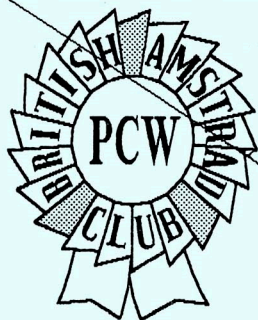


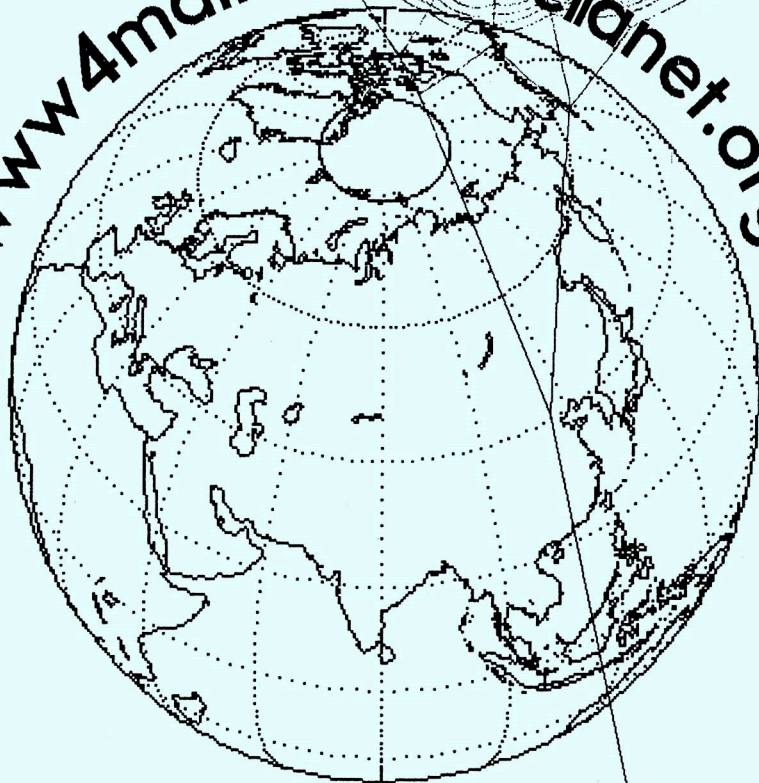
# The Disc Drive

ISSUE 24

WINTER 1999x2000



[www4mail@web.bellnet.org](mailto:www4mail@web.bellnet.org)



The British Amstrad PCW Club Magazine  
for all PCW and PcW users

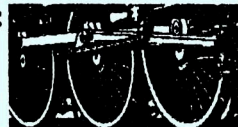
# SD MICROSYSTEMS & LOCOSCRIPT SOFTWARE

The two leading names in the PCW market have combined their resources to bring you the **Biggest and Best** ever selection of software, supplies and services *especially for your Amstrad PCW.*

- The legendary Locoscript 4
- Databases and Spreadsheets
- Accounting Programs
- Educational Software
- Games and Amusements
- Budget Software Range
- Printer Packages
- Disc Conversions
- D.I.Y. Repair Kits
- Discs, Ribbons and Refills
- Programs for the PcW 16

*and much, much more.....*

For a copy of our new catalogue please send a stamped A5 SAE stating your PCW model, printer and disc size:  
SD Microsystems, PO Box 99, Thetford  
Norfolk IP24 1NA. Or ☎ 08700 736427



# Pinboard Computers

Unit 9, Bondor Business Centre, London Road, Baldock. SG7 6HP

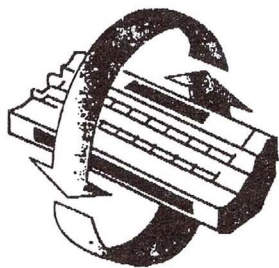
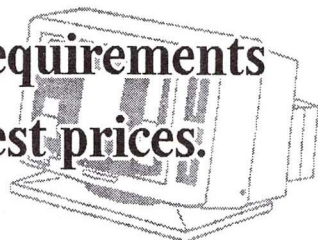
Tel:- 01462 894410 Fax:01462 894460

Email:- Pinboardcomputers@btinternet.com

Web.Page:- <http://www.btinternet.com/~ponboardcomputers>



**For all your PCW requirements  
Telephone for latest prices.**



## SIDNEY J. HOLLAND

Unit 7 - Enterprise Works

Albion Row Industrial Estate, Byker,  
Newcastle upon Tyne, NE6 1LQ

Tel: 0191 2659250

**DON'T THROW YOUR CARTRIDGE AWAY,  
RETURN IT TO US AND GET IT BACK AT  
LESS THAN HALF THE PRICE OF THE  
ORIGINAL!**





*YOUR  
MAGAZINE*

*NEEDS YOUR  
SUPPORT!*

The Disc Drive is a compilation of articles submitted by fellow members of the British Amstrad PCW Club just like you! So if you would like to contribute, or there is a subject you wish to know more about, why not drop me (the Editor) a line.

Remember, "The Disc Drive" attempts to cater for the raw beginner as well as the more experienced user, so something you perhaps consider trivial could prove to be of great interest to other members.

Articles and small items of interest are accepted in any format, on paper (typed or hand written), on disc (3", 3.5", 180k, 720K,) or by email. (Steve@Lentil.org)  
The Editor reserves to right to edit articles.

So come on get tapping those keys.

## British Amstrad PCW Club

<b>CHAIRMAN</b>	Mike Elliston, 96 Sparrows Herne, Basildon, Essex SS16 5EX
<b>SECRETARY</b>	
<b>TREASURER</b>	Nick Chaundy, 2 Clickett Hill, Basildon, Essex SS14 1NP Tel: (01268) 454917
<b>Membership Secretary &amp; Editor</b> (The Disc Drive)	Steve Massam, 27 St Marks Road, Hadleigh, Benfleet, Essex SS7 2PY Tel: (01702) 555398
<b>P.D. Librarian</b>	Daniel French, 44 Charcot House, Highcliff Drive, London SW15 4PT Tel: (0181) 8769251
<b>Ordinary Member</b>	Peter Hathaway 52 Woodbrooke Way Corringham Stanford-le-Hope Essex SS17 9DP Tel: 01375 672759

The opinions expressed in *The Disc Drive* are not necessarily those of the Editor or the British Amstrad PCW Club. Whilst every care has been taken to ensure that all articles are accurate no liability can be taken for errors or mistakes.

Advertisements are taken in good faith but the British Amstrad PCW Club can not be held responsible for the quality of service or the goods provided by the advertisers or their agents.

## CONTENTS

PAGE

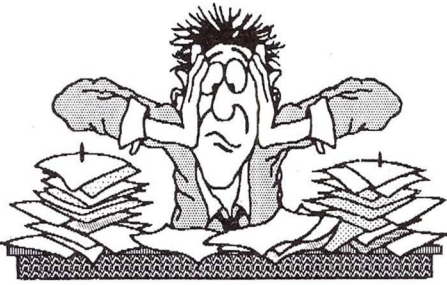
Editorial.....	2
<i>By Steve Massam</i>	
Ever felt like giving your PCW a good belt.....	3
<i>By Steve Massam</i>	
MD3 Auto-flow tip.....	6
<i>By Steve Massam</i>	
PCW gets the Comms on .....	7
<i>By Daniel French</i>	
More Lentil tips.....	11
<i>By Geoff Hayes</i>	
Time for the Web.....	12
<i>By Esther Welch</i>	
Tick the box in Loco4.....	13
<i>(anonymous)</i>	
Infocom games on the PcW16.....	14
<i>By John King</i>	
Renaming groups in Loco.....	15
<i>By Tony Diamond</i>	
Just for starters.....	16
<i>By Steve Massam</i>	
How I got started with my PCW8512.....	19
<i>By Robert Crivicich</i>	
Better bowles with your PCW.....	20
<i>By Tony Diamond</i>	

### Meetings

Are held on the first Thursday of every month, at 7.30pm THE BASILDON CENTRE Committee Room N<sup>o</sup> 2 or 4

### Subscriptions

£12.00 per Year + £2.50 per Meeting,  
payable on the door, First Meeting FREE!



