

QBITS SuperBASIC Progs

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QBITS Tic Tac Toe

Select a (N)ew Game, who goes first the Nought or Crosses Player is randomly selected? Both players on average will get an even chance at going first, the choice of Player indicated with O's or X's Turn... Use the **Cursor keys** to select a grid position, then press the **Spacebar** and the relevant Nought or Cross is drawn.

QBITS MINE Detector

Select a (N)ew Game, move indicator with **Cursor keys** and Click **Spacebar** on a square to reveal its **Status** and some of the surrounding squares or **Enter** to Mark with a Flag as one holding a Mine. As a Single-player Puzzle Game, the object is to Locate and Mark all the "Mines". Success is being able to eliminate all possible positions of the distributed Mines within the time scale. If a player Clicks on a square that is **mined**, the game ends.

QBITS Tiles

Press (N) for New Game and use **Cursor keys** to move square highlight over an adjacent Tile to the Blank (Black) Tile space. Pressing **Spacebar** then Swaps the Tile positions. Use (M) key to switch between Numbers and Picture Mode. Use (E) to Exit Game.

QBITS Conundrum



Play requires **Loading** of a Word File and each Game randomly selects 25 of the entries. The number completed is shown top left next to the Highlighted **WordPlay**. Toggle **Word** On/Off to show Coloured Blocks or Jumbled Letters. Similarly Toggle On/Off for any **Clue** display. By turning **Word** and **Clue** ON/OFF and changing the length of **Countdown** a wide range of difficulties can be achieved to service players of different ages and abilities. The challenge is further defined by the difficulty of the **Word Lists**.

The menu symbol  provides an (E)xit point from the Game. In **Wordplay** it allows setting of the Countdown clock and in **WordGen** selection of a (N)ew Word File.

This displays columns for **Word** and **Clues** and can be selected with **Up/Down** cursors and switched between using the **Tab** key. In either column pressing 'E' invokes the **Line Editor**. For each **Word** up to 18 Upper-case Alphabet characters with no spaces is permitted. For **Clue** up to 36 Alphanumeric Characters including spaces and punctuation marks. If a **Word File** hasn't been previously loaded, use **Load** or start the creation of a **New** word file. Each word File can have 6 pages of 16 rows adding up to total of 96 entries. A minimum of 25 entries are required for **WordPlay** ie. the number of Random choices for a full Game. (S)ave file to default device, use (E)dit to change Filename



QBITS Word Files:



- WGen_Countries :
- WGen_DELTA : WGen_GAMMA
- WGen_GenKnowl

QBITS DARTS



Select choice of Game (3) (5) (C). For the 301 and 501 Red and Green teams, or individual players can play against each other. The Clock-face option is for a single player to complete in as few throws as possible. The sliders stop positions are controlled by CTRL and ALT keys. At End of a Game the board is scrolled up with results displayed, and shows the number of Darts thrown.



Note: Adjustments to the Slider Speed (sp) use Up/Down Cursor Keys (range 5 to 15).

QBITS Golf

A Green with Golf cart introduces the QBITS Golf Game with options for NEW game or LOAD a previously Saved one. Having selected (N)ew or (L)oad use the Spacebar to Tee Off. This will present a new Fairway. (S)ave is inactive until at least one hole has been played. Use (E)xit to leave the Game between Fairways.



Club Power is a Slider controlled by the Up/Down Cursor keys. The **Angle of direction** is a rotating bar below the Golfers feet and changed with the Left/Right Cursor keys. Drive is 100%, Putt 50%. To Action the selected Power & Angle of Direction press Spacebar. The ball distance from hole is then calculated and displayed.

Hazards Boundary incurs a Penalty Shot, Rough reduces Power to 50%, a Bunker 25%. Hitting a Tree, ball is bounced until clear. Landing in Water, ball returned to Tee. The maximum shots 9.

At the end of each hole a SCORECARD is shown with the Player results.

