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THE MAGAZINE FOR

MICRONET
MEMBERS

NEWS UPDATE... NEWS UPDATE...

The Micronet News Desk

By News Editor Ian Burley

The 'Net publishes a lot of news — around a thousand stories a year. Yours truly does most of the sifting through leads and story writing, with help from Big Ed Paul Needs, and of course our faithful band of freelancers like Steve Gold and Ben Knox.

We're continually striving to improve our industry coverage. For instance, at the end of last year we added the cream of Newsbytes international reportage to strengthen further our overseas computer news coverage, which we now feel is unparalleled.

However, many of our best news scoops start life as mailboxes sent to the News Desk by ordinary Micronetters. We're always keen to investigate stories brought to light by our readers, and the very nature of the 'Net means we can usually respond very quickly. So remember, the '7' key will get you to the News Desk response frame from any page in the News area.

When the big stories break, the 'Net is usually the first to report them. We can be on the 'phone to our source one minute, and be typing in the news the next, with no lengthy paper publishing-type brakes for typesetting, printing and distribution.

Oddly enough, one problem we have is that some of the weekly or monthly mags carry 'news' stories we covered weeks or months before and some 'Netters wonder why we've been 'scooped'!

Last year we concentrated on week-day reporting as it happened, and stopped 'holding over' stories for weekend updates. By the time you read this, the weekend News Desk will be alive and kicking once again with a regular technology round-up and the pick of letters to the News Ed answered.

It's interesting to reflect on what the News Desk has covered over the years, from the heady days of the initial home computer boom through to the industry shakeout which saw so many familiar names bite the dust. Today the computer industry shows a stable maturity and with it, a plethora of exciting new products and services.

But one thing you can rely on is that we'll continue to be the first to bring you the computer news when it happends in '89 and beyond.
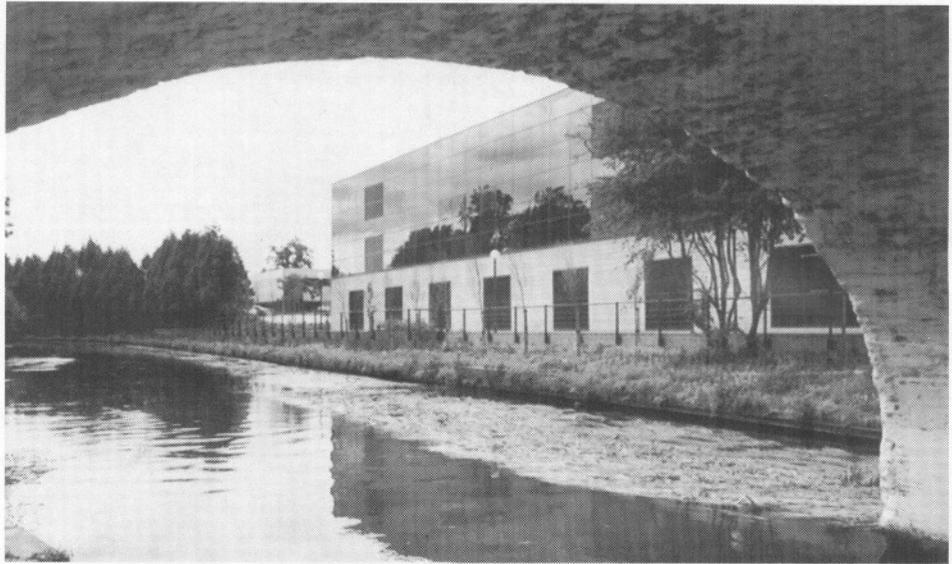
MICRONET ON THE MOVE

In Log On Update last September we told you about Telemap's plans to up sticks and move to Apsley, near Hemel Hempstead in Hertfordshire. Since then plans have advanced and we should be installed in our new hi-tech offices by the end of March.

We'll be letting you know the telephone numbers when they are finalised, but don't worry if you want to get in touch with us, as telephone calls and mail will be redirected for some time to come — and of course there's always mailbox.

LOG ON GOES A4

As you'll already have noticed, this issue of Log On is double the size of its predecessor! Redesigned, with articles to help you make the most of Micronet and interesting features, we hope you like it!

NEW ACORN/BBC EDITOR!

After a difficult search, in which we interviewed several excellent applicants, Micronet has appointed a new Editor for the Acorn/BBC Micro Magazine.

Paul Vigay is 24 and is well qualified in both computing and electronics. For the past four years he has been using Acorn machines, although he has also used VAX and ICL machines at work.

His interest in computing started way back in the days of the CBM PET micro, and he has programmed in several languages including COBOL, PASCAL and FORTH, as well as 6502, Z80 and MC68000 assembly languages and

RISC. His current machine is an Archimedes 310.

Paul will be starting work on the Micro Mag around the beginning of March, so be sure to write to him and tell him your interests, as well as welcoming him to the 'Net. Just key *BBC #

COMPETITION WINNERS

Douglas Gilbert from Loughborough in Leicestershire is the lucky winner of the Amiga competition in the last issue of Log On. The correct answers were: Commodore, Interfaces, monitor, multitasking, videochip, memory, peripherals, stereo, expansion and mouse.

Alan Wrigley from Huddersfield is the winner of our Portex competition, and John McKenna from Edinburgh wins a selection of games from Games Workshop. Second prize went to Ian Simpson, and Mr A. Ogden came third.

If you didn't win this time, don't worry! With this issue of Log On you could win an Atari Mega ST4 plus software from Rainbird and Nextbase worth over £2,000!! Just turn to page 10, or key *LOGON COMPETITION #

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MAILFAX

A recent addition to the facilities available on InterLink is the introduction of Mailfax. This allows you to communicate with any of the two million Group 3 fax users around the world.

The new service offers a wide range of facilities including free notification of delivery or non-delivery of the fax and a free cover sheet containing the sender's mailbox, and the date and time it was sent. Mailfax allows you to send each message to a mixture of fax and electronic mailboxes with one command. In the case of noisy telephone lines, calls are retried five times at five minute intervals, and the sender alerted if the message cannot be received.

So how do you use Mailfax?

Once logged in to InterLink, type **FAX** at the prompt, then press return. You will then be prompted with **Send or Queue:** here, you type SEND then press return.

Next you are asked who you want to send the fax **To:** There are three main parts of the next input. First, you need to type **FAX**, then you must enter the country's international STD code, even when sending messages within the UK (the UK code is 44). Finally type the full fax machine telephone number (this includes the area dialling code, **with the leading figure dropped**, (ie 01 833 4136 becomes 18334136). Thus the input to the **To:** prompt if you were sending a fax to Telemap would be **FAX 4418334136**, then press return.

Next you type in your message. Mailfax has an 80 character per line limit — and obviously can only contain text! Before typing the details, it is a good idea to put an attention line at the beginning, for example **For the attention of: Micronet Operations**. You may also want to enter the subject as well.

Text can also be loaded from your directory. Text files can be created using the **ED** editor (see **HELP ED** on Interlink for more information) and loaded into the fax. While you are in text input, enter **.load** **MIKnnn>filename** (where nnn is your MIK number, and filename is the name of the file to be loaded), then press return. If
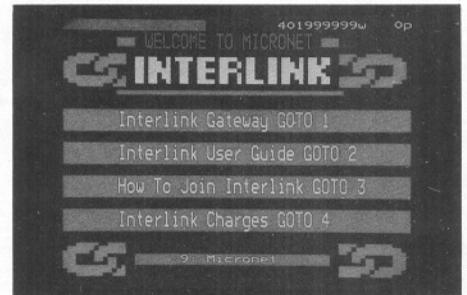
you had a file by that name in your directory, it will be loaded!

So you have now entered your message and it's time to send it. Type **.s** on a new line and you will be told how many words your fax contains.

Your fax is now on its way, but you can keep track of it.

You do this by checking your fax queue, type **Queue** at the **Send or Queue:** prompt and you will then receive the queue command prompt. Type **Scan**, and you will be asked to **Enter date:** If you want to see the status of the faxes you sent today, just press return here. If you want to see the status of the faxes you sent on another date, enter the date in the form dd/mm/yy and press return.

The queue will be displayed with the status of each fax sent. **QUEUE NUMBER** is the position in your queue; **USER NAME** is your MIK number, **SEQ NUMBER** is the fax reference from your mailbox, and **STATUS** will tell you what is happening to your fax at the moment.

WAITING means that your fax has not yet been placed in the sending queue; **SENT** tells you that your fax has been sent to the fax carrier; **ACCEPT** is when the fax carrier is actually trying to send the fax, and **ACKNOWLEDGED** means your fax has been delivered, or in some circumstances, undeliverable. A mail item will be sent to your MIK mailbox notifying you in either case.

