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Whoops!

The machine code listings for right and up were left out of David Ellis's Amstrad feature, How to Draw, published in HCW 104. Here we reprint the missing codes. Our apologies to all.

Listing 1. Machine code listing for right and up

Address	Mnemonic	Op Codes	Right Comment
&832E	CALL 838C	CD 8C 83	; subject to set plotting colour
&8331	CP 2	FE 2	; Are there 2 parameters?
&8333	JR NZ &833A	20 5	; No colour specified
&8335	CALL &8295	CD 95 82	; HL = Colour. DE = no. of pixels
&8338	JR &833F	18 5	; miss the next part
&833A	CALL &829B	CD 9B 82	; HL = no. of pixels
&833D	LD D,H	54	; transfer contents of
&833E	LD E,L	5D	; HL to DE
&833F	LD HL,0	21 0 0	; HL = vertical movement i.e. 0
&8342	CALL BBF9	CD F9 BB	; subroutine to draw a line
&8345	RET	C9	; done
Up			
&8346	CALL 838C	CD 8C 83	; subject to set plotting colour
&8349	CP 2	FE 2	; Are there 2 parameters?
&834B	JR NZ &8354	20 7	; No colour specified
&834D	CALL 8295	CD 95 82	; HL = colour. DE = no. of pixels
&8350	PUSH DE	D5	; another method of transferring
&8351	POP HL	E1	; registers. DE to HL
&8352	JR &8357	18 3	; miss the next instruction
&8354	CALL &829B	CD 9B 82	; HL = no. of pixels
&8357	LD DE,0	11 0 0	; DE = horizontal movement i.e. 0
&835A	CALL BBF9	CD F9 BB	; subroutine to draw a line
&835D	RET	C9	; done

Take-over bid

I have written to your magazine before complaining of how thin it was and its poor quality. I was happy to find that the magazine has improved no end and judging by the issue dated March 5-11, HCW 102, the magazine cannot get much better.

However, halfway through the magazine I was disappointed to find that Quicksilver had taken over the magazine. The advertisement lasted 16 pages, 16 pages which could have been used for informative reading,

which after all is what a magazine should contain.

The reviews are better and although maybe not so informative are certainly more amusing. Obviously your magazine has become brighter instead of lighter.

Sorry you objected to the advertising. However, advertising provides a substantial income for magazines, and without the advertising HCW would be much thinner. HCW has a high editorial content anyway, in contrast to other magazines.

Channel 5? That's odd!

I was recently playing Tony Crowther's new game Gryphon, from Quicksilver. I had played it about five times and each time I checked the hi-score chart.

When I pressed the function keys a strange thing happened. It looked as if my TV set was tuning itself in to Channel 5. But there is no channel 5, I hear you say. Exactly, there isn't; it's

Tony Crowther's joke. Not very funny because twice I turned my computer off and reloaded the game before I realised!

It looks very realistic with lines flashing across the screen which then turn into a testcard of channel 5. If you ever have the misfortune to suffer this all you have to do is press the N key and the title screen will start again.

David Morton, Wolverhampton

Answer back

I must say that we read the letters from D Harman, R Kavanagh and D Black (HCW 101) with incredulity. As reviewers for HCW we feel that some facts should be explained. When we receive a game for review, we are asked to play it and to assess our opinion of it. We are not expected to compare it to other versions on other machines (in fact it would be grossly unfair to do so).

Inevitably, we mentally compare it to other software for the same computer, but then again, don't we all? You can't assess any piece of software in total isolation, but on the other hand, you can't compare versions for two different machines.

Consider an alternative scenario. Imagine that a reviewer gives a solid gold rave review of a game and you go out and buy it. After playing it for 30 seconds you realise that you loathe it. Is it fair to slag off a reviewer who liked it?

We suggest that you take reviews as they are meant — the opinion of an everyday punter. In the long term the only sensible way to buy software is to play it before buying. Use our reviews for guidance by all means, but use your own judgement too.

We accept that not everybody will share our views, but then again life would be pretty tedious if we all agreed all the time.

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