Tee/Off with Spacebar or (S)ave or simply (E)xit which does not save the present Game.

Score Ratings

“Hole in One! – Superb Shot”

“An Albatross... Incredible”

“Fantastic shot...an Eagle”

“Well played...a Birdie”

“A Par - Not bad!”

“A Single Bogey”

“A Double Bogey”

“Not so good on this hole”

“You are out of shots”

Hole	Length	HDCP	Par	Player 1	Player 2	Player 3	Player 4
1	520	8	5	4	4	8	7
2	520	7	5	4	7	4	8
3	180	18	3	5	5	3	6
4	220	14	3	1	6	6	3
5	200	16	3	14	520	3	5
6	380	12	4	15	360	13	4
7	520	4	5	16	520	2	5
8	380	11	4	17	520	1	5
9	480	10	4	18	195	15	3

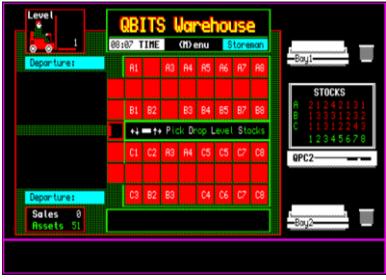
Player 1 2 3 4 HDCP Par Total: 75
 Player 1 14
 Player 2 22
 Player 3 21
 Player 4 24

Comments: Hole in One! - Superb Shot

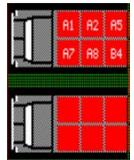
Tee Off (N)ew (L)oad (S)ave (E)xit
 (Check for Wind Speed & Direction)

QBITS Warehouse

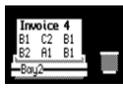
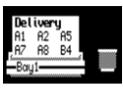
Start a (N)ew Game select the number of **Invoices**, these are in multiples of 5 from 10 to 40 and then **Skill** level (Forman Storeman Trainee). The higher skill the shorter the duration of time between Lorry departures.



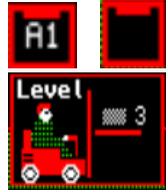
QBITS Warehouse Printers and Lorries



The Printers and Printouts are in line with their respective loading Bay. They cater for **Invoices** and **Deliveries** (Stock Requests). The six spaces of an empty Lorry are to be filled as shown by the Invoice. A Delivery holds the Stock items Requested. As a lorry departs, the displayed printout is screwed up into a ball then further reduced to finally drop into the adjacent wastepaper basket.



To Load/Unload lorry use **Cursor Keys** to move Pickup Truck and use **Spacebar** to cycle direction use **(P)ick** or **(D)rop** to access and place Stock. Warehouse location, levels and loading bays are identified as part of an array **Stock(r, c, l)**, row (**r**), column (**c**) level (**l**). Four levels of storage added more gaming difficulty and introduced the graphics of Sam seated on his Pick-Up Truck to indicate which level is being accessed (**lev**).



Hazards, a Store **Computer glitch** which is just annoying, **Missing Stock** reduces the **Asset** and **Tax Revenues**, **Energy Bills**, and **Stolen Goods**, which deducts credits from **Sales**.

QBITS Warehouse Sales & Assets

As **Sales** are fulfilled Stocks (**Assets**) are reduced. To replenish items (**S**)tock Requests order in new Goods Deliveries. It uses the Store Computer display to highlight the Stock item for selection. You cannot make a Stock Request if you have less than 12 Sales credits, or a delivery is already being processed.



As an Invoice is completed, the count is incremented to the next. On each Lorry Departure or Hazzard, **Assets** and **Sales** are checked and results displayed.



Truck movement, Storage Level, Pick and Drop of Stock following a Delivery and/or fulfilling an Invoice (**Sales**), these are processed to update the **SCORE** shown as **Sales/Assets**, press **(M)** for Menu and the Warehouse screen area shows an **Audit Report** a Chart displaying the status of Profitability from completed transactions.



