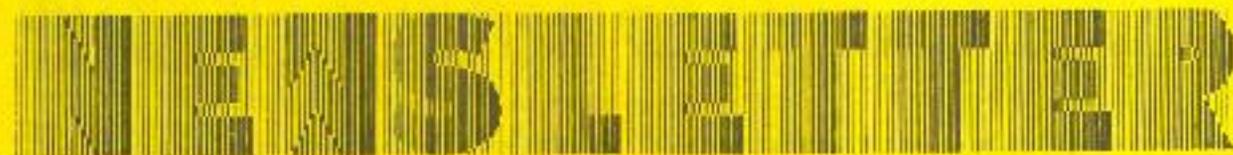


SVI & MSX

SPECTRAVIDEO



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CONTENTS

INTRODUCTION	2
HINTS FOR GHOSTBUSTERS	3
YET ANOTHER BUG	4
HORSE RACING (Program)	5
M.S.X. ANTARCTIC ADVENTURE (Review)	8
SOFTWARE & ARTICLE COMPETITION ...	9
UN-MERGE (Program)	12
JESSUPS	14
LIBRARY NOTES	15
FORREST DATA SERVICES	17
LIBRARY LIST	18
BUY, TRADE & SELL	20

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INTRODUCTION

By. P.W. Deckert,

Nothing much to say this month. Sorry about the Newsletter being a bit late. I was waiting for the New X'press to arrive, as I had intentions of including another article on the machine. There are quite a few features included in the Australian Machine that I did not cover last month. Well it will all have to wait till next month.

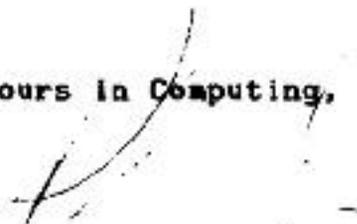
Our birthday next month will feature a programming overdose. Our first major M.S.X. program will be included.

The SVI-M.S.X. Article and Software competition is slowly taking off. Lets get much more support from you. Every one must have written a program for their machines. Full information on the Competition further on in this newsletter.

Mr L.A. Dunning has promised to continue his articles next month, so please stop writing to me asking where they are.

That's all from me see you for a great Birthday Edition of our Newsletter next month.

Yours in Computing,


P.W. Deckert.

HINTS FOR GHOSTBUSTERS

By: Todd Davies

These are tips to help you beat anyone on Ghostbusters. They all work on a certain heap of junk computer. I haven't used the MSX version as yet, but they should work similarly. The first thing you need to know is a special ID code. At the start of the game, you are asked for an account number. Type 66455701 and you will start off with a few extra \$10 000's.

With this you can now buy the high performance sports car. Do so along with 3 ghost traps, ghost bait, ghost vacuum and the Marshmallow Sensor Image Intensifier.

Don't go out of your way to freeze Roamers on the way to the red flashing buildings, they aren't worth the effort. When the buildings aren't flashing red, don't wait for them, go back to HQ for more men and traps.

The Marshmallow man will appear when the cities PK energy reaches around 5000. The Marshmallow Alert will then sound. When this happens, one key will freeze the action (Run/Stop on a certain other). This allows you to get ready to hit the bait key ("B"). When you are ready, hit the pause key again and quickly hit "B". It is guaranteed to get the Marshmallow man - and the extra cash. The pause key isn't necessary, it is just useful.

When the city's PK energy reaches 9999, and if you've earned enough cash to carry on, you'll get the command it's "Goto Zuul!", what a funny line number I hear you say. Here you must sneak past the Marshmallow man, who is guarding the entrance of the temple. Wait until he is as far to the left as he will go and then slip two Ghostbusters through the door. You must have at least three men in your car. If you don't have any backup, it is all wasted.

There is a bug in Ghostbusters, when you go to trap a ghost, move your ghostbuster to the far left of the screen. Press the fire button to release the second man and move him directly over the first so that only one is visible. With the trap in the centre of the screen, fire the guns. The ghost gets caught every time.

Please note that these may not work. They will work on other "computers" not in the SV and MSX class. Go get those ghosts.

M.S.X. CASSETTE CABLES \$15.00
M.S.X. PRINTER CABLES \$35.00

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CONTACT S.A.U.G., P.O. BOX 191, LAUNCESTON SOUTH, TAS. 7249.

YET ANOTHER BUG*By: Todd Davies*

Recently I bought myself a copy of the SAUG yearbook and typed in a program called "World". After tinkering around with it and seeing how easy it was to use the draw command, I decided to do a similar program with a map of Australia. I did this and then thought it was a waste of time. I then got the idea to make an educational game out of it to teach kids where towns were located. I did this and quite pleased with my result, I sent it away to the SAUG program library.

