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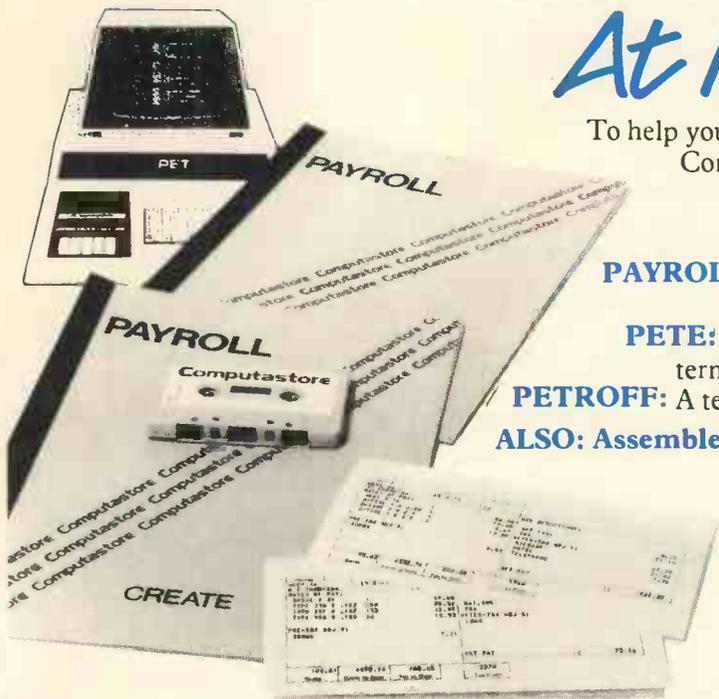


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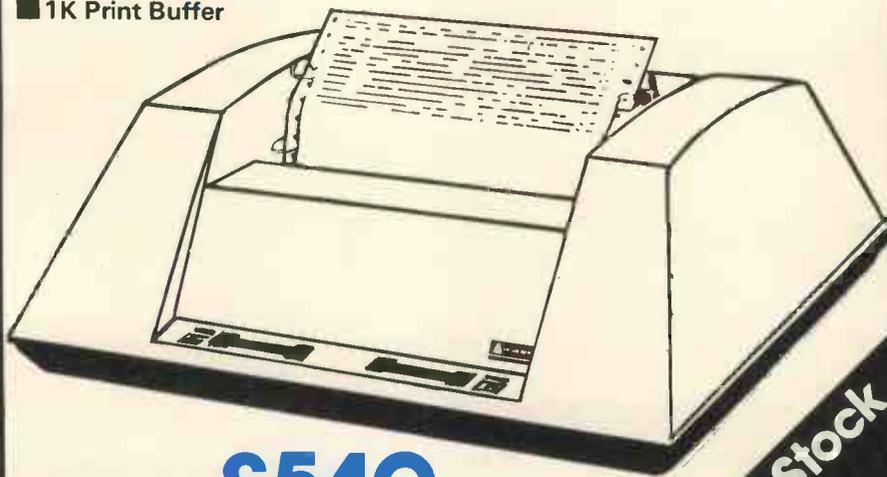
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Europe's first magazine for personal computers for home and business use

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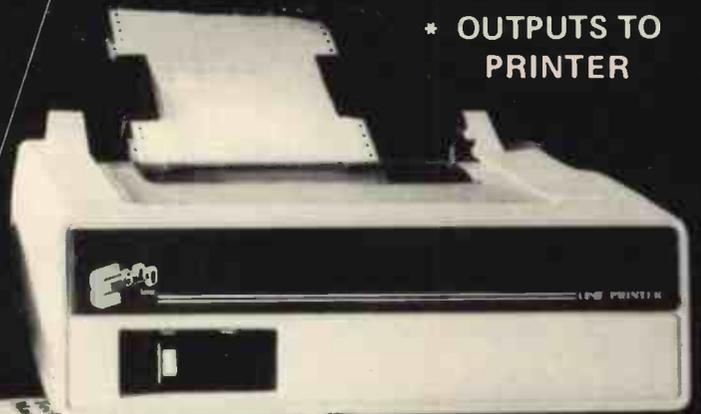
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## Editorial

### On Correcting the Menu

I had occasion once to go to a fairly "classy" restaurant. During the course of the meal a diner at the next table began cutting up a waiter with the sharp edge of his tongue. While this went on, I took shelter behind my knife and fork and (not inaptly) ruminated over the incident, thinking how much better it would have been if the customer had complained to the man who should have borne the responsibility for whatever strange animal he'd found in his food — the manager of the restaurant.

This leads me to say that, in general, authors are not to blame for errors found in PCW. Ultimately, responsibility lies with the editor.

## Publisher's Letter

The NCC Show in New York, held last June, was a colossal affair. The editor went over by DC10, seated where he could watch the wing as if his life depended on it. The results of his visit will appear in the next issue of our sister publication, Computer Trader.

I would like to thank all our consultants for helping to make PCW the best magazine of its kind in Europe. In particular, it is no exaggeration to say that we would not have got off the ground had it not been for John Coll, Charles Sweeten, Neil Harrison and Mike Dennis, who were with PCW from its beginning.

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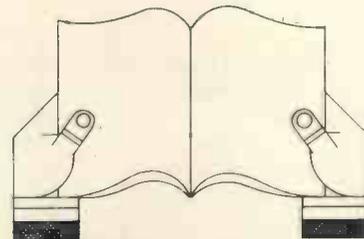
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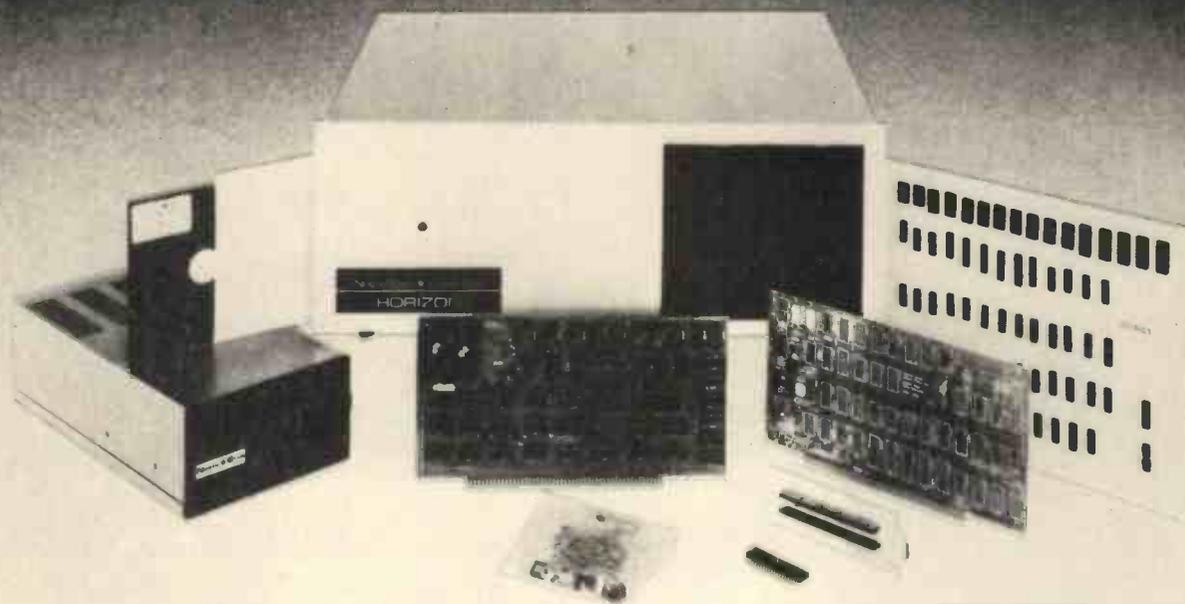
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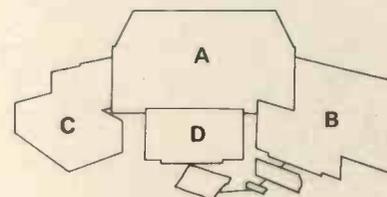
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# Letters

## Lost in the bewilderment

I was very interested reading the article published in your April issue by Mr. D.R. Worsley, for he has touched many points which I and some of my business colleagues feel are most vulnerable. It is however our intention to try and remedy this by filling in the gaps, but alas we had no success. Our knowledge is very limited (virtually zero), and yet our enthusiasm is great, and we aim at buying our small computer (micro) to be able to carry out all our tasks of accountancy, i.e.: sales ledger and analysis, order entry, invoicing, stock control and recording, payroll, VAT. The problem is and remains our limited knowledge in the size of memory, storage, and type of system (i.e. diskette or cassette) which would be most suited to our needs.

We had thought that a dual floppy disk would be most advantageous for its speed in retrieving information, the storage and also market availability, but which one? It is difficult to say which between: TRS-80 Level II, Pet, Apple II, Exidy Sorcerer, Horizon, Cromemco System II, Challenger C24P, etc. etc. There are so many! There is also another point to consider, that is the money available for the purchase of the micro-computer is limited, at the moment to £2000 - £2500, and this, I know, will limit our potential as buyers. But we would like to look for something which will be possible to expand, when more money is available to us. And also we would like to choose the one where the manufacturer offers good software and hardware backing.

We would like some sound advice on how to go about it all, what to look for what to read and also some advice in developing our own software system (any books on analysis and design of a system for microcomputers).

Eagerly waiting for all the advice you could send us.

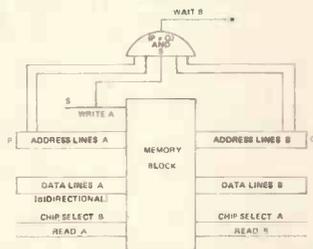
G. Santini and Friends

61 Victoria Road, Cambridge CB4 3BW.

PCW An interesting and beautifully written reply to Mr. Worsley's article, written by Mr. Braga of the Byte Shop, Nottingham, is published in this issue. Consultant Sheridan Williams will also go some way toward helping Mr. Santini and friends in a reply to another reader's query. The Nottingham Shop is now known as Computerland.

## Dual Access

I wonder if some manufacturer would entertain the idea of making available a memory block which is dual accessible as illustrated in the accompanying diagram.



This is certainly less interfering in the amount of time taken in holding up one system by another compared with DMA or memory mapping.

Dr. S.R. Silvapulle

1 Dale Avenue, Edgware, Middlesex.

## SUNBURNT PROMS

I have a free 2708 PROM waiting for the first reader who can tell me how to cure a sunburnt PROM - and advice for readers who intend to build their own PROM laundry.

The advice: incorporate an exposure timer! I didn't and as a result I now have 6 sunburnt PROMs. You may think, as I did, that you couldn't forget to switch off after the ten minutes required to clean out a PROM. But you can fall asleep - at least I did, and as a result my PROMs got a 2 hour dose of hard U.V.

The result was that in all 1204 locations bit 1 is stuck low. All the other 7 bits program and clear O.K., but no amount of cycling has revived bit 1.

Apart from this problem, my laundry works very well, so here are a few notes for those readers contemplating building their own.

You won't find suitable U.V. tubes in stock at your local electrical shop. If they stock any kind of U.V. tube at all it will be the black tube type, which is useless for PROM cleaning because the U.V. wavelength is too long. The correct U.V. tubes, which emit "hard" - i.e. short wave U.V. are made from a special glass which is transparent to both U.V. and visible light. These are stocked by hairdresser suppliers, in the 18in 15 W size. However, they won't stock the control gear (unless you want a sterilizer instead of a PROM laundry). Back at your local electrical shop you will find that control gear for a 15 W tube is just not made! This is because the choke is the same as that made for

a 3 ft. 30 W tube. You might think that this choke would overload your lamp, but this doesn't happen - the 30 W choke will run your lamp at 15 W, and, indeed, this is the lamp manufacturer's recommendation.

Use a starter switch with a translucent cover, and don't hide it inside your case. It then acts as a pilot and glows when the lamp is switched on but is not working.

Make sure your case is U.V. proof. Remember, it takes a week's exposure to the sun to erase a PROM, but only 10 mins. in the laundry - i.e. the lamp is 1000 times stronger in U.V. than the sun. Don't get sunburnt!

Grahame Coates,

4 Ventris Close, Hadleigh Road, Ipswich IP2 0DB.

## Redrawpic

I enjoyed reading the program 'Drawpic' in your Feb '79 issue. However I found my Level II 4K TRS-80 scarcely big enough to hold it: indeed when I entered the program with some redundant spaces to increase legibility, I ran out of memory.

I therefore recommend anyone using the program to insert between lines 3 & 4 the line

```
DEFINT B - Z
```

and renumber accordingly.

Since integers are stored in 2 bytes as against 4 bytes for reals, this will approximately halve the space required for data.

If you go further and make the line read

```
DEFINT B - Z : DEFSTR A
```

then you can omit the \$ after every A, saving 19 characters. Since DEFSTR is stored as one byte in the Level II TRS-80 this saves space as well as wear on the fingers.

If you want to save even more space, since both x and y lie in the range 0 - 127, you can pack the x and y co-ordinates into one integer; e.g.

```
w(n) = 256 * x + y and unpack e.g.
```

```
set (w(n)/256, w(n) - 256 * (w(n)/256))
```

Thus we require only 2 arrays instead of 4, halving the space requirement again.

J.S. Linfoot

Flat 10, Pembroke Court, Rectory Road, Oxford OX4 1BY.

## The Pet IPUG

In the article 'In Defense of PET' a number of items require further comment.

1. With the new improved PETs comes a new improved PET User's handbook.
2. The IEEE-488 standard has the equivalent IEC TC-66. This basically differs only in the connector standards, which PET does not use anyway.
3. The keytop wear problem on the earlier PETs has been solved and no longer occurs. Replacement keytops are available from Commodore.
4. The Newsletter of the Independent PET Users Group is another useful source of information.

R.D. Geere, Editor, IPUG Newsletter.

52 Highfield Road, Cove, Farnborough, Hants, GU14 0EB.

## Creative translation

I feel that I should clarify some points that have arisen from the correspondence on my previous letter. (PCW, March '79).

The reason I transcribed the algorithm for programmable calculators was to show how one should not automatically assume that a program written for a computer is impossible to run on a programmable calculator. The second point of my letter was, once the program works it should not be abandoned if the running time is too long; hence my modification of including the Newton-Raphson formula.

As a result of this, the initial algorithm provides an excellent starting point for N.R. when the two programs are combined. The principle of N.R. is that a starting value, which is near to the root of the equation, is modified to a more accurate answer. Any shorter program must use guess work in calculating the first value - such as taking some fraction of the initial number.

To summarise then, I did not try to create a solution to a problem, but to show how to use other solutions in a creative way.

I.W. Morrison

54 The Fairways, Leamington Spa, Warwickshire. CV32 6PS.

## TRS-80 Line Renumbering Program

I found it strange that the renumbering routine listed in the May issue should give an error message when confronted with the problem of fitting a two digit line number in the space formerly occupied by a one digit number, in fact of replacing any line number by a larger one.

I have already written a program which creates spaces in the TRS-80's BASIC text. All that is necessary is to move the required block of text up as far as is desired, using the Z80's LDDR function, then to update the two bytes at the beginning of each line which indicate the start of the next line and finally

to adjust the two bytes 16633 and 16634 (40F9 and 40FA Hex) which together should always contain the address of the byte just after the BASIC program text's end.

Michael Burrows (Age 16)

42 Hawthorn Avenue, Palmers Green, London N13 4JT.

#### Safety first

With reference to Mr. P.F.T. Tilsley's letter in PCW (May issue) on the subject of a simple solution to restricted I.F. bandwidth of a broadcast T/V. R/X.

Readers should note that it is not recommended (if you value your computer) to feed video from a UART straight to the video O/P stage of a live chassis TV. The only correct way, of course, is to fit a mains I/P isolation T/X; which is expensive, and fairly heavy! The point is that a R.F. I/P is subject to I/F noise (snow) rather than restricted I/F bandwidth; as an average TV should resolve 5.5MHz; therefore a good quality modulator should be used. Play safe, use isolated A/E skt. and don't give your first love a chance to say, "I told you that damn computer was a waste of money", as you throw it in the scrap bin.

R. Keller

"Paddock End" Polperro Drive, Freckleton, Preston, Lancs.

#### Miskeying the-Miskeyes

This morning's post brought my copy of PCW and a pleasant surprise: the publication of my letter (in PCW, May) with regard to miskeying.

However, after reading the published version of my letter, I was not so pleased. Owing to certain errors and one omission, the letter now reads like a garbled output from some delinquent computer. I realise the information I intended to impart was hardly earth-shattering, but at least someone, I would have thought, would have noticed the illogicality: 'The normal interrupt key is the division (+) key', although to be fair, on this typeface the division sign does look like the plus sign.

Could I therefore prevail upon you to perhaps publish a correction for lines 18 ('For example, if the interrupt (÷) key . . .'), on page 9, and 1 on page 10 ('The normal interrupt key is the division (÷) key.'), in addition to including the double-triangle key symbol at the end of the table; the equals sign looks a bit daft stuck there on its own!

This minor moan apart, I immensely enjoy your magazine (or should it be OUR magazine?) and I look forward to implementing Colin Chatfield's 'STATPACK': I am a medical laboratory research scientist, and statistics is my staple diet, along with system modelling and many other subjects which will benefit, eventually, from the programs the magazine outlines.

Peter G.O. Brooks

20, Brasenose Driftway, Cowley, Oxford OX4 2QX.

PCW It's our magazine PCW

#### SUPERFAST SUPERBOARD

Having recently made a slight modification to our demonstration Superboard and selected the best of a batch of standard 550ns memories, our board is now running at 2MHz instead of 1MHz. Running the PCW Benchmark tests produced the following results:-

BM1	less than	1 sec
BM2		4 secs
BM3		7 secs
BM4		8 secs
BM5		9 secs
BM6		13 secs
BM7		20 secs
BM8		4 secs
BM7&8		24 secs

All measurements were rounded up to the next whole second to allow for reaction time errors and all tests were repeated several times to validate the results. The normal unmodified Superboard would of course produce double these timings.

It would appear from these results that in order to beat a 2MHz SUPERBOARD you would have to go for an IBM 370; which can't be bad for a home micro!

Peter S. Fawthrop,

Calderbrook Technical Services,

1 Higher Calderbrook, Littleborough, Lancs.

PCW The Benchmark tests were first published by "Kilobaud" magazine, and our test results are collated or obtained by Consultant John Coll. PCW

#### A tighter plot

Having been interested in plotting graphs of experimental data and in drawing pictures of molecular structures on micro-computer screens, I have examined a number of microprocessor systems closely for their graphic capabilities. I would therefore like to point out a number of omissions in Dr. Beynon's article (PCW, May) "The Sorcerer's Wand" with regard to the capabilities of the PET.

1. The Pet does have quarter square characters; we regularly plot data at a resolution of 80 by 50 using these and elementary Basic programmes.
2. The Pet also has eight x eight dot matrix pictures, so the "impossible dream" figures should be (40 x 8) by (25 x 8).
3. The Pet has 16 very useful characters which are similar to that defined in the article, i.e. a horizontal line across the

character space in any of 8 positions, and similarly vertically. So by selecting the right characters, which do not need to be specially defined, it is possible to use a resolution of either 320, 25; or 40, 200. This may not be quite as good as the 64, 240 pictures shown, and of course instead of dots one gets short horizontal (or vertical) lines, but it is still very useful.

Perhaps I could point out that we have published a design for a cheap 256 x 256 point addressable graphics peripheral which would operate on any microprocessor\*; the current cost of the hardware should be well under £200, and we have used it in research applications for nearly a year now. We still hope for a similar unit to be available commercially to save us building more, but so far the only British one is in the £2000 region and cheaper American units seem to be reluctant to cross the Atlantic.

\*A graphics oriented data collection unit - K. Stewart and J.S. Littler, "Microprocessors" 2, 139-145 (1978).

John S. Littler

University of Bristol

School of Chemistry, Cantock's Close, Bristol BS8 1TS.

#### State your art

As the indirect instigator of B.A. Martin's letter (PCW, February) correspondence, I feel compelled to say a few words. Firstly, who is to say what 'state of the art' is? Any design using 'state of the art' devices will:-

a/ be expensive since if you want to be truly 'state of the art' you must buy your devices at the early expensive stage of the cost curve, otherwise . . .

b/ if you wait for a better price, then your device will no longer be 'state of the art'! I think that we are in danger of becoming akin to the hi-fi fanatic who updates his equipment at the merest whisper of so-called improved performance and as a result misses the whole point completely.

However, it is right to examine periodically all possibilities but, even now, I rule out 16 bit machines for most people who want to get into personal computing the DIY way. The reason is simply cost: you will need twice as much memory, more power supply capability, etc; and I presume that most people either DIY because they like designing things (in which case, they are unlikely to be interested in any design published in PCW) or because it's cheaper - ergo, cost of 16-bits rules it out.

Do we go to the other extreme a la 77-687? Well, yes, there probably will be some interest for such a system, but I wonder just how much and for how long. Where do we go? There are, it seems to me, two groups to cater for. First, those who want to design their own but don't or aren't sure how to. PCW is about the only magazine that is catering for that need. Second, are those who want to buy a kit that can be expanded in easy stages and that includes, for example, a simple VDU with alphanumeric display semi-permanently on the top line and a cheap light pen in lieu of a keyboard (which could be bought later on). However, there have been three kits produced of similar type already (NASCOM, TRITON and currently one in Wireless World) so any new design must either be innovative or be state of the art (again?) or be dirt cheap. P. Tilsley (PCW May '79) made a good suggestion that a centre should be set up to draw up a spec. for a reasonable all-round personal computer. Well, I am prepared to act as that centre but I bet I don't get more than twenty replies. What I want to know is what you want in the way of:-

- a/ minimum system to start with
- b/ your anticipated maximum (and if you say twin floppy discs then I will expect you to justify your extravagant desire!)
- c/ preference for processor - again justify
- d/ features the monitor should have
- e/ resident high-level language
- f/ complete kit or just pcb or just design notes.

Please send your specs to me at my address (preferably typed) but if you want a reply, then please enclose an sae. Closing date is August 1st, so come on, put pen to paper. PCW will give a prize of £30 for the most realistic and best reasoned specification and I will publish the findings.

Mike Dennis

"Blackberries" Sherriffs Lench, Evesham, Worcs.

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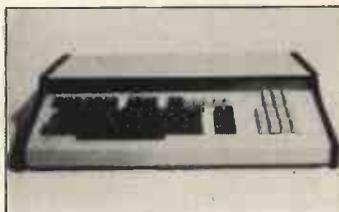
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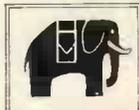
Our new shop is now open at the address below. We shall be stocking a wide range of items to interest all those of you who are building or plan to build your own microcomputer, why not pay us a visit? We are open from Mon. to Sat. 10 to 6 and often much later. We stock a range of books covering fundamentals through to advanced topics (like games)

We are NASCOM dealers for the South Coast.

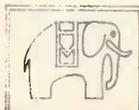
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### CRYSTAL/CC ELECTRONICS 'NASCOM' SOFTWARE XTAL BASIC - SPECIFICATION

This is an "8K Basic" Interpreter written for the Nascom 1 system.

- COMMANDS:**— Call Clear CLoad Cont CSave Read.. Data.. Restore Def.. Fn Dim Edit End For.. To.. Step.. Next Gosub.. Return Goto If..Then Input List Nas Pop New On..Goto On.. Gosub Out Poke Print Rem Run Speed Stop Wait SPC< > Tab <> Print @
- VARIABLES:**— Names must start with a letter, but can be up to any length. First two characters used to distinguish one variable from another. Strings of up to 255 characters, also Multi-Dim. Arrays and String Arrays. Numbers range from +/- 1E+/-38, with an accuracy of six significant figures.
- FUNCTIONS:**— ABS ASC ATN CHR\$ COS EXP INT LEFT\$ LEN LOG MID\$ PEEK POS RND RIGHT\$ SGN SIN SIZE SIZE\$ SOR STR\$ TAN VAL
- OPERATORS:**— ARITHMETIC: + - \* / \*\* ("To the Power of")  
RELATIONAL: < > <> >= <=  
ARITH-LOGICAL: And or Not  
STRING: + (Concatenation)
- CASSETTE COMMANDS:**— CSave CLoad for Saving and Loading Programs. Also CSave@ Cload@ for saving and loading of Numerical Arrays.
- SPECIAL COMMANDS:** EDIT — Powerful Line Editor. CALL — Machine-Code Subroutine Call, NAS — Return to 'Nasbug' Under Software Control, OUT, INP & WAIT — For Control of I/O Ports.
- COMPATIBILITY:**— Tape Routine Provided for Use with T2 Monitor. Fully compatible with T2, T4 & B-BUG Monitors.
- SIZE:**— Actually Fits in 7K of RAM (1000H — 2BFFH), but recommend >= 16k expansion Ram in your system.
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# Tid Bits

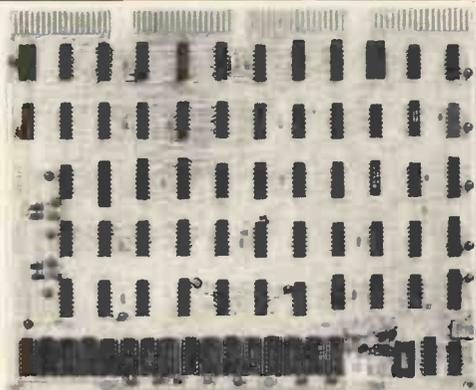
PRODUCTS . . . COMPANY NEWS . .

## Datapro has it Tabled

Datapro publishes several hundred reports annually on data processing and office system hardware, software, services and companies. There are over 35,000 subscribers to its reports, one of which, "All about Microcomputers" was sent to PCW and can be thoroughly recommended. This service is for professionals and is not cheap. Computer Information Services are agents for Datapro reports, and PCW contact with them indicates a friendly and fast service.

### Information from:

Tricia Carter, Information Director,  
CIS Ltd., 221 Seven Sisters Road, London N4 2DA  
Tel: 01-263 4441



The "Univisor" — Gresham Lion's new single card computer graphics system. It will enable mini computer users to generate their own graphics using a standard TV monitor.

Contact: Russ Cockrell, Gresham Lion Ltd.,  
Gresham House, Twickenham, Middlesex. Tel: 01-894 5511

These Self-Study packages from Sybex comprise workbooks plus two to eight audio cassettes. The courses teach all aspects of micro applications. There are ten courses ranging from an Introduction to Microprocessors to interfacing techniques.



Details from:  
Sybex, 2020 Milvia Street, Berkeley, California 94704  
Tel: (415) 848 8233

## Forecasts on the Horizon

Competing with the large computers used by BBC and ITV to keep their pundits happy last Election Night, BBC Wales used an Horizon microcomputer supplied by Equinox Computer Systems to provide an instant check of all the local General Election results.

With programs developed by Dr. Martin Healey of University

College, Cardiff, the experts were able to watch the results being analysed on individual monitors.

The cost of the system at £2,000, "compared favourably with other equipment" used on the same night and reputed to have cost £250,000.

Equinox also announce that the high level language SNOBOL 4 (for string manipulation, lists, data structures and aggregates) is available on the 16-bit Equinox-300. It calls its implementation Macro Spibol, a compiler which can be run on a minimum 64K bytes memory.

### Contact:

Michael Kusmirak,  
Equinox Computer Systems Ltd., Kleeman House,  
16 Anning Street, New Inn Yard, London EC2A 3HB.  
Tel: 01-739 2387/9.

## Plenty of Leeway

The Model 879 Serial matrix printer is a microprocessor controlled Printer suitable for use in many data processing applications with mini and micro computer systems.

Standard features: a 9 x 7 Matrix Print Head, 120 cps bi-directional printing, a 96 ASCII character set with upper and lower case and programmable extended characters, forms length and top of form control.



RS232C Serial Interface is supplied as standard with parallel and current loop interfaces being available as options. Baud rate is switchable up to 9600 baud and the Print Head is microprocessor controlled with a full 2 line buffer and 96 character overflow. (No price quoted to PCW).