For Load / Save - Select device and Audit File. Use Cursor keys

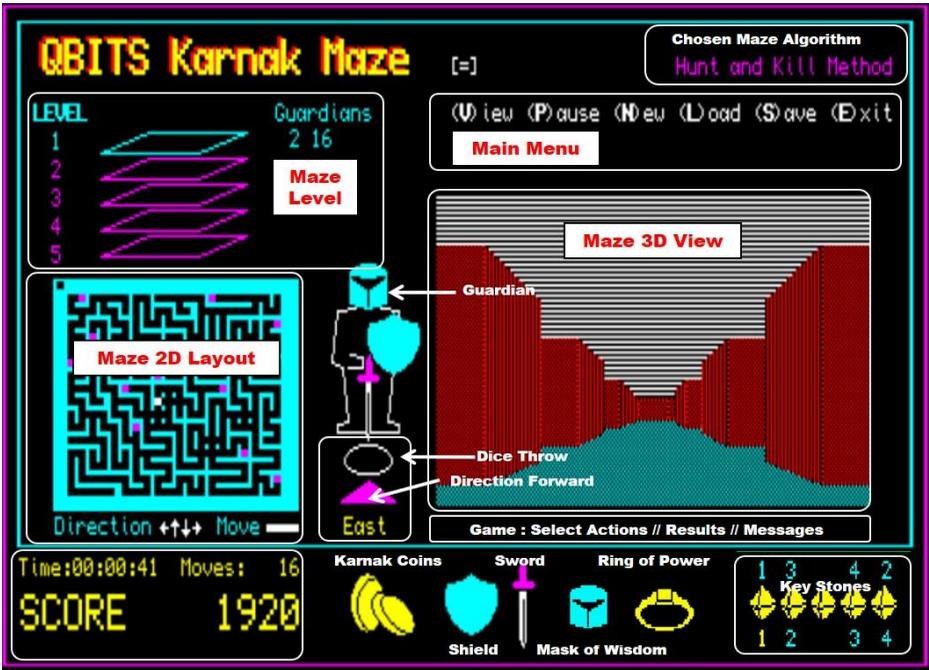
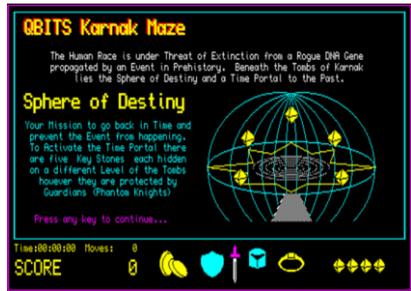


Abort Spacebar
Action Enter

QBITS Karnak Maze

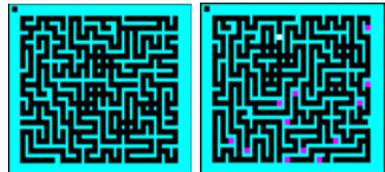
QBITS Karnak Maze - a Walk Through

The opening screen displays a Warning and Mission Statement, plus Graphics representing the **Sphere of Destiny**. This is the where the final part of the mission is played out. Pressing any key reveals the Game board and the League Table. At this point you may Start a **New Game** or **Load** a previously saved one.



QBITS Maze - (V)iew

This is an ON/OFF switch that displays the location of **Maze Treasures** and the **Current Position** of the player within the **Maze 2D** layout. The number of **Points** taken for **each move** depends on the **Level** and if **View** is switched **ON** or **OFF**.



QBITS Maze - (P)ause

The **Game Timer** is halted and time stored (**GTS**). Message displayed '**Press any key to continue...**', pressing of which will restart the **Game & Timer**.



