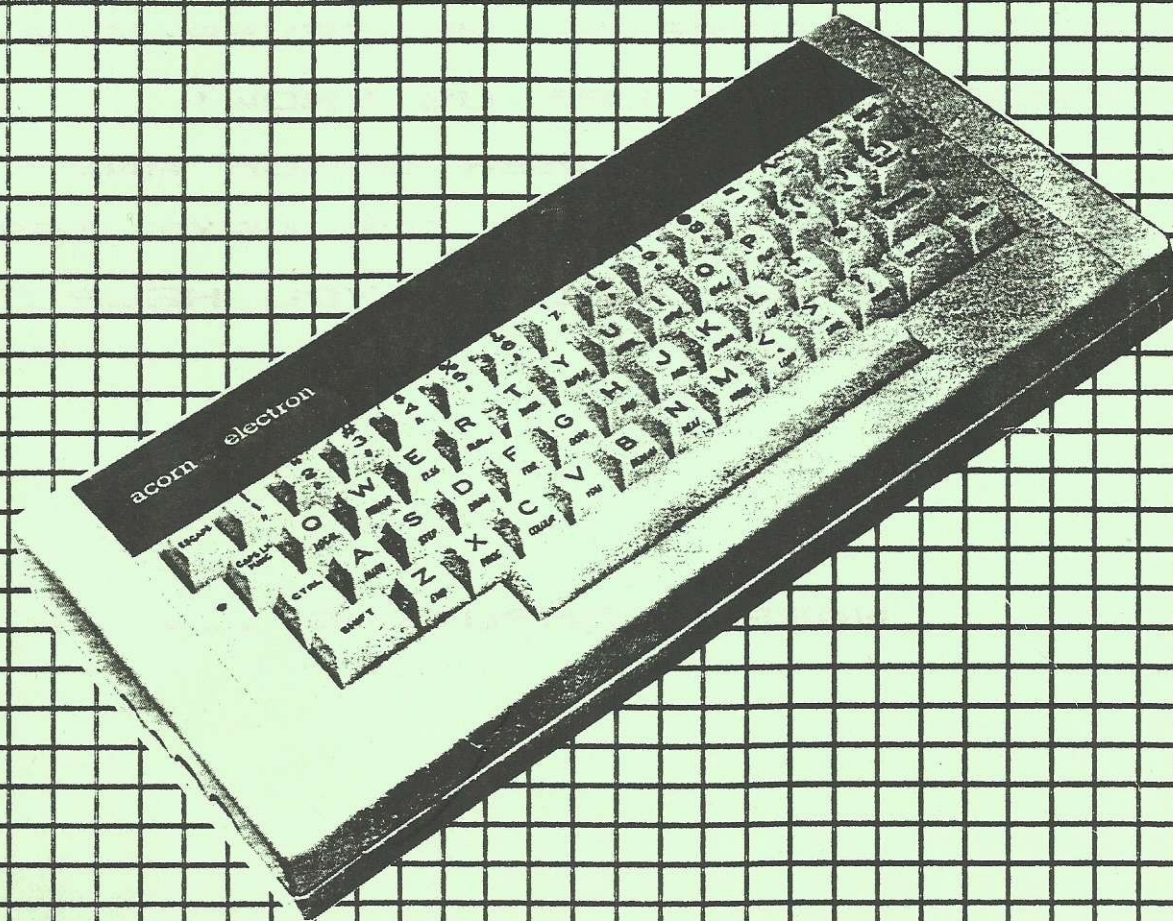


# E.U.G.

ELECTRON  
USER  
GROUP

Issue No. 0 - The Taster - FREE!

\*\*\*\*\*





\*\*\*\*\*  
\*  
\* W E L C O M E \*  
\*  
\*\*\*\*\*

TO ISSUE '0' OF E.U.G. MAGAZINE!  
THIS ISSUE HAS NO NUMBER AS IT  
IS JUST A 'TASTER' TO GIVE YOU  
SOME IDEAS FOR FUTURE ISSUES.

YOU MAY LIKE SOME ITEMS AND  
DISLIKE OTHERS, WHATEVER THE  
CASE PLEASE LET US KNOW!  
THIS IS YOUR USER GROUP AND  
YOUR MAGAZINE SO THE NEXT ISSUE  
WILL BE AS GOOD AS YOU HELP TO  
MAKE IT!!

HAPPY COMPUTING .....

# THE BIT AT THE FRONT

\*\*\*\*\*

Have you ever been pinned to the wall at a party by a person ( usually female ) who claims they can tell you what sign of the zodiac you were born under - just by looking at you?

"Ah! your a taurus! am I right? eh? eh?". They always seem to think I'm a taurus anyway.....perhaps it's the ring through my nose!!

