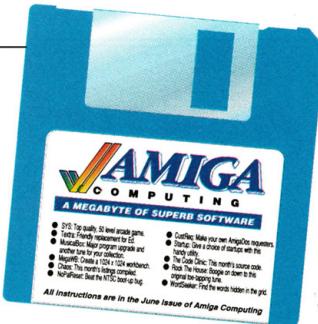




**Jeff Walker presents...**

# THE



# DISC

WORDSEEKER is a game played on a 20 x 20 grid of letters, based on the wordsearch games found in puzzle magazines.

The object is to find words which are hidden in the grid from a given list of 15. Each word from the list can be found written either forwards, backwards, upwards, downwards or in any of the four diagonal directions.

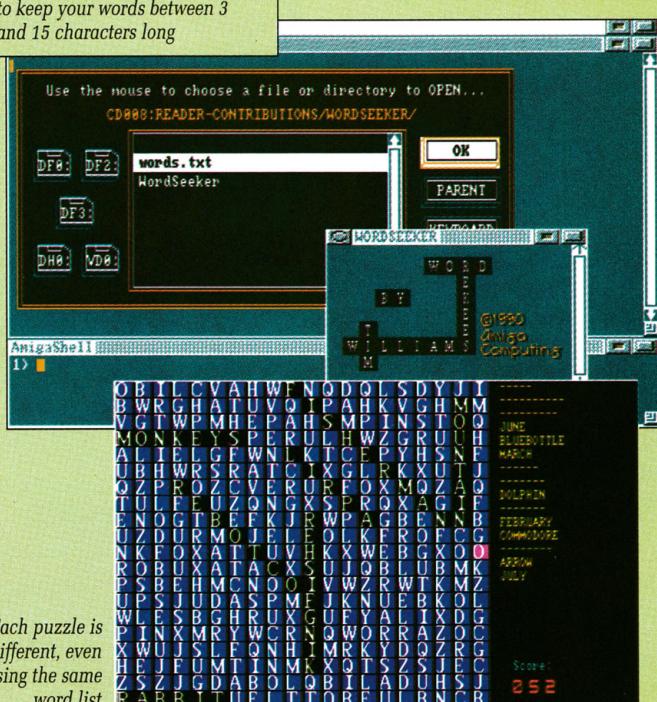
The game is mouse controlled. Once you have discovered a word, use the mouse to move the red cursor on to the first letter of the word and click on it.

The cursor will now highlight one of the words in the list on the right-hand side of the screen. Use the mouse to move the cursor to the word you have found and click on it. If correct, the word will be struck off the list and your score will be updated.

Pressing Help on the keyboard will display where each word is hidden, one at a time, but the score will not be updated. You can quit the game at any time by pressing the Escape key.

Use Textra to alter the word list. Remember to use capitals and to keep your words between 3 and 15 characters long

## WordSeeker



Each puzzle is different, even using the same word list

### Creating your own puzzles

YOU can create your own words for the game by editing the *words.txt* file. Use Ed, Textra, MicroEmacs... anything that creates a plain Ascii file.

There must be at least 15 words in the file (more are OK, but not less) and you must not use numbers, only alphabetic characters. Each word should contain between 3 and 15 characters inclusive. WordSeeker will report any illegal words in the list.

WORDSEEKER was sent to us by Tim Williams of Pontypandy in South Wales. It was written in Lattice C (v5.0) on a 1 meg Amiga with second floppy drive.

# SYS

YOU have been assigned the demanding task of cleaning your sysop's hard drive from viruses. These nasty creatures have infected all sectors, and you have to wipe them off, sector by sector.

To eliminate a virus you kick a disc at it. But beware, the viruses may also kill you. It is important that you are fast and kill them all before they start to destroy your 3.5in discs.

There are 50 sectors, and on each the speed will increase. On the higher sectors the viruses are smarter and will start to hunt you.

Each virus has its own characteristic behaviour. The magnet is the most dangerous one – it will follow you everywhere and is almost impossible to hide from on the higher levels.

The mouse is very mobile, good at turning around corners very quickly. The photo-diode (among other interesting features) is good at attacking you from behind.

The joystick was created by an ugly hacker who liked to play games too much and didn't spend much time fixing his virus. It is therefore quite harmless, but it may trap you if you are not careful.

The more viruses you kill with one single disc, the more points you get, and by pushing the 5.25in discs together you will earn an extra 20 points. The surprise bonus (?) will earn you 0-20 points. When you change levels you get one point per five non-destroyed discs.

