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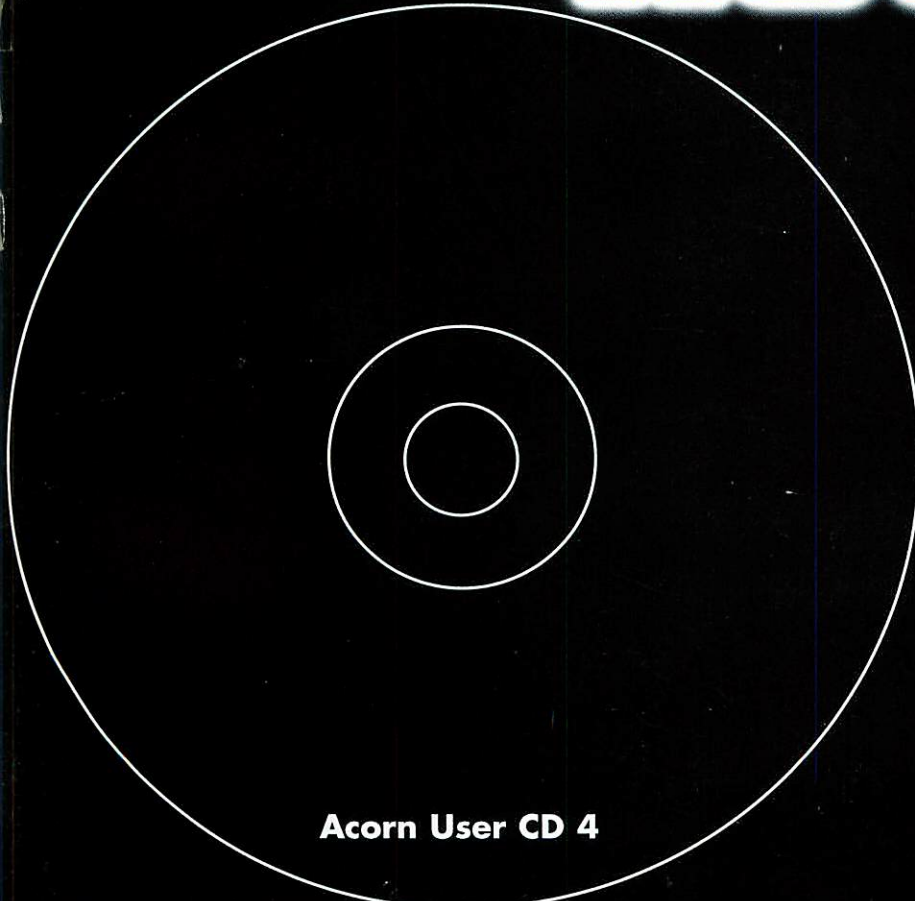
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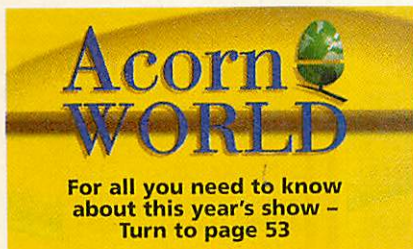
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CONTENTS

November 1998

• regulars

- 6 News**
Five pages of up-to-the-minute news
- 14 Public Domain**
The latest PD news
- 17 Comms**
Weather warnings on the Net
- 19 Graphics**
Photodesk 3 uncovered
- 21 PC page**
The arrival of PCPro 3.0



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- 23 CD pages**
Details of our fantastic cover CD-ROM
- 71 Game show**
All the latest plus *Abuse* reviewed
- 99 Letters**
Tell us how you feel about all things Acorn
- 106 The Regan Files**
We talk to the elusive David Pilling

• hands on

- 83 *INFO**
More mind-blowing stuff
- 90 Run the Risc**
On the receiving end
- 93 C for yourself**
Selecting fonts and choosing colours
- 96 Rambles through Acorn Wood**
Mike Cook tramples more Acorn-related ground



**SAVE 25%
ON ANGLIA'S
ANCIENT
GREEKS
CD-ROM**
Turn to page 101

• education

- 77 Editorial**
Get up-to-date on educational matters
- 79 Numberlines**
Round-up of maths packages
- 80 Minding your Ps and Qs**
Make learning the ABC fun
- 81 Free for all**
Interesting and useful websites

SPECIAL OFFER
!CDBlaze
from
Cumana at fantastic
prices –
Turn to page 92
to find out more

• reviews

- 42 Pretty Good Privacy**
Security on the Internet explained
- 45 Burn it up**
CD writing on Acorn machines

• features

- 24 State of the art**
Phoebe and its rivals



COMPETITION
**YOUR
CHANCE
TO WIN A
PHOEBE
RISC PC II**
See how to enter on
page 31

- 32 Building utopia**
Explore the power of *DaVinci*
- 38 Relatively speaking**
Relational databases – part 2
- 61 The winning cards**
Acorns in business in NZ
- 64 Members only**
The latest from the AAUG
- 67 History of Acorn User**
We look back over the last 16 years

SUBSCRIPTION OFFERS

Take advantage
of our fantastic offers
– See page 102

The Acorn User website

Check it out at:
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Next month in **Acorn User**

We review Photodesk 3 the new brilliant version of the bitmap package – plus more on relational databases and all the regulars

Next issue on sale 29 October 1998



Under new management

Acorn User, the magazine we all know and love, is – as we went to press – undergoing a change of ownership via a

management buy-out led by Steve Turnbull, who has been the magazine's editor since February 1996.

New ownership is just one aspect of the changes – *Acorn User* is aiming to be a leading light in the regeneration of the Acorn market. Steve's new company, Tau Press, is backed by two successful entrepreneurs, Piers Springthorpe and Aidan Carlson. The pair have a successful record in building up businesses, one example being Aidan Piers Sports & Prestige Cars, which can now boast sales of £5 million a year since it was started only five years ago.

Piers, who will be *Acorn User's* new marketing manager, is a long-time associate of Steve and is an experienced user of Acorn computers himself. Aidan will assume the role of sales director. Piers explains that his experience in advanced marketing and management techniques, which he and Aidan gained in the US, can be applied to the Acorn market with the promise of surprising success.

He explained: "We take a broader view on the responsibility of making Acorn machines better known. For example, there is the reliability factor – the fact that, unlike PCs, Acorns don't crash regularly. It's technologically sound and British too. We intend to work closely with Acorn and we'd like to become the mouthpiece of the Acorn market." He also added that the project will be a personal challenge for all involved. Piers says one of the primary

tasks of the new company behind *Acorn User* is to track down as many possible early users of Acorn computers in order to re-acquaint many with the magazine as well as to bring them up-to-date with what is happening in the Acorn world.

"What we have in mind is to increase readership allowing us to provide even more detailed reviews and features. To expand the Acorn market itself and increase brand awareness thus creating more Acorn users with more choice in software and hardware. This will in turn make it more viable for companies to convert/write software for RISC OS.

"We also want to work closely with Acorn to increase the value of Acorn machines to the business community – based on their reliability and hence their savings in man-hours – who remain largely uninformed of the fact that there is an alternative to the PC."

From a journalistic standpoint, Steve Turnbull signals that there will be minimal changes: "Apart from the loss of my excellent Deputy, Karen Peach, there will be no real difference that will be detectable to the readers. All the regular contributors remain, the articles will remain the same high standard plus the competitions and special offers will keep rolling in."

We asked Steve if there will be any immediate change to the look and feel of the magazine: "No. We feel it is vitally important not to make any unnecessary changes, the magazine is well liked as it is, and 'if it ain't broke don't fix it'. At least initially, the magazine layout will continue to be done on an Apple Mac. There are a couple of practical reasons for this: our new Art Editor needs time to get become confident with the capabilities of Acorn software and the current *Acorn User* page templates are all

Apple Mac based. But the rest of the business will be running off Acorn machines."

Steve acknowledges the fast moving nature of the computer industry and while there won't be change for change's sake, improvements will be sought: "That said, we will certainly be looking into ways to make the magazine more appropriate to the changing face of computing. You will start to see the results of our research within the next couple of issues. The Acorn market is essentially a co-operative and we all need to pull together to make Acorn and Acorn software the success that we all know it deserves to be. Nobody is a bystander."

An important factor for any magazine is distribution. It is notoriously difficult for new magazines to get an essential WH Smiths distribution agreement. Although Tau Press is a new company, *Acorn User* is an established magazine and Steve says distribution through Smiths will continue as before: "Distribution will remain the same. The magazine will continue to be sold retail as it is important to the entire Acorn market that there is retail visibility. We certainly hope to expand the retail distribution."

An area which has been due for an overhaul is the management of subscriptions: "We intend to take the handling of subscriptions in-house as soon as possible, this will allow us to deal with problems much faster. We believe we can speed up overseas subscriptions dramatically," says Steve.

Tau Press is not just about *Acorn User*, explains Steve: "This management buy-out of *Acorn User* is only the beginning for the new company. We have big plans for *Acorn User* and other new publications. And every one we produce will receive the full weight of our experienced marketing team. Success is the only option."

Xemplar to adopt new Series 3mx

Psion have announced an improved Series 3 pocket computer, the 3mx. And Xemplar, the Acorn/Apple joint venture educational computing supplier, have confirmed that they will be adopting it as a Pocket Book 3mx. Just when you thought Psion's new Series 5 wonder would sound the death knell for the Series 3 workhorse, Psion have actually released a faster improved model.

The new mx has a faster 27.7MHz NEC V30mx processor, accelerating the speed of applications typically by three times. 2Mb of memory is standard, which is equivalent to 50 pages of text, or several minutes of recorded sound. Like the 3c, which it effectively replaces, the 480x160 pixel screen is back-lit. Battery life from the standard 2x AA alkaline penlight cells is said to be virtually unchanged, meaning most users won't need new batteries more than about once every two

months. The 3mx now comes with an updated version of *PsiWin 2*, the file exchange and diary/database synchronisation package.

The extra speed of the processor will be a boon to communications facilities of the 3mx. The Series 3 Internet browser was severely hampered by a lack of horsepower from the host hardware, but the mx promises a much better Internet experience.

The mx is priced £269.95 and includes a £49.95 voucher for additional software. Xemplar's version will, we are told, appear some time in October and will feature a strikingly different case finish – metallic silver. The Series 5 is still the choice for power users, but the increased speed of the old Series 3 will certainly make life a lot easier for its users.

Psion, tel: 0990-143050, WWW: <http://www.pSION.com>





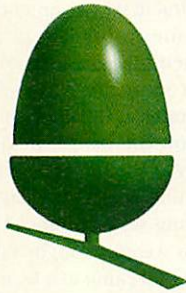
Final touches applied before blast-off

Chris Cox, head of Acorn's Workstations division, has revealed some late-breaking changes to the marketing of the Risc PC replacement, including a revised name and an interesting marketing carrot to stimulate both The Clan and advanced orders for the new machine.

The official name of 'Phoebe 2100' was recently chosen after a Clan competition to name Acorn's new baby failed to find a good enough name which hadn't already been used by someone else. 'Phoebe' was one of the key project names behind the new machine.

However, in response to feedback, the '2100' has been dropped, 'Risc PC' re-introduced and the final new name for the 'yellow peril' is officially Phoebe Risc PC II. Expect the new machine to be called simply Risc PC II, Phoebe Risc PC II or, just plain Phoebe. A new logo, one of half a dozen candidates, has been chosen to reflect the new name.

The deal for advanced orders is very interesting. Since the £1499 price tag for the Risc PC II was announced in early Summer, component prices have fallen steadily. In the past, Acorn early-adopters have sometimes been frustrated by price cuts soon after product launches. To counter this possibility again, Acorn are offering a discount matching your pre-purchase advanced order deposit, up to a maximum of £500. That maximum deposit reduces the price to a much more attractive £999. The offer is only available to



Phoebe
R I S C P C I I

Clan members and ends on October 31st. Of course, there is nothing to stop you from joining the Clan beforehand, if you aren't already a member.

It's a wise move as the Clan membership fee is one-off for life – nobody, initially, should really be paying £1499 if they have any sense. Customers who have already placed advanced orders and there are said to be several hundred to date, will still have an opportunity to take advantage of the offer.

Meanwhile, Chris Cox says his new marketing team is busily preparing the Risc PC II's launch publicity blitz, including the creation of a new slogan: 'Acorn – Revolutionary Computers'. The slogan will appear in advertising and marketing campaigns primed to fire on the launch of the new Risc PC, but, alas, that day has slipped by one month because of production delays surrounding Acorn's new custom chip, IOMD2, which controls memory management and interfacing of peripheral devices and ports.

Risc PC II won't, now, be on sale at Acorn World, though full-speed pre-production prototypes will be there for all to see. Incidentally, estimates from key design team personnel, Pete Fox and Mike Stephens, suggest that Risc PC II will be between 2-4 times faster than an existing Risc PC running many applications, despite sharing the same 233MHz StrongARM processor. Graphics, especially will run some 3-4 times faster.

Acorn hits deeper financial gloom

ARM holding to be liquidated?

Acorn have revealed dire financial figures for the first half of 1998. On top of this, Acorn's new management says it is exploring ways of ending their shareholding in ARM Ltd. Revenues for the first half of 1998 fell from £14.2m during the same period in 1997 to £5.3m in 1998. Reduction in so-called 'traditional' product sales – primarily to education customers – were attributed to a loss in revenue from £8.5m in 1997 to £3.0m in 1998.

However, the great white hope – consultancy and licensing activities – also saw a fall from £5.6m in 1997 to an aggregate £2.3m. The group's operating loss increased from £1.0m in 1997 to just over £5.6m in 1998. This was due to a number of factors: overall reduction in consultancy activity due in large part to the loss of the business previously generated by Acorn's work for Oracle/NCI affiliate, the diversion of skilled staff to a number of R&D activities and the continuation of Acorn's Risc PC II development, which alone incurred almost £1.0m of costs in the period and writing off development costs of £0.7m previously capitalised in 1997.

Meanwhile, Risc PC Mk I sales have reduced substantially in anticipation of the

new Risc PC. While the business has been contracting, Acorn technically was in a surplus situation at the end of the quarter. This was because of the flotation of ARM, which netted Acorn a windfall of £14.2 million (pre-tax). This has enabled Acorn to repay their loans in full, but as of 30 June 1998 the Group had just £4.7m in cash remaining. The subject of ARM, of which Acorn still owns 26 per cent, has become a focus of strategic planning at Acorn.

A statement by Acorn said: "The Acorn Board believes that the present situation regarding the ARM investment is unsatisfactory in two regards: The Acorn Board believes that many shareholders in Acorn would prefer to hold shares in ARM directly rather than indirectly through Acorn; and the management of Acorn wishes to focus on growing value from its core businesses. The ARM stake represents an investment over which the Acorn Board has limited control and influence, whilst continuing to consume management resource."

ARM's value to Acorn is largely tied up and any attempt to convert the share holding into a more useful equity would incur substantial tax charges. So, there is no immediate solution in sight, but the Board is looking hard at how they can extricate

themselves from ARM and so free up capital currently existing as ARM equity.

Meanwhile, Acorn reminds us that their core business has basically been unprofitable since 1993. The Acorn financial statement comments: "The Acorn Board believes that the Company still retains significant technical expertise which can be profitably developed, but that this development needs to be undertaken in the context of a focused business plan executed by a strengthened management team. Such an approach maximises Acorn's ability to build and develop technology alliances, implement workable business models and maximise the contribution of key contributors within the company."

The previous strategy of scouring the market for any kind of business which could employ Acorn technology is to be abandoned in favour of focussing on carefully evaluated targets, like digital TV and thin client devices. Chris Cox says his Workstation division, of which we at *Acorn User* are most closely linked to, is not under threat and that business is as usual. However, the Acorn financial statement does talk of disposals and projects to be externally funded. Exactly what this all means remains to be seen.



Acorn re-groups once again

It seems like just yesterday that Acorn's senior vice president, Peter Bondar, was talking of moving to the US to head up Acorn's software division there and CEO, David Lee, was expressing his hopes for the company after the £14 million windfall brought about by ARM's successful stock market flotation. Just a few weeks after we spoke to both Acorn figures, they were out on a limb, unceremoniously quitting the company along with several colleagues after a routine board meeting. Near-disastrous financial results, revealed in this issue of *Acorn User* (see other story), begin to explain things, but we have been digging further and we have found evidence of a more complicated scenario. Most of the information we have unearthed is unattributable, but has been corroborated by various people.



Peter Bondar

It all seems to centre around NCI, the Oracle spin-off which was entrusted with the nurturing of the Network Computer standard. Oracle/NCI was, of course, a critical life-line to Acorn three years ago. Acorn were the first company to deliver an NC reference platform prototype to Oracle and the company basked in the warm glow generated by this achievement.

Last year, it was clear that the relationship with Oracle had cooled off as NCI pursued an Intel-based strategy. No matter, we thought, Acorn were now

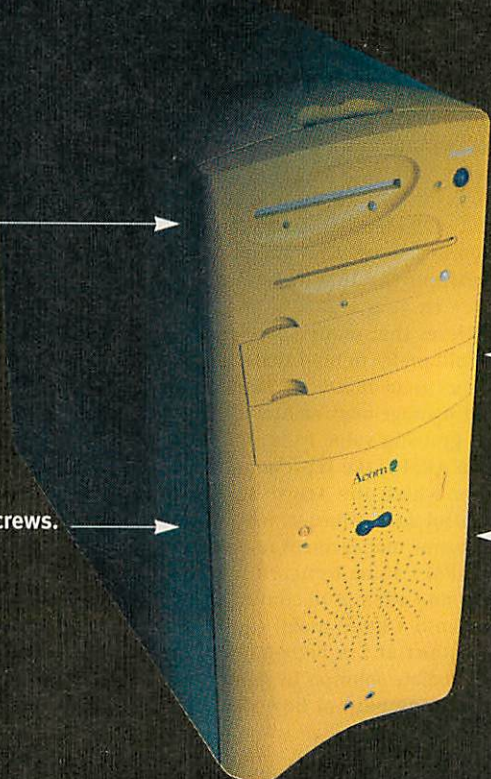
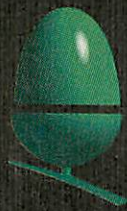
embarking on an exciting new future off the back of their Oracle relationship, making NCs and developing all manner of products for a long line of big name companies all over the world.

The cooling down of the relationship with Oracle/NCI was, we are led to believe, more problematical than had been publicly stated. We understand that Acorn were actually in dispute with NCI over fees due to Acorn unpaid by NCI. The outstanding amount has been described to us as being 'substantial'. Just how you deal with a situation like this demands some political astuteness. Although Acorn's fling with Oracle was at an end, companies associated with Acorn and with some influence on Acorn's board of directors, continue to value their relationships with Oracle.

The theory is that some on Acorn's board wanted to press ahead with legal action to recover the debt, but this was effectively rejected by certain quarters on the board. In situations like this, the CEO's tenure becomes very difficult. Meanwhile, Peter Bondar, who had effectively been running Acorn on a day-to-day basis last year, had to present a very sobering set of financial figures and this was met by board dissenters who weren't convinced that Acorn's corporate plan was ideal. Somehow it all came to a head and we all know the result.

Now, yet again, Acorn is re-structuring. Out goes the idea of being a generalised hi-tech development consultancy competing for contracts which have, in the past, ranged from designing a global positioning satellite (GPS) receiver, a custom fax device and a multimedia tourist advice terminal. The new Acorn hierarchy, under CEO Stan Boland, believes that Acorn's destiny lies in more clearly defined market sectors, like digital TV and thin client terminals. This strategy splits the company in two; computing products and digital TV products. The Workstations division, which

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is headed up by Chris Cox and includes responsibility for consumer and education products, lies within the 'computing' side of the company. There have even been hints that the digital TV side of the business may shed its Acorn branding, which some perceive as more of a hindrance than an asset.



David Lee

In line with a return to a more product-oriented model on the computing side of the business, Acorn says they will no longer unnecessarily pre-announce products. This was a favourite ploy of Peter Bondar and it remains an effective way of testing the market when touting technology-based development services, but it causes problems when dealing with actual products. A sharp fall in sales of Risc PCs, which started last year, has been blamed on publicity regarding the Risc PC's successor reaching as far back as two years ago. Talk of technologies which never happened, like CHRPS — the Power PC common hardware reference platform, which was once a favourite of Peter Bondar, have also been blamed for a confusing Acorn's customers.

Will anything change? In the end, despite their undoubted problems, Acorn actually have an enviable record for survival. The players and the plot seem to change with ominous regularity, but the play must go on...

BT's digital comms for all

Thinking of buying a modem? It might be worth a wait. Thinking of upgrading to ISDN? It might also be worth a short wait. By the time this issue of *Acorn User* reaches you, BT will have launched their Highway digital phone service for existing analogue phone customers.

Home Highway, for residential customers and Business Highway for business customers, converts your existing phone line to ISDN (integrated services digital network), the digital telephone standard. It actually differs from the conventional ISDN service which has been on offer for several years because it is piggy-backed onto your existing ordinary phone line.

BT also provides a pair of analogue phone sockets as standard, so you don't need any extra equipment in order to retain the use of your existing phone, fax machine or even an ordinary modem. Crucially, for some, Highway preserves the call options you would have to give up with standard ISDN, like the Call Minder voice mail service or analogue CLI (calling line identification).

With Highway, just as with standard ISDN, you have all the benefits of two-channel digital communications at 64 kilobits/sec, so you can make a phone call on one channel while surfing the Internet faster than a conventional modem, or even doubling up the two channels to 128Kbits if your Internet service provider supports it. Of course, you will need a suitable ISDN data adapter for your computer and these are available as serial port 'modems' and in the future it should be possible to fit PCI ISDN cards to the new Risc PC II. Don't forget, as you can make two simultaneous phone calls using a single two-channel ISDN line, it is charged similarly to a pair of ordinary phone lines.

DOWN PAYMENT.

Your deposit to Acorn	Phoebe RRP excluding monitor	Balance to dealer
zero	£1,761.33	£1,761.33
£100.00	£1,761.33	£1,561.33
£200.00	£1,761.33	£1,361.33
£300.00	£1,761.33	£1,161.33
£400.00	£1,761.33	£961.33
£500.00*	£1,761.33	£761.33

* Applicable to Clan members only. To join the Clan, add your £15 membership fee to your Phoebe deposit payment. All prices quoted are inclusive of VAT. Deposits are not subject to refund. Acorn cannot take responsibility for errors or omissions. Example shown does not include a monitor. The full range of product options is on the Phoebe pages at <http://www.acorn.com/acorn/>

Acorn is delighted to announce an amazing, one-off deal, exclusive to Clan and Acorn User Group members, to mark the launch of the long awaited Phoebe Risc PC 2 - the fastest Risc PC ever.

This great offer is also your chance to reserve yourself one of the limited number of Phoebes to be available this year.

The offer is simple: Acorn will discount the Phoebe's recommended retail price, including VAT, by the amount of deposit you make.

This is up to a maximum of £500 for Clan members or £400 for Acorn User Group members, and all deposits must be in increments

of £100. The table above shows all the options.

You can make your deposit either by telephone, giving credit card details, or by completing and returning the form with your deposit cheque to Acorn TODAY!

We'll post you a confirmation certificate for you to present to your local Acorn dealer as proof of deposit paid. It's as simple as that! So what are you waiting for?

Dealer sales line **01223 725920**

Join the revolution now and start saving.

Complete the form below and return it to us, enclosing your cheque made payable to Acorn Computers Ltd, for the deposit amount you prefer. Address your reply to Phoebe Offer, Acorn Computers Ltd, Acorn House, 645 Newmarket Road, Cambridge CB5 8PB.

Name _____
 Address _____
 _____ Postcode _____
 Daytime telephone no. _____
 Email address _____
 Clan membership no. or name of User Group _____

I would like to join The Clan and my cheque includes my Phoebe deposit and my £15 Clan membership fee

OR

I am already a Clan or Acorn User Group member. I have enclosed a cheque in respect of my Phoebe deposit only

Deposit sum

Deposits are non-refundable
 Offer ends 31 October 1998



Ultra-high resolution digital camera

Agfa have unveiled an even higher resolution version of their 'split-body' digital still camera. The new version, which is silver instead of black is called the ePhoto 1680 and like its predecessor, the ePhoto 1280, can produce pictures at a resolution of 1280 pixels across. The difference is that the 1680 camera produces 'real' 1280 pixel images, not artificially interpolated ones like the 1280 camera.

In other words, the quality is substantially better - which is no mean feat as the

older version was pretty good already. A 2x digital zoom has been added to the list of features and the price is the same as the old model's original introductory price of £599 + VAT. Irlam Instruments (tel: 01895-811401) currently support Agfa digital still cameras with RISC OS drivers and image transfer software.

They tell us it will probably take just a minor tweak to make the existing package



compatible with the 1680 and they will naturally do this should there be demand.

Alsystems upgrade Cumana SCSI 2 cards



Alsystems have expanded their range of Power-tec SCSI products with the announcement of their new Power-Flash Ultra SCSI 3 upgrade for Cumana SCSI 2 cards. Alsystems modestly claim that the upgrade offers a 'staggering' increase in performance for Cumana SCSI 2 users when used with a fast hard disc drive.

The upgrade involves replacing the old SCSI 2 controller chip with a powerful new Ultra SCSI 3 Controller IC and installing new

software. Alsystems say all existing SCSI 2 peripherals will work correctly with the new Controller IC as well as any new Ultra SCSI devices. It's not a DIY upgrade, but Alsystems will soak test your card to ensure it's working reliably and the upgrade is guaranteed for a full year. The upgrade is priced at £49 + VAT, with £5 + VAT carriage. Alsystems, e-mail: sales@alsystems.co.uk, Web: <http://www.alsystems.co.uk>, tel: 01420 561111, fax: 0420 561100.

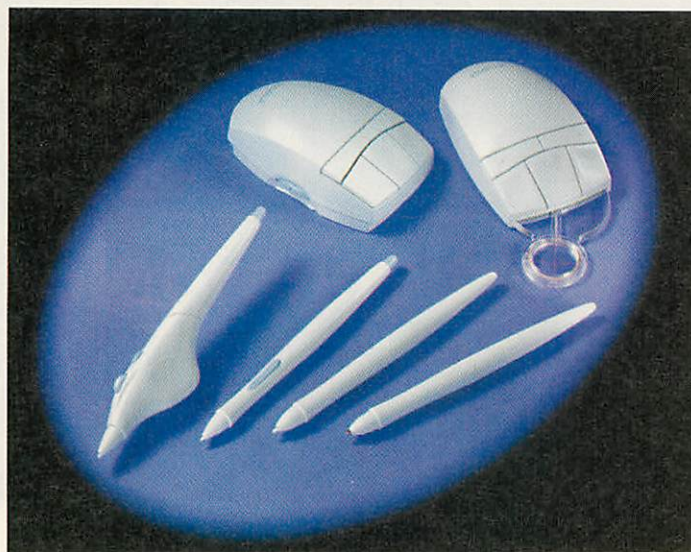
New tablet range from Wacom

Graphics tablet maker, Wacom have announced a brand new range of products, called Intuos, which will succeed their ArtPad II and UltraPad families. Wacom tablets are probably the most popular devices for graphic artists in the Acorn world. Wacom describes Intuos as an intelligent graphics tablet system, comprising of five new tablets and six different pressure-sensitive input devices.

The company say they have counted more than a dozen ergonomic advances in the process. A key priority during the design process was to ensure that all the products were suitable for both right and left-handed users.

The decision to go for a wide selection of input tools is a radical departure from Wacom's previous product ranges as they recognised that a single tool would not be optimally suited to all aspects of graphical input. The

different devices include the Intuos Pen, 4D Mouse, Lens Cursor, Stroke Pen, Inking Pen and an Airbrush. Digital technology



now replaces what was formerly part-analogue, making the 4D Mouse and Airbrush variable settings possible for the first time. A Tool ID feature automatically

identifies the user's chosen tool device to the pad being used. A favourite brush can be assigned to a particular tool and this will be instantly used should you decide to change from one tool type to another.

The inherent smartness in Intuos doesn't end there - more than one user can use the same tablet and the Tool ID feature can be configured to automatic brush selection settings can be switched to the current user's preferences. Prices start at £129 for the Intuos A6 tablet and Intuos Pen, reaching up to £579 for the Intuos A3 including Intuos Pen and the 4D Mouse.

Please note, it's likely that existing Wacom drivers for RISC OS will need modification before the new

products will work on Acorn kit.

The UK distributor for Wacom is Computers Unlimited, tel: 0181-358 5857, WWW: <http://www.unlimited.com>



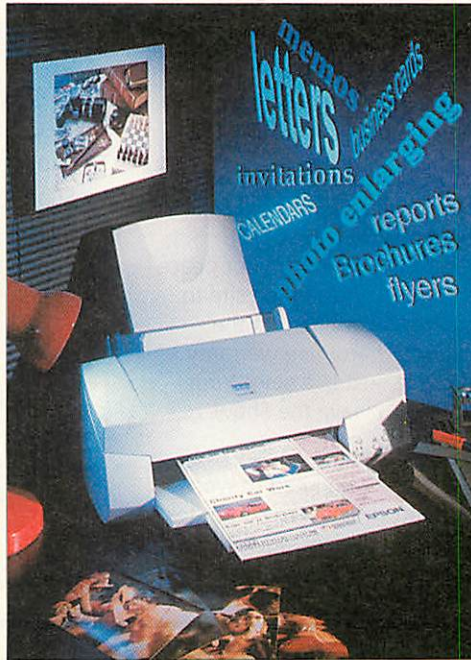
A small drop of Epson, please

As we discovered in our recent look at ink-jet printers, Epson have a pretty hard act to beat. Not content with sitting on their laurels, Epson have introduced a next-generation ink-jet technology based around their piezo-electric print head which can now generate ink droplets of just six picolitres in volume.

This is 55 per cent less than the ink-jet droplets produced by the Epson Stylus Photo and Stylus Color printers we looked at only a couple of months ago. Epson also explains that their new technology, called Advanced MicroPiezo, can change the size of an ink droplet according to the requirements of the pixels being printed. By changing the droplet size you can have finer control over image contrast and brightness as well as detail.

Despite the more complex print head, Epson claims the new printers which use it are actually 40 per cent faster than their older siblings. Top of the range of printers which features the new MicroPiezo technology is the Epson Stylus Colour 740. This is also fitted with a USB (universal serial bus) port, which should be available as a third-party add-on for the new Risc PC II some time in the future.

For more information, contact Epson UK Ltd, on tel: 0800 220 546. Hopefully, Spacetechn will



quickly expand their range of Epson Stylus printer drivers to encompass the new MicroPiezo range.

What about PC Cards?

Precious little has been said, so far, about prospective PC-compatibility for the new Risc PC II. Unlike the current Risc PC, there is no dual-processor slot and so the only way to run PC/Windows applications is via one of the four PCI bus slots which will be provided as standard with all Risc PC IIs.

Acorn won't be producing cards themselves, but have revealed that at least one third-party supplier has practically completed the necessary software adaptation of an existing PCI card for Risc PC II. These same cards are produced to meet demand mainly from the Apple Mac world for PC-compatibility. The open standard PCI bus is considerably faster than the old podule bus and so DMA memory access to share system memory with RISC OS is a practical possibility, but as memory is so cheap today and the PCI bus would still remain a considerable bottleneck for important burst-mode data transfers.

Therefore, expect Risc PC II PC cards to have their own memory and possibly their own built-in PC display circuitry. Such a card would still share Risc PC resources like the floppy disc, serial and parallel ports, hard disc and CD-ROM access and sound. The best news for Windows users is that, unlike the old dual-processor solution, they can expect performance and compatibility much closer to the best that a typical PC can offer.

Instead of being stuck with 486-level PC processors, Risc PC II's should have access to 'real' Pentium processors. Of course, nobody will claim that a PC card is an ideal solution to replace a stand-alone PC, but if you do decide that your desk hasn't enough space for two boxes, a PC card inside a Risc PC II will be a much more satisfactory solution than that of the old Risc PC.

All this is somewhat of a back-track by Acorn as the design of the new Risc PC II acknowledges that the dual-processor arrangement in the existing Risc PC was over-complicated, expensive and, ultimately, technically inferior in PC terms. Still, it was worth a try... Pricing and availability are still a secret and we don't yet have official confirmation of who will be marketing Risc PC II cards. So watch this space.

Contacting me

You can contact the news page by writing to me Ian Burley at the usual Acorn User address or by e-mail: aunews@idg.co.uk

New products/upgrades

Product	New features/product details	Price	Contact
Revise Mathematics CD-ROM	* For GCSE revision and FE courses involving basic maths skills * Allows teachers to record scores to monitor progress * Fully compatible with the National Curriculum	£69 + VAT for 5 user school site licence. Network versions also available	AVP Tel: 01291-625439 E-mail: avp@compuserve.com
Infra red remote control for computer	* Easily configurable * Mouse control from a distance * Emulates key presses * Single button launch of apps * Only works on the internal serial port	£35	Eurisko Software E-mail: info@euriskosoft.demon.co.uk
SpeakerPhone	* Designed to be used with a voice modem, giving access to the speakerphone and voicemail facilities * Compatible with all Acorn computers with a serial port and RISC OS 3.1 and above (inc StrongARM)	£25	Eurisko Software E-mail: info@euriskosoft.demon.co.uk
Acorn SCSI card PowerROM upgrade (for Acorn, Castle Technology, Cumana, HCCS, Lingenuity, Morley, Oak or VTi cards)	* Gives your old card a new lease of life * Full SCSI command set and all the functionality and compatibility of the Power-tec SCSI card	£35 plus £5 p&p (ex VAT)	Alsystems Tel: 01420-561111 E-mail: sales@alsystems.co.uk WWW: http://www.alsystems.co.uk/order/
New Power-tec Atapi drivers — PowerAtapi	* Soft loadable * Allows access and use of a large range of Atapi CD-ROM drives, including multi-changers * Additional drivers that support the ATAPI Iomega Zip 100 drive * 90 day FREE technical support	£35 plus £2 p&p (ex VAT)	Alsystems Tel: 01420-561111 E-mail: sales@alsystems.co.uk WWW: http://www.alsystems.co.uk/order/

New!

PowerFlash



£49

Great new upgrade for Cumana SCSI II card owners...

Yes exactly what you've been waiting for; the ability to re-engineer your Cumana SCSI II card to powerful Ultra SCSI III.

Simply bring along your Cumana SCSI II card to Stand 65 at Acorn World and our technicians will replace your old SCSI II chip with a powerful State-of-the-Art Ultra fast SCSI III controller IC while you look around the Show. For your peace of mind, your SCSI card will be thoroughly tested on site to ensure data integrity. Indeed, we are so confident in the product that we are giving a 12 month hardware warranty with every PowerFlash SCSI III upgrade, just like new! Your goods will be ready for collection as you leave the Show.

This new powerful SCSI III Controller IC is backwards compatible with SCSI II devices, so there's no need to worry. Simply plug your new SCSI III card into your Acorn computer, run the installer software and your SCSI devices, such as hard discs, scanners and CD ROM drives will work as before.

Main Features of PowerFlash:

- Multi-tasking with Risc OS.
- Read-ahead/write-after cacheing.
- User-selectable LFAU size setting.
- User-selectable number of sectors per track.
- Support for DOS formatting and direct addressing of DOS drives.
- Supports SCSIBlock Commands.
- Multi-tasking format and verify.
- Supports Synchronous and Asynchronous transfers.
- Carries out Power-On-Self-Test (POST) on start-up.
- ATAPI and SCSI CD ROM drivers included (inc Toshiba, NEC, Pioneer, Hitachi etc).
- Support for multi-changer CD ROM drives.
- Support for PhotoCD.
- Support for AudioCD sampling.
- Supports DVD drives.
- Supports CD-R and CD-RW drives.
- Supports Epson, Mustek, Microtech and Umax Scanners.
- Supports Jaz, Zip, SyQuest, SyJet, Mag-opt, Nomai removable media drives.
- Supports ALL harddrives from ALL manufacturers.
- Support for RiscBSD.
- Support for Risc OS 3.1, 3.11, 3.12, 3.5, 3.6, 3.61, 3.7 and 3.71.

<http://www.alsystems.co.uk/power-tec/powerflash/>

Writable PowerATAPI

Power-tec Writable ATAPI Driver and IDE Zip Drive

£99

New low cost writable Power-tec Atapi drivers that support the IDE/ATAPI Iomega Zip 100 drive, giving you full write and read capability with Risc OS or DOS format discs.

These drivers also support a wide range of CD ROM drives including Multi-changers and CD RW drives (suitable for Risc OS 3.1 onwards).

Main Features:

- Full Media interchangeability between SCSI Zip and Parallel Zip drives!
- Ability to copy between cartridges, just like copying between floppy discs.
- Ability to read Argo Zip Discs.
- Software Eject of Zip Cartridges by using the Filer Menu Eject option.
- Drive icons minimised when drive not present/switched off (software checks state every 5 seconds).
- Express Install (Easy) & Advanced Configuration Modes.
- Configuration Utility (!PowerMgr) may be password protected to safeguard from misuse.
- Up to 24 CD ROM icons on the icon bar simultaneously.

<http://www.alsystems.co.uk/power-tec/poweratapi/>

Acorn PowerROM

Power-Up with an Acorn PowerROM!

£35

At last after a two year wait, the new PowerROM upgrade for the Acorn SCSI card is now available!

PowerROM upgrades are available for the following cards:

*Acorn • Castle Technology • Cumana
HCCS • Lingenuity • Morley • Oak • Vti*

Old SCSI card owners can now benefit from all the features Power-tec SCSI card users enjoy as well as being Risc PC/ StrongARM compatible.

The PowerROM upgrade gives your old SCSI card a new lease of life with the full SCSI II command set and all the functionality and compatibility of our Power-tec SCSI cards.

Main Features:

- Read-ahead/write-after cacheing.
- User-selectable LFAU size setting.
- Support for DOS formatting and direct addressing of DOS drives.
- Multi-tasking format and verify.
- Carries out Power-On-Self-Test (POST) on start-up.
- ATAPI and SCSI CD ROM drivers included.
- Support for multi-changer CD ROM drives.
- Support for PhotoCD.
- Support for AudioCD sampling.
- Supports CD-R and CD-RW drives.
- Supports Epson, Mustek, Microtech and Umax Scanners.
- Supports Jaz, Zip, SyQuest, SyJet, Mag-opt, Nomai removable media drives.
- Supports ALL harddrives from ALL manufacturers.

<http://www.alsystems.co.uk/power-tec/powerrom/>

Power-tec

The complete disc solution

Acorn World Stand 65

We will have a selection of Parallel, IDE and SCSI Hard Drives, removable devices such as Zip and Jaz, CD ROM Drives, Scanners., Memory Upgrades, Processors, Printers, PC Cards.

Our engineers will be on-site at the show to perform upgrades to your machine while you visit the rest of the show.



PowerZip^{Plus}

Power-tec Zip Plus Driver

Alsystems is pleased to announce the Power-tec Parallel Port Zip Plus Driver software which is available with the Zip Plus drive.

The Parallel Zip Plus driver is soft loadable and will allow you to access, format and partition Zip cartridges and utilise a number of new features which are listed below.

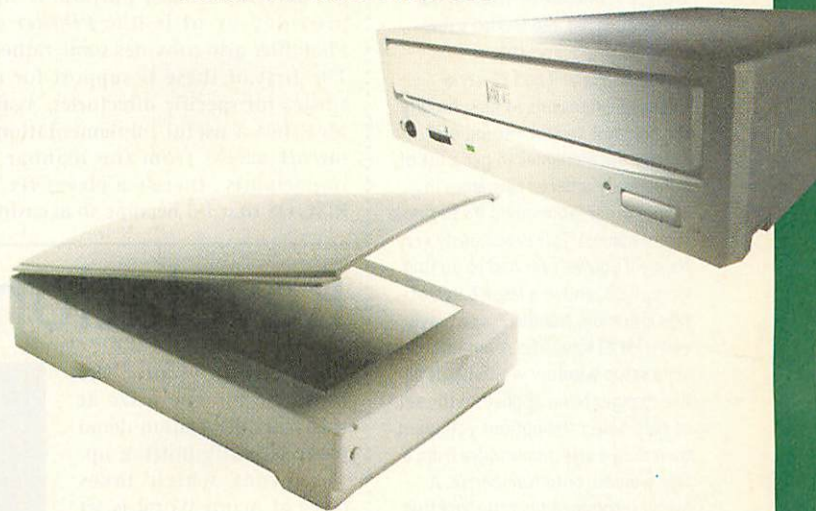
Main Features:

- Disc write protect option (using Password).
- Media interchangeability of SCSI and Parallel Zip(+) Discs.
- Ability to copy between cartridges, just like floppies.
- Ability to read Argo Zip Discs.
- Configuration Utility may be password protected.
- Up to Eight Disc Partitions on the icon bar simultaneously.
- Drive icons minimised when drive not present.
- Icons may be hidden or removed if partition is not required.
- Icon bar icons may be customised.
- Ability to easily unprotect and partition Zip Tools discs.
- Ability to create many partition types including: DOS Disc.
- Ability to read and write DOS format cartridges.
- Full !Help on-line support and command line operation including *Help.
- Allows full use on Acorn Access+ peer to peer networks.

Please note that PowerZip+ is suitable for the Iomega Zip Plus drive in parallel mode only and requires Risc OS 3.1 or later OS and a bi-directional parallel port.

NB: Choose PowerZip driver for standard parallel port Zip drives.

<http://www.alsystems.co.uk/power-tec/powerzipplus/>



Prices

PowerFlash	Ultra SCSI III upgrade for Cumana SCSI II:	£49
PowerAtapi	with Internal Iomega IDE/ATAPI Zip Drive:	£99
PowerAtapi	Writable Driver only:	£35
PowerIDE	Driver:	£25
PowerJaz	with JazTraveller Interface:	£49
PowerJaz	Driver only:	£25
PowerROM	Upgrade (state make of SCSI card):	£35
Power-tec	Fast SCSI II card:	£135
Power-tec	Ultra SCSI III card:	£175
Ultra SCSI III	Upgrades:	
	v1.0x Standard Upgrade:	£110
	v2.0x Standard Upgrade:	£49
PowerZip	with Iomega Parallel Zip Drive:	£115
PowerZip	Driver only:	£25
PowerZip+	with Iomega Parallel/SCSI Zip Plus Drive:	£115
PowerZip+	Driver only:	£35

NB: All prices exclude VAT and carriage.

Please call or e-mail us for more details...

Alsystems

47 Winchester Road, Four Marks,
Alton, Hampshire, GU34 5HG, UK

Tel: +44 (0)1420 561111 Fax: +44 (0)1420 561100

E-Mail: sales@alsystems.co.uk WWW: <http://www.alsystems.co.uk>

Dreamscape

Mark Seaborn's *Dreamscape* C++ class has now reached version 1.20. The library includes support for desktop programming and features routines for rendering graphics. You can download *Dreamscape* from http://www.argonet.co.uk/users/ms_eaborn/dscape/dscape.html

NumberFix

Many programs like Spacetechn's *Photolink*, as well as a host of PD gfx utilities, output, or require the input, of sequentially numbered files. *NumberFix* is a handy tool that lets you re-order the files if some are deleted. Author Jochen Lueg has also tackled a few other annoying processes.

NumberFix will add PC-style filename extensions to files, modify the filename to add a string or modify the filenames to get a list of numerically ordered filenames in proper order (appending 0's to single figure names). This is obviously very handy if you've ever had to do that kind of job, and in a large batch of files situation, *NumberFix* can save you a lot of time. The program works via a setup window which holds all the changes to be applied to the set of files. Select the options you want, then drag a selection of files from a filer window onto *NumberFix*. A highly recommended little tool that does the job well. You can also find an array of other rather handy utils on Jochen's Web page at <http://www.argonet.co.uk/users/tudor>

WebGet

WebGet is a recursive downloader of Web pages by Joseph Heenan that lets you grab a website and view it offline. As Joseph describes "*WebGet* is an application that allows you to queue Web pages to be subsequently downloaded, and can also optionally download images and frames, and follow links within the pages — all are user configurable when you request the URL to be fetched." You can locate the app on Joseph's website at <http://www.ping.demon.co.uk/acorn/webget.html>

Recommended PD Libraries

- APDL, 39 Knighton Park Road, Sydenham, London SE26 5RN
- ARM Club PD Library, Freepost ND6573, London N12 0BR
- Five Star Marketing, 4 Shepherds Walk, Bushey, Hertfordshire WD2 1LZ

Photofiler

Photofiler is an automatic image thumbnailer from PD page regular, Dave Thomas. On startup, the application installs itself on the left hand side of the iconbar and puts several modes of functionality into operation.

The primary purpose of *PhotoFiler* is to display the icons of image files as small pictures or thumbnails of the image itself. The application supports Sprites, Drawfiles and JPEGs, and functions completely automatically. The program provides thumbnail icons in any filer windows you open.

Photofiler's main purpose is similar to that provided by utils like *Profiler* or *Filer+* but *Photofiler* also provides some rather nifty extras. The first of these is support for using custom sprites for specific directories. Again, not a new idea, but a useful implementation with handy on/off access from the iconbar menu. More importantly, there's a clever fix for a part of RISC OS that I'd become so accustomed to that I

didn't really regard it as a problem. The filenames of applications have to begin with plings and this does make directory displays look rather messy.

Photofiler can optionally remove plings from directory displays — in appearance only. There's obviously the possibility of confusion without any plings to immediately indicate which file icons represent programs. It's certainly something I need to try out in everyday use before I can properly judge it.

As with all of Dave's programs, it's well implemented and nicely configurable. The only bug I could find was a crash on opening a directory that contained a crunched sprite. Something I'm sure Dave will fix very swiftly.

To install *Photofiler's* stylish icon onto your iconbar, point your browser at <http://www.sliced.demon.co.uk/software/photofiler/> and get downloading.

Revelation 98

Competition for the fantastic Phoebe prize at this year's Revelation demo party is really hotting up. The event which takes place at Acorn World is set to be the biggest demo competition on the Acorn so far.

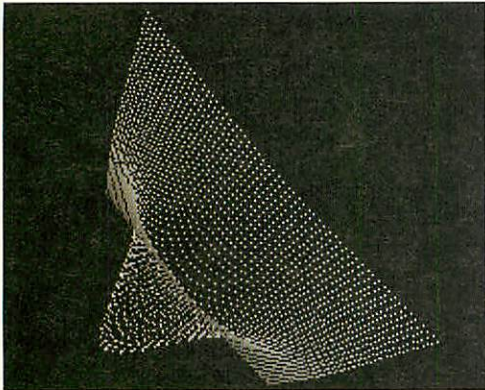
Entries are expected from a whole range of groups, both from the UK and abroad. DFI, Kulture, Icebird, Divine Nation, Reactive and last year's winners, the Nutters should be in close competition. There'll also be a demo from Icebird coder, 7, aka Kai Prociennik who's temporarily leaving the group to produce his own demo, and entries from several other unknowns looking to make their mark. We may even see Arm's Tech taking up the challenge.

All this promises some great releases and an interesting event, with all the demo crews on hand. So get down to the theatre at Acorn World on Saturday afternoon, and take part in the voting for the best StrongARM powered graphics demo.



Some of the demo coders at last year's Acorn World show. From right to left, Kai Prociennik of Icebird, Frederic Elisei of Arm's Tech, Vincent Lefèvre and in the "bouncer pose" on the left, AU's PD editor

Delirium 2



Since the review of the first release of *Delirium* in the September issue, Kulture coder Joe Oldak has been hard at work on a completely new version of the front end. Working on suggestions and criticisms of the original, Joe has completely updated the program to feature options like save/no save corners, complete dimming control and icon/no icon options.

There's also an array of bug fixes that have been fuelled by a considerable list of beta testers. It's great to see the users and developers working together. The initial front end came under quite a bit of criticism on the c.s.a.a newsgroup and Joe has done very well to update the application and supply a program that the users want.

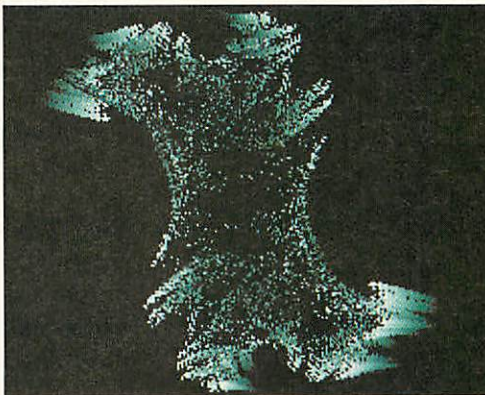
Enthusiasm for the product has spawned a number of third-party saver fx. These include the very popular dots by Steven Singer and Robin Watts and the excellent Blur Space by Tom Thorne. Several new fx have also been released by the Kulture team and more are on the way.

Utils round-up

There are few new applications for review this month, but lots of tasty utilities. *Thintools* by James Shiell squashes your window tools (title bar, drag bars etc) to give your desktop a little more space. Not too essential for most people, but the 7 pixel saving can be rather handy when your screen is cluttered with frames while Web browsing. Check <http://sevenup.home.ml.org/>

Retouq is yet another sig inserter, this time by top BBS man, Matthew Page. As Matthew describes "This little program was written in about five minutes after a conversation with a bloke called David Hart, who was complaining that most of the 'auto tag line/sig inserter' programs about tended to put unwanted <CR>'s in or added a silly copyright line, or were too complicated to use." *Retouq* implements a no-nonsense inserter that reads from a simple sig and tag file both of which are ordinary text files. *Retouq* can be found on Matthew's ARM Pit BBS on 01733-445800 (24 hours).

IconizBar is a Shareware utility that takes over



There's even rumours of interest from Acorn about supporting *Delirium* in the future.

