

ISSUE 3

# THE BEEBON

**HIGH-RES ALIEN GAME —  
MODEL B**

**BBC POSSUM SOFTWARE —  
FOR THE HANDICAPPED  
— MODEL B**

**BBC BIGPRINT SUBROUTINE**

**BBC B TO APPLE COMMUNICATIONS**

**£1**

**THE BEEBON  
ISSUE NO.3 1982**

AVAILABLE BY SUBSCRIPTION.  
SEVEN POUND FIFTY PER YEAR.

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The BEEBON is published bi-monthly on the third week of the month. All correspondence should be addresses to:-

THE EDITOR  
THE BEEBON  
106, THE ALBANY  
OLD HALL STREET  
LIVERPOOL  
MERSEYSIDE  
L3 9EP

Any letters which require a reply should be accompanied by a S.A.E As we are extremely busy those enquiries which are phrased so as to make them simple to answer will solicit the fastest response.

Programs and articles submitted for publication should preferably be typed or computer printout. Clear handwriting is also acceptable. All programs must be on tape or disk and have clear instructions for use and as much supporting documentation as possible. A day-time telephone number would be appreciated to allow for easier contact.

Payment is ten pounds per published page with part pages earning a proportional amount, we are prepared to negotiate for any very exceptional material.

**EDITORIAL**

The articles which have appeared in the first two issues of the BEEBON were written in house along with the editorial, etc. This issue is different as we have presented the best out of the contributed articles which we have received over the last few months. In the last issue you may recall that I mentioned a BBC user group starting up on Merseyside, I am pleased to say that this group has now come into existence serving a large area of the North-West. The group meet twice a month in two different locations, the first is held at the STEM buildings in Liverpool on the third Thursday of each month, the next meeting being on October, 21st at the following address:-

STEM  
117, Grove St,  
By Myrtle St,  
LIVERPOOL  
FROM 7.30 PM

The next meeting of the month is held at Birkenhead technical college some time this month for details ring Bob Perrigo, it is usually held at this address:-

BIRKENHEAD COLLEGE OF  
TECHNOLOGY,  
BOROUGH RD,  
BIRKENHEAD

**YOUR LETTERS**

Each month we will print a selection of letters which we consider of interest to owners of BBC micros. Some will be constructive, we will be as unbiased as possible. Writers of all printed letters will receive a BUG-BYTE tee-shirt.

Dear Sirs,

Thank you for two excellent magazines. The games Blitz and Thargoids are extremely good, especially the sound and graphics of Thargoids and the utility programs are extremely useful.

The only programming problems I have encountered were with Thargoids. At line 600 & 630 you have opened inverted commas to print blanks to the end of the line. I know this works on most micros, but the BEEB does not like this, returning an appropriate error message. However this is easily corrected by adding a second set of inverted commas at a suitable point to blank out the previous contents of the line.

The other problem was the speed at which the setting-up routine in lines 390 to 600 ran. This happened so quickly that it was impossible to read the heading produced by line 390, 470 and 550. I therefore introduced the following delays so I could watch it all happening.

```
445 PROCSSLOW
535 PROCSSLOW
595 PROCSSLOW:PROCSSLOW
1395 PRINT TAB(0,0( ;
1650 DEFPROCSSLOW
1660 TIME=ST:REPEAT UNTIL
      TIME=ST+50
1670 ENDPROC
```

I wish the problem with printed listings from other sources were as easy to debug as this!

As I have a model B, I thought that a few simple changes should allow me to run the program in colour in Mode 1 and thus do full justice to your splendid graphic characters. The extra horizontal lines do close the display up slightly in a vertical direction but not enough to make it worthwhile altering the height of the display.

For anyone still struggling with the commands for colour on the BEEB, the following mods will give the colours of my choice. Any others can be chosen by altering the second bytes of the VDU 19 commands in line 5.

```
5 MODE 1: VDU
19,0,7,0,0,0,19,1,1,0,0,0,19,2,
11,0,0,0,19,3,0,0,0,0
20 Delete MODE6 from this
line
165 COLOUR 3
385 COLOUR 2
465 COLOUR 1
545 COLOUR 3
965 IF TYPE=2 THEN COLOUR 1
ELSE COLOUR 3
```

This gives black (colour 3) text on a white (colour 0) background, flashing blue and yellow gloop holes, red (colour 1) Thargoids and a black person.

An addictive game which runs fast very well - I can't keep my wife away from it!

Unlike many more unfortunate people, I had no problem to date with my BEEB apart from a 7 month delivery period! However letters to Kettering (the phone is always engaged) about the new 1.0 ROM re: its cost and how it is to be fitted and about some reimbursement for the loss of 7 months interest on my money have elicited no response. Has anyone out there got any answers to this?

Looking forward to the future do you have any plans to review printers and their interfacing to the BEEB. I am sure this would interest a lot of people. Alas an article or two on obtaining the special effects and graphics of the BEEB in machine code routines would be appreciated.

Thanks again for producing such a good magazine.

M. Benson

ED: Thankyou for the complimentary letter and the answers to some of the problems in THARGOIDS. As to your questions on the new ROM, I am afraid we know as much as yourself but will try and keep you informed.

Dear Sirs,

I have enclosed a short graphical program for the BBC Model B which I would like you to publish in your magazine. The result is as far as I know an undiscovered product. The triangles are striped and when one is drawn on top of another they merge giving an unusual effect.

A.D.Lindsey (AGE 11)

#### SHADES

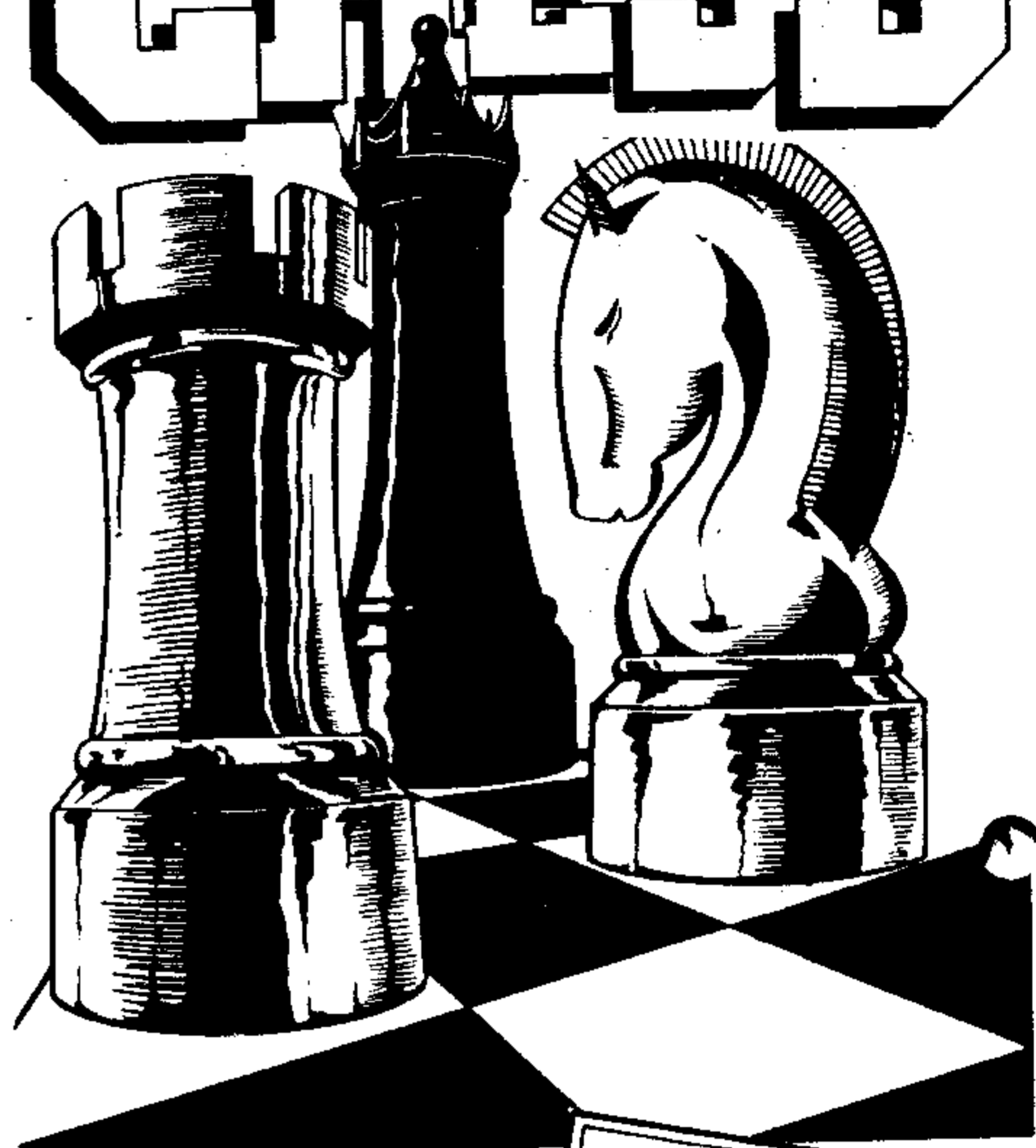
10 MODE 2  
20 GCOL RND(16),RND(7)  
30 PLOT 85,RND(1280),RND(1024)  
40 GOTO 20

