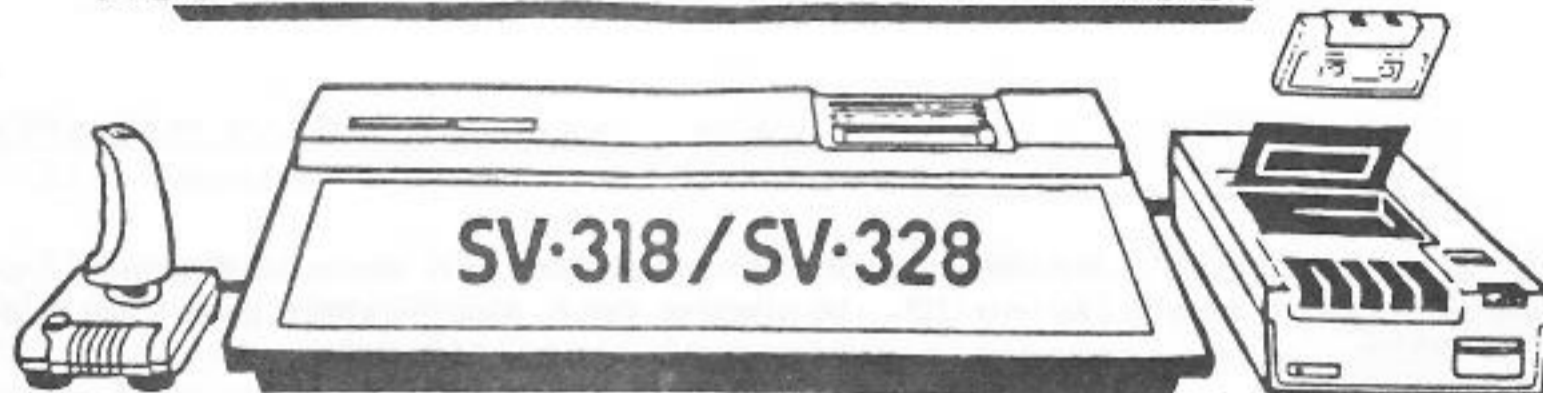


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News Letter

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ISSUE No.
1 - 11
DATE
AUGUST - 1984

ALL CORRESPONDENCE TO:

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INTRO *****

Hi! it's me again. Another Newsletter down and would you believe it next month is no 12. A whole Year has rushed by. (Where did it go ???)

The book is now available from the group for the low cost of \$19.50 plus .50 P & P. Please support it as it took a lot of time to compile.

Many thanks to Mr. L.A. Dunning for his work with Exploring Basic I am sure we all welcome its return. Where does the man get his information???

Also welcome to Mr. J Collins who is now our new Librarian. You will find some words from him later in this Newsletter.

The program of the month comes from Mr. S.A. Morris and is a program that plays 5 Card Draw Poker. (Casino style) Its good fun and kept me busy playing until the early hours.

