

# ORIC

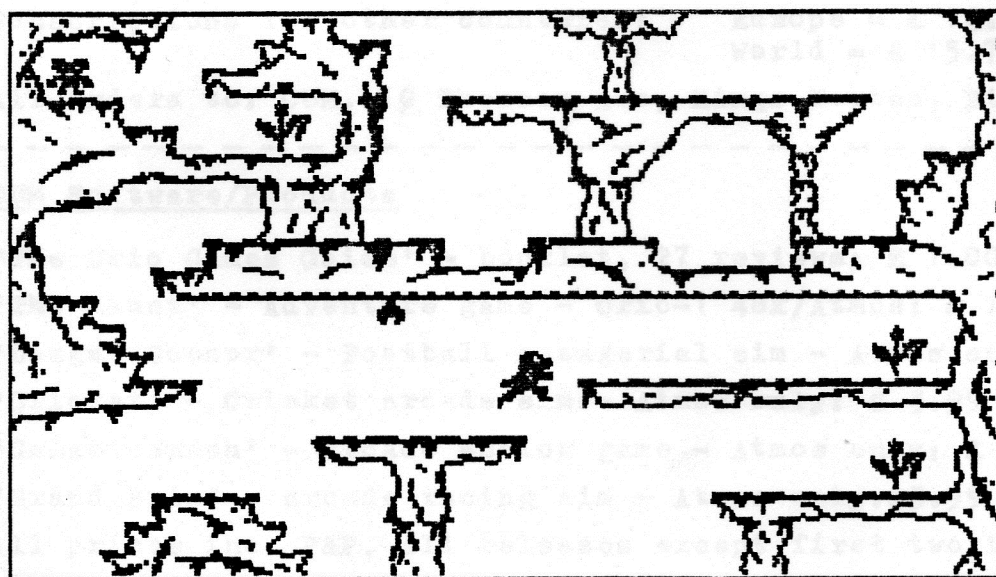
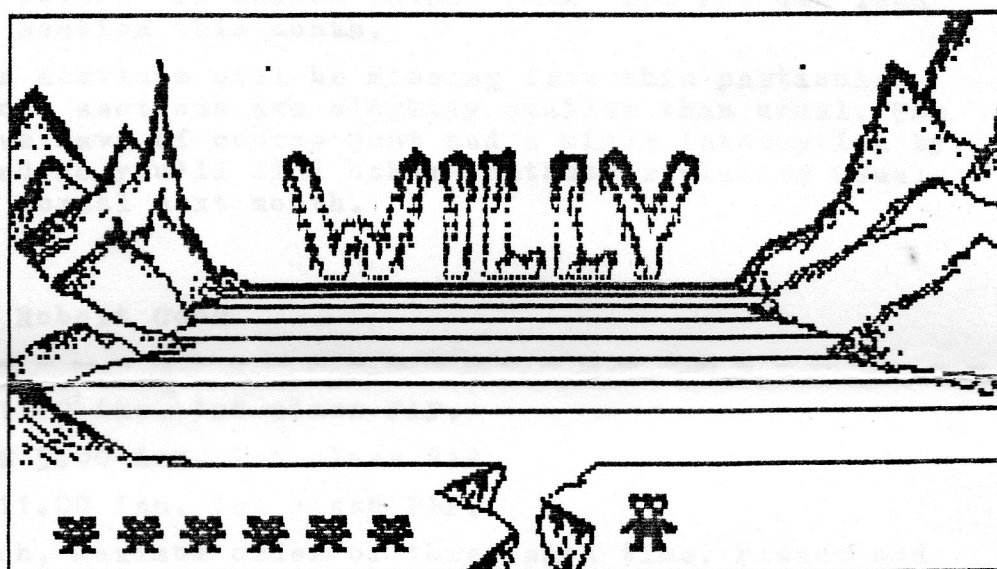
# USER MONTHLY

Number 29 January 1990

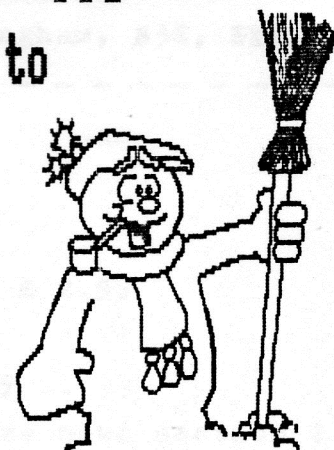
## WILLY

from

## CLUB EUROPE ORIC



Happy New Year  
to



all our readers

Edited and Distributed by Robert Cook, 10 Thomson Ave., King's Norton, Birmingham B38 8YD

