,0,0,102,103,247,247,247,151,159,14,0
4060 DATA  0,128,255,255,255,255,128,128,128,0,0,254,255,
     255,255,1,1,255,254,0,0,252,254,255,255,3,3,254,252,
     0,0,252,254,255,2,254,2,255,252,0
4070 DATA  0,129,227,247,255,255,24,255,195,0,0,128,192,
     224,255,63,224,192,128,0,0,143,159,191,255,247,231,
     199,135,0,0,0,15,15,15,15,15,15,0,0
4080 DATA  0,0,255,255,255,0,251,0,0,0
5000 REM======= SQUARE HOLLOW ======
5010 DATA  0,0,0,0,0,0,0,0,0,0,0,255,129,175,168,168,175,
     129,255,0,0,255,145,149,149,149,149,145,239,0,0,255,
     129,189,165,165,165,165,231,0
5020 DATA  0,255,129,189,165,165,189,129,126,0,0,255,129,
     189,189,189,189,165,231,0,0,255,129,191,184,184,160,
     160,224,0,0,255,129,189,165,165,165,173,239,0
5030 DATA  0,255,129,239,40,40,239,129,255,0,0,0,0,129,255,
     129,255,1,0,0,0,15,137,141,253,129,255,128,128,0,0,
     255,129,226,43,41,237,141,247,0
5040 DATA  0,255,129,253,5,5,5,5,7,0,0,255,129,159,80,80,
     159,129,255,0,0,255,129,191,160,160,191,129,255,0,0,
     255,129,189,165,165,189,129,255,0
5050 DATA  0,255,129,175,168,168,168,136,248,0,0,255,129,
     189,165,165,189,131,255,1,0,255,129,175,168,168,175,
     139,251,0,0,255,141,173,173,173,173,161,255,0
5060 DATA  0,224,160,191,129,129,191,160,224,0,0,255,129,
     253,5,5,253,129,255,0,0,254,131,249,13,13,249,131,
     254,0,0,254,131,249,19,19,249,131,254,0
5070 DATA  0,247,149,217,66,66,217,149,247,0,0,192,160,
     144,79,33,79,144,160,192,0,231,165,169,177,165,141,
     149,247,0,0,0,7,5,5,7,0,0,0,0
5080 DATA  0,0,0,0,253,133,253,0,0,0,0
11070 REM === THAT'S ALL MTX USER ===
```

FOR SALE & WANTED AD'S

For Sale

MTX 512 with Speculator ROM, keyboard cover, two manuals and several issues of the 'excellent' MOC magazine all in new condition.

OFFERS around £50

Mr W.Rippon Tel. 0268 22982.

- -

Wanted

1. I would like to purchase a copy of DBASE 2 for FDX type 03 Memotech. Will supply disc's if necessary.

2. Second hand Si Disc for FDX type 03 (or PCB for me to populate).

3. Second hand ROM case required for project (working or non-working; I just want the case!).

To the above please ring Geoff Price on Cwmbran (06333) 69750 or write to me at 2 Barnfield Place, Westpantnewydd Cwmbran, Gwent. NP44 1AL.

- -

Wanted

Do you know of anyone who has upgraded from an SDX system and now has a redundant SDX controller gathering dust. The reason I ask is because my SDX system (250K) has ceased to function. By a process of elimination I have concluded that it must be the controller. I have tried to get it repaired by MCL to no avail. I am prepared to pay any reasonable price for a working unit.

Mick Divall 75 Panters, Hextable, Nr Swanley, Kent.

Ed-> Have you tried contacting Paul Woods Re the repair of your unit, he might be prepared to have a go! (Address listed below).

- -

Services

Disc format transfer service - from any 5.25" format to any 3.5" format.
Should anyone wish to use this service if they supply the discs there will be no charge, should anyone wish me to supply media I can supply good quality disks at a very reasonable cost (below high street prices).

I would also like to remind members of the repair service offered some time ago, this has been extended to cover all different type of machines as well as most peripherals.

Paul Wood 12 Bishops Ave, Worcester, WORCS. WR3 8XA.

