

M.E.U.G
(0602)
215506

W.Y.E.U.G
(0532)
503180

LAST OFF JULY BO

ISSUE 11

TEL: (0602) 215506

TEL: (0532) 503180

SUPPORT THE EINSTEIN
SUPPORT THE EINSTEIN
SUPPORT THE EINSTEIN

Editorial / Contents	1
Mouse Tools (Mick Pugh)	2
XBAS Beginners Guide (Part 1)....	13
PD Software (Sid Knowles)	14

Editorial (Scott Huxley)

Here's the July Special issue. Creating this Special issue including the months of July allows us to keep up with the pace of production.

Just because we have a July issue we haven't 'cut-down' the article content. The biggest contributor to this month's newsletter is Mick Pugh. Sorry I haven't been replying to your letters (I will make it up to you I promise).

The members always said that we were short of listings! So I have made up for it now. We are currently testing the water to see if it's worth our while venturing in to the 'Alternative Micro' marketplace. More details as we receive them.

(Scott Huxley)

* * GROUP CONTACT * *

M.E.U.G
2 Spring Green
Clifton Estate
Nottingham
NG11 9EF

W.Y.E.U.G
33 Whitestone Crescent
Yeadon
Leeds
LS19 7JS

TEL: (0602) 215506

TEL: (0532) 503180

P.D SOFTWARE
23 Houldsworth Rise
ARNOLD
Nottingham
NG5 8HZ

For latest list of what Public Domain software is available please send a S.A.E to the address above.

MOUSE IQOLS by M.Pugh

The following long (VERY LONG!) listing is an early version of a program I have just released for sale through Taurus Computer Systems (EMSOFT).

This version really is my first attempt at this sort of programming but works well. It is basically a Directory editor. The program is mouse driven only and very easy to use. You just move the pointer around the screen and then click the mouse button on top of any Icon. The Icons represent disk drives A-D, A & B being 3" 188k drives and C & D being 799k 5.1/4" drives.

The program allows you to perform the following GLOBAL directory functions as well as DIR and exit to DOS.

```
ERASE ALL FILES
UN-ERASE ALL FILES
LOCK ALL FILES
UNLOCK ALL FILES
MAKE ALL FILES SYSTEM FILES (HIDE THEM FROM DIR )
RETURN ALL SYSTEM FILES TO NORMAL
```

The program as well as being very useful is also very easy to use but will only work with the mouse. So those of you who don't have MOUSE ART don't bother typing it in, it won't work!

As I said at the beginning this was version 1 of my program. I have since finished version 3 which is much much better and also allows the selective file erase/lock/unlock facility. It has a top line status menu with pull down Icons. It is also very user friendly and can be operated by either MOUSE, JOYSTICK, and the KEYBOARD so you have no excuse to buy it now have you?

Version 3 is written in compiled basic and runs extremely fast. Also provided on side B of the disk is a very useful disk formatter program which will enable you to format your 3" disks to either 40 trk 190k, 41 trk 194k or 42 trk 202k.

Modified versions of DOS 1.31 are provided so full use of the extra disk space can be used.

I have also provided 2 BACKUP programs which will backup the disks with 41 or 42 trks from drive A to drive B, as your normal BACKUP program can only copy 40 trks.

The disk formatter also turbo formats the disk with the best possible interleave factor and increases the the disk access time using DOS 1.31 by 50-100%

Example.

50k program takes 25 secs to load using Dos 1.31 and formatted normally using BACKUP ver 1.

50k program takes 12 secs to load using DOS 1.31 and formatted using FORMAT+

This sort of disk access speed is only normally possible using SYSTEM 5 operating system costing £40

All the above programs are supplied on a single 3" disk for the measly sum of £10

Copies are available now from either Taurus or myself.

M.Pugh G4VPD
37 Forest Way
Hollywood
Birmingham
B47 5Js.

Tel: 0564 823966 Aft 7pm

So don't delay send today!