More help is available to typing **HELP** at any of the prompts whenever you are sending a fax. There are also detailed information files available. These can be accessed by typing **INFO FAX** for information on the service, **INFO FAX USER** for a step by step user guide, and **INFO FAX COUNTRY** for help with sending international faxes.
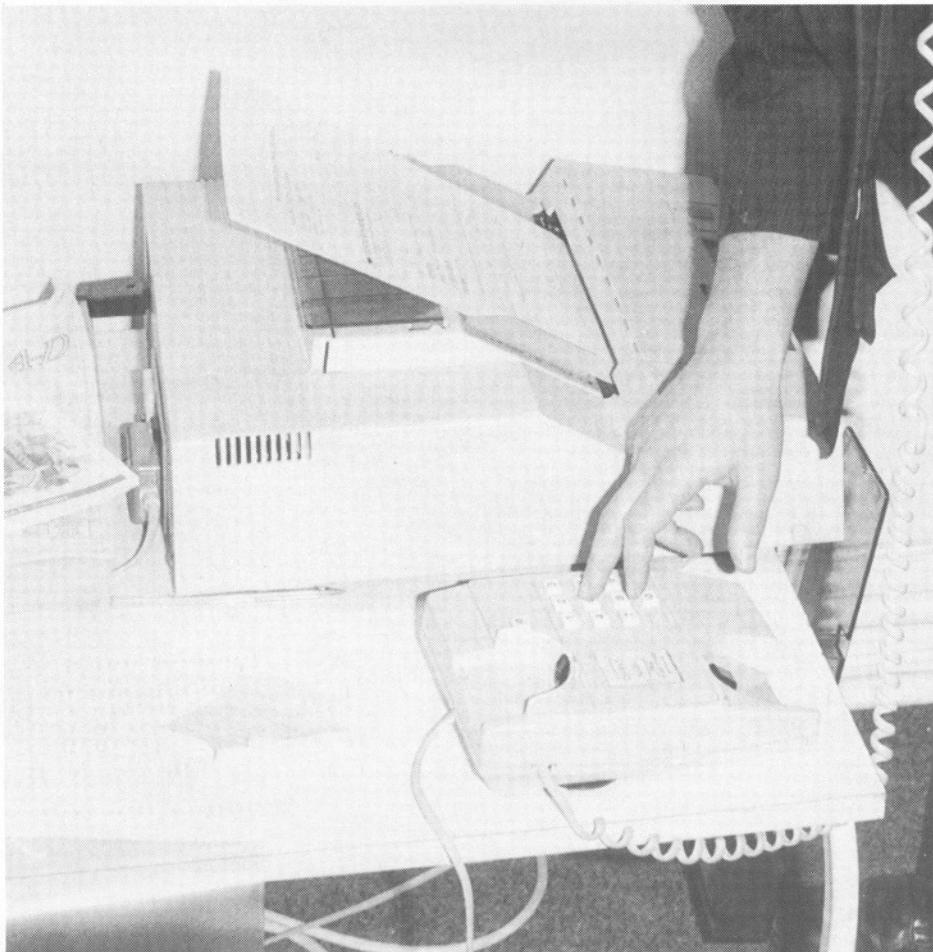
The end of the fax machine . . . . . . ?

Happy faxing!

4
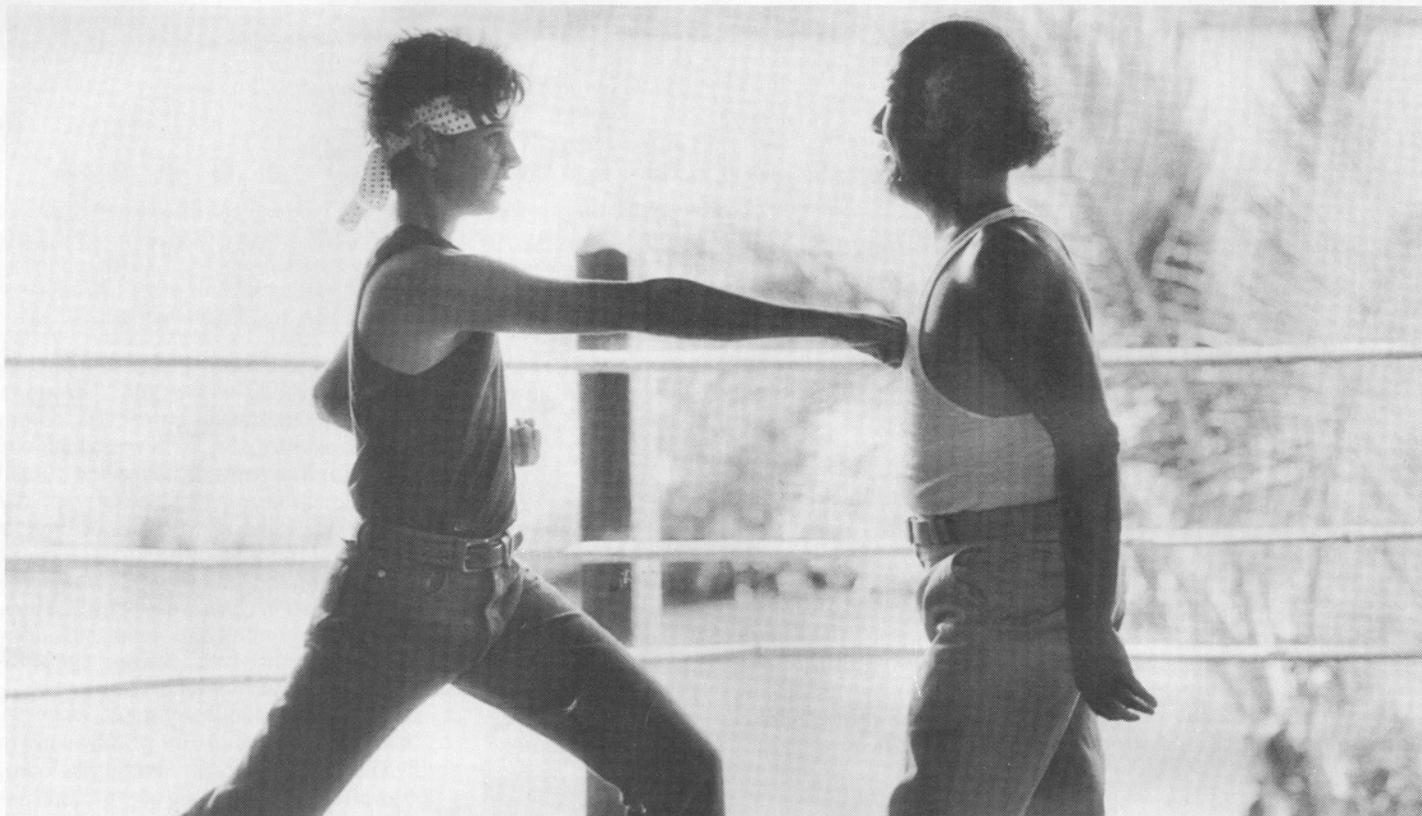
KARATE KID ON-LINE

Ralph Macchio, star of the Karate Kid films, seems an unlikely candidate to become a Bulletin Board operator. Surprised? Clara Jane Hoare was when she called up her bulletin board for a chat one day.

Ralph Macchio, dancer and Sysop? Yes, this came as a bit of a surprise to me too. The little guy in films such as those thrilling 'Karate Kid' sagas, and the movie classic "The Outsiders" by Ford Coppola, actually runs a bulletin board! He uses an IBM compatible machine, and has now run his own BB for around 2 years.

Why should an actor get involved in the world of comms? "Well, I run a bulletin board because I need to get my messages from agents when I go out on the road. It's impossible for them to write to me otherwise because of all the 'fan mail' I have to deal with. So I set up my own BBs. At first the number was private, but somehow, somewhere it got released, but this hasn't proved a problem. I like to talk to people outside of my reach, so it's opened up a new world for me."

Ralph calls BBs mainly for files and programs which he can use on his computer, but he also likes to chat, although this can be a problem, as he admits: "I cannot type for my life!"

Macchio seems an unlikely candidate for Sys-op-hood, if it can be called that, as he has wanted to be an actor ever since he was a child. He began his stage career at Junior High School in Dix Hills, New York, where he was in every play, and even took acting classes after school. That became his identity, and people soon thought of him as 'Ralph the Actor' or 'Ralph the Dancer', not 'That little guy Ralph'.

He explains: "You see, I didn't always look young for my age. It wasn't until I got to Junior High School that everyone else started shooting up, maturing, — and I was left behind at the starting gate. It bothered me, but I kept my insecurities to myself. I didn't complain. I didn't talk to my friends and family about my feelings; I just waited to grow and mature!