#### NEW BUG-BYTE SOFTWARE NEWS

Look in the national magazines for a full page advert of our brand new adventure game "DRAGONQUEST". This full feature adventure game includes sound effects and full graphics representation of the creatures which you have to attack or the room you are currently in. The game consists of two levels, the first of which is available now, the second follows in a month or two. Both will be available for eleven pound fifty direct from us or through a local BBC dealer.

Two other new games have been introduced into our range of BBC software. The first of these is a full feature FRUIT MACHINE game, it uses the graphics and sound capabilities of the BEEB to their fullest. It's features include smooth scrolling tumblers, HOLD buttons and NUDGE facilities.

# CHESS



The very first, powerful and exciting chess game for the BBC Micro. One thousand levels of play, plus many options including setting up board for chess problems, saving games on tape etc. Deals with castling and en passant.

**£11.50**  
inclusive



**£11.50**  
inclusive

## APPLE RECEIVER FROM BEEB AND APPLE TO BEEB TRANSMITTER

LIST

```

10  REM      NK 3 OCTOBER'82
20  REM
30  REM      RS232 IN SLOT2
40  REM      8 DATA,NO PARITY,1 STOP
50  R = 49316: POKE R,3: POKE R,21

60  GOTO 380: REM IN LIEU OF MENU

70  REM PRINTER IN SLOT 4
80  CALL 768
90  GET A$: IF A$ < > CHR$ (27)
    THEN PRINT A$;: GOTO 90
100 END
110 REM BEEB TO APPLE DISK
120 CALL 768
130 DIM A$(200)
140 E$ = CHR$ (27): REM ESCAPE
150 R$ = CHR$ (13): REM C/R
160 FOR N = 1 TO 500
170 T = N / 5: IF T = INT (T) THEN
    T = FRE (T)
180 A$ = ""
190 GET G$
200 IF G$ = E$ THEN M = N:N = 50
    0: GOTO 230
210 IF G$ < > R$ THEN A$ = A$ +
    G$: GOTO 190
220 A$(N) = A$:M = N
230 NEXT N
240 PRINT CHR$ (7); CHR$ (7)
250 INPUT " FILE NAME ? ";A$
260 IF LEN (A$) = 0 THEN 240
270 A$ = A$ + ".BEEB"
280 PRINT
290 PRINT CHR$ (4)"OPEN"A$
300 PRINT CHR$ (4)"WRITE"A$
310 FOR N = 1 TO M
320 PRINT A$(N)
330 NEXT N
340 PRINT CHR$ (4)"CLOSE"A$
350 END
360 REM
370 REM APPLE DISK TO BEEB
380 DIM A$(200)
390 ONERR GOTO 480
400 PRINT
410 INPUT " FILE NAME ? ";A$:A$ =
    A$ + ".BEEB"
420 PRINT CHR$ (4)"OPEN"A$
430 PRINT CHR$ (4)"READ"A$
440 FOR N = 1 TO 200
450 GET G$: IF G$ < > CHR$ (13)
    ) THEN A$ = A$ + G$: GOTO 45
    0
460 A$(N) = A$:A$ = ""
470 NEXT N
480 M = N
490 PRINT CHR$ (4)"CLOSE"
500 PRINT CHR$ (4)"PR#2"

```

```

510 FOR N = 1 TO M
520 PRINT A$(N)
530 NEXT N: END

```

#### APPLE MACHINE CODE SUBROUTINE

JCALL-151

\*300LL

```

0300-   A9 0B      LDA   ##0B
0302-   B5 3B      STA   $3B
0304-   A9 03      LDA   ##03
0306-   B5 39      STA   $39
0308-   4C EA 03   JMP   $03EA
030B-   A9 15      LDA   ##15
030D-   8D A4 C0   STA   $C0A4
0310-   AD A4 C0   LDA   $C0A4
0313-   4A        LSR
0314-   B0 0A      BCS   $0320
0316-   AD 00 C0   LDA   $C000
0319-   10 F5      BPL   $0310
031B-   8D 10 C0   STA   $C010
031E-   30 03      BMI   $0323
0320-   AD A5 C0   LDA   $C0A5
0323-   4B        PHA
0324-   A9 55      LDA   ##55
0326-   8D A4 C0   STA   $C0A4
0329-   6B        PLA
032A-   09 80      ORA   ##80
032C-   60        RTS
032D-   EA        NOP
032E-   EA        NOP
032F-   EA        NOP
0330-   00        BRK
0331-   00        BRK

```

#### BEEB TRANSMITTER AND RECEIVER

PROG. BEEBLIST

```

1000 *FX8,4
1010 *FX7,4
1020 *FX5,2
1040 *KEY9?&0210=&00;?&0211=&0D !L !M
1050 P%=&0D00
1060 [
1070 .START
1080 LDA#&02
1090 JSR &FFEE \ open gate.
1100 .LOOP
1110 LDA &FE08 \ get ACIA status.
1120 LSR A      \ check BIT 0 = 1
1130 BCC LOOP  \ ELSE try again.
1140 LDA &FE09 \ get ACIA data.
1150 PHA      \ hide it
1160 LDA #&03
1170 JSR &FFEE \ close gate
1180 PLA      \ recover data
1190 RTS      \ and exit.
1200 J
1210 END

```

BBC BIGPRINT  
BY TONY LORD (BERKS)

If you have played with Mode 7 graphics you'll know that you can print double height characters. You can see what a dramatic impact that can have on your displays. However, you can't do that in other modes and it would be useful! The program below is designed as a PROC useable in Modes 1 and 4 directly and by changing some parameters also can be adjusted for Modes 0,2 and 5. The PROC is flexible in that it will copy any character (including user defined ones) to any Magnification you like in the colours that it is printed. It still retains the 8x8 matrix so very large characters (MAG=25 say) appear as huge blocks.

BIGPRINT

Data:	Left hand X column of new char.	(LX)	
	Bottom Y row of new char	(BY)	
	Character	(A\$)	
	Magnification multiplier	(MAG)	
Action:	Check Magnification Factor > = 1		
	Print character within permitted field		PRINCHAR
	Scan character for colour information		SCANCHAR
	and Store in CHARSTORE Matrix		
	Draw Magnified Character		MAGCHAR

PRINCHAR

Data:	Left hand X of permitted field	(LX)
	Bottom Y of permitted field	(BY)
	Character	(A\$)
Constant:	X offset for LH col of char from L X	
	Y offset for bottom row of char from BX	
	(adjust for MODE)	
Action:	Link cursors	
	Move graphics cursor to right position	
	(LX+OX, BY+OY)	
	Print character	

SCANCHAR

Data:	Left hand X of permitted field	(LX)
	Bottom Y of permitted field	(BY)
	Row increment	(RI)
	Column increment	(CI)
	(adjust RI,CI for MODE)	

Action: Define Y co-ordinate as  $BY + \frac{1}{2}RI$   
Repeat  
Define X co-ordinate as  $LX + \frac{1}{2}CI$   
Repeat  
Get POINT value of X,Y and store in CHARSTORE (X,Y)  
Increment X by CI  
Until done for all 8 columns  
Increment Y by RI; Reset X co-ordinates  
Until done for all 8 rows

MAGCHAR

Data: Left hand X of permitted field (LX)  
Bottom Y of permitted field (BY)  
Row increment (RI)  
Column increment (CI)  
Magnification multiplier (MAG)

Technique: Plots quadrilaterals of colour by plotting & filling in squares of colour.  
(This could be speeded up by plotting adjacent similarly coloured blocks at the same time!)

