



INDEX



INSTRUCTIONS

File the index page from every issue at the back of your Fast Access binder for a handy reference to your library of programs. The pages can be ordered by Icon or by issue, it's your choice.

80 TRACK DRIVES

Insert FAST ACCESS into your disk drive and type:

*CHANGE <RETURN>

The program will prompt you to insert a formatted 80 track disk when necessary. Single drive users will have to swap the disk several times.

TITLE	PROGRAM FILES	TEXTFILES
Clipart	CLIPART	T.CLIPART
Kommz	CLIP1 - 2 KST K.chars K.Maincde K.AMXeml K.Icons	T.KOMMZ
Hostages	HOSTAGE HOST_1 1.HOST1 - 4	T.HOSTAGE
MemZap	MZAPSRC	T.MZAP
Quick Start	ISTART Q.START Q.FILE FULLER BBCLEFT SQUARE THIN CHUNKY POSH	T.QUICK
Month Planner II	MthPlan	T.PLANNER
Word Builder	WORD	T.WORD
See Emily Play	EMILY RUNEMIL CODE DATA CHARS	T.EMILY
Enjoy The Silence	SILENCE	
Clapping	CLAPPIN	
Gallery	comp GALSCR6	

ALL USERS

Make backup copies of both disks and keep the originals in a safe place with Write-Protect tabs on. Use only the copies, as many of the programs write to the disk, which will diminish the usefulness of the originals. For specific filing system information, please refer to the help file on disk.

NEW USERS

Don't Panic!. First find out whether you have 40 or 80 track drive(s) attached to your computer. Then go to your User guide or Welcome Manual and find out how to use the *COPY command. Next re-read the section above All Users, and then continue reading down from this point.

40 TRACK DRIVE SYSTEMS

FAST ACCESS is supplied on 40 track disks and will work on any 40 track BBC Micro system straight away. Remember to make a working copy before use.

80 TRACK DRIVES

If your filing system allows double-stepping, we recommend using the system's own command. As a general rule, built-in 40-to-80 track converters should be used where available; the documentation for your filing system or utility ROM will give full instructions.

ADDRESSES

If for any reason your copy of Disk User will not work on your system then please carefully re-read the instructions given above. If you still experience problems then return it to: SELECT SUBSCRIPTIONS LTD, 5 River Park Estate, Billet Lane Berkhamsted, Herts HP4 1HL. TEL 0442 876661

Advertising enquiries to FAST ACCESS, Argus House, Boundary Way, Hemel Hempstead, HP2 7ST. TEL 0442 66551. Editorial and technical enquiries to FAST

ACCESS, 6C Belgic Square, Padholme Road, Peterborough PE1 1XF TEL 0733 53355.

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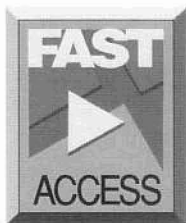
Page Layout by Simon Fifield.

Printed by Loxleys, Sheffield.
Duplication by Direct Disk Supplies, Teddington, Middlesex.

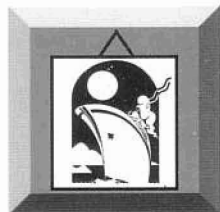
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1990.

RESOURCE FILES

TITLE	FILES	TYPE
Menu	FAMENU GOSPR GOCODE	BASIC Data file M/ code
Info Desk Change	IDESK CHANGE	BASIC M/code



DESKTOP PUBLISHING CLIPART



AUTHOR

Matthew Fifield

FILES

'CLIPART'BASIC

'CLIP1'Compressed

'CLIP2'Compressed

'T.CLIPART'TEXT

INTRODUCTION

For many computer users the most commonly used piece of software is the word processor. As the word processor software became more powerful and complex it became apparent that users would like to be able to do more than just write letters. Users wanted to be able to define columns of text on the page and include graphics along with the text. This led to the revolutionary **Desk Top Publishing** systems being born. A DTP system can be considered to be an all singing all dancing word processor.

DTP systems customarily provide a variety of type styles and sizes, defineable pages with moveable

columns, margins and rulers. After these most important features comes the graphics. A few lines or an ornate box surrounding some information on a page adds to the impact of the communication.



Any DTP software worth its salt will allow the user to import graphics and even draw his own. The Wapping Editor from Watford Electronics is one good example of this. Along with the DTP software the package includes a MODE 0 version of the Quest Paint software which makes use of the Quest Mouse. Mouse driven drawing programs are very easy to use. They provide facilities to cut up a large image into smaller parts which can be incorporated into DTP pages. A screen of images which can be cut up and used in a DTP package is referred to as **ClipArt**.