See you all next month



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EXPLORING BASIC Pt-5

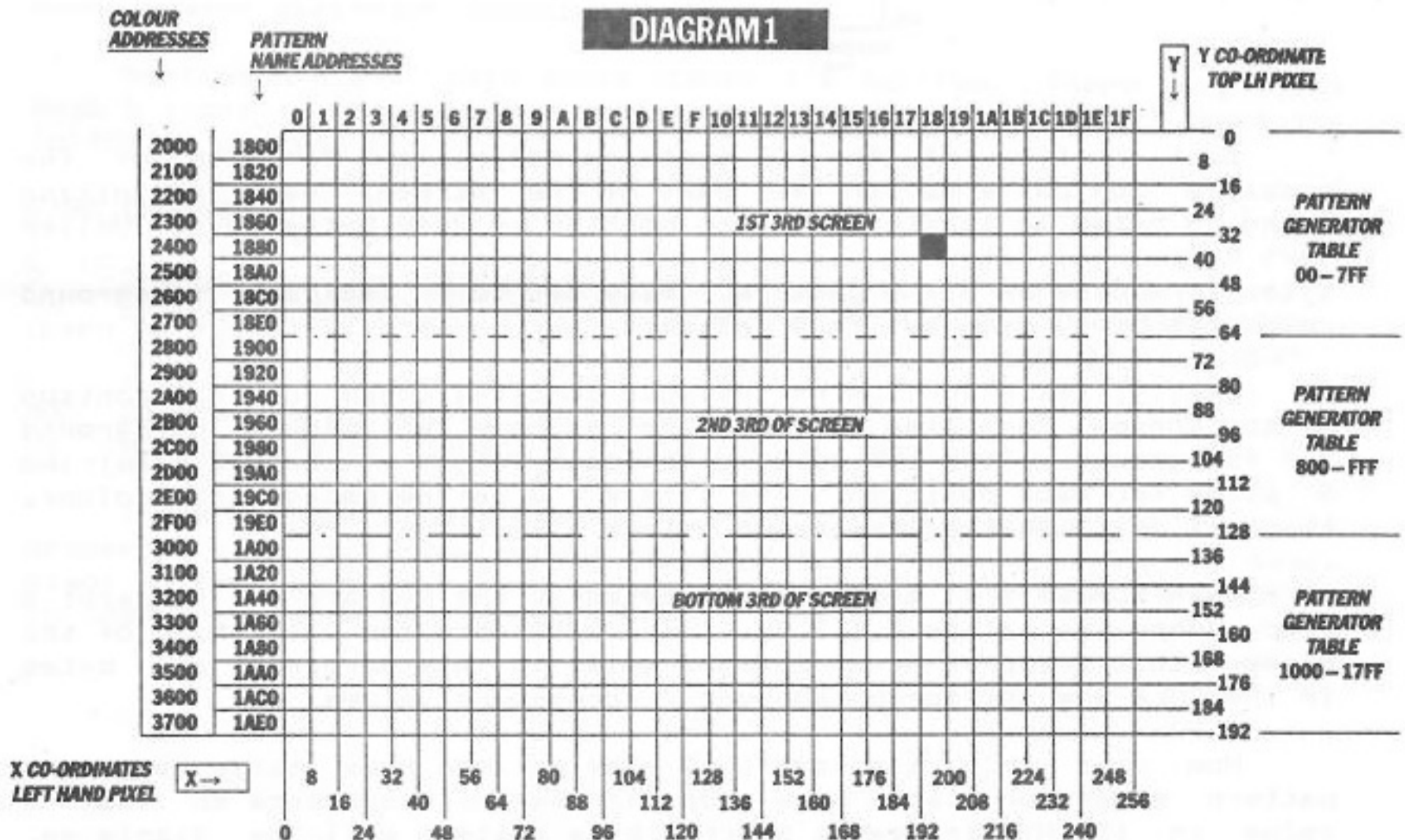
By. L.A. Dunning

This month, I'll describe SCREEN 1. Due to some problems I'm unable to describe SCREEN 2 as promised, this will however appear next month. It is more difficult to analyse the modes other than Text however a general discription can be given.

GRAPHICS II <SCREEN 1>

The display is in graphics 2 mode when bit 1 of register 0 is set to 1 and bit 4 and 3 of register 2 are set to 0. In this mode the screen is divided into 32 positions across by 24 positions down. This gives a total of 768 positions, each defining a block of 8 x 8 pixels giving a full resolution of 256 across by 192 down. Things are not however as simple as they seem.

The screen is divided into three smaller screens which for the sake of clarity I shall call "top", "middle", "bottom". The top screen describes the top 8 rows of positions, the middle describes the next 8 rows and the bottom describes the last 8 rows. Each screen operates by using a third of the pattern name table (NTB starts at 1800H), Pattern generator table (PGB starts at 0000H) and pattern colour table (COLB starts at 2000H). The top screen uses the initial third of these tables, the middle screen uses the second third of the tables and the bottom screen uses the last third.

