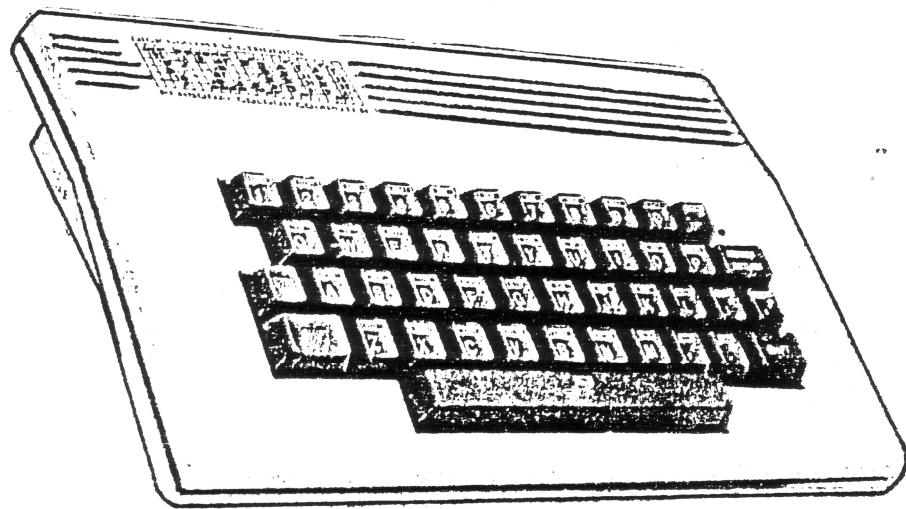


# VZ.LINK

## NEWSLETTER



AWCKLAND VZ 300 / 200  
COMPUTER USERS CLUB  
P.O BOX 1972 c.p.o

ISSUE No. 11 - AUG 87

Postal address

Phone 673-967 before 9 PM please

P.O. BOX 1972 C.P.O. AUCKLAND

(c) Auckland VZ 300/200 Computer user's club 1986

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\* CONTRIBUTIONS \*

The following points will help those thinking of  
sending programs for publication in this newsletter.

If possible send a listing and a tape of your program.  
This helps me prepare the newsletter and avoid mistakes.  
The tape will be returned when I have finished with it.

Include some notes on what the program does and how to  
use it.

What is painfully obvious to the author is often obscure  
to we users.

For long or complex program's let me know if I can supply  
members with a copy of it on tape or if you are prepared  
to do this yourself.

The Auckland users club will not be held responsible for  
the breaching of copyright caused by the publication of  
any material sent in under a false name. We like to check  
that we have permission to reproduce programs and items.  
and thank those that have given their permission to do so.

I: URGENTLY REQUIRE PROGRAMS AND ITEMS FOR THIS NEWSLETTER.

\* MEMBERSHIP \*

Membership \$10.00 per year (for 12 issues of newsletters)

This newsletter is available to members only.

New members will receive back issues (if available) free  
on request

Please make cheques payable to:

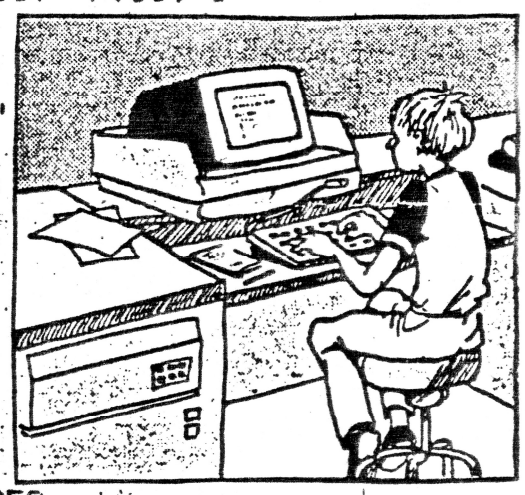
VZ 300/200 COMPUTER CLUB



```

562 IFVB=8ORVB=9,GOSUB1290ELSEIFVB=10ORVB=11,GOSUB1470
564 IFVB=12,GOSUB1750ELSEIFVB=13,GOSUB1890
570 ' GOTO650
580 IFVB=14,GOSUB1960ELSEIFVB=15,GOSUB1980ELSEIFVB=16,GOSUB2010
582 IFVB=17,GOSUB2050ELSEIFVB=18,GOSUB2870ELSEIFVB=19,GOSUB2120
584 IFVB=20,GOSUB2220ELSEIFVB=21,GOSUB2310ELSEIFVB=22,GOSUB2380
586 IFVB=23,GOSUB2420ELSEIFVB=24,GOSUB2450ELSEIFVB=25,GOSUB2470
588 IFVB=26,GOSUB2520
590 ' GOTO650
600 IFVB=27,GOSUB2550ELSEIFVB=28,GOSUB2580ELSEIFVB=29,GOSUB2610
602 IFVB=30,GOSUB2650ELSEIFVB=31,GOSUB2670ELSEIFVB=32,GOSUB2700
604 IFVB=33,GOSUB2720ELSEIFVB=34,GOSUB2730ELSEIFVB=35,GOSUB2830
606 IFVB=36,GOSUB2800ELSEIFVB=37,GOSUB2870ELSEIFVB=38,GOSUB2730
608 IFVB=39,GOSUB2920
610 ' GOTO650
620 IFVB=40,GOSUB2950ELSEIFVB=41,GOSUB2990ELSEIFVB=42,GOSUB3010
622 IFVB=43,GOSUB3050ELSEIFVB=44,GOSUB3070ELSEIFVB=45,GOSUB2310
624 IFVB=46,GOSUB2990ELSEIFVB=47,GOSUB3070ELSEIFVB=48,GOSUB3130
626 IFVB=49,GOSUB2120ELSEIFVB=50,GOSUB3190ELSEIFVB=51,GOSUB1470
628 IFVB=52,GOSUB3100
630 ' GOTO650
640 IFVB=53,GOSUB2870ELSEIFVB=54,GOSUB3150ELSEIFVB=55,GOSUB1290
642 IFVB=56,GOSUB1290ELSEIFVB=57,GOSUB3170ELSEIFVB=58,GOSUB3200
650 IFF(62)=1,730
660 IFR=41,F(67)=F(67)+1:IFF(67)=10,F(56)=1:R$="YOU SANK!"
670 IFR=56ANDF(35)=0ANDC(10)>0,R$=X1$+" GETS YOU!":F(56)=1
680 IFF(56)=0,30
690 GOSUB4400:PRINTR$
700 PRINT"YOU HAVE FAILED IN YOUR QUEST!"
710 PRINT:PRINT" BUT YOU ARE GRANTED ANOTHER TRY"
720 GOSUB3360:RUN
730 GOSUB4400
740 PRINT"HOOOORRRRAAYYYY!!!"
750 PRINT
760 PRINT"YOU HAVE SUCCEEDED IN YOUR"
770 PRINT"QUEST AND BROUGHT PEACE TO"
780 PRINT"THE LAND"
790 STOP
800 D=VB
810 IFD=5,D=1
820 IFD=6,D=3
830 IFNOT((R=75ANDD=2)OR(R=76ANDD=4))ORF(64)=1,850
840 R$="B USPMM TUPQT ZPV DSPTTJQH":GOSUB4260:RETURN
850 IFF(64)=1,F(64)=0
860 IFF(51)=1ORF(29)=1,900
870 IFF(55)=1,F(56)=1:R$="GRARGS HAVE GOT YOU!":RETURN
880 IFR=29ANDF(48)=0,R$="GRARGS WILL SEE YOU!":RETURN
890 IFR=73ORR=42ORR=90ORR=10,R$=X3$:F(55)=1:RETURN
900 IFC(8)=0AND((R=52ANDD=2)OR(R=31ANDD<>3)),R$="THE BOAT ":SL=1
905 IFSL=1,SL=0:R$=R$+" IS TOO HEAVY":RETURN
910 IFC(8)>0AND((R=52ANDD=4)OR(R=31ANDD=3)),R$="YOU CANNO":SL=1
915 IFSL=1,SL=0:R$=R$+" T SWIM":RETURN
920 IFR=52ANDC(8)=0ANDD=4ANDF(30)=0,R$="NO POWER!":RETURN
930 IFR=41ANDD=3ANDF(31)=0,R$="UIF CPBU JT TJOLJQH!":SL=1
935 IFSL=1,SL=0:GOSUB4260:RETURN
940 IFR=33ANDD=1ANDF(32)=0,R$="OGBAN'S BOAR BARS YOUR WAY":RETURN
950 IF((R=3ANDD=2)OR(R=4ANDD=4))ANDF(45)=0,R$=X5$:RETURN
960 IFR=35ANDC(13)>R,R$="THE ICE IS BREAKING!":RETURN
970 IFR=5AND(D=2ORD=4),GOSUB4310
980 IFR=4ANDD=4,R$="PASSAGE IS TOO STEEP":RETURN
990 IFR=7ANDD=2ANDF(46)=0,R$="A HUGE HOUND BARS YOUR WAY":RETURN
1000 IF(R=38ORR=37)ANDF(50)=0,R$="JU JT UPP EBSL":GOSUB4260:SL=1
1005 IFSL=1,SL=0:RETURN
1010 IFR=49ANDD=2ANDF(54)=0,R$="MYSTERIOUS FORCES HOLD ":SL=1
1015 IFSL=1,SL=0:R$=R$+" YOU BACK":RETURN
1020 IFR=49ANDD=3ANDF(68)=0,R$="YOU MET OGBAN!!!":F(56)=1:RETURN

