

MICRO'S GAZETTE

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FOR SPECTRAVIDEO AND MSX COMPUTERS

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- This months issue includes
- Our New Music Column
 - Adventurers Anonymous Returns
 - Get into Disk Drives
 - Your letters answered



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EDITORIAL

Well here we go with another great issue! Sorry it is so late, but there just was not enough time available to produce this issue. By the way even though this issue is labelled with three months does not mean that it counts for more than one on your subscriptions.

We have a new column as promised last issue, it is called MSX-Music. Peter Neilson a local musician and long time MSX user, decided that there must be more people out there who were having trouble with using their computers for music, especially after the number of letters we have received on the subject. Any suggestions, or cries for help in the music area should be sent in marked attention Peter.

Alan Crawford returns once again with his adventure column and the end of Adventure Quest. He also answers a letter and asks for more letters. How about it, surely there must be more people who are stuck in adventure games and need help!

Beyond Basic takes a rest this issue as Tony is having Christmas off to get down to some serious program writing (Translation: Playing some games and listening to music). Hopefully Tony's column should return next issue with more routines for you to try.

Christmas and the new year approaches us rapidly. This magazine is a bit late for the ordering of Christmas gifts, but all orders received will be despatched as soon as possible. Overall the Shareware software has been a great success, keep up the support!

Well thats all from me this month, happy reading!!

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MICRO'S GAZETTE

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High Scores

Send in your high score and receive a free Record Breaker sew on patch. Make sure you get a witness to sign your score and we will mail you your badge straight away.

GAME	NAME	SCORE
* 10th Frame	Damon Burn	205
Alpharoid	Theima Landriat	805,600
Antartic Adventure	Damon Burn	67,660
Athletic Land	Jared Hyland	122,600
Battleship Clapton	Jason Vespa	70,400
Beam Rider	Philip Barrenger	182,578
Buck Rogers	Michael Barrenger	196,200
Circus Charlie	Damon Burn	24,340
Dungeon Advent.	Philip Brouwer	Level 3
Dorodon	John Knight	45,540
Elite	Phillip Christie	225,000
Exa Innova	Sean Davidson	75,160
Golf	Damon Burn	6 Under
Green Beret	Peter Cotter	116,300
H.E.R.O	Tony Cruise	128,000
Hyper Sports	P. Quinn	475,000
Kings Valley I	Peter Cotter	49,300
Knight Tyme	Craig Hursey	95%
Le Mans	Matthew Hyland	35,250
Lode Runner	Peter Cotter	279,575
Manic Miner	Kevin Tate	66,663
Mouser	John Knight	35,900
Pinball	B. Rankin	870,450
Pitfall II	P.J. Christie	199,000
Raid on Bungling	P.J. Christie	112,030
Road Fighter	Craig Hursey	190,235
River Raid	D. Olson	56,650
Scion	John Knight	131,400
* Sky Jaguar	Damon Burn	3550
Super Cobra	Jared Hyland	113,440
Sweet Acorn	Jason Vespa	174,380
Thexder	Theima Landriat	285,980
Track & Field I	Peter Cotter	704,630
* Vacuumania	Jane Brumby	58,750
Wizards Lair	Damon Burn	94495 46%
Xroid	Brian Leonard	870,000
Zaxxon	John Knight	52,200

NEWS

Konami Report

It seems that Konami will be placing more emphasis on producing software for game consoles, such as the Nintendo. This does not mean that Konami has finished with MSX, but they will only be producing one more title this year.

New Titles

Lots of new games have been seen coming out of Japan. Games such as Terropods and Barbaran have been converted to MSX with lots more to come!

Self Drive

Fancy building yourself a disk interface that will allow you to use any Shugart disk drive on your MSX computer? Well, in the JUNE issue of MSX TECH newsletter, detailed instructions on how to build this device are presented.

This is not a task for the complete novice. I can assure you, but for anyone with a little technical knowledge, the task isn't too daunting.

The main problem will be obtaining the MSX Disk Operating System, although it does say in the article that Sony would probably sell you a ROM if you asked nicely. If you can build one of these interfaces

you are bound to save yourself a bit of cash, as you should be able to build the interface, and add a disk drive, all for under \$300. Even a second hand MSX Drive, and interface would set you back more than \$400. To obtain a copy of the MSX TECH newsletter, send an SAE to J Whiting, 8 Blackheath Crescent, Bradwell Common, Milton Keynes, ENGLAND

MSX-DOS II - More Memory!!

A new model of the new DOS for MSX machines has been released. You can now purchase MSX-DOS II with 256k of RAM for about \$350 (plus import duty).

Top Ten Programs

This is our new column which shows the ten top selling titles from our shareware column.

POS	TITLE
1.	BATMAN
2.	TASWORD
3.	G.U.T.T BLASTER
4.	FORMULA #1 SIMULATOR
5.	SKY JAGUAR
6.	F16 FIGHTER
7.	ZANAC
8.	A VIEW TO A KILL
9.	WIZARDS LAIR
10.	MR DO'S WILD RIDE

LETTERS

Beyond Basic Comment

Dear Mailbox/ Micro's/ Tony Cruise,

I've been very grateful for Tony's Beyond Basic series - it's got my foot in the door to machine code at last! (other than a few fiddly bits under CP/M)

A few points, mainly for the SVI-328 conversions:-

(a) As well as different SV addresses for HGONE, HTIME, SCRMOD, SETWRT & SETRD, and port 98H changing to 80H/84H, also in part 3, change ports A0H to 88H (out), A2H to 90H (in), A1H to 8CH (out)

(Note - typo at D01E (line 25), code = 18, 4E (Not 42))

(b) Disk Delay routine [Part 2 lines 18,19; Part 4 line 19] doesn't work for SV: I used 00's, and type "out 52,0" to turn drive off. Does Tony have a SV routine to replace that? **(Just replace your zero's with D3H and 34H as your own method is sufficient. Also fixes the stupid long disk delay. Tony)**

(c) Part 2 (clock) Lines 55, 59, 61 use ASCII values for characters, but should be PATTERN NUMBERS (vpoke mode), change 48,48,58 to 16,16,26 (actually, I used ADD A,70H and LD A,7AH for inverse video characters)

(d) Part 2 Lines 41-43 do NOT prevent display on graphics screens (though illegible), so I borrowed from Pt 4 changing line 42 to CP 0 (FE 00) and line 43 to RET NZ (C0).

(e) I inserted 2 lines (Part 2) between present lines 45 and 46

viz LD A,67H (or 07H) (3E,67)

OUT (80H),A (D3,80)

This prints an apostrophe ("" = REM) before the clock, so that any commands typed on the top line see a REM, and ignore the clock. (I also set timer to 50 instead of 51 (lines 27, 69) = more accurate.)

The sprite movement routine is VERY impressive! Can't wait to use it in some games! Keep up the good work, Tony and everyone.

Ross Moore

Maleny QLD

PS Bad 'typo' on loader Data line 100: the sequence 21,0C,D0 was duplicated!

I've included my amended Leader & clock setter (SV 328 version)

Thanks for the corrections Ross. Tony writes Beyond Basic on a MSX machine and does not test them on the SVI-318/328 due to time constraints. There usually are only very small changes to be made, but there can be some differences such as the display

characters in Part 2 which works on MSX machines (Same for the graphics mode - MSX has the added text mode). Tony liked your idea of the apostrophe and will include it in the finished program. This will eventually be a complete one piece Extended Basic for 64k machines only (SVI & MSX). Future routines include more scrolling routines as well as mouse control and printer screen dump routines.