Check out the program on the Internet at <http://www.variousartists.demon.co.uk/delirium/> or from Five Star Marketing. You will also find the application on this month's cover CD, but it's well worth checking the website for the latest savers and updates to the front end.

the management of window iconising on the pinboard. A Win95 style bar is created along the top of the screen that holds windows when they are minimized. The bar displays the usual window title as well as an icon. Various configuration options are available for window position and sprite handling.

Although the pinboard allows you to arrange and manage iconized windows dynamically, it makes sense to keep them together and separate them from short-cut icons. *IconizBar* does the job well, and with the option selected to hide the bar when the pointer isn't over it, it's really quite usable. Kees Grinwis' *IconizBar* is Shareware with a registration fee of only £5. Contact Kees at tabsoft@dune.demon.nl or by snail-mail at Weststraat 41, NL-3253 AR OUDDORP, The Netherlands.

Finally, Rob Clark's *Applets* is a manager utility to take care of your *Ovation Pro* Applets. The prog allows you to install or uninstall Applets by dragging them between panes in the main window. You can find *Applets* on Arcade BBS.

Acorn Office 98

Acorn Office 98. A big name that unfortunately isn't quite lived up to by the application itself. *AO98* provides a toolbar to launch applications from. Not really anything new, and there are several other programs that provide extra functionality over what this offers. So after seeing the name and then the program it's a bit of a let down.

Some users may find it handy however, and I can imagine it being useful on something like a school network, with all the main applications set up on the toolbar. *Acorn Office 98* is Shareware with a registration fee of £5. Check the website at <http://www.everymans.com/acornoffice/> or contact the author Peter Price by snail-mail at The Beeches, Shelton Park, Shrewsbury, Shropshire, SY3 8BL.

Sheet update

A new version of Tim Dilks' PD spreadsheet program is now available showing the development we were hoping for. Tim says "I have had quite a large number of e-mails, which has certainly given me the encouragement to carry on developing *Sheet*." Version 0.33 which can be found on the Web at <http://www.compsoc.man.ac.uk/~tjd> features full drawfile export and several bug fixes. If you'd like to contact Tim to find out more, and tell him what you want to see implemented in *Sheet*, send e-mail to mjfi5tjd@fs1.ce.umist.ac.uk

AntUtils

Version 1.11 of Paul Vigay's handy *AntUtils* program is now available from his website at <http://www.interalpha.net/customer/pvigay/shareware.html> As well as bug fixes, there's also a new imaging feature. As Paul describes "*AntUtils* will now automatically create an HTML index page containing a table of thumbnail images for any directory containing image files. This allows you to use your favourite Web browser to view your image files."

Contacting me

You can contact the PD page by writing to me, Paul Wheatley, at *Acorn User*, IDG Media, Media House, Adlington Park, Macclesfield, SK10 4NP. Or preferably, by e-mail to aupdp@idg.co.uk

Videodesk

Non-Linear Video Editing System.

Videodesk is a significant advance in video editing for Acorn machines which allows full-size, full-colour and full-motion video to be compressed to disc in real-time. The compressed video is edited frame accurately and output back to video for recording or display. Unlike tape-based editing systems there is no generation loss and edits can be played back instantly.

Key Features:

- Composite and S-Video inputs and outputs.
- 50 fields per second capture and playback.
- 24 bit colour range.
- Resolution of up to 768 pixels x 576 lines.
- High-quality uncompressed still grabs.
- VITC Timecode input and output.
- 16 bit stereo audio inputs and outputs.
- Audio sampling at up to CD and DAT rates.
- Multiple audio tracks (polyphonic).
- High performance Replay movie capture.
- Multi-level undo and redo.
- Edit Decision List (EDL) generation.



Videodesk is supplied complete with video editing software as standard, which is sophisticated, flexible and simple-to-use. Editing is done on a multi-track time-line with separate audio and video tracks. Effects are generated digitally and include over 100 dissolves, wipes, fades and slides. Software is being continually developed and comprehensive titling software is now available at no extra cost. Titles are generated using the outline font system and can scroll, flash, fade and be overlaid onto the video or appear on their own. Titling is done digitally and does not require a Genlock.

RiscTV is supported for on-screen monitoring up to full-screen size and there is a specially priced bundle when purchased together with **Videodesk**. **RiscTV** and **Videodesk** are both available now. See below for more information about **RiscTV**.

Risc TV Desktop Television System.

Special Offer
Free Keying
Module



Risc TV is a unique multimedia digitiser complete with built-in television tuner and audio processor. It allows you to watch television on the desktop and digitise high quality still images from the tuner or an external video source.

RiscTV has special hardware which is used to update the screen, so your computer runs at full speed and the real-time display is always true colour (24 bit) irrespective of screen mode. The display can also be scaled to any size or made full-screen.

- Suitable for A5000, A7000, and Risc PC.
- On-screen sizes of over 1024 x 768.
- Real-time scaling, filtering and control of contrast, brightness and saturation.
- Auxiliary inputs for Composite & S-Video.
- Low-cost Teletext option.
- Optional keying module allows **Risc TV**'s display to be obscured by other objects and still provide real-time overlay.
- Optional audio upgrade provides NICAM stereo audio, 16 bit sound sampling, audio mixing, plus Replay movie capture.



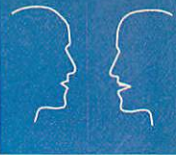
For the Complete Picture...

Irlam Instruments Ltd, Brunel Science Park, Brunel University, Kingston Lane, Uxbridge, Middlesex, UB8 3PQ. Tel/Fax 01895 811401. Email: sales@irlam.co.uk
Website: www.irlam-instruments.co.uk

Please note: Videodesk requires a RISC PC, large fast hard disc and 8Mb RAM minimum. A StrongARM processor is recommended. Check suitability for your computer before ordering. 1 years guarantee. E & OE.

*To obtain good quality video requires storage of around 1.5Mb per second (5.4Gb per hour).





A bit over the Weather

Now the Autumn season is with us, we can look back to the summer of '98; 'the summer that never was' that is, except for a few days in August. On one of those sunny days I happened across the UK Meteorological Office website. It has sections on the purpose and aims of the Met. Office, its history, how forecasts are made, and descriptions of research and development projects, as well as up-to-date forecasts and details of its commercial services.

24 Hour Forecasts of the weather prospects for the fourteen Public Met. service regions of the UK

The screenshot shows a web browser window with the URL http://www.metoffice.gov.uk/satpics/latest_VIS.html. The page features a 'Visual Satellite Picture' of Europe and a 'BBC Weather Centre' section with the heading 'The WEATHER FORECAST'. Below this is 'Today's Weather Forecast' for Scotland and Northern Ireland, with a small satellite image and a text box stating: 'Sunday day Scotland and Northern Ireland will have rain at times, best dry bright spells in eastern Scotland. Occasional rain for Northern England too. Elsewhere mainly dry. Temperatures, warm in the south near average in the north.'

Are these pictures as accurate as seaweed?

are available with other specialist reports. You can display the Shipping and Inshore Forecasts as supplied to the BBC, and try your hand at reading them out aloud to fit into exactly ten minutes – offline preferably.

The Met. Office now offers the latest marine weather information delivered to via the SMS (Short Message Service) to a digital mobile phone – currently to Vodafone subscribers only, costing between 30p and 50p per message. You can choose a one-off or regular hourly update if you really need (and can afford) it.

That day's online Visible Satellite image of Europe shows clear skies over the South of England. The Met. Office site has links to other weather websites, one being that of the BBC Weather Centre. Here, the same day's satellite picture shows the infra-red view where the shading shows the temperature of the cloud tops and is used by the forecasters to measure cloud height.

The BBC Weather Centre site also provides information about the work of the Centre and its forecasters. The weather maps are produced by two DEC Alpha computers receiving data directly from the Met. Office in Bracknell, and Apple Mac machines link the presenter's interface via an Ethernet link to hard disc video frame stores that replay the presenters' map animations at up to 25 frames per second.

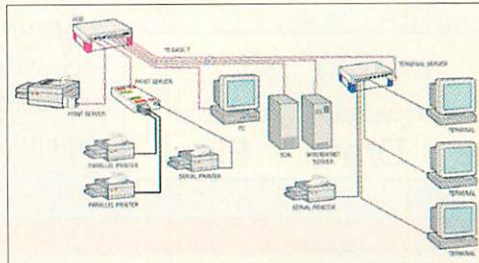
The Meteorological Office
<http://www.met-office.gov.uk/>
BBC Weather Centre
<http://www.bbc.co.uk/weather/>

Networking jabber

For those interested in learning more about Networking, Philip Blundell's comp.sys.acorn.networking FAQ is regularly posted to comp.sys.acorn.announce, comp.sys.acorn.networking, comp.answers and news.answers, and can be read online and downloaded from <http://www.tazenda.demon.co.uk/phil/csan-faq>

Philip calls the document "a compendium of knowledge to do with making Acorn machines talk to each other and the world." Subjects covered have intriguing names like AUN, Access+, masquerading, proxying and bridging. Some of these are Acorn-specific buzzwords that Philip explains in the context of Acorn computers. Other sections cover the implementation of clients and servers in a wider context.

For a general overview and explanation of Networking terms and techniques, a comprehensive three-part Ethernet Web tutorial is provided by US company Lantronix of Irvine, California. The first section covers Networking Basics, describing Ethernet as an ideal networking technology, but susceptible to contention for network bandwidth and collisions if too many users are on a simple network. Part two explains ways to



A view of my bedroom network – only joking!

increase throughput for larger networks by adding bridges and switches to filter and forward the data rather than just passing it on around the network, and the third part deals with device sharing and remote access.

Not surprisingly, Lantronix can supply the bits of hardware they recommend. Their website also has a glossary of networking terms you've always wanted to know more about, like PAP, CHAP and Jabber.

Lantronix Ethernet tutorial
<http://www.lantronix.com/htmlfiles/mrktg/catalog/et.htm>

Racing Demon

Demon Internet now offer connections to their Energis ROMP (Regionally Organised Modem Pool) in Finchley at the new V.90 56kbps modem standard. Customers can now connect at every existing 56k standard currently available by using Demon's various ROMPs, including K56Flex and the US Robotics x2 proprietary standard.

Although I'm still waiting for the V.90 upgrade for my USR x2 Courier, I got a 48,000bps connection when I dialled their little-advertised and unsupported x2 access number 0845 301 1666. For details of Demon access numbers, see <http://www.demon.net/connect/pop/pops.html>

How to design websites

You'll be dazzled by this outstanding example of website design, and they'll create one just like it for you if that's what you want. In their own words, reproduced exactly: "If you are looking for an internet persent, look no further than the Bud Uglyly Design compnany. Since Febuary, Bud Uglyly has been responsible for the creation of a multitude of high powdered websites form industry leaders around the glob!" If that whets your appetite, visit the Bud Uglyly Web site for an almost unique oxymoronic experience.

Bud Uglyly Design compnany
<http://www.wwwvoice.com/bud/bud.html>

CyberSnare

Roberto Di Cosmo is a Professor of Mathematics at L'Ecole Normale Supérieure in Paris who has interesting ideas on technical and strategic issues in the information society. Acorn users will recognise his distaste for the monopolistic view that there's only one kind of computer; a PC running Windows. You can read his thought-provoking treatise "CyberSnare" written in French at <http://www.mmedium.com/dossiers/piege>, or in English at the US reference site.

CyberSnare
<http://www.netaction.org/msoft/cybersnare.html>

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Keep sending me interesting URLs for the next yoUR List by e-mail to david@arcade.demon.co.uk, or mail #2 on Arcade BBS 0181 654 2212.

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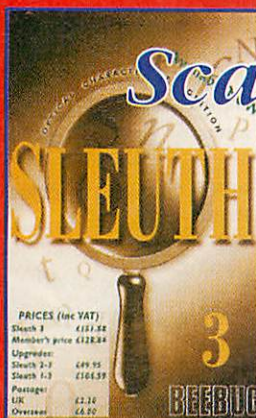
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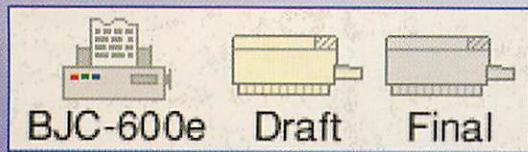
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Graphical vision

With the Phoebe 2100 almost upon us, where is the Acorn graphics scene going? It's always a tricky question to answer in a niche market like the Acorn one. The path of progress is almost guaranteed to be a rocky one as we've seen in the past. But despite the many problems, I believe we have a bright future.

The RiscPC with 24-bit capability moved us into the real world as far as graphics are concerned and it certainly was a great leap forward. The hope has been that the Phoebe will provide similar advances and I believe this will be the case despite the depressing outcome of many of the Phoebe-related discussions on the csa newsgroups of late.

The StrongARM is already giving us an impressive processing turnover but the old RiscPC bus is severely holding it back. With a faster bus and VIDC, the data and graphics bottleneck should be removed, freeing up the power for our existing graphics applications and opening up the way for the development of new software. PCI support could also prove to be a revolution on

the graphics scene but we'll really have to wait and see how popular support for PC graphics cards becomes.

Our existing range of graphics applications are far from satisfactory and I'm sure most of you will watch the latest development from the likes of Astute Graphics, Spacotech and Aspex rather closely. However, what we do have, shouldn't be underestimated. Developing 3D tools like *Da Vinci* and bitmap tools like the impressive *Photodesk*, cannot be forgotten. When you combine excellent applications like *Photodesk* with the usability of the RISC OS desktop you have a level of graphics productivity that you simply can't match on the PC. Use *Photoshop* on a PC with all its amazing effects plug-ins? Give me the usable Acorn solution of *Photodesk* every time. From this basis, the future is bright.

It's an optimistic answer to the question I placed at the top of this article, but I really believe we have every reason to feel this way and I'm sure we'll see some encouraging results over the coming months.

Farewell Jack

On behalf of all at *Acorn User*, I'd like to say a big thank you to Jack Kreindler for his sterling work on the Graphics page over the last few years. Jack has had to give up writing the column due to the obvious time pressures of becoming a Junior Doctor. I'd like to wish Jack all the best for the future and I'm sure this won't be the last we'll hear from him in the world of Acorn graphics.

Enter Paul

I'll be attempting the difficult task of filling Jack Kreindler's shoes over the coming months in my new role as Graphics editor. Regular readers will know me from my many contributions to the magazine over the last five years. As well as my role as PD editor I have already contributed significantly to the graphics coverage with reviews of many of the Acorn scene's key products like Spacotech's impressive *Top Model* application.

In terms of experience, my background includes bitmap and 3D design and a great deal of work writing the code behind demos and applications like the *Delirium* screen saver. This gives me a hands-on approach to graphics scene. Over the coming months I'll be charting developments in the graphics world and giving my views in a pixel by pixel account of what's going down. I'd very much welcome your input on the column, whether you're a developer or reader, so please get in touch at the address below with your news and views.

21" performance

Hitachi have joined the "space race" to produce compact 21in monitors. The idea is to provide a high quality large screen display, at a box size that doesn't engulf your desktop. Clocking in at a depth of only 470mm, the new CM811ET comes at a RRP of £662 and provides resolutions of up to 1600x1200 at 75Hz with a dot resolution of 0.22mm.

Hitachi

Tel: 0181-849 2000

WWW: <http://www.hitachi-eu.com>

Contacting me

You can contact the Graphics page by writing to me, Paul Wheatley, at Acorn User, IDG Media, Media House, Adlington Park, Macclesfield, SK10 4NP. Or preferably, by e-mail to augrafix@idg.co.uk

Photodesk 3 uncovered



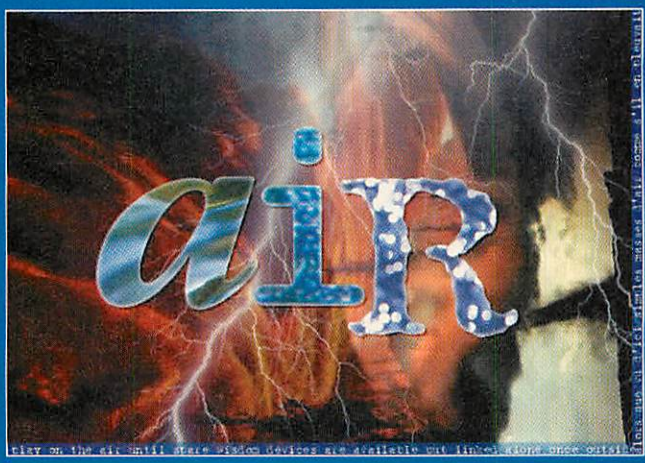
Photodesk 3 is finally with us, bringing the ability to work on separate layers while they are combined in real time to be displayed as the working canvas. The Layers facility is the main change from version 2, and it's a shame we haven't seen more features introduced. However, as I've mentioned elsewhere in this column, *Photodesk* is already an outstanding package and can certainly stand up against *Photoshop* on the PC and Mac.

Spacotech

Tel: 01305-822753

Picture of the month

This issue's picture of the month comes from the talented hands of French artist Stephane Habet Roux. Selecting one picture from Stephane's very stylish website at <http://perso.wanadoo.fr/habetroux> doesn't really do it justice, so enter the URL into your browser and simply click the screen to cycle through the images. Keep those entries coming in



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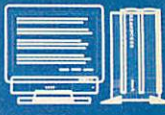
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PC Pro 3.0 is here

For quite some time now I've been heralding the imminent arrival of the new *!PCPro*. Well now it's here on my machine, so what's new?

To begin with it's the most friendly *!PC* yet – both to install (or upgrade) and to use. The disc includes the installer software which includes *!PC*, a system update which you may not need but which is safe to run anyway as it will not alter an adequate system, plus a routine for updating the toolbox modules – something you may well need especially on older computers.

Running *Install* is simple with drag and drop to tell it where your existing files are and several options screens (such as Figure I) which allows you to configure the items you need. The greyed options here tell me they are already installed on my system, the one option left uninstalled is the one item to give me problems I've as yet not resolved. Network links can also be installed automatically now which is a real boon for network users. Follow the procedures and you soon get to Figure II which not only shows the new versions of *!PC* and *Config* but also the saved old version plus a utility to make a boot disc.

It may be worth repeating here to save copies of your old *!PC* and your *!Boot* file before starting. I did hit problems with my RISC OS boot files which were frankly of my own making – in fact a toolbox patch I'd inserted into *!Boot* to run some beta test software that needed it. *!PC* cannot be expected to second guess everything and it took me a while to get the *!Boot* system to work as intended. Not the least problem was my *!Boot* backup was out of date. Mea culpa – but you have been warned.

Okay, so now you are ready to go – almost. One big change is that *!PCPro* now supports multiple config files. This can certainly help when using *!PC* for wildly different purposes that need,

for example, different screen resolutions, disc set-ups or, perhaps more to the point, for different installations offering Win3.1 and Win95. To make this work smoothly, *!PCPro* is now

launched from *!PCConfig*. This allows the set-up and selection of the multiple config files in a neat and simple way – see Figure III. Each setting can be given a name to suit yourself and called from a menu.

Once launched there are some more neat tricks that make *!PC* easier to use. You can, naturally, use it in single task mode. But the multi-tasking mode in a RISC OS window has been greatly improved. Figure IV shows the new sidebar which allows changes on the fly. The snowflake freezes *!PC*, you can alter RS232 and printer access options, screen settings and even reset using the red !. I'm personally very fond of the mouse icon. One click on that and the RISC OS pointer becomes a PC pointer. Menu click on the Acorn mouse and the pointer reverts to RISC OS. This makes multi-tasking much simpler and quicker.

Aside from the features detailed above, *PCPro3* supports VESA 1.2 and VESA 2 so will run a few more games sometimes with considerable speed increase and should also be faster in DOS. It can be configured to support various SCSI devices and is much friendlier to use. Thus far it has proved fully stable even though my version is still labelled beta-test. It still lacks DirectX support, but at long last that is now under way and will be a free upgrade to *PCPro3*.

My verdict? Nice one, a considerable improvement. You should certainly consider upgrading especially since it is so easy to

do and a necessity if you want DirectX as this cannot be made to work on earlier *!PCs*.

Aleph One
Tel: 01223-811679
WWW: <http://www.aleph1.co.uk/>

The PC Card is dead – long live the PC card

In the past I've mentioned the imminent demise of the PC card as we know it and it seems there's still confusion out there about the potential for PC cards in the future. Will Phoebe also run Microsoft PC software?

The Risc PC has two processor slots – one for the ARM, the other used for the PC card. Phoebe does not have the extra slot, so the current cards will not be of any use.

However, Phoebe does have some PCI slots – strange to Acorn users but familiar in the world of Bill Gates, these are the slots that are used to plug in anything from graphics accelerators to modems and sound cards. You can also plug in a PC card. Not Acorn PC cards as we know them, but Windows PCs on a PCI card. These are expansion cards with most of the guts of a PC – processor, memory and main chip-set on a PCI expansion card. These are commercially available for the PC market but could be adapted for use in Phoebe.

They will, of course, simply plug into Phoebe without physical change and electrically they will be compatible. The problem is that software will have to be written to give the PCI card access to any shared resources such as keyboard, mouse and screen. That software will also have to manage data transfer between platforms.

So the hardware is not a great problem. When (whether?) the software gets written is another matter. Aleph 1 are looking into this but cannot be anything other than reticent about options until they get their hands on a Phoebe and the full spec. I imagine they will also watch early sales figures of Phoebe with interest. The better the machine sells, the more likely is a new Phoebe version of *!PC*.

As for potential performance, it's impossible to be exact, but a rough estimate is that Phoebe's architecture ought to support a reasonable Pentium P2. So as with *!PC*, you can't expect Phoebe to deliver shattering performance for the latest and bestest 3D graphics games – but it could be a highly credible platform on which to run business software, plus a few good games too.

Contacting me

You can contact me, Mike Buckingham, by post at: *Acorn User*, Media House, Adlington Park, Macclesfield SK10 4NP or by dropping me an e-mail at: aupcpage@idg.co.uk

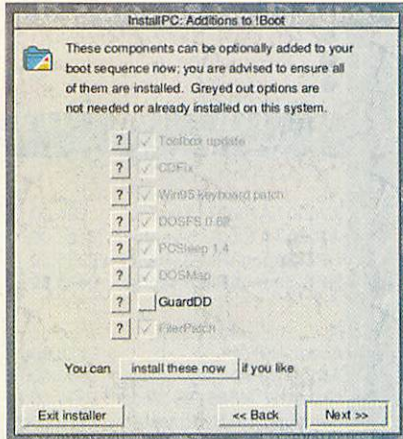


Figure I

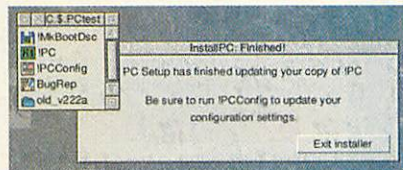


Figure II

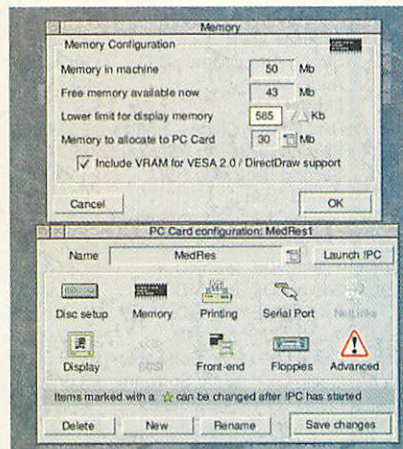


Figure III



Figure IV

cover disc

Acorn User 200th Edition CD-ROM

Welcome to the fourth magazine cover CD, produced to celebrate our 200th edition, and to also bring to you the best Acorn multimedia around.

The disc has been specially formatted to include CDFS extensions, such as filetype mapping and so on, allowing Acorn users with CD-ROM drives to access software and data directly from the disc. The disc can be also used on non-Acorn machines to enable users without CD-ROM drives to download items using a PC or Macintosh.

There are several pieces of exclusive software on the disc, the major item being the new Universal !Boot sequence from Acorn, which is much easier to use than ever before. Please ensure you read the accompanying documentation before installing it.

This year's cover disc again utilises an interface designed using the Acorn version of *HyperStudio*, but alongside it are HTML files listing most of the software available in the categorised directories of the CD. This way, you can easily find your favourite piece of software. Due to lack of time, not every piece of software is listed, but is still comprehensive enough to be of use when exploring the contents.

There are three possible ways of running the CD; you can either just browse idly through the content, use the *HyperStudio*/HTML interface, or just using

Shareware and Freeware

- Throw custard pies at Bill Gates in a silly game
- Use TextTool to make modifications to text files
- AlphaSave – a simple new screensaver

Disc information

The software on these discs has been compressed using *ArcFS 2* from VTi, and are opened by running a copy of *ArcFS* then double-clicking on the archive to open it. There is a copy of *ArcFS* on the disc.

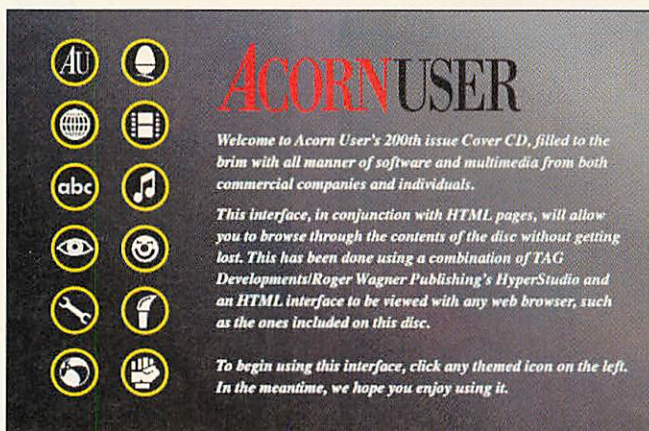
Most software will run straight from the archive, but some programs may need to be copied out of the archive before being run, uncompressing them in the process. Any program that saves a file to disc, for instance, will be unable to do so into the archives on the disc.

Faulty disc?

If your disc is faulty, test whether it will verify by clicking with Menu on the floppy drive icon and choosing Verify.

If it fails to verify or is physically damaged you should return it to TIB, TIB House, 11 Edward Street, Bradford, Yorkshire BD4 7BH. If it verifies successfully return it to the Acorn User editorial office at the usual address.

The Acorn User cover disc has been checked for viruses using *Killer* version 3.001 from Pineapple Software



these websites have had to be installed as archives in order to protect the length of their file-names, but it is possible to view the sites within them.

Other sites require the installation of image filing systems such as *LongFiles 2* and *X-Files*, which are also provided on the disc. Acorn users without CD drives will be pleased to know that most of these sites are provided as Zip files as well, so they can be unpacked on a PC or Macintosh and viewed from there.

For more information on using this disc, please consult the !README text file in the root directory. An article describing my exploits will appear in the near future. In the meantime, I hope you enjoy using the cover CD. All comments and suggestions are welcome.

November Disc

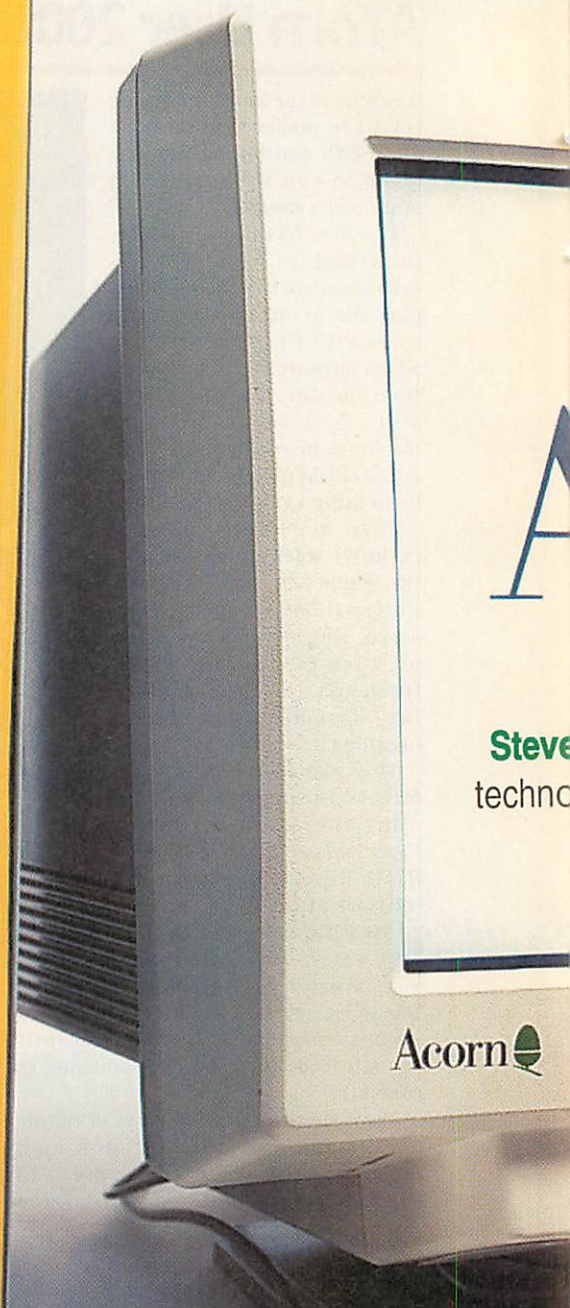
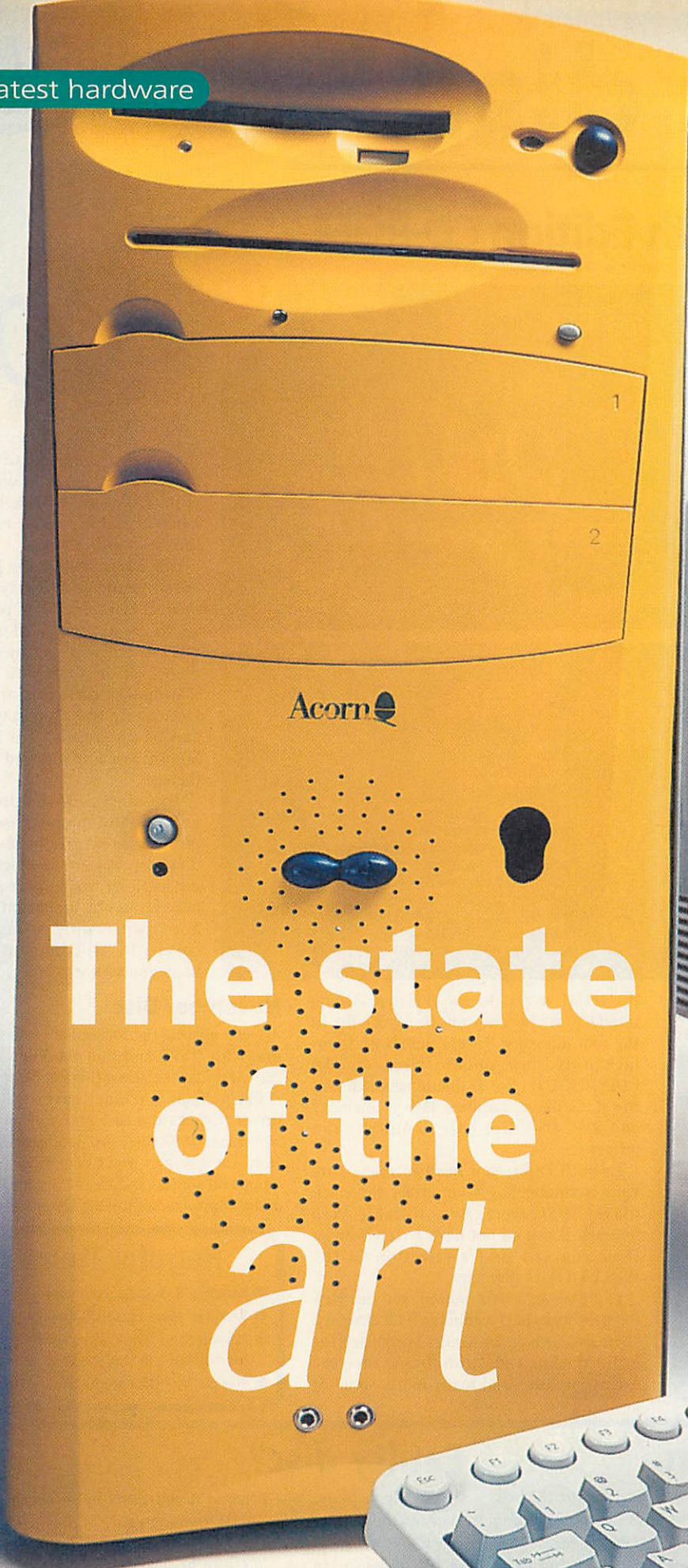
Are you missing the November cover floppy disc with *INFO and Run the Risc? It's on the CD under the *Acorn User* category.

But perhaps you don't have a CD-ROM drive? If that's the case and you want the November 1998 disc, just send us the CD4 from the cover as proof of purchase, your name and address and we will return the CD and a floppy containing the November files.

Regular items

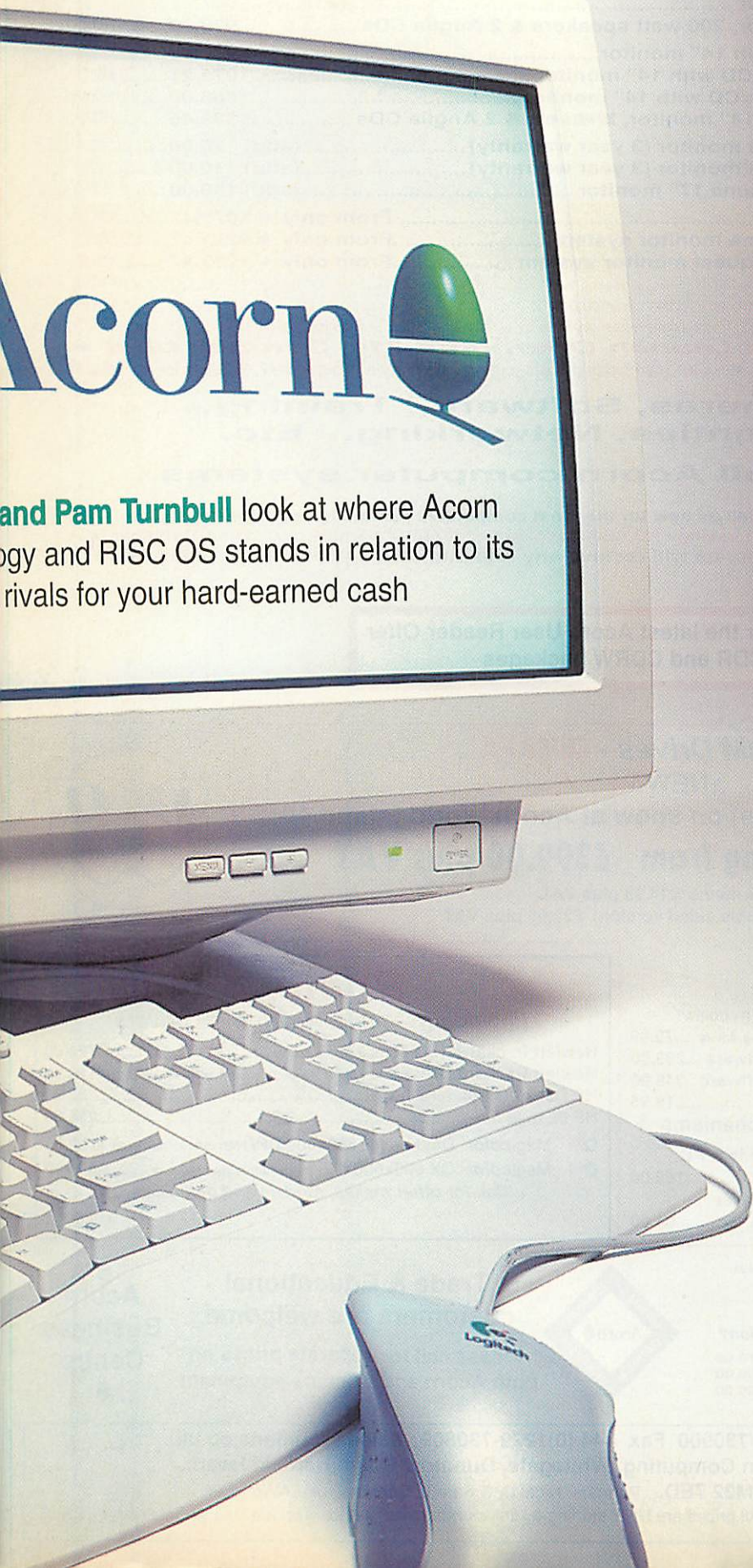
- Rambles: Bass pedal controller
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Latest hardware



The state of the *art*





and Pam Turnbull look at where Acorn technology and RISC OS stands in relation to its rivals for your hard-earned cash

Welcome to the season for new machines. Forget mellow fruitfulness and Harvest Festivals this is *the* selling period of the major hardware manufacturer and retailers and with troubles in the Middle East not promising to go away all that quickly there is a lot hanging on the Christmas' computer bonanza. True, Acorn is somewhat insulated from these shenanigans but no computer company is an island.

As this is our 200th issue, we have opened these illustrious pages to see what the Mac OS and Windows platforms have on offer and how RISC OS stacks up in a more global context. This issue we're tackling the look and marketing of these beasts as well as comparing the specification sheets computer bods love. In the Christmas issue we'll see the truth behind the numbers by putting the computers through their paces for speed and usability.

Grey boxes predominate although questioning of PC manufacturers will reveal that there are lot of shades of grey and 'we use much nicer ones these days'. Offices and schools care little about the exterior, it is productivity that matters, but all of us like a little style in our lives. The trouble is that people have different concepts of 'good' style. PCs play safe by keeping the nondescript colour and three box design – monitor, keyboard and processor unit – the occasional company playing with the keyboard or monitor shape.

Apple and Acorn have more leeway as they are single manufacturers and this has resulted in two very *different* designs of the iMac and the Phoebe. The less charitable might say that this is because the operating systems of the three main platforms are none of them radically different. PCs have augmented Windows 98 with new software bundles, faster processors, bigger hard discs and even DVD, Apple and Acorn have better processor speeds too and though they don't have as many models as in previous years they have added style.

Power and flexibility

So does Acorn come out the poor relation? True, the Phoebe does not have the huge design budget of Apple behind it. Yet it has a style and look of its own. Not as complete a design as the iMac perhaps but infinitely better than the collection of grey boxes and peripherals which surround your standard PC. RISC OS is still the better operating system because of being situated in ROM and not taking huge chunks of memory before you even start working.

With the Phoebe Risc PCII, Acorn's aim is to bring the RISC OS machines in line with off-the-shelf PCs while being faster and more efficient on how it harnesses the strength and power of its processor and in particular to remove the bottleneck on the main memory bus.

The operating system has been tweaked rather than re-written with a new kernel to support the hardware with better task swapping, cached screens and so on as well as a new ADFS with even better IDE

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Phoebe

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still included) and allows any PCA-compliant application to edit a sprite in-situ without the need to export it to the paint package.

For a little light relief you can play *Descent* and *Ankh*, which are being bundled and for those who want intra-networking you also get *Access+*, *AccessCD* and *Omnichief* while one form of PC-compatibility is supplied in the form of the ICA Client software.

In this instance it's a case of "never mind the hardware, look at the software". In a total break from their previous behaviour Acorn have actually supplied the software necessary to use the machine, rather than just supplying the hardware and expecting the user to get his own software – a marketing attitude that went out with the Ark in other markets.

RISC OS 4 has been criticised in some quarters for not being sufficiently radical, but then what kind of radical is either needed or wanted? Basically we want a system that's the same only better, and that's what Acorn have given us.

For families, education and the Internet

Incredibly stylish and futuristic, the Apple iMac is promoted as the easiest way to whisk you on to the Internet and is aimed squarely at the home and schools. It comes complete with everything you need and as with all Macs provides an easy set-up – just plug and play. Plug in the power lead, insert modem lead, connect keyboard and mouse. One click and you're there. There's a 56k fax modem built-in and also 10BaseT Ethernet if you fancy having your own home Intranet, or want to plug it into an existing school network. This is all achieved incredibly easily and speedily. We were unpacked and connected to the office Intranet and Internet in five minutes.

But ... the Internet hasn't taken off in the UK home as in the US, mostly due to the fact that we haven't the benefit of free local calls. The iMac plays heavily on the Internet and indeed does make it all very painless even giving you the choice of three ISPs: BT Internet, Line One and Direct Connection. Whether this is enough to make the sceptical British public opt for the superhighway log-jam is to be seen – and there is a degree of ignorance about the

➤ interface. There's a better-looking desktop with a brand-new Pinboard that has taken ideas from the PD replacements, and there's an iconise button on the title bar now. There's a new *!Configure* which lets you add third party applications (though it should be used only for system-wide resources), the nested wimp (windows within windows) and true bubble help.

The new filecore lets you have up to 255 characters per filename – although other, unchanged, system restrictions won't allow pathnames greater than about 240 characters however this is unlikely to be a problem – and up to 80,000 files in a directory if needed, anyone with a directory

approaching this number might find some disc utilities failing, but then again anyone with such a huge number of files in a directory probably needs to rethink their disc organisation. You can also happily upgrade to 128Gb of IDE drive, which should keep most people happy for a while – that's about 200 hours of MPEG audio/video.

Acorn have been talking about multi-processor support – that is, the ability to have more than one StrongARM running simultaneously. Well the hardware support for it is built-in to the Phoebe so we can look forward to it – 4x400MHz StrongARMS anyone?

Sound has also been improved using the 8-bit sound from VIDC20 with a new industry standard codec enabling MIDI sound, hardware volume control and software mixing of all sound sources including VIDC, Codec, line input and CD for versatility. Add a waveblaster card for real synth performance.

The software package *ReMIDI* is being packaged with the Phoebe so even if you don't have a MIDI hardware unit you can still get the benefits of some superb sound output.

On the software side Apps has been expanded to include *!EasiWriter* from Icon Technology (which means new users will actually have a decent word processor they can use from the word go) and *!PCAPaint*, this was written by Rob Davison who also wrote *!Compo* and was originally *NCPaint* that was bundled with the Net Computer, it has better features than the standard *!Paint* (which is



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Xemplar of course will sell schools a PC (though only Fujitsu models), Macs and Acorns as part of a package or individually. Or how about a Phoebe, Fujitsu ErgoPro and a G3? The Mac and the Acorn allowing you to read/write PC discs as standard – and both networking easily with PCs – let schools augment their so-called industry standard with ease of use.



Latest hardware

► Internet which is frightening. The colour and shape you love or hate. Personally I love the design, and the fact that even the mouse ball is two-toned says a great deal about Apple – the number of staff and the amount of money they have to play with!

But no design is perfect, so what about downsides? The function keys on the keyboard look and feel like last minute additions and we have a split judgement on the round mouse. While some people love the feel and response, others found that the circular shape meant that they could start using it off centre.

Mac OS 8.1 has menus which stay down when clicked and has a great 3D look but Apple purists will hate the more PC-look and behaviour of the windows but arguably it's a similar step to the one Acorn have taken with iconisation. Apart from that there are no real breakthroughs just tweaks and additions some of which have been available in the public domain for a while.

The integrated speakers, CD-ROM and microphone and even the trapdoor for the leads shouts good design. But somewhere along the line it was decided to do away with the floppy disc. Now you can add a Universal Serial Bus floppy drive if you need one but as the vast majority of Mac software comes on CD-ROM it is arguable whether you'd need one – work files can be transferred between



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machines using Internet or Intranet. Which brings us back to the argument, would UK users want a machine that only allows data transfer by Internet?

The basic memory is 32Mb, 16.9Mb of which is used by the operating system on start-up. If you plan to do anything expand. If you plan design work its maximum 128Mb RAM probably isn't enough.

The USB ports also limit you to a choice of peripherals, although Apple tell us that 200 new devices have been launched since May including low-cost printers, disc drives, scanners, cameras, and game controllers. What is more you plug these in without having to switch off and restart. Not as expandable or flexible as the Phoebe, it has a tighter marketing brief. With a retro feel it will match your Dyson vacuum cleaner and be a talking point for friends and neighbours with looks pricier than its £999 price tag.

Grey boxes

Enter the field of the workaday PCs which just get bigger. Here the principles of supply and demand come into play. The prices vary dramatically between systems, not just due to

the basic box but down to maintenance contracts, and bundled software. You try buying a PC without software – great for first-time buyers but essentially

irritating for upgraders. You pay your money and takes your chance/choice.

Though Windows 98 isn't perfect and there are still problems with some graphics drivers for instance, this is essentially an upgrade but it makes significantly more demands of memory and hard disc space. What makes the difference is the number of machines and packages on the High Street, and though significantly less pretty than the Mac and less internally stylish than the Acorn the sheer force of numbers will make the difference as users expect networking to be difficult, upgrading being a major chore and that anything that doesn't eat 60Mb of memory and hard disc space isn't worth giving room to.



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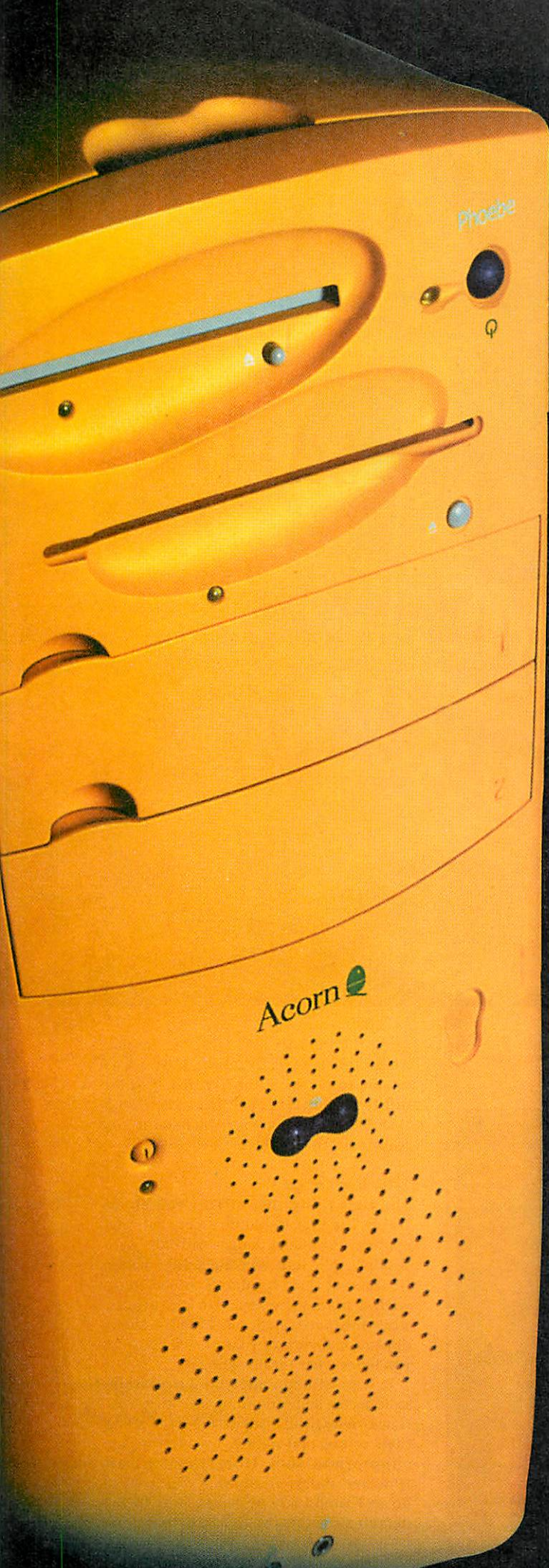
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* If you win this competition and have pre-ordered a Phoebe you will get your money back

Hopefully, my last article on *TopModel* prompted a few of the more persistent among you to reach for your mouse and fire up that old 3D modelling package you always thought was too difficult to use. This month, we will be attempting to recreate a more classical form of architecture using Aspex Software's three-dimensional modelling package, *DaVinci 90*.

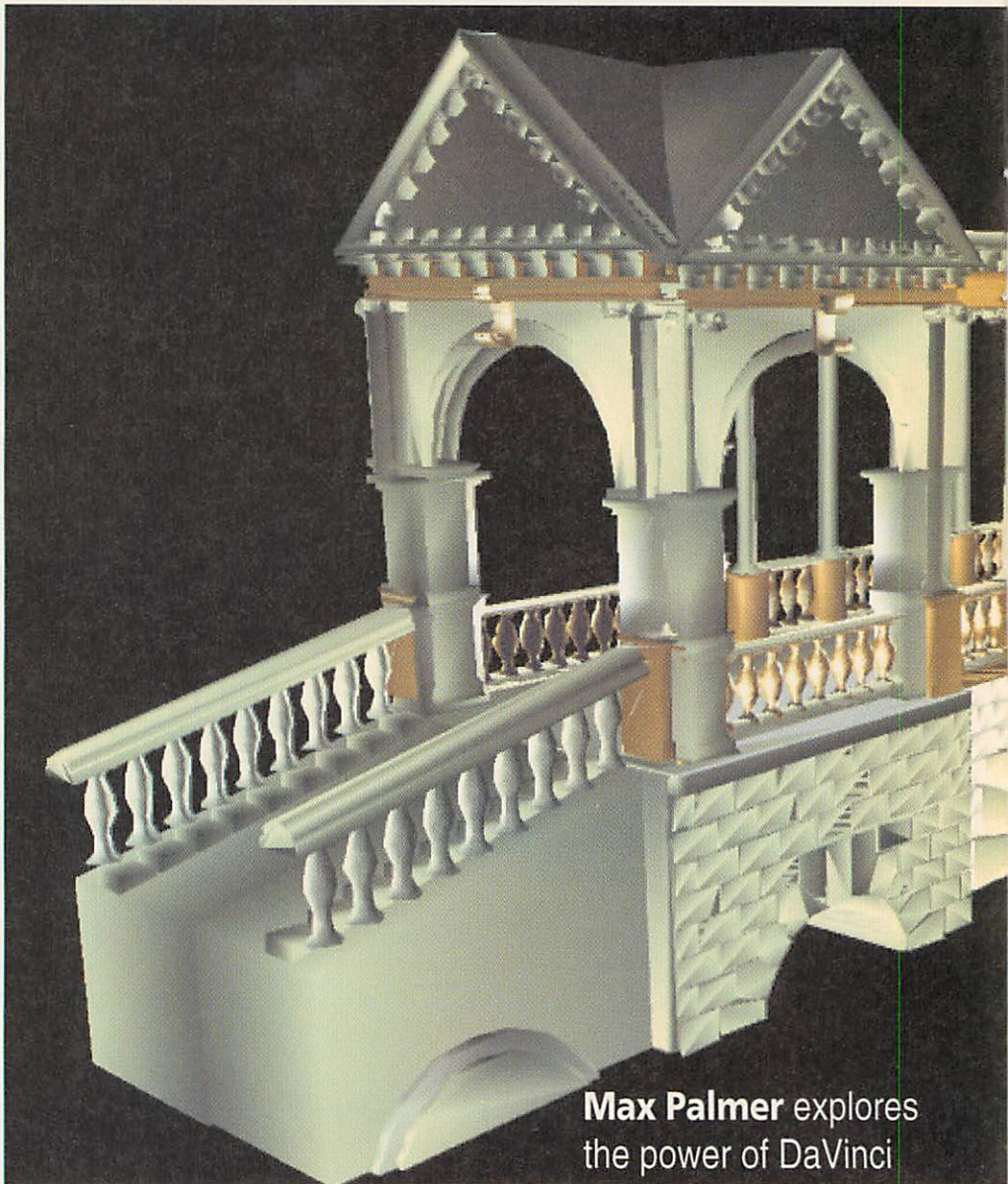
My inspiration came from the National Trust calendar that once in a while crests the waves of paperwork that crowd around my Risc PC. The model is loosely based on the magnificent Palladian bridge which graces the landscaped grounds of Stowe Gardens, in Buckinghamshire.

