

Acceptable in the 80s

<whimsy>...





BBC Computer 32K

Acorn DFS

BASIC

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BBC MICRO USER MAGAZINE BEEBUG

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GENERAL CONTENTS

3-D Rotation	3
Square Dance	7
Brain Teaser	8
Printer Review	9
What To Do With OS 1.2	15
Upgrading Model As To Read	18
Paged ROMs	19
Using Files (last 2)	21
BBC Basics - 101 and 12500's features	24
Windows	25
Creating Accented Characters	31
Disc Roundup	33
Passing Filenames To The MOS	35
Artillery Duel (16k/32k)	39
Life (32k)	40
Procedure File Library	41
Date Validation	42
Micro Sketch	42
Points Arising	42
Software Update	42
New ROM Offer	42
Wordwise Offer	42

HINTS, TIPS & INFO

Program Length	6
Programmed Caps-Lock and	8
Shift-Lock Keys	8
Silent Games	16
Planetoid Restart	17
Plotting Bug in OS 0.1	17
Basic ROM Bug	20
Not True?	20
Debugging with EVAL	30
Non-Accessible Filenames	30
Control Characters	32
Musical Data Statements	32
Function Key Labels	34
More Lives in Rocket Raid	34
Make-Shift Dollar Sign	34
Sony "PROFEEL" Colour	38
TV/Monitor	39
Disc Space Economies	39
Coloured Titles	39

PROGRAMS

3-D Rotation (32k)	5
Square Dance (16k/32k)	7
File Handler (16k)	20
Academy Sports (16k)	23
Block Pattern (16k)	23
Concentric Squares (16k)	23
Disc Formatter (32k)	29
Artillery Duel (16k/32k)	33
Life (32k)	36
Date Validation (16k)	39
Micro Sketch (16k)	40



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Program listed on
OS-0-1 and 1-2

ARTILLERY DUEL (16k/32k)

by Colin Walton

This is a simple 2-D game which sets the scene for a duel between two artillery barrages, each barrage being shown as a single turret station. It is really a game for two players. Each player becomes the gunnery commander for the appropriate barrage. Each commander has alternate opportunities at trying to estimate:

- a) the necessary angle of his gun turret, and
 - b) the number of powder bags required to hit his opponents gun.
- Each entry is terminated by pressing <return>. For each duel there is an invariable wind direction and speed, displayed at the top of the screen, which must be taken account of in your estimations as gunnery commander. Previous estimations are left on the screen so that a clear record is kept of past attempts.

A nice feature of the game is the way in which it randomly creates different landscapes for each duel. Some of the resulting landscapes require considerable skill in gunnery, especially in view of the variety of possible wind directions and strengths.

If you have a 32K machine you can obtain a greater range of colours by setting Mode 1 in line 68.

LIST OF MAJOR PROCEDURES

PROCEDURE	USE
Ld	Draws the random landscape by using function 'Sfc'
Cs	Sets the screen colours and gives the headings
Qps	Draws the gun positions
Fr	This accepts the values for a shot and then fires the missile, checking for a hit
HIT	Called by procedure 'Fr', and displays an exploding gun.

```

20 MODE:=VDU23;11,0,0,0,0
30 PRINTTAB(10,12)CURS(41)"ARTILLERY DUEL"TAB(19)CURS
40"ARTILLERY DUEL"TAB(18)CURS(41)
60 TIME=0:REPEAT UNTIL TIME=200
50 CLR
60 MODE:=VDU23;11,0,0,0,0
70 VDU19,0,4,0,0,0,19,3,2,0,0,0
80 RW=1:HT=0
90 W=HND(60):EEN=HND(60):WEN=4*HND(160)-4:EEN=1+200
+4*HND(150):WEN=HND(150)
100 WEN=HND(140)-EEN+WEN(1)/2
110 WEN=HND(60)-1:WEN=HND(60)
120 EEN=1+41-HND(60):EEN=HND(60)
130 IFHND(11)0,STHDM=HND(1)
140 IFHND(11)0,STHDM=1+ELSDH=1
150 GOSUB 3
160 PROC Ld
170 PROC Qps
180 PROC Fr
190 REPEAT IFW=1 PROC Fr (EEN, EEN, WEN, WEN) ELSE PROC Fr (WEN, WEN, EEN, EEN)
200 UNTIL TIME=1
210 GOTO 60
220 END
230 DEF PROC Ld
240 FORK=1 TO 128 STEP 4
250 W=HND(60)
260 WEN=HND(60)
270 NEXT K
280 ENDPROC
290 DEF PROC Qps
300 FORK=1 TO 128 STEP 4
310 W=HND(60)
320 WEN=HND(60)
330 NEXT K
340 ENDPROC
350 DEF PROC Fr
360 W=HND(60)
370 WEN=HND(60)
380 W=HND(60)
390 WEN=HND(60)
400 W=HND(60)
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990 W=HND(60)
1000 W=HND(60)

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- ▶ Pair up
- ▶ Install BeebEm <http://www.mkw.me.uk/beebem/>
- ▶ Get yourself a copy of BEEBUG magazine Vol. 1 No. 10
<http://8bs.com/beebugmags.htm>
- ▶ Refer to BBC User Manual
<http://bbc.nvg.org/doc/BBCUserGuide-1.00.pdf>
- ▶ THERE IS NO SUCH THING AS THE INTERNET
- ▶ Goodluck ...