```



THE MAGIC VZ

THE MAGIC VZ by Joe LEON :-

Disk Drive owners, the Magic VZ is not for you, but tape owners rejoice as you can do Magic with your VZ. And how to accomplish this Magic? Simple, just install a Magic Eprom in your VZ200/300 and away you go. The Magic Eprom is a 4K Eprom that is written for the range 4000-4FFF HEX. It contains the following three utilities which are available seperately on tape.  
1) EB1 - 2) MDR3 - 3) AR1 :-

EB1 - EXTENDED BASIC :-

All 45 missing TRS-80 Level 2 Keywords are translated into their Tokens and are listable any time. This gives you 19 additional commands/functions and all the disk command exits which are very handy to link any M/L programs. Note that basic programs written with EB1 will run on any other VZ even if commands/functions from the list below are used.

ADDITIONAL COMMANDS/FUNCTIONS :-

POS, FRE(X\$), MEM, ERR, ERL, FIX, CDBL, CSNG, CINT, ON, AUTO, DEFINT, DEFSNG, DEFDBL, DELETE, RANDOM, VARPTR, STRING\$, RESUME.

DISK COMMANDS/FUNCTIONS :-

LOF, LOC, EOF, CVD, CVS, CVI, DEF, PUT, GET, MKD\$, MKS\$, MKI\$, TIME\$, CMD, FN, LSET, RSET, OPEN, CLOSE, LOAD, SAVE, KILL, NAME, MERGE, FIELD, INSTR.

Information is given on how to realise ON ERROR, TRON, TROFF and DEFSTR.

MDR3 - MERGE/DELETE/RENUMBER :-

The merge routine will merge any number of basic programs up to memory capacity. The only rule is that the program you wish to merge must have it's first line number higher than the last line of program in memory.

REN X,Z or REN X-Y,Z.

This is a particularly usefull RENUMBER routine. You can renumber whole or part of your program with choice of increment.

DELETE X/X-Y/-X :- The specified Line(s) are deleted.

AR1 - ARRAY-UTILITY/RESTORE N :-

This powerfull utility can dump 800 records of 16 Characters in less than 4 minutes onto tape. With this ARRAY Utility you can SAVE or LOAD whole ARRAYS at the tape speed of 600 baud, regardless of the lenght or the number of dimensions. RESTORE N enables you to move the DATA pointer for the READ command to the first element of any DATA line in your program. Important, the array utility will only work if the basic program was written by an extended basic which accepts the disk commands LOAD, SAVE, KILL and NAME.