I felt pleased with this program as it was my first program, that I thought was any good. I waited a while for a reply and was dismayed to find several days later, that my submission had been sent back and was told it didn't work. I went straight to my SV to check it, thinking that the disk saved with an error. I put in the disk, loaded the program and to my surprise, it worked perfectly. I left it for a while, thinking someone had gone mad, then I decided to give a copy to a friend, to check that it was okay. He came back the next day, telling me that it didn't work. I then thought to myself, "What have SpectraVideo done now?"

Before I had solved the problem, I went to a local user group meeting, taking the program with me, to get some time on a computer that also came up with bugs. The organizer, Peter Fox, was very helpful and located the bug and showed me a fix for it. I met another user who told me about his computer that was neither a MK I or a MK II, but a MK 1.5, he bought it in Hong Kong, (incedently from the same shop as I bought mine). When I got home after the 3 hour drive from Perth, I opened up my computer and sure enough, it's a MK 1.5. I thought to myself, why not give him a copy, no-one else can use it as it is. I did so and about a week later received a reply, IT DOESN'T WORK!

Even his computer, the same model as mine, won't accept this command. I seem to have a SV-328 that is unique. Anyway to cut a long story short, the bug is in the Draw command. You can't use BM's moving around the screen, without specifying a location. For example, "BM-7,+2"... comes up with an illegal function call. If you have a Basic Reference Manual, look around page 185 and you'll find that it says it is okay. If you want to move around the screen to draw bits and pieces, either use whole locations, or define variables to do the job. Some ones that seem okay are:

"BM128,96;"
or "BM+=X1;=-X2;" N.B. X1 and X2 are variables.

This is not the only bug in the Draw command, the "A" command has bugs in it. J. Suzuki, who apparently wrote SV Basic, must have overlooked these. I know the SpectraVideo 300 series, is not MSX compatible as advertised, is it SpectraVideo compatible?

HORSE RACING

by : T. McGee

This Program may be entered using the 'INPUT' program from Newsletter 2 - 2 (NOV. 84.) or The Year Book.

```

DN      5 REM RACES
AP      120 GOSUB 1920
BC      140 RN=RN+1:IF RN>8 THEN 2220
AD      160 GOSUB 1200
CF      180 GOSUB 840
GG      200 GOSUB 680: LINE(20,B+10)-(20,Y(6)+10),BC
CC      220 GOSUB 280
AE      240 GOTO 140
AD      280 '*****
BF      300 '* THE RACE IS ON *
AK      320 '*****
BA      340 SWAP P#,J#
AC      360 FOR N=1 TO 5 STEP 2:SPRITE$(N)=J#:NEXT
AK      380 FOR N=2 TO 6 STEP 2:SPRITE$(N)=P#:NEXT
GG      400 FOR N=1 TO 6:X(N)=X(N)+FNR(Z):NEXT
JL      420 FOR N=1 TO 6:PUT SPRITE N,(X(N),Y(N)),N+5:IF X(N)>0 THEN WH=N:GO
        TO 480 ELSE NEXT
AJ      440 GOTO 280
BJ      460 RETURN
CP      480 '*****
DP      500 '* END OF RACE *
DG      520 '*****
CE      540 PUT SPRITE 7,(140,Y*N-2),N+5,N
JD      550 FOR N=1 TO 6:IF PH(N)=WH THEN PK(N)=PK(N)+(PB(N)*3):NEXT
AG      560 GOSUB 3000
DI      580 FOR E=1 TO 7:PUT SPRITE E,(160,209),N+5,N:NEXT
AG      660 GOTO 140
AH      680 '
BA      700 '
AD      720 '
AP      740 LINE(0,182)-(256,192),BC,BF
BH      760 COLOR 15:LOCATE 50,184:PRINT"Press SPACE BAR to start race"
BP      780 I#=INKEY#:IF I#<>" " THEN GOTO 780 ELSE BEEP
BE      800 LINE(0,182)-(256,192),BC,BF
CG      820 RETURN
DH      840 '*****
DN      860 '* TRACK SETUP ETC *
DD      880 '*****
CC      900 CLS:COLOR FC,BC,BC:SCREEN 1
LD      920 COLOR 7:PRINT"  RACE";RN;" ";R#;" :- ";L*1000;"METRES":PRINT
DD      940 COLOR 10:Y=10:FOR N=1 TO 6:LOCATE 120,Y*N:PRINT N;" ";H$(N):NEXT
LP      960 A=12:B=70:FOR N=1 TO 5:X(N)=10:Y(N)=B+(A*N):SPRITE$(N)=B#:NEXT
CI      980 COLOR 6:FOR N=1 TO 255 STEP 6:LOCATE N,B:PRINT"+":LOCATE N,B:PRI
        NT"-":NEXT
AK      1000 COLOR 6:FOR N=1 TO 255 STEP 6:LOCATE N,Y(6)+15:PRINT"+":LOCATE N
        ,Y(6)+15:PRINT"-":NEXT
BJ      1020 FOR N=1 TO 6:SPRITE$(N)=0#:PUT SPRITE N,(X(N),Y(N)),N+5:NEXT
FI      1040 LINE(20,B+10)-(20,Y(6)+10)
DD      1060 LINE(250,B+10)-(250,Y(6)+10)
BD      1080 Y=10:FOR N=1 TO 6
EB      1100 LOCATE 20,Y*N
    
```