Unfortunately, the Easter floods which took much of the Midlands by surprise, happened to coincide with my quest for photographs and turned my attempted visit into an impromptu white-water rafting adventure. So apologies to all - I am unable to provide any photographs of the real McCoy.

DaVinci 90

As seems to happen often in the Acorn world, *DaVinci* arrived at roughly the same time as *TopModel*, its closest Acorn-based competitor. As a result, many Acorn users who had been eagerly awaiting an easy-to-use 3D package were forced to choose between the two applications.

Those of you who still have to make that choice should look to the back issues for detailed reviews of the packages. However, it is safe to say that *DaVinci* and *TopModel2* are sufficiently different in both style and complexity to have etched out niches of their own, and in many respects the two packages provide a complementary approach to modelling. Indeed, it should be possible to transfer geometry data between the two applications, in an albeit somewhat basic form,



Max Palmer explores the power of *DaVinci*

Figure III : The completed model

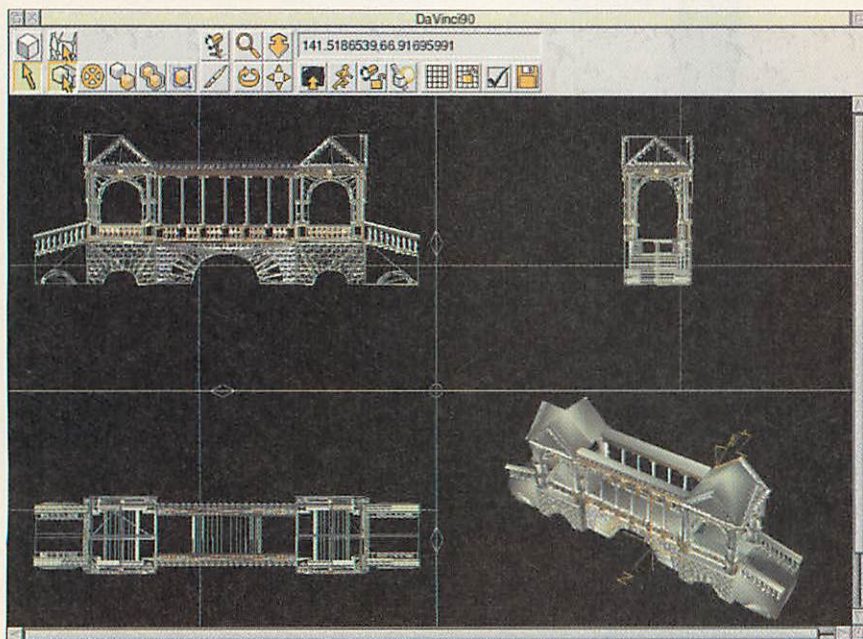


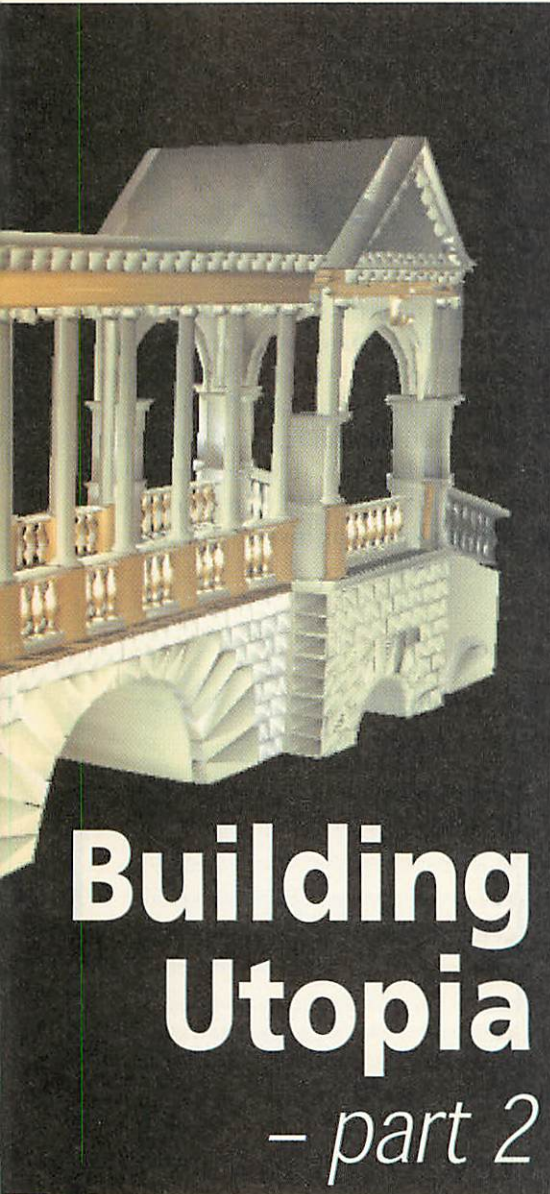
Figure I : *DaVinci* in action

using the industry standard DXF format. Although I have to admit that I was unable to persuade the *TopModel* export utility to convert a *TopModel* file into a DXF file - so check with Sincronia if you really need this facility.

The workspace

The first thing that strikes you about *DaVinci* is that it adopts a conventional approach to model design, with the main window split into four quadrants (Figure I). Three of these quadrants are taken up with a plan view and two elevations, while the fourth gives you a shaded, three-dimensional view of your model, allowing you to see what's really going on.

It is possible to alter the orientation, scale factor and 'origin' of the three wire-frame views, which adjust as a set to retain their orthogonal nature, by selecting the appropriate tool from the toolbar. However, unless you have a real need to do so I would advise you to stick to the default orientations since anything else



Building Utopia

- part 2

makes editing unnecessarily complicated for most purposes.

I have to admit that my initial reaction to the three orthogonal views was one of frustration since I felt cramped by the lack of workspace when working in one of the views. However, Aspex have cleverly provided a small zone in the centre of the splitter window which allows you to adjust the relative size of the four views.

Using this feature you can make one of the panes dominate the main window and hey presto - no more workspace problems! Indeed, once you get used to this feature you'll find it becomes invaluable for checking the relative position of an object in all three orientations before you move on to create something new. A virtual navigation mode is also available for viewing the model in 3D, should it be required. This takes over the whole screen and is excellent for admiring your handiwork.

Object handling

Compared to *TopModel*, *DaVinci* might lack some of the more esoteric tools for creating objects, nevertheless, facilities for constructing all the basic primitives are present and can be accessed via icons on the design toolbar.

Rather than explain the function of each of the tools in the text, I have created a diagram which, to use a pun, I hope is worth a thousand words, and provides an illustration of the kind of shapes you can produce with a few mouse clicks (Figure II).

As before, I strongly urge you to spend a few minutes playing around with each of the tools so that you can build up an understanding of what each is capable of. Also explore the action of the menu parameters which can be accessed by clicking the middle mouse button when the pointer

is present over the relevant tool on the toolbar.

DaVinci adopts what is at first hand a rather unusual, sequential approach to creating a new object. For example, to create a box you have to follow the following series of predetermined steps:

- Firstly, click somewhere in the chosen view pane to fix one corner of the box.
- Next, move the mouse in the view pane and click to fix the position of opposite corner.
- The view now adjusts to show you a 'thin' version of your object in the depth plane. You then move the mouse to adjust the position of one end of the box in the depth plane. Once again a mouse click fixes the position.
- Finally you can move the mouse to adjust the length of the box, 'rounding' off the object (metaphorically) with a final click.

While this type of method is fairly easy to follow for basic shapes, the procedure for creating some of the more unusual objects takes a little getting used to and often a few attempts are required to create what is really wanted. This is not meant as a criticism, however, it does add weight to the argument that the best way to make progress with packages of this type is by exploring rather than by launching straight into a design.

Once an object has been created it may be selected using the mouse. This will bring up a blue bounding box, rather like the one in *Draw*, which allows the object to be scaled, translated, copied or rotated. If, like me, you are rather hopeless at making these kind of critical adjustments by eye, you can opt to type in values for the overall magnification, width/height scale factors and rotation angle by filling in the edit fields accessible via the main menu.

More than one object can be selected and manipulated by either of these methods or alternatively the objects may be grouped together to provide a more convenient way of selecting a 'master shape' at a later date. While you might think such actions are unnecessary, it is well worth getting into the habit of grouping objects constructed from smaller shapes once they are considered complete, since failure to do so at an early stage can lead to intense frustration later on, by which time the scene has usually become considerably more complex.

Finally, you can select the type of material to be applied to the group or an individual object using the paintbrush icon. Unfortunately, *DaVinci* does not support texturing, the options available are therefore limited to setting the colour and basic properties of the chosen material such as the reflectivity and transparency.

In addition to object selection, *DaVinci* allows vertices to be selected and moved using the mouse, provided the appropriate mode has been engaged on the toolbar. This feature can be used to tweak or distort objects and allows minor mistakes to be

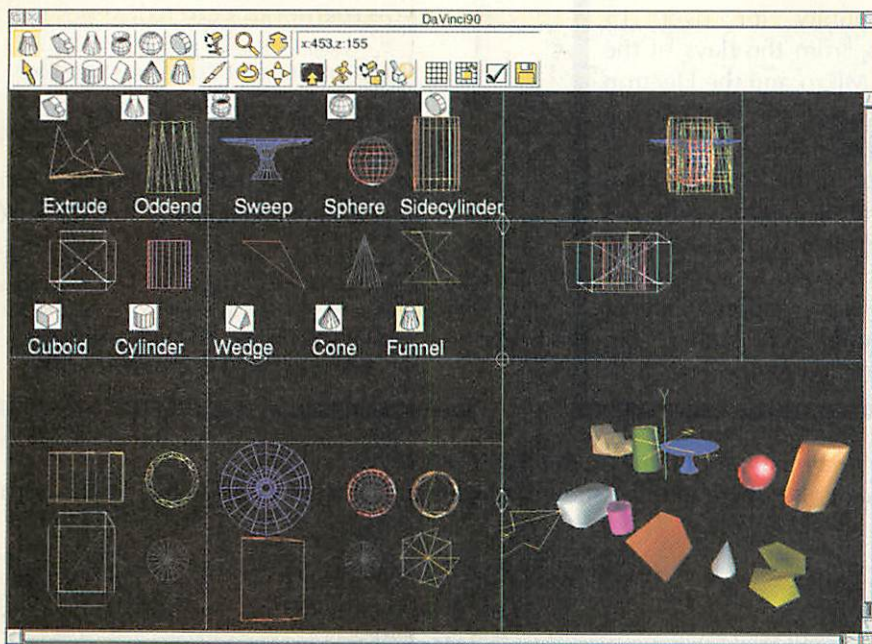


Figure II: The basic design tools in action

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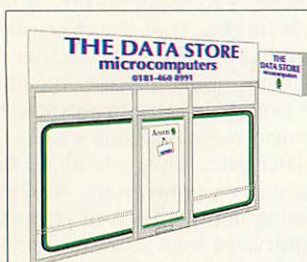
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removed with relative ease. Once you are happy with your scene you can save it in its native file format or export it as a DXF file or VRML model.

The latter is useful for placing designs on the Web, while the former is a good bet if you want to load your geometry into another 3D package. In addition, scenes can be saved as sprites or *Draw* files, allowing your designs to be integrated into documents or included as part of a presentation.

While the above has hopefully provided an indication of how *DaVinci* works, I must stress that I have not covered all the features that are available. However, space is at a premium, so I shall press on with the tutorial. I can only urge you to take time to explore. It really is the best way of making the most of packages of this type and will reap rewards in the end.

Palladian dreams ...

Few of you will have got this far without having already glanced at the figures that accompany this article. However, if you have managed to resist the urge to do so, now is the time to relent and cast your eyes in the direction of the final image. As you can see, the aim of this month's tutorial is to create a model of a rather impressive looking bridge. So, how is it done?

As I stressed last time, virtually everything around us can be broken down into a collection of smaller objects which themselves are composed of even simpler shapes. Therefore, by applying the reverse argument we can say that in principle it is possible to construct fairly complex looking structures using only a few simple tools which allow us to create a number of basic shapes.

OK, this is a bit of a generalisation, however, it is certainly true of many man-made structures like the bridge shown in Figure III, which is in fact composed of no more than a few basic building blocks, such as columns, bricks, plinths and balustrades.

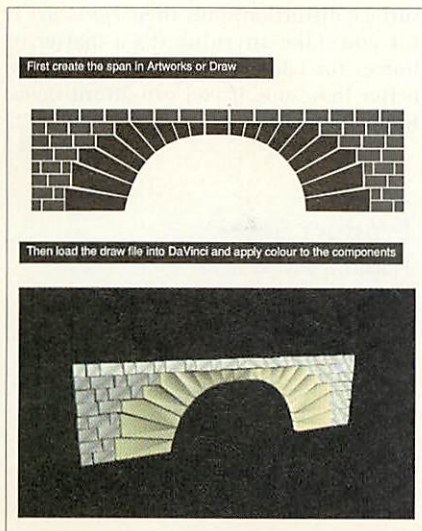


Figure IV : Building the foundations.

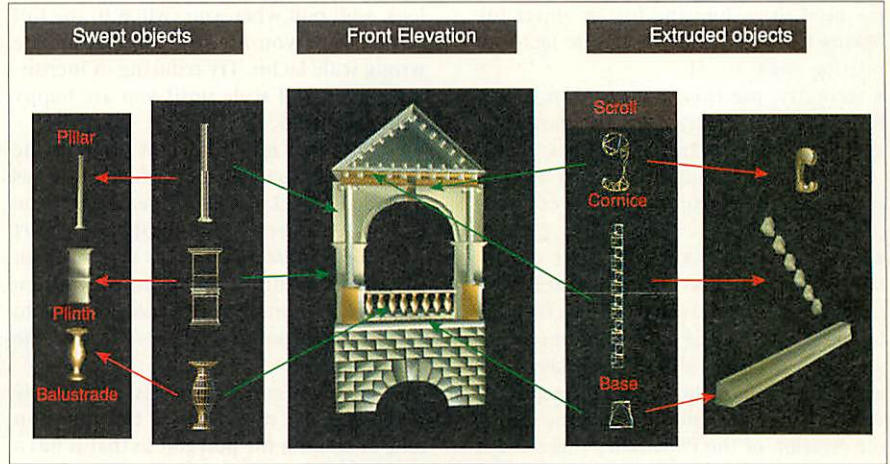


Figure V : Creation of the basic building blocks using the sweep and extrude tools

The key to producing a seemingly complex model like the bridge, therefore becomes that of finding a method of constructing these simple shapes. The rest is just a matter of patience while you clone the results using the copy, translate, scale and rotate tools.

To start with, I analysed the photograph of the bridge in an attempt to break it down into a number of objects which I believed could be constructed with relative ease, looking for places where I could apply symmetry to make life easier. I then picked a convenient place to start (something which provides a good indication of the eventual scale of the object) and tried to think how I might go about creating the first part of my model. In this case the base of the bridge.

Fortunately, *DaVinci* is blessed with a quite superb *Draw* file import filter which is able to triangulate almost any shape you throw at it, turning them into extruded three-dimensional objects. Given this immensely powerful feature, I set about copying the basic design of the base in *Artworks* and then loaded the exported *Draw* file into *DaVinci* - simplicity itself.

All I needed to do once the file was loaded was to group the shapes and then scale the depth of the group until I was happy with the overall dimensions. Hey presto - one section of the base completed. I repeated this procedure to create the central span and applied the appropriate colour to the bricks to obtain the model shown in Figure IV.

Raising the stakes

Once the base had been constructed I set about creating a few of the basic objects I would need to construct the front elevation of the left-hand tower. Note that symmetry is on our side here - all we need to do is to create the front elevation since the rest of the structure can be built up by selectively copying, rotating and positioning the front elevation. Figure V provides a breakdown of these building blocks, which I will now explain how to create in turn. Amazingly, they can all be created using just the sweep and extrude tools.

Using the sweep tool

The great thing about creating radially symmetric features like the balustrading is that the results look very impressive, but in actual fact take very little work to produce. All you need to do is to draw the profile of the object you require and the sweep tool does the rest of the work for you.

Rounded objects like the columns can be produced by specifying a large number of steps in the pop-up menu, while more angular objects, like the plinths, can be produced by reducing the number of steps to four (see the menu option produced by clicking on the toolbar).

Once you are happy with the basic result, the object can be rotated and scaled to produce a more elongated feature, as was necessary with the darker plinths positioned at the base of the columns.

Using the extrude tool

The extrude tool is perhaps the most powerful tool in the 3D modeller's armoury. We have already seen it in action when we imported a *Draw* file into *DaVinci* to create the base of the bridge. However, it's just as easy to create an extruded object in *DaVinci* directly, using the extrude tool on the toolbar.

As with the sweep tool, all we need to do is to draw the outline of the object and then scale the dimensions of the resulting shape to obtain the required depth. Once this has been done the object can be copied, rotated and shifted into the correct position. Multiple copies of the object can then be used to create features like the 'cornice' which appears round the edges of the roof. A few examples of extruded objects are shown in Figure V.

Hints and tips for a happier life

While most of the work required to create the front elevation is just a matter of cloning and manipulating objects, there are a few measures you can adopt which can make life a lot simpler.

- Firstly, position objects at the origin before you manipulate them. This avoids



- ▶ the need to go hunting for an object following the application of a scale factor or rotation angle.
- Secondly, use the group tool once you have finished constructing a feature from a collection of primitives. This makes copying and selecting other objects much easier when the scene becomes more complex.
- Thirdly, save, save and save again. *DaVinci* has no undo feature and it is very easy to wreck a drawing by selecting the wrong object at the wrong moment. To prevent a disaster ruining your day adopt incremental filenames and save regularly. This strategy saved me a lot of time during the creation of the Palladian bridge and is a good substitute for an undo buffer.
- Create complex scenes in sections and then construct the final scene from these individual files. Although *DaVinci* is pretty nippy, even a StrongARM machine has problems redrawing a 7Mb file, so maximise your efficiency by splitting complex models into manageable chunks.
- Scale your scene so that it looks right when perspective is applied. If you find that the images you have lovingly created

look a bit odd when you switch to the full screen view you are probably using the wrong scale factor. Try reducing or increasing the overall scale until you are happy with the results.

- Finally, you may find that some of the objects look decidedly odd when viewed as a shaded model. If this happens, select the offending object(s) and apply the *Invert Polys* or *Double Sided Polys* option from the *effects* menu. If things improve then your original problem was probably due to some of your polygons (facets) 'facing' the wrong way.

These tools correct for this 'feature' by reversing the direction of the polygon and/or cloning the polygon so that it has a back and a front face. If you want to know more about why such problems can occur then I recommend you read the series on creating a three-dimensional graphics engine which appeared in *Acorn User* earlier this year.

Ramping up to the end

By now you should have a pretty good idea of what you need to do to create the front face of one of the towers. All that remains to be done in order to create the complete

tower is to clone the objects twice, rotating by 90 degrees round the z axis each time, and position the copies so that the vertical (z) axis is aligned with the central axis of the tower. Finally, ungroup the cloned group at the far end of the bridge and delete the balustrading. This process is shown in Figure VI.

The upper portion of the central section of the bridge can be created by cloning more of the basic objects used to create the tower. These should then be copied, in groups, to produce a series of identical sections. Once you have completed the front face, group and clone the objects (again - ahem!) and rotate the copy by 180 degrees before positioning it onto the opposite side of the bridge.

The last section of the bridge to be constructed, namely the ramp, was created by importing a *Draw* file which contained a collection of shaded objects. These were subsequently scaled and positioned so that the smaller objects stood proud of the main body of the ramp. Yet more balustrading was added using the sweep and extrude tools and the vertices shifted to create the slowly rising handrail. Finally, the feature was copied, rotated and positioned to complete the model.

Summing up

While I feel that *DaVinci* is not as comprehensive a package as *TopModel*, I have found it to be perfect for getting to grips with the basic fundamentals of three-dimensional graphics. It is therefore a valuable tool for those who are looking for an introduction to modelling, but who cannot justify the extra features or expense of *TopModel*.

It is not surprising to discover that the package is extensively used in schools where it can be employed to add that extra dimension to projects and aid the development of spatial skills. However, if you need advanced features such as texture mapping, or complex surface distortion tools then *TopModel* is for you. Like anything it's a matter of horses for courses - but two horses are better than one, if you can afford them. Happy modelling...

AU

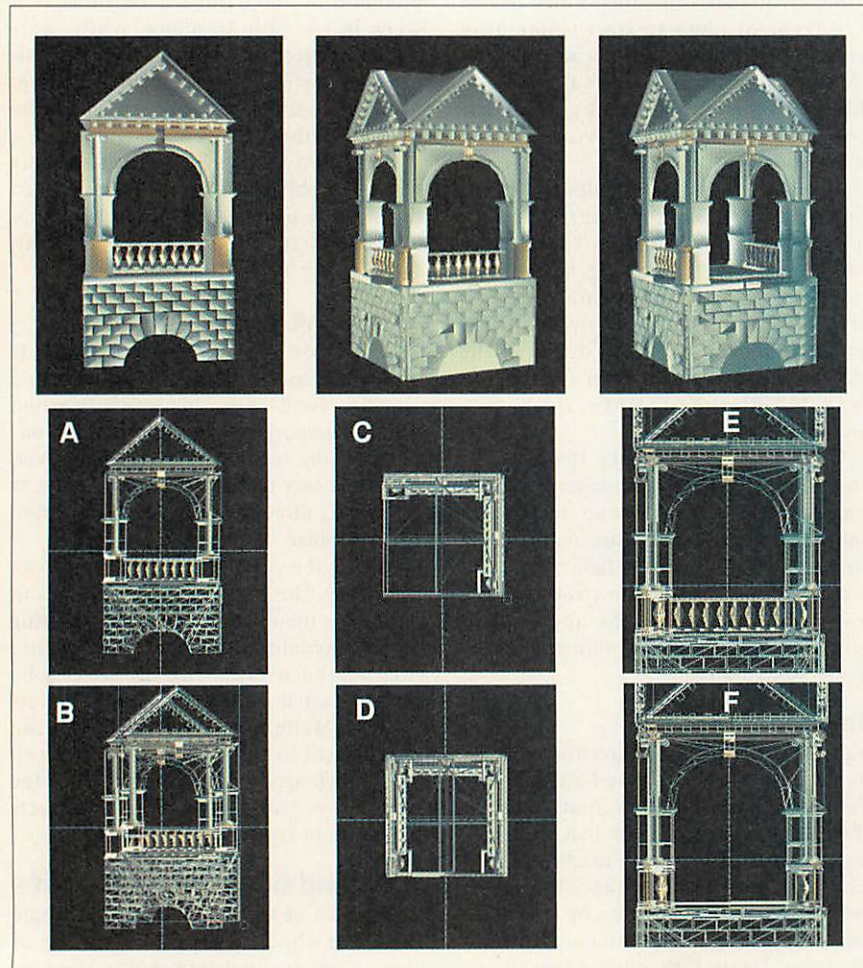


Figure VI : Creating the tower. A: Front elevation. B: Front elevation and clone. C: Plan view showing original group and rotated clone. D : Plan view showing original and two rotated clones. E: End elevation showing balustrade selected before deletion. F: End elevation showing finished tower after deletion of the balustrading.

Product details

Product: DaVinci 90
 Price: £69 (single user), £269 (site licence) plus VAT & P&P
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 Address: Heather House, Down Road, Tavistock, Devon, PL19 9AG
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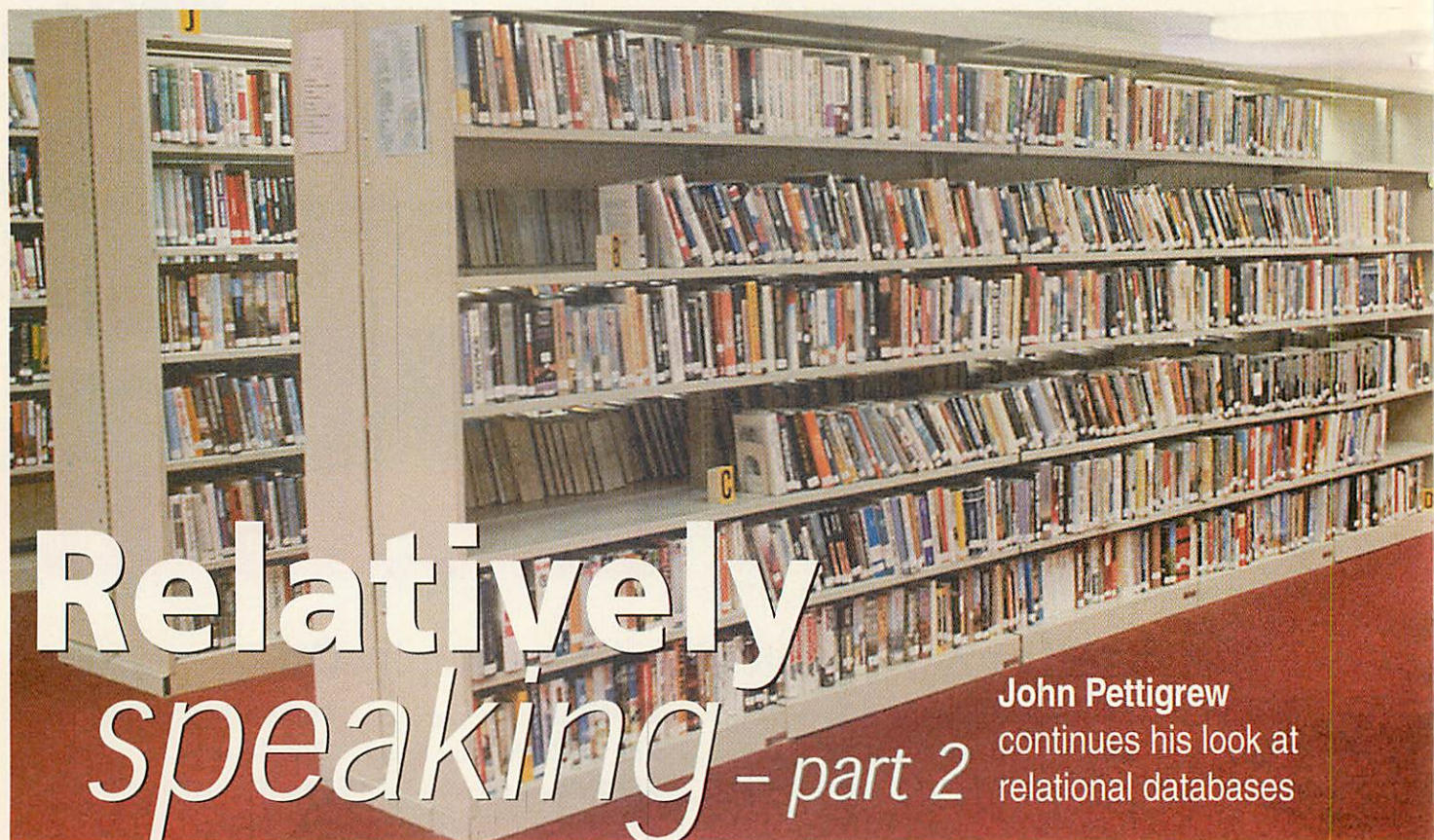
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John Pettigrew
continues his look at
relational databases

Last month, I showed how to create a simple personal-finance system using a relational database. This month, we're going to move on from there to consider a more complex database. This was the original reason I found myself working with relational databases, because I foolishly volunteered to take over managing the directory and accounts for CamLETS (see Box).

The problem was that this job was then being done by someone using Microsoft Access on a Windows machine and, in addition, the accounts were printed on a different computer (an Apple Mac) through *Filemaker Pro* (another DBMS). This all seemed excessively complicated, and so I thought I could do better.

Planning the database

This system needs several tables of data. First, the members' details need to be recorded. The second table is the members' offers, with the details of the various services offered by each member. This involves a third table, storing the categories into which these offers lie – to analyse overall trading patterns, we need access to the values, rather than just using a pop-up list like last month; also, the categories apply to both offers and transactions so separating them out keeps data duplication to a minimum.

The fourth table contains the details of the transactions between members. Unlike last month's database, this must contain the details of two accounts, the source and the destination, and thus must simply contain the amount, rather than **Credit** and **Debit** fields, because the transaction is a credit for one party and a debit for the other.

The database must also allow several reports to be generated. First, account statements must be produced for each member still trading. Second, it must produce a directory of members and their offers (the 'Blue pages'), so that

people know how to contact someone for a particular trade, and a 'Yellow pages' directory listing the offers by their category, so that people can find whether a particular service is available and who offers it. Third, it must produce some overall statistics on trading – listings of members' trading, top ten trades, that sort of thing.

Creating the database

As always, the first step is to create the tables that will hold our data. Table I shows the fields and their type for each table in the database (Note that 'MemberNo' is the primary key for the **Members** table – if this is not set, the relationships will not be right). Once these are set up, we must consider how we want the tables to be related. The **Members**, **Offers** and **Categories** tables are related in a fairly simple manner (one member will have many offers; one category will also contain many offers), but the relationships for the **Transactions** table are more complex.

Consider a trade in which member 1 gives a cheque to member 2 for computer training. The data is fairly easy to enter into the **Transactions** table – the date, amount and what the transaction were for are all on the cheque. However, two separate records in the **Members** table must be linked to each record in the **Transactions** table. The solution to this is to add the **Members** table to the relationship twice, renaming them so that one is called **Source member** and the other **Destination member**. The relationships for this database are thus becoming rather more complex than last month, and can be seen in Figure I. The **Members** table is perfectly

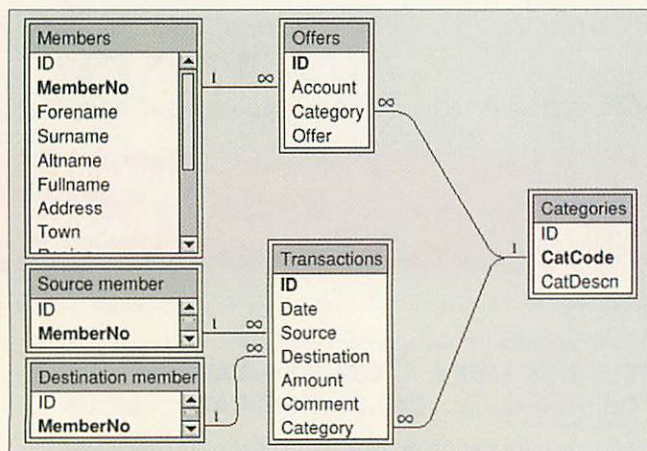


Figure I: The relationships in the LETS database shown in diagrammatic form. Note the 'one-to-many' constraints and the multiple copies of the 'Members' table

suitable as it stands for entering people's details, because it need not contain details from any other table.

However, the **Transactions** and **Offers** tables are more problematical as they must contain the details of the members (so we can be sure we have the correct account), and it would be preferable to see the full category name rather than just a four-letter code.

This can be done easily, by using a layout based on the **Transactions** table with the **Fullname** etc. fields from the different copies of **Members** to bring up their details. When designing the layout to enter transactions, we must take the fields from the **Source member** and **Destination member** copies of the **Members** table, so that we get different records in each; these are not sub-views because we know that there will only be one matching record from each copy of **Members**. Adding **Categories** to the join and making the **CatDescn** field a pop-up list taking its values from the database will make also data entry easier. The layout for entering transactions is shown in Figure II.

The clever bit

As I said above, the **Transactions** table differs from the simple one we saw last month in two crucial ways – there are two accounts involved and there is only one amount field. This means that, in order to be able to move the Cams from the source to the destination, we must do something slightly clever.

First, create a new layout based on the **Members** table and call it **Transfers**. Add **Transactions** to the join and delete all fields from the layout (not the table!) except the **MemberNo** field. Next comes the clever bits: create a search (while still in layout mode) and enter the following, making sure that the query type is set to 'Select' (because we will be generating more than one result in each search):

```
MemberNo:
'Transactions.Source' Or
'Transactions.Destination'
```

Then create the following formula fields:

```
Account: If
'MemberNo'='Transactions.Source' Then
```

The fields in the main tables of the LETS database

Field	Type	Comment
Members		
MemberNo	Integer	
Forename	Text	
Surname	Text	
Altname	Text	For example, partners' names can go here
Fullname	Formula	Adds the name fields together (see Fig. 3)
Address	Text	
Town	Text	
Region	Text	A map grid reference for location
Telephone	Text	May contain brackets or spaces
Status	Text	Records inactive members
Renewal	Text	To produce renewal reminders
Opening balance	Real	
Opening turnover	Real	A measure of how active a member is
Categories		
CatCode	Text	A four-letter code used as the primary key
CatDescn	Text	The full name of the category
Offers		
Account	Integer	Foreign key to Members table
Category	Text	Foreign key to Categories table
Offer	Text	The service offered
Transactions		
Date	Date	
Source	Integer	Foreign key to Members table
Destination	Integer	Foreign key to Members table
Amount	Real	
Comment	Text	Details of the transaction
Category	Text	Foreign key to Categories table

```
'Transactions.Destination' Else
'Transactions.Source'
Credit: If
'MemberNo'='Transactions.Destination'
Then 'Transactions.Amount' Else Null
Debit: If
'MemberNo'='Transactions.Source' Then
'Transactions.Amount' Else Null
```

Click the OK button and return to browse mode. What have we done here? First, we are searching to find all records in the **Transactions** table in which the value in **MemberNo** matches either the source or the destination. Then, we create three new values in the formula fields: **Account** is set to contain the number of the other account. That is, if we matched the value in **Source** then this is set to be the destination, and if we matched the value in **Destination** then it is set to be the source. **Credit** is given a value only if we are

the destination; **Debit** is given a value only if we are the source. (Thanks to Neil Raine at Iota for coming up with this approach.)

This all means that we have, for each record in **Transactions**, created two records in the **Transfers** query – one in which the **MemberNo** field matched the **Source** field and one in which it matched the **Destination** field. Thus, for example, in our example trade above, the single **Transaction** record would generate the following two records in the **Transfer** query:

MemberNo	Account	Credit	Debit
1	2		20
2	1	20	

Account statement

We now need to create a layout to view all these transfers and calculate the balance – the account statement. This is very similar

Figure II (a): The layout used to enter offers. Note the use of the full category name as a pop-up list ('Categories' was added into the join to allow this)

Figure II (b): The layout used to enter transactions. Note that the two members' details are both shown, as we used two copies of the 'Members' table (the DBMS takes care of updating the foreign keys in the 'Transactions' table, so we only need to add the membership numbers and select the category name from the 'Categories' table)

Account statement for Account 1

Peter Jones (Sandra Jones)	Opening balance -15
Address 11 Nowhere St	Opening turnover 75
	Cams in 30
Town Cambridge	Cams out 15
Region H2	Balance 0
(eve) 01223-555 555	Turnover 120

Your renewal is due in February

Date	Account	Comment	Credit	Debit
23rd Aug 1998	2	Tidying up the garden		15
23rd Aug 1998	3	Babysitting	30	

Figure III. The account statement. Using the 'Fullname' field allows the names to be formatted correctly. The formula in this case is: 'Forename'+ " "+"Surname+" ("+"Altname+"")'

► to the statement in last month's Finance database. We create a layout based on the **Members** table, rearranging the fields so that all the information is visible that needs to be (for this layout will be printed and sent out to the members) and near the top of the page. Now create a subview based on the **Join for transfers** query (which contains the results of the search we conducted above) and add the **Account**, **Credit** and **Debit** fields, and any others you like.

The balance could be constructed the same way as for the Finance database last month but, in this case, I need to know how many Cams have gone into and out of each account (this is one of the required reports), so instead of creating a **Balance** field with the formula,

Sum(Sum('Credit',-'Debit')) For 'Members'

I instead use two fields, **Cams in** and **Cams out**,

Cams in = Sum('Credit') For 'Members'
 Cams out = Sum('Debit') For 'Members'
 and then a **Balance** field,
 Sum('Opening balance', 'Cams in',-'Cams out')

and a **Turnover** field,
 Sum('Opening turnover', 'Cams in', 'Cams out')

The result of this is an account statement resembling that shown in Figure III.

Reports

The directories are still to be created but, fortunately, these are relatively simple. The Blue pages directory is based on the **Members** table and is, in fact, very similar in principle to the **Members offers** layout that we created to enter values into. The difference is that this layout must contain full contact details for each member, whereas these were superfluous for the earlier layout, and must also contain all the members (that is, be an **All records** layout).

For the Yellow pages directory, we want to list all the offers in a given category. Thus, we want a layout based on the **Categories** table with a subview based on the **Offers** table. Each offer must refer to the member who is making the offer, so both the **Offer** and **Account** fields must be placed in the subview.

— Making the layout of **All records** type should then list all the categories together with the offers within them. To show only

What is CamLETS?

CamLETS stands for the Cambridge Local Exchange Trading Scheme, and is a bit like a glorified babysitting circle. In essence, such schemes rely on a bartering system – I do something for you and you do something for me, with no money changing hands. However, LETS are much more than this, because instead of direct exchanges, they provide a virtual currency (known as 'Cams' in CamLETS) that may be exchanged.

For example, I dig Bob's garden; this takes me two hours, and I get given a cheque for 20 Cams. I then need a lift somewhere, so I phone up Sheila, who drives me there; I pay her ten Cams, using another cheque. Sheila might use her Cams to hire a babysitter, and so on. These cheques are processed centrally, and everyone gets a statement every few months telling them how their trading is going.

those categories that have offers in them, define a search while still in layout mode: enter "Not Null" into the **Offer** field to prevent any records with Null offers being shown. To sort the records into alphabetical order, define a sort while still in layout mode: click on the **CatDescn** field to sort the records from A to Z.

The directories that are produced are shown in Figure IV.

Still to come...

We now should have a functional database, and there is a copy of the database up to this point on the cover disc. However, there are several features that would make life somewhat easier, including improvements to the directories, and I will cover these next month in an introduction to the use of scripts and SQL (structured query language) in *DataPower 2*. AU

Acknowledgment

I would like to thank Neil Raine at Iota Software for all the help he gave me when I was setting this database up. It's good to see such prompt, persistent help, and I'm sure I was a nuisance.

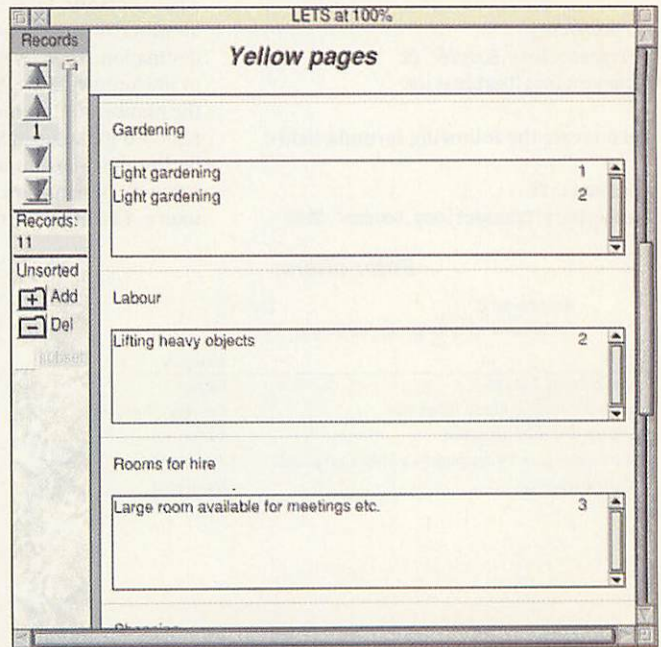
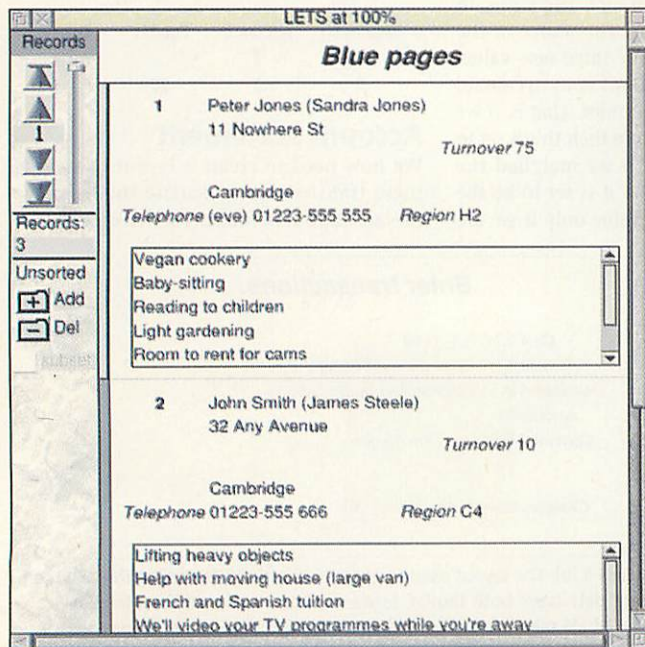
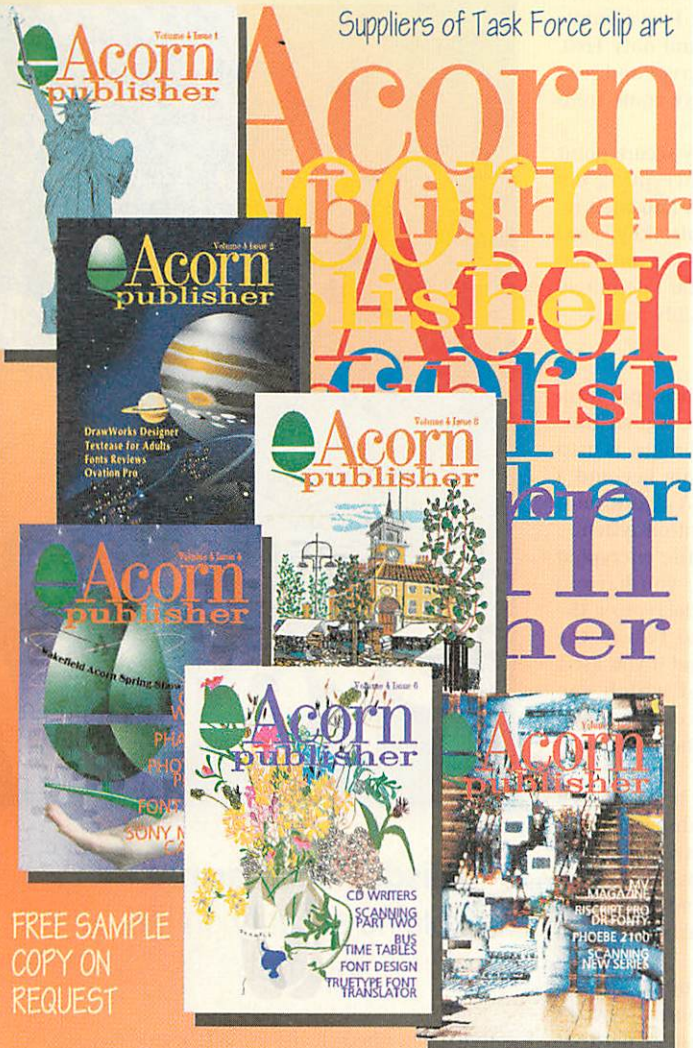


Figure IV a & b: The Blue and Yellow page listings. Both of these layouts make use of subviews from one table onto another to list all records that match the main record

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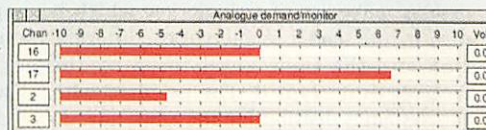
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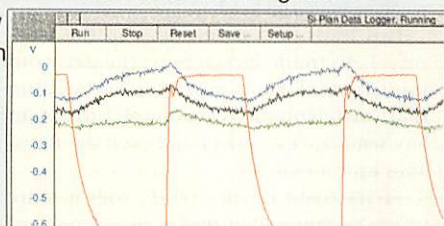
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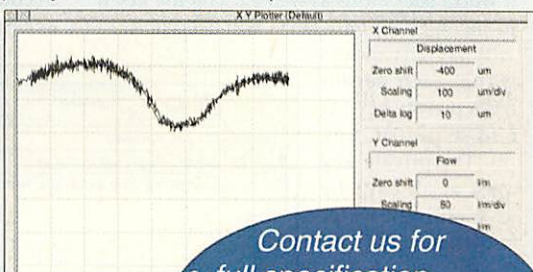
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As the tabloids keep telling us, the Internet is not a secure medium for transmitting important data. Horror stories of intercepted credit card numbers scare most people away from online transactions and worry others who are concerned about Big Brother reading their e-mail messages.

The obvious solution to this problem is to stop anyone else reading the sensitive information by using encryption. Unfortunately, many forms of encryption can be broken within a short period of time by powerful computers and the simplest ones require almost no effort at all.

In the past, Internet users have relied on a mixture of luck and judgement to control access to their private data, until 1990 when an American computer scientist called Philip Zimmermann released his revolutionary public-key encryption software, *Pretty Good Privacy (PGP)*.

Public-key encryption

Most methods of encryption can be described as single key ciphers. These ciphers make use of a single key which is used by the sender to encrypt the information and the same key is used by the receiver to decrypt it. The problem with this system is distributing the key – how do you make sure that only the sender and the receiver have the key?

This leads to a gaping hole in the security of electronic messages, as the password must be sent via a more secure medium (post or telephone for example) to retain any semblance of safety and even the Royal Mail isn't invincible.

Pretty Good Privacy (PGP) uses a more secure system which makes use of pairs of keys: Key A will encrypt but cannot be used to decrypt what it just encrypted but its complementary key, B, will decrypt. How it can possibly work is down to complex mathematics, but it does. Not only that, but it works backwards as well – if you use key B to encrypt then only key A will decrypt it.

What this means is that each person has a private key (A) and a public key (B). The private key must at all costs be kept entirely secret and the public key

should be distributed as widely as possible.

So what can you do with this? As an individual I could encrypt a message with my private key and send it out, anyone could decrypt it with my public key. So what? Well it proves that *I wrote it* and no one else. More usefully if I want to send a secret message to Fred, I use Fred's public key to encrypt the message and only Fred, using his private key, can decrypt and read it. But the message could have come from anybody.

Finally, we can have totally secure point to point messages by me encrypting my message with my private key, and then re-encrypting with Fred's public key. Fred then decrypts with his private key and then my public key. Fred knows that I definitely sent it and only he could possibly read it.

How secure is PGP?

Pretty Good Privacy is a hybrid program which uses two encryption algorithms: IDEA and RSA. The IDEA technique is used for encrypting the PGP private key and a special passphrase and the RSA algorithm is used for the public-key encryption system.

The only way to break a file encrypted with IDEA is by brute force; you have to check every possible key for decrypting the file. A 128 bit key is one of two to the power of 128 possible keys, and if you use a billion computers, each of which can process a billion keys per second it would take longer than the age of the universe to try every possible key.

Similarly, unless there is a breakthrough in factoring techniques, cracking a 1024-bit RSA key would take an extremely long time. In fact, it would be easier to physically steal your private key and interrogate you until you reveal your passphrase than to break PGP encryption.

