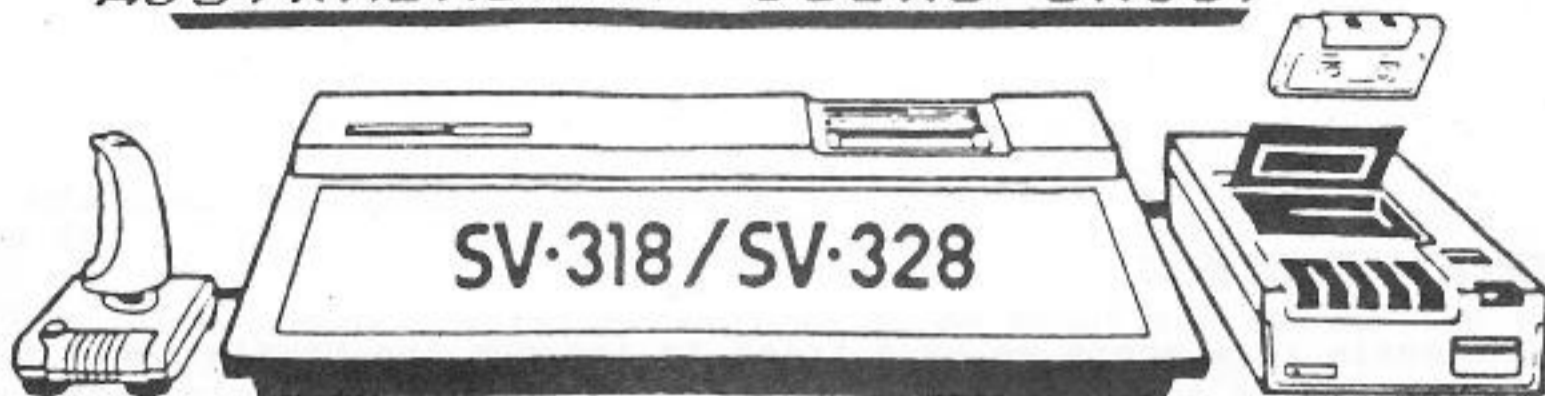


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News Letter

REGISTERED BY AUSTRALIA POST PUBLICATION NO. TBH 0917 CATEGORY "B"

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ISSUE No.
2 - 2
DATE
NOV - 1984

ALL CORRESPONDENCE TO:

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SOUTH LAUNCESTON,
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MEMBERSHIP FEES

AUSTRALIA	\$15.00
OVERSEAS	\$20.00
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THE INTRO

Again this month we have tried to improve the Newsletter. A form of Checksum is now used in the Listing of programs to help with typing errors that insist on occurring when programs are typed. I hope you folks will use the system and I am willing to receive any constructive feed-back. More of this on the next page.

The programs of the month are WORLD MAP and SKI. WORLD MAP explains itself. But a quick note on SKI. In this game you are on a SLALOM and must guide your skier through the flags until you reach the end. A lot of fun for everyone.

A press release I thought you might like to see is reproduced below from SV-ACCESS.

"Spectravideo Inc., manufacturer and marketer of personal computer systems, peripherals and accessories, announced that Bondwell Holding Ltd has acquired the controlling interest of the New York-based company."

"Bondwell is the current owner of 16 percent of Spectravideo stock, and the major supplier of products to the company. Under the terms of acquisition, Bondwell has undertaken to arrange financing for Spectravideo's future operations. In addition, Spectravideo will restructure the company's debt with the assistance of Bondwell through an agreement concluded with the company's unsecured creditors' committee."

"In conjunction with Bondwell assuming control of Spectravideo, the company has been relocated to California. Bondwell's acquisition of Spectravideo will consolidate and strengthen its position as an international manufacturer and marketer of computer products. Besides the Spectravideo line, which caters for the home applications market, it has recently introduced the Bondwell line of business computing systems worldwide.

So have fun and see you all next month.....

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IT WILL WORK !!!!!

By The Ed.

The most common complaint received by me about the NEWSLETTER is the following. "I TYPED THE PROGRAM IN AND IT WON'T WORK".

Well folks I hope this is the last time I hear that. But before I get on to what this is all about let me tell you how the Newsletter program listings are put to paper.

In the beginning I simply used LLIST to list a program onto the master sheets for the off-set printer. This works OK until you get some graphic character in the listing. When this happens my printer will print something but NOT what was intended.

This problem we suffered with until by newsletter 1 - 12 the programs were becoming more complex and more graphic characters were appearing. This made typing in of programs on your end very difficult.

So what could I do? My poor JP-80 Printer never heard of Spectravideo Graphic Characters, let alone know how to print them. This is where a bit of programming came in and I wrote a program to list programs. To put it simply my program prints a program normally until it finds a Graphic Character, it then switches the printer to Graphic Mode and sends out the correct BIT pattern until what you see on paper is the same as what you see on the monitor. Well anyway it worked and you have seen the results for the past few Newsletters.

I thought that would fix the phone calls. (One of these days I will learn). So to plan B.

Let it be said that the programs printed in the newsletter are pretty well tested before hand and listed directly from DISK to PRINTER. So the system seems to be falling apart between posting the newsletter and saving the program on CASSETTE or DISK.