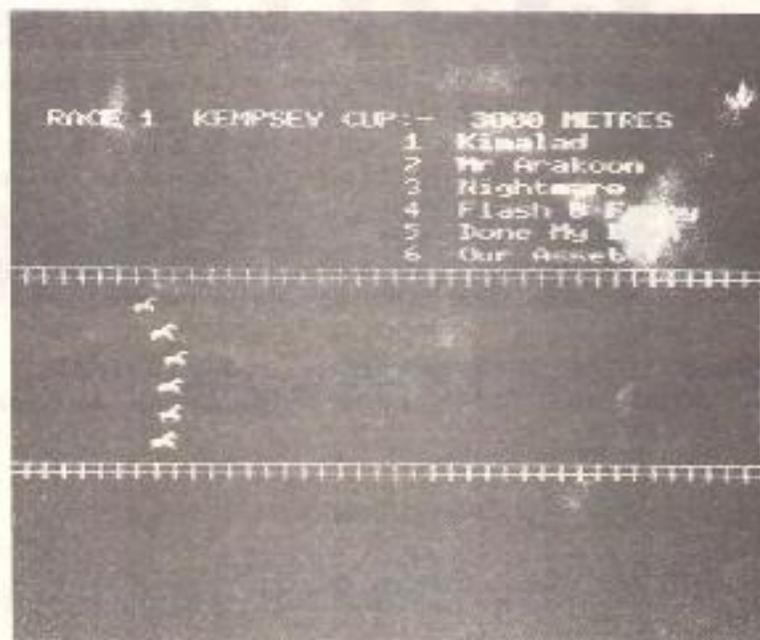
```

FA 1120 IF PN$(N)="" THEN 1160
GL 1140 PRINT PH(N); " :- "PN$(N)
BD 1160 NEXT
BE 1180 RETURN
AE 1200 '*****
AI 1220 '* PICK HORSES & BETTING *
AA 1240 '*****
FE 1260 R$=F$(RN):L=FNR(3)
FB 1280 IF L=1 THEN Q=240 ELSE IF L=2 THEN Q=495 ELSE Q=750
EE 1300 D=FNR(38):H$(1)=C$(D)
EB 1320 FOR N=2 TO 6
CL 1340 D=FNR(38):H$(N)=C$(D)
DB 1360 FOR AA=1 TO N-1:IF H$(AA)=H$(N) THEN 1340 ELSE NEXT AA
GB 1380 NEXT N
EK 1400 CLS:COLOR 13,1,1:SCREEN 0,0
NH 1420 PRINT " RACE";RN;" " ;R$;" :- " ;L#1000;"METRES":PRINT
BA 1440 FOR N=1 TO 6:PRINT TAB(5)N; H$(N):NEXT
DA 1460 IF AB$="Y" OR AB$="y" THEN 1580
AB 1480 PRINT:PRINT TAB(5)"ANY BETS [Y/N]";
CI 1500 AB$=INPUT$(1)
DH 1520 IF AB$="N" OR AB$="n" THEN RETURN
CN 1540 IF AB$="Y" OR AB$="y" THEN 1580
AF 1560 GOTO 1500
CG 1580 YP=10:LOCATE 0,YP-1
FA 1600 PRINT " KITTY YOUR NAME HORSE NO BET"
DC 1620 FOR N=1 TO 6:PB(N)=0:PH(N)=0:LOCATE 0,YP+N:PRINT USING"#####";PK
(N)
FH 1640 IF PN$(N)="" THEN 1680
BB 1660 LOCATE 0,YP+N:PRINT PN$(N)
BA 1680 NEXT
DN 1700 FOR N=1 TO 6
CO 1720 LOCATE 0,YP+N:IF PN$(N)<>"" THEN PRINT PN$(N):GOTO 1750
FB 1740 LINE INPUT PN$(N):IF PN$(N)="" THEN 1880
KA 1750 IF PK(N)=0 THEN LOCATE 20,YP+N:PRINT " Broke":GOTO 1680
HL 1760 LOCATE 25,YP+N:PRINT " ";LOCATE 25,YP+N
AH 1780 LINE INPUT PH$(N):PH(N)=VAL(PH$(N)):IF PH(N)=0 THEN 1880 ELSE IF
PH(N)>6 THEN 1760
HB 1820 LOCATE 33,YP+N:PRINT " ";LOCATE 33,YP+N
DL 1840 LINE INPUT PB$(N):PB(N)=VAL(PB$(N)):IF PB(N)>99 OR PB(N)>PK(N) T
HEN 1820
EJ 1860 PK(N)=PK(N)-PB(N):LOCATE 0,YP+N:PRINT USING"#####";PK(N)
FE 1880 NEXT N
AI 1900 RETURN
CI 1920 '*****
DN 1940 '* INITIALISATION *
CF 1960 '*****
AG 1980 CLS:T=RND(-TIME):DEFINT A-Z
FJ 2000 DEF FNR(V)=INT(V*RND(1)+1)
AG 2020 DIM X(6),Y(6),H$(6),F$(6),C$(38),PN$(6),PB(6),PR(6),PH(6)
FH 2040 Z=4
CB 2060 FOR N=1 TO 6:PK(N)=100:NEXT
FI 2080 FOR D=1 TO 8:READ D$:P#=P#+CHR$(VAL("&H"+D$)):NEXT
EP 2100 FOR D=1 TO 8:READ D$:J#=J#+CHR$(VAL("&H"+D$)):NEXT
FB 2120 FOR D=1 TO 8:READ D$:B#=B#+CHR$(VAL("&H"+D$)):NEXT
CF 2140 FOR D=1 TO 8:READ F$(D):NEXT
EJ 2160 FOR D=1 TO 38:READ C$(D):NEXT
BJ 2180 FC=10:BC=1