After double clicking its icon, Sys will show you a list of four

## Controls

- Up - numeric pad 8
- Right - numeric pad 6
- Down - numeric pad 2

- Left - numeric pad 4

- Stop - numeric pad 5

- Kick - spacebar

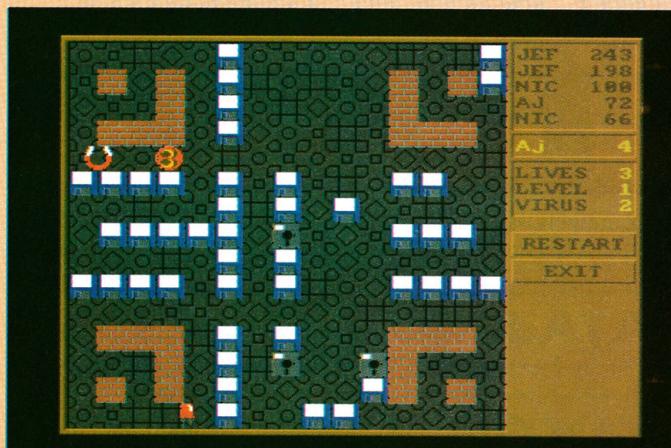
- Or use a joystick in port two.
- F1 will make you go continuously without stopping all the time.

- F2 will stop you after every step.
- F6 turns the music on.

- F7 turns the music off.

- F10 should only be used by experienced players. It will allow you to start on level 10, where life becomes harder. Your score will be cleared, and you will have three lives again.

- When you have lost a life, press Kick to continue.



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SYS is copyright ©1989 Anders Bjerin and was written as an exercise in programming the Amiga. It took him about seven weeks to finish, and another week to debug and check. If you find any bugs or you have suggestions for the next version, please write to Anders at: *Tulevarden 22, 181 41 Lidingo, Sweden.*

You may copy this program freely, but may not exchange it for money without written permission from the author. Nor may any part of this program be altered or used within another program.

options - Play, Info, Set-up and Quit.

If you chose the Play option you will be asked to enter your name (three letters). You can correct what you have typed in by pressing the backspace key.

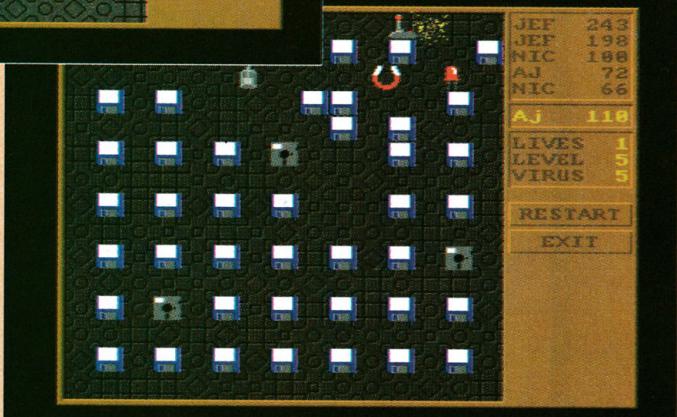
To clear everything, point at the Clear option and press the left mouse button. Press Return or click the OK option when you have finished.

The program will now start. Remember to move the mouse to the left side of the screen, otherwise the program will be in pause mode.

The Info option presents you with another menu with five options which give a brief description of the game. The Cancel option will bring you back to the main menu.

With the Set-up option you can change the default keys. You will be asked to define the keys for up, right, down, left, stop and kick. If you want to cancel this task, click Cancel. The Default option will change the definition of the keys back to their default values.

To pause the game, move the mouse to the right-hand side of the screen. When you want to continue, move the mouse back to the left-hand side.



Oops!

## File tips

SYS will look in the current directory for all the files when you start the program.

If it can't find *SYS\_HighScore.dat* it will try to create a new high score table.

If the disc is write protected, SYS will ask you to un-protect it. If you do not want the program to create a new high score table, click Cancel in the system requester, otherwise write enable the disc and click Retry.

The same procedure will be

repeated when you quit the program and SYS tries to update the high score table.