### Further information:

Leeway Data Products Ltd., Gresham House,  
Twickenham Road, Feltham, Middx, TW13 6HA.  
Tel: 01-894 5511

## Newton's Lore of Computation

Photograph shows 320K configuration with 12 RS232 I/O Ports, a Floppy Disk Controller and Hard Disk Controller — PCB's from front to back are:

- 1 AM100, Dual Board LS11 16 Bit CPU
- 5 64Kb Dynamic Memory Boards
- 1 AM200 Floppy Disk Controller (up to 8 drives)
- 1 AM500 Hard Disk Controller (up to 4 drives)
- 2 AM300 Six RS232-port I/O Boards

All fitted in a 22 slot S100 Bus Box +PSU.



This is the Alpha Microsystem, whose UK distributor is Newtons Laboratories, 123 Wandsworth High Street, London SW18.  
Tel: 01-870 4248.

The system above is priced at £8875.

**Aiming to please**

Portable Microsystems Ltd. of Brackley, Northants, announce the Rockwell AIM 65 microcomputer is now available in "three important versions."

**AIM 65.** The bare-board version which is intended for the hobbyist, student or systems manufacturer who intends to develop AIM 65 into a higher level system. Prices from £249.50.

**AIM 650.** A case and a power supply unit is now available for AIM and comes complete with 4K Ram, 8K Ram Basic, power supply and desk top case. Intended for the user who prefers to have a complete package and either would prefer not to, or is unable to work at the electronics level, prices from £485.

**PDS 65.** Called PDS 65 this product takes the basic AIM 65 and enhances it to become a portable development system. For programmers or hardware designers who need to modify and debug systems at home, or at customers' premises. "The excellent documentation of this product enables the user to 'home in' on the 'target system', to allow any necessary changes to be carried out immediately."

With the use of an optional acoustic coupler the user can link up with a host system to benefit from master files or the relevant data base. Prices from £950.

Dealer enquiries welcome.

Contact Mike Ayres at:

Portable Microsystems, 28 Broad Lane, Evenley, Northants.

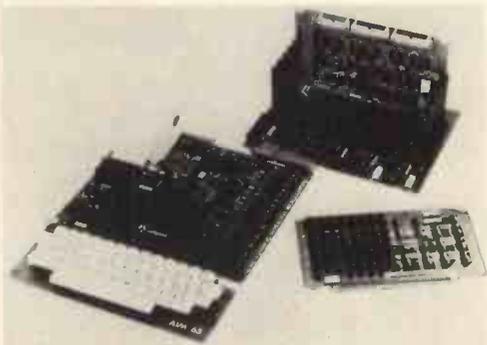
Tel: (0280) 702017

**Bubbling Over**

The AIM 65 microcomputer, which sells for £249.50 can now be operated with a fully addressable add-on 1 megabit bubble domain memory system.

Key to using such external memory with the AIM 65 is a buffered expansion motherboard which Rockwell calls the "AIM 65 Expansion Motherboard" and which is now offered by Pelco (Electronics) Ltd., as an option for this R6500 based microcomputer.

Originally designed as a microprocessor educational aid and R6500 Development System, the AIM 65 has been "adapted by thousands of its initial buyers to applications such as a smart terminal, a special desk top computer and a variety of process controllers."



The AIM 65 expansion motherboard have five connector slots that can accommodate any of the Rockwell System 65 modules or Motorola Exorcisor modules, as well as add-on modules from Burr-Brown and other manufacturers.

The motherboard essentially extends the AIM 65 bus. System bus lines (address, data and control) are buffered to provide ample drive capability. Address decode logic for mapping internal and external addresses in 4K-byte increments is provided. Sixteen switches permit the user to define whether each 4K-byte portion of the R6502 address space of 65K-bytes is internal or external to the AIM 65.

Thus, under software control, the Rockwell megabit bubble memory module can be addressed providing 128K-bytes of memory expansion.

The unit price for the AIM 65 expansion motherboard is £136.50 and is scheduled for June delivery. Pricing of the various options that the motherboard allows can be obtained from Pelco (Electronics) Ltd., on Brighton (0273) 722155. Delivery of the AIM 65 products is now ex stock.

Address:

Enterprise House, 83-85 Western Road, Hove, Sussex BN3 1JB.

**SYNERTEK SYSTEMS KEYBOARD: 6500 Based Keyboard Terminal**

Rastra Electronics Ltd. of Hammersmith present the Synertek Systems KTM -2; "a high reliability low cost keyboard terminal module" providing a full ASCII keyboard and all the logic to display 24 lines of 40 characters each with full graphics.

Features: 54 keys, 128 ASCII characters (upper & lower case alpha, numeric, special and control); graphic and alphanumeric characters are capable of simultaneous display. With KTM-2's relative and absolute cursor addressing, graphs, game pieces etc can be placed and moved about the screen with a minimal amount of software.

Graphic capability, a major consideration, uses 24 lines of 40 characters. In addition KTM-2's 40 character line has a 3.2 MHz bandwidth which is within TV video capability.

In addition Rastra offer the full range of Synertek Systems with special kit prices for integral systems based on SYM-1.



Further details:

Rastra Electronics Limited, 275-281, King Street, Hammersmith, London W6 9NF.

Tel: 01-748 3143/2960; Telex 24443



Left to Right: Tony Plackowski, Mark Cooke, Coralie Cain of Tridata Micros.

Tridata Micros Limited have recently opened an office in Birmingham and the address is: Smithfield House, Digbeth, Birmingham, B5 6BS. Telephone: 021 622 1754. Tridata are now marketing packages for micro computers and prices range between £100 and £200 approximately. All accounting functions are covered plus Stock Control and Payroll.

**What's This?**

It's "Whatsit": Software claimed to be guaranteed trouble-free for first time users of Apple II, North Star and CP/M™ Systems. It's a database/query system. Using simple pidgin English requests the user can store, index and retrieve information about one or more related or unrelated subjects. Systems using a minimum of 24K memory can use "Whatsit", which provides as many as 25,000 entries, each up to 200 characters in length. Utility programs are also provided, together with a comprehensive manual. (Sold by Interam in Britain).

More information from:

Information Unlimited, 146 N. Broad Street, Griffith, IN46319, USA Tel: (291) 924-3522

**The Swedes Get Personal**

A new Swedish personal computer system, the ABC 80, is composed of three units: a standard keyboard with built-in computer, a 12" B & W TV monitor, and a cassette unit. The processor used is the Zilog Z80A. Memory of 16K Bytes ROM, 16K Bytes RAM. There is a V24 jack enabling connection to a telephone modem, an "ABC bus" for connection to peripherals



The ABC80 from Sweden

such as floppy-disk units, printers, plotters and measuring instruments, a real-time clock, and a loud-speaker. The ABC 80 is designed for home, educational and small business use, is programmable in BASIC, and has software packages under development. No price was quoted to PCW but details are available from:

SATTCO AB, Dalvagen 10, S-17136 Solna, Sweden.  
Telex: 11 588 Phone: int +0046-8 83 02 80.

**NASCOM DO IT – AGAIN**

The Nascom-1, which graced the first cover of PCW, has a successor, the Nascom-2, an upgraded version with more of a computing basis, and significantly more memory – a total of 20K bytes (addressable), comprising 2K monitor-in-Rom; 1K Video RAM; 1K Word Space/User RAM; 8K Microsoft Basic; 8K Static RAM/2708 EPROM. The Nascom-2 is not intended as a replacement for the Nascom-1 which, says Nascom Microcomputers, has a market for the foreseeable future.

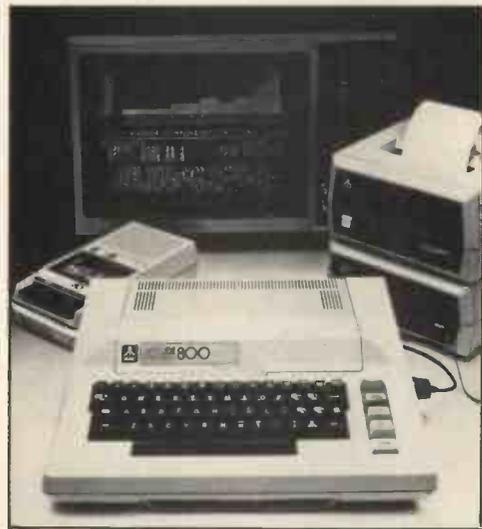
**Focus on the Brokers**

A new "low-cost" ASCII Keyboard, the Model 771, is on offer from Electronic Brokers. Standard features include: full ASCII alphanumeric section; cursor control; numeric pad; two-key rollover; upper and lower case plus control codes; TTY mode for uppercase only operation; timed autorepeat on all keys; all modes standard parallel interface. At £95, the Model 771 is supplied fully assembled and tested, and there are discounts for quantity. Electronic Brokers are at 49/53 Pancras Road, London NW1 2QB. Tel: 01-837 7781.



Keyboard Model KB771

The ATARI 800 home computer has just been released in the States at the West Coast Computer Faire, and has "knocked everybody sideways".



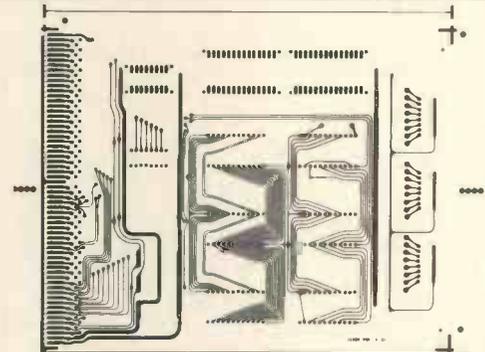
A young visitor to Thames Polytechnic has a go on a micro-computer provided by the "Selmic" microcomputer hobby group. The microcomputer workshop was open to the public



after the Annual Grace Hopper Lecture given last May by Alex d'Agapeyeff, a past president of the British Computer Society and now Chairman of the powerful Software house CAP Microsoft (UK) Ltd.



Pupils of Longfield School in Kent demonstrate their skills on a microcomputer: Front to back: Gary Googe, Robert Butler, Nigel Fuller, David Barnes, and Alan Farley. The occasion: A one-day conference at the Thames Polytechnic attended by over eighty teachers and staff from all over S.E. England.



Microprocessor type read only memory printed circuit board, with provision for 3 x 8 way user programmable switches. This is a product of Shannon Circuits, which launched its UK operation on May 15. Strong backing from the Irish Export Board for this highly reputable company points to a prospering export drive for Shannon. Its UK Operations Executive is Colin East and information is available from: Shannon Circuits Ltd., 47 Hawks Mill Lane, Allesley, Coventry. Tel: (0203) 333055.

No Tears from this Town Crier



Publicity-conscious Tony White and Michael Monk have formed "The White Monk" company, and decided to hire the Town Crier to ring out their wares: "an umbrella information processing, instant printing and automatic typewriting service with allied mail house facilities, from production to final mailing". They expect a heavy demand for word processing, especially letter writing. Their services are available week-through, response guaranteed on Hastings (0424) 440204. Address: 9 London Road, St. Leonards on Sea, East Sussex, TN37 6AE.

**Best seller gets taped**

Adam Osborne and Petsoft have got together to put seventy six programs on one cassette. The programs are from Osborne's book, "Some Common Basic Programs" and range from small business applications to mathematical applications. The program cassette is at £15 (inc 8% VAT) and is available from Petsoft, 5/6 Vicarage Road, Edgbaston, Birmingham B15 3ES.

Keen Computers Ltd. are in the process of organising their own distributor network, to retail their Apple based computer systems. Applications for these Dealerships are being sorted out a full list of dealers will be published shortly.



In relation to this Distributor network, Keen Computers Ltd. are expanding their software development operations and "hope to provide an increased range of packaged software for the Apple in the immediate future."

New developments of products for the Apple II will be available shortly and these will ensure that the Apple "retains its position as market leader", whilst allowing flexibility at all levels of use.

ABACUS SOFTWARE announces the availability of the "PETR Machine Language Guide". This manual is intended to help the Pet owner who would like to progress beyond the Pet's native language, BASIC.

Included are sections on using the Pet's input and output routines, clocks and timers, floating point, fixed point and ASCII number conversion routines, built-in arithmetic function all from machine language programs.

There are suggestions for writing machine language programs. The sample programs are all written at a level which is simple enough for the newcomer to machine language to understand. More than 30 of the Pet's built-in routines are fully detailed so that the reader can immediately put them to good use.

The guide can be purchased for \$6.95 from: Abacus Software P.O. Box 7211, Grand Rapids, Mich 49510, USA.

#### Exceedingly Competitive

Exidy, Inc., the makers of the Sorcerer<sup>TM</sup> microcomputer, will sponsor a contest for microcomputer programs this summer. Four Sorcerer computers will be awarded as grand prizes.

The purpose of the contest is to encourage people who have written good programs to share their programs with other computer owners. Exidy will publish a book of the best programs entered in the contest.

The contest is open to all Basic Language computer programs which will run on the Sorcerer. The Sorcerer's Standard Basic is compatible with 4K and 8K versions of Altair Basic which have been in use since the early days of microcomputing.

Prizes of free computers will be awarded to the program judged best in each of four categories: Business, Education, Fun & Games and Home/Personal Management. Every entrant will be rewarded with a free poster and professionally-written program in trade for the program they submit.

The contest will run from June 1 through August 31, 1979.

#### Further Information:

Mr. Paul Terrell, Marketing Communications,  
Exidy Inc., 969 W. Maude Avenue,  
Sunnyvale, California 94086, USA.

#### Businessman's newsletter

The "Business Computer Newsletter" is intended for the business executive interested in computerising his company. It claims it will be free of jargon and full of help and advice. On its editorial board is Malcolm Peltu, who was for some years the highly capable editor of "Computer Weekly".

#### Enquiries to:

Hulton Technical Press Ltd., Warwick House,  
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#### A stimulating initiative

The Manpower Services Commission is to fund a £11 million three-year programme, introducing new courses, to stimulate computer training and reduce the shortage of skilled staff. An extra 2500 to 3000 training places will be created in each year of the programme's three-year period. The three new types of course will be: 1) An initial Programmer Course of 42 weeks, 24 of them practical experience. 2) A Real Time Programmers Course, lasting 24 weeks. 3) A systems analysis course of ten weeks.

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#### A dazzling new Cromemco

The Cromemco Z-2H is about to be introduced into the UK. Its outstanding feature is an integral 11-megabyte hard disc system. The Z-2H will be marketed by an independent distributor, Complete Microsystems Limited. Priced at £5748, the Z-2H also has a 4MHz Zilog Z80A processor, two floppy disc drives, 64K RAM, RS232 serial interface, and a printer interface. The whole computer is housed in a compact single table-top cabinet. Software, at £65 per item, includes: ANSI Level I Cobol; Fortran IV compiler; Z-80 Macro Relocating Assembler; 16K Extended Basic; Database Management System; Word Processing; Trace System Simulator; TV Dazzler Games; Dazzler Graphics.

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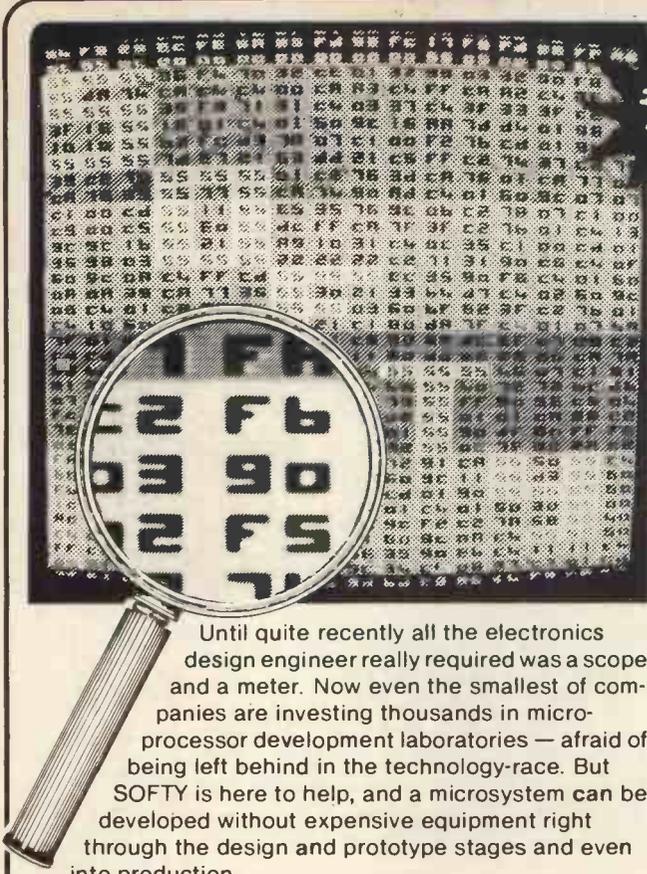
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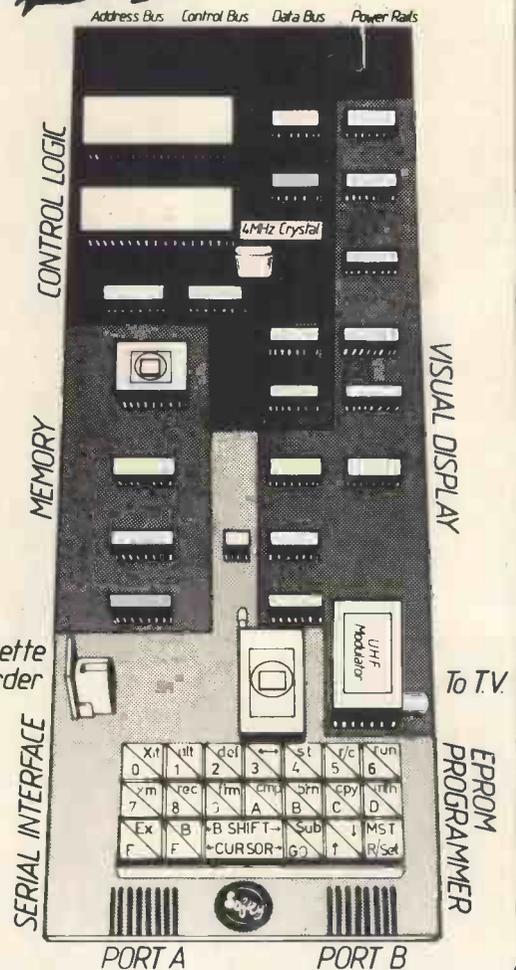
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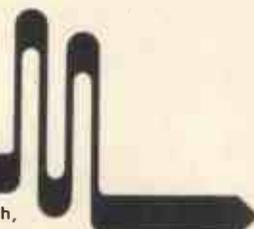
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# In which Language should I program my Microcomputer ?

Martin Beer

*University of Liverpool, Computer Laboratory*

For some time now the advantages of using a high-level programming language, rather than Assembler, have been apparent to most microcomputer users. Programs are far easier to read and understand, making it easier to write, or modify, programs to work on any particular computer.

The language chosen by most microcomputer manufacturers has been BASIC, since it is considered by many to be the easiest computer programming language to learn, and can be implemented on current microcomputer systems very economically. BASIC statements are readily recognisable, and can be executed either as part of a program, or immediately, in calculator fashion.

This not only aids writing your program, but also debugging, and possible later alterations or additions. Unfortunately there is no generally recognised standard for BASIC, as anyone who has tried to transfer a program from one microcomputer to another will have found.

Another unfortunate feature of BASIC is the use of PEEK and POKE commands to interface with the hardware and operating system. Not only are the codes concerned totally meaningless without the relevant manuals, but they are totally different for every machine. It would be far more helpful to provide procedures which do the machine dependent operations, which would have to be rewritten for every machine, but they would be short, easy to understand, and isolated from the main part of the program.

---

## Many Tongues

---

There are now a large number of computer languages. Some, like BASIC, have been written for general programming, whilst others have been designed to make the programming of particular applications easier. Two languages in common use on large computers are FORTRAN, for scientific, and COBOL, for business, applications. Both languages have been in use on a large number of computers for many years. It has been possible for standard sub-program libraries of useful routines to be built up during this time. This, together with access to large numbers of published programs and books describing the programming techniques most suited to programming in the particular language, are a great help when writing a new program. Unfortunately, neither of these languages are easy to instal on a microcomputer since there are minimum specifications for both languages such that only the largest systems could support useful compilers.

One language for which there are good compilers for microcomputers is PASCAL<sup>1 2</sup>. This language was developed by Niklaus Wirth about ten years ago as an aid in teaching

his students good programming methods. Later, it was implemented on a large mainframe computer. Since then compilers have been developed for most computer systems currently available. Now several compilers are being written for moderately configured microcomputer systems. There are reports in the PASCAL User Group Newsletter<sup>3</sup> that large programs written using a microcomputer PASCAL compiler developed at the University of California, San Diego<sup>4</sup> have been transferred successfully, with very little work, to one of the world's largest computers.

```

program exammarks (input, output);
const
  passmark = 50;
var
  mark, passes, failures: integer;
begin
  passes := 0; failures := 0;
  while not eof (input) do
  begin
    read (mark);
    if mark >= passmark then
      passes := passes + 1
    else
      failures := failures + 1
  end;
  write ln;
  write ln ('number of passes : ', passes);
  write ln ('number of failures : ', failures)
end.

```

Fig. 1a. The Exam Marks Program written in PASCAL.

## The Highly Scrutable Chinese

A useful subset of PASCAL can be implemented in as little memory as most BASIC interpreters. The compiler described by Chung and Yuen<sup>5</sup> does not include error recovery or allow data types other than integers, and so is not suitable for general use, but even so it is a useful guide as to what can be done when only limited machine resources are available.

```

10 PM = 50
20 P = 0 : F = 0
30 INPUT M
40 IF M < 0 THEN 90
50 IF M > = PM THEN 70
60 F = F + 1 : GOTO 80
70 M = M + 1
80 GOTO 30
90 PRINT "NUMBER OF PASSES :
"; P
100 PRINT "NUMBER OF FAILURES :
"; F
110 END

```

Fig. 1b. Exam Marks Program written in BASIC.

To illustrate the use of PASCAL two programs are included, written in both PASCAL and BASIC. The first is a count of the number of students who have passed or failed an examination. The marks obtained by each candidate are entered on the terminal and the number of passes and failures are displayed once all the results have been entered. In PASCAL this program can be written very simply using a loop starting with the statement

```
while not eof (input) do
```

This tests for end of file on the input stream. If your system does not have a simple end of file symbol, another symbol may be tested for instead. The statement following the *while* statement will be executed repeatedly until the condition *not eof (input)* is false; i.e. the end of input has been found. Since a number of steps are necessary within the loop the required program statements are enclosed between *begin* and *end* to form what is known as a compound statement. The flow of control is also made more obvious by the use of an

```
if ... then ... else ... ;
```

statement to count the number of passes and failures, avoiding the conditional and unconditional jumps required in BASIC. Finally the program is made a lot more readable by careful layout and the use of meaningful variable names.

## Declaring Constancy

In PASCAL it is possible to declare constants at the start of the program. This facility is used here to set the passmark at 50. If, at a later stage, a new passmark is decided upon, it is a simple matter to edit the program as only one line must be changed. No variable storage is used, as constants are looked after by the compiler, whereas in BASIC a variable had to be assigned the value 50.

```

function gcd (i, j : integer) : integer ;
(* i and j must both be greater than 0 *)
var
  i1, j1 : integer;
begin
  i1 := i ; j1 := j ;
  while i1 <> j1 do
    if i1 > j1 then
      i1 := i1 - j1
    else
      j1 := j1 - i1;
  gcd := i1
end

```

Fig. 2a. Procedure to find the Greatest Common Divisor of two Integers, written in PASCAL.

```

1000 REM G. C. D. SUBROUTINE.
1005 REM PARAMETERS I AND J
1010 REM RESULT RETURNED IN
    I1 and J1
1020 I1 = I
1030 J1 = J
1040 IF I1 = J1 THEN 1090
1050 IF I1 < J1 THEN 1070
1060 I1 = I1 - J1 : GOTO 1080
1070 J1 = J1 - I1
1080 GOTO 1040
1090 RETURN

```

Fig. 2b. Subroutine to find the Greatest Common Divisor of two Integers, written in BASIC.

The next example is a function to obtain the greatest common divisor of two integers (figure 2a and b). The method used is to repeatedly subtract the smaller integer from the other until both are the same. This is the result. It shows the ease with which standard functions can be written in PASCAL. In the main program this function may be called very easily within an assignment statement e.g.

```
I := gcd (m,n) ;
```

whereas in BASIC the calling statements to perform the same action would have to be

```

100 I = M
110 J = N
120 GOSUB 1000
130 L = I

```

which is far less readable. Also, care will be needed in the naming of variables in both the main program and the subroutine, since all are available

to both. When a number of interrelated subroutines are involved this can be very confusing. In PASCAL variables declared within a sub-program can only be used within that sub-program, so that name clashes are unlikely to occur. If a particular variable is needed in both the main program and a procedure it must be declared before the procedure, together with the other variables used in the main program. A library of useful procedures can be built up very rapidly and added to programs automatically, when required. This is a facility that professional programmers have made good use of for many years. Routines should be included in the library to make use of any machine dependent features you use, so that if one of your programs is to be transferred to another micro-computer only these procedures need rewriting.

## Wirth It

In a single article it is impossible to do justice to any programming language, but I hope that I have given some indications of the opportunities offered by PASCAL. Byte recently ran a whole issue devoted to PASCAL<sup>6</sup>, which is well worth reading if you can find a copy. For those wishing to investigate PASCAL's potential, Wirth has written a very good advanced programming text book<sup>7</sup> using it. PASCAL offers the ability to write programs in a clear and readable form, which together with the development of program libraries will help you to program your microcomputer much more easily.

I hope in a further article (with the editor's permission) to describe some of the facilities available in PASCAL for which there are no immediate counterparts in BASIC.

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PCW "Structured Programming and Problem-Solving with Pascal", by Richard B. Kieburtz (Prentice-Hall, ISBN 0 13 854869 2, \$ 7.95), is highly recommended PCW

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Valerie A. Downes

*Department of Computing and Control, Imperial College, London*

This is an owner's report written after two weeks' experience with the Exidy Sorcerer. It does not claim to be an exhaustive analysis of the strengths and weaknesses of this home computer, but I hope to give sufficient information to assist potential buyers in their choice.

---

### The Criteria

---

I was looking for a low cost micro-computer that was not just a toy and that would give sufficient facilities for expansion to a full diskette system via a S100 bus (when finances allow!). Already having a TV and cassette recorder in the house, I did not see why I should pay for duplicating these items, preferring to use my money to buy extra computing power or memory. The Sorcerer seemed to fill my requirements, offering a Z80 processor with 32k of user RAM, floating point standard BASIC, a full ASCII character set plus graphics on a *qwerty* keyboard — all for under £1000 (£859 plus VAT). Expansion is available via an S100 bus that allows the choice of upgrading with a number of disc systems.

In fact I ordered the 16k version (£760 plus VAT) from Factor One in Penzance and it was delivered within two weeks (I was quoted six

weeks delivery elsewhere). The single unit comes well packed, double boxed with polystyrene padding, measures about 19" x 12" x 5" and weighs some 12lbs. It has a wipeable light brown plastic housing with a robust typewriter style keyboard and separate numerical key-pad. There are several output points arranged along the back — phono sockets for video, TV and Cassette tape outputs and for tape input (the VHF modulator for TV input is not standard but was provided and included in the price!); one 25-pin connector socket for a serial interface to drive a motor-controlled cassette or an RS232 interface; another 25-pin connector socket for a parallel data port, and an edge connector for the S100 bus in the Exidy Expansion Unit. There are also three leads, two manuals and a keyboard template — but more of these later.

To say that there is 16k of RAM is deceptive — the Z80 can address 64k bytes and the Sorcerer design allows a maximum of 48k to be provided as user workspace. The remaining 16k is used by the system and

provides a 4k power-on monitor, 4k of control areas concerned with the video display, and 8k for a control program on a ROM PAC that can be plugged into a slot in the side of the machine.

This is one of the most attractive features of the Sorcerer and a BASIC PAC is supplied as standard.

