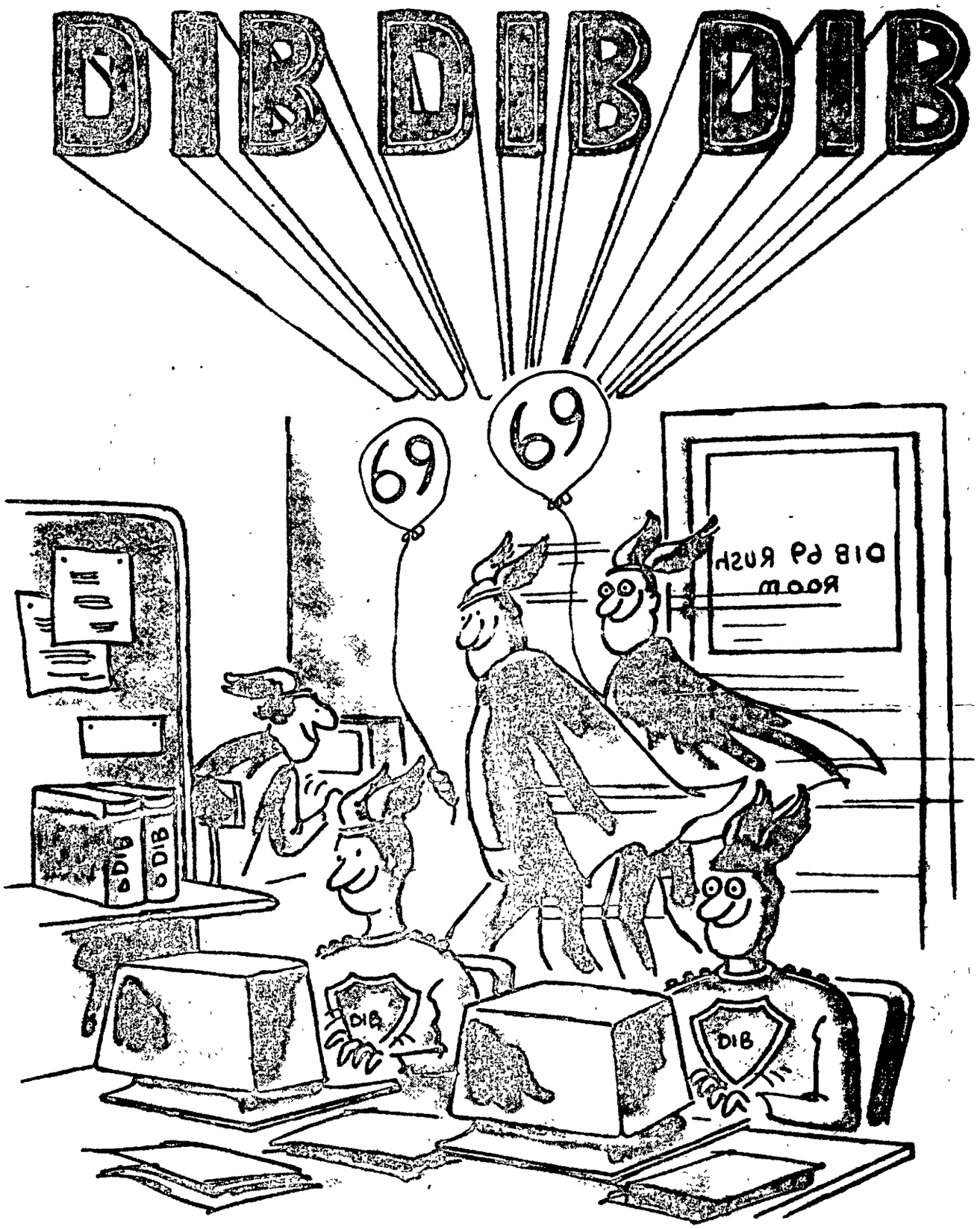

When Dib is late or just overdue,
We'll employ extra staff to rush it to you!

Welcome to the 69th issue of Dib Dib Dib - a zine dedicated to games, games players, but mostly, to the civilised game of Diplomacy. The cost is a fixed rate of 45p per issue in the UK and 28p + postage overseas. Send money, to Tom Tweedy, 29 Stanley Hill Avenue, Amersham, Bucks., HP7 9BD. Tel. 02403 4513.

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* EMAIL: I can also be reached via bulletin board on (net 503, node 60) *
* 'West London TBBS' 0895-52685 (1200/1200, 1200/75 or 300/300 baud - No *
* parity, 8 data bits, 1 stop bit), where all orders and articles can be *
* sent to me in the Diplomacy section reached via the SIGS Area (Special *
* Interest Groups). *
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EDITORIAL

My apologies for this late issue of Dib (only 1 week late of course) - just my luck really, Ulf Jiretorn has been writing to me the last couple of issues complaining, and quite rightly, that his issues of Dib have been turning up late or not at all. Not my fault really the post has been so bad lately it seems - I put the correct postage on. Anyway he'll probably think, along with the rest of you, that his Dib has gone astray yet again. Already I've had Mike Sykes-Gelder ring me up wanting to know where his copy has gone. Still, one good thing I suppose, it shows you do miss it.