What better post-Christmas pressie could you ask for than your copy of OUM ?  
As promised last issue here are the sales figures for OUM software:

'The Haunt' - 31 sold \*  
'League Soccer' - 17 sold \*  
'Cricket' - 7 sold  
'Galactosmash' - 2 sold

\* denotes that the figure for copies sold may be a couple out of accuracy. The last two released may appear to be selling poorly but they are in fact new releases so this is understandable.

As for new software, we intend to release at least five new titles over the next year. Our fifth release is called 'Grand Prix' and you can read all about it in the news section this month.

You may find that various sections will be missing from this particular issue of OUM, and that some sections are slightly smaller than usual. The reason for this is that we have of course just had a minor interruption by the name of Christmas, and so you'll find other contents replacing usual items. all will be back to normal next month.

On with the mag.

Robert Cook

An issue of OUM costs £ 1.00 inc. 1st class P&P.

A five month sub. costs £ 5.00 inc. 1st class P&P.

A 12 month sub. costs £ 11.00 inc. 1st class P&P.

Back issues costs 65p each, maximum order of three each time. Please add 30p for P&P.

All cheques/postalorders (cash accepted) to: " O.U.M. (R.Cook) "

Subscriptions for other countries: Europe = £ 14.00 inc. P&P  
World = £ 15.75 inc. P&P

All orders to: OUM, 10 Thomson Ave, Kings Norton, Birmingham, B38, 8YD.

**OUM Software/Products**

**'The Oric Games Guide' - booklet, 27 reviews: £ 1.00**

**'The Haunt'** - Adventure game - Oric-1 48k/Atmos: £ 1.99

'League Soccer' - Football managerial sim - Atmos only: £ 2.99

**'Cricket'** - Cricket arcade sim - Atmos only: £ 3.99

'Galactosmash' - arcade action game - Atmos only: £ 3.99

'Grand Prix' - arcade racing sim - Atmos only:£3.99 - see news section !

All prizes inc. P&P. All releases except first two inc. free audio pieces.



Hello one and all & a happy new year. I hope the quality games for your ORIC keep coming through 1990. This month the latest from o.u.m & the 2nd part of CDOSOFT 2.

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 GAME: GALACTOSMASH PUBLISHER: O.U.M  
 Cassette direct from O.U.M , DISK direct from  
 Dave Dick.  
 U.K. PRICES: Cass. - ~~£~~3.99 or 3" disk - £6.50  
 OVERSEAS: cass. - £5 or 3" disk - £8

Alistair Way's latest and best effort to date.  
 The only fault being the longish loading time, due  
 to the fact that there is such a big program.  
 Obviously the disk version cures this.  
 The game itself is loosely based on 'STARWIND'  
 (space trading), but has the added attraction of 36  
 extremely colourful sectors of hyperspace baddies,  
 which include: BANANAS, COMPUTERS, SQWUEEGIES & HAUNTS.  
 With your poket money you stock up on shields,  
 engines & various weapons, including heatseekers.  
 Off into space, choose a sector, arm your pods &  
 wipe out the enemy. You even have the aid of a  
 radar screen. This is a very well written ATMOS  
 game; not just a zap'em, strategic as well.  
 ADDICTIVE??? I've cleared 19 screens so far & it  
 wasn't a 5 minute job. BUY IT NOW!!!

SOUND: 8 GRAPHICS: 9

ADDICTIVENESS: 10 (THE BIG ONE) OVERALL: 9 & a bit

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 GAME: CDOSOFT2 PUBLISHER: CLUB DISC ORIC

This month we look at the other 2 games on this  
 compilation, available on DISK from Jon Haworth.

"YAHTZEE" is Thomas Gempp's 1986 version of the  
 classic dice game. This is a nice version & much  
 better than the recent 'YAM', which CDO put out  
 on one of their journals. For up to 3 players;  
 you utilise keys 'A' to 'R' & "RETURN". Though  
 in French, it is easy to understand.

