

# SVI & MSX

SPECTRAVIDEO



## NEWSLETTER

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### CONTENTS

INTRODUCTION .....	2
A BASIC GUIDE TO TURBO PASCAL PT 2 ....	3
GREENSBOROUGH COMPUTERS .....	6
PROGRAMMING WITH SPRITER PART 2 .....	7
SQUASH ( Program ) .....	9
SAN COMPU-PRODUCTS .....	11
LIBRARY NOTES .....	12

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### INTRODUCTION

By The Ed.

Sorry about the delay in this newsletter. Delays seem to be the order of the day at present. Well things will slow down for me now Christmas is just around the corner. Anyway, I was away for 3 weeks on a training course and thus had to leave Our Users' Group alone for a time.

But I am now getting back into the swing of things and will be punching out newsletters with more vigour than ever.

A good newsletter this month again, with lots of interesting bits. Please note our special offers in the library section. Just in time for Christmas. So while we are in a generous mood, please take advantage.

We have been able to acquire a variety of bits and pieces in the way of Hardware from some un-namable sources. These bargains are just for club members and an idea of what we have is listed on the back, under Buy, Trade & Sell. One thing I have missed out are some Brand New Key-Boards for the SVI-318/328. They are full travel and at one stage were selling for \$140. We are making them available at just \$35. So take advantage quickly as stocks are limited, and when they are gone there will be no more.

As you realise the SVI 318/328 are no longer being made and the items we have are all we have. When they run out our offer closes.

Also If members are interested in the 1986 Year Book. The 1985 Year Book has to be sold first. The Group does not have the money to print a new Year Book until The money outlayed on the current one is re-couped.

Keep those letters comming in folks, we love to hear from you. Even though we cannot reply to all. I just don't have the time at present.

As long as members show interest in the group, I will show interest. So lets keep a good thing going.

By the Way it's the 3rd Birthday for Our Users' Group.

HAPPY BIRTHDAY , HAPPY BIRTHDAY .....

**A Basic Guide to Turbo Pascal Pt 2**by: *Todd Davies*

Constants on the surface may seem just like variables, but there is one main difference : they cannot be altered (not within the body of a program anyway). They are named in a similar fashion except "Var" is exchanged "Const". See the below program.

```
1: { Calculate the interest for a loan }
2: Program Interest;
3: Const
4:     Rate = 0.17;
5: Var
6:     Interest, Principal, Term : Real;
7: Begin
8:     Writeln ('This program will calculate the interest on');
9:     Writeln ('a loan at a rate of 17% per annum. ');
10:    Writeln;
11:    Write ('What is the amount borrowed? ');
12:    Readln (Principal);
13:    Writeln;
14:    Write ('How long will it be on loan for (in years)? ');
15:    Readln (Term);
16:    Writeln;
17:    Interest := Principal * Rate * Term;
18:    Writeln ('You will end up paying $', Interest:1:2,
19:           ' in interest');
20: End.
```

You will notice something new statement in line one. This is the equivalent of the Basic REM statement (or closer to the truth 'ie. :REM). This is just a way of documenting a program so that it is easier to follow. The comments must be surrounded in either of two types of brackets, either: { Remark }  
or (\* Remark \*)

There are two types for debugging purposes. If for instance you have written a program and you want to see how it will work without one line. You can easily surround it with (\* \*), so that you can easily get it back later, and find it easily (using ^QF).

Back now to constants: It starts the same as Var on line three. The difference is defining the term, no type is needed (such as integer). The value is entered but that is all. The syntax is: {constant\_name} = {value};

The next new item is line 17. This is the equivalent to the Basic LET statement. This is the formula for calculating simple interest. The only difference between this and the Basic syntax is that instead of the Basic "=", Pascal needs ":=". The syntax is: {Variable} := {Formula}

The last item that you may have noticed is on line 18. With the printing of real numbers, you must put the variable in this form unless you want the result printed in scientific notation.