Disk contents:

RUNTIME.COM	(RUNTIME ROUTINES FOR OVL FILES)
MENU.OVL	(SELECT MOUSE JOYSTICK OR KBOARD)
MTOOLS.OVL	(MOUSE DRIVER)
JTOOLS.OVL	(JOYSTICK DRIVER)
KTOOLS.OVL	(KBOARD DRIVER)
FORMAT+.COM	(FORMATS 40 41 42 OR 80 TRKS)
BACKUP41.COM	(MAKE COPIES OF 41 TRK DISKS)
BACKUP42.COM	(MAKE COPIES OF 42 TRK DISKS)
41TRACK.DOS	(MODIFIED DOS TO ACCESS 41 TRKS 194K)
42TRACK.DOS	(MODIFIED DOS TO ACCESS 42 TRKS 202K)
80TRACK.DOS	(MODIFIED DOS FOR SS 80T 5 1/4" DRIVES)
READ.ME	(COPYRIGHT MESSAGE AND INSTRUCTIONS FOR- TRANSFER OF DOS FILES TO SYSTEM TRKS)

Now follows the listing of MOUSE TOOLS ver 1.


```

10 REM *****
20 REM *
30 REM *      MOUSE TOOLS V1.3      *
40 REM *              by              *
50 REM *      M.PUGH      G4VPD      *
60 REM *
70 REM *      Copyright 1989      *
80 REM *
90 REM *****
100 RST:IOM 3,0
110 ON ERR GOTO10
120 SHAPE 33 , "0030303030003000"
130 SHAPE 35 , "00287C28287C2800"
140 SHAPE 36 , "103C503814781000"
150 SHAPE 37 , "00240C1830604400"
160 SHAPE 39 , "000C180000000000"
170 SHAPE 40 , "000C181818180C00"
180 SHAPE 41 , "0060303030306000"
190 SHAPE 42 , "0000107C387C1000"
200 SHAPE 44 , "0000000000181830"
210 SHAPE 46 , "0000000000303000"
220 SHAPE 47 , "00040C1830604000"
230 SHAPE 48 , "0010286C6C281000"
240 SHAPE 49 , "0018381818183C00"
250 SHAPE 50 , "00386C0C38607C00"
260 SHAPE 51 , "00384C081C4C3800"
270 SHAPE 52 , "001C2C4C7C0C0C00"
280 SHAPE 53 , "007C60780C0C7800"
290 SHAPE 54 , "003860786C6C3800"
300 SHAPE 55 , "007C0C1818303000"
310 SHAPE 56 , "00386C386C6C3800"
320 SHAPE 57 , "00386C6C3C0C3800"
330 SHAPE 58 , "0000303000303000"
340 SHAPE 59 , "0000001800181830"
350 SHAPE 60 , "0018306060301800"
360 SHAPE 62 , "0030180C0C183000"
370 SHAPE 63 , "00386C1830300030"
380 SHAPE 64 , "0038646C68603C00"
390 SHAPE 65 , "00386C6C7C6C6C00"
400 SHAPE 66 , "00786C786C6C7800"
410 SHAPE 67 , "003C606060603C00"
420 SHAPE 68 , "00786C6C6C6C7800"
430 SHAPE 69 , "007C607860607C00"
440 SHAPE 70 , "007C607860606000"
450 SHAPE 71 , "003C60606C6C3800"
460 SHAPE 72 , "006C6C7C6C6C6C00"
470 SHAPE 73 , "0078303030307800"
480 SHAPE 74 , "007C181858583000"
490 SHAPE 75 , "0064687068646400"
500 SHAPE 76 , "0060606060647C00"
510 SHAPE 77 , "006C7C7C6C6C6C00"
520 SHAPE 78 , "0064747C6C646400"
530 SHAPE 79 , "00386C6C6C6C3800"

