



F O C U S

The CGL M5 Home Computer Club

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Issue 2
Summer 1984

LATEST NEWS FOR CGL M5 OWNERS!!

From the Editor

Welcome to the second issue of the CGL M5 Focus. We were pleased to hear from so many Members that you found our first issue informative and interesting, and hope this and subsequent issues will get better and better!

You'll be pleased to know that the M5 is taking off in a big way now, and more and more people are writing software for it - consequently our Software Library is growing well! You'll have seen many program listings in computer magazines, and many more are now in the pipeline, that we know about. Our friends on the major computer and games journals say they would happily publish more M5 listings if people were to send them in: so come on, have a go ... remember some magazines actually pay!

Don't forget, the purpose of this Newsletter is to communicate - so keep those letters and phone calls coming in! And remember, if you have any problems, queries, or just feel like a chat, give us a ring. It'll be great to hear from you!

NICK BEDDOE
THE EDITOR

*(Please address all Club
correspondence to me.)*

NEW SOFTWARE

We've brought out some great new titles on cassette for early Summer - look at these:

Single Game Cassettes: RRP £5.95

Bomber Run.
Devil Bird
Intrigue
Slots
Stranded*
Wheels

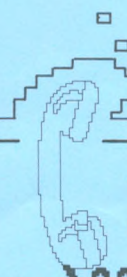
Triple Game Cassettes: RRP £12.95

Simon/Granny/Spiders*
Squash/Lander/Raiders*

* *Joypad only game*

If you have problems obtaining these cassettes, or any software already in our catalogue, now you can buy direct through the CGL Software Service. Order direct from CGL - using the Summer Offer Order Form attached - and your choice will be sent to you within 14 days.

SPECIAL OFFERS FOR JUNE, JULY and
AUGUST - see inside!



CAN WE HELP?

We have had a number of queries about the "Lorelei" program printed in the last Focus. Be assured, this program does work! If you find any errors occurring, especially Error 4 in 50, check the data statements from line 120 to line 340. Any typing error in these data statements will cause an error to occur in line 50, 70, 90 or 110.

For those of you still using Basic I, we have an Additional Information Booklet available. This contains more information on Screen Handling, Sprites, Graphics and Music, all using the standard Basic I cartridge. Send us a stamped, addressed large envelope at least 8" x 6", and we'll put a copy in the post to you.

Many newcomers to computing just wish to understand more about computers. We reckon the best course of action is to join a local computer club and buy general computer books, which explain about both software and hardware, and are not dedicated to one particular computer. It is worth remembering when buying a book that the M5 is based on a Zilog Z80A processor and uses a very standard form of Basic on the Basic I cartridge. However, Basic G (in terms of graphics and sound) is far more advanced than any other Basic we have seen, and lots of you out there - as well as magazine reviewers - agree with us. It's so comprehensive and easy to use, that even a first time user should have no problems.

M5 AGENCIES

The response to this has been quite surprising and we've had many requests for agency information. All of you who have written requesting this information should by now have received our agents pack. If any new Members are interested, please write in now.

TURN YOUR M5 INTO SOMETHING ELSE!!

And now for something completely different! Amongst the program material with this Newsletter you'll find a circuit diagram of an A to D converter for the more electronically minded. This diagram was sent in by Mr. Sean Rima, and although we haven't had time to build one ourselves, it certainly looks an interesting project for the more technically experienced, to investigate... but don't fiddle about with your M5 if you don't know what you are doing!

For those who don't know what an A to D converter is, it's simple - it converts Analogue signals such as sine waves or A.C. signals to digital signals that a computer can understand, and vice-versa. This type of circuit could be used to turn your M5 into an oscilloscope or even control mechanical equipment.

OUR NEW ADDITIONS!32K RAM PACK

After a couple of minor hitches the RAM PACK is now definitely "in business". Not only will you get an extra 32K of user memory, but also two further bus ports for plugging in all sorts of goodies - such as the items featured elsewhere.

For those of you who like to impress with large numbers - with the RAM PACK the M5 boasts 52K of RAM and up to 28K of ROM.

In real terms, this means a minimum of 34.5K of free Basic user memory plus a further 16K of video memory. As many of you have discovered using VPeek and VPoke, most of the video RAM can be used for program data storage.

PARALLEL INTERFACE

We now have limited quantities of a cartridge utilising the 8255 and offering a minimum of two I/O ports. It will appeal to the technically innovative amongst you, and is priced at £24.95.

PRINTER

Our M5 thermal printer is available direct from us at a special offer price - see over.

The printer offers virtually silent operation, A4 width, clear print, compact size, and various modes such as double width, auto underline, and compressed print.

Thermal paper is widely available for the machine; it is the same as that used by facsimile machines and photocopiers.