Action: Define Y1 co-ordinate as BY  
Repeat  
Define X1 co-ordinate as LX:MOVE to (X,Y)  
Repeat  
For this square:  
 $X2 = X1 + (\text{Column Increment} \times \text{magnification})$   
 $Y2 = Y1 + (\text{Row Increment} \times \text{magnification})$

then:

MOVE to X1,Y2  
Fill triangle to X1,Y1  
Fill triangle to X2,Y1

and:

New X1 = old X2  
Until done for all 8 columns  
New Y1 = old Y2 : Reset X1=LX  
Until done for all 8 rows



```

10 MODE 4; DIM A$(1),CHARSTORE(8,8)
20 PRINT "BIGPRINT DEMO PROGRAM"
30 INPUT "X,Y CO-ORDS FOR BOTTOM LH CORNER", X,Y
40 INPUT "CHARACTER FOR PRINTING", A$
50 INPUT "MAGNIFICATION(>1)", MAG
60 IF LEN(A$)<>1 OR IF MAG <1 OR X<0 OR X > 1248 OR Y<0 OR
   Y>1092 THEN RUN
70 PROC BIGPRINT(X,Y,A$,MAG)
80 END

```

```

100 DEF PROCBIGPRINT(LX,BY,A$,MAG)
110 IF M<1 THEN ENDPROC
120 PROCPRINCHAR(LX,BY,A$)
130 PROCSCANCHAR(LX,BY)
140 PROCMAGCHAR (LX,BY,MAG)
150 ENDPROC

```

```

200 DEF PROCPRINCHAR(LX,BY,A$)
210 LOCAL OX,OY
220 OX=0 : OY=28
230 VDU 5 : REM LINK CURSORS
240 MOVE(LX+OX,BY+OY)
250 PRINT LEFT$(A$,1): VDU 4 : REM SEPARATE
260 ENDPROC

```

```

300 DEF PROCSCANCHAR(LX%,BY%)
310 LOCAL RI%,CI%,ROW%,COL%,X%,Y%
320 RI%=4: CI%=4
330 FOR ROW%=0 TO 7
340 FOR COL%=0 TO 7
350 X%=LX%+ CI% DIV 2 + CI%*COL%
360 Y%=LY%+ RI% DIV 2 + RI%*COL%
370 CHARSTORE(COL%,ROW%)=POINT(X%,Y%)
380 NEXT COL%: NEXT ROW%
390 ENDPROC

```

```

400 DEF PROCMAGCHAR(LX%,BY%,MAG%)
410 LOCAL CI%,RI%,ROW%,COL%,X1%,Y1%,X2%,Y2%
420 PI%=4*MAG%: CI%=4*MAG%
430 X1%=LX%: Y1%=BY%
440 FOR ROW%0 TO 7 FOR ROW%=0 TO 7
450 MOVE X1%,Y1%
460 FOR COL%0 TO 7 FOR COL%=0 TO 7
470 GCOL 0,CHARSTORE(COL%,ROW%)
480 Y2%=Y1%+RI%: X2%=X1%+CI%
490 MOVE X1%,Y2%
500 PLOT 85,X2%,Y1%: MOVE X1%,Y1%
510 PLOT 85,X2%,Y1%
520 X1%=X2%
530 NEXT COL%
540 Y1%=Y2%: X1%=LX%
550 NEXT ROW%
560 ENDPROC

```

## POSSUM

\*\*\*\*\*

With the advent of inexpensive microcomputers special schools have not been slow to realise the potential power that has suddenly been made available to them. This short program was designed for use by physically disabled pupils, many of whom do not have the power of speech. Prior to the use of a computer with its VDU they were unable to see the results of their efforts on the conventional Possum typewriter.

This initial program allows the production of text files and it is hoped that as program development takes place the "possum interface" will be incorporated in to conventional teaching programmes. The developers also wish to explore the possibilities of Possum being used by the disabled to write their own programmes. To further this aim the majority of Possum is written in BASIC in the hope that this will allow disabled programmers to modify Possum itself - eventually giving them control over their own environment. Only when this is so will the advantages of this new technology be being exploited to the full.

This version of Possum was produced for use within the Wirral Education Authority and we would be most grateful for any comments or offers of help from local BBC owners.

Please contact Alec Wood (Seconded Teacher Computing)  
Education Office Advisers Section  
Cleveland Street  
Birkenhead

Possum displays the character set as a matrix and the disabled user can control a cursor from two switches. These can be the original 'Puff and Suck' or any conventional push to make microswitch. The first switch moves the cursor along the matrix and the second switch moves the cursor up. Pressing the first switch again enters the character at the cursor position.

The two programmes here were developed on a BBC model B but could run on a model A with memory and user port upgrades. They enable the handicapped person to use a computer without touching the keyboard. The first program is the "Possum Input Function". This is used in a conventional program as a function instead of an INPUT statement.

eg.

```
(STRING VARIABLE)=FNPOSSUM(<PROMPT>)
```

PROMPT can be either a variable name or a literal in quotes. At the moment these strings have to be under 40 characters long because double height characters are used on the screen.

The function has the full alphabet and upper and lower case can be switched by selecting (CA). The full set of digits and several symbols are also displayed. Characters are colour coded. Control characters being green, letters blue, and numbers and symbols red. The matrix columns and rows are numbered in magenta. (BS) is a backspace with delete, (SP) gives a space, and (CR) acts as the normal RETURN key.

SEE DIAGRAM B ON INSERT AND PAGE 13 ONWARDS

```

10 REM*****
20 REM***** ALIEN *****
30 REM***** BY I. CROSSLEY *****
40 REM*****
50 REM
60 MODE5:VDU19, 1, 9:0:19, 0, 6:0:23:8202:0:0:0:
70 COLOUR1
80 GCOLOR, 2
90 PLOT69, 960, 0:PLOT69, 400, 0:PLOT85, 640, 400
100 PRINTTAB(5, 10)"A L I E N"
110 A=INKEY(200)
120 DIMAX(20, 20):ay=0:ax=0:yy=0:yx=0
130 MODE4
140 PROCINST
150 R=RND(10)
160 FORX=1TOR:XX=RND(18):FORY=1TO19:A%(XX, Y)=-1:NEXTY, X
170 R=RND(10)
180 FORX=1TOR:XX=1+RND(18):FORY=1TO19:A%(Y, XX)=-1:NEXTY, X
190 X=RND(20):IF A%(X, 1)=-1 THEN A%(X, 0)=-1 ELSE GOTO190
200 X=RND(20):IF A%(19, X)=-1 THEN A%(20, X)=-1 ELSE GOTO200
210 YX=RND(10)+5:YY=RND(10)+5:IF A%(YX, YY)()=-1 THEN 210
220 AX=RND(20):AY=RND(20):IF AX=YX AND AY=YY THEN 220
230 IF A%(AX, AY)()=-1 THEN 220
240 MODE1
250 PRINTTAB(3, 20)"AFT"TAB(4, 21)">"TAB(4, 22)"I"
260 VDU19, 1, 9:0:
270 COLOUR1
280 PRINTTAB(0, 4)CHR$(224):;COLOUR3:PRINT" = ALIEN":COLOUR2:PRINT' CHR$(224
);;COLOUR3:PRINT" = YOU"
290 VDU28, 0, 31, 39, 28, 24, 0:128:1279:1023:29, 0:128:
300 MOVE320, 0:DRAW992, 0
310 DRAW992, 672:DRAW320, 672:DRAW320, 0
320 FORX=320TO992STEP32:PLOT69, X, 672:DRAWX, 0:PLOT69, 320, X-320:DRAW992, X-32
0:NEXTX
330 REM *****
340 GCOLOR, 0:PLOT69, 332+yx, 10+yy:PLOT69, 340+yx, 10+yy:PLOT85, 332+yx, 26+yy:PL
OT85, 340+yx, 26+yy
350 PLOT69, 332+ax, 10+ay:PLOT69, 340+ax, 10+ay:PLOT85, 332+ax, 26+ay:PLOT85, 340
+ax, 26+ay
360 yx=YX*32:yy=YY*32
370 GCOLOR, 2
380 PLOT69, 332+yx, 10+yy:PLOT69, 340+yx, 10+yy:PLOT85, 332+yx, 26+yy:PLOT85, 340
+yx, 26+yy
390 ax=AX*32:ay=AY*32
400 GCOLOR, 1
410 PLOT69, 332+ax, 10+ay:PLOT69, 340+ax, 10+ay:PLOT85, 332+ax, 26+ay:PLOT85, 340
+ax, 26+ay
420 CLS:PRINT"You can go ";
430 A=0:P=0:S=0:F=0
440 IF A%(YX+1, YY)=-1 THEN PRINT"Port ";;S=1
450 IF A%(YX-1, YY)=-1 THEN PRINT"Starboard ";;P=1

```



```

910 PRINT' "You have got a motion detector to show" "you where the alien
is and where you ""are."
920 *FX15 0
930 PRINT' "Press 'SPACE BAR' to start.":REPEAT:UNTILGET$=" "
940 ENDPROC
950 DEF PROCBLOCK
960 X1=X1*32:Y1=Y1*32
970 GCOL0,3:PLOT69,332+X1,10+Y1:PLOT69,340+X1,10+Y1:PLOT85,332+X1,26+Y1:PL
OT85,340+X1,26+Y1
980 ENDPROC

```

MR. D.B. JOUBERT wrote to us saying:

"After reading an article on sound production I decided to investigate the relationship between digits entered and the actual frequency produced from the Micro.