In an insane attempt to fix this I have now included a TWO digit Checksum system in the Newsletter programs. However this is not as simple as you may think. For it to work you must use the following program when typing listings from the Newsletter. I have kept the INPUT program as simple as possible. But remember nothing is fool proof and although the program is designed to stop typing errors, if you put yourself out you can fool the program. So use it as it is intended and you should have no more problems in typing programs.

HOW IT WORKS

If you decide to use the following program you must keep in mind how it works.

```
CG      5 PRINT "TEST"
```

In the above example you see the Checksum at the Beginning of the program line (CG). This Checksum will always be in the range AA to ZZ. If you want to find out how it is calculated look at line 300. The

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program uses this Checksum to see if you have typed the program line in correctly, If not the program line won't be allowed and you must edit it in the normal manner. If you have correctly typed the line it is not entered into memory but saved to CASSETTE or DISK in ASCII format.

The program ignores spaces, that is PRINT"A" and PRINT "A" are the same. However PRINT and PIRNT will be noticed and not allowed. So the best I can say, experiment before you tackle something bigger.

Don't forget the file you have created on CASSETTE or DISK is an ASCII file and must be LOADED and then RE-SAVED. If a program is too large to type in in one sitting, just type END and then restart later with a different FILE NAME. To put it all in together at the end when you create the full program just use the MERGE command. If you have a DISK system you might like to change line 130 from OUTPUT to APPEND. (this won't work with cassette.)

So happy programming and I hope this system will fix all those typing miskatews mistakes.

If anyone has problems with the INPUT (God forbid) send a CASSETTE and return POSTAGE to the LIBRARY and we will send you the listing.

If you are confident with your typing and do not want to use the INPUT program you can still type in the Program Listing normally by ignoring the Checksum.



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PROGRAM INPUT

by : P.W. Deckert.

```
10 CLS
20 PRINT " S.A.U.G.   Program Input System."
30 PRINT " -----"
40 CLEAR 1000
50 DEFINT A-Z
60 INPUT "SCREEN WIDTH";U
70 WIDTH U
80 SCREEN,0
90 PRINT : PRINT
100 INPUT "WHAT IS THE PROGRAM NAME";A$
110 INPUT "SAVE TO CASS OR DISK (C/D)";B$
120 IF B$="C" OR B$="c" THEN B$="" ELSE B$="1:"
130 OPEN B$+A$ FOR OUTPUT AS #1
140 PRINT : PRINT
150 PRINT "REMEMBER THAT ALL 'SPACES' ARE IGNORED"
160 PRINT "TYPE 'END' WHEN FINISHED."
170 PRINT
180 PRINT "*";
190 LINE INPUT A$
200 IF A$="" THEN BEEP : GOTO 180
210 F=0:I1=1
220 IF A$="END" OR A$="end" GOTO 380
230 B=ASC(LEFT$(A$,1)):B1=ASC(MID$(A$,2,1))
240 FOR I=3 TO LEN(A$)
250 C=ASC(MID$(A$,I,1))
260 IF C=32 THEN 290
270 IF I1/2=I1\2 THEN F=F+C ELSE F=F-C
280 I1=I1+1
290 NEXT I
300 F=ABS(F) MOD 256:F1=F\16+65:F2=F MOD 16+65
310 IF B=F1 AND B1=F2 GOTO 360
320 BEEP
330 FOR I=1 TO LEN(A$)\U+1
340 PRINT CHR$(30);
350 NEXT : GOTO 180
360 PRINT #1,RIGHT$(A$,LEN(A$)-2)
370 GOTO 180
380 CLOSE
390 CLS
400 PRINT:PRINT
410 PRINT "YOUR PROGRAM IS NOW STORED IN ASCII"
420 PRINT "FORMAT. LOAD IS FROM DISK OR TAPE AND"
430 PRINT "RE-SAVE IT IN A COMPACT FORM. SAVE FOR"
440 PRINT "DISK AND CSAVE FOR CASSETTE."
450 PRINT : PRINT
460 END
```

```
CG      5 PRINT "TEST"
DN      10 PRINT "12345"
END
```

Try the above two lines to make sure all is working OK before you tackle something bigger.

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MODIFICATIONS TO THE EXPANDER

by Nick Booth, Sydney

I read with interest our Editor's article in the July Newsletter about his experience in fitting a reset button into his Expander. Over the past few months, I have fitted some other unauthorised bits into my Expander, and I thought these might be of interest.

My modifications started when I bought a green screen monitor, to prevent squabbles about the relative importance of television programmes and computing. The picture was beautifully clear but, like most monitors, there was no sound. Disaster. How can you tell it's a computer if it doesn't go BEEP? And my sons couldn't hear the sound effects in Spectron.

I did some investigating, and found that the Expander has a +12 volt line that runs only from the power supply to the disk drive slot. This line obviously provides the power to run the drives, and is therefore capable of supplying a reasonable amount of power.

I then bought and built a little 5W amplifier kit, available from Dick Smith (and other audio kit suppliers) for around \$8. This was attached to the lid of the Expander by a nut and bolts through a ventilation slot on the left side. Power was obtained by soldering wires to the +12V and 0V lines on the underside of the Expander's main board. Audio input was obtained by cutting the cable supplied to connect the SV to the tv modulator (audio is the yellow wire), and was fed in through a volume control (10k potentiometer) which was mounted at the left front of the Expander. Output went to one of a strip of four RCA sockets that was stuck across the leftmost (as viewed from the front) slot on the back of the Expander. I had on hand a small, but reasonable quality, loudspeaker and this was stuck under the computer desk to give the sound.