IMPORTANT NOTE :-

EB1 can be loaded with either MDR3 or AR1. They can be loaded any time without destroying a BASIC program.  
EB1, MDR3, AR1 and MAGIC EPROM are available from :-

W.Obrist	EB1, MDR3 and AR1 are \$15.00 each.
50 Cobham Ave.	MAGIC EPROM is \$45.00.
West Ryde	They are last year's prices so check.
N.S.W. 2114	State RAM size. EG :- 8K, 24 K, ETC.



# PREVIEW / REVIEW

(5)

D.S.E GAME

GALAXON

CAT #X-7332

Well D.S.E have done it again, another excellent VZ game. I wonder how long they have been sitting on this beauty ?.

Anyway let me tell you about Galaxon:-

"You must fire at a pack of aliens above you, while trying not to be hit by the diving aliens yourself.

These aliens dive on you from the pack and try to crash into you. To make matters even worse, these diving aliens drop bomb's that will surely kill you if you don't avoid them.

In The attacking pack there are three different types of alien and each type is worth a different score.

Also there are more point's awarded for hitting the aliens while they are diving rather than hitting them while they are just sitting still in the pack.

If after all this ,you manage to avoid the alien's, they reform in the pack at the top of the screen. You get three live's and also get a extra life for every 10-000 points you score .

You would have to see and play this game to really appreciate how good it really is. It's not a easy game to play, and who would want it to be.

I liked this game from the moment it started loading. First you get a Galaxon title page. You then get a instruction page, which you have a chance to read while the main program is loading.

Key control is excellent, as is the joystick option. One thing i felt was a good idea, was using the (J) or (K) key option to start each new game, instead of (S) key. That way if you get sick of using your joysticks and feel like a change, you don't have to switch off and reload to use the key's. (REMEMBER Don't plugin or unplug your joystick's without first TURNING of your VZ , you will do damage to your system if you do)

Galaxon is like a vz invaders game when you first get started , but are you in for a surprise when these aliens really start moving.

The game is fast moving and excellent use is made of the VZ graphic and sound effect's.

I had trouble turning off my computer, once i had started playing this game, and when this happen's you know you've got a winner. The programmer "stephen clarke" should write and market his own software , if this game is anything to go by.

Anyway "Galaxon" must follow as a very close second, when it come's to super VZ programs , just behind "dawn patrol". D.S.E haven't had many programs as good as this one, which is a shame, because we users know what the VZ is capable of. Don't we !!.

By P.J HILL (Auckland)

MEMORY DUMPS ONTO CASSETTE

VEEZEDERS WITHOUT A DISC DRIVE MAY FEEL A BIT FRUSTRATED AFTER ARTICLES ON THE DISC COMMANDS (CSAVE), (CLOAD) & (CRUN). WELL, WITH A BIT OF (PEEK)ING AND (POKE)ING MUCH THE SAME THING CAN BE DONE WITH A CASSETTE. SCREEN DUMPS, M/L ROUTINES AND EVEN THE LARGE AMOUNTS OF DATA FROM SUCH THINGS AS DATA BASE PROGRAMS CAN ALL BE SAVED TO TAPE WITHOUT THE TIME (AND TAPE) CONSUMING (PRINT) ROUTINES. THE TRICK IS IN KNOWING HOW THE (CSAVE) (CLOAD) AND (CRUN) COMMANDS WORK.