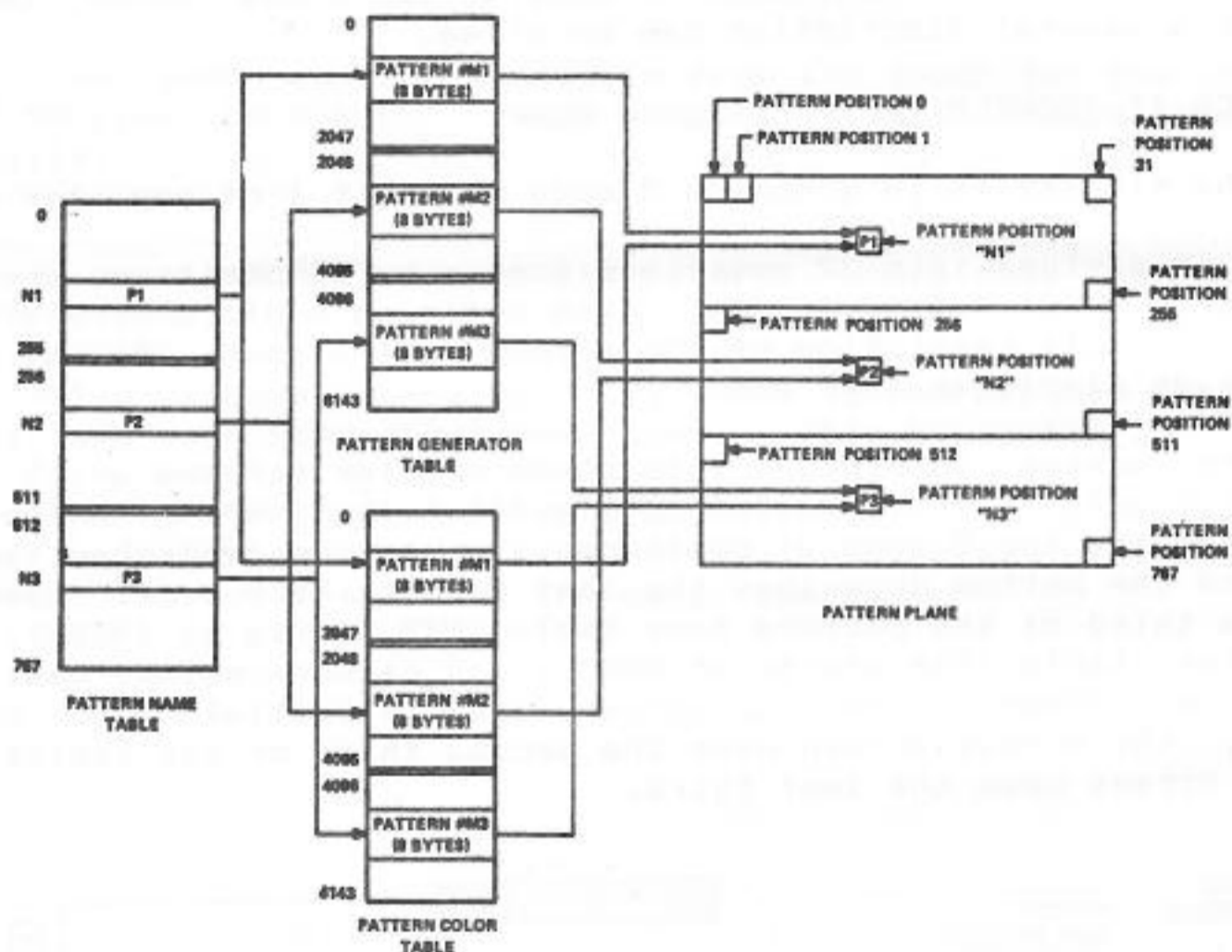


"LOCATION OF ■" BY PIXEL 192, 31 (SEE NOTES)
 BY PATTERN NAME TABLE → 1898₁₆
 BY COLOUR TABLE 2418₁₆

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Each portion of the NTB consists of 256 bytes and allows any of 256 different patterns to be displayed at each position. As there are three of these, there can be 768 unique patterns on the screen, one for each position if necessary.



Each portion of the PGB contains definitions for each of the possible 256 patterns for that part of the screen, each definition being 8 bytes in length, so each portion is 2048 bytes long. Unlike text mode, all bits are used for pattern definition so each set of 8 bytes produces an 8 x 8 pattern. Bits set to 1 indicate foreground colour is used, bits set to 0 indicate that background colour is used.

Lastly, each portion of the COLB contains codes for that portion of the screen. Each line of a pattern can have two colours, background and foreground. Thus the COLB is the same length as the PGB requiring 8 bytes for each position. The bits 0 - 3 define background colour, the bits 4 - 7 define foreground colour.

When SCREEN 1 is set up, all bytes in the PGB are set to zero; a loop dumps the values 0,1,2,3,... ...,255 once for each third of the screen (this setup is never changed while in this screen); all bytes in the COLB are set for background / foreground values.

How does this tie together? The pattern name table and the pattern generator table have a one-to-one correspondence so that a value in the NTB indicates which 8 byte pattern will be displayed. This is like text mode however each portion of the NTB / PGB is only relevant to that portion of the screen. Rather than change a value in

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the NTB to display a different pattern on the screen, the software drivers change the patterns in the PGB instead, this is exactly reverse to the system used while in TEXT mode. Also of course, each position has its own colour definitions; this works but does produce unexpected results when trying to put 3 or more colours within an 8 pixel line. Diagram 2 illustrates the relationship between NTB, PGB & COLB. Diagram 3 illustrates how colour works for each position.

ROW 0	0	1	0	0	0	0	0	1	B	1	B	B	B	B	B	B	1	0	3	4	7	0 ROW		
1	0	0	1	0	0	0	1	0	B	B	7	B	B	B	7	B		1 (BLACK)	B	(LT. YELLOW)		1		
2	0	0	0	1	0	1	0	0	B	B	B	C	B	C	B	B		7 (CYAN)	B	(LT. YELLOW)		2		
3	0	0	0	0	1	0	0	0	B	B	B	B	E	B	B	B		C (GREEN)	B	(LT. YELLOW)		3		
4	0	0	0	0	1	0	0	0	B	B	B	B	8	B	B	B		E (GRAY)	B	(LT. YELLOW)		4		
5	0	0	0	0	1	0	0	0	B	B	B	B	5	B	B	B		8 (MED. RED)	B	(LT. YELLOW)		5		
6	0	0	0	0	1	0	0	0	B	B	B	B	6	B	B	B		5 (LT. BLUE)	B	(LT. YELLOW)		6		
7	0	0	0	0	1	0	0	0	B	B	B	B	D	B	B	B		6 (DK. RED)	B	(LT. YELLOW)		7		
																					D (MAGENTA)	B (LT. YELLOW)		7

PATTERN GENERATOR
TABLE ENTRY

PATTERN

PATTERN COLOR
TABLE ENTRY

Diagram 1 shows the mapping in VRAM of NTB & PGB tables, it may prove useful when mapping a display. To further illustrate the relationship between the various tables in SCREEN 1 I've included listing 1, which demonstrates different functions.

Next month I'll talk about SCREEN 2 & Sprites. There were a few bugs & typos in the last two parts. In listing 1 in part 3, make the following changes :

LINE CHANGES

- 6 Delete POKE-1532,25
- 7 Change line to GOTO 10
- 30 Change to GOSUB36 : FORA=5TO1STEP-1 : A\$(A)=RIGHT\$(SPRITE\$(63+A,31)+LEFT\$(SPRITE\$(64+A),1) : SPRITE\$(63+A)=STRING\$(32,0) : NEXT : RETURN
- 47 Delete the RETURN at the end of line
- 48 Add line 48 as GOSUB36 : POKE-1533,25 : RETURN

These changes should ensure that the top four lines are restored properly and that the cursor is shunted off screen during a save. Also, in the chart in Part 4, change the value of the COLB in SCREEN 1 to 2000H, the other value was a typo.

