

TO:

# COLOUR GENIE

## AUCKLAND DISTRICT USER GROUP NEWSHEET

ISSUE No.3  
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Another well attended meeting at the last Club meeting on 2nd April, with a variety of informal discussion together with the now accepted free exchange of information to Question and Answer. Particularly so during the time put aside for program viewing and exchange.

Our thanks once again to Rakon Industries and to members who brought along the hardware, also to those who offered their home grown programs for copying.

Condolences to those who perhaps had a little difficulty in following OLWYN's lesson in basic. Dont worry -- I think most did. I fell off somewhere and never really got back on. Anyway, OLWYN has the lesson typed, which has been promised for inclusion with this newsheet. The original exercise was from a listing called "3-D PLOT" out of a Basic Computer Games publication, and has also been included.

Casual comments made at meetings by members (or prospective members) have to date been favourable. Also a number of persons are already benefiting through the aid of others in resolving programming problems seemingly up until then, beyond their own capability. Now that little bit more knowledgeable.

### COUNTRY MEMBERS:

Information from our club Secretary indicates that some 50 names have been recorded as being interested in joining the Club. The majority of these being from Colour Genie owners/users from outside the Auckland Metropolitan area. Many are already "FINANCIAL MEMBERS" and although subscription fees are proportionatly lower, they are inclined to 'miss-out' on the tips and ideas passed around at Club meetings.

By way of this newsletter we will do our best to keep all informed of Club related activities and items of interest etc., ----- But please dont leave it all up to the committee members. Remember we are only as far away as pen and paper.

### PUBLICATIONS

Your comments on any computer topic (good or bad), even your programming problems, would I am sure be appreciated for circulation to other members. Apart from a couple of telephone requests for computer games (with graphics please), I, as with

other committee members have received no "Feed-back" from anyone.  
We must be doing it all correct then!!!!

Most will be aware that the N.Z mag. "Computer Input" are eager to receive program listings for publication, and perhaps rightly so, there are those who would prefer some remuneration for their hard worked at programmes. The Colour Genie Club is of course a Non-profit organisation formed solely for the benefit of Club members. Program contributions will always be valued and as like "Computer Input", full recognition would be given to the originator.

We have been advised that:-

"FOR THE PURPOSE OF PUBLICATION THE ORIGINATOR IS THAT PERSON WHO HAS COMPILED THE PROGRAM FROM HIS /HER OWN ORIGINAL AND IMMAGINATIVE IDEA.

THE SAME SHALL NOT APPLY TO THOSE PROGRAMS WHICH HAVE SIMPLY BEEN ALTERED SO AS TO ACCOMODATE ANOTHER NAME PURPORTING TO BE THAT OF THE ORIGINATOR".

The above apparently from:- Computer copyright law.

The Club will do it's best to protect members listings from this type of unscrupulous person.

However, as like "Computer Input" and other magazines we still welcome updated or modified program listings, but would suggest contributors follow the above ethics of publication.

For those fortunate enough to have obtained a tape copy of "Haunted House", you will have noticed that only the Graphics and modifications were credited as being by A. RUSSELL. The original being adapted for Colour Genie from an 'USBORN' publication. (Made clear by Andy Russell at the time of copying). It certainly does not detract from the enjoyment of the game.

#### TECHINAL MANUAL

Regretably Rakon Industries are not now able to assist us in obtaining a copy of this manual from 'LOWE' in England, and the Christchurch user group who have also written to LOWE requesting a copy, have had little sucess.

It has been suggested that to enable us to obtain a copy, some member/s may have relations in England who may be able to purchase a copy on our behalf. ----- ANY OFFERS PLEASE.

#### RAKON INDUSTRIES

Rakon now offer to all FINANCIAL MEMBERS a 15% discount on all purchases of C.G. software etc.

## 6TH MICRO COMPUTER SHOW

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Anyone who has previously been to one of these shows will not miss this one. It's a show of computer 'Goodies' that turn most followers green.

It is to be held at the Easter Showgrounds (Pavillion No.1) Saturday the 16th JUNE.

NOTE: NOTE: NOTE:

Rakon Industries are prepared to support the Club by paying all costs associated with a display stand, as well as providing the Hardware and Software for display and sale.

PROVIDED: ---- that we man the stand.