THE BASIC INTERPRETER MAINTAINS SEVERAL POINTERS IN THE COMMUNICATION AREA EACH OF WHICH HOLDS THE ADDRESS OF AN IMPORTANT POINT IN RAM. THESE ARE:-

- 30884/5 - THE START OF THE PROGRAM STATEMENT TABLE (PST)
- 30969/70- THE START OF THE SIMPLE VARIABLES TABLE (SVT)
- 30971/2 - THE START OF THE DIMENSIONED VARIABLES TABLE (DVT)
- 30973/4 - THE END OF THE VARIABLES TABLES (EVT)
- 30880/1 - TOP OF THE STACK (TOS)
- 30897/8 - TOP OF MEMORY (TOM)

YOUR BASIC PROGRAM USUALLY LIES BETWEEN THE ADDRESSES POINTED TO BY THE PST AND SVT POINTERS. WHEN YOU USE THE (CSAVE) COMMAND THE COMPUTER SAVES EVERYTHING BETWEEN THESE TWO POINTS. THEREFORE WE CAN SAVE ANY BLOCK OF MEMORY BY SIMPLY (POKE)ING THE ADDRESS OF THE FIRST BYTE OF THAT BLOCK INTO 30884/5 AND THE ADDRESS OF THE LAST BYTE PLUS 1 INTO 30969/70 AND THEN USING THE (CSAVE) COMMAND AS USUAL. HERE IS AN EXAMPLE OF HOW IT MIGHT LOOK AS A SERIES OF DIRECT COMMANDS:-

```
POKE30884,START ADDRESS LSB:
POKE30885,START ADDRESS MSB
                                (RETURN)
POKE30969,FINISH ADDRESS LSB:
POKE30970,FINISH ADDRESS MSB
                                (RETURN)
CSAVE"NAME"                    (RETURN)
```

THE LOADING PROCESS IS EVEN MORE SIMPLE. JUST (CLOAD) THE MEMORY BLOCK FIRST IN THE NORMAL WAY (IT WILL BE PUT BACK EXACTLY WHERE IT CAME FROM), THEN LOAD YOUR APPLICATION PROGRAM.

SO FAR SO GOOD BUT IT IS OFTEN MORE USEFUL TO DO ALL THIS FROM INSIDE A BASIC PROGRAM. THIS IS A BIT MORE COMPLICATED SO I HAVE INCLUDED AN EXAMPLE TO ILLUSTRATE THE TECHNIQUES. THE PROGRAM DRAWS A PATTERN IN TEXT MODE, SAVES IT TO TAPE, RE-LOADS IT AND PUTS IT BACK ON THE SCREEN

THE FIRST THING YOU NEED TO DO IS LOWER THE TOP OF MEMORY TO CREATE SOME SPACE FOR THE DATA BY (POKE)ING NEW VALUES INTO THE TOM AND TOS POINTERS. THE SPACE SHOULD BE ABOUT 1/4K BIGGER THAN THE DATA BLOCK. THE DATA CAN BE (POKE)ED DIRECTLY INTO THIS AREA OF RAM AS IT BECOMES AVAILABLE TO THE PROGRAM AND (CSAVE)ED AT ANY TIME. AS BEFORE, YOU (POKE) THE ADDRESS OF THE START AND FINISH OF THE BLOCK INTO THE PST AND SVT POINTERS BUT YOU NEED TO (PEEK) AT THE EXISTING VALUES FIRST AND THEN REPLACE THEM WHEN THE SAVING IS FINISHED SO THAT THE PROGRAM CAN CONTINUE.

WHEN YOU COME TO RE-LOAD THE DATA THERE ARE TWO PROBLEMS. FIRSTLY, THE (CLOAD) COMMAND WILL TERMINATE THE PROGRAM RUN AND CLEAR ALL THE VARIABLES. BY USING (CRUN) INSTEAD THE PROGRAM WILL APPEAR TO CONTINUE BUT WILL ACTUALLY BE RE-STARTING SO ANY VARIABLES WHICH HAVE TO BE KEPT MUST BE (POKE)ED INTO SAFE MEMORY FIRST AND THEN (PEEK)ED OUT AGAIN AFTER. SECONDLY, BOTH (CLOAD) AND (CRUN) LEAVE THE SVT, DVT AND EVT POINTERS CONTAINING THE ADDRESS OF THE END OF THE DATA BLOCK, WHICH WILL BE HIGHER THAN TOM AND TOS AND SO GENERATE AN 'OUT OF MEMORY' ERROR. TO GET AROUND THIS RAISE THE TOM AND TOS TO THEIR NORMAL POSITIONS BEFORE THE (CRUN) COMMAND.