- -

GRAYSOFT

New release: **MTX BASIC TUTORIAL**

This book has been designed to teach the absolute novice the basic skills of programming in Basic, what the commands on the MTX do; and how to use them. This course is also meant for those programmers who would like to improve aspects of their programming. Useful routines are included in the book like FILL (for filling an area on screen), bouncing ball, true circles; and a host of helpful programming tips.

The book is well and logically set out, easy to read and follow. Many examples are given. Very well presented - professionally bound and attractive. All this for only £5.95!

ADVANCED GRAPHIC DESIGNER

Create graphic screens otherwise almost impossible to produce by normal programming. It is well presented and can do everything useful - even draws proper circles!

APPLICATIONS: Loading screens, layouts (e.g. garden), Scale drawings.

Available on cassette or disk (not 3½" system). Former price was £13.99 (cassette) and £15.85 (disk). Price still stands at only £9.99 for cassette or disk.

MTX FRUIT MACHINE

All popular features. One of those games hard to put down. Available on cassette for £4.30 (not for MTX 500 due to lack of memory); or disk (not 3½" system) for £4.99. Disk version does not have 'nudge' feature due to lack of available memory.

3D SPACE LINES

Try to beat the computer on ths puzzle game. Available on cassette for £4.30 or disk (not 3½" disks) for £4.99: however 3½" systems can use this program if saving from cassette to disk. Please specify.

MTX CARDBOX

Database to quickly store, retrieve and search for information. Up to 200 separate groups of data can be held at once in memory. This program will only work on disk systems. This package includes bound instructions with the program; the total cost is only £6.99.

If you would like the booklet I circulated a few months ago, or has not got the instructions for ADVANCED GRAPHIC DESIGNER, please let me know.

CHEQUES PAYABLE TO JOHN GRAYSON ONLY. Orders usually dispatched next day

Cambalt, Potters Heron Lane, Ampfield, Romsey, Hampshire. SO51 9BW

HARDWARE AND SOFTWARE PRICE LIST

April 1988

MOC
Phil Eyres
13 COPSE ROAD, TOWNHILL PARK, SOUTHAMPTON. Tel 0703 585106

Below is the list of available software for the MTX series, titles held in stock will be dispatched by return, all other titles ordered immediately and sent by return when received. All MOC titles always in stock and sent by return. Please make cheques payable to Memotech Owners Club.

Title	Price
3D TACHYON FIGHTER	¥7.70
AGROVATOR	6.60
ALICE	7.70
ASTROMILLON	7.70
ASTROPAC	7.70
ATTACK OF KILLER TOMATOES	8.80
BLOBBO	7.70
BOUNCING BILL	6.60
BRIDGE	7.70
CAVES OF ORB	6.60
CHAMBEROIDS	7.70
CHESS	¥10.00
COMBAT	4.40
CRYSTAL	7.70
DISASM	8.80
DOODLEBUG	6.60
DOWNSTREAM DANGER	7.70
DR FRANKIE	6.60
DRIVE THE CEE-5	¥7.70
EDASM	8.80
EMERALD ISLE	7.70
ESCAPE FROM ZARKOS	¥7.70
EXTENDED BASIC	8.30
F1 SIMULATOR	5.50
FATHOMS DEEP	7.70
FIG FORTH	17.50
FIG FORTH SDX	17.50
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This months special offers, the two following disc's of software are available, format 500K 5.25" Non-CP/M.

Disc 1	Disc 2
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PACMAN	MISSILE COMMAND
MINEFIELD	TIME BANDITS
POTHOLE PETE	BACKGAMMON
PHAID	ARCAZIONS
CHAMBEROIDS	

With either of these disc's or any of the software marked with an "¥"; 1 free MOC 1988 Diary per order!!!

Printer ribbons only £7.00 each.

SO YOU THINK YOU'VE GOT IT SORTED OUT!!!

The recent articles by Phil Eyres have shown that any sort routine written in Basic will be slow, some will be very slow. We should, therefore, try to cut the number of records sorted to the minimum or if we must sort a large file, reduce the number of records we actually move in the process.