```



```

540 SHAPE 80 , "00786C6C78606000"
550 SHAPE 81 , "00386C6C6C7C380C"
560 SHAPE 82 , "00786C6C786C6C00"
570 SHAPE 83 , "003C60380C0C7800"
580 SHAPE 84 , "0078303030303000"
590 SHAPE 85 , "006C6C6C6C6C3800"
600 SHAPE 86 , "006C6C6C6C281000"
610 SHAPE 87 , "006C6C6C7C7C2800"
620 SHAPE 88 , "006C6C6C386C6C00"
630 SHAPE 89 , "006C6C2830303000"
640 SHAPE 90 , "007C7C08103C7C00"
650 SHAPE 91 , "0070303030307000"
660 SHAPE 92 , "00347C4800000000"
670 SHAPE 93 , "001C181818181C00"
680 SHAPE 94 , "0010386C00000000"
690 SHAPE 96 , "0018343078307C00"
700 SHAPE 97 , "0000380C3C6C3C00"
710 SHAPE 98 , "6060786C6C6C7800"
720 SHAPE 99 , "0000386C606C3800"
730 SHAPE 100 , "0C0C3C6C6C6C3C00"
740 SHAPE 101 , "0000386C78603C00"
750 SHAPE 102 , "001C303078303000"
760 SHAPE 103 , "00003C6C6C3C0C78"
770 SHAPE 104 , "6060786C6C6C6C00"
780 SHAPE 105 , "1800381818183C00"
790 SHAPE 106 , "1800381818181870"
800 SHAPE 107 , "6060786C786C6C00"
810 SHAPE 108 , "3818181818183C00"
820 SHAPE 109 , "0000287C7C6C6C00"
830 SHAPE 110 , "0000786C6C6C6C00"
840 SHAPE 111 , "0000386C6C6C3800"
850 SHAPE 112 , "0000786C6C786060"
860 SHAPE 113 , "00003C6C6C3C0C0C"
870 SHAPE 114 , "0000687460606000"
880 SHAPE 115 , "00003C60380C7800"
890 SHAPE 116 , "30307C3030301C00"
900 SHAPE 117 , "00006C6C6C6C3C00"
910 SHAPE 118 , "00006C6C6C381000"
920 SHAPE 119 , "00006C6C7C7C2800"
930 SHAPE 120 , "00006C6C287C6C00"
940 SHAPE 121 , "00006C6C6C3C0438"
950 SHAPE 122 , "00007C0C18307C00"
960 SHAPE 123 , "6030301830306000"
970 SHAPE 124 , "1010100010101000"
980 SHAPE 125 , "0C18183018180C00"
990 SHAPE 126 , "FF00000000000000"
1000 REM ARROW
1010 SHAPE 128, "000000000007070707040000000000000000000C0
      8080C0E070381C0C0000"
1020 REM DRIVE A
1030 SHAPE 132, "2F3E3E3E3E3F3F3E3C3E3F3F3F3F3F3FF47C7C7C7CFC
      FC7C3C7CECD4C4D4D4FC"
1040 REM DRIVE B

```



```

1050 SHAPE 136,"2F3E3E3E3E3F3F3E3C3C3E3F3F3F3F3FF47C7C7C7CFC
      FC7C3C3C4CD4C4D4CCFC"
1060 REM DRIVE C
1070 SHAPE 140,"FFFEFEFEFEFEFEFEFE4FCFEFF7FFFFFFF7F7F7F7FFF
      FF7F3F3F71F7F7F7F1FF"
1080 REM DRIVE D
1090 SHAPE 144,"FFFEFEFEFEFEFEFEFE4FCFEFF7FFFFFFF7F7F7F7FFF
      FF7F3F3F63EDEDEDE3FF"
1100 REM CLS
1110 CLS40
1120 BCOL1
1130 TCOL15
1140 MAG2
1150 PRINT CHR$(23)
1160 PRINT @2,22;" GLOBAL DISK DIRECTORY FUNCTIONS "
1170 PRINT @2,00;" MOUSE TOOLS (C) M.PUGH G4VPD 1989 "
1180 PRINT CHR$(23)
1190 TCOL14
1200 SPRITE 1,150,100,15,128
1210 SPRITE 2,80,170,06,132
1220 SPRITE 3,114,170,11,136
1230 SPRITE 4,80,150,11,140
1240 SPRITE 5,114,150,11,144
1250 PRINT @3,4;"DRIVE"
1260 PRINT @3,5;"SELECT"
1270 PRINT @22,4;"188K"
1280 PRINT @22,6;"796K"
1290 REM ERASE BIN
1300 SHAPE 148,"00C0A1C2A4C705454545450595D5B597018ACC2E10
      F0505050505050505050F0"
1310 REM UNERASE BIN
1320 SHAPE 152,"00C0A0C1A3C407454545450595D5B597070385C8E0
      10F0505050505050505050F0"
1330 SPRITE 6,80,115,10,148
1340 SPRITE 7,114,115,10,152
1350 PRINT @3,10;"ERASE"
1360 PRINT @3,11;"UNERASE"
1370 REM LOCK
1380 SHAPE 156,"008080E708E8A8EF0FEE8EEF0FAFCFA00000000F008
      0808F8F83838787878F800"
1390 REM UNLOCK
1400 SHAPE 160,"0000000000000000FFFFF0909000000000000000000
      060911E1E1110906000000"
1410 SPRITE 8,80,80,10,156
1420 SPRITE 9,114,80,10,160
1430 PRINT @3,14;"LOCK"
1440 PRINT @3,15;"UNLOCK"
1450 PRINT:PRINT
1460 REM SYS
1470 SHAPE 164,"FF80808485868780809AA29389B180FFFF01418101
      0181010199A191093101FF"
1480 REM UNSYS