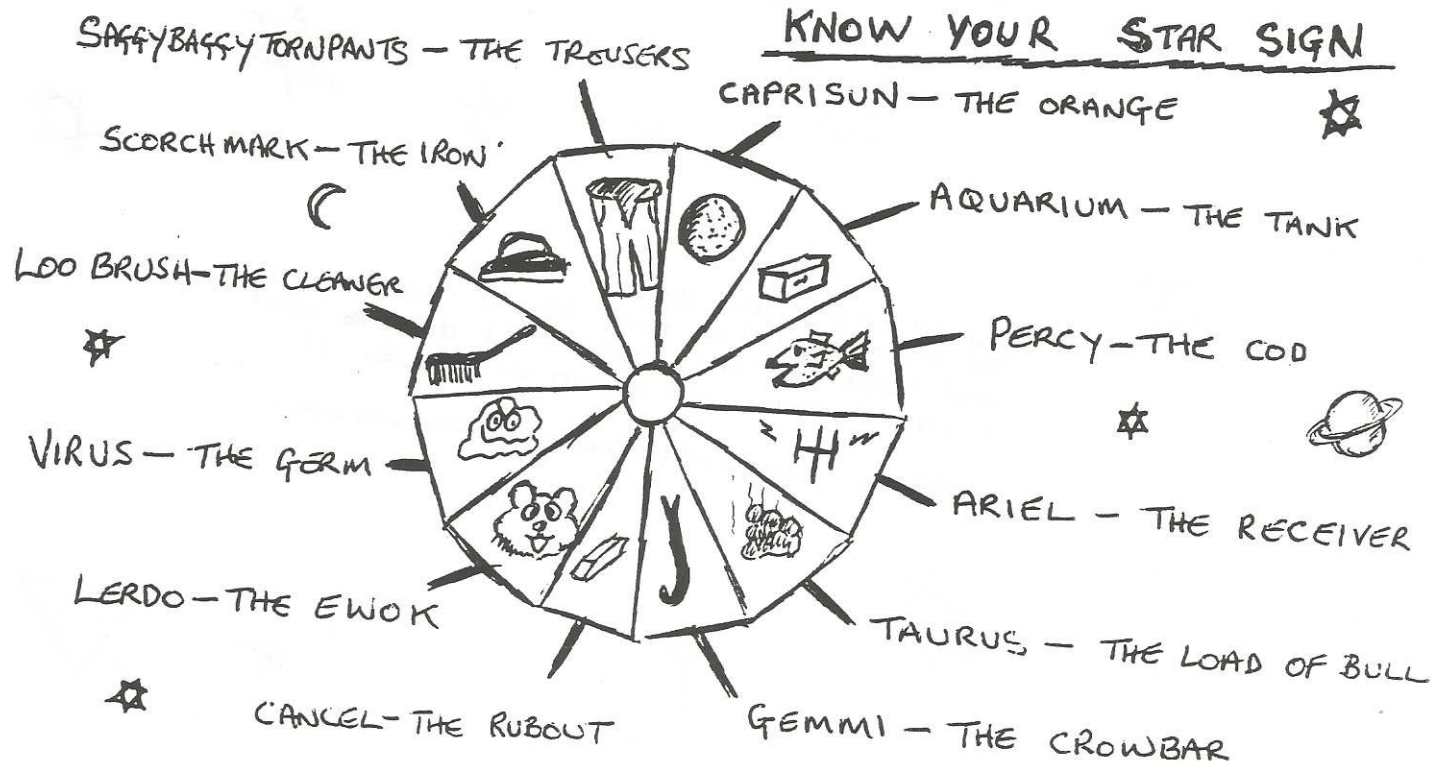
Leaving the astrological mumbo jumbo aside, did you know that it's possible to tell which computer a person owns from one fleeting glance? Here are the signs to look for.....Spectrum owners are easy to spot, they're usually young lads of about 10 or 11 who have had their feet amputated and replaced with spring-loaded skate boots. They roll and bounce around shopping centers with blank expressions on their faces chanting, "Meg-UUUU!" and "Cowabung-UUUU" and lots of other things ending in "UUUU"! The C64 owners on the other hand are hard to find, especially those with disk drives. You see, software for this machine can take up to 14 hours to load so they don't have much time to go out anywhere!

In order to see a whole tribe of Atari ST and Amiga owners, just pay a visit to your local branch of W. H. Smith's! They'll be the gang of 'Cool Dudes' that you'll notice standing for hours in front of the magazine rack, getting in everyone's way and drooling over the software ad's in 'Amiga' or 'ST Action'! They only stop drooling in order to sneer. Amiga owners sneer at ST owners and vice-versa. But their biggest and most withering sneer will be aimed at you when you say "Excuse me" and reach between them for a copy of the Micro User!!

Why do 16-bit owners spend so long in news agent's shops? Well, with software for these machines costing at least £20-00 a time, they can't afford to BUY magazines as well!!

So, where do Electron owners come in all this? An Elk owner will always stand out in a crowd as the intelligent, witty, charming, good-looking person that everyone likes - or in my case as the bloke with the ring through his nose, pinned to the wall at parties.....!

## KNOW YOUR STAR SIGN





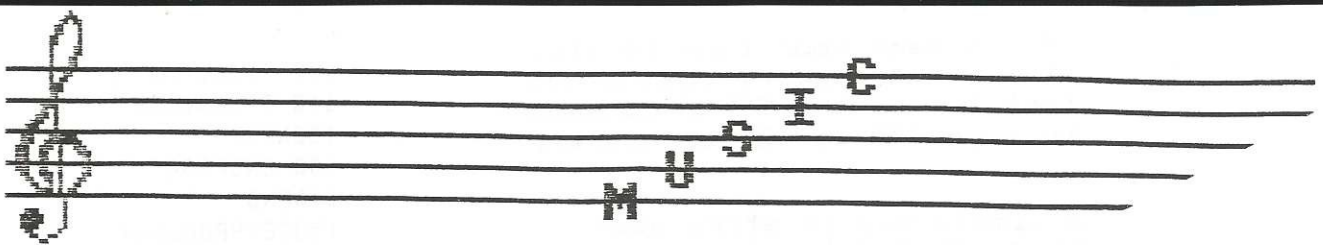
# LETTERS

Dear E.U.G.  
Why is it that my letter is the only  
one on this page? I am a 2 foot blue  
giraffe called Mildred and I have owned  
an Electron from the day I first bought  
it. The Electron is better than the  
last computer I owned which was a plank  
of wood with a rusty nail sticking out  
of it and the word "cheese" painted on  
it with white emulsion.  
The things I like doing best with my  
Electron are looking at it through a  
cardboard tube and spraying shaving foam  
on the keyboard.  
If you print my letter please don't  
tell your readers that I drive a Lada.  
In closing I would like to say that if  
a totally fictitious character like me  
can put pen to paper and write to you  
then real people should find it easy.

Ms. M.E. Bogus, Knoplaice, Nevawass.

Quite right Ms. Bogus!  
So come on folks send those letters in  
and lets see this page full of the real  
thing in the next issue of E.U.G. !!

\*\*\*\*\*



Want to make music with your Electron? Then you have three options. In descending order of sophistication and cost, they are:

- \*Buy a Music 5000 synthesiser from Hybrid Technology.
- \*Buy a Sound Expansion Unit from Complex Software Systems.
- \*Muck about with the Electron's exsisting SOUND and ENVELOPE commands! We'll be looking at the first two options in later editions of E.U.G. In this edition we'll look at one of many simple ways to produce music on the Electron.

Some time ago, while I was browsing through the Electron User Guide (not exactly light reading!), I came across a little prog called Tune player on page 126. It used the INSTR command to read the characters in a string, where each letter represented a note in a major scale. I thought there was a lot of potential in this and with the help of Alison, my 'other half' started to tinker with the program. After a few set-backs we came up with the program listed below.