Fortunately, one of the most common sorting tasks met with in practise, is updating a file held on disc or tape, where we have a number of records already in sequence to which want to add a small number of records in their proper places. This could be done by reading the existing file and adding the new records, sorting the lot and writing them all back to the file, but it can be speeded up be using the following technique:-

1. Read the existing data into an array.
2. Input the new data into a seperate array and sort this new data only.
3. Compare the first records on each array and write the lower of them to the output file, then compare the next record on that array with the lowest record on the other array and so on until all the records have been written to the output file in sequence. This results in a completely sorted file at the expense of sorting only the new records. The file could also be processed, e.g. printed, while it is being written out.

Suppose we have a need to add a few records to a file but we need to access them in sequence rather than write them straight out to a file. This can be tackled in a different way. Read the records into an array but add to the end of each record a field containing the number of the next field in the array e.g. the first record has "2" added, the second has "3", etc. We can now go through the file in the sequence in which we read it in. By taking the number we have written onto each record and using it as the subscript of the next record, e.g. the record in ARRAY(1) has had "2" added to it and ARRAY(2) is the next record in sequence. This may not seem to give us an advantage, but, supposing we add a new record to the file, putting it in the first empty space which happens to be ARRAY(400) although a quick check shows us that it should really go between records 50 and 51. All we need to do is alter the address on record 50 from "51" to "400" and the address on record 400 to "51" and we can read the file in sequence - and write it in sequence to an output file if we wish - without having to shuffle the whole file up and down. If several records are to be added to the file they should obviously be sorted to reduce the amount of searching needed to find their correct sequences.

There are additional benefits to this technique: we can for example, hold a file on disc in one sequence but have addresses on the end of each record, so that it can be read in a second sequence without further sorting: this could be used in a file of club members where we want to produce a regular in both surname and membership number sequence. If the file is held as a random access file on disk the addresses can be used as record keys to allow the file to be read in sequence without having to be sorted each time a new record is added.

Sometimes we need to sort the whole of the file into a new sequence. This can only be done by reading the whole file into memory and sorting it. If however, the file is too big to be held in memory at one time we must resort to the following techniques:

Suppose we are going to sort a file of 1000 records and only 200 can be held in memory at one time. We read the first 200 records, sort them into the new sequence then write them to a file which we call STRING1. We then read the next 200, sort them and write them to STRING2 and continue like this until the whole of the input file has been sorted into strings (in this case 5 strings). The next step is to read the first 40 records from each string into memory and start merging them into the output file until all the forty records from one string have then been written away. The next forty records from this string can then be read into the same array and the process continued, topping up each array from its string until all the strings have been merged into the output file.

Even if a file held on disk has random access, normally the only way to find a particular record is to guess at a record number and then read through the file from this point checking each record to see if it is the one you want. With a large file this can be very tedious, but you may find that it speeds things up if you write a record at the front of the file, containing the index with the record key (or the the first few characters of the record key) and the record number of each, say, 50th record as this will reduce the area of the file you have to search to find a given record. Unfortunately it only works with random files which are always accessed on the same key e.g. a file which is always accessed by surname.

oooOOOooo

For the Memotech MTX Series

MTX PRINT SCREEN

Introduction:

The Memotech MTX series supports the TI TMS 9918 dedicated Video Display Processor (VDP). This graphics chip has been configured to provide 4 screen modes to supplement the powerful built-in languages, i.e.:

i) High resolution graphics screen for LOGO & CAD applications. Not forgetting the games player.
ii) The default screen or text screen. This is used for writing BASIC or Z80 assembley language programs.
iii) The PANEL screen is a Z80 Monitor/Disassembler. This is used for debugging those Z80 m/code programs.
iv) NODDY, is not only a powerful text editor but it is an interactive text language. NODDY has many applications. ie. wordprocessing, card indexing, and is powerful enough to act as an expert system.

At present, as with all graphic orientated machines, graphic packages and dedicated screen dump utilities are plentiful. However, for business or educational users or programmers, there is no such support. Even the Memotech operating system is a hinderance. This is because the MTX range does not support any hardcopy facilities for PANEL users; NODDY screen dumps are limited and tedious to setup & finally, having to change or copy all the PRINT commands to LPRINT in your program in order to get a simple screen dump is tedious and very time consuming.