```

```

BA 2200 RETURN
AB 2220 '#####
BD 2240 '* END OF RACE MEETING *
AD 2260 '#####
BA 2280 CLR:COLOR 7,1,1:SCREEN V
GA 2300 PRINT TAB(3)"TODAY'S RACE MEETING HAS FINISHED"
CP 2310 IF AR$="N" OR AR$="n" THEN 2480
HE 2320 PRINT:PRINT:PRINT
AH 2340 PRINT TAB(3)"Betting results are as follows":PRINT
AL 2360 PRINT " NAME KITTY":PRINT
EJ 2380 FOR N=1 TO 6
FK 2400 IF PN$(N)="" THEN 2460
EI 2420 PRINT TAB(3)PN$(N);
CB 2440 PRINT TAB(12);USING"####";PK(N)
BB 2460 NEXT
BH 2480 PRINT:PRINT:END
CK 3000 '
CL 3002 '
CS 3004 '
CJ 3020 LINE(0,102)-(256,192),BC,BF
FK 3040 COLOR 15:LOCATE 50,184:PRINT"Another race LY/NJ";
CF 3060 I#=INPUT$(1)
CH 3080 IF I#="Y" OR I#="y" THEN RETURN
PP 3100 IF I#="N" OR I#="n" THEN 2220
AK 3120 GOTO 3060
EC 8000 DATA 02,07,0D,7C,FE,FE,42,81
FN 8020 DATA 02,07,0C,7C,FE,7E,42,24
EL 8040 DATA 02,07,0D,7C,FE,FE,42,42
JE 8060 DATA KEMPSEY CUP,VALLEY STAKES
PD 8080 DATA MAIDEN H/CAP,IMPROVER H/CAP,OPEN H/CAP
LD 8100 DATA RURAL STAKES,FLYING H/CAP,GLADSTONE CUP
DB 8120 DATA Luskin Lady,Miss Rose,Perfect Fal,Young Benny
EA 8140 DATA Lacy Gate,Pacific Drive,Burn The Turf,Kidnapped
AB 8160 DATA Double Beauty,Our Asset,Goody Cundrap,Mr Arakoon
EN 8180 DATA Kimalad,High Hope,Pioneer,Eat A Pie
DI 8200 DATA Snow Queen,Flash & Fancy,Call The Shots
EH 8220 DATA Stormy Cove,Bourkes Law,Diceman,Lady Bug
BF 8240 DATA Shay Pearl,Rated Best,Done My Dash,Middle Head
HE 8260 DATA Craig's Angel,Gold Bit,Nightmare,Curly Boy
HE 8280 DATA Scarlet Vixen,Idle Rocket,Nipay Belle
FI 8300 DATA Born Bold,Cool Brick,Companion,Ameranty
END
    
```



M.S.X. ANTARCTIC ADVENTURE (Review)

By A. Kellner.