Drawing simple diagrams is relatively easy but for more detailed images you have three options. Firstly you can spend many hours drawing a picture and adding the fine detail by hand (all the Gallery pictures were done in this way). Second you could buy the Watford Electronics handy scanner and scan in images from ready drawn pictures and photographs. Thirdly you can look for a supply of Clip Art on disk. The third option is the best as it takes the least amount of time and expense.

On this Issue's disk we have an item on the menu called **ClipArt**. When you select this you will see two very detailed graphics appear one after the other. First Santa Claus and then a girl drawn in the Art Nouveau style. These two pictures can be used in DTP programs as imported images. The two screens are stored on disk as compacted files to save disk space. If you would like to save them to another disk as whole screens then press <S> while the picture is being displayed. Any other key will lead to the next picture or the main menu. If you do save them then ensure that you have a disk ready in the drive with at least 40K of free space. When examining the **ClipArt** program you will see that the program which expands the compacted screen files is called 'comp'. This program when it has been *RUN can be used to compress any graphic screen down to

a fraction of its normal size and save the data to disk. The two commands to do this are *PSV to compact the screen onto disk e.g.

```
*PSV CLIP1
```

and *PLD to load the screen from disk and display on the screen e.g.

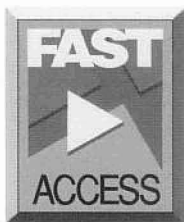
```
*PLD CLIP1
```



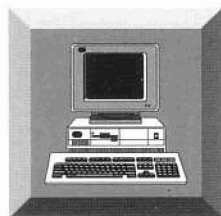
The code automatically selects the correct screen mode to display the screen in. Use this program yourself to enable you to store more graphics screens onto your disks. A 40 track disk can only store 5 MODE 0 screens whereas with *comp it could hold 11 or 12!

The **ClipArt** program can be altered to load and display any of the MODE 0 Gallery files which have appeared in FAST ACCESS (E.g. **Galscr1**). Simply alter the filename after the *PLD command. Make sure that the relevant FAST ACCESS disk is in the drive when the program is run or a 'Not found' error will occur.

Master users need to note the lines (10 and 80) which store the four bytes at location &208 and restore them after the 'comp' program has been used. This is to stop the Master from becoming confused by the machine's new *commands and failing to follow any normal *commands.



KOMMZ



AUTHOR

Richard Browning

FILES

'KST' BASIC
 'K.Chars' BASIC
 'K.Maincde' BASIC
 'K.AMXeml' BASIC
 'K.Icons' BASIC
 'T.KOMMZ' TEXT

IMPORTANT NOTE

Kommz does not work on the Master or BBC Model B+. This is due to differences in the memory and Operating System.

INTRODUCTION

Kommz is a simple to use terminal emulator for Viewdata and VT52 protocols. Using icons, novices and experts alike will be able to use bulletin boards and other such facilities to the full.

The program is based around a GUI - Graphical User Interface

system. No special ROMs are required, but if you have an AMX ROM then this can be used instead of the built-in routines.

GETTING GOING

Run the program from the FAST ACCESS menu as normal. A word of warning: Kommz does not terminate cleanly (Bad Program or a similar message is given) so when quitting the program (CTRL-BREAK) is advised.

In the following instructions, 'click' means either press the left mouse button or hit RETURN, to activate a selection procedure. Move the pointer with the mouse or by using the Z,X,* and ? keys.

SECTION 2

Icon: KOMMZ logo

Function: Exit Kommz

Displays a copyright message and the option to quit Kommz. If you wish to leave the program, then click on Exit Kommz.

Icon: Filing Cabinet

Function: File operations and terminal definition

A menu appears with the options:

1. Disc - Serial
2. Serial - Disc
3. Viewdata
4. Standard (VT52)
5. XMODEM

1, Disc - Serial: This allows the transfer of data from a file to the serial port, with XMODEM transfer if the user so requests. When clicked on, a filename will be requested.

2, Serial - Disc: As (1), except incoming data is stored to a disc file.

3, Viewdata: Clicking on this sets Viewdata emulation (eg Prestel).

4, Standard: When selected, the emulation is set to the standard VT52 (BBC) format.

5, XMODEM: A bit tricky this one - for odd reasons which I still can't figure out, it doesn't work all the time. But when it does, use it! XMODEM allows the transmission and collection of data using certain protocols which guarantee almost error-free data transactions.

Icon: Telephone
Function: Talk

After clicking on this icon, the pointer will disappear. Whichever emulation mode has been selected, you are now in it. A few things will become apparent:

1. Even though the program operates in Mode 4 (bit-mapped

graphics), all viewdata graphics characters are supported (save for separated graphics). Obviously, as Mode 4 is monochrome, colours are not displayed (this includes flashing).