Incidentally, I would not recommend the use of the 12V lines at pins 3 and 4 of the Expander buss to run an amplifier. I suspect that they have insufficient power.

Two of the other RCA sockets were used to carry output from the tv modulator (which was glued into the Expander) and the video monitor output from the SV (the black wire in the modulator cable).

The next modification was made when I purchased the 80-column card. This expensive gizmo is almost essential if you want to do any word processing or other serious work under CP/M. (A spreadsheet looks very silly on a 40-column display!) The trouble is that a monitor plugged into the 80-column card will not display any 40-column material, including the graphics screens.

One could, of course, keep changing the monitor cable from one socket to another, but I don't fancy that as a permanent solution: cables come adrift if they are messed around with all the time. So I drilled a hole in the plastic cover that fits into the left slot on the front of the Expander, and fitted a small switch to select the 40-column and graphics output from the SV or the output from the 80-

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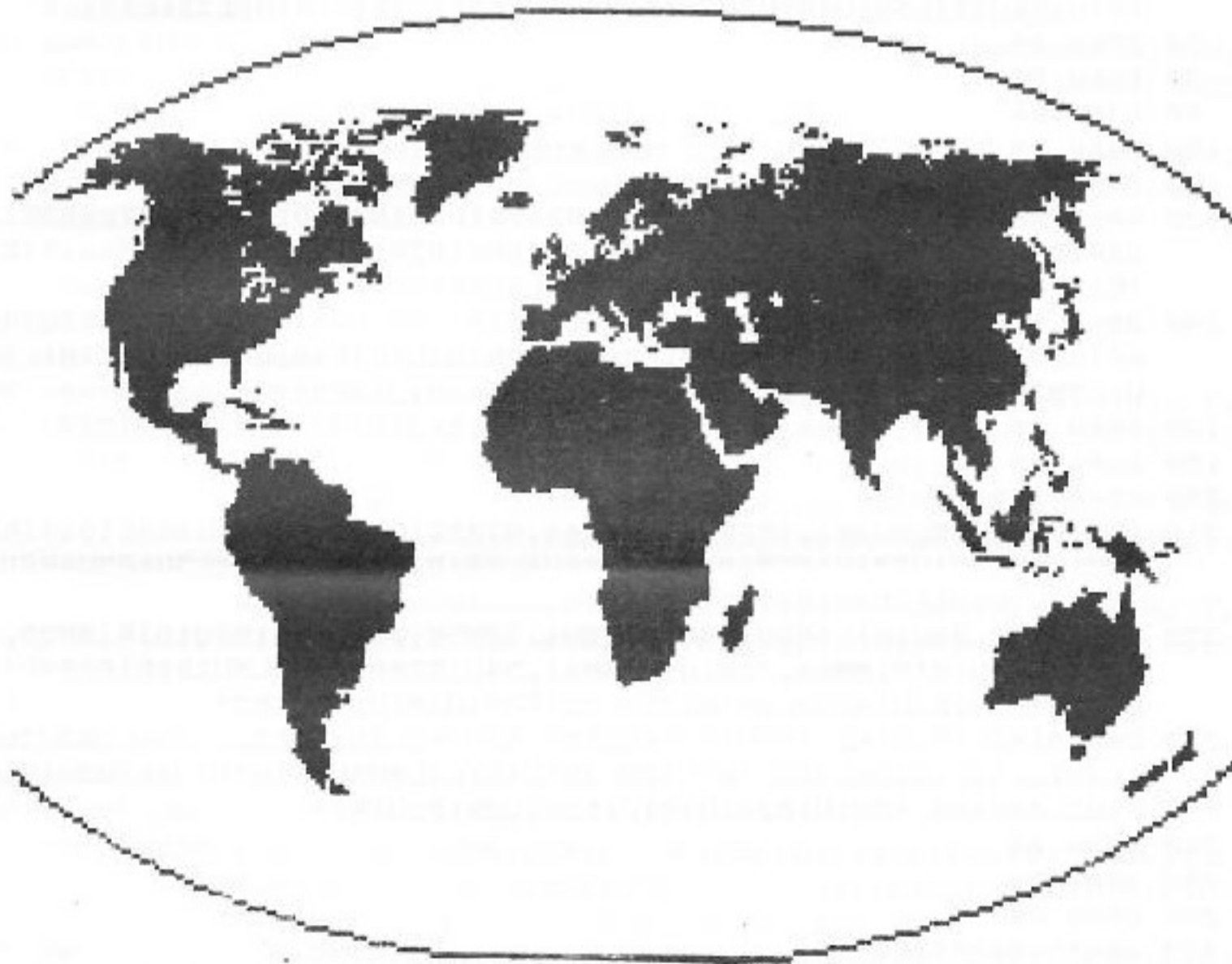
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column card.

And I've now fitted a reset button into the same left plastic cover.

I would be happy to undertake these modifications for anyone who is interested and for whom Sydney is more convenient than Launceston. My address is in the June Newsletter. I would need to receive Expander, modulator and modulator cable. The cost would be \$10 for audio amplifier and \$2 each for 40/80 column switch or reset button; plus, in each case, the costs of return freight.

