

BEEBUG

FOR THE

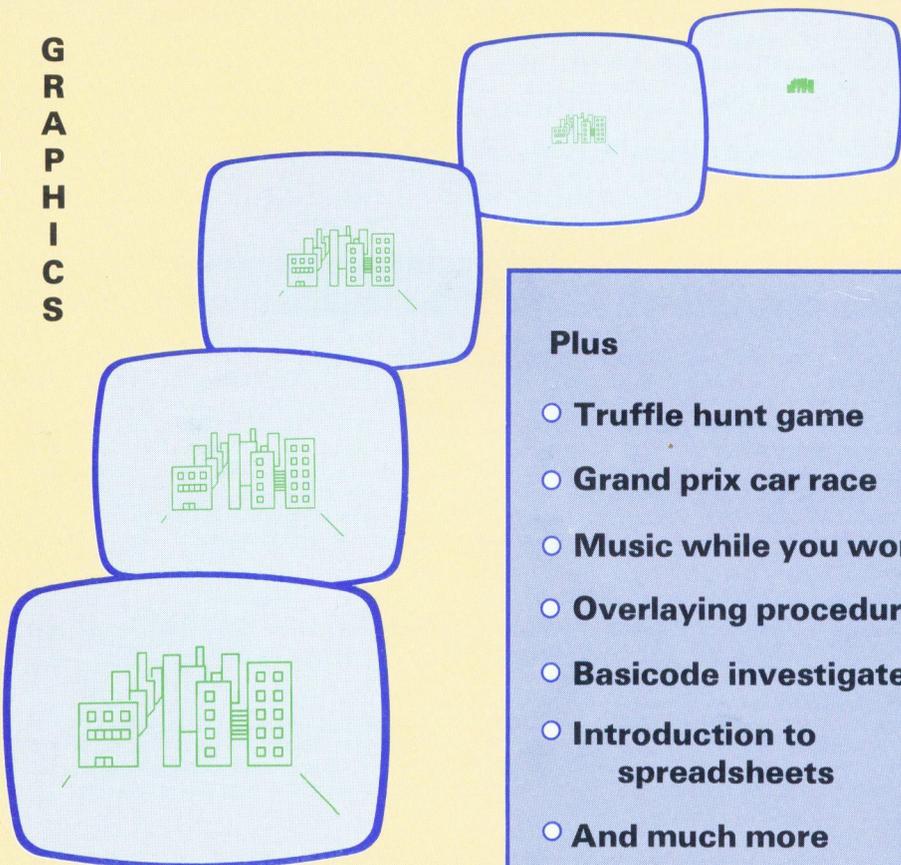
BBC

MICRO

Vol 3 No 2 JUNE 1984

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Plus

- Truffle hunt game
- Grand prix car race
- Music while you work
- Overlaying procedures
- Basicode investigated
- Introduction to spreadsheets
- And much more

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EDITORIAL

SECOND PROCESSORS

Last month we were able to report on the launch of Acorn's 6502 Second Processor, claimed by Acorn to be the most important event since the launch of the BBC micro itself. You may wonder, in looking at the contents of this issue, why we are not reviewing this major enhancement. The reason is quite simple: in common with most of the other computing magazines, our review system arrived nearly eight weeks after the launch date, not quite in keeping with Acorn's claim at the launch that Second Processors were in stock in the warehouse. Despite this, we are very excited by the 6502 Second Processor and the Bitstik graphics system. Our review will appear next month, and we shall be telling you of the problems as well as the advantages of using the 6502 Second Processor.

May also sees the launch of the Acorn Z80 Second Processor, clearly aimed at the business market with the extensive applications software that is bundled in as part of the package. We shall be reviewing this as well, as soon as we receive one!

THIS MONTH'S MAGAZINE

Amongst the many interesting articles and programs in this month's issue, I would particularly draw your attention to two. The first is another graphics program, allowing you to zoom in on any drawing you create at a tremendous magnification. We found this so fascinating that we have also created a competition (the Zoom Treasure Hunt) to go with this article, though, for technical reasons this is only feasible on the magazine cassette, and not printable in the magazine itself.

The other program is a major utility, primarily for disc users, that allows you to create Basic programs whose length is not at all limited by the physical memory available in the Beeb. This 'Virtual Memory' system will be a real boon to disc users, who have less memory to work with than cassette users. Mike Williams

TICE BOARD NOTICE BOARD NOTICE BOARD NOTICE BOARD

BEEBUG'S ROM RULE

We have published a number of hints and tips in recent issues arising from clashes between the command sets used by different pieces of ROM software. BEEBUG has proposed a standard to resolve this problem. This allocates a unique letter (A to Z) to each software house, and this letter in turn can be used to optionally precede any command and give it a unique identity. BEEBUG has allocated 'B' for its own use, and in all future issues of ROM software, such as Toolkit, any command can be preceded by this letter to avoid confusion with any other ROM installed at the same time. So far the letter 'C' has been agreed with Computer Concepts, who have also adopted this standard, 'A' has been reserved for Acorn Computers, and 'W' for Watford Electronics.

HINT WINNERS

This month the hint winners are G.Middleton who wins the £10 prize and R.M.Blackall who wins the £5 prize. Keep sending those hints in please.

MAGAZINE CASSETTE

This month's magazine cassette contains, in addition to all the programs printed in the magazine, the data file for our Zoom Treasure Hunt competition and the winning entry by Bill Wilkinson in our 'Niagara Falls' Brainteaser Competition. The results of this, and a new Brainteaser, appear in this month's supplement.

MAGAZINE DISC

We have been unable to finalise the arrangements for producing the magazine 'cassette' on disc. We expect to conclude the details in time for inclusion in next month's issue.

BEEBUG MAGAZINE

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Tested on Basic I & II
and O.S. 1-2

ZOOM (32K)

by Pete and Derek Chown

For such a short program this one is remarkably entertaining. It allows you to zoom in and out of any picture you create with magnifications of up to 10 million! It is based on a perfectly serious application in Computer-Aided Design (CAD), but can be used to construct line drawings of high precision, or light-hearted sketches containing microscopic detail for a game of "Hide and Seek".

INTRODUCTION

You will remember from the BBC TV series, "The Computer Programme", the demonstration in which a house was shown with a globe in the window. The picture was magnified to show the British Isles on the globe. On the map was a house. In the window of the house was a globe... All that is possible on the BBC Microcomputer and with this little program. If you have a printer with graphics capability, you can add your own routine to print the results.

The 'ZOOM' program allows you to produce line drawings, and at any stage, enlarge or reduce the size of the picture. This allows details to be drawn much larger than their final size for accurate results, and also allows part of a picture to be hidden, by reducing it so small that it is no longer visible on the screen. The program is entirely in Basic, and should be quite straightforward to type in and save on cassette or disc.

USING THE ZOOM PROGRAM

Only six commands plus the four cursor-control (arrow) keys and the Shift key are used to achieve the pictures accompanying this article. When you run the program a small dot will appear in the centre of the screen. This is the position of the cursor. Hold down one of the cursor

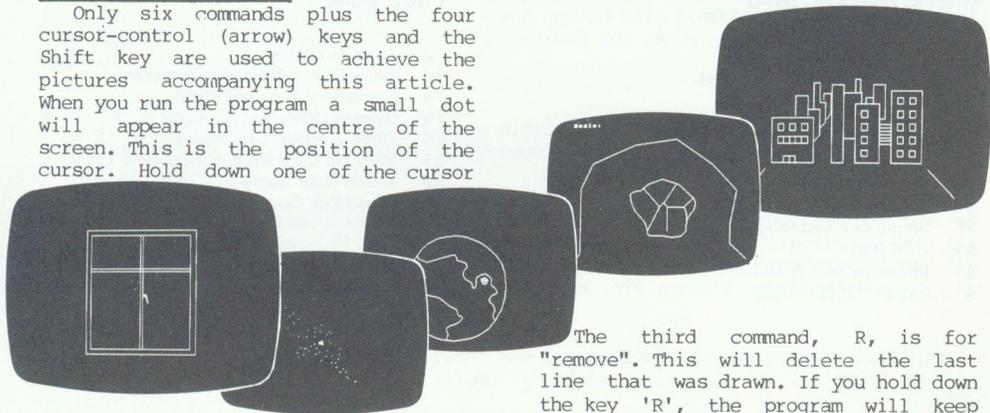
keys and a line will be drawn (holding down Shift at the same time moves the cursor much faster). Use different cursor keys and the line can be moved as if connected to the starting point by a piece of elastic.

When the line is where you want it, press D for "draw" and the line becomes fixed. If you merely wish to move the starting point of the line without drawing it, press M for "move". So the procedure is: stretch the elastic to a new position, and then press either D or M. This is vastly superior to the "Sketch" method on the BBC "Welcome" cassette.

ZOOM Key Functions

M - Move	f0 - Save screen
D - Draw	f1 - Load screen
R - Remove	
S - Scale	
P - Print	

Cursor keys move cursor



The third command, R, is for "remove". This will delete the last line that was drawn. If you hold down the key 'R', the program will keep

deleting lines, until all the lines have been removed. If removal of a line leaves a 'hole' in any remaining line, then the drawing can be 'repaired' by re-drawing with a scale of 1 (see later).

The fourth command is S for "scale". Type S and the word "Scale:" appears in the top left corner of the screen. Then type in a positive number for the magnification you require, e.g. 2 = twice as big, 0.5 = half as big, 1 = same size. When Return is pressed the picture is re-drawn centred on the latest position of the cursor.

The command, P for "print", is only useful if you have a graphics dump routine and a printer. Press 'P' at any time to print the current screen display. The program listing shows where a printer dump routine (or command to one of the new printer dump ROMs like Printmaster) should be inserted.

We have also incorporated a simple facility to save and load screen displays, using the two function keys f0 for save and f1 for load. In each case the program will ask you for the filename to save or load. Be careful when saving and loading (especially on disc), as pressing f1 instead of f0 will delete the current picture in memory, and pressing f0 instead of f1 will wipe out a file on disc (but not cassette).

ZOOM IN PRACTICE

Some useful features of this program are the ability to create precise drawings, by building your picture up on a large scale, and then shrinking it down to size. You can also translate your shape in any of four directions. For example, if you have a square in the middle of the screen, then move the cursor to the top right-hand corner of this square. The press 'S' and choose a scale of 1 (same size). The square will now be re-drawn with the top right-hand corner in the middle of the screen.

LIMITATIONS

The program at present will allow drawings to be created with up to 600 points, set in the program at line 110. This could be increased and the ultimate limit is like to be determined

by the amount of memory available for storing the lengthy arrays declared at line 300.

Using the scaling feature actually changes the stored data values. If you magnify any part of your drawing by more than about 10 million, you will be exceeding the accuracy of the micro and the results may be unrecognisable. You may also find that because the stored data has been changed, you cannot reduce the picture correctly back to the original version. A screen will always be saved at the current magnification.

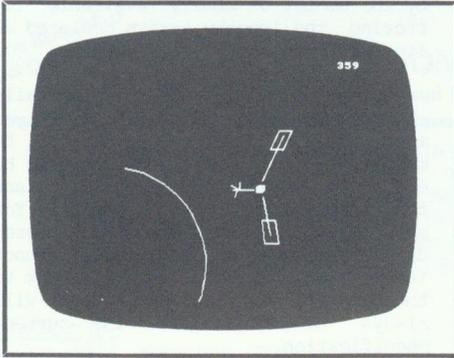
ZOOM FOR FUN

The program really is great fun to use, and you can puzzle your friends by hiding some minute detail somewhere in a picture and challenging them to find what it is. If you try this, we have found that it is better to start at the highest level and gradually magnify parts of the picture as you get more and more detailed. If you start with the smallest details and gradually reduce these to hide them, you are like to find a very obvious 'blob' being drawn as part of the initial picture, a real give away to the location of the hidden detail.

The pictures with this article show one such sequence. The first shows a window with a view of the stars in the sky (actually the constellation of Orion). If you zoom in on one of the stars in Orion you will see a planet surrounded by asteroids. Magnifying the central planet will reveal the outline of some continents and an island, and further magnification of the island will show first the road system on the island, and finally a city of tall buildings. One point you soon realise is that you only have to be as little as a millimetre out initially to be a 100 kilometres adrift at a magnification of 10 million.

ZOOM TREASURE HUNT

Because ZOOM is such an interesting program we have provided a data file, DZOOM, on the magazine cassette for you to explore. Unfortunately the data file is much too large and in the wrong format to be included in the magazine itself. If you search hard enough you will find the name 'BEEBUG' hidden



somewhere in the picture you see here. Tell us where 'BEEBUG' is located and we will award a prize of a Computer Concepts Graphics ROM to the first two correct answers opened. Send all entries to the editorial address, and mark the envelope 'ZOOM'. Good zooming!

```

10 REM PROGRAM ZOOM
20 REM AUTHORS P.CHOWN A.WEBSTER
30 REM VERSION B0.6
40 REM BEEBUG JUNE 1984
50 REM PROGRAM SUBJECT TO COPYRIGHT
60 :
100 ON ERROR GOTO 390
110 np%=600
120 *FX4,2
130 *K.0 z
140 *K.1 y
150 *K.10|UO.|M
160 *K.12 H
170 *K.13 I
180 *K.14 J
190 *K.15 K
200 *FX12,3
210 :
220 MODE 4
230 VDU19,1,2,0,0,0
240 X=639.5:Y=511.5
250 oldX=X:oldY=Y
260 pnt%=0
270 DIM endx(np%),endy(np%),startx(np
%),starty(np%)
280 GCOL 4,0
290 PROcline
300 REPEAT
310 VDU4:PRINTTAB(30,0);pnt%;SPC(5):V
DU5
320 COM$=GET$:*FX15,0
330 IF COM$="P" PROCdump

```

```

340 PROcline
350 PROCcom
360 PROcline
370 UNTIL 0
380 :
390 ON ERROR OFF
400 *FX4
410 *FX12
420 MODE 7
430 IF ERR=17 END
440 REPORT:PRINT" at line ";ERL
450 END
460 :
1000 DEF PROcline
1010 MOVE oldX,oldY
1020 *FX19
1030 PLOT21,X,Y
1040 ENDPROC
1050 :
1060 DEF PROCcom
1070 IF INKEY-1 C=32 ELSE C=4
1080 IF COM$=CHR$(8) OR COM$=CHR$(140)
X=X-C
1090 IF COM$=CHR$(9) OR COM$=CHR$(141)
X=X+C
1100 IF COM$=CHR$(10) OR COM$=CHR$(142)
) Y=Y-C
1110 IF COM$=CHR$(11) OR COM$=CHR$(143)
) Y=Y+C
1120 IF COM$="M" oldX=X:oldY=Y
1130 IF COM$="D" GCOL 0,1:MOVE X,Y:DRA
W oldX,oldY:GCOL 4,0:startx(pnt%)=oldX:
starty(pnt%)=oldY:endx(pnt%)=X:endy(pnt
%)=Y:pnt%=pnt%+1:oldX=X:oldY=Y
1140 IF COM$="R" AND pnt%>0 pnt%=pnt%
-1:GCOL0,0:MOVE startx(pnt%),starty(pnt
%):DRAW endx(pnt%),endy(pnt%):GCOL4,0
1150 IF COM$="S" AND pnt%>0 PROCscale(1)
1160 IF COM$="Z" OR COM$="Y" PROCsavel
oad
1170 ENDPROC
1180 :
1190 DEF PROCscale(sc)
1200 IF sc=0 GOTO 1240 ELSE MOVE 0,1023
1150 IF COM$="S" AND pnt%>0 PROCscale(1)
1160 IF COM$="Z" OR COM$="Y" PROCsavel
oad
1170 ENDPROC
1180 :
1190 DEF PROCscale(sc)
1200 IF sc=0 GOTO 1240 ELSE MOVE 0,1023
1210 VDU5:GCOL 4,0:INPUT "Scale:"SCALE$
1220 SCALE=VAL(SCALE$)
1230 IF SCALE<=0 VDU 7:ENDPROC
1240 CLS:GCOL 0,1
1250 FOR I%=0 TO pnt%-1
1260 startx(I%)=(startx(I%)-X)*SCALE+6
39.5:starty(I%)=(starty(I%)-Y)*SCALE+51
1.5

```

```

1270 endx(I%)=(endx(I%)-X)*SCALE+639.5      1420 IF COM$="y" GOTO 1500
:endy(I%)=(endy(I%)-Y)*SCALE+511.5          1430 X=OPENOUT fn$
1280 IF ABS(startx(I%))<32768 AND ABS(      1440 PRINT #X,pnt%
starty(I%))<32768 AND ABS(endx(I%))<327    1450 FORp=0TOpnt%
68 AND ABS(endy(I%))<32768 MOVE startx(    1460 PRINT #X,startx(p),starty(p),endx
I%),starty(I%):DRAW endx(I%),endy(I%)      (p),endy(p)
1290 NEXT                                    1470 NEXT
1300 X=639.5:Y=511.5:oldX=X:oldY=Y          1480 CLOSE#0
1310 GCOL 4,0:VDU 7                          1490 GOTO 1570
1320 ENDPROC                                  1500 :
1330 :                                        1510 X=OPENIN fn$
1340 DEFPROCdump                              1520 INPUT #X,pnt%
1350 REM VDU5:*GDUMP1 1                       1530 FORp=0TOpnt%
1360 ENDPROC                                  1540 INPUT #X,startx(p),starty(p),endx
1370 :                                        (p),endy(p)
1380 DEFPROCsaveLoad                          1550 NEXT
1390 VDU4:VDU31,0,0                          1560 CLOSE#0
1400 IF COM$="y" PRINT " Load "; ELSE        1570 SCALE=1:X=640:Y=512:PROCscale(0):
PRINT " Save ";                               *FX15
1410 INPUT"Filename : "fn$:CLS:VDU5         1580 ENDPROC

```

HINTS HINTS HINTS HINTS HINTS HINTS HINTS HINTS HINTS

WHICH DISC DRIVE ? - R.M.Blackall

Location &10CB, contains the number of the current disc drive (Acorn DFS 0.90).

