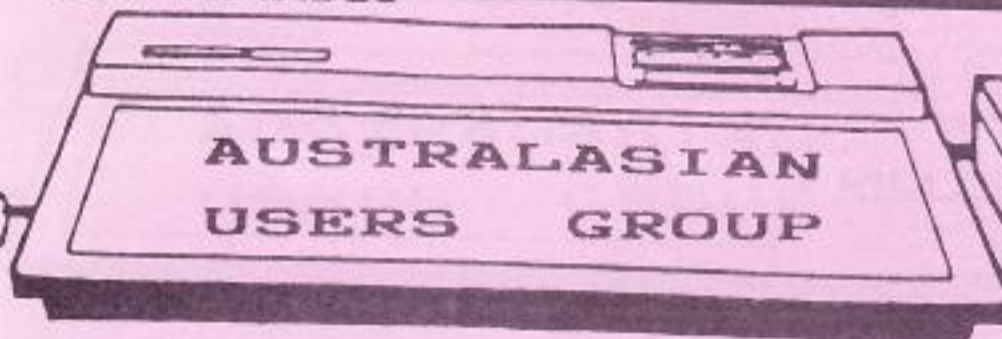


# SVI & MSX

SPECTRAVIDEO



REGISTERED BY AUSTRALIA POST PUBLICATION No. TBH 0917 CATEGORY "B"

ISSUE NO.

3 - 9

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JUNE - 1986

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### INTRODUCTION

*By, The. Ed.*

YES! YES! I know it's late. But my dear 328 at home has had a terminal case of (It won't work, Even when I hit it!). I am also in a thin mood, as can be seen by this column width.

So for a month or two I am handing the Newsletter over to Jim who will be the editor. I need a rest away for all the paper shuffling. Although I will be around helping Jim, If he needs me, Which I doubt very much. I am taking a break.

I notice that M.S.X. 2 has poked its head into the country. Some very early information on what we can expect to see in the next Generation of computers can be found in this newsletter.

Rose Music is no longer selling SVI, They say they will be using all their resources to promote the YAMAHA M.S.X. computer. Perhaps soon we will see something about that appearing in the newsletter.

Who will take over SVI in Australia?? I don't know, perhaps Video Active will again market the computer.

Well this month we again have a mixed bag of goodies for you to sift through and enjoy.

I must warn you though that the PLOTTER program is for Sony Hit Bits, with the SONY printer/plotter.

This is all from me, thanks to all who contribute, we still are scratching for articles and I again request that you send us something of what you are doing with your computer. Many other members will enjoy reading about it, as much as I do.

JIM take the reins for a month or so, I am having a Holiday.

# SVI & MSX

SPECTRAVIDEO



REGISTERED BY AUSTRALIA POST PUBLICATION No. TBH 0917 CATEGORY "B"

ISSUE NO.

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### BANK SWITCHING

By, M. Gasiorowski

Dear SAUG,

I have been able to adapt the Bank Switching program by Mr T. Colverd, printed in the Jan. 1986 newsletter, to run on a Spectravideo 328 with disk drives.

A simple patch in the program fixes the problem, which was basically due to the program over-writing reserved memory space, where the disk drive commands and buffers were stored.

To fix the program, simply change the following lines:

```
100 CLEAR 200,&HD500
110 DEFUSR=&HD500: DEFINT I
120 FOR I=&HD500 TO &HD579
    and
150 DATA 22,5E,FE,E5,3E,C3,32,57,FF,21,34,D4,22,58,FF,ED
                ^^ ^^
```

NOTE THESE CHANGES

The changed program has been working fine for a few days now, so I don't think there will be too many problems with it.

The memory above about &HD590 is reserved by Disk Basic, so any machine language routines should be saved before this limit. Writing to memory higher than this is not picked up by the computer, and so one can easily write over the disk drive routines and consequently destroy the disk directory if a file then happens to be saved. So it pays to be careful here!

Finally, for the members without a disassembler, I have included a disassembly of the disk drive version of the program, so that they may be able to work through it themselves, and find out how it was done. Nice piece of programming...