Accessing the *World Wide Web* on the PCW; can this be true? Yes, believe me it works! Alright, so it may be slow compared to what I understand can be accomplished on one of those PC thingies and, for the present at least, we are restricted to receiving text only. However, because you have to know what you are looking for before logging on, I feel that you are unlikely to waste endless hours and money browsing through irrelevant material and eyecatching advertisements; you simply ask for the relevant web pages to be sent and log off. When the information has arrived, you log on, download your mail to disc and log off. In practice logging on and asking for the relevant web pages takes but a few minutes. The time taken to download the web pages you receive will of course vary according to the their size. The example Daniel gives only takes around 30 seconds (*if that*) to download.

*Who said it couldn't be done?* I know Daniel has spent endless hours working out how to gain access to the *World Wide Web* via the PCW and although I know he is still striving to make the process quicker and easier for PCW users, I would like to take this opportunity to thank Daniel, on behalf of our members, for the work he has put in to date. I know one of Daniel's main aims is to show members that the PCW is still very much alive and kicking and to persuade PCW users to continue their loyal support. Great Stuff Daniel. Keep up the good work.

Sadly my PcW16 passed away last month, it's gone to join the many others in the great

# EDITORIAL

rubbish skip in the sky. (*No, not really, its in a box up in the loft, waiting for Gareth Morris to come and pick it up.*) It just goes to show Gareth was right; (*the words 'I told you so!' are ringing in my ears*) But seriously, if you are concerned about the life expectancy of you PcW16, see Gareth's article in issue 22 of *The Disc Drive* on page 3.

Giving your PCW a good belt should bring it back to its old self (*unless it's a PcW16.*) This article, you will understand, is directed at those members who don't mind a spot of DIY but, be warned, it helps to have a modicum of understanding of what you are doing!

I hope *Just for Starters* in the last issue (introducing you to LocoMail) has shed some light on this most useful but, what some find, confusing program. Now you have the foundation, in this issue we move on to produce selective mailshots and addressing envelopes.

Tony Dimond has prepared the final part to *Better Bowls with your PCW* and submitted a good tip on renaming Groups from within LocoScript. Esther Welsh gives us her personal views on the *World Wide Web* and Geoff Hayes adds a few more tips on Lentil.

I snatched Robert Crivicich's article, *How I got started with an Amstrad PCW8256* from the December issue of the *Widmore PCW Club Newsletter* and, as Robert is one of our members too, I'm sure he won't mind. I found it most interesting.

Keep the articles coming! Hope you had a good Christmas and may I wish you all the best for what is left of the New Year.

Steve

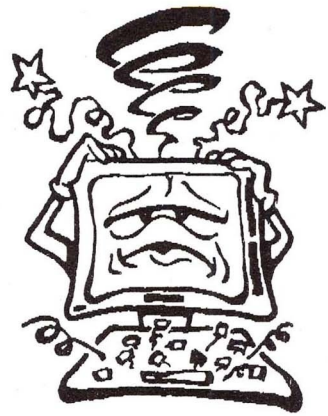
# Ever felt like giving your PCW a Good Belt?

If you own a PCW8256/8512 or PCW9512 with its original 3" disc drive you may one day, when trying to read or write to a disc, be presented with a message something like 'Address Mark Missing!'. Or perhaps your PCW seems to be taking a little longer than usual to boot up? Maybe the drive is making strange noises? All these are symptoms indicating that your PCW needs a good belt! *No I don't mean a hefty whack around the disc drive!* The belt inside the drive itself is probably getting a little tired and needs replacing. New belts are available for around £2 and the following information is provided to help you replace the belt yourself. But I should point out that a modicum of manual dexterity is required to perform this operation along with a good long shanked Philips screwdriver, a set of small watch makers screwdrivers and a pair of forceps, preferably with cranked ends.

Undertaken by an experienced person, the task only takes about 15 minutes, but as this is likely to be your first and probably only attempt, expect to spend a couple of hours or more, the process certainly doesn't want to be rushed.

To end this introduction I feel it is necessary to say that whilst I have personally successfully accomplished this procedure on numerous occasions, I offer the following information on the strict understanding that the *British Amstrad PCW Club* or myself, will not be held responsible for any subsequent equipment failure/loss or personal injury that may occur should you decide to follow these instructions/guidelines.

The first thing we have to do is remove the drive from within the PCW. To do this we need to take the back off the PCW. Make sure the machine has been turned off for some time,

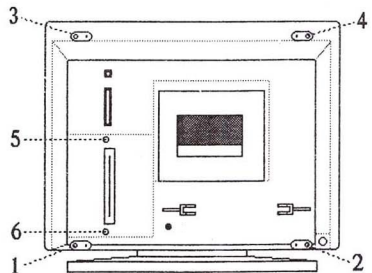


at least five minutes or more and un-plug it from the mains supply. Although the 3" drives used in both the PCW8256/8512 and the PCW9512 are, more or less the same, the construction of the PCWs differ and, as you will see, I have provided notes on both the 8000 and 9000 PCWs. To avoid confusion, only follow the instructions related to the PCW you are working on. Put all the screws in a safe place and note the order in which they were removed.

## PCW8256/8512

Place the PCW face down on a padded surface. Using a long shanked screwdriver remove the six screws (1 to 6) (Fig 1) holding the casing together. Once the screws are removed, a sharp upward pull should release the back cover.

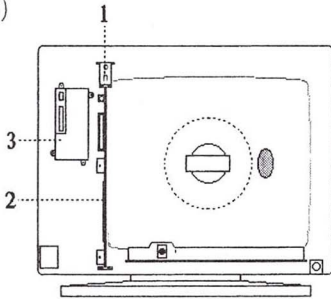
(Fig 1)



Now you have the back removed, hold down the black plastic CPU board catch (1) (Fig2) and gently lift the CPU board (2) from

it's seating, this will provide easy access to the Drive (3). If you have a 8512 you will see drive B: fitted below Drive A:. Don't disturb anything else.

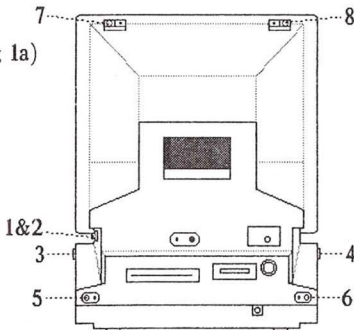
(Fig 2)



### PCW9512

With the back of the PCW facing you, pull off the Brightness and Contrast control nobs on the left side of the casing (1 and 2) (Fig 1a). Remove the six screws (3 to 8) holding the case together. Screws (3) and (4) are found on the side of the PCW and may be hidden under small round plastic covers that simply pull off. Once the screws are removed a short sharp pull backwards should release the back cover.

(Fig 1a)



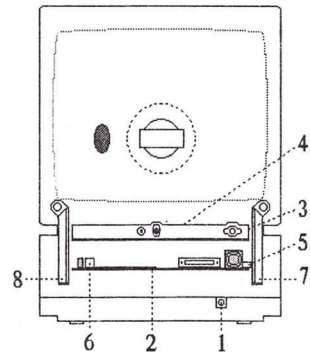
The disc drive on the PCW9512 is deep inside the machine and we get to it by dividing the unit in two. First release the mains power cable by lifting it from its anchor in the casing (1) (Fig 2a), feeding it under the CPU board (2). Disconnect the black earth wire (3) linking the CPU board to the Power board (4),

by removing the screw. There may also be a small cable tie, that needs cutting, holding this black wire and the mains wires together.

There are two other electrical connections that need to be released, the white five way connector (5) located on the right on the CPU board and the Blue four way connector (6) on the back left corner of the CPU board. Release the catch, do not pull on the wires. Temporarily Tape these loose connectors to the metal chassis of the power board to avoid them getting caught up.

Now remove the four black screws holding the two metal support brackets (7) and (8) to the base of the PCW. Position something padded in front of the PCW to protect the screen and gently separate the Tube and Power board from the base and CPU board by tilting and rotating the top of the screen face down onto the prepared padded surface, being careful to watch for any trapped leads or wires in the process. Note also the way in which the plastic lugs on the very bottom front edge of the top casing locate in the appropriate slots in the base casing, (these will need locating when re-assembling). Once complete this will expose the disc drive and the entire CPU board (fig 2b)

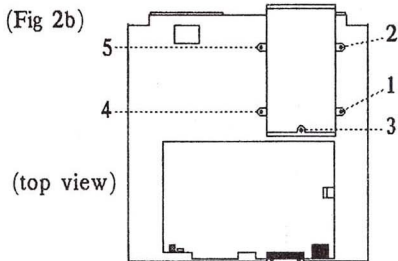
(Fig 2a)



Undo the small screw (1) (fig 2b) holding the black earth wire and steel back plate onto the back of the drive. Remove the four screws (2 to 5) holding the disc drive in place, and slide the metal back plate off the back of the drive

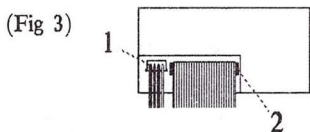


to gain easy access to the electrical connections.