MORE PERMANENT *TV EFFECT - G.Middleton

For those who would like to maintain a *TV type shift for the duration of a session on their Beeb; try the following short routine.

```

10 MODE7
20 *FX247,0
30 *FX248,0
40 *FX249,0
50 INPUT"Screen shift",X%
60 INPUT"Interlace (ON/OFF)",Y$
70 IF Y$="ON" THEN Y%=0 ELSE Y%=1
80 P%=&A01:[OPT1:.SS LDA#&90:LDX#X%:LDY#Y%:JSR&FFF4:RTS
90 .start LDA#&F7:LDX#&4C:JSR&FFF4:LDA#&F8:LDX#SS MOD 256:JSR&FFF4:LDA#&F9:LDX#S
S DIV 256:JSR &FFF4:RTS]
100 CALL start

```

ASCII VALUE AT THE CURSOR - T. Powys-Lybbe

Is this the shortest way to find the ASCII value of the character at the text cursor, and the current screen mode? (A%,M% return ASCII value, current mode respectively.)

```
DIMQ%3:A%=135:!Q%=USR&FFF4:A%=Q%!M%=Q%?2
```

THE SHORTEST GAME ? - ROGER JANE

(See the previous shortest Vol.2, No.6, p.19 - after the REM statements have been removed).

```

0H%=0:REPEATMODE7:VDU28;24,39;:P%=&7C64:S%=0:REPEAT?P%=&86:PRINT|"TAB(RND(38))"*
"TAB(39)"|"CHR$13;:P%=(P%+INKEY(-98)-INKEY(-67)-19)MOD38+&7C51:S%=S%+1:UNTIL?P%=
42:H%=H%+(S%>H%)*(H%-S%):VDU7:PRINT"Score:"S%"Hi:  "H%"Press
space: ";:REPEATUNTILGET=32:UNTIL0

```

Unfortunately there are no instructions with this, but the Z and X keys control left and right directions of movement. Imagination dictates that you have to pilot a spaceship safely through a meteor storm! Now try it for yourself, or perhaps you have a better one!



BBC Radio 4 has recently completed a series of broadcasts of computer programs using an Esperanto form of Basic known as Basicode. Now that this 'Take Away' service, as it was called, has come to an end, at least for the moment, Steve Fox takes a look back, and assesses its value.

Basicode is the brain-child of a handful of Dutch computer enthusiasts. The idea is to package a Basic program in such a way that it will run on a variety of different machines, and to build up a stock of non-copyrighted software, written by amateurs for amateurs. The programs are to be made available to the widest possible group of users via the domestic radio services of the countries participating. Radio Hilversum broadcasts them at 1840 GMT each Sunday on 747 kHz and West Germany also participates. The BBC, perhaps fearing adverse listener reaction to the unmusical tones, has so far confined

transmissions to the unsocial hour of 0023 hrs GMT. The first series of broadcasts, associated with the Radio 4 "Chip Shop" programme, is now at an end but doubtless a further series will follow.

The Basicode system has to overcome two problems in order to make a program readable by a range of machines. Firstly, the tones transmitted (or recorded on cassette) must be comprehensible to the operating system, and secondly the Basic statements must be capable of interpretation by the computer's Basic ROM. To make these things possible, different computers must be provided with a different software interface. The BBC supplies, for a modest £3.95, all the software necessary to load a Basicode program into a range of popular machines - Apple, Sinclair, Commodore, Tandy, etc, and of course the BBC micro. Also included is a corresponding range of

"Basicode Save" programs to enable the user to produce a Basicode version of his own software. Some micros also need additional hardware to be built, but this is fortunately not necessary for the Beeb.

The Basicode signal is an ASCII listing of the program made up of bits which are serially transmitted at 1200 Baud (bits per second). The obvious method of coding would be to send one cycle of 1200 Hz tone for a '1' and 1/1200th of a second's silence for a zero. However, this would mean that system noise might generate a '1' for a zero, so Basicode defines a '1' as two cycles of 2400 Hz tone and a zero as one cycle of 1200 Hz tone. To make the system even more robust, each byte is preceded by a startbit (logic 0), and is followed by two stopbits (logic 1). At the end of each program, a special 8-bit word called a checksum is included. By carrying out an EOR calculation on the preceding bytes it is possible to check that they have been successfully read. If not, a checksum error is declared by the loading program, and it is up to the user to scrutinize the listing to try and find where the program has been mis-read. Notice that at this stage the computer has not recognized the data as a Basic program, so until "RUN" is entered no error messages can be issued.

Because Basicode statements have to be acceptable by the full range of machines, each with its own Basic dialect, it follows that the programs have to be written using only those statements which are common to all. This is a very severe limitation indeed, especially for BBC Micro users. Gone are procedures, graphics statements, sound statements, assembler language, and *FX commands, to name but a few! With Basicode, we enter the colourless world of basic Basic. Is it worth it? Well, read on...

The original Basicode was so crude that, as there exists no universal

statement for "Clear the screen", it couldn't be cleared! But then it was realized that what was needed was a mechanism for interpreting a number of universal commands into the "local" lingo. Basicode 2 issues these commands in the form "GOSUB (line no.)" and the Loading program appends to the front of the main program, lines which will interpret such commands. The main program might, for example, begin "1000 GOSUB 100", and if yours is a BBC machine the Loader will supply the subroutine at line 100 in the form: "CLS:RETURN". Altogether there are a dozen such subroutines for a carrying out such highly desirable tasks as positioning the cursor, inputting from the keyboard, giving random numbers, beeping and print-formatting. To jump over these sub-routines the first line has to be "10 GOTO 1000". In addition to these customized sub-routines, the Loaders may carry out some special modifications to the listing. BBC Basic is unusual in that it doesn't require a space to be left after the line number and in the use of LN rather than LOG for logs to the base 'e'.

These changes are taken care of by the Basicode Load program, which consists of an instruction screen at Page &E00 (or &1900 for disk users), the subroutine lines which are initially stored at Location &77FE, and a machine code program starting at location &7979, and running up to the Mode 7 screen at &7C00. The normal load consists of shifting down to PAGE the sub-routines (over-writing the instructions) and then appending the decoded listing as it is read off tape. Once in memory, the program can be RUN and SAVED like any other straightforward Basic program.

Writers of Basicode Basic have to observe a few more restrictions. Lower-case letters are not allowed, nor are integer variables. Real variables are single-precision only. A screen size of 24 by 40 is standard, but larger sizes (including Modes 6 and 7) are OK. The names of variables must not be more than two characters long and must not begin with "0".

With such depressing restrictions, I expected little of the sample programs on the "Chip Shop" cassette, kindly

supplied by the BBC, and indeed the presentation of them all does leave very much to be desired. Four or even three years ago, this tape would have been thought a goldmine, but in 1984 such packages, as they stand, cannot be acceptable to the BBC micro user. However, if one looks below the surface at the program ideas themselves, several are indeed good, and well worth the effort of rewriting using the full range of facilities on the Beeb.

Items which particularly appeal to me are: "Chords", guitar fingering to order, "Yahtzee" (similar to 'Five Dice'; BEEBUG Vol.1 No.9), a game of chance (of which the rules are fairly easy to guess if you don't know them but which aren't properly explained), and Mezirac's Squares. The Germanic humour in "Titration" is a bit heavy, but it makes one of the duller processes of chemistry seem like fun, which is surely the measure of any good educational program.

I also made one or two off-air recordings and, there were no technical problems, but the programs I "took away" are in fact the same as those on the cassette.

The ultimate value of the Basicode experiment lies in the quality (and quantity) of the software which people are prepared to donate or sponsor. Some of the present software carries words of encouragement aimed at getting the reader to "do his bit", but without a few carrots being offered by the BBC, I'm not too optimistic about the future of the project. I feel too that BBC micro users would be better served if the free software which appears on CEEFAX were to be broadcast as tones for direct recording on cassette, instead of being available only to those who are willing to invest in a Teletext Adaptor. The BBC's Telesoftware may not be too wonderful, but most of it is written for the BBC micro, and so doesn't suffer from the over-simplification demanded by Basicode.

The Chip Shop cassette and Basicode manual are available at £3.95 including postage and packing from Broadcasting Support Services, PO Box 7, London W3 6XJ. This must be the bargain of the year!

10

Tested on Basic I & II
and O.S. 1-2

MUSIC WHILE YOU WORK (16K)
by David A. Fell

Some people find that they can concentrate much better if there is some background noise, preferably music, continually playing whilst they are working. In this article we show you how your Beeb can be made to play the music of your choice while you continue using the machine for programming, word processing or whatever else takes your fancy (apart from commercial machine code games).

Sometimes, even using your Beeb can become a little boring, such as waiting for a cassette file to load, or listing a long program out to a printer. The programs described here can liven up these moments (and others) by playing music at the same time using interrupts. These are used continually by the operating system, but in the packaged form of 'events' (see BEEBUG Vol.2 No.8) they can also perform operations for the user. The programs listed here allow for you to generate a data file (containing a tune), and then play this tune using a special 'event driven' routine.

The main program 'MUSIC' assembles and saves a machine code routine that plays the tune. The program is well annotated, and has been kept as short as possible. To use it, you will also need a data file holding a sequence of bytes that correspond to the tune that you wish to play. The program 'CREATE' allows you to generate such a data file.

The first step is to type the two programs in, and to save them before running (this is especially so for the MUSIC program, as any mistake in entering this could result in your program being corrupted). Once this has been done, you should run the MUSIC program. This will pause briefly while it assembles, and then *SAVES the resulting machine code program under the name TUNE.

The next stage is to run the CREATE program. This short Basic program is used to enter the tune to be played and to create a corresponding data file. When using CREATE, you will be prompted to enter a group of four numbers, the

same as you would enter in a normal Basic SOUND statement. For example;

```
SOUND 17,-10,200,3
```

would be entered simply as 17,-10,200,3. To create a tune, just keep entering the notes until you reach the end. Once you have finished entering the data, just type 0,0,0,0. This will cause the data to be saved as a file called DATA. Incidentally, you cannot have more than 255 notes, nor less than two. (The data supplied will play 'Jesu Joy of Man's Desiring' from Bach's Cantata No.147, as we listed in BEEBUG Vol.2 No.9.)

If you have a word processor such as Wordwise, you might find it easier to build up a text file that contains your data. The file should start with

```
OLD  
RUN
```

followed by the data for the tune to be played. To use this proceed as follows. Type:

```
*BASIC  
LOAD"CREATE"  
*EXEC FILE
```

where FILE is the name of the text file containing the data. This causes the CREATE program to be run, and then the numbers following in the data file would be input as the data. You can now watch the computer enter the data for you. The advantage of this method is that if you decide that one note is wrong, then only that particular note need be altered in the text file.

Whenever you want a musical accompaniment, just type:

```
*RUN TUNE
```

This will run the machine code program TUNE. Note that it expects to *LOAD the file called DATA. If you wish, you could have different versions of the TUNE program that *LOAD different files, and thus play different tunes.

TAPE USERS

If you are using tape, then you will

the routine doesn't end up waiting for a note to finish playing.

The data for the tune is held in a data file which is *LOADED into memory when the machine code program is run. In this file, the first byte holds the total number of notes in the tune, and

1,1,81,4	1,1,177,4	1,1,137,4	1,1,145,4	1,1,177,4	1,1,109,4
2,1,81,12	2,1,117,12	2,1,101,12	2,1,81,12	2,1,117,12	2,1,109,12
1,1,129,4	1,1,157,4	1,1,165,4	1,1,129,4	1,1,157,4	1,1,129,4
1,1,137,4	1,1,145,4	1,1,157,4	1,1,137,4	1,1,145,4	1,1,125,4
1,1,145,4	1,1,129,4	1,1,125,4	1,1,145,4	1,1,129,4	1,1,129,4
2,1,129,12	2,1,69,12	2,1,89,12	2,1,117,12	2,1,109,12	2,1,81,24
1,1,157,4	1,1,137,4	1,1,129,4	1,1,157,4	1,1,137,4	1,1,145,4
1,1,149,4	1,1,145,4	1,1,137,4	1,1,149,4	1,1,145,4	1,1,157,4
1,1,149,4	1,1,149,4	1,1,109,4	1,1,149,4	1,1,117,4	1,1,177,4
2,1,117,12	2,1,89,12	2,1,77,12	2,1,101,12	2,1,101,12	1,1,157,4
1,1,165,4	1,1,157,4	1,1,125,4	1,1,165,4	1,1,157,4	1,1,145,4
1,1,157,4	1,1,165,4	1,1,137,4	1,1,157,4	1,1,149,4	1,1,129,24
1,1,157,4	1,1,157,4	1,1,149,4	1,1,157,4	1,1,145,4	2,1,109,24
2,1,97,12	2,1,97,12	2,1,109,12	2,1,97,12	2,1,105,12	0,1,0,0
1,1,177,4	1,1,149,4	1,1,145,4	1,1,177,4	1,1,137,4	0,0,0,0
1,1,173,4	1,1,145,4	1,1,137,4	1,1,173,4	1,1,129,4	

Data for 'Jesu Joy of Man's Desiring'

need to alter the locations at which the data and machine code program are to reside. The program TUNE could easily reside at &D00 onwards by altering line 120 of the MUSIC program to P%=&900. As the data can no longer reside at &A00, we also need to alter lines 100 and 1410 to refer to &B01 and &B00 and not as listed.

PROGRAM NOTES

The program initialises itself by copying the current event vector to a safe place for future reference, and then copies the entry address for itself into the event vector. This means that whenever an event occurs, our piece of code will be called first. Then, under the vertical sync event (which occurs regularly every fiftieth of a second, and so provides a frequent event for us) the program plays its notes. Once entered, the program repeatedly enters notes into the sound buffer until it finds that the buffer for sound queue number 1 is full. Once this has happened, the routine exits to the original event routine. The reason for doing this test is to ensure that

then groups of eight bytes, in the format as described on page 461 of the User Guide (i.e. channel, volume, pitch, duration as two byte low-high numbers). By storing the notes in this format, there is no need for extensive decoding of the data before the call to OSWORD is made. In fact, all that is done is that the current note number is multiplied by 8, and an offset (equal to the base of the data - &A01 in the example given) is added. This gives us the values to pass directly to OSWORD. It would be possible to take the sound statements and to compress them into four bytes per note, but this would require a considerable degree of decoding, and would drastically increase the length of the machine code.