X'Press Upgrade

Dear Ed,

I was greatly interested to read the article about upgrading a SVI X'Press to a MSX2 machine. Just a few questions came to mind.

After reading the article I quickly searched for a PKF screw driver to pull my machine apart to look for the necessary chips. It is not the first time that I have pulled my machine apart, it gets opened sometimes to clear the layer of dust on the mother board I went searching for the VDP 3383 video chip. After looking under every obvious place I gave up, I was very tempted to remove the disk drive but after re-reading the article I noticed that the space under the drive is mostly blank. Could you tell me what chip is labelled. I was also wondering if early X'Press's had the normal MSX VDP Chip.

Just another query on upgrading X'Press machines. Does not the MSX II standard include a stereo sound chip? If this is so won't I have to also replace the sound chip that is already in the X'Press. Could this also mean a change to the sound jacks to accommodate stereo sound?

On the programming side, I have read some of the comments about random file access and I would be happy to write an example of simple and more advanced processing if there was some interest. Also I have knowledge of COBOL and if anyone is interested in some articles please let Micro's Gazette know. (There is just one provision on the COBOL articles, I have a Navada COBOL compiler for my X'Press but I have one problem. I have no documentation, I don't know any compiler switches or language differences. If anyone can help I would be most grateful.)

Also I have been using Wordstar for the last five years and I would be happy to pass on my knowledge.

Keep up the good work and I hope to see many, many more issues of the Gazette.

Cameron Donnelly

Viewbank VIC 3084

The VDP 3383 is not labelled correctly and can be located as follows. Look just below the where the disk drive is positioned and you will see two RAM chips with space for

another two (These are the video RAM - 2 by 16k 4 bit chips or 4 by 64k 4 bit chips). Just above these is the video chip. Upgrading is very simple just insert four new chips in the video RAM and plug in three new ROM chips! All we need are the ROM chips!

The MSX II standard does not include stereo sound, this is available as an option in cartridge form in Japan. The stereo sockets come out of the cartridge.

We would be very interested in any articles you may have. Try writing an article and sending it in. It may be put straight in the next magazine (as long as it does not clash with any other article) or just need a few modifications. Give it a try!

Music Help Thanks

Dear Editor,

I am writing to thank you for publishing my letter (Micro's Gazette 003) in which I requested information relating to my Yamaha CX5M1, and also to say thanks to those readers who kindly responded in the following edition.

Although some aspects of the replies were somewhat contradictory (I'm always ready for an argument!) a compilation of them all answered my questions, or at least enabled me to experiment further.

One thing which came to light is that when I purchased my computer (second-hand) I didn't receive a copy of the Reference Manual which obviously would have made it much easier to understand both the basic computer and the music functions. However I am in the process of obtaining this and some hardware and software which I believed were unobtainable, from Rod Gillet of Stringz Music in Melbourne who replied to my letter in your magazine.

Could I make one further request, can anyone provide me with any data tapes of voices for the CX5 which of course I would be very happy to pay for. I can be contacted at the address shown or by phone on (047) 513440.

Once again many thanks for a very helpful and interesting magazine.

Yours Sincerely

Tony Morgan

94 Ridgeway Crescent

Valley Heights

NSW 2777.

Thanks for the praise Tony it is highly appreciated. Also I think that the three people who answered your letter may have got a little out of each others answers as well.

Can anyone help Tony with his request for Music Voices, if so drop him a line.

Zero, not an O

Dear Sir (Look out here comes Vicki again!)

Thank you so much for the last 3 1/2" disc of games and the 'Tasword' program that you sent a little time ago, I was able to get the address of Tasman Software in Leeds (England) from their program, and wrote to ask for other software, but they wrote back stating that they no longer make MSX software, and were very pleased to also include a photo-copy of their instruction book for Tasword, which was very nice of them I think.

The main reason for writing, is that I was running through some back copies, and in your JANUARY/FEBRUARY 1989 issue, I noticed the LONG listing for "EGBERT" and the conversions for MSX. So I took the time to type in all the program to my X'PRESS, and after checking the 'Syntax Errors' and re-typing, I got 'OUT OF DATA' signal.

I noticed in your listing, the DATA listed from numbers 1750 to 1900, you printed the data BUT we cannot understand IF we are to type the 'O' as a LETTER or as a ZERO as the number zero usually has a / across the O. I would be very grateful if you could let us have the listing for 'EGBERT' again in another issue, or just the DATA section. Looking forward to many more issues for us MSX users, again, many thanks.

Yours Faithfully

B.Wasin

NORTH SUNSHINE

It is nice to see even though Tasman Software do not produce MSX software any more that they took the time out to return your letter. With your reference to the EGBERT listing it was unfortunately before we introduced the / character over all the zeros in each listing. To fix your problem just treat each of the 'O' in the DATA section as a zero and your program should run.

Disk Drives!

Dear Sir/Madam,

I was pleased to talk to you the other day and find that there are still a few people actively using the MSX system.

My system is a SONY HB75AS with disc drive and cassette interfaces. I have a full set of service manuals for the system and am willing to help anyone you know of with hardware problems.

I was interested to hear of your intention to publish a disc drive interface for your readers in your magazine. In my case I purchased a SONY disc drive with no interface to the MSX slot. I then purchased a service manual for the disc based system and built the interface from the circuit provided. The only problem I came up against was the disc basic ROM which is normally contained within the interface plug-in. Luckily SONY still stock a full set of spares for MSX in Sydney and I was able to purchase the

ROM as a spare part (about \$18 if I recall correctly). This may be of some help to you and as I work very close to SONY I would be happy to purchase any spares any of your readers may need. As I said previously I have a set of manuals with circuits, so let me know if you need a copy.

I look forward to hearing from you and exchanging a few ideas.

Braham Bloom

8 Liege Street

RUSSELL LEA

NSW 2046

Thank you for your offer of information and help I am sure that there are lots of readers out there with tape based systems that would like to upgrade to disc drives, but without paying \$600-\$700 dollars. We are looking at complete drives with interface and power supply costing about \$400.

We would be very pleased to have a copy of the circuit board design and the parts list so we could cost the units for the rest of the readers. Hope you enjoy the magazine.

Anyone who is interested in getting a drive drop us a line so that a list of people interested can be recorded and then hopefully the price kept down by numbers!

USER GROUPS

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Contact Malcolm Samuels on 888 7664 after hours

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Maghull, Merseyside, L31 2HQ, ENGLAND

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Adventures Anonymous

By Alan Crawford

Welcome once again to ADVENTURES ANONYMOUS, sorry about the delay but due to unforeseen problems I missed the last issue. This month is the conclusion of ADVENTURE QUEST. But first a letter.

In answer to DEIGH DAVIES letter published in the last issue of MICRO'S GAZETTE concerning the format of ADVENTURES ANONYMOUS. I would like nothing more than to print letters (in this column), followed by the answers and then again followed by a few tips. But the plain truth of the matter is that I don't receive enough letters to be able to do this. In the last six months I have received one letter. When I first started writing this column I intended to have a LETTER/ANSWER/TIPS format, but it soon became obvious with the lack of letters that the format would have to be changed, so I had no choice but to do what I am doing now, as I have to fill the space that's kept available for me. If you have any other suggestions I would like to hear from you. Printing readers letters is a lot easier for me than having to write it all myself.