"OEIL DE ZOLTEC" , penned by Daniel Duffau, is a  
 graphical adventure. Not in the same class as  
 L'aigle d'or, more a 'Terminus'. Vocabulary is  
 sparse (just 15 verbs), plus cursor keys for your  
 movement. The drawings of the rooms are basic, but  
 the creaking of the entrance door adds some aura.  
 You know when to move as you are prompted with:  
 'ET ALORS'. Not worth buying on it's own, but adds  
 to the variety of this package.

SOUND: 6 GRAPHICS: 6 VOCABULARY: 6 OVERALL: 6

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 COMING SOON TO A SCREEN NEAR YOU: Reviews of:  
 'TETRIS', 'IJK CHESS', 'KRYSTAL WORLDS', 'ESCAPE',  
 'SUPERSPRINT' and "come here! come here! - and  
 there's more."

Well of i can get the family of the ATMOS's -  
 they have become addicted to 'PAINTER' from  
 'A&F'; then i am going back to playing 'WILLY'.  
 I think i'll start on screen 4 this time as  
 screen 6 is a little too hard. As for screen 5,  
 well perhaps i'll give you a clue next issue!!!



A stands for Archimedes, Archimedes was the name of a staff writer of the magazine Your Oric. I always imagined Archie as being a little French guy living across the channel, instead he's an English guy living in Cambridge, by the name of Jonathon Haworth - writer of RAMbling in the ROM for OUM.

B stands for Bond, James Bond. The 007 movie 'A View To A Kill' was and still is the only Oric game to be tied in with an official film license, the game was released by large software house Domark.

C stands for Cumana, a company who, in 1985, released a brand-new Oric disk-drive, the asking price was £ 235.

D stands for 'Dungeon Of Hell', a software release we promised would be available in mid-1988. A very good multiple-choice adventure with a D&D theme, it exists completely on paper. Maybe, just maybe, you'll see it later this year.

E stands for Eureka, the company who bought up Oric in 1985 after Oric International (UK) was shot to pieces, Eureka followed the tradition by enforcing high prices and pathetic advertising to ensure receivership.

F stands for 'Football', the only fully arcade-action football game for the Oric, released in 1989 by HGC, see 'W' for the author.

G stands for Gary, Gary Ramsay that is. Gary set up the IOUG (Independent Oric Users Group) in 1984 which closed in 1988. The IOUG was run very efficiently and when it closed down there was a surplus fund total of about £ 100, which Gary is about to kindly donate to a charity.

H stands for, not surprisingly, HGC (Mailorder). Run by Allan Whitaker, HGC started when Allan took over the stock from the now departed FGC. However, HGC has done more than just be a mailorder supplier, it has been finding software previously almost impossible to find, eg. The Last Warrior and the entire range of Channel 8 adventures. HGC has released a number of software titles and has had stands at two of the three Alternative Micro Shows.

I stands for 'Insect Insanity', a game by Tansoft which never did quite reach the homes of Oric owners. It comprises of enormous amounts of fun, addictiveness, confusion, frustration, and brilliant graphics. Bought by software company Orpheus, Orpheus intended to sell it to FGC. FGC managed to get hold of one copy (which disappeared within a week) but Orpheus plummeted into oblivion before selling any more.

J stands for Joel. Sorry but I could only think of the awful release called 'Jogger' (Severn) so I've used Joel, Billy Joel of course. His music piece 'Root Beer Rag' opens up side two of 'Galactosmash'. Billy Joel is, by the way, my second favourite artist.

K stands for Kaufman, Paul Kaufman. Paul was the editor of Oric Owner, and wrote a couple of titles for Tansoft.

L stands for Loricieles, a French software company responsible for the cream of Oric software. Masterpieces include L'Aigle d'Or, Stanley, and Video Flipper. Loricieles was, in 1988/89 snapped up by Elite (a well known ignorant company who never reply to enquiries) but Loricieles got on their own in mid-'89 and now have their software distributed by US.Gold.

M stands for Madonna, her song 'Material Girl' was used as a digitised piece of software for the Oric. With no hardware required (other than tape deck + Oric of course) you can hear a few seconds of the song, including crystal clear vocals. I've lost my copy somehow (I've got it audio though) so has anyone else got a copy ???

N is yet another music one, it stands for 'New Life'. A song by Depeche Mode (Vince Clarke) it is featured on both IJK's 'Damsel In Distress'



and OUM's 'Cricket'.