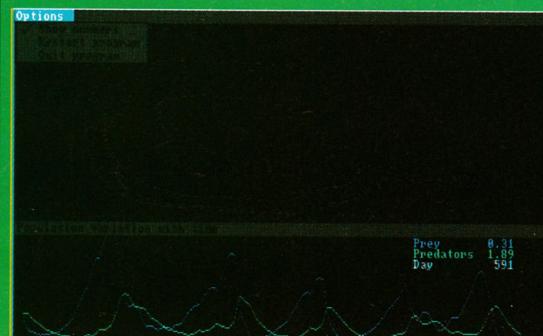
If SYS can't find any or all of the seven sound files when the program loads, it will continue to load the other files and will not use that sound or those sounds.

If you don't like the sound effects, erase the *SYS\_Sound#?* files and SYS will not allocate any space for them. Very useful if you don't have much ram and want to multi-task.

# Chaos

In the Chaos drawer you'll find three of the four listings featured in this month's article, *Whose life is it anyway?*, each compiled with HiSoft Basic Compiler.

**Listing II, The Logistic**



Predators vs Prey – an everyday tale of simple folk trying to live their lives

# SC

**M**EGAWB makes it possible to increase your Workbench screen to up to almost 6.5 times its normal non-interlaced size.

The windowing problems you may have had with programs like TurboBackup, KwikBackUp, AudioMaster and so on, are now all in the past because you can easily drag their windows away or use the Workbench area around them.

To be able to use the whole mega-workbench screen, the bit you see scrolls every time you move the mouse.

Actually, there are two different methods to scroll the workbench screen. The method described above is called proportional scrolling. If you don't select this mode, the workbench scrolls whenever the pointer hits the edge of the screen.

You can start MegaWB by double clicking its icon or by typing its name into your CLI window.

**Usage:** MegaWB [P] [WIDTH HEIGHT]

The P option selects proportional mode; WIDTH and HEIGHT specify the size your workbench should have.

For example, *MegaWB P 800 400* will create a proportional mode mega-workbench measuring 800 x 400 pixels.

If you run MegaWB without specifying the size, it'll create a 1024 x 512 pixel workbench.

## Known bugs

- The mega-workbench doesn't have any depth gadgets. Use Left-Amiga-M and Left-Amiga-N instead.

- Some programs are not written to run on a very large Workbench so they get a bit confused if you make their windows



Provided you've got the memory, MegaWB is the perfect antidote to a cluttered Workbench screen

# MegaWB

If you start MegaWB by clicking its icon, it will read its parameters from the icon's tool types. The tool types WIDTH and HEIGHT specify the workbench's size.

If you set PROP as the FLAGS tool type, your workbench will scroll proportionally to your mouse movements. On the cover disc the tool types are set to: FLAGS=PROP, WIDTH=1024, HEIGHT=512.

The workbench's width and height should not be set higher

than 1024 because that's the maximum size bitmap the blitter can handle.

If your workbench is too large you may accidentally make a window higher or wider than 1024 pixels. This causes strange things to happen.

If you start MegaWB from within your startup-sequence before you execute LoadWB – run *megawb 800 400* for example – the workbench window will be as big as your mega-workbench and the disc icons will appear at the very right-hand border of your MegaWB screen.

To get back your ancient workbench, run or click on MegaWB once again. But first you should reduce all your windows in size and move them to the upper left-hand corner of the mega-workbench, otherwise MegaWB won't quit.

If there isn't enough chip memory available to allocate the original workbench's bitmap, MegaWB won't quit or will open a single bit-plane workbench.

## Tricks and tips

MEGAWB becomes even more useful when you've installed Matt Dillon's popular DMouse program (Fish Disks 145, 160, 168), allowing you to scroll through your mega-workbench with an accelerated mouse pointer.

To use DMouse together with MegaWB you have to set DMouse's input handler priority to a value higher than MegaWB's – to at least 52.

It's very useful to have a memory extension of more than one meg because a 1024 x 1024 pixel workbench eats 256k.