So, what's my reason for being late? Nothing so earth shattering that it would be a good enough excuse to you (hence the apology), a little bit of overwork in some areas, a bit lazy in getting on with Dib, and Wimbledon. I can't help it, I ALWAYS watch it, it's tradition with me now.

Talking of bad luck (more to the point, good luck). Do you know, that I've has a Premium Bond for 25 years without winning a sodding thing? It may even interest you to know I even have £26 worth of bonds now and STILL I've never won anything! Of course, I well realise any of this may not surprise you, most of you probably have more than that and haven't won anything either - but it may surprise you to learn that Stuart has won the Premium Bonds again FOR THE THIRD TIME! I couldn't believe it.

Here am I trying to teach him that it's a hard hard world out there, and he's sitting there smugly raking in the money right left and centre like it's the most normal thing in the world! Of course, I hasten to add, he's only won the £50 prizes each time... but he's only had his bonds about 3/4 years! I'm sick I have to tell yuh, and I want to know where my share of luck is NOW.

But enough of my problems... on with the hobby stuff. Things are looking good for Diplomacy on the bulletin boards - on the GODS BB there are now SIX games of Diplomacy being run (the last two filled within a week), plus other games like Marvel 'Super Heroes', etc. The problem seems to be finding GMs rather than players. I can't GM any more.

As for the postal hobby and Dib - the EN GARDE is held over until next issue so Jake can hear from the rest of the players that still wish to play. BRIAN MOORE, SIMON CRADDOCK, ULF JIRETORN, DAVID ABBOTT, CATHY OZOG, and CHRIS SANDOW - if you are all still interested in carrying on, please contact Jake Cheung (who'll be home from 3rd July) as soon as possible at 15 Albert Road, Retford, Notts, DN22 6JD. New player to start in the game this time is Jon Moss.

This is the last time I can remind you of the GLADYS AWARDS, because the deadline is Saturday 18th July. Will Dib win the Best Lettercolumn category yet again? That's up to you lot, we've won it five or six times, but it's your column - if you like it why not vote for it. If you're interested in taking part, send your votes in to Brian Creese, 256 Canbury Park Road, Kingston, Surrey, KT2 6LG.

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UNUSUAL WORDS FOUND IN CHAMBERS

by Steve Thomas

Over the past few months I've been delving deeply into *Chambers 20th Century Dictionary* is search of 6-letter words for the Jotto game. This search has shown up a few oddities which I thought I'd share with a wider public, hence this article.

The first words I wish to discuss are those with excessively specialised meanings. The emphasis is on the word *excessively*, otherwise one is deluged with scientific terminology and dialect words for diseases of sheep.

Perhaps the oddest word is **sooterkin**, defined, along with four other meanings, as a fabulous afterbirth induced by Dutch women sitting huddled over their stoves. One wonders why anyone would require such a concept, although in this case the etymology (a corruption of *soot-child* in various Germanic languages) isn't hard to guess. Without straying too far in the dictionary, we find **shrew-struck**, defined, reasonably enough, as blasted by a shrew. The reasonable man (or woman) might regard this word as an excellent way to describe Petruchio, and pass on. However, it's hard to dispel an enchanting vision of small, insectivorous mammals scurrying about carrying sticks of dynamite (at least, I find it hard, which may explain a lot). If we go to the lengths of consulting another dictionary, such as *Webster's Second*, we find that this vision is closer to the mark, since that work defines the word as struck by a shrew (the animal).

Let us move on to **merkin**, a hair-piece for the pubic area. I have yet to find anyone who claims to possess such an item, still less wear one. Can anyone out there help? (This word was omitted from the 1977 edition of *Chambers*, probably by accident.) **Sereln** – fine rain falling from a cloudless sky – is another word for which *Chambers* gives a meaning differing slightly from that given in many other dictionaries, since, as the etymology suggests, such rain should really fall after sunset to qualify.

Montem is a former custom of Eton boys to go every third Whit-Tuesday to a hillock on the Bath road and exact 'salt-money' from passers-by, for the university expenses of the senior scholar or school captain. **Salt-money** is defined as money for salt; money collected at montem, which helps a bunch. Presumably this form of highway robbery has fallen into disfavour either because of legal problems or because the student grant is now sufficient for the senior scholar to buy his salt with part of that. Many other words have unhelpful meanings; for instance, **thridace** is defined as inspissated lettuce juice, but those of us without a great deal of Latin have to thumb through the dictionary to find that **inspissated** means thickened. The *Shorter Oxford Dictionary* points out that thridace is (or was) used medicinally, but provides no insights into the diseases that it's supposed to ameliorate. **Embogue** is unhelpfully defined as to disembogue. Hands up all those who know what this means.