This short utility, (see listing A), alleviates these short comings and provides the user with a powerful, well structured and versatile screen dump program. Because the utility is interrupt driven, it is available at all times no matter the mode. In a way this utility is similar to the PRNT SCRN key option on the IBM machines. Also, listing B, is provided so that users can incorporate the above screen dump facilities into their own applications.

Instructions

Type in listing A, inserting at line 100, USER or DISC, if you own a SDX or SDX/FDX CP/M disc system respectively, ie USER SAVE "PRNTSCRN". Once the utility has been thoroughly checked, type GOTO 100 <RET>. This will save the program to either tape or disc. To reload use: LOAD "PRNTSCRN" (tape users) or USER LOAD "PRNTSCRN" (SDX users).

When the program has reloaded, it is automatically moved to the top of free user RAM ie at £BF07 or 48903), out of the way of the BASIC Interpreter and in fact is completely invisible to the BI. However, it isn't invisible to the MTX Opertaing System MTXOS. This is because the interrupt vector has been set to point at the subroutine, VECTORST, in listing A. This subroutine checks to see if the screen dump utility has been invoked using the key combination <CTRL> and P. If selected, the rest of the utility in high RAM is executed, else returned to BASIC.

This utility can be called at any time, simply press down together keys <CTRL> and P. This will send the current screen configuration, except VS 4, to any Epson compatible printer and then return control back to the operator when the screen dump has finished. Note that the interrupt vector will remain active, even after a program has been NEW'ed or another program has been loaded. However, the vector is cleared after RESET. In this case, just type RAND USR(48903) <RET>, to reset the interrupt vector.

Listing A, can be summarised as follows:

Line 0:

INTON (at £BF07), this sets the interrupt vector to point to label VECTORST.
VECTORST (at £BF1B), this checks to see if <CTRL> P has been selected, else return.
TEXTDUMP (at £BF21), this reads either the TEXT or NODDY or PANEL screens.
SETPRNTR (at £BF33), this sets the linefeed & column width of the printer to that of the screen.
SENDTEXT (at £BF3F), this takes the screen ASCII codes and sends these unchanged to the printer. This subroutine is repeated until the whole screen is printed. Once printed you are returned to the correct mode.

line 20:

This moves the code at line zero from £4007 to £BF07. The code is at the top of free user RAM and well away from the BASIC Interpreter.

lines 100 to 130:

These save the current program to tape or disc as an auto-executable file. This means that when you reload the progam, the code has moved to high RAM, the interrupt vector is set and the program then NEW's itself. Thus making it invisible from the BASIC Interpreter but not the MTXOS, which keeps track of it through the interrupt vector.

CONTINUED OVERLEAF

LISTING A

```
0 CODE
4007 INTON:  LD HL,£BF1B     ;THIS ROUTINE IS RESPONSIBLE
400A         LD (£FA99),HL   ;FOR TELLING THE MTXOS, TO STOP
400D         LD A,£C3        ;WHAT IT IS DOING AND TO CHECK
400F         LD (£FA98),A    ;SEE IF THE USER HAS SELECTED
4012         LD A,(£FD5E)    ;THE PRINT DUMP OPTION. THE MTXOS
4015         OR £9F          ;INTERRUPTS PROCESSING EVERY 1/125TH
4017         LD (£FD5E),A    ;OF A SECOND TO SEE IF A SCREEN
401A         RET             ;DUMP IS SELECTED ELSE END ROUTINE
401B VECTORST:LD A,(£FD7D)   ;THIS ROUTINE CHECKS THE LAST
401E         CP £10          ;KEY PRESS. IF IT WAS <CTRL> P,
4020         RET NZ          ;THEN PRNT SCRN ELSE END INTERRUPT
4021 TEXTDUMP:LD HL,(£BF56)  ;THIS SUBROUTINE INVOLVES SETTING THE
4024         PUSH AF         ;GRAPHICS CONTROLLER OR VDP TO THE
4025         LD A,L          ;START OF THE TEXT, PANEL AND NODDY
4026         OUT (2),A       ;SCREENS, IE ALL START AT LOCATION
4028         LD A,H          ;7168. NOTE THAT IF YOU WANTED TO
4029         AND £3F         ;WRITE TO THIS AREA, SET THE VDP TO
402B         OUT (2),A       ;WRITE MODE WITH OR £40 INSTEAD OF
402D         POP AF          ;AND £3F. END VDP SETUP.
