

LYNX USER GROUP

NEWS SHEET June
1984



Introducing LUG

The main purpose of this news sheet is to introduce LYNX owners to a new users group, to be called the LYNX USERS GROUP, or LUG.

The organ of LUG is to be the LUG magazine, which will be initially on a bi-monthly basis, that is 6 issues a year. If the membership increases to a satisfactory level, and subject to incoming material then publication WILL be increased to more issues a year.

The intended aims of LUG are listed below:-

1. There will be a minimum of 6 issues a year of the magazine LUG.
2. Further news sheets will be issued free to LUG members in addition to the magazine.
3. It is intended to provide a balanced publication between machine code and BASIC programming.
4. There will be provision for individuals to advertise their 'odds and ends' entirely free of charge subject to available space.
5. Application for affiliated membership to the Association of Computer Clubs has already been made.
6. It is a prime intention of LUG to put LYNX owners in touch with one another subject to their agreement.
7. As an addition to 6) above, local area membership listings will be available on either a County or in the case of places like LONDON on a regional basis. If any member requires a full membership list then a charge will be made for the listing.
8. It is intended to produce LUG as a quality magazine, both as regards printing and paper quality. **Note:** members will be supplied with on joining, a seal-close plastic bag to keep their issues in a clean condition.
9. For advertisers and for those who feel they would like to advertise, the advertising rates, at least initially, is to be kept to a low of £80 per page. Less than this page area is to be based on a 1/8 page basis at £10 per small advert.
10. All articles which are accepted for publication, will be paid for at the rate of £10 per page, less than this, is pro-rata.
11. Articles which are required are, software reviews, programs in BASIC and machine code, hints and tips, constructional projects or anything else which would be of interest to other owners. Of particular interest is any programs, no matter how short using LYNX FORTH.

As can be seen from the above, that it is intended that the magazine LUG shall be as dynamic as is possible. Further suggestions from members concerning the content or styling of the magazine will be taken seriously into account in improving following issues.

So

JOIN the LYNX USERS GROUP NOW.

The Lynx's future

After much speculation concerning the future of the LYNX in all the trade journals, it seems to still have a future. A company spokesman this week hinted that there is hopefully a strong chance that the LYNX could be saved from extinction. This is welcome news for all owners who must be wondering what to do. The advise of LUG is to wait and see, in any case there are many software writers who are even now designing software for the LYNX.

Amongst the usual complaints about the machine is the apparent lack of software available. This is of course untrue, for there are currently approximately 150 programs, with many more in the 'pipeline'. If any owners are thinking of changing to any of the new machines, please bear in mind that it could be several months before any new software becomes available. Any item of software, whether it be games or utilities, takes several man-weeks to program, mass produce and market, in spite of the claims that are made!

As any owner should be aware, the LYNX computer has an unusual but an extremely powerful implementation of BASIC, with the added bonus of a machine code monitor as standard, even on the 48K. How many micro's now on the market offers the ability to study the inner workings of the ROMs? The answer is of course NONE!!! What is badly needed is an advanced book on the BASIC to illustrate what can be done with a high level language. So how about it, you budding authors!!!

There are also many misconceptions about the LYNX, especially by so-called reviewers in the commercial press, so beware these reports, they are often inaccurate, even after this time, one of the most recent claimed that in the high resolution mode ??? that the memory was 'gobbled up'. The LYNX does not in the general sense have any form of 'mode' for its screen. Unless the command 'TEXT' is called, the LYNX is in HIGH resolution all the time because the video memory is entirely separate from user memory. The LYNX was the **FIRST** of the paged micro's and it is only recently that other manufacturers have considered this technique, please note also that as well as the LYNX, all the new machines use the Z80 as being the most popular and the most flexible amongst all the 8-bit processor chips. It is also accepted as the standard chip for running CP/M business programs, even the 'seed of the oak's computer' is double the price of the

LYNX to run CP/M. Incidentally there are several thousand CP/M business programs available for business users.

As an argument for the LYNX's BASIC, just compare program listings for other micros and see how flexible and powerful the LYNX BASIC really is. There are as with any micro still some 'bugs' in its implementation, but the latest version of the 96K has many of these eliminated including a vastly improved tape routine, for LOADING and SAVEing.

Beware a certain new computer sporting 'a proper keyboard', there is still a painted contact system underneath the keys with all its inherent unreliability. The LYNX has a proper keyboard and is easy on the fingers for prolonged typing.

Another feature that is made of in the new micro's, is the ability of producing 'WINDOWS', but they only offer a possible maximum of 8, the LYNX can offer from BASIC as many as you like, the author of this article has written a short program for a 'cross-hatch' generator to set up his monitor as regards convergence etc. This program will be published in LUG. The program is about 10 lines long and provides not just 4 nor 8 but 48 windows!!!! There is no limit, subject to the number of pixels, about how many windows can be generated, and what shape they take!