Although the program itself can cope with up to 255 notes, there are some practical limitations. This is because the area of memory 'safe' from most applications is sorely limited. Thus, it is not very easy to have more than 64 notes with the current program design.

Musical notation for 'Jesu Joy of Man's Desiring' on a treble clef staff. The melody consists of eighth and sixteenth notes, with several triplets indicated by a '3' above the notes. The key signature has one sharp (F#). The piece concludes with a final chord.

```

10 REM PROGRAM MUSIC
20 REM AUTHORS DAVID FELL
30 REM AND ALAN WEBSTER
40 REM VERSION B1.0
50 REM BEEBUG JUNE 1984
60 REM PROGRAM SUBJECT TO COPYRIGHT
70 :
100 data=&A01 :REM ALTER FOR DATA.
110 FOR PASS=0 TO 1
120 P%=&900 :REM ALTER FOR CODE.
130 (OPT PASS*2
140 \ FIRST DEFINE THE ENVELOPE
150 \ TO BE USED
160 LDA #8
170 LDX #ENV AND 255
180 LDY #ENV DIV 256
190 JSR &FFF1
200 \ THEN *LOAD IN THE DATA BLOCK
210 LDX #(ENV+14) AND 255
220 LDY #(ENV+14) DIV 256
230 JSR &FFF7
240 \ STOP ANY INTERRUPTS OCCURING
250 \ WHILE WE SWITCH OVER THE EVENT
260 \ VECTOR.
270 SEI
280 LDA &220
290 STA &230
300 LDA &221
310 STA &231
320 \ OLD VECTOR COPIED
330 \ *** CAUTION ***
340 \ DON'T RUN MORE THAN ONCE OR
350 \ WE'LL FOUND OURSELVES LOOPING
360 \ AROUND, AND NEVER GETTING
370 \ ANY WORK DONE!
380 LDA #EVENT AND 255
390 STA &220
400 LDA #EVENT DIV 256
410 STA &221
420 \ NEW VECTOR INSTALLED
430 LDA #14
440 LDX #4
450 JSR &FFF4
460 \ WE'LL USE THE VERTICAL SYNC
470 \ EVENT 'CAUSE IT'S THE EASIEST
480 \ MAKE SYNC EVENT HAPPEN
490 LDA #0
500 STA &90
510 CLI
520 \ ALLOW INTERRUPTS AGAIN,
530 \ AND EXIT
540 RTS
550 \ THIS IS THE MAIN ENTRY POINT
560 .EVENT
570 CMP #4
580 \ IS THE EVENT OURS?
590 BEQ EVENT1 \ YES
600 JMP (&230) \ NO!
610 .EVENT1
620 \ WE'VE GOT THE EVENT
630 PHA
640 TXA
650 PHA
660 TYA
670 PHA
680 \ SAVE ANY REGISTERS, MAINLY
690 \ FOR THE SAKE OF SAFETY
700 .EVENT3
710 LDA #128
720 LDX #250
730 LDY #255
740 JSR &FFF4
750 \ CHECK TO SEE IF CHANNEL ONE
760 \ IS FULL. THIS ALLOWS FOR US
770 \ TO KEEP PILING UP THE NOTES
780 \ WITHOUT HAVING TO WAIT WITH
790 \ A FULL BUFFER. CHANNEL ONE
800 \ SHOULD BE USED FOR MOST OF
810 \ THE PROCESSING THOUGH.
820 CPX #0 \ FULL?
830 BNE EVENT2 \ NO
840 .EXIT \ YES
850 \ GENERAL EXIT POINT
860 PLA
870 TAY
880 PLA
890 TAX
900 PLA
910 JMP (&230)
920 \ EXIT VIA OLD EVENT HANDLER
930 \ ALLOWS OTHERS TO BE CHAINED IN
940 .EVENT2
950 INC &90
960 \ UPDATE BLOCK POINTER
970 LDA &90
980 \ CHECK IF GOT TO END OF LIST
990 CMP data-1
1000 BNE L1 \ NO
1010 LDA #0 \ YES
1020 STA &90
1030 .L1
1040 PHA
1050 LDA #0
1060 \ ZERO OUT WORKSPACE
1070 STA &92
1080 STA &93
1090 PLA
1100 STA &92
1110 LDX #2
1120 .L2
1130 ASL &92
1140 ROL &93
1150 DEX
1160 BPL L2
1170 \ MULTIPLY BLOCK # BY 8
1180 CLC
1190 LDA #data AND 255
1200 ADC &92
1210 TAX
1220 LDA #data DIV 256
1230 ADC &93
1240 TAY

```



```

1250 \ ADD IN OFFSET, AND COPY TO
1260 \ THE X AND Y REGISTERS, READY
1270 \ FOR THE OSWORD CALL TO MAKE
1280 \ THE SOUND
1290 LDA #7
1300 \ OSWORD # 7 IS MAKE SOUND
1310 JSR &FFF1
1320 JMP EVENT3
1330 \ KEEP LOOPING 'TIL BUFFER FULL.
1340 .ENV
1350 \ DATA TO DEFINE THE ENVELOPE
1360 ]
1370 RESTORE:FOR I%=0 TO 13
1380 READ ENV?I%
1390 NEXT
1400 DATA 1,1,-1,0,1,1,-1,127,-2,-1,-1
5,127,127,0
1410 $(ENV+14)="LOAD DATA A00"
1420 NEXT
1430 *SAVE TUNE 900 9FF

```

```

10 REM PROGRAM CREATE (MUSIC)
20 REM AUTHOR DAVID FELL
30 REM VERSION B1.0
40 REM BEEBUG JUNE 1984
50 REM PROGRAM SUBJECT TO COPYRIGHT
60 :
100 MODE '7
110 DIM N%(255,3)
120 PROCbanner("Music")
130 PROCbanner("Data file Creator")
140 PROCbanner("By David Fell")
150 PRINT"Enter the desired four par
ameters for thesound command like this:"
"A,B,C,D""Use 0,0,0,0 to exit."
160 VDU28,0,24,39,10
170 N%=0
180 REPEAT
190 N%=N%+1
200 CLS
210 PRINT"ENTER NOTE NUMBER ";N%
220 INPUT""N%(N%,0),N%(N%,1),N%(N%,2)
,N%(N%,3)
230 IF (N%(N%,0) OR N%(N%,1) OR N%(N%
,2) OR N%(N%,3))=0 AND N%=1 N%=0
240 UNTIL (N%(N%,0) OR N%(N%,1) OR N%
(N%,2) OR N%(N%,3)) =0 AND N%<>1 OR N%=
255
250 CLS
260 PRINT"NUMBER OF NOTES ENTERED = "
;N%
270 F%=OPENOUT"DATA"
280 IF F%=0 PRINT"CAN'T OPEN FILE":END
290 BPUT#F%,N%
300 FORI%=1TON%
310 FORJ%=0TO3
320 PROCbput(N%(I%,J%))
330 NEXT
340 NEXT
350 CLOSE#F%
360 PRINT"DATA FILE CREATED"
370 END
380 :
1000 DEF PROCbanner(A$)
1010 LOCAL I%
1020 FORI%=0TO1
1030 PRINTTAB(16-(LENA$DIV2));
1040 VDU141,129,157,131
1050 PRINTA$;
1060 VDU32,32,156
1070 NEXT
1080 ENDPROC
1090 :
1100 DEF PROCbput(N%)
1110 BPUT#F%,N% AND 255
1120 BPUT#F%,N% DIV 256
1130 ENDPROC

```

HINTS HINTS HINTS HINTS HINTS HINTS HINTS HINTS HINTS

INTEGERS AND INTEGERS - Richard Sterry

Note that conversion of real numbers to integers can be done in two alternative but direct ways that give different answers (for negative numbers only):

$A\% = \text{INT}(-1.3)$ gives $A\% = -2$

by rounding down to the next nearest integer but

$A\% = (-1.3)$ gives $A\% = -1$

by truncating the number for the integer part.

FIFTH WAY TO USE FUNCTION KEYS - Paul Holgate

In addition to the four ways of obtaining input from any of the function keys listed in BEEBUG Vol.2, No.6, p.41 there is a fifth way (User Guide, p.275). Using INKEY with a negative argument (eg. -33 for f0), then depression of a particular function key can be detected. However, don't forget that if used in this way, a function key will enter it's soft key definition into the keyboard buffer unless disabled by the *FX18 command.

BEGINNERS

THIS WAY

PROCEDURES

BEGINNERS
START HERE

This month, Peter Lewis continues writing about procedures, and shows you how useful they are for that most difficult of tasks for the beginner, designing and developing your own program.

DESIGNING PROGRAMS USING PROCEDURES

by Peter Lewis

It's easy to feel impressed when you look at some of the longer programs published in books and magazines, and wonder how the author managed to work out how to get it all together. In fact, even experienced program writers often don't have a clear idea of how the whole

program will finish up when they start writing. An excellent approach to this sometimes daunting task involves the use of procedures right from the word go, and this is what I'm going to tell you about this month.

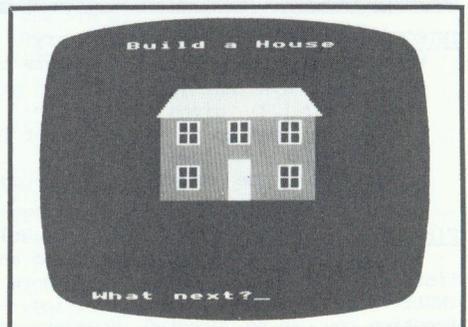
Let's take a fairly simple example of a program that we want to write. We will construct something that will build up a picture of a house on the screen as we type in the names of the various parts of the house. We will use Mode 2, because that allows us to use lots of colours. Our basic program could look something like this:

```
100 MODE 2
110 PROCbegin
120 REPEAT
130 PROCask
140 IF answer$="walls" THEN PROCwalls
150 IF answer$="roof" THEN PROCroof
160 IF answer$="windows" THEN PROCwin
dows
```

```
170 IF answer$="chimney" THEN PROCchi
mney
180 IF answer$="door" THEN PROCdoor
190 IF answer$="garden" THEN PROCgard
en
200 UNTIL answer$="finish"
210 END
```

This isn't the complete program, of course. Every occurrence of the word 'PROC' in the program followed by a name like PROCgarden, is an example of a procedure call, just like those we looked at last month. At the moment, we have not described (or defined) any of the procedures that we are going to use.

Now this may sound odd at first, but in fact is one of the real beauties of using procedures anyway. At this stage in designing our program, we don't really know what our house is going to



look like. We don't know how the walls or roof will be drawn. But that doesn't matter, because by using procedures, we can put together the outline of our whole program as you see it above.

Many of the procedures will be obvious from their names, and just draw the relevant part of our house. The procedure called PROCask is where the program will ask for the name of the next part of the house to be drawn, and the program assumes that the answer is in fact stored using the character (or string) variable 'answer\$'. The procedure called PROCbegin simply indicates that there may well be a need to set up a few things at the start of the program. All of this is very nice even if still rather vague at this stage. Of course we can think about how the program looks, and change it around if we want to before putting in any more detail. Nearly any program, large or small, that we want to write, can be started in this outline fashion.

We will now start defining some of our procedures, adding more detail to our program. It is a good idea to leave a gap in the line numbers between the main program already written and the procedures. This allows the main program to grow if necessary. We will start at 1000, which is just a nice round number (in fact we do just this with most of the programs published in BEEBUG). The group of instructions that makes up each procedure is sandwiched between the two statements 'DEF PROC' and 'ENDPROC', that mark the start and finish of that procedure. For example, PROCbegin could be defined as follows to put a title at the head of the screen.

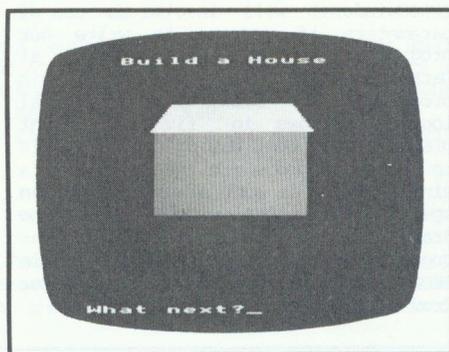
```
1000 DEF PROCbegin
1010 COLOUR 3
1020 PRINTTAB(3,1)"Build a House"
1030 ENDPROC
1040 :
```

Let's define some of the other procedures as well. PROCask is rather more complicated. The program not only needs to ask for the name of the next part of the house to be drawn, but also needs to delete the previous reply. Here is a procedure that will do that,

and also the procedures to draw the walls, roof, and door of the house.

```
1100 DEF PROCask
1110 PRINTTAB(11,30)SPC9;
1120 INPUT TAB(1,30)"What next",answer
1130 ENDPROC
1140 :
1200 DEF PROCwalls
1210 GCOL0,1
1220 MOVE 340,400:DRAW 340,700
1230 PLOT 85,940,400:PLOT 85,940,700
1240 ENDPROC
1250 :
1300 DEF PROCroof
1310 GCOL0,5
1320 MOVE320,700:MOVE 400,800
1330 PLOT 85,960,700:PLOT 85,880,800
1340 ENDPROC
1350 :
1400 DEF PROCdoor
1410 GCOL0,6
1420 MOVE600,400:MOVE600,540
1430 PLOT85,680,400:PLOT85,680,540
1440 ENDPROC
1450 :
```

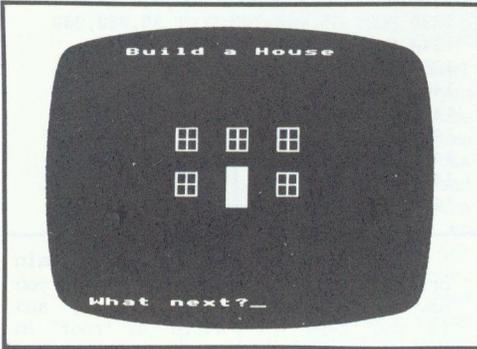
If you add these lines to the main program you can now test out what you have done so far. Run the program, and if you type in 'walls' or 'roof' in response to the question, then you should see the appropriate part of the house appear on the screen. Note that I have chosen to use lower case for the names in my version. You could change this if you wished.



If you type in a word for another part, like 'chimney' or 'garden' then you will get an error message because

we haven't yet written these procedures. Anything else typed in will just cause the question to be asked again, except that typing 'finish' will terminate the program.

The procedures for drawing the walls, roof and door use a combination of MOVE and PLOT instructions to plot coloured triangles to form the shapes. If you are not too sure about the use of these instructions, then look them up in the User Guide (pages 56 and 162), or your favourite Basic book. Each procedure also specifies a colour using the GCOL instruction.



These procedures are all relatively straightforward, but the next procedure (PROCwindows) will involve the use of parameters if we are to write our program well (we also looked at parameters last month). We want this procedure to draw five identical looking windows in five different places. The best way of doing this is to write one procedure that will draw a single window in such a way that we can specify where the window is to be drawn, and then to 'call' that procedure five times from within PROCwindows. Here is the procedure for drawing a single window.

```
1500 DEF PROCwindow(x,y)
1510 size=80
1520 GCOL0,0
1530 MOVEx,y:MOVEx,y+size
1540 PLOT 85,x+size,y:PLOT 85,x+size,y
+size
```

```
1550 GCOL0,7:MOVE x,y
1560 DRAWx,y+size:DRAWx+size,y+size
1570 DRAWx+size,y:DRAWx,y
1580 MOVEx,y+size/2:DRAWx+size,y+size/2
1590 MOVEx+size/2,y:DRAWx+size/2,y+size
1600 ENDPROC
1610 :
```

The values of x and y represent the position of the bottom left hand corner of the window on the screen where x is in the range from 0 to 1239 and y is in the range from 0 to 1023 (the normal graphics dimensions). The size of the window is set quite arbitrarily in this example by trial and error. Now we can define the procedure to draw all five windows as follows, simply using the single window procedure that we have already written.

```
1700 DEF PROCwindows
1710 PROCwindow(400,440)
1720 PROCwindow(800,440)
1730 PROCwindow(400,600)
1740 PROCwindow(800,600)
1750 PROCwindow(600,600)
1760 ENDPROC
```

If you add these two procedures to the program you can try them out for yourself by typing in 'windows' as the part of the house to be drawn. As the program is written, if you ask for the walls to be drawn after the windows, then the windows will disappear! Each window is drawn by first displaying a black square (made of two triangles) followed by drawing white lines over the top to form the frame.