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LISTING 1.

```
10 REM SCREEN 1 Demo Program
20 WIDTH40: CLEAR1000: SCREEN1: DEFINT A-Z: NT=&H1800: CL=&H2000: PG=0: SA=&H1B00: SP=&H3800
30 DIM V(255), DS(8), IS$(31)
40 CR$=CHR$(13): RC$=CHR$(28): LC$=CHR$(29): UC$=CHR$(30): DC$=CHR$(31): E$=CHR$(27):
CC$=CHR$(12): BS$=CHR$(8): IN$=CHR$(18): DL$=CHR$(127): CE$=CHR$(5): CN$=CHR$(14)
50 RESTORE 920: FORA=1 TO 8: READ DS(A): NEXT: GOSUB 190: REM Read Data for scroll
60 CLS: GOSUB 110
70 COLOR 15: LOCATE 0, 8: PRINT " Press Function Key for Demonstration": PRINT " <1> S
croll": PRINT " <2> Column Print": PRINT " <3> Offset Print": PRINT " <4> Colour In
version": PRINT " <5> Input Routine for SCREEN 1"
80 GOSUB 100
90 A$=INKEY$: GOTO 90
100 COLOR 1: LOCATE 192, 24: PRINT "Top": LOCATE 192, 88: PRINT "Middle": LOCATE 192, 152: PRIN
T "Bottom": RETURN
110 GOSUB 120: GOSUB 130: GOSUB 140: RETURN
120 LINE (0, 0) - (255, 63), 4, BF: RETURN
130 LINE (0, 64) - (255, 127), 15, BF: RETURN
140 LINE (0, 128) - (255, 191), 14, BF: RETURN
150 GOSUB 130: GOSUB 140: RETURN
160 PRINT " Press ESC to exit Demonstration": RETURN
170 A$=INPUT$(1): A=ASC(A$): AV=VAL("&h"+A$): RETURN
180 DD=STICK(0) OR STICK(1): ST=ABS(STRIG(0) OR STRIG(1)): RETURN
190 STOP ON: ON STOP GOSUB 930: KEY ON: ON KEY GOSUB 230, 320, 470, 600, 650: RETURN
200 PRINT: PRINT "Press <ENTER> to continue"
210 GOSUB 170: IFA$<>CR$ GOTO 210 ELSE RETURN
220 REM Scroll
230 DM=2: LINE (0, 0) - (255, 63), 1, B: COLOR 4: LOCATE 8, 74: PRINT "Use Cursor Keys or Joyst
ick": PRINT " to Scroll Top Segment": PRINT " Press SPACEBAR/FIRE to restore": PRINT "
All Scrolling is circular": GOSUB 160
240 GOSUB 290
250 GOSUB 900: GOSUB 180: IF DD+ST=0 GOTO 250
260 GOSUB 270: ON ST GOSUB 280: GOSUB 300: GOTO 240
270 FORA=0 TO 255: V(A)=(V(A)+DS(DD)) MOD 256: NEXT: RETURN
280 FORA=0 TO 255: V(A)=A: NEXT: RETURN
290 FORA=0 TO 255: V(A)=VPEEK(NT+A): NEXT: RETURN
300 FORA=0 TO 255: VPOKE(NT+A), V(A): NEXT: RETURN
310 REM Column Print
320 DM=2: COLOR 4: LOCATE 8, 70: PRINT "This Demonstration resets the values on": PRINT "
the name table to produce columns of": PRINT " PRINT rather than lines.": PRINT " P
ress <1> <4> for blocks": PRINT " <2> <5> for columns": PRINT " <3> Restore
": GOSUB 160
330 GOSUB 900: IFA$="" GOTO 330 ELSE AV=VAL(A$): ON AV GOSUB 340, 390, 410, 350, 400: GOTO 330
340 GOSUB 120: GOSUB 450
350 B=0: R=0: C=0: FOR XX=0 TO 255: VPOKE(NT+C+R*32+B*6, XX): C=C+1
360 IFC>5 OR B*6+C>31 THEN C=0: R=R+1
370 IFR>7 THEN R=0: B=B+1
380 NEXT: RETURN
390 GOSUB 120: GOSUB 420
400 XX=0: FORA=0 TO 31: FORB=0 TO 7: VPOKE(NT+B*32+A, XX): XX=XX+1: NEXT B, A: RETURN
```