Regarding the problem you have with STARCROSS, unfortunately the bad news continues as I have not heard of or played STARCROSS. As I don't usually play arcade adventures and I presume that STARCROSS is an arcade adventure, there would be little chance of me helping you with it, but if any readers can help DEIGH with his problem I am sure he would be very grateful.

Next issue will see the start of another adventure, as yet I am undecided on what that will be. But for now it's the conclusion of ADVENTURE QUEST.

Stage 2. From SNOWCAVE to the GRAVEL BEACH.

Take with you- Bottle of oil, Bunch of keys, Bag, Medallion, Trident, Emerald Eye and the Lamp.

In the last issue we finished off by THROWING all the objects that we needed over the back of the SNOWCAVE. Now we climb the ROPE or go DOWN and end up in the river. As soon as you hit the river you must go UP to the ledge and EAST to find the LUNG-FISH, you will need this to breath under-water. DOWN to the river again and UP to the GRAVEL BEACH. Not a lot to do in stage 2, but it can be a little tricky, especially getting used to the LUNG-FISH. By taking the LUNG-FISH it changes what you can breathe between AIR and WATER. If you are breathing water and you want to breathe air then you must DROP the LUNG-FISH and then TAKE it again.

Stage 3. From GRAVEL BEACH to the SOUTH DOOR.

Take with you- Bottle of Oil, Lamp, Bunch of Keys, Bag, Fishing Net, Medallion, Trident, Emerald Eye and Lungfish.

Collect all the objects that were washed up on the beach including the FISHING NET that you find and go DOWN into the LAKE. Remember to have the TRIDENT with you at all times when you are in the water to fend off SHARKS. Then its NORTH to the LAKE BED where you find the CLAM, you can OPEN the CLAM with the TRIDENT but the pearl has already been removed so there is no point, WEST and WEST again to the drowned church and you will find the JELLY-FISH, use the NET to GET it, as it is a source of light while you are under water, then its E.N.E.D and WEST to the west-end of the trench. There is a current here and by dropping the MEDALLION in the current it is taken to a location further into the game and saves you having to carry it with you. EAST from here and you are outside the OCTOPUS LAIR. Inside the lair is the fourth white dot and an OCTOPUS, to get rid of it you must be carrying the bag, but it is advisable to just bypass all the doors with black dots. Go UP.W.W and UP again to get to the other side of the lake by the South door. You may need to make more than one trip across the lake. To the EAST of the South door is a small door with the first of the black dots, avoid it. The South door is rusted, so you will need the bottle of oil, then unlock the door and re-fill the bottle with water.

Stage 4. From SOUTH DOOR to the DRAGON

Once through the door you find yourself in the Magnificent Cave. N.N and NORTH again takes you to the small dead end room where the STATUE is. Using the EMERALD EYE, REPLACE EYE in the statue and get the SWORD. Then its SOUTH and SOUTH to the centre cave and the web covering the stalagmite, UP to the spiders lair where the EARTH STONE is, the sword will protect you (almost). As you take the stone an ORC grabs it and runs off. Go back DOWN to the centre cave and then S.W.W.N.N.E.S.S and WEST to the tiny store room where you find the EARTH STONE. The EARTH STONE is one of four stones which represent the four elements EARTH, FIRE, AIR and WATER, the other three stones being SUN STONE, STAR STONE and MIST STONE. Get the EARTH STONE and go E.N.N and WEST across the rope bridge, you will be chased by the ORCS, so CUT the rope bridge to stop them. Then its S.S.E.E.N.N.W.W.W and WEST again to the smooth round cave where the DRAGON and go NORTH into the DRAGONS LAIR to get the EGG and then SOUTH.

Stage 5. From DRAGON to the STONE BRIDGE.

Take with you- Earth stone, Egg and Sword.

The reason you need to save the game here is because the following section of the game is very tricky, you go WEST to a ledge in a crater and you must descend the crater. As you go down flames

roar up from below, but they shoot in different directions each time you move. What you need to do is move once and then wait once continually until you reach the bottom. On your way down you will find a CLOAK. When you reach the EAST ledge go EAST to the cave opening and then DOWN all the way to the shattered rocks and WEST to the hot passage where you must drop the cloak to protect your feet from the hot coals and then WEST to the crossing. North from here is the second black dot so avoid that, instead go SOUTH to the ornate room where you find the NEST, DROP the EGG in the burning nest. The PHOENIX will then follow you, you will need its help at the end of the game to defeat the DEMON LORD. Go back NORTH to the crossing and then W.W.W.W and WEST again to the ALTAR. Here you find the SUN STONE. Then its EAST and EAST again to the stone bridge and the BALROG. To slay the BALROG you do the same to the stone bridge as you did to the rope bridge, you will now find yourself on a bleak moor.

Stage 6. From STONE BRIDGE to the END.

Take with you- Earth stone, Sun Stone and Sword.

From where you enter the bleak moor its W.N.N and NORTH to the hill top and the STAR STONE and BRAZIER. During the next part of the game you will need the BRAZIER to help you keep warm. You will now be chased by a bunch of orcs, to avoid them go DOWN and continue SOUTH to the Swirling Mist and EAST to the PATH. If you need to get back to the bleak moor where you started then from here its N.W.N.N.E.E.S. From the path continue DOWN to the foot of the steps and then SOUTH to the Circle of standing stones. Ghosts will appear around here from time to time and each time they will sap your energy, so DROP the BRAZIER to dispel the GHOSTS. Go EAST along the E-W path until you find the MIST STONE, then WEST, SOUTH, WEST, SOUTH four times and WEST to the causeway. WEST again takes you to the door on the island, go in to the entrance hall and south to the main hall where you will meet the VAMPIRE, if you ate the ONION (GARLIC) the VAMPIRE will exit quickly. Go UP to the high tower room where the window is and THROW everything through, but before you climb OUT onto the small ledge do not forget the BOOTS, you will need to wear them to enable you to cross the quicksand. SOUTH takes you to the deadly quicksand, this is also the exit for the current, so if you dropped the MEDALLION in the current you will find it here. Go SOUTH to the granite ramp and SOUTH again until you reach the DOOR of ROCK. Insert the EARTH STONE and go in to the DOOR of GOLD. Insert the SUN STONE and go in to the DOOR of SILVER. Insert the STAR STONE and go in to the DOOR of GLASS where you insert the MIST STONE.

You should now find yourself inside the black tower in the throne room. Have a LOOK, and go NORTH where you must WAVE MEDALLION to temporarily thwart the DEMON LORD. Then its N.W and WEST again the the E-W passage where

CONTINUED ON PAGE 6

MSX Music

By P.G.Nielsen

MSX Music

By P.G.Nielsen

As this is a new addition to Micro's Gazette, and was requested on behalf of Yamaha CX5 owners, the first few editions will be aimed at the use of CX5's and their music programs. Some of our members have been using CX5's and are quite familiar with their operation, but others have purchased their units second hand, (sometimes without operating manuals) and need some help to get going. For these people, the following explanation of the various models and program types, should help them understand the possibilities and limitations of their particular model.