---

### Installation

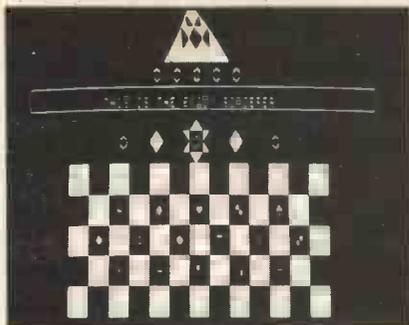
---

I had only minor problems in connecting the Sorcerer to my own TV and cassette recorder. The TV, a Ferguson 12" Black and White portable, needed a phono to co-axial lead which had to be made up, since only a phono to phono lead was provided. The *mic* and *ear* leads were supplied for the cassette recorder but my first tests of saving and reloading programs all ended in the response:—

```
ERROR — TAPE CRC ERROR
```

```
>
```

which left control in the monitor and needed a PP command to return to BASIC. A subsequent list would then



give assorted gobbledygook, ending in endless repetition of a single character, which could only be stopped by RESET. This error was not documented in the manuals and could be disconcerting. However, I decided that the problem probably lay with my rather elderly Sony TC-100A portable cassette recorder, so I gave it a good clean with cotton-wool buds soaked in methylated spirits. After this I had no further trouble except when accidentally attempting to read human speech.

With everything connected I was left with an unsightly collection of leads, particularly because each component needed connecting to the mains electricity. This could be improved by the use of a single distributor board that would also make the siting of the equipment more flexible.

#### Documentation

The Sorcerer comes complete with two introductory manuals — 'A Guided Tour of Personal Computing', and 'A Short Tour of BASIC'. The first of these gives a chatty introduction to the equipment, simple BASIC programs and the commands available under the monitor.

Most of this book is presented in a palatable fashion designed for the beginner, but I feel that the sections on the monitor and interfacing fall between two stools: they will either frighten the novice or prove not detailed enough for serious use. The information on connecting the cassette tape recorder did not warn of the error that I encountered, or suggest trying a tape rate of 300 instead of 1200 baud, and there is no description of monitor error messages.

The manual on Basic is well presented but I found it misleading on the subject of strings. There is an unqualified statement that, "You can have as many as 255 characters in a string", which is not true under the default limit set on the string space. Only in an appendix are we told that the string space is normally set to 50 bytes. There are some

puzzling omissions like the fact that Print CHR\$(12) will clear the screen and return the cursor to the top left-hand corner. Those not familiar with BASIC will need a more detailed text book if they intend to do any serious programming.

Anyone wishing to do much outside the standard BASIC, like driving peripherals, will require further documentation such as the Sorcerer Technical Manual which is advertised in the back of the BASIC manual but is, apparently, not yet generally available.

#### Graphics

The video display screen is made up of 30 lines of 64 characters, each character being formed by an 8 by 8 dot matrix. This gives a resolution of 240 by 512 dots over the whole screen although not every point is independently addressable. Even using a standard TV through the UHF Modulator the resolution is acceptably clear and perfectly steady, only giving slight interference when the cassette motor is on.

The display is index mapped by 1920 bytes of system memory, each of which contains the numerical coding of one of the 256 available characters given by the ASC function. Each character is stored in further 8 bytes of system memory. Values can be POKEd directly into the screen area from a BASIC program.

The Sorcerer is supplied with the 128 standard ASCII characters plus 64 predefined graphics symbols — in line with those found on the PET. By using a combination of shift keys the keyboard can also be used to access another 64 characters which can be defined by the user. By sketching the shapes required on graph paper one can work out the pattern of dots required, convert them to hexadecimal and load them into memory, either by using the monitor or by POKEing from

BASIC. The process is well described in both manuals and can also be used to *redefine* the 64 supplied graphics characters.

Once defined, symbols for different applications — greek letters, mathematical symbols, or whatever — can be saved on tape and reloaded when required. The template of the keyboard can be used to note these special symbols — it has a wipe-clean surface, from which flow-pen marks can easily be removed, and an adhesive back for fixing to the Sorcerer's casing. These facilities are quite adequate for games, simple graphs and charts, circuit diagrams etc. although they do not compare with the high resolution graphics of the APPLE II.

#### Plug-In Memory

One of the nicest features is the plug-in ROM PAC which contains the standard 8k BASIC interpreter. This is housed in the type of plastic container usually used for 8-track cartridge tapes but with an edge connector at the open end. It slots into the side of the Sorcerer and is given control by the monitor. This design allows one to change control programs with the minimum of time and effort, and Exidy claim that several PACs are now under development — including an assembler, word processing facilities and an APL interpreter. There will also be blank PACs available into which users can load their own programs.

However, it remains to be seen how robust this system will turn out to be under constant use which could lead to wear on the gold flashings of the connectors. The manual warns against moving the PAC in or out with the power on and I have not experimented to see what damage an accident here might cause.

#### The Monitor

Control remains with the monitor program if a ROM PAC is missing

	BENCHMARK PROGRAMS <sup>1</sup>			
	SORCERER	APPLE II <sup>2</sup>	TANDY TRS-80 <sup>3</sup>	PET <sup>2</sup>
BM1	1.8	1.3	2.5 0.79	1.7
BM2	10.0	8.5	18.0 5.7	9.9
BM3	20.7	16.0	34.5 10.9	18.4
BM4	22.2	17.8	39.0 12.3	20.4
BM5	24.3	19.1	45.0 14.2	21.7
BM6	37.6	28.6	67.0 21.2	32.5
BM7	53.7	44.8	109.0 34.6	50.9
BM8	9.6	10.7	—	12.3

1. PCW Volume 1, Number 1 page 57/58; 2. PCW November 1978. P.52;  
3. PCW September 1978 P.28.



and it can also be entered by issuing a BYE command. It has a useful range of commands — sufficient to allow Z80 machine code routines to be loaded and executed, memory locations to be inspected to assist debugging, user defined graphical characters to be set up, and a tape of monitor commands to be set up and executed. It is through the monitor that various modes of operation can be selected — 1200 or 300 baud tape transfer rate, use of different I/O ports etc.

#### Using Basic

The standard BASIC interpreter, supplied in a ROM PAC, is compatible with floating point BASIC now offered with a number of systems of similar size. All numerical values are stored to an accuracy of six significant figures and cover the range 1.70141E38 to 2.93874E-39.

However, mathematical operations give rounding errors and it would be foolish to rely on more than five significant figures. Although there is a range of mathematical and trigonometrical intrinsic functions, serious mathematical computations could, and should, be performed far more accurately on a scientific pocket calculator than on a computer of this type.

I ran the benchmark programs listed in PCW Vol 1, No. 1 and the results are given in the table below together with those for the APPLEII, Tandy TRS-80 and PET quoted in earlier issues of PCW.

There is a random number generator which is initiated by a supplied seed, useful for simulation programs. I did a rough test by printing ten-point histograms of a run of num-

bers produced by a given seed and those tried were all reasonably rectangular after a run of 1000 numbers.

There are PEEK and POKE facilities, USR which allows entry to a machine code subroutine and FRE which tells one how much memory is left un-used. All these allow clever programming and are particularly useful for building special displays or driving peripherals.

There are string variables and various operations that can be performed upon them. But here a word of caution — in default mode the Sorcerer does not like strings, it limits each string to 50 characters and total string space to 50 bytes. This is to maximise space available for programs. However, if, like me, your first test is to type in a published program to see if it works, and that program starts with a large number of statements printing strings, then you are in for a nasty shock — the string space limit includes PRINT statements as well as variables and the first run of the program will give an "out of string" error. The default setting can be overruled by a CLEAR n statement, where n is the number of string bytes required, either as a direct command or as a program statement.

Programs can be transferred to and from cassette tape by using the CSAVE and CLOAD commands, with the tape motor being controlled by hand. An extra connection can be bought which enables the serial interface to be used to control the motor as well as transfers. However, I have not found manipulating the tape controls to be a problem; and programs can be written to issue prompts at the points where tape control actions are required. The

ability to issue a CLOAD command from within a program allows overwriting by a replacement program — and this means that suites of programs can be designed with an initial program that interfaces with the user and allows him to choose the next function.

Arrays of any size can be transferred to and from tape with the CSAVE\* and CLOAD\* commands but, annoyingly, this feature does not extend to strings or arrays of strings. I consider this to be a serious omission since many of the applications to which a personal computer will be put will involve handling character data-names, addresses, stock component descriptions etc. — which is to be stored on tape.

#### Conversion

However, this problem can quite easily be overcome, without resorting to machine code, by converting strings into their ASCII equivalents (using the function ASC), storing these equivalents in an array and then transferring the array to tape. The reverse process can be effected using the function CHR\$ which converts the ASCII code back into character form. In fact these functions do not only work on the 128 ASCII characters but also on the graphics symbols — including user defined graphics. The following short program illustrates the use of this technique.

```

10 REM EXAMPLE OF TRANSFER
  OF STRINGS TO TAPE
20 REM STRING SPACE SET AT 500
  BYTES
30 CLEAR 500
40 REM ARRAY S TO HOLD MAX 50
  CHARACTERS
50 DIM S (51)
60 INPUT "STRING"; S$
70 REM STORE LENGTH OF STRING
  IN S (0)
80 L = LEN (S$)
90 S (0) = L
100 REM STORE STRING IN S
110 FOR K = 1 TO L
120 S (K) = ASC (MID$ (S$, K))
130 NEXT K
140 REM TRANSFER STRING
150 INPUT "RECORD"; X$
160 CSAVE* S
170 INPUT "OFF"; X$
180 REM REPEAT IF MORE DATA
190 INPUT "MORE DATA (Y or N)"; X$
200 IF X$ = "Y" THEN 60
210 INPUT "REWIND"; X$
220 END

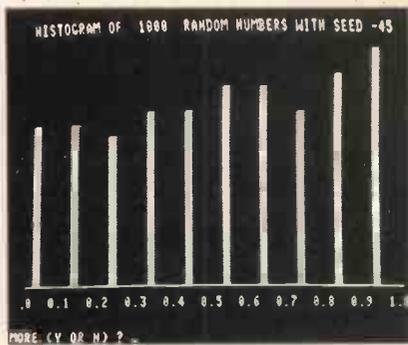
```

The string can later be recalled from tape by using CLOAD S followed by:—

```

L = S (0)
S$ = ""
FOR K = 1 TO L
S$ = S$ + CHR$ (S (K))
NEXT K

```



I have used this technique for a program that handles a cassette tape file of names and address. Each line of the data is input into the same string variable which is then converted into one row of two dimensional array, ready for transfer to tape. The conversion process is so fast that there is no noticeable delay in the prompts for each line of input.

To speed up the process of typing programs the Sorcerer provides almost all of the BASIC key words as single key inputs, using the GRAPHIC shift in the context of the BASIC instruction. The program looks rather strange with — for PRINT  $\pi$  for GOSUB and the like, but a LIST restores the full words.

The key words are not printed on the keys but I have copied them from the manual to my keyboard template (more than one of these would be useful). At first I found using them slower than typing the full word since I had to search for the correct key, but the positions of the commonly used words soon became familiar.

There is no line editing, hardly to be expected in an 8k interpreter, but single characters can be erased on a SHIFT and RUB and a whole line aborted with @. The control shift and C breaks into execution of a program and allows one to input directly executable statements before CONT continues execution. This facility is very useful for debugging programs, since it allows the contents of variables to be inspected or changed. If all else fails, simultaneous pressing of the two RESET keys, a good precaution, will take one back to the start of BASIC — losing any program but not user-defined graphics. Although reset is rarely necessary. I would advise frequent saving of program versions during development.

One very annoying aspect is the inability to list a program by the screen-full: the LIST command lists the whole program or from a given

line, but not to a given line. LISTings can be caught as they scroll past by pressing the RUNSTOP key but this only holds while the key is depressed. It would be an improvement if this key was fitted with a lock, like the SHIFT LOCK Key, so that both hands can be free for making notes or photographing the screen.

**Conclusion**

The Sorcerer represents excellent value for money either for the home enthusiast, teacher, or small business man who wants something with expansion potential. The minimum configuration allows serial processing (if you do not mind driving the tapes by hand), the graphics potential is fine for both game playing and diagrams, the standard BASIC gives access to a large printed repertoire of established software and the ROM PAC promises easy expansion into new languages. My only words of caution would be to wait and see how durable the PACs prove and how soon the projected software actually becomes available.

*Since this article was written, two months ago, Valerie Downes has attained greater familiarity with, and expertise on, the Sorcerer.*



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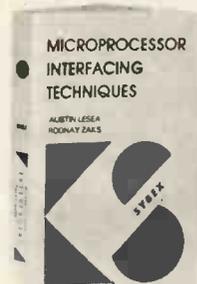
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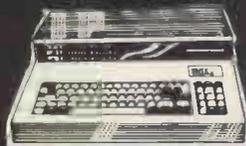
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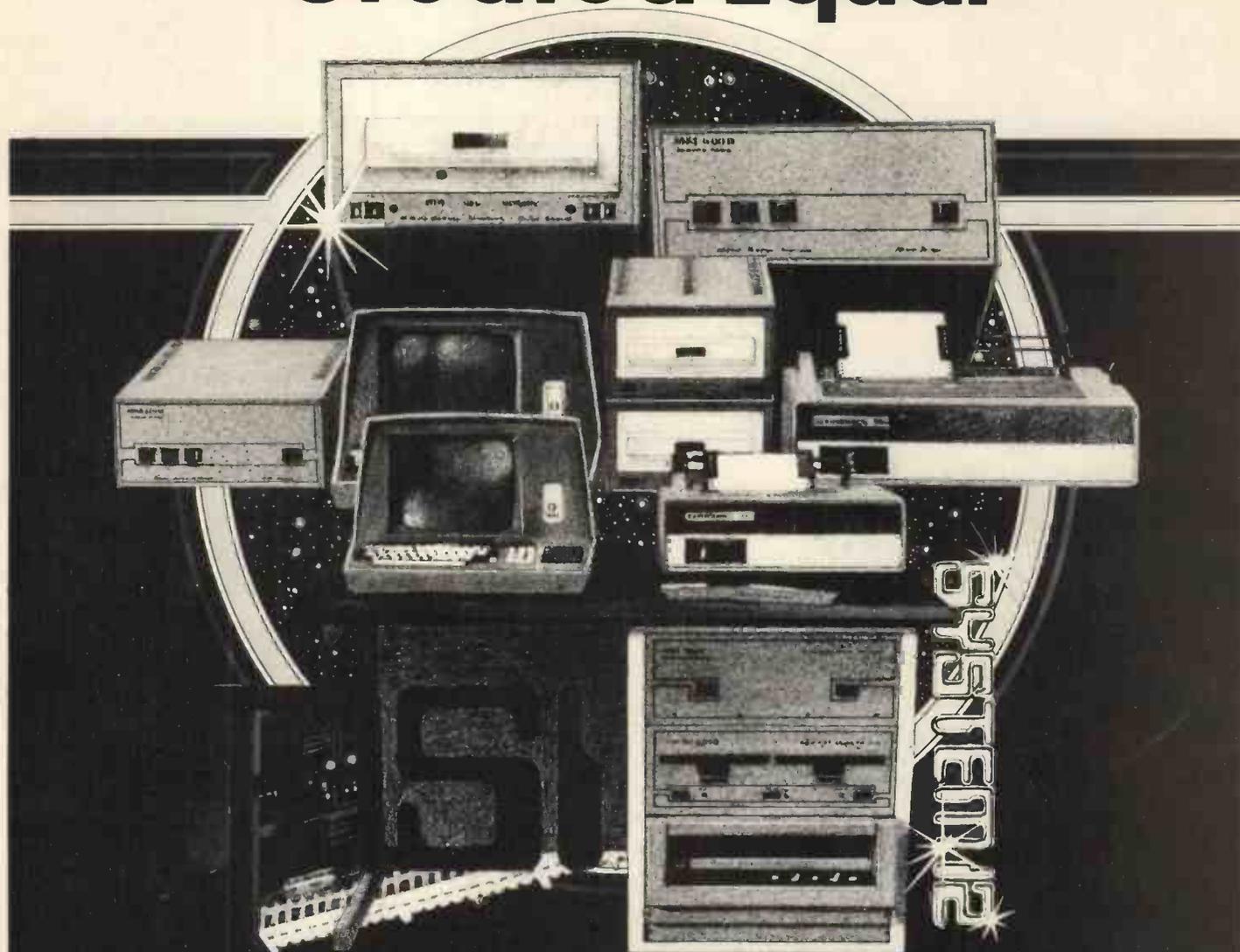
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# SMALL SYSTEMS ARE GOOD FOR SMALL BUSINESSES

John Braga  
Computerland, Nottingham

PCW This reasoned response to a previous PCW article is a good indication of the quality of the people engaged in the business of selling microcomputers PCW

Mr. Worsley's article in the June issue of PCW, dealing with whether or not small businesses were ready to adopt microcomputers in large numbers, raised a number of interesting points.

The fact that I disagree with most of his conclusions has prompted me to reply!

One point on which we do agree: Small businesses will turn to computers for one reason only — if it makes economic sense for them to do so. But anyone who is involved with small companies and who has had the benefit of a systems analysis training must agree that there are countless opportunities in almost every business to increase efficiency by the *judicious* use of computers. Mr. Worsley makes two important points with which I agree, namely:—

- most businessmen are not prone to seek innovation for its own sake; they will wait until the product is presented to them in an easily digestible form.
- However well a system is designed, installing a computer is going to be much more of an upheaval than installing dictating equipment or an electric typewriter. The smallest system may well involve a fundamental change in the way a company operates.

Many businessmen have not thought deeply about computers, believing that they are an excellent invention — for someone else! If pressed to say why they have not installed a computer they have sheltered behind three main defences; every computer salesman is only too familiar with them!

1. Computers are too expensive.
2. It is quicker by hand.
3. My business is too complicated to program on a machine.

The revolution in technology of the past two years has meant that the first argument above has been rendered totally invalid. There is now no reason why any company turning over £500,000 or so should not afford a computer system which now

costs little more than a photocopier and less than a Chairman's company car! The other two arguments will persist but are generally due to an ignorance about how a computer works.

This last point is not meant to be a criticism of businessmen in general; it is an unfortunate fact that computers are complicated to understand and to install. It is a challenge to the software house, systems analyst, micro manufacturer and retailer to make systems that are flexible and easy to use; but, since each company operates in a different way, each company will ideally want a different computer system. Some bending will therefore need to take place, and either the company or the computer system will have to adapt!

I am certain, however, that businesses will install large numbers of micros. Any system needs three ingredients: good hardware, operating system, and application software.

We already have the first two, and application software is becoming available in increasing quantities. As the professional software houses become aware of the falling price of machines we will see a large increase in the amount of *good* packages becoming available. No company producing systems can afford to ignore the micro market (although some have shown every sign of wishing it would go away, and leave them in peace making large margins on 'expensive' minis!) A company will be left stranded if its software will only work on a £20,000 system where the competitor's will run on a £5,000 machine.



Remember too that COBOL compilers have now become available for the micro and this means that a large amount of existing software can speedily be converted to run on micros. My own company is already doing this and there are hundreds of software houses that will be doing likewise over the next few years. The market is too large to ignore.

In summary, there is no earthly reason why good software should not be available on low-priced systems. The price is likely to vary widely, depending on the size (and overheads) of the company producing it, but we are already seeing packages *now* available that can be safely used by the business entirely new to computers. Nor is there any reason to think, as Mr. Worsley does, that small computer companies will be driven out of the market by big companies. Small computers have several advantages when producing software for small businesses:—

1. They are small themselves and can relate to the small business's problems and systems. A rapport can easily be established between buyer and seller, which is not so common when the seller is the sales office of a large multinational.
2. They have small overheads so can frequently sell at lower margins. This also means that they can look at business which larger companies do not find profitable — remember, a large company works best by selling a *standard* product in large numbers, and is frequently less willing to tailor to individual requirements.
3. They can be very flexible, changing their products at short notice to meet a new market place.

For this reason I believe a professionally run small company will survive in the micro world, though it may need agile footwork at times to adjust! I also believe, though, that there are too many companies, large and small, which do not deserve to survive the next few years because they are not offering a competitive service or product.

So where does this leave the owner of a small business who is

wondering whether or not to buy a computer? Here are a few guidelines which may help him to decide:

1. Read as much about computers as you can. There are several good books and magazine articles which cover the application of small computers to business problems without introducing too much jargon.
2. Attend several different demonstrations. This will educate you in the way of different machines and — just as important — enable you to weigh up the capabilities of potential suppliers.
3. When considering what part of your business could be 'computerised', concentrate on one simple application rather than on an integrated system affecting every facet of the operation. If you devote your energies and time to getting one application up and working, your computer will be earning its keep while you are developing subsequent phases. Also, you will learn a lot from the initial stage and may well modify your subsequent development in the light of initial experience.
4. Do not try to dream up 'Your Perfect System' before the machine is even installed. You are dealing with too many variables to look ahead with precision. You must of course look ahead far enough to be sure that what you may want to do is feasible on the equipment you are considering, but what you *think* you need is probably very different from what you will *actually* want, with experience of a computer system under your belt.
5. Learn to distinguish between a micro suitable for playing Startrek and one suitable for Sales Ledger. There is a world of difference between the hobby and business system. Many manufacturers and

dealers do not distinguish, perhaps preferring to try to catch both markets with the same machine (it makes life simpler for them that way!). There are some vital differences, however, so make sure you understand them before purchase.

6. While on the subject of dealers, most people are likely to need advice and help from their supplier after they have bought. So choose him with care — if he seems more interested in the electronics of his box-of-tricks than in applying the machine to solve your particular business application problem, go elsewhere. You need the advice of a knowledgeable businessman, not an engineer, at this stage.
7. Finally and perhaps most important, never forget that in the world of micros, as in other fields, you get what you pay for! If a machine costs 50% less than another system there is usually a good reason. It always surprises me, for instance, that people expect a £500 printer to perform as well as a £1200 model and last just as long. In a fiercely competitive market prices are generally what they are for a good reason . . . All of which does not mean a cheap system need not be excellent value, but do make sure you understand what has been left out. All systems have their limitations and you should be suspicious if the salesman is too glib on this point.

The responsible dealer or manufacturer realises that by educating the computer buying business world to become more knowledgeable and critical he stands a better long-term chance of selling his products. Satisfied businesses are his best reference. So please let us work jointly to keep expectations and standards high!

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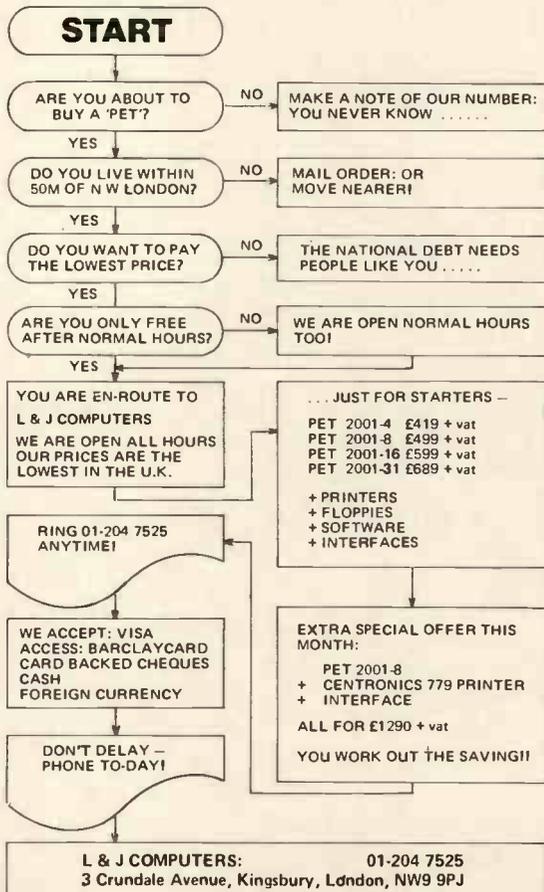
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David Hebditch

# ON THE LINE

## Communications I/O

I have earlier in this series, considered:

- \* techniques for representing data bits on analogue telephone lines
- \* the use of modems and acoustic couplers for converting bits from digital form to analogue form (and vice versa)
- \* timing and character formats
- \* the V21 interface between the computer and the modem.

We have now reached the stage where I can describe what needs to be done to get a seven-bit ASCII character from the main memory of our micro-

computer across the V-series interface so that the modem can modulate it on to the telephone line. The reverse operation to get bits assembled into sensible characters is also relevant.

To save you having to revise the previous articles in the series, this is what needs to be done:

### TRANSMIT

1. Generate a parity bit and append it to the character
2. One start bit and at least one stop bit will also have to be appended.

3. The resultant framed character then needs to be *serialized*, i.e. passed bit-by-bit to the 'transmit data' lead of the interface.

The regular reader will remember that the last operation is necessary because all data transmission takes place in a *bit serial* fashion, but data is held in the micro in *bit-parallel* (or character-serial) form.

It should come as no surprise that the sequence for incoming data is:

### RECEIVE

1. *Deserialize* the bits into a 'framed character' form.
2. Strip off the start and stop bits.
3. Check the parity bit, set status accordingly (good or bad) and dispense with the bit (unless it is going to be taken all the way into RAM).

There is another important stage:

4. Tell the processor that a character has arrived.

Exactly how this is done will be dependent on the architecture of the micro being used. At a simple level, a status bit may be set. Increasingly, an interrupt may be raised.

Other things need to be done (e.g. assemble the incoming characters into a meaningful message) but the steps I have described so far are

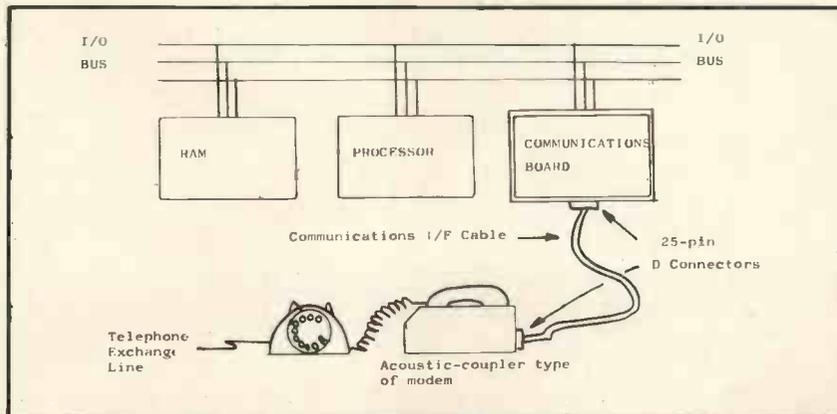


Fig. 1. Single-Line Communications Board

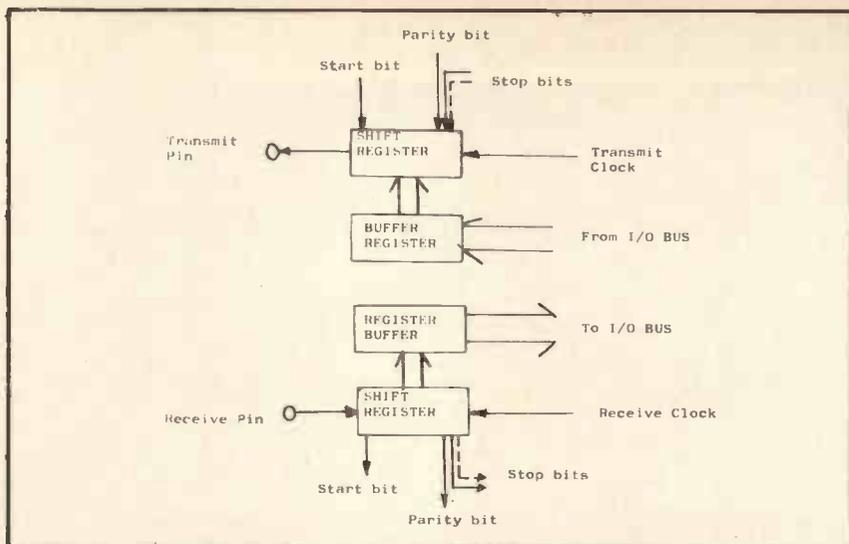


Fig. 2. Block Schematic of a Simple UART

usually implemented in hardware and the rest in software. This month I shall restrict myself to the hardware which usually takes the form of an 'add-on' PC Board which interfaces to the micro's I/O bus on one side and to one or more communications interfaces on the other. A single-line communications board is illustrated in Figure 1. Note that some Single-Board computers incorporate serial I/O capability as standard.