This is a good opportunity to enable the Club to acquire much needed funds.

THE DATE AGAIN ===== 16th JUNE 1984.

( VOLUNTEERS PLEASE )

## HARDWARE/SOFTWARE

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A catalogue and order form has been received from "Computer Plus" of Christchurch, and although comprehensive is perhaps no more than that which can be purchased through Rakon at discount. However an acknowledgement will be sent.

## FINANCIAL MEMBERS

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Since the Club's inaugural meeting on the 6th February, there has regretablely, been a lack of response with regard to subscription payments. And mainly from those attending the meetings. It would seem that country members are prepared to be more supportive. Of the 31 in attendance at the last meeting, 20 have yet to respond - one way or another.

Last month (in order to generate interest) 100 copies of the Newsletter and all the attachments were posted out.

From next month, Newsletters - Program listings etc, - and Club meetings are for FINANCIAL MEMBERS ONLY.

## PROGRAM LISTINGS

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It would seem that a lot of people had trouble in 'Running' the two programs sent out with last months newsletter. I'm sorry but the originators live in England and I dont have the answers.

Maybe someone else can help. Lets hear from you.

However, the attached program listing does work.

It has been adapted from an original publication, the author of which is A.P. JOHNSON of England. Some alterations have been made to make it work faster, with sound being added also.

```

10  REM WORM
20  CLS: PRINT@168, "DO YOU WANT INSTRUCTIONS":
    PRINT@257, "(Y/N)"
30  Q$=INKEY$: IFQ$<>"Y"ANDQ$<>"N"THEN30 ELSE
    IF Q$="Y" THEN 70
40  PRINT@329, "O.K. NO INSTRUCTIONS"
50  FORN=1TO5: FORE=1TO200: NEXTE, N
60  GOTO80
70  GOSUB 440
80  CLS: COLOUR7
90  PRINT@1, STRING$(38, 243)
100 PRINT@881, STRING$(38, 243)
110 FOR DR=41 TO 841 STEP 40
120 PRINT@DR, CHR$(243): PRINT@DR+37, CHR$(243)
130 NEXT DR
140 COLOUR 1
150 A=803: ZZ$=".".": SC=0
160 BB$=INKEY$
170 IFBB$="Z" THEN ZZ$="Z"
180 IFBB$="X" THEN ZZ$="X"
190 IFBB$="/" THEN ZZ$="/"
200 IFBB$="." THEN ZZ$="."
210 PRINT@ A, CHR$(230)
220 GOSUB 400 400
230 IFZZ$="Z" THEN A=A-1
240 IFZZ$="X" THEN A=A+1
250 IFZZ$="/" THEN A=A+40
260 IFZZ$="." THEN A=A-40
270 IF PEEK(17408+A)=243 THEN 300
280 SC=SC+1
290 GOTO 160
300 COLOUR 5: PRINT@A, CHR$(254)+CHR$(249)
310 SOUND8, 15
320 SOUND7, 7
330 SOUND8, 16
340 SOUND9, 16
350 SOUND10, 16
360 SOUND12, 56
370 SOUND13, 0
380 COLOUR 1
390 PRINT@455, "SCORE="; SC:
    FORD=0TO1000: NEXTD: RUN80
400 SOUND7, 248
410 SOUND8, 15
420 SOUND13, 6
430 SOUND7, 255: RETURN
insert CLS: -> 440 PRINT "THIS IS A SIMPLE VERSION OF WORM.
    THE ONLY KEYS YOU NEED ARE: -"
450 PRINT@254, "Z = LEFT"
460 PRINT@334, "X = RIGHT"
470 PRINT@414, "." = UP"
480 PRINT@494, "/" = DOWN"
490 PRINT@608, "PRESS RETURN TO CONTINUE":
    INPUT X
500 CLS: RETURN