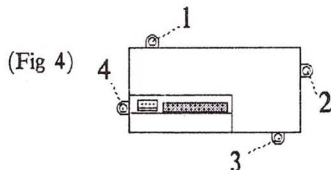
PCW8256/8512 and PCW9512

The power connection (1) (fig 3) can only be connected one way round and to disconnect it you will need to release the plastic catch. The ribbon connection (2) has **no** catch and could be re-connected the wrong way round. However the cable has a coloured edge, generally to the left, usually next to the power connection. But please note! It could be the opposite way round. Either way, it should be re-connected exactly as it was originally found. This ribbon cable connection can sometimes be a little tight and may need prizing off gently, little by little, end to end, with a small screwdriver. On no account pull on the lead itself.



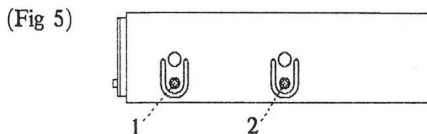
PCW8256/8512

Having removed the electrical connections, undo the screws (1 to 4) (fig 4) holding the drive in place. Once removed the drive can be lifted free from the body of the PCW

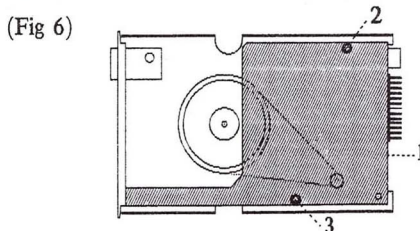


PCW8256/8512 and PCW9512

The drive is housed in a steel and aluminum jacket. This has to be taken off to expose the workings of the drive by undoing the three (occasionally 4) small screws on the sides holding it in place, (1 and 2) (fig 5) Screws (3) and possibly (4) are to be found on the opposite side. The drive then slides forward, out of the front of its casing.

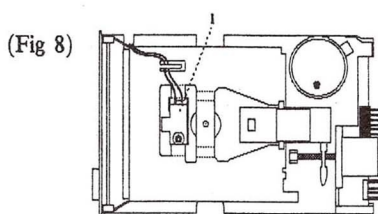
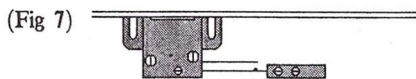


To gain access to the drive belt the green circuit board (1) (fig 6) needs to be released (*but not necessarily taken off*) by removing the two, sometimes three, very small screws (2 and 3). **Note:** *The shape of the green circuit board varies and can totally enclose the workings of the drive.* There are a number of electrical connections around the board, but generally I have found, that with a little patience, it is unnecessary to disconnect these. Having removed the screws, the circuit board can now be gently slid towards the back of the drive about 5-10mm, so that the red LED light becomes exposed on the front of the circuit board. With care the loose circuit board can now be lifted just enough to insert a pair of forceps (*or suitably fashioned paper clip*) to extract the old drive belt. The path of this belt is indicated in (fig 6) as the dotted line. Carefully insert and loop round the new belt, making sure it's not twisted and that's it! All that is left to do is re-assemble your PCW following these instructions in reverse.



Please note Once the circuit board is released it is important that the drive is **not** turned up side down. Some drives have a write protection pin that can fall out when the circuit board is free. This pin (*if the drive has one?*) sits in a hole in the aluminium chassis below the small component (switch) (fig 7) soldered to the underside of the green circuit board (1) (fig 6) near to the threaded hole, once screw (3) (fig 6) has been removed. If it is present, all you will see is the shiny head about 1.5mm in diameter. If this pin drops out undetected, when the PCW is re-assembled every time you go to access a disc in the drive it will report back with a message like 'Disc is Write Protected!' and the only way to correct this will be to find the pin and put it back.

If you feel there is insufficient room, or you are experiencing difficulties extracting and replacing the drive belt you may consider disconnecting the small PCB from the top of the drive (1) (fig 8) and releasing any appropriate electrical connection that may hinder you. However connections can be tight and you should on no account pull on the wires.



Incidentally, should you need further information, there is a excellent article in the old *PCW PLUS* magazine issue 108 Sep 95 illustrating the procedure with photographs.

If you see no change after having correctly replaced the drive belt, then I'm afraid the chances are the drive has had it! There is one other tweak that can be tried but as it is complicated to describe and has resulted in only limited success I feel It's not worth mentioning.

Steve

## MD3 Auto-Flow Tip

One of the extremely useful features of MD3 (MicroDesign 3) is the Auto Flow facility, giving you the opportunity to flow text around a graphic image. However you have to remember to switch it on from within the Typeset, Format menu. Should you forget to do this, you will find that your text flows across your image and, if you use the Undo option to correct it, great chunks of your image are deleted along with your text. Now, if you remembered to save the image prior to typesetting, you really have no problem; you simply re-load the image. But why is the image you have spent hours creating always the one you forget to save? (I speak from experience).

If you have typeset text over the image **Don't Panic; Don't Undo!** In fact it's better to let the text completely cover your image or let it continue on to the end of the window. What ever you do, **Don't Undo!**

Now comes the trick! Re-set the cursor to the top left corner of the window by pressing [SHIFT]-[ALT]-[DOC]; the cursor may even already be there. From the Typeset Text Editor re-mark the text precisely as before and press [PASTE]. Typesetting **exactly** the same text over the top of the original erases the characters leaving your image completely intact. Now **SAVE** your image and next time remember to switch the Auto Flow on.

Steve

# PCW gets the COMMs on!

(part two)

By Daniel French

THERE are many misconceptions held by a majority of people these days. For instance, people think the Millennium began a few weeks ago, when in fact it begins on Jan 1st 2001. Another popular misconception is that the PCW can't access the World Wide Web. Both are not widely known, but certainly untrue! Here's the definitive guide to using the PCW to talk to the world!

(Note: This series of articles would never have happened without the inspiration of Ian Macdonald, in many ways, pioneer of PCW Internet access. I'd have never got involved in Comms if Nick Chaundy hadn't kindly donated me a modem. And, some information concerning WWW4MAIL would not have been accurate without the assistance of Gerald Boyd's definitive source of information on accessing the Internet by email.

To these three people, I give my thanks.)

Now that we've got ourselves an Email account, it's time to start exploiting it to its full ability! Last time, we sent a simple Email message via the Internet. This is great, and there's much more about the subject to explore, (and I will do so next time) but what I'm sure you REALLY want to know is how to access the World Wide Web? Right? I thought so.

## WORLD WIDE WHAT?

The World Wide Web, variously known as the WWW or just the Web, is, quite simply, the world at your fingertips. Computer users from all over the world can contribute their knowledge, information, or just their opinions

on literally everything and anything. The Web is an arrangement of "pages" of information. The pages are held on different computers all over the world, but this fact is transparent to you - you don't know where it's coming from, only that it's coming, and most of the time, it's useful. That's the beauty of the Internet - it doesn't matter where what you're looking for is stored - accessing a Web page in New York is just as easy as accessing one down the road. And it's just as cheap. And if you're accessing a Web page in Germany, and it's not written in English, the Web provides an automatic translation facility - so it really is every piece of information in the world, regardless of where it is, who wrote it, how obscure it may be, or what language it's in.

A page on the Web is identified by its

"Web Address", or if you really

want the boring, smart-alec technical description, the

Uniform Resource Locator

(URL). This is a unique

"string" of characters

which describes the type

of page, the name of the

page, and where,

geographically, the page is

stored. In the normal course

of things, if you're using one of

those yukky PC things, you'd type

this URL into what's called a Browser, and

off you'd go. Things aren't that quite easy on

the PCW, of course, and for a very good

reason - there IS no Browser for our humble

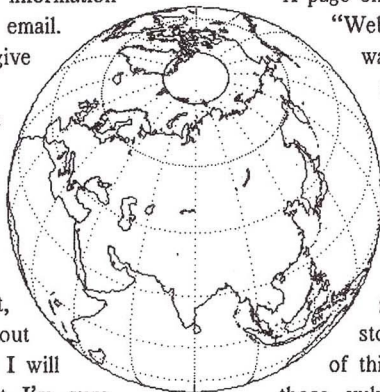
little machine! Therefore, you have two other

alternatives. First is to connect to a Service

Provider's computer which DOES have a

browser and operate it using your PCW as

little more than a remote control. This,



however, is prohibitively expensive - expect to pay in the region of twenty to twenty-five pounds PER MONTH for the privilege! (The reason this is so expensive is that demand these days is so small, thus prices must be increased to offset cost.)

