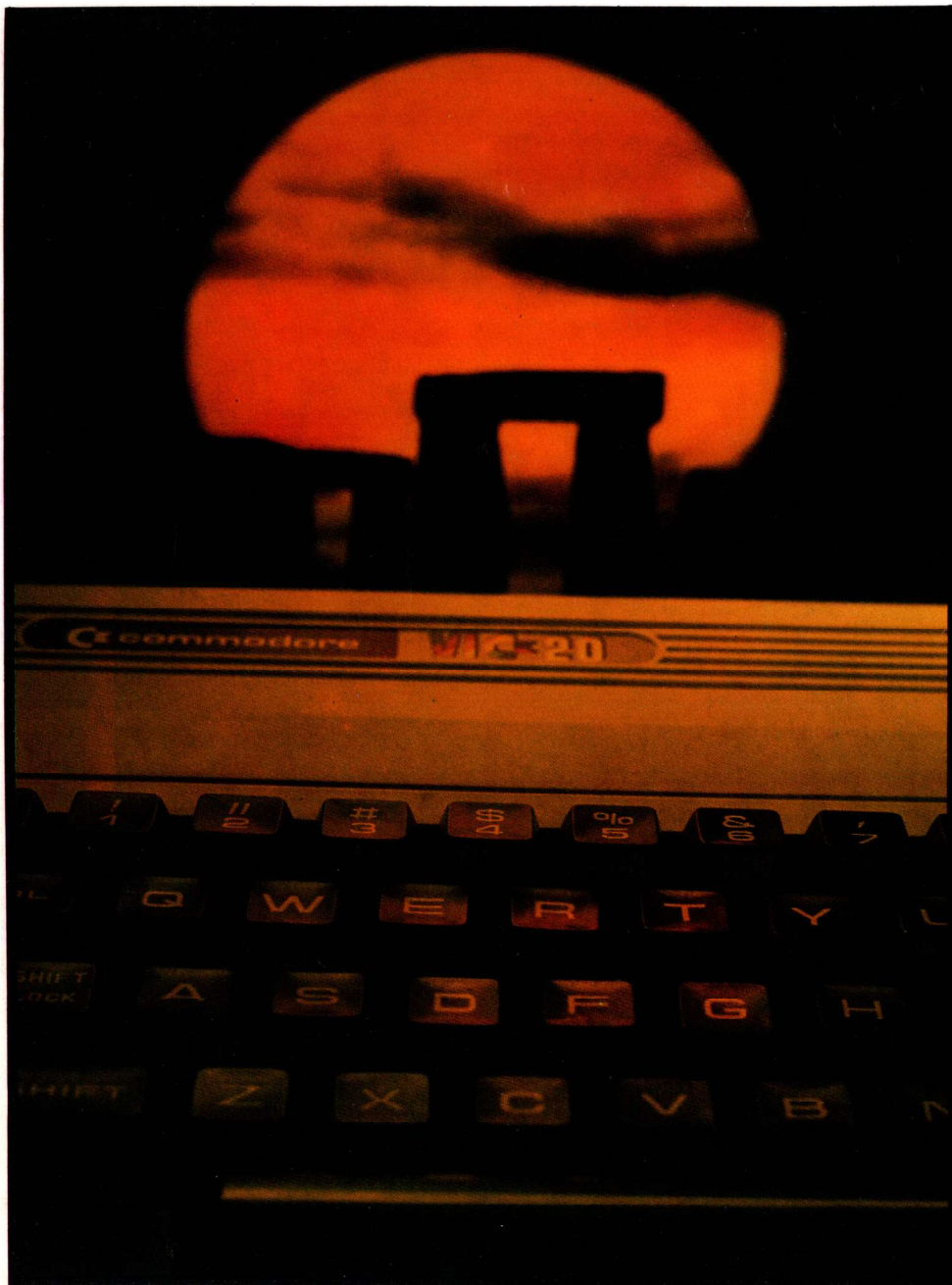


Vic COMPUTING

AUGUST 1982 Vol 1 ISSUE 6

Machine Art
Vic for Business
Punter's Progress



NEW COMPUTER FOR OLD
— and new uses for the Vic

Vic as Artist by David Pletts

```

30 REM PLOT11
35 DIMX(4,2,5),Y(4,2,5),Z(4)
40 PRINT"*** MOVE-A-SHAPE ***":PRINT
50 PRINT"CHOOSE COLOURS"
51 PRINT
55 PRINT"0:BLACK
56 PRINT"1:WHITE
57 PRINT"2:RED
58 PRINT"3:CYAN
59 PRINT"4:VIOLET
60 PRINT"5:GREEN
70 PRINT"6:BLUE
71 PRINT"7:YELLOW
72 PRINT
75 INPUT"SCREEN";B:IFB>7ORB<0THENPRINT"NUMBERS BETWEEN 0 AND", "7 ONLY.":GOSUB
2010:GOTO50
76 PRINT
77 INPUT"NO. OF DESIGNS";E:IFE>4ORE<0THENGOSUB2000:GOTO77
78 FORD=1TOE:PRINT"COLOUR OF DESIGN";D:INPUTZ(D)
79 IFZ(D)>7ORZ(D)<0THENPRINT"NUMBERS BETWEEN 0 AND", "7 ONLY -":GOSUB2010:GOTO78
80 NEXT
115 FORD=1TOE
118 PRINT"* DESIGN";D:PRINT
120 INPUT"NO OF POINTS (5 MAX)";P:IFP>5ORP<0THENGOSUB2000:GOTO120
125 PRINT"* NOW ENTER X THEN Y CO-ORDINATES FROM 10 TO 1020 ONLY"
130 FORI=1TO2:PRINT"FOR IMAGE ";I:FORNA=1TOP
140 PRINT"POINT ";NA:INPUTX(D,I,NA),Y(D,I,NA)
150 NEXT:NEXT
155 NEXTD
160 NA=NA-1
165 D=D-1
170 INPUT"HOW MANY STEPS";R
175 FORD=1TOE
180 FORI=1TOR:FORF=0TOI-1:SP=SP+1/R:NEXTF
190 FORJ=1TONA
200 XX(J)=X(D,1,J)+(SP*(X(D,2,J)-X(D,1,J)))
YY(J)=Y(D,1,J)+(SP*(Y(D,2,J)-Y(D,1,J)))
210 IFJ>2THENGOSUB1000
240 NEXTJ:SP=0:NEXTI
245 NEXTD