By connecting a frequency-counter to the speaker leads I found that entering a "four" for frequency the note C2 (130HZ) was produced. By increasing digit by four the next note C2£ (13HZ) was produced, etc.."

Refer to list below for digits, notes and frequency.

#### LIST OF DIGITS, NOTES, FREQUENCY.

DIGIT	NOTE	FREQ.	DIGIT	NOTE	FREQ.
4	C2	130.81	100	C4	
8	C2£	138.59	104	C4£	
12	D2	146.83	108	D4	
16	D2£	155.56	112	D4£	
20	E2	164.81	116	E4	
24	F2	174.61	120	F4	
28	F2£	185.00	124	F4£	
32	G2	196.00	128	G4	
36	G2£	207.65	132	G4£	
40	A2	220.00	136	A4	
44	A2£	233.08	140	A4£	
48	B2	246.94	144	B4	
52	C3	261.63	148	C5	
56	C3£	277.18	152	C5£	
60	D3	293.66	156	D5	
64	D3£	311.13	160	D5£	
68	E3	329.63	164	E5	
72	F3	349.23	168	F5	
76	F3£	369.99	172	F5£	
80	G3	392.00	176	G5	
84	G3£	415.30	180	G5£	
88	A3	440.00	184	A5	
92	A3£	466.16	188	A5£	
96	B3	493.88	192	B5	

SORRY.SORRY.SORRY. The £ signs shown above should really be# but the Osborne prints them out as £ signs.

```

1 REM PROGRAM DESIGN ALEC WOOD
4 REM*****
5 REM*****POSSUM INPUT FUNCTION*****
6 REM***** I. CROSSLEY *****
7 REM*****
8 REM*FIRST LINE OF PROGRAM*
10 MODE7:PROCINIT
30 REM *****
50 REM*Instead of INPUT"HELLO"A$ use
60 REM A$=FNPOSSUM("HELLO")**
70 REM
80 REM***** YOUR PROGRAM HERE *****
90 REM
100 REM*LAST PART OF PROGRAM*
110 DEF FNPOSSUM(PR$)
120 LOCALXX,YY,X,Y,P,L,INP$,A$,M,F,UC
130 RESTORE
140 ?&FE62=0
150 FORY=1TO7:FORX=1TO8
160 READA$:IFLEN(A$)<3THENA$=A$+" "
170 IFA$="" THENA$=CHR$(&22)+" "
180 IFA$="" THENA$="" +CHR$(255)+" "
190 CH$(X,Y)=A$:NEXTX,Y
200 FORX=0TO8:CH$(0,8-X)=STR$(X)+" ":CH$(X,8)=STR$(X)+" ":NEXTX
210 DATAQ,Q,6,0,-,+,$," "
220 DATAW,V,J,5,9,=#,#," "
230 DATAU,M,B,2,4,7,)," "
240 DATAR,D,Y,"",X,*,," "
250 DATA"CA.",N,C,F,".",1,(,8
260 DATAT,A,S,H,P,G,Z,""
270 DATA"SP.",E,O,I,L,"CR.","BS.",3
280 UC=0:F=0:INP$=""
290 PROCCLS
300 PRINTTAB(0,11)CHR$(141)PR$TAB(0,12)CHR$(141)PR$
310 P=0:L=15
320 FORY=1TO8:FORX=0TO8
330 PROCPRINT(CH$(X,Y),X*4+2,Y,1)
340 NEXTX,Y
350 XX=0:YY=8:PROCPRINT(CH$(XX,YY),XX*4+2,YY,2)
360 M=FNGET
370 IFM=1 AND F=0 THENPROCPRINT(CH$(XX,YY),XX*4+2,YY,1):XX=XX+1:IFXX>8HE
XX=1
380 IFM=2 AND XX<>0 THENF=1:PROCPRINT(CH$(XX,YY),XX*4+2,YY,1):YY=YY-1:IFY
<1THENYY=8
390 IFM=1 AND F=1 AND YY<8 THENPROCPRINT(CH$(XX,YY),XX*4+2,YY,1):F=0:GOTO
30
400 IFM=1 AND F=1 AND YY=8 THENPROCPRINT(CH$(XX,YY),XX*4+2,YY,1):F=0:GOTO
50
410 PROCPRINT(CH$(XX,YY),XX*4+2,YY,2)
420 GOTO360
430 DEF PROCCLS
440 CLS

```

```

450 LOCAL X
460 FORX=0TO9:PRINTTAB(0,X);CHR$(83);CHR$(157);
470 NEXTX:ENDPROC
480 DEF PROCPRINT(A$,X,Y,C)
490 LOCALCOL,B$
500 IFC=1ANDLEFT$(A$,1)="A"ANDLEFT$(A$,1)<="Z"THENCOL=132 :GOTO550
510 IFC=2THENCOL=135
520 IFC=1AND(LEFT$(A$,1)<"A"ORLEFT$(A$,1)="-")THENCOL=&81
530 IF(X=2ORY=8)ANDC=1THENCOL=&85
540 IFC=1ANDRIGHT$(A$,1)=". "THENCOL=&82
550 IFRIGHT$(A$,1)=" "THENB$=FNLCASE(A$)ELSEB$=A$
560 PRINTTAB(X,Y);CHR$(COL);B$;
570 PRINTTAB(P,L);
580 VDU255
590 ENDPROC
600 DEF FNLCASE(A$)
610 LOCALB$
620 IFUC=1THENB$=A$:GOTO640
630 ILEFT$(A$,1)>"A" AND LEFT$(A$,1)<="Z" THENB$=CHR$(ASC(LEFT$(A$,1))+&
20)+ "
640 "ELSEB$=A$
650 =B$
660 DEF FNGET
670 LOCALA,B
680 NTIME=TIME:REPEAT:B=?&FE60:UNTILB=255 OR (TIME=NTIME+200)
690 A=?&FE60
700 IFA=255THEN680
710 IFA=254THENA=1
720 IFA=253THENA=2
730 =A
740 A$=CH$(XX,YY)
750 IFA$=" "+CHR$(255)+" "THEN350
760 IFRIGHT$(A$,1)=" "THENPROCCHAR(A$):GOTO350
770 IFA$="CA."THENUC=1-UC:A=USR(ROG%):GOTO350
780 IFA$="SP."THENPROCCHAR(" "):GOTO350
790 IFA$="CR."THEN =INP$
800 IFA$="BS."THENPROCBS:GOTO350
810 STOP
820 DEF PROCCHAR(A$)
830 IFUC=0THENA$=FNLCASE(A$)
840 PRINTTAB(P,L);LEFT$(A$,1);:P=POS:L=VPOS
850 INP$=INP$+LEFT$(A$,1)
860 ENDPROC
870 DEF PROCBS
880 IFINP$=""THENENDPROC
890 INP$=LEFT$(INP$,LEN(INP$)-1):PRINTTAB(P,L);" ":VDU127:VDU127:P=P-1
900 ENDPROC
910 FORY=1TO8:FORX=0TO8
920 IF(LEFT$(CH$(X,Y),1)>"A"ANDLEFT$(CH$(X,Y),1)<="Z")ANDRIGHT$(CH$(X
930 Y),1)=" "THENA$=FNLCASE(CH$(X,Y)):PRINTTAB(X*4+2,Y)CHR$(132)A$
NEXTX,Y
GOTO350