I admit to being old enough to remember the (pre-LSI) days when all the above functions were performed in software. Yes, that's right, you had to write programs which deserialized characters and stuffed the bits down the telephone line. Fortunately, that did not last too long and boards based upon TTL components soon became available. The big breakthrough came with the development of the Universal Asynchronous Receiver/Transmitter (UART). The UART was invented by any semiconductor company you care to ask.

Figure 2 shows how a UART chip does what we need.

Many of you will have already come across UARTs being used in cassette tape and printer interface boards. For the sake of completeness, I should tell you that there are now a whole family of UART-like devices from a variety of suppliers.

On the simpler ones, the facilities required (e.g. bit rate, odd/even parity, number of stop bits) are selected by the use of jumpers. More recent models are sometimes called (confusingly, in my opinion) 'programmable'! What it means is that the option can be specified via a parameter register, the values of which can be loaded from a program. The arrangement is easier to understand if it is described as having 'software selectable options'.

As the density of chips has increased the functions performed in the UART have increased accordingly. 'Super UARTs' are known as Universal Synchronous/Asynchronous Receiver/Transmitters (USARTs or just USRTs) and are capable of performing advanced checking functions (Cyclic Redundancy Checking), data link controls (more of which next time) and perform timing functions at both block and character levels. As few of these functions will be needed for our planned Personal Computer Network, we only

need to be concerned about the more simple UARTs.

For the homebrew enthusiast and those who like more detail: Figure 3 shows a more complete picture of a typical communications board. Not being famous for my hardware capabilities, I had my good friend Dr. Martin Healey, of University College Cardiff, draw up this schematic. The additional logic needed to support the UART is as follows:

- A: Raises 'Request-to-Send' on the V-Series interface and checks for 'Clear-to-Send' which indicates that the modem is sending a stable carrier and is ready for the data bits.
- B: The baud-rate generator receives a clocking signal from a crystal oscillator or from the I/O bus (e.g. 2 MHz on the S100). This is then subdivided to produce the required bit-rate (e.g. 110, 300, 600 or 1200 bit/s). Note that, with many UARTs, the transmit and receive rates may be different.
- C: The optional interrupt logic is used to tell the processor that the UART can receive the next character for transmission or that an input character has been received satisfactorily.
- D: The address select and interface logic looks after the inter-working with the processor.

So far, so good. Next time we shall look at data link control procedures.

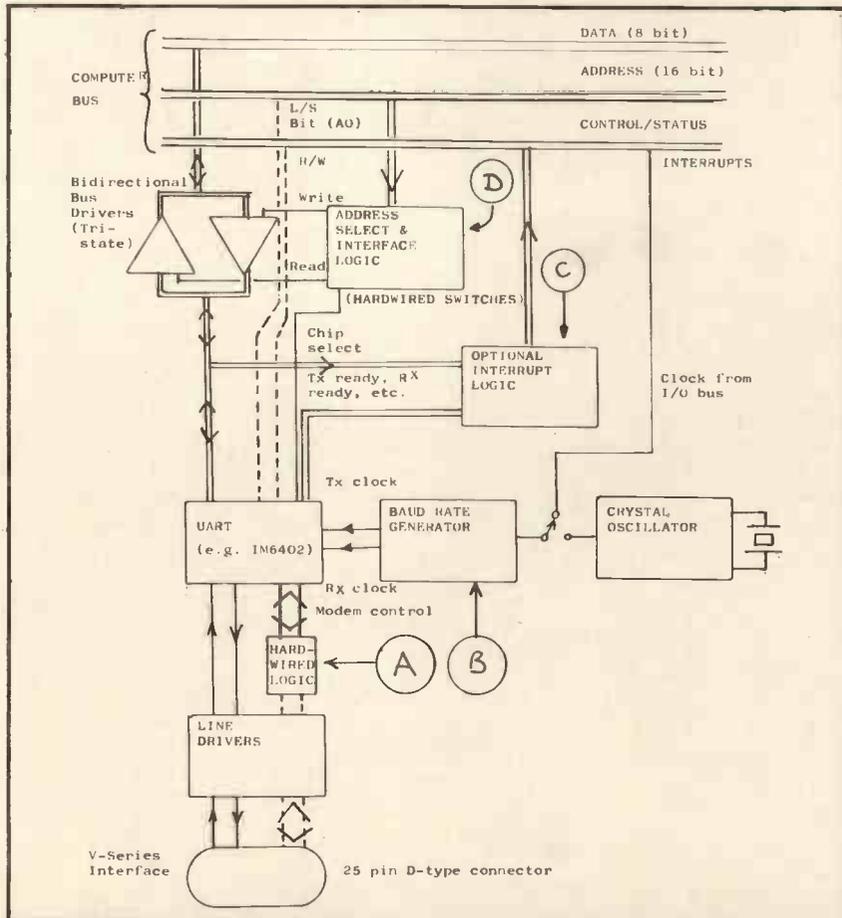
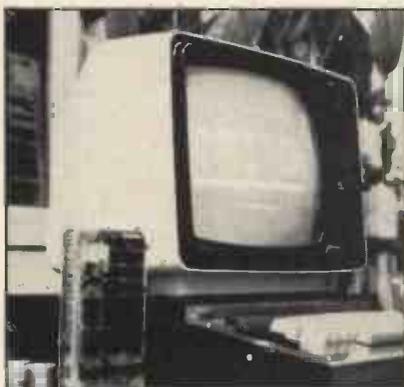


Fig. 3. General Schematic of a Communications Interface Board

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John Coll

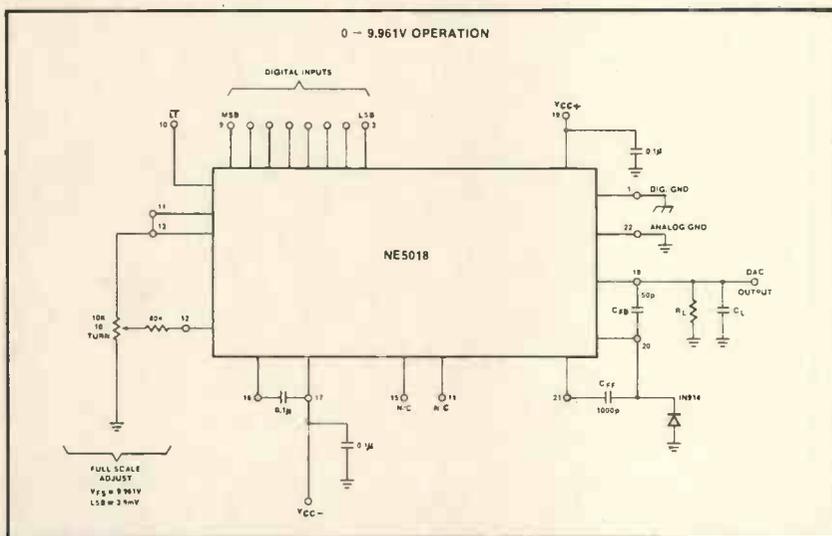
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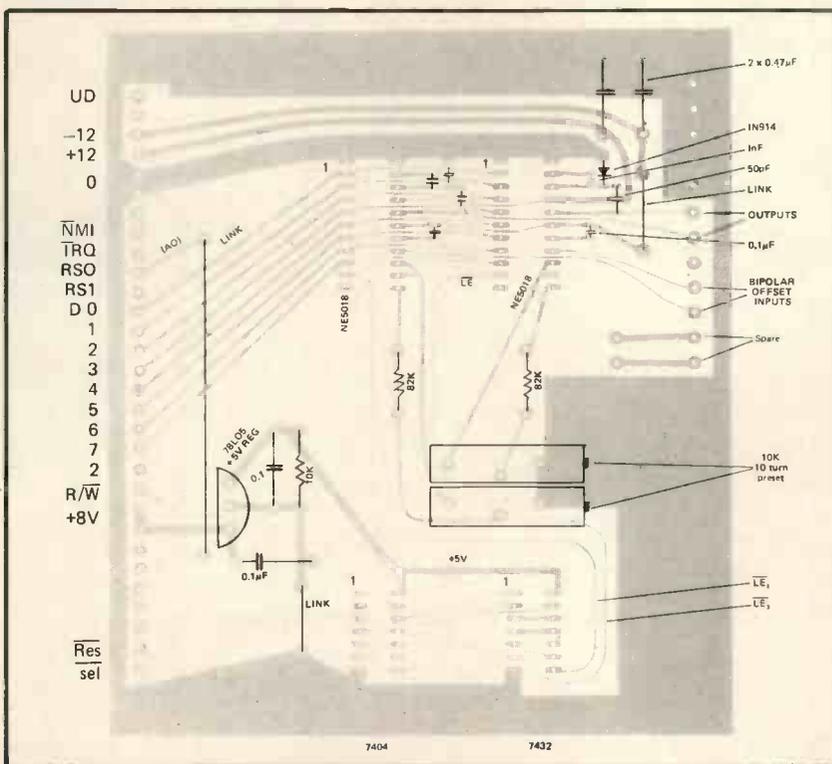
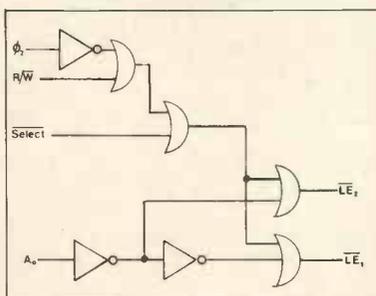
Signetics have produced a single I.C. micro-processor D to A converter which makes the whole process simplicity itself. It is quite a lot nicer than the Ferranti ZN425 since it includes a Latch enable input which greatly simplifies connection to the data bus. The part number is NE5018 and it is suitable for most micros.

I have designed a printed circuit board for the SWTPC system (since that machine was available) with 2 D to A converters on one board. This enables X Y plotting to be done on a 'scope screen — and music to be played in stereo I suppose! The circuit is shown below together with a reduced copy of the artwork used.

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The Signetics D/A Converter



Top View of PCB for SWTPC System

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# Practising a little Micro-control

Mike Dennis

Much has been said on busses and the basic schematic layout of personal computers. However, little has been published on what the various *control signals* that come out of the CPU chip do, and how you can use them. To list them all would fill this magazine and so I intend to fill the gap with reference to the Z-80.

### The basic design

Figure 1 shows the familiar block diagram of a typical computer. In order to determine what control signals may be necessary, we must list those operations that are required from the computer. Table I shows them.

- 1/ CPU sends data to memory
- 2/ CPU receives data from memory
- 3/ CPU sends data to I/O (Input/Output)
- 4/ CPU receives data from I/O.

TABLE I

Larger computers like the PDP-11 have the added facility to move data to and from memory and I/O but in the micro world this is generally not the case and so transferring data from I/O into memory would require a combination of operation (4) then (1). Table I can be re-arranged thus:—

- a/ The CPU communicates with either memory or I/O
- b/ The CPU either sends or receives data.

TABLE II

The system needs to know *which one of these is to take place* and the control signals do precisely that. There are four control signals from the Z-80 and they are:—

- 1/  $\overline{\text{MREQ}}$  — indicates CPU wishes to communicate with memory and that the address bus is stable and valid. ('Memory REQuest'.)
- 2/  $\overline{\text{IORQ}}$  — indicates CPU wishes to communicate with I/O and that the address bus is stable and valid. ('I/O ReQuest'.)
- 3/  $\overline{\text{WR}}$  — WRite — CPU wishes to send data — the data bus is now stable and valid.
- 4/  $\overline{\text{RD}}$  — ReaD — CPU wishes to receive data

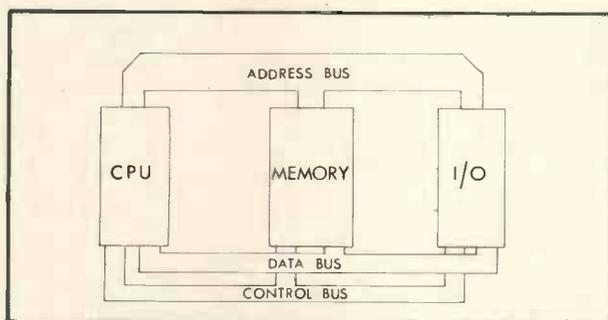


Figure 1.

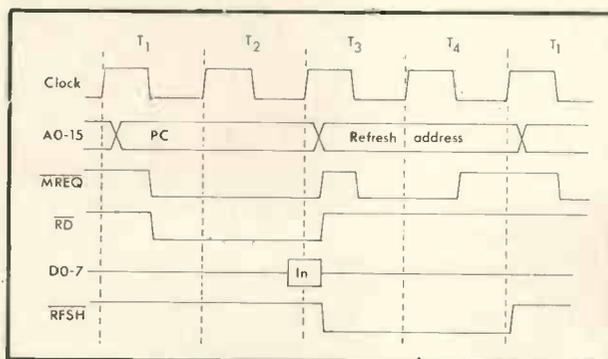


Figure 2.

These signals are all automatically generated by the CPU. Moreover, as far as the CPU is concerned, they are generated at the right time *with respect to each other*. It is up to the user to do something useful with them!

For example, when operation (2) is in progress, the CPU would make both  $\overline{\text{MREQ}}$  and  $\overline{\text{RD}}$  active. The bar over the top means that they are 'active low', ie when they are active, they are at logic 0 or 0v or whatever you like to call it. Table III shows the logic state of the four control signals for each of the operations.

(Table I operations)				
	MREQ	IORQ	RD	WR
(1)	0	1	1	0
(2)	0	1	0	1
(3)	1	0	1	0
(4)	1	0	0	1

TABLE III

Some computer manufacturers, eg Tandy, gate these controls together and derive four different ones:—MEMRD and MEMWR (memory read and write) and IORD and IOWR. Personally, I think this is a waste of time as one can lose the flexibility of the four original signals.

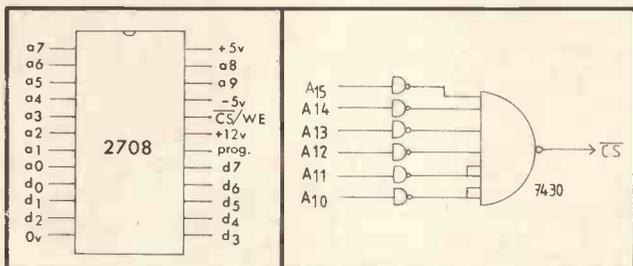


Figure 4.

How are the control signals used?

The basic concept of the tri-state bus is that there is only one device on the bus at any one time that is supplying any data — the talker. All the other devices are sitting across the bus and listening. The control signals help discriminate between the talker and the listeners and allow them to talk or listen at the correct time.

After reset is hit, all the internal registers are cleared and the program counter is forced to a specific value or address, depending on which CPU chip is used. The contents of the program counter are then transferred to the address bus as an address and, in the case of the Z-80, this address is 0000. The Z-80, therefore, expects to find the first program instruction at this address.\* This instruction will reside in memory, the CPU wants to read it and so MREQ and RD will be made active (in this case, active low) by the CPU — see Figure 2, which has been taken from the Z-80 Technical manual. Notice that the whole operation takes four clock cycles.

The next step is to apply the controls to memory in such a way that the data at address 0000 finds its way onto the data bus so that the CPU can read it.

How Memory Uses Control Signals

Figure 3 shows the pin connections for a 2708 EPROM. This device has a capacity of 1k bytes (2<sup>10</sup> bytes) and so 10 pins are needed to access all the memory locations within the chip. The data is output onto the data bus via pins 9-11, 13-17 inclusive, AND only when pin 20 (CS; CS = Chip Select) has been taken low otherwise the o/ps (outputs) of the 2708 are tri-stated. The CPU has put out 0000H or 0000 0000 0000 0000 onto the address bus but the 2708 is only interested in the logic state of the ten lower bits of the bus (A<sub>0</sub> to A<sub>9</sub>). The remaining six bits can be used to uniquely define the 2708's position in the possible 64k bytes of memory that the micro could address. There are two methods of decoding and they are:—

\*There are hardware tricks that fool the rest of the computer into thinking that a different address is present on the bus. I do not intend to go into them now.

1/ Full decoding

Here the remaining six bits are combined via a logic circuit that will only give an output when a certain bit pattern is present. The 2708 must respond to a base address of 0000 and so the circuit of Figure 4 will decode this. The output from the decoder is 0 which, conveniently, is needed by CS in order to enable the 2708.

2/ Partial decoding

This is only suitable for a system of limited size and one that is not going to expand. Assuming that it consists of, say, 4k bytes of RAM and 2k bytes of ROM, then each of the spare six address lines could be used directly as the Chip Select (CS) for each k byte of memory. Figure 5 shows how they could all be used and the various base addresses that they will each respond to. Notice that address 0000 still needs to be completely decoded and this has not been shown. Care must be taken when programming to prevent any attempt at reading or writing to addresses that would select two or more blocks of memory. For example, an instruction to read data at address F000 would be disastrous as all four blocks (A, B, C & D) would be selected simultaneously!

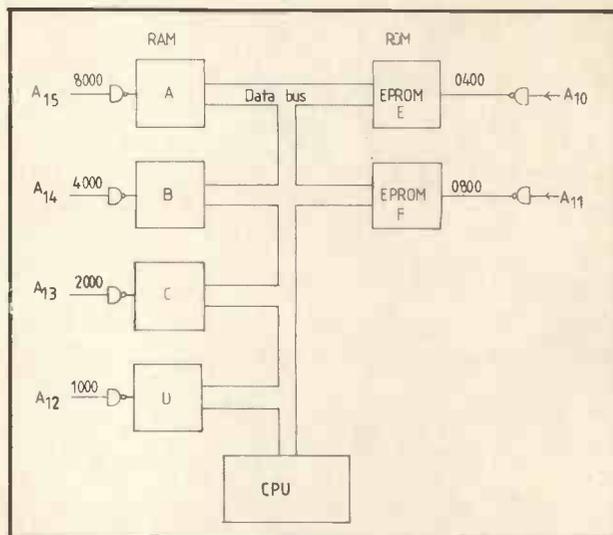


Figure 5.

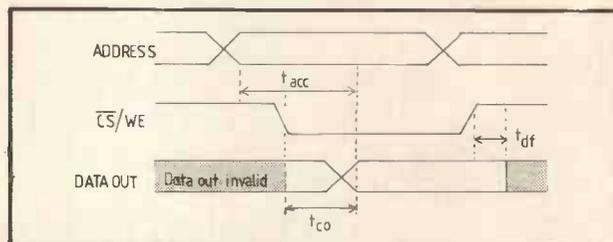


Figure 6.

Full decoding is certainly well worth while and always pays dividends in the end as bus conflicts are avoided. You perhaps are wondering about RD and WR? Well . . .

All memory has an inherent delay between the address being presented at the memory chip's pins and then valid data appearing on the output pins. There will almost certainly be rubbish on the pins until a certain time has passed — the access time. Access time is often quoted as part of the chip number, eg —2102-4 (450nS) access time. It can also be found from data sheets, and Figure 6 shows that for the 2708 while Table IV gives the timings.

Symbol	Parameter	Min	Typical	Max	Unit
t <sub>acc</sub>	Address to o/p valid		280	450	nS
t <sub>co</sub>	Chip select to o/p valid		60	120	nS
t <sub>df</sub>	Chip select to o/p tri-stated			120	nS

TABLE IV

We are told that the data will be valid at a maximum time of 450 nSecs after the address has been presented and CS has been low for at least 120 nSecs. Relate Figure 6 to Figure 2. If we are using a clock frequency of 2MHz then one clock cycle will take 0.5uS or 500nSecs. The CPU samples data on the rising edge of T3 and so our data must be valid and stable on the data bus by this time.

Have we enough time? The address is present on the 2708 for nearly all of T2 and most of T1 before the critical edge of T3 occurs. That is nearly 1000 nSecs and more than enough for our 2708. We can use Figure 4 to chip select the 2708 and further combine this signal with MREQ and RD to enable a separate chip that buffers the outputs of the 2708 from the data bus. This is shown in Figure 7.

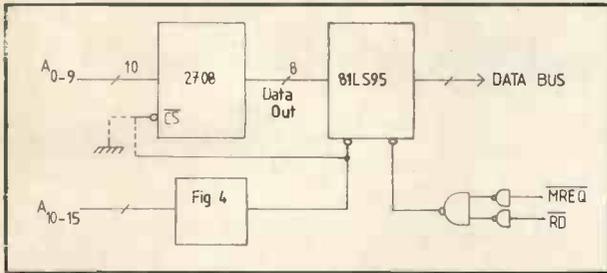


Figure 7.

In fact, with Figure 7, there is no reason why CS of the 2708 shouldn't be permanently tied low provided that the tri-state buffer is only enabled when A<sub>10</sub> - A<sub>15</sub> are low and MREQ and RD are active - shown dotted. A similar process can be applied to RAM and this is discussed next.

Read and write

RAM really is an awful word! We don't actually random access the memory; if we did, there's no telling what data would come out. What is done is Read/Write but no-one seems to call it that. Figure 8 shows the timing diagram for a Memory Write by the Z80; Figure 9 - the timing diagram for a 2102 RAM; and table V gives the timings.

Symbol	Parameter	Min. Time (nSec)
t <sub>wc</sub>	Write cycle	450
t <sub>aw</sub>	Address to write set-up	20
t <sub>wp</sub>	Write pulse width	300
t <sub>dw</sub>	Data setup	300
t <sub>cw</sub>	Chip enable (select) to write setup	300
t <sub>dh</sub>	Data hold time	

TABLE V

A brief explanation of some of the above follows now:--

- t<sub>aw</sub> - the address must be valid for at least 20nSec before write goes low.
- t<sub>dw</sub> - the data must be valid 300nSec before the write pulse goes high and moreover:--
- t<sub>dh</sub> - data must remain valid for 0nSec after write goes high.

Comparison between Figure 8 and 9 shows that the timings of the control signals from the Z80 are capable of providing the times shown in Table V. There is a fair margin as well. For example, data remains valid for some time (almost 200nSecs) after write goes high and so there is plenty of room for a chip that has a longer t<sub>dh</sub>. Figure 10 shows how a 2102 could be connected up to a buffer and address decoder. Work out what base address it will respond to - answer given at the end\*.

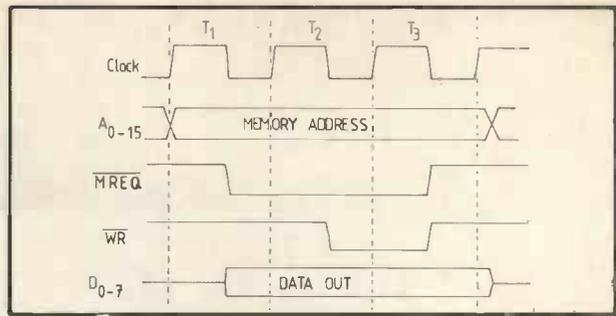


Figure 8.

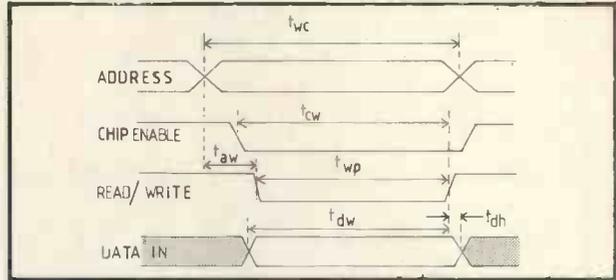


Figure 9.

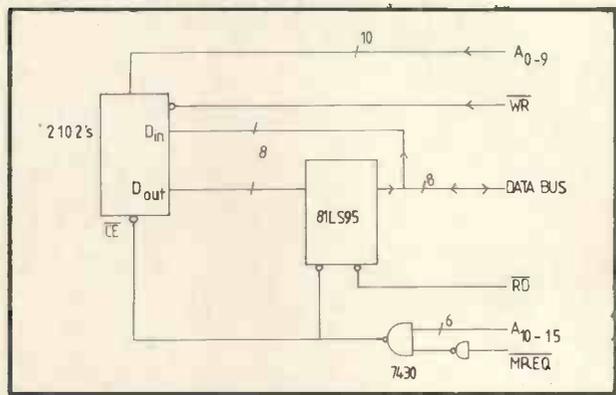


Figure 10.

What about I/O?

So far, we have only considered memory. I/O is very similar but this time, as mentioned previously, IORQ is used and not MREQ. RD and WR still perform the same functions. However, only the bottom eight address lines are used to decode which port is being accessed. Eight lines allow 256 different ports to be decoded and RD or WR will tell them which direction the data is going. Sometimes, several ports exist within the one chip (eg PIO's which have two data ports, two command or status ports at least) and the chip performs the decoding for itself for these ports. Timing is not a problem if you use peripheral chips from the same stable like the Zilog PIO or CTC. With other I/O devices, timing may or may not be a problem. It all depends on the speed with which the CPU transfers data to and from the device. Those devices that transfer data slowly, like UARTS, are easy, whereas those that transfer data quickly, like CRT or floppy disc controllers, are more difficult. You have to get the data sheets, burn the midnight oil and try it for yourself.

That completes this quick look on control signals but one further point remains regarding convention. When the CPU chip is reading data from either memory or I/O, then that device is writing to the CPU, so should the RD or WR line go active? Convention states that it is the action of the CPU that dictates which line goes active and, in this case, it will be the RD line - common sense really, since it's the CPU that generates the control signals and it should know what it's doing!

\*(Ans: FC00)

## THE RESEARCH MACHINES 380Z COMPUTER SYSTEM



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unit — you do not need to buy a separate terminal. The integral VDU interface gives you upper and lower case characters and low resolution graphics. Text and graphics can be mixed *anywhere* on the screen. The 380Z has an integral cassette interface, software and hardware, which uses *named* cassette files for both program and data storage. This means that it is easy to store more than one program per cassette.

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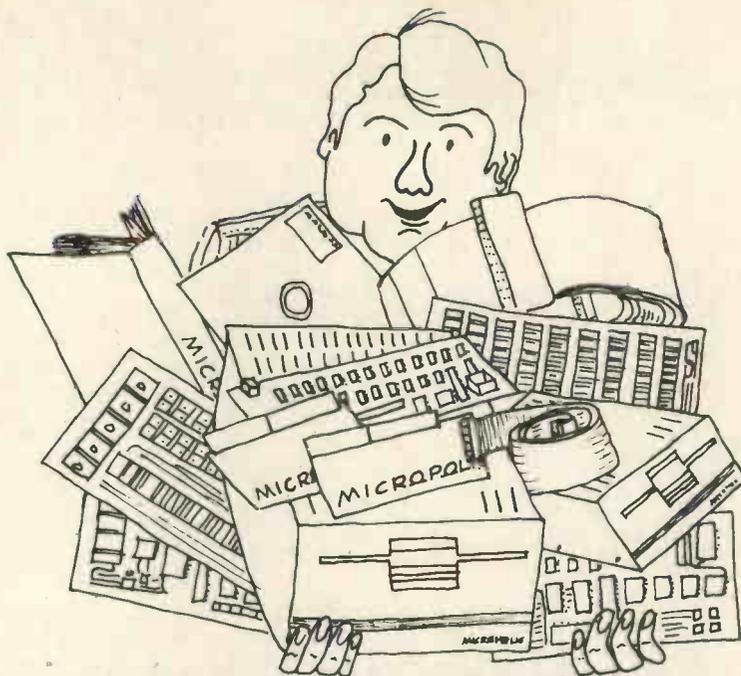
380Z mini floppy disk systems are available with the drives mounted in the computer case itself, presenting a compact and tidy installation. The FDS-2 standard floppy disk system uses double-sided disk drives, providing 1 Megabyte of on-line storage.

\*Trademark, Digital Research.