2. If the standard (VT52) font is examined, you may be surprised (!) to learn that it is proportional. Each bulletin board should have a terminal definition section in which the user can define the number of characters to the line. Initially, it would be wise to set the number of columns (characters) to 40 (set the number of rows to 29). However, due to the proportionality of the font, one might like to try about 60 characters to the line.

Icon: 300/300
Function: Speed

Data transaction rates ranging from 75 baud up to 19200 baud are shown. Set the transmission rate by clicking on the T by the required speed, set the receive rate by clicking on the R.

Icon: data
Function: Word format

This displays all the available data protocols in the form Data Length, Parity, Stop Bits. Simply click in the line which shows the required format.

Icon: Question mark
Function: Display settings

Displays the current baud rates, word format, emulation mode and whether a file is currently active. Press any key to exit.

Icon: RGB

Function: Palette

Displayed in the same format as the speed menu, a list of available colours is shown. Click F for foreground (text) colour or B for background (paper).

SECTION 3

NAME STORE AND MACRO FUNCTIONS

Icon: Multi-function

Function: Name/Macro functions

To access the names, click on the Macro icon. This will then display a list of the names of bulletin boards available. To move up and down the list, click on the up and down icons and the display will scroll in response.

Which ever name you then click on, the display will expand and show you the definition attached to that name.

N.B. If you have no names in store, the program will display a list of defaults which you should alter to your own requirements and save.

Kommz can store up to 28 names with the following information:

1. Service name
2. Service telephone number
3. Dialling sequence
4. Transmit rate
5. Receive rate
6. Protocol
7. Emulation
8. Macro file

Each option is changed by clicking on the required field, which is set up as follows:

1, Service name: This 8-character entry allows the user to name the service for which the current definition applies. This name is the one displayed in the initial choice menu.

Alteration of this field simply involves typing in the name (after clicking on the field) and pressing RETURN.

2, Service telephone number: If the user doesn't have an autodial modem, then this entry reminds the user of the number to dial; or if the user does have an autodial modem then the number is used, if required, in the autodial sequence that Kommz issues to the modem.

To change the entry, click in the field, type the new number then press RETURN.

3, Dialling sequence: This only applies if the user wishes to employ an autodial modem. All such modems (or most of them!) expect some sort of control sequence to 'wake up' and dial a number. That control sequence is entered in this field. Just type in the required sequence.

Control characters, which are otherwise non-displayable, are shown in inverse (eg CTRL-P will be shown as P in colours reversed to the current ones). As usual, pressing RETURN leaves this option.

4, Transmit rate: Clicking on this box cycles through baud rates up to 9600 baud.

5, Receive rate: Same as (4), but for receive.

6, Protocol: Cycles through all the word formats.

7, Emulation: Alternates between Viewdata and Standard emulations.

8, Macro file: Each name can have

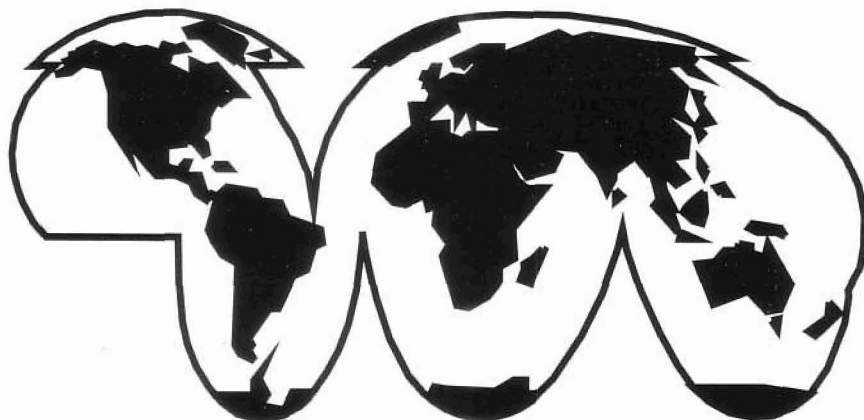
1, Save: Adds the current definition to the list, up to a maximum of 28.

2, Load: Simply returns the user to the name selector menu.

3, Wipe: The original definition is removed from the list.

4, Use: Causes a selection window to pop-up with these options:

- i. Dial
- ii. No dial



a file transmitted when contact is made. The file is specified in this field.