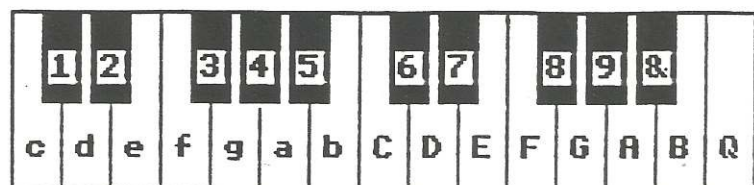
Please note that 'INPUTLINE' at line 10 is all one word and allows the INPUT of strings that contain commas. When run a prompt '>=' will appear on screen. Type the letters and numbers that correspond to the notes you want played. (Please see the keyboard diagram for what notes the letters/numbers stand for). If you need to include pauses in your tune, you must insert commas - these tell the Electron to play a note at volume '0', ie, silence! If you want a longer note, enter the letter or number twice or more. When you have entered the notes of your masterpiece, press RETURN and your tune will play for ever, or until you press ESCAPE!

```

1REM *****
2REM
3REM      Listing 1
4REM
5REM *****
10 INPUTLINE">="A$
20 REPEAT
30 read$=A$ : PROCplay
40 UNTIL FALSE
50 END
60 DEF PROCplay
70 n%=LENread$
80 FOR R%=1 TO n%
90     note$=MID$(read$,R%,1)

100 PROCchex
110 PROCsound
120NEXT
130 ENDPROC
140END
150DEFPROCchex
160 IF note$="c" THEN P%=1
170 IF note$="1" THEN P%=5
180 IF note$="d" THEN P%=9
190 IF note$="2" THEN P%=13
200 IF note$="e" THEN P%=17
210 IF note$="f" THEN P%=21
220 IF note$="3" THEN P%=25
230 IF note$="g" THEN P%=29
240 IF note$="4" THEN P%=33
250 IF note$="a" THEN P%=37
260 IF note$="5" THEN P%=41
270 IF note$="b" THEN P%=45
280 IF note$="C" THEN P%=49
290 IF note$="6" THEN P%=53
300 IF note$="D" THEN P%=57
310 IF note$="7" THEN P%=61
320 IF note$="E" THEN P%=65
330 IF note$="F" THEN P%=69
340 IF note$="8" THEN P%=73
350 IF note$="G" THEN P%=77
360 IF note$="9" THEN P%=81
370 IF note$="A" THEN P%=85
380 IF note$="&" THEN P%=89
390 IF note$="B" THEN P%=93
400 IF note$="Q" THEN P%=97
410 IF note$="," THEN V%=0 EL
SE V%=-15
420ENDPROC
430DEF PROCsound
440SOUND 1,V%,P%,1
450ENDPROC

```



Continued over >



If you want your tune to play at a slower speed, change the last '1' of the SOUND command in line 440 to '2' or higher.

A simple way to store your tune permanently is this; Press ESCAPE, type '2000 REM' then use the cursor keys to copy your initial INPUT string. If you then LIST the program before you RUN it, your last INPUT will be available for you to copy or change. Although this method is not exactly 'high-tech' or user friendly, it is possible to build up some quite long and complex passages of music, as listing 2 illustrates. It's really only listing 1 with a few changes. Line 10 has been changed to call PROCinit, line 30 has had the extra strings to be read added to it. PROCinit has been tagged on the end and contains the strings needed to play highlights from the William Tell overture. Well that's about it for this edition. Play about with the program and see what you can come up with. If you manage to write an interesting little ditty send a listing of the strings, or better still, write your own, more efficient program.....

```

1REM *****
2REM
3REM      Listing 2
4REM
5REM *****
10 PROCinit
20 REPEAT
30  read$=A$:PROCplay:read$=
B$:PROCplay:read$=C$:PROCplay:r
ead$=D$:PROCplay:read$=E$:PROCp
lay:read$=F$:PROCplay
40 UNTIL FALSE
50END
60 DEF PROCplay
70n%=LENread$
80  FOR R%=1 TO n%
90    note$=MID$(read$,R%,1)

```

```

100 PROCchex
110 PROCsound
120NEXT
130 ENDPROC
140END
150DEFPROCchex
160 IF note$="c" THEN P%=1
170 IF note$="1" THEN P%=5
180 IF note$="d" THEN P%=9
190 IF note$="2" THEN P%=13
200 IF note$="e" THEN P%=17
210 IF note$="f" THEN P%=21
220 IF note$="3" THEN P%=25
230 IF note$="g" THEN P%=29
240 IF note$="4" THEN P%=33
250 IF note$="a" THEN P%=37
260 IF note$="5" THEN P%=41
270 IF note$="b" THEN P%=45
280 IF note$="C" THEN P%=49
290 IF note$="6" THEN P%=53
300 IF note$="D" THEN P%=57
310 IF note$="7" THEN P%=61
320 IF note$="E" THEN P%=65
330 IF note$="F" THEN P%=69
340 IF note$="8" THEN P%=73
350 IF note$="G" THEN P%=77
360 IF note$="9" THEN P%=81
370 IF note$="A" THEN P%=85
380 IF note$="&" THEN P%=89
390 IF note$="B" THEN P%=93
400 IF note$="Q" THEN P%=97
410 IF note$="," THEN V%=0 EL
SE V%=-15
420ENDPROC
430DEF PROCsound
440SOUND 1,V%,P%,1
450ENDPROC
460 DEFPROCinit
470A$="a,a,aa,,a,a,aa,,a,a,DD
,,EE,,88,,a,a,aa,,a,a,DD,,8,8,E
E,,66,,aa,,a,a,aa,,a,a,aa,,a,a,
DD,,EE,,88,,D,8,AAAAAAAAAAGG88E
EDD,,88,,DD,,"
480B$="8,8,88,,8,8,88,,8,8,88
,,BB,,88,,BB,,88,,BB,,88,,EE,,D
D,,66,,bb,,8,8,88,,8,8,88,,8,8,
88,,BB,,88,,BB,,88,,BB,,AA,,99,
,AA,,99,,AA,,"
490C$="8,8,88,,8,8,88,,8,8,88
,,BB,,88,,BB,,88,,BB,,88,,EE,,D
D,,66,,bb,,8,8,88,,8,8,88,,8,8,
88,,BB,,88,,BB,,88,,BB,,AA,,99,
,AAAAAAAAAAAA"
500D$="E,E,EE,,E,E,EE,,88,,GG
,,EEEE,,GG,,88,,DDDD,,88,,E
EEEEEE,,,"
510E$="E,E,EE,,E,E,EE,,88,,GG
,,EEEE,,GG,,88,,DDDD,,88,,E
EEEEEE,,,"
520F$="a,a,aa,,a,a,aa,,a,a,DD
,,EE,,88,,a,a,aa,,a,a,DD,,8,8,E
E,,66,,aa,,a,a,aa,,a,a,aa,,a,a,
DD,,EE,,88,,D,8,AAAAAAAAAAGG88E
EDD,,88,,DD,,"
530 ENDPROC