Mark Gasiorowski [921]  
4 Ariel St,  
Pennington SA 5013

P.S. How about publishing an updated members list?

P.P.S. And how about a 'contact' facility, where members can get in contact with others with the same interests?

I am sure there would be a lot of interest in this.

**BANK SWITCHING: DISK VERSION SAUG, 1986 DISASSEMBLY**

D500:225EFE	LD	(FE5E),HL			
D503:E5	PUSH	HL			
D504:3EC3	LD	A,C3			
D506:3257FF	LD	(FF57),A			
D509:2134D4	LD	HL,D434			
D50C:2258FF	LD	(FF58),HL			
D50F:ED735CFE	LD	(FE5C),SP			
D513:F3	DI				
D514:3E0F	LD	A,OF			
D516:D388	OUT	(88),A			
D518:DB90	IN	A,(90)			
D51A:3264FE	LD	(FE64),A			
D51D:E6FD	AND	FD			
D51F:D38C	OUT	(8C),A			
D521:210080	LD	HL,8000			
D524:110000	LD	DE,0000			
D527:010080	LD	BC,8000			
D52A:EDB0	LDIR				
D52C:3A64FE	LD	A,(FE64)			
D52F:D38C	OUT	(8C),A			
D531:FB	EI				
D532:E1	POP	HL			
D533:C9	RET				
D534:FEC9	CP	C9			
D536:C0	RET	NZ			
D537:ED735CFE	LD	(FE5C),SP			
D53B:DD2A03FA	LD	IX,(FA03)			
D53F:23	INC	HL			
D540:225EFE	LD	(FE5E),HL			
D543:F3	DI				
D544:3E0F	LD	A,OF			
D546:D388	OUT	(88),A			
D548:DB90	IN	A,(90)			
D54A:3264FE	LD	(FE64),A			
D54D:E6FD	AND	FD			
D54F:D38C	OUT	(8C),A			
D551:210000	LD	HL,0000			
D554:110080	LD	DE,8000			
D557:4E	LD	C,(HL)			
D558:EB	EX	DE,HL			
D559:46	LD	B,(HL)			
D55A:71	LD	(HL),C			
D55B:EB	EX	DE,HL			
D55C:70	LD	(HL),B			
D55D:23	INC	HL			
D55E:13	INC	DE			
D55F:7A	LD	A,D			
D560:B3	OF	E			
			D561:20F4	JR	NZ,D557
			D563:3A64FE	LD	A,(FE64)
			D566:D38C	OUT	(8C),A
			D568:FB	EI	
			D569:ED7B5CFE	LD	SP,(FE5C)
			D56D:CD5037	CALL	3750
			D570:DD2203FA	LD	(FA03),IX
			D574:2A5EFE	LD	HL,(FE5E)
			D577:7E	LD	A,(HL)
			D578:C1	POP	BC
			D579:C9	RET	

### SPEEDING UP GAMES

By, S. Fraser

After receiving my first newsletter, I discovered that you were in need of articles. So I decided to send you this article. I hope that it helps fill up the next newsletter.

---

#### HOW TO MAKE A GAME SPEED UP AS YOU GO ALONG

---

By S. Fraser

If you are a professional programmer, you might not be interested in this article.

I found out how to change the speed of a game as you go along by trial and error (fortunately, I didn't make many ~~fer\*s~~ errors).

My way of speeding up a game is to label a container 'SPEED' (or in my programs I just label the container 'S').

The following program (with the extensions) will show you what I mean.

```
10 SCREEN 1,2
20 FOR A=1 TO 8
30 READ A$
40 B$=B$+CHR$(VAL(A$)):next a
50 SPRITE$(1)=B$
60 X=0
70 PUT SPRITE 1,(X,100),6,1
80 X=X+1
90 goto 70
100 DATA 24,60,126,126,126,126,60,24
```

The above program will make a red ball move across the screen at a certain speed. To make it slowly get faster, add these extra lines:

```
65 S=0
75 S=S+0.01
```

Now change line 80 to read:

```
80 X=X+S
```

I hope that you have learned something from this article.