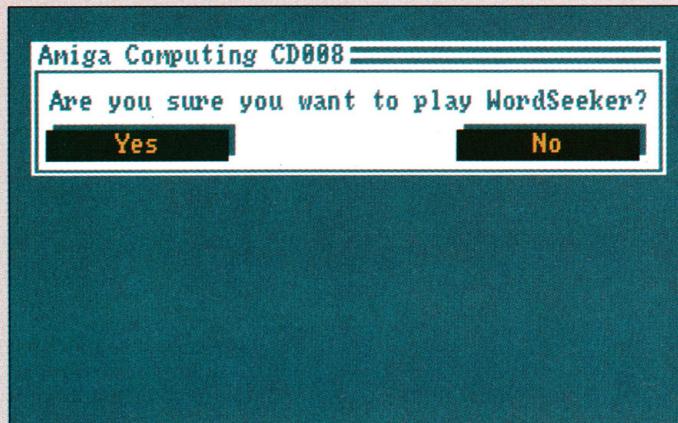
MEGAWB is public domain and as such is freely distributable. However the program remains copyright ©1988 Fridtjof Siebert. Bug reports and ideas to him at: Nobileweg 67, 7000 Stuttgart 40, West Germany.

# CustReq v3

CUSTREQ, short for Custom Requester, is a glorified Ask command for your startup-sequence. I've used it this month to ask for confirmation of your selection in the StartUp requester. Take a look at *s:startup.1* and *s:startup.2* to see how I've done it.

The program is best placed in your C: directory. It has a very long command line, requiring four compulsory parameters, plus another four optional ones.

This will almost certainly mean you'll need a word processor or



Fed up with Y/N prompts in your scripts? So use CustReq and have proper requesters

text editor that scrolls beyond column 80 to easily create or edit a startup-sequence. Ed will do the job if you have nothing else. See the usage box for the command line syntax.

All strings must be in quotes if they contain spaces. To make the

"text" string more than one line long, use a | (Shift-\) character to specify the end of a line.

If a default of 1 is given, the requester will try to appear with the positive (yes choice) gadget under the mouse. If a default of 0 is given it will appear with the nega-

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CUSTREQ is not public domain, but may be distributed freely. It is copyright ©1990 Jonathan Potter. Bug reports and ideas to him at: P.O. Box 289, Goodwood, SA 5034, Australia.

tive (no choice) gadget under the mouse.

The -x and -y flags override this function. Use -x -2 to force the requester to appear with the positive gadget under the mouse. Use -x -3 to make it appear with the negative gadget under the mouse. Use -x -4 to make it appear in the centre of the screen.

If a timeout value is given the requester will timeout and return the default value (1 or 0) after the specified time.

If the positive option is chosen a return code of 5 (warn) is generated, otherwise 0 is generated.

The Y key has the same effect as the positive gadget and the N key has the same effect as the negative gadget. You can also press the key corresponding to the first letter of the text in the desired gadget.

## Usage

CUSTREQ is used in the following manner, assuming a continuous line:

CustReq "hailtext" "text" "pos" "neg" [-d default] [-t timeout] [-x xpos] [-y ypos]

- hailtext – the title text of the custom requester.
- text – the main text of the custom requester.
- xpos – the optional x position of the window.
- ypos – the optional y position of the window.

### Example

```
CustReq "My Request" "Do you
want to load Workbench?" If you
select Load, Workbench will be
loaded. If you select Don't Load,
you will be left with a CLI
window." "Load" "Don't
load" -d 1 -t 5
If WARN
  LoadWb
  Echo "Workbench loaded"
EndIf
```

# NoPal Reset

THIS program will detect if your PAL Amiga thinks it is an NTSC one, that is, the infamous PAL reset bug has happened! It's a handy little program that should live in your C: directory. Call it into action as the first line of your startup-sequence. It will reset the Amiga if it does not boot in PAL mode, hence the name NoPalReset.

NOPALRESET is public domain. The source and executable code is copyright ©1990 Declan Mc Ardle.

S TARTUP is a similar utility to Dneishe-Start on the December 1989 cover disc. It does the same job, but in a more user-friendly and graphically pleasing way.

It allows the use of different batch files so you can have the choice of custom startups for different situations. I've used it this month to give you three choices, although you can have up to 10 if you like. My startup-sequence looks something like this:

```
cls
winSize 0 11 640 245
run >nil: c:startup 99 3
;0:Load Workbench
;1:Play SYS
;2:Play WordSeeker
```

Actually, the path to the Startup program on the cover disc is different than above, but I've

# Startup v2.0

adjusted it to *c:startup* because that is where you should put the startup program – in your C: directory. The 99 is the timeout value, set it to between 5 and 99. If Startup does time out (because the user sat staring at the screen instead of clicking a gadget) then the first batch file will be executed, in other words *s:Startup.0*.

From this you can probably work out that clicking on choice 1 executes *s:Startup.1*, clicking on choice 2 executes *s:Startup.2*, and so on up to *s:Startup.9*.