Next month: how to take a one-inch cold chisel to your SV and scare it into running dBase II properly.



WORLD MAP

If you want to really show off the SpectraVideo Graphics the following program will print a map of the World on your Screen. The diagram above shows what it looks like.

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WORLD MAP

by : ????

```

EG 10 SCREEN 1
CM 15 CIRCLE(124,100),155,5,,19/31
EF 16 PAINT(5,5),5:PAINT(250,180),5:PAINT(5,180),5
EO 20 CLEAR1000
NH 30 A$="C15BM8,43R1BR1R1U1R3U1R3U2L2U1R2U2R2D1R3U2L1U1L1R1U1R2D1R3U2L1R
4U1R4D1R2D1R3D2R2U1R5D2L3D2R1D3L1D2R1D2R3D2R3U2L2U2L3R3U2L2U1L1R1U1
R2U3L1U1R1U1D1R1D1R1D1R3D1G1L2D2R2U2E1R2U1R2D1R3U1D2"
LK 40 B$="R2U1R1U2R1U1R1U1R1U1R1L1D1L1D2L1D3R4U1L1U1D1L1D1L3D1F2H1G1E1H1U
1L2D2L3D1L2D1L2D1L1D5R1D1R2D1R1D4R2U2R1U2R2U1H1F1R1U3R1U1R1U1H1F1R1
U1D1R3D4R2U2R1D5R1D1R1D1L2D1L7D1L2D2R4L1D3R1L2G1E1U1L3D1L2D1L1D1L1U
3"
KN 50 C$="L3U2L2U2L1U1L2D1L3D3R2U1R2L2D1L1D1L1D4R2U1R1U2R1U1D2R1L2D2R4U3L
1U1D1R2D1R4D2L1D1L1D1L2D2L1D2L2D1L2D1L2D1L1D6L1D1U6L5D1L6D1L1D1L1D2
R1L1D1L1D5R1D1R5U1R1U1R2L1D2L1D3R3D4L3U2L3U1L1U1L1U1"
HB 60 D$="L4U1L1U1L2U1L1U1L1U1R1U2L1U4L1U6L2D9U4L1R1U2L1U6L1U5R1U2R1U2R2U
2R1U1R1U2R2U5R1U4R1U2L1U1L1U2L2U1L2D1L1D1L1R1U2L3D1L1D1L2"
AA 70 DRAW A$
AC 80 DRAW B$
AE 90 DRAW C$
DF 100 DRAW D$
JB 120 A$=" ";B$=" ";C$=" ";D$=" "
EB 130 A$="BM41,94L1D1R2D1L1R2D1R1U1R2D2R1D3L1D3L1D1L1D3R1D2L1D2R1D1R1D2R1
D2R1D2R1D2R2D1R1D1R1D1R1D2R1D9R1D8R1D3R1D1R1D5L1R1D1R1D1R1D2R1D1R1D
1R1D1U2R1F1D2R3L1U1L1H2L1U2R1U3L2U2R1U3"
IG 140 B$="L1U2R2U2R2U1R2U1D1L2U1L1U2R4U1R1U3R1U5R1U1R1U1R3U1R1U3R1U1R1L1U
6R1U1R1U1R1U4L3U1L1U1L3U1L3U1L4U2R1U3L1U1L1U1L4U1L1U1L1U1L1U2L1D1L2
U1L3D2L2U4R1L1D1L3D1L1D2L2"
DB 170 DRAW A$
CP 180 DRAW B$
EJ 200 A$=" ";B$=" "
DC 210 A$="BM48,55L2U3R1U1R2D2L1D2BM44,83R2D1R3D1L1R2D1L1R3E1G1F1R2D1R1LL4
BM71,58R2D1U2R1U1D2R1D1BM74,44U2L2R1D1L1D1U1L1U1L3U1R5U1R2D1R1U1R1L
1U3L1U1L1U1L2D2R1D2L1R3U1L1U1H2L1U1D1L4R1U1D2R2"
BJ 220 B$="BM57,36U1R1L6R2U1R4U1D1L2U1L3BM50,33U1R1U1R2U1D1R1BM55,29R3D1L1
R2D1L1R3U1D1R1BM64,31R1U1R1BM61,34U1R2BM74,32L5U2D1R1E1R4D1U2L1R2U1
R1D2R1U2R1D1U1R2U2L6R10L2D1L2D1F2R1U1R1U1R2U1R3"
BN 230 C$="D1R2U1R1D1R2U1R2U1R7L4D2R3D1R2U1R2L2D2L1D3L1D2U1L2D3U2L2D3R1L2D
1L4D1L1D1L1D1U1L3D1L1D1L1D2L1D1L1D1U1L2U3L1R1U3R1U1R2U2L1R1U2L1R1U2
L1U2L4BM100,43R1U1D2R1U1R1U1D2R1U2R1D2U1R1"
DF 240 DRAW A$
DD 250 DRAW B$
DB 260 DRAW C$
HC 270 A$=" ";B$=" ";C$=" "
LM 280 A$="BM137,77U1L8U1L1D2L3U1L2U1L3U3R1L1U1L5D1L4D1L2U1L2D1L1D1L1D1L1D
2L1D1L1D1L1D1L1D2L1D2L1D1L1R1D6L1D2R1D1R1D2R1D2R1D1R2D1R3U1R2D1R2U1
R6D1R1D1R2D6L1R2D2R1D1R1D5R1D3L1D2L1D2R1D3R1D3R1D5"
JB 290 B$="R1D4R1D1R1U1R4U1R2U1R1U1R1U2R1U3R2U2R1L1U3R1U2R2U1R2U6L1U5R1U2R
1U1R1U1R1U2R2U1R1U1R1U1R1U2R1U3R1U1L3D1L4U1L1U2L1U1L1U1L1U2L1U4L1U1
L1U2L1U2L1U2R1U2R1U1R1U4L6U1L1U1L1R1U1R2U1R2U1R2D1R4"
MG 300 C$="U3L1U1L1U1R1U2L3D1L1D2U1L1U2L2D2L2D2L1D3U1R1L4D4U2L2U3L1U1L1U1L
1U1L2D2F3D1G2E2U1L2H2U1L1U1L2D1L3D1L1D1L2D3L1D1L6R1U2L1U1R1U3L1R3D1
R3U1R1U4L2R2U1R2U1R1U1H1L1D1U3L1U3H1G1D1R1D1R1D2"