---

From Stephen Fraser

SONY M.S.X. IMPRESSIONS

By, I. Pless

I read the introduction to the S.A.U.G. Newsletter (Issue number 3-8) and have decided to put to paper these following items as an offering to the Newsletter. These items are not intended just to take up space, but are hopefully of value to all S.A.U.G. members.

Of most interest to the members would be the new Sony machine that was on display at the "PC-86" (Personal Computer) show at the Melbourne Exhibition buildings. The machine was designated an MSX<sub>2</sub> machine, and had a number of features that must make it the most powerful MSX machine available. It appears to have the same ROM as standard MSX, with therefore the same RAM, but claims a total of 128 kb of video RAM, with a resolution of 500 x 200+ pixels, in the finest of its graphics modes. Operating systems are the same as for the "SVI-738", apparently including CP/M. I say apparently, as the machine was so new that even the Sony people knew little about it. The response when I asked the "does it run CP/M software" question, was that a version of "Multimate" ran without problem. It was also stated that it ran all standard MSX software. Physically, the machine has a detached keyboard, of the same configuration as the "Hit-Bit", but in a cream coloured plastic instead of the black. On the main "body", are two Sony micro-drives (3½ inches), two joystick ports, and several other sockets plus what appears to be a volume control slide. Unfortunately, I was unable to examine the rear of the machine, so I cannot say what other ports it may have had. The graphics display that was running did not appear to take full advantage of the obviously fine resolution, but it was very fast. Price is unknown, and there are only two in the country. In discussing the machine and MSX, the Sony staff said that the worst thing about MSX was the lack of software. They would like to hear from those persons who have written software that they feel is marketable.

This leads nicely into something that has defeated my best efforts for quite some time now. I am writing a game that uses six or seven sprites, and I wish to trap collisions between just a select few. As the game is operating in "real-time", speed of trapping is most important, I have made a variety of attempts to do this without sacrificing speed, but have been unable to achieve this. Could you assist me in my endeavours, if not

personally, then by telling me of someone who can assist, or by printing my request in the Newsletter?

Ida Pless,  
66 Plenty Lane,  
GREENSBOROUGH. 3088.

PAGER

By, J. Robinson

This is a program which can store up to ten pages of on-screen information in the TEXT mode. At any time while BASIC is running, you may either hit SELECT or ^SELECT depending on whether you want to store or retrieve information.

## ABOUT THE PROGRAM

Pager's memory space is the same as the PLAY statement's. It has been put there so as not to be over-written by variables and the like. A PLAY statement will cause the Pager function to be over-written: An action which may cause the computer to reset if Pager is "ON" at the time.

A SCREEN 1 or SCREEN 2 command will erase the pages you have stored. A SCREEN 0, though, will have no effect.

This program will not run under DISK BASIC ( In theory, only: I have not tried it on a disk system).

Mr. L.A. Dunning must be congratulated on his series of articles on "Exploring Basic" it was information learnt from these which enabled me to write this program!

## HOW TO USE

To store a screen : Hit ^SELECT. Choose a number between 0 and 9 and depress the appropriate key. The current contents of the screen will be stored under the number that you chose.

To display a screen : Hit SELECT : choose a numeric key according to what you want to display. It will appear on the screen.

IF you at the last moment decide that you do not want to store/retrieve a screen ( i.e. after you have hit SELECT/^SELECT), then hit the space bar to resume normal functioning.