QBITS Maze - (N)ew Game

Select from one of three [1] [2] [3] presented Maze Algorithms. To abort press <Spacebar> <Enter> sets things in motion creating a **2D Maze** Layout in the lower left-hand part of the screen (Window#3).

```
[=] Recursive Backtracking
(V)iew (P)ause (N)ew (L)oad (S)ave (E)xit
Select Maze Algorithm [1] [2] [3] ==>
```

QBITS Maze - (L)oad

Select **Device** and **MazeData** File <Spacebar> will abort or continue with <Enter>. Action and a search is made returning a '**File NOT found**' or continues with '**Loading...**'.

```
(V)iew (P)ause (N)ew (L)oad (S)ave (E)xit
Select:↕ dos1_MazeData_0 ↔ ==>
```

```
Searching...
```

```
File Not found...
```

```
Loading.....
```

QBITS Maze - (S)ave

Select **Device** and **MazeData** File, <Spacebar> will abort or continue with <Enter>. Action and a search will return **DEVICE ERROR** if not found. If File exists an **Overwrite y/n** prompt is displayed. No aborts the action. If not previously existing or reply is 'Yes' the **MazeData** File is Saved to selected Device.

```
(V)iew (P)ause (N)ew (L)oad (S)ave (E)xit
Select:↕ dos1_MazeData_0 ↔ ==>
```

```
Searching...
```

```
DEVICE ERROR...
```

```
Overwrite y/n
```

```
Saving.....
```

QBITS Maze - (E)xit

Prompted 'Y/N' Any key other than 'Y' or 'y' will return to the Game. A Yes will LRUN **QBITSProgs**.

```
(V)iew (P)ause (N)ew (L)oad (S)ave (E)xit
Exit Game (Y/N)
```

QBITS Maze - Treasures

Each level holds **Coins** of Karnak, **Mask** of Wisdom, **Ring** of Power and a **Key Stone**, which adds Points to the **Score**. The **Mask** and **Ring** also aid in defending against or eliminating one or more of the **Guardians**.

QBITS Maze - Guardians

Encountering a **Guardian** a Player has four possible options, [1] **Shield** which avoids the confrontation by Teleporting to another part of the current Maze level. [2] **Sword**, here you attack and are required to throw a six to defeat the **Guardian**. If acquired [3] **Mask** will banish Level **Guardians** for 120 moves and [4] **Ring** will delete all of the current **Level Guardians**. Each of these choices will incur a loss of Points.

QBITS Maze - Levels

You can accept a **Key Stone** or return to it. Accepting activates the **Portal** and makes the jump to the next **Maze Level**. The final jump to the **Sphere of Destiny** can only be made if all remaining **Guardians** have been defeated.

QBITS Maze - Sphere of Destiny

Upon reaching the **Sphere of Destiny** the five acquired **Key Stones** from the Maze Levels have to be aligned to their correct position to those within the Sphere. The fifth Key Stone position is given, the other four must be **Matched**. Twenty-four different combinations are possible. If successful the **Time Portal** is opened and humanity saved from extinction. If not then sorry, maybe you will have better luck next time.

QBITS Pandemic

The opening screen displays a Statement outlining the nature of the Game, a World Map and eight WHO Specialists, four of which are randomly chosen to become the team for each New Game. Press any key and the Game screen is displayed. City names are randomly shuffled and the first twelve selected to create an initial **Outbreak**. The Game then begins after choosing a City to locate the WHO Headquarters.



City Location of Specialist



Specialist

Flight Vaccine MED RES R: Airlift Virus View :ACTIVITY

QBITS Pandemic Turns

This can appear quite complex with the decisions that may be taken. A **Specialist/Player** carries out **2 Events** and **4 Actions** that may be taken in any order. The **Event /Action** image is selected using the **Left & Right Cursor Keys** and by pressing the **Spacebar**. The Red highlight will disappear and a printed **Prompt** is displayed requiring a response. **Enter** will confirm the activity and **Spacebar** will return without the activity taking place. The **City** location when required will be identified by a **crosswire** with the **Population R:** and **City Name** displayed just above the activity window. Whatever decisions are made all **Events** and **Actions** must be taken to move onto the **Next Turn / Specialist**.