This encoding power has the US government extremely worried, because they can't decode PGP encrypted messages without access to the private keys – any illegal

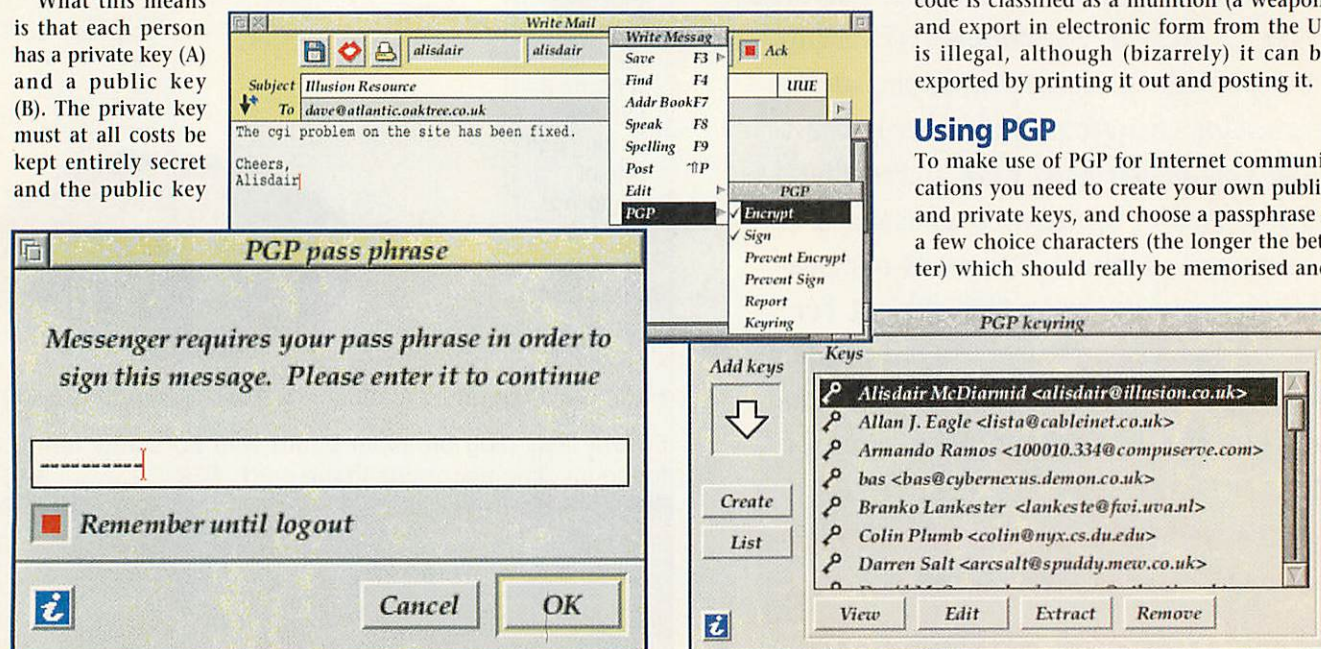
Pretty

Alisdair McDiarmid
explains security on the
Internet

activity described in the e-mails would be near-impossible to detect. The PGP source code is classified as a munition (a weapon) and export in electronic form from the US is illegal, although (bizarrely) it can be exported by printing it out and posting it.

Using PGP

To make use of PGP for Internet communications you need to create your own public and private keys, and choose a passphrase – a few choice characters (the longer the better) which should really be memorised and



Glossary

IDEA (International Data Encryption Algorithm): this is a highly secure conventional cipher method which generally uses a passphrase as its key. PGP uses IDEA for encrypting your private key so that only you can use it.

RSA (Rivest, Shamir and Aldeman): named after its inventors, RSA encryption is the standard for public key encryption.

Key: a few lines of ASCII characters which are intended to be unique and are used for ciphering. For example, here is my PGP public key:

Type	Bits/KeyID	Date	User ID
pub	768/12DC7219	1998/02/10	Alisdair McDiarmid <alisdair@illusion.co.uk>

-----BEGIN PGP PUBLIC KEY BLOCK-----

Version: 2.6.3ia

```
mQBtAzTg1igAAEDALOLcWZyzwf101dZMdnJAcFZ4F4OwvtZJjuxZJBrGfdC5IEW
a24vAvLD+g0/jyDAwVkc68t53z/5LuJ2lIFR8fVWLBnrn710ywQz4ukm61Xrv7RC
XM4PqijCPTe+EtxyGQAFebQsQWxpc2RhaXIGTWNEaWfYbWlkIDxhbGlzZGFpckBp
bGxlc2lubi5jby51az6JAHUDBRA04NYpwj03vhLcchkBAZatAwCQVDo1jByzkMR5
EYFSAKNNqomu1LxdOc/cNzttWokwRuLzMnXCV9Srh6wKl6euNblLQaShCyvIDp15
EG5F3nkul+uvMdlRpwPuMIDk0148AT6zxzplXEmqg/WFK8xnmj8=
=bjxh
```

-----END PGP PUBLIC KEY BLOCK-----

Signature: a PGP signature is generated with the sender's private key and passphrase, attached to the end of an e-mail or news posting and can subsequently be checked with the sender's public key to prove authenticity of the message.

the PGP software. If the message had been altered in transmission, the signature would not verify. Of course, if you do not have the sender's PGP key, you can't verify their message, but as the public key is intended to be spread as far as possible you shouldn't have any difficulty obtaining their key.

encrypt a file you simply place it in the encryption directory inside the *!PGPLock* application and run the program. The program asks for your passphrase, the file is then encrypted using the IDEA algorithm, and the old file is deleted from the disc with military security to prevent it being recovered later.

PGP and RISC OS

The current RISC OS port of PGP (2.6.3ia) is maintained by Nat M. Queen and is available freely from several sources on the Internet. PGP is, however, command-line software, and to make use of it you really need a graphical front-end or a supporting mail/news reader.

There are two PGP-enabled mail and news packages available for RISC OS: Mark Sawle's freeware *Messenger*, and Jon Duddington's commercial offering, *Pluto*. Using PGP with either of these programs couldn't be simpler: once PGP is installed it is only a matter of ticking a menu option or checking an option icon and typing in your passphrase. Both programs allow simple verifying of e-mails - just click on an icon - and news postings and a very easy-to-use keyring system: you can drop a text file with a PGP signature in it onto the keyring window to include it in your list.

For ANT's *Marcel* mailer, there is a free-ware utility called *AutoCrypt* which will semi-automatically encrypt and decrypt e-mails and sign e-mails and news postings. While not as convenient as using *Messenger* or *Pluto*, it makes PGP very simple to work with.

In fact, PGP can even be used to encrypt normal files on a disc: a new program called *PGPLock* makes this simple, and the security level is, as always, very high. To

Why use PGP?

You might not see a need for this high level of security if your e-mails are mainly trivial and not particularly private, but one day you might want to send sensitive information over the Internet.

Anyone looking for this data is likely to be aware of a sudden change to encrypted e-mails, so the more often you use PGP encryption for everyday e-mails, the less suspicious it will look.

PGP is simply the best encryption system of its kind available. The most surprising thing about it is that it is entirely free - download it today and your messages will be secure from **AU** now on.

URLs

The RISC OS port of PGP 2.6.3ia along with *PGPfront*, *AutoCrypt*, *PGPLock* and other PGP information is available from:
<http://web.bham.ac.uk/N.M.Queen/pgp/acorn.html>

Messenger is available from:
<http://www.locutus.demon.co.uk/messenger/>

A demonstration version of *Pluto* along with ordering details can be downloaded from:
<http://www.argonet.co.uk/users/jsd/>

good

privacy

not written down. The installation program makes this process very simple and, for extra security, it uses a clever technique for generating the real random numbers required for creating the keys: it times your key presses on the keyboard accurately, which is much more effective than using a normal pseudo-random number generator.

Once you've created your keys you should give your public key to anyone who wants to send a PGP encrypted message to you. To encrypt a message the sender uses their PGP program with your public key, and the receiver must have the secret private key and a passphrase to decrypt it. Obviously, if you want to encrypt a message to someone else you need their public key. Your collection of other people's public keys is called a keyring and you can add and extract public keys easily.

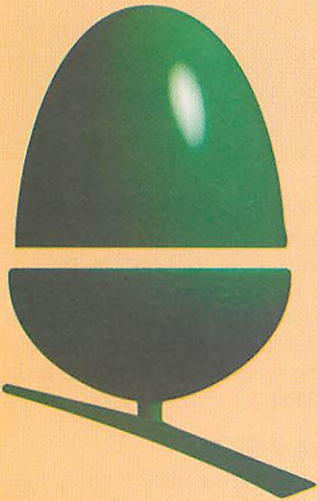
The PGP software also allows the sender to prove that they wrote an e-mail or news posting. The PGP software can be used to "sign" a message with a few lines of seemingly random ASCII text, and anyone who receives this message can check the signature against the sender's public key with

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Burn it up...

Five years ago, the prospect of recording your own CDs would have been a very expensive and time-consuming one. Only large companies could justify the cost of owning such a device. The fact that the best drives at the time would still commit permanent errors to discs meant that much time and money was wasted, while the discs themselves became little more than shiny coffee coasters.

CD-ROM offers big advantages. For one thing, nearly every modern computer has a CD drive, so you can be sure that your work will be seen on a wider range of machines. Another factor is that data is stored permanently. You can have your CDs next to a loudspeaker, and not worry about the data it contains being lost, unlike magnetic media, which would get scrambled at the merest sniff of such a presence.

Now we are in 1998. Although DVD (Digital Versatile Disc or Digital Video Disc) has now been introduced, such drives can support normal CDs, so the format will not die instantly as previously feared. However, the cost of CD writers has fallen dramatically. In the PC world, drives can cost as little as £150. The Acorn world, however, commands a higher price, yet still within

In the first of two articles, **Stephen Scott** looks at the current solutions for CD writing on Acorn machines

the budgets of most users. For an average cost of £400, you can have your own CD writer and accompanying software to back-up your data, and even create your own audio CDs containing tracks from your favourite albums.

In the first of two articles, I will look at four external SCSI CD-R drives, from three major manufacturers – the Yamaha CRW4260tx, Panasonic CW-7502 (in two forms) and Plasmon CDR480.

Parallel versions of some of these drives are also available. The Plasmon and Yamaha drives were supplied directly by the manufacturer, and may include PC software, and some free CD-R discs to start you off.

The drives will be tested using the three main choices of software in the Acorn market to perform CD-R preparation; *!CDBlaze* from Cumana, *!CDBurn* from Warm

Silence Software, and *!CDScribe* from Eesox. These products support an ever lengthening list of CD-R drives, so before purchasing any drive, contact the company to see if it is supported. Next month, I will report on how the software fares with these drives.

My test machine was a Risc PC 600 with 34Mb memory, 200Mb internal drive, and Morley SCSI I card (upgraded with *AlSystems PowerROM* to make it SCSI 2 compatible). I had on stand-by, a review copy of Cumana's SCSI II card, which is more recent, in case I had any connection problems.

Since the software introduces the concept of multi-sessioning (where you do not have to prepare the whole CD in one sitting), my testing method will involve saving two tracks, one a computer data track, the other an audio track from an album. I will then repeat the process using different source data.

First, we will look at the drives themselves. All four share the same features. The front fascia is usually adorned with the standard headphone socket, volume control, and eject button, the only difference being the additional light to show writing

in progress. At the back, apart from the power cable socket you will have two SCSI sockets (either Centronics style or second generation 50 pin SCSI II sockets), a SCSI ID switch, line out sockets for connection to amplifiers, and termination on/off switch. With all this in mind, let's look at the drives on offer.

Cumana and Eesox CD-R drives

Both these drives are actually one and the same — the Panasonic CW-7502 drive. This is the problem with allegedly different drives; the housing may not look the same, but the drive inside may well be. It's hard to tell, so I was caught out on this one. The Cumana drive actually has a larger footprint than the Eesox, with approximate dimensions of around 200x300x60mm, as opposed to the 150x300x45mm dimensions of the Eesox drive.

This is purely academic, for both solutions offer the same specifications of 8x read and 4x writing ability. This is the average for any CD-R drive. By purchasing either drive with *CDBlaze* and Cumana SCSI II card, Cumana compatibility is guaranteed.

Both drives use Centronics SCSI sockets for connection, and have built-in termination. It is important to check whether you have the correct cabling for your SCSI card, otherwise a trip to Maplins will be necessary. The SCSI ID is selected through the

use of dip switches at the back of the Cumana drive, while a small number dial with plus and minus buttons above and below is employed on the Eesox drive. The back of this drive is actually more tightly packed as a result of its smaller footprint. But do not be fooled — they are both the same drive.

I find that the power button at the front of the Cumana drive is too recessed to press comfortably. I understand this may have been done to prevent accidental use during the writing process, but having the power button at the back would have been a better idea — safely out of the way of prying fingers.

Plasmon CDR480 drive

Measuring 175x65x265mm, and weighing approximately 1.5kg, the Plasmon drive is the lightest of the four drives, using a plastic fascia instead of the painted metallic casing of the other models. This is due to the location of the power unit outside the drive, whereas the other drives have a power socket.

Like the Cumana/Eesox drives, the Plasmon is a 8x read/4x writable drive. Included in the packaging are the PC software, a large ring-bound manual, and blank disc to begin with.

The power switch is located at the back of the drive, and uses dip switches to determine the SCSI ID of the drive.

Yamaha CRW4260tx drive

Weighing 2.5kg, and measuring 170x68x327mm, this can be considered to be the most luxurious of the drives on review here. Ignoring the fact that it is a rewritable drive, it is attractive in appearance and very quiet in operation. The only niggle is the fact that the power button is at the front, and not the back, like the Cumana drive — again this leaves the drive open to being accidentally switched off.

The drive is a 6x read, 4x write and 2x rewritable model. Current hardware standards prevent rewritable drives being any faster than double speed, and this feature reduces the normal read speed of the drive, compared to the others. However, the fact that rewritable discs can be used makes this drive extremely cost-effective, as long as the internal drive on your Acorn is new enough to understand this media.

At the back of the drive are two line out sockets, a switch to determine the status of termination, and two SCSI sockets. These sockets are 50 way, as opposed to the 50 way old style sockets of the other two drives. No SCSI cable is supplied with this drive, so extra expenditure may be necessary, depending on which SCSI card you have.

The value pack is superb value for money, if you own a PC card. Purchasing either *CDBurn* or *CDBlaze* will push the final expenditure up to roughly the same level as the other drives in this review.

For your money, however, you receive not only the PC software, again on CD-ROM, and blank CD-R disc, but also one blank rewritable disc. The usual price tag of just one of these discs is about £20, so to have one thrown in for free is excellent. Also supplied are some free disc labels, but use these with caution. If they are not stuck properly on the disc, they can get caught in the drive's spindle mechanism, rendering the drive unusable. This warning applies to any CD-ROM drive.

Now we will look at the three software solutions. All three of them offer more or less the same functions, particularly dummy writing sessions, which allow you to produce test burns without the risk of committing bad data to disc. All three also support multi-sessioning, although *CDScribe* falls down here in its reliance on the badly ageing *!ISOForm* application bundled with it.

!CDBlaze

This package is the most recent of the three utilities on test, and at the time of writing

Recordable CDs on Acorn machines

A trip into stores such as PC World reveal that there are many brands of CD-R discs on the market. The traditional disc has always had a gold surface, yet you can buy blue, green and dark coloured discs as well. This year marked the introduction of silver coloured discs, which appear to look the same as conventional discs. These colours have an effect on the way your CD drive can read them. It is very annoying to buy a batch, and write your data onto them, only to find that most other CD drives cannot read it.

Generally, gold discs are the best, as they are the oldest kind. This is true for any machine, not just Acorns. Some users still possess double speed drives, which were the norm in 1993 and 1994, when the original Risc PC was unveiled. Very old drives may not be able to read CD-Rs at all, so the best advice is to upgrade your drive. With 24x drives hovering at the £70 mark, they are extremely cost-effective compared to five years ago, when even an 8x drive cost well over £100.

In my experience, TDK and Kodak have been the most reliable manufacturers. My Risc PC is still fitted with the original double speed internal Cumana drive offered at cut price to new owners of the machine, and these discs work perfectly.

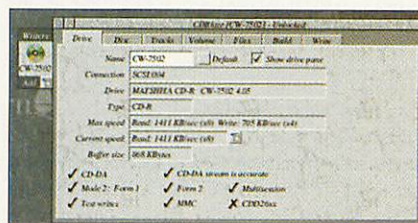
ReWritable CDs on Acorn machines

CD-RWs (CD-ReWritable) are a very recent technology. Its main problem is that the way the disc is made is very likely to prevent it working on most conventional CD-ROM and CD-R (CD-Recordable) drives.

In essence, CD-RW is not as portable as CD-ROM or CD-R, not only on Acorn machines, but on PCs and Macintoshes. Certainly, if you own a CD-ROM drive made before the end of 1996, then it will definitely not work as the surface of the CD-RW disc will not reflect a strong enough laser beam for the drives of that time to read.

The Yamaha drive reviewed here is ideal for users who wish to back-up their data occasionally, but without having to spend more money on CD-Rs. CD-R discs, on the other hand, should be used if you intend to share your work with others.

The issue of copyright here is a strong one, and is made very clear in some of the product manuals, most notably Cumana's *!CDBlaze* manual. Recent advances in technology, such as the emblazening of uncopyable holograms on the surfaces of CD-ROMs (currently undergoing further testing and development), are a step in the right direction. Suffice to say that any unauthorised copying is a criminal offence, and offers harsh penalties upon conviction.



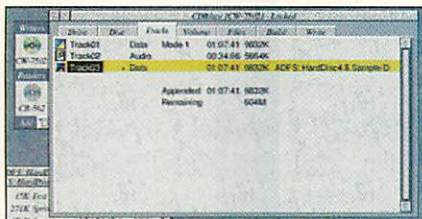
The main window of *!CDBlaze*, with current CD drives on the left, and tabbed windows

stands at version 1.08. As a registered user, you are entitled to free updates of the software as and when it arrives.

The software comes in a white folder with disc and manual. The manual I received was a preview edition, and did not represent the final version. A section is included for impatient users who are desperate to cut a disc. In the case of all the items on review here, you *must* read the manuals. CD writing is not an easy process, being a veritable minefield of pitfalls and stumbling blocks. Wasting discs is a unpleasant experience, and having to buy more is even worse.

Once the software is installed, it will appear on the iconbar. From the menu you can view an options dialogue, from where specific aspects of *!CDBlaze* can be configured from their default values. This way, you can customise the program to prevent further unnecessary fiddling.

Clicking with Select brings up the main *!CDBlaze* window, which contains a set of windows hidden behind one another, with only their 'tabs' showing at the top of the window. By clicking on a tab, its window



The tracks tab is where you prepare your fantasy audio discs. Just drag and drop and away you go...

is brought to the front. I like this idea, but it is also obvious that RISC OS was not designed for it, and is therefore quite slow in redraw time, even on a RISC PC.

Along the left hand side of the window sits a sidebar displaying whatever writer or reader drives happen to be connected. On initial start-up, no drives are displayed, but by clicking a button to the right of the 'Add a drive' message, *!CDBlaze* will search for any such drive and list them. This list should include any writer or CD-ROM drive, and even 'fake' CD-ROM drives, through the use of Warm Silence Software's *!CDFaker* utility (more on this later).

Having configured the drives, you can work your way through the tabs from left to right. The first tab shows the currently selected drive, what its features are, such as read/write speed, whether it supports



From the Build panel, you can build the image to a range of formats



multi-sessioning, and so on. The second tab contains details of the disc in the currently selected drive, which is always the topmost drive in the sidebar.

The sidebar contains a hidden feature. By double-clicking on a drive icon, the drive's contents are displayed, using a module called *CDRFS*. This allows audio CDs to be displayed in a filer window, in either Wave, Replay or Raw Data format, depending on your choice in the Options

What is ISO 9660?

In 1988, the International Standards Organisation (ISO) met with delegates of the main computer hardware companies to determine a standard for the way data was saved onto compact discs. The standard would have to be platform independent, so that any type of computer could read them.

The standard was agreed, and initially entitled High Sierra, named after the hotel where the delegates met. The standard was officially named ISO 9660. The actual document that describes the format is quite long and technical, but essentially, there are three restrictions:

- All filenames must be stored in upper case lettering, and may include numbers, and the `_` symbol. (A to Z, 0 to 9, and `_`) The `_` character would be used to separate the DOS extension from the main filename.
- The directory hierarchy must be no more than eight levels deep. In the case of RISC OS, this equates to CDFS::0.S.1.2.3.4.5.6.7.
- All filenames must be no longer than 12 characters. This includes DOS extensions. Therefore, `WINDOWS_TXT` would be acceptable, whereas `WINDOZEY_TXT` would be one character too long, and would therefore be truncated by one character.

It was agreed that DOS was the most populous operating system at the time, so the standard was fitted around the 8.3 filenames convention. Microsoft has now devised the **Joliet** standard, which works alongside ISO 9660, but allows longer filenames, and deeper directory structures, under Windows95/98. Some would accuse Microsoft of locking the door after the horse has bolted. Yet in 1988 (and 1998) there were far more PCs than Macs, which had long filenames from the start.

window. The first two should be used if you intend to copy audio CDs. My first attempt failed in that I had the audio track set accidentally to Data format, producing a garbled mess instead of music.

The Tracks tab is where you can drag such audio files from either the CD reader drive or from your hard disc if you only have the one drive. Within this tab, you can move the tracks around in any given order, although if you intend to do a combination of both data and audio, then it appears that the data track is always placed first when you write the disc. Be wary that your hi fi will not differentiate between these tracks, since *!CDBlaze* does not support the Blue Book standard (see panel) so never play track one!

The Volume tab is for advanced users who wish to personalise the CD with details such as the publisher, copyright statement and even the time the CD was created. The manual does not concern itself much with this tab.

The Files tab is used for dropping files in, such as Wave files, applications, or your entire hard disc if you wish to back it up to CD. The Build tab creates the image file necessary to burn the disc. From here you can determine whether the CD should be standard ISO format, CDFS extended, or with long filenames, for use with *CDRFS* or Microsoft's Joliet standard (see panel).

Finally, the Write panel does the business, either as a test burn or as a final burn. A progress window shows how the software is getting on with the transfer of data to the disc. You can also choose whether to close the disc, which prevents further data from being added later on, although this is best left until the disc is nearly full.

I find *!CDBlaze* quite pleasurable to use, having managed to successfully create a disc. I do find the manual very annoying in its lack of detail in some areas, and some parts need clarifying, such as how mixed data/audio discs are made, and the descriptions of icons in various windows. In my opinion, when the manual is improved, I would find *!CDBlaze* a very tempting purchase.

CDScribe

Eesox have been veterans of the CD writer market for a number of years. Their approach to software is more technical. Bundled with the above drive were three discs, one containing the soft-loadable SCSI II driver, the other containing the soft-loadable ATAPI driver, and the third containing the *!CDScribe* software itself, along with a copy of Acorn's *!ISOForm* application.

The documentation supplied with the software (currently version 2.08) is haphazard to say the least; one leaflet to describe the SCSI software, another for ATAPI, one for the Eesox 'Fast SCSI' card (if supplied), and one for *!CDScribe* itself. The writing style is rushed and hard to fathom for first time users. Even the online help is nothing more than a few drawfiles. The software, however, is different. The windows are



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World's Weather, The	52.87
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Doom Trilogy	35.00
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1500 titles Available!!

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Key :

NRPC Not for RPC

NK Needs Key+

IK Includes Key+

PB Picture Base

WS's Worksheets

† Separate RPC version available

Please note many titles have been abbreviated for the advert

Revision 7c

Order from a participating dealer

Desktop Projects

Tel 0161 474 0778 Fax 0161474 0781
email sales@desktopp.demon.co.uk

Davyn Computer Services

Tel 01924 254800 Fax 01924 254036
email sales@davyn.demon.co.uk

Beebug

Tel 01727 840303 Fax 01727 860263
email sales@beebug.co.uk

CJE Micro's / NCS

Tel 01903 523666 Fax 01903 523679
email sales@cje.co.uk

Liquid Silicon

Tel 01592 592265 Fax 01592 596102
email liquid@cableinet.co.uk

CTA Direct

Tel 01942 511000 Fax 01942 749325
email sales@cta.u-net.com

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email sales@uniqueway.co.uk

The Data Store

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email sales@datstore.demon.co.uk

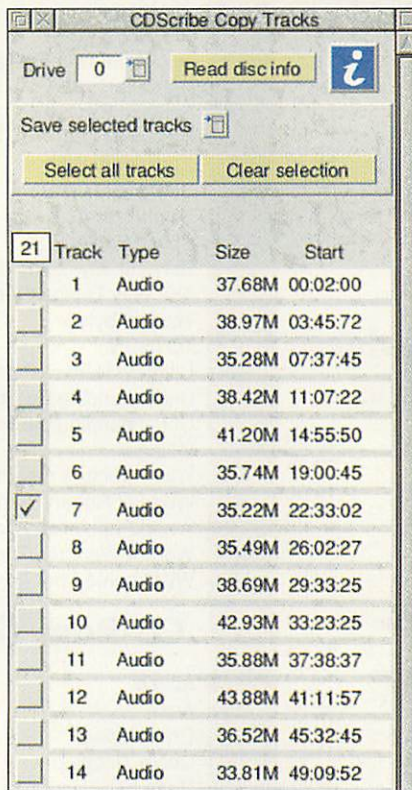
relatively well-designed, and feel as easy to use as those of *!CDBlaze*. When the software is first installed on the iconbar, a click on the icon will display the Copy Tracks window, from where you can select audio tracks to copy to your gold disc. The tracks are then saved to disc as a set of image files, which can then be dropped in the main Track List window, where the writing takes place.

Various options along the top of the window determine whether or not you wish to leave the disc open for future additions, or to close it permanently. The manual does state that multi-sessioning has a drawback in that *!ISOForm* does not know how to read the information required to add sessions, so the CD would have to be taken to another platform which uses a true multi-session ISO formatter. This is a glaring omission on what is otherwise a very stable piece of software.

At present, this software does not like my Morley/AlSystems SCSI card, but I'll give you details of how I progress in next month's issue, and reserve my judgement until then.

!CDBurn

This offering from Warm Silence Software has been in development since 1996. The



!CDScribe allows easy copying of audio tracks, by ticking the required items



The main window of *!CDScribe* provides track layout and the chance to perform dummy writes with your data

software has only recently introduced multi-sessioning, albeit in beta form. Therefore, this version (1.28) is officially unstable, until the next release. What WSS have done however, is also provide a copy of the previous stable version, so that the user has a choice of which version to use. Upgrades are free of charge, and require the return of the original disc.

The program includes a copy of *!CDFix*, which applies a patch over Acorn's CDFS module, and *!FakeCD* which allows you to perform dummy writes. This is installed in the boot sequence, and when run, lets you configure any number of 'virtual' drives, which will appear on the iconbar upon rebooting. These virtual drives are totally transparent in use, and were even detected under *!CDBlaze*, as well as *!CDBurn*.

The software is copied to hard disc and run from there. Copy protection is not used, so you can make many copies across, say, a local network. Instructions are provided as a text file on disc, and is well written, if a little too technical for my liking.

Before any use can be made of the software, it must be configured to know where the drives are. This is done from the icon bar menu whereupon selecting Configure brings up a window stipulating which drive is the writer, which drive is the reader, and a set of options to determine the default read/write speed for audio and data discs. The default values are fine for most users' needs. *!CDBurn* currently

CD-ROM Standards

The compact disc has evolved through various formats since Philips and Sony unveiled the system in the early 1980s. These formats are known as 'Book' standards, and were differentiated by the colour of the actual proposal folder when it was unveiled.

Red Book: defines the format of most regular music CDs sold today.

Orange Book: describes Compact Disc Magneto Optical (CD-MO). Data can be written, erased then rewritten again. CD-MOs are incompatible with CD-R drives. A later revision of this standard eventually defined today's CD-R disc, followed by the CD-RW disc.

White Book: used to define Video CDs, which combine full-motion video and audio, typically compressed to the MPEG-1 standard.

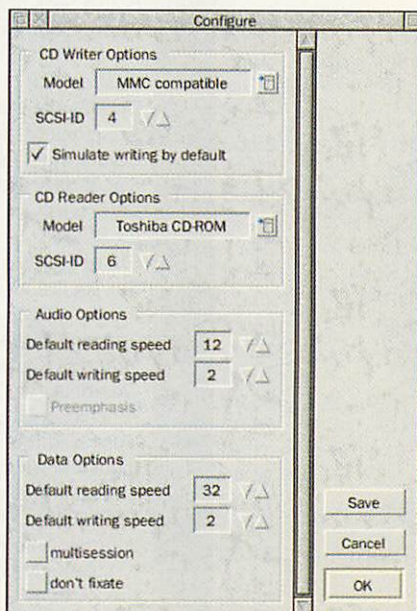
Yellow Book: this standard added a means of error detection during the writing process. The problem with formats such as Red Book was that without error checking present, you couldn't be sure if computer data was being written successfully onto the CD. Yellow Book solved this problem by breaking down Red Book's 2532-byte blocks into several sections, including sync and header areas, a 2048-byte data segment and error detection/correction codes.

Orange Book: this standard came on the back of CD-ROM/XA (the XA stands for extended architecture) and was introduced to allow audio and data to be interleaved onto one CD. Orange Book was proposed by Kodak and Philips, for the then new PhotoCD specification. Orange Book added the ability to add more than one session to one CD. You didn't have to write the disc in one sitting. You could add to it in a later session.

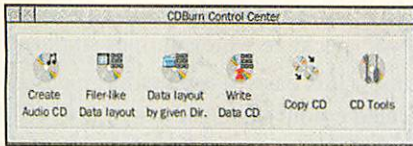
Green Book: this standard defines the specification for Compact Disc Interactive (CD-I), unveiled by Philips for their CD-Interactive (CD-I) system. The format stores data, graphics, still video, full motion video and audio.

Blue Book: also known as Enhanced CD or CD Plus, this is an update to the CD-ROM/XA/Orange Book standard, whereby inserting the disc into an audio device, such as a hi-fi, would play audio tracks as desired, but when accessed on a computer would instead bring up the data portion of the disc. Many CD singles now include 'interactive' tracks, so you can view the lyrics, or access a link to a website based around the artist concerned. This data track cannot be accessed by conventional CD players. Mixed Mode CDs, which are otherwise similar to Blue Book discs, allow this track to be played on hi-fis. Doing this however, will probably destroy your speakers!

Joliet: this format was created by Microsoft, to replace the problem they themselves initiated. Instead of the restrictive ISO 9660 standard (see other panel) which stores filenames in DOS form (i.e. less than 11 characters), Joliet allows for long filenames and directory names, and works under Windows 95 and 98.



!CDBurn's Configuration window

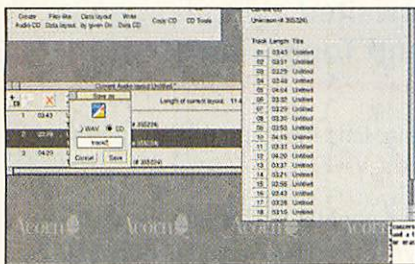


The Control center window of *ICDBurn*

supports a limited number of drives. If your drive is not listed in the Configure window, then you can select the MMC Compatible option, which will attempt to communicate with your drives.

MMC is a supposed industry standard, which every drive should understand. More drives will be supported in the future, although the author states this can only be done if the manufacturer releases their specifications and programming guides. This is the case with all the software; support will arrive only when the manufacturer allows it.

A click on the *ICDBurn* icon displays the Control center window, containing six icons, concerning audio CD creation,

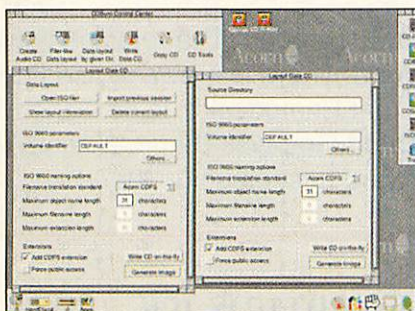


Creating an audio CD within *ICDBurn*

data layout, data writing, direct disc copying, and a toolbox for the finer operations, such as single audio track extraction, or erasing rewritable discs.

Audio disc creation consists of two windows, one showing the layout of the tracks to be written on the disc, the other window displaying the audio tracks from the original CD. A database feature here allows you to enter the names of tracks, so that when the disc is used again for copying, a list of named and identifiable tracks will be displayed.

By clicking Select (for single track selection), or Adjust (to choose more than one track) in this latter window, the selected tracks get added to the Audio layout window. You can then select a track and save



The two data layout windows – one is for dragging and dropping files, while the other is for dropping in complete directories

it to disc in either Wave format or CD format. The latter is a raw data format and saves more quickly than Wave export, but both are alike in using lots of disc space. When a layout is finalised, you can save the image file to disc, and burn the CD either as a full write, or a simulated one.

Data layout can be done in two forms, either as a drag and drop process, or by dragging a directory to the layout window. The former allows you to open previous sessions, show layout information, and open a special ISO filer window, which will automatically convert filenames to ISO standards. It is up to the user whether they wish to create a true cross platform disc, or one which includes CDFS bells and whistles.

The Copy CD window enables you to do a direct copy of a given CD, whether it is an audio or data disc. You can specify the speed at which to write, in case the reader drive is slower than the writer, which would otherwise result in errors (and a wasted disc).

With each of the above windows, you can perform a dummy write at any time, and simulate the virtual disc to check for errors. This is where *ICDFaker* is especially useful, as you can determine

whether any files attempt to save to the CD, resulting in error messages, whether directories are nested too deeply, or whether filenames have been truncated by the ISO standard.

In its use and appearance, I find *ICDBurn* a nicer experience. The windows are clearly laid out, and minimal in design. Despite my loathing for online documentation, I find the manual interesting to read, although as I stated before it can be technical in places. This probably reflects the desire of most Acorn users to know exactly what is going on when the software and drive are in operation. In direct contrast, the Cumana approach would be simplified if the paper-based manual is improved further.

Conclusion

Next month, I will perform some test burns using these drives, and give my final verdict on the software and hardware. The accompanying panels explain what some of the terms mentioned actually mean, and the new *Acorn User* website will soon contain more detailed information on the subject.

AU

Product details

Drive prices shown are for external SCSI only. The Plasmon and Yamaha prices are direct from the manufacturer

Product: *ICDBurn*
 Price: £49.00 ex VAT (£57.57 inc VAT)
 Supplier: Warm Silence Software
 Address: PO Box 28, Woodstock, Oxon, OX20 1XX
 Tel: 0585-487642
 E-mail: info@wss.co.uk
 WWW: <http://www.wss.co.uk/>

Product: Cumana 4x8x CD-R drive (4x write, 8x read)
 Price: £399.00 ex VAT (£468.82 inc VAT) (price includes *!CDBlaze* software, but no PC software)

Product: *!CDBlaze*
 Price: £79.99 ex VAT (£93.99 inc VAT)
 Supplier: Cumana
 Address: Whitegate, Dunmow Road, Hatfield Heath, Bishop's Stortford, Hertfordshire, CM22 7ED
 Tel: 01279-730800
 E-mail: sales@cumana.co.uk
 WWW: <http://www.cumana.demon.co.uk/> (Demo version available for download)

Product: Eesox 4x8x CD-R drive (4x write, 8x read)
 Price: £379.00 ex VAT (£445.32 inc VAT) (price includes *!CDScribe* software, but no PC software)

Product: Eesox CD-Recorder Kit (includes Eesox SCSI card and software, 4x8x CD writer and *!CDScribe* software)
 Price: £449.00 ex VAT (£539.33 inc VAT and carriage)
 Supplier: Eesox
 Address: Century House, 1st Floor, Market Street, Swavesey, Cambridge, CB4 5QG
 Tel: 01954-208208
 E-mail: sales@eesox.demon.co.uk
 WWW: <http://www.eesox.demon.co.uk>

Product: Plasmon CDR480 (8x read, 4x write)
 Price: £349.00 ex VAT (£410.07 inc VAT) (Price includes PC only software, and 1 CD-R disc)
 Supplier: Plasmon (available from local dealers)
 Tel: 01763-262963
 E-mail: sales@plasmon.co.uk
 WWW: <http://www.plasmon.co.uk>

Product: Yamaha CRW4260tx Value Pack (6x read, 4x write, 2x rewrite)
 Price: £283.00 ex VAT (£332.52 inc VAT) (Price includes PC only software, 1 CD-R disc and 1 CD-RW disc)
 Supplier: Yamaha (available from local dealers)
 Tel: 01908-366700
 E-mail: sales@yamaha.co.uk
 WWW: <http://www.yamaha.co.uk>

See Cumana's special offer on page 92



PHOTODESK 3 is the **LAYERS** package which defines studio quality image editing and artwork on RISC OS machines. It is easy to use but has many powerful features, including **LAYERS** and a sophisticated colour management system (CMS) for the full-time graphics professional. Most of the extensive programming effort invested in this project has been concentrated upon ensuring a predictable user interface with an integrated design and most importantly, all operations have been engineered to the **highest quality possible**. **£299.50 (£254.89 ex VAT)**

PHOTODESK2 is still available, retaining the CMS but not layers, **now only £199.00 (£169.36 ex VAT)**

PHOTODESK3 LIGHT, an economic alternative to PHOTODESK3 retains most of its creative features apart from the Colour Management System, Layers and some features essential to the professional user. **£134.75 (£114.68 ex VAT)**

Plug-in Effects Packs are available for all Photodesk packages. Each pack contains 10 special effects: **£19.95 (£16.98 ex VAT)**



TopModel 2 the 3D editing package from Sincronia of Italy has been rewritten to include many new features including an easy to use interface and the fantastic **GEMINI** graphics engine. This package is particularly suited to artists and designers, because for the first time it is possible to model objects in a single 3D view. New features include texture, chrome and bump mapping, lens flare, up to 1024 light sources, fog & haze and many many more! **£152.75 (£130.00 ex VAT)**

New Version of TM2 at Acorn World including NEW CD-ROM and NEW plugins: TopMotion, the long awaited animation suite, and Top3DFonts!



NEW!
Olympus C840 L
1280x960
Only £599



PhotoLink is an Acorn multi-driver for the most popular makes of digital camera. Cameras currently supported include the **new Olympus** range including the fantastic **C840L**. and the **C1400L SLR Zoom** "...if you buy a digital camera at all it should be an Olympus; personally I would also opt for the Spacetech driver" *Richard Hallas, Risc User.* "...the results from the Olympus/Spacetech combination are stunning . . . Spacetech's offering is by far the most comprehensive..." *Stuart Tyrrell, Acorn User.* Superb hard copy can be obtained via our **FotoFun** printer or Canon **PhotoReal**

PhotoLink is available on its own at £69.00 or bundled FREE with a camera.

New Prices! Olympus 420L **£299.00** (was £499), C820L **£499.00** (was £899), C1400L **£999.00** (was £1299) (including VAT) C840L **£599.00**

PhotoReal is the Acorn driver extension for the **Canon BJC4300, Canon BJC4650, Epson Photo, Photo700 and EX** printers with photo-realistic capability. PhotoReal makes use of the same advanced techniques for producing high-quality four colour separations as Photodesk and comes ready calibrated for the special dye-based inks used for photo-realistic printing. A calibration application is also supplied to allow you to tailor the results to your own specification **Driver only £69.00 inc.VAT. or FREE if purchased with printer! example: Stylus Photo700 + Driver £272.60 inc.VAT**

PhotoReal

Printer Drivers for Acorn by Spacetech

**New Epson
Stylus700 Photo
Printer + Driver
£272.60**

.... Photoreal drivers have now been updated... existing users please phone for free update.

PHOTODESK3 NOW SHIPPING!

Existing users have now upgraded! The retail pack will be introduced at Acorn World. There is now a revised pricing structure which means that Photodesk 2 is now cheaper :-)
We will be in the Dedicated Graphics Stand at Acorn World and look forward to seeing you there!

Spacetech Ltd

The Courtyard, Southwell Business Park, Portland, Dorset, DT5 2JS, U.K.

Telephone: +44 (0)1305 822753

Fax: +44 (0)1305 860483

Email: sales@spacetech.co.uk

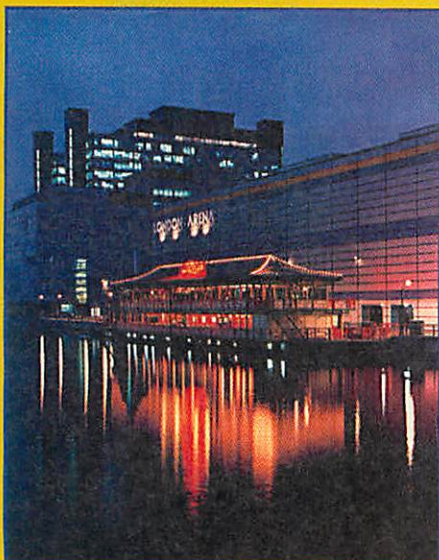
Web : http://www.spacetech.co.uk

NEWS

Acorn WORLD

London Arena, Docklands
16 - 18 October, 1998

<http://www.argonet.co.uk/acornworld98/>



Show highlights

Acorn World is the main event in the Acorn calendar and this year it is being held at a new venue - the London Arena.

Anyone who is anyone in the Acorn market will be exhibiting and it's your chance to get a hands-on look at new developments in hardware and software with the opportunity to buy products often at special show prices. What more of an incentive do you need to buy your ticket NOW ready for the biggest

and best Acorn show in the world!

If you've been to Acorn World before, as many of you have, you'll find that much thought has been put in to making the exhibition even more exciting than previous years. Several stands have been specially dedicated to particular subject areas which will help you get the most out of your day at the show. Here are some highlights not to be missed: ▶

OPENING TIMES

Friday 16 and Saturday 17 October
10.00 - 18.00
Sunday 18 October 10.00 - 17.00

TICKET DETAILS

	On the door	In advance
Adults	£9.50	£6.00
Minors (under-16)	£7.00	£5.00
Families (2 adults & 2 children)	£22.00	£16.00

Please note that a booking fee of 90p per ticket will be applicable on all advance ticket purchases.

Ticket Hotline number:
+44 (0) 171 538 1212

<http://www.argonet.co.uk/acornworld98/>

Travel and entrance packages

Make life easier for yourself by taking advantage of a special transport and entrance package arranged for Saturday 17 October only.

The following is a provisional list of starting locations, along with the price for the combined travel and entrance package: Bristol, £15. Ipswich, £13. Oxford, £13.50. Manchester, £23. Milton Keynes, £13.50. Derby, £18. Wakefield, £22. Welwyn Garden, £13.

Prices are based on a coach of 30 people travelling on the Saturday. Where there's not sufficient numbers to fill a coach, coaches may be combined and then pick up at multiple locations en route.

Booking details and availability can be

found on the AAUG website (<http://www.argonet.co.uk/scs/AAUG>) or ring Neil Spellings on 0171-451 1960 for further details.

Free admission

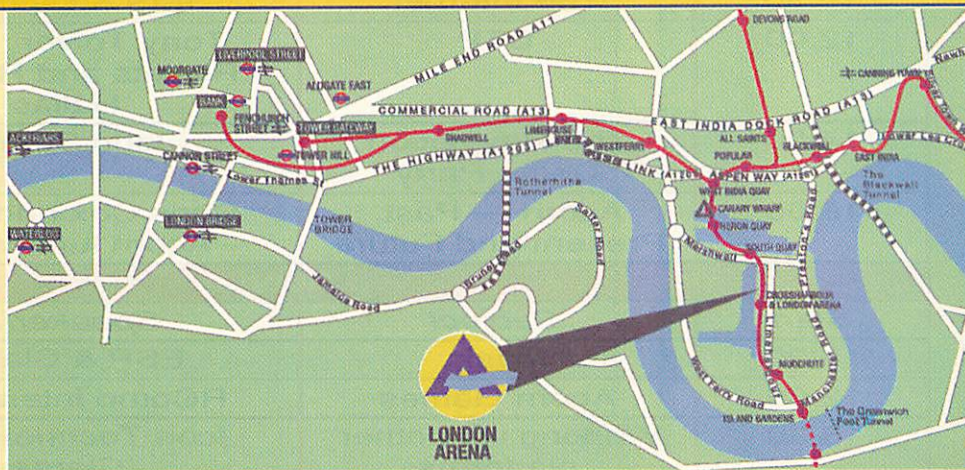
Acorn are looking for volunteers to help 'police' the Acorn Museum. This will involve donating 2 or 3 hours of your time at the show to 'stand guard' and in return you'll get FREE admission (AAUG members only).

If you fancy helping out contact Neil Spellings on 0171-451 1960 or e-mail him at aag@argonet.co.uk. There's only a limited number of places available and these will be issued on a first-come first-server basis. If you've already bought your ticket you'll get a refund.

TRAVELLING TO THE LONDON ARENA

The London Arena is at the heart of London's Docklands and has its own Docklands Light Railway station. From Bank station in Central London it takes 15 minutes. The DLR also connects with the London Underground network at Tower Gateway, Stratford and Bow Church stations.

London City Airport is only three miles away. There is easy access to the M25 and it's a short walk from Greenwich and the Millennium Dome through the foot tunnel under the Thames from Island Gardens.



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ACORNUSER



November 1998 Acorn User
<http://www.acornuser.com/>

► Acorn Computers Ltd

Acorn will be demonstrating their two latest products. This is the first public viewing of the fastest EVER Risc PC – the long awaited Phoebe Risc PC 2. Prepare to be stunned by the speed...

Also being demonstrated on the stand is the Acorn thin client solution – the revolutionary thin client device that is setting the standard for the future of computing.

Acorn 20th Birthday Museum

It's Acorn's twentieth birthday this year and in the museum you'll see how far Acorn has come since its inception in 1978. There should be a working model of every major Acorn computer from the last twenty years. Alongside this *Acorn User* will be celebrating its 200th issue and you'll get the chance to see poster versions of front covers from the past issues that marked important events in Acorn's history.

So if you fancy reminiscing or you've never seen some of the earlier Acorn models this is your opportunity. For any Acorn enthusiast this is one place not to be missed.

Acorn User

It's our 200th issue so come and meet the AU team who will be on hand to answer your questions. We'll have back issues for sale and it's the best time to take out or renew a subscription as there'll be a special show deal. Make our stand your first stop.

Classroom of the Future

In the Classroom of the Future Xemplar and Acorn will be showing the only educational solution currently available in the UK for the NC. They'll also be showing a range of curriculum resources including *NC works* – a suite of productivity tools which have been tried, tested and installed in both primary and secondary school environments.

So go along to this area to see how this new ICT solution can provide schools with a long-term investment that will mean less reliance on new hardware and technology while improving network and staff efficiency and lowering the total cost of ownership.

Developers' Village

A new area specially designed for developers to show off exciting projects they are currently working on. Both familiar and new names will be exhibiting the software and hardware of the future in what is sure to be a particularly busy and vibrant area.

Games Arcade

A welcome return of one of the most popular features of any computer show – the games arcade. Representatives from Acorn Arcade – the specialist Acorn games website – are going to be running this feature and will be showcasing some of the latest games available for the Acorn platform, including the extremely popular futuristic flight-sim/blaster *Descent* and 3DO/New World Computing's stunning *Heroes of Might and Magic II* which combines fantasy and strategy.

Imaging Area

Four major companies – Akalat Publishing (of *Acorn Publisher* fame) Alternative Publishing, Astute Graphics and Spacetech Ltd. – with reputations in the imaging and publishing field are coming together in a "first" at this year's Acorn World with a joint stand complete with theatre.

The dedicated graphics stand represents a unique venture in the RISC OS graphics market. By bringing together such key companies, products and resources, every visitor with an interest in design and publishing, from logos to multi-thousand magazine print runs will want to make this stand their essential stop-off point.

So rather than having to trail from stand to stand asking questions about compatibility all your graphical needs can be fulfilled in one fell swoop! See individual company details for further info.

Argo Internet Cafe

Fancy a cuppa? Argo Interactive will be serving up both tea and coffee and advise on how to use and get more out of using the Internet for both business and pleasure.

Revelation Demo Party

Don't miss your chance to meet demo crews, talk coding and design and check out the latest releases. The party, hosted by John Stonier, will culminate in the demo competition with the winning prize of a Phoebe. So make your way to the theatre between 14.00 and 15.30 on Saturday afternoon to join the fun and cast your vote.

Technology Partners' Pavilion

And a show wouldn't be complete without a touch of 'glamour' and excitement so if this is what you're after head for the Technology Partners' Pavilion. Here you'll see how Acorn technologies are being licensed and embedded in products around the globe by companies such as Samsung, ETRI and the Funai Electric Company of Japan.

The User Group Village

The AAUG will be hosting the 'User Group Village' where visitors can obtain information on all the various Acorn user groups around the world plus details of some of the benefits of user group membership. Several of the more local user groups will also be on-hand to answer any Acorn-related questions or problems you may have.

Education Seminars Friday 16 October

Topics covered on Education day will be:

- The Network Computer – Technical Overview
- NCs in School
- Thin Client Networks
- Acorn Strategy
- All about Phoebe
- Lottery Training

Correct at time of going to Press. For full seminar details please check on the day.

Demo Theatre – Sat 17 & Sun 18 October

Saturday			
Start	Subject	Speaker(s)	Finish
10.30	The Internet	IMS & Dalriada	11.45
12.00	DTP	Tony Tolver, Barry Ricketts and Richard Hallas	13.45
14.00	The Revelation Demo Party	John Stonier	15.30
16.00	Acorn — Past, Present and Future	Chris Cox and other Acorn luminaries	17.45
Sunday			
Start	Subject	Speaker(s)	Finish
10.30	Music	ESP & Clares	11.45
12.00	Acorn Games	RComp Interactive	13.15
13.30	Working with other platforms	Icon Technology & Clares	14.45
15.00	Acorn — Past, Present and Future	Chris Cox and other Acorn luminaries	16.45

*Details correct at time of going to Press.
Please check on the day for changes to programme.*

THE COMPANIES INVOLVED

4th Dimension

Stand 170
78 Brighton Road
Worthing
West Sussex BN11 2EN
Tel: 01903-213361
Fax: 01903-523679
E-mail: 4d@cje.co.uk
WWW: <http://www.cje.co.uk/4d>
Following their joining of the 'CJE fold' The Fourth Dimension will be launching two new games, *Supersnail* and *Morph*. *Supersnail* is the snail with attitude - bounce your way around, collecting coins and taking on various unusual enemies. *Morph* is a classic adventure game in the style of *Citadel* and has been over a year in the making.