Taghairm – inspiration sought by lying in a bullock's hide behind a waterfall – leads us on to another rich vein of human activity. Through the ages, peoples have longed to know what the future holds, and have indulged in all sorts of practices to find out. Most readers will be familiar with **augury** as a means of divination, but perhaps not that, strictly speaking, it only applies to divination by observing the flight and the cries of birds. Similarly, we have **haruspicy** (inspection of animal entrails), **myomancy** (movements of mice), **oneiromancy** (dreams), **theomancy** (oracles), **crithomancy** (meal strewed over victims of sacrifice), **axinomancy** (motions of an axe posed upon a stake), **coscinomancy** (a sieve and a pair of shears), and many, many, more. One wonders whether the foremost emotion should be despair at the human psyche or admiration for the people who dreamed up all these words. It's interesting to speculate where opinion polls fit into all of this, but that's beyond the scope of this article.

We now move from the implausible to the unpronouncable. Over the years, English has gathered a large variety of foreign words. Many have become anglicised and trip readily off the tongue, but others tend to stick in the English-speaking throat. There are many initially unpromising words for which the pronunciation guides give some help, for example **crwth** (a Welsh stringed instrument), **k'thibh** (a textual reading in the Hebrew Scriptures; originally a marginal note calling attention to the textual form), or **ctenoid** (comb-shaped). However, that still leaves words like **shtchi** (cabbage soup) which is a one-syllable word. How one is expected to fit all those consonants into one syllable is beyond me. **Kgotla** – an assembly of tribal leaders in Botswana – is another example. Presumably the original word had a glottal stop or something in there, but *Chambers* only indicates that the stress should go on the first syllable.

Some definitions allow the lexicographer's prejudices to show through. For example, the definition for **tyke**, a dog: a cur: a rough-mannered fellow: a Yorkshireman, can only have been written by a

Lancastrian. Similarly, one suspects that the definition for **pock-pudding**, a bag-pudding: a Scottish contemptuous name for a mere Englishman, was not written by a Sassenach. Intellectual prejudice shows through in **Welsh rabbit**, melted cheese with or without ale, etc., poured over hot toast – sometimes written 'Welsh rarebit' by wiseacres. In a similar vein, we find **kazoo**, a would-be musical instrument, a tube with a strip of catgut, etc., that resonates to the voice, and **bubukle**, a ridiculous coinage of Fluellen's for a red pimple, compounded of *bubo* and *carbuncle*.

It is the practice of modern lexicographers to add a few jokes and so on in order to prevent unscrupulous rivals from infringing copyrights. Perhaps the most extreme example of this is the etymology given for **Isabel** – dingy yellowish-grey or drab [Origin unknown: too early in use to be from *Isabella*, daughter of Phillip II, who did not change her linen for 3 years until Ostend was taken.] Another example is radar, which includes in its etymology ... appropriately, a palindrome word. (This should of course be palindromic and not palindrome.)

This article has only brushed the surface. There is much more to be gleaned from a deeper study, although it's a time-consuming pastime, and there's a vast amount of dross (i.e. commonsense definitions of common words) which must be discarded. For the true aficionado, the standard work is *Mrs. Byrne's Dictionary of Unusual, Obscure, and Preposterous Words* which is, I believe, sadly now out of print. Other dictionaries have their own idiosyncracies, too. For example, few words can compare, for sheer uselessness, with **ucalegon**, a neighbour whose house is on fire, but this word does not appear in *Chambers* at all.

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((Thanks Steve, now I know now to fortell my future luck, easy really, I just cast my Merkin on the floor and peer into it - presumably to see what scuttles out I suppose. It may not work I realise, but it MUST be better than peering into someone else's Merkin. You deserve a free issue of course.))

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ON THE IMPORTANCE OF BUILDING FLEET MOSCOW

by Mark Berch

That's right, I said Fleet Moscow. Why would anyone want to do that, you ask? Two reasons: To harass the gamesmaster, and an obscure tactical ploy.

First, visualise the GM's situation where he reads "Build F(Mos)". His initial reaction is doubtless to wonder why his zine seems to attract all the incompetents floating around. He may wonder if he should correct the obvious error (under rule III, 4, "A badly written order which nevertheless can have only one meaning must be followed") or disallow the build. He'll probably go for the latter. But first, a nice, crisp citation of chapter and verse from the Rulebook as to why such a build is illegal seems to be in order. This will not only quell any possible protest, but will also persuade some of the more sceptical readers that he really does own a Rulebook.

Flipping through, he finally locates Rule XIII, 2: Building and Removing Units (adjustments): He reads "...number of units must be adjusted... disband the excess... in his home country only... written and exposed simultaneously without any preceding diplomacy." End of Rule. Hmm! Nothing is there even covering F(Mos)! Better have another look. The closest he'll find is "He must specify a fleet or an army in a coastal supply centre." This is on the assumption that in a coastal SC he might desire either but in an non-coastal SC only a fool would want a fleet. But it says nothing about bulding in inland centres, so it doesn't say it's illegal. And this is the only rule covering builds.

