

BEEBUG INDEX TO VOLUME 3

Classified under the following headlines

PROGRAMS — Applications, Games, Utilities, Other

GENERAL FEATURES

REVIEWS — Software — Hardware — Firmware (ROM Software) — Books

HINTS

The index has been arranged to assist in locating information in the magazines, and thus entries may differ from the original magazine titles.

GENERAL FEATURES

Contents	No.	Page		No.	Page
Accurate Arithmetic	1	24	Part 2	9	27
Assembler Arithmetic the Easy Way	8	28	Part 3	10	32
Bach (BEEBUG Plays)	3	4	Micronet - One Million Frames On	4	20
Basicode (A Look Back)	2	8	Midland Homebanking Experiment	6	10
Beginners Start Here			Mixing Modes	10	13
Animated Graphics	5	9	Modems and Bulletin Boards	5	23
Changing Colour	4	13	Movedown Routine for Disc Systems	5	25
Debugging Programs Pt.1	6	25	Music While You Work	2	10
Debugging Programs Pt.2	7	39	See also	4	15
Designing Programs	2	14	Overlaying Procedures	2	18
Intro to Machine Code Pt.1	8	11	PLOT Instruction (Extending)	7	10
" " " " Pt.2	9	31	ROM Software	8	27
" " " " Pt.3	10	42	(Tube Compatibility of)		
Procedure/Function Library	3	21	Spreadsheets (An Introduction to)	2	28
Using Procedures	1	9	Temperature Measurements	4	7
Blind (Computer Games for the)	8	26	Testing Out Your Micro		
Break (Disabling)	8	24	Random Access Memory	1	30
Consumer Protection (Computer	5	18	Cassette Interface	2	34
Products and)			Ports and Interfaces	4	35
Disc Formatting (Understanding)	10	30	Disc Drives	5	13
Function Key Definitions	5	26	Workshops		
(Compact)			Data Entry	1	18
Graphics Tablet (Build Your Own)			Delay Loops	4	29
Part 1	6	13	Error Trapping	9	41
Part 2	7	36	Flexible Menu Routine	5	16
Homelink for Homebanking	10	10	Formatting Text	6	36
Machine Code Graphics			Indirection Operators Pt.1	7	32
Part 4	1	26	" " Pt.2	8	40
Part 5	2	31	Searching and Sorting	10	28
Making Music on the Beeb			String Handling	2	26
Part 1	8	15	String Handling (Part 2)	3	11

PROGRAMS

Applications

3D Surfaces	8	4	Slide Show	3	13
Body Popping	9	5	See also	7	8
Domestic Accounts Extended	6	18	Spitfire Aeroplane	1	5
Making Music on the Beeb			See also	3	41
Part 1	8	15	Spreadsheet Part 1	9	12
Part 2	9	27	" " 2	10	23
Part 3	10	32	Temperature Measurements	4	7
Multi-function Graph Plotter	1	13	Zoom Graphics	2	3
Music Synthesizer (Screen Driven)	4	24			

Games			
3 Short Games	7	9	
Brickie Nickie	10	46	
Caterpillar	9	37	
Detonator Dan	1	38	
Digger	8	43	
Dive Bomber	3	37	
Dominoes	1	34	
Fruit Machine	7	46	
George and the Dragon	7	42	
Grand Prix Car Race	2	38	
Interstellar Raider	4	38	
		Kitchen Chaos	5 33
		Matching Pairs	5 29
		Number Hunt	6 44
		Pontoon	4 42
		Red Alert	8 47
		Snip Snap	3 33
		Spiderman	9 46
		Truffle Hunt	2 36
		Wee Shuggy	6 39
		See also	8 10

Utilities			
Accurate Arithmetic	1	24	
Auto Keyword Generator	6	8	
Calculating Length of Programs	10	38	
Cross Reference Lister	6	28	
Data Entry (Elegant)	1	18	
Disabling Break	8	24	
Disc Menu (Automatic)	4	17	
Dotty Grid for Graphics	5	21	
Fill Routine (Fast)	3	18	
Formatting Text Routine	6	36	
Freezing and Saving Screens	3	28	
See also	5	8	
Function Key Editor	1	20	
Function Key Labels (Improved)	6	23	
		Menu Routine (Flexible)	5 16
		Mixing Modes	10 13
		Movedown Routine for Disc Systems	5 25
		Overlaying Procedures	2 18
		PLOT Instruction (Extending)	7 10
		Pretty List	9 24
		Printer Spooler	3 23
		See also	7 18
		Program Design (Beginners)	2 14
		Program Performance Analyser	5 38
		Split Screen	8 34
		String Handling	2 26
		String Handling (Part 2)	3 11
		Trace Facility (Improved)	7 26