```

# PUBLIC

# DOMAIN

A good definition of public domain software would be:- Any computer program which is not subject to copyright restrictions and which is offered by the author to anyone and everyone with no limit on the number of copies which can be made and freely distributed. Many people have accumulated large libraries of this software and will supply it to others for a small fee. As far as I know there are no Electron specific P.D. libraries but there are some for the BBC micro. 5.25 disk users (of which I am NOT one) seem to have the most going for them when it comes to P.D. with five libraries offering software on this format! I found all of these suppliers prompt and polite when replying to my enquiries about Electron compatability. It should be remembered that almost all of this software is intended for use with a BBC micro so don't expect the suppliers to know about any problems that may pop up when it's run on an Electron.



Different Ideas Public Domain  
Eyton house  
Eyton  
Leominster  
Herefordshire  
HR6 0AG

8-bit Software  
7 Ashdale  
Thringstone  
Leicestershire  
LE6 4WL

Red Shift P.D.  
Onslow house  
Veston road  
Bath  
Avon  
BA1 2XX

GLM P.D.  
2 Pierrefondes avenue  
Farnborough  
Hampshire  
GU14 8NF

BBC P.D.  
18 Carlton close  
Blackrod  
Bolton  
BL6 5DL

'BBC P.D.' is a very good library run by Alan Blundell and should not be confused with another outfit called 'BBC-B-P.D.' who were not at all prompt polite or helpful! Alan can supply much of the software in his catalogue on both 5.25 and 3.5 inch discs ( DFS or ADFS )

Unfortunately it's not very practical for P.D. libraries to supply software on tape so this looks like a project for E.U.G. to get it's teeth into!

Finally a reminder that if you do write to a P.D. library for more information remember to enclose an S.A.E.!!



# ELECTRON EXCHANGE

For Sale

Wanted

Swap

HAVE YOU GOT SOFTWARE  
OR HARDWARE THAT'S  
GATHERING DUST IN  
A CUPBOARD ??????????  
WHY NOT SWAP IT OR  
SELL IT BY PLACING  
A F R E E A D'  
~~~~~  
IN E.U.G ?????!!!!

What have you got to lose?!

\* \* \* \* \*



In this issue of E.U.G. we are listing titles we know of that come at the start of the alphabetical roll of honour! If you know of other titles not included here let us know!

\*\*\*\*\*

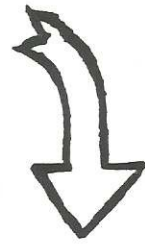
[illegible]

- 

Bedbugs  
Blogger  
Blue Dragon  
Bumble Bee  
Blitz Krieg  
Bug Eyes  
Brian Jacks Superstar  
Boffin  
Beachhead  
Battlefields  
Bug Eyes 2  
Bullseye  
Bird Strike  
Bone Cruncher  
Boulderdash  
Barbarian  
Breakthrough  
By Fair Means or Foul  
Barbarian 2  
Ballistix  
Buffalo Bill's Rodeo Games  
Blast!

\*\*\*\*\*

# PROGRAMMER'S CHALLENGE



Right! E.U.G. is throwing down the gauntlet! Actually, it's more like a little woolly witten with pictures of bunnies on than a gauntlet, but still..... Below is the listing for a VERY simple Space Invaders type game. It uses three keys: 'Z'=move left 'X'=move right 'M'=fire missile. It's about as basic as a BASIC game can be! We challenge YOU to transform it into something far more playable. Are YOU up to the challenge?.....