For example for : "Writeln (Pi);", you would get the answer of 3.1415926536E+00. This is not an attractive result to most users of a program. The two numbers are for the number of columns to leave for the result and the number of decimal places. The columns is used for lining up values on the right column instead of the left. The syntax is : {Variable}:{Columns}:{Places} and you should now be familiar with the rest.

Turbo Pascal uses the rule of order for expressions. What this means is that Multiplication and Division come before Addition and Subtraction. So  $A + B * C = A + (B * C)$

If you are having difficulty with a formula in a program, this may be the cause of your problems. For this reason it may be a good idea to put in brackets whether you need them or not, for clarity reasons.

There is a cross between a variable and a constant. It is called a static variable. The only difference between a static variable and a constant is that it is given a type under the constant heading. So when you are putting in your constants, put in the type for the one you want to be a static variable.

All that this allows you to do is have a variable that has a pre-determined value ie. you don't have to initialise it. This may sound like a good idea to use for all of your variables, but unfortunately it takes up a great deal of memory and just isn't practical.

Compound statements can be defined as a group of statements surrounded by the words BEGIN and END. When in a group, they are always followed by semicolons. This can be likened to multiple statements in on Basic line, separated by colons. Repetitive statements such as loops use these a lot. It is simply a way to group a routine together.

```
1: Program WhileDo;
2: Const
3:     Count : Integer = 1;
4: Begin {No. 1}
5:     While Count <= 25 Do
6:     Begin {No. 2}
7:         Writeln ( Count );
8:         Count := Succ (Count)
9:     End; {No. 2}
10: End. {No. 1}
```

Line 3, is the static variable that you read about earlier. The syntax for it is: {Variable\_Name} : {Type} = {Value};

Line 5 is the beginning of a while statement. This has no SV Basic equivalent, but for those who use MBasic, it is similar to the while, wend statement. The principle is simple, while the condition is true repeat the compound statement. So in this case while count is less than or equal to 25, repeat {No. 2}. If count

exceeds 25, then continue with the rest of the program, useful stuff. The syntax is : While (Condition) Do (Statement)

You will notice a nested Begin on line 6. This is so that While knows what it has to repeat. This becomes more and more common as you progress, until the point that all of your programs are nested.

On line 8, you will notice a new term, Succ. This is short for successor. What this does is add one to the value. We could have written this as : Count := Count + 1

This is especially useful when dealing with characters. The rest of the program is fairly self explanatory.

Another type of loop is the Repeat Until loop. This is the next stage of the While loop. No Begin and End are needed as Repeat marks the beginning of the loop and Until marks the end. Here is the same program using Repeat.

```
1: Program RepeatUntil;
2: Const
3:     Count : Integer = 1;
4: Begin
5:     Repeat
6:         Writeln ( Count );
7:         Count := Succ (Count)
8:     Until Count > 25
9: End.
```

The program is pretty much self explanatory. If you think there is any part of it you do not understand, type it in and watch it running.

The last main type of loop is the For loop, which resembles the For, Next loop of basic. This is pretty much self explanatory, see the below program.

```
1: Program ForDo;
2: Const
3:     Count : Integer = 1;
4: Begin
5:     For Count := 1 to 25 Do
6:         Writeln ( Count);
7: End.
```

The main question you are probably asking is what one to use. Use the following rules:

1. Use While when you may not need to repeat the loop
2. Use Repeat if you know that you will have to
3. Use for, if you know in advance how many times you will want to repeat.

More next month ...



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## PROGRAMMING WITH SPRITES Pt. 2

By L. Parker

### SPRITE MOVEMENT

One of the advantages of working with sprites is that once you have set them in motion, they will automatically move off the edge of the screen and come in again from the opposite side. The following program shows how to get your sprite moving. (MSX owners - change Screen 1 to Screen2)

```
10 SCREEN1,1
20 SPRITE$(1)="0x0"
30 X=1:Y=100:
40 PUT SPRITE1,(X,Y),15,1
50 X=X+1
60 GOTO 40
```

Of course, if you don't want it to keep lapping around the screen, you could add a test for the edge like this:

```
45 IF X>251 THEN X=251
```

Alternatively, the STEP command can be used to move sprites by using the following format:

```
40 PUTSPRITE1,(1,100),15,1
50 PUTSPRITE1,STEP(1,0),15,1
60 GOTO 50
```

Moving a sprite in 8 directions under joystick control requires 8 IF....THEN statements, one for each direction. See your User's Manual.