ACD Press

Stand 124b
33 Blackbird Close
Bradwell
Great Yarmouth
Norfolk NR31 8RT
Tel: 01493-600966
Fax: 01493-442445
Email: acornmow@argonet.co.uk
WWW: <http://www.argonet.co.uk/users/acornmow>
Acorn Now magazine. Acorn computer, design, print and publishing.

Acorn Computers Ltd

Stand 175
Acorn House
645 Newmarket Road
Cambridge CB5 8PB
Tel: 01223-725000
Fax: 01223-725100
E-mail: info@acorn.com
WWW: <http://www.acorn.com/>
See previous page.

Acorn User

Stand 61
Media House
Adlington Park
Macclesfield
Cheshire SK10 4NP
Tel: 01625 878888
Fax: 01625 879967
E-mail: editor@acornuser.com
WWW: <http://www.acornuser.com/>
See previous page.

AJS Computers Ltd

Stand 50
Unit 28 East Hammingfield
Industrial Estate
East Hammingfield
Essex CM3 8AB
Tel: 01245-400066
Fax: 01245-400014
E-mail: sales@ajscmps.demon.co.uk
WWW: www.ajscmps.demon.co.uk
Specialists in upgrades, part exchanges, second user equipment and repairs.

Akalat Publishing

Stand 95 (Imaging area)
P.O.Box 231
Barton
Bedford MK45 4HQ
Tel/fax: 01582-881614
E-mail: akalat@bnet.co.uk
Akalat Publishing offers advice, help and solutions on all matters relating to dtp and image processing. The stand will feature

Acorn Publisher, now in its fifth year of publication. The latest issue, which continues a major series on scanning and image processing, will be on sale together with back issues. There will also be a wide selection of books on dtp, typography, image processing and the Internet, plus the very popular *Task Force* clip art collection.

Aleph One Limited

Stand 60
The Old Courthouse
Bottisham
Cambridge CB5 9BA
Tel: 01223-811679
Fax: 01223-812713
E-mail: info@aleph1.co.uk
WWW: [WWW:www.aleph1.co.uk/](http://www.aleph1.co.uk/)
Aleph One will show both their new *IPCPro 3* software for Risc PC, Second Processor cards and a PCI-bus PC Card for Phoebe. *IPCPro 3* is important to all users, but games players will particularly appreciate its enhancements. This will also be the first chance to see what kind of support for Windows are available to Phoebe users.

Alsystems

Stand 65
47 Winchester Road
Four Marks
Alton
Hampshire GU34 5HG
Tel: 01420-561111
Fax: 01420-561100
E-mail: sales@alsystems.co.uk
WWW: <http://www.alsystems.co.uk/>
Alsystems is a leading supplier of high quality disc solutions. This year we will be showing off a number of new products and driver utilities, including PowerZip PLUS, Writable PowerATAPI, our major new Ultra SCSI III PowerFLASH upgrade for the Cumana SCSI II card and PCI Ultra Wide SCSI III card for the new Phoebe computer.

Alternative Publishing

Stand 95 (Imaging area)
30 Clyde Place
Galsgow G5 8AQ
Tel: 0141-418 0881
Fax: 0141-418 0889
E-mail: sales@apsoft.co.uk
Alternative Publishing will be demonstrating software for graphical import/export, particularly *PostScript*, PDF and other image file-formats.

Anglia Multimedia

Stand 111
Anglia House
Norwich NR1 3JG
Tel: 01603-615151
Fax: 01603-631031
E-mail: enquiries@anglia.co.uk
WWW: <http://www.angliainteractive.com>
Anglia Multimedia will be showing their two new releases for the Acorn platform - *Ancient Greeks* for Key Stage 2 and *Houses and Households*, a bi-lingual product in English and Welsh. Also on show will be *Anglia Interactive*, the on-line curriculum content service with a free version of *Fresco*.

Archimedes Public Domain Library (APDL)

Stand 144
39 Knighton Park Road
Sydenham
London SE26 5RN
Tel: 0181-778 2659
Fax: 0181-488 0487
E-mail: info@apdl.co.uk
WWW: [WWW:www.apdl.co.uk](http://www.apdl.co.uk)
APDL will have the usual goodies, including a new version of their fast IDE interface, several new CDs, incredible hard disc and CD deals, and the long awaited printer Syquest SparQ 1Gb drive at a special introductory price. Plus some new hardware and software projects you won't want to miss.

Archimedes World magazine

Stand 59
Nexus Media
Azalea Drive
Swanley
Kent BR8 8HU
Tel: 01322-660070
Fax: 01322-667633
E-mail: 100126.103@compuserve.com
Come to see us and seize one of our great subscriptions offers, which include extra issues and the choice of a free game or CD-ROM. Browse a selection of back issues and catch upon the cover discs and supplements you may have missed.

Archive Publications

Stand 180
18 Mile End Road
Norwich NR4 7QY
Tel: 01603-766922
Fax: 01603-460736
E-mail: paul@archivemag.co.uk
WWW: <http://www.archivemag.co.uk/>
Get the next two issues of *Archive* ABSOLUTELY FREE OF CHARGE! If you have never subscribed to *Archive* before, you can have the next two issues free on the understanding that, if you decide to take out a subscription, those two issues count as two of the twelve issues you get for £25.

ArgoNet

Stand 115
7 Dukes Court
Chichester
W Sussex PO19 2FX
Tel: 0500-585586
Fax: 01243-815805
E-mail: info@argonet.co.uk
WWW: [WWW:www.argonet.co.uk](http://www.argonet.co.uk)
ArgoNet are demonstrating their extensive range of Internet services as well as hosting the Internet cafe. We've two spectacular show offers - whether you're on the Net or not we will give you the chance to secure a domain name before it's taken by someone else. Plus take advantage of our special deal on the Surf at Speed Pack (56k).

ArgoSphere

Stand 115
7 Dukes Court
Chichester
W Sussex PO19 2FX
Tel: 01243-815815
Fax: 01243-815805

E-mail: info@argosphere.net
WWW: www.argosphere.net
ArgoSphere, the award-winning educational website, continues to expand its range of free activities for children. Children are also encouraged to submit their work for publishing within ArgoSphere. When used offline, ArgoSphere is a safe Internet site which makes learning fun at school or at home.

Association of Acorn User Groups

Stand 155
Flat 5
19 Normanton Road
South Croydon
Surrey CR2 7JU
Tel: 0171-451 1960
Fax: 0171-451 8045
E-mail: aaug@argonet.co.uk
WWW: <http://www.argonet.co.uk/scs/AAUG/>
See previous page.

Atomwide Limited

Stand 60
7 The Metro Centre
Bridge Road
Orpington
Kent BR5 2BE
Tel: 01689-814500
Fax: 01689-814501
E-mail: paul@atomwide.co.uk
WWW: <http://www.atomwide.co.uk>
Atomwide will be demonstrating its range of cross-platform network services and solutions, hardware products and training courses. Featuring this year will be Acorn NCs and various 'thin-clients' accessing Microsoft's new NT4 Terminal Server. Plus of course, there will be Acorn's new Topcat NC support software, Phoebe(!), and NGFL discussions aplenty!

BEEBUG Limited

Stand 45
117 Hatfield Road
St Albans
Herts AL1 4JS
Tel: 01727-840303
Fax: 01727-860263
E-mail: info@beebug.co.uk,
sales@beebug.co.uk,
ruiser@beebug.co.uk
Acorn's new computer, Phoebe, will be demonstrated by BEEBUG at Acorn World, and we expect to have a number of special offers available combining the computer and software/hardware. We'll also be demonstrating *Ovation Pro*, and showing how it integrates with *Sleuth 3* and *Impact*. *RISC User* - produced using *Ovation Pro* - is now in its 12th year and we'll have the latest issue and disc available, as well as a selection of back issues. Not forgetting our normal ranges of software and hardware for the entire Acorn market - get in touch!

BEEBUG Limited
Stand 45
117 Hatfield Road
St Albans
Herts AL1 4JS
Tel: 01727-840303
Fax: 01727-860263
E-mail: info@beebug.co.uk,
sales@beebug.co.uk,
ruiser@beebug.co.uk
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Cannon Computing and Cumana

Stand 40 and DV7
Whitegate
Dunmow Road
Hatfield Heath
Bishop's Stortford
Herts, CM22 7ED

Tel: 01279-730800/900
Fax: 01279-730809
E-mail: sales@cumana.co.uk or sales@cammonco.demon.co.uk
WWW: www.cumana.demon.co.uk
At this year's Acorn World show Cumana will be showing the latest in PCI SCSI development for the Phoebe. We will also have on show Digital Video Drives (DVD), Cumana's *ICDBlaze* CDRW software and a range of Parallel port devices.

Cannon Computing as one of Acorn's largest dealer will be showing the latest in the Acorn's product range with many special offers available from the stand.

Castle Technology

Stand 146
Ore Trading Estate
Woodbridge Road
Framlingham
Suffolk IP13 9LL
Tel: 01728-621222
Fax: 01728-621179
E-mail: Sales@castle-technology.co.uk
WWW: <http://www.castle-technology.co.uk>
We will be demonstrating our range of hardware for all Acorn computers. From scanners to hard drives and mice to memory, we will have special show prices and large stocks available. Also on show and available to buy will be the new Acorn computer Phoebe. We look forward to seeing you at Acorn World '98.

Circle Software

Stand 53
P.O. Box 36
BODMIN PL30 4YY
Tel/fax: 01208-850790
E-mail: sales@circlesw.demon.co.uk
Circle Software will be demonstrating their *Impact-3* database package, featuring a scrollable tool bar with user definable tools, and built-in support for Beebug's *Ovation Pro*. The combination of *Impact-3* and *Ovation Pro* now provides the best database report generation available on any platform. This winning combination will be available at a special package price, together with other special show deals.

CJE Micro/NCs

Stand 170
78 Brighton Road
Worthing
West Sussex BN11 2EN
Tel: 01903-523222
Fax: 01903-523679
E-mail: sales@cje.co.uk
WWW: <http://www.cje.co.uk/>
CJE will be displaying their wide range of everything Acorn-related. With special offers and a number of NEW products.

Clares Micro Supplies

Stand 125
98 Middlewich Road
Northwich
Cheshire CW9 7DA
Tel: 01606-48511
Fax: 01606-48512
E-mail: sales@clares.demon.co.uk
WWW: <http://www.clares.demon.co.uk>

FLOOR PLAN

LONDON ARENA DOCKLANDS

16-18 Oct 1998

LIST OF EXHIBITORS

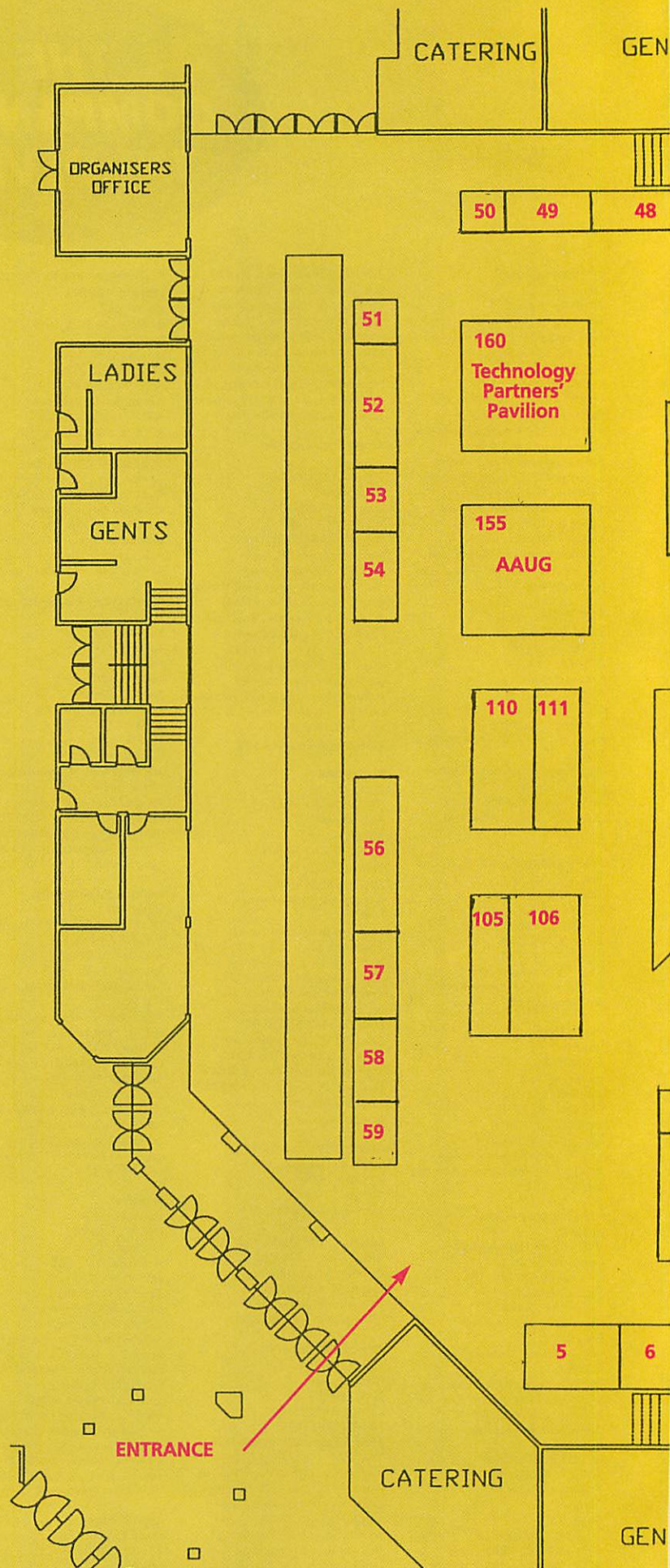
4th Dimension.....	170
ACD Press.....	124b
Acorn Computers Ltd.....	175
Acorn User.....	61
AJS Computers Ltd.....	50
Akalat Publishing.....	95 (Imaging area)
Aleph One Limited.....	60
Alsystems.....	65
Alternative Publishing.....	95 (Imaging area)
Anglia Multimedia.....	111
Archimedes Public Domain Library (APDL).....	144
Archimedes World.....	59
Archive Publications.....	180
ArgoNet.....	115
ArgoSphere.....	115
Atomwide.....	60
BEEBUG Limited.....	45
Cannon Computing.....	40 (& DV7)
Castle Technology.....	146
Circle Software.....	53
CJE Micro's/NCS.....	170
Clares Micro Supplies.....	125
CTA Direct.....	105
Cumana.....	40 (& DV7)
Daco Systems Limited.....	90
Dalriada Data Technology.....	147
Davyn Computer Services.....	145
Desktop Projects Ltd.....	130
Eesox.....	181
Electronic Telegraph.....	105
Explan Comp Ltd & MW Software.....	57
Fabis Computing.....	147
Graphics and Imaging area.....	95
Icon Technology Limited.....	43
Innovative Media Solutions Ltd.....	58
Irlam Instruments Ltd.....	135
iSV Products.....	tbc
Micro Laser Designs.....	tbc
Pineapple Software.....	120
Project Avante.....	95 (Imaging area)
R-Comp and RCI.....	15
Sibelius Software.....	170
Si-Plan Electronics Research Ltd.....	51
Smart DTP.....	tbc
Softase Limited.....	171
Spacetech.....	95 (Imaging area)
TECS.....	124
The ARM Club.....	155
The Electronic Font Foundry.....	6
Uniqueway.....	121
Warm Silence Software Ltd.....	126

SPECIAL AREAS

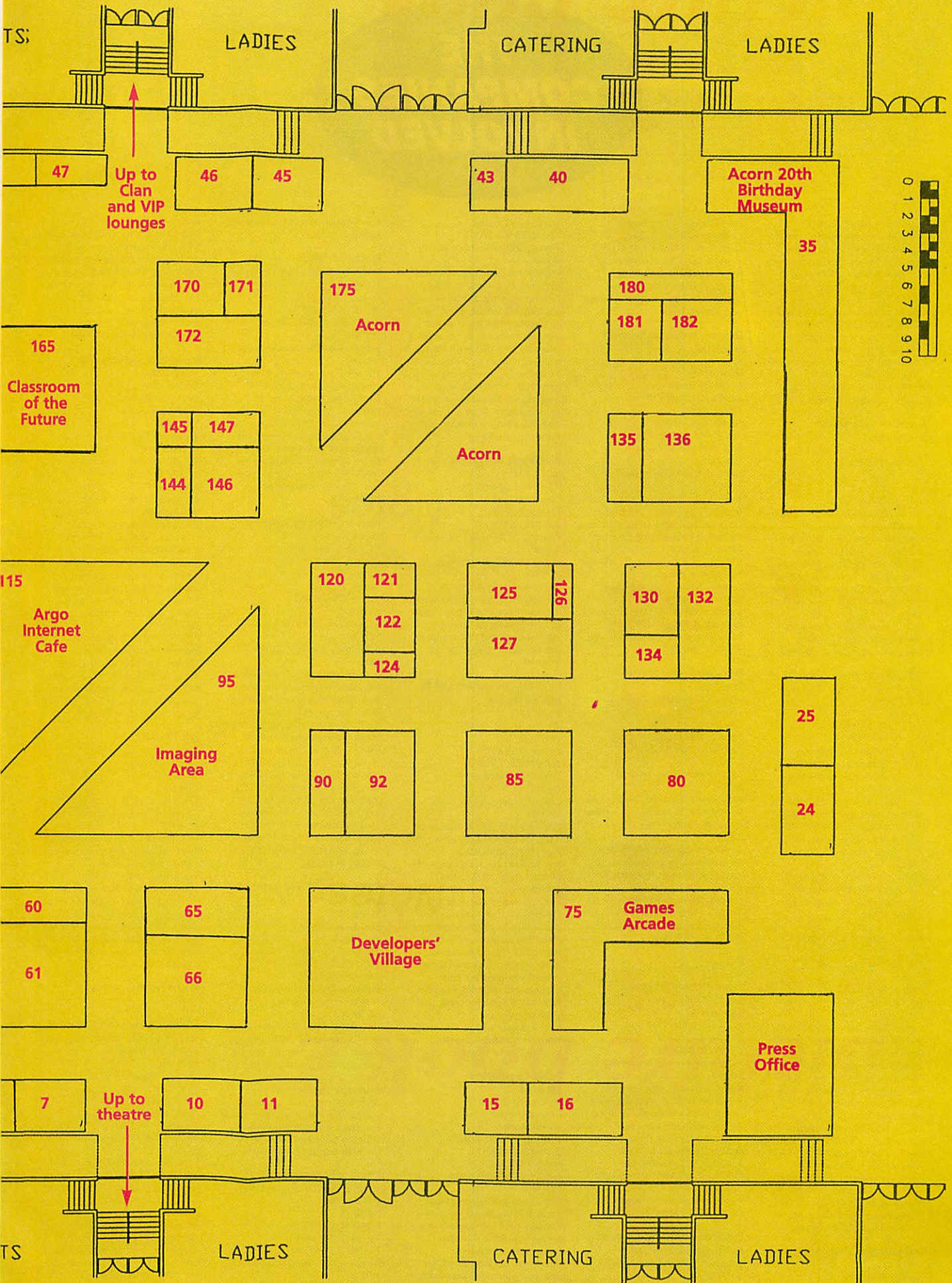
Acorn 20th Birthday Museum.....	35
Argo Internet Cafe.....	115
Classroom of the Future.....	165
Games Arcade.....	75
Imaging Area.....	95
Technology Partners' Pavilion.....	160
Samsung	
ETRI	
Funai Electric Company of Japan	
Association of Acorn User Groups.....	155

DEVELOPERS' VILLAGE

Cannon Computing.....	DV7 (& 40)
Creative Curriculum Software.....	DV13
Cumana.....	DV7(& 40)
Design IT.....	DV18
Electronic Control Services Nottingham Ltd.....	DV1
Fortran Friends.....	DV9
Intelligent Interfaces Ltd.....	DV10
Millipede Electronic Graphic.....	DV12
Quantum Software.....	DV8
Rheingold Enterprises.....	DV2
Serious Statistical Software.....	DV17
Stuart Tyrrell Developments.....	DV19
Topologika.....	DV11



SHOW GUIDE



THE COMPANIES INVOLVED

<http://www.stcoll.ac.uk/claes/>
We'll be showing our full range of products, including sneak previews of future releases. There will be bargains galore in hardware and software for the RisePC and Phoebe. If you are one of our many regulars then please bring proof of your customer number along with you (mailshot, invoice etc) and you could win one of our superb range of prizes including CD-ROM (a 32x drive not a disc!), SIMMs, software or hard drive.

Creative Curriculum Software

Stand DV13 (Developer Village)
5 Clover Hill Road
Savile Park
Halifax HX1 2YG
Tel: 01422-340524
Fax: 01422-346388
E-mail: ccs@argonet.co.uk
Creative Curriculum Software are showing their full range of educational software including *Magic Maths*, *Tanzania* and *Pupils Reporting Made Easy*. Also being demonstrated is the *One million Worksheets Series* which produces printed maths work and answer sheets for early years, primary and secondary.

CTA Direct

Stand 105
168 Elliott St
Tyldeley
Tel: 01942-511000
Fax: 01942-749325
E-mail: sales@cta.u-net.com
WWW: www.cta.u-net.com
We will be releasing our new Acorn mouse and trackball/mouse. In addition we have a wide variety of CD-ROM writers and re-writers, CD-ROMs, hard drives, memory for all Acorn machines including Phoebe, scanners, printers, monitors, interfi, modems, speakers, bargain software, consumables and many many special offers.

Daco Systems Limited

Stand 90
459-465 Warwick Road
Tysley
Birmingham B11 2JP
Tel: 0121-706 8933
Fax: 0121-706 4306
E-mail: info@daco-systems.co.uk
WWW: www.daco-systems.co.uk
Daco have been developing a version of our school front end, *The Green Light*, for the Acorn platform giving seamless integration in both terms of looks and functionality of Acorns and PCs on a single network. Also the Acorn NC solution involving Windows NT Terminal Server will be on display at our stand with Acorns of all ages running Windows NT at real speed. As always we will be offering special discounts on printers to all show visitors.

Dalriada Data Technology

Stand 147
Tel: 01926-492459
Fax: 01926-492459
E-mail:

sales@dalriada.demon.co.uk
Dalriada will be releasing *TableMate Designer 2* at Acorn World - the fifth generation of their popular tablemaking package. There will also be a number of other projects nearing completion to see.

Davyn Computer Services

Stand 145
Design IT
Stand DV18 (Developer Village)
15 Woodlands Road
Wombourne

South Staffordshire WV5 0JZ
Tel: 01902-894775
Fax: 01902-894775
E-mail: sales@dezignit.demon.co.uk
WWW: www.dezignit.demon.co.uk
Design IT provides a range of products and services for schools including consultancy, Ethernet network design, installation and training. A wide range of software is available including teletext, control, transfer software for Amstrad/DreamWriter wordprocessors and connectivity software to Windows NT. For Education users this stand is well worth a visit.

Desktop Projects Ltd

Stand 130
Unit 2a Heapriding Business Park
Ford Street
Stockport SK3 0BT
Tel: 0161-474 0778
Fax: 0161-474 0781
E-mail: info@desktopp.demon.co.uk
WWW: <http://www.desktopp.demon.co.uk>
In addition to selling our normal range of products, we should be selling the new Phoebe Risc PC 2 as well as showing our *LinServer*, an economic fully-featured, no nonsense Internet/Intranet and file server for Acorn, NC and PC computers. We will also have on demo a Citrix WinFrame Server which allows any computer or NC to run Windows.

Eesox

Stand 181
Century House 1st Floor
Market Street
Swavesey
Cambridgeshire CB4 5QG
Tel: 01954-208208
Fax: 01954-208208
E-mail: info@eesox.demon.co.uk
WWW: www.eesox.demon.co.uk
Eesox are launching the first 5.2Gb DVD-RAM drive for the Acorn platform - come and see a demonstration. Eesox SCSI Card upgrade 1.04 with up to 50 per cent performance increase, available at the show, also PenPad Block driver upgrades. Plus CDWriters, CD-ROM drives, hard discs, Graphic Tablets, SCSI Cards all at special prices.

Electronic Control Services

Nottingham Limited
Stand DV1 (Developer Village)
2nd Floor
107 Carlton Road
Nottingham NG32FB

Tel: 0115-979 9684
Fax: 0115-979 9685
E-mail: ecsltd@ecsltd.co.uk

WWW: <http://www.innotts.co.uk-ecsltd/>
On show ECS hopes to have Phoebe running; *NewSaver* - an aid to quick saving work from any application, particularly useful for schools, it has been taken up by ESIS for all its Acorn training courses in Wales. *ECS-Presenter* - an easy-to-use presentation package with animations. *Puzzle Fixer* - make graded puzzles from any picture and *ECS-Utils* - a desktop utility suite with a difference.

Electronic Telegraph

Stand 105
1 Canada Square
Canary Wharf
London E14 5DT
Tel: 0171-538 7147
Fax: 0171-538 6158
E-mail: et.newmedia2@telegraph.co.uk
WWW: <http://www.telegraph.co.uk>
We are giving away free copies of *The Daily Telegraph*, free copies of *Connected* (Our Thursday IT supplement) and free copies of our *Connected Guides to the Internet*.

ExpLAN Computers Ltd & MW Software

Stand 57
PO Box 32
Tavistock
Devon PL19 8YU
Tel: 01822-613868
Fax: 01822-610868
E-mail: explain@explain.demon.co.uk
WWW: <http://www.explain.demon.co.uk>
ExpLAN are releasing their new *Fuzzysheet* application. A spreadsheet like no other, it even permits input of indistinct information! Also for first time viewing and release is the Lion Electronic Library module for use within ExpLAN's multimedia *HolyBible* software. Mainly of interest to home and school users, it offers seven databases of textual commentary and background material, together with maps, timelines and photographs. MW Software will be showing the new *HatchPro* add-on module for *ArtWorks*.

Fabis Computing

Stand 147
48 Charles Street
Church Gresley
Swadlincote
Derbyshire DE11 9QD
Tel: 01283-552761
Fax: 01283-552761
E-mail: info@fabis.demon.co.uk
WWW: <http://www.fabis.demon.co.uk/>
Launch of *AddressIt*, address management software allowing access to every UK postal address. See the latest developments with *EasyClip* release 2 plus very special offers on *Recycler* - the recycler bin for RISC OS; and *EasyFont Pro* our

ever popular Font Management System.

Fortran Friends

Stand DV9 (Developer Village)
PO Box 64
Didcot OX11 0TH
Tel: 01235-834357
E-mail: BCA@ISISE.RL.AC.UK
WWW: <http://www.acorn.com/developers/fortran/>
We are demonstrating desktop compilation and running of Fortran programs using our extensive libraries. Come and see polyhedra in 2/3D and in stereo with the latest versions of our *!Stellate*, *!PolyNet* and *!PolyDraw*. Learn how to use them for all levels of education or just for fun. Discover entirely new polyhedra.

Icon Technology Limited

Stand 43
Church House
Church Street
Carlby
Lincs PE9 4NB
Tel: 01778-590563
E-mail: mike@iconsupport.demon.co.uk
WWW: <http://www.iconsupport.demon.co.uk/>
Icon technology will be showing the latest versions of *EasiWriter* and *TechWriter* which have the following improvements: Reading and writing of Microsoft Word 8 documents (created using Office 97/98) as well as Word 6 & 7. Hypertext links in documents. Improved HTML. Save links, Cut & Paste HTML. Auto convert pictures to GIF's, Read and Write PNG graphics. Link documents with Drag & Drop. Extended colour control for backgrounds. Show offers will be available.

Innovative Media Solutions Ltd

Stand 58
Box Bush Farm,
West Wick,
Weston-s-Mare BS24 7TF
Tel: 01934-522880
Fax: 01934-522881
E-mail: sales@ims-bristol.co.uk
WWW: <http://www.ims-cdc.demon.co.uk/>
IMS will be showing their range of multimedia CD-ROMs, budget digital cameras, website editing software, and software to link Acorns to Psion & Geofox palmtops. They will also be demonstrating, and hopefully selling, the new RISC OS portable computer (codenamed Peanut) which is expected to be one of the high points of the show.

Intelligent Interfaces Ltd

Stand DV10 (Developer Village)
P O Box 80
Eastleigh
Hants SO53 2YX
Tel: 01703-261514
Fax: 01703-267904
E-mail: sales@intint.demon.co.uk
WWW: <http://www.intint.demon.co.uk>
Intelligent Interfaces will be

exhibiting in the Developer Village at the Acorn World Show. This is an opportunity for customers to discuss Intelligent Interfaces' established range of expansion cards, which includes the recently introduced Single Width I/O Card, and their future range, which includes a PCI 64 bit Parallel I/O card.

Irlam Instruments Ltd

Stand 135
Brunel Science Park
Brunel University
Kingston Lane
Uxbridge
Middlesex UB8 3PQ
Tel/Fax: 01895 811401
E-mail: sales@irlam.co.uk
WWW: www.irlam-instruments.co.uk
Imaging and multimedia products will be demonstrated including scanners, digital cameras, video digitisers and associated software.

The latest upgrade for the *Videodesk* non-linear video editing system is to be shown which now includes powerful titling and audio editing facilities.

A complete range of PCI interface cards for the new Phoebe will be launched at the show including Video Capture, Ethernet and high performance disc interfaces. Special offers will be announced at the show.

iSV Products

Stand the
86 Turnberry
Home Farm
Bracknell
Berks RG12 8ZH
E-mail: atimbrell@aol.com
WWW: <http://members.aol.com/isvproduct/>
iSV Products is releasing a new version of the acclaimed *Typography* font CD which contains 2100 high quality fonts plus a number of bonus items. Upgrades are available on the stand. All of iSV's other publishing products will be available with a number of very special offers only available at the show.

Micro Laser Designs

Stand the
Millipede Electronic Graphic
Stand DV12 (Developer Village)
Cambridge House
Hargrave
Bury St Edmunds
Suffolk IP29 5HP
Tel: 01284-850594
Fax: 01284-850351
E-mail: info@millipede.demon.co.uk
WWW: <http://www.millipede.demon.co.uk>
Millipede hope to be able to provide a glimpse of our exciting new high resolution, very high performance 32 bit graphics processor board, specifically developed for the Phoebe PCI expansion bus. In addition we will have the latest versions of the APEX and AlphaLock videographics boards designed for broadcast video production.

THE COMPANIES INVOLVED

Pineapple Software

Stand 120
352 Green Lane
Ilford
Essex IG3 9JS
Tel: 0181-599 1476
Fax: 0181-598 2343
E-mail:
sales@pineapple.demon.co.uk
WWW:
http://www.pineapple.demon.co.uk
Pineapple will have their largest stock ever of Acorn-related products available at Acorn World '98. We will have new low cost scanners and special offers on all our usual products. There will be a fabulous new product for Phoebe which we hope to have on full demonstration and will be available free to everybody who orders Phoebe from Pineapple!

Project Avante

Stand 95 (Imaging area)
40 Primrose Close
Ross-on-Wye
Herefordshire HR9 7RN
Tel: +44 (0) 1989 567350
E-mail:
nick@astutegrfx.demon.co.uk
WWW:
http://www.astutegrfx.demon.co.uk/
The official launch of *Project Avante*, the future of vector graphic design and publishing on the Acorn, will be a highlight for many that visit the show. With an expected delivery date set at end 1998 at a price of £200+VAT, visitors will be the first to be able to place a deposit of £30 for the package which will attract a £15 deduction of the final cost.

Quantum Software

Stand DV8 (Developer Village)
35 Pinewood Park
Livingston EH54 8NN
Tel: 01506-411162
E-mail: sales@quantumsoft.co.uk
WWW:
http://acorn.cyber-village.co.uk/
We will be demonstrating our entire range of products, including for the first time our new product called *Nover*, a overwrite protection program that also performs historical backups for extra security when creating your masterpiece.

As webmasters of the award-winning Acorn CyberVillage website we will also be on hand to give practical demonstrations and advice on maintaining a major business site like the CyberVillage.

R-Comp and RCI

Stand 15
22 Robert Moffat
High Legh
Knutsford
Cheshire WA16 6PS
Tel: 01925-755043
Fax: 01925-757377
E-mail: rcomp@rcomp.co.uk or rci@rcomp.co.uk
WWW: http://www.rcomp.co.uk/
We'll be launching a new product, provisionally titled *SiteSeer* which will fetch, store, manage and display whole

websites, or partial selections. There'll also be the latest updated versions of all the *HTMLEdit Studio* family of products, including *HTMLEdit v4+*, *Web Designer's Toolkit 2*, *WebSpell* and *WebsterXL*. Oh, and *SiteMaster*, of course.
On the RCI front, we'll be launching two new leisure titles - *Interplay's* smash hit futuristic flight-sim/blaster *Descent*, and *3DO/New World Computing's* *Heroes of Might and Magic 2* - a visually stunning fantasy/strategy game. *PCSound Pro 2* will also be available, alongside the usual range of ESP music products, plus graphics tablets and other accessories.

Rheingold Enterprises

Stand DV2 (Developer Village)
7 Waterbridge Court
Appleton
Warrington WA4 3BJ
Tel: 01925-210657
Fax: 01925-860442
E-mail:
rheingold@cybervillage.co.uk
WWW:
http://www.cybervillage.co.uk/mal/ibran/
Rheingold Enterprises will be demonstrating some of the many applications the company have developed for RISC OS computers, including *Vigil*, a multi-tasking debugger, and *SiteSeer*, a website grabber.

Serious Statistical Software

Stand DV17 (Developer Village)
Lynwood
Benty Heath Lane
Willaston
South Wirral L64 1SD
Tel: 0151-327 4268
E-mail: sss@argonet.co.uk
WWW: http://www.serious-stats.co.uk
Some powerful and wide-ranging techniques - both graphical and numerical - for analysing and interpreting practical data will be demonstrated. Our thoroughly established and unique statistical package (*1st*) has had new advanced features added recently. Orders taken at the show will attract 30 per cent discounts. We hope to renew acquaintance with many clients!

Sibelius Software

Stand 170
75 Burleigh Street
Auckland Road
Cambridge CB1 1DJ
Tel: 01223-302765
Fax: 01223-351947
E-mail: infoUK@sibelius.com
WWW: http://www.sibelius.com
Sibelius Software will be demonstrating their Award winning *Sibelius 7* music program, and associated extras including the ingenious Optical Manuscript Reader & sound output module.

Si-Plan Electronics Research Ltd

Stand 51
Avenue Farm Industrial Estate
Birmingham Road
Stratford-upon-Avon CV37 0HR
Tel: 01789-205849

Fax: 01789-415550
E-mail: adc@si-plan.demon.co.uk
WWW: si-plan.demon.co.uk
Si-Plan are demonstrating their analogue-digital/digital-analogue interface cards and software suite. These plug-in cards enable RISC OS machines to communicate with transducers measuring, for example, temperature, load and displacement. Data displays feature graphs, bars, DPMs and XY plots. Computers with these cards can also control applications and Si-Plan have some fascinating examples, including a machine which tests prosthetic feet. Si-Plan first used the BBC Micro - then its successors - and developed the ADC/DAC facility for industrial applications. The cards and software are now being made generally available.

Smart DTP

Stand the
36 Park Road
Duffield
Belper
Derbyshire DE56 4GR
Tel/fax: 01332-842803
E-mail: parrgroup@intec.co.uk
Smart DTP will be launching their latest edition of *PublishArt* at this year's Acorn World show. *PublishArt* users will be able to upgrade at the special show price of £10. To upgrade don't forget to bring your old copy of *PublishArt* to the show!

Softease Limited

Stand 171
The Old Courthouse
St Peters Church Yard
Derby DE1 1NN
Tel: 01332-204911
Fax: 01332-609224
E-mail: sales@softease.co.uk
WWW: www.textease.com
The latest version of award-winning *TextEase Multimedia* will be on display and for sale. The latest version features the long-awaited full Undo/Redo ability. It also introduces 'lose' grouping of objects. 'Lose' grouping has all the benefits of grouping (eg scaling, rotation) but also allows full control over the individual members of the group. Confused? Well come to stand 171 and see it and pick up a bargain while you are there!

Spacetechn Ltd

Stand 95 (Imaging area)
1 The Courtyard
Southwell Business Park
Portland
DTS 2JS
Tel: 01305-822753
Fax: 01305-860483
E-mail: sales@spacetechn.co.uk
WWW:
http://www.spacetechn.co.uk
You'll find us on the Dedicated Graphics stand this year with our new Layers version of *Photodesk 3* as well as the new Olympus digital cameras and PhotoReal printer drivers. *Sincronia* are also in attendance with a new version of *TopModel* and the new Plug-ins, *TopDeform*, *TopMotion*,

Top3Dfonts as well as a new TM CD collection.

Stuart Tyrrell Developments

Stand DV19 (Developer Village)
PO Box 183
Oldham OL2 8FB
Tel: (Orange) 0976 255 256
Fax: 0870 164 1604
E-mail: info@stdevel.demon.co.uk
WWW:
http://www.stdevel.demon.co.uk
Stuart Tyrrell Developments will be exhibiting for the first time at Acorn World as part of the developer's village. In addition to our current range of game, interface and access devices, you will be able to have an exclusive sneak preview of some of our "work in progress".

TECS

Stand 124
140 Busby Road
Clarkston
Glasgow G76 8BG
Tel: 0141 644 4952
Fax: 0141 644 5299
E-mail: rtodd@tecs.co.uk
WWW: http://www.tecs.co.uk
For this, our first visit to the Acorn World Show as exhibitors, we are going to offer a range of Acorn-related hardware and upgrades at some very special prices. We also intend promoting the 3rd Annual Scottish Show which takes place in Glasgow on the 8th November.

The ARM Club

Stand 155
The ARM Club
FREEPOST
London N12 0BR
Tel: 07010-709849
Fax: 07020-954018
Technical Help 0973 891330
Email: info@armclub.ork.uk
WWW:
http://www.armclub.org.uk/
The club hopes to have their next CD available in time for the show. We will have some new items for you to purchase so "Don't be a mug, Join the Club". Technical help will be available on the stand on all three days for club members. If you're not a member then why not come along and join at the show.

The Electronic Font Foundry

Stand 6
11 Silwood Road
Ascot SL5 0PY
Tel: 01344-875201
Fax: 01344-875202
E-mail: sales@eff.co.uk
WWW: www.eff.co.uk
Highest quality fonts and font-related products. Over 1,200 typefaces for over 50 languages on floppies or CD. Specialist and custom fonts. New releases (new font collection), promotions and special show prices on ALL products, including the best selling *EFF1 Professional Typography* CD and *EFF TrueTypeTranslator*.

Topologika Software

Stand DV11 (Developer Village)

Waterside House
Falmouth Rd
Penryn
Cornwall TR10 8BE
Tel: 01326-377771
Fax: 01326-376755
E-mail:
sales@topolga.demon.co.uk
WWW:
http://www.topolga.demon.co.uk
Topologika will be displaying their complete range of best-selling Acorn educational software including latest releases *Sherlock*, *The Text Detective* (great for Literacy Hour), *TinyArt* (easy-to-use primary art pack) and version 3 of *Desktop ScreenTurtle* ('Logo' without tears!). Products will not be on sale from our stand but we'll be taking orders, giving 15% discount and will be supplying post free. We will also be asking 'classic adventurers' if they'd be interested in buying a CD compilation - if we did one - of all of the original Topologika text adventures: *Countdown to Doom*, *Return to Doom*, etc. So come on down and tell us!

Uniqueway Ltd

Stand 121
3 Clarendon Road
Cyncoed
Cardiff CF3 7JD
Tel: 01222-464020
Fax: 01222-440071
E-mail: sales@uniqueway.co.uk
WWW:
http://www.uniqueway.co.uk
Uniqueway will have its usual selection of show offers and will be taking advance orders for *The Risc Disc* Volume 4 CD. Also on sale will be a very useful CD Test CD and a first release of our *Traditional Christian Clip Art* CD. Finally we shall be launching the latest version of *RIScript Pro* which can read both Postscript and PDF files and includes a totally revamped user interface and lots more. There'll also be a reduced version, *RIScript PDF*, available for £25 which can handle PDF files only, and is not configurable.

Warm Silence Software Ltd

Stand 126
P.O. Box 28
Woodstock
Oxfordshire OX20 1XX
Tel: 01608-737172/0585 487642
Fax: 01608-737172
E-mail: info@wss.co.uk
WWW: http://www.wss.co.uk/
New releases include *MovieFS v2* (designed for use with *Replay 3*) and *LanMan98* (an extension to *Omnichant* that offers full long filename support with PC servers). New versions of *CDBurn*, *Dr Smiths C Development Toolkit*, and other software will also be available. Finally, the first demonstrations of *RealAudio* for the StrongARM Risc PC!

picture book 2

The fun way to discover words and numbers

Extra
Features
Lower Price!



alphabook



spell it



word match



count 'em



flash card



snap

Picture Book 2 makes reading, spelling and counting easy and enjoyable for all children. The six Picture Book programs offer varied and interesting activities, and there is a phonic alphabet to help ensure correct pronunciation. A wide range of setting options allows each program to be matched to an individual child's ability.

This version of **Picture Book 2** also includes RGSC's **!AlphaEdit** utility to help you create your own alphabet files for use with the Picture Book programs.

Single user: **£24.95** Site Licence: **£95.00**

Picture Book 2 can be run on all Acorn RISC OS computers. Minimum system requirements are RISC OS 3.1 or later and 2Mb of memory.

Special Offer! Save **£3** off the price of **Picture Book 2**. Send **£2** for the **PB2 Demo** disk, to cover cost and postage, and pay **£19.95** when you order the full version. To save **£5** send us your copy of the *original* Picture Book program (BBC, Archimedes, Acorn versions) with your order.

Using **Notice Board** with Draw or ArtWorks and text files you can create colourful multiple-page, 'posters' and run them continuously on-screen. Widely used in schools for Open Day and class work presentations, and by businesses, **Notice Board** provides an ideal medium for the display of information at schools and exhibitions, in reception areas, libraries, etc.

For use with RISC OS 3.1 or later. Site licence £105.

Single user **£35.00**

Site licence £105.



"..for rolling presentations
Notice Board excels."
Acorn User

Notes

The 'sticky note pad' for Acorn computers

Create notes, reminders, etc, on your computer for yourself and others. You can 'stick' Notes on to files or directories and have them appear at specific times on-screen, on starting up or when a file is opened. **Now only £7.50**

Montage

Creative Fractal Art

Create your own stunning fractal art pictures with the **Montage** program. Working in interactive mode **Montage** builds the images as you work, fast! Requires minimum 2Mb, 4Mb for hi-res pictures.

Decidedly the most original and unusual package I have seen for a very long time...once you have digested the instructions, Montage is a fascinating and enthralling program." RISC User

Montage runs on Acorn machines (RISC OS 3.1 or later) and on the Risc PC.

Single copy: **£35.00** Site licence £105.00

MultiLink

Don't lose all your hard-won BBC data, use **MultiLink** to transfer data effortlessly between old Acorn 8-bit computers and RISC OS 32-bit machines, including the Risc PC. Easy click and drag operation. Machines are linked by serial cable.

With serial cable: **£29.95**

Draggie

The Professional Application Launcher

For fast on-screen access to your most frequently used applications, games, files or directories **Draggie** pull-down menus are the complete answer. **£7.50**

The Really Good Software Company

39 Carisbrooke Road, Harpenden, Herts. UK. AL5 5QS.

Tel/Fax: 01582 761 395 E-Mail: sales.rgsc@argonet.co.uk

No VAT or post/packing charges. Cheques, with order please, made payable to The Really good Software Company. Official orders welcome.

The name — The House of Cards — is a kind of multitasking pun/anti-pun, because the company that bears it, far from being in constant danger of collapse, has grown in strength since its birth in 1993, until they are now reliably estimated to be the largest producer of designer business-cards in New Zealand.

Surprisingly (to those who think that only Wintel and Apple are worthy of consideration), THOC's success-story began on Acorn machines and they are still at the heart of their multiplatform network. Last year the company produced 5 million cards, no mean feat in a country of 3.6 million people.

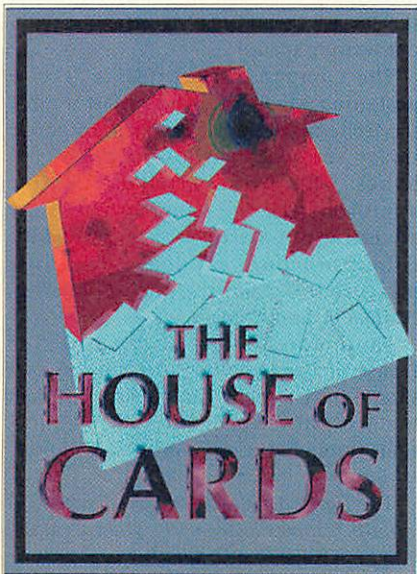
They also do other things, such as letter-heads, promotion cards, greeting cards, brochures, compliments slips, logos, corporate-image design, image-processing, photo-retouching, and filmsetting, but their core business, which generates 90 per cent of their turnover, is designing and producing 90x55mm business cards in runs of 1000.

That may sound a boring product, with little scope for imaginative flair or strong turnover, but THOC's growth has, in their short history, forced them to move to bigger premises four times.

THOC, aptly, are now in William Pickering Drive, a young, vigorous street in a mushrooming industrial estate in one of the fastest-growing parts of Auckland, the beach-lined North Shore. The street is named after one of New Zealand's foremost scientists, who for a long time headed NASA's Jet Propulsion Laboratory, the division that sent out all those spacecraft to explore the Solar System and beyond.

THOC can hardly be said to be in that class, but, to use a well-known phrase, it has, in Kiwi business cards, boldly gone where no one had gone before, and has reaped the reward of their pioneering efforts.

Though based in Auckland (New Zealand's biggest city), The House of Cards have in the last 18 months spread their



The House of Cards' logo

The winning

Nobilangelo Ceramalus

sees how Acorn machines helped one business produce the winning hand

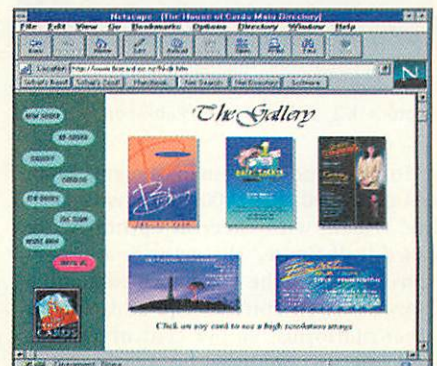
cards

wings by establishing a network of commissioned sales representatives all over the country.

THOC are owned by Brian and Ann Falkner, with Brian as managing director, production manager, and one of their principal designers. They founded the company in July 1993, at about the time their first-born, Laura, appeared in the world, so Brian had two babies to attend to at once: which often meant his long hours of work were accompanied by short ones of sleep.

Brian is a genial, likeable man with a quick and subtle sense of humour, always able to see the funny side of things, a man whose design and business skills, insight and tenacity have combined to create a strong company where others saw little or no opportunity. He is in a way the embodiment of his main product, for one of the functions of a business card is to build bridges between people, and much of THOC's success can be attributed to his people-skills.

People obviously like doing business with him and working for him. His own summary of himself, tongue-in-cheek, is 'articulate, intelligent...gosh, everything.' Apart from the 'everything', which no mere mortal can lay claim to, it is not a bad sketch. He had worked with Acorn New



One of THOC's Web pages

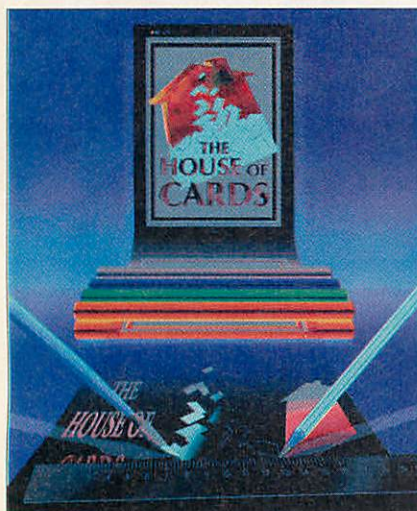
Zealand for the three years before he founded his company, so, unlike most people, he knew about Acorn machines and what they could do. He chose to found his company on them, and proudly, because he first called it Acorn Design & Print (with Acorn NZ's blessing).

For Brian it was the only choice, 'the software was far cleverer, and far easier to use, and the machines were much quicker, than anything else available at the time,' he says. He began with an A440, running *ArtWorks* and *Impression Publisher*. As the business grew, and other staff were employed, he added two 8Mb A5000s, then

Acorns in business

► a Risc PC, then a further two Risc PCs. About three years ago he decided he was generating enough filmsetting to justify a machine of his own, which meant he had to add a Mac Quadra as the file-transfer link between the Acorns and the filmsetter.

That was his first step into the multi-platform world. It worked well. It also added another string to his bow, because he could offer a filmsetting service. He now has a multi-platform network. There are three Acorns: a Risc PC 600, a StrongARM Risc PC for design work and an A3000 for accounts. The Risc PC, as Brian wittily puts it, has an 'external PC card' - i.e., a 233MHz Pentium II PC linked to the Risc PC over the network. Two Wintel PCs are used for design work, the 233MHz Pentium II and a 200MHz Pentium MMX; two more are used in administration, one for production management and one for accounts.



The illustration from the front cover of THOC's booklet of services, produced with ArtWorks, Photodesk 2, and Impression Publisher

To ease production management, Brian commissioned a \$10,000 customised package, which, with cheerful optimism, he called 'Full House.' His network also contains two Macs, the original Quadra and a PowerMac. In spite of the addition of other platforms, 90 per cent of THOC's cards are still produced on Acorns, using *ArtWorks*, *Impression Publisher*, and *Photodesk*.

Brian's obvious emotional attachment to Acorn shows through as he gleefully demonstrates a 233MHz Pentium choking on a parallel copy that a StrongARM flies through - although his fairness and integrity is quick to add that he prefers to praise the good than condemn the rest.