If you've become sick of demolishing screens of aliens, munching pills and ghosts and alike, this game could serve as some relief on a Sunday from watching the Swans getting whipped on the idiot box (that will make me popular).



The main character is "Pete", no pun intended, the penguin whose formidable task is to skate his way around the Antarctic from one countries base camp to the next. All this to the tune of the Skaters Waltz, which after a while becomes quite penetrating, so if it riles you there's always the volume control.

This fact did not deter any of the scores of kids (and some adults) from putting "Pete" through his paces at the last Computer Expo at Devonport. It was one of the games at our Users Group stand which ran hot all day and also saw the demise of two good joysticks.

Now the object of the game is to guide the penguin around the South Pole from one base camp to the next. The trips must be completed within the time given or else, the game comes to an end. Points for each leg of the journey are accumulated by touching green marker flags as you pass, catching fish which leap from ice holes all along the way and for avoiding obstacles such as crevasses, ice holes and enemy seals, which continuously get in your way and try to slow your progress. The speed at which "Pete" travels is controlled by moving the joystick (or cursor) forward to move faster or backward to slow down, an indicator on the top left hand side of the screen gives you a graphic plot of your speed.

The slower your progress and the more obstacles that you run up against the more time is lost. Every time that "Pete" hits an obstacle he is slowed to a mere crawl and has to regain his balance, thus the slimmer the chances of reaching the base camp. The distance to the next camp is indicated, in kilometres, at the top of the screen and is decremented according to the speed of "Pete's" skating. The time remaining is also shown at the top of the screen, it decreases in seconds. A type of alarm signal is sounded when your time gets to ten seconds and continues to sound until your time runs out. When you reach a base camp any remaining time is added to your score (*100), then a flag is raised of a particular nation and "Pete" is ready for his next trip. There are a total of ten camps to visit till you return to your original destination at which time you receive a Bonus surprise !!.

This game has some good graphics and provides a pleasant change from the usual. The game comes from KONAMI and is available from most M.S.X. software outlets.



SOFTWARE & ARTICLE COMPETITION

THE SVI-MSX SOFTWARE/ARTICLE**COMPETITION**

THE SOFTWARE COMPETITION IS OPEN TO ALL SVI-MSX AUSTRALASIAN USERS GROUP MEMBER. A LIST OF THE PRIZES CAN BE FOUND ON THE NEXT PAGE. SO REMEMBER YOU MUST BE IN IT TO WIN IT.

WE HAVE SO FAR RECEIVED 9 ENTRIES, AND WE EXPECT MUCH MORE. THE GREAT PRIZES DESERVE GREAT ENTRIES.

ANYONE CAN ENTER, YOU DON'T HAVE TO BE THE GREATEST COMPUTER PROGRAMMER IN THE WORLD. WE WILL BE PICKING THE WINNERS ON THEIR IDEAS AND WORK DONE.

THE COMPETITIONS MAIN AIM IS TO INCREASE MEMBERS PARTICIPATION IN THE NEWSLETTER ARTICLES. WE NEED NEW IDEAS AND THIS WE DECIDED WOULD BE THE BEST WAY.

580 MEMBERS EACH SUBMITTING 1 PROGRAM WILL TAKE OUR SUPPLY OF NEWSLETTER ARTICLES FROM -1 TO 560. WHICH WILL HELP TO KEEP THE QUALITY OF OUR NEWSLETTER TOPS.

SO HOW ABOUT SOME ENTRIES ????????

YOUNG MEMBERS ARE NOT FORGOTTEN. WE WILL MAKE SURE THAT PROGRAMMERS UNDER THE AGE OF 16 WILL HAVE A SPECIAL PRIZE, AS WELL AS A CHANCE AT THE MAJOR ONES. SO COME ON LETS SEE YOU SHOW UP THE GROWN UPS.

PRIZE LIST TO DATE

SVI - 728 M.S.X. COMPUTER

SV - 318 PACK (CASSETTE, JOYSTICK & SOFTWARE)

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BOX 5.25 COMPUTER DISKS

BOX C-15 COMPUTER GRADE CASSETTES

I wish to thank Rose Music for the donation of the SVI - 318 computer pack. Also Jessups Launceston for the donation of the Radio Headphones.