"In sport, I found I wasn't hampered too much; I mean, the truth is I've never been much good for basketball or football. I simply played soccer, hockey and basket ball — sports where your size is of no importance. I tried to become very good at what I did, and ended up getting so much recognition from my peers that no one bothered about my (opps!) shortcomings!

"I got into professional acting straight from school. When I was 17 I was getting parts for 12 year olds, but I didn't care. It was more important to be doing the thing I enjoyed most — performing. I was in off-Broadway plays, I was dancing, I was even in a few commercials. Getting the role of Jeremy Andretti in "Eight is Enough" was a major turning point in my life. It propelled me right into Big-time Hollywood.

"Though Jeremy was the total opposite to me (he was an angry juvenile from a broken home) I'm told I portrayed him well. I know a lot of that has do do with my looks; it seems that my huge 'puppy-dog' eyes, plus my short wiry stature made me ideal to play a 14-year-old.

"After "Eight is Enough" I'd been in Hollywood a while. I'd passed my 18th birthday and I accepted a few TV movies. In both 'Journey to Survival' and 'Dangerous Company' I was playing young kids. When 'The Outsiders' came along I was 20 years old. Johnny, my character, was a kid. This time I really wanted the role; the book had been a long time favourite and could have been a classic. And I know I would never have gotten the role had I looked my real age.

So it works both ways!"

Ralph's bulletin board is linked to his home in Beverly Hills via satellite from New York, which sounds glamorous, but takes time transferring, and is extremely frustrating when you have to log off on the hour for the satellite dish to reposition itself.

Ralph's BBs has the usual questionnaire to log on. Its opening screen announces that it is run by MGM UA, and is "24 hours a day, 7 days a week, across the nation, with unlimited downloads". The ANSI graphics are complex and have obviously been worked at.

There are many bulletins dealing with diverse subjects such as BBs all over the world, covered region by region, satellite information, BBS in the American government, and status reports. Once in the system, the main menu offers such things as Californian weather reports, satellite links with London, and the usual message and file areas.

The message areas contain public "chit-chat", overseas area, BBs ads area and a programming area — but watch out for that annoying message "SATELLITE MOVING 16 DEGREES WEST. SYSTEM SHUTTING DOWN FOR REPOSITIONING . . . AUTO LOG OFF". Still, that's sometimes the price you have to pay for calling a satellite oriented Bulletin Board . . . the inconvenience of technology!

If you would like to give Ralph a call on his Bulletin Board, the number is 010 516 424 7693 to connect to Karate Kid II XBBS — but don't forget that it'll cost you 61p per minute off-peak!

Micronet:
Behind the Scenes . . . . .

Micronet Operations is run by Patman and Daemonn, otherwise known as The Elves. Here, they talk about how they spend a typical day at work.

Early, long before the sunrise, work starts in the Elven forest. The first of our many jobs is to fetch all of the mailboxes that subscribers send to the various Micronet accounts. As each message queue is emptied, the paper from the back of the printer grows even longer!

Next comes the exciting job of splitting this vast pile of A4 paper, and distributing the mailboxes to the relevant people in and around Telemap. Operations has its fair share of mail to answer, from simple yes or no answers to really quite complex technical issues, so this can be quite time-consuming.

Most of Micronet's mail is fetched down using BBCs. However all Operations mail is fetched on a very old Research Machine 380Z, which has been with Micronet from the very beginning. They even have a 380Z in the Science Museum!

Not all of our contact with subscribers is via Mailbox; some users like to telephone, write or even pop in for a visit!

Another important job in which the Elves play a considerable role is telesoftware and the telesoftware gateway which we set up. We currently use an Amiga at Herbal Hill (which we call Mork) to encode and dry run telesoftware before

it goes over to Orson, the main machine, which is based at Prestel Operations. Eventually Orson will be moving to our new offices in Apsley with us, which will speed up the time it takes us to get programs up on the gateway — at the moment we have to trot over to Prestel Op's, disc in hand, to transfer everything across. Tiring work!

We are also in charge of the evaluation, purchase, uploading and release of all the software on the Telesoftware Gateway. Although this may sound simple it does eat into a large chunk of our day.

One of us looks after the well-being of the DialTalk monitors, while the other looks after the well-being of the machines at Herbal Hill, by ensuring that they are kept in the high standard of living to which they have become accustomed. It's very important that all our systems are maintained and in full working order, so if a fault develops we have to fix it, or get someone else to!

We also contribute to Z88 Corner, an area of telesoftware, letters and reviews dedicated to the Z88. It's something we wish we could spend more time doing, as we're both inseparable from our Z88's

Looking after parts of the Micronet database helps keep us out of mischief as Interlink and Teleshopping cover several thousand frames. The various tasks we perform include route-checking, moving areas around the database where necessary, and ensuring keywords work.

Programming is also in our portfolio of skills. We have to write and maintain programs which will manipulate the frames on the database or perform other house-keeping tasks, all written on quite a variety of machines.

During the day we Elven folk run Gallery and Bazaar. This can be quite straightforward, but if there are any problems, we're the troubleshooters.

At the moment we are helping to ensure that Telemap Group's relocation to Apsley goes as smoothly as possible, with the right facilities provided for the right people at the right time — not as easy as it sounds if you consider that many of us need access to at least two terminals which must be linked up to both Prestel and our own in-house editing facilities.

The end of the day comes around very quickly if you happen to work in the Elven forest, but we do get a chance to try out all the local food emporiums — So if you're ever near Micronet HQ keep your eyes peeled for two fat Elves, carrying Z88s.
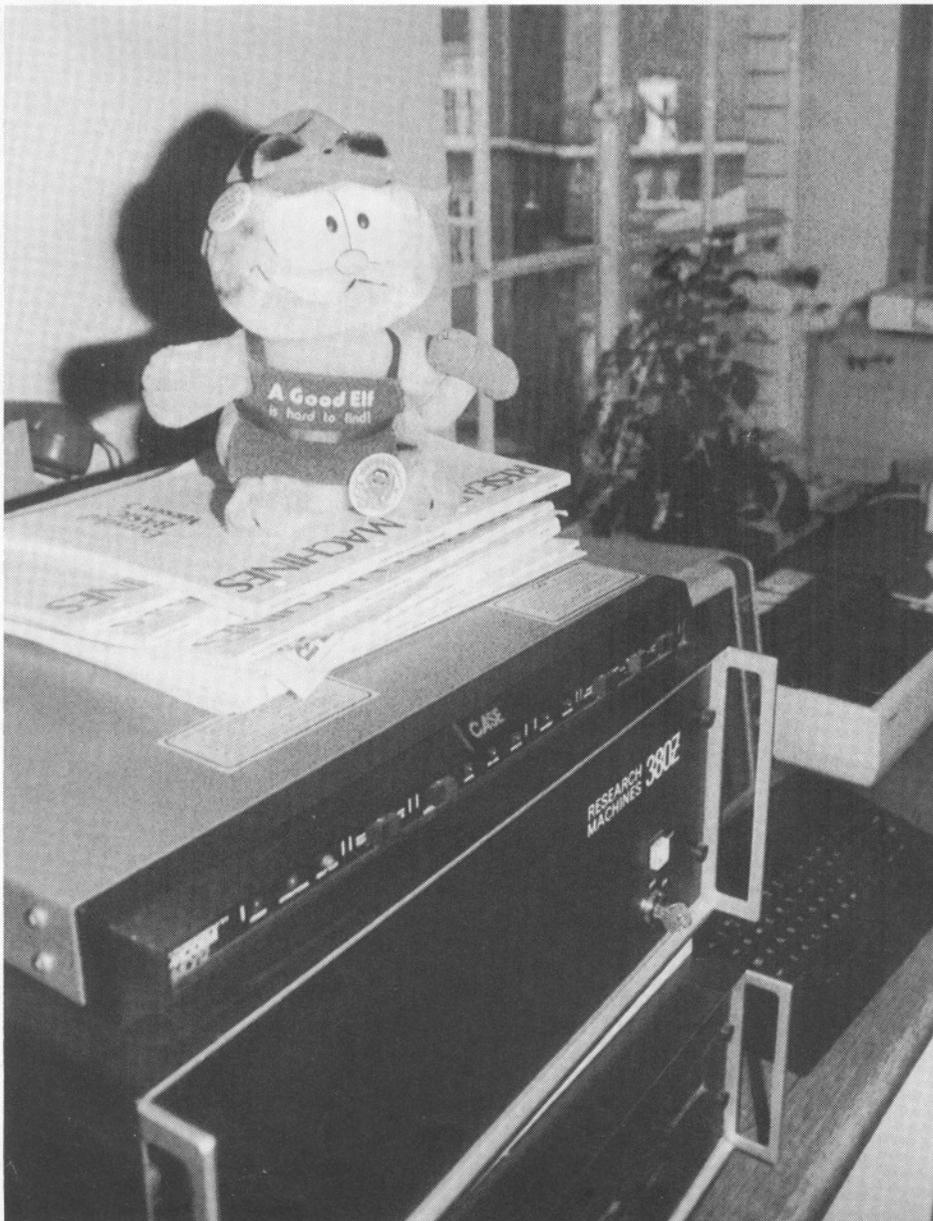
Waveguide

Broadcasting affects most of our lives in some way or another, be it watching 'Eastenders' or the news, or listening to details of traffic delays on the radio. With de-regulation on its way, and satellite TV beaming a host of programmes directly into our homes, broadcasting has become more topical than ever.