The only other option, and the best, is to retrieve Web pages in your Email. This is a little awkward, and it's not particularly fast, but it works, and it works well. Soon, it'll become second nature, and you'll be retrieving Web pages like nobody's business.

(I'm not ignoring the possibility that the PCW could run a browser if one were written. In fact, if somebody would ever write one, that would be fantastic. However, we're currently limited by what is being turned out by the top PCW coders. Unfortunately, at the moment, that is not a great deal.)

The beauty of this method is that only one thing is required - an Email account - which we already have. You don't have to subscribe to anything, all you pay is your phone bill. (National Rate - NOT Premium Rate - about 8p/m peak, 4p/m offpeak, 3p/m weekend - these are BT rates and will differ if you're using another telephone network.) Just enjoy everything the world has to offer.

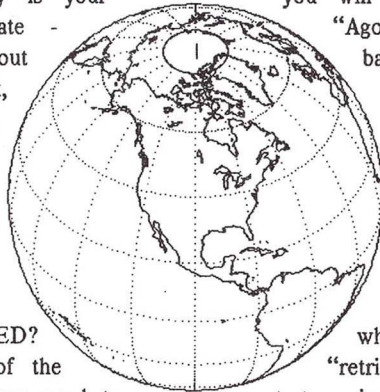
### ARE YOU BEING SERVED?

In order to get hold of the page you're looking for, you need to send a message to what's called a "WebMail Server". These are computers, connected permanently to the Internet, which act on instructions you send to the via Email. In a simple sense, you email it, telling it what you want, it'll find it, and Email it back to you. all in a matter of minutes.

In order to prepare this article, I have

conducted extensive research on different Webmail servers, in order to find the fastest, easiest to use. In fact I could talk for ages about the pain and agony and time I expended searching the world for the *creme-de-la-creme* of Webmail servers. But your editor would not appreciate that and it has little to do with Comms... So, to cut to the chase as it were, my conclusions draw me to recommend the "WWW4MAIL" service. These are especially versatile, and very fast. (Some other servers, such as Agora, can take anything up to 48 hours to deliver your request, and have limited facilities. WWW4MAIL has a full range of capabilities and will do its business in minutes.) There are several WWW4MAIL servers operational at the moment. The closest, and the best, as far as I've been able to determine, is run by Bellanet, a Canadian Internet company. I recommend you use this one.

There are other types of Webmail server - you will probably hear the terms "Agora" and "GETweb" bandied about. Agora is slow and unreliable these days and the range of features is fairly limited. GETweb is the best of the lot, but you're only allowed to access 4 webpages before you have to start paying! Therefore, WWW4MAIL, which allows up to 229 "retrivals" per DAY before you start paying, which is quite fast and very flexible, is ideal for our needs.



### THE WORLD IS YOUR OYSTER

Let's get started. Log into Lentil - dial up the service with your modem as described last issue and type EM to get to the Email menu and type SM (Send Message) when you are presented with the following menu:

[2J]lmlmUser: Steve Massam (Steve@lentil.org)  
Disk quota: 300000 Used: 0 lmlm Remaining: 300000  
lmlmLast internet mail poll: 08/01/00, at 10:52 am

<SM> Send Message (Local/Net)  
<FX> Send a fax via tpc  
<RM> Read your mail  
<RS> Read Stored mail  
<DM> Download Mail  
<DR> Delete stored mail  
<VP> View Personal Address List <DI> Distribution list manager  
<AD> Add Entry to Address List <NC> Network Control (restricted)  
<DE> Delete Entry from Address List <GM> Remote POP3 Mailbox Options  
<OF> PCElm off-line mail  
<AF> Automatic Forwarding

<HM> Help/Information menu

<EX> Exit to main menu

<LO> Log Out

=> : lmlm You have no new mail  
sm

---

You'll be asked, as usual, to whom you wish to send the message. Specify the address of your chosen Webmail server, for example: `www4mail@web.bellanet.org` and press RETURN. (This could be included on your Lentil personal address list)

---

Valid addresses are:

- Any Lentil User, for example 'Robert Lister' for Lentil users, just type their name, not the full e-mail address (if you know part of the user's name, ie 'Lister', type it in.)
- Any internet e-mail address, for example 'fred@cix.compulink.co.uk'
- Anyone who you have put on your personal address list, for example 'fred'

If you have an e-mail address which is longer than the input field, then you should enter the address in your personal address list first.

Send message to: (-----)  
`www4mail@web.bellanet.org`

---

You're then asked what the subject of the message will be. As the Webmail server is automated, it doesn't matter what the subject is - but there must be a subject, or Lentil, in its great wisdom, will assume you want to abort the message. Just type a full-stop, or ZYZY, or something equally nonsensical, and press RETURN.

Date: Sat, 08 Jan 2000 12:31:37 GMT  
From: Steve Massam (Steve@lentil.org)  
To: www4mail@web.bellanet.org  
Subject: zxzx

Now you're prompted to type your message. This is where the juicy bit begins. We've got to tell the Webmail server what we're after,

where to find it, where we want it to be delivered, and in which form. WWW4MAIL has many facilities, which we will explore in due course, but for now the most useful is SEND. Let's use that command to look up SD Microsystems' Website. Type the following, as the first line of your message:

[Lm \*\*\*\* To end your message, type \*, £ or / on a blank line and hit return \*\*\*\*  
[Lm  
SEND http://members.aol.com/sdmicro  
\*]

Press RETURN at the end of the line, then tell Lentil you've finished by typing an asterisk (\*) and pressing RETURN again. Select S for send message, N for NO recorded-delivery, and LOG OFF Lentil from the main menu.

This is just an example to get you started; of course you have access to any web pages. You are probably more familiar with those beginning with www. To avoid undesirable error messages it is perhaps best to type SEND http:// first and then immediately follow this with the web site address eg: SEND http://www.something.or-other.com. If you have set up www4mail@web.bellanet.org as a personal address you will encounter additional prompts that you need only to press [N] no in response to.

(Your Email address is automatically included in the message, thus that is where WWW4MAIL will send the Webpage. It is possible, however, to override this and direct the message somewhere else. More about this next time.)

Lentil sends the message as soon as you log off. However, it won't receive the response until somebody else (or you) sends another message. Wait a day or so, then you can be sure of getting a proper response. (I know I said this happens in minutes - it does, but Lentil doesn't. However, the situation may soon improve dramatically, he says with a

knowing smile. I will, of course, keep you up to date with all developments.)

After a day or so, dial up Lentil again, and go to the Email menu. If you're lucky you'll see "There is mail in your Inbox". Type RM to read the messages, and, chances are, you'll find that SD Microsystems Web Page is there.

See? Nothing to it. Congratulations, you've just done something ELSE they said you can't do with a PCW. It may be complicated, and a little slow, but what matters is you can do it. And it's easy once you get to know it.

(As a matter of interest, you may like to know the circuitous route all over the world your message took. First you send your request from wherever you are, to Lentil Computer in Guildford. Lentil transmits it to Demon Internet in London and Demon moves the message on to Bellanet in Canada. Bellanet requests the SD Micro webpage, stored in Thetford Norfolk. They then process it and send it back to Demon in London. Demon transmits it back to Guildford, then you receive it in your house. Not bad, eh?)

At the bottom of the message you receive back from WWW4MAIL, there will be a list of URLs. These are "hyperlinks" which can take you to another part of that page, or another page altogether. If you note these, you can send another request via email (following the above procedure) and get hold

of these pages. In this way, you can navigate the Internet quite quickly and relatively simply.