Any other Retail outlets that might like to assist the User Group with a prize will be greatly appreciated.

UN-MERGE

by : G. Kraushaar

This Program may be entered using the 'INPUT' program from Newsletter 2 - 2 (NOV. 84.) or The Year Book.

```

HD      1 '                                program: UNMERGE
                                author : G.KRAUSHAAR
                                copyright 1985
CL      2 ' The author allows that this program may appear in S.A.U.G. ma
                                gazine, and that any member of S.A.U.G. may copy and use the prog
                                ram for personal use, provided that this note remains intact.
IF      3 '                                This program unmerge
                                s two ascii program files. By manipulation of the entry sect
                                ion, it is possible to record:
GP      4 ' . lines deleted from the old listing . lines changed in the
                                old . changes in the new listing . addi
                                tions to the new listing . common program lines
FB      5 '                                For further convenience,
                                the options may be saved to the same filename. As a trivial ex
                                ample, options 1,2,5 all saved to the same filename, will effecti
                                vely copy the OLD listing.
PC      6 ' restrictions on use: . requires one disk dr
                                ive . programs to be compared must both be
                                saved in ascii format . the disk must have enough ro
                                om for extra 5(max) files
AL      7 '                                I welcome word of modif
                                ications either directly, or via S.A.U.G. Obvious ones include:
                                allowing for two drives; improved error recovery;
                                facility for non-ascii files;
KJ      8 ' a cassette compatible version (perhaps spooling to
                                hidden memory); a better video driver
                                facility for data files
EA      9 '                                A final note: From line1
                                0000 there is a facility for killing files on disk. it can only
                                be entered by "goto10000" in direct mode, and is deliberately de
                                signed for alert users only.
LA      10 CLEAR2000:SCREEN,0:CLS:MAXFILES=7:ONERRORGOTO20000;R$="DO YOU WAN
                                T A RECORD OF LINES "
AE      20 STOPON:ONSTOPGOSUB9999
DH      30 IV$=CHR$(27)+"p":NV$=CHR$(27)+"q"
IB      40 KEYON:ONKEYGOSUB10000
FX      100 LOCATE15,0:PRINTIV$;"UNMERGE";NV$:PRINT