```

10 MODE 4
20 VDU23,1,0;0;0;0;
30 DIM XZ(3),YZ(3),DZ(3)
40 DZ(1)=0:DZ(2)=0:DZ(3)=0
50 YZ(1)=3:YZ(2)=3:YZ(3)=3
60 XZ(1)=10:XZ(2)=20:XZ(3)=30
70 AZ=20:BZ=30
80 flagZ=0:endall=0
90 PRINTTAB(AZ,BZ)"0"
100 PRINTTAB(XZ(1),YZ(1))"X"
110 PRINTTAB(XZ(2),YZ(2))"X"
120 PRINTTAB(XZ(3),YZ(3))"X"
130 REPEAT
140   PROCpmove
150   FOR RZ=1 TO 3
160     PROCpmove
170     IF RZ=1 THEN PROCmove(1)
180     PROCpmove
190     IF RZ=2 THEN PROCmove(2)
200     PROCpmove
210     IF RZ=3 THEN PROCmove(3)
220     PROCpmove
230   NEXT
240   PROCpmove
250   UNTIL endall=1
260 RUN
270 END
280 DEF PROCmove(nZ)
290   SOUND 0,-15,5,2
300   PROCpmove
310   IF DZ(nZ)=1 THEN ENDPROC
320   IF YZ(nZ)>30 THEN ENDPROC
330   PROCpmove
340   PRINTTAB(XZ(nZ),YZ(nZ))" "
350   PROCpmove
360   YZ(nZ)=YZ(nZ)+1
370   PROCpmove
380   randZ=RND(3)
390   PROCpmove
400   IF randZ=1 PROCgo_left
410   PROCpmove
420   IF randZ=2 PROCgo_on
430   PROCpmove
440   IF randZ=3 PROCgo_right
450   PROCpmove
460   PRINTTAB(XZ(nZ),YZ(nZ))"X"
470   PROCpmove
480   FOR D=1 TO 50:PROCpmove:NEXT
490   ENDPROC

```

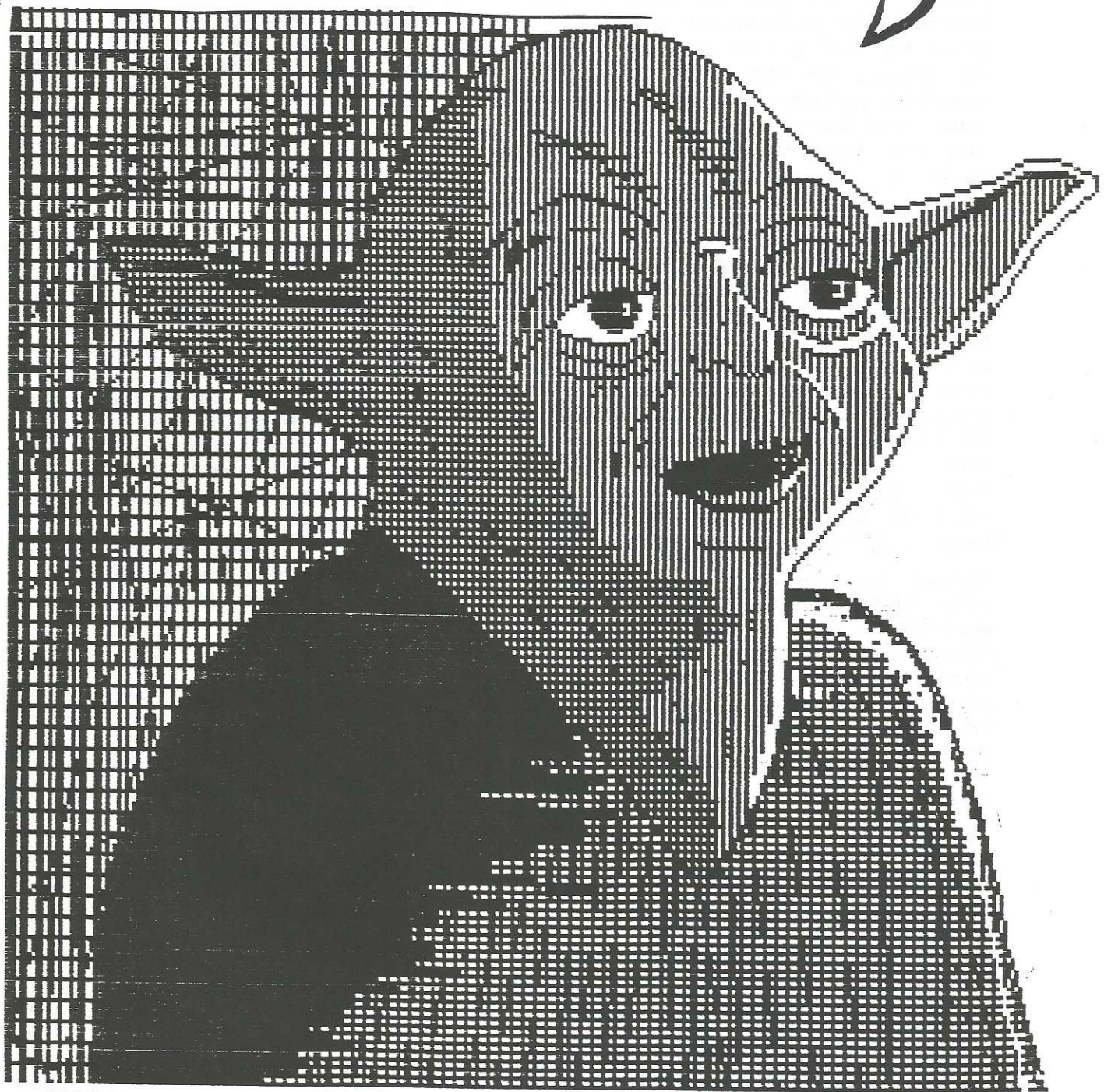
```

500 DEF PROCgo_left
510 IF XZ(nZ)<2 THEN PROCgo_on
520 IF XZ(nZ)<2 THEN ENDPROC
530 XZ(nZ)=XZ(nZ)-1
540 ENDPROC
550 DEF PROCgo_on
560 XZ(nZ)=XZ(nZ)
570 ENDPROC
580 DEF PROCgo_right
590 IF XZ(nZ)>30 THEN PROCgo_on
600 IF XZ(nZ)>30 THEN ENDPROC
610 XZ(nZ)=XZ(nZ)+1
620 ENDPROC
630 DEF PROCpmove
640 M$=INKEY$0
650 IF M$="Z" PROCleft
660 IF M$="X" PROCright
670 IF M$="M" PROCfire
680 ENDPROC
690 DEF PROCleft
700 IF AZ<2 THEN ENDPROC
710 PRINTTAB(AZ,BZ)" "
720 AZ=AZ-1
730 PRINTTAB(AZ,BZ)"0"
740 ENDPROC
750 DEF PROCright
760 IF AZ>37 THEN ENDPROC
770 PRINTTAB(AZ,BZ)" "
780 AZ=AZ+1
790 PRINTTAB(AZ,BZ)"0"
800 ENDPROC
810 DEF PROCfire
820 ENVELOPE1,129,-15,-8,-3,10,10,10,126,0,0,-126,126,126
830 SOUND 411,1,255,5
840 flagZ=0
850 FxZ=AZ
860 FyZ=BZ-1
870 REPEAT
880   PRINTTAB(FxZ,FyZ)"."
890   PROCchex
900   PRINTTAB(FxZ,FyZ)" "
910   FyZ=FyZ-1
920   UNTIL flagZ=1 OR FyZ<3
930 ENDPROC
940 DEF PROCchex
950 IF DZ(1)>0 AND DZ(2)>0 AND DZ(3)>0 THEN PROCwin
960 IF FxZ=XZ(1) AND FyZ=YZ(1) THEN flagZ=1
970 IF FxZ=XZ(1) AND FyZ=YZ(1) THEN DZ(1)=1
980 IF FxZ=XZ(2) AND FyZ=YZ(2) THEN flagZ=1
990 IF FxZ=XZ(2) AND FyZ=YZ(2) THEN DZ(2)=1
1000 IF FxZ=XZ(3) AND FyZ=YZ(3) THEN flagZ=1
1010 IF FxZ=XZ(3) AND FyZ=YZ(3) THEN DZ(3)=1
1020 IF DZ(1)>0 AND DZ(2)>0 AND DZ(3)>0 THEN PROCwin
1030 ENDPROC
1040 DEF PROCwin
1050 CLS
1060 FOR P=1 TO 200 STEP 10
1070   COLOUR129:CLS
1080   SOUND 1,-15,P,1
1090   COLOUR128:CLS
1100 NEXT
1110 endall=1
1120 ENDPROC

```



HAPPY YOU SHOULD  
BE THAT AN ELECTRON  
YOU HAVE !!!!!





# USER DEFINED CHARACTERS

Having the option to re-design the Electron's entire character set has always been one of the machine's strong points. You can change the shape of letters to produce new fonts or print them in blocks and create simple animation sequences. But if you've ever spent hours with pieces of paper drawing 8x8 grids and trying to calculate the sums of the new bit patterns you'll know just how boring and frustrating the task can be!!

What is needed is a prog to do the calculating for you - and here it is! When run a grid of 32x24 squares is printed, each represents one pixel within a character. The numbers that surround the grid show where one character ends and the next one starts. You will notice that you can re-define 12 characters at a time and when the definitions are eventually printed out the first will be that of the character beginning at the top left

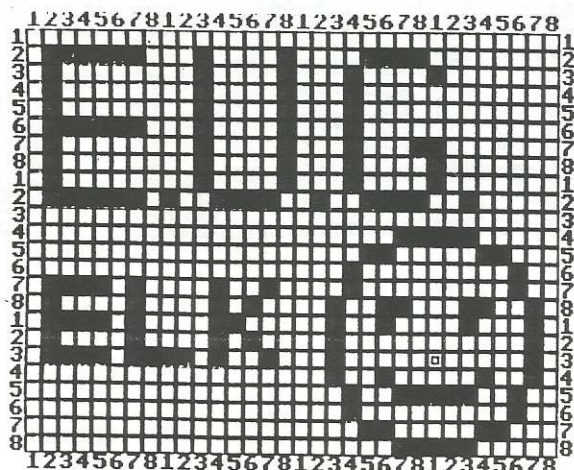
corner of the grid and the last that of the character ending in the bottom right corner. The cursor is the small square within the square at the top left of the grid.

The keys used to move it are:-

'Z' = LEFT  
'X' = RIGHT  
'\*' = UP  
'?' = DOWN

To turn a pixel 'ON' use '>'

To turn a pixel 'OFF' use '<'



The Designer Grid.

Once you have designed the characters to your satisfaction press 'P' and you will be given the choice of Mirroring the grid, Flipping the grid, Wiping the grid or printing out the definition data. If you choose the Print option you will be asked to input a number that the sequence of characters should start from. 224 is the start number of the Electron's block of undefined characters so that will do for now. Enter it and press RETURN and all 12 definitions will be printed out.

You can now either make a note of the definitions on paper or press 'S' to stop the prog and use the 'end tagging' method to store them as with the music prog elsewhere in this issue. If you choose to transcribe the definitions on to paper you can then press 'G' return to the grid, Mirror or Flip it then print out these new definitions.

In the next issue of E.U.G. we will add a routine to store the definitions directly onto tape or disc!!