Other			
Bach (BEEBUG Plays)	3	4	
See also	5	8	
Backwards Text	10	8	
Christmas Carol	7	4	
Cartoon Calendar	7	20	
		See also	10 44
		Fireworks Display	5 4
		Music While You Work	2 10
		See also	4 15

REVIEWS

Software			
Adventure Games	6	16	
Castle Frankenstein	9	17	
City of the Seventh Star	8	13	
Kingdom of Klein	9	18	
Quest for the Holy Grail	9	17	
Sadim Castle	7	28	
Valley of the Kings	7	28	
Wheel of Fortune	9	17	
Aviator	5	12	
Basic Compiler (ACK Data)	6	20	
See also	8	10	
Basic Compiler (Turbo)	6	20	
Beta-base Database	9	34	
Boxer	7	17	
Castle Quest	10	12	
Crawler	2	25	
Crazy Painter	2	23	
Crazy Tracer	2	23	
Drumkit	8	43	
Elite	6	7	
Football Manager	5	37	
Fortress	3	36	
		Frak!	4 16
		JCB Digger	2 24
		Logo	10 19
		Acornsoft	
		BBC Publications	
		Logotron	
		LSL	
		Mr. Ee	7 17
		Music	8 38
		Music Processor	8 38
		Pascal (Turbo)	9 43
		" (UCSD)	8 7
		See also	8 20
		Penguin	2 24
		Percy Penguin	2 24
		Scrabble	10 37
		Sinbad	7 15
		Super Pool	7 16
		\$wag	7 16
		Synth	8 38
		Volcano	7 15
		Wallaby	7 16

Hardware

6502 Second Processor (Acorn)	3	7	Seikosha GP-700A	8	21
AMX Mouse	10	5	ROM/RAM boards		
Bitstik Graphics System	4	31	Aries B-12 ROM Board	6	33
Floppy Tape Systems			ATPL Inside Out External ROM	7	24
Phloopy	7	29	ATPL ROM/RAM Board	6	33
Ultradrive	7	29	CVX 16 ROM/RAM Board	6	33
Modems			Exprom ROM/RAM Board	6	33
Loco Systems	9	22	Micro Pulse ROM Extension	7	24
Miracle Technology	9	21	Ramamp ROM Extension	7	24
Pace Nightingale	9	20	Ramamp ROM and ROM/RAM Boards	6	33
Tandata Marketing	9	23	Sir Computers ROM/RAM Board	6	33
Watford Electronics	9	20	Toad ROM Extension	7	24
Prestel Adaptor (Acorn)	5	27	Viglen ROM Extension	7	24
Printers			Watford MK2 ROM/RAM Board	6	33
Datic 109V	8	21	Watford Sideways ZIF	7	24
DRG Ensign 1650	8	21	280 Second Processor (Acorn)		
Epson FX80	8	21	Part 1 (Hardware and Systems Software)	4	4
Integrex Colourjet 132	8	21	Part 2 (Applications Software)	5	5
Kaga Taxan (Canon PW1080)	8	21	See Also	6	22
Mannesmann Tally MT80	8	21			
Mannesmann Tally MT160	8	21			

Firmware (ROM Software)

Beeb Speak	8	33	Screen Dump ROMs	1	11
Cheetah Sweet Talker	8	32	Spreadsheets		
Datagem Database	9	35	Ultracalc	3	30
Easytalk	8	32	Viewsheets	3	30
File-plus Database	9	35	Starbase Database	9	33
Graphics ROM (Computer Concepts)	1	17	VASM (6502 Assembler)	1	32
Pascal (ISO Pascal - Acornsoft)	6	4	Wordwise Plus	9	9
ROM Manager (Watford)	6	38			

Books

21 Games For the BBC	7	7	Games For Your BBC	7	7
Advanced Basic User Guide	10	40	Making Music on the Beeb	7	34
Assembly Language Programming (Second edition)	6	19	More Games For Your BBC	7	7
Basic ROM User Guide	10	40	Practical Programs	7	6
BBC Micro Gamesmaster	7	8	Procedures and Functions	7	6
			Using Sound and Speech	7	35