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# O.K. so you've got a computer.



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CP/M	<b>£100</b>	COBOL	<b>£400</b>

**For NASCOM and other small Z80 configurations:**

143BZ Master unit; includes controller card and Raindos system firmware	<b>£499</b>	1022-1 Add-on unit	<b>£339</b>
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**For Motorola D1/D2, SWTPC MP-68 and other small 6800 configurations:**

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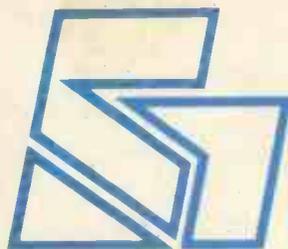
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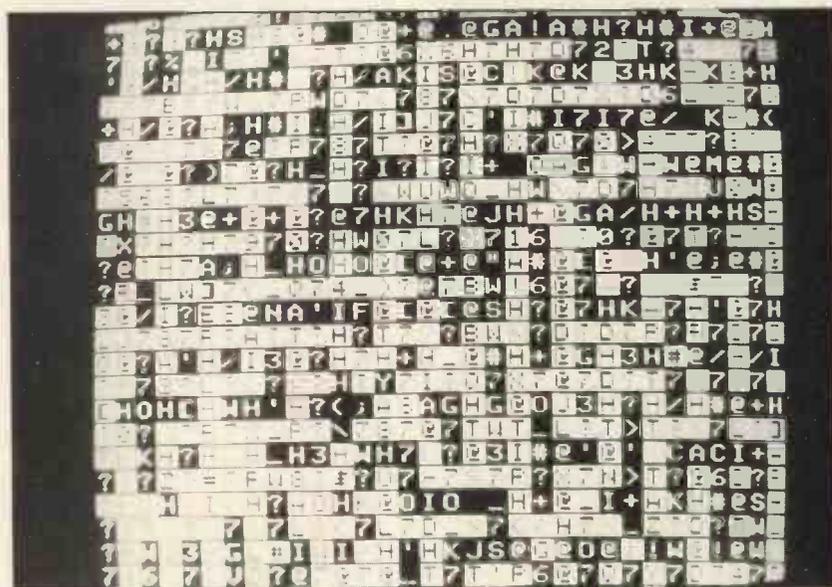
# VISIONLINK

## MORE VDU BITS

### Interfacing & Software for Superscamp's VDU

W.G. Marshall

The first article (Jan '79) on Superscamp's VDU outlined the basic hardware module, without showing in detail how the computer (in my case SC/MP based) *controls* the appearance of characters on the screen. The suggested hardware and software interfacing will now be described, together with the optional 'extras' of hardware screen clear and keyboard repeat. The advantages of using memory-mapped RAM should become apparent, as any amount of cursor control is possible — with a large enough program! The subroutine listed in this article however, is limited to four main functions: *display character, carriage return, line feed with scroll and backspace cursor*. As a result the storage requirement for keyboard and VDU handler is less than 200 bytes. The backspace cursor function is included so that the subroutine may be used in place of the teletype routines on the end of the NIBL BASIC.



Random Display when power first applied.

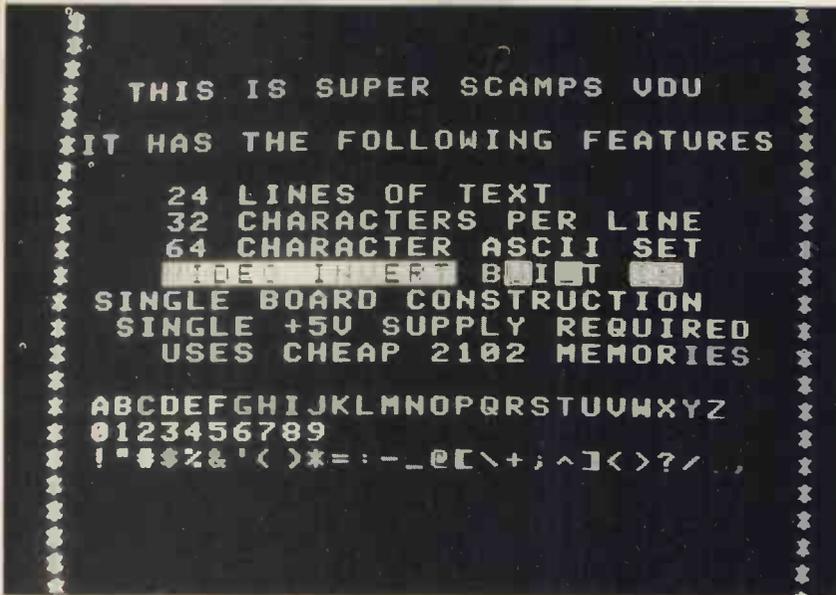
#### VDU Interface & Screen Clear

The first control signal that we need to generate is  $\overline{\text{VSEL}}$ , the VDU select. The simplest way of doing this is to use one of the upper address lines (A10 — A15) suitably inverted, but this results in inefficient use of storage space as it means that a number of addresses will access the VDU. If we decode the top four address lines (A12 — A15) with a 4—16 line decoder, sixteen 4k page select signals are produced. Now decode the next two lines (A10 — A11) with a 2-4 line decoder to yield four 1k block select signals. If a page select and a block select are 'anded' together, every 1k block within the 65k range can be addressed uniquely. One of these 'anded' signals become our  $\overline{\text{VSEL}}$ . (Fig. 1.)

The 1k VDU RAM can now be placed anywhere in 65k.

The next signal to consider is RW, which is easily derived from the MPU write data strobe (NWDS in the case of SC/MP). Simply route NWDS through one of the spare multiplexers of X17, in such a way that it is only allowed to influence the RAMs while  $\overline{\text{VSEL}}$  is low. i.e. during computer access.

The tri-state enable  $\overline{\text{TSE}}$  is obtained by inverting NWDS and send-



A Typical Display

ing it through a second spare multiplexer in X17 (Fig. 2.) In a similar way to RW, TSE can only switch on the output buffers during a read computer access when VSEL is low.

With the data bus SDO-SD7, the address bus A0-A9, VSEL and NWDS, the computer now has complete control of the VDU RAM, so now let's move on to the manual control, SCREEN CLEAR. Why is this required? The answer lies in the second paragraph of the first article showing the display when the VDU is switched on. All we see is the random data set up in the RAMs. For a blank screen, every RAM location must contain the ASCII code for a space, 20 in hex.

The rest of the hardware in fig. 2 is designed to force this code into every location when the front panel push button SCREEN CLEAR is pressed momentarily. When the clear button is pressed, CLR goes low taking RW low all the while VSEL is high. In this way we can force data into the RAMs without computer access. This data will be the space code as CLR also switches over the data-in multiplexers X30 and X32 from the system data bus SDO-SD7, to a fixed code 20.

Note the two inverters X16a,b. These merely form a delay so that when the button is released, the write strobe is switched off the RAMs before the data-in multiplexers switch back. The button is de-bounced by latch X16c,d. While the button is pressed, ASCII space is written into every RAM location as the video address counters cycle through all possible addresses, thus 'clearing' the screen.

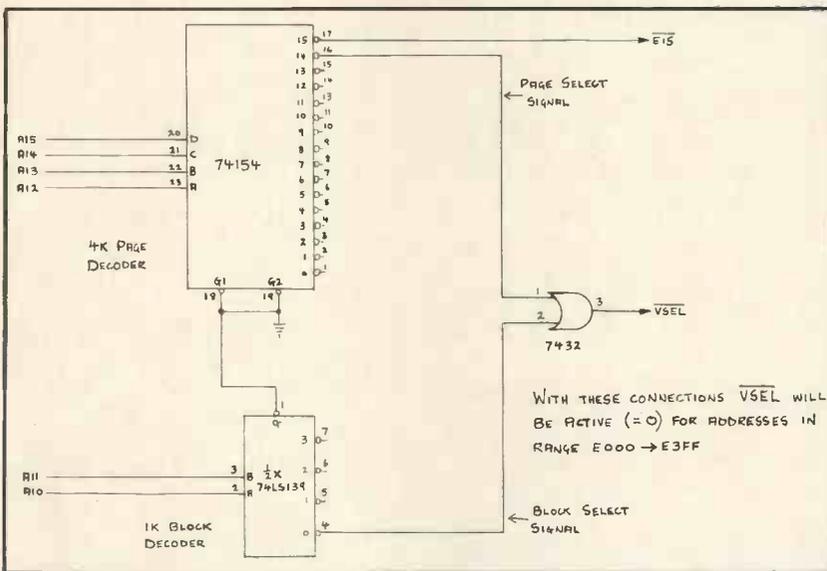


Fig. 1. Address Bus Decode

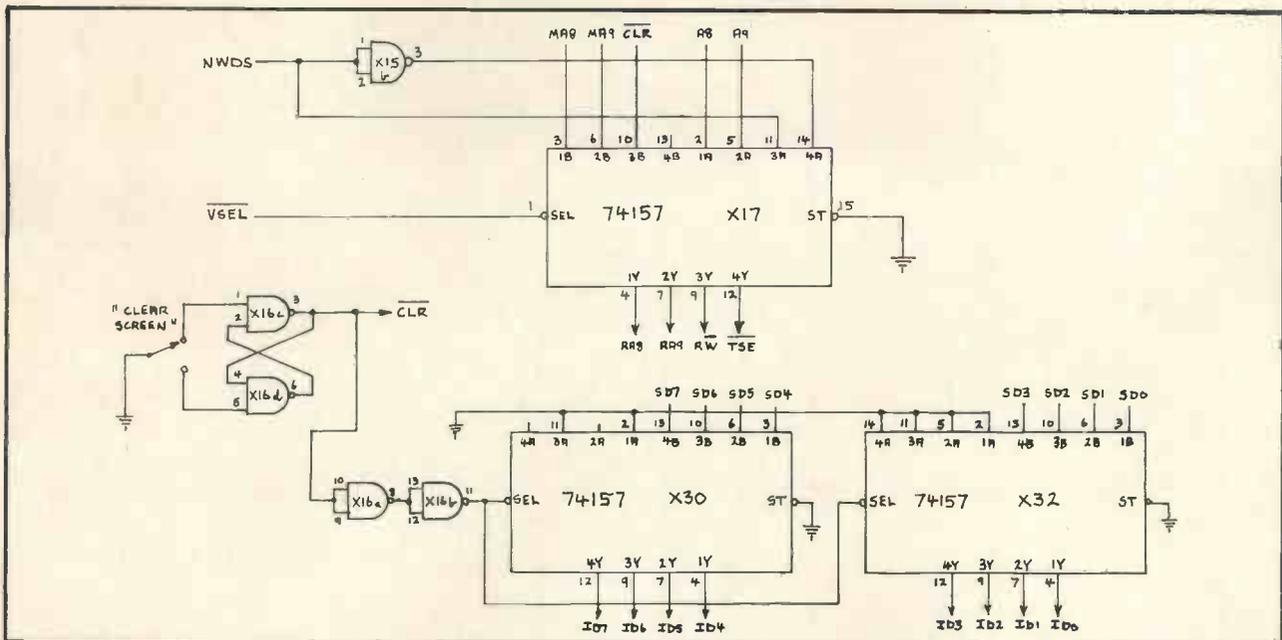


Fig. 2. VDU Control

### Keyboard Interface

The keyboard is treated as a peripheral independent of the VDU, and the MPU addresses it as a single read-only memory location. The KB6, in common with most keyboards available, has seven data output lines (eight if parity is used), and a data ready strobe, making interfacing simple.

Two approaches are possible: the first is to connect the strobe to a non-maskable interrupt on the MPU, the second to latch the strobe and have the processor examine the latch periodically to see if a key has been pressed. The interrupt method is not very convenient on a SC/MP system, as the MPU only has a single interrupt arrangement requiring a pointer register to be reserved for the handler.

I chose to implement a latched set-up using one of SC/MP's sense inputs — SENSE B. The latter is tested by program when required, to 'sense' a key application. Refer to the hardware diagram Fig. 3. Having sensed the keystrobe, the program addresses the keyboard data buffers X33, X34 and switches them on by taking KSEL low, at the same time clearing the strobe latch X35a. The REPEAT button merely prevents the latter event from happening, so that the program keeps reading the same data over and over.

### Peripheral Decode

How do we produce KSEL? The same method used for VSEL is possible, but why waste a whole 1k select for one unique address? This would be reasonable for just one peripheral, but what if we need a dozen or more? In order to overcome these problems, let's do some more decoding of the address bus. I propose that the top 4k page of store, addresses FXXX, be reserved for peripherals. The top output, E15, of the page decoder (Fig. 1.) enables the G inputs of the peripheral decoder (Fig. 4.) which in turn decodes the bottom four address bits A0-A3 to one of sixteen peripheral select signals. Any one of the latter can be our KSEL, and in my own case the allocation is as follows:—

PS0 — Panel display & data switches	— Address FXX0
PS1 — Paper tape reader	— Address FXX1
PS2 — Keyboard (KSEL)	— Address FXX2
PS3 — UART status (cassette & teletype)	— Address FXX3
PS4 — UART data (cassette & teletype)	— Address FXX4
PS5 — Paper tape punch	— Address FXX5
N.B. X = I don't care	

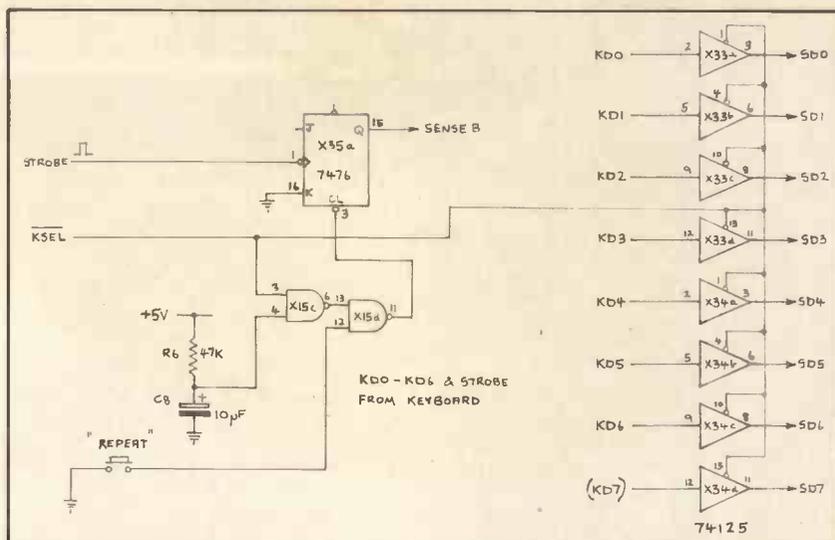


Fig. 3. Keyboard Control

Some storage space capability is still lost, but a big advantage lies in simplified programming for the SC/MP. If a pointer register in SC/MP, say P1, is set to F000 in hex, then instructions accessing the peripherals (VDU apart) can select between devices using the displacement byte of the instruction thus:—

- LD 0 (P1) Loads accumulator from panel switches
- XOR 2 (P1) Exclusive-ORs keyboard data with accumulator.
- ST 4 (P1) Dump accumulator to UART.

### Software —

#### The VDU & Keyboard Subroutine

Included with this article is a keyboard and VDU control subroutine for a SC/MP based system, using the addressing techniques discussed. It is relocatable apart from the CRSR variable, but the latter can be placed in any convenient location. The following features should be noted:—

1. The cursor position is indicated by inverted video, and never moves off the bottom line of the 24 line display.
2. Carriage return code (0D) moves the cursor to the leftmost character position.
3. Line feed code (0A) causes the display to scroll up one line leaving the bottom line blank except for the cursor.
4. Backspace code (CTRL H = 08) moves the cursor back one character position.
5. All other control codes are ignored by VDU control section.
6. A normal character appears at the current cursor position, and then the cursor is advanced one character to the right.

7. Entry into the subroutine at KBD causes the MPU to wait for a keyboard entry, which is then echoed by the VDU section. The subroutine returns with the input character in the extension register.

8. Entry into the subroutine at VDU displays the character in the accumulator.

9. The VDU RAM in my case lies in the address range D000-D3FF, although only addresses D100-D3FF (= 24 lines) are visible on my monitor.

10. On entry at either point, P2 is assumed to be push-down stack pointer, pointing to the last stack entry. P1 contents are not preserved.

11. The main program must include setting CRSR to E0 in hex, amongst its initialisation routines.

### Conclusion

The addressing techniques shown here are also applicable to other types of MPU systems, and should help the owner of an evaluation kit to expand the usually limited store provided. When used as main store decode, the 'anded' 4k, 1k select signals drive the CS inputs of each 1k block of 2102s.

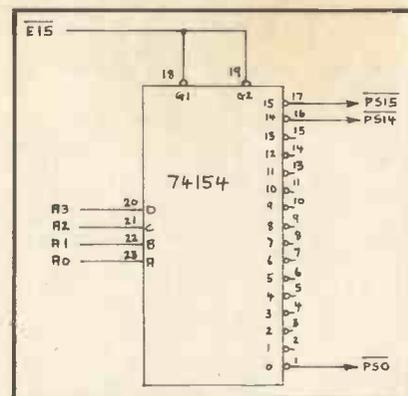


Fig. 4. Peripheral Decode

### Sources of Information

1. THE TTL DATA BOOK (Texas Instruments)
2. SC/MP PROGRAMMING AND ASSEMBLER MANUAL (National Semiconductor)

# VISIONLINK

TITLE, VDU 'SUPERSAMP VDU SUBROUTINES'

; P2 = PUSH-DOWN STACK POINTER.  
; KEYBOARD SECTION.  
; MSB OF KEYBOARD DATA = 1

```

E000 C8      NOP
E001 C4 F0   KBD:  LD  H(PER)
E003 35      XPAH 1
E004 C4 00   LD  L(PER)
E006 31      XPAL 1
E007 06      KEY:  CSA
E008 D4 20   ANI  X'20 ; KEY PRESSED?
E00A 98 FB   JZ  KEY ; LOAD KEYBOARD DATA
E00C C1 02   LD  Z(C1)
    
```

; VDU SECTION

```

E00E 01      XAE
E00F C4 20   VDU:  LD  L(CRSR)
E011 31      XPAL 1
E012 C4 D0   LD  H(CRSR)
E014 35      XPAH 1
E015 C1 00   LD  Z(C1) ; LOAD CURSOR POINTER
E017 33      XPAL 3
E018 CE FF   ST  0-1(C2) ; PUSH LP3
E01A C4 D3   LD  H(CURPOS)
E01C 37      XPAH 3
E01D CE FF   ST  0-1(C2) ; PUSH HP3
E01F 40      LDE
E020 D4 7F   ANI  X'7F ; REMOVE PARITY
E022 E4 08   XRI  X'08
E024 98 34   JZ  BS ; BACKSPACE CODE?
E026 E4 02   XRI  X'02 ; LINE FEED CODE?
E028 98 55   JZ  LF ; LINE FEED CODE?
E02A E4 07   XRI  X'07 ; CARRIAGE RETURN CODE?
E02C 98 1A   JZ  CR
E02E 40      LDE
E02F D4 60   ANI  X'60 ; IGNORE OTHER CONTROL CODES
E031 98 39   JZ  RET
E033 40      VDU1: LDE
E034 D4 3F   ANI  X'3F
E036 CF 01   ST  0+1(C3) ; DISPLAY CHARACTER
E038 33      XPAL 3
E039 9C 04   JNZ NEXT ; CURSOR AT END OF LINE?
E03B 33      XPAL 3
E03C C7 FF   LD  0-1(C3) ; BACK UP CURSOR
E03E 33      XPAL 3
E03F 33      NEXT: XPAL 3
E040 C3 00   LD  Z(C3)
E042 DC 40   ORI  X'40 ; RESET CURSOR
E044 CB 00   ST  Z(C3)
E046 90 24   JMP  RET
    
```

; CARRIAGE RETURN ROUTINE

```

E048 C3 00   CR:  LD  Z(C3)
E04A D4 3F   ANI  X'3F
E04C CB 00   ST  Z(C3)
E04E 33      XPAL 3
E04F D4 E0   ANI  X'E0
E051 33      XPAL 3
    
```

```

E052 C3 00   LD  Z(C3)
E054 DC 40   ORI  X'40
E056 CB 00   ST  Z(C3) ; RESET CURSOR
E058 90 12   JMP  RET
    
```

; BACKSPACE ROUTINE

```

E05A C1 00   BS:  LD  Z(C1)
E05C E4 E0   XRI  X'E0
E05E 98 0C   JZ  RET ; CURSOR AT FRONT OF LINE?
E060 C3 00   LD  Z(C3)
E062 D4 3F   ANI  X'3F
E064 CB 00   ST  Z(C3)
E066 C7 FF   LD  0-1(C3)
E068 DC 40   ORI  X'40
E06A CB 00   ST  Z(C3)
    
```

; RETURN TO PROGRAM ROUTINE

```

E06C C6 01   RET:  LD  0+1(C2) ; POP HP3
E06E 37      XPAH 3
E06F C6 01   LD  0+1(C2) ; POP LP3
E071 33      XPAL 3
E072 C9 00   ST  Z(C1) ; STORE CURSOR POINTER
E074 40      LDE
E075 D4 80   ANI  X'80
E077 98 03   JZ  VDUA ; ENTRY AT KBD OR VDU?
E079 3F      XPPC 3
E07A 90 85   JMP  KBD
E07C 3F      VDUA: XPPC 3
E07D 90 8F   JMP  VDU
    
```

; LINE FEED AND SCROLL ROUTINE

```

E07F C3 00   LF:  LD  Z(C3)
E081 D4 3F   ANI  X'3F
E083 CB 00   ST  Z(C3)
E085 C4 D1   LD  X'D1
E087 37      XPAH 3
E088 C4 20   LD  X'20
E08A 33      XPAL 3
E08B CE FF   ST  0-1(C2) ; PUSH LP3
E08D C7 01   ROLL: LD  0+1(C3)
E08F CB DF   ST  -3(C3)
E091 33      XPAL 3
E092 9C 08   JNZ LOOP
E094 37      XPAH 3
E095 E4 D4   XRI  X'D4
E097 98 06   JZ  FIN ; FINISHED SCROLLING?
E099 E4 D4   XRI  X'D4
E09B 37      XPAH 3
E09C 33      LOOP: XPAL 3
E09D 90 EE   JMP  ROLL
E09F C4 D3   FIN:  LD  X'D3
E0A1 37      XPAH 3
E0A2 C4 E0   LD  X'E0
E0A4 33      LINE: XPAL 3
E0A5 C4 20   LD  X'20
E0A7 CF 01   ST  0+1(C3) ; CLEAR BOTTOM LINE
E0A9 33      XPAL 3
E0AA 9C F8   JNZ LINE
E0AC 33      XPAL 3
E0AD C7 FF   LD  0-1(C3) ; BACK UP CURSOR
E0AF C6 01   LD  0+1(C2) ; POP LP3
E0B1 33      XPAL 3 ; RESET CURSOR
E0B2 C4 60   LD  X'60
E0B4 CB 00   ST  Z(C3)
E0B6 90 B4   JMP  RET
    
```

D020 CRSR = X'D020

.END

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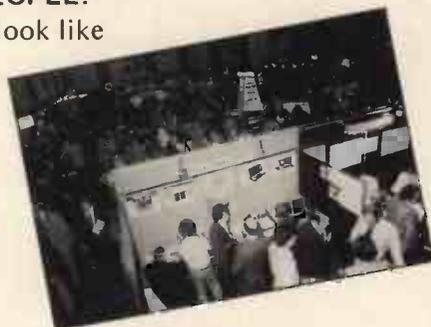
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# Hello Z8000

Mike Lord

Now that Zilog are releasing samples of their Z8000 chip, and Advanced Micro Devices have announced that they will second-source it, it is an appropriate time to look at this microprocessor which can outperform many mini-computers; and see how it is likely to influence future generations of personal computers.

## Hardware

The Z8000 comes in two versions which differ only in their addressing capabilities. One, in a 40 pin package, provides 16 address lines. The more complex chip uses a 48 pin package and has a total of 23 address lines.

The data bus is 16 bits wide, and is multiplexed with the low order 16 address lines. Although this means that address latches will be needed to separate data and address signals, address buffers would be needed anyway in any reasonable size system, and a combined latch/buffer

such as Intel's 8282 can be used.

As one would expect in a modern CPU chip, the Z8000 requires only a single (5V) supply and a single phase (4MHz) TTL level clock. To allow it to work efficiently in a multi processor system, CPU flag lines uO and uI control access to critical shared resources. (A multi Z8000 system would make a nice basis for serious chess programmers!) Bus Request and Bus Acknowledge lines allow other parts of the system to take control of the Bus; as for example during DMA transfers.

Of the three interrupt inputs provided, NMI (Non Maskable Interrupt) would generally be reserved for an emergency condition such as

Power Fail. The other two inputs; Vectored and Non Vectored Interrupt Requests, are separately maskable; otherwise interrupt priority must be determined by external hardware.

The four Status output lines ST0 - ST3 can be decoded to provide information about the processor activity, such as Data, Stack, Instruction or I/O request, VI, NVI or NMI acknowledge, Bootstrap set or reset, Refresh cycle, Internal Operation or Halt. Using these signals, I/O addresses can be separated from memory addresses, and different memories used for Data, Stack and Program storage.

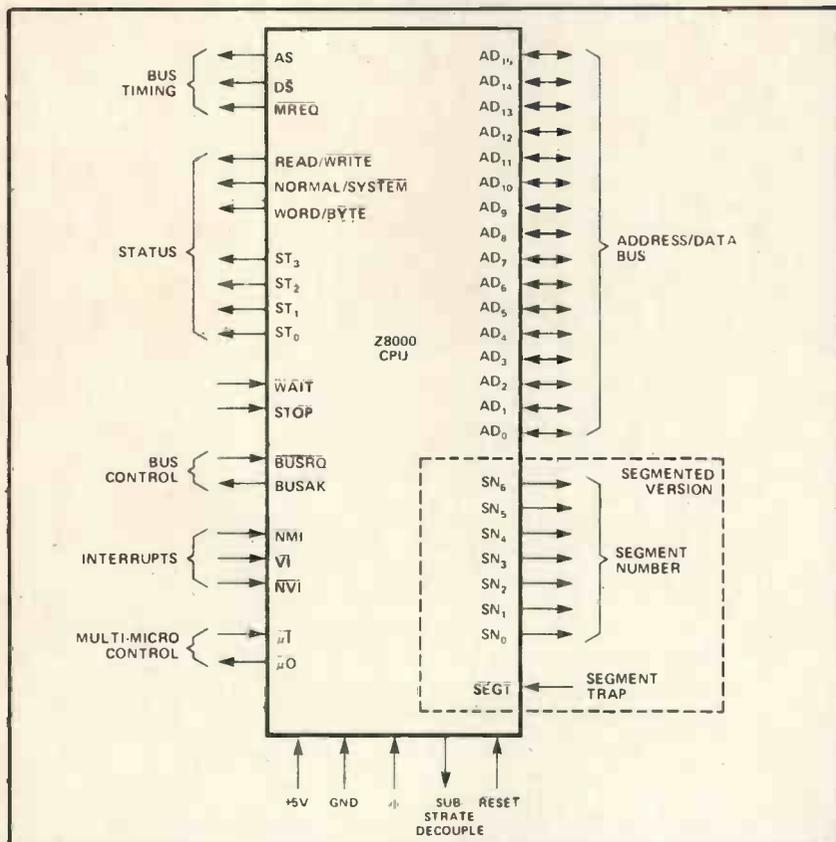
## Addressing & Memory Management

Since the Z8000 is designed to handle 8-bit data bytes as easily as 16-bit words, it has to be able to read or write individual bytes to memory as well as full words. To allow this the Z8000 addresses memory in bytes, and uses the 'word/byte' signal to indicate whether 8 or 16 bit data is to be transferred. When referencing 16-bit words the least significant address bit (AO) is ignored.