```
*****
* BUG FIX BUG FIX *
* ~~~~~~*
*
* A couple of bugs have
* found their way into this
* listing. The following
* adjustments should fix it
* Add this line:-
* 775 row%(n%)=0
* Now change line 890 to:-
* 890 PRINT
*
*****
```



```

10 VDU 23,224,255,129,129,129,1
29,129,129,255
20 V$=CHR$224
30 VDU 23,225,255,129,189,165,1
65,189,129,255
40 Q$=CHR$225
50 VDU 23,226,255,129,189,189,1
89,189,129,255
60 N$=CHR$226
70 VDU 23,227,255,255,255,255,2
55,255,255,255
80 F$=CHR$227
90 MODE4
100 DIM P$(32,24),row$(96),S$(3
2,24)
110 X=4
120 FOR Y=4 TO 27
130 PRINTTAB(X,Y);V$;V$;V$;V$;
V$;V$;V$;V$;V$;V$;V$;V$;V$;V$
;V$;V$;V$;V$;V$;V$;V$;V$;V$;V$
;V$;V$;V$;V$
140 NEXT
150 PROCaxis
160 REPEAT
170   xo=3:yo=3
180   X=1:Y=1:oldX=X:oldY=Y
190   PRINTTAB(X+xo,Y+yo);Q$
200   REPEAT
210     M$=INKEY$0
220     IF M$=":" THEN PROCup
230     IF M$="/" THEN PROCdown
240     IF M$="Z" THEN PROCleft
250     IF M$="X" THEN PROCright
260     IF M$="." THEN PROCfix
270     IF M$="," THEN PROCdel
280   UNTIL M$="P"
290   PROCchoice
300   UNTIL FALSE
310 END
320 DEF PROCup
330 IF Y=1 THEN ENDPROC
340 PROCold
350 Y=Y-1
360 PROCnew
370 oldX=X:oldY=Y
380 ENDPROC
390 DEF PROCdown
400 IF Y=24 THEN ENDPROC
410 PROCold
420 Y=Y+1
430 PROCnew
440 oldX=X:oldY=Y
450 ENDPROC

```

```

460 DEF PROCleft
470 IF X=1 THEN ENDPROC
480 PROCold
490 X=X-1
500 PROCnew
510 oldX=X:oldY=Y
520 ENDPROC
530 DEF PROCright
540 IF X=32 THEN ENDPROC
550 PROCold
560 X=X+1
570 PROCnew
580 oldX=X:oldY=Y
590 ENDPROC
600 DEF PROCfix
610 P$(X,Y)=1
620 PRINTTAB(X+xo,Y+yo);N$
630 ENDPROC
640 DEF PROCdel
650 P$(X,Y)=0
660 PRINTTAB(X+xo,Y+yo);Q$
670 ENDPROC
680 DEF PROCold
690 IF P$(oldX,oldY)=0 THEN PRINT
TAB(oldX+xo,oldY+yo);V$ ELSE PRINTT
AB(oldX+xo,oldY+yo);F$
700 ENDPROC
710 DEF PROCnew
720 IF P$(X,Y)=0 THEN PRINTTAB(X+
xo,Y+yo);Q$ ELSE PRINTTAB(X+xo,Y+yo
);N$
730 ENDPROC
740 DEF PROCcalc
750 TZ=nZ+1
760 FOR Z=1 TO 8
770   stZ=128:nZ=nZ+1
780   FOR X=JZ TO JZ+7
790     IF P$(X,Y)=1 THEN row$(nZ
)=row$(nZ)+stZ ELSE row$(nZ)=row$(n
Z)+0
800     stZ=stZ/2
810   NEXT
820   Y=Y+1
830 NEXT
840 VZ=VZ+1
850 PRINT"VDU23,";VZ;
860 FOR K=TZ TO TZ+7
870   PRINT",";row$(K);
880 NEXT
890 PRINT";";
900 ENDPROC
910 DEF PROCprint
920 CLS:PRINT""
930 PRINT"What number do you want
this""sequence of characters to
start from"":INPUT this$