402E         LD HL,£BF50     ;THE NEXT FEW LINES SET THE PRINTERS
4031         LD C,6          ;LINEFEED AND COLUMN WIDTH TO THAT OF
4033 SETPRNTR:LD B,(HL)      ;THE SCREEN. DATA (ASCII CODES ONLY)
4034         CALL £0CE3      ;MUST GO VIA REGISTER B TO THE ROM
4037         INC HL          ;ROUTINE AT £0CE3.THIS SENDING OF
4038         DEC C           ;PRINTER CODES IS REPEATED UNTIL ALL
4039         JR NZ,SETPRNTR  ;6 BYTES OF DATA HAVE BEEN SENT.
403B         LD DE,(£BF58)   ;NOW SET COUNTER TO SCREEN LENGTH,IE
403F SENDTEXT:IN A,(1)       ;40*24=960 BYTES.START READING THE
4041         LD B,A          ;AREA OF VIDEO RAM, VRAM POINTED TO
4042         CALL £0CE3      ;BY THE VDP, IE THE SCREEN START.
4045         DEC DE          ;REPEAT THIS READING AND PRINTING OF
4046         LD A,D          ;SCREEN ASCII CHARCTERS UNTIL ALL
4047         OR E            ;960 SCREEN POSITIONS HAVE BEEN
4048         JR NZ,SENDTEXT  ;PRINTED
404A         LD A,32         ;FINALLY RESET LAST KEYPRESS TO
404C         LD (£FD7D),A    ;SPACE BAR TO AVOID ANY ERRORS.
404F         RET             ;CONTROL BACK TO THE MTXOS
4050 LINEFEED:DB 27,"A",12   ;SETTHE LINEFEED TO 12/72"
4053 COLWIDTH:DB 27,"Q",40   ;SET COLUMN WIDTH TO 40 COLUMNS.
4056 SCRNST: DW 7168         ;START OF SCREENS IN VRAM
4058 LENSCRN:DW 960          ;SIZE OF SCREEN TO BE PRINTED
405A         RET

20 CODE
4771 MOVECODE:LD HL,£4007    ;OR £8007 ON THE MTX 500
4774         LD DE,£BF07     ;THE CODE AT £4007 TO £405A HAS BEEN
4777         LD BC,83        ;WRITTEN IN RELOCATABLE FORMAT. IT'S
477A         LDIR            ;TO BE MOVED TO THE TOP OF FREE
477C         RET             ;USER RAM.

30 RETURN
100 SAVE "PRNTSCRN"
110 GOSUB 20
120 RAND USR(48903)
130 NEW
```

LISTING B:

This final section is for users who want to include the screen dump facilities into their own programs. Listing B consists of line 0 ONLY. Therefore, retype line 0 with the following changes:

All references to locations £BF?? to be changed to £40?? or £80?? depending on your system configuration. for example :

LD DE,(£BF58) would be changed to LD DE,(£4058) on an MTX 512.

Save this program to tape or disc as (DISC or USER) SAVE "TEXTDUMP".

This program should be included at the start of your programs. You can use it in one of two ways in your programs, either call it as a subroutine using RAND USR(16417) in BASIC or in assembly language with CALL £4021 or via the interrupt vector keypresses, ie <CTRL> P. For example, say you have just printed to the screen a list of results and you want a screen copy. This can be achieved in one of two ways either press <CTRL> P or have in the next line of your program: RAND USR(16417).

As you can see, the interrupt driven method involves only two key presses and is available at all times, whereas method two means you have to include extra lines of BASIC in your program with prompts like "Do you want as screen dump?". However, method two is useful if another utility or Hardware device is occupying the interrupt vector slot.

Note that to initialise the interrupt vector in listing B, all you need to do is run the program as this only executes the INTON subroutine and not the hardcopy part. Or if you want, you can initialise it with RAND USR(16391 or 32775) <RET>, respectively for a MTX 512 and MTX 500.