But of course, this method is only useful if you know what you're looking for in the first place. That's not really the spirit of the Internet. Where it's really useful is when used in conjunction with "Search Engines". These are computers which contain a directory of all web pages stored on the Net. You can query this directory so, for instance, search for all occurrences of "Frog Dissection" and you would be presented with a list of all pages containing that string. You can use search engines on the PCW as well, of course. I had planned to introduce them in this article, but just as I was putting the finishing touches, the major popular Search Engine, Altavista, went through a makeover. Thus I wasn't completely

sure my techniques would be reliable. So I made the decision to hold back until next time when I could provide more accurate reliable information. Besides, you're probably sick of all this by now anyway!

So, there's something to look forward to, but I don't look forward to it! Spare a thought for poor little me, who has to research all this stuff, understand it, then write it all down. Seriously, it's enjoyable, and I'd rather be working with a PCW than any other computer. The PC pundits can say what they like but PCW's are 15 years old (like me) and they're millennium compliant UNLIKE me they can do virtually anything. Be proud to own one. I know I am.

## More Lentil Tips

*By Geoff Hayes*

One factor about Lentil is that it is better to make use of Lentil's Personal List of all the e-mail addresses one wants to e-mail to regularly: then they are held on Lentil's Hard Disc.

Even if your addressee is on your Personal List, it is surprising how often one forgets how one has listed it, and I feel it is better to have a Printed list as an aide-memoire to cut down on the on-line time. If you are likely to be e-mailing a party only quite rarely, then there is not much saved by having it on the Personal List - but the Printed Address list is certainly very necessary in these circumstances - so that you don't make any typos - because if you do, your message may well get sent - but you will then get it back as 'Undeliverable'!

A Text Editor such as VDE or ZDE, which writes automatically in ASCII format is a decided help for e-mailing - because that format is essential for the recipient to be able to read your message when it is delivered.

And remember, ASCII doesn't have a pound sterling sign so you must write it as 'UKP' or straightforward 'pounds' - as I have done here. EVERYTHING has to be in ASCII BEFORE one opens up the ZMP programme. There is the Personal List facility on the right side of Lentil's Initial Screen Menus - which is available AFTER one has selected EM from Lentil's initial screen.

The Personal List choice allows one to put a 'nickname' for each person or organisation you want to contact - which, once you have entered it, together with the FULL e-mail address, is held permanently on Lentil's hard disc - until one wishes to delete it of course.

With this list safely located on Lentil, all one has to do after typing a message (in ASCII) is to call up the e-mail programme one uses - ZMP in my case - but Mini-Office Comms will do (except it will not do the job as fast as ZMP (making for increased telephone bills). When Lentil responds, it will

ask where to send the message - and then one types the nickname only - and Lentil then matches up the nickname with the recipient's full e-mail address.

After the send to the initial recipient, one is offered the opportunity to send the message to any number of other persons/organisations - provided their address is on Lentil's hard disc.

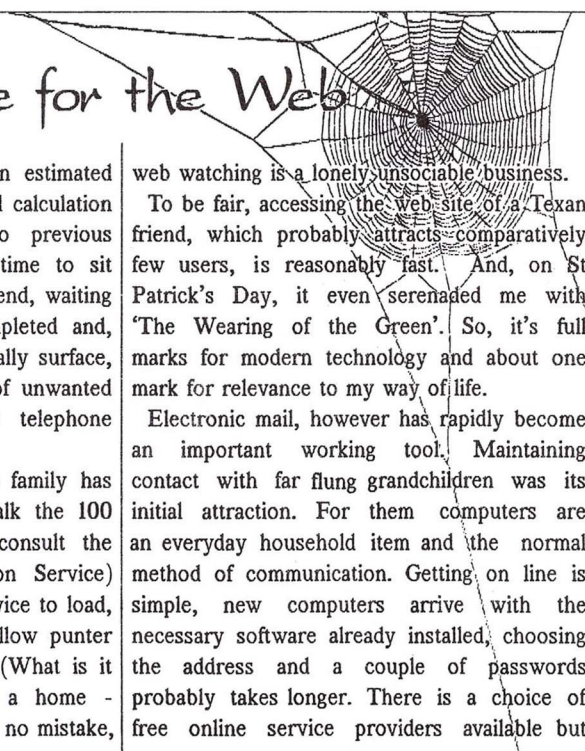
**Editors Comment:** Daniel's articles have been carefully prepared to introduce our members to Comms on the PCW at a very basic level and hopefully written in a way that is easily understood. Daniel would be the first to admit that both the articles published so far barely scratch the surface and he plans to write more in depth articles concerning Comms, email and the World Wide Web in

All e-mailing steps take some getting used to - and Lentil suffers from lack of a PCW-compatible off-line reader - which means that each message has to be sent separately. (PC users of Lentil don't suffer from this handicap: there is a PC compatible off-line reader for those people.)

the future. To be honest, Daniel alone could easily fill The Disc Drive with Comms information but, as editor, I have to cater for the interests of all our members and reluctantly have the job of persuading Daniel to hold back his flow of information. So if you encounter a problem or an item you believe Daniel has forgotten to mention, be patient (it's probably my fault.)

---

## Time for the Web



Quite frankly, No! With only an estimated 30 years of life to live, (a statistical calculation based on the life span of two previous generations), there is insufficient time to sit staring at a screen for minutes on end, waiting for the current search to be completed and, when the required pages do eventually surface, to have to wade through screens of unwanted advertising, with, of course, my telephone charges steadily mounting.

A horse racing enthusiast in the family has concluded that it is quicker to walk the 100 yards to the nearest bookie to consult the dedicated SIS (Satellite Information Service) screens than wait for the racing service to load, with the added advantage that a fellow punter might have a useful tip in impart. (What is it they say matters when choosing a home - location, location, location?) Make no mistake,

web watching is a lonely, unsociable business.

To be fair, accessing the web site of a Texan friend, which probably attracts comparatively few users, is reasonably fast. And, on St Patrick's Day, it even serenaded me with 'The Wearing of the Green'. So, it's full marks for modern technology and about one mark for relevance to my way of life.

Electronic mail, however has rapidly become an important working tool. Maintaining contact with far flung grandchildren was its initial attraction. For them computers are an everyday household item and the normal method of communication. Getting on line is simple, new computers arrive with the necessary software already installed, choosing the address and a couple of passwords probably takes longer. There is a choice of free online service providers available but



actual telephone time is charged at local call rates. You can, of course, get this at discounted rates by registering your provider as a 'friend' or even your 'best friend' with BT. Even though it ensures a 20% discount it is perhaps a little sad to register a machine as your 'best friend'.

Initially, most of your messages out and in will be of the 'Hi, here I am on-line' and 'Welcome to the twenty first century' variety as you distribute your new address. At this stage you will realise that there is no central directory of E-mail addresses so it might be sensible to begin now to record any that come your way.

After that it begins to be a way of life. The Crawley club found it invaluable when arranging the recent PCW Day. Articles for an Editor's consideration are not put on paper or a disc, into an envelope and then posted for delivery by snail-mail. Instead they go

screaming down-line direct to the Editor's computer, ready to appear on screen the next time the in-box is emptied. Who knows; if more use was made of E-mail we might even save a few trees.

Cyberspace has even developed its own etiquette, the most important convention being that replies should be sent within 24 hours. Messages should be brief and to the point, the usual method being to highlight the relevant portion of the original document and snap back the appropriate response. With names and first subject automatically in the header there is no need for salutations or signatures. Especially with commercial firms this does seem to work. Incidentally, one should not use CAPITALS. For some reason it is considered bad manners, the equivalent of shouting. Instead emphasis is conveyed by an asterisk either side of a word.

\*Esther Welch\*

## Tick the Box - in Loco4

*anonymous*

I wanted to print little square boxes such as you see in questionnaires. I referred to the book of words and sure enough there it was: Put the keyboard in Symbol Shift and press [X]. I tried it; it didn't work! I took another look at the book and there in the small print we are told that to print most of the symbols we have to buy another bit of software from Locomotive! I suppose for a few pounds it might have been worth it; but I enjoy a challenge so I got the little grey cells working.

I loaded MD3 and drew myself a tiny box three or four millimetres square and saved it onto my Loco4. SOD. under SMALLSQU. MDA (including the very minimum of 'white space'). Being saved on the SOD disc (group 0) it will automatically be loaded into M: Drive group 0 on boot-up and so be readily available for use.

It worked well, as you can see from the sample print-out, but it was laborious having to load into the text the MDA area every time the square was needed. So I tried saving the (picture) code as a phrase - and that worked too. Having saved Phrases, all I had to do whenever a square was needed was to tap [PASTE] followed by the key under which the phrase had been saved.