When you are satisfied with your specifications, you can do any of four things:

- 1. Save the definition under the current name
- 2. Load another definition
- 3. Wipe the current definition
- 4. Use the definition

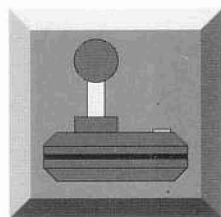
i, dial: Uses the specified number and dialling sequence to send to the modem. If the macro field is ON, the given file is also sent (assuming it exists!).

ii, No dial: Just sets the specified baud rates and word format.

All baud rates and word formats are set before any other action and are always changed to those given in the definition.



HOSTAGES PLAYABLE DEMO



AUTHOR

Peter Scott

FILES

'HOSTAGE' BASIC
'HOST_1' M/CODE
'1.HOST1' DATA
'1.HOST2' DATA
'1.HOST3' DATA
'1.HOST4' DATA
'T.HOSTAGE' TEXT

FAST ACCESS is very proud to present the exclusive playable demo of Peter Scott's latest master piece: *Hostages*.

Hostages is a mixture of strategy and action. You have under your control a team of three marksmen and three paratroopers. The task is to free hostages held by terrorists in an embassy siege. There are three levels of play with very different actions required in each.

This demo allows you to play the first level of the game. After this level is completed the computer will try to

CONTROLS

Z LEFT
X RIGHT
* UP
/ DOWN
RETURN FIRE
COPY PAUSE
DELETE CONTINUE
SHIFT&ESCAPE QUIT
S SOUND ON
Q SOUND OFF

load the rest of the game but will hang up as the level two files are not on the disk. When this happens just press <CTRL> and <BREAK> to reset the machine.

The object of the game's first level is to place all three of your sharpshooters on the crosses on the map at the top of the screen. A 'bonging' noise sounds when you are correctly positioned. You can hide from the beam of the spotlight, as when you are spotted by it you are fired at. After a certain number of shots, you die.

FIRE hides your man in a doorway, next to a low wall or in a window. It also brings you back from hiding.

UP makes you run in the direction you are facing.

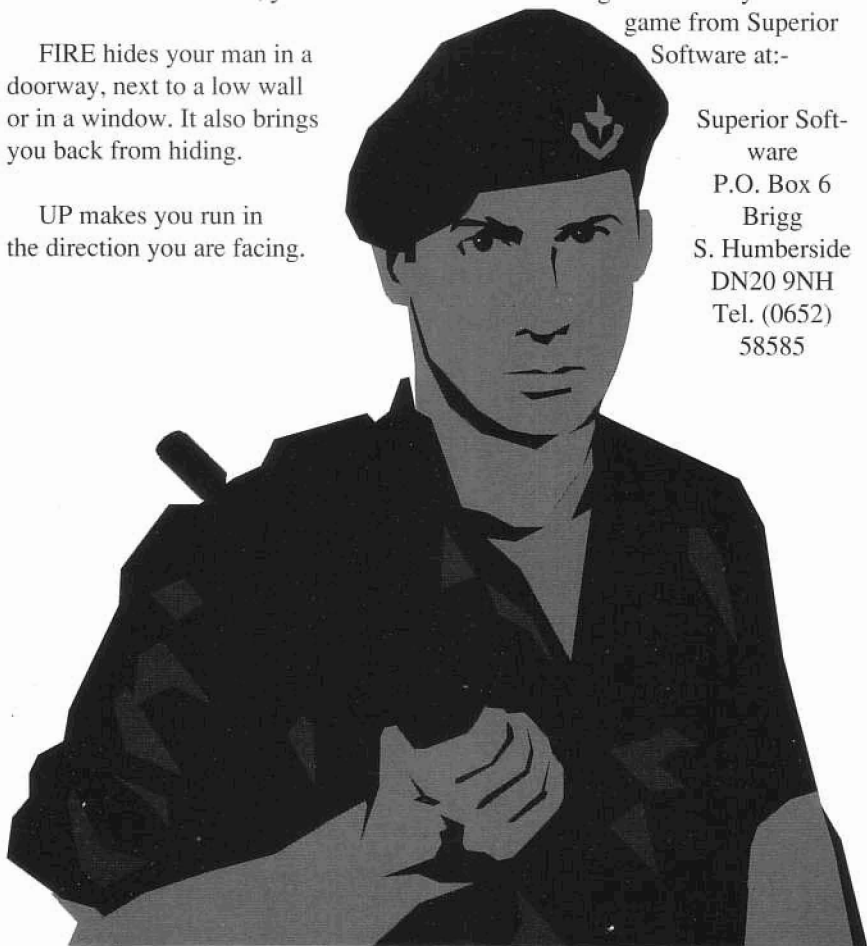
DOWN makes you crouch, when crouched left and right makes you crawl along.