```



```

1490 SHAPE 168,"FF808080808081809AA29389B18080FFFF01F13151
      91010199A19109310101FF"
1500 SPRITE 10,80,46,10,164
1510 SPRITE 11,114,46,10,168
1520 PRINT @3,18;"SYSTEM"
1530 PRINT @3,19;"NON SYS"
1540 REM DIR
1550 PRINT @30,5;"DIR"
1560 SHAPE 172,"FF80BF8083A080FF00000010000000000FF01FD01C1
      0101FF00C0202040800080"
1570 SPRITE 12,205,155,07,172
1580 REM DOS EXIT
1590 PRINT @30,10;"DOS"
1600 SHAPE 188,"FF80BF8083A080FF00000000000000000FF01FD01C1
      0101FF000000000000000000"
1610 SPRITE 13,205,112,06,188
1620 REM POKE MCODE
1630 POKE &B000,&3E,&00,&21,&00,&80,&11,&FF,&99,&06,&00,&0E,
      &02,&CF,&A4,&C9
1640 REM POKE &B001 = DRIVE 0-3
1650 REM POKE &B00B = TRACK No
1660 REM
1670 REM POKE MOUSE MCODE
1680 POKE &A000,&CF,&B5,&FE,&1B,&3E,&00,&28,&12,&DB,&32,&CB,
      &67,&28,&1A
1690 POKE &A00E,&CB,&6F,&28,&0C,&FE,&3F,&28,&EA,&EE,&0F,&E6,
      &0F,&32,&FF
1700 POKE &A01C,&00,&C9,&DB,&32,&E6,&20,&28,&FA,&3E,&0C,&18,
      &F2,&DB,&32
1710 POKE &A02A,&E6,&10,&28,&FA,&3E,&0B,&18,&E8,&11
1720 OUT &33,&CF
1730 OUT &33,&3F
1740 X=100 : Y=100
1750 REM READ MOUSE PORT
1760 IF X<55 THEN X=55
1761 IF X>220 THEN X=220
1762 IF Y<28 THEN Y=28
1763 IF Y>182 THEN Y=182
1764 CALL &A000
1770 SPRITE 1,X,Y,15,128
1780 M%=PEEK(&00FF)
1790 IF M%=0 THEN 1760
1800 IF M%=1 THEN Y=Y+3: GOTO 1760
1810 IF M%=2 THEN Y=Y-3: GOTO 1760
1820 IF M%=4 THEN X=X-3: GOTO 1760
1830 IF M%=5 THEN X=X-3:Y=Y+3:GOTO1760
1840 IF M%=6 THEN X=X-3:Y=Y-3:GOTO1760
1850 IF M%=8 THEN X=X+3: GOTO 1760
1860 IF M%=9 THEN X=X+3:Y=Y+3:GOTO1760
1870 IF M%=10 THEN X=X+3:Y=Y-3:GOTO1760
1880 IF M%=11 OR M%=12 THEN 1900
1890 GOTO 1760
1900 REM CO-ORDINATE CHECKS