O stands for overpriced, which the Telestrat was. Eureka released the Orics third computer at the very dubious price of £ 414. Also overpriced was the original Oric-1, £169 for a 48k Oric 1, £139 for a 16k version. Also overpriced was Express's 'Breakout' at £ 1.99, or even 99p, 50p ??? Pathetic.

P stands for Personal Computer News, the magazine no longer with us, it kept up with Oric software, reviews, features, etc. and generally provided good support for Oric owners.

Q could only stand for Quill. 'The Quill' was released by Gilsoft in 1984 at £ 17.00. This superb text-adventure designer now costs just £ 3.25 from HGC, using it a complete programming novice can write excellent machine-code adventure, send 'em to us to release !

R stands for recorders, not the awful instrument but tape recorders. Oric computers were always seeming to be incompatible with various recorders, this certainly put off some potential buyers many years ago, fortunatly the situation is much better now (although far from perfect).

S stands for Sinclair. No ! Wait, come back ! Not Clive 'C5' Sinclair, but John 'Xenon' Sinclair. John Sinclair and family wrote Xenon-1 and Zorgons Revenge, (both highly acclaimed arcade games, see 'X' for more details.

T stands for TheOric, a great French magazine which closed down a couple of years ago. Available from newsstands, it had thousands of devoted readers.

U stands for Utilities, yes I know it's boring but what else was there ? The Oric has been the target of a number of great programs other than games, some examples are:

The Quill (Gilsoft) - see 'Q'

Vortex (Loricels) - word-processor

Turbo Keyboard (TheOric) - four useful programs

V stands for Vote, which the job readers had the chance to do in OUM's feature called 'Chit-Chat' to find the readers opinions on various topics. Topics covered include software piracy and Orics limited magazine coverage.

W stands for Way, Alistair Way. Alistair is responsible for Oric owners having the chance to buy and use brand new software that normally would never have been available. He has wrote the following released titles:

Football (HGC)  
Starwind (HGC)

Cricket (OUM)  
Galactosmash (OUM)

It's also worth mentioning that Alistair works with alot of speed and enthusiasm.

X stands for Xenon. The Xenon (pronounced Zenon) Range included three software titles, continuing the battle between the Xenon Fleet (cheers) and the Zorgons (boo, hiss). The three were:

Xenon 1                      Zorgons Revenge                      Xenon 3

Y stands for 'Your Oric', a magazine which ran for 8 issues by Keith and Clint Thompson, plus Jon Haworth (see A for more details).

Z stands for Zebbie, a nice original arcade game released some years ago, it is a horizontally scrolling game and was released by IJK Software.

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Do you want the return of the software charts ? Write in and tell me, if I get at least ten requests for the return then you'll get them, bi-monthly

# RAMbling in the ROM - 10

You will recall that last time we looked at the system sectors on track 20 (#14) of a Sedoric disc, and that I said a few preliminary words about the directory sector.

The directory is held in Track 20, Sectors 4, 7, 10, 13, and 16. Often only Sector 4 will be needed, since that will hold details of 15 files itself. If more than 15 files are on disc, the directory extends into the next of the appointed sectors, and so on. The breakdown of a directory sector is shown in Figure 3. The first two bytes give the track and sector of the next directory, if there is one. The third byte contains the number of files plus one in the high byte, 00 if there are 15 files listed on the sector. The file entries start at the seventeenth byte, and each contains the file name and extension, the 'descriptor' track and sector address, the number of sectors occupied by the file, and the protection status.

No other directories		Number of files + 1 3 + 1 = 4	
Secteur : 04		Piste : 14	Lecteur : A
	0000	00 00 40	00 00 00 00 00 ..\$.....
	0008	00 00 00 00 00 00 00 00	.....
Filename	0010	4D 45 4E 55 20 20 20 20	MENU
Extension	0018	20 43 4F 4D 05 0A 04 40	COM...\$
	0020	43 4F 4E 56 45 52 54 20	CONVERT
Descriptor for MENU.COM is at Track 5, Sector 10	0028	20 43 4F 4D 05 0E 1F 40	COM...\$
	0030	53 45 43 54 4D 41 50 20	SECTMAP
MENU.COM occupies 4 sectors (3 + 1 for the descriptor)	0038	20 43 4F 4D 07 0B 05 40	COM...\$
	0040	00 00 00 00 00 00 00 00	.....
No protection	0048	00 00 00 00 00 00 00 00	.....
	0050	00 00 00 00 00 00 00 00	.....
	0058	00 00 00 00 00 00 00 00	.....
	0060	00 00 00 00 00 00 00 00	.....