To include all joystick options in your program, simply type:  
J=STICK(0)+STICK(1)+STICK(2)

You will be able to move your sprites much faster and smoother with the techniques used in the following program.

```
10 SCREEN 1,1:DEFINT A-Z
20 FOR T=1 TO 3:READ C$
30 D$=D$+CHR$(VAL("&b"+C$)):NEXT T
40 FORT=1TO8:READ A(T),B(T):NEXT
50 SPRITE$(1)=D$:SPRITE$(2)=D$
60 E=60:F=96:G=180:H=96
70 ON SPRITE GOSUB180
80 SPRITE ON
90 PUT SPRITE 1,(E,F),10,1
100 PUT SPRITE 2,(G,H), 1,2
110 J=STICK(0):IF J THEN E=E+A(J):F=F+B(J)
120 K=STICK(1):IF K THEN G=G+A(K):H=H+B(K)
130 GOTO 80
140 DATA 00011000
150 DATA 00111100
160 DATA 00011000
170 DATA 0,-2,2,-2,2,0,2,2,0,2,-2,2,-2,0,-2,-2
180 SPRITE
OFF:SCREEN2:LOCATE90,80:PRINT"BOOM":FORT=1TO500:NEXT:SCREEN1,1:
GOTO 50
```

DEFINT A-Z in line 10 defines all variables as integers and speeds up the computer's calculations. If your program requires a

CLEAR statement, it must come before your DEFINT statement.

Line 40 reads the data at line 170, which is the eight pairs of directions for the sprites, and places the data in arrays A(T) and B(T).

Lines 110 and 120 check to see if the joysticks have been used, and increment the X and Y co-ordinates according to which direction the joystick was moved.

Sprite collisions are detected by the ON SPRITE GOSUB command. This is an interrupt command and can precede your main loop. This command needs to be activated by SPRITE ON, which should be within your main loop.

The program jumps to line 180 when a collision occurs. It is wise to include a SPRITE OFF statement in this subroutine to prevent the collision registering more than once. The reason for looping back to line 50 is that when the program changed screens the computer forgot about its sprite information, but it still remembered what was stored in D\$.

-----

Now to the subject of STRIG, which refers to the spacebar [STRIG(0)] or the trigger buttons on the plug-in joysticks [STRIG(1)] AND [STRIG(2)].

I was under the impression that ON STRIG GOSUB didn't work for the SV joystick ports, until I began writing this article. However, I have now discovered that it REALLY DOES WORK perfectly well, with the addition of a comma or two.

The commands to use are ON STRIG GOSUB [line number] and STRIG( ) ON and STRIG( ) OFF.

The ON STRIG GOSUB command expects up to 3 line numbers to be specified, the first one referring to the space bar and the second and third ones for the joystick buttons. If you want your program to work on joystick 1 only, type:

```
ON STRIG GOSUB,line number (note the comma) and STRIG(1) ON.
```

For joystick 2 only, type:

```
ON STRIG GOSUB,,line number (two commas) and STRIG(2) ON.
```

To set up the three strig options, you must repeat the line number three times separated by commas. (See line 150 of my Shooting Gallery program which follows).

On MSX machines, up to 5 line numbers may follow an ON STRIG GOSUB command. Correspondingly, STRIG( ) ON/OFF/STOP can have a value from 0 to 4. That is, (0) for the spacebar, (1) or (3) for the buttons of joystick 1, and (2) or (4) for joystick 2.

An alternative use of STRIG is to type:

```
IF STRIG(0) <> 0 THEN GOSUB .....
```

An interrupt command is always faster than an IF....THEN statement.