This presents the GM with a serious dilemma If he allows F(Mos) he will look a total jackass. Jocular comments will appear in other zines. Ron Kelly may resurrect his Zine Rating Project just to castigate him. The game could even be called irregular. But on the other hand, to deny the build will incite a storm or criticism from the Russian player, not to mention his allies, cantankerous readers and those who just love a fight. They will all point out

that the section on builds says nothing against this unorthodox tactic.

There are however, some players for whom harassing the GM is not one of their prime reasons for playing Diplomacy: Myself for example (I'll have to ask several of you to stop snickering). So consider the following board situation: you have Mos open for a build. England has A(StP) and another fleet in an adjacent province. The F/E/G triangle is somewhat stagnant and so there are no compelling demands on England for that fleet. There is no chance of getting help from a German fleet.

Your long range goal, of course, is to retake StP, but as long as that English fleet is uncommitted this cannot happen. The best you can do is place armies in Lvn and Mos, not enough to dislodge the supported English A(StP). Your building A(Mos) and/or bringing armies up north will only cause England to arrange his alliance in such a way that the fleet will not be needed eslewhere, dooming your attempts to retake StP. Building F(Mos) will signal to England your 'disinterest' in retaking StP while at the same time not tempting him by leaving Mos open. The goal of all this is to have England involve the fleet elsewhere in such a way that quick return is not possible. Indeed it may possible to get England to pull the ARMY out too, in much the same way that an English fleet in StP does not require a Russian army in Mos. If this happens you may be able to retake StP by building A(War) later. Otherwise the carcass of F(Mos) will have to be disposed of. The simplest way is to 'loan' a southern centre to an ally, necessitating the removal of F(Mos). Later the centre is taken back and A(Mos) appears.

Alternatively, F(Mos) can be part of a plan of a plan not to take StP, but rather to avoid further war with England, a war you may be unable to wage. This is especially true if England has taken StP with a fleet. This is somewhat analogous to bulding F(Smy) when the Russians have a unit in Ank.

In conclusion, building F(Mos) can be used to aggravate the GM and to defend Mos without threatening StP regardless of your ultimate aims.

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((This article was given to me by Andrew Newton (which he says was extracted from The Novice Package) to strengthen his argument that building fleets in inland supply centres should be allowed. This could be bad, if you check the letter column for the Steve Thomas letter you'll see even sensible people can fall prey to such radical and, well, let's face it, rediculous ideas. Newton is not to be trusted, and should NEVER be agreed with.))

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BAUD OF THE (TELEPHONE) RINGS:

by Michele Morris

One of the reasons many people find Computers so baffling is the insistence of those "in the know" to refer to everything to do with them by acronyms and jargon words. Computer communications is no less prone to this than any other area of computing. I hope by the time you reach the end of this article I will have clarified for you the cryptic little instructions that Tom keeps leaving around Dib, e.g. no parity, 8 data bits, 1 stop bit. Hopefully when you know a little bit more about E-Mail and Comms some of you will be tempted to try it out for yourselves.

I think most people know that data is stored in a computer as a series of binary numbers. This is because the memory of a computer is made up of a series of little "switches" which can be either on or off, usually represented as a 0 or a 1. Each "switch" represents a BInary digit known as a bit. (I'm sure you can see how the name is derived.) You cannot, however, get very far with a numbering system that can only represent 0 or 1 and so in most home

computers 8 bits are joined together to make one byte. With eight bits it is possible to represent numbers from 0 to 255 in binary notation i.e. 00000000 to 11111111.

Now I don't know about you but binary numbers mean very little to me. Luckily the operating system of a computer is capable of converting these numbers into the alphanumeric and punctuation characters we are all familiar with. Hence the binary number equivalent to 65 = A and that equal to 97 = a. It soon occurred to people that if every computer manufacturer represented each individual character with the same binary number it might be possible for different computers to talk to one another. Thus was born ASCII standard code. ASCII is the acronym for "American Standard Code for Information Interchange". The code is also sometimes referred to as ANSI which is the acronym for American National Standards Institute who set the standard. This code sets down which alphanumeric, punctuation or control (for the computer or printer) character each binary number up to 126 represents. The other 129 binary numbers are used to represent the graphics characters etc. and are unique to each machine.

Within the computer, information is stored and manipulated by the operating system in byte size chunks. (The operating system is a series of programs, usually but not always resident in the micro, which do all the hard work. For example it converts binary to alphanumerics.) The data travels round the machine as electronic signals in routes known as buses. A bus is just a set of connections between one part of the computer and another, or one computer and another. To be precise, the data travels 8 bits at a time, (one byte or character remember?) along 8 wires with all bits travelling in parallel. Rather like having eight cars travelling in line abreast on an eight-lane highway. Just as an aside it is worth noting that in some computers, Tom's IBM PC for example, data travels 16 bits at a time along the bus to give faster data processing.

In theory all that is needed to transfer an ASCII file (a file made up of ASCII characters only) between two computers is a cable (the bus) with eight suitable wires in it. However, if one computer is in Manchester and the other in London you'd need one helluva long bit of cable! In practice the length of cable used to connect machines in this fashion is rarely more than 1.5 metres. This is because not only are long cable lengths very expensive, the data becomes prone to data skew. This happens because individual bits travel along the wires at different speeds and the end result is a garbling of the data.