PRINTER CABLE

We can supply direct a cable to connect your M5 to centronics standard printers e.g. Star, Epsom, etc., at only £12.95. (See our SUMMER OFFERS order form.)

DISK DRIVE

The ultimate in M5 application and sophistication is now available. The M5 Disk Drive is a 3½" drive, capable of storing 150K (formatted) per side. The design and operation is superb, and in conjunction with Basic-F transforms the M5 into an advanced business style computer. It really is something else! So all you need is the M5 Disk Drive, Basic-F, and possibly the RAM pack - to have a really powerful computer system.

For further information and specifications of all these new products, send us a S.A.E. as soon as you can.

SUMMER OFFERS

Use our Summer Offer Order Form to order your requirements - these prices will apply only for orders received up to and including 31 August 1984.

All prices include VAT.

LOOK AT ALL THESE GREAT OFFERS FOR CLUB MEMBERS!

1. Application Cartridges

Buy any application cartridge i.e. Basic F, Basic G or Falc, which comes complete with its detailed and extensive manual - and you get (FREE!) a Graphic Designer Cassette (valued at £9.95) or a (FREE!) Double Game Cassette of your choice (valued at £8.95).

2. Cassette Software Multi-packs

Pack A - 5 games for only £15.00!!! *

Pack B - 8 games for only £25.00!!! **

Pack C - 12 games for only £40.00!!! ***

* Choose any 2 double game cassettes and any single game cassette

** Choose any 2 double game cassettes and a single and triple game cassette

*** Choose any 4 double game cassettes and any 4 single game cassettes

3. Game Cartridges[‡]

Buy a games cartridge and you'll receive (FREE!) a double game cassette of your choice.

Fruit Search and Dragon Attack £19.95;
all other cartridges £23.95.

[‡] Pit Chaser, Superbaseball and Comical Ski are not available through this Offer.

4. Miscellaneous

JOYPADS - a pair for the price of one - £12.50.

M5 PRINTER - includes free connection cable (worth £12.95) and a "starter" roll of thermal paper. All this for just £199.95!

If you wish to take advantage of any of these special offers, please send your cheque or postal order made payable to CGL with the Summer Offer Order Form attached, and include £2.00 for postage and packing. To order by Barclaycard or Access, just phone 01-508 5600 ext. 210, and ask for Alison Brown, between the hours of 9 a.m. - 1 p.m., 2 p.m. - 5.30 p.m.

CGL can take no liability for any of the information given in this publication or the application of such information.

TRY THESE PROGRAMS

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HERE IS A GRAPHICS DEMO BY D.BEST IN BASIC G
20 Print "U3L":rem control codes
30 ginit
40 gmode
50 gmove 128,96
60 for R=100 to 1 step-1
70 U=5+R
80 N=2+R
90 W=R+N
100 fcol &03
110 circle R,U,N,W
120 next
130 Print "L"
140 end

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HERE IS A GAME SENT IN BY S.MURRAY AND P.LEE FOR YOU TO TYPE IN(BASIC I OR G)
1 Print "L":let A=abs(vpeek(-0)):let A=abs(vpeek(-14)):let S
=0:goto 800
2 let S=S+1:for T=1 to L:Print cursor(X,Y):"      "":let A$=i
nkey$
3 if A$="z" then let X=X-1
4 if A$="m" then let X=X+1
5 let C=&37FF+X+(Y*32):if vpeek(C)=128 or vpeek(C+6)=128 the
n goto 11 else Print cursor(X,Y):"  L  "":next T
7 Print cursor(X,Y):"      "":let Z=Z+rnd(2)-1:if Z=0 then le
t Z=1 else if Z>18 then let Z=18
9 Print cursor(Z,0):"  L  "
10 goto 2
11 Print "**!!C R A S H!!**"
12 let H=H+1:out &20,&9F:out &20,&9F
13 out &20,&E7:for FRQ=1 to 20:out &20,&C3:out &20,FRQ
14 for T=1 to 40:next T
15 out &20,&F1
16 next FRQ
17 if H>4 then goto 21 else goto 12
18 for QAZ=4 to 6
19 stchr "111111111111111" to 32,QAZ
20 next QAZ
21 out &20,&FF
22 cls
24 Print "YOUR SCORE WAS*":S "*"
25 Print "PRESS 'Q 'TO PLAY AGAIN    PRESS SHIFT+RESET TO END
"
30 let S=0
35 for ZXC=1 to 1000:next ZXC
40 input A$:if A$="Q" then goto 1 else gosub 50
50 end
60 return
100 cls:let X=RTY:let Y=20:Print cursor(0,0):"  L  "
"  L  "":let Z=RTY:goto 2
800 cls:Print cursor(11,15)"T"
801 for DOT=1 to 2000:next DOT
802 Print cursor(12,15)"R"