```

This listing like all others in E.U.G. is open to constructive criticism and any improvements or alternatives to it will be welcomed!!

```

940 CLS:PRINT''
950 n%=0:V%=(this%-1)
960 Y=1:J%=1:PROCcalc
970 Y=1:J%=9:PROCcalc
980 Y=1:J%=17:PROCcalc
990 Y=1:J%=25:PROCcalc
1000 Y=9:J%=1:PROCcalc
1010 Y=9:J%=9:PROCcalc
1020 Y=9:J%=17:PROCcalc
1030 Y=9:J%=25:PROCcalc
1040 Y=17:J%=1:PROCcalc
1050 Y=17:J%=9:PROCcalc
1060 Y=17:J%=17:PROCcalc
1070 Y=17:J%=25:PROCcalc
1080 PRINT"(G)=Return to grid (S)=
stop (E)nd here"
1090 REPEAT:ch$=GET$: UNTIL ch$="G
" OR ch$="S" OR ch$="E"

1100 IF ch$="S" THEN STOP
1110 IF ch$="G" THEN PROCgrid
1120 IF ch$="E" THEN ENDPROC
1130 ENDPROC
1140 DEF PROCaxis
1150 PRINTTAB(4,3)"123456781234567
81234567812345678"
1160 PRINTTAB(4,28)"12345678123456
781234567812345678"
1170 X=3:1%=1:FOR Y=4 TO 11:PRINTT
AB(X,Y);1%:1%=1%+1:NEXT
1180 1%=1:FOR Y=12 TO 19:PRINTTAB(
X,Y);1%:1%=1%+1:NEXT
1190 1%=1:FOR Y=20 TO 27:PRINTTAB(
X,Y);1%:1%=1%+1:NEXT
1200 X=36:1%=1:FOR Y=4 TO 11:PRINT
TAB(X,Y);1%:1%=1%+1:NEXT
1210 1%=1:FOR Y=12 TO 19:PRINTTAB(
X,Y);1%:1%=1%+1:NEXT
1220 1%=1:FOR Y=20 TO 27:PRINTTAB(
X,Y);1%:1%=1%+1:NEXT
1230 ENDPROC
1240 DEF PROCchoice
1250 CLS
1260 PRINT'''''' Do you want t
o :-''''(M)irror CHR$ across the sc
reen''''(F)lip CHR$ top to bottom''
''(W)ipe grid of all definitions''
''(P)rint definitions"
1270 REPEAT
1280 ch$=GET$
1290 UNTIL ch$="M" OR ch$="F" O
R ch$="W" OR ch$="P"
1300 IF ch$="M" THEN PROCmirror
1310 IF ch$="F" THEN PROCflip
1320 IF ch$="W" THEN PROCwipe

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1330 IF ch$="P" THEN PROCprint
1340 ENDPROC
1350 DEF PROCmirror
1360 FOR R=1 TO 96:rowZ(R)=0:NEXT
1370 CLS:PRINT''''C A L C U L A T
I N G''''''Please wait....."
1380 maxZ=32:minZ=1:Y=0
1390 REPEAT
1400 Y=Y+1
1410 FOR R=0 TO 31
1420 IF PZ(minZ+R,Y)=1 THEN SZ
(maxZ-R,Y)=1 ELSE SZ(maxZ-R,Y)=0
1430 NEXT
1440 UNTIL Y=24
1450 Y=0:REPEAT:Y=Y+1
1460 FOR X=1 TO 32:PZ(X,Y)=SZ(X,
Y):NEXT
1470 UNTIL Y=24

1480 PROCgrid
1490 ENDPROC
1500 DEF PROCgrid
1510 CLS
1520 Y=0
1530 REPEAT
1540 Y=Y+1
1550 FOR X=1 TO 32
1560 IF PZ(X,Y)=1 THEN PRINTTA
B(X+xo,Y+yo)F$ ELSE PRINTTAB(X+xo,Y
+yo)V$
1570 NEXT
1580 UNTIL Y=24
1590 PROCaxis
1600 ENDPROC
1610 DEF PROCwipe
1620 CLS:Y=0:REPEAT:Y=Y+1:FOR X=1
TO 32:PZ(X,Y)=0:PRINTTAB(X+xo,Y+yo)
V$:NEXT:UNTIL Y=24

1630 FOR R=1 TO 96:rowZ(R)=0:NEXT
1640 PROCaxis
1650 ENDPROC
1660 DEF PROCflip
1670 FOR R=1 TO 96:rowZ(R)=0:NEXT
1680 CLS:PRINT''''C A L C U L A T
I N G''''''Please wait....."
1690 maxZ=24:minZ=1:X=0
1700 REPEAT
1710 X=X+1
1720 FOR R=0 TO 23
1730 IF PZ(X,minZ+R)=1 THEN SZ
(X,maxZ-R)=1 ELSE SZ(X,maxZ-R)=0
1740 NEXT
1750 UNTIL X=32
1760 Y=0:REPEAT:Y=Y+1
1770 FOR X=1 TO 32:PZ(X,Y)=SZ(X,
Y):NEXT
1780 UNTIL Y=24
1790 PROCgrid
1800 ENDPROC