The use of parameters with procedures is a very important concept and worth spending a little more time on. In our procedure PROCwindow(x,y) the 'x' and the 'y' are really only meaningful within the procedure, and are said to be 'local' to the procedure. On the other hand, variables like 'answer\$' are meaningful both in the main program and in the procedures, and we say this is 'global' to the whole program.

Remember, as we saw last month, that any of these procedures can also be tried out in immediate mode if you select the right graphics mode first (Mode 2).

Sometimes we need to use more variables inside a procedure other than just the parameters or global variables. It is always a good idea to specify them as local to the procedure by using the Basic keyword 'LOCAL'. For example, we could specify the variable 'size' in PROCwindow as being 'local' to that procedure by adding the following line:

```
1505 LOCAL size
```

There is another very important reason for knowing about this feature in BBC Basic. If we say that 'size' is local to this particular procedure, then it will not make any difference at all if we happen to have used the same variable name ('size') anywhere else in the program. The micro is able to distinguish between the different uses, all of which helps to avoid mistakes or problems when writing programs.

I hope that you can now see how very useful procedures are in designing and writing even modest programs like the one we have developed here. I will not define the remaining procedures, but leave that for you to try. You might like to consider defining PROCgarden by calling some further procedures (PROCpath, PROCgrass, PROCtrees etc), and experiment further with parameters as well. In fact, experimenting is what it's all about, both when you are learning, and when you get more experienced. Few people can sit down and write a complete program just like that. A lot of trial and error is needed to get any program to do what you want. Procedures will go a long way in helping you design and write good computer programs.

Next month I hope to talk again about procedures and show you how you can build up a collection of your own procedures to assist in program development.

POINTS ARISING

PRINTER RIBBON REJUVINATION - Jonathan Jones

We are advised that the hint that we published in Vol.2, No.10, p.38, for recycling of old printer ribbons can be detrimental to the longevity of your printer head, and further, has no lasting effect on the ribbon anyway. We can only therefore advise due caution and would be pleased to hear from anybody who has any experience of this.

MODE 7 CLOCK DISPLAY - Dick Orton

Mr. Orton points out a neater solution to a section of the assembler program used in this program (Vol.2, No.6). First of all, having identified what he calls a 'cluge' (a patch to correct for an unlocated bug), the DEX instruction at line 640 should be removed and a CLC inserted before the ADC of line 680.

As he says, this emphasises the necessity for always using a CLC before a new ADC operation when using 6502 machine code.

CHAINING ASTAAD - R.W.Smith.

If entering the extended version of ASTAAD (Vol.2, No.9) from another program, the system variables E%, F%, U% should be reset to zero at line 370. Erroneous values could otherwise be passed on to the ASTAAD toggle switches and lead to confusion.

OUTDENTS IN WORDWISE

Further to our previous point about outdenting of text (Vol.2, No.9); a number of readers have required clarification of the point that the 'TI' command means temporary indent. Outdenting therefore, by using this with a negative number, first requires previous use of the indent command, 'IN', by a positive amount.

DYNAMIC LOADING OF FUNCTIONS AND PROCEDURES

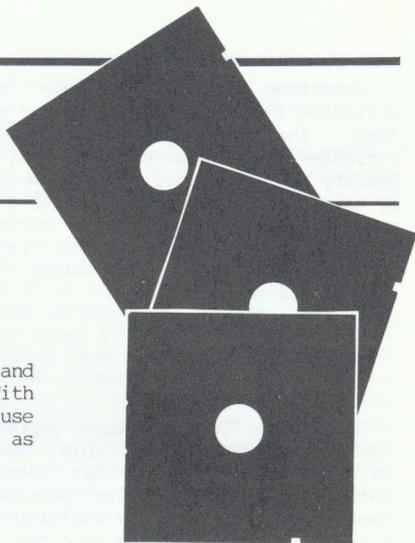
by Hans Bakker

One of the most frustrating limitations for disc users of the BEC micro is the lack of memory. The utility described in this article overcomes these problems by dynamically loading functions and procedures into memory when required. With careful use, it could be adapted for tape use as well. Now your programs can be as long as you like.

The lack of sufficient memory on the Beeb is one of the most often quoted criticisms of this fine machine. Disc users, and users of other ROM based filing systems such as Econet and Teletext suffer an even greater loss of memory. In the higher resolution modes, a disc user can have as little as 5.5K of memory left for his own program and data.

Coping with the limitations of too little memory is a long standing problem in computing. Many mainframe computer users have had to contend with this problem, and one of the oldest solutions is that of overlays. With this technique, a large program is divided into a main module and a series of overlay modules. The main module sits permanently in memory, while each overlay module is loaded into a separately designated area of memory as and when required.

In principle, exactly the same technique is implemented by the OVERLAY utility presented here. This allows functions and procedures, which have previously been saved on disc, to be loaded into a special overlay area of memory when called by the main program. Once set up, the whole system runs quite automatically, allowing you to run programs which are effectively much larger than the available memory area. Indeed, with such a 'virtual memory system', program size is limited only by disc capacity rather than memory.



The OVERLAY utility reserves two pages of RAM (512 bytes) for a machine code routine which controls the loading and execution of the functions and procedures. It is placed in memory between &900 and &A00, which means that the system cannot be used if the RS423 system, cassette file system, the speech system or envelopes 5-16 are active at the same time. However, the user is quite free to assemble the code to an alternative location, if care is taken.

USE OF THE PROGRAM

The program OVERLAY, written in assembler, should be typed in and run. The machine code that it generates will automatically be saved to disc by the program, as a file called U.PROCFN. This is then available to *LOAD as needed. To speed up entry, comments (i.e. the parts on lines after, and including the back-slash character) may be omitted. As with all programs that use the Basic assembler, save the program before running it!

Programs that are to use this overlay technique should be structured as follows:

1. Set LOMEM to TOP+length, where 'length' is the length in bytes of the longest function or procedure that is to be loaded (found using *INFO for disc, or *CAT for cassette).

2. *LOAD U.PROCFN - this is the machine code used to control the loading of functions and procedures.
3. CALL &900 - this initialises the loader. If the code is assembled to a location other than &900 this value should be changed accordingly.
4. ON ERROR PROCfinish, followed by your own error trapping routine.
5. The normal program.
6. PROCfinish
7. END
8. Finally, the following lines should be appended to the end of your program (assuming that 10000 is higher than any line number used in the main program).


```

10000 DEFPROCfinish
10001 ?(TOP-1)=&FF
10002 ENDPROC

```

Functions and procedures definitions are prepared as programs of their own, and can be SAVED in the usual way. Their line numbers are not significant, and may clash with the calling program provided that the function or procedure doesn't reference line numbers directly (this is because any overlaid function or procedure is never seen as being part of the main program by Basic). Functions and procedures should be SAVED under a filename within directory '0', and with the first six letters of their name preceded by F or P (for Function or Procedure). Thus a procedure called 'walk' would be saved as O.Pwalk, and a function called 'big' would be saved as O.Fbig. Note that while the disc system does not differentiate between lower and upper case characters, Basic does, so beware! The format can be seen in the example program, DEMO.

```

10 REM Program DEMO
20 REM Authors H.Bakker
30 REM and A.France
40 REM Version B1.1
50 REM BEEBUG June 1984
60 REM Program subject to copyright

```

```

70 :
100 LOMEM=TOP+&40
110 *LOAD U.PROCFN
120 ON ERROR PROCfinish:REPORT:PRINT"
at line ";ERL:END
130 CALL &900
140 PROCastrix
150 PROCprint("This will test")
160 PROCprint("The automatic loading")
170 PROCprint("of FNS and PROCs")
180 PRINT FNlimit("----")
190 PROCastrix
200 PROCend
210 END
220 :
1000 DEFPROCfinish
1010 ?(TOP-1)=&FF
1020 ENDPROC

1000 DEF PROCastrix
1001 PRINT STRING$(39,"*")
1002 ENDPROC

1000 DEF PROCprint(A$)
1010 PRINT TAB((40-LEN(A$))/2)A$
1020 ENDPROC

1000 DEF FNlimit(A$)
1030 =A$+"Nesting of these is not possible"+A$

```

LIMITATIONS

There are various limitations to the functions and procedures that the program calls. These are as follows:

1. A function or procedure that is overlaid cannot call for another one to be loaded - i.e. it can only use routines that are either in the main program (e.g. if other functions and procedures need to use them) or must be defined at the end of the function or procedure to be loaded, and saved with it. Note, however, that if the latter action is taken, the function or procedure called MUST have a unique name, otherwise Basic may get its pointers confused, with unpredictable results!

2. Avoid referencing line numbers in the function or procedure. If you must use them, make sure that your function or procedure uses high numbers, and that they are higher than any in your main program.

3. There is a limit of six characters for the name of any function or procedure that is to be loaded. This only applies to the function or procedure that calls the loading routine, and is due to the limit of seven characters as a disc filename. If a non-existent function or procedure with an illegal name is called, the routine faults it, and returns to Basic with a 'Name too long' error, and ERR=47. The limit is nine characters if using cassettes.

HOW IT WORKS

When a language detects an error in a program, it ceases execution of it by indirecting through the vector, BRKV, at &202. By redirecting this to point at user supplied code, it is possible to modify the way that program errors are dealt with. In this case, when a procedure or function that has not been defined is discovered, the error generated will cause an indirection to the machine code OVERLAY routine, which will then instigate a search of the current filing system for the missing procedures or functions. This is then *LOADED above TOP and below LOMEM. The original line of Basic calling the overlaid routine is then re-presented to Basic for execution in immediate mode before re-entering Basic.

When a new function or procedure is to be loaded, any existing overlaid routine is deleted from Basic's own catalogue of functions and procedures. This prevents Basic from jumping into 'mid-air' expecting to find an old routine.

Note that the OVERLAY utility checks for Basic I or Basic II, and adapts itself accordingly.

FOR CASSETTE USE

The OVERLAY utility can be used with cassette systems, all be it with less convenience, provided the procedures and functions are called in a known order. This limitation must be remembered, and the following modifications made to the program.

```
150 space%=&C00
1270 CPX #11
1470 LDX #(comline-2) AND &FF
1480 LDY #(comline-2) DIV &100
```

```
3070 $P%="L."+STRING$(16,CHR$32)
3080 comline=P%+2
3150 *SAVE PROCFNCODE C00 DFF
```

The main Basic program will then have to CALL &C00 - not &900 as for the disc version.

```
.....
10 REM Program OVERLAY
20 REM Authors H.Bakker
30 REM and A.France
40 REM Version B1.6
50 REM BEEBUG June 1984
60 REM Program subject to copyright
70 :
100 oscli=&FFF7
110 brkvec=&202
120 textp=&B
130 top=&12
140 sysvar=&400
150 space%=&900
160 varloc=&3A
170 varpos=&2A
180 FOR pass=0 TO 3 STEP 3
190 P%=space%
200 [OPT pass
210 LDA brkvec \Check to see if
220 CMP #begin AND 255
230 BNE notyetsaved
240 LDA brkvec+1 \pointers are
250 CMP #begin DIV 256
260 BEQ over \set up already
270 .notyetsaved
280 LDA brkvec \Save old vector
290 STA brksav
300 LDA brkvec+1
310 STA brksav+1
320 LDA #begin AND 255
330 STA brkvec \and make new.
340 LDA #begin DIV 256
350 STA brkvec+1
360 .over
370 LDA &8015 \Basic I or II?
380 CMP #&31
390 BNE basic2
400 LDA #&B6 \Basic I so
410 STA procvec \set up
420 LDA #&92 \vectors.
430 STA procvec+1
440 LDA #&10
450 STA fnvec
460 LDA #&B2
470 STA fnvec+1
480 BNE endinit
490 .basic2
500 LDA #4
510 STA procvec \Basic II
520 LDA #&93 \similarly.
530 STA procvec+1
540 LDA #&E1
```

550	STA fnvec		1150	BCC inctp	\numeric
560	LDA #&B1		1160	CMP #58	
570	STA fnvec+1		1170	BCC ok	
580	.endinit		1180	CMP #64	\If not- assume
590	RTS		1190	BCC inctp	\end of name
600	.begin		1200	CMP #91	\reached
610	LDY #0		1210	BCC ok	
620	LDA (&FD),Y	\Read error no.	1220	CMP #96	
630	CMP #29	\No FN/PROC?	1230	BCC inctp	
640	BEQ findcat		1240	CMP #122	
650	JMP (brksav)	\Back to Basic	1250	BCS inctp	
660	.findcat		1260	.ok	
670	LDA #&FF		1270	CPX #8	\if it is,
680	LDA comline,Y	\Did we have	1280	BNE addchar	\it's too long
690	CMP #ASC("P")	\FN or PROC	1290	JMP toolong	\so fault it.
700	BEQ clearproc	\loaded before?	1300	.addchar	
710	CMP #ASC("F")		1310	STA comline,X	
720	BEQ clearfn		1320	INY:INX	
730	BNE clear	\neither!	1330	BNE loop	
740	.clearproc		1340	.inctp	
750	LDY #&F6	\We have to	1350	LDA #32	\add space after
760	BNE readcat	\clear the old	1360	STA comline,X	\filename
770	.clearfn	\PROC/FN, so	1370	INX	
780	LDY #&F8	\Basic can't	1380	SEC	\Calculate TOP-2
790	.readcat	\find it!	1390	LDA top	
800	JSR findvar		1400	SBC #2	\that's where
810	BEQ clear		1410	PHA	\we must load
820	JSR setbit	\hide it!	1420	LDA top+1	\the PROC/FN
830	.clear	\This routine	1430	SBC #0	
840	LDY #0	\clears the	1440	JSR conv	\Convert to hex
850	.clear1	\command line	1450	PLA	\ASCII and put
860	LDA #ASC(" ")	\for oscli.	1460	JSR conv	\ in oscli line
870	STA comline,Y		1470	LDX #(comline-4)AND&FF	
880	INY		1480	LDY #(comline-4)DIV&100	
890	LDA comline,Y		1490	JSR oscli	\execute *LOAD
900	CMP #&D	\all cleared?	1500	PLP	\Take BRK
910	BNE clear1	\No, so back..	1510	PLA	\entries from
920	LDY textp-1	\Where error was	1520	PLA	\stack
930	.find	\Search back for	1530	LDA comline	\Was it PROC?
940	LDA (textp),Y	\FN/PROC token	1540	CMP #ASC("P")	
950	CMP #&F2	\PROC token	1550	BEQ procl	
960	BEQ proc		1560	LDY #&F8	
970	CMP #&A4	\FN token	1570	JSR findvar	\Had we hidden
980	BEQ func		1580	BEQ restore	\this before?
990	DEY	\None found,so	1590	JSR resetbit	\get it back!
1000	BPL find	\try further	1600	.restore	
1010	.proc		1610	LDA &B	\restore text
1020	LDA #ASC("P")	\Store F or P	1620	PHA	\pointer on
1030	BNE store		1630	LDA &C	\stack
1040	.func		1640	PHA	
1050	LDA #ASC("F")	\as first letter	1650	JMP (fnvec)	\all done, so
1060	.store		1660		\back to Basic
1070	STA comline	\of filename.	1670	.procl	
1080	INY		1680	LDY #&F6	\as before, but
1090	STY textp-1	\Store offset	1690	JSR findvar	\this time
1100		\in pointer	1700	BEQ jproc	\for PROC
1110	LDX #1		1710	JSR resetbit	
1120	.loop		1720	.jproc	
1130	LDA (textp),Y		1730	JMP (procvec)	
1140	CMP #48	\Check if alpha-	1740	:	