```



```

1910 BEEP
1920 IF X>72 AND X<89 AND Y>162 AND Y<176 THEN 2050: REM DRIVE A
1930 IF X>108 AND X<122 AND Y>162 AND Y<176 THEN 2140: REM DRIVE B
1940 IF X>72 AND X<89 AND Y>141 AND Y<158 THEN 2230: REM DRIVE C
1950 IF X>105 AND X<125 AND Y>141 AND Y<158 THEN 2320: REM DRIVE D
1960 IF X>195 AND X<216 AND Y>149 AND Y<167 THEN 2730
1970 IF X>195 AND X<215 AND Y>111 AND Y<128 THEN 2830
1980 IF X>72 AND X<89 AND Y>105 AND Y<122 THEN 2920
1990 IF X>102 AND X<122 AND Y>105 AND Y<122 THEN 3090
2000 IF X>72 AND X<89 AND Y>72 AND Y<86 THEN 3270
2010 IF X>107 AND X<125 AND Y>72 AND Y<89 THEN 3490
2020 IF X>72 AND X<89 AND Y>36 AND Y<53 THEN 3700
2030 IF X>107 AND X<125 AND Y>36 AND Y<53 THEN 3910
2040 GOTO 1760
2050 REM DRIVE A
2060 DRV=0
2070 POKE &B001,&00
2080 POKE &B00B,&02
2090 SPRITE 2,80,170,06,132
2100 SPRITE 3,114,170,10,136
2110 SPRITE 4,80,150,10,140
2120 SPRITE 5,114,150,10,144
2130 GOTO 1760
2140 REM DRIVE B
2150 DRV=1
2160 POKE &B001,&01
2170 POKE &B00B,&02
2180 SPRITE 2,80,170,10,132
2190 SPRITE 3,114,170,06,136
2200 SPRITE 4,80,150,10,140
2210 SPRITE 5,114,150,10,144
2220 GOTO 1760
2230 REM DRIVE C
2240 DRV=2
2250 POKE &B001,&02
2260 POKE &B00B,&01
2270 SPRITE 2,80,170,10,132
2280 SPRITE 3,114,170,10,136
2290 SPRITE 4,80,150,06,140
2300 SPRITE 5,114,150,10,144
2310 GOTO 1760
2320 REM DRIVE D
2330 DRV=3
2340 POKE &B001,&03
2350 POKE &B00B,&01
2360 SPRITE 2,80,170,10,132
2370 SPRITE 3,114,170,10,136
2380 SPRITE 4,80,150,10,140
2390 SPRITE 5,114,150,06,144
2400 GOTO 1760
2410 REM YES NO ROUTINE
2420 SHAPE 176,"FF80808080808080908885828080FFFF0101010105
      091121418101010101FF"

```



```

2430 REM NO
2440 SHAPE 180,"FF8080808884828181828488808080FFFF0101011121
      418181412111010101FF"
2450 SHAPE 184,"0102020404080B12122020404080807F804040202010
      D04848848482028101FE"
2460 SPRITE 29,185,85,15,184
2470 SPRITE 30,170,62,8,176
2480 SPRITE 31,200,62,5,180
2490 REM CHECK YES OR NO
2500 Z=0
2510 CALL &A000
2520 SPRITE 1,X,Y,15,128
2530 M%=PEEK(&00FF)
2540 IF M%=0 THEN 2510
2550 IF M%=1 THEN Y=Y+3:GOTO 2510
2560 IF M%=2 THEN Y=Y-3:GOTO 2510
2570 IF M%=4 THEN X=X-3:GOTO 2510
2580 IF M%=5 THEN X=X-3:Y=Y+3:GOTO 2510
2590 IF M%=6 THEN X=X-3:Y=Y-3:GOTO 2510
2600 IF M%=8 THEN X=X+3:GOTO 2510
2610 IF M%=9 THEN X=X+3:Y=Y+3:GOTO 2510
2620 IF M%=10 THEN X=X+3:Y=Y-3:GOTO 2510
2630 IF M%=11 OR M%=12 THEN 2650
2640 GOTO 2510
2650 BEEP
2660 IF X>162 AND X<181 AND Y>51 AND Y<68 THEN RETURN
2670 IF X>192 AND X<211 AND Y>51 AND Y<68 THEN 2690
2680 GOTO 2510
2690 SPRITE OFF 29
2700 SPRITE OFF 30
2710 SPRITE OFF 31
2720 Z=1: RETURN
2730 REM DIRECTORY
2740 CLS40
2750 SPRITE OFF
2755 DRIVE DRV
2760 DIR
2770 PRINT
2780 PRINT "END OF DIRECTORY..CLICK BUTTON FOR MENU"
2790 CALL &A000
2800 M%=PEEK(&00FF)
2810 IF M%=11 OR M%=12 THEN 1000
2820 GOTO 2790
2830 REM EXIT TO DOS
2840 BCOL4:TCOL15
2850 SPRITE OFF
2860 CLS 40
2870 PRINT "BYE!!!"
2880 PRINT "SEE YOU SOON ? "
2890 PRINT:PRINT
2900 DOS
2910 END: REM SHOULDN'T GET HERE !!!
2920 REM ERASE ROUTINE