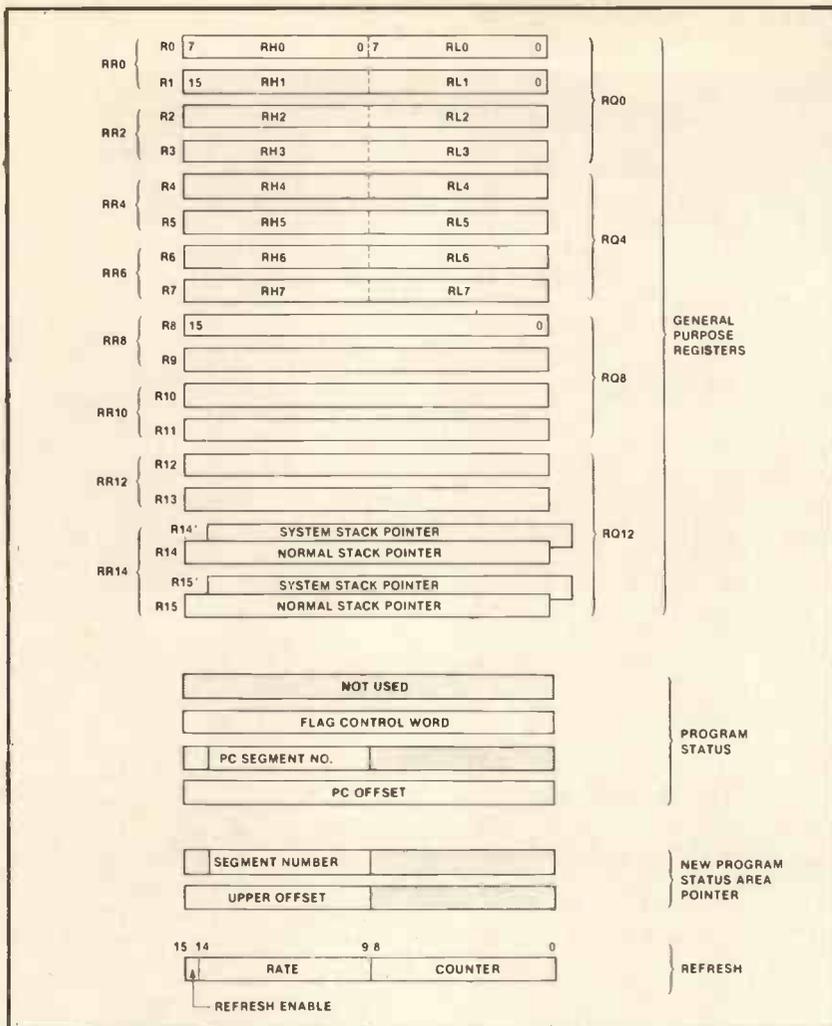
The 23 address bits from the 48 pin ('segmented') version consist of a seven bit segment number plus a 16-bit 'offset', allowing 8 Mbytes of address space. In theory, by using the CPU status signals to differentiate between Stack, Data and Program references in both Normal and System modes, one could have 6 times 8 Mbytes of memory on a system, although this would be a very specialised application.

A 48 pin Memory Management chip is being produced to complement the Z8000. This will provide for segment re-location by a logical (software) to physical (hardware) address translation, and will also give a measure of memory protection. In larger systems, address re-location is an important feature as it allows:

- Programmers to write for a 'virtual' memory which is larger than the actual amount of RAM available on the system. The extra data or program is



The CPU



CPU Registers (Segmented Version).

stored on disc and swapped into RAM when called for; address re-location making it appear to be in the right address area.

- A shared program (e.g. a BASIC interpreter on a time shared system) to operate on different data areas by simply re-locating the data addresses.
- Programs and data in a multi-programming/multi-tasking system to be dynamically re-located to make the best use of the available memory space.

### Normal & System Modes

In terms of raw processing power and address space, the Z8000 is well suited to be used in a multi-tasking or multi-user system. This type of application depends on an Operating System to allocate resources (CPU time, peripherals, memory space) to the various users; and, to ensure that an individual user or task cannot corrupt the rest of the system, it is necessary that:

- The Operating System cannot be 'locked out'; i.e. some aspect of the Operating System must have the highest system priority.
- Memory and I/O requests from an individual task should only be allowed if legal (within the bounds allocated by the Operating System). Any attempt at an illegal access must not be allowed to succeed.

To meet these requirements the Z8000 can run in either 'System' or 'Normal' modes. Separate stack pointers are provided for each mode, and the System stack is used to save the old program status when interrupts or traps occur. Certain 'privileged' instructions are only valid when the processor is in the System mode; particularly those which affect the Memory Management chip. I/O would normally be handled via the Operating System, which can resolve conflicts and attempts at illegal accesses of peripheral devices. The Memory Management chip itself checks the validity of memory addresses against programmed bounds; causing a 'segment trap' if an illegal reference is attempted.

### Registers

The Z8000 contains sixteen 16-bit registers RO-R15, all of which may be used as accumulators. R1-R15 may also be used as Index Registers, and R14, R15 double as the Stack Pointer.

RO-R7 may also be used as sixteen 8-bit registers (RHO, RLO - RH7, RL7), all of which may be used as accumulators. For long word

(32-bit) data, eight register-pairs are used (RRO-RR14), while a few instructions such as Multiply and Divide use the register-quadruples RQO-RQ12.

The Program Counter is a separate register, as are the program Status Word register and the New Program Status Area Pointer (used by Traps and Interrupts).

Like its predecessor, the Z80, the Z8000 can provide automatic refresh for dynamic RAMs. The Refresh Register allows the programmer to control the refresh rate and count.

### Instruction Set

The Z8000 can handle seven types of data; bits, BCD digits, 8-bit bytes, 16-bit words, 32-bit long words, byte strings and word strings.

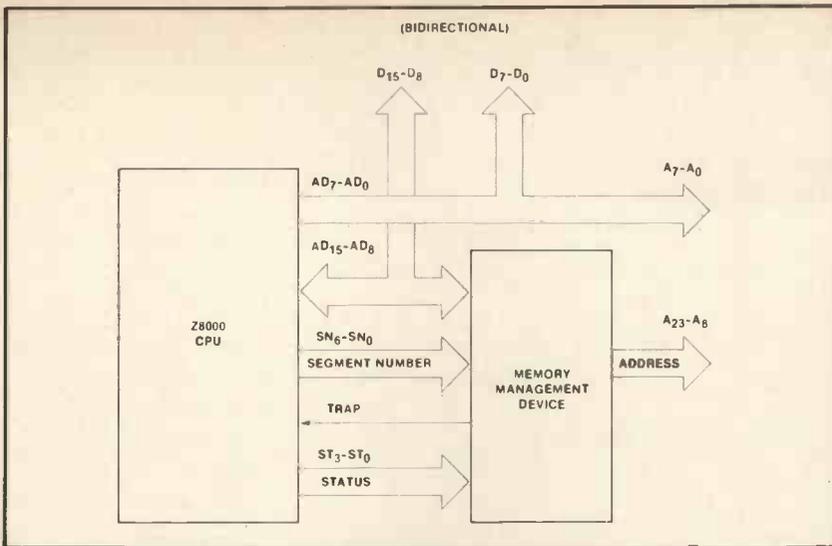
The basic instruction set provides the usual set of arithmetic and logical instructions, most of which can be specified to operate on bytes, words or long words, plus some less usual types such as Move Multiple Registers to/from memory and Load Address (the address of the 'operand' is loaded into the specified register). In most cases a register must be either the source or the destination of a data manipulation instruction, although the contents of memory locations can be directly transferred to or from the stack (PUSH & POP).

Signed Multiply and Divide Instructions can handle 16 or 32 bit operands. INC and DEC, increment or decrement a byte or word in a register or memory location by any number from 1 to 16. Similarly, bytes, words or long words can be shifted left or right by any number of bits by a single instruction.

For fast loops, a Decrement (register) and Jump on Non-zero instruction is provided and has a relative jump range of 0 to -256 bytes.

The System Call (Trap) instruction allows user programs running in Normal mode to communicate with the Operating System; as, for example, to request I/O routines. The instruction carries a programmer specified value (0-255) to specify which system routine is being called.

The most notable feature of the Z8000 instruction set must be the comprehensive range of Block Transfer and String Manipulation instructions. These operate on byte or word strings in RAM, string length being held in a register. Working in either autoincrement or autodecrement mode, a string can be searched for a particular byte or word, strings can be searched for a particular byte or word, strings can be compared, or copied into another area of memory,



Memory Management Device with Z8000 CPU.

or translated via a look-up table. Considering how much time Compilers and Interpreters spend performing this type of function, these special instructions should give a significant improvement in program run times. The I/O instructions include similar block move commands, useful for high speed data links.

**Performance**

While it is impossible to make a precise comparison of processors, as so much depends on the particular application and the skills of the programmer, it is possible to get a feel for their relative performances by looking at the instruction times for common instruction types. On this basis, the Z8000 is slightly faster than a PDP 11/45, and almost twice as fast as a 4MHz Z80; e.g. a 16 bit LOAD register from memory instruction takes 2.25, 2.86 and 4uS respectively. But the enhanced instruction set will also have an effect on the execution time of real programs. So, bearing in mind the power of the Z8000's Block & String instructions, and the 16 and 32 bit arithmetic capability including multiply and divide, Zilog's claim that the Z8000 will perform some 5 - 10 times faster than existing 8-bit microcomputers is believable.

**And what shall we do with it?**

So, we now have a micro which, in terms of speed and address range, is more than a hundred times faster than the 8008 which launched the whole personal computing scene. And the cost of memory is falling every day. And hopefully someone will produce the software to match the Z8000's power. So, the question must be; do we want it - what can we do with it?

One area will be applications where running time is critical, or at least annoyingly long on present microcomputers. Chess, for example, and computer animation. Also time-shared systems such as multi-user BASIC. Coupled with increasing memory size, and perhaps using virtual memory techniques, micro based real-time multi-tasking systems become more realistic. Surely the microcomputers developed around the Z8000 will have at least a rudimentary provision for connecting

multiple terminals; if the price is low enough this makes sense even in the home or small business environment.

And surely another use for increased computer power will be to take some of the load from the user; by higher level languages that are easier to program in; by more 'intelligent' checking of input data and program structure; by providing more helpful error messages; and by implementing automatic hardware and software error detecting or diagnostic routines to give immediate warning of system failure.

And finally, bearing in mind that memory may be getting cheaper but 8 Mbytes represents an awful lot of programming effort, we will see a tendency towards 'sloppy programming'; that is, the use of techniques which may be extremely inefficient in terms of computer utilisation, but which get the job done at the minimum cost. After all, if the machine is powerful enough to cover up for long winded algorithms, who cares? If the computer responds to a query in a quarter of a second instead of a theoretically achievable tenth of a second, who is to tell the difference? And if a 16k byte ROM containing a collection of utility routines is cheaper than writing the hundred or so bytes of code that are needed for a particular job, then why not use it?



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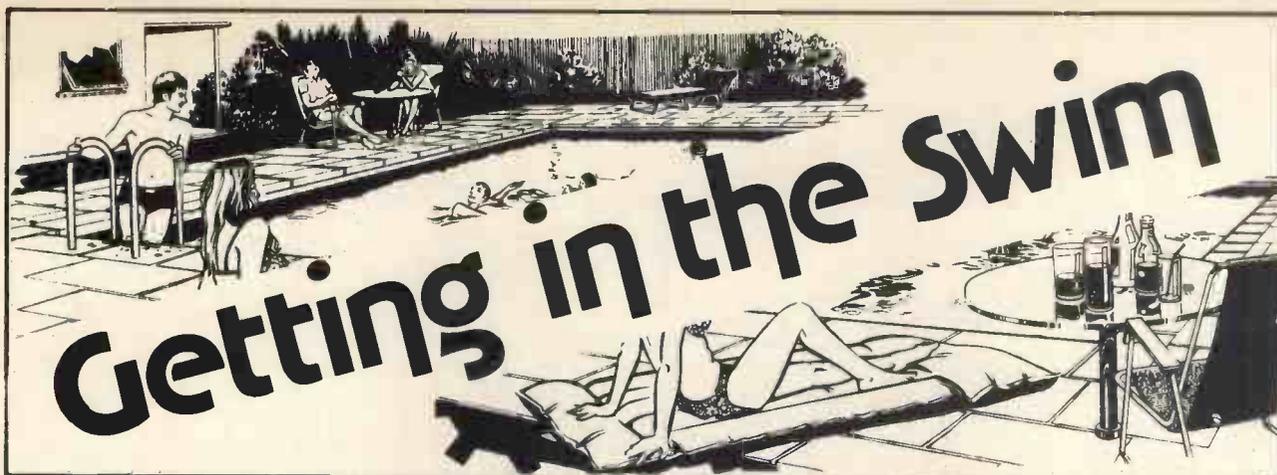
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David Goadby *Strumech Engineering Electronics Developments*

The 6800 microprocessor is probably the most popular amateur "chip" in use (certainly in the Midlands) and I have seen many machines based upon it. A lot of the designs whilst being very commendable are often unsuited to running commercial software packages. The reason is that many such products assume either Mikbug or one of the many derivatives (lookalikes) that are available. The traditional Mikbug machine has its I/O at 8000 and various other oddball memory addresses like A000 making the memory map quite a headache. The system is quite constrained and particularly so if you want to put 60k of RAM in it! Another hazard is the pocket, if you can't afford a nice VDU or TTY but you *can* afford a Creed 7B then you have to do ASCII to Baudot conversion, as well as tackle the problems described. (See PCW April '79 for article on Creed 7B).

**Universal Solution**

Somehow a universal solution was required to overcome the melee of homebrew monitors and "thin

wallet" I/O enabling everyone to use 8K Basics, Startrek and the like.

The idea of a machine-independent (SWTPC, MEK, MSI etc), monitor-position independent (put it anywhere you like), and I/O-independent monitor seems a bit like Utopia but it is certainly possible with the

monitor I use.

I used to work for IBM and I remembered how the Jolly Giant used to call supervisory functions, namely the SVC (supervisor call). The call was followed by a byte which was the call number (to select the routine you wanted) and the SVC worked by causing an interrupt, the SWI instruction also caused an interrupt so there was the answer . . . (Eureka?).

My particular machine was a SWTPC with 32k RAM and memory mapped VDU with parallel ASCII keyboard, and later on a MSI processor with minifloppy disks. The software, once patched, was easily transported to my MSI processor and disk operating system. In a SWTPC system I had to use a prom-vector to enable replacement of the Mikbug prom by a 2708.

The actual call mechanism I used is illustrated in fig. 1. The SWI is followed by a single byte which is the call value. When the SWI occurs then the 6800 processor will load an address from location FFFA (Hex) and this is the address of the monitor (within reason, anywhere you like).

The monitor then has to get the call value ready to work out the routine required, this is done by using the program counter value on the stack. Since, when the SWI occurs the program counter +1 (for the return) is stored on the stack, then this value points to the call value.

Since we do not want to return to the next location (as this is the call value) we increment the program counter value on the stack. The call value is doubled and is used as an index pointer into the call jump table. The routine is jumped to (using JSR) and after execution we can either return directly using the RTI instruction or, if return register values are required, then these must be placed on the stack before the RTI instruction is executed.

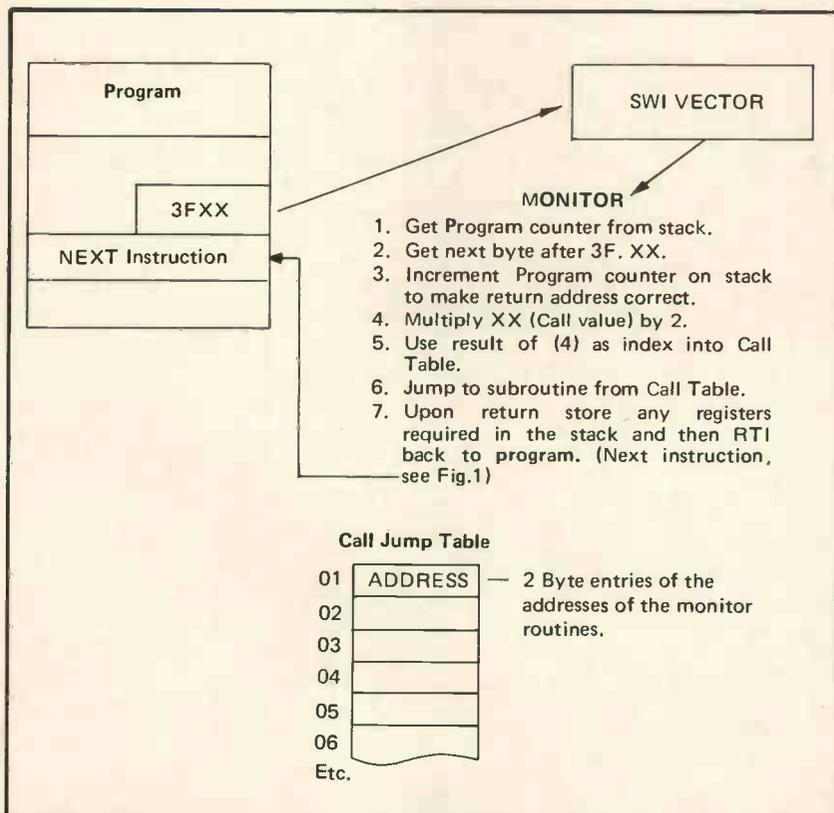


Fig. 1. Call Mechanism

The mechanism I used appears to be the best compromise bearing in mind the compatability that is required with Mikbug machines.

**The Stages**

To implement such an operating system requires two stages. First: identify where existing monitor calls are, using a search routine to assist you. Second: replace existing routines with SWI calls. There are two types of monitor calls that you are likely to encounter

**1. JSR XXXX**

where XXXX is the monitor routine address.

Replace JSR with 3FYY01 where YY is the routine call value, the NOP pads the instruction back to three bytes.

**2. JMP XXXX**

Here the JMP is replaced by 3FYY39. The 39 (RTS) is there because some programs, to save space, have a single jump point and monitor calls are made using BSR's (Branch Subroutine) to the jump instruction and the RTS (Return Subroutine) instruction will be the last one in the monitor subroutine. In our system all returns are made to the byte after the call value so we

put a return subroutine instruction in, to complete the sequence.

It would be only fair to list the advantages and disadvantages of my system, so here goes:

**PROs**

1. Machine type independent (so long as it's a 6800!)
2. I/O independent (VDU, TTY, LED's etc; your mix!)
3. Software is fully compatible once standards established.
4. All monitor calls are 2 bytes in length.
5. Existing software easy to modify once you've found the places to change.

**CONs**

1. All software *has* to be patched to enable to be used with the monitor unless you run two monitors.
2. Slightly greater overheads, but only noticeable when using very fast terminals (19200 Baud); but who needs data transfer that fast anyway?
3. No currently available standards, so you're on your own!

Figure 2 shows the calls I used and it is by no means complete or definitive.

When writing in assembly language you can define the calls thus: INPUT EQU S3F01; then, when an input is required, code the following: FDB INPUT.

If you have written your own assembler then you can write your own for the calls eg: OUT, IN, DOS, etc.

**CALL TABLE**

Call Value	Function or Mikbug equivalent
01	OUTEEE (To your output device)
02	Register dump and enter monitor
03	OUT HXL
04	OUT HXR
05	Output Carriage return line feed
06	Register dump and return to program (Debug)
07	OUTS
08	BYTEOP Output A Reg. as a byte
09	Input 8 bits from input device (for binary loaders)
0A	INEEE
0B	INHEX
0C	BYTE
0D	Get address and return it in X Register
0E	OUT 2HS
0F	OUT 4HS
10	PDATA 1
11	Output 8 bits to output device (Binary dump)
12	Print error Msg. and return to monitor
13	Monitor entry via initialize routines
14	ACIA Input routine, port number in B
15	ACIA output routine, port number in B
*16	PIA input routine, port number in B
*17	PIA output routine, port number in B
18	Delay: Time depends on value in X Register
19	Task swap
1A	Get time and date
1B	ACIA poll to see if input pending (Port in B)
1C	PIA poll to see if input pending (Port in B)
1D	Message print, Msg number in B register
1E	Call multi-tasking executive
1F	DISK FILE MONITOR CALL (DOS)
20	Memory Bank Switch
21	Multiply Routines
22	Divide Routines
23	User defined Call (Set by user program).

\*with handshaking

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**A refreshing swim**

The article has, I hope, stimulated some thoughts and possibly some standards could be set up around the idea. The universal program seems an almost impossible dream, but with this system I believe that we can get very close to it. As a sweetener the 6809 (the 6800's successor, to Z80 freaks) has three software interrupts and SW2 has been deliberately kept "non-dedicated" by Motorola so the system can be carried over into the next generation of machines; which means that any work done now is not wasted at all.

Finally, you might ask, where does SWIM come into it? — obvious really: SoftWare Interrupt Monitor. (PCW Note: Mikbug is a trademark PCW)

# PCW OPEN PAGE

## THE AMATEUR VIEW

Mike Lord



### MORE FROM THE CLUBS

Mr. M.J. Patrick of 28 West Drive, Cheam, Surrey, is interested in forming a microcomputer group serving *North/North-East Surrey* (centered around Sutton) and invites prospective members to write or 'phone him on 01-642 8362. He is also trying to set up a *Sorcerer User Group* — on a national basis — and would welcome enquiries from owners or users of this machine.

Des Wood writes to say that there is now a group going in *Scarborough*, meeting once a month at the Talbot Hotel in Queen St. Anyone wishing to go can ring 63982 for details of the next meeting.

The *Nottingham Micro Computer Club* started last year by Mr. Braga has now established regular meetings; at 7.30 on the first Monday of each month in the Trent Polytechnic, Newton Building, Burton St. Mr. P.C. McQuoney is the club secretary and enquiries should be addressed to him at 28 Seaford Ave., Wollaton, Nottingham. He would also be interested to hear of any co-ordination between the various user groups (PET, Tandy, Apple, etc.) as the exchange of BASIC software, with appropriate modifications, should be possible and could benefit everybody.

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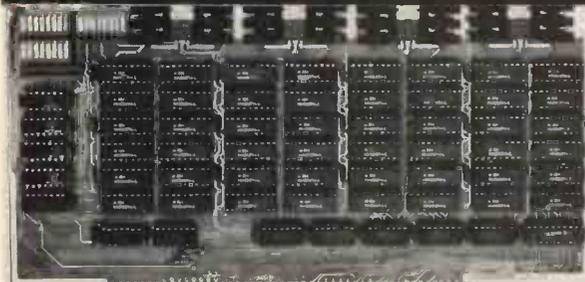
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# PCW Book Review



Michael James

## BASIC COMPUTER GAMES

Ed. by D.H. Ahl, 1978

183 pages & 101 programs,

(Workman Publishing, 8" x 1" £4.50)

This is a collection of 101 games written in Microsoft 8080 BASIC (MITS Altair Rev 4.0). Only the minimum of advice about conversion to other BASIC's is given. An important omission is that some do not allow logical connectives in IF statements and while

IF "condition true" OR "condition true" THEN . . . is easy to convert into two IF's,

IF "condition true" AND "condition true" THEN . . . is more difficult. However, don't be too put off by this, for it's all a matter of knowing your own version of BASIC well enough. If you do, then conversion will be easy. If you don't, then certainly you will after converting a few of these games!

Each program is provided as a reasonably clear listing along with a sample run — invaluable for debugging — and usually a small amount of comment. A pleasant extra feature of this book is the drawings by George Beker scattered throughout.

As I can hardly comment on each of the 101 games, I will list some of the more noteworthy: Super Star Trek (the Klingons even move about), Poker, Mastermind, Hammurabi (a "run a country" game), Civil War (a rerun of civil war battles with you in charge), Checkers (draughts, I think!) and Blackjack. I tend to prefer games that involve an element of skill or that produce interesting graphics, and the bulk of these 101 programs rely on luck too much and become boring quickly. This is not so much a criticism of this collection of games, but more of the general level of game playing that is possible without extra input devices such as joysticks, slider controls, etc. If you're limited to a standard VDU or printer, then you run out of simple games very soon and the more interesting ones such as Chess need a book each.

A second boring aspect of any collection of programs in book form, is the need to type them in. Surely we have reached the stage when we can exchange programs in machine readable form? Obviously not!

In conclusion, this is a good collection of a wide variety of games. The ones I've tried work and have kept me amused. If you're looking for some computer games, then £4.50 is well spent on this book.

## COMPUTER MODELS IN THE SOCIAL SCIENCES

R.B. Coats and A. Parkin, 1977

184 pages, (Edward Arnold, 7" x 8 3/4" £3.75)

At first sight this might not look like a book that would interest the computer hobbyist, but before you pass on to another review or article, let me say that you need not be put off by the words "model" and "Social Sciences". This is a practical book about programs and programming. It contains much that would be valuable to anyone interested in using computers to solve problems — for fun or profit! Slowly the reader is introduced to the idea of computer modelling (or simulation) as a method of obtaining information that would be too difficult to calculate. We begin with an amusing description of how the treasurer of the Ruritanian Sports and Social Club decides — using a simulation of the weather and hence income from the various outdoor functions to be held in the following year — how much the club can afford to spend. A very readable and painless introduction to computer simulation indeed.

After being convinced that computer modelling is a good idea, we are taken through the problems of Erewhon Airport, and answer the question of how many runways it needs. This serves to introduce the simple building blocks of models: events, queues, entities, etc.

Chapter four, "Experiments with Computer Models", deals with what should be done with a computer model after it has been constructed — how one should obtain results and test assumptions. This area of the subject always threatens to become very theoretical, but this is avoided and the chapter never loses sight of why we are building (and hence testing) a computer model.

The second half of the book is a collection of examples. The first is a program "TIM", supposed to be a first approximation to the workings of human memory. Whether it is or not is difficult to judge, but it is very interesting and should be a great deal of fun to play with. How it fits into the general picture of a computer model is not clear; it's a rare example of a non-stochastic (stochastic random) model that's not based on a set of equations.

The second example is of bed usage in a surgical suite and as such is a more standard type of simulation problem. It is well explained but not as exciting as the first model.

The third and last example is an economic model. Parameters that define the economy can be adjusted and the outcome judged by the GNP, % unemployed, etc. The purpose of this simulation is to teach students the various economic concepts such as the Philips curve, multipliers, etc. Unlike other "run a country" games, eg. Sumer, King or Hammurabi, this model is supposed to be a reasonably accurate representation of economic theory — and hence is not strictly speaking a game!

No complete computer program listings are given and the ones that are, are in FORTRAN. This need not worry anybody however, because FORTRAN is very close to BASIC and the descriptions and flow charts are enough, in themselves, to allow anyone to write their own versions of the simulations.

In conclusion, the book is well written in a chatty style. It seems to have been reproduced directly from a typed manuscript but is, even so, very clear and easy to read. If you are interested in any of the examples, then this book is for you. If you are interested in learning about simulation techniques, then don't be put off by the "Social Sciences" part of the title.

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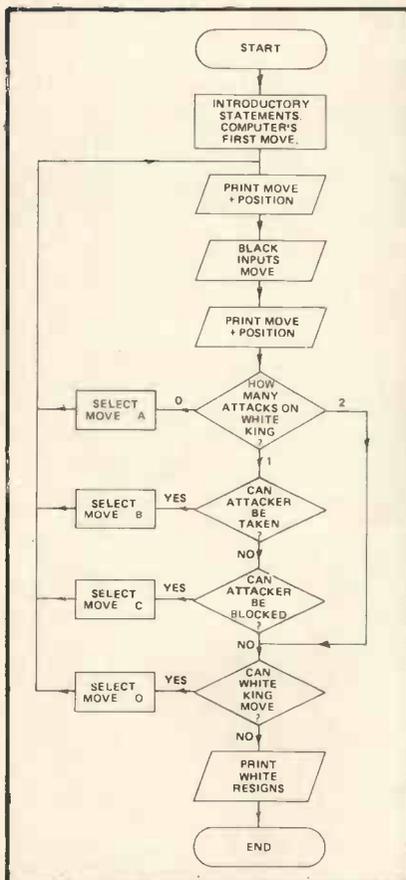
# Beginner's Gambit

## NOTES ON "32"~

### A Version of Chess

R. A. Diamond, *Tottenham College of Technology, London.*

Many amateur programmers will have attempted to write a program that plays chess but will have been defeated by the complexity of the rules. Those who pass this stage may well be daunted by the task of programming a strategy that plays useful chess. These notes may encourage people to deal with the former problem whilst avoiding the latter. The suggestion is to write a program that plays a version of chess called "32" in which any piece taken is replaced on the board by its captor.