(c) A.F.Wilson

Escape To Happiness And Better Printing

By

Geoffrey Gardiner

As I purchased an electric typewriter before I purchased a computer I have used it as my printer, despite poor compatability. For years it irked me that I could not use the typewriter's advanced features, such as micro justification and proportional spacing as none of the printers drivers in Newword supported those features on this machine. Although the codes which control the typewriter are supposed to be "DIABLO" I found that I could use only the "TYPEWR" driver, which is rather elementary.

However, it is possible to use these features by means of escape codes, as I have recently discovered, but one sacrifices the "WYSIWYG" facility; what you see on the screen is not what you get on the printer.

The first step is to instal NewWord to produce an "Escape" code (1B in Hex) everytime you press ^PE. This is one of the custom print controls that you can set to produce whatever code suits you. You must use the NWINSTAL.COM program, go to patch menu 3, and follow the menu. By pressing the appropriate key you will find on screen the hex code locations to be filled. When you have found the location for ^PE all you have to do is type 01 1B and then press the full stop key. Then follow the menu instructions to complete the installation. The 01 tells NewWord that there will be one byte of code, and 1B is the hex for the "ESC" code.

Most of the codes that operate the special features of my typewriter are preceded by an escape code. (They are not Epson codes). For instance if I want to select proportional spacing the instruction is ESC P. So if in my text I insert ^PE followed by a P, the P will not be printed out but instead will switch the typewriter to proportional spacing. If I want it to right justify a line I commence it with ^PEO.

But the printer must be fed only with unadulterated text and escape codes, so NewWord cannot be used in document mode. It is particularly important that justification and wordwrap must not be used. If one wants justification one must let the printer do it (in this case instructed to do so with ^PEM, or by a switch on the typewriter), not the wordprocessing program. Wordwrap inserts a carriage return at the end of every line and this prevents the printer from doing microjustification between margins. The printer must be left to decide how many words to put in a line and how to space them.

The best procedure is to use non-document mode so that the only carriage returns will be the ones you insert yourself, and these will usually be at the end of paragraphs. Of course, the text will be in long lines which are longer than the screen, and the screen will scroll across as one types. Indents can be created by escape codes and tabbing. There are escape codes for such things as centreing between margins, boldface type, underlining, print pitch, and line spacing, and these are used instead of the usual ^O and ^P facilities in NewWord. Normally though, margins, page length, print pitch and print impact will be set by switches on the typewriter as it is quicker than by codes.

Commonly used codes can be programmed into the function keys and shift+function keys to save trouble. This is done with the NWKEY.COM program.

... Space Filler For the Memotech SDX Disc System, change disc's under program control!!

```
60  GOTO 100: REM Start of program
70  CODE

40C6 CDISC:  RST 10
40C7         DB £9F,10,13
40CA         DB "Change discs then press <RET>"
40E7 CDISC1: CALL £0079
40EA         CP 13
40EC         JR NZ,CDISC1
40EE         LD C,£0D
40F0         CALL £F5B0
40F3         RET

80 RETURN
100 REM READ FILE FROM DISC
110 USER READ "FUNCT_D.HEX",40960
120 GOSUB 70: REM CHANGE DISCS
130 REM WRITE FILE TO DISC
140 USER WRITE"FUNCT_D.HEX",40960,30
```

P R O G R A M L I B R A R Y

12 Roebank Road
Beith, Ayrshire
KA15 2DX
05055 2491

Cheques payable to MOC please

As Brian Clarke told you last month, and due to popular demand, I have introduced the assembler version of Flitter for you all to have a look at. It takes up position No.68 in the main library and the complete series by Brian which was published in the mag, is also available as a library listing.

More additions to the CP/M front:

CPM7 - Utilities 1
This is a mixed bag of very handy utilities which generally makes life a lot easier for the CP/M'er with some goodies like one which exactly copies one disc (track by track!) onto another.

CPM8 - Prolog Compiler
Prolog is an interesting language which has it's roots in Artificial Intellagence. Comes with an interesting extension language called VALGOL which I think is a subset of the ancient ALGOL language. You'll need a tutorial for this one, but worth a look at anyway.

CPM9 - Utilities 2
More utilities for the CP/M 2.2 system. Lots more handy utilities which will brighten up your day!