Yamaha made a number of models of CX5. The first ones to reach Australia were the CX5M, the 'M' standing for 'Music'. There was a model without the synthesizer unit, but to my knowledge it was never released here. The CX5's drawbacks are- a separate power supply, no reset button and only 32k of memory. As MSX-DOS requires a minimum of 64k a lot of software will not operate. Some of you may have wondered why some games don't run (e.g. The Hobbit). I wondered until I realized that they use over 32K.

Later on Yamaha released a CX5II in two versions /64 and /128. It had it's power supply on board, reset button at the right rear, and as the name implies, 64k and 128k of memory.

The only difference between a Yamaha CX5 and other MSX computers is that they have slot 3 available (side slot - 60 pin). This allows a stereo FM sound synthesizer, (FM stands for frequency modulation), to be plugged in and controlled from the computer or the Yamaha keyboard supplied with the computer. Keyboards can be of 2 types, YK01 mini keys, 44 notes or YK10-YK20-YK30 full size keys, 49 notes.

The cartridges supplied with the computer are the Music Composer YRM 101, FM Voicing YRM 102 and Music Macro YRM 104. Other cartridges were released for music applications including DX7 Voicing YRM 103, FM Auto Arranger CMP 01, and a wide range of tutorials on chord construction (for keyboard and guitar), chord progressions, etc. On the CX5II models the FM Voicing program is in mini cartridge plugged into an extra front slot.

Two versions of the synthesizer were made, the first model being SFG-01. This was limited in its applications as it did not allow use of a disk drive, and 'midi in' was not available on some programs, even though the socket was fitted and marked. The synth has a ROM that includes a music function (type - CALL MUSIC) and behold, you have a synth with split keyboard (split point adjustable), 48 preset voices, 6 drum patterns, automatic bass and chords from one finger, a real time sequencer, sustain, portamento (glide), mono section = one and

poly the other seven. (drops to four or three when in chord mode). If you have loaded 48 user voices using the 102 cartridge the unit will have 96 sounds aboard.

Using the 102 cartridge, when you enter mu, the music function is called, and you can exit from it by pressing ESC. If however you call it directly from BASIC you must either turn off the computer, or reset, to get out of the routine. (I will try to get our technical expert to publish the circuit for a reset button)

With the 100 series cartridges, data can be stored on either cassette or data cartridge, (Yamaha UDC 01 or Sony 4k). The cartridge will hold 48 voices from the FM voicing program, or 32 voices for a DX7.

I find the SFG 01 is very useful in some 'on stage' situations, as it can be driven without the use of screen (if you have a good memory or a note of the buttons required). Voices can be preset to the computer keys 1 to 5 (poly) and 6 to 0 (mono) by selecting the voice and pressing the number with the [SHIFT] key down. I find this very useful as I have wired an organ pedal into the computer as well as the YK10, and use the setup as an organ.

The second version of the synth unit was the SFG 05, marked with (you've guessed it) 'II'. It contains a different ROM that now recognises a disk drive and has the 'midi in' facility available on the composer, voicing program and 'CALL MUSIC'. The 48 preset voices have been altered, but the biggest changes are in the operation of the 'CALL MUSIC' function.

The most obvious difference is in the graphics associated with the operation. The keyboard is displayed on the screen with the menu rising from it. As notes are played on the YK keyboard a dot appears on the note pressed (graph key turns it on and off). As well as the YK keyboard the unit will also play from any 'midi' keyboard, (but no dots on the screen display), as long as the midi channels are set and wired correctly.

MIDI = Musical Instrument Digital Interface - more about MIDI later.

The keyboard can be set to operate in three different poly modes

Single- 1 voice, 8 notes

Dual- 2 voices, 4 notes, each note plays both voices

Split- 2 voices, 4 notes each side of the split point

In all modes the octave of the voice can be raised or lowered and can be de-tuned for a richer effect. In the solo mode each note plays 2 voices.

The SFG 05 is more versatile than the 01 as it allows loading of an extra set of 48 voices while in the music mode, but it definitely requires a screen to operate it. It will act as a sound module for outside synths or sequencers as it can play up to 4 voices at once (2 notes per voice). In gaining the extra facilities

the presets 1-0 have been lost, but that is about all.

To get the disk access commands allowed by the SFG 05 a new set of cartridges became available. The updated versions are Music Composer II YRM 501, FM Voicing II YRM 502, Music Macro II YRM 504, FB01 Voicing YRM 506, Midi Recorder YRM 301, RX Editor (drum machine) YRM 302, and DX7 Voicing YRM 304. These all operate using the SFG 05 and the disk drive, while still allowing storage to cartridge and cassette.

The CX5 can be expanded to 64k by plugging a 32k memory cartridge into a slot, but this stops the use of a music cartridge and a disk drive. We are currently looking at the possibility of adding an extra 32k internally and getting the cartridges onto disk. Keep your fingers crossed and we'll keep you informed.

I hope that this short history will help some readers to understand why their CX5 won't do something, and what they need if they wish to expand their system.

If anyone has a CX5 and does not have manuals to the computer, the FM sound synthesizer or any of the programs, a copy can be obtained by sending \$10.00 to

Australian Music Services

P.O. Box 232

Moonah TAS 7009

Please write to Micro's Gazette with any questions regarding your CX5 and its operation and we will endeavour to answer them either in the letters column or the music column.

In the next issue we will go into the FM Voicing program and give some parameters for building your own voices.

CONTINUED FROM PAGE 5

you will be chased by some more orcs, go WEST, SOUTH and then EAST behind a curtained alcove, this throws the orcs off your scent. Then its back into the passage and NORTH through the open doorway, NORTH twice to the top of the stairway and DOWN twice to the South of the where the BANE FIRE is. This is the source of the DEMON LORD AGALLAREPT'S power and must be extinguished, the PHOENIX will help you if he is following you. Then its NORTH from here to complete the game.

Another ADVENTURE starts next issue. If you need any help with an adventure that you are stuck on just drop a line to-

ALAN CRAWFORD

9/32 Huckle Street

TUART HILL

PERTH WA 6060

Remember to include a S.A.E. This address is for help in adventure games ONLY, and any other correspondence should be addressed to the magazine. Till next time, bye for now.

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U.F.O (MSX \$10.00 Tape \$15.00 Disk)

In this machine code game, you are under attack from UFO's. Watch out for the alien unit moving across the bottom of the screen - this will fire smart bombs. Watch out for the meteor shower and refuel when the truck appears on the screen. Requires 16k of RAM and has smooth scrolling, fast response with good sound effects.

Meteor Swarm & Birds of Orion (MSX/SVI \$15.00 Tape, \$20.00 Disk)

Two machine code games on one tape/disk! Meteor Swarm has you stuck in a meteor belt and you must blast your way out. Other ships are caught in the belt and will try and shoot you if you do not shoot them first. In Birds of Orion you must defend your Galaxy and against the alien invaders, but what's this! They look like birds.

Munch Mania (MSX/SVI \$15.00 Tape, \$20.00 Disk)

Race munchy around the screen chomping the pills and dodging the ghosts. Grab a power pill and get your revenge against the ghosts. Four different speed levels, written completely in machine code.

Pyxidix (MSX/SVI \$15.00 Tape, \$20.00 Disk)

Fast, action packed vertically scrolling shoot-em-up with three completely different screens, two speed levels, extra weapons and challenge stages. Written in machine code and using MSX/SVI graphics to the fullest.