### Pager (328/318)

by : J. Robinson

This Program may be entered using the 'INPUT' program from Newsletter 2 - 2 (NOV. 84.).

```
MP 10 REM |-- Pager --|
BH 20 REM |-- By J. Robinson --|
FN 30 REM
HP 40 FORI=&HFB0AT0&HFBC9
BD 50 READA$:POKEI,VAL("&h"+A$)
BD 60 NEXT
CD 70 POKE&HFF5A+2,&HFB
CH 80 POKE&HFF5A+1,&HAD
CA 90 POKE&HFF5A,&HC3
DD 100 POKE-2,0
AL 110 END
AN 120 DATA 3E,1,32,FE,FF,CD,BB,FB,0,3A,7B,FD,CB,4F,C2,23,FB,AF,32,FF,F
    F,0,C3,28,FB
HP 130 DATA 3E,1,C3,1C,FB,3A,FF,FF,FE,1,CA,33,FB,C3,40,FB,CD,66,FB,1,C0
    ,3,11,0,0
FD 140 DATA EB,C3,49,FB,CD,66,FB,1,C0,3,11,0,0,EB,CD,47,37,DB,84,32,FF,
    FF,EB,CD,3C
EI 150 DATA 37,3A,FF,FF,D3,B0,23,13,B,7B,B1,C2,49,FB,C3,A2,FB,CD,3D,40,
    FE,20,CA,9C,FB
AB 160 DATA D6,30,32,FF,FF,11,C0,3,21,C4,31,1,9,0,3A,FF,FF,B9,CA,92,FB,
    B7,ED,52,78
FF 170 DATA B1,B,C2,7C,FB,CD,BE,40,C3,66,FB,FE,0,CA,98,FB,C9,21,84,35,C
    9,E1,21,A2,FB
EP 180 DATA E5,C9,AF,32,FE,FF,2A,CA,FB,C3,C3,FB,C9,DB,99,FE,EF,C0,3A,FE
    ,FF,FE,0,CA,A
BG 190 DATA FB,C9,2A,1A,FA,0,22,CA,FB,C9,22,1A,FA,22,1C,FA,C9
CI 200 REM
BC 210 REM Memory Map
CK 220 REM
BE 230 REM FFFEh : A zero must be placed here for the routine to work.
BA 240 REM FF5Ah : The vector used to jump to the routine.
BD 250 REM FBADh : The entry point of the routine.
BH 260 REM FB0Ah - FBC9h : The routine.
CP 270 REM
CF 280 REM To switch the Pager function on or off, use:
CO 290 REM POKE &HFF5A , &HC9 for OFF
HI 300 REM POKE &HFF5A , &HC3 for ON
CI 310 REM
GB 320 REM You may dispose of this program after it has been RUN.
END
```

LETTERS TO ANSWER

Dear S.A.U.G.

I am looking for more information regarding cursor location using ESC "Y" as referred to in the CP/M users guide Page 7.

I.E. ESC Y - Locate cursor, X and Y address follow

Do the X,Y addresses refer to column and row? Which corner is the Origin.

The reason for this info is that I am trying to write an assembly language program to run under CP/M that requires Cursor Location.

G. Perry  
2 Royston Place,  
Mt. Helena  
West Australia 6555

The Following letters need you the members to help them.

Dear S.A.U.G.

I now have the 1985 Year Book, & issues 3-3, & 3-5/6 of the Mag, and find them excellent. I would however like to obtain copies of the 84 Year Book & issues 3-1,3-2 & 3-4, Especially for the "Exploring Basic" Sections for the Kids.

Is there anyone in Melbourne (Preferably Eastern Suburbs) where I could borrow them to copy?

Also you said the SV 318 & M.S.X. tape formats are not compatible, but what are the formats? How are they Different?

Ian Davidson,  
19 Warnes Road,  
Mitcham VIC. 3132

```

RET                                ;Return to BASIC

CMD:    LD A, (HL)                  ;Jump here from CMD
        CP TIME
SPACE:  JR NZ,EXIT3                ;Error exit
        INC HL
        LD A, (HL)
        CP " "
        JR Z,SPACE                 ;Jump over spaces
        PUSH HL                    ;Address of next command
        CP SET
        JR Z,SETIME
        CP ON
        JR Z,TIMEON
        CP OFF
        JR Z,TIMOFF
        CP PRINT
        JR Z,PRTIME
        JR EXIT3                    ;None of these!

SETIME: LD DE,MS1
        LD HL,(CSRY)
        CALL PRINT1
        CALL POSIT
        JR EXIT4                    ;OK Exit

TIMEON: LD DE,MS2
        LD HL,(CSRY)
        CALL PRINT1
        CALL POSIT
        JR EXIT4

TIMOFF: LD DE,MS3
        LD HL,(CSRY)
        CALL PRINT1
        CALL POSIT
        JR EXIT4

PRTIME: LD DE,MS4
        LD HL,(CSRY)
        CALL PRINT1
        CALL POSIT
        JR EXIT4

EXIT3:  LD E,2
        JP ERROR                    ;Syntax error

EXIT4:  POP HL
        RST 10H
        JR NZ,EXIT3
        POP AF
        RET                          ;Check for : or 00 byte

PRINT1: PUSH HL
        EX DE,HL
        LD D,(HL)
        INC HL
        LD E,(HL)
        LD A,D
        OR E
        JR Z,LOOP2
    
```

```
EX DE,HL
CALL POSIT
EX DE,HL
LOOP2:  INC HL
        LD A,(HL)
        AND A
        JR Z,EXIT2
        CALL CHPUT
        JP LOOP2
EXIT2:  POP HL
        RET

MS1: DB 32,1,"SET TIME",0
MS2: DB 32,1,"TIME ON ",0
MS3: DB 32,1,"TIME OFF",0
MS4: DB 32,1,"12:45:18",0
END
```