Aisle 25

- Salt
- Pepper
- Mustard
- Ma'Made 425ml.
- Oxo Red
- Oxo Chicken
- Marmite

Try it and see

# INFOCOM GAMES ON THE PCW16

By John King

Anybody interested in playing Adventure games on the PcW16 will struggle to find any of the classic games available in a suitable format for the 16 but now, thanks to John Elliott and Simeon Cran and their "CP/M for the PcW16", all has changed.

Owning a number of these Infocom masterpieces and, when in the mood and time permits, attempts have been made to complete one or more of these text games on either my PCW8512 or PCW9512 with, may I add, no luck to date.

My PcW16 sits in a corner unused simply because there is little available to use on it. So I thought to myself, can I transfer one or more of these games to a format that will run on the 16?

Before I detail the procedure undertaken to transfer these games from a 3" 180K disc to a 3.5" 720K disc I will admit that very few members of the British Amstrad PCW Club will be able to follow suit as I hold original copies of all the games mentioned and I own at least one example of every PCW ever produced, complete with various attachments to permit mix and match.

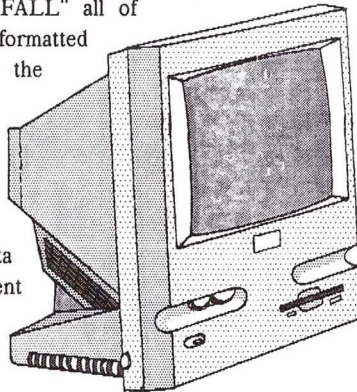
The games chosen for conversion were "THE HITCHHIKERS GUIDE TO THE GALAXY", "ENCHANTER", "SORCERER", "SUSPECT" & "PLANETFALL" all of them issued on 3" 180K formatted discs. My PCW9512 has the standard 3" 720K disc drive (which of course will read but not write to 180K discs) plus a 3.5" Silicon City 720K disc drive so it is ideal for transferring data between discs of different sizes. CP/M was loaded and then the 8000COPY option was selected. This

enables the copying of a number of 180K discs to one 720K disc. Having checked prior to starting the file size of each game it was found that the five games would not go onto the one 720K disc. This was overcome by deleting the CPC6128 load file on each of the discs. Incidentally, all the five discs are multiformat and are able to run on either the PCW or CPC machines. The Amstrad CPC6128, for those unfamiliar with this machine, was released prior to the PCW8256 and is primarily a games console with a 3" disc drive and most useful for copying early 3" PCW discs that, when logged into a PCW for copying, show "old data format". It came with either a Green or Colour Monitor depending on what you paid.

Once the transfer was complete my 16 was booted up and CP/M Plus loaded, the five game disc inserted and one selected for testing but to no avail, then another with the same result.

Was it a case of back to the drawing board! No, these games come with more than one boot file and the one used to run the game on the PCW9512 was useless on the 16, so another was picked with, it would seem, complete success. I will give an example using "ENCHANTER". The file ENCHANTE.COM will run the game on the 9512 but on the 16 the file ENCH256.COM is needed.

Many of the Games have four .COM files supplied and, using the above game as an example, I will offer my theory for their inclusion as the manuals supplied with the game make no mention of why.



ENCH64.COM	for use on the CPC446 with External disc drive or the CPC646. (These machines have 64K of memory)
ENCH128.COM	for use on the CPC6128. (Has 128K of memory)
ENCH256.COM	for use on the PCW8256. (Has 256K of memory)
ENCHTE.COM	for use on the PCW8512. (Has 512K of memory)

Although, in saying this, using ENCHTE.COM as the boot file on a PcW9256 (256K of memory) ran with no apparent problems. I conclude that due to the memory restraints of the various machines it was necessary to include in the programming all these boot files so that what memory was available was not used up with game data and gave room for the game to run.

Just see if these games would run on other PcWs I fired up my PcW9256, PcW10 and PcW9512+, so these, plus the PCW9512 with a 3.5" drive and the PcW16 I used initially,

would seem to run the games without complaints.

I found the above task a most enjoyable undertaking during my Christmas holiday and, should I not have made myself clear, which is most likely, or if I can assist anyone in transferring their treasured game, feel free to contact me but please remember games with *graphics* are highly unlikely to run on the PcW16 and also not all Infocom Adventure Games will transfer to the PcW16. For example "THE LURKING HORROR" will not.

John King

## Renaming Groups in LocoScript

*By Tony Diamond*

A little-known tip, for which there may seem to be little practical use, is that if you have re-named a group in LocoScript you **can** 'rename' it back to its original group 3 or whatever the name was.

Notice, I have put 'rename' in quotations. This **cannot** be done directly in the way you normally rename a group, because you cannot use lower case letters when renaming a group. What you actually do is to remove (erase) the name you have given to the group. The system then restores its old group number name, using lower case letters and the original number.

Let's go over that in practice. In LocoScript while on the Management Screen, move your cursor to the group on which you wish to restore the original group number. With the cursor on this group use [F3] File and choose Erase File. The menu offered to you will show the name of file on which the cursor is

placed (we are not interested in this). What you must do now is to type in the present name of the GROUP followed by .GRP, and the group name should revert to something like group.3 or whatever the original number may have been.

I have used this tip in LS2 and LS3 and it will work in LS1 except that you use F5, not F3. That brings me back to a point I made earlier, is there a useful purpose for this tip. Well, maybe. I sometimes found that I had renamed a group and then had no real use for the name I given to the group. There was nothing to stop me renaming it to something more meaningful. Leaving it as it was might not have mattered much.

This tip can be found on page 16 of Rob Ainsley's PCW PLUS Tips Collection, published April 1992, almost certainly where I first learned about it.

It also works in LS4 (ED)

# Just for Starters!!

2

## LocoMail Tutorial

In the last tutorial I finished by explaining how to produce a LocoMail master that would, when merged with a LocoFile data file, systematically produce a letter for everyone on your data file. The only problem with this is that if you had, let's say, 200 records on your data file and you only needed to send the letter to 12 people on that list, using this master document LocoMail would insist on producing a letter for everyone. You could of course select **Disregard Result** and LocoMail would move on to the next record, but what we really could do with is a LocoMail master that takes you directly to the records you need.

LocoMail and LocoFile, coming from the same stable, work extremely well together. You could as suggested in the LocoMail manual set up a LocoMail data file but, I have to say, a data file of this type has very limited use when compared with LocoFile.

As mentioned in the last tutorial, LocoFile is relatively straight forward to set up and use and, as this is a LocoMail tutorial, I shall have to suggest you refer to the LocoFile manual on its setting up and subsequent use.

To see the examples in this tutorial perform

you will have to set up a LocoFile data file with at least the following *Item Names*: Title, Initials, Surname and Address and prepare an Index with a *Mainkey Item* as Surname (alphabetic) and a *Subkey Item* Initials (alphabetic).

Having done this, create a *New Document* and copy the example in Fig 1, finish edit, and come back to the *Disk Management Screen*. Now press [M] for Merge and, with your cursor positioned over your data file, press [ENTER] twice. Almost instantly you will be presented with the first prompt **Type today's date**. Do as instructed and press [ENTER] and the next prompt will be set before you **Type person's Surname**. Do exactly that and the next prompt will appear: **Type person's Initials**. If you know, for instance, you have more than one Smith on your data base type the person's Initials as instructed. If, on the other hand, you know the Surname is unique, then there is no need to type the Initial, so simply press [ENTER]. Almost instantly your letter will be set out before you and the menu will drop down ready for you to take further appropriate action. For now, cursor down to

Fig 1

```
(+Mail)RT="␣
":SP=" ":RA="(RAlign)
!Date=?;Type Today's Date␣
$="Surname"R
Mainkey=?;Type Person's Surname?␣
Subkey=?;Type Person's Initials eg; S.R.␣
$$Mainkey$Subkey␣
Title:SP:Initials:SP:Surname:RT:Address:RA:Date(-Mail)␣
␣
␣
Dear (+Mail)Title:SP:Surname(-Mail)␣
␣
Letter text starts here␣
```

**Disregard Result** and immediately you will see the prompt **Type person's Surname** once again. What happened to the Date? Well, if you remember, you typed a exclamation mark [!] before the *Item Name* Date in the master document, so LocoMail has stored and kept this information for subsequent passes, eliminating the need for you to enter this information every time.