```

# 3-D Plot

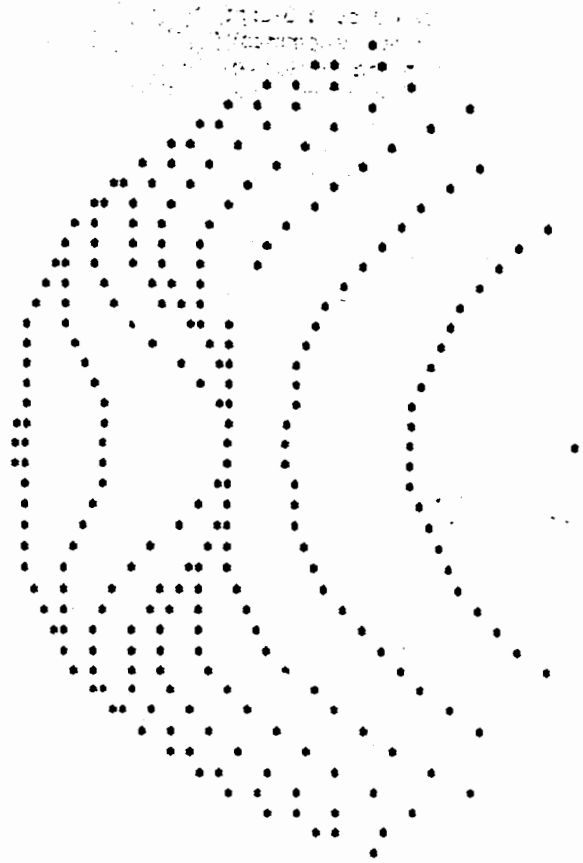
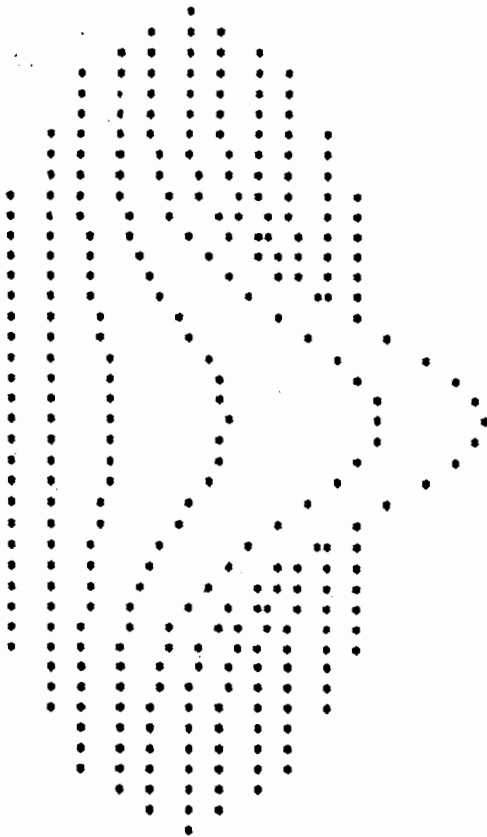
3-D PLOT will plot the family of curves of any function. The function Z is plotted as "rising" out of the x-y plane with x and y inside a circle of radius 30. The resultant plot looks almost 3-dimensional.

You set the function you want plotted in line 5. As with any mathematical plot, some functions come out "prettier" than others. Here are some that work nicely:

```
5 DEF FNA (Z) = 30*EXP (-Z*Z/100)
5 DEF FNA (Z) = SQR (900.01-Z*Z) *.9-2
5 DEF FNA (Z) = 30*(COS (Z/16) ) 2
5 DEF FNA (Z) = 30-30*SIN (Z/18)
5 DEF FNA (Z) = 30*EXP (-COS (Z/16) )-30
  (Bessel function—Summerfeld's Integral)
5 DEF FNA (Z) = 30*SIN (Z/10)
```

The author of this amazingly clever program is Mark Bramhall of DEC.

3D PLOT  
CREATIVE COMPUTING MORRISTOWN, NEW JERSEY



```
1 PRINT TAB(32);"3D PLOT"
2 PRINT TAB(15);"CREATIVE COMPUTING MORRISTOWN, NEW JERSEY"
3 PRINT:PRINT:PRINT
5 DEF FNA(Z)=30*EXP(-Z*Z/100)
100 PRINT
110 FOR X=-30 TO 30 STEP 1.5
120 L=0
130 Y1=5*INT(SQR(900-X*X)/5)
140 FOR Y=Y1 TO -Y1 STEP -5
150 Z=INT(25+FNA(SQR(X*X+Y*Y))-.7*Y)
160 IF Z<L THEN 190
170 L=Z
180 PRINT TAB(Z);". ";
190 NEXT Y
200 PRINT
210 NEXT X
300 END
```