

# BOOK NEWS

BOOKS FOR THE BBC MICRO USER

THE BBC MICRO MACHINE CODE PORTFOLIO

Bruce Smith

A collection of machine code routines and utilities which sets out - ready to use - what every user needs to get the best from the BBC Micro. Each program is supplied in the form of a procedure or function with unique line numbers, and each comes fully tested with a demonstration call to show how it works and the type of application possible.

ISBN 0 246 12643 4 £7.95

BBC MICRO WARGAMING

Owen Bishop and Audrey Bishop

This book describes the principles of wargaming and sets out routines which can be used either directly or adapted to suit the reader's requirements. Many different scenarios are provided including Ancient, Civil War, Napoleonic and World War II battles.

ISBN 0 00 383000 4 £7.95

THE BBC MICRO ADD-ON GUIDE

Philip Gardner, Mike Scott Rohan and Alan Scott

This invaluable guide gives full and up-to-date information on the exciting range of peripherals available for the BBC Micro. Practical applications are explained in simple terms, including short software routines where appropriate.

ISBN 0 00 383008 8 £6.95

THE BBC MICRO ROM BOOK

Bruce Smith

A useful reference for all serious Beeb users, this book shows how the paged ROM system and ROM filing system work, and provides programming examples to help readers produce their own sideways ROMs using EPROMs. In addition, the large amount of available page ROM associated hardware, such as ROM boards and sideways RAM and EPROM programs are examined in detail, along with 2nd Processor compatibility.

ISBN 0 00 383075 6 £9.95

ADVENTURE GAMES FOR THE BBC MICRO

A.J. Bradbury

Revealing some of the techniques used in the best commercially available games, this book describes in detail, with numerous examples and easily adapted program modules, how to create an adventure from scratch. It does not assume that the reader has any prior knowledge of adventure programming.

ISBN 0 00 383080 2 £6.95

CREATIVE ANIMATION AND GRAPHICS ON THE BBC MICRO  
Mike James

This book describes techniques of animation, sketching and painting, interactive graphics, realistic 3-D graphics and stereoscopic images, all of which can be achieved entirely by using BASIC. Many of these techniques are usually considered to be advanced but are introduced in a practical way with many programming examples.

ISBN 0 00 383007 1 £7.95

GET MORE FROM THE EPSON PRINTER  
Susan Curran

Epson printers dominate the market for dot matrix printers. This book describes simply and clearly what the Epson printer can do and how to do it. Many practical examples set out how to obtain alternate type styles, how to define new characters for use in special applications, how to print out computer images designed on screen, and much more.

ISBN 0 00 383001 2 £7.95

INTRODUCING CP/M ON THE Z80 SECOND PROCESSOR  
Bruce Smith

CP/M is an operating system that provides a standard systems interface to software written for a large variety of micro-processor-based computer systems. This practical guide is suitable for business and serious BBC users.  
ISBN 0 00 383108 6 £9.95 June '85

-----  
ORDER FORM

Send to:

Collins Professional and Technical Books  
Department 44  
8 Grafton Street  
London W1X 3LA

Postage: Add £1.50 for first purchase plus 50p for each additional item.

Quantity	Title	ISBN	Price
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

- \*I enclose my remittance for £ \_\_\_\_\_
- \*or please charge to my account No. \_\_\_\_\_
- \*or please debit my Access/Visa/American Express  
for £ \_\_\_\_\_ Card No \_\_\_\_\_

Name \_\_\_\_\_  
Address \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
Signed \_\_\_\_\_ Date \_\_\_\_\_

Please allow 28 days for delivery