Many people must be wondering about the new LYNX, the 128K. First of all it is a new design although similar in concept to the 48K and 96K. It provides like the 96K about 60K of programming space, plus double the memory devoted to the screen, namely 64K, hence its title. This gives a total pixel coverage of 512 x 248, and a text coverage of 80 columns by 24 rows. It is also possible to switch to a 'LO RES' mode which produces the same screen appearance as the 48K and 96K. Among other enhancements is the ability to produce ellipses using the 'CIRCLE' command, increased speed by using a 6 MHz clock, the Z80B being the new processor. This gives faster screen access and a more rapid response to keyboard commands. There is also available a 'FONT' feature, as well as supplying English characters from the keyboard, there are German, French, and others readily available.

From a home user's point of view, as well as increased power to the CIRCLE command, it is possible by colour mixing the pixels, to generate 56 shades of colour on the screen. But by far the most interesting of the graphic commands is the new 'FILL' facility. First a character is designed eg a simple 'X', then to set the foreground and background colouring

LYNX 48/96K SOFTWARE

QUAZAR COMPUTING

Siege Attack ...	£5.95	Reversals	£4.75
Puzzle Pack ...	£5.95	Space Trek ...	£4.75
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Dungeon Adventure ...	£9.90
Snowball	£9.90
Compass (Compression Assembler)	£15.00

ABERSOFT

Mazeman	£4.95
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LYNXMAN

Vorlon Invaders	£5.00
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FL SOFTWARE

LYNX MACHINE CODE PROGRAMS



"ROADER" £5.95

A roadrace game with twisting fast road obstacles, fuel, time and distance display, real time clock, hiscore etc. Fuel consumption increases as you leave the track. How far can you travel and how fast before your fuel runs out or you crash? 100% Machine Code with fast graphics (yes fast) and sound.

"CODER" £7.50

This is the assembler we use to write our games. It is also a disassembler, machine code editor, and test tool. What other assembler works with CODE LINES, RAM or ROM, includes a FAST BLOCK PRINT routine to demonstrate BANK SWITCHING, has an integral Dis-assembler and costs only £7.50?

AND FROM ANDREW GOSLING "TOEDER" £5.95

A highly addictive series of a favourite arcade game. With 4 levels of play, 11 sheets to clear and hiscore. Deadly enemies such as mutant rubber ducks, submarines, crocodiles, blobmen and harpoons must be avoided to reach the gaps in the coral reef. Once 3 of your "TOES" have reached the gaps in the coral reef they may safely board the waiting boats which then sail off and a new sheet appears. Each sheet becomes progressively harder. 100% machine code with fast graphics (yes fast) and sound.

SEND CHEQUE OR P.O. TO:-

QUAZAR COMPUTING DEPT. N.
29 WESTERN ROAD, NEWICK, EAST SUSSEX, BN8 4LE
overseas - add 10%

LUG members 10% discount - quote memb. No.

Reset/NMI (Non Maskable Interrupt)

Have you ever crashed the system and had to switch off and start again? My other micro has a very simple way out of this problem - you press the reset button. This starts execution at 0000 which is where the MONITOR is. You may then warm start Basic (a cold start is like the NEW command and you lose your program). Unfortunately, although the LYNX has the RESET line coming out the back it is not possible to use it because if the reset button were pressed the LYNX would cold start and you would lose everything.

There is, however, a Non Maskable Interrupt line which could be used. The Z80 recognises three types of maskable interrupts (ie it can be programmed to ignore them) and one NMI. The NMI executes at 0066. This jumps to 6294 which jumps to 3B32 and prints 'NOT YET IMPLEMENTED'. Location 6294 could be POKed to point back into the Basic code. this would, in effect, give the LYNX a reset facility. I'll write the code of someone will design the hardware. Any offers?

This article is an extract from NILUG issue No. 1

Back Issues of NILUG

A complete set of the 6 issues of NILUG can still be obtained from:-

Mr. R. Poate
53 Kingswood Avenue
Sanderstead
S. Croydon CR2 9DQ

Please send a cheque or P.O. for £9.00.

LYNX USERS GROUP

209, KENTON LANE,
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VORLON INVADERS

The city of VORLON is experiencing an asteroid storm. The asteroids are burnt up in the atmosphere. Your enemy has decided to attack using missiles to destroy the atmosphere and guided mines to destroy your defence satellite. When the atmosphere is destroyed the asteroids will destroy Vorlon. A fast action game exploiting the versatile graphics of the LYNX. With numerous fast-moving aliens, missiles and asteroids on the screen it requires tactics as well as good coordination. How well can YOU defend Vorlon?

VORLON INVADERS by LYNXMAN Price £5.00
(10% Discount for LUG members)
270 Tithe Pit Shaw Lane
Warlingham, Surrey CR2 9AQ