Pressing **(h)** will display the attribute of current **Specialist** and the current **City locations** of all four.



Events: 2 (Select from:)

- Flight** Move **Specialist** to another City
- Vaccine** Deliver and clear City Infections **R:** (active only after Vaccine Release)
- MED** Relocate **MED** Centre to another City
- RES** Add **RE**search Credit (active until Vaccine Release)

Action: 4 (Combination of :)

- R:** Reduce the **R:** rate in current City if applicable.
- Airlift** Move **Specialist** +/- four cities from current location.
- Virus** Release **Vaccine** if current Specialist has required credits
- View:** Use **Left & Right Cursor keys** to move City to City across the Map shown by crosswires, **Population, R:** rate and **City Area names** are displayed.

QBITS Pandemic Activity

Activity **Cure** and **Vaccine** Release are dependent on the state of play. The **R**: Rate is active if the current City Infection is above zero. Once enough **Cure** credits are gathered a **Vaccine** can be released stopping further city Infections. Each **Specialists** carries an *Attribute* see below: -

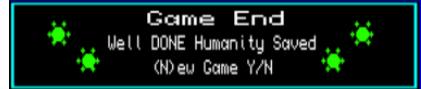
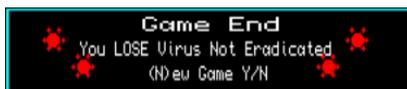
	Flight: event-1 <i>Dispatcher</i>	This Offers transfer of Specialist to the next City in Card Deck. Useful to reach an Infected City. <i>Destination extended to any City 1-48</i>	
	Vaccine: event-1 <i>Field Medic</i>	Delivers to a group of Cities based around next City in Card Deck. Once delivered City R: is reduced to zero. <i>Delivery extended to any City 1-48</i>	
	MED Centre: event-1 <i>Operations</i>	Relocation of MED Centre to next City in Deck. Upon arrival City R: is reduced to zero <i>Relocation extended to any City 1-48</i>	
	REsearch Credits: event-1 <i>Scientist</i>	Adds Credits to Specialists Total <i>Gains an extra Turn added to Countdown</i>	
	R: rate action-1 <i>Planner</i>	Reduce R: by one for one Action <i>Free Turn against Countdown</i>	
	Airlift: action-1 <i>Quarantine</i>	Offers Transfer of Specialist to group of local cities. Once in location can use R : rate to reduce Infections <i>Upon arrival City R: is reduced to zero</i>	
	Cure: action-1 <i>Researcher Doctor</i>	If Specialist has 5 Credits and in City with a MED Centre Vaccine can be released. <i>As before but requires only 4 not 5 Credits With 5 Credits can release Vaccine from any City</i>	 
	View Info:	Access any City Area to show Status	

QBITS Pandemic Virus Spread

At the end of a **Specialist/Player Turn** and until a **Vaccine** is released, City Infections continue with the next card from the deck in accordance with **Global Infection Rates** 2/3/4. If an **Epidemic** card this raises **R**: Rate by 3.

QBITS Pandemic Game End

The Game is **Lost** if more than seven **Outbreaks** occur or if the number of **Turns** runs out without managing to **Clear** all **Infected Cities**. For a **Specialist Team** to **Win** all infected Cities have to be cleared of the **Virus**.



Select (N)ew Game

or (E)xit

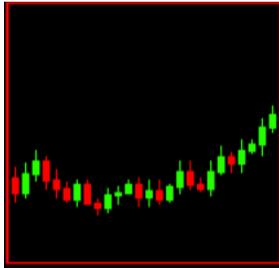
QBITS TRADER

Select **Currency (D)** (**E**) (**P**) (**Y**) from the **Intro Screen**, '**£**' is set as the **Default**.

The **Trader Screen** is displayed and **Market** entries Initialised. The **Company Share Trends** are then Calculated for the first half year (twenty-six weeks). The beginning Phase of the game is to build a **Portfolio** of **Company Shares** using the opening **10,000 Credits**.