```

```

1000 DEF PROCINIT
1010 DIMCH$(8,8),PROG% 60
1020 VDU23:8202:0:0:0:
1030 FORC=0TO2STEP2
1040 P%=PROG%
1050 OPT C
1060 LDX #0
1070 .LOOP1 LDA &7C28, X
1080 CMP #&84
1090 BEQ YEH
1100 .RINK1 INX
1110 CPX #&90
1120 BNE LOOP1
1130 LDX #0
1140 .LOOP2 LDA &7CB8, X
1150 CMP #&84
1160 BEQ YEH1
1170 .RINK2 INX
1180 CPX #&90
1190 BNE LOOP2
1200 RTS
1210 .YEH LDA &7C29, X
1220 CLC
1230 EOR #&20
1240 STA &7C29, X
1250 JMP RINK1
1260 .YEH1 LDA &7CB9, X
1270 CLC
1280 EOR #&20
1290 STA &7CB9, X
1300 JMP RINK2
1310 ]
1320 NEXTC
1330 ENDPROC

```



5 REM PROGRAM DESIGN ALEC WOOD

```

10 REM*****
20 REM**** I. CROSSLEY ****
30 REM***POSSUM WORD PROCESSOR***
40 REM*****
50 REM INITIALISE
60 MODE7
70 PROCINIT
80 UC=1:F=0
90 FORY=1TO7:FORX=1TO8
100 READA$:IFLEN(A$)<3THENA$=A$+" "
110 IFA$="" THENA$=CHR$(&22)+" "
120 CH$(X,Y)=A$:NEXTX,Y
130 FORX=0TO8:CH$(0,8-X)=STR$(X)+" ":CH$(X,8)=STR$(X)+" ":NEXTX
140 DATAK,Q,6,0,-,+,$,"TI."
150 DATAW,V,J,5,9,=#,"TO."
160 DATAU,M,B,2,4,7,>,8
170 DATAR,D,Y,"",X,÷,*,""
180 DATA"CA.",N,C,F,".",1,<,3
190 DATAT,A,S,H,P,G,Z,"CL."
200 DATA"SP.",E,O,I,L,"CR.","BS.","PR."
210 PROCCLS
220 P=0:L=10
230 FORY=1TO8:FORX=0TO8
240 PROCPRINT(CH$(X,Y),X*4+2,Y,1)
250 NEXTX,Y
260 REM ENTER AND START
270 XX=0:YY=8:PROCPRINT(CH$(XX,YY),XX*4+2,YY,2)
280 M=FNGET
290 SOUND1,-15,100*M+50,2:SOUND2,-15,100*M,2
300 IFM=1 AND F=0 THENPROCPRINT(CH$(XX,YY),XX*4+2,YY,1):XX=XX+1:IFXX>8THEN
X=1
310 IFM=2 AND XX<0 THENF=1:PROCPRINT(CH$(XX,YY),XX*4+2,YY,1):YY=YY-1:IFY
1THENYY=8
320 IFM=1 AND F=1 AND YY<8 THENPROCPRINT(CH$(XX,YY),XX*4+2,YY,1):F=0:GOTO6
0
330 IFM=1 AND F=1 AND YY=8 THENPROCPRINT(CH$(XX,YY),XX*4+2,YY,1):F=0:GOTO2
0
340 PROCPRINT(CH$(XX,YY),XX*4+2,YY,2)
350 GOTO280
360 END
370 DEF PROCCLS
380 CLS
390 LOCALX
400 FORX=0TO9:PRINTTAB(0,X):CHR$(&83):CHR$(157):
410 NEXTX:ENDPROC
420 DEF PROCPRINT(A$,X,Y,C)
430 LOCALCOL,B$
440 IFC=1THENCOL=132
450 IFC=2THENCOL=135
460 IFC=1AND(LEFT$(A$,1)("A"ORLEFT$(A$,1)="")THENCOL=&81
470 IF(X=2ORY=8)ANDC=1THENCOL=&85

```

```

480   IFC=1ANDRIGHT$(A$,1)="." THENCOL=&82
490   IF UC=0 AND RIGHT$(A$,1)=" " THENB$=FNLCASE(A$)ELSEB$=A$
500   PRINTTAB(X,Y);CHR$(COL);B$;
510   PRINTTAB(P,L);
520   ENDPROC
530   DEF FNLCASE(A$)
540     IFUC=1THEN=A$
550     LOCALB$
560     IFLEFT$(A$,1)>="A" AND LEFT$(A$,1)<="Z" THENB$=CHR$(ASC(LEFT$(A$,1))+&
20)+
"ELSEB$=A$
570     =B$
580   DEF FNGET
590     LOCALA,B
600     NTIME=TIME:REPEAT:B=?&FEE0:UNTILB=255 OR (TIME=NTIME+200)
610     A=?&FEE0
620     IFA=255THEN610
630     IFA=254THENA=1
640     IFA=253THENA=2
650     =A
660     A$=CH$(XX,YY)
670     IFRIGHT$(A$,1)=" " THENPROCCHAR(A$):GOTO270
680     IFA$="CA." THENUC=1-UC:ABC=USR(PROG%):GOTO270
690     IFA$="SP." THENPROCCHAR(" "):GOTO270
700     IFA$="PR." THENPROCPR:GOTO210
710     IFA$="CR." THENPROCCR:GOTO270
720     IFA$="CL." THENIFSTORE$(LI)=" " THENPROCDISP:GOTO210
730     IFA$="CL." THENPROCCR:PROCDISP:GOTO210
740     IFA$="TO." THEN 930
750     IFA$="BS." THENPROCBS:GOTO270
760     IFA$="TI." THEN1150
770     STOP
780     DEF PROCCHAR(A$)
790     IFVPOS>29THENENDPROC
800     IFUC=0THENA$=FNLCASE(A$)
810     IFA$=CHR$(13) THENPRINT:L=VPOS:P=POS
820     PRINTTAB(P,L);LEFT$(A$,1);:P=POS:L=VPOS
830     STORE$(LI)=STORE$(LI)+LEFT$(A$,1)
840     ENDPROC
850     DEF PROCPR
860     VDU2
870     PROCDISP
880     VDU3
890     ENDPROC
900     DEF PROCCR
910     PROCCHAR(CHR$(13)):LI=LI+1
920     ENDPROC
930     IFLEFT$(STORE$(LI),1)("<"#") THEN270
940     OUT$=RIGHT$(STORE$(LI),LEN(STORE$(LI))-1)
950     PRINT';"PRESS ";
960     CHAN=OPENOUT(OUT$)
970     FORX=1TOLI-1

```

```

980     FORY=1TOLEN(STORE$(X))-1
990     BPUT#CHAN,ASC(MID$(STORE$(X),Y,1))
1000    FORUC=1TO10:NEXTUC
1010    NEXTY:BPUT#CHAN,13
1020    NEXTX
1030    BPUT#CHAN,0
1040    CLOSE#CHAN
1050    CLEAR:GOTO60
1060    DEF PROCBS
1070    IFSTORE$(LI)(<)CHR$(13)ANDSTORE$(LI)(<)" THENPRINTCHR$(127);:STORE$(LI)=
LEFT$(STORE$(LI),LEN(STORE$(LI))-1):P=POS:L=VPOS:ENDPROC
1080    IFL)10THENSTORE$(LI)="" :PROCDEC:P=LEN(STORE$(LI))-1:STORE$(LI)=LEFT$(S
TORE$(LI),P)
1090    IFP)40THENP=P-40
1100    PRINTTAB(P,L);
1110    ENDPROC
1120    DEF PROCDEC
1130    IFSTORE$(LI)="" THENLI=LI-1:L=L-1
1140    ENDPROC
1150    IFLEFT$(STORE$(LI),1)(<)"#" THEN270
1160    IN$=RIGHT$(STORE$(LI),LEN(STORE$(LI))-1)
1170    FORX=1TO100:STORE$(X)="" :NEXTX
1180    CLS
1190    PRINT'';"      PRESS PLAY ON TAPE"
1200    CHAN=OPENIN(IN$)
1210    LI=1
1220    REPEAT
1230      X=BGET#CHAN
1240      IFX)0THEN STORE$(LI)=STORE$(LI)+CHR$(X)
1250      PRINTCHR$(X) ;
1260      IFX=13THENLI=LI+1:PRINT
1270      UNTIL X=0
1280    RESTORE:GOTO80
1290    DEF PROCDISP
1300    LOCALX,Y
1310    CLS
1320    FORX=1TOLI:NTIME=TIME+600:REPEATUNTIL?&FE60=253ORTIME=NTIME
1330      PRINTSTORE$(X):REPEATUNTIL?&FE60=255:NEXTX
1340    ENDPROC
1350    DEF PROCINIT
1360    *FX5,1
1370    LI=1
1380    ?&FE62=0:DIMCH$(8,8),STORE$(100),PROG% 60
1390    FORC=0TO2STEP2
1400      P%=PROG%
1410      OPT C
1420      LDX #0
1430      .LOOP1 LDA &7C28,X
1440      CMP #&84
1450      BEQ YEH
1460      .RINK1 INX