I have had comments from members at times that they don't like to see a program freeze while a bullet travels. The action continues in "Shooting Gallery" when you fire, but the bullet would naturally have been faster if it didn't. See line 270 where the GOSUB 310 allows the ducks to take a step while the bullet is travelling.

```
10 'SHOOTING GALLERY BY LUCILLE PARKER,1985
20 COLOR 15,1,3:SCREEN1,2
30 FORT=1T06:READA:S$=S$+CHR$(A):NEXT
40 SPRITE$(1)=S$
```

CONTINUED PAGE 15



```
58 IFRX>240THENRX=240
59 IFRX<8THENRX=8
60 PUTSPRITE1, (RX,RY),6
61 IFT=-1THENGOSUB70
62 IFB$="D" THENY=Y-AELSEY=Y+A
63 IFX>240THENBX=-BX:PLAYP$
64 IFX<8THENBX=-BX:PLAYP$

65 X=X+BX
66 IFY<8THENB$="U":PLAYP$
67 IFY>112THENGOTO78
68 PUTSPRITE3, (X,Y),1
69 GOTO45
70 IFB$="D" THENRETURNELSEPUTSPRITE1, (256,192),0:PUTSPRITE2, (RX-4,RY),6:FORI=1TO100:NEXTI:SPRITEON:ONSPRITEGOSUB72
71 PUTSPRITE2, (256,192),0:PUTSPRITE1, (RX,RY),6:RETURN
72 SPRITEOFF:B$="D":A=RND(1)*3+2
73 PLAYP$
74 CH=RND(1)*10:IFCH>5THENBX=-AELSEBX=A
75 RETURN
76 SE=SE+1:IFSE=60THENM=M+1:SE=0
77 RETURN
78 RX=128:RY=96:SC=SC+1:INTERVALOFF
79 X=128:Y=96:B$="D":TI=M+(SE/100)
80 PUTSPRITE1, (RX,RY),6:PUTSPRITE3, (X,Y),1:COLOR15:IFSC=10THEN82
81 LOCATE70,168:PRINT"PRESS TRIGGER TO SERVE"
82 COLOR1:LOCATE224,141:PRINT"###":LOCATE40,141:PRINT"#####":COLOR15
83 LOCATE224,141:PRINTSC
84 LOCATE40,141:PRINTUSING"##.##";TI:IFSC=10THEN88
85 T=STRIG(1)ORSTRIG(0):IFT<>-1THEN85
86 COLOR1:LOCATE70,168:PRINT"PRESS TRIGGER TO SERVE":PLAYP$
87 INTERVALON:GOTO45
88 COLOR15:LOCATE100,168:PRINT"GAME OVER":LOCATE100,169:PRINT"GAME OVER"
89 T=STRIG(1)ORSTRIG(0):IFT<>-1THEN89
90 LINE(0,167)-(256,192),1,BF
91 IFTI>HITHENHI=TI
92 LOCATE100,168:PRINT"HI: ";HI:LOCATE100,169:PRINT"HI: ";HI
93 T=STRIG(0)ORSTRIG(1):IFT<>-1THEN93
94 LINE(0,167)-(245,192),1,BF
95 GOTO42
```

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### LIBRARY NOTES

by J. Collins.

Some news on some new programs for sale through the library in this issue. The programs are all by one of our members and show some excellent use of the power of the SVI BASIC language.

"BOUNTY" is patterned after the excellent MSX program "LODE RUNNER" and is very well done. Unfortunately it is only suitable for disk operation so for you members with no disk drives it just won't work. I would recommend this program as being extremely addictive and not at all easy to master at first. Don't leave this one sitting on our shelves.....at prices as shown in the following price list it's a bargain.

"GRAVITY" and "ICE" are two more offerings from the same author and they are also excellent, although not in the same class as Bounty. Check them out people.....for the prices asked they won't break the bank.....besides, the range of new software appearing in the shops is not too great this week !!!!

My MSX Express decided to turn toes up some weeks ago and of course that was just in the middle of some game development for our MSX users. Parts to fix it have been slow to arrive but once I'm underway again we should be able to present some MSX ideas etc. My readings of the overseas magazines tells me that some MSX-2 machines are on sale in some countries and also that there is a large and growing software base appearing in some countries for MSX-1 and MSX-2. This is good news because MSX has definitely not taken Australia by storm.