The practical solution to this problem is provided by sending the data down a single cable but not in parallel. Like London Transport buses the info travels one bit at a time but with several bits arriving one after the other! This is known as serial processing and the conversion takes place within a piece of hardware known as a serial interface. The most common interface of this type is usually referred to by the code number RS232. The interface is also capable of the reverse operation i.e. converting serial data into its parallel form. So both the sending and receiving computers require this interface.

The most commonly used cable for transferring the data is that of British Telecoms phone network. Unfortunately it wasn't designed for the digital (0 and 1, on and off) type of signal produced by a computer. It was, surprise, surprise, designed to be used with analogue signals like speech. It is therefore necessary to add another piece of hardware to your computer to convert the signal from the RS232 interface into a suitable analogue form. (I'm sure you've all heard the beeps and whines made by playing a computer tape on a tape recorder? It's the same kind of thing here.) The conversion is known as modulation and is carried out by a Modem. This "box" is not only capable of converting digital signals to analogue it can also perform the reverse operation too. It can MOdulate and DEModulate the signals (once more the derivation of the name is obvious), and again one is needed by both the sending and receiving computer.

OK so now you have a serial interface and modem fitted to your computer can you now go ahead and transfer ASCII files to another suitably equipped machine. The answer is no. (You didn't really think it would be that simple did you?). The hardware alone is not enough you need some communications software too. What the software (program) will do is perform all the housekeeping tasks for you. The program manages the data received from and sent to the serial interface and provides the software to drive the comms hardware and thus creates an environment in which communication can occur. Most of its tasks will be transparent to you i.e. you won't see it doing them.

One thing that has to be done by the software is set the protocol under which communication will take place. A protocol is a set of rules which ensures that each computer knows how to interpret the signals received from the other. Several protocols for file transfer exist the commonest being XON/XOFF and XModem. In the former only ASCII files can be handled. If the receiving computer wishes to stop the transfer, for example to store the data already sent onto disc, it send an XOFF signal to the sender. This halts data transmission until the sender receives an XON signal. XModem is more sophisticated and allows transfer of ASCII and binary files and provides some error checking. Other protocols exist, some you may come across are YModem, ZModem, KERMIT and MODEM7. Very few of these are currently used by British comms systems.

You may have noticed from the above paragraph that although data is sent from one system to a receiving system, the receiving system will also be sending signals to the sender. This is known as handshaking! The receiving end sends a signal to confirm that it has received something. The signal can be generated by either the hardware or more commonly the comms software. If both systems are in fact sending signals how do they know which one gets to talk at any given moment? This is all part of the protocol. If transmission can only be one-way it is called Simplex. More commonly there is two-way transmission but the systems alternate i.e. they take turns. This is referred to as Half-Duplex. The most sophisticated systems support Full-Duplex, which is a simultaneous, independent two-way transfer of data.

Another factor controlled by the software will be the speed at which data is transferred. This is measured in Bauds. One baud is roughly equivalent to 1 bit per second or .1 characters per second. So at a baud rate of 300 baud transfer occurs at roughly 30 characters per second. As a general rule the faster the baud rate the more likely it is that data will become corrupted by line noise etc. When specifying baud rates it is necessary to specify both transmitting (TX) rates and receiving (RX) rate. This is because it is possible to operate at a split rate. For example Prestel operates at a rate of 1200/75. This means you receive data at 120 characters per second but your handshaking occurs at 7.5 characters per second. Most Bulletin Boards operate at 300/300 baud, though some can also handle 1200/75 and a very few 1200/1200. A Bulletin Board, is a micro fitted with a modem capable of answering the telephone, and software allowing the transfer of files and messages. I will explain more about modem types and what you can do on a BB in future articles.

The more observant and quick witted of you will have noticed that if we transmit at 1 bit per second and 8 bits make a byte then we ought to be transferring data at 125 characters per second not 1! This is NOT an error! Normally 8 bits make up a byte and one byte = one "word". A word in this sense is the number of bits recognised as comprising a unit of data transfer. Both sendin' and receiving computers need to be using the same word length or the data will be garbled. Most comms software uses a ten bit word.

So where do the two extra bits come from? They are generated by the sending RS232 interface and are removed by the receiving RS232 and perform specific functions within the protocol. One of the bits to be added may be a start bit or a stop bit. A start bit is added at the beginning of a data word to indicate the beginning of a character. Similarly, a stop bit is added at the

end of the word to show where it ends. There may one or two of these bits added and they can be set to either 0 or 1. It is not necessary to have both.