```


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DJ 310 DRAW A#
DH 320 DRAW B#
DF 330 DRAW C#
GO 340 A#="":B#="":C#=""
NH 350 A#="L1D1L1R1D2L1R1U2R3F1R1U2D1R2U1R2U3E1G1D2R1E1G1D1R4U1R1U1D1R2U3D
1R2U2R2U1D1R2U2L1U1L3D1L2U2R1U1R1U2L1U1L2D2L1D1L1D3R1L2D2R1L1D2U1L1
U1L1U1L4R1D1U3L1R1U1R2U1R1U1R1U1R1U1R1U1R1U1R3U1D1R2"
IG 360 B#="U1D1R2D1R3D2R1U1R1L5D2R1D1R1D1R2U1D1R2U2R2U3L1R1D2R2U1R3U1D1R3U
1D1R2U2D1R3U2L1U2R1D1R1D3R2L2D2R1D1R2U2R1U1D1R2U2L1U1L3U1E1F1R1D1R2
U3L2R2U2R5U1R1U1R1D1R4D2L1D2R2U1R1U1R4D1R3U1R3D1R1D1R2"
OB 370 C#="U1H1F1R3U1R1U1D1R2U1R1D1R2D1R2U1R2D1R2D1R2U1R5U1R5D1R3D1R2U1R2L
1D2R1L1U1L2D1L2D2R3L1D3L2D1U1L2D3R2D1R1D2R1D3U1L1U1L1U1L1U1L1U1L1R1
U1F2H2U4L1U1L2D2U1L2D3R1L6D1L1D2L1D1L1D2R2D1R2U1D1"
DC 380 DRAW A#
DA 390 DRAW B#
DJ 400 DRAW C#
GK 410 A#="":B#="":C#=""
IP 420 A#="R1D1R1D1R1D2R1D6L2D3L1D3R2D1R1D1L1D1U1L1U2L1U2L3D1U2L3D2L1D2R2D
1R2U1R1L1D1L1D2R1D1R1D1R1D2R1D3L1D2L1D2L2D1L3D1U1L3D5R1D1R1D2R1D3L1
D1L1D2U3L2U2L1U2L3D2R1D1L1D3R1D1R1D3FF2D1R1U1H1U2H5U5"
CF 430 B#="L1U3L2D1L1D1U4L2U2L3D1L2D1L1D1L1D1L1D1L1D1L1D4L1D3F1R1D2U1L1U1H
1L1D1U1L1U2L1U3L1U2L1U6L2D2U1L2R2U2L2U1L2U1L7U1L4U1L1U1L1U1L3D3R1D1
R1D1R1D1R1D1R2U1R1U1D1R1D1R1D1R1L1D1L1D2"
IH 440 C#="L1D1L1D1L1D1L2D1L2D1L3U3L1U2L2U2L1U3L1U1L1U2L1U3L2BM146,61D3R2D
2R1D1R1D1L1D3R5U3L1U1R1U2L2D1U3L1R1U3L4D1L2BM155,61R1U1R2D1R1D3L3U1
L1U2"
DG 450 DRAW A#
DE 460 DRAW B#
DC 470 DRAW C#
HB 480 A#="":B#="":C#=""
FB 490 A#="BM210,50F3D2R1L1D1F1BM215,59R2D1R2L1D1L1D1L1R1F1D1L1R1D1R1D1L1D
1R1D1R1L3D1R2L1D1U1L4D1BM210,80D3U1L1U1BM211,87D1R1D1L2R1D1R1D1R1D1
R1F1D1BM211,95G2BM212,93F1BM214,96F1R2U1D2L3R1D1R1"
GM 500 B#="BM191,100D1R1D1R1D1R1D1R1D1R1L2R1D1R2F1L3F1R2F1E1G1L3F1R2F1L2BM
196,100F1U1H1BM202,105D1R1D2R1D1R3D1U1R1U2R1U2R1L1U4R1U1L1U1D1L1D1L
1D2L1D1L1D1L2U1BM216,105L4D2R2L2D1L1D3U2R2D2"
JN 510 C#="BM199,113R6D1L1R2BM209,115E1BM211,116E1R1BM215,116E1BM222,107R1
D2R1D1R2D1R1D1R1D3R2D1U1R1U1R2D1R1D1R1D1R1H3U1R1L1U1L1U1L1U1L2U1L1U
1D1L1D1"
DK 520 DRAW A#
DI 530 DRAW B#
DG 540 DRAW C#
GN 550 A#="":B#="":C#=""
LP 560 A#="BM230,118D5R1D4R1D5R1D2R1L1D3L1D2L1D1L1D1L1D1L1D1L1D1L1D2L2D2L3D1L1
U1L2U1L1U3R1U2L2D1G1U3L1U1L5D1L3D1L5D1H1U1R1U1R1U6R1U2L1R1U2R2U1R3U
1R3U2R2U1R1U2R1D1R3U1R1U1R2U1H1F1R3L1D1L1D2"
IA 570 B#="R1D1R1D1R1D1R2U2R1U4BM221,150D1L1D1L1U2R2BM230,158E1R1E1R1E2R2U
1D1G2L1G2L2D1U1R1E1R1E1U1R1BM240,154U1R1U1L1R3U1R1L3R1U1R1U3BM148,1
31U1L1U2L1R1U1R1U3L1R1U1R3L1U1R1U2R1U1D1R1L1D4L1D2L1D3L1D1L1"
BF 575 C#="BM109,54L1U1D2L1D1U2BM122,30R3D2U1L2R3F1R1BM127,29R1D1U1R1BM146
,34R1U1R3U1R1BM145,37R1U1D1R1"
DE 580 DRAW A#
DC 590 DRAW B#
DL 600 DRAW C#
FD 610 PSET(25,48),15
FA 620 PSET(26,47),15
EL 630 PSET(27,44),15