```

```

1470 CPX #&90
1480 BNE LOOP1
1490 LDX #0
1500 .LOOP2 LDA &7CB8, X
1510 CMP #&84
1520 BEQ YEH1
1530 .RINK2 INX
1540 CPX #&90
1550 BNE LOOP2
1560 RTS
1570 .YEH LDA &7C29, X
1580 CLC
1590 EOR #&20
1600 STA &7C29, X
1610 JMP RINK1
1620 .YEH1 LDA &7CB9, X
1630 CLC
1640 EOR #&20
1650 STA &7CB9, X
1660 JMP RINK2
1670 ┘
1680 NEXT C
1690 ENDPROC

```

---



---

BEEB TO TELETYPE SC/MP INTERFACE

COPYRIGHT BOB PERRIGO

ADDRESS

0000	08 C4 01 01 19 C4 08 35 C4 20 31 C4 08 3C
000E	C4 80 32 C4 20 C9 04 C4 00 C9 02 C4 40 C9
001C	03 C4 48 CA 00 C1 01 D4 40 98 FA C1 00 CA
002A	01 01 C4 00 01 19 01 C4 91 8F 11 C4 0A CA
0038	02 19 40 DC 80 01 C4 B6 BF 11 BA 02 9C F3
0046	BA 00 C2 01 E4 0D 9C 08 C4 49 CA 00 C4 0A
0054	90 D3 C2 00 9C C7 C4 0D 90 CB

After obtaining a model B the next thing anybody wants is a printer. Having looked at the bank balance after obtaining the BEEB it is usually a job for the future.

There are a lot of RS232 and 20m/a teletypes around at very low prices, which will give good but slow hard copy. They are normally 110 BAUD which is not available from the RS432 socket, and they are not intelligent. i.e. They do not count the characters per line and CR/LF on an overlapping line, or give a LF after a CR.

The interface shown gives these facilities on a teletype. The printer socket and ribbon cable came from Technomatic Ltd, the SC/MP and the INS 8154 were on the old MK14 along with a spare gate of IC 16 (74LS08) which can be used as a buffer if required, i.e. if R162 inside the BEEB is below the 4.7K as shown in the diagram, pin 1 on the INS 8154 may not drive it.

The 94 bytes of program will work in RAM or ROM. In the prototype it is in ROM so the old MK14 is working as a dedicated machine.

SEE INSERT SIDE A.

# I N T E R L I N K

by Nik KELLY    4 October 1982

This article describes a 1200 Baud link between a BBC'B' and an Apple.

Interlink is very simple. If I want to send information from Apple to Beeb, a short program makes the Beeb behave like a printer. To reverse the process, I reset both computers and run a similar program into the Apple.

## HARDWARE

The hardware required is not complicated as both the Beeb 'B' and the serial card in my Apple use the 6850 ACIA. This ingenious chip handles the coding and decoding, parity, stop bits and all, through two memory locations for 'Read Status -- Write Control' and 'Read In -- Write Out'. The serial card came with a ribbon cable to a D25 socket and I added a short cable with 'domino' and D25 plugs. I took care to swop the CTS/RTS and DIN / DOUT lines. I also found that I had to put a mark on the Beeb and its plug, as the the 'domino' plug was reversible.

## SOFTWARE

I'll describe the Apple's software first. Both computers use the 6502 processor chip, so the machine code is very similar. Unfortunately, Acorn and Apple use slightly different mnemonics for some instructions, LSR for LSR A, for example.

Calling the short machine code program at 768, HEX 300, connects the second part, commencing HEX 30B, as the Apple's source of input. For every character received, this main program puts HEX 15 into the ACIA Status register to open the data gate. It then enters a loop.

First it reads the ACIA status. If a character has been received, bit zero is set to one. This is easily checked by shifting it into the Carry.

The program would branch on 'Carry Set' to read the data register, then close the gate. If the ACIA is empty, the program checks the Apple's keyboard, which also uses two addresses. When a key is pressed, bit 7 is set to one in HEX C000, making it negative in signed binary, while the lower bits carry the ASCII code. If that location is still positive, the program branches to the start of the loop. Otherwise, it resets HEX C000 by accessing HEX C010 then skips down to rejoin the serial route. In both cases, the character is temporarily stored on the stack while the ACIA gate is closed.

As I've bypassed the normal Apple input route, which would have converted all lower-case letters to upper-case, I have to check incoming data in my program. The Apple stores BASIC commands in coded form, one letter per key word, but distinguishes them from strings etc by setting the bit 7 to one. To prevent confusion, the program masks this bit to zero before passing the data to the Apple. You must re-connect the Apple's normal operation with PR ~~#~~ 0 after the transfer is complete, or strange things happen when you try to use its edit functions !

The associated BASIC program uses the machine code to GET one character at a time from the serial interface, and build up a string. This is necessary because the Apple does not have an INPUT LINE command, and INPUT would be confused by commas, colons etc. An ASCII 13 is the end-of-line marker, and that complete string is then stored in an array. An 'Escape' key, ASCII 27 from the Apple's keyboard or VDU 1, 27 from the Beeb signals the end-of-file. The Apple then chimes twice and prompts for a file name, writing the string array to disk as a text-file.

Reading it back is a very similar process. The program again uses GET to read the disk file, stores the lot in an array, then sends it to the 'printer' that it thinks is connected to the serial card.

At the Beeb, though, things are a bit more complicated because there is an inscrutable UIA between you and the ACIA. I must thank Acorn for explaining how to make the RS423 show 'Busy' and close the gate, but I still don't understand why the design doesn't permit easier control. I suspect that the 100 interrupts per second from the TIME clock may be responsible, in which case there should be a 'Serial Register Back-up Byte' somewhere. Changing the contents of that would have the same

effect as the direct access in the Apple. It would certainly make the Beeb's serial input a lot faster !

The present BASIC program sets up the baud rate, and assembles the machine code in a convenient place. I've followed the example in Acorn User, with the JIM page for the code, and a defined key to connect the link, but a DIM P% & 16 on line one would do if the incoming program was higher numbered, or data was flowing through an INPUT statement.

The program opens the ACIA by sending a Control-B (Printer On). It then loops until a character is caught, when it stores the data on the stack and closes the ACIA gate by sending a Control-C (Printer Off).

To transfer from Apple to Beeb, you must run the set-up program, press f9 to put the Beeb into its LISTEN mode, run the Apple program to send the data across, then recover control with the BREAK key and OLD. Please check that the first line of the program is intact, as the first character received by the Beeb may be scrambled. If much data is lost, check the serial card parameters in the other computer. The ACIA should be set to 8 bits data, no parity and one stop bit, and the serial card should respond to the Beeb's CTS/RTS signals. Please consult manuals, friends etc in case of difficulty. If all else fails, check the wiring. I had mine back-to-front the first time !

Interlink was demonstrated at the September meeting of the Liverpool BBC & Atom group, and represents the first stage in a simple serial network. If you have modifications, improvements or suggestions, please send them to Beebon, or bring them along to us. We meet at STEM, 117 Grove St, by Myrtle St, Liverpool between 7.30 and 9.30 PM on the Third Thursday of each month. Comments from Beeb users with OS 1.0 would be particularly welcome !



# BUG-BYTE SOFTWARE

100 The Albany, Old Hall Street, Liverpool L3 9EP

## B.B.C. MICRO SOFTWARE ON CASSETTE

### **POLARIS (32K)**

You are the captain of a Polaris submarine sailing through enemy waters. The enemy are attempting to get a large convoy across the sea to support their troops - your mission is to sink a vital tonnage to prevent this.