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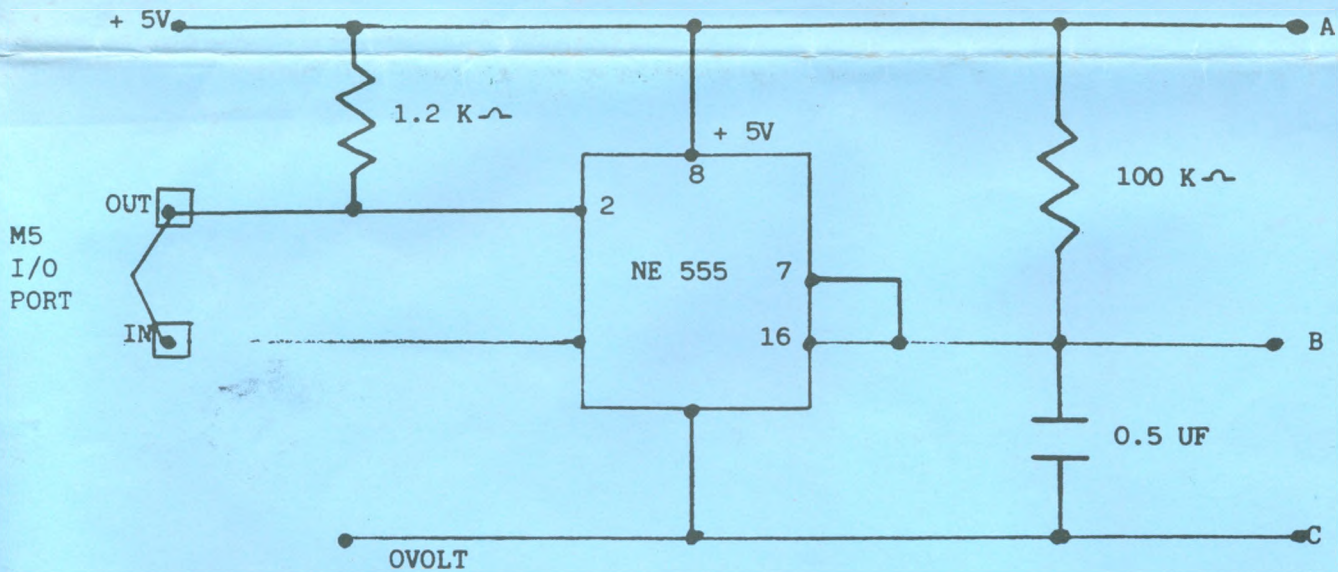
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803 for TOL=1 to 2000:next TOL
804 Print cursor(13,15)"A"
805 for BBV=1 to 2000:next BBV
806 Print cursor(14,15)"K"
807 for CGL=1 to 2000:next CGL
820 Print cursor(2,17)"By S.Murray and P.Lee (C)1984"
830 for LOPI=1 to 7777:next LOPI
834 cls
840 Print "PRESS 'z'TO GO LEFT"
860 Print "PRESS 'm'TO GO RIGHT"
870 for AE=1 to 8000:next AE
880 Print "SKILL LEVEL 1-9 "
881 Print "1=FAST!9=SLOW"
885 input RTY
887 if RTY>9 then goto 880
888 let L=RTY
889 cls:let A=abs(vpeek(-8)):for TIMER=1 to 3000:next TIMER
890 let A=abs(vpeek(-14)):for STEVE=1 to 1200:next STEVE
900 for N=4 to 6
910 stchr "D0D0D0D0D0D0D0D0" to &80,N
920 next
930 stchr "A0A0A0A0A0A0A0A0" to 147,6
940 goto 100
    
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MR.RIMA'S CIRCUIT DIAGRAM (See page 2)

A TO D CONVERTER USING NE555



SOFTWARE

<u>I/O PORT</u>	<u>A/D BOARD</u>	<u>HEX</u>	<u>COMMENT</u>
	<u>INSTRUCTION</u>		
LDA, 255	LD,HL,(Port Add)	21,xx,xx	IGNORE IF PORT USES M/C ROUTINE
LDBC, 233	LD,BC, 0	010000	START COUNT 0
OUT (I/O Port Add)			
IN (I/O Port Add)			
RET.	LDA, 255	3E,FF	PORT VALUE
	LD,HC,B	70	SET BIT LOW
	LD,HL,A	77	SET BIT HIGH
	CP HL	BE	COMPARE PORT TO A REGISTER
	RET 2	C0	RETURN IF A <> PORT
	INC BC	03	INCREMENT COUNT
	JR	18FB	JUMP TO START