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```
EI 640 PSET(25,51),15
EI 650 PSET(25,52),15
FG 660 PSET(60,36),15
FJ 670 PSET(70,39),15
EO 680 PSET(68,38),15
EP 690 PSET(67,28),15
GB 700 PSET(70,28),15
HC 705 PSET(218,107),15
CE 710 PSET(119,68),15
HA 715 PSET(218,106),15
CE 720 PSET(119,67),15
CF 725 PSET(201,87),15
BN 730 PSET(123,66),15
CF 735 PSET(201,86),15
BM 740 PSET(122,65),15
CF 745 PSET(202,86),15
BN 750 PSET(131,72),15
CH 755 PSET(213,72),15
BN 760 PSET(132,72),15
CH 765 PSET(214,72),15
AP 770 PSET(141,28),15
CF 775 PSET(214,73),15
AP 780 PSET(143,29),15
CI 785 PSET(216,71),15
BC 790 PSET(146,28),15
CB 795 PSET(219,58),15
BK 800 PSET(144,39),15
CF 805 PSET(226,38),15
BF 810 PSET(150,38),15
CF 815 PSET(227,38),15
GD 820 PSET(217,110),15
CF 825 PSET(211,32),15
GE 830 PSET(219,110),15
BO 835 PSET(193,31),15
FJ 840 PSET(220,110),15
BM 845 PSET(192,31),15
FP 850 PSET(236,112),15
BJ 855 PSET(190,31),15
FP 860 PSET(237,112),15
CB 865 PSET(188,31),15
FP 870 PSET(238,112),15
BP 875 PSET(188,32),15
FM 880 PSET(238,110),15
BO 885 PSET(187,31),15
FM 890 PSET(239,110),15
BM 891 PSET(167,30),15
BL 892 PSET(165,30),15
BC 893 PSET(165,29),15
BC 894 PSET(164,29),15

BN 895 PSET(164,30),15
BN 896 PSET(163,30),15
BE 897 PSET(162,28),15
BD 898 PSET(161,29),15
FB 899 PSET(48,88),15
FN 900 PSET(240,111),15
FC 901 PSET(49,88),15
FF 902 PSET(58,88),15
FH 903 PSET(50,81),15
FB 904 PSET(69,60),15
FL 906 PSET(69,57),15
CO 910 PAINT(30,60),15
AL 920 PAINT(60,115),15
DJ 930 PAINT(95,35),15
AA 940 PAINT(130,95),15
EL 950 PAINT(170,65),15:PAINT(110,68),15:PAINT(123,48),15:PAINT(206,105),1
5
MC 960 PAINT(230,113),15:PAINT(225,135),15:PAINT(149,127),15
AB 1000 GOTO1000
END
```

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HEX

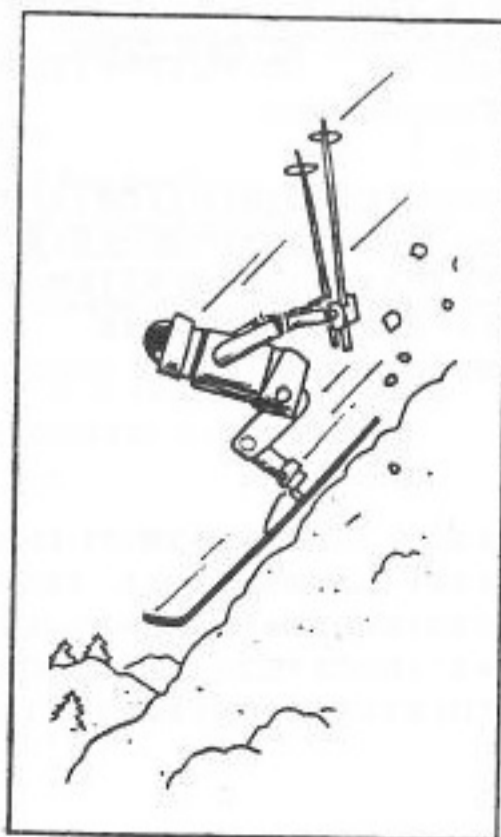
by Nick Booth, Sydney

This is a short program that I have found useful in designing sprites and redefining characters. It gives the decimal, binary and hexadecimal equivalents of numbers from 1 to 256 (decimal).

HEX

by : N Booth