**PRICE £5.50 INCLUSIVE**

### **B.B.C. MULTIFILE (16K+)**

Multifile is a multi-purpose user-definable filing system, with a wide range of possible applications. The program contains many options, including setting-up, entering files, fast searching, saving & loading files, modification etc., all selectable from a main menu. Both string and numerical files, are catered for, and there is an extensive calculation facility on numerical files. Comprehensive documentation is supplied, which includes many examples of applications.

**PRICE £25.00 INCLUSIVE**

### **BBC FRUIT MACHINE**

BBC Fruit Machine is a realistic simulation of a one armed bandit or fruit machine with all the usual features such as HOLD buttons, NUDGE facilities and DOUBLE or LOSE. The BBC microcomputer's sound, graphic and colour facilities are used to the maximum. Suitable for the Model 'B' BBC Micro.

**PRICE £5.50 INCLUSIVE**

### **BBC AIRLIFT**

BBC Airlift makes you the pilot of a small helicopter in a meteor storm, your task is to fly through the storm avoiding the meteors, land on the treasure pots randomly positioned about some alien ruins and return their contents to your base without being harmed. You had better watch out for the random radiation storms which can kill you at any time. Suitable for Model 'B' Micro.

**PRICE £5.50 INCLUSIVE**

### **BBC DRAGON QUEST**

Do you dare face the horrors that wander in the dungeons that surround the dark lair of the Dragon. Could you as a magician take on orcs and minotaurs, or as a mighty warrior fight against the awesome cockatrice. Find magic potions, scrolls of amazing power and best of all GOLD! Then when at last you conquer all that comes before you, there is still the next level to vanquish.

**PRICE £11.50 INCLUSIVE**

## B.B.C. MICRO SOFTWARE ON CASSETTE

### **SPACE WARP (32K)**

Space warp is a fantastic space adventure game, far more sophisticated than most "Star-trek" type games. Makes full use of the sound and graphics facilities, and comes with a 16 page instruction booklet and a function key template. Probably the most complex space game yet! Includes high-resolution sector and battle displays, full status reports, energy allocation displays, and much more.

**PRICE £9.90 INCLUSIVE**

### **SPACE PIRATES (16K)**

Space Pirates is a new arcade-style game for model A or model B BBC Micro, using high-resolution graphics and sound. Protect your space eggs from the invading pirates. Written in machine code for fast action and incredible graphic effects.

**PRICE £8.00 INCLUSIVE**

### **GOLF (32K)**

A true-to-life simulation of an 18 hole, par 72 course, complete with fairways, rough, trees, streams, bunkers and greens. Skill and careful club selection are required to get around with a good score. To make things more difficult, you are asked to specify a fault in your game, which the program will reproduce. A score card is given at the end. A highly entertaining program.

**PRICE £5.50 INCLUSIVE**

### **B.B.C. CHESS (32K)**

Very powerful chess game for the B.B.C. Micro, one thousand levels of play, plus many options including setting up board for chess problems, saving game on tape etc. Deals with-casting and en passant. Computer's responses are very fast.

**PRICE £11.50 INCLUSIVE**

### **B.B.C. BACKGAMMON**

Standard backgammon game for the model A or model B B.B.C. Micro, complete with graphical representation of the board. Instructions on how to play are also included. The computer's responses are very fast.