He underlined that point soon after *Acorn User* arrived, saying, 'This is not a story about how The House of Cards is a bunch of rabid Acorn people. It is about how it has integrated Acorns into a multi-platform environment - and how Acorns hold their own in that environment. We've grown out of being all Acorn. Acorn



A range of samples of THOC's work

is now part of the mix - an important part,' he says.

His reason for having other platforms is simply put: 'We get compatibility because there is a rest-of-the-world out there. The interpretation functions in Acorn are good, but when you are running a business producing five million cards a year they are not good enough.'

THOC's hardware and software environment also includes a range of peripherals that must be at least rare, if not unique, in an Acorn or Acorn-centred network: a \$67,000 Varitype 6000 imagesetter; an \$80,000 Agfa Selectscan, a high-resolution A4 scanner capable of up to 3000dpi, used for scanning photos, transparencies, and printed copy (for which it has sophisticated de-screening software); a Duoproof Agfa A3 dye-sublimation printer for proofing, which greatly reduces the number of expensive trips to outside bureaux for Cromalin proofs; a Cumana Proteus drive; and two CD-writers. Most of THOC's archiving is now done on CD-ROM. Two

are produced each month, mirrors of each other. One stays on the premises, the other is stored elsewhere.

His head office staff of six includes three designers. He also uses contract designers for peaks and special tasks. The sight of customers sitting next to one of his designers, fine-tuning a design is obviously a common one.

With his sales network, he has a total of 33 staff. His head office has an air of quiet efficiency laced with frantic effort. Long days are the norm - *Acorn User* arrived at the offices in the afternoon, and no one looked like going home when we left at half past five.

THOC's business cards come in four options: printed one side only in full colour, or with printing on the reverse also, either in black, spot colour, or full colour. Normal runs are done in lots of 21 cards on each A3 sheet, which are then guillotined into the individual cards. The standard size for business cards is 90x55mm, but all sizes are available (preferably ones that fit neatly on the A3 sheets with the rest of a standard run without wasting space.)

The company also offers a service designing logos, offering an affordable service to small businesses, or a 'corporate image service' for those with the big bucks who want a comprehensive approach. The full range of wares are advertised in a striking, 24-page, full-colour brochure/catalogue done in a mixture of *Impression Publisher*, *Photodesk*, and *ArtWorks*.

Those wares do not always cost. The House of Cards believes that businesses should have a social conscience, so it does business cards free for charitable organisations through its Community Care project.



THOC's generic samples catalogue

The House Of Cards can be reached via e-mail: brian@thoc.co.nz or (New Zealand only) 0800 BIZCARD. Check out their website at: <http://www.bizcard.co.nz>

Acorn WORLD

London Arena, Docklands
16 - 18 October, 1998

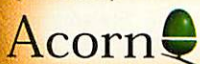


See the Next Generation Risc PC at Acorn's 20th Birthday Party

For your invitation,
visit the Acorn World web site at
<http://www.argonet.co.uk/acornworld98/>

Ticket Hotline: 0171 538 1212

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The Daily Telegraph



ACORNUSER



New Scottish groups

Robert Todd has kindly volunteered to coordinate the creation of several regional Scottish user groups. If you live in Scotland and are interested in joining a user group (see the AAUG website for more information on the benefits of user group membership). You can contact Robert on 0141-644 4952 or e-mail rtodd@tecs.co.uk

New Nottingham group

A new AAUG member, but certainly not a new group is the Nottingham Microcomputer Club. Meeting every Monday evening they cover all computer types including Acorn. Contact Mike Johnson on 0115-944 7504 or e-mail mike.johnson1@virgin.net (note the 1 in there!) for more information.

Milton Keynes group re-launched

After many months of inactivity, the Milton Keynes Acorn User group (MKAUG) have decided to re-form and are looking for new members. If you live in the Milton Keynes area and would like more information please contact Marc Warne on 01908-265112. For other contact details please see the enclosed directory.

Club directory

All the above groups, along with the rest of the Acorn User Groups worldwide can be found in the AAUG Club Directory, which is available on the AAUG website, or as a separate insert in this magazine.

Phoebe preview tour

The Risc PC 2 (Phoebe) user group preview tour concluded with the official launch at the Wakefield Spring Show.

It was estimated that over 400 user group members in the UK and Germany got a 'sneak peak' at Acorn's latest flagship PC. Some of the earlier previews meant that members

got detailed specifications and an 'up-close' look nearly 12 months before the release date, and there was always plenty of opportunity to quiz both Acorn technical and marketing staff.

Thanks go to Russell Scoates and Dave Walker from Acorn for all their efforts and many hours of driving.



Events and meetings diary

Here is a provisional list of some of the meetings and events planned for the next few months. Note that this list is by no means complete - you should check with the individual club for more details of the time and location of their meetings if not shown here.

October 1998

- 5th - Nottingham Microcomputer Club meeting
- 7th - Wakefield meeting - AGM + Chris Cox
- 7th - SARC meeting
- 9th - Welwyn / Hatfield meeting
- 12th - Nottingham Microcomputer Club meeting
- 12th - SASAUG meeting
- 13th - Bottisham Acorn User Group meeting
- 19th - Nottingham Microcomputer Club meeting
- 21st - Northwest London Computer Club meeting
- 23rd - Welwyn / Hatfield meeting
- 26th - Nottingham Microcomputer Club meeting
- 27th - Blackpool Computer Club meeting
- 28th - Wellington Acorn Computer Club meeting

November 1998

- 2nd - Nottingham Microcomputer Club meeting
- 4th - Wakefield meeting
- 4th - SARC meeting - Suffolk police talk
- 6th - Welwyn / Hatfield meeting
- 9th - Nottingham Microcomputer Club meeting
- 9th - SASAUG meeting
- 10th - Bottisham Acorn User Group meeting
- 16th - Nottingham Microcomputer Club meeting
- 18th - Northwest London Computer Club meeting
- 20th - Welwyn / Hatfield meeting
- 23rd - Nottingham Microcomputer Club meeting
- 24th - Bottisham Acorn User Group meeting
- 24th - Blackpool Computer Club meeting
- 25th - Wellington Acorn Computer Club meeting
- 30th - Nottingham Microcomputer Club meeting

Members

It's been a busy few months for the user group community with a lot of activity and several new groups forming. **Neil Spellings, AAUG**

New stronger links with Acorn

Following a recent meeting between the Acorn marketing team and the AAUG, user group members worldwide will now benefit from increased communication and information from Acorn. Some of the new initiatives are:

- Acorn to dispatch Clan newsletters to overseas Clan members early to counteract the delay in international postage
- Acorn will post workstation and Clan press releases in a special area of the AAUG website. This will allow user group members who are not Clan members access to the most up-to-date news and information from Acorn
- Acorn to include user group information on the Acorn website, and are also looking into the possibility of including the group directory in the HTML help files for Phoebe

SARC announce IRC online meetings

With the aim of establishing closer links and interaction between the many Acorn computer clubs, the Suffolk Acorn Risc Club (SARC) in association with the Welwyn & Hatfield Computer Group (WHCC) are pleased to announce that from 1st September 1998 they will be operating a weekly IRC chat session on the WolfChat server www.wolfchat.org

The sessions will be on #SARC, a "registered" channel on the WolfChat server, starting at 8pm (BST) until 9pm (or later if required). To log on you will need to configure your IRC client to [wolfchat.org](http://www.wolfchat.org) - port 6667

Our colleagues at the Welwyn & Hatfield club also have a "registered" channel - #WHCC - on the WolfChat server, and will be going online on Friday evenings. Contact Geoff Lane for more information about dates and time schedules. The team



only

chairman presents a round-up of some of the highlights from the past six months, and details of the AAUG discount scheme

at #SARC is looking for "Guests" to come online for future sessions. If any of your club members are interested in giving a talk or answering questions online about an Acorn-related topic they would be pleased to hear from you. Also, they would welcome input from representatives of Acorn software houses or developers about their products or services.

For more information, or answers to queries about this project, please e-mail Roy Moore at sarc@archipel.demon.co.uk

AAUG at Acorn World

This year's Acorn World show is planned to be the biggest and best show ever - and it's also Acorn's 20th birthday party. AAUG have worked closely with Acorn and are hosting a special 'User Group Village' where visitors to the show will be able to obtain information about all of the various Acorn user groups and meet several of the groups who will be promoting themselves in the Village.

Accommodation

The AAUG is coordinating a list of 'cheap and cheerful' accommodation (ie. spare beds, sofas and floors) that people who are travelling to the show from abroad, or from further afield in the UK, can use to find overnight accommodation if travelling home the same day is not possible. People may also wish to take advantage of the three day pass and as such would need somewhere to stay.

So, if anyone in the London or surrounding areas (Essex, Kent, Croydon, Surrey etc) can offer a spare room or sofa for one or more of the evenings of the show weekend to a fellow Acorn user, please e-mail or telephone me directly and I will add you to the list.

For more information see the Acorn World guide on pages 53 - 58.

Discount scheme

The AAUG have been operating a discount scheme for all user group members for quite some time but until now all the details have only been available on the Internet. For those user group members who do not have Internet access, here is the complete listing of those developers offering discounts to user group members.



To take advantage of any of the discounts listed, you need to obtain the official AAUG order form from your club committee - only orders submitted on this form will qualify for the discounts listed.

Note that quoted discounts are off catalogue prices, and some may not apply at shows such as Acorn World as many companies offer special show discounts on the day.

Company	Discount	Products
Mijas Software	17.5%	All
Apricote Studios	20%	All
Anglia Multimedia	25%	All plus other special offers
Learning Through Computing	10%	All
Fabis Computing	25% 40% 50%	Any single purchase Any 10 mixed items Any 10 identical items
NCS (Archive)	£10 off	New subscriptions plus a free CD
Yellowstone Electronic Solutions	10%	All catalogue products
Tower Electronics	Free connection	To Enterprise Internet
Quantum Software	10%	All
Clares Micro Supplies	10%	All software products
Topologika	10% 20%	Any single purchase Two purchases Buy 3 get cheapest free
H S Software	15%	All
The Event Horizon	10%	All
Werewolf Software	5%	All
Longman Logotron	10% 15% 25%	Single purchase 5 - 10 items 10 or more items
Computer Concepts	10% 20%	All hardware (ex printers) All software
Alternative Publishing	17.5%	All
Creative Curriculum Software	20%	All
Sherston	20%	All
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Quadworks	10%	All
TBA Software	10%	All
4Mation	15%	All
The Datafile	10%	All
The ARM club	10%	All
R-Comp/RCI		Ring for special deals
Spacotech	10%	All

Companies not listed who would like to offer user group members discounts should contact Neil Spellings to obtain an information pack

Worldwide User Group Directory STOP PRESS



The AAUG insert in this magazine has been subject to change since it went to press. For details of all the changes, visit the AAUG website at <http://www.argonet.co.uk/scs/AAUG/>

AAUG contact details

Chairman: Neil Spellings
 Tel: 0171-451 1960 (daytime) 0385 935497 (anytime)
 E-mail: aaug@argonet.co.uk
 Website (for all up-to-date info): <http://www.argonet.co.uk/scs/AAUG/>
 Post: Flat 5, 19 Normanton Road, South Croydon CR2 7JU



A brief history of Acorn User

The *Acorn User* magazine was first published in July 1982 just over 16 years ago and in the computer world that is a very long time — enough for the power of machines to double ten times over, according to Moore's law. In fact the power of Acorn's machines has only doubled nine times but we're quibbling.

Magazine numbering is like year numbering — there is no issue zero so strictly speaking the 200th issue of *Acorn User* is actually number 201 (just as the millennium really starts in 2001) so we're really

Steve Turnbull looks at the magazine that has changed with Acorn's times

celebrating a concept. Acorn, one the other hand, really are 20 years old.

Here's a look at some of the key editions that were released during the lifetime of a company that seems always to be teetering on the edge — whether of failure or success.

ISSUE 1 - July/Aug '82

The first issue cost £1, had 44 pages and was published by Addison-Wesley. It was launched just prior to the release of the Electron — the cut-down version of the 8-bit BBC Micro.

The Acorn news section covered such gems as: the Mobile Classroom which had seven even older Acorn Atoms networked with Econet; the shipping dates for the vastly over-subscribed BBC Micros; and the MIT/Acorn deal to implement the full



Acorn User history

LOGO language for the BBC Micro. Articles included were on the BBC Basic graphics and sound commands; a feature on the BBC TV Computer Literacy project which gave the BBC Micro its initial boost; plus an educational article on Econet.

ISSUE 43 – February '86

By February 1986 with a price of £1.20 and 204 pages we had reached the launch of the BBC Master while the news featured Acorn's withdrawal from the US market.

Games being featured were *Alien-8*, *The Secret Diary of Adrian Mole*, *Phantom Combat*, *Citadel*, *Atic-Atac* and *Gauntlet*. Music was the latest big thing with Island Logic's *The Music System* and the *UMI2B* sequencer from *UMusic*.

Articles covered using Shadow RAM, adding commands to BBC Basic and *Elite* Cheats.

ISSUE 50 – September '86

A milestone for *Acorn User* in September 1986, the price had risen to £1.25 and the pages were at 180. The news was that the BBC Master had been chosen to drive the Domesday Project video disc using the VFS (Videodisc Filing System). In a retrospective and forward-looking news item the then-editor Tony Quinn mentions the RISC chip on the horizon — and, in an awkward attempt to encourage women to the computer, suggests they write to Acorn to tell them how to use this new chip. (The ultra-cheap Master Compact was launched the following month.)

ISSUE 61 – August '87

The new ARM-based supercomputer, the Archimedes, is launched the first commercial RISC-based computer retailing at under £1000 leaping Acorn from the back with only 8-bit machines to the front with 32-bits, bypassing the 16-bit field completely. The magazine stood at 164 pages and now cost £1.30. Where the A310 left space for other news it was the next *Acorn User* exhibition at the Barbican.

ISSUE 76 – November '88

For November 1988 the price was £1.30 with 172 pages. The big news this month was the launch of RISC OS 2 to replace the original

Arthur operating system, though a comment from an educational adviser was "Will children really benefit from an ability to open more than one application at a time?" Along with the operating system were three applications: *ArcDraw*, *ArcPaint* and *ArcEdit*.

Other articles featured the Sinclair Z88 and, the mega-game of the year, Superior Software's *Exile*.

ISSUE 83 – June '89

Release of the A3000.

ISSUE 100 – November '90

The big story was the advent of CD-ROM drives and the incredible amount of data you could store on them explaining that the Mac and PC markets had already sold 200,000 units. The magazine had 156 pages and cost £1.60. Other news included using the A3000 as a low cost workstation and a report on the BBC Acorn User show where Acorn had launched the A540.

ISSUE 112 – November '91

The A5000 sees the light of day with RISC OS 3 and the ARM3 previously only seen in the A540. There's a cover disc on the mag featuring *Lemmings*, and *Chocks Away Special Mission* and a 32-page games supplement in the November 1991 issue. What is more *Yellow Pages* still runs to ten pages of type-in listings.

ISSUE 121 – August '92

The cover story in August 1992 is the portable A4. Meanwhile other articles cover *PDSView* from Spacotech supported by a huge library of extra-terrestrial images from NASA, and 4Mation's *Vector*. News stories tell of a set of upgrade ROMs for RISC OS 2 machines, and the incorporation of ARM technology into Apple's Newton.

ISSUE 123 – October '92

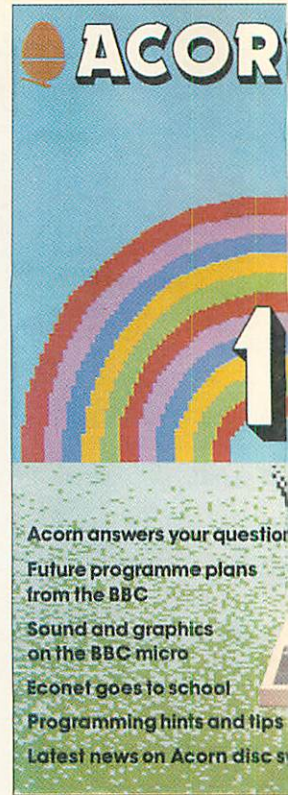
The BBC Acorn User Show is going strong at the Wembley Conference Centre in October 1992. 204 pages feature articles on viruses, getting that old Beeb fixed, the ARM 250 and a new range of Acorns.

The A3010 and A3020 were more rounded than the A3000 and made from moulded plastic, the A3010 in particular

with its distinctive green function keys and Acorn's first foray in the mass market with joystick ports, a TV modulator, 2Mb of RAM and no hard disc. The sister A3020 wearing red and cream for schools was seen as the replacement for the A3000. Home officer-users were provided with the A4000 in the more usual three-box design while the partnership with Psion led to the Series 3 being badged as the PocketBook.

ISSUE 142 – May '94

The magazine leaves the Redwood stable for Europress. By May 1994 there's a cover



A brief history of Acorn





History of Acorn User

disc every issue, the *Yellow Pages* have gone, and the price has risen to £2.95. Acorn have the Risc PC to launch and there's an *Acorn User* show in Harrogate and the *Tesco Computers for Schools* scheme is in its second year.

CD-ROM drives are being added to machines, games - *Diggers*, *Speedball 2* and *Sensible Soccer* - are being converted from 16-bit Atari/Amiga platform to the Acorn, and Acorn themselves launch into the German market. Other stories feature Apple joining the RISC family with the launch of the Power PC.

ISSUE 150 - Xmas '94

Europress gives way to IDG Media as publishers. MPEG and Digital Video are the hot issues for Christmas 1994 as is *ArcWeb*, the first software - and in the public domain to boot - to bring the World Wide Web to Acorn screens. Meanwhile ARM have produced the ARM7500 with an ARM7 core. South Africa and Denmark are the latest converts to RISC OS technology and Cumana have put together a complete multimedia system for homes and schools. The A3010 package with games, word processor and education packages is now only £299.

Bad news too as we report on the PC co-processor being a no-show at the recent Acorn World show due to a missing Korean chip and Acorn reveal a £2.2 million deficit putting it in the red for the first time since 1992.

ISSUE 157 - July '95

Breaking news on the StrongARM.

ISSUE 159 - September '95

One-time rival *Acorn Computing* merges with *Acorn User* taking onboard contributors such as Mike Cook. There's news of the Taos operating system and Sibelius goes from strength to strength as composers prepare for the Proms using *Sibelius 7*.

The main news though is the release of three new machines - A7000 codenamed Kryten and the faster Risc PC 600 and 700, although the FPA is delayed. We're using RISC OS 3.6 now and the A7000 is made compact by the custom chip designed by ARM and made by VLSI the ARM7500.

The information superhighway is involving everyone with Online Media trials in Cambridge while Acorn Computer Group's web server went live on Monday 19 June 1995.

ISSUE 170 - July '96

Big changes as Acorn and Xemplar split and move homes. The Wakefield Show proves to be one of the most popular shows in recent years and there's a second CD-ROM on Acorn User in July 1996.

The Internet takes over from the superhighway concepts trialled by Online Media and we see the Net Computer. Acorn's

share price soars in the wake of the Oracle Network Computer.

ISSUE 174 - November '96

The StrongARM upgrade arrives in time for Acorn World '96 at Olympia and ARM unveil the 810 processor for the first time. Articles feature offline video editing from Eidos and Irlam as well as news on global positioning systems. For sound fans there is hands-on advice on tidying up your sound system and a brief guide to MIDI.

ISSUE 183 - July '97

The new A7000+ is the cover story in July 1997 but the Wakefield Show in May had revealed a tantalising glimpse of the long-awaited Acorn portable. DVD starts raising its head too. As well as reviews of the A7000+ the BBC Micro returns - via an emulator. Other interesting snippets feature a new wave of games designers, a Risc PC used in making oil pumps of Triumph motorbikes and good financial news from Acorn.

ISSUE 185 - September '97

The NetStation was the cover feature in September 1997 and keeping the Internet centre stage was an article on website design tools. Other reviews looked at embroidery software, table designers, better graphics and photography as well as the finale of the series on creating your own arcade games.

ISSUE 196 - July '98

We know it's coming, we all saw it was yellow and we wanted more, the Clan members got to see of the new faster and hipper Risc PC 2, *Phoebe*, at the Wakefield Show this Spring. The new portable *Peanut* was equally popular and there's even news of the first ever Acorn clone - the *Medi* from MicroDigital.

ISSUE 200

This is it ...

The Editors

- | | |
|------------------|----------------|
| Graham Bell | Tony Quinn |
| Jane Fransella | Barry Monk |
| Karen Donaghay | Mark Moxon |
| David Matthewman | Steve Turnbull |





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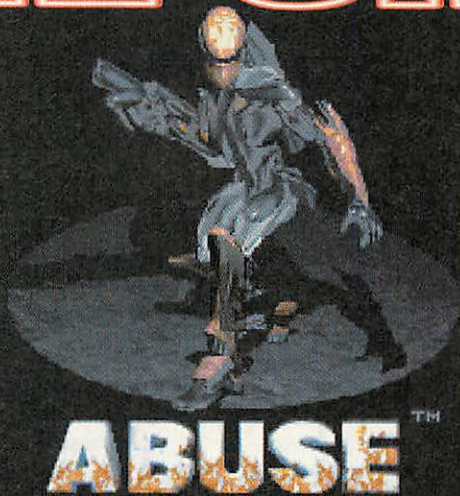
Email: rcomp@rcomp.co.uk rci@rcomp.co.uk

Check out <http://www.rcomp.co.uk/>

GAME SHOW

As soon as the introductory plot starts scrolling up the screen, you can tell that this just isn't going to be Nick Vrenna's day. A victim of a miscarriage of justice (still as popular in 2009 as they are today), Nick has been thrown into a maximum-security jail which just happens to have its very own mad scientist, a Dr. Alan Blake, intent on isolating the sequence of genes that characterises violence and aggression in humans.

Any fans of genetic engineering should look away now, as Dr. Blake has a slight accident with his discovery and manages to infect everybody in the place. By some strange twist of fate, Nick is immune to this chemical cocktail, and is now forced into a race against time to stop the prison's tainted water supply from infecting the whole world. He does this in time-honoured fashion, by grabbing the nearest suit of armour and a trusty laser rifle, and



Genetic mutations, mayhem and massacre as **Steve Mumford** reviews *Abuse*

editor included with the package. The action, as you might expect, is frenetic – *Alien*-inspired monsters burst through walls and drop from air ducts, and the different varieties have a range of weapons at their disposal.

Not to be outdone, there are seven firearms that you can collect during the course of the game, my favourite being the wonderfully precise laser sabre. Levels are large and become quite complex – there's a whole range of objects to interact with, including doors, switches, fragile walls, moving platforms and



teleports, and all of these are tied together with a set of logic switches – the activation or destruction of one object can influence the behaviour of another.

These are used in a variety of ways, including the tried-and-tested 'shoot all the aliens to open the door' technique as well as security systems you can activate to paste any monsters following your trail. *Abuse* makes use of dynamic lighting as well, and the atmosphere is dark and unsettling – don't be surprised if activating a switch plunges you into sudden darkness while releasing hordes of monsters a few feet down the corridor.

R-Comp Interactive have done a good job on the conversion of this product. As is the norm, they've added one or two extra features

that might come in handy. When originally released on the PC, the screen resolution used was 320 x 200 pixels; on the Acorn, it's possible to change from a wide range of values, depending on the horsepower you've got under the bonnet and how much of the level you want to cram on the screen at once.

Abuse has been trained to be desktop-compatible as well, so you can either play the game in a window on the desktop, or switch between RISC OS and the full-screen view by clicking on the *Abuse* icon on the iconbar. As mentioned in the manual, the higher resolution modes are more suitable for use in the editor when you want to get a detailed view of the layout of the level, but the ability to pause the game, swap resolutions and start from where you left off is very useful indeed.

The level editor is a great addition and probably one of the most exciting features of the



zapping chunks out of anything that moves.

Abuse is a two-dimensional platform-based shoot-em-up, originally written by Crack Dot Com and published by Electronic Arts. R-Comp Interactive have provided us with the conversion, enlisting among others the talent of Lee Noar, who provided us with a version of the shareware version of the game not so long ago. The control mechanism is similar to games seen on the Amiga and some of the 16-bit consoles; as well as being able to control the up/down, left/right motion of the hero, you have full and independent command of the angle at which Nick is firing.

This technique is very useful when you find yourself being chased by packs of mutants; being able to toast them with laser fire while running the opposite direction can prove to be a lifesaver. The game is supplied on two floppy discs and takes up a little under ten megabytes on your hard disc. It's nicely packaged, and comes with brief Acorn-specific instructions as well as a detailed manual covering the level



game; it gives you full control over the design of the levels as well as access to the same network of logic systems used in the main game levels. However, this technology comes at a price, and you'll need no small amount of patience to get to grips with the system.

The easy part is putting together the level graphics at the start of the design process; the act of linking chains of objects and influencing their behaviour is somewhat more obscure; the Help file included within the *Abuse* application is worth reading.

Once you've mastered the knack, it's possible to create some quite subtle game mechanics, and I can imagine that level creation could account for a large percentage of the game's longevity. Without the level editor, *Abuse* would have been a fun, although unremarkable, shoot-em-up. As the full package, it promises a great deal of gameplay and is a title I can thoroughly recommend.

Product details

Product: Abuse
 Price: £25 incl. VAT & UK postage
 Company: R-Comp Interactive
 Address: 22 Robert Moffat, High Legh, Knutsford, Cheshire WA16 6PS
 Tel: 01925-755043
 Fax: 01925-757377
 E-mail: rci@rcomp.co.uk
 WWW: <http://www.rcomp.co.uk/>

GAME SHOW

The last year has been something of a miracle from the point of view of the Acorn games scene; we've seen all manner of new projects announced and new conversions released, and although events have been marred by some heated debate/bickering in the newsgroups, I think there are few people who would argue that we're not moving in the right direction. If you want to catch up with the latest news, read on – I'm sure you'll be interested.

R-Comp Interactive

It looks like Andrew Rawnsley and his team are already working up for the Acorn World '98 show; having already released *Syndicate+* and *Abuse* this summer, RCI are preparing to



surprise Acorn owners with two more releases in the month of September.

Descent is a three dimensional shoot-em-up set in the caverns and passages of a series of off-world mines – a

hostile intervention by an alien race has rendered inoperable the control systems of the affected moons, and the mining robots are now under the influence of the alien power. Strapped into a small but manoeuvrable fighter, it's up to you to tip the scales in the favour of the Terrans once more, by infiltrating each facility in turn and overloading the central nuclear reactor.

The game's unique feature was that it allowed full 360-degree rotational movement – there's no definite sense of 'up' or 'down' throughout the levels and this freedom of motion is *Descent's* biggest attraction.

Heroes of Might and Magic II is the other game RCI are hoping to release this September; a strategic role-playing game created by The 3DO Company and New World Computing, and the recipient of various *Editor's Choice* awards. *Heroes 2* follows the power struggle taking place between Archibald and Roland Ironfist as they

Steve Mumford brings you the latest games news

squabble over their deceased father's kingdoms. Once you have chosen your loyalties, you can set about gathering armies and engaging in battle.

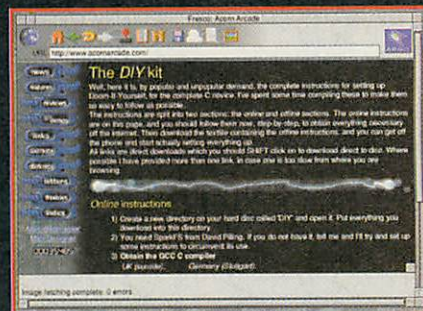
The game's graphics are very nice indeed, and the mechanics present the player with a host of spells and artifacts to use, as well as hordes of monsters to destroy. One of the game's main features is that up to six people can play at once by taking turns at the controls. The original supported network play and it is as yet unclear as to whether this will



be available in the Acorn port. Although of most interest to those of us who take an interest in role-playing or mythological games, *Heroes 2* looks set to be another premium conversion to add to the Acorn portfolio. Last but not least, the *AcornQuake* conversion is nearing completion, and will be available for Acorn World '98, with a little luck.

R-Comp Interactive have also released several patches and utilities for games already on the shelves, including the long-awaited network support for *AcornDoom*, and updates for *Syndicate+* and *Ankh*. Although the *Doom* v1.01 update isn't included on this page, it's still well worth a trip for the array of level editors and Total Conversion installers that are available. Take a look at <http://www.rcomp.co.uk/leisure/dload/dload.htm>

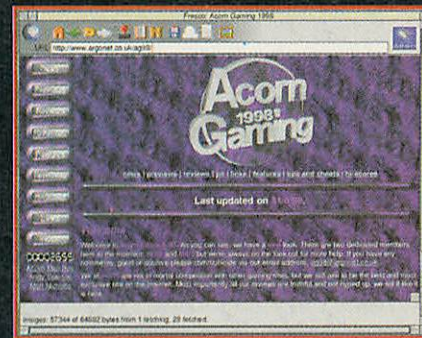
News snippets
I've just heard from Artex that they'll be marketing a sequel to their original platform game, *Botkiller*, due to be released at the Acorn World show for a price of £10. They're still hard at work writing *Tek*, but we might have to wait longer than initially planned for



the release of the game. That's the bad news; however, I've heard rumours that Frank Foehl, creator of the still-embryonic *Iron Dignity*, is working alongside Artex and that both *Tek* and *ID* should benefit from this alliance. More news as it happens.

The *AcornArcade* website has been continually expanding since Game Show last paid it a visit, and in response to the many people who have been experiencing difficulties gathering and building Andreas Dehmel's *Doom-It-Yourself* pack, the team have put together a comprehensive set of instructions that cover everything from downloading the individual components to compiling the final executable. The details are available at <http://www.acornarcade.com/features/game-support/doom/index.html>

The DIY section isn't the only *Doom*-related material to be hosted by Acorn Arcade; there are also areas dedicated to reviews of the best WADs available, *Acorn Doom* FAQ lists, cheat codes and level walkthroughs, although at present the latter section is rather sparse. It's good to see this support commitment for an Acorn title – since we don't see a continuous torrent of new releases, it seems



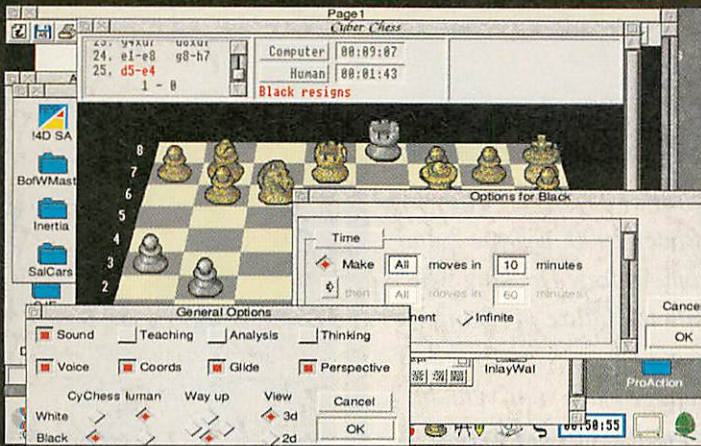
sensible to make the most of the games we've got.

Finally, I just have time to mention Andy Spence's *Acorn Gaming '98* WWW pages – containing games news, hints and tips, reviews and links, Andy's site is another re-fuelling point for those on the lookout for information. I'll take a close look at the site and review the material in a future issue; until then, you can take a look yourself at <http://www.argonet.co.uk/ag98/> See you next time.

We're back ...

After briefly being based on the Isle of Man The Fourth Dimension is now based in Worthing as part of the CJE Micro's group. We already have a number of new games and edutainment, planned for the coming months with two new titles featured on page 3 of this advertisement. We are not going to stop there though, see our new web site at <http://www.cje.co.uk/4d/> for the latest information. demos, screenshots and compatibility details.

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- Silverball, our recent pinball hit
- BloodLust, a rather strange platform game
- Carnage Inc, a perspective adventure

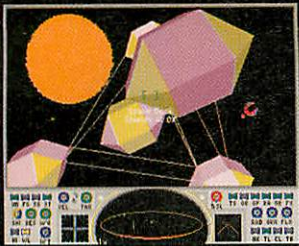
Presented in a nice case, this special collection offers total value for money, for all the family.

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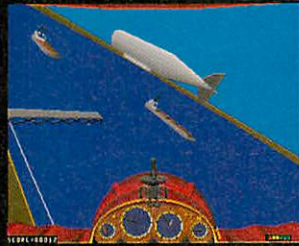


The Fourth Dimension, 78 Brighton Road, Worthing, West Sussex BN11 2EN
Tel: 01903 213361 Fax: 01903 523679 Email: 4d@cje.co.uk Web: www.cje.co.uk/4d/
Prices and specifications are correct at the time of going to press. All prices are fully inclusive. E&OE.

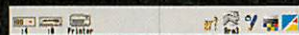




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Chocks Away - £30



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Enter the Realm - £25

Drifter



"The racing game of the future ... wooshhh!"

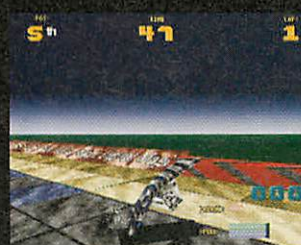
Drifter really is a racing game at it's very best. Following on from smash-hit titles Stunt Racer 2000, E-Type 2 and Powerband, 4D have a game from Andrew Docking which can only be described as being the future of racing.

There's no wheels - just air - underneath your vehicle, which slides and wooshes through six tracks across a number of difficulty levels. To qualify for the next track, you have to .. erm ... win. Now just in case you missed it, the moral of Drifter is to WIN, WIN, WIN!

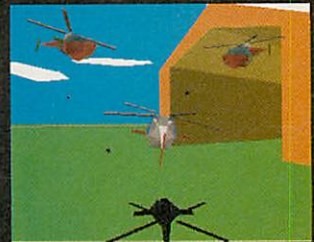
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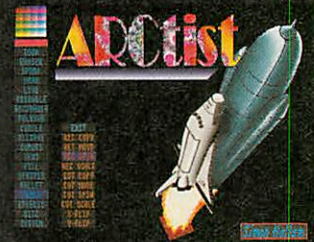
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Requires 2 Megabytes £35.00**



Nevryon - £20



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ARCTist - £20



X-Fire - £20



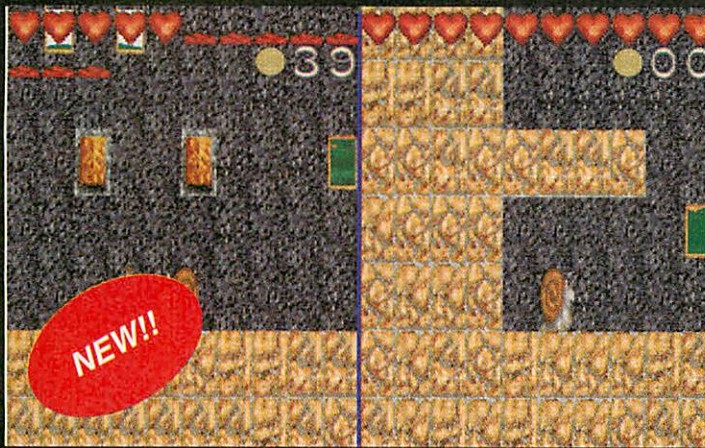
GBA - £20



Pandora's Box - £20



Super Snail



"A game that just plain feels good ..."

Super Snail places you in the control of Sam the Snail. Sam's a snail quite unlike any other - infact, he's much faster than any snail you'll ever have met before. Sam has to move around Snalia, collecting all sorts of goodies whilst avoiding the various different adversaries along the way. Specifics ... look towards the screenshots for some hints!

With the two-player option allowing for head to head play, or team play, Super Snail is guaranteed to be another 4D hit which you return to day in, day out.

Features include:

- 256 colour graphics with no letterbox modes
- Unique two player option, allowing Sam to see his other self
- Nice cute music - of course!
- Unbeatable playability - you have to see it to believe it!

**For RISC OS 3.1 and above, inc StrongARM
Requires 2 Megabytes £25.00**



Morph



"Another classic adventure from 4D"

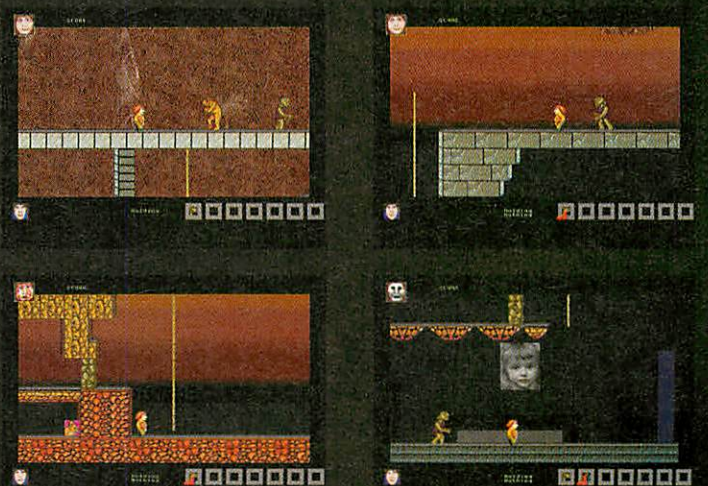
Morph is a massive new 4D adventure, from Dougie Frior; author of Pushy. Placing you in control of the lead character, you work your way around the castle collecting the bonuses and solving puzzles as the game progresses. The game is so technically superior to any previous release that it'll require a Risc PC to work at its best; but still works on an A3010 [with hard disc].

Special features of Morph

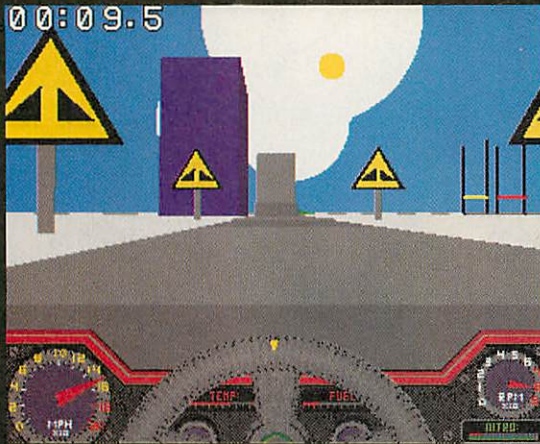
- Varying degrees of graphic display to suit machines
- Different skill levels
- Many, many puzzles
- Superb music and sonix

And anything we choose to add at the last minute!

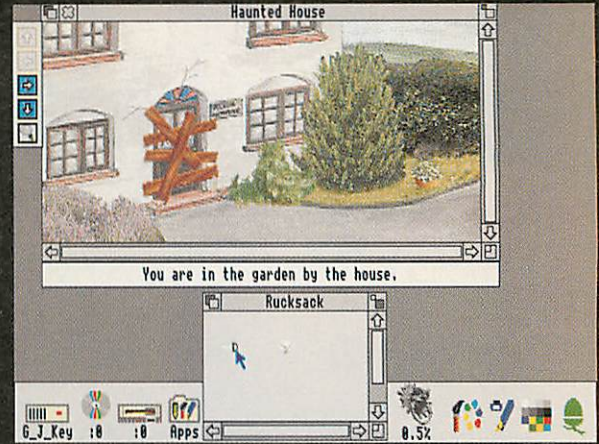
**For RISC OS 3.1 and above, inc StrongARM
Requires 4 Megabytes £25.00**



Stunt Racer 2000



Haunted House



The year is 2037 and the world of motor sport has changed considerably to meet the demands of the excitement thirsty audiences. The World Federation Entertainments Network (Known as Fednet or WFE) broadcast to millions of viewers. Those who are brave enough to race win stardom; or become lost amongst the mass of failed Stunt Racer 2000 drivers.

Those who complete the first 16 tracks get to race on the Supreme Stunt Racer track; a true test of a drivers skill and ingenuity. Pseudo technical design, with an arcade feel.

Features include:

Fast solid 3D vector graphic with a large selection of viewing angles and track side cameras; lots of sampled sound effects and plenty of ingame music; Two-player split screen or serial link options; 2-player 'Killer' mode and more....

The dawn breaks onto a fine autumn morning as you slowly drive into the tiny village of Lower Piggleshthorp and make your way to the old house in Hobbs Lane. The road is quiet and deserted. After parking your van around the back as instructed, you say to yourself **'It's going to be a good day'**.

In all the years that you have been doing house clearances this one does some a little strange. Your client flatly refused to come with you; insisting that you would find everything you need on the premises.

He didn't even give you a key to the front door!

Oh! there was talk of ghosts - that's silly isn't it!

For RISC OS 3.1 and above, inc StrongARM Requires 2 Megabytes £35.00

For RISC OS 3.1 and above, inc StrongARM Requires 2 Megabytes £25.00





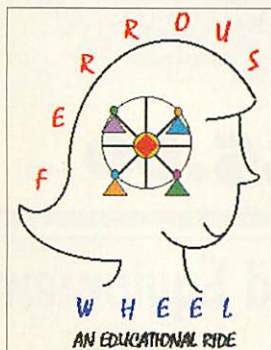
Round and around

Although US in origin, UK schools are invited to take part in a new interactive Internet project for secondary school students. Open to classrooms anywhere in the world, this collaborative project brings together

teacher, amusement park designers and students for a hands-on design experience on the World Wide Web. *Ferrous Wheel* is an 8-week, hands-on physics and maths challenge in which each classroom works to design either a

Ferris wheel or a roller coaster for a virtual amusement park. Each participating class will comprise the team of engineers employed at Ferrous Wheel, Inc. The President of Ferrous Wheel Inc – otherwise known as *The Big Wheel* – will send weekly e-mails containing design assignments while her engineers e-mail project updates to her on a regular basis. To assist her, TBW employs a team of expert senior engineers available to students by e-mail for technical questions arising during design and construction. These are professionals from the field of ride design, physics and maths.

As well as the challenges participants receive all the background needed, with extra labs and practice maths problems online too. Starting this autumn, the course will also be repeated in April. Find out more at: <http://www.onlineclass.com/Ferrous/home.html>



Spreading it about

New from Anglia Multimedia (01268-755811) is *Spreadsheets Across the Curriculum*. This provides spreadsheet-based activities in mathematics, science, geography, design and technology and modern languages for Key Stage 3 and 4 using Anglia's *KeyCalc* spreadsheet package. *Spreadsheets Across the Curriculum* costs £30 but you will need a copy of *KeyCalc*.

Under-achievers

Student teacher Candice Hambridge from Canterbury Christchurch College is researching the claim that boys get poorer grades in school than girls and is following up the Channel 4 programme, "Why men don't iron". She would particularly welcome evidence and information from teachers who adjust their lessons to accommodate the fact that boys have a 5-minute attention span compared to 15 minutes for girls. You can contact her at: 22 Ivy Close, St Leonards, Ringwood, Hampshire BH24 2QZ.

New from the Beeb

Parents looking for new ways to get involved in their children's learning at home will soon be able to log on to a new BBC website for help. Part of the Beebs multimedia home-learning service, *DynaMo*, this offers fun, interactive activities for children and a range of useful services for parents.

Animated quizzes mix with interactive comic strips, timed maths and spelling games, hosted by two cartoon characters, *DynaMo* and *SloMo*. The activities reinforce key literacy and numeracy skills with three levels of difficulty catering for 5 to 9-year olds. There are also tips for parents on how to get the most out of each activity. In addition there is the *Ask an Expert* page, offering parents a chance to e-mail questions about their children's learning to a team of experts.

Practical suggestions for games to play at home are featured on the *Game Ideas* page and a forum called *Talk* allows parents to share ideas and queries. In addition there are links to other useful sites and recommended books for children. Just dial up: <http://www.bbc.co.uk/education/dynamo>

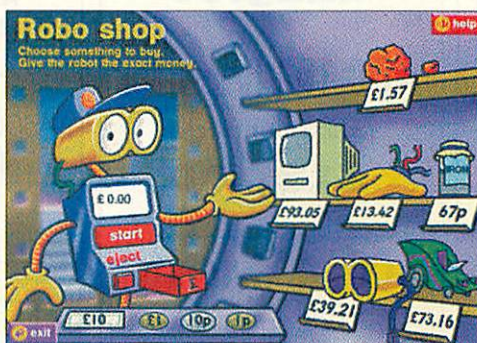
The BBC has produced a free, eight-page Parent Guide to accompany the *DynaMo* website, videos and activity books. This features practical suggestions to help parents and children with home learning as well as information on how to help children with reading, writing, numbers and shapes. For your copy call BBC Education Information on 0181-746 1111.

Great explorers

Maths Explorer is aimed at Key Stage 2 children providing them with a virtual world of six 3D galleries to explore while solving everyday maths problems. These galleries cover: Number, Shape, Space, Measurement, Probability, Statistics and Calculation.

Each zone is divided into three core learning areas; *Learn About* provides detailed information and reference material as text, audio and animations. From here clicking on *Tell Me More* provides additional information, while *Investigations* features 19 puzzles and experiments.

This could have you confronting a forest fire, the only way to stop the havoc is to correctly identify the angle and direct the fireman to the right place. You can test yourself at one of two



levels or go for broke in the quiz in the *Game Zone*. Part of Granada Learning's (0181-547 3418) Autumn release schedule and priced at £59.99.

Sun watchers

If you live in Cornwall you'll have had this date in your diary for some time – 11 August 1999. For the rest of us just catching on, this is UK Solar Eclipse day when the Isles of Scilly, Alderney and areas around Penzance and Plymouth will see a 100 per cent eclipse. If you live in the North of Scotland you'll have to settle for 70 per cent.

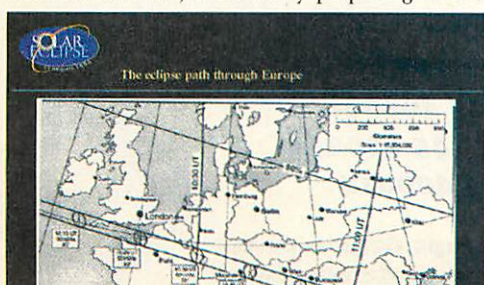
The PPARC (Particle Physics and Astronomy Research Council) are already preparing with a

whole day of this year's British Association Festival of Science in September being devoted to the sun. There'll be physicists explaining why they study the sun, to setting up your own eclipse experiment, to looking at the sun using safe viewing techniques.

If you miss the event you can find out about the experiments, drama events, other eclipses from around the world, and the challenge of filming such events on the PPARC website (www.pparc.ac.uk) or at the UK eclipse website (www.eclipse.org.uk). Alternatively phone the National Eclipse Line on 0345-600444, it's open from 1-7pm Monday to Friday.

Contacting me

You can contact the Education page by writing to me, Pam Turnbull at *Acorn User*, IDG Media, Media House, Adlington Park, Macclesfield SK10 4NP or e-mail: aeduc@idg.co.uk



Acorn Strongarm RiscPC

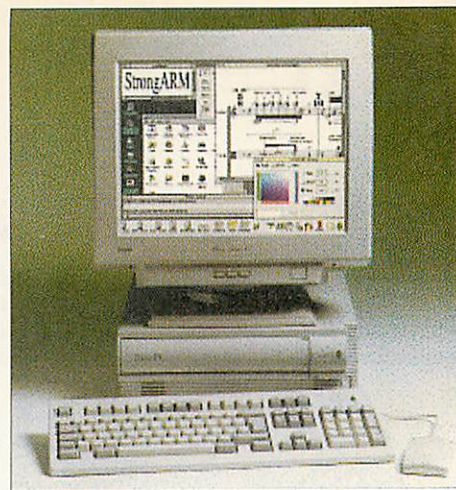
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- A3020 - £125.00
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- A3000 - £65.00

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- AKF17 - £65.00
- AKF40 - £65.00
- CUB3000 - £55.00

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a firm quote and for availability.

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Numberlines

Pam Turnbull discovers what's available to help teach maths?