BH      110 LOCATE0,2:INPUT"WHAT IS YOUR source FILE";SF$:INPUT"WHAT IS YOUR
                                modified FILE";MF$
EN      120 DI=3:LOCATE0,4:PRINTR$;"DELETED FROM ";SF$:D=3:GOSUB1000
FX      130 PRINTR$;"ADDED IN ";MF$:D=4:GOSUB1000
EP      140 PRINTR$;"CHANGED IN ";MF$:D=5:GOSUB1000
EH      150 PRINTR$;"CHANGED IN ";SF$:D=6:GOSUB1000
FC      160 PRINTR$;"COMMON TO BOTH FILES":D=7:GOSUB1000
AL      170 OPEN"1:"+SF$FOR INPUT AS#1:OPEN"1:"+MF$FOR INPUT AS#2
JE      180 FORI=3TO DI-1:CLOSE#I:OPENFL$(I) FOR APPEND AS#1
CB      190 ERROR67
FX      200 OPEN FL$(I)FOR OUTPUTAS#1
CO      220 NEXT
AD      500 F=1:GOSUB1100
AF      510 F=2:GOSUB1100

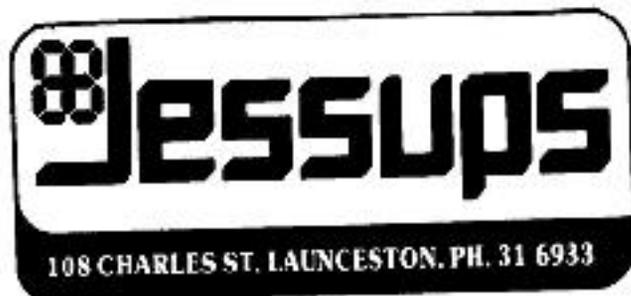
```

```

BF 520 ONE(1)+E(2)GOTO630,610,9999
CG 530 IFN(1)<N(2)GOTO610
CB 540 IFN(1)>N(2)GOTO630
BK 550 IFLN$(1)=LN$(2)GOTO590
DG 560 IFFR(5)<>0THENPRINT#FR(5),LN$(2)
DI 570 IFFR(6)<>0THENPRINT#FR(6),LN$(1)
AF 580 GOTO500
DI 590 IFFR(7)<>0THENPRINT#FR(7),LN$(1)
AE 600 GOTO500
DJ 610 IFFR(3)<>0THENPRINT#FR(3),LN$(1)
AG 620 F=1:GOSUB1100:GOTO520
DI 630 IFFR(4)<>0THENPRINT#FR(4),LN$(2)
AB 640 GOTO510
DJ 1000 Z%=INKEY$:IFZ%<>"GOTO1000
NH 1010 Z%=INKEY$:IFZ%=""GOTO1010
BA 1020 IFZ%="N"ORZ%="n"THENRETURN
BH 1030 IFZ%<>"Y"ANDZ%<>"y"THEN1010
AP 1040 INPUT"filename";NM$:NM%="1:"+NM%
BA 1050 FDI=3TODI
BC 1060 IFNM%=FL$(I)THENFR(D)=I:RETURN
CB 1070 NEXT:FL$(I-1)=NM%:DI=DI+1
BK 1080 FR(D)=I-1
BK 1090 RETURN
JC 1100 IFEOF(F)THENE(F)=F:RETURN
CF 1110 LINE INPUT#F,LN$(F)
FG 1120 S=INSTR(LN$(F)," ")
FB 1130 IFS=0ORS>6THENERROR57
GK 1140 N(F)=VAL(LEFT$(LN$(F),S-1))
KF 1150 IFN(F)=0THENERROR57
BG 1160 RETURN
BD 2000 ' error handling routines
BE 2010 IFERR=53ANDERL=180THENRESUME200
BJ 2020 IFERR=53ANDERL=170THENLOCATE6,24:PRINTIV$;"INPUT FILE NOT THIS D
ISK";NV$;;RESUME110
BH 2030 IF ERR=57THENLOCATE10,24:PRINTIV$;"DIRECT STATEMENT IN FILE";NV$
AP 2040 IFERR=69ANDERL=10170THENPRINTIV$;"file ";FL$;" write protected";
NV$:A$="no":INPUT"Do you want to kill this file";A$:IFA%<>"YES"A
NDA%<>"yes"GOTO9999ELSE SET"1:"+FL$,"":RESUME
NA 2050 IFERR=67ANDERL=190THENLOCATE5,24:PRINTIV$;FL$(I);"ALREADY EXIST
S";NV$;;LOCATE0,22:PRINT"do you still want to use this name?";:A
%=INPUT$(1):IFA%="y"ORA%="Y"THENCLOSE#I:RESUMENEXTELSEINPUT"What
name do you want now";A$:FL$(I)="1:"+A$:RESUME180
DD 9999 LOCATE,,1:SCREEN,1:ONERRORGOTO0:END
DH 10000 CLS:CLOSE:FORI=1T01000:NEXT
HH 10010 LOCATE0,10:PRINT"this option destroys files"
BH 10030 FORI=1T01000:NEXT
BL 10040 LOCATE0,11:INPUT"ARE YOU SURE YOU WANT TO USE IT";A$
LN 10050 IFA%<>"YES"ANDA%<>"yes"GOTO9999
AE 10055 IFDI<3GOTO10110
BF 10060 CLS:FORI=3TODI-1
FC 10070 A$="ND":PRINT"do you want to kill ";FL$(I);:INPUTA$
LN 10080 IFA%<>"YES"ANDA%<>"yes"GOTO10100
BA 10090 KILLFL$(I)
CF 10100 NEXT
FF 10110 CLS:FILES:A$="ND"
CI 10120 INPUT"Do you want to kill any more ";A$
IP 10140 IFA%<>"YES"ANDA%<>"yes"GOTO9999