Experiment with this for a while and familiarise yourself with the various options in the drop down menu. There is just one word of warning! Make sure you type the surname correctly before pressing [ENTER]. If you make a mistake LocoMail/LocoFile will come up with the closest match it can find in the data file. If this should happen, all you have to do is select **Disregard Result** and try again.

Now let's examine the master document in detail. At first sight you will be forgiven for thinking it looks like a load of gobble-de-gook, but let's just refresh our memory. Some of these instructions were explained in the first tutorial. RT, SP, RA are simply *Item Names*, abbreviations of the type of information they hold: [RETURN], [SPACE], [RIGHT ALIGN] respectively. The colons [:] between these are simply separators, so that LocoMail knows where one instruction ends and another starts, as is the ¶ [RETURN] character when LocoMail is in control. The exclamation mark [!], *Item Name* **Date** and the command that follows; =?; **Type person's Surname**, should by now be familiar, but the Instruction **\$("#Surname"** is a new one. The dollar sign [\$], when used in this format within a LocoMail instruction, controls the way LocoFile lists the information held in the records according to the indices you have set up within LocoFile. Note: You must have set up a index from within LocoFile that corresponds to this LocoMail

instruction, in this case *Surname* for this to work.

**\$("#Surname"** Translates as "Index = Surname" The two lines that follow are again familiar and need no explanation.

**\$\$Mainkey \$Subkey** is another new command and is once again linked to the Index. Having set up your index from within LocoFile you will understand that they can consist of a *Mainkey Item* in this case Surname, and can be cross referenced with a *Subkey Item*, in this case Initials. From the instructions above we have stored a Surname under the *Item Name* Mainkey and, if you type Initials, Initials under the *Item Name* Subkey. We have already instructed LocoFile which index to use and **\$\$Mainkey** basically says *Go to the first record that matches the following Mainkey Item* and the **\$Subkey** translates as *Cross reference the following Subkey Item*. Note: If the *Mainkey Item* is unique you do not need to include the cross reference **\$Item Name** in your program. There are other ways to find a particular record in LocoFile but this is by far the most efficient. Looking back at Fig 1. I believe the rest of the codes are familiar from the previous tutorial and so need no explanation here.

A program that has been written to perform a particular task can often be altered to do something else along similar lines without too much trouble. Make a copy of the document/file holding the program illustrated in Fig 1 and call it ENVELOPE.MRG (or anything you like!) I shall now explain how to convert this, not very useful, letter, into a program that will print addresses on envelopes. You obviously have to have a printer that is capable of printing on envelopes and I have found the PCW9512's Daisy wheel excellent for this purpose.

Fig 2

```
(+Mail)RT="␣"  
":SP=" ␣"  
$="Surname"␣  
Mainkey=?;Type person's Surname?␣  
Subkey=?;Type person's Initials eg; S.R.␣  
$$Mainkey$Subkey␣  
Title:SP:Initials:SP:Surname:RT:Address(-Mail)␣
```

Edit ENVELOPE.MRG deleting the unwanted codes/instructions. A word of warning! Always have the LocoScript codes and symbols switched on when creating or editing a LocoMail master document; Fig 2 illustrates what it should look like. Let's examine this in detail. Ideally what you really need is a specific paper type for DL envelopes. Alter stock layout number 1 to bring in the left margin and clear and adjust the header so that your address is laid out on the envelope just as you want it. If you are unsure as to how to do this don't worry. If you have set up your name and address in the header zone, I would suggest you first go to Document Set Up via [F1] and delete it, then come back to the editing screen. Press [F2] Layout and select Change Layout. Via [F1] Margins, set the left margin to approximately 25 and press [EXIT] to come out of Edit Layout.

Looking at Fig 2 and comparing it to Fig 1 you will see the first item I have deleted is the :RA="(RALine)" instruction as we do not intend putting the date on the envelope. You will also note that the !Date=?; Type Today's Date instruction has gone. Now look closely at the command line Title:SP:Initials . . . etc. You will see I have taken off the :RA:Date instruction. If you forget to do this when you run the program LocoMail will throw up a message 'Name does not exist' as these two items were related to the Right Align code and the date which we have just erased. Finally the part of the original document

which was the letter has been done away with. Try it on a scrap of A4 paper to start with and see what you get! With your cursor on ENVELOPE.MRG from within the Disc Management Screen, press [M] Merge and then cursor over to your Data File and press [ENTER] twice. If all is correct you should be presented with your prompt **Type person's Surname.**

If you get an error message, go back and edit your ENVELOPE.MRG file (LocoMail Master Document). Look very closely! Have you deleted something you shouldn't, put a semicolon instead of a colon? Unfortunately LocoMail is not very forgiving. If you get the message **Name does not exist** and you have deleted the RA and Date from the command line, check both the LocoMail document and the corresponding LocoFile Data File to see if the **Item Names** are spelt the same, not forgetting the index name.

I intend using this basic Name and Address Data File and varying the LocoMail Master Documents to illustrate the fundamentals of LocoMail over the next few tutorials. You could, if you wish, store these LocoFile data file and the the LocoMail masters on the same disk, as I am likely to refer you back to these current files in the future.

Next tutorial: How to print out a name and address list.

*Steve*

# How I got started with an Amstrad PCW8256

By Robert Crivicich

Before I retired in 1991 I was a Trade Mark Agent and Consultant. My colleagues and I are an obscure branch of the legal profession specialising in Trade Marks law, both in the UK and abroad. In 1997 I became Trade Marks Consultant for the BOC Group and remained as such until 1983.

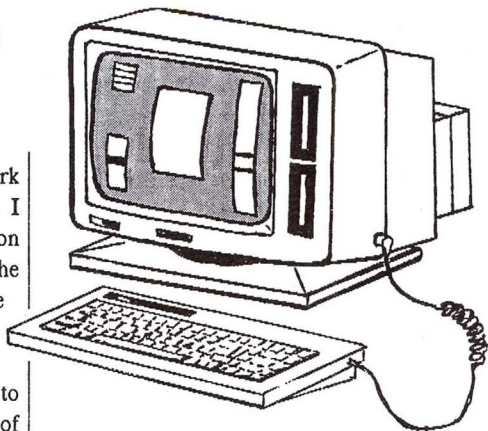
One day, in 1980, a memo was circulated to all departments announcing a demonstration of a new "Word Processing" machine and all interested parties were invited to attend. All the girls from our department went so I decided to tag along as well and see what all the fuss was about.

I could not believe my eyes. Here was a machine that could type text on to a small TV screen, correct any mistakes instantly, manipulate whole paragraphs until you had them in the right order and, when everything was to your satisfaction, print out the perfect letter.

We all sat there fascinated whilst the demonstrator showed us all the clever things it could do. Mind you, word processing then was very crude by today's standards.

For example, if you wanted to insert a word in the middle of a line, you would first have to create a blank line above the line you were working on. You would then cursor to the spot where you wanted to insert the word, press a key to "break" the line, which meant that the rest of the line was transferred to the created blank line above, insert your word and then press another key to bring the rest of the line back into place and "push" the rest of the words forward so as to realign the line. You then continued to press the "push" key, line by line, pushing everything forward until you reached the end of the document a far cry from today's LocoScript.

Nevertheless, all the girls wanted one and



the person who was demonstrating must have made a small fortune from the commission collected on each sale. I, too, wanted one but, when I discovered that the price was £12,000, realised that this was an impossible dream until the prices started to come down. I then decided that when the price had dropped to £1,000 I would get one. Even if it meant selling one of the children, I was determined to buy one!

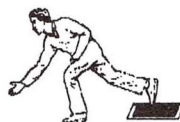
Imagine my joy when, in 1985, favourable reviews appeared in the press praising the new Amstrad PCW8256 at only £399 + VAT =£458, less than £500! So in January 1986 I made all speed to my local Supa Electrics and bought the last one they had and, because it had spent the last few months in the window as a "show" model, I was allowed a 10% discount. They said that they could not deliver until the following week but I could not wait. I do not own a car, so I went back home and got out my garden wheelbarrow and trundled my long-awaited PCW home in that.

I still have the same machine today (you must ask Lawrence to re-publish my article entitled "Oldest PCW" which appeared in the January 1996 issue of the Newsletter, to discover how I use it) and, like me, it sometimes shows its age but it can still perform the odd miracle and I would not swap it for anything.