```
GG 10 X$=STRING$(5,"#")
DG 20 Y$=STRING$(12,"#")
AG 25 GOSUB 120
FA 30 FOR A=0 TO 256
HG 40 PRINT USING X$;A;
EO 50 C=VAL(BIN$(A))
HH 60 PRINT USING Y$;C;
AH 70 IF A<16 THEN PRINT SPACE$(7); ELSE PRINT SPACE$(6);
AO 80 PRINT HEX$(A)
GH 90 IF A<256 AND A>0 AND A/16=A\16 THEN GOSUB 120
CE 100 NEXT
AL 110 END
FL 120 PRINT : PRINT " Press any key to continue."
BH 130 IF INKEY$="" THEN 130
BN 140 CLS
BM 150 PRINT " DEC . BINARY HEX" : PRINT
BL 160 RETURN
END
```



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SKI

by : J MAY

```
FL 100 CLS:SCREEN1,1
BI 200 DATA00001100
BJ 300 DATA00001100
BK 400 DATA00011000
BM 500 DATA11111000
BL 600 DATA00011100
BO 700 DATA00001000
BN 800 DATA00010000
BP 900 DATA11111111
CC 1000 DATA28,28,137,255,157,149,54,72,56,56,146,254,186,186,170,170,56,56
    ,146,254,186,170,108,18
AC 1100 DATA16,56,56,124,124,254,124,16,0,64,96,112,96,64,64,64
BK 1200 DATA80,64,120,56,10
FJ 1300 S$="":FORT=1T08:READA$:L$=L$+CHR$(VAL("&B"+A$)):NEXTT:SPRITE$(30)=L
    $:L$=""
IM 1400 S$="":FORT=1T08:READA:L$=L$+CHR$(A):NEXTT
FI 1500 S$="":FORT=1T08:READA:ST$=ST$+CHR$(A):NEXTT:SPRITE$(1)=ST$
IO 1600 S$="":FORT=1T08:READA:R$=R$+CHR$(A):NEXTT
GI 1700 S$="":FORT=1T08:READA:S$=S$+CHR$(A):NEXTT:FORT=10T020:SPRITE$(T)=S$
    :NEXT
HD 1800 S$="":FORT=1T08:READA:S$=S$+CHR$(A):NEXTT:FORT=25T026:SPRITE$(T)=S$
    :NEXT
BM 1900 GOSUB480
AK 2000 SPRITEOFF:COLOR15,15,7
BB 2100 ONSPRITEGOSUB400
AN 2200 CLS:LINE(0,0)-(256,195),7,BF:LINE(18,0)-(160,192),15,BF
CN 2300 LOCATE168,20:PRINT"* SLALOM *"
KJ 2400 RESTORE120:FORT=1T05:READXA:X(T)=XA:Y(T)=T*30:NEXTT
FD 2500 X=38:HT=14:SP=13:FL=180:TIME=0:WD=0:X(9)=30
HG 2600 FORG=1T05:Y(G)=Y(G)-SP:IFY(G)<0THENY(G)=192:X(G)=INT(RND(-TIME)*130
    )+10
BO 2700 PUTSPRITEG+10,(X(G),Y(G)),12,G+10:NEXTG
AO 2800 SPRITEON
AJ 2900 FL=FL-SP:IFFL<0THENFL=192:X(9)=INT(RND(1)*100)+10:HT=HT-1:IFHT=1THE
    NGOTO640
KP 3000 PUTSPRITE25,(X(9),FL),HT,25:PUTSPRITE26,(X(9)+30,FL),HT,26
AK 3100 IFFL>42ANDFL<52THENGOSUB460
DP 3200 PUTSPRITE1,(X,50),6,1
CK 3300 IFSTICK(0)=3THENX=X+3:DI=3:SPRITE$(1)=R$:SP=SP-.5:IFX>144THENX=X-3
OB 3400 IFSTICK(0)=7THENX=X-3:DI=1:SP=SP-.5:SPRITE$(1)=L$:IFX<10THENX=X+3
CE 3500 IFSTICK(0)=0THENSP=SP+1:DI=2:SPRITE$(1)=ST$
AG 3600 IFSP<3THENSP=3ELSEIFSP>10THENSP=10
AM 3700 IFDI<>IDTHENSOUND0,50:SOUND1,150:SOUND8,10:SOUND7,&HF5:FORT=1T070:N
    EXT:T:SOUND8,0
BM 3800 ID=DI
AB 3900 GOTO260
EM 4000 FORT=1T05:IFY(T)-15<FLANDY(T)+15>FLTHENSPRITEOFF:FL=FL+10:GOTO260
LI 4100 IFX>X(T)-15ANDX<X(T)+16ANDY(T)-15<48ANDY(T)+15>48THENGOTO420
AE 4200 PLAY"160s1t255m1000o1bdacdefgabc+f+gfabcde","160s1t255m1000o1bb-aa-
    gg-fee-dd-cfegcba+d":LOCATE34,96:COLOR5:PRINT"YOU BLEW IT !!!!"