Waveguide, which recently celebrated 3 years on Prestel, lives on Micronet's "Xtra!" leisure magazine. Log On spoke to John Cull about the origins of what has become one of the best databases on Prestel.

Having worked as a presenter on offshore radio in Britain and Radio 3KZ in Australia and being a keen Micronetter, when Micronet introduced the Gallery almost four years ago I decided to try my hand at writing news and information for those interested in radio and television.

I was very fortunate in the fact that the area proved to be very popular and lucky enough to win an award for the best Gallery. The prize for this was the Rotaview Viewdata package with which I was about to improve the overall appearance of the area and save a great deal of time in updating.

In December 1986, I was approached by the Birmingham based Prestel IP Viewfax who offered a new home for the area and introduced the name Waveguide. For almost 18 months, and until just after the demise of Viewfax, Waveguide was updated on a weekly basis, with a disk of the information compiled during the week at my home in Middlesex. When Viewfax closed, our area of Broadcasting news and gossip wandered around for a while without a home until Micronet's Chris Bourne came to the rescue.

Chris wanted Waveguide to appear as part of the recently introduced Xtra! area, and so the happy partnership between Waveguide and Micronet began. Updates of news and information started on a daily basis and a letters area was introduced in which Micronet members could ask questions about television and radio. The area was later opened to all Prestel subscribers, and has remained so to this day.

Waveguide is edited off-line using Prestel Workstation, a viewdata editing package produced by Prestel itself for the BBC micro. The package automatically updates any frames that have been changed when the Duke Update computer bulk update port is called. Both Ian Campbell, my co-editor, and myself have full-time jobs at Heathrow Airport, but the shift work allows us to be available to update a news story as soon as it breaks.

The aim of Waveguide is to provide news and information of a non-technical nature to those with an interest in the world's television and radio broadcasting industry. It takes quite a number of hours each week to obtain the information that is presented on the database and every care is taken to ensure that the details are accurate. Ian and I have a good relationship with most of the broadcasting organisations and normally find they are prepared to offer their full co-operation by providing us with background details and news of forthcoming programmes, allowing us to publish details often well in advance of newspapers and other publications.
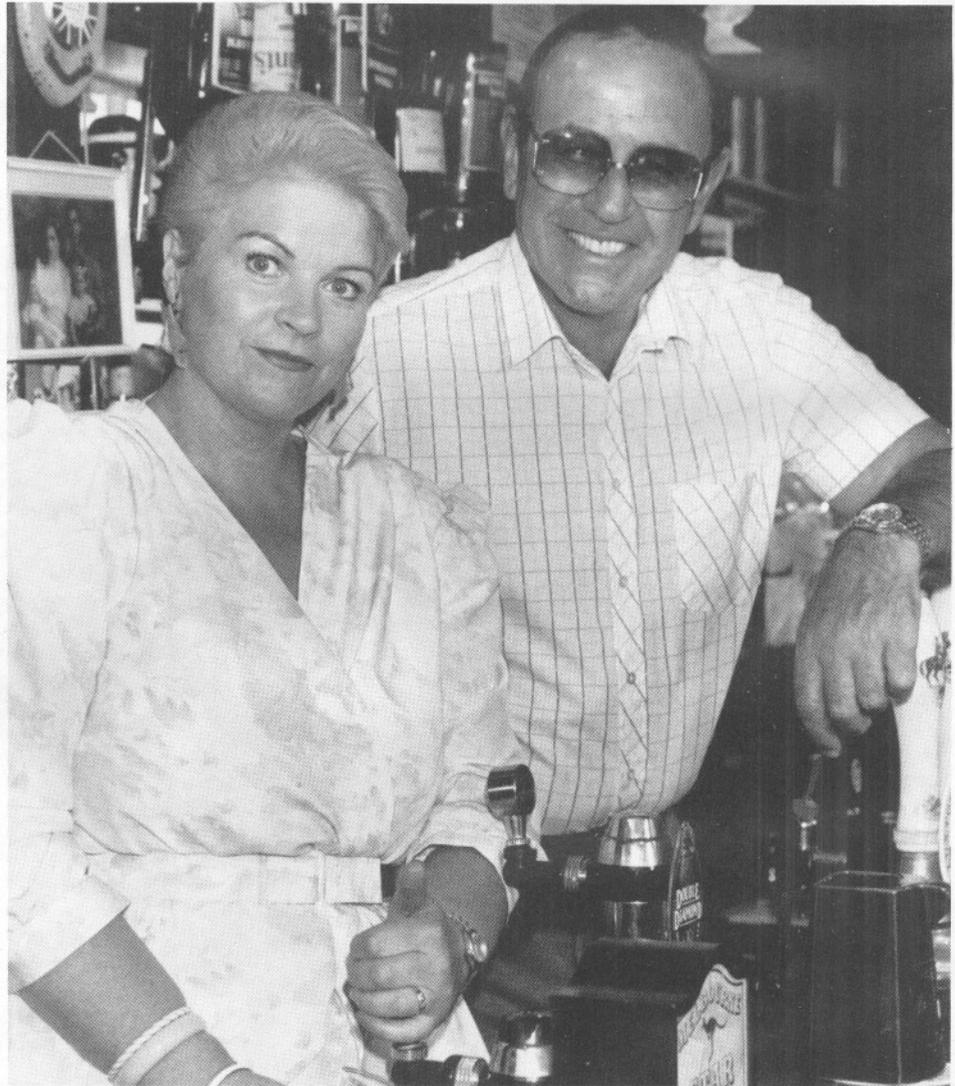
I see our readers' letters as one of the most important areas on Waveguide as this is a place where they can express their views and feelings about the television and radio broadcasting industry. It also encourages interaction between those who read Waveguide, who now seem to be called "Waveguiders", — a name coined by the readers themselves! It is also the place where readers can ask questions about forthcoming productions or something that they may have already seen. We can then contact the broadcasters and provide the answers and this is where our close relationship with the broadcasting companies really comes into its own.

1989 will be a busy year for Waveguide! Satellite television is going to be something of a revolution, with eleven stations operating by the time you read this!

As a result of the white paper on broadcasting, the Independent Broadcasting Authority has been asked to allocate franchises for an initial 20 community radio stations, with six in London, which wil serve smaller areas than local radio. An additional service will be provided for Gatwick and Heathrow, aimed at people travelling to the airports with weather reports, flight news, etc.

Finally stereo television will be starting later this year. From March, the IBA will operate two stereo transmitters, one in the Midlands and one in London. by the end of September there should be a full stereo television service in operation, so you'll soon be hearing Bet Gilroy's dulcet tones in stereo!

Key *WAVEGUIDE #to tune in.

Starnet

Chris Bourne reveals the facts of intergalactic warfare on Micronet.

The old Empire lay heavy, bloated and stagnant. The throne ship, and its vast fleet of drones, moved ponderously through the vacuum of space leeching its taxes and tributes from defenceless worlds. It must have looked like nothing could ever change.

That's where we came in. One afternoon at Micronet a couple of bored hackers were answering mailboxes when the message came back: "Starfleet Four Reporting From QUQOL: Please State Your Orders." By sheer fluke, we had discovered the Starnet Singularity, whereby sub-etheric telecommunications could be beamed to the computers of starships many light years away. The battle for the Empire had begun.

This all happened back in 1985. Since then, rebel star-captains have flocked to Earth, hoping to rebuild their shattered fleets and free the Galaxy from tyranny. Many earthlings have also joined in, assuming command of derelict fleets. Now hundreds of star captains wage war across the galaxy in a glittering network of alliances and scummy double-dealing.

This complicated war has been reduced to a few simple 'rules' to make it easy for earth-based rebels to join in. Game designer Mike Singleton first discoverd the basic laws of the Galaxy, which have since been refined and comprehensively revised by Lawrence 'Fred' Kirby. New captains begin their endeavours with 200 ships, a quantity of fuel, and a sector of the galaxy in which to start. They also get a few stellers, the galactic unit of currency.

Although the Captain's manual is long and thorough, don't be put off by it. The basic rules are simple. Each captain gets a 'Command Ship' and a number of ordinary starships. These can be ordered to attack any star in the same sector as the Command Ship, or move to a new sector. When a star is defended, a battle occurs, and the winner is the fleet that drives the other away. Battles are worked out by using the distance between the stars, size of the fleets, and the defence 'factor' of the star in question.