# BETTER BOWLS WITH YOUR PCW

(part three)

By Tony Dimond



This is the third and probably last of a series of articles intended to help anyone organising a League-type tournament for a number of teams engaged in a sporting activity such as bowls. In the first article we used a LocoMail listing to produce a list of matches so that every team involved played every other team, once or twice, depending upon whether or not there were Home and Away matches. The listing catered for six teams, but to cover the eventuality I included a team named No Match so that the listing could be used for five teams.

In the second article we entered the team names in a spreadsheet, then recorded details of the matches during the first

three weeks - shots for and against and league points awarded; two for a win, one for a draw and nil for a lost match.

At the right hand side of the spreadsheet we had simple formulae - just additions and subtractions - to accumulate the results in a form which could be incorporated into a league table. Here are the outstanding match results.

<u>Week 4</u>		
BASILDON	v VANGE	8-10
BENFLEET	v STANFORD	7- 7
<u>Week 5</u>		
LAINDON	v BENFLEET	8- 8
STANFORD	v VANGE	4-11

If you enter these details your spreadsheet should appear as follows:

18-11-99 Date	Team names	BASILDON	BENFLEET	LAINDON	STANFORD	VANGE	18-11-99 Date	Team names	Games Played	League Points	Shots for	Shots Agnst	Shot Diff
	BASILDON		12	8	10	8		BASILDON	4	6	38	28	10
			2	2	2	0							
			5	7	6	10							
	BENFLEET	5		8	7	8		BENFLEET	4	3	28	35	-7
		0		1	1	1							
		12		8	7	8							
	LAINDON	7	8		7	6		LAINDON	4	3	28	30	-2
		0	1		2	0							
		8	8		5	9							
	STANFORD	6	7	5		4		STANFORD	4	1	22	35	-13
		0	1	0		0							
		10	7	7		11							
	VANGE	10	8	9	11			VANGE	4	7	38	26	12
		2	1	2	2								
		8	8	6	4								
18-11-99 Date							20	20	154	154	0		0



Observant readers have noticed some extra details. The date in several cells is useful to distinguish one version from another. And there are some figures at the bottom right-hand side, which are totals of their relevant columns. The shots-for total should always equal the shots-against total and the games-played total should always equal the league-points total. Subtraction between these pairs of totals should equal zero. These are crude but effective checks.

You now have the material required to produce a league table. Basically what you need to do is to export the right-hand side of the spreadsheet to your wordprocessor so as to be able to arrange the teams and their results so that the most successful is at the top of the table and the least successful at the bottom. How you do this depends in part upon the spreadsheet you are using.

I use Rocket and at this point I would save the right-hand columns, including the list of team names, using the SAVE AS ASCII. Key ALT F and choose the SAVE AS feature, then the right cursor key to step through the options to find SAVE AS ASCII - enter a file name such as TABLE.ASC. Stretch the box to be saved to include the team names and all the results needed for your league table

After returning to LocoScript I open a file named LEAGUE.TBL and insert the match/league details into it and there I have my table. Except that with Rocket I have to do a fair amount of simple editing so as to re-arrange the lines by COPYING, CUTTING and PASTING to place the team with the most league points at the top, followed by the other teams according to their own league points, ensuring that teams with the same number of league points are listed according to their relative shot difference. It is really very simple and

you can re-arrange the lines as many times as necessary, until you have them in the correct order. As you follow this method there will be many empty and unwanted lines to be deleted. With care one re-arrangement will achieve what you need. The same procedure will work with the Mini Office Professional spreadsheet. But a snag I found using MOP was that it does not seem to have a COUNT function so instead of allowing it to calculate the games played I had to enter them manually. If anyone - Jean Smith? - knows better, or can suggest a simple method of calculating the games played, please let us know. And, as far as I know, MOP does not have an ARRANGE function. In SuperCalc2 there is an ARRANGE feature which enables you to list the relevant rows in shot-difference AND league-point order BEFORE you output the columns into a LocoScript file.

Using SC2 I would employ the SLASH ARRANGE feature offered by this spreadsheet to re-arrange the relevant right-hand rows. Key SLASH A, then the appropriate column letter with a comma, and the ROW range to include all the team names, and ask for DESCENDING so that the greatest number of points is at the top followed in succession by lesser numbers of points. DO NOT ADJUST the results. Now the teams will be listed according to the number of league points they have together with their shot difference. You may need to do two ARRANGE operations and this is what I advise. ARRANGE first on the shot difference column and then a second time on the league points column, so that teams with the same number of league points are listed correctly according to their shot difference.

Next in SC2 I would employ the

SLASH OUTPUT feature offered by that spreadsheet to save these right-hand columns, starting with the list of team names and stretching the box to be saved to include the results, to a Disc File named TABLE.ASC. On returning to my word-processor this can be inserted into an empty file and edited as necessary to produce the League Table. Here is a League Table.

18-11-99 Team names	Date Games Played	League Points	Shots for	Shots Against	Shot Diff
VANCE	4	7	38	26	12
BASILDON	4	6	38	28	10
LAINDON	4	3	28	30	-2
BENFLEET	4	3	28	35	-7
STANFORD	4	1	22	35	-13

If you have a different number of teams to make arrangements for the five/six listing will be of no use to you, but I already have other listings for four, and eight, and other even numbers of teams. If your requirements are greater than the team listings I already have, the best alternative may be to have your teams in different Divisions. After the first tournament promotion and relegation between these Divisions could take place, thus adding interest for those teams hovering near the border lines but not expecting to win the championship! I can make these longer listings available to anyone who needs them, whether as a printout or, better still, on your disc to save your re-typing it - they really are tedious in the extreme to type in, and must be precise in their detail.

Much earlier in this series I suggested that the fixture list could be used in a LocoMail letter to advise team skippers and team members of the season's arrangements.

In preparation for this I would compile a

LocoFile database with items like ADDR to hold names and addresses, and FORE to hold forenames, so that you could print labels, and your letters could have the name and address at the top, with an opening line Dear Steve, (not Dear Mr S Massam) - he's a friend with whom you play bowls, not an adversary in litigation! This could be followed by a line saying Here are the fixtures for this season, followed by the fixture list itself, and whatever closing remarks you normally use. Other Items which might be useful in the database include telephone numbers and birthday or Xmas reminders if you wished to use it for those purposes.

A suitable database and a letter advising fixture dates are on this disc.

ADDR	FORE
Mr M Elston	Mike
9 Sparrows Road	
BASILDON	TEL
Essex	2121212121

Above is a representation of one record in my database with the three items, ADDR, FORE and TEL. What follows is a representation of my LocoMail letter but be aware that the (+Mail) and (-Mail) codes have been made up character by character to facilitate printing them out. You must use [+][M] and [-][M] when you type the master. When a working version is MERGED with a real database it will produce letters to your requirements.

Mr T. Diamond  
4 Wood Street  
Bowlton  
Jacksall  
IM4 1WD

␣

␣

(+Mail)!date=?;Please give a date for this letter␣

(-Mail)(+Mail)addr(-Mail)␣

(RAlign)

(+Mail)date(-Mail)␣

Dear (+Mail)fore(-Mail)␣

␣

→ A provisional list of fixture dates for League matches is below, I hope it will be helpful to you. If you notice any errors please let me know as soon as possible so that I can advise other members. Thank you.␣

␣

␣

#### FIXTURE LIST ␣

␣

Week 1→		20/10/99␣
BASILDON→	v→	BENFLEET␣
LAINDON→	v→	STANFORD␣
VANGE→	v→	NO MATCH␣

␣

Week 2→		27/10/99␣
BASILDON→	v→	LAINDON␣
BENFLEET→	v→	VANGE␣
STANFORD→	v→	NO MATCH␣

␣

Week 3→		3/11/99␣
BASILDON→	v→	STANFORD␣
BENFLEET→	v→	NO MATCH␣
LAINDON→	v→	VANGE␣

␣

Week 4→		10/11/99␣
BASILDON→	v→	VANGE␣
BENFLEET→	v→	STANFORD␣
LAINDON→	v→	NO MATCH␣

␣

Week 5→		17/11/99␣
BASILDON→	v→	NO MATCH␣
LAINDON→	v→	BENFLEET␣
STANFORD→	v→	VANGE␣

␣

␣

All matches commence at 1pm␣

Length of matches 11 ends plus 2 trial ends␣

␣

␣

Best Wishes,␣

␣

Tony