250 FORI=1TO4000:NEXT:SCNCLR:GOTO175
1000 REM PLOT ROUTINE
1005 GRAPHIC2
1010 COLORB,B,Z(D),Z(D)
1025 IFI=1THEN:DRAW2,X(D,1,1),Y(D,1,1)TOX(D,1,2),Y(D,1,2)
1030 DRAW2,XX(J-1),YY(J-1)TOXX(J),YY(J)
1040 RETURN
2000 PRINT"TOO MANY -"
2010 PRINT"PLEASE TRY AGAIN"
2020 PRINT:RETURN

```

The Vic makes a fine tool for multi-coloured computer graphics. These three programs by designer and printer David Pletts all require the Super Expander cartridge.

MOVE-A-SHAPE allows the user to create a straight-line shape with up to five Points and move it from the original position on the screen to another position decided by the user, with as many in between steps plotted on the screen as is chosen. Designs such as 'curve stitching', 'nested' rectangles, and parallel lines can be created.

Up to four different designs may be plotted, each in a different colour if required: however, if designs of different colours overlap, some colour interference results.

The program first lists the available colours (for Graphic 2 mode) and requests input for the screen (background) colour. You are then asked to input the number of designs required and the colour of each design.

Next, taking each design in turn, you are asked to input the number of points, for example, entering '2' will give a straight line and '3' will allow two lines joined at a common point.