For all you SVI owners a thought for the future just might be to have a look at MSX-2 as a way of upgrading hardware and at least being able to make some use of your present software as far as BASIC is concerned. There certainly does not appear to be any other cost effective way of getting into newer technology, even if there were a new machine on the market to change to. Of course you could always buy one of the new (old) commodore 64s which have been given a new lease of life. I'm not that desperate yet !

FINAL MESSAGE ON OFT REPEATED SUBJECT --- My wife is still getting lots of phone calls during the day from people wanting this that and the other. I will tell you now that my wife has no knowledge whatsoever of the operation of the group library and can not help you in any way. So far she has maintained her cool and always gives a polite message that I do in fact work for a living, I am not employed by the SAUG, and I am not here during normal working hours. I can not promise from issue date of these notes that she will continue to remain cool if members ring during working hours. Be fair and only ring between 6PM and 8PM on any week night or take a chance and ring during the day at the weekends. I can easily change my phone number and simply not make the new number public if members abuse this system.....BE WARNED

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Please note that the program CRUNCH by its' nature is a disk-based program and although it could be converted for cassette use we do not recommend this course if you aren't used to working with file input/output. It is not a game and should not be ordered unless

you have a definite need for a utility to shorten very long BASIC programs.

The two BASIC adventure programs Mysterious Manor and Count Dracular are too long to fit in memory of standard 318 computers. Owing to problems which have shown up in these two programs they are now only being supplied on cassette.

No room for the CP/M List this newsletter.

```
50 DATA 48,298,113,63,62,28:' duck
60 FORT=1T032:READ A:G#=G#+CHR$(A):NEXT
70 SPRITE$(3)=G#
80 DATA
1,1,1,1,1,1,1,3,7,9,9,7,3,3,3,3,128,128,128,128,128,128,128,192,224
,144,144,224,192,192,192,192:' gun
90 SPRITE$(2)="00":' bullet
100 LINE(0,1)-(256,9),15,BF
110 LOCATE72,2: COLOR 1:PRINT"SHOOTING GALLERY"
120 LINE(0,40)-(256,40),15
130 FORT=0T02:X(T)=226-90*T:NEXT:Y=32:G=128:U=175
140 ON SPRITE GOSUB 360
150 ON STRIG GOSUB 250,250,250
160 REM - LOOP
170 STRIG(0)ON:STRIG(1)ON:STRIG(2)ON:ST=STICK(0)+STICK(1)+STICK(2)
180 SPRITE ON
190 PUT SPRITE 4,(G,U),6,3:' GUN
200 GOSUB 310
210 IF ST=3THENG=G+2ELSE IF ST=7 THEN G=G-2
220 IFG<0THENG=256 ELSE IF G>256 THEN G=0
230 GOTO 170
240 ' BULLET
250 SOUND6,60:SOUND7,199:PLAY"L1T255M10000S8C":A=G+7:B=U-4
260 PUTSPRITE5,(A,B),15,2
270 GOSUB310:IF B<0 THEN GOTO 170
280 B=B-15
290 GOTO 260
300 ' DUCKS
310 FOR D=0T02
320 PUTSPRITE4,(X(D),Y),10,1:' DUCKS
330 X(D)=X(D)-2:IFX(D)=0THENX(D)=256
340 NEXT:RETURN
350 ' COLLISION
360 SPRITE OFF:STRIG(0)OFF:STRIG(1)OFF:STRIG(2)OFF
370 LOCATE8,184: COLOR 1:PRINT"right graph
PPPP":SC=SC+1:LOCATE8,184: COLOR 15:PRINTSC
380 ' test for which duck was hit
390 FORD=0T02:IFX(D)<A+3ANDX(D)>A-10THEN PUT
SPRITE4,(0,-10),0,1:BEEP:FORT=100T00STEP-10:SOUND8,15:SOUND9,T:NEXT
:FORT=0T0255STEP3:SOUND8,10:SOUND0,T:NEXT:SOUND8,0:PUTSPRITE4,(X(D)
,Y),10,1:RETURN
400 NEXT D:RETURN
```

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