GF 4300 SPRITEOFF:FORT=15T01STEP-1:PUTSPRITE1,(X,50),T,1
```

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```
HB 440 IFSTRIG(0)=-1THENGOTO200ELSE:FORG=1TO30:NEXTG,T:GOTO430
AG 450 GOTO260
IJ 460 IFX>X(9)ANDX<X(9)+30THENSC=SC+10*15-HT:DF=0:PLAY"","11s1t255m9000o5
    c":WD=WD+1
BN 470 RETURN
BA 480 CLS:COLOR7,15,15
AP 490 LINE(0,0)-(256,192),15,BF
BI 500 PSET(16,72)
FA 510 DRAW"c7m34,48m44,30m48,8m68,40m67,56m61,68m50,70m36,66m28,56"
GA 520 PSET(50,70):DRAW"m72,68m85,57m91,41m99,17m97,9m95,8m93,11m90,24m92,
    44m94,56m102,67m108,70"
FA 530 DRAW"m112,66m117,53m119,49m121,44m129,37m137,34m140,39m143,33m138,6
    4m129,70m124,71m118,70m114,64m117,53
EF 540 PSET(138,64):DRAW"m136,69m142,71m153,69m163,54m169,24m171,12m167,10
    m163,16m162,24m163,54m164,60m167,65m172,71m176,68m178,65
EB 550 DRAW"m181,52m187,44m192,40m198,42m200,48m203,56m200,65m193,70m186,7
    1m182,70m180,68m181,52
CA 560 PSET(198,42):DRAW"m205,39m214,39m216,43m216,48m207,71m216,48m222,43
    m228,40m234,42m235,48m228,66m235,48m240,43m244,40m252,41m253,46m242
    ,68m244,70m249,69m2559,60"
BG 570 FORX=16TO256:PUTSPRITE30,(X,64),6,30:PSET(X,80),7:PSET(X,78),7:NEXT
    X:FORT=1TO80STEP.4:PUTSPRITE30,(T,88),6,30:NEXTT
GL 580 Q=1:A$="BY JONATHAN MAY":FORT=80TO256STEP2
OG 590 COLOR4:IFT/8=INT(T/8)THENLOCATEQ*7+80,92:PRINTMID$(A$,Q,1):Q=Q+1
BE 600 PUTSPRITE30,(T,88),6,30:NEXTT
CK 610 PUTSPRITE30,(0,180),7,30
AN 620 LOCATE72,160:COLOR7:PRINT"#####":LOCATE72,160:COLOR
    15:PRINT"PRESS ANY KEY TO PLAY"
CH 630 IFINKEY$=""THENGOTO630ELSERETURN
JM 640 TI=TIME:SPRITEOFF:PUTSPRITE25,(200,0),7,25:PUTSPRITE26,(40,0),15,26
    :FORT=1TO5:C(T)=12:NEXTT
AG 650 FORTT=1TO17:FORT=1TO5:Y(T)=Y(T)-10:IFY(T)<-5THENC(T)=15
EN 660 PUTSPRITE1,(X,50),6,1:PUTSPRITET+10,(X(T),Y(T)),C(T),T+10:NEXTT
II 670 NEXTTT:FORT=1TO5:PUTSPRITET,(50,0),15,T:NEXTT:PUTSPRITE25,(0,0),7,2
    5:PUTSPRITE26,(0,0),7,26
BB 680 IFX<80THENSPRITE$(1)=R$ELSESPRITE$(1)=L$
EE 690 LOCATE65,168:COLOR6:PRINT"#####":LOCATE65,168:COLOR15:PRINT"FIN
    ISH"
CG 700 COLOR6:LOCATE65,175:PRINT"█          █":LOCATE65,182:PRINT"█          █"
IE 710 Y=50:D=(80-X)/192:FORY=50TO192STEP1:PUTSPRITE1,(X,Y),6,1:X=X+D:FORT
    T=1TO1:NEXTTT,Y
EH 720 LOCATE176,56:PRINT"TIME  :";TI:LOCATE176,76:PRINT"SCORE  :";SC:LOCAT
    E176,96:PRINT"MISSED:";13-WD:
AE 730 IFWD=13THENLOCATE24,150:COLOR2:PRINT"YOU PASSED ALL THE FLAGS":LOCA
    TE24,160:COLOR12:PRINT"-----":GOTO760
HH 740 PLAY"","18s1m3500t255o5g4e4eedef4e4ed4ddcde3c4g4e4eedef4g4a2a4g4fe4
    dc2o6c1"
CI 750 IFSTRIG(0)=-1THENRUNELSEGOTO750
AG 760 FORG=1TO15:COLOR,,G:IFSTRIG(0)=-1THENRUN
BI 770 NEXTG:GOTO760
DC 780 PLAY"164o2ce-ga+"
END
```

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