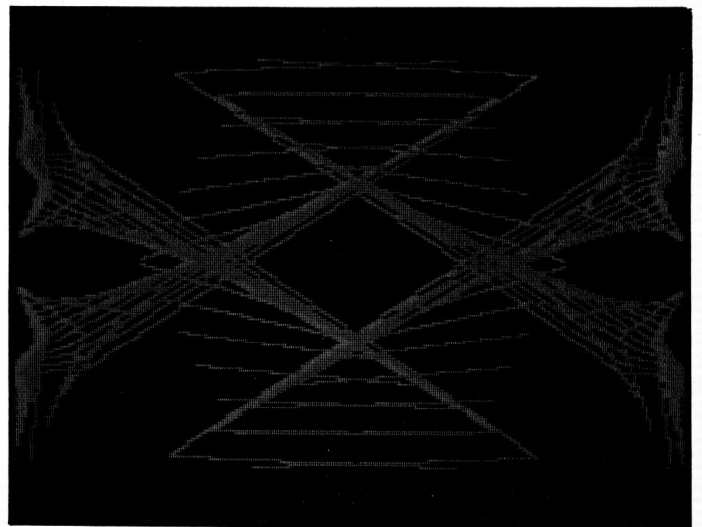
The co-ordinates are then requested: first X which gives the position across the screen (10 is on the left) followed by Y which gives the position down the screen (10 is at the top). No image appears if co-ordinates smaller than 10 or greater than 1020 are chosen.

Having selected co-ordinates for the first image, the same is requested for the second image which is where you want the first image to be 'moved' to.

The number of steps of movement to be shown on the screen is the final request, and this can be any number required, although steps greater than 30 or so result in more-or-less solid shapes created rather slowly.

After completing the design(s) the program clears the screen and begins plotting all over again, continuing to do so until the RUN/STOP key is pressed. To exit from the program press RUN/STOP and RESTORE together.

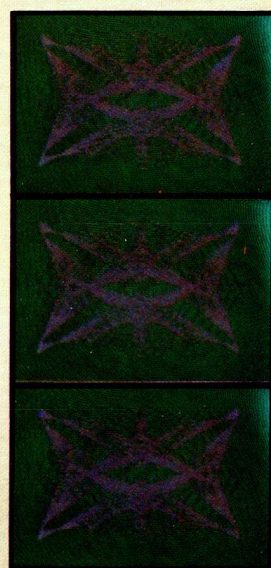
For success it is essential to read and obey the screen prompts carefully, advises David.




```

100 REM PLOTII
110 DIMX(4,2,8),Y(4,2,8)
120 PRINT"*****KOMPUTER KALEIDOSCOPE":FORII=1TO4000:NEXT
130 GOSUB400:B=RR
140 GOSUB400:Z=RR:IFZ=BTHEN140
150 R=INT(RND(1)*14)+8
160 P=INT(RND(1)*6)+2
170 FORI=1TO2:FORNA=1TOP
180 X(1,I,NA)=INT(RND(1)*600)+10
190 Y(1,I,NA)=INT(RND(1)*600)+10
200 X(2,I,NA)=1020-X(1,I,NA)
210 Y(2,I,NA)=Y(1,I,NA):X(3,I,NA)=X(1,I,NA):Y(3,I,NA)=1020-Y(1,I,NA)
220 X(4,I,NA)=1020-X(1,I,NA)
230 Y(4,I,NA)=1020-Y(1,I,NA)
240 NEXT:NEXT
250 NA=NA-1
260 FORI=1TOR:FDRF=0TOI-1:SP=SP+1/R:NEXTF
270 FORD=1TO4
280 FORJ=1TONA
290 XX(J)=X(D,1,J)+(SP*(X(D,2,J)-X(D,1,J))):YY(J)=Y(D,1,J)+(SP*(Y(D,2,J)-Y(D,1,J)))
300 IFJ=2THENGOSUB340
310 NEXTJ:NEXTD:SP=0:NEXTI
320 FORII=1TO4000:NEXT:SCNCLR:GOTO130
330 SCNCLR:GOTO130
340 REM PLOT ROUTINE
350 GRAPHIC2
360 COLORB,B,Z,Z
370 DRAW2,X(D,1,1),Y(D,1,1)TOX(D,1,2),Y(D,1,2)
380 DRAW2,XX(J-1),YY(J-1)TOXX(J),YY(J)
390 RETURN
400 RR=INT(RND(1)*8):RETURN

```



KOMPUTER KALEIDOSCOPE, the third program, is a further development of SIMETRISHAPE, the difference being that all parameters are chosen at random by the computer. When a design is completed, there is a short pause, during which one gazes in wonderment at the results, after which a new design is created. This program will also continue until either the television or the Vic wears out!