Sym	Last Chg	Vol
RIO	12.85	12 200
BA	22.87	6 300
U	32.92	8 200
EOM	6.28	7 500
CCL	2.83	3 200
T	17.29	5 800
DIS	6.13	9 800
F	4.14	9 400
GME	3.20	4 200
SPG	32.74	3 400
GE	18.84	9 300
JNJ	13.38	12 400



As the game progresses the **Bull & Bear** Status show vertically extending bars giving notice to next **End of Week Share Price** changes.

Trends are shown using **CandleWick** Graphics.

Scroll the **MARKET** list of Companies with **Up/Down** cursor keys and select with **Spacebar** to reveal **Company Information** and display **Share Trends** for the preceding twenty-six weeks.



QBITS Trader 'Company Info'
Sym is the abbreviation/index of a Company's Name.

Sym	Div	Yld	P/E	Open	High	Low	Last Chg	Ask	Bid	Vol
EOM	8%	20	30	6.35	6.93	5.89	6.28	7	6.41	6.15 500

Company Evaluation: BUY Reckoner:

Div (Dividend) is a declared % of Face Value (FV) of a Share based on annual Company Profits. **Yld (Yield)** is a Rate of Return calculated by subtracting Start value of the investment from its Final value, dividing the Result by the Start value before multiplying by 100. **P/E (Price/Earnings)** represents the Market value of Stock compared to the Company's earnings.

Open, High, Low, Last are used in analysing a changing **Share Price** and are represented by a **Candle** for the **Open to Last** or Closing price range and **Wicks** for the **High** and **Low** of price movement, the **Colour** reveals the direction. A **Bull** is shown in **Green** with **Red** for a **Bear**.



Review of patterns formed by the **CandleWick** graphics can indicate Market Opportunities. They provide insight into the balance between **Buying** and **Selling** pressures, a steady continuation or Market indecision.

The **Chg (Change)** is the difference between the previous and current weeks **Last Share Price**.

Ask & Bid values are calculated from the current weeks **Last Share Price**.

Vol is the Shares Volume being offered.

QBITS Trader 'PORTFOLIO'

Up to eight (8) Portfolio entries can be held at any one time. Use the <Tab> key to switch between **Market** and **PorFolio** and scroll with Up/Down Cursor keys to Highlight and Select one of the Entries.



Sym	Last Chg	%	Stock Price	Price
EOM	6.56	7%	300	6.09
GME	3.62	10%	500	3.28
NOK	3.83	5%	100	3.99
RR	24.90	1%	60	24.52
ECI	13.43	4%	100	12.91
CSC	5.87	2%	200	5.73

QBITS Trader 'BUY'

Press '**B**' and use Cursor keys to change the presented '**Bid**' and '**Vol**' values. **Enter** actions your choice, **Spacebar** aborts. Your '**Bid**' may or may not be accepted. It will be rejected if lack of funds '**Credits**'.

If you **BUY** Shares from the **Market** of a Company already in the **Portfolio** list these will be added to the **Stocks** held and the **Price** will be updated to the new purchase price. Each Transaction incurs a '**Fee**', payment of which is deducted from the **Credits**.



Last Chg	Ask	Bid	Vol	BUY
7.94	12	8.21	7.94	100
Reckoner:				794

QBITS Trader 'SELL'

Once the **PORTFOLIO** has an entry (entries) use <<Tab>> to switch between **Market** and **PortFolio** then select with **Up/Down** Cursor keys to highlight an entry. **Chg** is % difference between **PortFolio Price** shown and **Last Share Price**.



Last Chg	Ask	Bid	Vol	SELL
3.58	8	3.58	3.48	300
Reckoner:				1074

Press '**S**' and use Cursor keys to change the presented '**Ask**' and '**Vol**' values. **Enter** actions your choice, **Spacebar** aborts. Your '**Ask**' Price may or may not be accepted.