1750	.conv	\Routine to	2350	INY
1760		\convert from	2360	LDA (varloc),Y
1770	PHA	\binary to ascii	2370	BEQ lencheck
1780	LSR A	\hex.	2380	.check2
1790	LSR A	\high nibble	2390	CMP comline-1,Y\Check against
1800	LSR A	\first.	2400	BNE lencheck \oscli command
1810	LSR A		2410	CPY varlen \line.
1820	JSR nascii		2420	BNE check1
1830	PLA		2430	INY
1840	AND #&F	\now low nibble	2440	LDA (varloc),Y
1850	JSR nascii		2450	BNE lencheck
1860	RTS		2460	.storepos1
1870	.nascii		2470	LDA varloc \It is the one
1880	CMP #10	\convert nibble	2480	STA varpos \we are looking
1890	BCC nas1	\to ascii and	2490	LDA varloc+1 \for, so store
1900	CLC	\add to command	2500	STA varpos+1 \it away.
1910	ADC #7	\line for oscli	2510	.endrout
1920	.nas1		2520	RTS
1930	ADC #ASC("0")		2530	.lencheck
1940	STA comline,X		2540	LDA varloc+3 \look for next
1950	INX		2550	BEQ endrout \FN/PROC
1960	RTS		2560	LDY #&00
1970	:		2570	LDA (varloc+2),Y
1980	.findvar	\routine	2580	STA varloc
1990		\searches for	2590	INY
2000	LDX #0	\PROC/FN	2600	LDA (varloc+2),Y
2010	.len	\requested, and	2610	STA varloc+1
2020	INX	\stores result	2620	INY
2030		\in &2A and &2B.	2630	LDA (varloc+2),Y
2040	LDA comline,X		2640	BNE check4
2050	CMP #ASC(" ")	\puts length of	2650	DEY
2060	BNE len	\name in X	2660	CPY varlen
2070	STX varlen	\and stores it.	2670	BNE start
2080	LDA sysvar,Y	\on entry Y	2680	INY
2090		\points to	2690	BCS storepos2
2100		\a linked list	2700	.check3
2110		\of FNs or PROCs	2710	INY
2120	STA varloc		2720	LDA (varloc+2),Y
2130	LDA sysvar+1,Y		2730	BEQ start
2140	STA varloc+1		2740	.check4
2150	.start		2750	CMP comline-1,Y\check against
2160	LDA varloc+1		2760	BNE start \oscli line
2170	BEQ endrout	\If zero, none	2770	CPY varlen
2180		\have been used	2780	BNE check3
2190		\yet, so finish.	2790	INY
2200	LDY #0		2800	LDA (varloc+2),Y
2210	LDA (varloc),Y		2810	BNE start
2220	STA varloc+2	\store next fn	2820	.storepos2
2230	INX	\or proc in	2830	LDA varloc+2
2240	LDA (varloc),Y	\varloc+2 and +3	2840	STA varpos
2250	STA varloc+3		2850	LDA varloc+3
2260	INX		2860	STA varpos+1
2270	LDA (varloc),Y	\Could this be	2870	RTS
2280	BNE check2	\the one we are	2880	.setbit
2290	DEY	\looking for?	2890	LDY #2
2300	CPY varlen		2900	LDL (varpos),Y \by setting top
2310	BNE lencheck		2910	ORA #&80 \bit of the
2320	INX		2920	STA (varpos),Y \first character
2330	BCS storepos1		2930	RTS \in the name.
2340	.check1		2940	.resetbit

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SIX NEW GAMES REVIEWED

by David Fell and Alan Webster

Crazy Painter, together with Crazy Tracer, are two of the 'painter' games for the Beeb that are currently on the market. The basic idea is to fill in rectangular areas on the screen by totally navigating their boundaries, whilst being chased by a variety of nasty marauders.

Name	: Crazy Painter
Supplier	: Superior Software
Price	: £7.95
Reviewer	: David A. Fell
Rating	: ****
Name	: Crazy Tracer
Supplier	: Acornsoft
Price	: Tape £9.95 Disc £11.50
Reviewer	: David A. Fell
Rating	: ***

CRAZY PAINTER by Superior Software

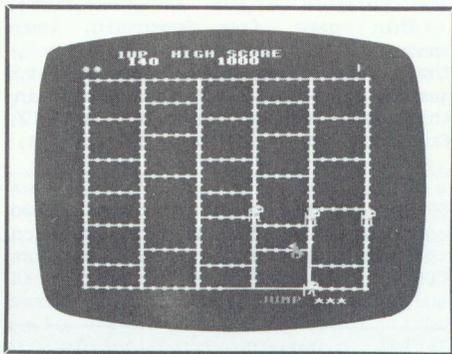
Crazy Painter is a superb copy of the arcade game, and includes three basic screen layouts. In the first type of screen, you are a small green monkey (!) being chased by some nasty pink Indians. Your aim is to eat up the small blue dots that surround the rectangular grid work forming the screen. The Indians display a wavering intelligence; occasionally pursuing you and sometimes wandering around like aimless dodos.

By completely going round a corner square, the tune, which is perpetually played unless the 'quiet' option has been selected, will speed up. This indicates that you can temporarily stun the Indians - but beware, for this only lasts a short length of time

The second sheet pits your wits against a network of lines down which you have to guide a monkey to reach a banana for a bonus. This is much more difficult than it sounds. In the final sheet you guide a roller paint brush around another grid network, painting its borders in yellow. Unfortunately, you have to contend with a group of ferocious light blue bears and a paint supply that always has to be joined to a previously painted rectangle. Once each of three different screens has

been completed, you start at the first one, but with more Indians/bears to compete with.

Overall, this game is a superb example of a non 'zap-zap' game, with attractive graphics, a pleasant tune and some realistic keys (if only all games distributors would stick to a common set of keys - but then, that is asking a lot!). If it were not for the fact that there is a small bug which very occasionally prevents you from completing a screen, I would be sorely tempted to give this game five stars.

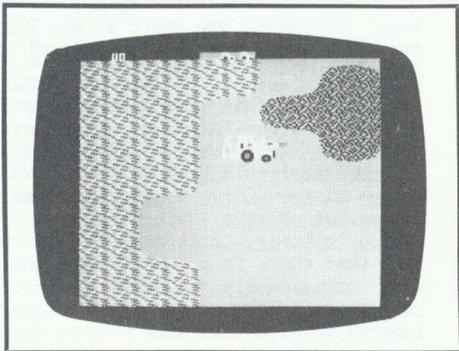


CRAZY TRACER by Acornsoft

Acornsoft's Crazy Tracer is similar in its basic concept to Crazy Painter, but lacks the same enjoyment when the game is being played. There was no music playing while the game was in progress, the keyboard didn't feel as responsive as it could have been, and the game was infuriatingly slow. The noises that were made struck me as rather unimaginative and dull. The creatures chasing you are fairly standard 'nasties', and the 'paint' mode is by no means as intelligent as the Superior Software routine.

Overall, this is not as good as earlier games from Acornsoft, who will need to produce future games to a much higher standard particularly if they are to meet the challenge of Atarisoft, who are launching their own well known computer games for the BBC micro.

Name : JCB Digger
 Supplier : Acornsoft
 Price : Tape £9.95 Disc £11.50
 Reviewer : David A. Fell
 Rating : **



This game from Acornsoft, long announced, has at last been released, though the results do not seem to justify the wait. The basic scenario in this game is to drive a JCB 3CX Excavator Loader around two islands,

scooping up the only landscape in which you can hide, and at the same time avoiding the 'Meanies'. These cannot be killed, but can be put to sleep by dumping them into the sea (fresh water won't do) or by burying them. The screen, unfortunately, scrolls in a very sluggish and disappointing way. Perhaps one could have accepted this a couple of years ago, when the Beeb was still a new entity, but now that the secrets of screen scrolling have been so successfully mastered by other software houses, one would expect Acornsoft to have produced some better scrolling.

Acornsoft produced this game in conjunction with J. C. Bamford Excavators Ltd., and I assume that this is one of the main reasons for marketing this game. However, one wonders about Acornsoft's sincerity in the comment on the rear of the packaging that "...this game is a must for the games connoisseur"!

This month sees the emergence of two more games for the BBC micro based on the very popular arcade game known as 'Pengo'. These are Penguin by H.Soft and Percy Penguin by Superior Software.

Title : Penguin
 Supplier : H SOFT (Watford Electronics)
 Price : £7.75 + VAT
 Rating : ****
 Reviewer : Alan Webster

Title : Percy Penguin
 Supplier : Superior Software
 Price : £7.95 inc. VAT
 Rating : ****
 Reviewer : Alan Webster

The idea of Pengo is to kill the creatures known as Snobees, by crushing them with cubes of ice, before they kill you. At the same time, your main aim, apart from staying alive, is to push three special blocks together for big bonus points. The longer you take to get the three blocks together, the fewer bonus points you gain.

PENGUIN by H Soft

This version of Pengo has transferred quite successfully to the



BBC micro. The graphics, sound and speed are very good, although our copy was very fussy as to which ROMs were installed in the micro at the same time.

The music with this game is particularly noteworthy, and the key response is the best I have seen for this type of game. Unfortunately the game is spoilt by the occasional corruption of the screen display that takes place, though this seemed to be dependent on which ROMs were installed

in the micro at the same time. Never the less, this is an annoying feature when it occurs.

PERCY PENGUIN by Superior Software

The second of the 'Pengo' games reviewed this month comes from Superior Software and is one of six new releases from this company.

Once again, Percy Penguin is trapped in the snow maze, trying to push the special bonus blocks together, and still trying to avoid the Snopees.

This version is not as graphically stunning as Penguin from H SOFT, but

runs much better, with no problems over conflicts with any ROMs. There is also a time bonus on this version for completing a sheet quickly.

CONCLUSIONS

If it were not for the occasional corruption of the screen display then Penguin from H Soft would be the choice here. We were unable to determine the exact cause of the problem, other than that it seemed related to the selection of ROMs in our office machines. In the circumstances, Percy Penguin from Superior Software is a reliable if slightly duller choice.

Title : Crawler
Supplier : Watford Electronics
Price : £6.95 + VAT
Rating : ****
Reviewer : Alan Webster

A long time ago, in the arcades, a game was released which caught the eye of arcade enthusiasts. The game was Centipede, and since then all of the home micros have had their own versions of the game, including the Beeb, with Bug Blaster. This version from Watford Electronics is much better, much faster, and much harder.

The game takes place in a mushroom patch full of creepy crawlies, such as centipedes, spiders, fleas and

scorpions. The object is to keep these undesirables at bay, by shooting them down. The scorpion is particularly troublesome, poisoning the mushrooms, and consequently making the centipede, your principal adversary in this game, extremely difficult to deal with.

Overall, this is a very good game, and the graphics and speed are of a high standard.

Note: Both games from Watford Electronics are available to BEEBUG members at 50p off the basic price quoted above - order direct from Watford Electronics quoting your BEEBUG membership number.

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```
2950 LDY #2          \restore FN/PROC
2960 LDA (varpos),Y \by clearing
2970 AND #&7F        \that bit.
2980 STA (varpos),Y
2990 RTS
3000 .toolong
3010 BRK            \error
3020 ]
3030 ?P%=47
3040 $(P%+1)="Name too long"
3050 P%=P%+LEN$(P%+1)+2
```

```
3060 ?(P%-1)=0
3070 $P%="L.O."+STRING$(13,CHR$32)
3080 comline=P%+4
3090 P%=P%+LEN($P%)+1
3100 procvec=P%:fnvec=P%+2:P%=P%+4
3110 brksav=P%:P%=P%+2
3120 ?brksav=?brkvec:brksav?1=brkvec?1
3130 varlen=P%
3140 NEXT
3150 *SAVE U.PROCFN 900 AFF
3160 END
```

HINTS HINTS HINTS HINTS HINTS HINTS HINTS HINTS HINTS

TORCHNET PROBLEM

If you've been using Basic (or another language) and your machine supports the Torch O.S. MCP 0.41 with networking, then you may find that your station number has become incremented to a large number, greater than 255. You may also have found that hard breaks won't clear it back again. Poking zero to &1E8C before re-entering MCP, should reset the number to it's original status.

Programmers Workshop

STRING HANDLING

by SURAC

String handling is a very important and interesting part of programming. This month's workshop discusses four useful routines for you to experiment with, and provides a number of ideas for you to try out for yourself.

Most modern computers probably spend more of their time processing text and characters than they do handling numbers and mathematics. The use of strings and the ability to manipulate and process strings is an important part of many programs. In this workshop we will look at some basic and useful routines to show how to extract a single character from a string, how to space out text for titles, as well as converting mixed upper and lower case all into upper case, and the removal of leading and trailing spaces from a string.

The first task is a very simple one, and illustrates a useful technique that we will use in most of our other examples. Suppose we have a string, A\$, and wish to extract each consecutive character beginning at the lefthand end, and proceeding to the righthand end. How do you accomplish this? The solution is in the use of the MID\$ function, which allows us to extract a given character (or group of characters) from another string. There is a description of MID\$ on page 298 of the User Guide, and you might like to try and work out how to use this function to extract single characters from a given string before going any further.

The program below is my routine to extract each character in turn. See if you can modify it to print the characters in reverse order; i.e. G as the first one, N as the second, etc...

```
10 A$="OUR EXAMPLE STRING"  
20 FOR I%=1 TO LEN(A$)  
30 B$=MID$(A$,I%,1)
```

```
40 PRINT B$  
50 NEXT
```

In general, to extract character number N% from string A\$, use MID\$(A\$,N%,1). This will return a single character, and we need to either 'put' this into another string variable, print it immediately, or to use it as a 'parameter' for another function. A\$, N% and 1 are all parameters to the function MID\$ in the example above. In the examples that follow, we will use this technique of extracting characters to perform some simple operations on strings.

SPACING OUT TEXT

When writing programs, it is nice to display a banner at the start giving the program name. To distinguish the name from the rest of any text that may be present on the screen, it is convenient to have some method of 'highlighting' this banner. One way to do this is to spread the string out to twice its original length by padding it out with a space after every character. Below is the function and a demonstration program that illustrates the string padding function. Type it in and run it:

```
10 REPEAT  
20 INPUT A$  
30 PRINT FNpad(A$)  
40 UNTIL A$=""  
50 END  
60 :  
1000 DEF FNpad(A$)  
1010 LOCAL I%,B$  
1020 IF A$="" THEN GOTO 1070  
1030 IF LEN(A$)>127 PRINT"STRING TOO  
LONG TO PAD!":STOP
```

```

1040 FOR I%=1 TO LEN(A$)
1050 B$=B$+MID$(A$,I%,1)+" "
1060 NEXT
1070 =B$

```

The string is passed as A\$ to the function FNpad, which checks for a null (empty) string. The function also checks that the length of the padded string will not exceed the maximum string length of 255 characters (original string length less than 128 characters). Provided the string submitted passes these checks, the additional spaces are inserted. The result is displayed on the screen, and the program will continue looping until you enter a blank string, or escape.

What the program does is to step through the supplied string one character at a time, and append this character to the current output string (B\$) followed by a space. This results in B\$ containing a copy of A\$, but with a space after each of the original characters from A\$.

CONVERSION TO UPPER CASE

Our next example is based upon the use of MID\$, as was the last one, but this one also uses a couple of other Basic functions. The purpose of the function is to take a string of text, and to force each character to upper case (this sort of conversion is very useful for checking user input which could be in a mixture of upper and lower case, for example in adventure games). It does this by going through the string supplied one character at a time, and performing a logical AND with the ASCII value of that character. If a logical AND with a character's ASCII code and &DF (the '&' means hexadecimal) is performed, then the value returned is that for the upper case equivalent, whether it was an upper case or lower case character that was used originally.

The program is used in much the same way as the last one; i.e. a string is typed in, and if not null the upper case equivalent is printed. If it is null, the program exits. Trying to obtain the upper case equivalent of characters other than alphabetical characters can produce some odd effects. As an exercise, try and amend

the program so that it only attempts to alter a character if it is a letter, and not anything else.