Video Graffiti (MSX/SVI \$20.00 Tape, MSX \$25.00 Disk)

Draw colourful pictures with this easy to use painting package. It uses pull down menus and includes a zoom function for you to get the most out of your MSX/SVI computer. Written in BASIC and machine code.

Stranded (MSX/SVI \$15.00 Tape, \$20.00 Disk)

You have been shipwrecked on a deserted island and have to find a way the leave before night falls. This is a text adventure where you instruct the computer with two word commands like GO NORTH, CLIMB ROPE (Requires Extra Memory on the SVI-318)

Spectra-trivia & Compu-Trivia (MSX/SVI \$10.00 Tape)

The famous trivia game now on your computer. These are trivia quiz games for up to four players. The computer rolls the dice and each player moves in turn. At certain points you will be asked questions. There is a provision for you to create your own question and answer file

Lethe Castle (MSX Only \$15.00 Tape)

Try and solve the mystery of Lethe Castle in this graphics adventure of high standard.

Best of the Basics I (MSX/SVI Disk \$40.00)

Super Basic Compilation including - Sprite Designer, Lunar Lander, Road Racer, Galactic Assault, Hopper, Space War, Othello Challenger, Painter, Dungeon Adventurer, Bomb Scare, Pitfall, Android Alert, Parachute, Space Invaders, Sea Diver, Memory, Copy Cat

Best of the Basics II (MSX/SVI Disk \$40.00)

Super Basic Compilation including - Death City, Lunar Rescue, Sky Base, Quasimodo, Munch Man, Escape from Planet Beta, Artillery Fire, Tennis, Number Puzzle, Towers of Hanoi, Gold Rush, Pyramid, Monkey Mathematics, Missing Letters

Best of the Basics III (MSX/SVI Disk \$40.00)

Missile Command, Master Mind, Leaky Roof, Mini Golf, Black Jack, Break Out, Space Fighter, 3D-Maze, Surround, Crazy Kong, Star Base I, Lunar Lander II, Table Invaders, Hangman

Hardware

X'press ROM version 1.2 (\$30.00) - Eliminates the need for the disk patch and allows you to use double sided 3 1/2" disk drives externally or internally. Comes complete with full installation instructions

MSX Printer cable (\$50.00) - Full 2 metres long allowing you to connect up to any Centronics compatible printer.

Add on Double Sided 3 1/2" Disk Drive (\$220.00) - Connects up to your X'press computer letting you store and extra 720k of data. Or install the drive inside your computer and use the cable to use the single drive already in the machine. Please note you require ROM version 1.2 to use these drives. (Internal mounting brackets are \$10.00)

MSX Cassette Cable (\$15.00) - Connect your MSX up to standard tape recorders.

Box of 10 Blank 3 1/2" Disk (\$22.00) - Double sided, double density disks. (Will fit single sided drives as well)

MSX 32K Expansion Cartridge (\$100.00 fully assembled, \$85.00 full kit) - Expand you computer by 32k. This is best for people with only 32K machines

MSX 64K Expansion Cartridge (\$140.00 fully assembled, \$110.00 full kit) - Expand the memory of your computer by 64k.

CPM Software (All \$10.00)

ORMATS AVAILABLE - SVI-318/328 SINGLE SIDED 5 1/4", MSX SINGLE SIDED 3 1/2", MSX DOUBLE SIDED 5 1/4"

Z80 Assembler

Z80 Disassembler

Fast Full Screen Text Editor

Utilities Disk 1- Includes FCOPY, NULU, NULU.DOC, MFT, NSWP2, CLS

Utilities Disk 2- Includes ADM3, ADM3A, NULU12, CPMADR, CPMCALC, CPMPOWER, MEM24, MEM32, MEM6, MEM8, SORTDIR, SS/DR-B, SUPERZAP, SURVEY, WASH, XDIR5 (Supplied by John Rudzinski)

Please note that some of these Utilities are SVI-318/328 specific.

Advent80 - The original 128k adventure game

Zork I - Part one of the famous INFOCOM adventure

Hitch Hikers Guide to the Galaxy - Humourous adventure game based on the popular book by Douglas Adams.

SHAREWARE (MSX ONLY)

This is our new addition to the software section. The following titles are commercial MSX I games that are no longer possible to buy in Australia as originals. This is totally a non profit offer, all programs are only \$5.00 each plus either \$5.00 for either disk or tape. Each disk can hold up to six programs and each tape can hold four. When you order, your order must come to more than \$15.00 e.g. if you order your software on tape you must buy at least two programs, making it \$15.00 for your order. Please note, this software will only work on full 64k MSX machines, if you wish to get this software and your machine only has 32K RAM then you will need to buy one of the memory expansion cartridges. Please state your machine brand and number as well as some alternate selections when you order. NOT ALL TITLES WORK ON ALL MACHINES!

Shoot-em-ups

Adonis (*)
Alpharoid (*)
Army Moves (Part 1)
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Beam Rider
Boom
Buck Rogers
Car Fight (*)
Chexder
Chopper I (*)
Choplifter (*)
Cyber Run
NEW - Death Wish III
Desolator
Exa Innova (*)
Exerion
Exerion II
F16 Fighter
Fire Hawk
Galaga
Galaxia
Green Beret (*)
Guardie
G.U.T.T Blaster
NEW - Helitank
HERO
Hydride (*)
Jet Bomber (*)
NEW - Living Daylights
Macross
Megalopalus
Moon Patrol
Polar Star
Robot Wars
River Raid
Scion
Senjo
NEW - Shogi I
Sky Jaguar (*)
Space Busters (*)
Space Walk
Star Blazer
Star Force
Star Soldier
Super Cross Force
Super Cobra
Tank Battle
Time Pilot (*)
Trantor
Twin Bee
Valkyr

Venom Strikes Back
Volguard (*)
Zanac
Zexas

Action

Antartic Adventure (*)
Anty
Alibaba and the Forty Thieves (*)
Arkanoid (*)
Athletic Land (*)
Bangu
Beach Head
Blagger
Bomba Man
Boogaboo the Flea (*)
Boulder Dash I
Boulder Dash II (*)
Boulder
Cannon Ball
Chack n Pop
Chiller
Chimachi (*)
Circus Charlie
NEW - Cubit
Dig Dug
Dorodon
Driller
NEW - Exchanger
Ghostbusters (*)
Grog's Revenge
Gun Fright
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I.C.E. (*)
J.P. Winkle
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Krak Out
Laptick II
Mac Attack
Magical Wiz Kid
Magical Tree (*)
Mazes Unlimited
NEW - Miner Machine
Mouser (*)
Mutant Monty
Mr Do's Wild Ride
NEW - Oh Shit! (Pacman)
Outroyd
Panel Panic
Pico Pico
Pinball
Pippols
Pyramid Warp
NEW - Qbert

Raster Scan
Ski Commando
Sky Vision
NEW - Survivors
Sweet Acorn
The Protector
NEW - Trail Blazer
NEW - Trucker
Turmoil
Vacuumania
Warroid (*)
Warp and Warp
Wonder Boy
Xyzolog (*)

Racing Action

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Coaster Racer
Formula #1 Simulator
Grand Prix
Hang On (*)
Hyper Rally (*)
Le Mans (*)
Road Fighter (*)
Speed Boat Racer
Speed King

Action Adventures

Alcazar
Alien 8
Arano
NEW - Auf Wiedersehen Monty
A View to a Kill

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Back to the Future
Batman
Championship Lode Runner
Cosmo Explorer (*)
Disc Warrior
Dota
Finders Keepers
Heist
Future Knight
NEW - Jack the Nipper
Jet Set Willy I
Knight Tyme
Lode Runner I (*)
Lode Runner II
NEW - Mean Streets
Mutant Monty
Nightshade (*)
NEW - Normed
Pitfall II
Raid on Bungling Bay (*)
Rambo
Soul of a Robot
Spy vs Spy II
Star Quake
Stone of Wisdom
Temptations
Terminus
The Wreck
NEW - Thing Boounces Back
Vampire
Wizards Lair

Strategy

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Crazy Train (*)
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LISTINGS

Entering Listings

The listings in each issue have to be printed, most of the time for the two different machines. When this happens the complete listing for MSX owners will be printed and then the lines you should replace for the program to work on SVI-318/328 machines. This way space is not wasted by printing the same line twice, since the two machines only have slight differences.