### MONITOR PROBLEM

"Dear S.A.U.G.

My problem concerns the horizontal positioning video output to my TV monitor. The display is left to the extent that on 40 column display the first column is cut off. My TV is set up correctly for a transmitt pattern, and I have been unsuccessful in trying to adjust around the VDP chip.

All other SV's I've seen suffer the same problem. Can you help me with a hardware fix ? "

Bruce Goodman  
23 Jelbart St  
MAWSON  
ACT 2607

Telephone: (062) 86 4002 (AH)

### PLOTTER (for MSX)

by : R. TURNER

This program may be entered using the 'INPUT' program from Newsletter 2 - 2 (NOV 84) or the Year Book.

```

BP      10      'dumper asc'
EB      1015    'AND SCREEN2 DISPLAYS TO          PLOTTER
JG      10000   '*** display dump by Ross Turner ***
EH      10010   'program dumps screenØ           displays (text) to printer or plotter
        *
EN      10020   ' Press -F1- then @ for printer.      1 for small plotter drawing
DI      10030   ' 2 for medium size drawing
AN      10040   ' 3 for large size drawing (200mm)
BL      10050   ' your program should have a        gosub to this program in it's first
        line
AE      10060   '
DA      10070   ONKEYGOSUB10100
BH      10080   KEY(1)ON
AH      10090   'Your program nests here....
AG      10100   AA#=INKEY#;IFAA#=""THEN10100
FD      10110   IFAA#="@ "THEN10310:'text
DK      10120   IFAA#"1"THENS%=1:'small
IN      10130   IFAA#"2"THENS%=2:'medium
PM      10140   IFAA#"3"THENS%=3:'large
GE      10150   IFAA#<"1"THEN10100
SH      10160   IFAA#>"3"THEN10100
AE      10170   '
CK      10180   '** Set up plotter to graphics      mode, (MSX PLOTTER)
FE      10190   LPRINT:LPRINT CHR#(&H1B)+"#"
AO      10200   LPRINT"S1":'SET TEXT SIZE (NOT      NECESSARY)
AJ      10210   LPRINT"C2":C0%=2:'SETS COLOURS TO GREEN
DB      10220   FORY%=1TO191:'sets vertical        height
CH      10230   FORX%=1TO255:'sets horizontal      width
MM      10240   ' IF POINT (X%,Y%)=15THENLPRINT "M";X%*S%;", ";-Y%*S%;LPRINT "J";S%;",
        ";S%
FL      10241   C%=POINT(X%,Y%); IF (C%=4) OR (C%=1) THEN10250
AN      10242   IFC%=15ANDC0%<>ØTHENLPRINT"CØ"
DD      10243   IFC%=7AND C0%<>1THENLPRINT"C1"
DB      10244   IFC%=8AND C0%<>3THENLPRINT"C3"
DG      10245   IFC%=2AND C0%<>2THENLPRINT"C2"
IO      10246   LPRINT "M";X%*S%;", ";-Y%*S%;LPRINT "J";S%;", ";S%
BC      10250   NEXTX%
BE      10260   NEXTY%
JI      10270   LPRINT "H":LPRINT "A":'resets
BC      10280   A#=INKEY#;IFA#="" THEN 10280
BK      10290   RETURN:'to our program
AN      10300   '
DF      10310   ' GOSUB HERE TO TEXT DUMP TO          PLOTTER
AL      10320   '
AK      10330   '
BH      10340   NM%=BASE (Ø)
CI      10350   FM%=BASE (2):A%=1
FN      10360   FORI%=NM%TONM%+959
GF      10370   LPRINTCHR#(VPEEK(I%));
DK      10380   IFA#=#4ØTHENAZ=Ø:LPRINT
BF      10390   A%=A%+1:NEXT
AM      10400   LPRINT:RETURN
END
    
```