```

```
KN 10150 PRINT "MURDEROUS WRETCH", "USEFORMAT fffff.ddd"  
BK 10160 INPUT "filename";FL#  
BD 10170 KILL "l;"+FL#  
AE 10180 GOTO10110  
END
```



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LIBRARY NOTES*by J. Collins*

It seems like ages since I sat down and entered an article for the newsletter and I must admit I feel better for my holiday. Now that I'm back on deck there is a lot to report on so let's get right into it.

While I was off work enjoying myself there was still quite a flow of library software orders and requests for information. We have had a further influx of new members and there have been numerous requests for an updated list of just what is available through the library so in this issue there is a full listing of old and new titles. All you BASIC programmers will be interested in the 'BASIC UTILITIES PACKAGE' reviewed later in this article. Some of our old SVI favourites have been ported across to the MSX environment and are now available for all MSX machines. As well we have some games which have been written especially for MSX and these are reviewed later.

MSX is alive and well, MITSUBISHI have released their machine in Australia and several others are projected for early release. I have seen only one advert for SPECTRAVIDEO and that was in the New Zealand section of the new magazine, JUST COMPUTERS. Software for the new machines is appearing in reasonable quantities and some that I've purchased will be reviewed later in this article. From reading what has been written in the various magazines it appears that MSX Version 2 will be a major advance on MSX Version 1, especially in the area of Display Resolution where some articles are claiming screen resolution as good as that on the Apple Macintosh. Apparently the version 2 machines will be fitted with 64K of Video Ram and an 80 column, full color display as standard. They were supposed to be released early September but I haven't seen one yet.

I have been experimenting with the MSX Video Data Processor chip and the various ways in which it can be made to do interesting things, and will release a small package of routines and short programs shortly. One thing that is very pleasing about MSX is the large amount of published information which is becoming available in the form of books by various authors. If only half of this info had been released for 318/328 users we wouldn't still be groping mainly in the dark. To date I have seen six different titles and they are all excellent. We intend to review these books and publish details of where to get them etc in next issue.

For all you machine-language hackers out there I am pleased to report that there is an Editor-Assembler now available for MSX. It's cassette based and is released in Australia by OZZI-SOFT. Ask for the KUMA 'ZEN' Assembler. I believe it's priced around \$35.00. I've seen it being used but have not picked up a copy for review as yet. More details as they become available.

From our own resources come two new BASIC games for MSX. These are simple but effective and readily demonstrate just what can be done using MSX BASIC. First of these is MSX LANDER and as the title suggests is yet another variation of the Lunar Lander theme. Here you have a LEM which is subject to gravitational pull and will crash on the moon surface unless guided by the intrepid astronaut to a 'soft' landing on the designated landing site. A successful landing is greeted by a printout of your score and an immediate challenge to 'do it again Sam' only this time on a more difficult moonscape. Not brilliant but you may get some ideas from it for a masterpiece of your own.

Next up is a program from the September issue of Australian Personal Computer. It has the grand title of Chas in the Castle, has radioactive spider eggs, ladders, and of course spiders. Chas has to steal the eggs for his boss (?). The listing in APC has well over 200 REM statements which certainly makes it easy for you to see how it was done. Unfortunately this makes for a heck of a big program so we have entered, debugged, deloused, compressed, and tidied up. When you get it it will be neat, compact and hopefully will work as intended. We pay full tribute to the author of the game Mr A Sidgwick. He has released it to the Public Domain but of course you have to type it in from the very small print used in APC and this is no easy matter.

Our offer is this.....Both of the above mentioned games, fully debugged and working, on MSX Cassette ready to load and run for the princely sum of \$7.50. Actually we are only charging for the labour involved, which was considerable, cassette and postage and handling. If you don't want to sit down and type in the two programs yourself then this is the way to go. When ordering please ask for the MSX CASSETTE OFFER. (We hope to have another MSX parcel ready soon with 10 games but more on this later).

I have received some software offerings recently but have not had time to assess them owing to the holiday. Anyone who has sent items since July will hear from me shortly.

BASIC UTILITIES PACKAGE consists of nine (9) separate utility programs which will perform a range of tasks, and six (6) games to play when you tire of using the utilities. The utilities are very handy little modules, ranging from a general purpose MENU program which should be on all BASIC disks to routines for cleaning all old files from a disk without erasing the system tracks. This also sets up the directory etc. There is a utility for examination of Tracks and Sectors, a Disk Directory Utility, another for displaying the character set. One very useful routine allows copying 'saved' screen files from disk to disk. The games are all Basic, adapted for SVI from various sources, and entertaining at the very least. This complete package is offered at \$12.50 if we supply the disk. \$7.50 to those who supply a disk. Any cassette system owner who wants to buy only the games can have a verified cassette for \$7.50, post paid.

Would all disk drive owners writing in for software and sending own disks please FORMAT them and put your BASIC or CP/M system on them. Don't forget with BASIC disks to RUN "1:format" as well before sending them off. This will save a lot of time and will help to eliminate errors and bad saves of programs which occur sometimes.

That's all I have room for this time. Take care and bye for now.

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HELPFUL HINT - If you are using Wordstar on a two-drive system, with your system disk on Drive A and your files on Drive B, it seems to take forever for the system to get to the point where you can change logged drives with the L command. To speed things up, boot to the CP/M A) prompt and type B: and press ENTER. When the B) prompt appears, type a:ws and the Wordstar program will load and after the sign-on message will display the directory of drive B.
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