Apart from battles, stars have different qualities. At power stars one can buy fuel. At City stars more ships can be built. Supply stars add to the building capacity of cities, and trade stars pay interest on stellars deposited there. Base stars are a combination of several types, while lotus stars are the bane of the galaxy. On a lotus star captains wither away in an endless syrup of decadent luxury.

The only way a rebel can be killed is if he loses his Command Ship, which is always the last to be destroyed in any battle. So as long as he's got a star to retreat to, he'll live to fight again. This makes it very difficult to kill a Starnet Captain, unless rebels co-operate. Thus, the alliances were born.

The first age of Starnet was dominated by two great alliances: the Overlords and the Arrakis Alliance. The Overlords, a shadowy group, operated mainly through front organisations until Jemal of Arrakis captured the Empire's Throne Ship. Jemal founded the Imperial Space Navy from his old alliance and the Overlords declared themselves openly at last.

Eventually the Overlords drove Jemal from power, and instituted an autocratic, repressive regime. This succeeded to the extent that the galaxy, overloaded with Overlord fleets, stagnated, and by mutual agreement was re-started with revised procedures in 1988.

Nowadays rebel captains face a much faster, livelier challenge. QUARK of the Guild of Galactic Assassins took the Throne Ship early on, and has been wreaking havoc with it ever since. The old Arrakis Alliance is still a major force, along with the Falcons, the longest-running alliance of them all, the Terminators, the Royals and Asgard. Smaller groups also thrive, and the deaths come thick and fast.

You can register for Starnet for just 99p, and will be informed of your fleet and starting sector via mailbox within two or three days. There are normally three moves a week, on Monday, Wednesday and Friday, sent in by response frame. This leaves plenty of time for plotting and organising your strategies, and to aid this Micronet provides a special chatline for Starnet players. There are also a dozen or more galleries run by the various alliances with information about the game. These range from inflammatory propaganda to Old Vulch's Almanac, the Starnet Bible with its listings of the top players and alliances.

All this information and much more can be found on page 811211, keyword STARNET. If you care about the fate of the galaxy, if you have a shred of compassion for the millions who suffer under the jackboot of the evil emperor, register yourself as a Starnet captain today.

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Right now, on your own computer, you can go shopping 24 hours a day, seven days a week and save money on every major purchase you make. What's more you can try this service completely free of charge for 3 months to prove to yourself that it's every bit as good as we say it is.

This new service has been put together by **Comp-U-Card**, the United Kingdom's most advanced home shopping company, especially for people with home computers or viewdata terminals.

The service is called Comp-U-Store OnLine and it puts information on over 20,000 top brand-name products at your fingertips — all at the guaranteed lowest prices in Britain.

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Why not test the Service for 3 months? Simply fill in the Acceptance Form or complete the Comp-U-Store OnLine response frame on Micro-net.

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Micronet Members in Focus

Frank Buckley

Retired Barrister Frank Buckley lectures widely at home and abroad using an Amstrad PPC640DD protable with modem and Mirror II software for his presentations, as well as for logging on to Micronet.

His talks are usually to clubs for retired people and lunch clubs (such as the Rotary Club), and are of the "Down Memory Lane" variety. He has a wealth of legal stories — quite a Rumpole of the Bailey — and he was a Civil Defence officer in Bristol throughout the Blitz in World War II.

The computer is mostly used for his own hefty database. From an early age he has kept a diary of his exploits and these have been put on a data-sorted database supplemented by press cuttings and official reports of any events he was connected with. The audience ask him any date, and he can usually give a narrative.

If a 'phone socket is handy he can access Micronet and Prestel information, otherwise he runs a demo program. He has a TV adaptor for the PPC and usually plugs into a television so that the audience can see the screen.

Frank believes that old people take remarkably well to new technology, as they are often interested in their family trees, and are fascinated to discover the possibility of plugging in to big registers of births, marriages and deaths.

A competent linguist, Frank has lectured in most European countries including Scandinavia, Poland and behind the Iron Curtain. He is currently planning a world lecture tour to take in Australia, Canada and the United States.

Frank logs on to Micronet two or three times a week to browse. He particularly enjoys the micro magazines for his PC and recently acquired PCW as well as 'anything technical'. He is a frequent user of telex and mailbox, and if anyone would like to contact him, he's on MBX 011150011.

If you would like to be featured in Micronet Members in Focus, send some details about yourself with a photograph to: The Editor, Log On Magazine, Telemap Group, Durrant House, 8 Herbal Hill, London EC1R 5EJ.

David Moore

Micronet member David Moore spent ten years in the Royal Navy flying jets off various aircraft carriers. He now works as a company pilot for Rolls-Royce PLC flying BAC 1-11, HS125 and Gulfstream Executive jets as well as Rolls-Royce's Spitfire MkXIV and other Spitfires for their owners.

His work takes him all over the world, and he flew to the USA 20 times last year alone, as well as many other countries. He often takes his Amstrad PPC640 with him on his travels and uses it to log on to Micronet from hotel rooms around the world.

David became interested in electronics from a young age, and has built many projects over the years. He is a radio amateur and tinkers around with hardware in his spare time, and is also a keen golfer.

David's first computer was a Dragon 32, bought when new. He has since upgraded regularly and now has an Amiga 1000, CPC 6128 as well as his globetrotting PPC640.

Although initially interested in computer games, David's interest has expanded to include all kinds of programs. He is a regular user of Amster's Cage and PC Support when he's not playing golf or flying Spitfires!

He lives in Gloucestershire with his wife, son and daughter, plus a dog and nine ducks!

WIN AN ATARI MEGA ST4!

1st Prize — An **Atari Mega ST4** with colour monitor. **Autoroute** from Nextbase Software and three of the latest games from Rainbird **WORTH OVER £2,000!**

12 Runners-up prizes — a game from Rainbird worth £24.95.

With 4 Megabytes of RAM, colour monitor, 68000 processor and powerful graphics and MIDI features, this top of the range ST really is Mega! Enter our competition and make it your next computer!

The first prize also includes Nextbase's Autoroute program, which allows you to plan your car journey from A to B automatically. Normally £149.95, it could be yours for free!

And that's not all! We're also throwing in three of the latest games from Rainbird for the winner, while twelve lucky runners-up will each receive Fish!, Starglider 2 or Carrier Command.

HOW TO ENTER

Everyday between March 1st and March 31st we'll be publishing a simple question on-line connected with Micronet and/or computing. All you have to do is answer any 12 (of the 31) correctly and then send them in.

To see the current day's question just key *Logon Competition # (or *81186 #). You can record your answers on the form at the foot of this page. The questions will be on-line from 6pm Monday to Saturday and from Midday to 8am on Sunday.

The winners will be the first correct entries picked from those received by April 14th 1989.

COMPETITION RULES

1. The competition is open to all Micronet members except employees of Telemap Group Ltd., Atari Corporation, Nextbase Software, Telecomsoft and their immediate families.

2. Entries are limited to one per account and all entrants must be fully paid-up Micronet members at the time of the draw.

3. The prize will be awarded to the first correct entry drawn from all entries received by the closing date of 14th April 1989.

4. The judges' decision is final. No correspondence will be entered into.

5. There will be no cash alternative to the stated prize.

6. All entries become the property of Telemap Group Ltd., and none will be returned.

7. It is a condition of entry tht competitors agree to be bound by the rules.

- -

LOG ON COMPETITION

Name .... Mailbox ....

Address .... Postcode ....

	Question No.		Question No.
Answers	›................................		›................................
	›................................		›................................
	›................................		›................................
	›................................		›................................
	›................................		›................................
	›................................		›................................

Please tick which version of Rainbird Software you would like if you are a runner-up: Atari ST ☐ Spectrum+3 ☐ PC ☐ Amiga ☐

Send your entry to: Log On Competition, Telemap Group, Brindley Way, Apsley, Herts, HP3 9RR, or Key *LOGON COMPETITION # to send your answers on-line.