You will notice each new line of a listing has two letters to the left of the line. If you are typing in a listing and not using the program INPUT (explained next) **DO NOT TYPE THESE IN** as the computer will not understand. Also when you enter listings be careful not to get the letter 'O' and the number '0' mixed up. The number '0' is now printed with a slash '/' across it to help you recognise it.

The only errors that can be in our listings are either ones that were in the original program and mistakes made when you type them in. Each listing is taken straight from the computer using a listing program and pasted into the magazine.

Program Input

Program Input allows you to enter the listings using the two letter checksum at the start of each line. After you have typed in a line, the program will tell you if you have made any mistakes and let you correct them. Only the spaces marked by the small triangles are counted (usually in PRINT statements) by the program, so you can leave out all other spaces if you want. Basic does not really care where you put spaces except if they are in the middle of a statement e.g LOCATE not LO CATE

The line must be exactly the same otherwise the program will not accept it. We will update the INPUT program gradually so it becomes easier to use.

To use the program, type it in slowly making sure you do not make any mistakes. Save it to a tape (as detailed below) and then type RUN and press the [ENTER] key. Now the program will ask you if you want to load a program you have been working on previously. Just press 'N' if you are starting a new program. The screen will now clear and details of which line you are on and where the cursor is on the screen are shown at the top of the screen. You can now type in one of the listings, make sure you have a blank tape handy to save the program on.

If you are editing a program you have been working on previously insert the tape or disk you saved the program on and follow the instructions on screen. This feature allows you to type the program in over several sessions instead of all in one go.

Saving Programs to Cassette

After typing in a program type **MOTOR ON** and press the [ENTER] key

You can now position your tape to the place you want to save your program. As a general rule, leave at least two counts on your tape counter at the start of each new tape.

To save your program type.

CSAVE"NAME"

(NAME should be the name of the program you are saving eg SKI-JUMP) and press the **PLAY** and **RECORD** buttons on your tape recorder. Let the tape wind for a couple of seconds and then press [ENTER]

After a period of time, which depends on the length of the program the Ok prompt will come up on the screen. Your program is now saved to cassette. But how do you know it was saved correctly? Easy you can check by doing the following.

Type **MOTOR ON** and press the [ENTER] key.

You can now rewind your tape to where you saved the program.

Now type **CLOAD?** and press the **PLAY** button on your tape recorder and then press the [ENTER] key.

After a couple of seconds the computer should print **FOUND:NAME** and then after a short while the Ok prompt will appear.

If the computer printed up **DEVICE I/O ERROR** or **VERIFY ERROR** you know that the program has not saved to the tape correctly. If this happens, try saving the program one more time. If the error happens again and in the same place, the tape you are using is damaged and you should use another. If you get an error but in a different place on the tape your tape recorder may need cleaning.

Saving Programs to Disk

To save a program to disk use the following command.

SAVE "NAME" for MSX machines

SAVE "1:NAME" for SVI-318/328 machines

Reloading Programs

To load a program that you have type in using program input from tape, insert the tape you were using, positioning the tape to the spot where you recorded the program and type.

LOAD"CAS:" and press the [ENTER] key

You can now save the program using **CSAVE** so it loads quicker and uses less tape.

To load a program that you have typed in using program input from disk, insert the disk you were using and type.

LOAD"1:NAME" for SVI-318/328 users

LOAD"NAME" for MSX users

Once loaded your program can be saved normally so it takes up less disk space.

To load a program from tape that you have saved using the **CSAVE** command just insert you tape, positioning the tape to the spot you saved the program at and type.

CLOAD"NAME" and press the [ENTER] key

To load a program from disk that you have saved using the **SAVE** command just insert your disk and type.

LOAD"1:NAME" for SVI-318/328 users

LOAD"NAME" for MSX users

LIST.BAS (MSX/SVI Disk Only) by Cameron Donnelly

I wish to congratulate you for producing a great magazine for all of us MSX and SVI users still left. I thought that I should do my part in keeping the magazine going.

I own a SVI X'Press and a printer. I not only dabble in BASIC but also in PASCAL and COBOL. On the MSX-DOS disk there is a utility that is orely missing. On IBM PC's and clones there is a utility called PRINT.COM, basically it prints anything that you give it. As a programmer on IBM's I use this extensively when the languages that I use don't offer a print option. Getting back onto my X'Press to play with PASCAL I found that the Hi-Soft compiler didn't offer an option to list files, if it does then it is well hidden. So I wrote a program in BASIC to print files.

The Program is called LIST. I have tried to write the program as simply and as structured as possible with as meaningful variable names that MSX BASIC allows (For you who aren't familiar with structured programming it is a method of using standard procedures instead of having copious gotos, this method of programming is called spaghetti programming. The idea of structured programming is to make the program easy to follow for someone who did not write the program).

There may be a few things that some of you mightn't have seen before in the program. For example the DEF statement. Basically, this defines a function that can be called up. For example, I have defined a function called FNCTR% (all user defined functions must start with a FN). It takes the length of the variable that you give it, subtracts it from 40 and then it divides it by two. If you use this number on the printer as the number of TABs then your text will be centred.

Another thing that may look strange is a couple of my IF statements. You may notice that I have used IF PS%. This is using Boolean Logic for true and false. True will always be greater or less than 0 and false is always 0, for true I've used -1 and 0 for false. So instead of IF PS%=1 to test for a true condition I have used IF PS%, for a false condition you can use IF NOT PS%.

Now for how the program works. LIST asks four questions being device to load the program from, and if it is a disk which drive, pause between pages and the name of the file to print. As you can see one of the questions asks if you want to pause between pages. This is great if you don't want to use continuous paper and would rather print on single sheets.