As mentioned above data can become corrupted by line-noise in the telephone system. It is therefore usual, but not vital, to have a parity bit. A parity bit is a simple form of error checking and may be either even or odd. If the parity is odd then the parity bit of a given character will be a 1, if the number of bits in the character is even or 0 if it is odd i.e. whatever the number of 1's in the ASCII code for a character it will be odd following the addition of the parity bit. For example if the ASCII code is 11001001 the parity bit will be a 1. If the ASCII code is 01001001 the parity bit will be 0. If even parity is used then the number of 1 bits will be even after the addition of the parity bit. If the systems are working to odd parity and a character with even parity is received an error must have occurred.

By now you should have twigged what Toms' message about E-Mail means. The BB can handle three rates of data transfer; RX 300 baud / TX 300 baud, RX 1200 baud / TX 75 baud and RX 1200 baud / TX 1200 baud. The 8 data bits refers to the fact that a character is made up of the normal 8 bits. (Prestel and some other systems with limited character sets can manage with just 7.) The BB performs no parity checking i.e. it has no means of error trapping and line noise can corrupt the data, and it uses 1 stop bit as explained above.

In practice it is not really necessary to understand what the software and hardware are doing to send and receive E-Mail. So if you didn't really understand that lot don't worry. After all most of us manage to watch TV without fully understanding how it works. If you buy your software and hardware wisely most of the tricky bits will be handled for you. In my next article, if Tom doesn't produce one first, I will give "Auntie 'Cheles Guide" to choosing both. In my final, (I hope!), article I will extol the virtues of E-Mail and explain exactly what is to be found on a Bulletin Board system. Be seeing you!

((Thanks Michele - you certainly seem to be able to cram more into an article than I ever could. I guess I'm just lazy I suppose. Anyway, your issues of Dib are still coming free, so your ol' scrooge of a husband can't say that uploading this article prooved too expensive if you can discount 45p (should be more for sentimental value) against it, can he? As for buying modems - I DO have an article, which I'll print next, but if you think I've forgotten something, please feel free to write and let me know.))

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BUYING A MODEM?

This is an article I originally did for VVV 23 'Marvin's Bit'. However, I thought as most of my readers probably don't see VVV, it might be a good idea to publish it here for others to read. It's just a few do's and don't's to bear in mind when going into the tricky business of buying computer thingies bits and bobs - though I'd like to point out at the onset, users DO NOT need to join PRESTEL or BT GOLD to use a modem.

1. When choosing a modem, try to see one working with your type of computer. If you can't (because of mail order, etc) try and get a 'return if not satisfied' agreement.
2. Buy the hardware (modem, cables, etc) and software from the same dealer (however, if you own an IMB or compatible, then public domain comms software, PROCOMM, is an excellent package to be had for free).
3. Make sure ALL cables and connections have been obtained when you purchase your modem - with all computer packages it's quite normal to get home and find an important piece hasn't been supplied which the shop 'unfortunately doesn't have'.

4. Work out what capabilities you want your modem to have:
   Autodial/Autoanswer?: Gives you the capability of complete software control over originate (dialing out) and answer (data coming in) modes. Many users won't need auto-answer, but I strongly advise the auto-dial facility. Some bulletin boards can take ages to get into because of others on the line, and it would get very tedious if one had to type in the number manually every 60 seconds.
   Hayes compatibility?: It probably won't matter in most cases but Hayes modem command protocol (the commands given to the modem) is generally becoming the accepted standard, and, especially for IBM's and clones, some software (like 'Sidekick') is Hayes supported.
   Baud rates: This is up to the preference of the user. I generally use 1200/75 (V23) for all my bulletin board work, sending at 75 (7.5 cps) and recieving at 1200 (120 cps). This is okay for browsing and DOWNLOADING, because you're using the 1200 speed. BUT you can NOT upload using various protocols (XMODEM, YMODEM, etc) using the 75 baud because of the buffered 1200/75 split speed. This made me wish I'd gone for the 300/300, 1200/1200 speed modem because I don't need the 1200/75 option for PRESTEL (Viewdata) anyway. 300/300 (V21) is a very necessary capability (a) because a lot of bulletin boards still use only this speed, and (b) when there's strong line-noise corruption sometimes the only answer is to drop down to a lower speed to get clear data.
5. Work out what you want to use the modem for. I realise the choice can be difficult if you haven't actually seen one in action, but if you just want to access bulletin boards to play games or download Public Domain Software, then you won't need a PRESTEL (Viewdata) or BT GOLD capability.
   If you really need to know the latest weather reports, news, business news, etc, be very careful about subscribing to the professional databases like BT GOLD, PRESTEL and their branches. They can prove very expensive. You have USAGE bills on TOP of your telephone bills, but conversley, accessing bulletin boards and using their EMAIL sections will only cost you the price of a phone call.
6. And last but not least, the software itself, that is the program to run the modem e.g. dialling, redialling, manipulation of baud rates, etc. This is entirely up to the user and the machine. Any software will do really if it does the job you want, but, pay particular attention to the 'protocols' it supports. My PROCOMM software supports:-
   - XMODEM
   - YMODEM
   - YMODEM BATCH
   - KERMIT
   - COMPUSERVE
   - ASCII and probably one or two others.