DOWN & FIRE makes you do a forward roll.

1/2/3 Switches between your three men Delta, Echo and Mike.

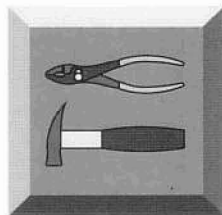
To complete this preliminary level, place all surviving men on crosses and hide them. If you get frustrated at not being able to go any further in the game then buy the full game from Superior Software at:-

Superior Software
P.O. Box 6
Brigg
S. Humberside
DN20 9NH
Tel. (0652)
58585





MEMORY EDITOR



AUTHOR

Rafael Jay

FILES

'MZAPSRC' BASIC
'T.MZAP' TEXT

PROGRAMMING TOOL

There are many times when a programmer needs to examine or alter areas of memory. For instance, to check the output of a machine code program, or to insert control codes in a BASIC program.

Usually, he/she will be forced to laboriously peek and poke the bytes

KEY FUNCTIONS

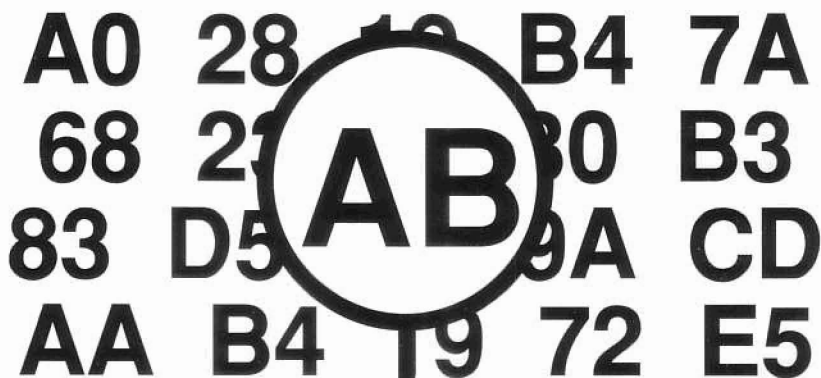
Key	Function
Cursor up	Move up one line
Cursor down	Move down one line
Cursor left	Move left one byte
Cursor right	Move right one byte
TAB	Update screen
ESCAPE	Exit to BASIC
SHIFT	Speed up all operations

COMMAND FUNCTIONS

Command	Function
!x	Page in rom number x
Pxxx	Move to address xxx
"<string>	Store string in memory
<hex number>	Store hex number in memory
<ascii char>	Store ASCII character in memory

one by one, or at best use a *DUMP type memory display program. But now there is the MZAP memory editor. It is designed specifically to allow quick and easy viewing and alteration of memory.

command functions. Key functions are operations performed by pressing a key, while command functions require you to type a command, which is displayed at the bottom of the screen as you enter it. Both functions and



To set up the program for use, select the appropriate icon from the menu. The code will be assembled at location &6500, and you will be prompted to insert a formatted disc with some room on it (although it need not be blank). Do so, and press SPACE.

A file called MZAP will be saved. From now on, typing *MZAP when that disc is in the drive will load and run the editor. No parameters are necessary, as the selecting of memory areas, etc are all done within the program itself.

VIEWING AND EDITING CONTROLS

The control functions are split into two categories: key functions and

operations are listed in the controls panel.

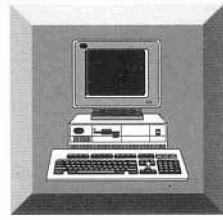
The screen automatically scrolls to keep your cursor in the centre. When you enter a hexadecimal value or ASCII character the cursor automatically moves on to the next byte, and when you enter a string it moves to the end of that string.

COMPATIBILITY

This program has been tested on the BBC B and Master 128. It should work on the Master Compact, and with all versions of BASIC.



QUICK START



AUTHOR

D.F. Catlin

FILES

'!START'	M/CODE
'Q.START'	BASIC
'Q.FILE'	DATA
'FULLER'	FONT
'BBCLEFT'	FONT
'SQUARE'	FONT
'THIN'	FONT
'CHUNKY'	FONT
'POSH'	FONT
'T.QUICK'	TEXT

WHAT IS QUICK START?

If you've ever felt there must be more to !BOOT files than just CHAIN "Prog", then read on.

QUICK START is a menu driven !BOOT file building utility designed to help BASIC programmers get the definition of characters, envelopes and function keys (as well as some

common *FX commands) out of the way during the !BOOTing of a program. It has been written to be easily used. A !BOOT file with every option changed can be produced in under 2 minutes.