By the way, I found that if I use more than two lines in a startup-

sequence before the Startup command, strange things happen. Like massive negative numbers in the timer box. Erk. The second parameter, the 3, tells Startup how many menu items there are. There's a third, optional, parameter that I didn't use.

The full documentation is on the cover disc in the Startup drawer. Please read it a few times and experiment a bit before getting angry because you can't get it to work. If all else fails, you can always edit the startup files I used in the S: directory or the cover disc.

# SC

## The CODE CLINIC

**T**HIS drawer will be a regular feature on the disc from now on and will contain the main source listings from the The Code Clinic articles.

Double click the icons to read the listings. They are all saved in pure Ascii format, so you can load them straight into your favourite program editors.

Listing I is example machine code source to display five bit-planes, Listing II is additional source to dispose of on-screen garbage, Listing III is AJ's fortune cookie program in C, and Listing V is Michael Bassett's small piece of code that releases ram grabbed by the GVP hard drive.

See The Code Clinic on page 29 for more details.

HERE we go with another MusicBox upgrade. Since v1.4 there have been a fair number of changes, the two most important being compatibility with files compressed with PowerPacker (October 1989 cover disc) and a change in the number of songs MusicBox can handle.

The biggest song selection number has been increased from 9 to 99. So it is now possible for MusicBox to choose from 100 different songs.

The SoundFX files that MusicBox plays may now be compressed using Nico Francois' PowerPacker in Data File mode. This feature is provided thanks to Nico's publication of the PPDData source code.

The song file on this month's disc has been compressed using this method. Remember, while

# MusicBox 1.8

compressed songs may include the SoundFX executable header, they must be crunched using *Data File* mode.

The compression technique used by PowerPacker usually results in a 20 to 40 per cent reduction in file size. This permits a larger number of song files to be included on a given media.

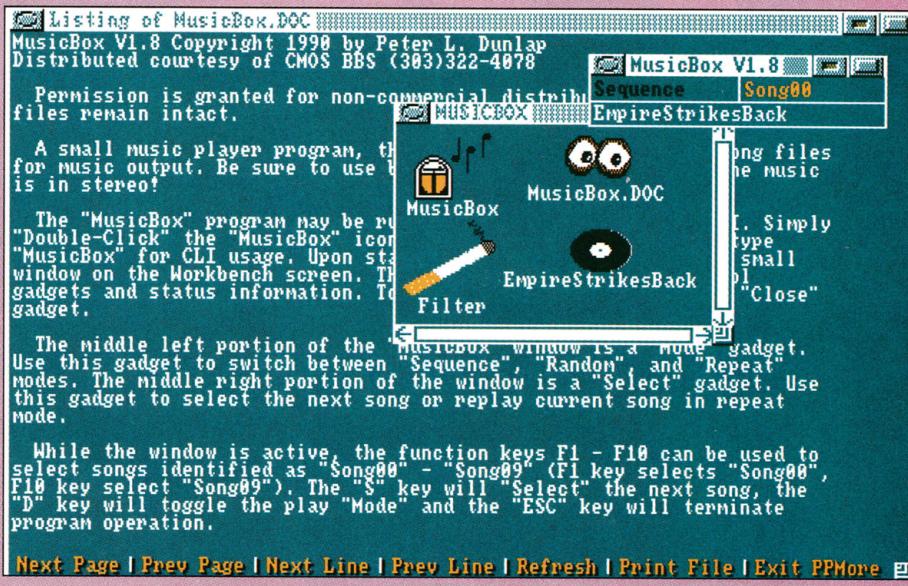
But there is a price to pay. Decompression takes time - about one second per 50,000 bytes. If you can wait a second or so between songs, this is the way to go, especially if you are running from floppy disc.

If you're new to MusicBox and want to know more about it, double

click on the MusicBox.DOC icon in the MusicBox drawer.

This month's tune is a brilliant rendition of two intermingled space fantasy themes. The first is a well known march as you have never heard it before. The second I seem to recognise as the theme from an epic film. Anyone know its proper title?

**MUSICBOX** is freeware but remains copyright ©1989-90 Peter L. Dunlap. This program distributed courtesy of CMOS BBS (0101-303-322-4078).



Listen to it and read about it at the same time - isn't multi-tasking wonderful?