HINTS/TIPS

Contents

'Croaker' (Phase Selection in)	3	32	Cassette Data Errors	9	26
*BASIC (Another Use for)	6	27	Character Definitions (Relocate)	1	29
*FX Call (Amusing)	6	27	Clock Impression	5	24
*FX138 Trouble	10	12	Contemporary Improvisations	3	36
*RUN	9	26	Crash a Beeb (New Way)	7	5
*TV Effect (More Permanent)	2	7	DATA Remarks	10	41
6502 Tube and Graphics ROM	6	38	Delay Loop	6	32
ASCII Value at Cursor	2	7	Disc Drive (Which?)	2	7
Aries B-20 Board on Break (Setting The)	8	14	Disc Files (Long)	6	27
Assembler (Bug in)	10	36	Disc Tips	6	12
Bad Program Recover (Single Key)	2	35	Doctor Soft Mods	6	15
Basic (Another Oddity in)	8	14	Double Usage	8	25
Basic (Faster)	6	15	Envelopes (List Stored)	5	8
Basically Mistaken	6	27	Envelopes (Saving)	7	31
Basics (Switching)	1	8	Epson Printer (Super-condensed Characters)	1	41
Blank Looks	9	11	Error Detection When Using Files	4	12
Break (Personalised Header on)	4	34	File (Length of a)	6	27
Break From Within Basic	2	30	Files (Deleting Null)	4	37

Filling Rectangular Areas	1	41	Speed Improvement When Handling		
Fireworks (Noises)	7	35	Logical Values	5	12
Function Key (Relocate Program)	3	32	String Indirection Operators	9	26
Function Key Listing Of Envelopes	3	6	(Bug in use of)		
Function Keys (Fifth Way to Use)	2	13	Swapping Filing System Utilities	1	23
GCOL Commands (Colourful)	7	45	System Variable in Memory	4	12
Getting the Right Character	5	11	TOP (Real Value of)	10	18
Graphics ROM Variables	3	32	Tape to Disc (Long Files From)	4	41
Hobbit and GDUMP	6	15	Teletext Downloader Clash	1	41
Indirected Data	9	11	Tensai Tape Recorders	7	38
Integers and Integers	2	13	(Better Loading)		
Integrex Mode 7 Dumps	10	45	Torch Corruption	6	15
Inverse Character Definitions	4	30	Torchnet Problem	2	25
Inverse Video	7	19	Trig Functions (Faster)	2	41
Irretrievable Crash	9	49	Tube Core Save	8	39
LISTO Abbreviation	3	27	Tube Mode Changes	9	11
Local Parameters	8	46	Tube Screens (Acorn)	7	5
Macros in Assembler	7	41	ULA or Semi-Custom Chip	7	19
Manoplan (More Commands in)	10	45	USR Hint	2	41
Mode 7 Screen (Centring the)	10	45	VDU Effects Using Control	3	22
Movedown Routine (Self Deleting)	4	30	Variables (Strange)	7	45
Negative Numbers in Hex	1	8	WHILE (Implementing)	2	41
Number of Characters Per Line	6	12	Wait for Key (Quicker)	8	25
OKI Pound Patch	9	30	Watford-Acorn DFS Delete	4	30
OPENOUT Bug	10	37	Which Day is it?	8	20
OPENOUT Files (Small)	10	39	Z80 (Recovering Lost Programs)	10	41
OSWORD - New Calls in DFS	3	6	Z80 Basic String Bug	10	41
Power Up Reset	6	27	Zero Page Corruption	10	39
Print Formatting	9	49			
Printer Dump Without			WORDWISE Hints		
Corrupting Display	4	34	Cassette Errors	5	15
Printing Hex Numbers	10	39	Cassette Usage	6	15
REM (Alternative)	9	49	Clearing Text	5	37
REM Statements in DATA statements	4	28	Function Keys (Extra)	1	33
ROM Index Again (Sideways)	7	31	MCP40 Print Size	4	28
ROMs (Reading Sideways)	7	45	Markers (Automatic Deletion of)	1	33
Reading Text From Disc or Econet	7	31	Multi-Line Page Headings	5	37
Reserving Basic II Memory	7	5	Multiple Copies	5	36
Resetting the Computer during	1	16	OC Trouble in Wordwise	10	39
a Program			Swapping Catalogues	5	11
Reversing Flags	5	37	Word Count (Inaccurate)	1	33
Rounding Error (Another)	5	17			
Screen Fill (Quick)	3	6	VIEW Hints		
Scrolling (Preventing Screen)	1	8	Control Codes	8	14
Shinwa CP80 'E' Patch	4	34	Function Keys (Defining)	1	16
Shortest Game?	2	7	Hard Spaces	7	35
Sideways RAM Benefits	10	45			