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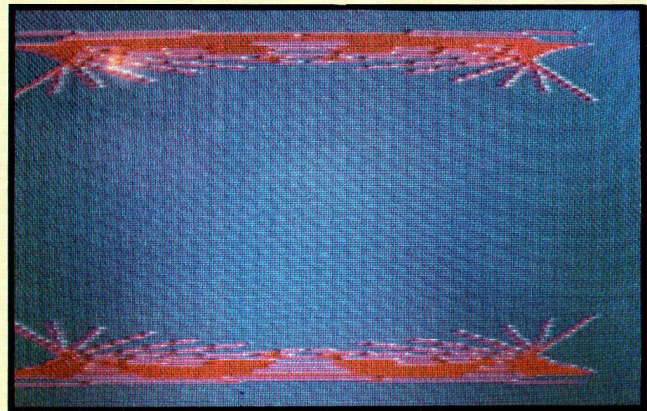
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.....

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SIMETRISHAPE is a development of the first program that allows only one design to be created. This design, however, is given 'mirror image' treatment. The program, as the first, is self-perpetuating.



```

30 REM PLOTII
35 DIMX(4,2,5),Y(4,2,5)
40 PRINT"*** SIMETRISHAPE ***":PRINT
50 PRINT"CHOOSE COLOURS"
51 PRINT
55 PRINT"0:BLACK
56 PRINT"1:WHITE
57 PRINT"2:RED
58 PRINT"3:CYAN
59 PRINT"4:PURPLE
60 PRINT"5:GREEN
70 PRINT"6:BLUE
71 PRINT"7:YELLOW
72 PRINT
75 INPUT"SCREEN";B:IFB>7ORB<0THENPRINT"NUMBERS BETWEEN 0 AND","7 ONLY.":GOSUB
2010:GOTO50
76 PRINT
77 INPUT"DESIGN";Z
79 IFZ>7ORZ<0THENPRINT"NUMBERS BETWEEN 0 AND","7 ONLY -":GOSUB2010:GOTO78
115 PRINT"J"
120 INPUT"NO OF POINTS (5 MAX)";P:IFP>5ORP<0THENGOSUB2000:GOTO120
125 PRINT"* NOW ENTER X THEN Y CO-ORDINATES FROM 10 TO 1020 ONLY"
130 FORI=1TO2:PRINT"FOR IMAGE ";I:FORNA=1TOP
140 PRINT"POINT ";NA:INPUTX(1,I,NA),Y(1,I,NA)
142 X(2,I,NA)=1020-X(1,I,NA)
144 Y(2,I,NA)=Y(1,I,NA):X(3,I,NA)=X(1,I,NA):Y(3,I,NA)=1020-Y(1,I,NA)
150 X(4,I,NA)=1020-X(1,I,NA)
152 Y(4,I,NA)=1020-Y(1,I,NA)
166 NEXT:NEXT
168 NA=NA+1
170 INPUT"HOW MANY STEPS";R
180 FORI=1TOR:FORF=0TOI-1:SP=SP+1/R:NEXTF
185 FORD=1TO4
190 FORJ=1TONA
200 XX(J)=X(D,1,J)+(SP*(X(D,2,J)-X(D,1,J))):YY(J)=Y(D,1,J)+(SP*(Y(D,2,J)-Y(D,1,J)))
210 IFJ=2THENGOSUB1000
240 NEXTJ:NEXTD:SP=0:NEXTI
250 FORI=1TO4000:NEXT:SCNCLR:GOTO180
1000 REM PLOT ROUTINE
1005 GRAPHIC2
1010 COLORB,B,Z,Z
1025 IFI=1THEN:DRAW2,X(D,1,1),Y(D,1,1)TOX(D,1,2),Y(D,1,2)
1030 DRAW2,XX(J-1),YY(J-1)TOXX(J),YY(J)
1040 RETURN
2000 PRINT"TOO MANY -"
2010 PRINT"PLEASE TRY AGAIN"
2020 PRINT:RETURN

```