When you start looking for maths programs for the classroom you soon start to realise just how many there are out there. We've collated a few number specific ones here, though there are cross-curricular programs we'd love to have included but there just isn't room. In addition, if you have a copy of *My World* there are numerous support packs available for all ages. Prices given are for site licences - individual copies are generally cheaper.

can investigate mathematical principles in action in everyday situations as well as exploring and discover essential facts. Ages 7-12. *YITM* (0161-627 4469) £59.99

Maths Factory ★ COMING SOON ★

You need to repair the cranky old machines in the Maths Factory in this adventure to recover the numbers which have disappeared. Deals with ordering, place value, addition up to two digits (with exchange) multiplication, division, fractions, negative numbers, function machines and so on. Ages 8-9. *Sherston* (01666-840433) £75

NumberPics

Children count the number of objects in a picture. In Find they click on the picture which matches the displayed numeral. Numbers (configurable in the range 0 to 10) can be spoken (real speech) if you wish. Ages 5-7. *Topologika* (01326-377771) £25

Number Tiles

Provides practice at number skills from simple addition, subtraction and estimation up to times tables for older children. For early learners, pictures can be used to represent the numbers 1-9 and dragged onto screen to complete a sum. Ranges of images are included or you can make your own. Ages 4-11. *Topologika* (01326-377771) £25

Numbertime: Adventures in Numberland

Learn to work with numbers 1-10, counting pictures, matching quantities, counting forwards and backwards, looking for patterns and sequences, putting numerals in order. Two other versions of the program are available covering Patterns and Shapes. Ages 4+. *Logotron* (01223-425558) £27

Pond

Aimed at developing number recognition, counting and comparison skills. Four activities practise core counting and estimation skills. Ages 4-7. *Resource* (01509-672222) £25

Primary Maths 1 and 2

Based on the ideas and resources from the Cambridge Primary Maths series. Two CD-ROMs have 11 colourful and animated sections: Sorting and Matching; Matching Sets; Introducing 1-5; Ordering 1-5; Introducing 0 and 6-10; Ordering 1-10; Counting and Comparing Sets; Towards Addition; Continuing addition; Shape, Weight and Length. Ages 5-7. *Sherston* (01666-840433) £54.95 each

Talking MathsBook

Allows children to practise addition and subtraction. Fully configurable, including size of sums

(tens and units up to thousands and with or without decimals). A second volume is also available which concentrates on multiplication and division. Ages 5-7. *Topologika* (01326-377771) £35

Sea Rescue

The challenge is to undertake a daring sea rescue. The problems are maths-based and in particular are related to fractions. Ages 7-9. *Sherston* (01666-840433) £44.95

Smudge the Spaniel: Starting with Numbers

Comes in three parts: Writing Numbers where you trace around 0-10, count Smudge's favourite toys; Dot-to-Dot helps Smudge complete the outline of each picture by joining dots 1-30; Count and Colour paint scenes by answering sums reinforcing addition, subtraction and multiplication - 2, 5 and 10 times tables. Ages 4+. *Storm* (01935-817699) £25.99

Space City

Series of challenges that introduce and develop the concept of angles in an adventure set in space. Ages 7-9. *Sherston* (01666-840433) £44.95

SUMone

Number recognition, counting, ordering, one more/less and times of the day are all covered using music animation and simple activities. Ages 5-7. *Resource* (01509-672222) £30

SUMthing

Mathematical problems on a strange planet has you ordering numbers, working with number-bonds, divisibility, number sentences, digital roots at different levels of difficulty. Ages 8-14. *Resource* (01509-672222) £30

SUMmore

Back on the planet but this time tackling place value, adding/subtracting 100s, 10s and units, filling tubs with moon custard by multiplying and then add timetables, coordinates, fractions, shapes, graphs, estimations of angles and strength. Ages 11-14. *Resource* (01509-672222) £30

Table Aliens

A maths adventure which teaches multiplication tables. Recruits to save the Earth from disaster must join a special task force and depart on 10 different activities which be accessed directly by teacher/parent or through the four adventures. Ages 8-11. *Sherston* (01666-840433) £49.95

The World of Number

Library of CD-ROMs: *Who Stole the Decimal Point?* is a simulation game. A virus has been introduced into the world's computer systems, and you go to Integer Hall to find it and save the world. Success comes to those who can find eight of the twelve keys which are hidden around the house - and each key requires the solution to a mathematical problem. *Picture Gallery* contains over 700 full colour photographs, each of which can be used as the basis for a range of mathematical tasks and activities. *Number games* and *Short Tasks* provides seven games where you see a video of students beginning to work out a problem and 13 tasks providing a battery of exercises which are suitable for use at the start and end of lessons, and for homework. Ages 10-16. *New Media* (01491-413999) £79

Amazing Maths

Practise basic arithmetic skills exploring a maze where doors can only be opened by correct answers. As each maze is completed the mazes and questions get harder. Ages 5-7. *Cambridgeshire Software House* (01487-741223) £24.95

Animated Numbers

Watch as the numbers 1 to 10 come alive. Three adjustable activities to help young children learn number concepts. Comes with concept keyboard overlays. Ages 3-6 years. *Sherston* (01666-840433) £39.95

Breakaway Maths

Maths puzzles based on Alton Towers Theme Park in Staffs. Get questions right and you are rewarded with a full moving video clip of the rides such as Nemesis. Aimed at children with problems in maths. Ages 7-15. *YITM* (0161-627 4469) £65

Cars - Maths in Motion

Mathematics as a means to solving problems. Use multiplication, division, simple geometry, scales, bar graphs, strategy and percentages to win a car race. Ages 8-14. *Cambridgeshire Software House* (01487-741223) £79.90(prim), £119.85 (second)

Connections

Children alter the contents of each window to make the connections true, in a variety of maths activities including number, addition, subtraction, money, halves, quarters, odds and evens, graphs, shapes, place value, and so on. Ages 5-7. *Sherston* (01666-840433) £31.95

Crystal Rainforest

In their bid to save the rainforest, children must embark on an adventure solving problems as they do, each of which is a logo-based activities such as guiding a boat along a winding river. Ages 7-14. *Sherston* (01666-840433) £84.95

First Fings

Four activities: Using Dice, Sports Day, Matching and On the Ladders have children using numberlines, sorting, ordering, counting, matching, recognising numbers, and sequencing. Ages 5-7. *Resource* (01509-672222) £25

Magic Maths

Learning mental arithmetic will never be the same again. Designed for ages 5-11+ and using the ideas of snakes and ladders. Good use of options to make it suitable for your child's needs. *Creative Curriculum Software* (01422-340524) £29.95

MathMania

Escape from a maze by answering questions on Number, Time, Measurement, Angles, Shape/Space, or 'Lucky Dip'. Having escaped, children win bonus points by tackling puzzles such as the Towers of Hanoi, Fill It, Sliding Blocks, Magic Squares and Coins. Ages 7-14. *Topologika* (01326-377771) £30

Maths Explorer ★ COMING SOON ★

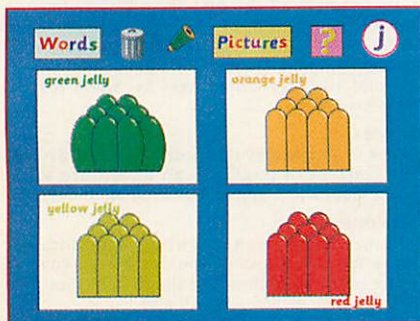
Numbers, shape, space and measures, handling data, using and applying mathematics, probability and statistics, and using calculators and computers are all covered. Topics are arranged within a virtual environment that pupils can move around and explore. In each zone children

Minding your Ps and Qs

Complementing the popular BBC TV Schools programme, *Words and Pictures*, this CD-ROM aims to let Key Stage 1 children explore the letters of the alphabet using very simple graphics and a range of activities for each letter.

You start with an Alphabet Wheel and Magic Pencil, a happy-looking talking pencil who'll tell children what to do next. There's also a question mark on each page which will give instructions on specific actions or activities. The obvious thing to do with the Alphabet Wheel is to click on a letter.

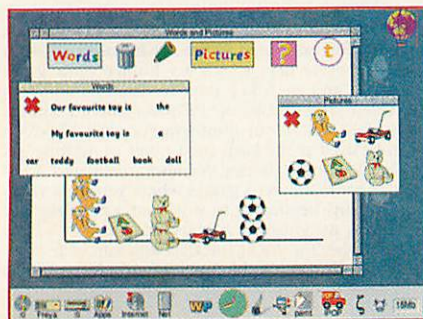
Depending on the letter you've chosen you'll be presented with the three or four activity windows. These are split between sound, handwriting, context and play screens. What is constant for each letter is



the Handwriting Screen.

The Magic Pencil shows the starting point and shows and tells you how a letter is formed. These screens benefit from being printed out allowing children to write over or under the letters themselves. A little confusingly there is an extra activity on this page too where you have to find the odd one out – find the picture which doesn't start with c, d, e and so on.

There are no instructions on screen though. As you click on each picture the name is written and spoken. As there is no finishing point you might want to use this section differently. We used it for story building as I didn't read the manual first. The Sound Screen comes with an



Pam Turnbull looks at a CD-ROM to make learning the ABC fun



appropriate picture for the letter and as with all the screens this animates when clicked. The activities vary here but mainly concentrate on initial letter sounds – though not for X. One option is an array of six picture frames and caption boxes. Click on *Words* or *Pictures* to open windows and match, though the pencil icon lets you type in your own words and drag them into position.

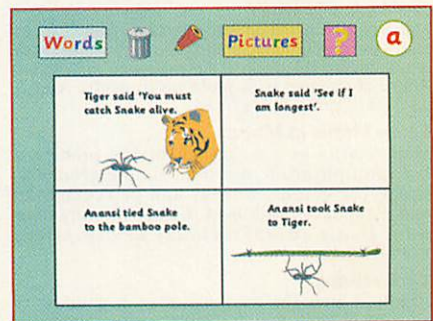
Other letters present you with a classroom or dining room where items need to be put into position and labelled. Words are spoken clearly when clicked into place and can be repositioned later. There is no *right* or *wrong* result and every screen can be printed. Other options for this screen are a black screen for you to add words and pictures to, a black screen and a set of objects and words which will make a picture, or a wheel where there one picture is the odd one out. With *o* you must match ox, og, ot and op to initial letters and pictures, while *u* asks children to put object *up* in the air or *under* the ground.

Context Screens provide a different range of activities, matching animals to environments, types of boats, creating pictures with words and pictures with the same initial letter sound, matching elephants to their silhouettes, label an animated scene,

put hats on heads and add the right descriptive sentence, finish jelly jigsaws, post letters, and so on. These cover a range of skills and are nicely varied and work well if used by individuals or small groups.

The Play Screens only appear for nine letters and take the idea of the Context Screen one step further. For instance, with the letter *a* children have four boxes into which they must put reconstruct the story of Anansi in words and pictures, while for *c* they need to add adjectives to cat actions. Some support other curriculum areas looking at seasons, maps, time and pets and their homes.

I liked the way *Words and Pictures* mixes in new sounds with the idea of sentence and story structure. However, some of the more puzzling screens do have a right answer but there is no help or feedback if



children can't understand what is going on. The children worked out for themselves that the jellies only became animated if they finished and named them, and if they named the wrong jelly the words weren't spoken out loud.

One of my groups enjoyed writing their own words a lot and didn't mind that these weren't spoken, another group decided that one child would be the writer, another the reader. Sometimes the graphics were too detailed for this age group especially when they had to reconstruct drawings. There is a drawfile format worksheet available for each letter on the CD-ROM too. A useful tool which will fit into the carousel part of the Literacy Hour.



Product details

Product: Words and Pictures
Ages: 5+
Price: £24
Supplier: Logotron
Tel: 01223-425558
Web: www.logo.com

Romans

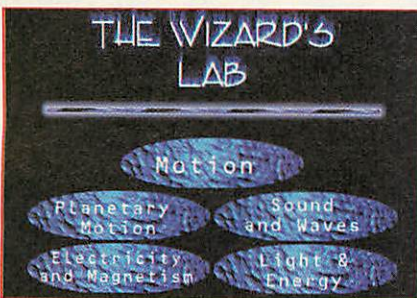
<http://www.bbc.co.uk/education/romans>
Part of the BBC's Learning Station this is a nice one-off activity. Aimed at 7-11 year olds and teachers, you can investigate key aspects of Roman history through the series of articles: Who were the Romans?, The



City of Rome, The Republic, The Empire, Emperors, Senators, Technology, Leisure, Education, The Army, and The end of Empire among others. You can then see how you do on the 12 multiple-choice questions. Not a huge site, and there are no links to other sites. Useful in the classroom but not for research.

The wizard's lab

<http://library.advanced.org/11924/>
Nicely designed site with sections on: Motion, Planetary Motion, Sound and Waves, Electricity and Magnetism, Light and Energy plus a quiz (broken down by subject or all-encompassing) and a glossary. For instance, click on *Motion* and read a brief introduction to the concept and then take the time machine to discover what or who causes motion. This will take you to illustrated pages on Aristotle's, Galileo's and Newton's work on the subject, all laid



out as conversations with the great men. An interesting approach which explains the theories of Einstein, Copernicus and Kepler, as well as introducing imaginary characters such as Spark. A good one for students who are having problems with these subjects.

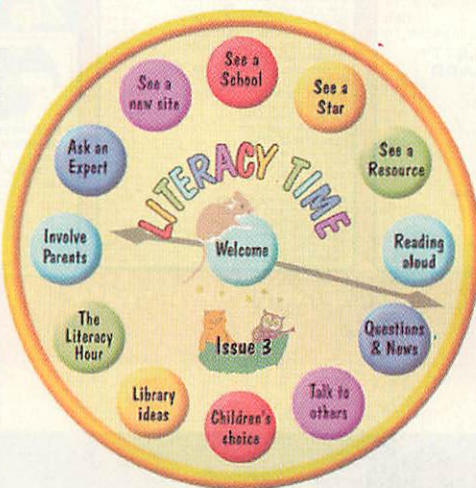
Literacy time

<http://vtc.ngfl.gov.uk/resource/literacy/index.html>
One of the activity areas on the Virtual Teacher Centre, this offers opportunities to share and exchange practical ideas to help with the delivery of the National Literacy Strategy.

Updated termly, there have been interviews with Art Attack's Neil Buchannon on

Free for all

Educational websites that are fun are sprouting up all over. **Pam Turnbull** reviews a handful of the most interesting and useful



his favourite books, reports and help for reluctant readers, annotated booklists for Reception to Year 6 – covering such subjects as bullying and step-families, items on authors Dr Seuss and JRR Tolkien, practical ideas such as the children in Gateshead using video-conferencing to exchange stories with other schools around the world, Literacy Hour range statements from the National Literacy Project, ideas on how to involve parents (and grandparents) in the classroom, and so on. A strange collection but some useful items and ideas crop up.

World War 1: Trenches on the Web

<http://worldwar1.com/>
A comprehensive site for anyone interested in the origins and day-to-day minutiae of the First World War. In particular I found the telegrams between the Tsar and Kaiser fascinating.

There is a large section of biographies and a notification of site update service. There's a timeline, information and photos on weapons and troops, various reproductions of documents concerning the war, artwork from the Great War including paintings, drawings, posters, photos and detailed maps.

Currently there are actual recordings from the period – some from a vintage 1918 Victrola in the Multimedia Room – there's

even a section on trivia. A discussion forum is up and running, and there are links to other sites and even a keyword search facility. If the sheer mass of information bothers you, there are theme-based guided tours. A superb resource illustrated by con-



temporary quotes and illustrations and supported by a solid bibliography. Keep an eye on this as it continues to grow.

Online map creation

http://www.aquarius.geomar.de/omc/omc_intro.html
Create maps by filling out a form and you'll get a PostScript file for downloading and a GIF version on the browser. If you already have a specific area in mind fill in the map boundaries expressed as latitudes and longitudes.

Correct terminology is used throughout, but it is also well explained with information on how these values have to be entered and what the script does with your entries depending on the map-projection you've chosen.

Give the geographical coordinates of the map boundaries in decimal notation – tips and examples are provided, then fill in the options. Do you want political boundaries, rivers, tectonic stresses and so on shown in



the final version. Once created you can zoom in or out or define a new map center just by clicking.

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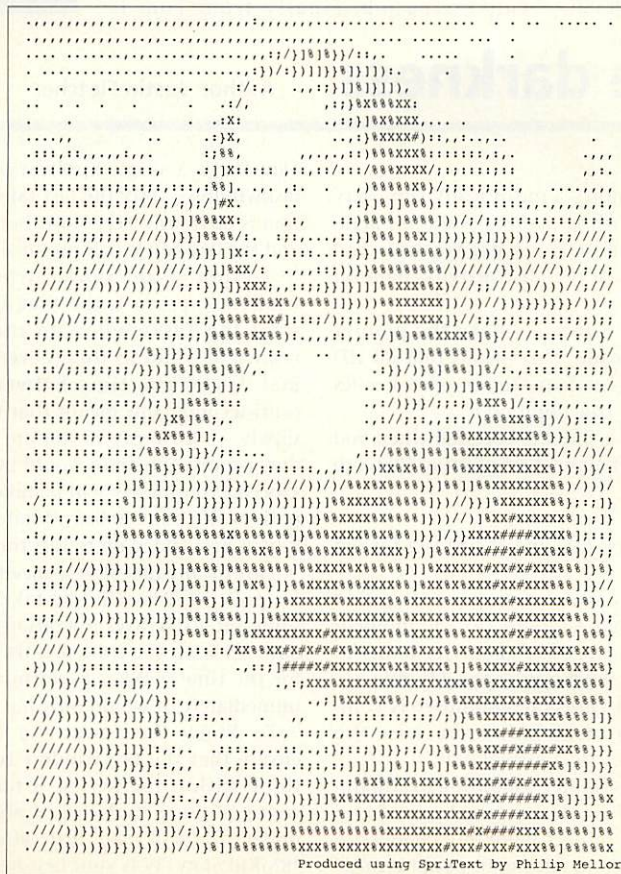
A picture's worth a 1000 words

Author: Philip Mellor

If you studied Computer Science at university, the chances are that at some point or other you ended up with a sheet or two of line printer paper covered in dots, ats and hashes. If you squinted at this from the other side of the junior common room, you'd just be able to make out Mickey Mouse, the Starship Enterprise or some half-naked woman standing on a stool.

Smaller 'ASCII art' pictures are often included in e-mail sig lines. If you've ever tried to make one of these by hand, you've probably discovered that unless you want either a space invader or some sort of frog, it's incredibly tricky.

This is where **Philip Mellor's Spritext** comes in. This is a straightforward little application that converts sprites into a suitable collection of punctuation. Make sure the filer has 'seen' *ChangeFSI* before running the program, as *Spritext* makes use of its scaling and conversion routines. To convert a sprite, drag it onto the *Spritext* window and then just drag the text file icon to a directory viewer or



an application such as *Edit*. Complicated pictures do not always turn out well, so try something simple with large areas of similar colour.

Scale sprite - The program automatically adjusts the scale of the output to approximately 70 characters wide (ideal for an e-mail), you can adjust the scaling by hand if you want another size.

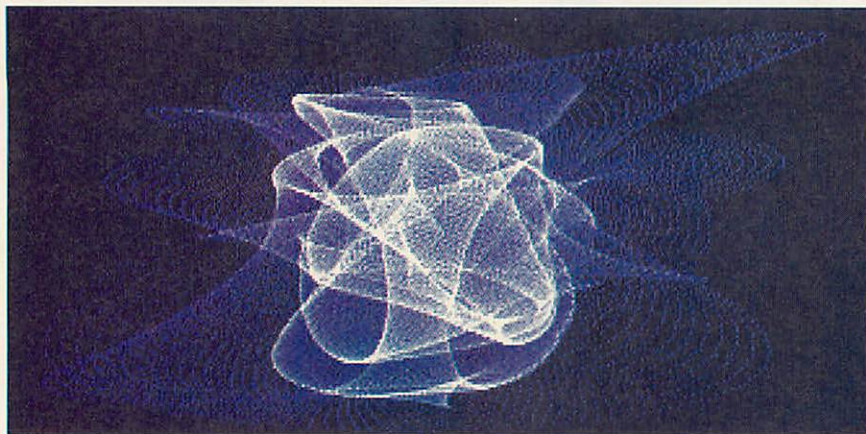
Pixels - The conversion process uses 16 symbols to represent 16 greys. You can change the symbols used by editing these icons. Alternatively, you can drag a textfile in the window and the first 16 characters will be used.

The **Trim Edges** option ensures *ChangeFSI* doesn't leave a dark edge along the top and right sides. **Sharpen** sharpens the image before conversion and **Invert** makes a negative version of the image.

Finally **Half Height**, should be on if the text is to be seen in a font which is taller than it is wide (such as *Edit*). In screen modes such as 27 or 9, it should be turned off.

Curve crawling

Author: Thomas Madams



If you are in need of a twisty fix, **Thomas Madams** has send us a trio of bendy demos to keep you wired. Tom starts off with *Bezier*. Not surprisingly this little prog is based around our old friend the bezier curve. Tom explains that for a long time these curves were a mystery to him, and it was not until he came across an old guide to *Draw* that he found an explanation of the maths behind them. The curve with control points PQRS is described by the point **r** thus:

$$r = P (1-t)^3 + 3 Q t (1-t)^2 + 3 R t^2 (1-t) + S t^3$$

for values of **t** from 0 to 1. Obviously both **x** and **y** co-ordinates need to be evaluated.

Tom's program uses a piece of ARM code to draw the curve and a short bit of BASIC

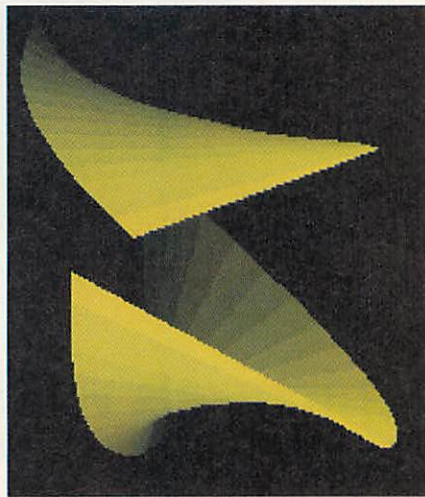
to move the control points around the screen. The curve is plotted in the time-honoured way of incrementing the pixel value on the screen; this results in a very pleasing display.

Tom's second bendy demo is an attempt to recreate one of the effects seen in the Playstation game *SoulBlade*. The purpose of this game is to stand in a ring and beat your opponent to a bloody pulp with a big stick. What the game lacks in cerebrality (is that a word?) it more than makes up for in graphics department.

Blade was written to try to emulate the 'swooshing' effect made by the protagonists' swords. Tom apologizes for the lack of 3D, transparent, light-sourced polygons, but his faded yellow triangles do a remarkably convincing job. Finally from Tom is

Coaster. This brings all the fun of sitting on a small round bit of cardboard into your own home.

No, that can't be right – it's the dot-to-dot interpretation of the Pepsi Max ride. Tom says this was his first experiment to see if he could emulate a ride on a roller coaster, as he points out you do have to use your imagination a bit (try getting the dog to scream a little and then throw your spectacles away) and it doesn't make you grip the sides of your seat (unless you've just had 18 pints of Heavy), but it does give a reasonable sensation of moving up and down. Anyone interested in souping up the fear factor?



A light in the darkness

Author: Justin Fletcher

Justin Fletcher writes:

'On my computer the SCSI drive is noisy. I mean really very, very noisy and irritating. So much so that while booting you can't actually tell if it is still working or if the machine has crashed. And because it is a SCSI drive it doesn't flash the 'disc activity' light on the front of the box.

'So, I wrote *ActivityHD*. What this does is 'make the pointer lighter' when a filing system call is made. This means that all HD activity now flickers the pointer and I can leave the computer miles away from me and not care about the 'true' light on it.

'You can also begin to see how much files are accessed when you wouldn't have expected it. Like *SpriteExtend 1.04* plotting JPEGs to a 256 colour mode.

Slower and slower...

Justin's second utility this month is *SlowTW*, and at first sight is not the most obviously useful program:

'On occasions while programming I found it very irritating that the TaskWindows default 'speed' is not alterable. At the moment I'm compiling a 'large' project which requires about six hours to make at present. [We're interested in what could possibly take six hours to compile! – Ed.] During this time the computer is completely unusable, even if run in a taskwindow, because the taskwindow causes the computer to slow to a virtual halt.

'The usual solution is to leave the computer compiling overnight. However, there are times when even this solution is not a good idea – I'd like to work on one part of the project while my changes to another part are compiling themselves and telling me about errors.

SlowTW is a single application slower (if you try it in multiple taskwindows, only the last takes effect.). With it running, compilation is obviously very slow, but the computer is still actually usable and the desktop is still responsive.

'To turn on the slower, type **SlowTW <speed>* in the relevant window. **<speed>** is the time in centi-seconds between which you want the Taskwindow to run. 200 would therefore make the taskwindow run its things every two seconds. Given that on a normal A5000 the time between polls is of the order of 0.15 centi-seconds, this means that the taskwindow is going to run very slowly – obviously if you are running a quite intensive Taskwindow process this time would be larger anyway. Because of this, the **<speed>** you specify will be taken to be the minimum time between polls of the taskwindow. Whatever time the poll of the taskwindow took is also added on to this time as well.

This means that if you specify **<speed>** of 15cs, but on a particular poll the Taskwindow takes 60cs to run (say it is performing some intensive SWI operation), the next time it will be polled is 60+15cs from the time it finished that poll. That is, it is penalised for the time it takes performing its own functions. If it returned immediately, it would only have to wait 15cs for the next poll.

To disable the slower, use **SlowTW 0*. However, this will only ensure that the taskwindow receives every poll going, except for those within the period it takes to run. Since the Taskwindow seems to use a timeslice of about 15cs, it would seem that times under 15cs will have little effect. To completely disable *SlowTW*, **RMKill SlowTW* is your best bet.

I get knocked down

Author: Marc Warne

Marc Warne was very bored one day. So bored in fact that he spent a not inconsiderable amount of time writing *Tubthump*. All it is, is the lyrics to *Tubthumping* by *Chumbawamba* displayed in real time to the music, the good bit is that rather than a small bouncy ball or even just scrolling text, the whole screen is used to display the words really big and really colourful.

It has been tested with the *Tubthumping* single, *Smash Hits 98* and *Now 38* (but strangely not the album itself — unfortunately I've lent my copy out so cannot confirm the 'offset' you would need). To see the words, first load up one of the CDs into your CD-ROM drive, run the program and enter the track number and offset (some suitable offsets



are suggested). The CD will then be played and the lyrics displayed.

Some of the fonts used are rather large and it may take some time to display them. To avoid any unpleasant update glitches, first give yourself a nice large font cache (1Mb is suggested) and run the program with a CD-ROM drive of '1'. This makes the program run without any waiting, so all the fonts used will be cached. Running the program again with correct values will display the text without a hiccup.

The program works by making use of the CD SWI call "CD_EnquireAddress" which returns the current position on the CD, this is used to flag when to change the display.

Double-action Lockit

Author: Adam Scott

We've provided various utilities in the past to prevent general monkeying around on networks and these seem to prove particularly popular with teachers, although I can't imagine why. Adam Scott is the creator of the latest.

LockIt was written to prevent such shenanigans going on at Pool School in Cornwall. Although games are generally forbidden on their network of 70 or so machines, the occasional 'almost-game' like *Tetris* is permitted, but only outside lesson time. In the library though, even the likes of *Tetris* are banned at all hours of the day.

LockIt was created to police the network, allowing certain applications to be 'forbidden' in two ways — by machine or by time.

Double-click to run *LockIt* on your server. Now choose a directory or application that you wish to lock and drag its icon onto the padlock — the main *LockIt* window will appear. This provides details about the

program and locking options. You will probably need to edit the full pathname, so it is compatible with the network filing system.

For example, if you dragged *TextEase* onto the padlock, the pathname *ADFS::Network.\$TextEase* might be shown. Alter this to *AppFS::Network.\$TextEase* since most of your network machines will not use ADFS.

Now select the restrictions you wish to place on the directory or application and confirm.

You will need to ensure that your stations run *LockIt* in their Boot sequence, so copy it into *!Boot.Choices.Boot.Tasks* or wherever as appropriate.

Access may be restricted either by station number, or time. Station numbers may be explicit (e.g. 128.234) or use wildcards, such as 128.06* which will block out all stations from 60 to 69.

Time restrictions are provided as 24 hour clock times, separated by commas, e.g. "08:00-12:00,13:00-15:30". The periods

given are those for which the locked applications are unavailable. To unlock an object, drag in the same way and click on *Unlock*.

To complete the protection, you will also need to change the *!Run* file inside *LockIt*. Here, several options are set using system variables:

LockIt\$Icon — set to FALSE to stop users from unlocking objects

LockIt\$Quit — set to FALSE so the user cannot quit the task from the Task Manager window

LockIt\$Init — set to FALSE if no message is to be shown when *LockIt* starts up

Adam is working on the next version of the program and we will bring you news of it when it arrives. It will probably be a little friendlier to use (although in some respects, you want such utilities to be very unfriendly so would-be hackers aren't tempted to fiddle) and will sport more control options. Watch this space...

Teletextra

Author: Alex Macfarlane Smith

Every now and then we come across a utility which is so obscure that we think *who* would need that? But of course, there is always *someone* who does. So it will be with this module from Alex Macfarlane Smith.

It very cleverly allows snapshots to be taken of Mode 7 screens. This is currently impossible with **screensave* — you just get reminded that it "is not a graphics mode".

To use, just double-click on *Snapper* to install and then save a screen from the teletext mode using:

```
*snapshot <filename>
```

Another command is provided to convert a mode 7 file into a sprite file:

```
*convert <filename>
```

This will switch to mode 9 and then replace the mode 7 file with a sprite one. Alex has also provided a little utility *Mode7->9* — just drag and drop any mode 7 files onto the icon to convert.

For completeness, a SWI interface is provided: *SYS "Snapper_Snapshot"* and *SYS "Snapper_Convert"* perform the equivalent of the * commands above. The source code is also included on the cover disc.

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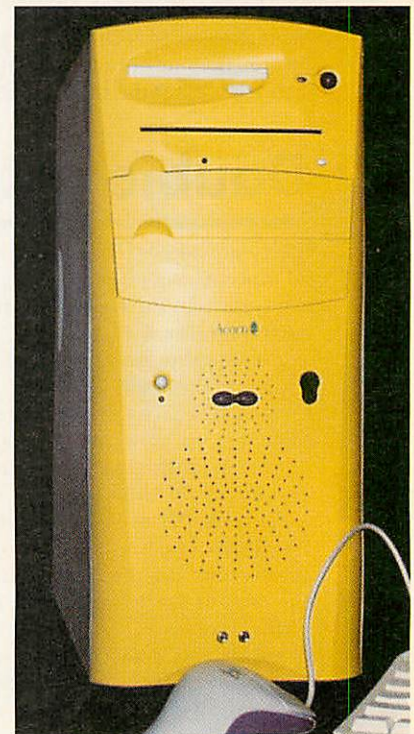
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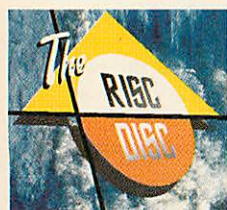
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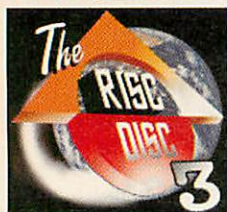
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Hubble bubble

Author: Nigel Stoner

Nigel Stoner claims that *Cauldron* contains frogs legs, bats' wings, cats' eyes and dragons' blood. Surely anyone can tell that if a potion contain cats' eyes there'd be a long

MicroMachines do spring to mind. Nigel has also sent us a pair of 1K games, The first, *Footy*, is a lovingly recreated homage to the early bat and ball TV games (although I

imaginative use of the 256-colour palette is particularly impressive.

The object of the game is to bounce your ball onto as many of the bricks as you can. When you fall off the screen at the bottom, the computer counts all the remaining bricks, if it's less than the target, you can continue onto the next level. You control the ball by moving the mouse Left and Right. Small movements allow the ball to bounce over one brick at a time, large movements allows the ball to jump across several bricks.

- Try to stop on the highest level of bricks at all times.

- Learn how far to move the mouse to make small bounces and great leaps.

- Don't go too near the edge where it says 'Break' & 'Down', you'll fall off the blocks.

- Learn the 'Stepping Stones' technique to bounce up some levels to retrieve some lost blocks.

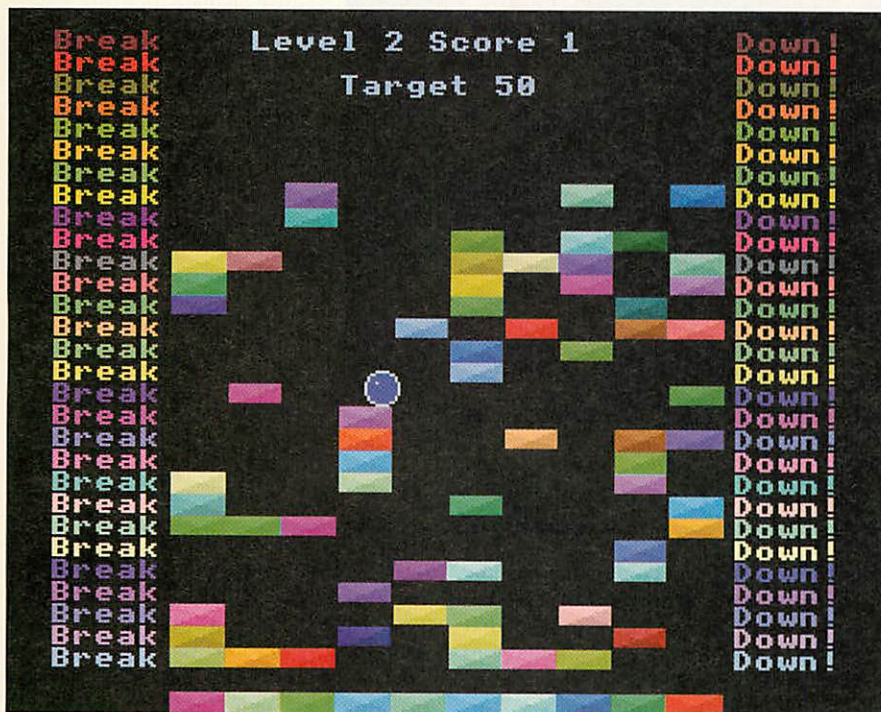
- Avoid 'Nutting' bricks from the underneath, they make your bounces unpredictable.

- Try 'Nutting' missed bricks from underneath to make up extra points (see above).

- Avoid dropping down big holes in the bricks (hard).

- Every game is the same, to let you get at that annoying Level 4 time and time again!

Can you beat Nigel's personal best: Level 9, 611 points?

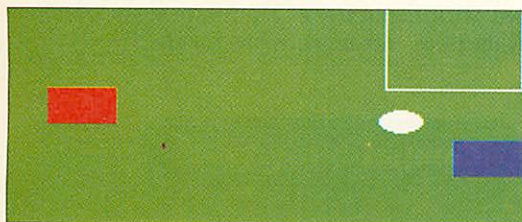


line of shiny reflective things floating about in it. Whatever the ingredients, once the initial drawing phase has settled down, *Cauldron* does produce a satisfyingly seething brew. If we were to continue our Playstation-game-effect challenge, the bubbling sinks in the chemical levels of

clearly remember mine being black and white!). This version is clearly football (as you have two players) and not tennis in which you obviously only have one.

You are the red team and control your players with the mouse. The computer is the blue team and exhibits a fiendishly cunning AI subroutine (but if you hit the ball with the top of your bat, er, player, it'll put a sharper angle on it and possibly stun the computer).

The second game *Breakdown* brings us kicking and screaming into the '80s and was originally written by Nigel on an ST. The



Clip-on

Author: Chris Beesley

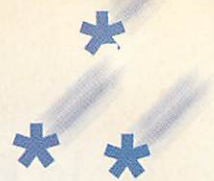
A couple of add-ons for users of iSV's *Mr Clippy* clip-art manager now, courtesy of **Chris Beesley**. Although Chris has found the application very good, he came across a couple of shortcomings so wrote two quick Basic progs to get around them. We trust other *Mr Clippy* users will find his fixes equally useful.

"*Mr Clippy* has the ability to store compressed versions of clip files for quick viewing while leaving the original source file on the original media. This is great, until you come to drag a clip to *Draw* or whatever, and the original is somewhere else. It might be on a CD-ROM for instance. If this is the case, *Mr Clippy* pops up a message box to tell you that file so-and-so is not available. Unfortunately, *Mr Clippy* shows the file name in truncated form, so if you have originals stored on several Zip discs or removable hard discs, the displayed information may not be enough to locate the file."

Chris's first fix, *Searcher*, displays long file names as used internally by *Mr Clippy*, enabling you to find them. You should run it after quitting *Mr Clippy*. Just enter the name (or part of the name) of the object you are looking for and the program will check through all of *Mr Clippy*'s records (this may take some time).

The search is not case sensitive. For example, "bear" might match "TeddyBear", "BBearing" and "grizzlybear". Some objects are stored compressed within *Mr Clippy*, in which case the original source file will not be shown. Instead, the line in the search output will tell you that you can drag the clip direct from *Mr Clippy* itself.

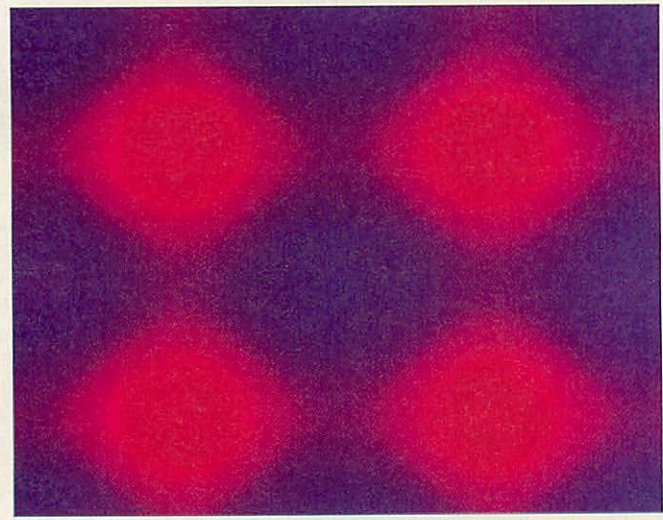
The second utility, *Sorter* should also be run only when *Mr Clippy* has been quit. Use it after adding one or more new groups. The utility simply sorts the names in the Group menu into alphabetical order. *Default* is left at the top of the menu.



SinSpot

Author: Graham Stratton

We don't need to make a pun out of the program title, since it already is one. **Graham Stratton** goes on to describe his program as "useless" (we appreciate honesty in Help files), continuing "unless you want to make someone feel very ill by staring at a monitor." Well, seems good to us...



There are three versions - the original *SinSpot* runs in a 480x352 256-colour mode, generating a pattern by adding vertical and horizontal sinewaves. The mouse can be used to move the pattern about, but the strangest effects

occur when just starting at the screen. The particular choice of colours makes it very difficult to believe that the screen isn't changing.

Graham wonders what it might look like on a 21 inch monitor. If you have one, it might be worth have a bucket handy before running it though.

Two other variations are provided - *SinSpotSM* which plots smaller spots, and a high-res version *SinSpotHR* which runs in a 1024x768 mode, but which doesn't look much different to the original in fact.

Logomania

Author: Jon Ripley

We've gone a bit logo potty at *info. First we published lovingly hand-crafted simulations of both the Channel 5 logo and the BBC balloon, and last month we launched our latest challenge - to create a logo for *info itself (we're still interested in late entries by the way - see last month for

details). Now we've got a one-line Logo by **Jon Ripley**, and the Logo in this case has a capital Log, since it's a version of that ever popular programming language of yesteryear.

The commands supported are F (forwards), B (back), L (turn left), R (right), C

(clear screen) and P (pen up/down), and can be separated with '.

To draw a triangle, use: `F100:R120:F100:R120:F100`. My favourite bit of the one line of Basic is `IFC=67RUN`. You just don't get commands like that any more...

My wife's gone to the West Indies

Author: Graham Crockford

A-level music student **Graham Crockford** is the composing force behind this MIDI offering. It was apparently written for an assignment over five weeks, with the brief of producing a 4-8 minute piece for four or more instruments based on a simple theme. The

piece - *Jamaican Quartet* - opens with this theme and is written for guitar, two violins and a cello.

You will need MIDI hardware, or a software synth (*Synth* or *ReMIDI*) to play the piece since it's polyphonic. Enjoy.

*QUIT

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No e-mails longer than 100K please. Screenshots, background info and ideas for customising your program are always welcome. Cover disc space is precious, so we regretfully cannot include vast applications, adventure games or tracker files, however much we like them.

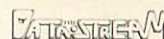
Please put your name, address and program title on every disc and include a text file containing your name, address, disc contents and program details. An SAE will ensure your discs are returned. If you are responding to one of our challenges, please mark your envelope accordingly.

Compatibility table

Program	ROS 3.1	ROS 3.5+
TubThump*	Yes	Yes
SinSpot	No	Yes
SinSpot HR	No	Yes
SinSpot SM	No	Yes
Breakdown	Yes	Yes
Cauldron	Yes	Yes
Footy	Yes	Yes
!LockIt	Yes	Yes
MiniLogo	Yes	Yes
!SpriText	Yes	Yes
!Mode7-9	Yes	Yes
Snapper	Yes	Yes
Source	Yes	Yes
Bezier	Yes	Yes
Blade	Yes	Yes
Coaster	Yes	Yes
Activity	Yes	Yes
Searchert	Yes	Yes
Sortert	Yes	Yes
*Needs CD-ROM drive & CD		
†Needs <i>Mr Clippy</i>		



Archimedes Public Domain Library



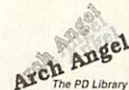
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This month I would like to show you how you can make an infrared remote controller for your computer. I have covered the transmission of signals before but never the reception, this is because all handsets are different and if I produced some software for one type it would not work with another.

However, browsing through my local Maplins store I came across the *Net Shooter*, an infrared handset designed specifically to operate with a computer. The only snag was that the computer was a PC. But with the aid of the Logic Oscilloscope (August '98) I could see it was producing three asynchronous data bytes with seven data bits and odd parity at 1200 bauds.

The *Net Shooter* sells for about £25 and has 29 general purpose buttons, three mouse buttons and a miniature joystick. You also get the receiver that plugs into an RS232 serial port. However, whereas the Risc PC has an RS232 port, earlier computers like the original A310 had an RS432 serial port. There is not too much difference between the two but the RS432 port only delivers signals of +/- 5 volts whereas the RS232 produces +/- 12 volts.

The *Net Shooter's* receiver uses those voltages to power the detector and there is simply not enough with an RS432 port. Look in your Welcome guide to see what type of serial port your computer has. If it has an RS432 port then you will need the extra hardware shown in Figure I to boost the voltage. If you have an RS232 then you are in luck and can plug the *Net Shooter* straight in.

When I was investigating the signals from the handset I found that I wanted to compare the waveforms from several different buttons. To do this I need an application to merge the data files from several runs so that I could see them all together. To that end I wrote an application to combine traces which I have whimsically called *!Tracy* - it's on the cover disc.

What I found rather puzzling at first was that I got different numbers from the same key. Closer analysis revealed that there were three different numbers for each key and that only some fields of the bit pattern changed for any given key. What is happening is that some

bits are used to encode the type of key press, these are: press, repeat and release. Press for the initial key down, then repeat as you hold the key down and finally release as you stopped pressing.

There are areas of the bit pattern that are the same for each of those instances. In fact it turns out there are two, a key code number and the two's complement of that number, you can use this as a sort of check.

Figure II shows the trace for the initial press of the first eight keys. The joystick proved a little more difficult to crack. It too produced different codes but it appeared not to be very consistent at all. All was revealed when I looked at the signal in real time on my Logic Oscilloscope. The joystick is proportional - the harder you push it the more the numbers change.

It turns out that for each direction there are ten different codes, what's more the data is in the form of two's complement numbers that you can simply add to the mouse position. There are three buttons associated with the joystick -

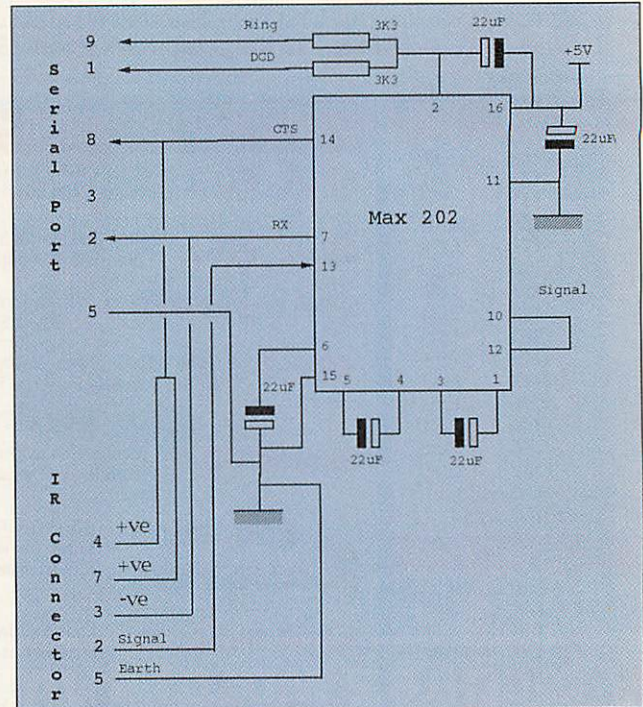


Figure I: Hardware needed if you have an RS432 Serial Port

Drag, Left and Right. With the drag pushed once, all subsequent joystick codes have the left button bit set until the Drag is pressed again. The left and right buttons send a code when pressed and again when released, no repeats, so you can actually move the joystick while holding down a mouse button. All in all a very intelligent handset.

So let's see how to make use of these signals. The program *IRtest* simply shows the groups of three numbers coming out of the handset whenever a button is pressed. I used this to map out the bit patterns that are shown in Figure III. The first byte gives the key press type, joystick or key. In the case of joystick codes the value of the two mouse buttons are given in this first byte as well. The next two bytes are the data bytes, they give a two's

On the receiving end

Mike Cook takes control once more

complement (that's positive and negative) number for left/right joystick movement and the final byte for the up/down. There is also a bit in each field that identifies the byte as belonging to a key press type or joystick type. In the case of a key press the data fields are the key's number and the inverse (one's complement) of that code.

The program *IRtest2* takes the bytes from the handset and decodes them into real values that are displayed. You don't actually want to do this very often, what you want is for these control codes to be integrated into the computer's operating system.

I did write a BASIC application to control the mouse from the joystick on the handset, but there was no way I could get it to drag, that is hold down a mouse button while moving the mouse. The only way round was to use a module that intercepted vectors, these are not the easiest of things to write because they are so unforgiving of mistakes.

What we need is quite complex. First of all we need to intercept the bytes arriving at the serial port. These need to be stored until we have received all three. Then they need validating, that is checking that there has not been an error in reception. Then we need to decide if this is a joystick message or a key message. If it is a joystick message the appropriate data bytes need adding to the mouse position.

This involves reading the mouse's unbuffered position, sign extending this 16-bit position to 32-bits, then sign extending the 6-bit joystick increment data byte to a 32-bit number. Adding them together and setting the mouse position to the new value.

As a further complication for our computer we need to invert the up/down numbers, so that part of the data byte has to be negated before we can add it to the position. Next we need to store the state of the mouse button keys for grafting onto the mouse readings later on. As the Acorn has a three-button mouse I have used the key inbetween the left and right mouse buttons as the middle menu button. So, if the module sees a key press it needs to see if it is this menu button, it has a key code of &15. If

this is detected then this is added to the mouse button store, otherwise we need to take action on the key that has been pressed.

In order to make things a little simpler to customise I have made the module send a message with the key code number in it to a desktop application called *!Shooter*, more of which later. Finally, the module has to add our handset mouse buttons to the real ones every time the computer wants to check up on the mouse's position.

To do this I post claim the MouseV vector, that is get the original routine to do its work and then mangle the results after. In this case the mangling involves adding the handset's mouse buttons to the ones read from the hardware. This post claiming of vectors is a bit complex and the examples in the *Programmer's Reference Manual* won't work with the StrongARM processor. However, by using blank instructions or no-ops my module will work with both types of processor.

Just a small point here, I said I needed to intercept bytes going into the serial buffer, in fact there is no way to do this in RISC OS. I think I have been rather crafty here, there is an event that is generated when there is an error in the reception of serial data. I have set up the computer to use even parity and as the handset produces odd parity, there will be an error generated on each correct byte that is received.

The source code for this relocatable module is supplied on the disc along with a desktop application that ties the whole thing together. This is called *Shooter* and just installs itself on the iconbar - there is no window associated with it. Its main purpose is to load in the module and receive the key code messages from it. Once received it can execute a small routine associated with the key number and these are easily

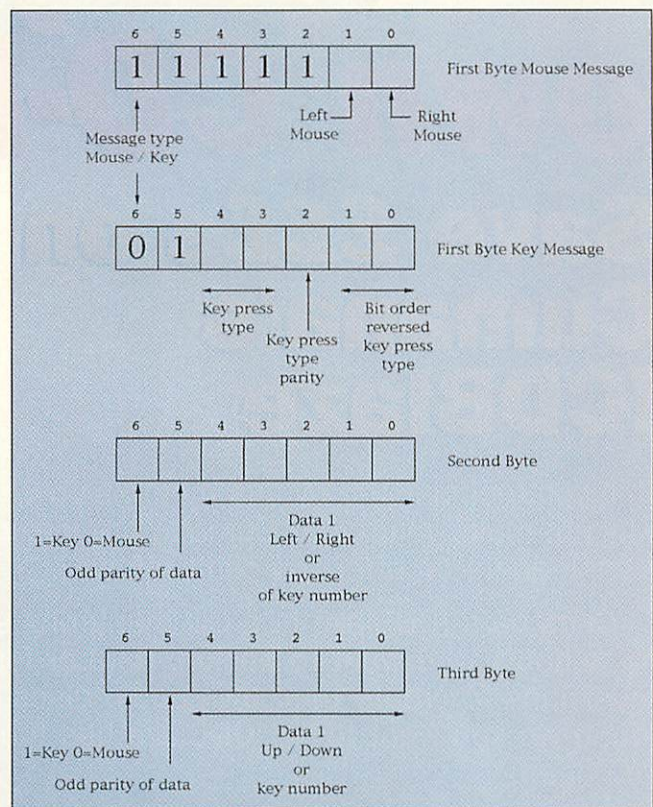


Figure III: The data format from the Net Shooter

changed to customise the *Net Shooter* for your own purposes. Most of the keys just insert a single character into the keyboard's buffer, however you can insert a whole string or even activate any sub-routine. If you look at the *Shooter* program code at the end there are three case structures - one for initial press, repeat key and release key.

You can put in anything here to correspond to the key presses. For the example code most keys simply act as if they had been pressed on the keyboard with the long keys at the bottom of the shooter acting as arrow keys. The V- and V+ rocker key controls the volume of the computer's sound, and the mute button disables the sound altogether. To give you an indication of when the computer is muted a tiny loudspeaker with an arrow through it is drawn underneath the *Shooter* icon on the iconbar.

When inserting a string I have found that for some reason *!Edit* misses out every twentieth character inserted into the keyboard buffer when they are inserted at the same time. Therefore if you are going to use this then have strings shorter than this, with *Zap* I had no such difficulty. In order to illustrate the key release message some symbol keys sound notes in a pentatonic scale until they are released.

