

Contacts (continued)

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LIBRARY CORNER

QLABEL has been updated to version 1.02, with thanks to Gordon Wright and Richard Alexander for coming up with suggested improvements - I have not had time to attend to them all, but two important ones have been added already. The new version allows labels to be sorted alphabetically by label name, although this is probably only useful if you use the surname first with files of address labels. The other new option is a preview of labels - i.e. a representation of how they will appear when printed. This covers all the character sizes, bold, underlined and italic print, but not proportional printing. See the screen-dump below for an example of how this looks. The new version will be available from the library after January's meeting.

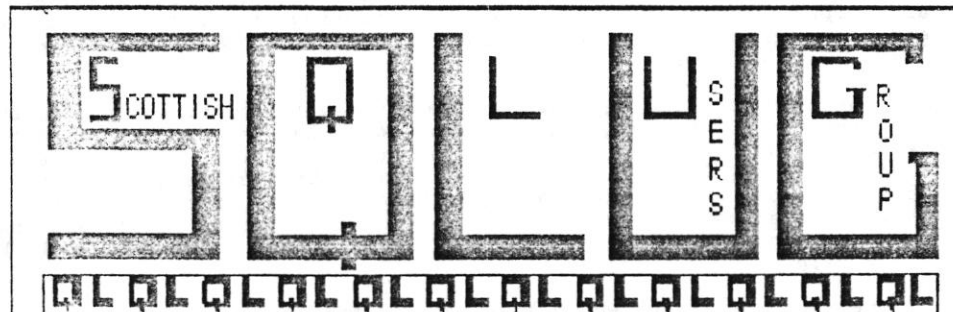
*QLABEL allows condensed characters to be used in labels
As well as big ones
Italics are no problem either*

AND UNDERLINING HELPS MAKE A POINT

*Why not give it a try?
Why not give it a try?
Why not give it a try?
Why not give it a try?*

To order disks from the library, please send the appropriate number of formatted disks, plus adequate return postage, to Iain Robertson, 71 Oxbgangs Terrace, Edinburgh, EH13 9BZ. Please remember to state the reference numbers of the disks required. Unfortunately, on DS/DD 3.5" disks (the standard QL format) can be dealt with just now.

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SQLUG NEWSLETTER

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A happy new year to all SQLUG members and everyone who is still interested in the progress of the QL. The year ahead promises to keep the advances coming, judging by reports of the shape of things to come in the December issue of Sinclair QL World. Miracle Systems apparently intend to produce their graphics upgrade as part of an integrated boxed system, into which you will slot your existing QL components. This will presumably result in a system resembling a standard desktop computer in looks, but with the heart of a QL. No hard details are available as yet, but it will hopefully make its appearance sometime this year.

LAST MEETING: COWANE CENTRE, STIRLING; SUNDAY 13th DECEMBER

About 15 people showed up at one time or another during the day, for our pre-Christmas meeting. As usual on these occasions, we held our annual shoot-'em-up competition, although not everyone was around when it got underway at about 2pm.

The game we played was called Firebirds, published by Jochen Merz. It is a straightforward blasting game, where hordes of aliens descend upon your ship from above. Anyone who spent much time in pubs or arcades during the early eighties will recognise the similarity to Galaxians, a very popular arcade game of that period. The disk was donated by Alan Wilson and offered as one of the prizes.

Since Firebirds has a two-player option, we made use of this in organising the event as a knockout competition, with a computerised drawing of lots. After the first round, the six winners and two highest-scoring losers went on to the next round. This round saw the highest score of the competition (2260), clocked up by yours' truly. However, in the semi-final, I was soundly thrashed by Andrew Johnson. In the other semi-final, Jim Patterson narrowly beat Scott Telford with a score of 1590 to 1420.

Big match nerves must surely have contributed to the low-scoring final, in which Jim's 840 points gave victory over Andrew's 450. Jim chose a fine assortment of festive confectionery (selection box) as his prize, and Andrew took home the Firebirds disk. Congratulations to the winners and thanks to everyone who took part.

Meanwhile, the usual business of SQLUG meetings was carrying on as normal. I would like to thank Scott and Andrew for helping me with my newly-acquired copy of QPAC2. There are so many features and ways of doing things with QPAC2 that I wasn't sure what to include in my "BOOT"