Gallery

Julian Hayward, editor of Micronet's Gallery, looks into one of Micronet's most interactive features.
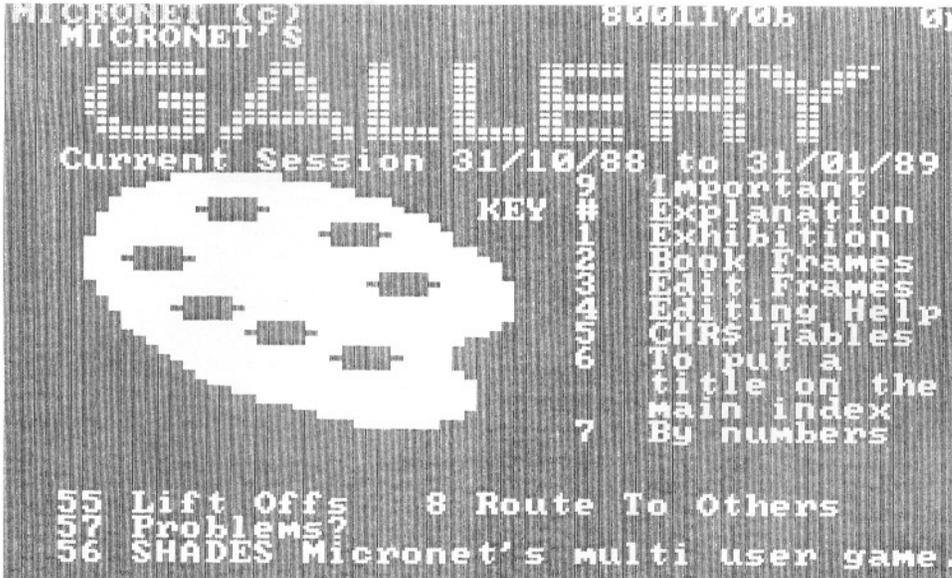
The Gallery is a collection of 'magazines' all written by Micronet members. Anyone can run a Gallery on any subject (barring advertising and offensive material) with complete control over its contents.

Galleries cover a wide range of topics; run-downs on football players' performances, handy tips for playing Shades (the Multi-User adventure game), religious thoughts and teachings, and much more besides.

Many 'Netters are involved with clubs or groups and use Galleries as noticeboards for passing information to their members, so this is a great way to find other 'Netters with similar interests. Users can also set up their own Gallery Microbases for 'minority' machines that are not already covered on the service.

Most Galleries start with a title frame describing the contents of the following pages. Many owners put a great deal of effort into the design and layout of their frames, and amongst them you can often find excellent examples of Viewdata graphics.

If you enjoy reading a Gallery then do let its owner know, and if you think it's really outstanding then tell Micronet too. We list the best Galleries on Micronet's What's New (800b) and occasionally give extra free frames to their owners.

THE GALLERY NEEDS YOU!

If you have ever wanted to share your expertise with others, or form an online club,

why not start your own Gallery? It can be as big or small as you want (1 to 26 frames) and can be updated as often as every working day.

Gallery runs in three month sessions. Whenever you start a Gallery it will only last for the rest of the current session, so you get better value for money if you start a Gallery near the beginning of a new session, as it will remain on the same page for the full three months.

Another benefit of booking early is that the earlier you book, the closer to the beginning of the exhibitor's index your Gallery will be listed. There is always a scramble amongst seasoned Gallery owners to be listed on the first index frame!

HOW TO GET STARTED

To start a Gallery you'll first need to book your Gallery frames. You can reach the main Gallery index by keying *GALLERY #. Key 2 from here to get to the booking index.

You must book frames in alphabetical order, starting with an 'a' frame, so first key 11 (book an 'a' frame). You will then be informed of the length of the Gallery period (IE how long your Gallery will last before you need to renew it) and the cost for booking the frame (currently 99p each).

Keying # at this point will take you to a simple contract requesting that we issue you with a Gallary 'a' frame. Keying 1 sends this contract to our Gallery computer for processing.

You will then be asked if you wish to book any more frames. If you do then you should book a 'b' frame, 'c' frame and so on, until you have as many frames as you require. Don't worry about not booking enough frames initially, because you can add more at any time.

Our computer will set up a Gallery for you on the next working day. You can find it by going to the Exhibitors index (Key 1 from the Gallery main index). Keep keying 9, repeatedly advancing yourself through the index, until you see your name appear. Keying the digit that appears alongisde your name will take you to your Gallery 'a' frame. All your frames will have the word 'Reserved' written on them, until your first update.

UPDATING YOUR GALLERY

Editing a Gallery frame is as simple as sending a mailbox. Go to the Editing index (Key 3 from the Gallery main index) and key the number that corresponds to the frame you wish to edit. You will then be told how much the edit will cost (1p per frame) and reminded of which frame ('a' to 'z') you are about to edit. This is to prevent you accidentally editing the wrong one.

Keying # will take you to a blank 'response frame'. This works in exactly the same way as a mailbox frame; you can move your cursor around the screen placing text and graphics wherever you wish. You can also use all of the 'Mailwrap' mailbox utilities to help you, such as; word wrapping, text insertion and enhanced cursor commands. Key *Mailwrap # (or see the last issue of Log On) for more information on all of the facilities that it offers.

We provide some graphics online that you may wish to add to your Galleries (we call these 'Lift Offs') and you can see them by keying 55 from the Gallery main index. With a suitable communications package you can copy the graphics into your computer and then transmit them back onto the Gallery editing frame.

When you are satisfied with your work we recommend that you key *00 to check that the Prestel computer has an accurate copy of it. If it has, you should move the cursor to the bottom right-hand corner, key #, then 1 to send your frame to the Gallery computer.

Your work should appear on your Gallery during the next working day, just the way you designed it.

It is possible to set routes on your frames which point to other interesting Galleries.

For example you could write a review on another user's Gallery and tell readers to 'key 3' to go and see the Gallery for themselves. Key 8 from the Gallery main index for more information on this facility.

GALLERY OWNERS

Even though Gallery owners share very diverse interests, all those we have spoken to consider running a Gallery is one of the best ways to keep in touch with other 'Netters, to discover other people's interests and to make new friends.

'Falco', an active Star Captain in Micronet's Starnet game, (see the feature in this issue) uses Gallery as an informative magazine for his Starnet alliance (the Falcons). He feels that it is an ideal way to keep the Falcons up to date with game information, statistics and meets.

Howard Key runs 'Goal Pool'. One of a number of games on Gallery, it simulates the day to day activities of football clubs including buying and selling players, and holding simulated football matches. Players in the game send their 'moves' to Howard via mailbox, he processes the results and publishes them on his Gallery. Many users get a great deal of pleasure out of playing, and organising this type of 'play-by-mailbox' games.

Roger Cracknell (aka Woj) uses his Gallery to promote the '18+ organisation' of which he is member. The group arranges social gatherings and outings for people who are aged 18 or over. He finds referring people to his Gallery for information on the group much more efficient than having to send out many mailboxes.

The above are just three examples of the wide range of uses to which Gallery can be put.

Why not take a look at the Gallery next time you are online? Simply key *GALLERY # and then key 1 (Exhibitors Index) to see a complete list of the Galleries available. Maybe you'll even want to publish your own magazine!

The Phoenix Appeal

Daemonn Brody, Micronet's Technical Assistant, received 40% burns in the King's Cross Fire and underwent 8 operations at the Burns/Plastic Surgery unit at London's University College Hospital. Daemonn is well on the way to recovery and is back at work now. But the Hospital urgently needs money for a research centre in plastic surgery, and has set up the Phoenix Appeal to raise funds.

Thanks to recent advances in reconstructive surgery, particulary in the areas of rejoining severed limbs, treating serious burns and correcting deformities present at birth, more patients than ever before are able to live normal lives. "and better plastic surgery isn't all about appearances, or even saving limbs — it's increasingly used to save lives," says Daemonn.

Developments over the past 15 years have opened up the doors to techniques and treatments which until very recently seemed like pure science fiction. Severed hands can now be put back and will work again, the complex tissue replantations which used to take five months of treatment can now be put back and will work again, and complex tissue replantations which used to take five months of treatment can now be performed in five hours.

But the need for better techniques is urgent, so that still more people can benefit from plastic surgery.

The Phoenix Appeal aims to establish a new research centre for reconstructive surgery at University College Hospital (UCH) and the country's first chair of plastic surgery.

University College is already searching worldwide for the best possible candidate to be professor of plastic surgery to head up a team of leading research scientists and surgeons, and the centre aims to pioneer research and develop new techniques that will enable more people to live normal lives. Clinical facilities will be provided at UCH and a research laboratory will be available at the Rayne Institute.

"Because plastic surgeons are now so overworked with their existing clinical commitments, it is almost impossible for them to do research," says Michael Brough, Secretary of the Phoenix Appeal. "If more people are to benefit from reconstructive surgery, and further development are to be made, we need a co-ordinated research programme of the highest standard.

"We need £6 million to fund a research centre like this. So far one million has been raised, but as no money is available from the NHS for this purpose, the outstanding £5 million must be raised from other sources.

"We are asking the public to help ensure that this vital research continues and progresses. Only with your help can we develop new and better methods of helping the casualties of disasters or serious accidents, babies born with severe deformities and children and adults who become disfigured by diseases.

"Every donation that Micronet members make, however large or small, will help us get nearer to our target."