#### The Game Strategy

The strategy for playing a good game of 32 involves restricting the scope of opposition pieces, and this usually involves tucking away taken

major pieces on the back rank or taken pawns on the next rank. Generally it is a relatively simple matter to program this. Equally well, a human opponent unless experienced in this version of chess, will find it somewhat difficult to adjust to the fact that material loss cannot arise and a more even game ensues.

Suppose we decide to play 32 according to the simplified rules

1. Any piece taken must be replaced on the board.
2. Check cannot be blocked by using an opponent's piece.
3. No castling or en passant are allowed.
4. Pawns remain pawns and cannot be put on the back rank.
5. Otherwise according to normal chess rules.

Suppose further we label the board as shown and allocate values to pieces as shown.

WHITE : COMPUTER							
11	12	13	14	15	16	17	18
21	22	23	24	25	26	27	28
31	32	33	34	35	36	37	38
41	42	43	44	45	46	47	48
51	52	53	54	55	56	57	58
61	62	63	64	65	66	67	68
71	72	73	74	75	76	77	78
81	82	83	84	85	86	87	88

BLACK : PLAYER

	PAWN	KNIGHT	BISHOP	ROOK	QUEEN	KING
WHITE	1	2	3	4	5	8
BLACK	-1	-2	-3	-4	-5	-6

Piece Values

Let the current position be contained in array P and the current position of the white king be K. Thus initially  $P(83) = -3$ ,  $P(17) = 2$ ,  $K = 14$  etc. Sections of the program involving printing instructions, the current position and move are straightforward as are the initial move (or opening lines if required) and the arrangements for black to input his response. A 6 figure move, e.g. 614317, could be used for: the piece on square 61 takes the piece on square 43 and puts it on square 17; whereas 614300 would mean: the piece on square 61 moves to square 43.

#### The flowchart

Bearing in mind that if white is in check then he has to do something about it, an outline flowchart (disregarding offers/acceptances of draws and black's resignation — which are easily catered for) might be designed as shown.

To implement this flowchart perhaps the major subroutine specification will be : given a chess position defined by array Z and a target square S, find the number of attacks on square S and record the positions and types of attack. If we use subscripts of array J to record the positions of attacking pieces and corresponding contents to record types of attacking pieces then part of the subroutine written in BASIC might appear as:

```

100 REM; 110 - 140 DEALS WITH
    PAWN ATTACKS ON SQUARE S
110 IF Z(S+9) = -1 THEN J(S+9)
    = -1
120 IF Z(S+11) = -1 THEN J(S+11)
    = -1
130 IF Z(S-9) = 1 THEN J(S-9) = 1
140 IF Z(S-11) = 1 THEN J(S-11)
    = 1
300 REM; 310 - 350 DEALS WITH
    QUEEN/ROOK ATTACKS
    FROM THE LEFT OFS
310 FOR P = S - 1 TO 10 * INT(S/10)
    + 1 STEP - 1
320 IF ABS(Z(P)) = 4 THEN J(P) =
    Z(P) \ GOTO 360
330 IF ABS(Z(P)) = 5 THEN J(P) =
    Z(P) \ GOTO 360
340 IF ABS(Z(P)) > 0 THEN 360
350 NEXT P
360
    
```

Note that 340 deals with the line of action being blocked. In 300 - 350 we are searching for attacks on square S by queens and rooks from the left of S on the diagrammed board. Starting from square S we go across the board to the left. If we meet queen or rook we record it and

jump out of this section. If we meet any other piece we jump directly out of this section. Towards the end of the subroutine we can split array J to count and find black and white attacks on square S separately.

This subroutine can be used for example to find out if white is in check by

```
50 MAT Z = P \ S = K GOSUB 100
```

#### Punishing the offender

Suppose now that white is in single check. Can the offending black piece be taken? Again we use the same subroutine to see if the square from which check is given is attacked by a white piece or pieces. But we must be careful to make sure that white can indeed take the attacking piece without revealing a discovered check on himself. So once again we use the same subroutine for the position that would arise if white takes the black checking piece to see whether the white king is still under attack.

Suppose we have now gathered all the moves that can take the checking piece; it remains to decide which one to choose. This could be done on a random basis or in order of priority pawn, knight, bishop, queen and king. The taken piece could be placed on the highest numbered free

square (provided it doesn't check white) or if a pawn is being taken, replace it on the highest numbered free square less than 79 (again provided it doesn't check white).

Similarly, to block a check, a subroutine can be used to store in an array all squares intermediate between U and V. Whether a square X can be reached by a white pawn depends on whether  $P(X - 10) = 1$  or in some cases whether  $P(X - 20) = 1$  and  $P(X - 10) = 0$ ; and in all cases that the new position is free from white being in check. Whether a square X can be reached by a white piece other than a pawn can be established using the major subroutine referred to earlier. The decision of which block to choose could be random or pawns first etc.

#### The fugitive

Suppose on the other hand we cannot take the checking piece or interpose a piece (as occurs in all examples of double check) then we will be looking for escape squares for the white king. Free squares adjacent to the white king are easily found and the main subroutine can check that they are not also under attack.

Alternatively when under attack all possible moves corresponding to selection boxes B, C, D on the flowchart can be gathered and some other criterion for choice can be used.

#### A Moving Opportunity

We are now left with the case of the white king not being under attack. That is the selection box A on the flowchart. How do we decide on our move? In normal chess a program that's going to play even at club standard has to come up with a very good answer to that question but in 32 *this is not so*. One can frustrate the opposition by quite simple strategies occupying up to 20% of the total program. Even a fairly transparent policy such as take and replace a piece with one of the knights; advance a piece on a random (or weighted random) basis etc., can be difficult to combat and heavy use of the major subroutine facilitates programming.

It is easy to incorporate an illegal move finder after black inputs his move. The framework described is amenable to further development to include a more positive strategy for white rather than the spoiling tactics referred to.

Even in a simple form the program leads to bizarre and brightly entertaining positions and it is a routine matter to print out the final position and a record of the game. If anyone knows an infallible strategy for winning 32 I shall be delighted to hear from him or her . . . meantime good luck.

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# Pet Preening PLAY SNAP WITH YOUR PET

Rupert Steele, St. John's College, Oxford.

This is essentially a reaction tester: the SNAP format is simply to make the game more interesting, particularly for younger users. There are ten levels of difficulty from 1 (trivial) to 10 (impossible); I draw with the machine on 5.

The program monitors the keyboard with a GET instruction and times the response. If the response is faster than the loop in lines 320-330 a point is awarded to the human, and if slower the computer takes a point. If the user presses a key when there is no 'snap' he is penalised two points.

#### Notes:

At present, there are six possible digits shown, but line 300 may be altered to give more or less.

Line 290: the string is "< clear screens > 14 x cursor down < < 15 x Cursor Right > ". The printer does not print these characters.

Line 400: the string is "< 6 x Cursor left > ".

The program will run with only minor changes (lines 290, 400 and 260-270) on any micro running 8k Microsoft BASIC or similar, if GET is supported. TI\$ is the time string on the PET.

Sometimes, the computer will appear not to print the next digit; this is when the new one is identical with the old; this is a small trick as the player is put off and unsure which digit to watch.

```

100 REM ** REAL TIME SNAP **
110 REM RUPERT STEELE 28-NOV-78
115 DIM C(2)
118 PRINT"DO YOU KNOW THE RULES";
120 INPUT N$:N$=LEFT$(N$,1)
130 IF N$="Y" THEN 200
140 PRINT"THE OBJECT OF THE GAME IS TO BEAT THE"
150 PRINT"COMPUTER AT SNAP. THE COMPUTER PRINTS"
160 PRINT"TWO DIGITS NEXT TO EACH OTHER ON THE"
170 PRINT"SCREEN; IF THEY MATCH THERE IS A SNAP"
180 PRINT"IF YOU PRESS ANY KEY FAST ENOUGH, YOU"
190 PRINT"WIN THE SNAP, OTHERWISE I WIN"
192 PRINT" TYPING ! WHEN THERE IS NO SNAP TERM-"
194 PRINT"INATES THE GAME":PRINT
195 REM ** RANDOMISE **
200 PRINT"PLEASE GIVE A NUMBER BETWEEN 20 AND 100"
210 INPUT A:IF A>100 OR A<20 THEN 200
220 FOR N=1 TO A: B=RND(1): NEXT N
230 PRINT"LEVEL OF DIFFICULTY (1 EASY 10 HARD)"
240 INPUT D:IF D<1 OR D>10 THEN 230
243 REM ** INITIALISATION **
245 Y=0:M=0
250 PRINT"YOUR SCORE:"Y" MY SCORE:"M
251 C(2)=0:P=1
252 FOR A=1 TO 2
260 Z$=TI$
270 IF Z$=TI$ THEN 270
280 NEXT A
285 GET L$
286 IF L$<>" THEN 285
290 PRINT";
300 C(P)=INT(6*RND(1)+1)
310 PRINTC(P);
320 FOR L=1 TO 130+450/D
330 NEXT L
340 IF C(1)=C(2) THEN 420
345 N=150+INT(RND(1)*400)-300/D
350 FOR L=1 TO N:NEXT L
360 GET L$:IF L$=" THEN 390
365 IF L$="!" THEN 470
370 PRINT:PRINT"CHEAT! 2 POINTS TO ME"
380 M=M+2:GOTO 250
390 P=P+1:IF P=2 THEN 300
400 P=1:PRINT";
410 GOTO 300
420 GET L$:IF L$=" THEN 450
430 PRINT:PRINT"SNAP! WELL DONE, 1 POINT TO YOU"
440 Y=Y+1:GOTO 250
450 PRINT:PRINT"SNAP! BAD LUCK, I WAS FIRST, 1 TO ME"
460 M=M+1:GOTO 250
470 PRINT:PRINT"YOUR SCORE:"Y" MY SCORE:"M
475 IF M=0 AND N=0 THEN 490
480 PRINT"YOUR PERCENTAGE SCORE:"100*Y/(M+Y)
490 PRINT:PRINT"REPLAY";:INPUT N$:N$=LEFT$(N$,1)
500 IF N$="Y" THEN 230
510 PRINT"THANKS FOR THE GAME"

```

## LOOK IN

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# TANDY TRS-80

## The Soft Cursor

M.O. Benjamin

The January issue of PCW contained a very interesting article by P.J. Turner, on the Tandy TRS-80 Level 2.

At the end of his article, Mr. Turner gave the listing for a Cursor Graphics program which I tried out and found to add considerably to the graphics capability of the TRS-80. However, having spent many happy hours drawing fancy pictures, I realised the need for a method of storing the pictures on tape, so I set to, to extend Mr. Turner's program, and in the process added several other facilities as well.

The added facilities are as follows: Save/retrieve picture on tape, change from continuous line drawing/cursor movement to single block drawing & vice versa, mix alphanumeric characters on screen with the graphics.

One or two notes on the program itself: to save a picture on tape, simply press the 'M' key, but ensure the tape recorder is set to record first. The picture is stored on tape in blocks of ten screen memory locations, blank areas of the screen being ignored, so the tape will start and stop as the computer reads past blank screen areas. When all the screen has been read, the screen will clear and

"DATA DUMP COMPLETE" will appear. This is simply to let you know when it has finished recording. To retrieve the picture from tape, just follow the screen instructions when the program is run.

With regard to the TRS-80 Level two, I purchased my system last July, opting for the Level 2 from the outset. I had no previous programming experience (apart from a Casio

calculator), but from all the articles I had read, I realised that the Level 2 was far better than the Level 1. Tandy's instruction manual is so good that I was able to learn very easily, and I cannot recommend the Tandy highly enough. The instruction manual is really excellent, and very clear, although the Level 2 manual assumes one already has some knowledge of Basic, so I also purchased the Level 1 Manual, which gives a very simple and easily understood introduction to the Basic language.

There has been some criticism concerning difficulty in setting the cassette volume levels with the TRS-80, and I think this should be clarified. The difficulty only arises on the initial setting up of the recorder, and once the correct level has been found, no further trouble occurs. I control three recorders with my system (2 cassette, and 1 Reel recorder), and have had absolutely no problems

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whatsoever. I feel that this has been exaggerated in many reviews, as, once set up, the tape system is extremely reliable.

The only other major criticism, (with which I agree) is the modular design. I was not too happy with the

separate items all connected with a mass of cables. I overcame this problem by constructing a new cabinet to hold the entire system as one unit (photo above), with sufficient room for further expansion.

To sum up, I think the Tandy is

excellent value for money, extremely well thought out, and with a very powerful Basic, and apart from criticism concerning the modular construction, is to my mind the best buy within the £500-£1000 price range.

**EXTENDED CURSOR GRAPHICS**

```

1  CLS: CLEAR100
2  ?: "THIS PROGRAM ALLOWS YOU TO DRAW ANY
   PICTURE ON THE SCREEN AND SAVE THE PICTURE
   ON TAPE IF DESIRED": ? STRING $ (64, "#")
3  ? "THE CONTROL KEYS ARE . . . : V = SINGLE BLOCK
   DRAWING ↓ "TAB (28) " B = CONTINUOUS LINE
   DRAWING ↓ "TAB (28) "M = SAVE PICTURE ON
   TAPE ↓ "TAB (28) "C = CLEAR SCREEN"
4  ? "THE DRAWING KEYS ARE . . . : ↓ ↓ U = UP : D =
   DOWN : R = RIGHT : L = LEFT ↓ ↓ CURSOR MOVE-
   MENT (NON DRAWING) ↓ W = UP : Z = DOWN : F =
   RIGHT : A = LEFT : P = PRINT (CHARACTERS): @ =
   RETURN TO GRAPHICS":?
6  INPUT "ENTER TO START":W:CLS?:INPUT "DRAW
   PICTURE. . 1 : RETRIEVE FROM TAPE . . 2":N:CLS:
   ON N GOTO 8,3000
8  ??:? "BEFORE STARTING YOUR DRAWING, ↓ - - -
   IT SHOULD BE NOTED THAT WHEN SAVING THE
   DRAWING ON TAPE, THE TAPE WILL STOP FOR
   SHORT PERIODS WHILST THE COMPUTER COUNTS
   PAST BLANK PORTIONS OF THE SCREEN, THIS IS
   TO AVOID TAPE";
9  ?" WASTAGE ANDTIME. WHEN THE ENTIRE SCREEN
   HAS BEEN CHECKED, THE COMPUTER WILLPRINT
   . . . ** DATA DUMP COMPLETE ***": STRING$ (64,
   ".")
10 X=1:Y=1:INPUT "SELECT TYPE OF CURSOR MOVE-
   MENT REQUIRED AT START ↓ "TAB(7) "SINGLE
   BLOCK. . 1 : LINE. . 2":V:CLS
    
```

```

20 B$ = INKEY $ : IFB$ = "M" THEN2000
21 IFV = 1 THEN23 ELSE25
23 IFB$ ( < ) " " THENA$ = B$
24 GOTO30
25 IFB$ = ( > ) " " THENA$ = B$
30 IFA$ = "L" THENX=X-1:GOSUB1000
31 IFA$ = "V" THENV=1:GOTO20
32 IFA$ = "B" THENV=2:GOTO20
35 IFA$ = "A" THENRESET (X,Y):X=X-1
36 IFA$ = "P" THEN3090
37 IFX ( 0 THEN X = 0
40 IFA$ = "R" THENX = X+1:GOSUB1000
45 IFA$ = "F" THENRESET (X,Y):X=X+1
47 IFX } 127 THEN X=127
50 IFA$ = "D" THENY=Y+1:GOSUB1000
55 IFA$ = "Z" THENRESET (X,Y):Y=Y+1
57 IFY } 47 THEN Y=47
58 IFA$ = "C" THENCLS
60 IFA$ = "U" THENY=Y-1:GOSUB1000
65 IFA$ = "W" THENRESET (X,Y):Y=Y-1
67 IFY ( 0 THEN Y=0
68 P=POINT (X,Y)
69 SET (X,Y):FORF=1TO30:NEXT:RESET (X,Y):IFP=1
   THENSET (X,Y)
70 GOTO20
1000 IFX ( 0 THENX=0:RETURN
1001 IFY ( 0 THENY=0:RETURN
1002 IFX } 127 THENX=127:RETURN
1003 IFY } 47 THENY=47:RETURN
1010 SET (X,Y): RETURN
    
```

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*Note:* the following section saves the picture on tape

```
2000 POKE16382, 43:FORI=15360TO16383:REM prints '+'
    at lower r.h corner to indicate dump in progress
2006 A=PEEK(I)
2007 IF A > 32 AND A < 97 OR A > 128 AND A < 192 THEN
    L=L+1:C(L)=I:D(L)=A:REM counts past blank screen
    locations and records only picture/character blocks
2008 IFL < 10 AND I < 16383 THEN2020
2010 PRINT # -1, C(1), D(1), C(2), D(2), C(3), D(3), C(4),
    D(4), C(5), D(5), C(6), D(6), C(7), D(7), C(8), D(8),
    C(9), D(9), C(10), D(10): L=0:REM dumps in blocks
    of 10 to save tape and time
2020 NEXTI
2040 CLS:PRINT @ 462, "**** DATA DUMP COMPLETE
    ****":END
```

*Note:* following section retrieves picture from tape.

```
3000 CLS:?:?:?"PRESS ENTER WHEN READY ** NOTE
    THAT WHEN PICTURE IS COMPLETE, THERE WILL
    BE A SHORT DELAY BEFORE THE TAPE SWITCHES
    OFF, DUE TO THE COMPUTER CHECKING TO THE
    END OF THE SCREEN. A FLASHING CURSOR WILL
    BE DISPLAYED AT THE LOWER";
3001 ?"RIGHT HAND CORNER WHEN RETRIEVAL IS
    COMPLETE. ADDITIONS OR ALTERATIONS TO THE
    PICTURE MAY THEN BE MADE":INPUTW:CLS
3005 FORI=1TO1023STEP10
3010 INPUT# -1, C(1), D(1), C(2), D(2), C(3), D(3), C(4),
    D(4), C(5), D(5), C(6), D(6), C(7), D(7), C(8), D(8),
    C(9), D(9), C(10), D(10):FORJ=1TO10:POKEC(J), D(J):
    NEXTJ:X=PEEK (16382):IFX < > 43THENNEXTI
3030 X=124:Y=46:GOTO20:REM sets cursor to lower r.h.
    corner and returns to drawing mode.
```

*Note:* the following section allows characters to be mixed with graphics, commencing from the current graphics cursor position + 1

```
3090 U=INT (Y/3) *64+INT (X/2) +1
3095 PRINT @ U, " ";
4000 B$=INKEY$:IFB$="" THEN N4020E LSEPRINT B$;
```

```
4010 GOTO4000
4020 A$="" ":GOTO20
```

Summary of control keys

#### KEY FUNCTION

C	Clear Screen
V	Convert to single block drawing
B	Convert to continuous (rpt) line drawing
P	Convert to character printing (commences from current graphics cursor position + 1
@	Revert to graphics
M	Save picture on tape. (ensure recorder is ready & in record mode before pressing 'M' key)

#### DRAWING KEYS

R	Draw RIGHT
L	Draw LEFT
U	Draw UPwards
D	Draw DOWNwards

#### CURSOR CONTROL KEYS

W	Move cursor UP
Z	Move cursor DOWN
A	Move cursor LEFT
F	Move cursor RIGHT

*N.B.* Moving the cursor over a lit block, will delete that block.

In the Character printing mode, the key works as normal. To print characters on more than one line, press key at end of the first line, cursor will then be displayed, then move cursor to start of new line and press P key, the next line can then be typed.

When using the continuous line drawing mode, pressing the space bar (or any non-control key) will stop the cursor at its present position until the next control key is pressed.

In the Character printing mode, the SHIFT ↓ will move the print position down one line without returning to the start of line, and the SHIFT ↑ will move the print position UP one line.

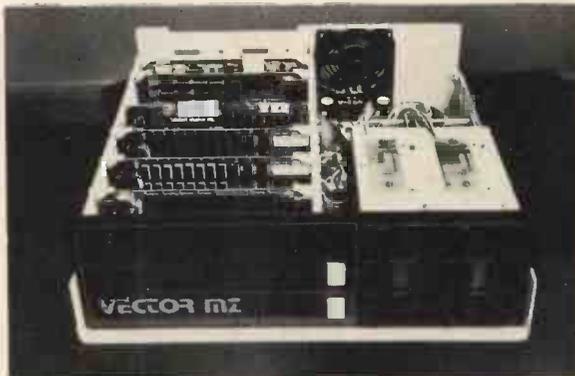
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1008-	8D 2C 03	STA	\$032C	10A8-	E8	INX		11A9-	38	SEC	
100B-	EA	NOP		10A9-	DE 00 0B	DEC	\$0B00,X	11AA-	A5 6B	LDA	\$6B
100C-	A9 00	LDA	#\$00	10AC-	BD 00 0B	LDA	\$0B00,X	11AC-	E9 40	SBC	##40
100E-	A8	TRAY		10AF-	85 6B	STA	\$6B	11AE-	85 6B	STA	\$6B
100F-	85 50	STA	\$50	10B1-	F0 0C	BEQ	\$10BF	11B0-	A9 00	LDA	##00
1011-	85 51	STA	\$51	10B3-	EA	NOP		11B2-	20 BB 11	JSR	\$11BB
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1016-	8D 12 03	STA	\$0312	10B6-	EA	NOP		11B9-	00	BRK	
1019-	20 ED 11	JSR	\$11ED	10B7-	A9 FF	LDA	#\$FF	11BA-	00	BRK	
101C-	C9 25	CMP	##25	10B9-	20 BB 11	JSR	\$11BB	11BB-	8D 2C 03	STA	\$032C
101E-	D0 03	BNE	\$1023	10BC-	4C 88 10	JMP	\$1088	11BE-	A6 69	LDX	\$69
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1024-	A9 01	LDA	#\$01	10DC-	A9 09	LDA	#\$09	11C4-	20 7C 0C	JSR	\$0C7C
1026-	65 51	ADC	\$51	10DE-	65 69	ADC	\$69	11C7-	60	RTS	
1028-	85 51	STA	\$51	10E0-	85 69	STA	\$69	11C8-	C6 81	DEX	\$81
102A-	A9 00	LDA	#\$00	10E2-	60	RTS		11CA-	D0 C0	BNE	\$118C
102C-	65 50	ADC	\$50	10E3-	00	BRK		11CC-	C6 82	DEC	\$82
102E-	85 50	STA	\$50	112B-	20 00 0C	JSR	\$0C00	11CE-	EA	NOP	
1030-	C9 03	CMP	##03	112E-	A9 00	LDA	##00	11CF-	EA	NOP	
1032-	D0 E5	BNE	\$1019	1130-	85 69	STA	\$69	11D0-	D0 BA	BNE	\$118C
1034-	A6 69	LDX	\$69	1132-	85 6A	STA	\$6A	11D2-	EA	NOP	
1036-	EA	NOP		1134-	A9 9E	LDA	##9E	11D3-	EA	NOP	
1037-	DE 00 0B	DEC	\$0B00,X	1136-	85 6B	STA	\$6B	11D4-	EA	NOP	
103A-	BD 00 0B	LDA	\$0B00,X	1138-	A9 FF	LDA	#\$FF	11D5-	EA	NOP	
103D-	AC 12 03	LDY	\$0312	113A-	20 BB 11	JSR	\$11BB	11D6-	38	SEC	
1040-	20 7C 0C	JSR	\$0C7C	113D-	C6 6B	DEC	\$6B	11D7-	A5 84	LDA	\$84
1043-	4C 51 10	JMP	\$1051	113F-	C6 6B	DEC	\$6B	11D9-	E9 2A	SBC	##2A
1046-	A9 C0	LDA	##C0	1141-	A5 6B	LDA	\$6B	11DB-	85 82	STA	\$82
1048-	A2 00	LDX	##00	1143-	C9 0E	CMP	##0E	11DD-	85 84	STA	\$84
104A-	9D 00 0B	STA	\$0B00,X	1145-	D0 F1	BNE	\$1138	11DF-	A5 50	LDA	\$50
104D-	E8	INX		1147-	E6 69	INC	\$69	11E1-	38	SEC	
104E-	D0 FA	BNE	\$104A	1149-	E6 69	INC	\$69	11E2-	E9 7E	SBC	##7E
1050-	60	RTS		114B-	D0 E7	BNE	\$1134	11E4-	85 50	STA	\$50
1051-	A6 69	LDX	\$69	114D-	20 ED 11	JSR	\$11ED	11E6-	C6 83	DEC	\$83
1053-	BD 00 0B	LDA	\$0B00,X	1150-	29 FE	AND	##FE	11E8-	D0 A2	BNE	\$118C
1056-	D0 B4	BNE	\$109C	1152-	85 69	STA	\$69	11EA-	4C B8 11	JMP	\$11B8
1058-	60	RTS		1154-	20 ED 11	JSR	\$11ED	11ED-	A9 00	LDA	##00
1059-	0A	BRK		1157-	30 18	BMI	\$1174	11EF-	85 08	STA	\$08
105H-	20 00 0C	JSR	\$0C00	1159-	29 0E	AND	##0E	11F1-	85 09	STA	\$09
105D-	20 46 10	JSR	\$1046	115B-	18	CLC		11F3-	A2 07	LDX	##07
1060-	A9 FF	LDA	#\$FF	115C-	69 90	ADC	##90	11F5-	18	CLC	
1062-	8D 2C 03	STA	\$032C	115E-	85 6D	STA	\$6B	11F6-	B5 00	LDA	\$00,X
1065-	20 ED 11	JSR	\$11ED	1160-	A9 00	LDA	##00	11F8-	65 08	ADC	\$08
1068-	EA	NOP		1162-	20 BB 11	JSR	\$11BB	11FA-	85 08	STA	\$08
1069-	EA	NOP		1165-	38	SEC		11FC-	A9 00	LDA	##00
106A-	85 69	STA	\$69	1166-	A5 6B	LDA	\$6B	11FE-	65 09	ADC	\$09
106C-	A6 69	LDX	\$69	1168-	E9 40	SBC	##40	1200-	85 09	STA	\$09
106E-	DE 00 0B	DEC	\$0B00,X	116A-	85 6B	STA	\$6B	1202-	CA	DEX	
1071-	EA	NOP		116C-	A9 FF	LDA	#\$FF	1203-	D0 F0	BNE	\$11F5
1072-	BD 00 0B	LDA	\$0B00,X	116E-	20 BB 11	JSR	\$11BB	1205-	18	CLC	
1075-	A0 00	LDY	##00	1171-	4C 8C 11	JMP	\$118C	1206-	A5 09	LDA	\$09
1077-	20 7C 0C	JSR	\$0C7C	1174-	29 0E	AND	##0E	1208-	F0 08	BEQ	\$1212
107A-	A6 69	LDX	\$69	1176-	18	CLC		120A-	65 08	ADC	\$08
107C-	BD 00 0B	LDA	\$0B00,X	1177-	69 90	ADC	##90	120C-	85 08	STA	\$08
107F-	D0 DF	BNE	\$1060	1179-	85 6B	STA	\$6B	120E-	90 02	BCC	\$1212
1081-	60	RTS		117B-	A9 FF	LDA	#\$FF	1210-	E6 08	INC	\$08
1082-	20 00 0C	JSR	\$0C00	117D-	20 BB 11	JSR	\$11BB	1212-	A5 08	LDA	\$08
1085-	20 46 10	JSR	\$1046	1180-	38	SEC		1214-	C9 FF	CMP	##FF
1088-	A9 FF	LDA	#\$FF	1181-	A5 60	LDA	\$6B	1216-	D0 02	BNE	\$121A
108A-	EA	NOP		1183-	59 40	SBC	##40	1218-	E6 08	INC	\$08
108B-	EA	NOP		1185-	85 0B	STA	\$6B	121A-	E8	INX	
108C-	85 80	STA	\$80	1187-	A9 00	LDA	##00	121B-	B5 01	LDA	\$01,X
108E-	20 ED 11	JSR	\$11ED	1189-	20 BB 11	JSR	\$11BB	121D-	CA	DEX	
1091-	E6 80	INC	\$80	118C-	20 ED 11	JSR	\$11ED	121E-	95 01	STA	\$01,X
1093-	A5 67	LDA	\$67	118F-	C5 50	CMP	\$50	1220-	E8	INX	
1095-	29 03	AND	##03	1191-	B0 BA	BCS	\$114D	1221-	E0 08	CPX	##08
1097-	EA	NOP		1193-	20 ED 11	JSR	\$11ED	1223-	D0 F5	BNE	\$121A
1098-	EA	NOP		1196-	29 FE	HND	##FE	1225-	A5 07	LDA	\$07
1099-	D0 F3	BNE	\$108E	1198-	85 69	STA	\$69	1227-	85 67	STA	\$67
109B-	A5 80	LDA	\$80	119A-	20 ED 11	JSR	\$11ED	1229-	60	RTS	
109D-	0A	ASL		119D-	29 0E	AND	##0E				
109E-	0A	ASL		119F-	18	CLC					
109F-	0A	ASL		11A0-	69 90	ADC	##90				
10A0-	85 69	STA	\$69								

concluded

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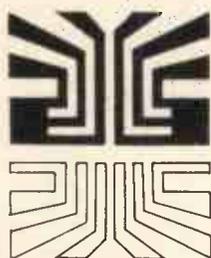
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# Error Messages

With reference to my renumbering routine for TRS-80 published in the MAY 1979 issue, an error crept into the listing and line 224 should be ADD HL, DE not BC.