   Don't worry TOO much about these, all I ever use is ASCII to upload (or send) MESSAGES to the bulletin board (messages pre-typed by any word processor), and XMODEM to upload and download computer games and files.

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'COBOLT' (1987??) GM Tom Tweedy Autumn 1901 [13]

ALL NEUTRAL SUPPLY CENTRES SNAPPED UP

AUSTRIA (Nick Simpkins): F(Tri)-Alb; [[A(Vie)-Tri]] ((FAILS)); [[A(Ser)-Tri]] ((FAILS))
ENGLAND (Tim Lomas): A(Yor)stands; F(NTH)-Nor; F(NWG) S F(NTH)-Nor
FRANCE (Michele Morris): A(Pic)-Bel; F(MAO)-Por; A(Mar)-Spa
GERMANY (Stuart Tweedy): A(Mun)-Ruh; A(Kie)-Hol; F(Den)stands
ITALY (John Cavanagh): F(ION)-Tun; [[A(Rom)-Ven]] ((FAILS)); [[A(Tyr)-Ven]] ((FAILS))
RUSSIA (Simon Jones): F(GOB)-Swe; A(StP)-Fin; F(Sev)-Rum; A(War)-Gal
TURKEY (St James): A(Con)-Bul; A(Bul)-Gre; F(Ank)-BLA

((Cobolt cont'd....)

WINTER 1901 ADJUSTMENTS:

AUS: Bud,Tri,Vie + Ser = 4 Builds: A(Bud)
ENG: Lon,Lpl,Edi + Nor = 4 Builds: F(Lon)
FRA: Par,Bre,Mar + Bel,Por,Spa = 6 Builds: F(Bre), A(Par), A(Mar)
GER: Mun,Ber,Kie + Hol,Den = 5 Builds: A(Mun), F(Kie)
ITA: Ven,Rom,Nap + Tun = 4 Builds: F(Nap)
RUS: Mos,StP,War,Sev + Swe,Rum = 6 Builds: A(War), A(Mos)
TUR: Smy,Con,Ank + Bul,Gre = 5 Builds: A(Con), A(Smy)
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* DEADLINE: Sunday 21st June 12 NOON *
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'COBOLT' (1987??) GM Tom Tweedy Spring 1902 [13]

GERMANY TURNS ON FRANCE

AUSTRIA (Nick Simpkins): [[F(Alb)-Gre]] ((FAILS)); [[A(Ser) S F(Alb)-Gre]] ((SUPPORT CUT)); A(Bud) S A(Ser); A(Vie)stands
ENGLAND (Tim Lomas): F(Nor) S F(Lon)-NTH; F(NWG) S F(Nor); F(Lon)-NTH; A(Yor) stands
FRANCE (Michele Morris): F(Bre)-ENC; *[[A(Bel)stands]] ((DISLODGED)); A(Par)-Bur; A(Mar) S A(Par)-Bur; A(Spa)-Gas; F(Por)-Spa-sc
GERMANY (Stuart Tweedy): A(Hol)-Bel; F(Kie)-Hol; A(Ruh) S A(Hol)-Bel; [[A(Mun)-Bur]] ((FAILS)); F(Den)stands
ITALY (John Cavanagh): F(Tun)-ION; F(Nap)-Apu; A(Tyr) S A(Rom)-Ven; A(Rom)-Ven
RUSSIA (Simon Jones): F(Rum)-Sev; A(Gal)-Rum; A(War)-Sil; A(Mos)-Lvn; A(Fin)-StP; [[F(Swe)-Den]] ((FAILS))
TURKEY (St James): A(Bul)-Ser]] ((FAILS)); [[A(Gre) S A(Bul)-Ser]] ((SUPPORT CUT)); [[A(Con)-Bul]] ((FAILS)); F(BLA) S A(Con)-Bul; A(Smy)-Arm.

RETREATS: FRENCH A(Bel)-Pic

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* DEADLINE: Sunday 5th July 12 NOON *
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'ELECTRA' (1987??) GM Tom Tweedy Autumn 1903 [11]

IT SEEMS AUSTRIA HAS LOST HEART

AUSTRIA (Rod Chamberlin): NMR! Has: F(ION); F(Alb); A(Tri); *[[A(Bul)]] ((DISLODHED)); *[[A(Rum)]] ((DISLODGED)); A(Rom)
ENGLAND (Kris Morris): F(Nor) S A(Fin)-Swe; A(Fin)-Swe; [[F(NTH)-Den]] ((FAILS)); [[F(Lon)-Wal]] ((FAILS); [[F(IRI)-Wal]] ((FAILS))
FRANCE (Stuart Tweedy): F(WMS)-Tun; A(Pie)-Ven; A(Bre)-Gas; F(Pic)stands; F(ENC)-MAO
GERMANY (Simon Jones): A(Mun)-Tyr; A(Mos)stands; A(Pru)-Lvn; A(Bel)-Bur; A(Hol)-Bel; [[F(Den)-NTH]] ((FAILS)); A(Kie)-Ruh; *[[F(Swe)-Nor]] ((DISLODGED))
ITALY (Anarchy): Has: F(TYS)
RUSSIA (Anarchy): Has: A(Ukr)
TURKEY (John Cavanagh): A(Ser)-Rum; A(Sev) S A(Ser)-Rum; A(Gre)-Bul; F(BLA) S A(Gre)-Bul; F(AEG)-Con