Clicking on the countdown gadget will reset Startup to the value specified in the command line

STARTUP was written by Weston Fryatt and Paul Davis. It is "ourware" meaning that they wrote it and if you find it useful then any small donation would be greatly appreciated and would help along the further development of Amiga utilities. It is public domain and copyright © Acropolis Development.

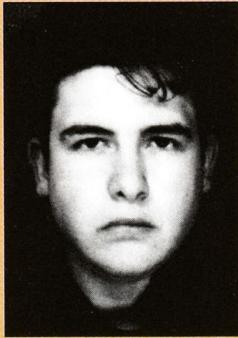
Although Startup is a public domain utility you may not sell or charge any money for the use of it, and the authors ask that if you distribute it you leave all the notices and docs intact.

Bug reports and shareware donations to: Acropolis Development, P.O. Box 81134, Bakersfield, CA 93380, USA.

# Rock The House

HOWIE DAVIES is 17 and unemployed. But does he let it get him down? Sure he does. I mean, with eight O grades and two higher, plus certificates in bass guitar and keyboard, you'd think that someone in Edinburgh would offer him a job.

As well as guitar and piano, Howie plays the trombone, composes music, likes Turkey Kies for tea and loves exclamation marks! (That one was just for you, Howie.)



Rock The House composer  
Howie Davies

This is serious talent going to waste.

You don't believe me? Well turn up the volume knob, double click on Rock The House in the Reader Contributions drawer, pin back your ears and let the sounds flow over you.

● Are you a budding musician looking for fame and fortune? If so, perhaps the Amiga Computing cover disc can give you a little push up the ladder. Original stuff only, please, preferably in self-contained modules.



## Disc problems?

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If you subscribe to Amiga Computing and your disc has got damaged in the post, please return it to:

Amiga Cover Disc, Database Direct, FREEPOST, Ellesmere Port, South Wirral, L65 3EB.

You will be sent a replacement with our compliments. Please allow 28 days for delivery.

# Textra

THE worst thing about Ed is having to remember all those keypresses. Escape this, Escape that... it drives me potty. The only Ed commands I know and can remember are Esc-D to delete the line the cursor is on and Esc-X to save and exit.

Nevertheless, because it uses the workbench screen, because it loads quickly and because it doesn't take up much ram, there are times when I'd much rather use Ed than a full-blooded word processor - usually for writing a quick script file or altering my startup sequence.

If only Ed had an easy user-interface. If only I could mark blocks by pointing at the screen and using the mouse to drag a big orange box over the bits I want to cut and paste. If only it gave me a requester when I wanted to save my file under a different name. If only it would let me open and swap between multiple files. If only...

Then I found Textra. This little gem must be the easiest to use text

editor I have ever come across. It doesn't do anything complicated - it can't talk to a printer, for instance, and it can't handle lines of text that are wider than the screen - but it does everything a text editor should do, quickly and efficiently.

I don't have to tell you how to use it. My guess is you won't even need to read the doc file.

In its crunched format, Textra is only about 10k larger than Ed, so you should easily be able to delete Ed from your C: directory and save Textra in its place.

Cunning Amigans will rename Textra as Ed to save typing and to enable Textra to interface with any other programs that invoke Ed. Saves running round changing all the various config files you may have from C:Ed to C:Textra.

One thing I've noticed is that Textra is not too hot on error messages. For instance, if you try to save a file to a write protected disc, Textra will refuse to save it, but won't tell you why. Ah well, can't have everything I suppose.

## Printing out the doc file

WHEN you double click on the Textra.DOC file it will be displayed by the file reader, PPMore. Should you want a hardcopy of this documentation, switch your printer on-line and click on the Print File gadget at bottom right.

However, before attempting to obtain a hardcopy you should copy the correct printer driver for

your printer into CD008:devs/printers, use Preferences to set a system-configuration file to load this driver and copy that system-configuration into CD008:devs. You should, of course, be working with a copy of the cover disc, not the original.

The cover disc has the EpsonX[CBM\_MPS-1250] printer driver in devs/printers, and it is this

### TEXTRA by Mike Haas, 18-Feb-90

CD008:THE-CODE-CLINIC/Listing-I

\* Example listing to set-up and \* Additional listing to do \* John Kennedy, Amiga Computing \* of on-screen garbage caused \* sprites.