USING QUICK START

Menus can be stepped through by pressing <SPACE>. You select options by pressing <RETURN>. Finally press <ESCAPE> to return to a previous menu.

A word in the right hand column of a menu indicates the item has more than one option. To select another option press <RETURN>. A number in the right hand column can be changed by entering a new value from the keyboard. Ensure that the old number has been reset to zero, by repeatedly entering any digit, before entering the new value. Where a number can be either positive or negative the sign can be changed by pressing <->.

ESCAPE/BREAK KEYS

ESCAPE ENABLE/DISABLE - if disabled, the ESCAPE key will have no effect at all, not even to produce an ASCII value.

KEY VALUE - this is the ASCII code produced by the ESCAPE key. If it is changed then any key can act as the ESCAPE key. A word of warning though, the computer will still act on the nominated value even if it's not from the keyboard.

GENERATES - if set to ASCII this effectively **DISABLES** the ESCAPE key but enables key presses to be checked.

BUFFERS ON ESCAPE - if set to **HELD** all buffers retain contents. Useful for error trapped programs.

MEMORY ON BREAK - if set to **CLEARED** this will corrupt any program in memory when **BREAK** is pressed.

FUNCTION/CURSOR KEYS

CURSOR KEYS - if **DEFAULT** is selected then the cursor keys act normally. ASCII will make the keys generate ASCII 135-139. **FUNCTION** turns the keys into function keys 11-15.

KEY - denotes function keys alone.

KEY+SHIFT - denotes function key + **SHIFT**.

KEY+CTRL - denotes function key + **CTRL**.

KEY+SHIFT+CTRL - denotes function key, **SHIFT** and **CTRL** keys together.

FUNCTION - means the key combination will act as a function key in the range 0-9.

DISABLED - means the keys will not operate when pressed in your program.

A NUMBER? - indicates that this is the base value produced when the function key combination is

pressed, if the number is 128 then f0 will produce 128, f1 will produce 129 etc. This value can be changed in accordance with the routine detailed earlier.

IMPORTANT NOTE...

The value 0 is read by the computer as meaning 'DISABLED' and 1 is read as 'FUNCTION'.

EDIT KEYS - just press <RETURN> and you will enter the editor.

FUNCTION KEY EDITOR

The function key editor allows up to 238 characters to be inserted into either an individual key definition or spread across all sixteen. The up cursor key will not function. To move the cursor up a line it is necessary to keep the down cursor pressed until the cursor is on the desired line. To quit the editor press <ESCAPE>.

SOUND AND ENVELOPES

SOUND ON/OFF - if set to **OFF** this command will disable all sound.

BEEP - this is the sound generated by **VDU 7**.

TEST BEEP - press <RETURN> to hear the current **BEEP** settings.

DEFINE ENVELOPES - press <RETURN> to enter the **ENVELOPE DEFINER** routine.

ENVELOPE DEFINER

The **ENVELOPE DEFINER** enables envelopes 1 to 4 to be defined with either your own sound or with one of

five preset voices. The relevant values are entered using the technique given above, negative values are produced by pressing <->. To test the envelope move the cursor to either NOTE TEST or PERCUSSION TEST and press <RETURN>. To select one of the five preset voices, move the cursor onto the relevant voice and press <RETURN>. To quit the envelope definer, press <ESCAPE>.

CHARACTER EDITOR

The DEFINED CHARACTER ROUTINES allow up to 224 characters, in blocks of 32, to be defined. Not all blocks will eventually be required by the user so a selection method has been incorporated.

NOMINATE BLOCKS BATCH/

SINGLE - press keys <A> to <G> to nominate which blocks are to be incorporated in the !BOOT file. If BATCH is selected and more than one block is nominated then memory will be reserved from user RAM, that is when the QUICK START file is run it will reset PAGE automatically. If SINGLE is selected and a block in the range <E> to <G> is nominated then this block will reside at &C00 but will be addressed by the O.S as though it is part of the normal character set, so a partial replacement of the character set can be achieved.

NOTE.. A block must be nominated before it can be edited or cleared. This is to prevent the accidental exclusion, from the finished file, of a block that has been edited.

CLEAR BLOCK - press <A> to <G> to clear a NOMINATED block.

The computer will prompt SURE? at which point enter <Y> to clear or any other key to abort.

SAVE ALL BLOCKS - press <RETURN> and the prompt SAVE AS will appear. Enter a filename (7 letters max) and press <RETURN>.

LOAD ALL BLOCKS - press <RETURN> and the prompt FILE-NAME will appear. Enter the filename, of one of the example fonts or a previously saved user file, and press <RETURN>.