RETREATS: AUSTRIAN A(Bul) & A(Rum) die; GERMAN F(Swe) dies

ENDGAME PROPOSAL: 1st Turkey, 4= the rest, was defeated by abstentions - so,

(Electra cont'd...)

the proposal has to be put forward again ((Votes for next time please - with failure to vote now counting as YES))

WINTER 1903 ADJUSTMENTS:

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AUS: Vie,Bud,Tri,(Ven),Ser,Nap,Rom,(Rum)      = 6 NBO (1 2 SHORT)
ENG: Lon,Lpl,Edi,Nor,StP + Swe                = 6 Builds: F(Edi)
FRA: Bre,Par,Mar,Por,Spa + Tun,Ven            = 7 Builds: A(Mar), A(Par)
GER: Mun,Kie,Ber,Hol,Den,(Swe),Bel,War + Mos  = 8 Builds: A(Mun)
ITA: (Tun)                                    = 0 Disbands F(TYS)
RUS: (Mos)                                    = 0 Disbands A(Ukr)
TUR: Smy,Ank,Con,Sev,Gre,Bul + Rum            = 7 Builds: F(Smy), A(Ank)
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* DEADLINE: Sunday 21st June 12 NOON *
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'ELECTRA' (198???) GM Tom Tweedy Spring 1904 [11]

ENGLAND AND GERMANY CLASH HEAD ON

AUSTRIA (Anarchy): NMR!! Has: F(ION); F(Alb); A(Tri); A(Rom)
ENGLAND (Kris Morris): F(IRI)-NAO; F(Edi)-NWG; F(Lon)-NTH; F(NTH)-Den; [[F(Nor)-StP-nc]] ((FAILS)); A(Swe) S F(NTH)-Den
FRANCE (Stuart Tweedy): A(Ven)stands; F(Tun)-TYS; A(Mar)-Pie; A(Gas)-Mar; A(Par) S F(Pic); F(Pic)stands; F(MAO)stands
GERMANY (Simon Jones): A(Mos)-StP; A(Lvn) S A(Mos)-StP; A(Ruh)-Hol; A(Bel) S A(Ruh)-Hol; A(Bur)-Ruh; A(Tyr)-Vie; *[[F(Den)stands]] ((DISLODGED)); A(Mun) S A(Bur)-Ruh
TURKEY (John Cavanagh): [[A(Sev) S RUSSIAN A(Ukr)]] ((IMPOSSIBLE)); A(Rum)-Bud; A(Ank)-Rum; F(BLA) C A(Ank)-Rum; A(Bul)-Ser; F(Con)-Bul-sc; F(Smy)-AEG

RETREATS: GERMAN F(Den)-BAL
ENDGAME PROPOSAL: 1st Turkey, 4= the rest, was defeated

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* DEADLINE: Sunday 5th July 12 NOON *
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'JADE' GM Tom Tweedy Spring 1904 [12]

THE TWO WICKED WITCHES, ENGLAND AND TURKEY CURL AROUND THE NORTH AND SOUTH

ENGLAND (LocoMan): F(Edi)-NTH; F(Hol) S F(Edi)-NTH; A(Cly)-Edi; A(Lpl)-Yor; [[F(BAL)-Lvn]] ((FAILS)); [[F(Ber)-Kie]] ((FAILS)); A(Lon) S A(Wal); A(Wal) S A(Lon)
FRANCE (Brangdon): [[F(ENC)-NTH]] ((FAILS)); A(Mar)-Pie; A(Gas)-Mar; A(Bel)-Ruh; A(Pic)-Bel; A(Bur) S A(Bel)-Ruh
GERMANY (Wiese): [[A(Kie) S A(Mun)]] ((FAILS)); A(Mun) S A(Kie)
ITALY (Andrew Newton): A(Ven) S A(Tri); [[A(Tri) S A(Vie)]] ((FAILS)); *[[A(Vie) S A(Tri)]] ((DISLODGED)); F(Nap)-TYS; F(Apu)-Nap; A(Rom)-Tus
RUSSIA (Argon): F(BLA) stands; F(GOB)stands; A(Sil) S GERMAN A(Mun)-Ber; A(Gal)-Vie; A(Bud) S A(Gal)-Vie; [[A(War)-Lvn]] ((FAILS))
TURKEY (Tiger Tiger): [[A(Ser)-Tri]] ((FAILS)); A(Alb) S A(Ser)-Tri; [[A(Bul)-Ser]] ((FAILS)); F(ION)-Tun; F(AEG)-ION; F(Gre) S F(AEG)-ION

RETREATS: ITALIAN A(Vie)-Tyr

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* DEADLINE: Sunday 7th June 12 NOON *
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