THEN SINCE THE PROGRAM WILL RE-START, THE VERY FIRST THING THAT IT MUST DO IS REPLACE THE CORRECT VALUES OF THE SVT, DVT AND EVT POINTERS BEFORE GOING ON TO LOWER TOM AND TOS AS HAS ALREADY BEEN DONE AT THE START ANYWAY. YOU CAN PUT DUMMY ARGUMENTS INTO THESE (POKE)S UNTIL YOU FINISH WRITING THE PROGRAM AND THEN (PEEK) AT THEIR EXACT VALUES.

IT'S A GOOD IDEA TO ADD THESE THINGS AFTER THE BODY OF THE PROGRAM HAS BEEN DE-BUGGED TO AVOID CONFUSION. LASTLY, FOR THOSE NOT FAMILIAR WITH THE POINTERS, EACH ONE CONSISTS OF TWO BYTES OF RAM WITH THE LOWER BYTE HOLDING THE LEAST SIGNIFICANT BYTE (LSB) OF THE ADDRESS TO WHICH IT POINTS AND THE UPPER ONE HOLDING THE MOST SIGNIFICANT BYTE (MSB). IF THE ADDRESS IS AD THEN:-

$$LSB=AD-INT(AD/256)*256 \text{ AND} \\ MSB=INT(AD/256)$$

---

BY CHRIS HOBROUGH  
35 BYRON ST.  
BANGALOW N.S.W 2479



```

1 *****
2 * MEMORY DUMPS TO TAPE *
3 * BY CHRIS HOUBROUGH *
4 * MAR '87 *
5 *****
6
7 * TO TEST: SELECT 'DRAW'
8 * FIRST. SWITCH OFF AFTER
9 * SAVING, THEN RE-LOAD THE
10 * PROGRAM AND SELECT 'LOAD'
11 * AND THEN 'MOVE'.
12 * NB. ALL REM STATEMENTS MAY
13 * BE LEFT OUT BUT LINES
14 * 20-40 & 4040 MUST BE
15 * ADJUSTED ACCORDINGLY.
16 * TREATS ALL MACHINES AS
17 * BK.
18 *SET POINTERS:-
19 *SIMPLE VARIABLES
20 FOKES0969, 48:FOKES0970,132
29 *DIM VARIABLES
30 FOKES0971, 48:FOKES0972,132
39 *END OF VARIABLES
40 FOKES0973, 48:FOKES0974,132
49 *TOP OF MEMORY
50 FOKES0897,255:FOKES0898,140
59 *TOP OF STACK
60 FOKES0880,205:FOKES0881,140
99 *****
100 CLS:PRINT
110 PRINT "DRAW SCREEN AND SAVE":PRINT
120 PRINT "LOAD":PRINT
130 PRINT "MOVE AND DISPLAY"
140 AS=INKEY$:IF AS=INKEY$:IF AS<>"L"AND AS<>"H"AND AS<>" "GOTO140
150 IF AS="D"GOSUB200
160 IF AS="L"GOSUB300
170 IF AS="H"GOSUB400
180 GOTO100
190 END
199 *****
200 GOSUB1000 'DRAW
210 GOSUB2000 'MOVE UP

```

```

220 GOSUB3000 '<START RECORDING>
230 GOSUB4000 'CSAVE
240 RETURN
299 *****
300 GOSUB3500 '<START LOADING>
310 GOSUB4500 'CLOAD
320 RETURN
399 *****
400 GOSUB2500 'MOVE DOWN
410 GOSUB10000
420 RETURN
999 *****
1000 CLS
1010 I=136
1020 FOR I=0 TO 31
1030 FOR V=0 TO 15
1040 POKE28672+32*I+V,X,I,Z
1050 Z=I+1:IF Z=256 THEN Z=128
1060 NEXT
1070 Z=I+1:IF Z=256 THEN Z=128
1080 NEXT
1090 RETURN
1999 *****
2000 MF=28672
2010 MI=29440
2020 C=0
2030 FOR MV=0 TO 511
2040 POKE MI+MV,PEEK (MF+MV)
2050 C=C+1
2060 IFC=12850 AND 31,1:C=0
2070 NEXT
2080 RETURN
2499 *****
2500 CLS
2510 MI=28672
2520 MF=-29440
2530 FOR MV=0 TO 511
2540 POKE MI+MV,PEEK (MF+MV)
2550 NEXT
2560 GOSUB10000
2570 RETURN
2999 *****