HELP WITH MORSE CODE

Dear S.A.U.G.

.....

I am an Amateur Radio Operator ( NOT C.B.) My call sign is VK3 CFJ and the main purpose in purchasing the SVQ128 is to use the computer in receiving and sending morse code, known in "HAM" language as C.W. I now have the software for the C.W. medium but I do need a modem to "send" & "Recieve" the C.W.

I have been informed I need the following Components before I can operate the C.W. through the Computer.

SV602 Expander  
SV805 Rs-232

Plus a MODEM which is not available through SpectraVideo. My Question is therefore.

Are there any of your members who would be capable of constructing such a modem & if so what would be the cost to me?

Perhaps you have "HAM" radio operators on your membership list, and they may be able to help me.

Please Phone me on (03) 8775607

Frank James,  
52 Husband Road,  
Forest Hill,  
Vic. 3131,

P.S. My Tranceiver is an ICOM 745 & any HAM Radio Operator would know what the rig is capable of doing.

# buy, trade & sell

### FOR SALE

SPECTRAVIDEO SV-328  
SV903 DATA CASSETTE  
SV901 EXPANDER  
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2 X DISK DRIVES  
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### CONTACT

R.J. BRISBANE  
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PH (07) 396 5283  
(07) 371 8718

### FOR SALE:

Spectravideo SV-328 Computer  
SV-601 Super Expander Unit  
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Entire CP/M compatible system, in excellent condition. Includes over 40 disks full of software, including commercial games, Word processor & Print programs, lots of good quality home-written games & simulations, and disks full of CP/M software (languages, games, etc).  
\$ 1000

Also a portable B&W TV converted to 80 column monitor. Switchable between TV/monitor. Good quality display. Can sell with system, or separate.

Also a parallel printer interface/ general parallel I/O board, in breadboard form. Reliable (over a year's operation). \$20. Circuit diagrams and construction details only, \$5.

Replies to: M. J. Gasiorowski  
4 Ariel St,  
Pennington SA 5013

### FOR SALE

Spectravideo 328  
SV 903 Datacassette  
SV 605 Expander (with built-in centronic interface)  
and  
CPM 2.2 disks + Manuals  
2 - SV 902 disk drives (DS/DD)  
SV 806 80 Column card

PLUS original software

Cost \$2200 sell for \$1200

### CONTACT

Michael Roger Pless,  
66 Plenty Lane,  
GREENSBOROUGH,  
Victoria. 3088.

Phone : (03) 434 - 3551 (A.H.)  
(03) 662 - 2488 (B.H.)

# buy, trade & sell

## FOR SALE ##

### SPECTRAVIDEO SOFTWARE

The following limited number of tape programs are available at the SPECIAL price of \$17.50 which includes postage anywhere in Australia.

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- INTRODUCTION to BASIC (2)
- SPECTRA DIARY (1)
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PAYMENT by Bank Cheque/Money Order to  
Mr. R.W. Simpson (158)  
P.O. Box 31,  
Smithton. 7330.  
TASMANIA.

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(1) VIATEL SOFTWARE FOR X'PRESS  
With screen-save to disk for later viewing.  
\$49 (includes 3.5 inch disk).

(2) SV328 MODEM  
Plugs into expander. No RS232 card needed.  
300 and 1200/75 CCITT and Bell frequencies.  
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communications software including Viatel  
software. N.B. Not Telecom approved. \$350.

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(built-in RS232, 80-column mode, printer  
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Contact: Brian Parker,  
19 Barcelona Street,  
Wishart QLD 4122,  
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