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```
410 GOSUB280:GOSUB300:RETURN
420 X$="This is a test to demonstrate how to change the SCREENS! ' | ' show columns. Notice how the <ENTER> message is confused by the change.":GOSUB430:GOSUB200:RETURN
430 COLOR15:X=2:Y=1:FORN=1TOLEN(X$):LOCATEX*8,Y*8:PRINTMID$(X$,N,1):LOCATEX*8,Y*8:PRINT"#":X=X+1:IFX>31THENX=0:Y=Y+1
440 NEXT:RETURN
450 LOCATE0,0:COLOR15:PRINT" Insert message here, not more than 40":PRINT:PRINT:PRINT"Start message at right location":PRINT:GOSUB200:RETURN
460 REM Offset Print
470 DM=5:COLOR15,0,4:SCREEN1:LOCATE8,0:PRINT"Words are just PIXELS, O.K."
480 DEF FNX=250-X:DEF FNY=Y+9:GOSUB550
490 DEF FNX=250-Y:DEF FNY=X:GOSUB550
500 DEF FNX=250-X:DEF FNY=180-Y:GOSUB550
510 DEF FNX=Y+20:DEF FNY=199-X:GOSUB550
520 DEFFNX=16+X-Y:DEF FNY=9+Y+X:GOSUB550
530 DEF FNX=X*2:DEF FNY=50+Y*2:GOSUB550
540 GOSUB900:GOTO540
550 FORX=0TO175:FORY=0TO7
560 DO=POINT(X,Y):IFDO=0GOTO580
570 PSET(FNX,FNY),DO
580 NEXTY,X:RETURN
590 REM Colour inversion
600 DM=5:LOCATE8,80:PRINT"Which Screen to invert":COLOR4:PRINT" <1> Top":COLOR1:PRINT" <2> Middle":COLOR14:PRINT" <3> Bottom":COLOR15:LOCATE8,152:PRINT" Hmm...?":COLOR1:GOSUB160
610 GOSUB170:IFA$=E$THENGOSUB910
620 IFAV<1ORAV>3GOTO610ELSESETZ=(AV-1)*2048+CL
630 FORI=TZ TO TZ+2047:J=VPEEK(I):MS=J\16:LS=JMOD16:JN=MS+LS*16:VPOKEI,JN:NEXT:GOTO610
640 REM Input$ Routine
650 DM=4:LOCATE8,68:COLOR4:PRINT"This demonstration uses an input routine":PRINT" for SCREEN 1. It follows most rules of LINEINPUT":PRINT" For a explanation, list lines:"
660 PRINT" lines 67 - 89":GOSUB160
670 XX=1:YY=17:LL=1:IM=0:SL=1:ML=29:FG=1:BG=14:GOSUB850:X1=XX*8:Y1=YY*8:COLORFG,BG:IS$="":GOSUB880
680 PUTSPRITE0,(X1+SL*8-1,Y1-2),15,ABS(IM)
690 A$=INPUT$(1):IFA$=CR$GOTO820
700 IFA$=E$THENGOSUB910
710 IFA$=CE$ANDLL>0THENLL=SL:GOSUB880
720 IFA$=CN$ANDLL>0THENSL=LL
730 IFA$=LC$THENSL=SL+(SL>1):IM=0
740 IFA$=RC$THENSL=SL-(SL<ML):IM=0
750 IFA$=BS$ANDSL>1THENSL=SL-1:GOSUB860
760 IFA$=IN$THENIM=NOTIM
770 IFA$=DL$ANDLL>SLTHENGOSUB860:GOTO680
780 IFA$<" "GOTO680
790 IFIMTHENGOSUB890
800 IS$(SL)=A$:A=SL:GOSUB870:SL=SL-(SL<ML):IFLL<SLTHENLL=SL-1
810 GOTO680
820 IFLLTHENFORA=1TOLL:IS$=IS$+IS$(A):NEXT
830 LINE(5,160)-(255,191),BG,BF:LOCATE8,160:PRINT"The string is:":PRINT" →"IS$<":PRINT"Press SPACEBAR for another example"
840 GOSUB170:IFA$=E$THENGOSUB910ELSEIFA$<>" "GOTO840ELSEGOTO670
850 SCREEN,0:SPRITE$(0)=CHR$(255)+STRING$(7,129):SPRITE$(1)=STRING$(3,0)+CHR$(255)+STRING$(3,129)+CHR$(255):RETURN
860 FORA=SLTO30:IS$(A)=IS$(A+1):GOSUB870:NEXT:LL=LL-1:RETURN
```


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```
870 LINE (X1+A*8, Y1-1) - (X1+A*8+7, Y1+9), BG, BF:LOCATEX1+A*8, Y1:PRINTIS$(A):RETURN
880 FORA=SLT030:IS$(A)=" ":GOSUB870:NEXT:LL=LL-1:RETURN
890 FORA=30TOSL+1STEP-1:IS$(A)=IS$(A-1):GOSUB870:NEXT:RETURN
900 A$=INKEY$:IFA$(>E$)THENRETURN
910 GOSUB850:GOSUB410:ONDMGOSUB120,130,140,150,110:GOSUB120:GOSUB100:GOSUB190:RE
TURN 70
920 DATA 32,31,255,223,224,225,257,33
930 COLOR15,4,1
```

SPECIAL CHARACTERS

From the Ed.

In Mr. Dunnings Demonstration programs he uses arrows in his printing (↑ ↓ → ←). As my printer will not display them, or any graphic characters, while printing text, I draw them in by hand after.

I assume people can find them using the GRPH keys. However I have recieved many requests on how the arrows are typed while entering programs. I place the arrows on my Function keys and then use the keys like any normal key. The following 4 statements will do this for you.

```
KEY 1,CHR$(212)
KEY 2,CHR$(213)
KEY 3,CHR$(214)
KEY 4,CHR$(215)
```



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DISK TURNOFF DELAY

To all you disk owners, are you sick of your disks taking a long time to turn off after they have been accessed. Well it's been annoying me ever since I have had them. All other disk systems I have seen turn off the disks a few seconds after they were accessed. NOT OURS they have to spin for hours (Close anyway) wearing floppy disks and the disk drive head out.

Now you can stop this with the following two methods:

S.V. BASIC DISKS

Run the following program. Dont forget to reset your computer after you have run the program otherwise you will see no difference.

```
10 CLEAR 1000
20 FIELD #0, 30 AS Z#
30 A#=DSKI$(1,0,12)
40 MID$(A#,20,1)=CHR$(50)
50 MID$(A#,21,1)=CHR$(0)
60 LSET Z#=LEFT$(A#,30)
70 DSKO# 1,0,12
```

This program need only be run once on every BASIC disk you have and from then on you have a fast switch off installed.

CP/M BIOS

For all you CP/M programmers the following should be enough for you.