It is rather nice to be able to sit back and drive your computer from a distance, open the CD draw, drag windows about and play music with my MIDI mouse application. It should also be great for lectures and demonstrations. **AU**

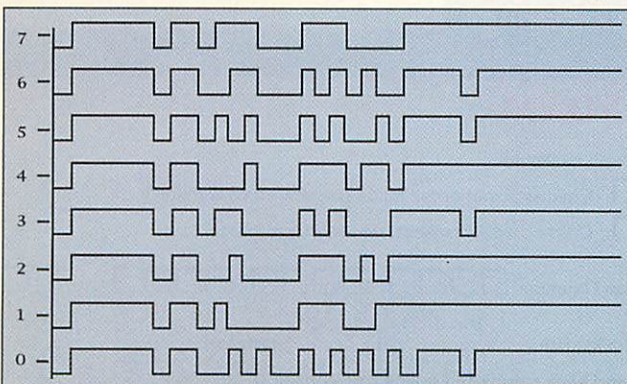


Figure II: The codes for keys 0 to 7

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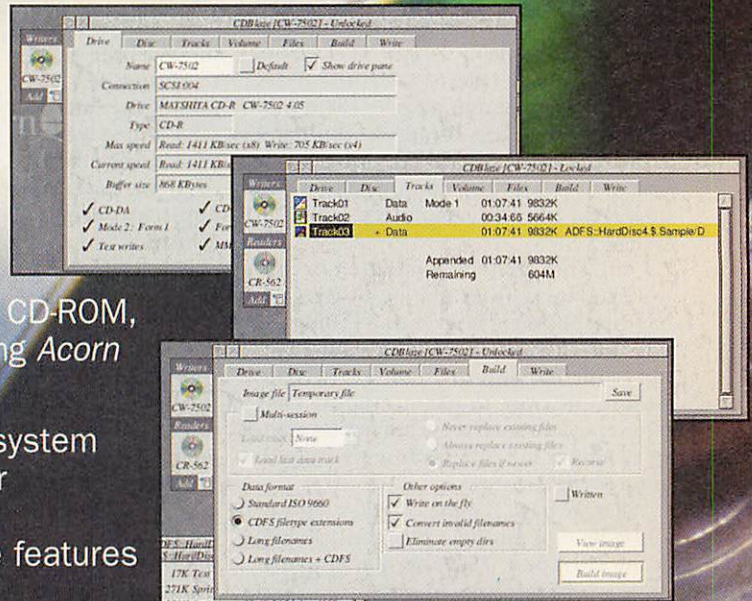
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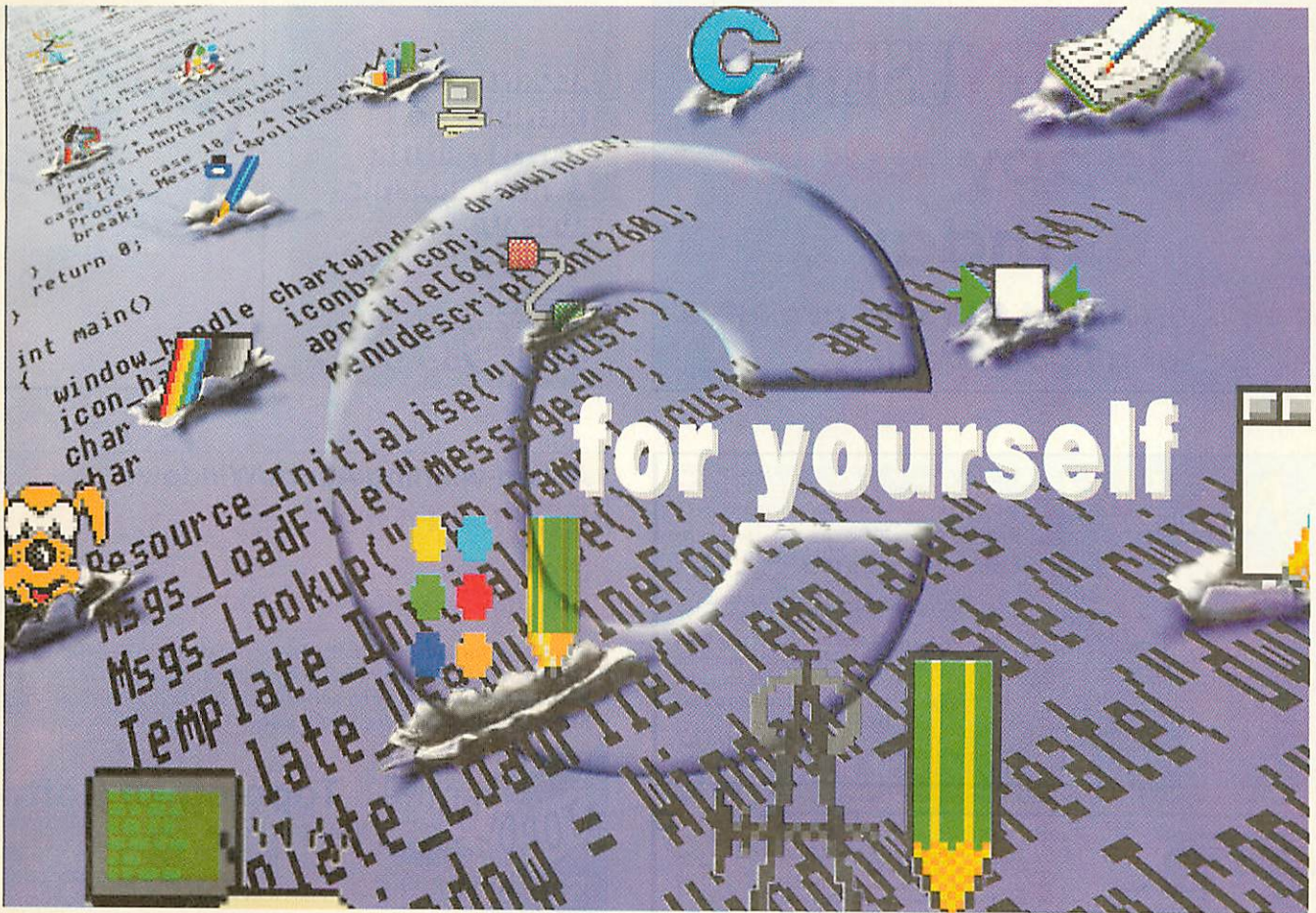
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JACK KREINDLER

Selecting fonts and choosing colours – Steve Mumford looks at the considerations

Last time round I looked at the overall structure our label printing application might take, and we came across certain areas that would require further investigation during the course of coding. These included creating font and colour selection menus, advanced drag and drop code for use in saving files, moving and resizing objects, optimised redrawing routines and direct memory transfer. This month I intend to cover different methods of selecting fonts and colours, as well as revising a little menu theory.

Before we start, let's think about how flexible our selection routines need to be, and check to see how other programs perform these tasks. Firstly, it's necessary to make an estimate of what sort of demands these tools will be placed under, so that we can design them to provide the maximum amount of use without being overly complicated.

Because we're designing a label application rather than a heavy-duty graphics package, the colours menu can afford to be fairly simple – taking the *Draw* colour picker as an example, its CMYK and HSV options are too complex to be required in our application. However, we must still be able to pick a colour from the entire spectrum, so clicking on an appropriately coloured icon (a technique *Paint* used until the advent of 24-bit colour) will not be enough, and a method of using nudge buttons or slide bars to alter a colour will have to be employed.

The number of fonts installed on a system can vary greatly, so choosing a selection method is quite an interesting task. The

accepted technique for most Acorn applications is to produce a hierarchical menu, drop-down or standalone, listing all the major font families with their available weights and styles in sub-menus off the main list. On the PC, it's pretty similar, and even the bloated *Microsoft Word* uses an almost identical method – the main difference is the fact that the most commonly-used fonts are entered in duplicate at the head of the alphabetical list, so that users with more fonts than sense can find their favourites quickly, without having to delve through the rest of the tree.

This is a problem that we might turn our attention to; I'm sure we've all been in the position where we've known just what style of font was required, but couldn't remember the name of it. A method of combining the ease of picking a font from a list with the convenience of previewing the results before applying that selection would save a useful amount of time.

Luckily, RISC OS provides us with two SWI commands that semi-automate the process of scanning the font paths and building the family lists – these are **Font_ListFonts** and **Font_DecodeMenu**. The first SWI serves a double purpose, and is capable of producing a low-level list of the faces known to the Font Manager as well as being able to create a pre-canned menu definition that can be passed straight onto **Wimp_CreateMenu**. The second SWI is used, as its name suggests, to translate a menu selection into a usable font name. Used together, these calls would allow us to provide the traditional style of font selection, as well as giving us the raw data we

would require if we wanted to build a more radical selector.

Both the font and colour selection tools could be presented to the user in the form of a dialogue box, automatically created when the user calls up a menu over an object on screen. Dialogue boxes are maintained by the Wimp until another menu option is chosen or the box is explicitly closed; this behaviour is ideal for the tasks we have in mind since the user would then be able to preview the effect of several different options before committing the change to the document.

Using dialogue boxes in this way also means that the selection tools will always remain context-sensitive to the item they're supposed to be operating upon, although the disadvantage is that the operator has to call up a menu whenever he or she wishes to alter the characteristics of an object.

Another way of tackling the problem is to include the font and colour information in a toolbar that's docked with the main window – *ArtWorks* uses this facility to its advantage. Whenever a new object is selected the details are updated, and whenever any change is made in the toolbar, those alterations are applied to the associated object in the document. The main disadvantage of this technique is the amount of space the toolbar eats up in the editing window, especially when each object has many editable parameters. These two methods should cover all of the situations we'll encounter, and will provide a good basis for any more advanced systems we implement in the future. **AU**

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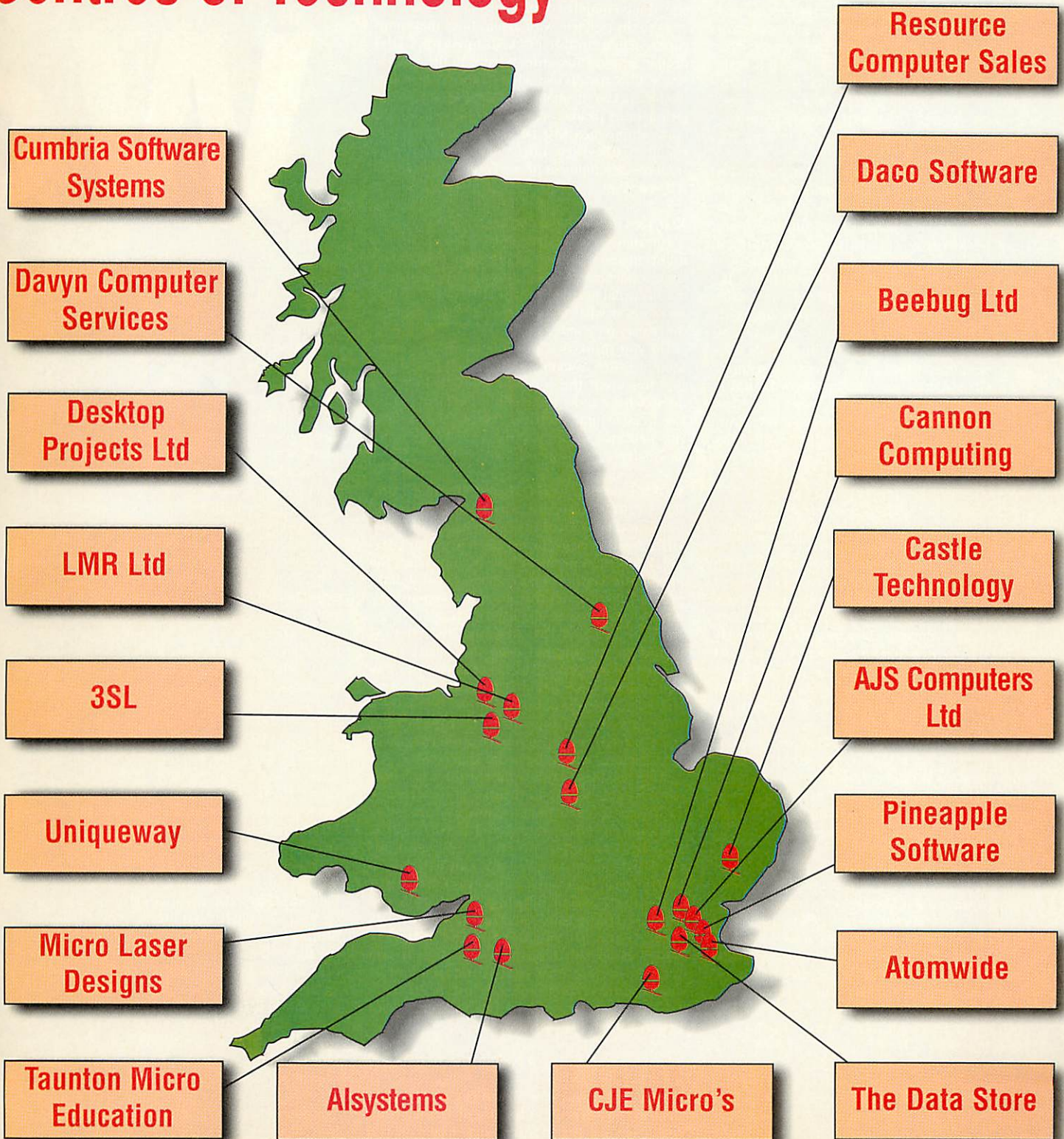


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I have been working on a new website this month, it's for my music fanzine. In fact Alec has been doing most of the work, if you want to check it out it's at <http://www.deathdoor.co/thisisnottv>

A lot of questions I get concern hardware upgrades, especially to old computers. This is sometimes difficult to cope with because the availability of hardware components is constantly fluctuating. Therefore I was pleased to see that IFEEL (01752-777106) have produced a comprehensive list outlining most models of Acorn RISC computers and what can be done with them. So, if you are in the market for an upgrade but don't know where to turn then give them a call.

It seems that the AM399C organiser I used in a recent project (May & June '98) is coming down in price, and that they are throwing in a PC data link, which makes my infrared system a little obsolete. The data link looks like one of those slim card modems but is actually a voltage converter to change the small signals from the organiser into the large ones needed to drive the RS232 port.

However, there are a few small modifications that need to be made to my application to make this work with a straight serial system. I am indebted to David Hankey from Burton-Upon-Trent for investigating this and supplying a modified version of the application, it's mainly a matter of changing the handshaking protocols. He also notes that he experiences trouble uploading telephone records where there are missing fields and he is just uploading one record. The workaround is to either upload the whole telephone section or fill out all the records in an entry.

Another slightly puzzling problem he has is that he says that the application won't run unless you set the computer to a 256 colour mode. However, I can't reproduce that fault on either my StrongARM Risc PC or my original A310. Is any other reader experiencing that problem?

R G Steane from Guildford also told me about the organiser but was not keen on using the PC link. He had some other questions as well:

I am not too keen to mess about much with the sockets at the back of my Risc PC 600 as I sometimes get an odd situation arising after any fiddling (inside or outside). What happens is the computer does not boot correctly - the HD light comes on, then switches off after say 30 seconds instead of about 20 seconds but there is no screen display or further activity, and crucially no pulse of activity from the floppy drive.

If I push down on the chips or motherboard in the back left hand side, it usually reboots more reliably. Could this be a problem with the motherboard or with the OS chips (I have added OS 3.6 from another computer, now unsuccessfully upgraded to StrongARM)?

Incidentally, I notice that your application's icon takes over and replaces the usual one displayed by the other organiser program in the filer display. Why does this happen? Finally, sometimes when double-clicked from a filer display, applications open a directory window for their component programs as if shift was held down at the same time; usually a second double-clicking installs them onto the iconbar as expected. Why is this?

Sounds like your computer has a loose connection or unsoldered joint - you should get it looked at by a service engineer. If two applications have the same name the last one seen by the

finder will be used when redrawing the icons. Note they are not redrawn straight away but only when covered up and revealed. If you want to stop this happening rename one application, then shift click it and open up the sprites file, rename the two sprites "oldname" and "sm!oldname" to "newname" and "sm!newname".

Save the sprite file and double-click the !boot file in the application or run it and the new icon will appear on the desktop. Unfortunately the latest icon will still appear on the iconbar. To stop that happening you will have to edit the application. It's fairly easy if it's in BASIC. Search for the old application name and replace it with the new one. If it is compiled or in C then tough.

As to the problem with applications that sometimes, when double-clicked, open up a filer display, or sometimes run. What is in the application's !RUN file decides what happens when it is double-clicked. It sounds like there might be certain actions to load modules or look inside the application when first clicked programmed into the !RUN file. These might have been left over from the development phase, you can always edit it if you want.

Next Tom Hatrick has a musical problem:

A colleague of mine has posed a teaser. He is a musician and was given an old organ pedal board from a pneumatic organ. He wants to somehow use the pedal board to drive a MIDI device so that he can hear what he is practising better than the dull thuds at present.

Do you think it is possible to arrange some kind of switch assembly on the board linked to a PCB to convert the switching into MIDI data? It doesn't have to be too complex, velocity, aftertouch, etc. simply note on and off, the same as the original organ would have done! Any ideas/suggestions gratefully accepted.

Well it is a small world. My son Alec had a similar problem only his was with an electric organ and he wanted to use the bass pedals as a MIDI drone system for his electric guitar playing. Your main problem here is converting the pneumatic key pressings into electrical signals, pressure sensors tend to be quite expensive - usually between £60 and £160 each.

There is a low cost pressure switch that would do the job, but even this is £17 from Farnell (order code 731-912) so if you put one of those on each pedal it is quite an expensive job. A better solution might be to fix a small magnet on the end of each pedal and have a reed switch mounted underneath so that it closes when the pedal is pressed.

Another idea is to use an opto slot detector under each pedal and have a small vane attached to each pedal. Anyway, once you have an electrical signal you need to get it into the computer, decode it and send out the MIDI commands. For this you will need a MIDI interface and some sort of input expander - when helping Alec I used the PUPe expander published in the October '95 issue. Then all you need is the software which is on this month's cover disc. If you want to have a unit that is independent of the computer then you can use a PIC controller chip to read in the switches and convert them into MIDI data.

Steve Harratt is having a bit of bother finishing off my oscilloscope project:

I have just about completed the oscilloscope project, however I am having difficulty finding a +5v on the printer port. Can you tell

Rambler Acco Wwo

Another question a
with Mik

me which pin to connect to, or do I have to use a battery?

There is no printer port pin with this on it (unlike the old user port), that's why you can't find one. Also you can't get a 5 volt battery, the power to logic circuits must be within a quarter of a volt of 5 volts. I have tapped 5 volts from inside the computer from pin 32a of the podule connector and got 0 volts from pin 1a. I have brought these out to a socket on a disused podule panel.

Another alternative is the keyboard connector, pin 4 has 5 volts on it with pin 3 having zero volts. You can make a small box with a printer extension lead to tap this off. Similarly the mouse socket carries 5 volts on pin 6 with zero volts on pin 4. Of the two the keyboard connector has fewer pins and so is less fiddley to mess about with. Otherwise you will have to use an external regulated supply.

Richard Harker has been having a look around my website but he has not found what he's looking for: I was looking at your past articles on your website but unfortunately, there wasn't anything there that I was looking for. Would you consider covering an interface to control a Lego robot, or model railway in your 'Run the Risc' series? The sort of interface that I would like is something with about eight outputs and four inputs. The interface could be complete with an integral power supply, so you literally just had to connect the motors (or whatever) and go, with no need for batteries.

If it had an integral PSU, then a switch to switch between some various voltages would also allow it to be used with different things, for example railway are 12v, Lego is 3.5v (old) and 9v (new). Also, being able to reverse the polarity of each output individually would be very useful as well.

Yes this sounds like a good idea, the problem is that all those topics have already been covered.

es through orn ood

nd answer session
e Cook

It's just a matter of piecing together the relevant projects to have exactly what you need. Let's start with the I/O 8 outputs and 4 inputs can be met with the IIC bus (that's pronounced "Eye squared sea") interface. This give eight digital input/outputs along with four analogue inputs and one analogue output.

There is nothing stopping you from using the analogue inputs as digital inputs you know. That was published in the December '95 *Acorn User*. However, there are several alternatives for your I/O. The serial I/O board in February '97 is an interface to give you 16 bits of any combination of input or outputs using the serial port. Now on to motor control, in April '91 I showed how to control motors in by Body Build articles in *The Micro User*. This chip allowed the switching of motors on and off, but also could be wired up such that the polarity could be reversed so that the direction of the motor could be controlled.

In this mode it was also possible to employ fly wheel breaking to stop a motor more quickly. This used the LM18293 push pull driver chip that also made an appearance in the '96 Christmas special issue. The point about these chips is that they have a separate power supply pin for the logic and motor supply so you can connect that to anything. You can get a low cost motor supply from Maplins that allows you to change the voltage. All you need to do is piece that lot together in a box and you have exactly what you want.

Reginald Whitlock has been building one of my old projects, but hit a snag:

I have built the printer port converter described in *Acorn User* September 1995 in order to use an add-on that was designed for the modern printer ports, on which it works fine, but on my ARC 310 with the converter it refuses to work correctly. On looking more closely at the diagrams in the magazine I noticed that there is a difference between the block diagram (Figure II) to the circuit diagram (Figure III), in that in the Block Diagram the BUSY line goes to the Status Inputs

multiplexer, and the ACK line goes to the I/O port multiplexer, whereas in the circuit diagram pin 10 which is ACK goes to the Status Inputs multiplexer and pin 11 which is BUSY goes to the I/O multiplexer! Which is correct?

It is the circuit diagram that is correct, if you have wired it up like this then it should work. Sorry about the error in the block diagram and any confusion it might have caused.

Mike Buckingham has ambitions for high resolution high speed analogue capture on the cheap:

I need an 18-bit audio sampler, digital input/output. No one makes one, at least not for the Risc PC. Could it be done as a DIY project? Analogue Devices make the AD 1878 which gives a serial output and looks relatively easy to wire up as a simple audio in/serial out device. I might even be able to do this myself.

While I could probably struggle to write some BASIC, I couldn't cope with ARM machine code. Even worse, the intricacies of the back plane are, I think, getting too complicated. DMI also seems to run into problems with SCSI cards grabbing too much time. So, could the parallel port cope? I presume the signal is around the 2M bits/sec mark. And if so, would it be a simple job to write the code to:

- Take SPDIF signals and spool them to a file as .wav
- Take the serial o/p from the 1878 and spool that to a file
- Take a .wav file and spool it out as SPDIF for an external DAC

If this is viable, are there any mad coders out there who'd be interested in such a project?

Quite frankly - no. Access to the parallel port through the legal calls takes about 2us, this gives you a rate of .5Mbits/second. Accessing the port directly is not easy with a StrongARM or cached system, so the only option is to go through a podule. Design of this requires a four layer PCB for reliability and so is not a DIY option.

Also with 18 bits and say a 5 volt full scale voltage you have just under 20uV per step. This is very small and your analogue circuitry has to have noise and pickup at less than this level which is not a very DIY thing. The .wav file format is normally for 16-bit samples, if you start throwing 18-bit samples at most wav players they might throw a wobbly. There are some PCI audio cards that will meet this specifications at about the £800 level but then you will need a Phoebe and some driving software.

James Sargent has been having fun with photographs:

I am currently trying to create a website based on photographs from a recent holiday. The problem arises in that I took a number of "panorama" pictures by taking a photograph, moving the camera around and taking a second photograph (hopefully) with an overlapping area common to the two images. It certainly isn't practical to try to manually position the photographs on the scanner as they never quite line up, so the question is how can I join two (or more) scanned images together in software?

Making photographic panoramas is quite fun and does attempt to capture a little more of what it was like to be there. I have done this many times and stuck them down in a picture book. However

with electronic cameras and scanners you can join them up a little more convincingly.

You can use several pieces of software for this, but the cheapest is *!Paint* as you already have it. Get the two photos as sprites in the same file, then add extra columns and a few rows to one of them. Then use the "sprite as a brush" option and add the two together.

Other commercial software will also allow you to do this sort of thing such as *PhotoDesk* from Spacetech. With this you will also be able to smudge the join a little as well as applying the colour correction that will inevitably be needed because the two photographs will have slightly different lighting conditions.

However, you will find that you won't be able to make a perfect join for the whole length of the seam, this is due to the geometrical distortions involved in the original photographic system. I am sure you have seen those fish eye lens photographs where horizontal lines become curved. Well this effect is in all photographs taken with a lens, it's just not so pronounced with narrower angle lenses, but it is there.

If you try to match up two vertical lines it will be rather like trying to match up two bananas. The real answer is to use some sort of ratiometric correction. This is like putting your image on a rubber sheet and stretching it slightly in different directions until it fits. As far as I know there is nothing on Acorn machines that will do this, the software on the Mac that does this is very expensive. It is used on the Mac to make 360 degree panoramas for the *QuickTime* virtual reality movies. These can be viewed on the Risc PC by using *VRview* from WSS.

If you do have access to a Mac then on the cover CD of the June '98 *MacWorld* (another great IDG publication) there is a free copy of *Spin Panorama* 1.0 which will do this sort of thing semi-automatically, of course they are only trying to sell you version 2.0.

Ben Langridge has been setting up on the Internet: I have recently set up an Acorn devoted site (using my PC), and have included a chat page as part of the site. It's a Parachat room (and is currently not working). I have not been able to find much information about it, other than its 100 per cent Java. Do you have any idea as to whether it would work on an Acorn computer? If you wanna take a look at my site try <http://www.btinternet.com/~langridge/theacornpages>

I assume that you have set this up on some remote server and you want to access it through your Acorn computer. If this is the case you need the Acorn Java CD, even then you should check if the version of Java that your chat application is written in is compatible with Acorn's system. There should be a comment in the first part of the code. Use a text editor like *Zap* to have a look at it.

The other thing to watch out for in Java is that your application is not written using some of the Microsoft unauthorised extensions. The other place problems are likely to hide is with the interface to the outside world with the likes of ports and pipes. Without further details I can't be more specific. Has any reader implemented something like this?

Finally, from P Townsend there is this:

Is it possible to disable the F12 key from the pinboard and to reinstate it with a password.

I am sure there must be a utility to do this sort of thing but I don't know of any off hand. Can any reader point me in the right direction?

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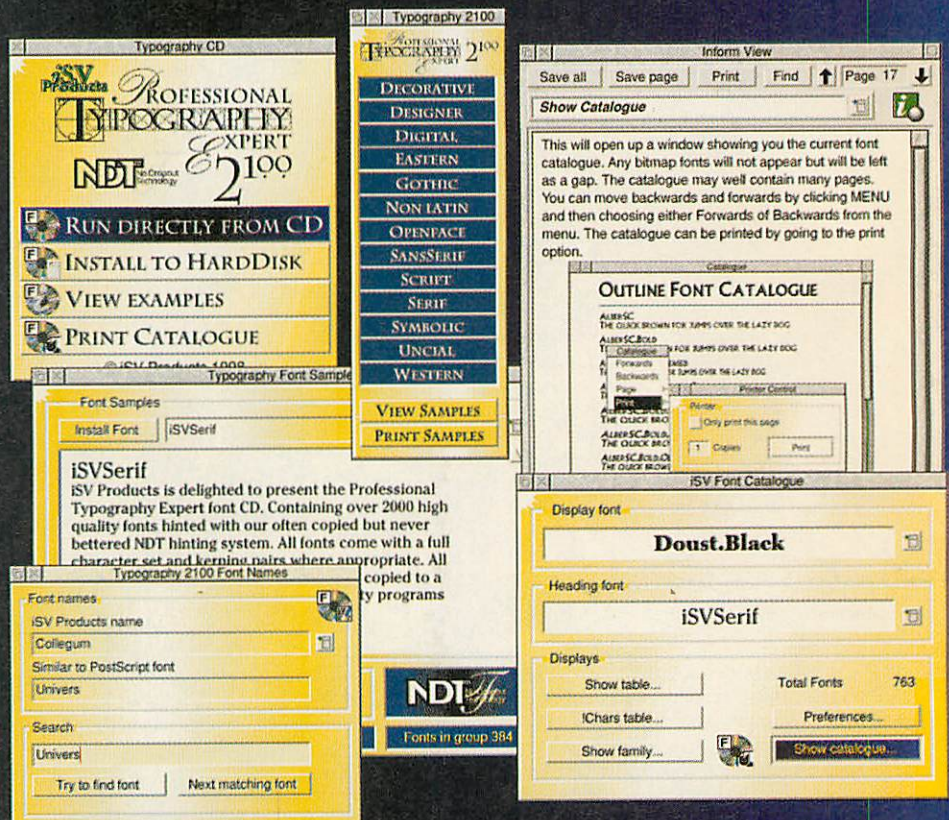
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LETTERS

All in the name

I was amused to read in the Clan newsletter that the hardware boards for the Risc PC II were named after characters from the American TV series *Friends* because the development team were fans. Presumably there are bits of computer called Monica, Ross, Joey, Chandler, Rachel and the rest.

I couldn't help remembering however, that the page of memory in BBC computers for memory mapped hardware was called Sheila and the two pages for the 1MHz bus were called Fred and Jim. Maybe Fred, Jim and Shelia were characters in an early '80s TV series. Can anyone shed any light on the origin of these names?

Chris Bazley
C.Bazley@Pemail.net

An interesting idea ... but no. Fred has a special significance to programmers as it's a name that can be typed with the left hand just zipping round a little square. Likewise Jim is easily typed by the touch-typingly-challenged on the right.

Sheila may have been an attempt at redressing the balance of the sexes. Of course I could be completely wrong.

Yellow praise

I was pleased to see Richard Murray's letter (October '98), with his warm memories of the AU Yellow Pages. I spent countless hours entering these programs line by line into my old Electron. Never has there been a better learning tool for BASIC programming, each time I entered a program I

learnt a new keyword, or a new programming trick. You start to see inside the programmers mind, and develop a good mindset for writing your own programs. The necessary de-bugging to correct typing mistakes was also a valuable learning tool.

I was very saddened by your response to Mr Murray's letter, which was a harsh and heartless rebuff to consider the return of anything like the Yellow Pages. I am fully aware of the space that would be wasted by printing the source of all programs in the magazine, and the fact that so many more programs now include sprites and sound, or other datafiles, which would be necessary for the program to work, and I agree that discs are here to stay.

However, since so many of your faithful readers have benefited from the Yellow Pages, and since your programming features always include examples of code you are clearly aware of this as a learning technique. For the beginner programmer, or to teach new techniques I can think of nothing better than having a "Yellow Page".

Whatever they were to you, the Yellow Pages were a much appreciated and powerful learning tool to countless BASIC programmers.

Richard Adams
r.adams@flipside.co.uk ➤

Ex-source-ted

Justin Fletcher (August 1998 issue) is right. There are very few situations where it is not worthwhile to release source code with a free program. Not only does it allow others to learn from your code (emphasised in the October Letters page), but more importantly it allows others to improve software.

Whole operating systems have been built - and thrive - on this premise, notably GNU/Linux and FreeBSD. And surprisingly, this mode of development does not result in anarchy, as explained by Eric Raymond in *The Cathedral and the Bazaar* (<http://locke.ccil.org/~esr/writings/cathedral.html>).

Richard Murray (October 1998 issue) points out that when people make deficient modifications to a program, it can cause problems. But anyone can hack an executable and cause it to crash - however, when source is provided, changes can then be made on much safer ground. If a programmer is worried about his reputation being damaged by other people's changes to their program, it is a simple matter to ensure that the program's

licence requires modifications to be clearly shown.

More importantly, treating your users as valued co-developers often means they become valuable co-developers. It is true that some authors will provide source code on request. But it is better that source code be publicly available - if the author disappeared, your favourite program could become unmaintainable. For example, I recently ported a Unix program to RISC OS: the source was available, so I could start right away, and I will soon send patches to the author. But the source for the previous port was not available, so I had to port it from scratch.

Now I want to improve upon an existing RISC OS program but the source is not available, and the author has not replied, so I am stuck. Commercial software companies can also benefit from making their software Open Source (the Open Source movement, incidentally, has a home page at <http://www.opensource.org/>)

In a letter, Peter McCaskill (October 1998 issue) points out that Acorn's *Draw* "could do with a make-over", to which a reply came that it requires "vast amounts of money". It does not. It only requires Acorn to release *Draw's* source code, and a large

number of capable programmers will collaborate to improve it. After all, software such as *Draw* and the Toolbox are not Acorn's key products - it does not benefit Acorn or anyone else for Acorn to hoard them.

Netscape have already accepted this argument and released the source to Netscape Navigator, aiming to profit from the server side of their business. The number of businesses embracing Open Source can be appreciated by reading the comp.os.linux.announce newsgroup.

Unfortunately, there seems little chance of Acorn adopting this attitude. The company's higher echelons now seem to consist of 'suits' who cannot understand such arguments. This is embodied by Acorn's refusal to release its RISC_OSLib for free (now considered by Acorn to be obsolete; but it is still useful), because they could not provide support for it - a spurious reason, since no support would be expected for a free product.

It is time for the Acorn community, and Acorn, to welcome Open Source software and reap its benefits - or continue the gradual descent further into obscurity.

Mark Seaborn
mseaborn@argonet.co.uk

Top tips

Having read all the latest about the Phoebe, it seems that all you're really be getting for your one and a half grand is a slightly updated version of RISC OS which gives longer file names and a few other bits and pieces. I am very happy with my Strong-ARM Risc PC; it does all I need apart from the painfully slow PC card.

I feel that RISC OS is badly in need of an overhaul, and needs to look at the best parts of Mac OS and Windows 98 and maybe take some tips from them. I don't see the Phoebe as a revolution, like the Risc PC as a leader in the computer market, it is more like an attempt to keep up with the rest. I had hoped for better.

However I would like to know to what extent will my computer be upgradeable?

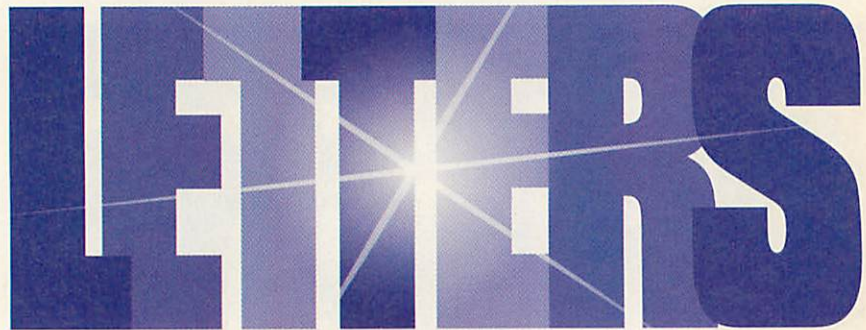
John Kitson

xjr22@dial.pipex.com

By now you will know about the amazing money-off deals that Acorn are now offering (full details in the News) so perhaps you see things a little different.

It may be fair to say that Acorn have spent most of their efforts on the hardware and the core software that interacts with the new hardware. Obviously they have to put their priorities somewhere. But the user interface changes are not inconsiderable.

If you want to know what parts of RISC OS 4 will reach the older machines, that's a



little trickier. You will certainly get the new !Printers with its photo-real support, you might get the filecore upgrade (long filenames and big directories) but that's much less likely.

Just a thought

Just out of interest has anyone (from Acorn to Acorn User/IDG Media) ever tried inviting a major political figure such as the PM to the Acorn Show?

And why doesn't Acorn send the first Phoebe to the Blairs' kids? (Or would this be seen as some sort of 'bribe'?)

Richard S

richards@mossoft.demon.co.uk

Feel good

I note from recent *Acorn User* issues that the unending Acorn inferiority complex is as

healthy and vigorous as ever. Looking through back issues of the magazine, it seems that the level of complaints about Acorn not doing enough/spending enough, ignoring key users and so forth are at about the same level as they always have been. Why not compress all those letters into a simple, graphical *Acorn User* Reader Contentment Index and be done with the whole thing?

Working in the PC industry as I do, I get to see the Wintel side of matters as well. My company recently bought a consignment of forty high-range PCs - 400MHz, 7.5Gb HD, 128Mb RAM etc. These will be considered impressive systems for about three to six months, but soon thereafter they will be viewed as distinctly average. Inside two years, people will start sneering at them for being wimpy and underpowered.

On the other hand Acorns get sneered at from day one, but PC-using critics seem to shut up at about the 18-month stage. I was gobsmacked to realise my own Risc PC is more than two years old - because there's nothing I want it to do that it can't. No current piece of Acorn software (that I'm interested in using) that it can't handle with aplomb.

Three years ago, my company was buying in DX2-50 PCs. What use is one of those nowadays? My advice to anyone buying a computer is: 'Acorns for longevity, PCs for games'. I suppose the best of both worlds would be a PC running some flavour of Unix, but that's a solution only for 'techie types' Anybody care to take issue with that?

Simon Smith

Whitton, Twickenham

Network blues

I am an IT tutor in a primary school where I run a computer suite network of ten disc-less Acorn A7000s with a Risc PC 700 server.

It has worked extremely well for the past two years with minimal attention and expense and we are pleased with the results. The accent is on getting children to use the computer as a practical creative tool rather than a teaching machine.

We would now like to network the school's 20 classrooms to a second Risc PC 700 server, replacing their present assorted standalone A3000s, A3020s and A4000s with more modern Acorn equipment at the same time.

This final move has been delayed because I had hopes that the Acorn NetStation could be an ideal solution for us, allowing us to stretch a limited IT budget to maximum effect. I have since been informed that the NetStation cannot be run direct from an existing Risc PC 700 file server because the software is "unstable" although the comment was made that it could probably be "tweaked" (whatever that means) so that it would do the job. I

was told that I would need a UNIX server controlled by the Risc PC to run a classroom network of 20 NetStations. Our school has no wish to access the Windows environment at present as Acorn software is proving more than capable of meeting all of our curriculum requirements.

All we want is a simple, reliable low-cost network with "bulletproof" dumb terminals in the classrooms. Is there any likelihood that a Risc PC/NetStation combination will be able to deliver this?

I also have a Risc PC 700 at home and I had visions of installing a network card and putting a NetStation in my teenage daughter's room to stop her monopolising my workstation. Can I kiss this idea goodbye too, or is there still hope for a cheap solution?

**Mark French, Rotorua
New Zealand**

Acorn have been working on a system for booting NCs from RISC OS, which is why they have unstable software that needs to be tweaked. Perhaps they'll make it bullet-proof soon.

Air your views

If there's something you want to 'get off your chest' or you have some interesting information for your fellow *Acorn User* readers, then write in to:

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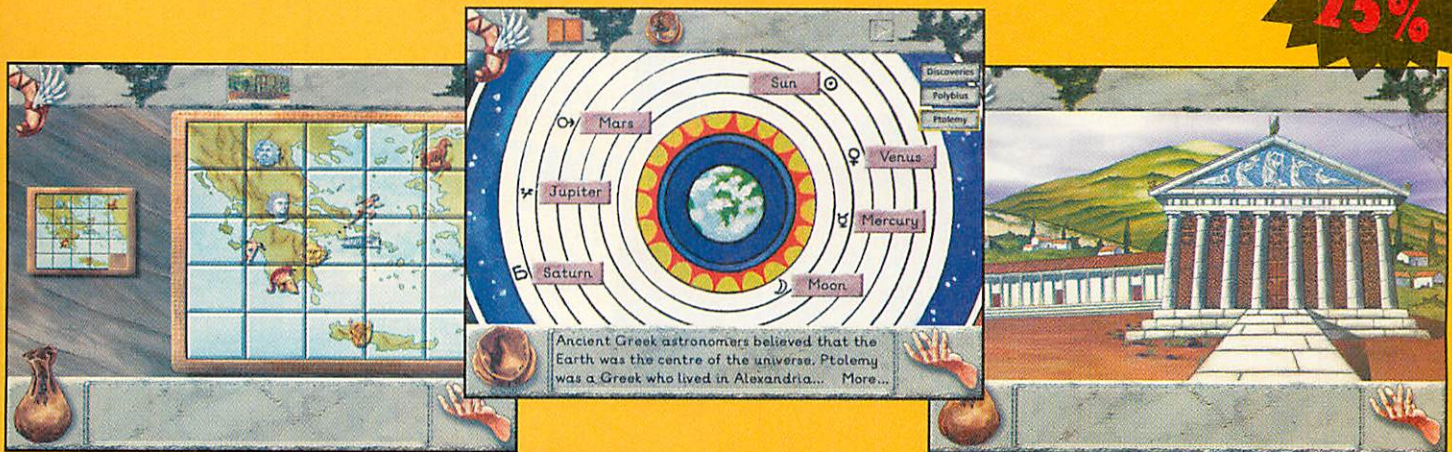
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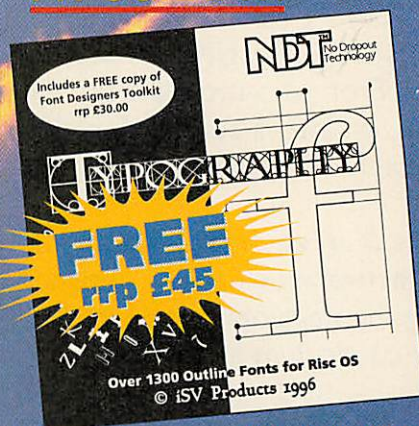


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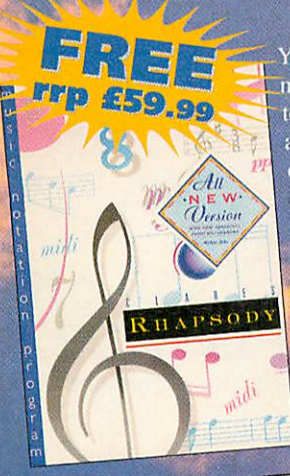
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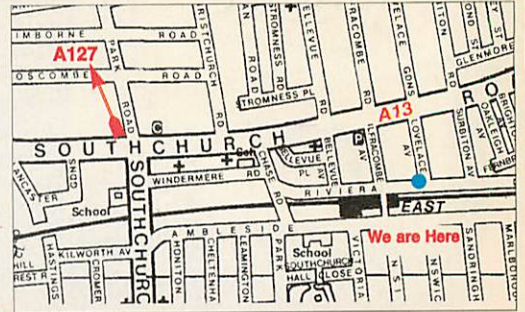
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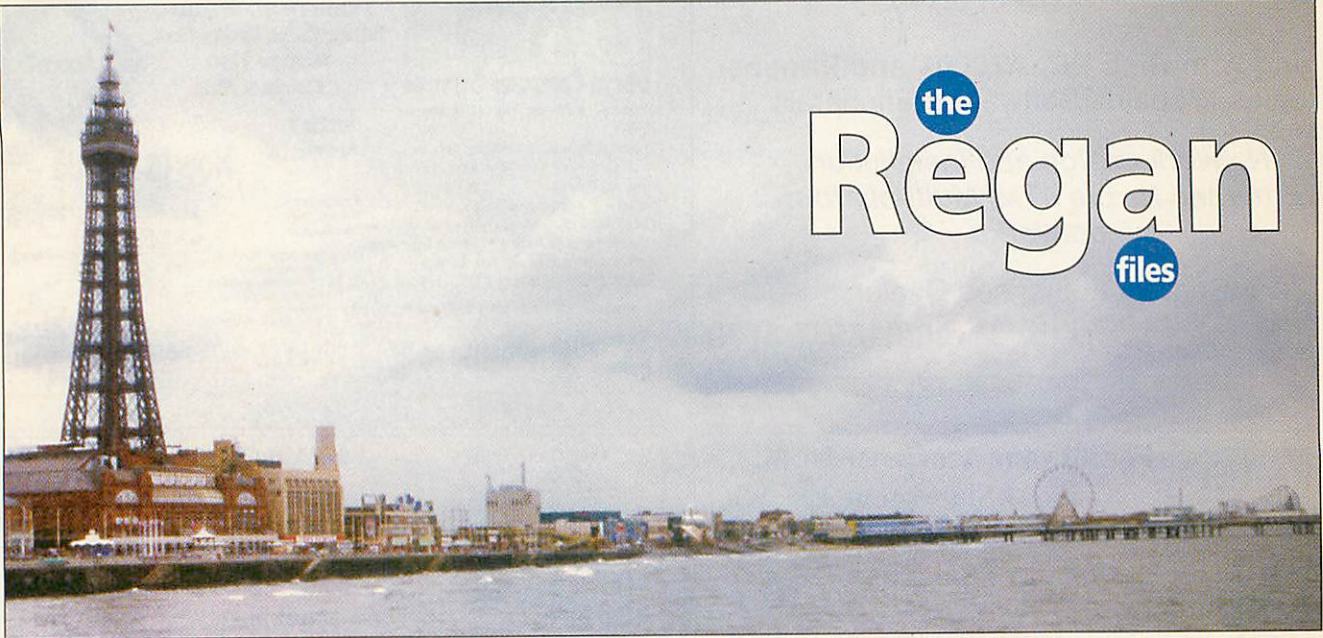
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the Regan files

David Pilling is an enigma. He's very highly respected in the Acorn world — I've known people who would crack the protection on a lot of commercial software but refuse to pirate David's software on principle — has written not one but several key software packages and has been met in person by hardly anyone. Most people, including the software managers at Beebug, communicate with him exclusively by e-mail. And, in a first for The Regan Files, that's how this interview was conducted.

David is a private person who shuns publicity. But he's no recluse — he's more than happy to help anyone using his software, as those on the *Ovation Pro* mailing list would agree.

One of David's first encounters with computers came while doing a PhD in theoretical physics. Now, while the mainframe computers in those days were relatively fast, time on them was often shared between several departments and rationed out. Therefore, there may have been a delay of days between writing a program and being able to run it. Make a mistake, and it would be several more days before you could correct it.

'The appearance of the BBC model A at 235 quid, with the ability to run your program whenever you wanted, was a great thing,' remembers David. Personal computing had arrived, and before long David had moved on from PhD-related programs to games and utilities.

Mistrusting the career prospects in academia, David bought a PC, an Amstrad 1512, and a lot of books on Windows. Fortunately for us, at that moment Acorn launched the Archimedes and John Wallace at Beebug persuaded David to ditch the Amstrad and write the *Hearsay* comms program instead.

'Relative to other software available at the time it was probably the best program I ever wrote. It even got reviewed in *Personal Computer World*. It is still the best-selling program I've ever done: about 4000 copies.'

Unlikely as it seems today, comms was then a minority interest. To keep the money coming in, David started a £5-a-disc budget software library, and also wrote the first release of *Ovation* for Beebug. Much of his budget software was compressed using his own archiving software *Spark*. He included a free decompressor, which doubled as an advertisement for *Spark*, called *SparkPlug*. Well, I laughed.

'*Ovation* proved a lot harder to write than anyone imagined. At the end of the day we were soundly beaten by Computer Concepts with *Impression*. CC I am sure understood the importance of being first in the DTP/WP field. There would be no prizes for coming second.'

'We started *Ovation Pro* in 1993, it was designed to take on *Impression Publisher*

CC I am sure understood the importance of being first in the DTP/WP field. There would be no prizes for coming second

and for every *Publisher* feature we would have a corresponding but better feature. It turned out to be a huge heavyweight piece of software, hundreds of files of source code. The only snag was that it was to be nearly five years before it was finished. Along the way the world changed, the Internet took off, CC pulled out and the Acorn market became a lot smaller.'

David filled in his time while writing *Ovation Pro* by producing a set of TWAIN drivers to connect scanners to the Acorn — he's currently writing a new user interface for these. 'Ideally I would have only ever written one

program — *Hearsay* — and I would have just kept improving it over the years.

'Instead, one has to bring out something new, sell a couple of thousand copies (if you're lucky) and then switch to a new area. In other words you don't find *Quark* producing scanner drivers to fund the development of its DTP program.'

'I wish I knew where things were going. Every six months someone from Acorn says: "We see no future for RISC OS". Since the game for software developers is to be a couple of years ahead of events, as soon as Acorn have said this just once, every competent software developer should be gone.' (It should be pointed out for the record that David is both a competent software developer and still very much in the market).

'All Acorn ever had to do was make the world's best Desktop computer and they'd have been safe. It seems to me Acorn's frittered away an outstanding opportunity on lots of peripheral projects that might come good but probably won't; The 'Electron' experience of the BBC days repeated over. The Java-enabled toaster or washing machine market might be a big one, but it won't require unique skills to compete in.'

'If I were in charge I'd play the multi-processor card now, put a load of StrongARMS in a box along with an OS that could make use of them, and produce hardware slanted enough to some area of the market — video, music or whatever — that they might actually start to sell to new users.'

'Back when I was a student' concludes David 'the joke was "Are we going to work today or play with computers?" I've enjoyed my time on planet Acorn. Acorn owners and developers are certainly friendly and decent people. For my part I've tried to keep everyone happy rather than be a ruthless businessman.'

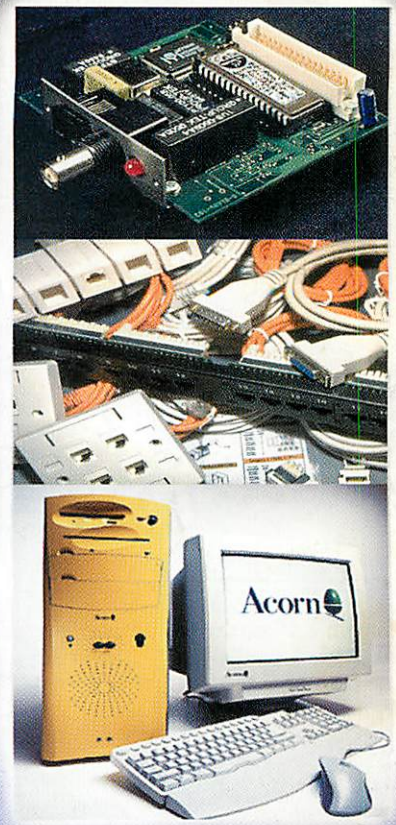
And based on David's reputation with the rest of the market, I think he's succeeded.

Jill Regan **AU**

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