```

MESSAGE

MESSAGE

MESSAGE

MESSAGE

MESSAGE

Now we are really into winter ,time to fire up the VZ and do some programming. We are still after more items for this newsletter no matter how simple or easy the program maybe.I have been lucky enough to make contact with some members of the old Auckland club who have given permission to reprint their programs.Thank's also go out to Peter Patterson and Keith Wright who have both been a great help and have given me material for the newsletter.Keith also has a "Startrek"program available for \$10-00 plus a blank tape or disc.Keiths address is available from me if you ring i will give it to you.Phone number inside front cover.

In the May issue of Australian Electronics is part 1 of Larry Taylors item called Towards a VZ-Epson printer patch.I know a few members have been waiting for this ,if you have trouble getting a copy give me a call and i can help.As promised last issue,we have a super program for you to type in called the "Mystery of Silver Mountain" which is a text based adventure. It's a large program and will appear in 4 parts over a number of issues.

Also Available from me now is some Public Domain Software; the titles are:

- The Mystery of Silver Mountain
- Micro Adventure
- Grid Iron
- The Thief of Baghdad

These are text based adventure games except Grid Iron which is a lo-res game.

Public Domain software mean's that these programs can be copied freely, but can not be sold.These programs are fairly long,send a blank tape(c90) plus \$1-00 for postage .I suggest you send tape in a post office handy bag which cost 50c from any post office .Disc copies may be arranged if required. Starting next issue UNDERSTANDING your VZ.so until then happy computing.

CONTINUING MEMORY DUMPS TO TAPE.

```
3000 CLS:PRINT
3020 PRINT" START RECORDING AND PRESS"
3030 PRINT" <RETURN>"
3040 GOSUB10000
3050 PRINT"193,"RECORDING"
3060 RETURN
```

\*\*\*\*\*MEMORIALS\*\*\*\*\*

```
3500 CLS:PRINT
3510 PRINT" PRESS <RETURN> AND START TAPE"
3520 GOSUB10000
3530 RETURN
```

\*\*\*\*\*MEMORIALS\*\*\*\*\*

```
3999 'NEW VALUES IN POINTERS
4000 POKES0884,0:POKES0885,141
4010 POKES0969,0:POKES0970,143
4020 CSAVE"SCREEN DUMP"
4029 'RESTORE POINTERS
4030 POKES0884,233:POKES0885,122
4040 POKES0969, 48:POKES0970,132
4050 PRINT:PRINT" DONE"
4060 FORT=1T01000:NEXT
```

4070 RETURN

\*\*\*\*\*MEMORIALS\*\*\*\*\*

```
4498 'MEMORIALS
4499 'RAISE TOP OF MEMORY AND
4500 POKES0897,255:POKES0898,143
4509 'TOP OF STACK
4510 POKES0880,205:POKES0881,143
4520 CRUN" SCREEN DUMP"
4530 RETURN
```

9999

```
10000 AF=INKEY$:AF=INKEY$:IFAS<CHR$(13) THEN10000
10010 RETURN
```

UNIVERSITY OF AUCKLAND

## NEW SOFTWARE

\* \* \* NEW NEW NEW \* \* \*

### QUICKWRITE WORDPROCESSOR

DISC BASED WORDPROCESSOR  
A\$40.00

QUICKWRITE WORDPROCESSOR IS SUITABLE FOR THE  
EXPANDED VZ200 AND VZ300 COMPUTERS.