```



```

2930 SPRITE 6,80,115,4,148
2940 GOSUB 2420
2950 IF Z=1 THEN SPRITE 6,80,115,10,148: GOTO 1760
2960 MEM=&8000
2970 CALL &B000
2980 IF PEEK(MEM)=&00 THEN POKE MEM,&E5 GOTO 1760
2990 MEM=MEM+32
3000 IF MEM>&99FF THEN 3010ELSE 2980
3010 POKE &B000+13,&A5
3020 CALL &B000
3030 POKE &B000+13,&A4
3040 SPRITE 6,80,115,10,148
3050 SPRITE OFF 29
3060 SPRITE OFF 30
3070 SPRITE OFF 31 THEN 3420ELSE 3360
3080 GOTO 1760
3090 REM UNERASE ROUTINE
3100 SPRITE 7,114,115,4,152
3110 GOSUB 2420
3120 IF Z=1 THEN SPRITE 7,114,115,10,152: GOTO 1760
3130 MEM=&8000
3140 CALL &B000
3150 IF PEEK(MEM+1)=&E5 THEN 3190
3160 IF PEEK(MEM)=&E5 THEN POKE MEM,&00
3170 MEM=MEM+32
3180 IF MEM>&99FF THEN 3190ELSE 3150
3190 POKE &B000+13,&A5
3200 CALL &B000
3210 POKE &B000+13,&A4
3220 SPRITE 7,114,115,10,152
3230 SPRITE OFF 29
3240 SPRITE OFF 30
3250 SPRITE OFF 31
3260 GOTO 1760
3270 REM LOCK FILES
3280 SPRITE 8,80,80,4,156
3290 GOSUB 2420
3300 IF Z=1 THEN SPRITE 8,80,80,10,156: GOTO 1760
3310 MEM=&8000
3320 CALL &B000
3330 MEM=MEM+9
3340 A=PEEK(MEM)
3350 IF A=&E5 THEN 3410
3360 IF A=>&80 THEN 3390
3370 A=A+&80
3380 POKE MEM,A
3390 MEM=MEM+32
3400 IF MEM>&99FF THEN 3410ELSE 3340
3410 POKE &B000+13,&A5
3420 CALL &B000
3430 POKE &B000+13,&A4
3440 SPRITE 8,80,80,10,156
3450 SPRITE OFF 29

```



```

3460 SPRITE OFF 30
3470 SPRITE OFF 31
3480 GOTO 1760
3490 REM UNLOCK FILES
3500 SPRITE 9,114,80,4,160
3510 GOSUB 2420
3520 IF Z=1 THEN SPRITE 9,114,80,10,160: GOTO 1760
3530 MEM=&8000
3540 CALL &B000
3550 MEM=MEM+9
3560 A=PEEK(MEM)
3570 IF A=&E5 THEN 3620
3580 IF A>&80 THEN A=A-&80
3590 POKE MEM,A
3600 MEM=MEM+32
3610 IF MEM>&99FF THEN 3620ELSE 3560
3620 POKE &B000+13,&A5
3630 CALL &B000
3640 POKE &B000+13,&A4
3650 SPRITE 9,114,80,10,160
3660 SPRITE OFF 29
3670 SPRITE OFF 30
3680 SPRITE OFF 31
3690 GOTO 1760
3700 REM SYSTEM ALL FILES
3710 SPRITE 10,80,46,4,164
3720 GOSUB 2420
3730 IF Z=1 THEN SPRITE 10,80,46,10,164: GOTO 1760
3740 MEM=&8000
3750 CALL &B000
3760 MEM=MEM+10
3770 A=PEEK(MEM)
3780 IF A=&E5 THEN 3830
3790 IF A>&80 THEN 3830ELSE A=A+&80
3800 POKE MEM,A
3810 MEM=MEM+32
3820 IF MEM>&99FF THEN 3830ELSE 3770
3830 POKE &B000+13,&A5
3840 CALL &B000
3850 POKE &B000+13,&A4
3860 SPRITE 10,80,46,10,164
3870 SPRITE OFF 29
3880 SPRITE OFF 30
3890 SPRITE OFF 31
3900 GOTO 1760
3910 REM UN-SYSTEM ALL FILES
3920 SPRITE 11,114,46,4,168
3930 GOSUB 2420
3940 IF Z=1 THEN SPRITE 11,114,46,10,168:GOTO 1760
3950 MEM=&8000
3960 CALL &B000
3970 MEM=MEM+10
3980 A=PEEK(MEM)