I have made several improvements since writing the article last year, which although not necessary to its functioning, I would recommend adding to tidy things up.

1. Delete lines 210 to 212 inclusive and replace them by

```
LDIR
LD A, STAR           ; check if any trailing
EX DE, HL           ; stars left
CHKSTR CP (HL)
JR NZ, ERRRET-$
LD (HL), SPACE      ; clear them out
INC HL
JR CHKSTR-$
ERRRET POP IX
```

2. Delete lines 230 to 247 inclusive and replace them by

```
LD HL, ERRMES
CALL OUTSTR         ; output 'omitted'
POP HL
CALL OUTSTR         ; output number
                        omitted
LD HL, (CURSOR)
LD A, L
OR OFH             ; tab across screen
LD L, A
INC HL
LD A, H
LD (CURSOR), HL
CP 40H            ; end of screen?
JR NZ, ERRRET-$
CALL KBD          ; wait for key
CALL CLS
```

3. Also declare OUTSTR EQU 28A7H; this prints a string pointed to by HL and terminated by O.

To provide the zero for the above a DEFB O must be put after the DEFM 'OMITTED:' and also after the TEMP DEFS 5.

This increases the size of the program so the ORG must be changed to 4E3DH for a 4k and 7E3DH for a 16k machine and the entry points will now be 20029 for 4k and 32317 for 16k machines. MEMORY SIZE must be adjusted similarly to one less.

The entry points for the published version should of course be 20040 and 32328.

## I. Addinsell

Author's address: Top of the Hill, Windmill Lane,  
Preston on the Hill, Nr. Warrington, Cheshire.

In Clifford Clark's 'Diagnostic Program', (PCW, May) p23, col 2, para 1, lines 14 & 15 should read: "These locations are in the 'Display Memory Section' as illustrated in the March 79 Issue, p25, fig. 1."

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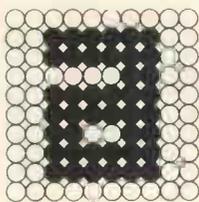
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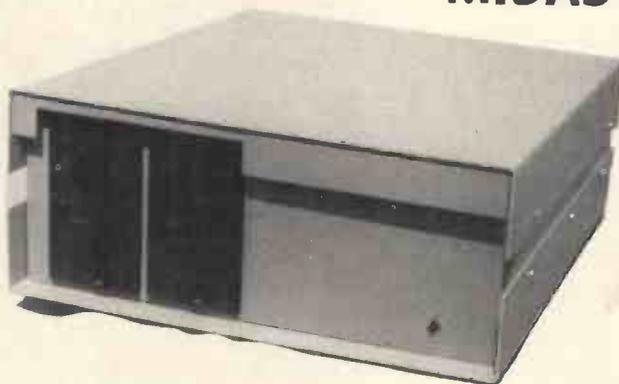
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# The Programmed Punter

PERMS

A BASIC COMPUTER PROGRAM FOR THE BETTING MAN

Dr. M.R.J. Morgan

Department of Biological Sciences, University of Lancaster

Many of us enjoy the occasional flutter at the races, and filling in the weekly football pools coupon is something of a national pastime. Napoleon Bonaparte saw us as a "nation of shopkeepers" and the betting shop has become a familiar feature of every High Street, a symptom of recent explosive growth in the gambling industry. The professional gambler studies the odds as a way of life because for him betting is a serious business. We amateurs can increase the fun of betting if we make the effort to understand something of the mathematical basis of gambling and a good place to start is with permutations. This BASIC program offers the punter the means of determining the number of possible permutations over a wide enough range to cover all likely requirements. The calculation of permutations also has more "serious" applications, notably in the fields of probability and statistics. Closer familiarity with such concepts and a better appreciation of the odds may give the punter food for thought.

## Background

The number of possible permutations of N from M is given by:

$$\frac{M!}{N! (M-N)!}$$

where the shriek notation! denotes the factorial of the adjacent number, e.g. the factorial of 5 is 5! or  $5 \times 4 \times 3 \times 2 \times 1 = 120$ . Suppose we want to determine the number of possible treble bets for 8 horses (in different races), then the calculation uses  $N = 3$ ,  $M = 8$  and  $(M-N) = 5$  so that the expression becomes:

$$\frac{8!}{3! \times 5!} = \frac{8 \times 7 \times 6 \times 5 \times 4 \times 3 \times 2 \times 1}{(3 \times 2 \times 1) \times (5 \times 4 \times 3 \times 2 \times 1)} = \frac{40320}{6 \times 120} = 56$$

If funds are short we might decide to eliminate one or two of our selections to reduce the number of treble bets to 35 for 7 horses, or 20 for 6 horses. Alternatively we might prefer to retain the original 8 selections but to bet all possible doubles instead, giving 28 bets. Similarly, when filling in our football pools coupon, we can calculate that for a full perm of any 8 from 10 we will need to subscribe to 45 lines. Increasing the number of selections to 11 or 12 increases the number of lines required to 165 or 495 respectively, so we may well want to reduce our stake per line.

For fairly small numbers these calculations are not terribly difficult but they tend to become tedious if more than one or two have to be executed. With larger numbers the calculations can become quite time-consuming and are very prone to error. Why not let the personal computer do the donkey work? (PCW Here we have the not implausible implication that only donkeys bet on horses PCW)

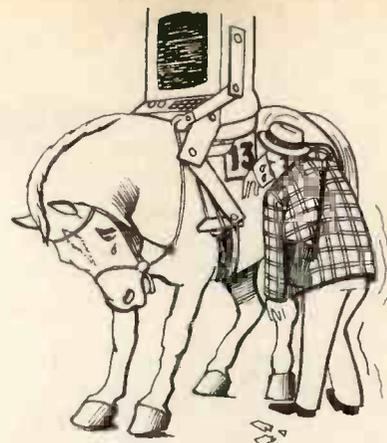
## Running the Program

The program makes full use of the conversational facilities of BASIC and is largely self-explanatory. Two modes of operation are offered. Mode 1 provides a complete tabulation of permutations of N from M for all values of N and M between 1 and 20. The table is best suited to hard-copy output and is printed in four sections so as to fit into standard teletype format; the complete table is then obtained by cutting the teletype paper and pinning up the four sections in horizontal alignment. The complete table is suitable for display on the wall of your local betting shop, at the club, for your pools syndicate, or your den at home. A permanent copy of the table will meet many regular needs and stand you in good stead with the lads of the betting fraternity. It will come in handy for settling arguments, or even bets!

The second, alternative, mode of the program permits the calculation of particular permutations, one at a time, over a much wider range of values of N and M. This mode of operation is suitable for any output device, including VDUs; the program accepts your chosen values of N, M and recycles indefinitely to assist your studies of probability theory. When you have finally perfected your understanding and conjured up the ideal full perm or master bet, your exit from the program is accompanied by some sound advice from the computer.

## How the Program Works

For the calculation of individual permutations the necessary factorials  $M!$ ,  $N!$  and  $(M-N)!$  are evaluated in turn in a simple subroutine and then the ratio  $M!/N! \times (M-N)!$  is determined. When using larger numbers for N or M the factorial calcu-



lation involves many terms and it is easy to cause an overflow at statement 2040 unless steps are taken to avoid doing so. For the BASIC system under which the program was written the upper limit of the numerical range is approximately  $10^{76}$  which means that the largest factorial that can be calculated is  $57! = 4.05 \times 10^{76}$ .

Statements 1200 - 1260 check that N and M are within the range 1 to 57 and that M is greater than N. It is essential that N, M and (M-N) should not assume the value 0 or become negative. By definition, the factorial of zero is unity,  $0! = 1$ , but this special case would not be correctly handled by the factorial subroutine as it stands. Although it would be quite easy to incorporate a special treatment for 0! in the subroutine, it is not worth doing so in this application because zero values cannot arise in real-life input. Similarly, it is not possible to calculate factorials for negative values, so the program checks that these have not been inadvertently introduced. There is one real condition not catered for by the program, namely where  $N = M$  so that  $(M-N) = 0$ , but this is trivial because it should be fairly obvious that there is only 1 possible permutation of, say, 37 from 37 (or 22 from 22, etc.). Clearly, it is only possible to calculate factorials for integral values, so as a final safeguard, if any non-integral values are input inadvertently for N or M, the program takes the corresponding integer numbers.

In the alternative mode of operation leading to the output of a table of permutations, the program builds up the numbers required for the table in a matrix. The value taken by the numbers occupying the cells of the matrix is derived from adjacent elements of the array, without employing the factorial subroutine.

	x	y	
		z	

This is possible because the number in each cell is equal to the sum of the number in the cell immediately above it in the same column plus the number in the cell one column to the left and one row above,  $z = x + y$ .

## Technical Points

### Strings

In the teletype listing of the program, the

dollar sign \$ is represented as a back-slash \; thus A\ should be read as A\$.

For the ICL BASIC Interpreter X98B under which the program was written there is a standard string length of 15 characters. For other BASIC Interpreters or Compilers it may be essential or desirable to dimension all strings. The program only uses a single string and this could be catered for by inserting the statement:

```
1075 DIM A$(3)
```

**Matrix Statements**

For versions of BASIC without matrix-

handling facilities, the statement:

```
1680 MAT PRINT Q
```

can be replaced by FOR loops enclosing a PRINT statement referring to the required element of array Q.

**FOR Loops**

The statement:

```
2030 FOR J = 2 TO X
```

will only rarely give rise to problems but, if your version of BASIC will only step from 1, replacing this statement with:

```
2030 FOR J = 1 TO X
```

will not affect the calculations.

**Numerical Range**

The ICL BASIC Interpreter can handle numbers up to approximately  $10^{76}$ . If your version of BASIC has a lower limit you should decrease the value of 57 appropriately at statements 1240 and 1250 to avoid overflow problems at statement 2040. Conversely, if your BASIC can cope with numbers up to, say  $10^{99}$  you will be able to calculate factorials up to 691 and can modify statements 1240 and 1250 accordingly.

```
1000 PRINT
1010 PRINT
1020 PRINT
1030 PRINT "PROGRAM FOR THE DETERMINATION OF PERMUTATIONS"
1040 PRINT "*****"
1050 PRINT
1060 PRINT
1070 PRINT
1080 PRINT "DO YOU WANT A FULL TABLE OF PERMUTATIONS OF N FROM M"
1090 PRINT "FOR ALL VALUES OF N AND M BETWEEN 1 AND 20?"
1100 PRINT "PLEASE ANSWER YES OR NO:"
1110 INPUT A\
1120 IF A\ = "YES" THEN 1500
1130 IF A\ = "NO" THEN 1170
1140 GOTO 1100
1150 PRINT "SORRY, N AND M MUST BOTH BE IN THE RANGE 1 TO 57"
1160 PRINT "AND, OF COURSE, M MUST BE GREATER THAN N"
1170 PRINT "INPUT YOUR CHOSEN VALUES OF N,M AND I WILL TELL YOU"
1180 PRINT "THE NUMBER OF POSSIBLE PERMUTATIONS OF N FROM M:"
1190 INPUT N,M
1200 LET N = INT(N)
1210 LET M = INT(M)
1220 IF N < 1 THEN 1150
1230 IF M < 1 THEN 1150
1240 IF N > 57 THEN 1150
1250 IF M > 57 THEN 1150
1260 IF M <= N THEN 1150
1270 LET X = M
1280 GOSUB 2020
1290 LET M1 = F
1300 LET X = N
1310 GOSUB 2020
1320 LET N1 = F
1330 LET X = M-N
1340 GOSUB 2020
1350 LET O1 = F
1360 PRINT
1370 PRINT
1380 PRINT
1390 PRINT "THERE ARE";M1/(N1*O1);"POSSIBLE PERMUTATIONS OF";N;"FROM";M
1400 PRINT
1410 PRINT
1420 PRINT
1430 PRINT "DO YOU WANT TO CALCULATE ANOTHER PERMUTATION?"
1440 PRINT "PLEASE ANSWER YES OR NO:"
1450 INPUT A\
1460 IF A\ = "YES" THEN 1170
1470 IF A\ = "NO" THEN 2070
1480 GOTO 1440
1490 REM PERM ANY N FROM M
1500 DIM P(20,20), Q(20,5)
1510 FOR N = 1 TO 20
1520 FOR M = 1 TO 20
1530 LET L = 1
1540 FOR J = 1 TO N
1550 LET K = M+1-J
1560 LET L = L*K/J
1570 NEXT J
1580 LET P(M,N) = L
1590 NEXT M
1600 NEXT N
1610 FOR J = 0 TO 3
1620 FOR N = 1 TO 5
1630 FOR M = 1 TO 20
1640 LET Q(M,N) = P(M,N+J*5)
1650 NEXT M
1660 NEXT N
1670 GOSUB 1770
1680 MAT PRINT Q
1690 PRINT
1700 PRINT
1710 PRINT
1720 PRINT
1730 PRINT
1740 NEXT J
1750 GOTO 2070
1760 REM TABULATION SUBROUTINE
1770 PRINT
1780 PRINT
1790 PRINT
1800 PRINT TAB(20);
1810 PRINT "TABLE OF PERMUTATIONS"
1820 PRINT TAB(20);
1830 PRINT "*****"
1840 PRINT
1850 PRINT
1860 PRINT
1870 PRINT
1880 PRINT "ANY --->"
1890 FOR K = 1 TO 5
1900 PRINT TAB(15*(K-1));
1910 PRINT K+J*5;
1920 NEXT K
1930 PRINT
1940 PRINT
1950 PRINT
1960 IF J > 0 THEN 1990
1970 PRINT "FROM"
1980 GOTO 2000
1990 PRINT
2000 RETURN
2010 REM FACTORIAL SUBROUTINE
2020 LET F = 1
2030 FOR J = 2 TO X
2040 LET F = F*J
2050 NEXT J
2060 RETURN
2070 PRINT "OK BEST OF LUCK WITH YOUR PUNTING"
2080 PRINT "BUT REMEMBER THE ODDS YOU ARE UP AGAINST!"
2090 END
```

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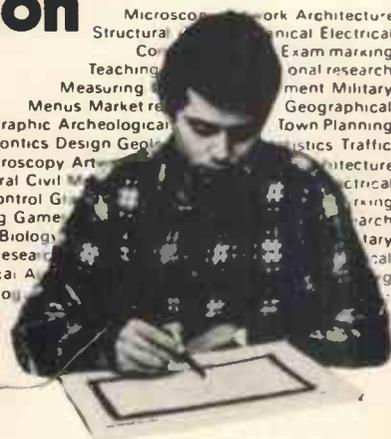
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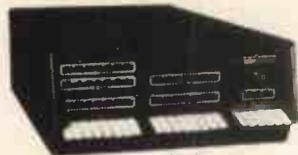


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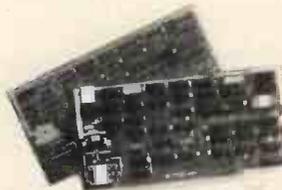
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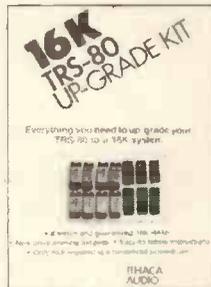
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# PARKINSON'S REVAS

Continued from Vol. 2, No. 2.



D. W. Parkinson

## A Z80 Reverse Assembler — Addendum

Murphy's Law (variation n):— No matter how many copies of a program are in use, any errors will only surface once the listing is set in type.

There is one small error in the published listing which results in RETI not being decoded. This is easily corrected by changing the first line in the RETN/RETI section from CP SA9 to CPSAA.

The REGPR routine produces a wrong set of register-pairs for the 16-bit arithmetic mnemonics when operating with IX or IY in place of HL. (eg ADD IX, BC appears as ADD IX, DE; ADD IY, BC as ADD IY, HL). This can be corrected by recording the REGPR routine as below. (The final jump is necessary to keep the change within the bounds of the old routine.)

When I wrote the original version of REVAS I did not bother to bar four invalid opcodes. They and their associated mnemonics are:—

- ED 63 n n LD (nn), HL
- ED 68 n n LD HL, (nn)
- ED 70 n n IN (HL), (C)
- ED 71 n n OUT (C), (HL)

The first two the Z80 actually executes (look at the 'ED' instruction map to see why) but I assume are not documented because of the shorter 8080 equivalent. (Also the DD/FD prefix for IX/IY does not work). The latter two don't exist and I apologise for their appearance in the published version of REVAS. They can be prevented by adding the following code at the start of the IN R, (C) and OUT (C), R sections:—

CP \$E (\$2E for OUT section)  
 JP Z, NOTVAL  
 AND \$E  
 CP \$C  
 JP Z, NOTVAL  
 at the start of the LD PP, (\$NNNN) . . . . section. (Line 848)

Another point mentioned in the text of the article, but not explained as fully as it might have been, concerns DD and FD, the index operators. These only serve to set a flag to indicate use of the appropriate index register in place of HL, and if the following opcode does not reference HL the flag is not checked. A code sequence such as FD 3E 4F is decoded as LD A, \$4F or DD C3 . . . . rather than as invalid code.

47	OF	LD	B, A	;SAVE IN B
OF	RRCA			;SHIFT PAIR ID BITS DOWN
C6 02	RRCA			
0E 06	ADD	2		;ALTER REG. CODING
A1	AND	C, 6		;PUT 6 IN C
21 41 F9	LD	HL, RPTAB		;ISOLATE REG. ID
20 07	JR	NZ, NOTSP		;LOAD BASE ADDRESS
2B	DEC	HL		;POINT TO "SP"
CB 78	BIT	7, B		;IS IT PUSH/POP?
28 94	JR	Z, COPY2		;NO DONE
2B	DEC	HL		;YES, POINT. . .
0309	DEC	HL		; . . . TO "AF"
B9	CP	C		;IS IT "HL"?
20 04	JR	NZ, *+4		;NO SKIP
3A 0B 10	LD	A, (HXIFLG)		;LOAD FLAG
61	ADD	C		;ADJUST IF IX/IY
C3 B2 FA	JP	CCODES*7		;SKIP TO CALL FTADR, JP COPY2
00	NO			;FILLER

altered code

(Listing continued)

F91F	ED A0	LDI		
F921	ED A0	LDI		
F923	ED A0	LDI		
F925	ED A0	LDI		
F927	ED A0	LDI		
F929	C9	RET		
F92A				
F92A				
F92A	4F	LD	C, A	;PUT OFFSET IN C
F92B	06 00	LD	B, 0	;CLEAR B
F92D	09	ADD	HL, BC	;ADD IN TO ADDRESS BASE
F92E	C9	RET		
F92F				
F932	21 47 F9	LD	HL, INCM	;POINT TO "INC"
	18 03	JR	*+3	;SKIP

F934	21 4A F9	0255 DEC:	LD HL,DECM	;POINT TO "DEC"	F9AD	POP AF	RECOVER OP CODE
F937	CD 23 F9	0256	CALL COPY3	;COPY OVER	F9AE	CP \$76	HALT?
F93A	13	0257	INC DE	;SPACE	F9B0	JR Z,HALT	YES,JUMP
F93B	13	0258	INC DE	;SPACE	F9B2	PUSH AF	SAVE OP CODE
F93C	F1	0259	POP AF	;RECOVER OP CODE	F9B3	CALL WRLD	WRITE "LD"
F93D	CB 57	0260	BIT 2,A	;TEST 8/16 BIT	F9B6	OF	SHIFT REG ID DOWN
F93E	28 3D	0261	JR Z,REGPR	;JUMP IF 16 BIT	F9B7	OF	
F941	0F	0262	RRCA	;SHIFT REG. ID...	F9B8	RRCA	PRINT IT
F942	0F	0263	RRCA	...DOWN TO LOW A	F9B9	RRCA	" "
F943	0F	0264	RRCA		F9BA	RRCA	GET OP CODE BACK
F944	C3 C4 F9	0265	JP SRÉG	;RETURN AFTER PRINTING REGISTER	F9BC	CALL COMMA	TEST FOR IMMED. DATA
F947	F947	0266			F9BE	POP AF	JUMP IF SO
F948	49 4E 43	0267 INCM:	DB 'INC'		F9C0	BIT 6,A	
F949	44 45 43	0268 DECM:	DB 'DEC'		F9C2	JR Z,IMM	
F94D		0269			F9C4		
F94D		0270	;16-BIT DIRECT LOAD		F9C4		
F94D		0271			F9C4		
F94D		0272			F9C4		
F94D		0273			F9C5	INC A	ADJUST CODING
F94D		0274			F9C5	AND 7	ISOLATE IT
F94D		0275			F9C7	CP 7	IS IT MEMORY?
F94D		0276			F9C9	JR Z,MEM	YES,JUMP
F94D		0277			F9CB	LD HL,RPRTAB	LOAD BASE ADDRESS
F94D		0278			F9CD	CALL FTADR	FORM ADDRESS
F94D		0279			F9CE	LD A,C	COPY OVER REG
F94D		0280			F9D3	RET	
F94D		0281			F9D4	LD A,'('	MEM INDIRECT
F94D		0282			F9D6	LD (DE),A	WRITE "("
F94D		0283			F9D7	INC DE	BUMP ADDRESS
F94D		0284			F9D8	LD HL,HXYTAB	
F94D		0285			F9DA	LD A,(HXYTAB)	OFFSET IF INDEX
F94D		0286			F9DB	CALL FTADR	FORM ADDRESS
F94D		0287			F9DD	CALL COPY2	COPY OVER
F94D		0288			F9DE	LD A,(HXYFLG)	IS IT INDEX?
F94D		0289			F9E1	AND A	TEST
F94D		0290			F9E7	JR Z,NOTIXY	NO,JUMP
F94D		0291			F9E8		
F94D		0292			F9EA	CALL BYTE	YES,GET OFFSET
F94D		0293			F9EB	AND A	TEST IT
F94D		0294			F9ED	LD C,'+'	SET POSITIVE
F94D		0295			F9EE	JR Z,NOTIXY	SKIP IF ZERO
F94D		0296			F9EF	P,PLUS	JUMP IF IT WAS +VE
F94D		0297			F9F2	JR Z,PLUS	
F94D		0298			F9F5	NEG	2'S COMP
F94D		0299			F9F7	LD C,'-'	CHANGE SIGN
F94D		0300			F9F9	LD B,A	SAVE MAGNITUDE
F94D		0301			F9FA	LD A,C	GET SIGN
F94D		0302			F9FB	LD (DE),A	PRINT IT
F94D		0303			F9FC	INC DE	BUMP ADDRESS
F94D		0304			F9FD	LD A,B	GET MAGNITUDE
F94D		0305			F9FE	CALL DOLLAR	PRINT MAGNITUDE
F94D		0306			FA01	CD B8 F8	CLOSE BRACKETS
F94D		0307			FA04	3E 29	
F94D		0308			FA06	12	
F94D		0309			FA07	13	
F94D		0310			FA08	C9	
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 SPC(I)    TAB(I)    TAN(X)    USR(I)
- STRING FUNCTIONS**  
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**COMMANDS**  
 CONT LIST                    NEW                    NULL                    RUN  
 STATEMENTS  
 CLEAR DATA                DEF                    DIM                    END                    FOR  
 GOTO GOSUB                IF.GOTO                IF.THEN                INPUT                LET  
 NEXT ON.GOTO                ON.GOSUB                POKE                    PRINT                READ  
 REM RESTORE RETURN                    STOP

**EXPRESSIONS**  
**OPERATORS**  
 + \* ^ / % NOT.AND.OR. >> << >=<= RANGE 10<sup>32</sup> to 10 + 32

**VARIABLES**  
 A.B.C. ...Z and two letter variables  
 The above can all be subscripted when used in an array. String variables use above names plus \$.e.g. AS-

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- CONTROL/C Execution or printing of a list is interrupted at the end of a line.
- "BREAK IN LINE XXXX" is printed. Indicating line number of next statement to be executed or printed.
- CONTROL/O No outputs occur until return made to command mode. If an Input statement is encountered, either another CONTROL/O is typed, or an error occurs.
- ? Equivalent to PRINT

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- \*CUTS interface \*4K MONITOR
- \*KANSAS CITY interface \*\$100 BUS
- \*User defined graphic symbols \*280 cpu

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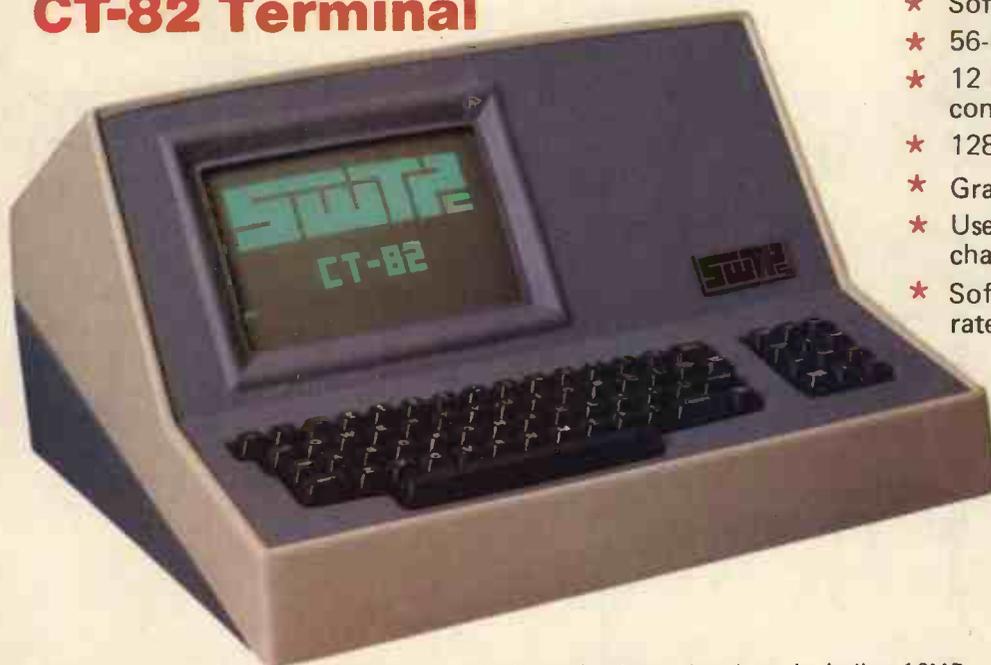
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