Please send your donations to: The Phoenix Appeal, University College Hospital, Gower Street, London WC1E 6AU.

THE MOUSE STEPS OUT . . .

Keying *MICROMOUSE # will take Micronetters to a daily column called Smalltalk, written by the Mouse himself. MicroMouse is, in fact, famed comms journalist Steve Gold. Here, he describes what goes on behind the scenes in Micronet's longest-running daily computer news column . . .

Although many 'Netters don't realise it, Micro-Mouse is almost as old as Micronet itself. The 'Net rolled out its first frame in March 1983, whilst the first pages on the 'Mouse were seen in August of that year.

The first pages were not actually on Micronet, since MicroMouse was originally written as a demonstration of what the average user could do with Prestel graphics using a simple terminal. MicroMouse first appeared as a twice-weekly column on Micronet back in December, 1983, and rapidly progressed into a daily column, as 'Netters can see today.

Writing a daily column is not as easy as you may think. 'Mouse Smalltalk had its imitators from the Gallery, as well as the ClubSpot areas of Prestel. Whilst I'm happy to see any competition, I know that such projects are unlikely to be sustained for more than a few months at a time.

The reason for this is that Smalltalk meshes quite nicely with my other jobs as a journalist, ranging from a staff writer on PC Dealer newspaper, through to writing various computer and communications-related features for a variety of print magazines. In addition to this, 'Your Skweeky Pal' is a regular contributor to the Micronet news area, administered by News Ed Ian Burley.

All of this enables me to write Smalltalk in my 'leisure' time, drawing upon a myriad of information banks that I come across in the course of my day to day duties.

Writing, editing and uploading MicroMouse — about 8 or 9 frames a day — used to take me an hour or more back in '83. Today, thanks to the use of automated software, as well as what has become second nature viewdata editing, the task takes me about half the time.

To write 'The Mouse', however, requires a plethora of background material. And what background material! My job as a computer journalist involves scanning the world's computer databases — I am a member of 38 at the time of writing — for interesting snippets of news.

It may be a computer show in Las Vegas, or a security seminar in Tokyo. All information is carefully spooled to disk, viewed offline and then printed out and indexed where appropriate. Based on this information, and coupled with personal knowledge gleaned from the world's databases over the past five years, I'm ready to write Smalltalk.

It will probably come as a surprise to many to learn that, at its most basic, each day's Smalltalk starts from a few scribblings on a page in my Filofax. I've tried using computers, but paper-based systems do not fail you at 11pm on a Sunday evening on the last '125' from London back to the Mouse Mansions.

In my travels, if I see anything that might make a good item for Smalltalk, down it goes in the Filofax pages. Then, every day, I go through these notes and am able to write Smalltalk.

Sometimes, because my job may take me away from home for a few days, I write several day's Smalltalk, and upload them to the system, taking care to hide forthcoming 'smalls' from inquisitive 'Netters. In such instances, as in the case of the archive for Smalltalk, my pal Keith Lockstone takes care of the copying — and spelling checks! — required to provide the MicroMouse service.

Because Smalltalk is a daily news service, I have alternative systems running in case problems occur. Unfortunately problems do occur, such as BT's Packet Switch Stream being down for maintenance when I want to log on to TWICS in Tokyo to check the computer news reports.

When this happens I always make sure that I have a back up. Even if (God forbid) a calamity hits Mouse Mansions, then contingency plans mean that Smalltalk will appear each day on the 'Net. There have been some hairy moments, like the time when my 'phone line went dead in the middle of updating my frames onto Prestel.

In such circumstances, it's time to load everything onto a trolley and whisk it down the road to pal's house to update from there. This has only happened once, and even then I think I was a little late paying the bill!

How much does all this cost? Well, what Micronet pay their contributors is a personal matter, but suffice to say, accessing the world's databases isn't as expensive as you might think, but it does take a fair byte out of the family budget.

With a 'phone bill around the £3,000 mark a year, I wouldn't recommend anyone trying to create a rival to MicroMouse, but on the other hand, I'd love the competition! In any case, accessing databases around the world via packet switching services has been made a lot easier now that high-speed data transfer facilities are available.

So, next time you tune into page 800951 on Micronet, spare a thought for the mouse labouring behind the screen. What's that? Oh well, just enjoy the pages, as that's their primary function. Smalltalk is designed to entertain — if it doesn't, then send in a response frame or mailbox — I'm always listening!

FROM MORSE TO MAILBOX

Micronet Editor Paul Needs gives a potted history of communications, and gazes into his crystal ball for what the future may hold for the comms user.

From the time that a need for readily accessible information became apparent, Mankind has sought increasingly faster and more efficient methods of obtaining the very latest news.

Things have changed a great deal since the days of the Pony Express, Mail Coaches and Ships. Whereas it once took days, weeks, or even months for the news to reach out-lying posts of 'civilisation', it can now take just a few seconds.

The first significant step was when some-one came up with the bright idea of sending electrical impulses along a cable. By arrang-ing that certain sequences of pulses meant something, telegraphy developed into a use-ful means of disseminating information.

Morse code, which was also used for send-ing messages by lamps, consists of long and short emissions of sound tone or display of light. A group of impulses could represent a letter or number, or something else in particular contexts.

Transmission of the morse data was fast, but limited by the sending speed of the morse key operator and the equipment. Also it took some time to send a word, as each character in morse consists of several short and long impulses.

Further, the information was not secure — anyone could 'hack' the telegraph wires and find out everyone else's secret news, mail or business info. Hacking is not so new!

Of course, the morse could be further encoded so that only the recipient could understand the info, but the continual cracking of codes and introduction of new ones has been a feature of secret telegraphy ever since.

In the meantime, the telephone networks of the USA and other countries were expanding. To cut a very long and involved story short, the invention of solid state electronics meant that otherwise large, heavy and expensive equipment could be made smaller, and cheaper.

Of course, these advances not only worked well for the telecommunications industry, but meant that computers (originally built to crack encoded radio messages, amongst other things) could be made smaller and cheaper as well.

So, as the use of computers became more widespread, it seemed sensible for these machines to be able to send data and talk to other computers. To do this, it was essential that an equivalent for radio's morse code was available, and the solution came in the form of the American Standard for Computer Information Interchange — otherwise known as ASCII.

Each character that may be sent is assigned an ASCII code. A provisional version of ASCII was in use durung the early 60's, but the final version was adopted in June, 1964. Since then, inter-computer communication has remained a problem for several reasons: Incompatible designs, storage formats, programming languages, processor and file formats amongst them. It is still difficult, for instance, to read a Mac disk on an ST — even though they both use the same processor and floppy disks.

Still, there is some kind of standard for data transfer between machines — however loose and misinterpreted it can be on occasions!

It's therefore logical for file and docu-ment transfers to be made via a com-munications link of some kind, and various organisations — including BT — designed networked systems for data exchange and information retrieval. Anyone who sub-scribes, as long as they have a computer which has or can use a modem and appro-priate software, can use Prestel or Telecom Gold to send notes and full documents to other users.

Electronic mail was hailed as the development of the future, but for various reasons, uptake has been slow. My feelings are that the various E-Mail systems are too complex for the majority of people who NEED to use them to learn quickly, leaving the field clear for enthusiasts.

Also, the rapid rise in the popularity of Fax as a means of document transfer has sidetracked the E-Mail issues to some extent. Fax can be used by anyone — the machines are simple to use, and no subscription is necessary. This could be another factor in which it at present has an advantage over E-Mail systems.

In spite of these two possible explanations (and there are many more besides), I still think that the future will lie in mass use of a future development of electronic mail.

So what of the future?

There have been quite a few comments on my letters pages, *ED # suggesting that the method chosen by France Telecom is the way ahead for online systems. It strikes me that although many haven't actually seen the system in operation, they still proclaim it as being the best thing since sliced bread — because Telecom France gave away the terminals, called 'Minitel', free to those telephone users who wanted them.

Fine, it is a very enterprising scheme, but the system is not used as much as the number of terminals in France would suggest. Also, telessoftware would not be possible using a simple terminal such as the Minitel.

What impresses me most is the graphical capability of Teletel — colour changes without those annoying spaces in between graphics characters for instance.

The future may be learning an altogether different lesson from Teletel, with specialist subscription-based services and more 'pay as you go' services, which are paid for through an ordinary telephone account (on a time change basis) made available to anyone with a terminal.