QUICKWRITE is software on disc, so RAM and ROM  
PACKS do not have to be plugged and unplugged into the VZ  
which can cause loose port socket connections.

QUICKWRITE runs on either the LASER or VZ DOS disc  
controller.

QUICKWRITE saves and loads document text (data) to  
disc.

#### FEATURES.

- \* Fast disc saving and loading of document text (data).
- \* Automatic periodic saving of data while in typing mode if required.
- \* Tape saving and loading of data as a backup medium.
- \* Loading of E&F tape files (data) possible.
- \* Printer font changes within the data.
- \* Capitals/lower case software lock on/off.
- \* Accommodates wide printers - up to 255 columns.
- \* A Printer/Plotter can also be used.
- \* Four print justify/wragged modes.
- \* Adequate operator warnings.
- \* Labelling of discs allowable, such as date, code etc.
- \* The usual editing facilities:-  
Delete, Insert, Find and Replace, Paste, Cut etc.
- \* Number 1 or number 2 disc drive selection allowed.
- \* The price of A\$40.00. includes surface postage within Australia.

Sold ONLY by 'VSOFTWAREZ'  
39 Agnes st., TOOWONG Q/LAND. 4066.  
AUSTRALIA.  
(07)371 3107.

## NEW SOFTWARE

E&F W.P. PATCH  
=====

This excellent Patch enables your DSE tape word Processor to save/load files to/from disk while retaining all tape functions. The two menus which are given are shown below.

E)EDIT TEXT	L)LOAD
C)CLEAR TEXT	S)SAVE
P)PRINT TEXT	D)DIR
L)LOAD FILE	E)ERA
S)SAVE FILE	R)REN
V)VERIFY FILE	I)INT
Q)QUIT PROGRAM	1-2) DRIVE
D)DISK MENU	M)MENU

It also allows files to be "hidden" on disk, protecting them from prying eyes. Requires 22K ram (min). I.e. - Both VZ-200 & VZ-300 computers require the 16K module.

This unique program is priced at \$10.00 (NZ readers AUS\$12.00) and is available only from:-

HUNTER VALLEY  
VZ USER'S GROUP  
P.O. BOX 161  
JESMOND  
NSW 2299

CONTINUED OVER PAGE

## Acknowledgement

Thank's to the following people who supplied items or gave permission for their items to be used.

SCOTT LE-BRUN \*\* THE MYSTERY OF SILVER MOUNTAIN PT1  
 JOE LEON \*\* THE MAGIC VZ  
 PETER HILL \*\* REVIEW GALAXON  
 CHRIS HOBROUGH \*\* MEMORY DUMPS ONTO TAPE CASSETTE  
 VZ DOWN UNDER USERS GROUP \*\* PUBLIC DOMAIN SOFTWARE

# LEE TAIT SOFTWARE

\* VZ-JETPACK JACK \*

P.O BOX 13  
AUBURN SA 545

Will you take up the challenge and defeat the evil Dr. Goldtoe in his bid to destroy the world. Your journey must be swift but careful as you use your personal jetpack to explore the vast underground complex to disarm Goldtoe's nuclear missiles. Your task is not easy though, because Goldtoe has many defences, ranging from electrified walls to deadly lasers. The game features six full hi-res screens, sound effects, high score and full instructions. It will run on a 16K VZ-200 or a VZ-300, and can use keyboard or joystick.

• Send cheque or money order for \$13.00 (Aust.)  
(inc. postage).

\*\*\*\*\*  
\*  
\* VZ 200/300 \*  
\*  
\*\*\*\*\*

This fabulous cassette contains 25 exciting games for the VZ 200/300. It is impossible to tell you everything about the 25 games on the cassette but they include many different types such as arcade, logical, maze, tactical and space games, and will satisfy most tastes in computer game playing.

This cassette will provide many hours of entertainment for all of the family and at a fraction of the cost of most other games. Send a cheque or a money order for \$20 made payable to Lee Tait.

Send to: Lee Tait

PO Box 13

Auburn SA 5451

(F.S. This includes postage.)