```

10 REPEAT
20 INPUT A$
30 PRINT FNucs(A$)
40 UNTIL A$=""
50 END
60 :
1000 DEF FNucs(A$)
1010 LOCAL I%,B$
1020 IF A$="" THEN GOTO 1060
1030 FORI%=1 TO LEN(A$)
1040 B$=B$+CHR$( &DF AND ASC (MID$(A$,I%
,1)))
1050 NEXT
1060 =B$

```

STRIPPING SPACES

Our final example program this month is a slightly more complex one, but it is exceedingly useful. What it does is to take a given string, and to 'lop off' any leading or trailing spaces. Say you had a string such as the one below (with the ' marks just showing where the string starts and stops):

```
' AN EXAMPLE STRING '
```

What the function does is to take off the spaces to leave:

```
'AN EXAMPLE STRING'
10 REPEAT
20 INPUT LINE A$
30 PRINT "#";A$;"#"
40 A$=FNstrip(A$)
50 PRINT "#";A$;"#"
60 UNTIL A$=""
70 END
80 :
1000 DEF FNstrip(A$)
1010 IF A$="" THEN GOTO 1040
1020 IF RIGHT$(A$,1)=" " REPEAT:A$=LEFT$(A$,LEN(A$-1):UNTIL RIGHT$(A$,1)<>" "
1030 IF LEFT$(A$,1)=" " REPEAT:A$=MID$(A$,2):UNTIL LEFT$(A$,1)<>" "
1040 =A$

```

You may be able to think of a way of using the MID\$ function to make this more efficient. If you come up with any routines that you think other readers would like to see, then send them into SURAC at:

The Programmer's Workshop
BEEBUG
P.O. Box 50 St. Albans Herts.

AN INTRODUCTION TO SPREADSHEETS

by David Otley

Spreadsheets form one of the major and more serious applications of microcomputers. Ultracalc from BBC Soft is already available, and Viewsheets from Acornsoft is expected shortly. As a prelude to a review of these two spreadsheet packages, David Otley introduces the whole subject of spreadsheet analysis.

INTRODUCTION

The advent of two new spreadsheet programs indicates the increasing attention being paid to serious business oriented software for the BBC micro. The original spreadsheet program, VISICALC, is reputed to have been a major factor in the success of the Apple computer. For the first time, users were able to make the computer do what they wanted without the barrier of learning a complex programming language. The BBC's impact on the serious market has already begun with word processing. The availability of good spreadsheet packages must continue to enhance its attractiveness to serious users.

WHAT IS A SPREADSHEET?

A spreadsheet is a large sheet of paper ruled into rows and columns on which complicated calculations can be logically and neatly set out. Only the figures to be 'plugged' into the calculations can be seen however, and their corresponding answers. The computer-based version displays a small part of this tabular sheet on a monitor screen (usually some twenty rows by up to twelve columns) but permits the screen to act as a 'window' that can be moved to any part of the sheet. Numbers can be entered into the individual boxes (or cells) on the sheet and calculations performed such as the addition of column totals, the extension of quantities and prices into invoice totals, or the computation of specified statistics.

The delight of spreadsheet applications comes to the fore when you need to change the original values entered. If a new number is entered into a cell, every other number on the sheet is automatically recalculated in a matter of seconds. The sheer joy of

seeing hundreds of changes calculated before your eyes, when manual methods previously took hours of tedious effort, has to be experienced to be appreciated.

The application of spreadsheets to date, has been primarily in accounting and financial planning and it's with mainframe-based financial planning packages and VISICALC on a micro that I have gained my experience. This is not to suppose that spreadsheets are limited to financial calculations however; their flexibility means that they can be used for any type of numerical manipulations such as those involved in scientific and statistical calculations; and their area of application depends, to a large extent, on the ingenuity of the user. What can be computed on a spreadsheet is about as limitless as what can be organised on a data-base filing system.

This article, the first of two, will describe this type of application in more detail, particularly for the reader with no previous experience of spreadsheet programs. In the second part, the two packages from BBC Soft and Acornsoft will be examined in some depth.

FEATURES OF SPREADSHEETS

A simple application of spreadsheet use, based on one particular package, is given in the pro-forma invoice printed out with this article. This shows how the columns are identified by letters and the rows by numbers (although these border headings could be removed in a final version for printing). The names of various items stocked are listed in the first column. The user would fill in the required quantities in the second column; prices

are given in the third column and may be changed if necessary. The spreadsheet has then been programmed to calculate an appropriate quantity discount for each item (in this case on the same scale for each item, although individual discounts can easily be incorporated). It then extends the invoice to calculate net totals, VAT and the total payable. The important point to appreciate is that the necessary programming for a calculation of this kind can be entered in a few minutes, even by an inexperienced user, and then used to calculate the new results from each quantity in a few seconds.

These formulae closely resemble Basic expressions and can include a reasonable range of in-built functions such as LOG, SIN and INT. They would be entered from the keyboard and stored with the spreadsheet but are not normally visible unless required for editing or copying.

However, having made these entries for the first row, 'Widgets', it is not necessary to re-enter equivalent formulae for the six subsequent rows. A replication device will do this for you merely by specifying the source range

A.....B.....C.....D.....E.....F.....G.....
..1	Item	Quantity	Price	Discount	Net	VAT	Total inc
..2				%			VAT
..3							
..4							
..5	Widgets	50	5.00	15	212.50	31.87	244.37
..6	Toggles	13	1.90	5	23.47	3.51	26.98
..7	Nurdles	40	1.25	10	45.00	6.75	51.75
..8	Gazoos	120	0.60	20	57.60	8.64	66.24
..9	Flumps	20	2.50	5	47.50	7.12	54.62
..10	Bits	150	0.25	20	30.00	4.50	34.50
..11	Bobs	32	0.75	10	21.60	3.24	24.84
..12							
..13	TOTAL				437.67	65.63	503.30
..14	=====	=====	=====	=====	=====	=====	=====

Numbers, formulae and labels are entered directly with the program automatically distinguishing between them. Labels are left-justified and numbers right-justified by default, so the contents of columns A, B and C can be entered simply by placing the cursor in the correct box (using the cursor keys), typing the entry and pressing Return. The next cell is then accessed also using cursor keys, although advancement to the next position can be set to be automatic.

Omitting the derivation of column D for a moment, values in columns E, F and G are calculated by entering formulae in a way familiar to any Basic user, with the content of a cell being identified by its column letter and row number (e.g. E5):

E5=B5*C5*(1-D5/100)

F5=E5*0.15

G5=E5+F5

(i.e. E5 to G5, also stated as E5:G5) and the required destination (i.e. rows 6 to 11). For each variable used in the formula replicated, the user is prompted to specify whether the variable should be transferred exactly as it stands (i.e. E5 remains as E5 even in row 6) or whether it should be treated as a relative reference (i.e. E5 in row 5 becomes E6 in row 6). In this example, all replications should be relative. Although difficult to describe in words, the use of replication rapidly becomes second nature and is a most powerful method of writing the logic of calculations into a spreadsheet.

Next, totals are required for columns E, F and G. These can be specified by referring only to the first and last values in each column and using an automatic total feature.

Returning to column D, the discount offered depends upon the order quantity. This can be calculated using an IF statement having the format :

IF(logical expression,formula,formula)

The first formula (or value) is evaluated if the logical expression is true, the second if it is false. These statements can be nested, so a typical entry in column D reads :

IF(B5<10,0,IF(B5<25,5,IF(B5<50,10,IF(B5<100,15,20))))

If such logical expressions become too complicated, lookup tables can be constructed. A lookup table is a list of values of one variable with corresponding values of a second variable. Thus a more complex set of discount percentages could be set up in a table located elsewhere on the sheet, and the correct value read off.

Order quantity	Discount %
0 - 9	0
10 - 24	5
25 - 49	10
50 - 99	15
100 and over	20

As the table might be set up on the spreadsheet quite separately from the main one, it wouldn't be displayed unless specifically requested. Such tables are particularly valuable where a relationship follows no easily represented mathematical formula (e.g. discounts offered to different customers) or formulae which are difficult to calculate each time they are required (e.g. a statistical table requiring numerical integration).

Finally, column widths and cell formats can be set so that numbers are displayed with necessary decimal places neatly aligned. If additional rows or columns are required, these can be

inserted at any point; a most necessary facility in practical spreadsheet construction!

Once the results have been calculated, required portions of the sheet can then be directed to a printer (the coded row and column headings being removable) and the overall spreadsheet saved to disc or cassette for future use or amendment. Protection can be set so that other users are allowed only to enter new values for certain cells, to ensure that the model structure is not inadvertently corrupted.

This example gives only one simple application of the general spreadsheet capability. Obvious financial applications include profit budgeting (with each column representing a week or a month), cash flow planning and investment analysis. There are further facilities that one might expect to find on larger spreadsheet 'systems' on the more capable micro's: the ability to link spreadsheets that run several sheets concurrently and carry results between them all; graphics facilities to display the results as graphs or pie-charts; spreadsheets that interface directly with certain database packages for their information, or word processors, so that tables can be neatly formatted for document printing. Non-financial applications include things like club membership records, limited resource scheduling, holiday planning charts for employees and a general home data base.

NEXT MONTH

Next month we shall be looking at two programs recently made available for the Beeb called Viewsheet and Ultracalc. Both programs possess most of the features described so far and operate in a very similar way. However there are still some significant differences in their capabilities and these we shall attempt to highlight.

HINTS HINTS HINTS HINTS HINTS HINTS HINTS HINTS HINTS HINTS

BREAK FROM WITHIN BASIC

Try CALL !-4. This has the same effect as pressing the Break key (only from within a program), but note that cassette filing system selection will take place if you enter this in immediate mode and hold the Return key down for too long.

MACHINE CODE GRAPHICS (Part 5)

by Peter Cleave

In this, the concluding article in our series on machine code graphics, we present an extremely useful routine that allows a multi-coloured character to be placed anywhere on the screen with great ease.

So far I have only dealt with horizontal movement, since this is very easy to do - you add or subtract eight from the screen pointer to move two pixels right or left. If you look at the byte map for Mode 2 (given in the first article in this series, in BEEBUG Vol.2 No.8 - see also Vol.2 No.9) you will see that vertical movement is much more difficult since the boundary between character blocks vertically has to be detected and crossed, and this involves an additional increase in the pointers.

The machine code routines below, however, will do it all for you. Append them at the end of your program as an assembly subroutine and call 'plot' to plot characters. The program plots a Mode 2 8x8 character anywhere on the screen (the structure of the characters is the same as those defined earlier in this series). When calling the routine, you need to supply information about where the data is in memory, and where to put the character on the screen. This is done by making &72 and &73 point to the character data (with &72 being the low byte, and &73 being the high byte) and &70 and &71 point to the screen memory address of the top left pixel in the desired position of the shape.

```

10000 .plot LDX#0
10010 .PL1 LDY#0
10020 .PL2 LDA (&72),Y:EOR(&70),Y:STA(&70),Y
10030 CPY#24:BEQ PL3:CLC:TAY:ADC#8:TAY:
JMP PL2
10040 .PL3 CPX#7:BNE PL4:RTS
10050 .PL4 INX
10060 LDA&70:AND#7:CMPI#7:BEQ biginc
10070 CLC:LDA&70:ADC#1:STA&70:LDA&71:ADC#0:STA&71
10080 .PL5 CLC:LDA&72:ADC#1:STA&72:LDA&73:ADC#0:STA&73:JMP PL1
10090 .biginc CLC:LDA&70:ADC#79:STA&70:LDA&71:ADC#2:STA&71:JMP PL5

```

NOTES ON SUBROUTINE

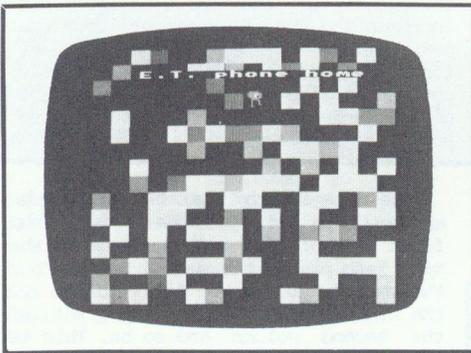
The first two lines of this routine are used to set up two counters. One of these is for the number of pixels that have been placed across the current character row (the Y register), and the other is a count of how many lines have been drawn (the X register). By altering the tests on these two registers, and a few other instructions, you could alter the size of the character plotted, but you would need to modify the character data supplied as well. The third line adds the offset to find the byte of data for each group of two pixels to be plotted for each character line, and checks to see if the character line has been fully plotted. The fourth line checks to see if the whole character has been printed, exiting if it has, running through to the next line and incrementing the X register for the next line if the routine has not finished. The remaining lines decide upon the size of the offset increment needed, and add this onto the screen pointers.

The data for the character should be arranged in column order, i.e. the first byte of data is the data for the top left pixel, the second byte is for the second byte of the first column ... the ninth byte is for the top pixel of the second column and so on. This is the same way of arranging the data that we have been using throughout these articles. How to enter the data and use the routine generally is shown in the demonstration program (Program 11). This uses the animation techniques from last month and the 'plot' subroutine already described this month to show a walking 'creature' moving across a multi-coloured background.

← 'The Plot Subroutine'

Basically, when each character is to be plotted, we want to repeat a basic sequence for each line of the character, viz: plot this line, decide upon the size of the increment necessary, add this increment, and then repeat. The more complex part of this is deciding when we have crossed the boundary between one standard character position and the one below. If we have crossed this division, then it is necessary to add on a bigger increment. Normally we add just 1 to move down to the next pixel, but we need to add &279 if we have crossed this boundary.

This program will only work in Mode 2 as it stands, since it is assumed that each character needs a data block that is four by eight bytes in size. To convert it to Mode 0 or Mode 4, change the CPY value at the start of line 10030 to 8; this alters the program so that each line will then only require 1 byte per horizontal line to specify all 8 pixels. To convert it to Mode 1 or Mode 5, change the CPY value to 16 (two bytes per horizontal line). These differences are summarised in the table below. In all modes, the data reads down the columns of bytes.



Mode	Colours	Bytes per Line	CPY
0,4	2	1	8
1,5	4	2	16
2	16	4	24

Table showing bytes per character line for different modes.

This program uses Exclusive-OR plotting, as you may have noticed in examining the machine code. This is the

same kind of plotting as is invoked by the GCOL 3,x statement (where x is a number standing for the colour to be plotted in). The property of this method of plotting is that if you plot the same character at the same location twice, then the character will disappear, leaving the background unchanged. The outcome of this is that you can move a character very easily across any background, without any problems, provided that all actions to the screen use Exclusive-OR plotting. First plot the character, wait a while, unplot it (by plotting the same character at the same place a second time), increment the pointers and then start at the beginning of this sequence again. This gives the effect of movement. The effect is similar to the way cartoons are animated. The next program, the final demonstration program, shows nicely how the routine can be used to animate characters over a pre-defined background, without deleting any of the background through the use of Exclusive-OR plotting.