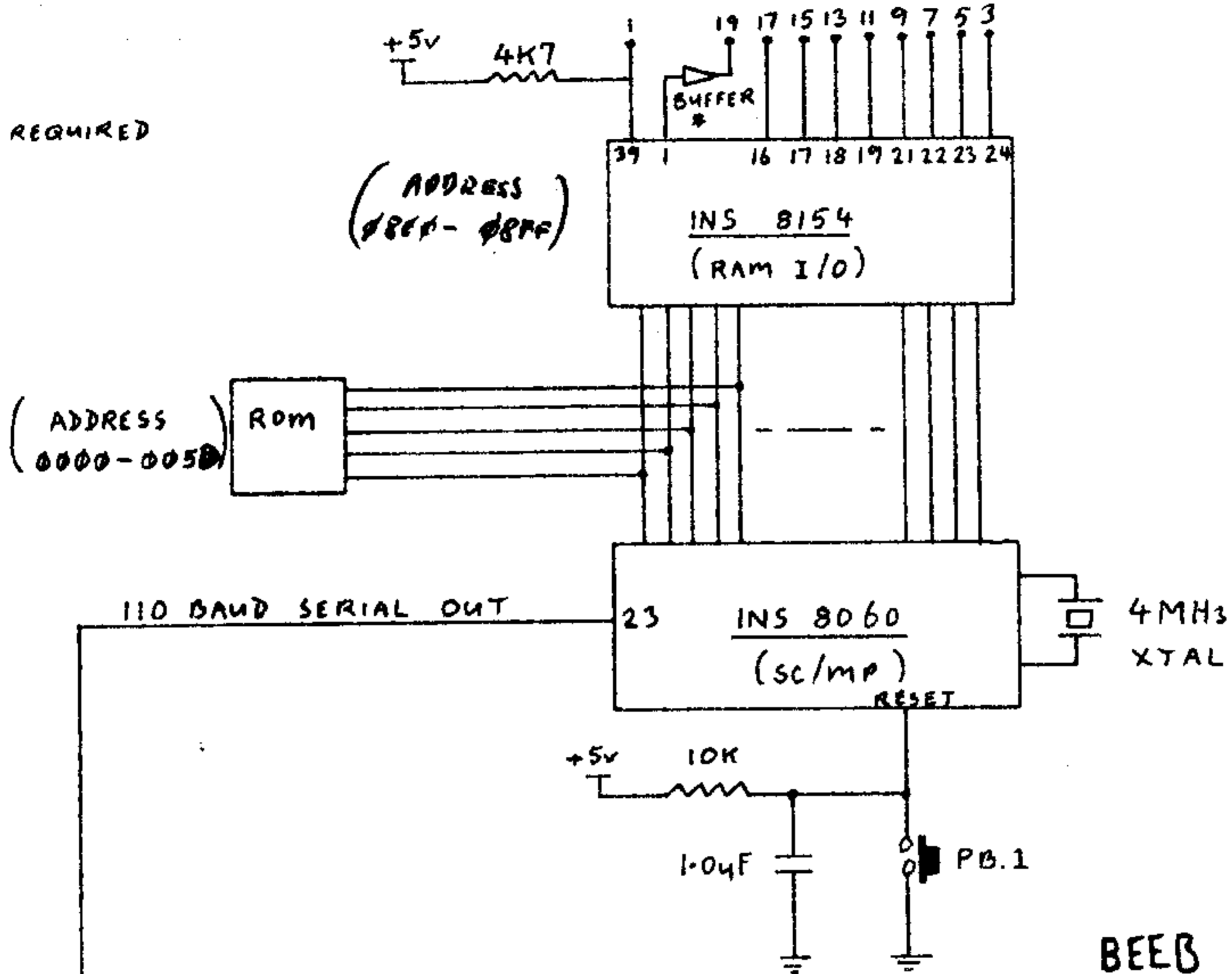
**PRICE £8.00 INCLUSIVE**



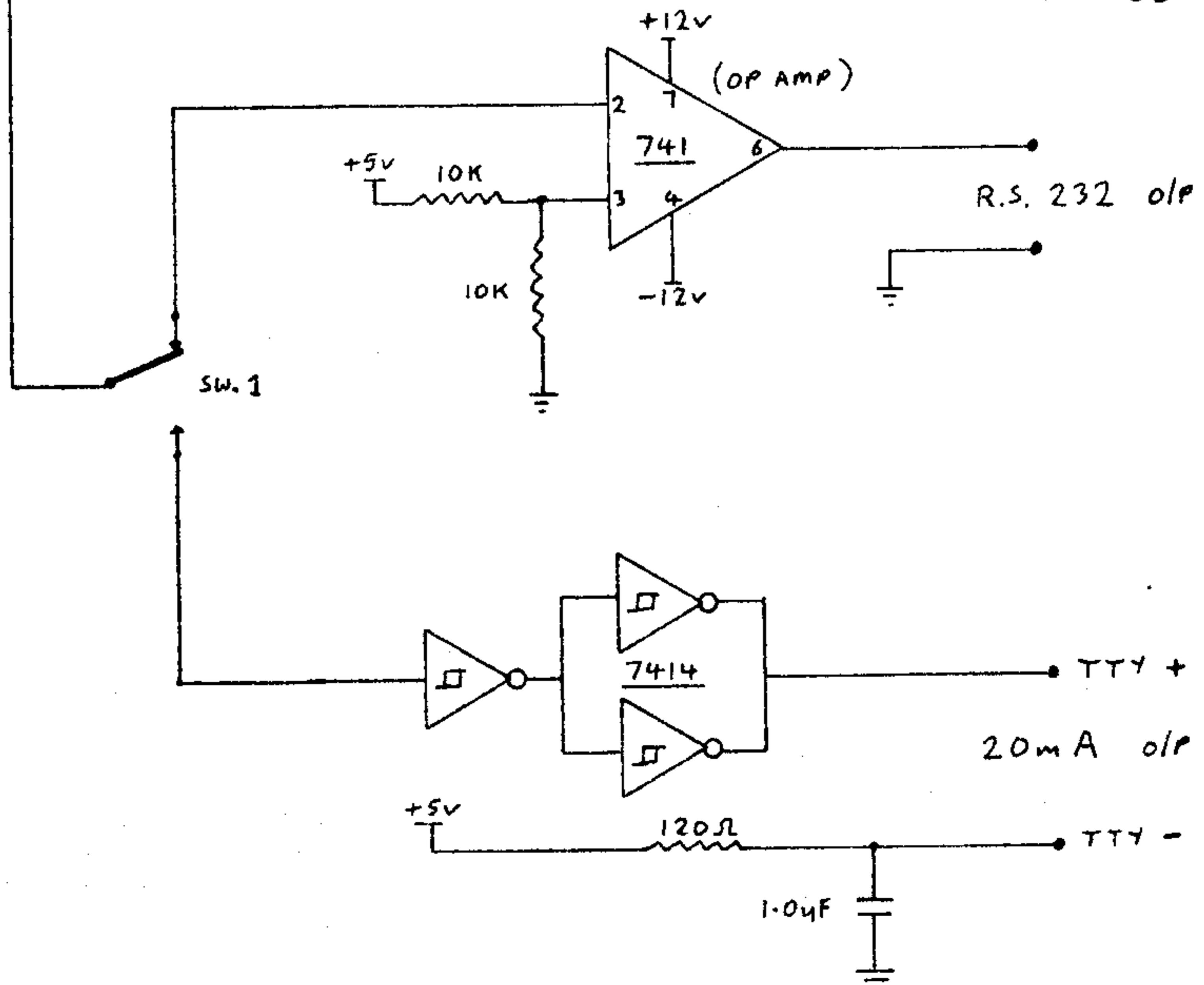
(A)

### BBC MODEL 'B' PARALLEL PRINTER CONNECTOR

\* IF REQUIRED



BEEB TO  
PRINTER  
SC/MP  
INTERFACE



The second program is the "Possum Word Processor". This is a self contained program and has printer and tape output routines. As yet there are no editing facilities other than the <BS> delete. The tape facility enables a program written using Possum to be loaded back into the computer using \*EXEC. At the moment this has to be done via the normal keyboard by an able person. The format for saving to tape and for loading is to enter a file name preceded by a hash # .

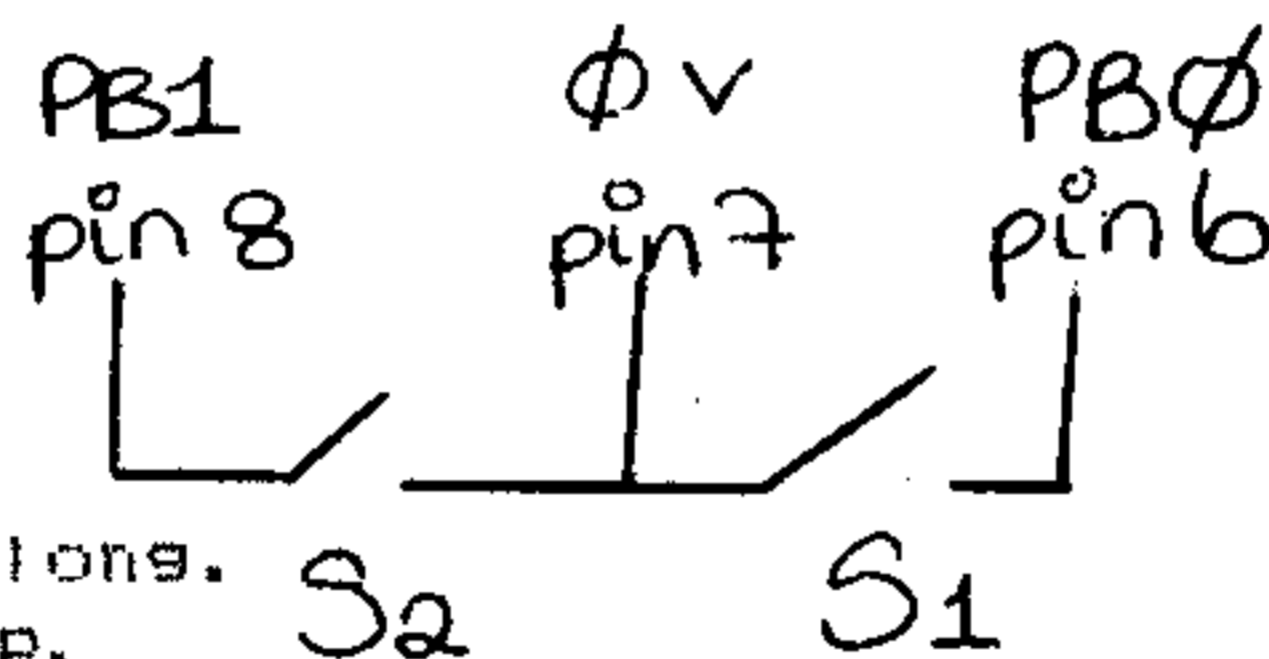
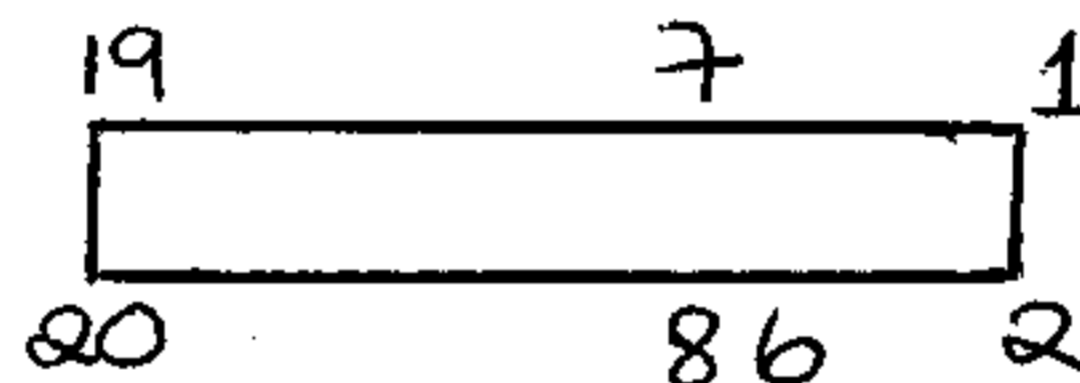
eg.

#FILE1

This filename must be on a clear line. Tape Input or Output is then achieved by selecting <TI> or <TO>. <TI> will also load \*SPooled data.

When the screen becomes filled with text it must be cleared using <CL>. This displays ALL text so far entered and then clears the screen still remembering the text. <PR> does the same thing but sends the output to a printer connected to the parallel port as well.

The diagram below shows how the microswitches should be connected to the user port. Pins 6, 7 and 8 are respectively used as switch1, Earth, and switch2.



#### SUMMARY

S1 moves the cursor along.  
 S2 moves the cursor up.  
 S1 then enters the character at the cursor.

<CR> = RETURN  
 <SP> = SPACE  
 <CA> = CHANGE ALPHA  
 <BS> = BACK SPACE  
 <CL> = CLEAR SCREEN  
 <PR> = OUTPUT TO PRINTER  
 <TO> = OUTPUT TO TAPE  
 <TI> = INPUT FROM TAPE

<CL> and <PR> wait after each screen line for S2 to be pressed. This is to allow the user time to read each line if required.

These two programs could not have been written without information given by the staff of Clatterbridge Special School, where field trials are now taking place. In the future we are hoping to make the listings available in space provided on PRESTEL for educational users.

I. CROSSLEY.