

IMPERSONAL

SCURRILOUS MUSINGS

by Guy Klueless

NASCOMS, RECEIVERS and WARRANTY REPAIRS

I've had a few complaints lately that people who sent their Nascoms to Nascom to be repaired (and in some cases paid in advance) have run foul of the receiver, in that, as the repair was sent prior to receivership, they have had to pay again. There are cases which (in my opinion) ought to have been repaired at 'no charge', such as duff chips, where the Receiver has charged the normal Nascom repair fee.

Now the Receiver is legally entitled to do this, but it really is rather unfair. Unfortunately there is nothing I can do about it. If you have been caught like this, the Receiving Manager's name is Jack Haggar, write to him and let him know what you think (of him).

As far as the turn round time for Nascom repairs goes, I understand that the repair department (which is a subcontractor) is down to about 72 hours, the three week delay is caused in getting dud Nascoms from Nascom to the repair department and back again. I suggest that if you have a faulty Nascom you try your Nascom distributor for help, and not return it to Nascom at present.

THE ULTIMATE INTERRUPT

Brother have Nascom got troubles !!! Not only having a Receiver to contend with, but now I hear the a low flying crane transporter meandering up Broad Street had an argument with the telephone pole outside Nascom. Result: instant cutoff. Still it saves the Receiver paying the phone bill for a few days.

COMPUTER MAILING LISTS

Ever get stuck on someone's computerized mailing list and can't get off ? Well, not that I thought of the idea, or even suggested anything, but if their reply paid card happened to get stuck to a neatly wrapped half paving stone; and then the paving stone just accidentally fell into a convenient letter box; then a few cogent words in a covering letter pointing out the cost of postage (to them) of unstamped paving stones every time one of their circulars dropped through the letter box.... Just like magic, it really works wonders. Wouldn't work to well with builder's merchant circulars though.

THE LAST BYTE