```

10 REM PROGRAM 11
20 REM AUTHOR PETER CLEASE
30 REM VERSION B1.0
40 REM BEEBUG JUNE 1984
50 REM PROGRAM SUBJECT TO COPYRIGHT
60 :
100 FORPASS=0 TO2 STEP2
110 P%=&2300
120 [OPTPASS
130 .start LDA#0:STA&2800:LDA#&30:STA
&2801
140 .loop JSRfig1:JSRdelay:JSRfig1:JS
Rinc:JSRfig2:JSRdelay:JSRfig2:JSRinc:LD
A#&80:BIT &FF:BMI exit:CMP&2801:BPLloop
:.exit RTS
150 .delay LDX#80:DE1 LDY#255:DE2 D
EY:CPY#0:BNE DE2:DEX:CPX#0:BNE DE1:RTS
160 .fig1 JSRHEAD:JSRCOORDS:LDA#&20:S
TA&72:LDA#&29:STA&73:JSRplot:RTS
170 .fig2 JSRHEAD:JSRCOORDS:LDA#&40:S
TA&72:LDA#&29:STA&73:JSRplot:RTS
180 .COORDS CLC:LDA&2800:ADC#&80:STA&
70:LDA&2801:ADC#2:STA&71:RTS
190 .HEAD LDA&2800:STA&70:LDA&2801:ST
A&71:LDA#0:STA&72:LDA#&29:STA&73:JSRplo
t:RTS
200 .inc CLC:LDA&2800:AND#7:CMP#7:BEQ
IN1
210 CLC:LDA&2800:ADC#9:STA&2800:LDA&2
801:ADC#0:STA&2801:RTS
220 .IN1 LDA&2800:ADC#&81:STA&2800:LD
A&2801:ADC#2:STA&2801:RTS
230 .plot LDA#0:STA&74

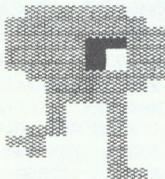
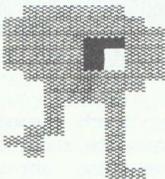
```



```

240 .PL1 LDY#0
250 .PL2 LDA(&72),Y:EOR(&70),Y:STA(&7
0),Y
260 CPY#24:BEQ PL3:CLC:TYA:ADC#8:TAY:
JMP PL2
270 .PL3 LDA#7:CMP#74:BNE PL4:RTS
280 .PL4 INC#74
290 LDA#70:AND#7:CMP#7:BEQ biginc
300 CLC:LDA#70:ADC#1:STA#70:LDA#71:AD
C#0:STA#71
310 .PL5 CLC:LDA#72:ADC#1:STA#72:LDA#
73:ADC#0:STA#73:JMP PL1
320 .biginc CLC:LDA#70:ADC#79:STA#70
:LDA#71:ADC#2:STA#71:JMP PL5
330 ]
340 NEXT
350 :
360 MODE2
370 VDU23,1,0;0;0;0;
380 FORI%=0TO95
390 READ I?&2900
400 NEXT
410 FORI%=0TO1279STEP80
420 FORJ%=0TO1023STEP64
430 PROCblock(I%,J%,(RND(2)-1)*RND(7))
440 NEXT,
450 COLOUR15:PRINTTAB(3,3)"E.T. phone
home":COLOUR7
460 :
470 REPEAT
480 CALL start
490 UNTIL 0
500 :
510 DATA4,12,12,12,12,12,4,0,12,12,12
,12,12,12,12,12,12,12,63,42,42,12,12
,0,8,12,12,12,12,12,8
520 REM head
530 :
540 DATA0,0,0,4,12,4,0,0,12,8,8,8,0,0
,0,0,12,4,4,4,4,4,4,0,0,0,0,0,0,8
550 REM tail1
560 :
570 DATA0,0,0,0,0,0,0,0,12,8,8,8,8,8,
8,12,12,4,0,0,0,0,0,0,0,8,8,8,8,12,0,0
580 REM tail2
590 :
600 DEF PROCblock(A%,B%,C%)
610 GCOL0,C%+128
620 VDU24,A%;B%;A#+79;B#+63;
630 CLG
640 ENDPROC

```



TECHNICAL NOTES ON PROGRAM 11

Line 140 is the main program loop, and also contains code to check for Escape being pressed.

Line 150 is the delay subroutine, and merely loops round doing nothing a lot of times!

Lines 160 and 170 are the two subroutines that draw the two alternate lower half characters. This provides an animated character, as was shown in part 4 of this series.

Line 180 increments the screen pointer.

Line 190 draws the head of the character, which is constant for either of the two lower halves.

Lines 200 to 220 are concerned with checking and updating the screen pointer.

Lines 230 to 320 are the plot routine, as described earlier in this article.

Lines 360 to 450 set up the screen with some different coloured backgrounds for the character to walk over.

Lines 470 to 490 repeatedly call the character routine to walk the shape across the screen.

Lines 510 to 580 contain the character data.

Finally, lines 600 to 640 fill in a small block at a given address with a given colour.

One point to note, though, is that although no net alterations result to the background, when two colours overlap, a different colour may be displayed.

I have now given all the information you need on screen structure and layout to write a machine code graphics game, but you may still be unsure of how to write one. Although it is beyond the intended scope of this series to cover this topic, you might like to consider

using the following basic structure as a starting point:

```
.Loop JSR moveinvaders
      JSR firealiens
      JSR firebase
      JSR movebase
      LDA lives
      BNE Loop
```

You will have to work out how to

make the base fire and the aliens move but in doing so you will learn how to design a program's structure.

GOOD LUCK!

[We hope to follow up this series later by looking at the problems involved in designing a complete machine code game based upon the ideas presented in this series. Ed.]



TESTING OUT YOUR MICRO (Part 4) THE CASSETTE INTERFACE

by Mike Williams

This month we continue our series on testing out your micro, by looking at the cassette interface and the use of a cassette recorder. The article provides help to ensure that your cassette recorder is properly adjusted, as well as suggestions for sorting out any problems that may arise.

In this month's article I am going to deal with the cassette interface of the BBC micro. Clearly, if you suspect a fault, and find it difficult if not impossible to load programs from cassette, it will be equally difficult to load a program to test out the interface. This month's article does not therefore include a program, but looks at a variety of practical ways with which you can set up and test out your cassette filing system.

Of course, any test of the cassette interface is as much a test of the cassette recorder and the setting of its volume and (where fitted) tone controls, as it is of the interface itself. Remember too, that with some cassette recorders, usually those designed specifically for use with a micro (like the BBC Data Recorder), the tone and volume controls have no effect on the signal fed into the computer, as the record level is controlled automatically.

SETTING UP YOUR CASSETTE RECORDER

If the tone and volume settings on your cassette recorder affect the signal fed into the computer, then you will need to establish the optimum settings for these controls. The tone control, where fitted, should normally be set quite high (certainly on all the

recorders we have seen), about 8 or 9 on a scale to 10.

Every BBC micro is supplied with a 'Welcome' cassette and the first program on this can be used to achieve the best setting for the volume control. In fact, this is exactly what this program is there for. Set the volume control to a low setting, start the tape going following the instructions supplied with the 'Welcome' cassette, and very slowly increase the volume setting until you continually and reliably load this test program. You may find it worth while to mark these 'correct' settings on your recorder for future reference. It is also worth checking at this stage that you can type in a short program, and reliably save and then reload this on your micro.

If you do use the 'Welcome' tape as described, remember that it is a possibility (however remote) that your machine has been supplied with a poor copy of this cassette. If you suspect this to be the case then consult with your dealer.

You can also buy 'head cleaning' tapes for use with cassette recorders, though these do have an abrasive effect, and are not to be recommended.

Cleaning fluid sold specifically for this purpose is definitely preferable. Keeping the heads clean is probably more important when it is to be used with a computer than for just playing music. One wrong note will hardly be noticeable, but one wrong bit in a program may make it unusable!

GENERAL FAULT FINDING

There are a number of practical ideas that you can try out if you suspect a problem in loading a cassette file. Knowing exactly where best to set the volume and tone controls for optimum results is clearly important, and this should ideally be done with any new cassette recorder before trying to save and load programs.

Another very good standby in case of potential failure is to have one or more cassettes, which you can normally rely on, and which you can keep just for use in situations like this. So, make sure the settings are correct, and try loading one of your 'test' tapes.

One indication of the correct working of the cassette interface is the regular clicking of the relay inside the micro during loading or saving. If you hear no clicks at all then your cassette interface, or the micro in general, may be at fault. If you hear only one initial click, and no more, then the micro is not receiving any kind of recognizable signal, even a poor one. This is exactly what will result if the cassette recorder is disconnected, for example, but may also indicate a fault in the cassette recorder.

One of the common causes of poor recorder performance is poor head alignment. With this problem, you will very often find that you can save and load your own programs, but not those from other sources. If you suspect that the head alignment on your cassette

recorder needs adjustment, then you are strongly recommended to consult your dealer on this.

Another item that may cause problems is the cable connecting the cassette recorder to the micro. If one of the wires has a break in it or has become detached from the socket at either end, then this will clearly affect the system. Such a fault may not be immediately apparent. For example, it may be impossible to record, and hence load, any new programs of your own, whereas older programs, and those you purchase, may load with no problems at all. The surest way to check, is to swap your normal cable with one from a fully working system, and see if that makes any difference.

One useful idea is to listen audibly to the computer tape, either while trying to load, or just on its own. If you cannot hear anything, then assuming a good tape, the trouble is likely to be in the cassette recorder. If you are not familiar with the rather ghastly sound of a computer program, then it is worth a brief listen at least once.

Cassette tapes also vary in quality. If you often get problems trying to load programs from a particular software company, then the cause may be poor quality tapes rather than any failing in your cassette system. The same is true for tapes that you buy for your own recordings, and here it is worth paying more for known quality.

Finally, you would be surprised at how many people have been convinced they have a major problem, only to find the 'Pause' button on the cassette recorder was on!

Next month we shall be looking at a program to help test out the other ports and interfaces to be found on the BBC micro (model B).

HINTS HINTS HINTS HINTS HINTS HINTS HINTS HINTS HINTS

SINGLE KEY BAD PROGRAM RECOVER - M.C.Behrend

```
*KEY0M%=PA.:?M%=13:M%?1=0:REP.REP.N%=M%+3:REP.N%=N%+1:U.?N%<320RN%-M%>250:?N%=13
:M%?3=N%-M%.P.M%?1*256+M%?2,~M%=M%=N%.U.M%?1>127ORINKEY0<-1:M%?1=M%?1OR128:P."f
urther?":G%=GET:IFG%=89ORG%=121M%?1=M%?1A.127:U.FA.|M
```

This will recover as much meaningful program as it is able to, so that the user can list the program again and delete or amend the corrupted lines. This is convenient but not as comprehensive as the Rescue program in BEEBUG Vol.1 No.8.

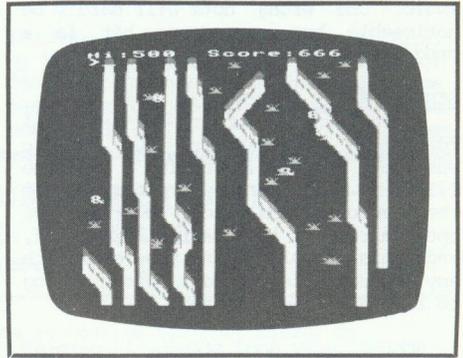
Tested on Basic I & II
and Q.S. 1-2

TRUFFLE HUNT (32K)

by T. Moody-Stuart

Imagine, if you will, that you're a builder and you've got to build a wall across a piece of ground. Imagine also, that you have an insatiable appetite for truffles (?!). What do you do when you find out that the said piece of ground bares richly this fruit of your desires? Well as you're a keen sort of brick-layer, you build towards these little delights of course. But there are problems (you knew that there would be, didn't you?). You've got to watch out for the Killer Grass ! (I dare say you knew that's what it would be as well).

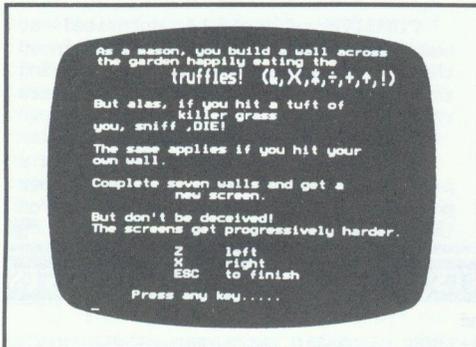
This game is fairly self explanatory and makes good use of the Beeb's graphic and sound facilities. The 'Z' and 'X' keys control the left and right directions that your bricklayer takes with his wall. You will see it grow up the screen in plan view. When the wall goes off the top of the screen, it will immediately reappear at the bottom. Be careful not to build the wall over the top of itself though, as this is as bad as building over the killer grass. After traversing the field a few times successfully you'll find that the game will get progressively more challenging. When you have successfully completed seven walls, a new field of truffles will appear.



```

100 REM Program TRUFFLE HUNT
200 REM Version B1.2
300 REM Author T. Moody-Stuart
400 REM BEEBUG June 1984
500 REM Program Subject to Copyright
60 :
100 MODE 7
110 ON ERROR GOTO 530
120 DIM A$(7)
130 hisc%=500
140 hisc$="BEEBUG"
150 PROCinit
160 REPEAT
170 MODE 2
180 PROCdefine
190 REPEAT
200 VDU 23;11,0;0;0;0;
210 PROCsetup
220 N%=0
230 REPEAT N%=N%+1
240 PROCplay
250 UNTIL dead%=1 OR N%=7
260 SC%=SC%+100
270 M%=M%+20
280 R%=(R% MOD 7)+1
290 FOR N%=1 TO 4
300 SOUND 1,-15,50+(N%*10),5
310 I%=INKEY(25)
320 NEXT N%
330 FOR N%=5 TO 2 STEP -1
340 SOUND 1,-15,50+(N%*10),5
350 I%=INKEY(25)
360 NEXT N%
370 SOUND 1,-15,100,10:I%=INKEY(50)
380 UNTIL dead%=1
390 *FX 15,0
400 SOUND 2,-15,100,10
410 I%=INKEY(100):*FX15

```



So there we are, one of the games based on gluttony and salvation rather than genocide and galactic megadeath.

```

420 IF SC%>hisc% THEN hisc%=SC%:CLS:V
DU4:COLOUR 3:INPUT TAB(5,10)"Enter your
name ",hisc$
430 CLS
440 VDU 4:COLOUR 5:PRINT TAB(2,9)"His
core = ";hisc%
450 PRINT TAB(2,14)"Scored"TAB(9,15)"
by"TAB(12,16);hisc$
460 SC%=0:M%=50
470 PRINTTAB(0,24)"SPACE to continu
e""
480 PRINT"ESCAPE to finish"
490 REPEAT UNTIL GET=32
500 UNTIL FALSE
510 END
520 :
530 ON ERROR OFF:MODE 7
540 IF ERR<>17 REPORT:PRINT" at line
";ERL
550 END
560 :
1000 DEFPROCdefine
1010 X%=500
1020 M%=50
1030 R%=1
1040 VDU 23,240,8,8,28,28,62,62,62,62
1050 VDU 23,241,42,20,42,20,42,20,42,20
1060 VDU 23,242,20,42,20,42,20,42,20,42
1070 VDU 23,243,62,62,62,127,127,127,9
3,93
1080 VDU 23,244,0,17,106,106,60,28,62,
255
1090 FOR YY%=1 TO 7
1100 READ A$(YY%)
1110 NEXT YY%
1120 RESTORE
1130 DATA &,>,<,*~,+,^,!
1140 dead%=0
1150 ENDPROC
1160 :
1170 DEFPROCsetup
1180 VDU 5
1190 CLS
1200 FOR N%=1 TO M%
1210 T%=INT(RND(5))
1220 IF T%=5 THEN N$=A$(R%):T%=(R% MOD
2)+5:ELSE N$=CHR$(244):T%=2
1230 GCOL 0,T%
1240 MOVE RND(1200),RND(1000)+200:PRIN
T N$
1250 NEXT N%
1260 ENDPROC
1270 :
1280 DEFPROCplay
1290 Y%=80
1300 REPEAT Y%=Y%+10
1310 GCOL 0,1
1320 MOVE X%,Y% :PRINT CHR$240
1330 MOVE X%,Y%-20:PRINT CHR$241
1340 MOVE X%,Y%-40:PRINT CHR$241
1350 MOVE X%,Y%-60:PRINT CHR$243
1360 GCOL 0,7
1370 MOVE X%,Y%-40:PRINT CHR$242
1380 MOVE X%,Y%-60:PRINT CHR$240
1390 IF INKEY(-98) THEN P%=-10:X%=X%+P%
1400 IF INKEY(-67) THEN P%=10:X%=X%+P%
1410 POINT%=POINT(X%+30,Y%+10)
1420 IF POINT%=3 OR POINT%=0 THEN 1460
1430 IF POINT%=-1 THEN PROCok:GOTO 1460
1440 IF POINT%=5 OR POINT%=6 THEN SC%=
SC%+(10*R%):SOUND1,-15,50,5:GOTO 1460
1450 dead%=1:Y%=1000:GOTO 1490
1460 SC%=SC%+1
1470 VDU 4:COLOUR 3:PRINT TAB(0,0) "Hi
";hisc%" Score:";SC%:VDU 5
1480 SOUND 1,-15,20,1:SOUND 2,-15,0,1
1490 UNTIL Y%=1000
1500 ENDPROC
1510 :
1520 DEFPROCok
1530 IF P%=-10 THEN X%=X%+1270 ELSE X%
=X%-1270
1540 ENDPROC
1550 :
1560 DEFPROCinit
1570 PRINT TAB(12,12)CHR$141 CHR$129"T
RUFFLE HUNT"
1580 PRINT TAB(12,13)CHR$141 CHR$129"T
RUFFLE HUNT"
1590 PRINT TAB(5,20)"Press any key....
"
1600 T%=GET
1610 CLS
1620 PRINT
1630 PRINT CHR$132"As a mason, you bu
ild a wall across"
1640 PRINT CHR$132"the garden happily
eating the"
1650 PRINT TAB(8);CHR$141;CHR$134;CHR$
136"truffles! (&,>,<,*~,+,^,!)"
1660 PRINT TAB(8);CHR$141;CHR$134;CHR$
136"truffles! (&,>,<,*~,+,^,!)"
1670 PRINT"CHR$132"But alas, if you h
it a tuft of""TAB(10);CHR$130"killer gr
ass"
1680 PRINT CHR$132"you, sniff ,DIE!"
'CHR$132"The same applies if you hit your"
1690 PRINT CHR$132"own wall."
1700 PRINT"CHR$129"Complete seven wall
s and get a"
1710 PRINT TAB(10);CHR$129"new screen
.""CHR$132"But don't be deceived!"
1720 PRINT CHR$132"The screens get p
rogressively harder."
1730 PRINT"TAB(10);CHR$129"z left"
'TAB(10);CHR$129"X right"
1740 PRINT TAB(10);CHR$129"ESC to fi
nish"
1750 PRINT TAB(5,23)"Press any key...."
1760 T%=GET
1770 ENDPROC

```

Tested on Basic I & II
and O.S. 1-2

GRAND PRIX CAR RACE (32K)

by Jeremy Graves

You know how unusual it is to find games for two players on the Beeb? Well here's one. Both players assume the roles of racing drivers, each with their own controls at opposite ends of the keyboard. It's then a question of 'driving' your car round the track as fast you can (without hitting anything) and beat your opponent across the winning line (sounds just like the real thing doesn't it?).

Acceleration and braking are provided by the 'Q' and 'A' keys for driver 1 and 'P' and ';' keys for driver 2. Cornering, and we emphasise that this IS cornering, for driver 1 and 2 respectively, is done with 'S' and 'D', and ':' and ']'. (Full instructions are provided on the screen when the program runs).

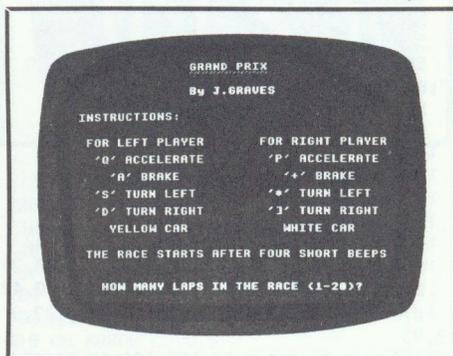
The race-track is displayed in colour on the screen, as might be seen from one of those Goodyear balloons. There are only two cars waiting on the starting grid, which is just as well (one yellow one and one white). After the fourth warning siren it's up to you. Engine revs are indicated by the pitch of the engine noise generated for each vehicle. A lap round the track may take about 2 minutes (well that's our experience anyway, but without the obstacle of a second car going round as well!). So with the option of as many as twenty laps you could set up a race lasting for as long as three quarters of an hour, if you can concentrate that long!

Due to the exacting nature of handling a formula racing car (think of the expense!), we think that there's a serious recommendation to be made that only one driver at a time is let loose on the track to start with.



TECHNICAL NOTES

Please note that the large amount of data at the end of the program is the plan for the race track; as such, any errors should be immediately apparent on the screen when you run the program. However, you could quite well change the DATA statements to redesign the track having once mastered this one.