EDIT BLOCK - enter <A> to <G> to edit a NOMINATED block and press <RETURN>.

USING THE CHARACTER EDITOR

The CHARACTER EDITOR enables you to edit a complete block of 32 characters. Once in the CHARACTER EDITOR you will see a screen layout of 32 characters, and on the right hand side a set of options and information. These options are:-

CHARACTER NUMBER - this is the number of the character that the cursor is currently editing.

DRW - this is the DRAW option, press <D> to turn it on.

RUB - this is the RUB or erase option, press <R> to turn it on.

MOV - this is the MOVE option, press <M> to turn it on.

CURSOR CONTROL KEYS - <Z>, <X>, <: > and </>.

SPC - this is the <SPACE> bar, this toggles the state of the pixel at the cursor position.

FIL - press <F> to FILL the current character completely.

KIL - press <K> to KILL or erase the current character completely.

INV - press <I> to INVERT the current character.

ESC - press <ESCAPE> to quit the CHARACTER EDITOR.

KEYBOARD AND FLASH RATE

CAPS/SHIFT LOCKS - this will force the CAPS/SHIFT LOCK lights to assume whichever setting is desired.

TAB GENERATES - the value of the TAB key will produce when it is pressed.

REPEAT DELAY - this is the delay in 1/100ths of a second that the computer waits before commencing to AUTO REPEAT when a key is pressed.

REPEAT RATE - this is the delay the computer waits when AUTO REPEATING, the shorter the time, the faster the key repeats itself. If the key is set to zero the time defaults the value to 8.

FLASH RATE 1 - the period of time that the first of two alternating colours will be on. If set to zero then the colour will stay on.

FLASH RATE 2 - the period of time that the second of the two colours will be on. If set to zero and FLASH RATE 1 is non-zero then the colour will be on permanently.

THE QUICK START FILE SYSTEM

ENTER NAME OF !BOOT FILE - requests the name of the QUICK START file.

Pressing <RETURN> at this point will return you to the main menu. If the filename !BOOT is given at this point then QUICK START will not only produce a !BOOT file but will also select *OPT 4 2 for the disk system.

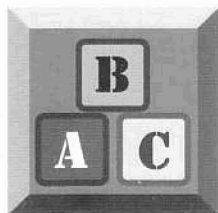
If any other filename is given then QUICK START will produce a 'linking' file that can be used between two BASIC programs.

ENTER NAME OF CHAIN FILE - requests the name of the BASIC program to be CHAINED by the QUICK START file.

Pressing <RETURN> at this point will return you to the main menu. Any valid name will be accepted, names longer than 7 letters will be rejected. The QUICK START file will then be produced.

DISK/TAPE READY? - requests that the correct disk be placed in the drive. Press <ESCAPE> to abort at this point, or any other key to SAVE the file.

ANY KEY TO CONTINUE - press any key to return to the main menu. All your selected options are still available at this point so to create another file using the same attributes simply re-enter the QUICK START file system.



WORD BUILDER



AUTHOR

Dave Carlos

FILES

'WORD' BASIC
'T.WORD' TEXT

A JOY TO USE

Young children who are learning to spell will find this program a joy to use. It has bright colourful graphics and plenty of jingles. This helps to keep their interest in what could otherwise be a boring learning task.

Some instructions on how to play the game are displayed for the student

to read. The program first asks which group of words the student wishes to be tested on. It then asks which level of difficulty is required. Next, the computer asks if sound is wanted or not. When the selections are made a word is displayed on the screen. The letters are jumbled up. The student presses the letter they want to place. Then he/she moves an arrow under the place where they think the letter should be to build the word. If it is positioned correctly they then select the second letter and so on until the whole word is completed.

As correct letters are selected and placed a picture of a house is built up on the screen. This provides the student with an instant picture of how well they are doing. A jolly tune and the full picture of the house reward the student when they have completed the word.

WANTED

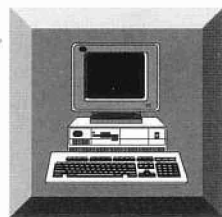
If you have written any useful, good quality programs for the BBC Micro why not send it to us for publication in Fast Access.

Send it to:

FAST ACCESS
6C Belgic Square,
Padhome Road,
Peterborough.
PE1 5XF.



MONTH PLANNER II



AUTHOR

William Woodall

FILES

'MthPlan'BASIC
'T.PLANNER'TEXT

NEW & IMPROVED

This is a new improved version of the Month Planner program which was part of Home Help. Copy the file 'MthPlan' from Issue 6 disk A onto Issue 4 disk A to replace the old version. You may need to unlock the original 'MthPlan' file by typing *ACCESS "MthPlan" <RETURN>.