Telecom France are also involved in an interesting video telephone system, with a pilot scheme currently under way. The potential for teleconferencing with such a system, must be incredible — even if a long

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MICRONET (c)              800998b           0p
         Communications on Micronet
■■ ■ ■■ ■ ■■  ■■ ■■ ■ ■■ ■ ■■  ■■ ■■ ■ ■■
    Sending Messages...
 11 Mailbox - for sending messages
 12 Bazaar - 'contact ads'
 13 Micronet Feedback
 14 Telex
                              21 Chatlines
    Live Conversation...      22 DialTalk
                              23 Shades
    Making Friends...
 31 TMMC - Club, Newspaper, New Users
 32 ClubSpot - Special Interest Groups
 33 The CUG - Closed user group
 34 RSGB - Radio Society of GB

 INTERLINK GATEWAY TO 'GOLD' - KEY 4
 Send a letter to the Editor   - Key 5
 Micro Technical Support        - Key 6
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way off at present.

However, I disgres. As far as computer comms, and electronic publishing (as opposed to desk top publishing) are concerned, I really feel that despite distractions (such as fax) the future lies in the hands of the modem.

As much as I would like to see it happen, I really cannot see computer comms follow telegraphy onto radio on a large scale. I feel that radio would be an ideal means, as it doesn't rely on telephone usage and cables; but given restraints on who is allowed to operate a radio transmitter, together with the increasing traffic on radio wavelengths, I think apart from amateur TTY broadcasting we will not see any major commercial concern get involved. A shame.

So, we are, it would seem, cable-bound. Interactive Teletext will not really happen, except in areas linked by cable networks with two-way facilities — and I don't think anyone would implement this kind of system.

However, such sophistication as picture videotex is already possible, and is being held up purely by data transfer speeds being too low to allow it to be used on a practical basis. Increasing telephone line bandwidth, made possible by optical cables, might one day allow you to see photographs of industry personalities included in an 80 column multi-font colour Micronet news story. I'd like to be around to see that!

Some things about the future are certain. High-speed modems will become cheaper, and more people will buy them. Optical telephone networks will allow still faster rates of data transfer. Finally, if comms is to become the means by which ordinary people obtain their information, entertainment and correspondence, then both systems and comms software must become easier to use.

Agree? Disagree? Key *ED # to let Paul Know!

Machine	Filename	Description	Page number
CBM	Blind Flyer	Get your Biggles garb out, climb into the cockpit and start your first blind flying lesson with this simple but addictive simulator — for C16, PLUS4, C128 in 40 column 128 mode.	601300016
	Bagel	This is like a double version of Mastermind where rather than just trying to solve a problem set by the computer, you also set a problem for the computer to solve at the same time — for C16, C64, PLUS4 and C128 in 40 colum 128 mode.	601300027
	Basic Toolkit 64	A compilation program which adds those keywords which make programming more of a pleasure than a chore. Commands include Adjust, Mem, Send, plus full DOS commands.	601300017
	Autoboot Maker	for 128 owners who would like to boot their 64 format disk programs. Easy step by step instructions included.	601300004
	Sprite	A hi-resolution sprite editor to help get your on screen action just right. Whether you want to create munching Pac men or exploding space stations, this editor will make the whole job straightforward.	601300008
ST	BBC	A BBC Emulator for the ST — but you'd better brush up on your Basic before using it!	601700000
	Tanglewood Demo	A carousel of screens from the game Tanglewood.	601700012
	Harmonix	This demo will hypnotise you for hours . . . You'll either love it or hate it!	601700035
	Grusel	It's midnight down in the graveyard, and we all know what happens at midnight don't we?? This demo will keep you in stitches — watch out for the skeleton and the ghosts.	601700021
	Popcorn	You've seen one ball bouncing, you've seen 'em all??? Popcorn will prove you wrong.	601700020

TELESOFTWARE GATEWAY — TOP 5's

Why not take a look around the new telesoftware gateway. Just log on and go to page 81160 to get started. We've compiled our own 'Top 5' for each machine to whet your appetite.

Machine	Filename	Description	Page number
BBC	Pooperpig	You crash land your spaceship on earth and have to refuel by eating apples and . . . Download the program and see.	601100024
	Musical Terms	Educate yourself with this program where you must match up English statements with the appropriate musical term (i.e. A Car made by British Leyland — Allegro!)	601100009
	Grabbit	Platforms and ladders fun as you guide George around the maze collecting objects while avoiding the Nasties.	601100034
	Graphic & Sound Demo	The first of a series of digitised graphics and sound demonstrations.	601100013
	Indexer	This program is designed to help you find which is your discs contains a certain program. You can also print the contents of a disc or a list of all the programs.	601100000
AMIGA	Gothic	Gothic allows you to create the kind of files you can download from BB's which when printed out turn out to be a picture of Snoopy or a Saturn V Rocket!	601600023
	Rocket	Fool your boss into thinking you're up to your eyeballs when you're really playing this lunar lander game!	601600052
	Speechtoy	This program gives you Amiga the 'Gift of the Gab'.	601600015
	Sizzlers	A series of High resolution moving demos	601600058
	Trackdisk	This demonstrates the use of the track disk driver — a useful example of "raw" disk read and write.	601600011
PC	Chkup	Give your PC a checkup. You can use this program to check the odd Trojan Horse or virus.	601500058
	Zip	Use Zip to transfer files between your PCs at 115200 baud — you won't even have time to make a cup of coffee!	601500008
	Rebuild	If your PC has just 'eaten' your disk 'Rebuild' will try to do just that.	601500039
	Calc	Give your PC another string to its bow with the addition of these calculator functions, like trig and log.	601500033
	PK361	With this program you can decompact the telesoftware from Micronet (and BBs). Any programs that end in '.arc' will need this program.	601500000
CPC	Clock	Download this for a real-time clock on screen, in all modes.	601400022
	Ramdisc II	This utilises the extra memory on an Amstrad to provide storage for programs and data in the same manner as disk storage.	601400033
	Cribbage	Play this popular pub game from the comfort of your own armchair. Forget about the board and matches — your Amstrad will provide them for you.	601400040
	Mutation	In 2099 a manned spacecraft is sent to Europa, one of Jupiter's moons. On Europa a metallic cylinder was found, and one eager but foolish scientist opened it . . .	601400011
	Connect 4	The aim of this ever popular game is to get four counters together in a row. Not as easy as it sounds.	601400030
SPECTRUM	Pacemania	Pacman strikes again! Two can play at this game.	601200000
	Specsound	If you're a budding musician, or just like being noisy, this is the one for you. Specsound will allow you to make weird and wonderful sounds with your Spectrum and gives you a sample selection including ducks and motorbikes.	601200046
	Past the Cyclops Lair	Written using a Graphic Adventure Creator, the adventurer has to find a jewelled mace	601200041
	VTX Scrolling	This allows you to log on to Scrolling BBs (eg Telecom Gold) with a 64 column display, but this can be used in proportional mode to fit as much of the 80 column gateway in as possible.	601200003

MICRONET DIRECTORY

Listed below are some useful page numbers to help you make the most of Micronet. Keep a copy of Log On near your computer and you will always know where to go.

A—Z Quick guide	80004	*M AZ #
Amster's Cage	800934	*CAGE #
Bazaar	82899	*Bazaar #
Beebug	800909	*Beebug #
Bytemail	811614	*Bytemail #
Celebrity Chatline	80088	*Celeb #
Chatline	811	*Chatline #
Clubspot	810	*Clubspot #
Complain	800406006	*M Complain #
Compliments	800406005	*M Compliment #
Computer News	8001110	*M News #
CUG	800652	*M CUG #
DialTalk	81195	*DialTalk #
Education+	165	*Education #
Enrol A Friend	800020001	*Enrole a Friend #
Hamster	828	*Hamster #
Focus #	123	*Focus #
Interlink (Telecom Gold)	80074	*Interlink #
Letters to the Editor	8001170	*ED #
Mailbox+	7	*Mailbox #
Money Xtra	80096	*Money Xtra #
Micromouse	800951	*Micromouse #
PC Support	800936	*PC Support #
Prestel Main Index+	1	*1 #
Reviews Index	8001150	*M SW Reviews #
RSGB	81070	*RSGB #
Shades	8118	*Shades #
Soft-Tech Features	8000201	*Softtech #
Spectacular	8009121	*Spectacular #
Starnet	811211	*Starnet #
Teleshopping	811613	*M Teleshopping #
Telesoftware gateway	81160	
Telex+	8	*Telex #
TMMC	800952	*TMMC #
Virgin User	800953	*M Virgins #
Waveguide	800900	*Waveguide #
What's New	80002	*M New #
Xtra! Entertainment	80040100	*Xtra #
Z88	80000181	*Z88 #

+ Not in the Micronet free window.

Micro Magazines			
MONDAY:	Spectrum	800001	*Spectrum #
TUESDAY:	PC & Combatibles	80050	*M PC #
WEDNESDAY:	Commodore 64/128	600110	*Solely #
THURSDAY:	Atari ST	800102	*ST #
	Commodore Amiga	800102	*Amiga #
FRIDAY:	Amstrad CPC	800934	*Cage #
	BBC Micro	800100	*BBC #

NOTES
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