Some extra notes on the program. The program prints the name of the file and the page number in bold. The sequence used is for EPSON compatible printers. If your printer is not EPSON compatible, look in your manual on how to turn bold on and off and change BDS and BFS. If you find that your listing does not quite line up on your page, maybe one line too many or one too short change PL%. For cassette use of the program I don't have a cassette drive to test with. But as long as the program is saved in ASCII it should be fine. For SVI owners I think that the only changes necessary is disk drive names from A: and B: to 1: and 2:

I hope that you can use my program in your magazine and that you have found my comments helpful.

```

AK 1 '*****
AB 2 '* Program : List *
JH 3 '* Author : Cameron Donnelly *
AN 4 '* *
CB 5 '* This program will list any *
DP 6 '* any file saved in ASCII format *
BF 7 '* like PASCAL programs. It will *
DD 8 '* list them on single or contin- *
PE 9 '* uous paper. *
CC 10 '* Functions :- *
AM 11 '* Fnctr%(X%) - Centre for printer*
AB 12 '* Fnctr%(X%) - Centre for screen *
DK 13 '* Fnup$(x%) - Convert X% to upper*
SE 14 '* Case *
```

```

DJ 15 '* Variables :- *
AJ 16 '* pl% - Page Length *
DG 17 '* LC% - Line counter *
AP 18 '* bd$ - Bold on *
AI 19 '* bf$ - Bold off *
AP 20 '* tn$ - Error message tune *
CI 21 '*****
BJ 24 ON ERROR GOTO 2000 'check for file existing
DD 30 DEF FNCTR(X%)=40-X%/2 : DEF FNCR(X%)=20-X%/2
EN 40 DEF FNUP$(X%)=CHR$(ASC(X%) AND 95) 'Convert lower cas .
    e to Upper Case
GD 50 BD$=CHR$(27)+CHR$(71)+CHR$(27)+CHR$(69) '*Bold & doub
    le strike for Epson
KO 60 BF$=CHR$(27)+CHR$(70)+CHR$(27)+CHR$(72) '*Bold * dble
    strike off
CC 70 TN$="v15o5l64t255dc" : FL$="" : LC%=0 : PG%=0 : DV$=""
    " : AN$="" 'reset var
AK 100 '*****
AC 101 '* Program mainline. From here *
AK 102 '* all stages are controlled as*
BF 103 '* per the structured program- *
CL 104 '* ming principle. *
AP 105 '*****
BO 110 COLOR 10,1,1:KEY OFF:CLS
CH 115 TR%=-1 : FL%=0
BJ 120 GOSUB 650 '*Device type, cas or diskk
GC 130 GOSUB 1510 '* Pause between pages??
BD 140 GOSUB 810 '* File for printing
CP 150 GOSUB 400 '* Print header
CC 160 GOSUB 210 '* Print file
CM 170 GOSUB 1300 '* Another file
AB 180 IF FI% THEN GOTO 9999
CB 190 GOTO 70
DF 200 '*****
GD 201 '* Print Program Module. Test *
DA 202 '* for end of page, length of *
EM 203 '* line and also for page pause.*
DJ 204 '*****
BF 210 OPEN DV$+FL$ FOR INPUT AS #1
BH 215 PL%=65 : PG%=0 : LC%=0
CB 220 IF EOF(1) THEN GOTO 310
DJ 230 LINE INPUT #1,T$
EI 240 IF LC%>PL%-4 THEN GOSUB 500 :IF EOF THEN GOTO 32
    0 ELSE GOSUB 400
AC 250 LPRINT T$
FB 260 IF LEN(T$)<80 THEN LC%=LC%+1
BC 270 IF (LEN(T$)>80 AND LEN(T$)<160) THEN LC%=LC%+2
LE 280 IF (LEN(T$)>160 AND LEN(T$)<240) THEN LC%=LC%+3
FO 290 IF LEN(T$)=>240 THEN LC%=LC%+4
AG 300 GOTO 220
GP 310 PS%=FL% : GOSUB 500
AH 320 CLOSE
CA 330 RETURN
AN 400 '*****
CN 401 '* Print heading in bold *
AP 402 '*****
DE 410 LPRINT
GK 420 LPRINT BD$;".....Source_listing_of_";FL$;BF$
```

```

AN 430 LCX=3
DB 440 LPRINT
BM 480 RETURN
DI 500 '*****
AC 501 '* Pring footer with page number,*
AB 502 '* also test for pausing between *
PH 503 '* pages. If there is a pause *
AI 504 '* test for continuation *
DN 505 '*****
CM 510 EDX=PLX
BO 520 FOR XX=LCX TO PLX-2 : LPRINT : NEXT XX
BD 525 PGX=PGX+1
BF 530 LPRINT BD$;TAB(69)"Page_";:LPRINT USING "####";PGX;:L
PRINT BF$
DC 540 LPRINT
BH 550 IF NOT PSX THEN RETURN
BP 555 PLAY TN$
HM 560 LOCATE 1,24 : PRINT "Pausing...press_C_to_Cancel";:A$
=INPUT$(1)
DL 570 IF FNUP$(A$)="C" THEN EDX=TRX
CM 575 LOCATE 1,24:PRINT SPACE$(38);
BN 580 RETURN
AP 600 '*****
BG 610 '* This routine accepts the *
BG 620 '* the device to load the *
BC 630 '* file to be printed *
AL 640 '*****
BD 650 LOCATE 1,1
EM 660 INPUT "Disk_or_tape?(D/T)";DV$
FA 665 IF DV$="" THEN PLAY TN$:GOTO 650
BG 670 IF FNUP$(DV$)="T" THEN DV$="CAS:":RETURN
FI 680 IF FNUP$(DV$)<>"D" THEN PLAY TN$:GOTO 650
BI 690 LOCATE 1,2
BB 700 INPUT "Which_Drive_(A/B)?";DV$
BM 710 IF FNUP$(DV$)="A" THEN DV$="A:":RETURN
BL 720 IF FNUP$(DV$)="B" THEN DV$="B:":RETURN
FI 730 PLAY TN$:
AC 740 LOCATE 1,2:PRINT SPACE$(39)
AI 750 GOTO 690
DL 800 '*****
CF 810 '* Input file for printing and *
DD 820 '* convert to upper case *
DI 830 '*****
BD 840 LOCATE 1,4
BD 850 INPUT "File_to_Print";FC$
DL 855 IF FC$="" THEN PLAY TN$:GOTO 840
BC 860 IF LEN(FC$)=0 THEN PLAY TN$:LOCATE 1,4:PRINT SPACE$(3
9):GOTO 840
AO 870 IF LEN(FC$)>12 THEN GOSUB 1140 :GOTO 840
AC 880 GOSUB 1090
DH 890 FL$=AN$
CJ 900 RETURN
AC 1000 '*****
DN 1010 '* This routine converts a string*
CN 1020 '* of lower case alpha's to upper*
HE 1030 '* to upper case. *
CM 1040 '* *
CE 1050 '* Input to routine = fc$ *