QBITS Trader 'Profits & Dividends'

Profits are the difference between the Price when Shares were bought and the Last Share Price and multiplied by the Stock Volumes held. Company Stocks held by the Portfolio who post a div% receive Dividends which are accumulative and pay-out every quarter (13weeks).



Profits:	614
Shares:	10035
Dividends:	474
Tax & Fees:	51
Credits:	1002

QBITS Trader 'Reuters NEWS Flash'

Once a **PortFolio** has been started as part of the **End** of **Week** Share Price a **Reuters NEWS Flash** is displayed. This may change one or more of a Company's Share values held and the calculation of **Share Price** or **Dividends** posted.



QBITS Trader 'GAME END'

After 156 Weeks the **GAME ENDS** the **Profits** and **Dividends** are added together to identify **Total Assets**. The Performance Review shows the level of achievement and a Trader Rating.

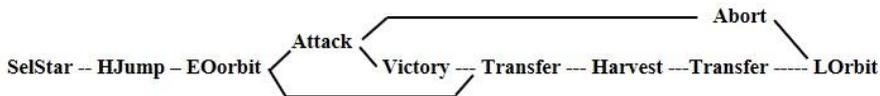
Press **N** for (**N**)ew Game or **E** to (**E**)xit.



GALAXY AD2375

The basic aim is to reduce your opponent's Star Systems to Zero. Selection of Side (Alliance or Republic) and Skill level (Marshal or General or Captain) is made from the Main Menu. The side played by the current Player is held by variable Gp. The side chosen for the Gamer is held by variable Gp1 and Computer Opponent held by Gp2.

Star acquisition follows the pathways shown below. If selected Star System is Independent or on Opponent's side, you commence with an attack. If successful or Star System already acquired then Transfers can take place to replenish and/or acquire new Tactical Stock.



QBITS AD2375 Tactical

There will be times when an Attack has reduced your Tactical Stock, Weapons WMD's to critical levels. Select a Star System with zero WMDs or one already annexed and Hyperspace Jump to Orbit. Transfer Stocks from Star Ship to Planet to increase the (H)arvest yields. Transfer results from Planet to Star Ship to build up your Tactical Stocks ie. WMDs. This can be repeated until ready to carry out further Attacks on enemy Star Systems.

QBITS AD2375 Control Keys

Most of these are displayed as prompts relative to the actions taking place. Extensive use is made of the Cursor keys and Spacebar. For selection of Main Menu items and some other actions use bracketed single letters such as N/n for (N)ew L/l for (L)oad, H/h for (H)arvest etc.

Warnings: Shields & Phasers against Enemy Fighter attacks

Star Ship Info
Action
Dice Throw
Alliance Tactical
Capability
Skill Level

GALAXY GRID
x:219 y:44

ALLIANCE
SShip: 3
Moral: 2
Food: 4
Ores: 2
Tech: 6
Trade: 6
WMD: 17
Fuel: 3
Attack Mode

GALAXY AD2375 Simulator

Nashira - Planetary Orbit

STAR SYSTEM
Nashira

REPUBLIC
9,5b:Popu
3 :Moral
8 :Food
7 :Ores
8 :Tech
6 :Trade
3 :WMD
4 :Fuel

ALLIANCE WMD
41 :Land Based
17 : : 1
: : : 12
Fuel: : : :
Star Systems: 9

REPUBLIC WMD
Land Based: 69
3 : : 50
12 : : :
Fuel: : : :
20 :Star Systems

Commander: General 00:13:19:Come Time

Planet Info
Action
Dice Throw
Republic Tactical
Capability
Duration

'Yellow' Interactive Mode (F1) Simulation 'Red'

AD2375 Menu

(M)arshal (G)eneral (C)aptain
(H)ew (L)oad (S)ave (H)ighscore (E)xit
(A)lliance / (R)epublic

League Table					
Skill	Time	h:ms	WMD	Stars	Gamer
Marshal	01:24:32		1024	58	SPlay
Admiral	01:02:45		1185	62	CPay
Captain	00:57:32		1296	66	QBITS

(H)ighscore

QBITS AD2375 Encounter

Enemy Fighters are approaching Alarm Warnings are given followed by raising Shields and arming Phasers. Use Left/Right cursors to target Fighter then Spacebar to fire Phasers.