CPM10- Utilities 3
Yes, you guessed, even more utilities.

CPM11- CP/M Extensions
A complete system that takes over the CCP and provides an altogether more friendly system...Must be seen to be believed!

CPM12- Forth
Yet another disc which offers a complete implementation of a language. Features all the standard features of Forth and is an excellent companion to the MOC Forth program for the normal MTX.

Since last month, I have been deluged with huge orders for the library listings. It is good to see that there are people interested but I have to make a restriction of 2 listings per order due to duplicating time. In addition to this, please make sure that you send enough covering postage - generally at least 22p.

That's all for this month except for a plea for more programs to add to the library - anything at all that may be of interest to other members.

Happy Computing - Alan Hamilton

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 1 Meg) and the disc system (CP/M or BASIC).

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.	SwZ-Wandl	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.

- -

Stop Press.... Chris on St Helens 54378 would like to get in touch within someone in the Merseyside area with a non CP/M disc system as he is having problems!!!!

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	Predictions with waves.
67.	Perpetual Calender	Interesting time passer.
68.	Flitter	Unusual machine code.

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.
CA11.	Elements	First educational program.
CA12.	MKBook	Keeps marks for schools.
CA13.	Optics	Second educational program.

Disc ONLY Software

CPM1	Z80 ASSEMBLER	CPM2	EBASIC PROGRAMS
CPM3	MAIL LABEL	CPM4	TURBO PROGRAMS
CPM5	COMMS DISC	CPM6	SMALL C COMPILER
CPM7	UTILITIES	CPM8	PROLOG/VALGOL
CPM9	UTILITIES 2	CPM10	UTILITIES 3
CPM11	EXTENDED CP/M	CPM12	FORTH

Continued Overleaf

Library Listings

LL01	System Vars	LL02	VDP Chip
LL03	NewWord ROM	LL04	RST10 Explained
LL05	Undoc.NewWord	LL06	CP/M Programming Course
LL07	Assmblr Course	LL08	Pascal Course
LL09	CP/M Intro	LL10	Flitter

Don't forget the compilation disc at £1 and the Software book at £2!

List updated at 04/02/88
Alan Hamilton
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- -

REVIEWS... REVIEWS... REVIEWS... REVIEWS... REVIEWS...

DENNIS AND THE CIRCUS

Available From:- SYNTAXSOFT & MOC
Price:- £3.80 Reviewed By:- Andy Owen

'Dennis and the Circus' is one in a series of 'DENNIS' games by SYNTAX, but it is the first I have played.

The idea of the game is to go around as Dennis, on a unicycle collecting all the coins on a screen - once done you proceed to the next screen where this feat must be repeated. The screen is composed of platforms and ramps (off which you fall while going up, unless you are jumping) on which can be found the coins as well as ducks, which give you bonus points if picked up.

There are many things which conspire to confound your Reviewefforts. Among these are the 'meanies' all of which take one of your 3 lives at the merest touch ('stingy' devils aren't they... its why I call them meanies). These come in three types:-

1.The beach ball - this bounces around the screen and is probably most annoying.

2.The seal - which rushes around at the bottom of the screen.

3. The animated clown face - which moves slowly from right to left across the screen. (This doubles as a timer, when it reaches the left of the screen you time is up and you lose a life).

The graphics for these are pretty basic, monochrome (black or blue) and, in places, a little jerky (although movement is smooth).

Other conspirators are the tacks (always found in the most awkward places) which cost you a life if you run over them; the fact that you cannot stay still even for a second does not help.

When all three of your lives have been lost, your score for that game, along with the high score, is displayed above a tombstone. At the same time an awful rendition of the 'Death March' is played. After this you enter a demo mode which cycles through all the screens until a key is pressed; where upon you are returned to the title screen.

The annoying features of this game are the lack of instructions - there are none at all. When you lose a life all the coins are replaced and this adds to its addictiveness.

Overall I think this is a good game, even if the graphics are pretty basic, well worth adding to your collection especially if you have only a few platform type games.

Ratings

Graphics 5	Sound 5	Addictiveness 7	
Value For Money 6		Overall	6.5