```


XBAS For Beginners (Scott Huxley)

XBAS is a language it is far better Basic than what offered by computer manufacturers that I could mention. It supports the use of graphics, text and even machine code within your programs.

```
3990 IF A=&E5 THEN 4040
4000 IF A>&80 THEN A=A-&80
4010 POKE MEM,A
4020 MEM=MEM+32
4030 IF MEM>&99FF THEN 4040ELSE 3980
4040 POKE &B000+13,&A5
4050 CALL &B000
4060 POKE &B000+13,&A4
4070 SPRITE 11,114,46,10,168
4080 SPRITE OFF 29
4090 SPRITE OFF 30
4100 SPRITE OFF 31
4110 GOTO 1760
4120 END
```

Dir displays the Directory or contents presently in

LOAD simply loads a .XBS file from the disc.

SAVE simply saves your file to disc (you must specify the filename for both LOAD and SAVE)

LOCK allows you to lock a file. This means that you can prevent a particular file by erased over. LOCK is not a form of REAL protection i.e passwords etc.

UNLOCK as above but unlocks a file.

Screen Support

XBAS supports two modes of text/graphical operation these are 40 and 80 column modes. A great pity of the language is its inability to support 80 column graphics. Don't you think so?

Next issue we will discuss the art of programming and discover structured, modular programming with some actual demonstration listings as well. More next month.

(Scott Huxley)

XBAS For Beginners (Scott Huxley)

XBAS in my experience is a far better Basic than most offered by computer manufacturers that I could mention. It supports the use of graphics, text and even machine code within your programs.

The only features which are missing is 80 column card support and the option of creating windows i.e boxes where you can restrict input/output on screen to one particular window or box.

Disc Related Commands

XBAS has the following disc related commands.

DIR
LOAD
SAVE
LOCK
UNLOCK

DIR displays the DIRectory or contents presently in drive 0.

LOAD simply loads a .XBS file from the disc.

SAVE simply saves your file to disc (you must specify the filename for both LOAD and SAVE)

LOCK allows you to lock a file. This means that you can prevent a particular file by erased over. LOCK is not a form of REAL protection i.e passwords etc.

UNLOCK as above but unlocks a file.

Screen Support

XBAS supports two modes of text/graphical operation these are 40 and 32 column modes. A great pity of the Einstein is it's in-ability to support 80 column graphics. Don't you think so?

Next issue we will discuss the art of programming and discover structures, modular programming with some actual demonstration listings as well! More next month.

(Scott Huxley)

PUBLIC DOMAIN SOFTWARE

Public Domain Software (Sid Knowles)

It's always best to know what titles in a P.D library will benefit you the most. So here's a run down of the most popular volumes:

PD 025 Which features the COBOL language. A compiler and interpreter with a host of source files and a huge manual which comes on disk. Can't be bad!

PD 101 Disk utilities. Including the famous NSWP and others which will benefit your 'utilities' disc greatly.

PD 127 A collection of help files for CP/M, CBasic, MBasic, Fortran, C and more.

PD 128 AMSREAD. One of the most popular Public Domain releases. Allows you to transfer AMSTRAD CPC 6128 files over to Einstein format discs. Not only is AMSREAD present but a sector editor, formatting programs and many many others.

PD 149 Slides and music programs in BBC BASIC (Z80).
A volume not to be missed.

PD 154 - 157 A complete new language. Forth 83 is one of the most up-to date Forth variants around. A must for all Forth freaks.

For a more detailed list of what P.D software is available then please send an S.A.E to me at the following address:

P.D SOFTWARE
23 Houldsworth Rise
ARNOLD
Nottingham
NG5 8HZ

Public Domain software is well worth experimenting with. A lot of P.D software claims that it will ONLY work with the CP/M DOS. Don't believe this. Some programs (that state CP/M only) work better with XTAL DOS!