```

```

BD 1060 '* Output from routine = an$ *
CP 1070 '* *
AG 1080 '*****
BM 1090 FOR XX=1 TO LEN(FC$)
DG 1100 IF ASC(MID$(FC$,XX,1))>122 OR ASC(MID$(FC$,XX,1))<
65 THEN AN$=AN$+MID$(FC$,XX,1):GOTO 1120
BN 1110 AN$=AN$+FNUP$(MID$(FC$,XX,1))
BC 1120 NEXT XX
BD 1130 RETURN
GK 1140 '* File name too long!!
GF 1150 MSG$=CHR$(174)+"Filename_too_long"+CHR$(175)
BM 1160 PLAY TN$
HD 1170 LOCATE FNCRX(LEN(MSG$)),24
AD 1180 PRINT MSG$;
BI 1190 FOR DELAY%=1 TO 1500:NEXT DELAY%
GL 1200 LOCATE FNCRX(LEN(MSG$)),24
II 1210 PRINT SPACE$(LEN(MSG$));
AH 1220 LOCATE 1,4:PRINT SPACE$(39);
BC 1230 RETURN
CF 1300 '*****
CN 1301 '* When printing has finished *
CM 1302 '* check to see if you want to *
IC 1303 '* print another program. *
CB 1304 '*****
BE 1310 FIX=0
BB 1320 LOCATE 1,24
NC 1330 INPUT "Print_Another_file_(Y/N)";FC$
EM 1400 IF FNUP$(FC$)="N" THEN FIX=-1:RETURN
FN 1410 IF FNUP$(FC$)="Y" THEN RETURN
BF 1420 PLAY TN$
AB 1430 GOTO 1310
AH 1500 '*****
EA 1510 '* If you are using cut sheets *
EN 1520 '* for listings this question *
CH 1530 '* will set the ps% flat to *
DG 1540 '* true(i.e. -1) *
AC 1550 '*****
BC 1560 PSX=PLX:LOCATE 1,3
OB 1570 INPUT "Pause_between_pages_(Y/N)";PSE$
OJ 1580 IF PSE$="Y" OR PSE$="y" THEN PSX=TRX:RETURN
CN 1590 IF PSE$="N" OR PSE$="n" THEN PSX=FASLEX:RETURN
BB 1600 PLAY TN$
CO 1610 LOCATE 1,3 : PRINT SPACE$(39)
AE 1620 GOTO 1560
AB 2000 '*****
CM 2001 '* This routine checks that *
EB 2002 '* the file exists. If it does *
BH 2003 '* the program asks to print *
IX 2004 '* another file. If the trap- *
FA 2005 '* ping picks up another error *
BK 2006 '* the program will print the *
EF 2007 '* error number and the error *
CH 2008 '* line number and resume at *
AC 2009 '* print another file question.*
AA 2010 '*****
FB 2020 IF ERR=53 THEN PLAY TN$:LOCATE 1,23 : PRINT CHR$(174)
; "_FL$;_not_found!!";CHR$(175):GOTO 2040
FM 2030 PLAY TN$:LOCATE 1,23:PRINT "Error_";ERR_"at_line_No_"

```

```

      *;ERL
EB 2040 CLOSE : RESUME 170
KG 9999 CLS:_SYSTEM :REM Finished change _SYSTEM to end if n
      o MSXDos

```

Snake (MSX & SVI)

Guide your snake around the screen collecting the square blocks. Each block collected makes your snake grow longer, making the game harder and harder.

For SVI owners replace each PRESET(X,Y) statement with LOCATE X,Y, change SCREEN 2 to SCREEN 1 and get rid of each occurrence of #1, in the PRINT commands. Remove the OPEN"GRP:" AS #1 command.

```

CC 10 DEFINT A Z:COLOR14,1,5:SCREEN2,2:OPEN"GRP:"AS#1
BP 20 DIM A(220),B(220)
GI 30 W=4:X=20:Y=20:S=3:NUM=4:SO=10
FC 40 RESTORE
AM 50 JO=1
EH 60 DL=2:OOO=0:D$="":F$=""
BO 70 FORT=1T07STEP2
CB 80 READ PO(T),IN(T)
GK 90 NEXT T
AD 100 DATA 2,-2,6,2,2,6,-2,2
BB 110 SPRITEON
AO 120 ONSPRITEGOSUB410
FK 130 FORT=1T08:READA:D$=D$+CHR$(A):NEXTT:SPRITE$(0)=D$
DJ 140 DATA 24,60,126,126,126,126,60,24
GM 150 FORT=1T032:F$=F$+CHR$(255):NEXTT:SPRITE$(1)=F$
BO 160 FORT=1T07STEP2:READ X(T),Y(T):NEXT
AO 170 DATA 0,-1,1,0,0,1,-1,0
AH 180 GOTO520
CC 190 CLS
BI 200 LINE(16,5)-(13,170),12,BF
AB 210 LINE(16,5)-(240,9),12,BF
BC 220 LINE(240,5)-(243,170),12,BF
BE 230 LINE(16,170)-(240,167),12,BF
AG 240 PRESET(10,176):PRINT#1,"SCORE_":000
HN 250 PRESET(104,176):PRINT#1,"SCORE_TO_BEAT_":FFF
BN 260 PUTSPRITE1,(128,96),2,1
CO 270 FORT=2TODL
AB 280 Z=STICK(0)+STICK(1):IFZ=0ORZ=2ORZ=4ORZ=6ORZ=8THEN300
EH 290 S=Z
AB 300 X=X+X(S)*W:Y=Y+Y(S)*W
DC 310 LINE(A(T)-0,B(T)-0)-(A(T)+3,B(T)+3),1,BF
AJ 320 A(T)=X:B(T)=Y
BG 330 IFPOINT(X+PO(S),Y+IN(S))=12THENW=0
CM 340 IFW<>0THEN370
DH 350 SOUND8,8:SOUND0,SO:DL=DL-1
AB 360 SO=SO+1:IFDL<1THENSOUND8,0:GOTO510
DJ 370 PUTSPRITE0,(X-2,Y-3),2,0
MB 380 LINE(X,Y)-(X+3,Y+3),12,BF
DH 390 NEXTT
AM 400 GOTO270
DH 410 SPRITEOFF
EA 420 BEEP
CF 430 IFDL>200THENNUM=NUM+1:GOTO730

```

```

DK 440 SPRITEOFF
AI 450 OOO=OOO+10
BH 460 DL=DL+3
BD 470 PUTSPRITE1,(RND(-TIME)*210+15,RND(-TIME)*140+18),INT(
      RND(-TIME)*13+2),1
CA 480 LINE(48,175)-(100,185),1,BF
IH 490 PRESET(48,176):PRINT#1,000
BB 500 SPRITEON:RETURN
BG 510 CLS
BD 520 FORLL=0TODL+2
AB 530 A(LL)=0:B(LL)=0
CB 540 NEXTLL
BI 550 SO=10:DL=1:X=20:Y=20:S=3:W=4
BK 560 IFOOO>FFFTHENFFF=OOO:NE$=""
CF 570 NUM=NUM-1
CB 580 IFNUM=0THEN660
BA 590 SPRITEON
DC 600 PRESET(50,50):PRINT#1,"YOUR_SCORE_":000
BN 610 PRESET(50,70):PRINT#1,"SNAKES_LEFT_":NUM
EM 620 PRESET(50,80):PRINT#1,"SCORE_TO_BEAT_":FFF:NE$
BI 630 PRESET(50,110):PRINT#1,"PRESS_SPACE_TO_CONTINUE"
AF 640 HH$=INPUT$(1):IFHH$<>"_":THEN640
AM 650 GOTO190
BB 660 SCREEN0
DL 670 LOCATE10,6:PRINT"GAME_OVER"
AH 680 IFOOO>FFFTHENINPUT"TYPE_IN_YOUR_NAME":NE$:FFF=OOO
GF 690 INPUT"PRESS<ENTER>FOR_YOUR_NEXT_GAME":K$
GH 700 IFFFF=OO0THENNE$="BY_":NE$
DG 710 GOTO30
BL 720 CLS:COLORS
BH 730 PRESET(50,30):PRINT#1,"EXTRA_SNAKE"
AK 740 COLOR15:GOTO520

```


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