With SYSGEN & DDT get your BIOS into memory and at location 2744H in DDT or EDC4 absolute address change 21 08 07 to 21 32 00.

If you are not up to doing that send a cp/m disk to me and I will do it for you (dont forget return postage). You can then SYSGEN from that disk.

NOTE : Copy will not work with this mod. It is not the fault of the Modification but a fault in COPY, which forgets to turn on the disk when it tries to access it. ??? (some one will fix it soon no doubt).

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PROGRAM OF MONTH

```
10 DEFINT A-Z
20 CLEAR200:C=RND(TIME):WIDTH40:SCREEN,0:DIMA$(13):DEFINTA,D:C=20:C#="CREDITS #
##"
30 GOSUB960:GOTO50
40 GOSUB1010
50 GOSUB1110
60 CLS:GOSUB1500
70 PRINT"PAYOUTS:":FORI=1TO9:ONIGOTO80,90,100,110,120,130,140,150,160
80 PRINTTAB(9)"HIGH PAIR - ";;GOTO170
90 PRINTTAB(9)"TWO PAIR - ";;GOTO170
100 PRINTTAB(9)"3 OF A KIND - ";;GOTO170
110 PRINTTAB(9)"STRAIGHT - ";;GOTO170
120 PRINTTAB(9)"FLUSH - ";;GOTO170
130 PRINTTAB(9)"FULL HOUSE - ";;GOTO170
140 PRINTTAB(9)"4 OF A KIND - ";;GOTO170
150 PRINTTAB(9)"STRAIGHT FLUSH - ";;GOTO170
160 PRINTTAB(9)"ROYAL FLUSH - ";
170 PRINTTAB(26)USING"### TO 1";P(I 1):NEXTI
180 PRINT:PRINT:PRINT"    PRESS [B] TO BET OR [D] TO DRAW"
190 F=0:FORQ=0TO4:GOSUB1270:GOSUB1300:NEXTQ
200 GOSUB1240:IFA#="D"THEN240
210 IFA#(">"B"THEN200
220 IFM>98THEN200
230 IFC>0THENC=C-1:M=M+1:GOSUB1500:GOTO200
240 IFC=0ANDM=0THENEND
250 IFM=0THEN200
260 F=8:FORQ=0TO4:GOSUB1300:GOSUB1390:NEXT
270 LOCATE3,14:PRINT"[1]-[5] TO HOLD,[C]ANCEL OR [D]RAW"
280 GOSUB1240
290 IFA#="C"THENFORI=0TO4:V(I)=0:NEXT:LOCATE0,23:PRINTSTRING$(38," ");:GOTO280
300 IFA#="D"THEN340
310 IFA#("<"1"ORA#>"5"THEN280
320 A=VAL(A#)
330 V(A-1)=1:LOCATE2+(A-1)*8,23:PRINT"HELD";:GOTO280
340 FORQ=0TO4:IFV(Q)=0THENB(Q)=Q+1:F=0:GOSUB1300
350 NEXT:FORI=1TO500:NEXT
360 LOCATE0,23:PRINTSTRING$(38," ");:FORQ=0TO4:IFV(Q)=0THENF=0:GOSUB1140:GOSUB11
90:F=8:GOSUB1300:GOSUB1390
370 NEXT
380 REM PUT CARDS IN ORDER
390 FORI=1TO4:FORJ=0TOI-1
400 IFA(J)>A(I)THENK=A(I):A(I)=A(J):A(J)=K
410 NEXTJ,I
420 REM CHECK FOR WINS
430 T=1:V=0
440 ONTGOSUB470,500,540,610,640
450 IFV=0THENT=T+1:IFT(>)6THEN440
460 GOTO670
470 IFA(0)=A(1)ANDA(1)=A(2)ANDA(2)=A(3)THENV=1
480 IFA(1)=A(2)ANDA(2)=A(3)ANDA(3)=A(4)THENV=1
490 RETURN
500 IFA(0)=A(1)ANDA(1)=A(2)THENV=2:IFA(3)=A(4)THENV=V+1
```