USING MONTH PLANNER II

The Main Menu option in the menu refers to the main menu of the 'HOME HELP' package. This option will only work if you have copied the program onto Issue 4 disk A.

The program will display or print a planner for any year required. It can show annual holidays and notes for each day or for the month. You can

print the month selected or all months to the end of the year. Pressing ESCAPE will return you to the Menu.

The year can be re-selected at any time. Pressing RETURN uses the current year selected by default.

Notes can be entered for the day and month. Annual items can be entered for any year. Notes can be deleted by entering #.

Each month can have up to 32 note entries. This is done by selecting days greater than the end of the month up to 32.

ADFS users must create a 'P' directory, in directory \$, to contain the Month Planner data file, which is saved as Pln + year of calendar (e.g. Pln1990).

When <*> is shown, system commands may be entered when the save or load option is selected. To avoid initial disc access press ESCAPE and then enter system commands.

During calculation delays, a few interesting facts are displayed each month.



DISK FORUM



With this issue we complete FAST ACCESS Volume I, and we now turn our sights towards Volume II. You should all have received your official subscription renewal offer by now, together with some information on the goodies we have lined up for you over the next twelve months. You may feel there are some questions yet to be answered, so please call us on our hot line number 0733 53355 for a swift answer. Below, you can find a sample of the commoner questions together with their answers.

Q. Will there definitely be a Volume II

A. Nothing is certain in life, but as long as you want it, we'll give it to you.

Q. I never received my renewal offer, so what happens now

A. You can still subscribe at the preferential rate, just call our hotline or write to the editorial address

Q. Will the magazine still be published by ASP

A. No, all control will be passed over to Phoenix Software at the editorial address commencing from Volume II Issue 1.

Q. Will there be substantial changes to the magazine

A. The only changes made are those that have been requested by you, the readership via the Readers survey. The biggest changes will be the addition of

an extra disk, and the provision for the bulk of documentation of disk-based text, as opposed to the help cards.

Q. Will the software in Volume II be of the same high standard as in Volume I

A. Overall we believe the quality of software and presentation has steadily improved, and that the second volume will be even better.

Q. why has there been a price rise

A. Simply to cover the cost of inflation, and it comes to less than 25p extra per disk if you work it out.

MODEM OFFER

This is restricted to those of you renewing your subscription with us. For an unbeatable £100 (plus £10 delivery charge) you will receive the following:

1. A superb BABT approved Designer modem worth £99.95
2. V2.00 of the ZROMM rom based software £19.95
3. Disc-connect auto-dialling & phone number library £ 9.95
4. RS232 Cable £ 9.95

Total £139.80 + VAT = £160.77 –
Saving £60.77

Full details of how to obtain this all-inclusive package will be des-

patched with the first issue of Volume II

BUGS AND BUGBEARS

The question of missing pages and poor packaging has arisen frequently. Many subscribers are unhappy with their help cards arriving folded. We agree that this is not acceptable and it will not happen in Volume II. If an issue doesn't arrive on your doorstep in mint condition, we will immediately replace it with no quibbles.

Each issue of FAST ACCESS Volume I should have ten help cards supplied with the two disks. Often more documentation is found on the disks. If you have less than ten cards for any issue then please let us know.

READERS SURVEY RESULTS

Many thanks to all the subscribers who returned the Reader Survey questionnaires. They have been invaluable in designing the next volume of FAST ACCESS. We have made careful note of all your requests and many of your ideas have been included. Here are some details which may be of interest to you. The

anagram was supposed to be THAT GREAT CHARMER and the answer is MARGARET THATCHER. Sorry if the mistake was misleading. Any answer resembling the above was entered into the final draw.

65% of subscribers use the Model B. 28% use the Master 128. The rest use the B+, Electron and Archimedes. 86% have 80 track disk drives. 79% use the Acorn DFS. A majority of 71% have Sideways RAM. Only 27% have a modem and less than 10% use the Music 5000 system. 89% like the Disk Menu and 39% would like a faster text display and printer program. 60% would like more demo software and 83% would like hardware offers. Finally a whopping 97% of you have printers.

A large majority (73%) found FAST ACCESS to have the correct mix of software. There were many suggestions about which software would be well received. These have been duly noted and we will keep a sharp lookout for all the requested software.

DON'T FORGET, RENEW YOUR SUBSCRIPTION, NOW!

STATEMENT OF OUR INTENT...

We remain *fully* committed to supporting the BBC Model B, B+, Master and Electron with *high quality*, original software and articles for the foreseeable future.