\* Put code and data in CHIP MEM section fiveplaneprog, code\_c

\* Define the registers used

OpenLib equ -552 CloseLib equ -414 diwstop equ \$8e diwstop equ \$90 ddfstop equ \$92 ddfstop equ \$94 bplcon8 equ \$100 bplcon1 equ \$102 bpl1pth equ \$e0 bpl1ptl equ \$e2 bpl12pth equ \$e4 bpl12ptl equ \$e6 bpl13pth equ \$e8 bpl13ptl equ \$ea bpl14pth equ \$ec

dc.w SPR0PTH,\$3,\$3 dc.w SPR1PTH,\$3,\$3 dc.w SPR2PTH,\$3,\$3 dc.w SPR3PTH,\$3,\$3 dc.w SPR4PTH,\$3,\$3 dc.w SPR5PTH,\$3,\$3 dc.w SPR6PTH,\$3,\$3

CD008:THE-CODE-CLINIC/Listing-V

\* Code to release Ram taken by GVP ha \* Written by that nice chap Michael G

execbase superstate resetvec

move.l execbase,a6

jsr jsr

superstate(a6) resetvec

# SC

## NON-SUBSCRIBERS

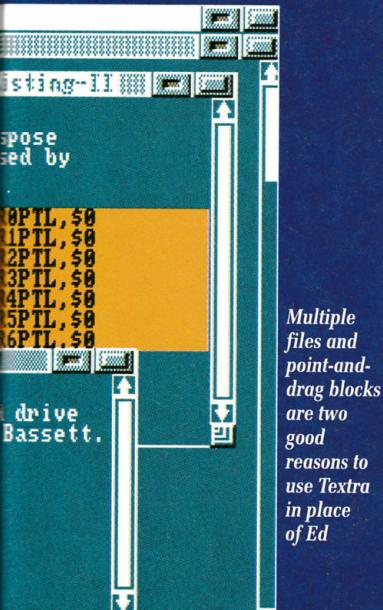
If you bought your magazine in a shop and when you got home you found your disc was damaged, please return it, within two months of the on-sale date of the magazine, to:

*Amiga Cover Disc, Stanley Precision, Unit F, Cavendish Courtyard, Sallow Road, Welldon North Industrial Estate, Corby, Northants, NN17 1JX.*

You will be sent a new disc with our compliments. Please allow 28 days for delivery.

driver which the Amiga will use by default, assuming you booted from the cover disc, when you click on the Print File gadget in PPMore. It should work for most Epson compatible printers.

TEXTRA is freeware. It was written in JForth Professional v2.0 and is copyright ©1989-90 Mike Haas.



# AMIGA COVER DISC

## Earn up to £1,000!

WE are always looking for original contributions for the *Amiga Computing* cover disc. If you think something you have written is good enough to share with everybody else who reads the magazine, send it along and we'll have a look.

If we like what we see, it could earn you up to £1,000.

Please let us know which files, if any, your submission needs from the Workbench disc. If it is clickable, feel free to design an original icon. But don't make it too large. And please use the standard Workbench colours.

Bear in mind that a program which does not run on a 512k machine would have to be exceptionally good to make it on to the disc.

*Amiga Computing* will buy your work

on an all rights basis. We are not prepared to pay for programs which are already in the public domain or have been spread by other means. However we are quite prepared to launch your program into the public domain as either freeware or shareware if that is what you wish.

Please enclose this coupon, or a photocopy of it, with your submission. Include a file on the disc with full documentation, your name, address, phone number and a few details about you and your kit. A photograph of yourself would be nice, but isn't essential.

Don't forget to duplicate on the disc label the program name, your name, address and phone number. If you want your disc back, enclose a self-addressed, stamped envelope.

Name ..... Age ..... years

Address .....

.....

Daytime phone ..... After ..... am

Evening phone ..... After ..... pm

Submission name .....

Submission size ..... bytes in total

We will accept submissions up to 500k in total length, including documentation. But the shorter your submission, the better chance it stands of getting on to the disc. If it is a compiled or assembled program include all the source code, but do not count this in the size of the submission. Write a brief description of your submission below. If it consists of more than one file, describe what each file is for. Attach an extra sheet of paper to this form if necessary:

.....  
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### Sign this declaration:

The stuff on this disc is mine. I didn't nick it off someone else. It hasn't been published before and I haven't submitted it elsewhere because I want *Amiga Computing* to publish it.

Signed ..... Date .....

Post your submission to: Amiga Computing, Cover Disc Submissions, Europa House, Adlington Park, Adlington, Macclesfield SK10 4NP