QBITS AD2375 End Game

In the event of a Victory the End Game sequence displays a Victory screen to the winning side. If the score is less than previous League Table high score for the skill level played then a new entry can be written.



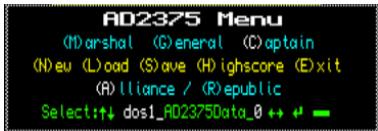
QBITS AD2375 League Table

Default is automatically set with first use. To reset Table press Key 'd' from Menu Panel. Pressing key 'D' (uppercase) will reset the default.

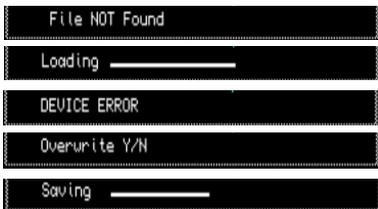
Skill	Time h:m:s	WMD	Stars	Comer
Marshal	01:24:32	1024	58	SPlay
Admiral	01:02:45	1185	62	CPlay
Captain	00:57:32	1296	66	QBITS

QBITS AD2375 File Management

The set up for loading and running the AD2375 Prog is as one of a group of QBITS Progs selected from a QBITSProgs Menu. On start up the AD2375 Prog therefore expects to set a number of variables with information held by QBITConfig file. These are the gx,gy offsets to run under a QPCII environment a default to return to the QBITSProgs Menu and a number of other devices. The Opening lines of the AD2375 Program should be changed to reflect the user's personal setup.



Having set the screen and file management variables, both (L)oad and (S)ave will be able to offer Data storage to a range of Devices and Files 'AD2375Data_0 to 9'.



File Management carries out checks to validate Device & Filename returning 'DEVICE ERROR' or 'File NOT Found' and when Saving will prompt for 'Overwrite Y/N' if File is found to already exist. If no problems are encountered AD2375 Prog will Load from or Save to Selected Device and Filename.

QBITS AD2375 Game Notes

When in Play, key (G) will halt program for a short delay to display the Game Notes. (M) will return to Main Menu. The function keys (F1/F2/F3/F4/F5) were originally defined so as to check and test the code. They have been left in place to facilitate exploring aspects the Game.



QBITS COP50

Climate Change has again raised the urgency of Global reduction in Carbon Emissions. Therefore, it will come as no surprise that my thoughts have become focused on creating a Game Scenario covering these issues.

QBITS SuperBASIC progs

dos1_QBITS_COP50_Globe

QBITS COP50 Project for 2022

The first Step taken: - Creating a Globe Mapped with the Continents. A prominent feature of passed QBITS Progs are Graphical displays, likely to become another aspect is the use of Drop-down Menus.

Key (C) Accesses a list 1 – 8 of the continental areas. Pressing (Z) will enlarge the display of the selected area (use Esc Key to exit).

Key (V) Accesses the Viewer use (S) Key to set display to GMT. (G) Key toggles On/Off a Longitude, Latitude Grid. Reduce/Increase Globe size use < >. To Rotate NSEW use Cursor keys ← ↑ ↓ → (use Esc Key to exit).

Use of the Pointer Environment has been on the agender for QBITS Progs for some time so it seemed the logical next step to take for this Project.

EasyMenu comes as part of QPC2 v5.02 free software. Armed with Albin Hessler & Marcel Kilgus EasyPtr4 Manual 2016 plus Norman Dunbar's Tutorials, I have made a start.

QBITS SuperBASIC progs

dos1_QBITS_Globe_PE

Note: To Rotate NSEW use Shift & Cursor keys ← ↑ ↓ →