```

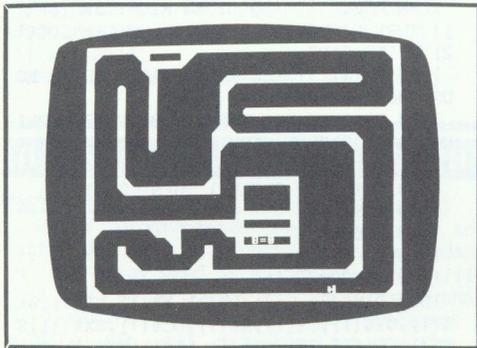
10 REM PROGRAM GRAND PRIX
20 REM AUTHOR J.GRAVES
30 REM VERSION B0.5
40 REM BEEBUG JUNE 1984
50 REM PROGRAM SUBJECT TO COPYRIGHT
60 :
100 MODE1
110 CLEAR
120 PROCtitle
130 PROCinit
140 PROCdefine
150 PROCtrack
160 PROCstart
170 TIME=0
180 REPEAT
190 PROCprntnew
200 PROCrenew
210 F%=0
220 *FX21,0
230 IF INKEY(-129) THEN GOTO 340
240 F%=1
250 IF INKEY(-82) THEN C%(0)=C%(0)-1:IF
C%(0)=-1 THEN C%(0)=7
260 IF INKEY(-51) THEN C%(0)=(C%(0)+1)M
OD8
270 IF INKEY(-73) THEN C%(1)=C%(1)-1:IF
C%(1)=-1 THEN C%(1)=7
280 IF INKEY(-89) THEN C%(1)=(C%(1)+1)M
OD8

```

```

290 IFINKEY(-17) ANDA%(0)<60 THENA%(0)
)=A%(0)+1
300 IFINKEY(-66) ANDA%(0)>0 THENA%(0)
=A%(0)-1
310 IFINKEY(-56) ANDA%(1)<60 THENA%(1)
)=A%(1)+1
320 IFINKEY(-88) ANDA%(1)>0 THENA%(1)
=A%(1)-1
330 *FX15,0
340 IFF%=1THENSOUND1,1,A%(0),255:SOUN
D2,1,A%(1),255
350 FORC1%=0TO1:X%(C1%)=X%(C1%)+(S(C%
(C1%))*A%(C1%)):Y%(C1%)=Y%(C1%)+C(C%(C1
%))*A%(C1%):NEXT
360 PROCcheck
370 PROCprintold
380 UNTILCAR%>0 ORL%(0)>=TL% ORL%(1)>
=TL%
390 IFP%(0)>0 ORP%(1)>0 THENPROCcrash
:GOTO430
400 *FX15
410 PROCprintnew:FORD%=0TO10000:NEXT
420 IFL%(0)>L%(1) THENCAR%=0 ELSECAR%
=1

```



```

430 IFCAR%=0 THENP$="YELLOW" ELSEP$="
WHITE"
440 CLS
450 *FX21,0
460 COLOUR2:PRINTTAB(15,2);"GRAND PRI
X":COLOUR1:PRINTTAB(15,3);"~~~~~"
470 IFP%(0)>0 ORP%(1)>0 THENGOTO520
480 PROCclaptime
490 COLOUR2:PRINTTAB(9,12)"THE ";P$;"
CAR WON"
500 PRINTTAB(2,14)"WITH A QUICKEST LA
P TIME OF ";RB%;" secs"
510 GOTO530
520 COLOUR2:PRINTTAB(9,12)"THE ";P$;"
CAR CRASHED"
530 COLOUR3:PRINTTAB(11,17)"ANOTHER R
ACE (Y/N)"
540 *FX15
550 A$=GET$:IFA$<>"Y" ANDA$<>"N" THEN
GOTO540

```

```

560 IFA$="Y" THENGOTO100
570 MODE7:PRINTTAB(10,10)"BYEEE"
580 END
590 :
1000 DEFPROCdefine
1010 VDU23,225,0,0,0,0,0,0,0,0
1020 VDU23,226,255,255,255,255,255,255
,255,255
1030 VDU23,227,255,254,252,248,240,224
,192,128
1040 VDU23,228,255,127,63,31,15,7,3,1
1050 VDU23,229,1,3,7,15,31,63,127,255
1060 VDU23,230,128,192,224,240,248,252
,254,255
1070 VDU23,231,60,126,255,255,255,255
,255,255
1080 VDU23,232,252,254,255,255,255,255
,254,252
1090 VDU23,233,255,255,255,255,255,255
,126,60
1100 VDU23,234,63,127,255,255,255,255
,127,63
1110 VDU23,235,255,255,255,90,90,90,90
,90
1120 VDU23,236,90,90,90,90,90,255,255
,255
1130 VDU23,237,129,66,36,24,24,36,66,1
29
1140 VDU23,238,90,126,90,24,24,219,255
,219
1150 VDU23,239,8,30,14,223,250,112,120
,24
1160 VDU23,240,224,231,66,255,255,66,2
31,224
1170 VDU23,241,24,120,112,250,223,14,3
0,8
1180 VDU23,242,219,255,219,24,24,90,12
6,90
1190 VDU23,243,24,30,14,95,251,112,120
,16
1200 VDU23,244,7,231,66,255,255,66,231
,7
1210 VDU23,245,16,120,112,251,95,14,30
,24
1220 VDU23,250,4,74,114,87,205,171,170
,126
1230 VDU23,251,0,4,12,40,50,84,84,0
1240 ENDPROC
1250 :
1260 DEFPROCclaptime
1270 RB%=1000000:FORC2%=1TOL%(CAR%):IF
LT%(CAR%,C2%)<RB% THENRB%=LT%(CAR%,C2%)
1280 NEXTC2%
1290 RB%=RB%/100
1300 ENDPROC
1310 :
1320 DEFPROCcheck
1330 FORC2%=0TO1
1340 IFC%(C2%)=0 THENP%(C2%)=POINT(X%(
C2%)+16,Y%(C2%)+4)

```

```

1350 IFC%(C2%)=1 THENP%(C2%)=POINT(X%(
C2%)+28,Y%(C2%)-4)
1360 IFC%(C2%)=2 THENP%(C2%)=POINT(X%(
C2%)+32,Y%(C2%)-16)
1370 IFC%(C2%)=3 THENP%(C2%)=POINT(X%(
C2%)+32,Y%(C2%)-32)
1380 IFC%(C2%)=4 THENP%(C2%)=POINT(X%(
C2%)+16,Y%(C2%)-32)
1390 IFC%(C2%)=5 THENP%(C2%)=POINT(X%(
C2%),Y%(C2%)-32)
1400 IFC%(C2%)=6 THENP%(C2%)=POINT(X%(
C2%)-4,Y%(C2%)-16)
1410 IFC%(C2%)=7 THENP%(C2%)=POINT(X%(
C2%),Y%(C2%))
1420 IFX%(C2%)<SX%(0) ANDX%(C2%)>SX%(0)
)-50 ANDY%(C2%)<SY%(0)+20 ANDTIME>OT%(C
2%)+4000 THENL%(C2%)=L%(C2%)+1:LT%(C2%,
L%(C2%))=TIME-OT%(C2%):OT%(C2%)=TIME:FO
RC2%=0T01:COLOUR2+C2%:PRINTTAB(TX%(C2%)
,TY%(C2%));L%(C2%):NEXT
1430 NEXT
1440 IFP%(0)=0 ANDP%(1)=0 THENGOTO1460
1450 IFP%(0)=0 THENCAR%=2 ELSECAR%=1
1460 ENDPROC
1470 :
1480 DEFPROCprintold
1490 VDU5:FORC2%=0T01:GCOL3,2+C2%:MOVE
OX%(C2%),OY%(C2%):PRINTCHR$(238+OC%(C2%
)):NEXT
1500 VDU4
1510 ENDPROC
1520 :
1530 DEFPROCprintnew
1540 VDU5:FORC2%=0T01:GCOL3,2+C2%:MOVE
X%(C2%),Y%(C2%):PRINTCHR$(238+C%(C2%)):
NEXT
1550 VDU4
1560 ENDPROC
1570 :
1580 DEFPROCrenew
1590 OX%(0)=X%(0):OY%(0)=Y%(0):OY%(1)=
Y%(1):OX%(1)=X%(1):OC%(0)=C%(0):OC%(1)=
C%(1)
1600 ENDPROC
1610 :
1620 DEFPROCcrash
1630 VDU5
1640 PROCprintnew:VDU5
1650 CAR%=CAR%-1
1660 GCOL3,2+CAR%:MOVEX%(CAR%),Y%(CAR%
):PRINTCHR$(238+C%(CAR%))
1670 GCOL0,2:MOVEX%(CAR%),Y%(CAR%):PRI
NTCHR$250
1680 GCOL0,1:MOVEX%(CAR%),Y%(CAR%):PRI
NTCHR$251
1690 VDU4
1700 *FX15
1710 SOUND0,-10,14,25:FORD%=0T010000:N
EXT
1720 ENDPROC
1730 :
1740 DEFPROCstart
1750 PROCprintnew:TIME=0
1760 FORC2%=0T06:COLOUR1+(C2% MOD2):PR
INTTAB(8,1);STRING$(4,CHR$226)
1770 FORD%=0T01900:NEXTD%
1780 IFC2%/2=INT(C2%/2) SOUND2,-15,200
,5
1790 NEXTC2%
1800 COLOUR2:PRINTTAB(8,1);"*GO*"
1810 PROCrenew:PROCprintold
1820 ENDPROC
1830 :
1840 DEFPROCtitle
1850 *FX15
1860 VDU23;8202;0;0;0;
1870 COLOUR2:PRINTTAB(14,2);"GRAND PRI
X":COLOUR1:PRINTTAB(14,3)"*****"
1880 COLOUR3:PRINTTAB(14,5)"By J.GRAVE
S":COLOUR2:PRINT"INSTRUCTIONS:"" F
OR LEFT PLAYER"SPC(7)"FOR RIGHT PLAYER"
1890 PRINT" 'Q' ACCELERATE"SPC(8)"'P
' ACCELERATE"" 'A' BRAKE"SPC(13)"'+
BRAKE"
1900 PRINT" 'S' TURN LEFT"SPC(9)"'*'
TURN LEFT"" 'D' TURN RIGHT"SPC(8)"'
]' TURN RIGHT""SPC(4)"YELLOW CAR"SPC(1
2)"WHITE CAR"
1910 PRINT"" THE RACE STARTS AFTER FO
UR SHORT BEEPS"
1920 COLOUR3:PRINTTAB(3,28)SPC(39):PRI
NTTAB(3,28)"HOW MANY LAPS IN THE RACE (
1-20)";:INPUTTL%
1930 IFTL%>20 ORTL%<1 THEN GOTO1920
1940 CLS
1950 ENDPROC
1960 :
1970 DEFPROCinit
1980 DIMS(7),C(7),P%(1),X%(1),Y%(1),OX
%(1),OY%(1),C%(1),A%(1),OC%(1),SX%(1),S
Y%(1),LT%(1,20),OT%(1),L%(1),TX%(1),TY%
(1)
1990 ENVELOPE 1,1,1,1,0,1,1,1,90,0,0,-
90,90,90
2000 *FX16,0
2010 C%=1:FORA%=45T0316STEP90:S(C%)=SI
N(RADA%):C(C%)=COS(RADA%):C%=C%+2:NEXT:
S(0)=0:S(2)=1:S(4)=0:S(6)=-1:C(0)=1:C(2
)=0:C(4)=-1:C(6)=0
2020 X%(0)=980:Y%(0)=124:X%(1)=980:Y%(
1)=94:C%(0)=6:C%(1)=6
2030 FORC2%=0T01: SX%(C2%)=X%(C2%):SY%(
C2%)=Y%(C2%):NEXT
2040 CAR%=0
2050 ENDPROC
2060 :
2070 DEFPROCtrack
2080 RESTORE3000
2090 COLOUR1:FORC%=0T01239STEP80
2100 READBS:F0RC2%=1T080
2110 B%=ASC(MID$(BS,C2%,1))-48

```


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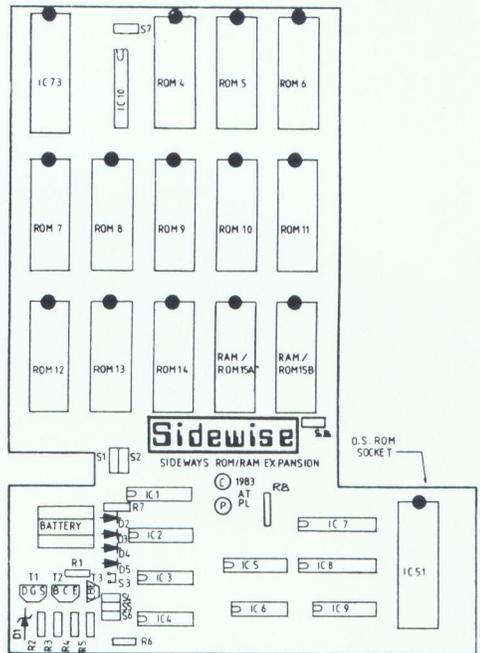
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