```

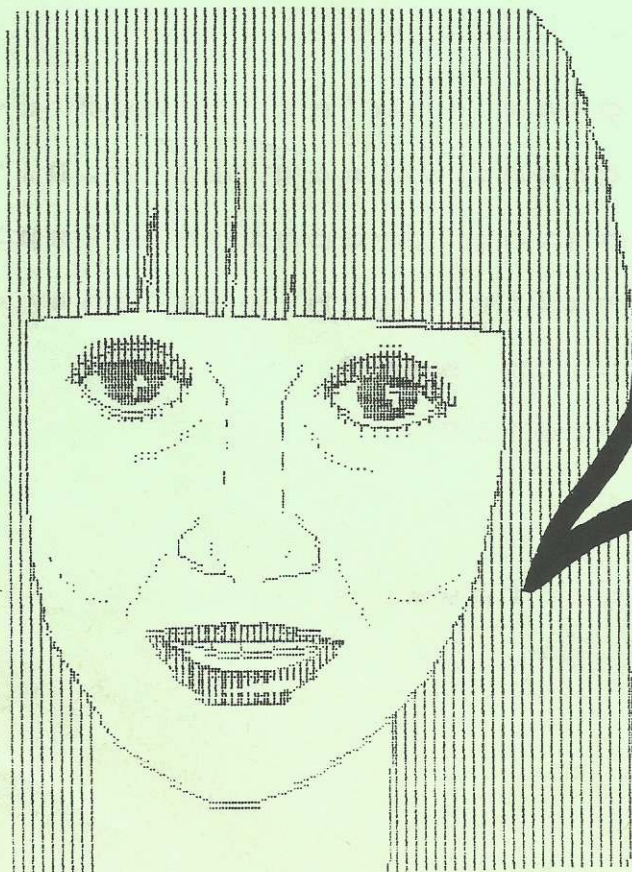


THE BIT AT THE BACK  
\*\*\*\*\*

Well that's about it for this, the very first issue of E.U.G. magazine. Maybe it hasn't been the greatest thing since sliced bread, but then it's only been the work of one man - ( try listening to some stirring music as you read the next bit ! ) - a man who's mission is to unite the world's Electron owners into a force to be reckoned with - never again need an Elk user feel like a single maggot in the great apple of life - let us hold our heads high and gripping our mighty joysticks we will rise up and dominate utterly all we see from far horizon to far horizon .....!!!!!!!

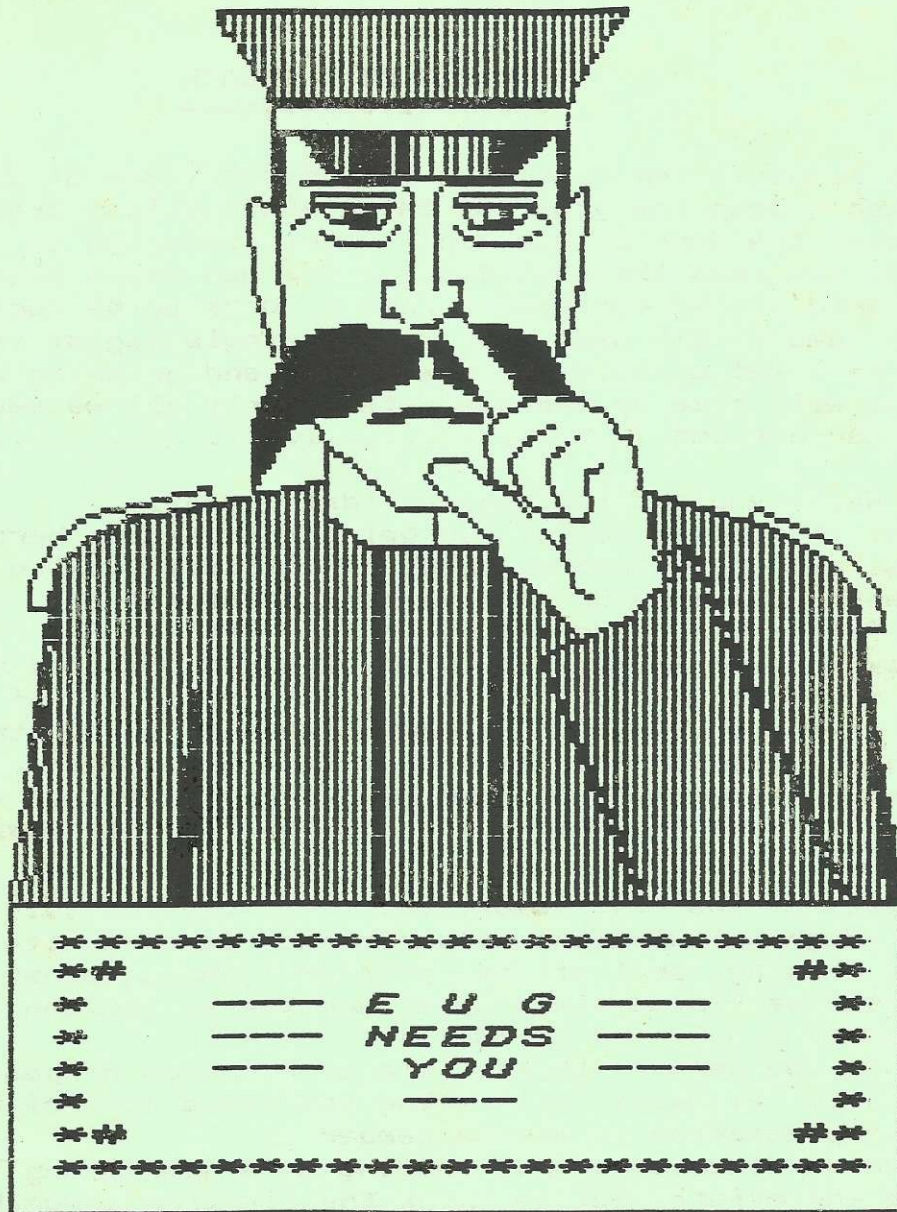
Errm, yes, well, you get the general idea anyway...!  
To be honest it's not a lot of fun being a crusading hero fighting for a cause, all that standing about on hilltops looking wind-swept and interesting plays havoc with ya haemorrhoids!!  
So come on fellow Elk users - muck in and help!  
If you fancy writing an artical on any Electron-related topic send it in and we'll include it in a future edition - if you can type it up or print it out on A4 paper, so much the better!!  
The same thing goes for all the programmers out there! - send in a copy of your masterpiece on tape or 3.5 inch disc and we'll put it in the next issue - EVERYONE will be credited for their work!

On the subject of the next issue.....  
After some rough calculations we've worked out that with the cost of postage, packing, prit sticks, printer ribbons, paper, copying, tipex and staples - plus blood sweat and tears, you can receive the next edition of E.U.G. for £1-00 !!!  
That's right! 100 pennies in the form of a cheque or postal order made payable to 'W. Watts' will bring you issue No.1 of E.U.G. in all it's glory sometime in mid-September !!  
You know, we've discovered that setting up a user group takes a lot of time and effort, but we think the Electron's worth it,...  
.....don't YOU?????!!!.....



I WAS DRAWN ON  
AN ELECTRON !!





Have YOU:

- \* Written a program you're proud of?
- \* Discovered a great piece of P.D.?
- \* Created a stunning graphics display?
- \* Made amazing music with one channel?
- \* Got a question to ask?
- \* Got things to tell?

Then write to:

E.U.G.  
134 Great Knightleys  
Basildon  
Essex  
SS15 5HQ