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```
510 IFA(1)=A(2) AND A(2)=A(3) THEN V=2
520 IFA(2)=A(3) AND A(3)=A(4) THEN V=2: IFA(0)=A(1) THEN V=V+1
530 RETURN
540 P=0: IFA(0)=A(1) THEN P=P+1: N=A(0)
550 IFA(1)=A(2) THEN P=P+1: N=A(1)
560 IFA(2)=A(3) THEN P=P+1: N=A(2)
570 IFA(3)=A(4) THEN P=P+1: N=A(3)
580 IF P=2 THEN V=4
590 IF P=1 AND (N>10 OR N=1) THEN V=7
600 RETURN
610 IF D(0)=D(1) AND D(1)=D(2) AND D(2)=D(3) AND D(3)=D(4) THEN V=5: GOSUB 640
620 IF V=6 THEN V=8
630 RETURN
640 IFA(0)+1=A(1) AND A(1)+1=A(2) AND A(2)+1=A(3) AND A(3)+1=A(4) THEN V=V+6
650 IFA(0)=1 AND A(1)+A(2)+A(3)+A(4)=46 THEN V=6
660 RETURN
670 IF V>0 THEN 690 ELSE IF C=0 THEN 1350
680 LOCATE 7,23: PRINT "PRESS ANY KEY TO CONTINUE": GOSUB 1240: GOTO 400
690 LOCATE 3,23: ON V GOTO 700,710,720,730,740,750,760,770,10,10,780
700 PRINT "FOUR OF A KIND": E=P(6)*M: GOTO 790
710 PRINT "THREE OF A KIND": E=P(2)*M: GOTO 790
720 PRINT "FULL HOUSE": E=P(5)*M: GOTO 790
730 PRINT "TWO PAIR": E=P(1)*M: GOTO 790
740 PRINT "FLUSH": E=P(4)*M: GOTO 790
750 PRINT "STRAIGHT": E=P(3)*M: GOTO 790
760 PRINT "HIGH PAIR": E=M: GOTO 790
770 PRINT "ROYAL FLUSH": E=P(8)*M: GOTO 790
780 PRINT "STRAIGHT FLUSH": E=P(7)*M: GOTO 790
790 PRINT ". YOU HAVE WON" E;
800 LOCATE 0,14: PRINT "PRESS [C] TO COLLECT OR [D] TO DOUBLE UP"
810 GOSUB 1240
820 IFA#="D" THEN 870
830 IFA#("<"C" THEN 810 ELSE I=0: B=C+E
840 C=C+1: BEEP: I=I+1: GOSUB 1500
850 IF I<20 THEN FOR J=1 TO 100: NEXT ELSE IF I>60 THEN C=B: GOTO 400
860 IF C<B GOTO 840 ELSE 400
870 CLS: GOSUB 1500: LOCATE 1,6: PRINT "PRESS [B] BIGGER OR [S] SMALLER THAN 8";
880 Q=2: F=0: GOSUB 1270: GOSUB 1300: GOSUB 1140
890 GOSUB 1240
900 IFA#("<"B" AND A#("<"S" THEN 890
910 F=8: GOSUB 1300: GOSUB 1390: LOCATE 13,10: PRINT "YOU BET ": IFA#="B" THEN PRINT "BIGGE
R" ELSE PRINT "SMALLER"
920 IFA#="B" AND (A(2)>8 OR A(2)=1) THEN 950
930 IFA#="S" AND A(2)<8 THEN 950
940 LOCATE 9,11: PRINT "BAD LUCK! YOU LOST": IF C<1 THEN 1350 ELSE 680
950 LOCATE 3,11: PRINT "CONGRATULATIONS! YOU HAVE WON" E*2: E=E*2: GOTO 800
960 REM TITLE & INITIALISE
970 COLOR 4,15,15: SCREEN 2: LOCATE 68,96: PRINT "POKER": FOR I=1 TO 3000: NEXT
980 SCREEN 0,0: CLS: LOCATE 6,10,0: PRINT "DO YOU WANT INSTRUCTIONS ?"
990 A#="INKEY#": IFA#="Y" THEN GOSUB 1030 ELSE IF A#("<"N" THEN 990
1000 FOR Q=1 TO 13: READ A#(Q): NEXT: FOR Q=0 TO 8: READ P(Q): NEXT
1010 FOR Q=0 TO 4: A(Q)=0: B(Q)=0: D(Q)=0: V(Q)=0: NEXT: M=0
```


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```
1020 RETURN
1030 REM INSTRUCTIONS
1040 CLS:PRINTTAB(15)"** P O K E R **"
1050 PRINT:PRINT:PRINT" This game is very simple to play. You start with"C" cre
dits and you bet as many as you like on each hand. You then draw the cards an
d select the cards you"
1060 PRINT"want to hold. Then you draw cards again and you are told if you have
won.":PRINT:PRINT
1070 PRINT" If you win you have the choice to collect your winnings or take
a chance to double them by guessing whether a single card is bigger or smal
ler than 8 (you lose if it is an 8). Play continues until you are out of credits"
1080 LOCATE10,23:PRINT"Press [ENTER] to begin";:
1090 GOSUB1240:IFA$(<)CHR$(13)THEN1090
1100 CLS:RETURN
1110 REM SELECT 5 CARDS
1120 FORQ=0TO4:GOSUB1140:GOSUB1190:NEXTQ
1130 RETURN
1140 REM CARD SELECTION
1150 A(Q)=RND(TIME)*13+1
1160 D(Q)=RND(TIME)*8+1:IFD(Q)>4THEND(Q)=D(Q)/2
1170 B(Q)=A(Q)+D(Q)*20
1180 RETURN
1190 REM CARD CHECK
1200 FORI=0TO4
1210 IFI=0THEN1230
1220 IFB(I)=B(Q)THENGOSUB1150:I=4:NEXT:GOTO1200
1230 NEXTI:RETURN
1240 REM INKEY ROUTINE
1250 A#=INKEY$:IFA$=""THEN1250
1260 RETURN
1270 REM DRAW CARD
1280 LOCATE1+Q*8,16:PRINT"  ":FORL=17TO21:LOCATE1+Q*8,L:PRINT" | " :NEXTL
1290 LOCATE1+Q*8,22:PRINT"  ":RETURN
1300 REM FILL IN CARD
1310 FORI=17TO21:LOCATE2+Q*8,I:IFF=8THEN1330
1320 PRINT"%%";:GOTO1340
1330 PRINT" ";
1340 NEXTI:RETURN
1350 REM FINISH
1360 LOCATE0,13:PRINT"TOO BAD! YOU MIGHT HAVE BETTER LUCK NEXTTIME. DO YOU WANT
ANOTHER GO ? "
1370 A#=INKEY$:IFA$="Y"THENRUNELSEIFA$("<")"N"THEN1370
1380 PRINT"GOODBYE":END
1390 REM PRINT THE CARD VALUE
1400 OND(Q)GOTO1420,1440,1460,1480
1410 RETURN
1420 LOCATE2+Q*8,17:PRINTUSING"\ \ \ \ ";A$(A(Q)):LOCATE2+Q*8,21:IFA(Q)<>10THENPRINT
USING"; !";A$(A(Q))ELSEPRINT"; 10"
1430 RETURN
1440 LOCATE2+Q*8,17:PRINTUSING"\ \ \ \ ";A$(A(Q)):LOCATE2+Q*8,21:IFA(Q)<>10THENPRINT
USING"0 !";A$(A(Q))ELSEPRINT" 10"
1450 RETURN
1460 LOCATE2+Q*8,17:PRINTUSING"\ \ \ \ ";A$(A(Q)):LOCATE2+Q*8,21:IFA(Q)<>10THENPRINT
USING"F !";A$(A(Q))ELSEPRINT" 10"
1470 RETURN
1480 LOCATE2+Q*8,17:PRINTUSING"\ \ \ \ ";A$(A(Q)):LOCATE2+Q*8,21:IFA(Q)<>10THENPRINT
USING"G !";A$(A(Q))ELSEPRINT" 10"
1490 RETURN
```

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```
1500 C#="CREDITS ###,###":IFC>999999!THENC=C-1000000H
1510 LOCATE0,0:PRINTUSING"BETS ##";M;:PRINTTAB(25)USINGC#;C
1520 RETURN
1530 DATA,2,3,4,5,6,7,8,9,10,J,Q,K,1,2,3,5,7,10,40,100,400
```

SAMPLE SCREEN

BETS 0 PAYOUTS.	CREDITS	20		
HIGH PAIR -		1	TO	1
TWO PAIR -		1	TO	1
3 OF A KIND -		1	TO	1
STRAIGHT -		1	TO	1
FLUSH -		1	TO	1
FULL HOUSE -	10	TO	1	1
4 OF A KIND -	40	TO	1	1
STRAIGHT FLUSH -	100	TO	1	1
ROYAL FLUSH -	400	TO	1	1

PRESS [D] TO BET OR [D] TO DRAW



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THE LIBRARY & THE LIBRARIAN

Over the past couple of months some changes have needed to be made to the organizational side of the Users' Group and one of the areas changed has been the Program Library. From the inception of the group the Editor has been trying to look after the newsletter, the group as a whole, and the Library.....a not too difficult task if you had four hands and unlimited time with no other calls on your services.

Your editor isn't a self-employed millionaire computer freak and so has to work to feed the family.....said work taking up the usual time and family and other commitments making large inroads into the rest of the day.....oh woe is me ! All the foregoing simply put meant that 'Editor' looked round for someone to take some of the weight and yours truly was where he looked.

My name is Jim Collins, I've had computers for three years or so and have been an electronics hobbyist for twenty five years. I'm married and have a family and like 'Editor' I have other commitments which compete for my free time.

Now to the Library functions and charges :-

Any program which has been published in any of the newsletters may be had from the library free of charge. You may supply either blank disks or blank cassettes depending on your system, or you may request the library to provide the programs you want on disk or cassette and have the library supply the media. Computer grade leaderless cassettes will be supplied at \$3.00 per cassette. Quality disks will be supplied at \$6.00 per disk

As a security measure where cassette loads are required and space permits each program will be recorded twice....if you can't load one for whatever cause then you have a chance with the second or security load. Programs on disk will be supplied in standard format. All cassettes and disks will be double checked and care packed.....when they leave here they will be in good condition.....we have to depend on Australia Post and their system to get them to you without damage. If you have any problems please send straight back with an explanation of what you found wrong etc.

PROGRAMS FOR SALE.

As often as possible we will publish an updated list of those programs submitted by group members for sale through the library. (last list in issue 1-10 for July,84). Prices shown are the amounts asked for by the program authors plus small amount to cover copying charges, postage and handling. The group does not profit from these sales. In all cases every effort will be made to get your requirements away to you within forty eight hours. I ask that you

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remember two things when making use of the library services. It's purely voluntary and of course must be fitted in with all my normal activities and must share computer time with other projects. Second thing is that being human I can and do make mistakes.....I wont mind you telling me that I've made a booboo if you do it nicely.

You will also note that we can provide some of the Public Domain Software for CP/M and only make a small charge for copying and pack and post. If you have any CP/M programs that you would like to share with other group users please submit them for inclusion in the library list. I refer here to Public Domain Software only, not commercially available software for which the author is rightfully entitled to a fair return. If you have written any CP/M Programs and want to sell them through the group please submit them for evaluation and don't forget to indicate what return you expect per copy sold.

Within the limits expressed above I would also be interested in helping any group member who has any of the following for sale or possible swap.

HARDWARE ITEMS Commercial or home-brew...(must be in working order with handbooks etc, or there may be someone willing to purchase defective equipment items for whatever purpose).

COMMERCIAL PROGRAMS

You may have purchased a program for which you have no further use and now wish to sell or swap. (originals only please as selling copies is just not on).

Finally, a word to all.....Make use of the facilities offered and by all means let us know if you have anything to contribute. Address all requests for Library services to the address shown below and any other enquiries to the Editor at the Group address published.

Address for Library direct :-

1 Conrad Avenue,
George Town.
7253
Tasmania.