Figure 3

What, I hear you say, is a Descriptor? It is a sector which contains all the necessary file information to enable the DOS to find its way around the disc. There is at least one per file on disc. So, we can read in the directory sector the descriptor address and look at it. Figure 4 shows the descriptor sector for MENU.COM. The first two bytes give the track and sector of the continuation descriptor sector if this one is full. The fourth byte gives the type of file (Basic or m/c, auto or not). Then follow the file start and end addresses in memory, and for a machine code auto file, the execution address. The ability to alter these easily can be very useful. Bytes eleven and twelve contain the number of sectors occupied by the file (low byte/high byte order as usual), and the rest of the sector contains up to 122 two-byte segments, each giving the track and sector address of successive parts of the saved file. Thus the actual sectors occupied in turn by the file are listed here



consecutively. This information allows you to look at each part of the program, not in memory, but actually as it physically stored on the disc. If there is more than one descriptor sector, the succeeding sectors contain the track/sector address of the next descriptor sector in the first two bytes, followed by 127 two-byte segments of file addresses.

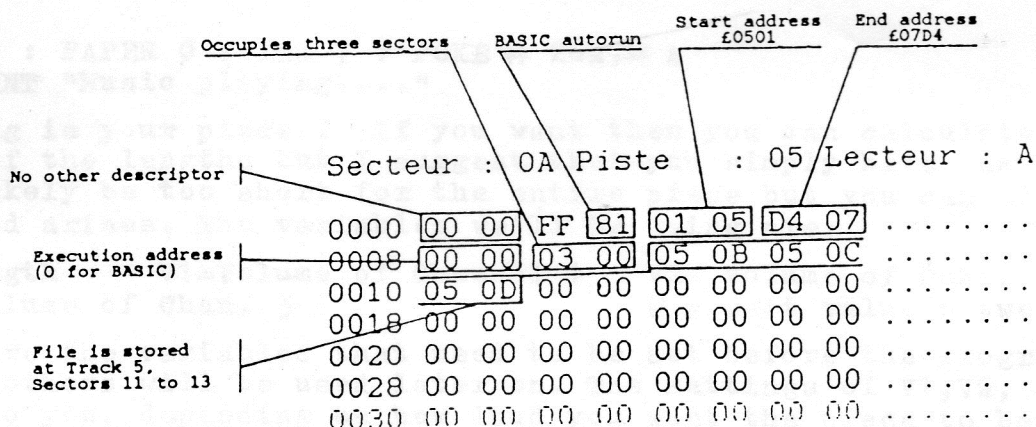


Figure 4

Now, when you delete a file, only the directory is affected. The descriptor and the file itself remain on the disc and are not erased. It is therefore always possible, with a little patience and a good disc editor (Nibble!) to find the descriptor sector, and reinsert the filename and other details in the directory. It is fairly easy to recognise descriptor sectors - the third byte is always #FF, and the first two are #00 unless the file is very long indeed, in which case of course they will point to the next descriptor track for that file. A little detective work will soon recover a file erased in error!

And next time, to complete the illustrations, (all of which are print-outs using Nibble, available etc....) we shall look in detail at the first sector of the first program in the directory.

#### Tail-ender...

As you may know, for my sins I have agreed to run the British end of Club Europe Oric from January, 1990. The idea is that instead of having to write to France you can bombard me instead! I'll also be sending out the quarterly mag on disc or cassette, although it'll still be produced in France of course. An explanatory sheet should have come with this issue of O.U.M., with a subscription form on the reverse.

I don't as a rule plug O.U.M. software, but do give 'Galactosmash' a try, it's a very well produced piece of software, and its available on cassette or disc!

Jon Haworth

We're now at the third part of this particular feature, and if you are a new reader and want to read from the start (which would be best, as I'm not going to go over the previous topics again) then I'd advise that you get back issues of the last two issues of OUM to catch up.

Last month I promised that we'd get straight into the programming, and I asked you all to get hold of your piece of music which you intend to enter. Let's enter the basic lines, which are:

```
10 CLS : PAPER 0 : INK 7 : POKE # 26A, # A
20 PRINT "Music playing...."
```

How long is your piece? If you want then you can calculate the entire total of the lengths but I suggest that you simply have, say, 50. 50 will most likely be too short for the entire piece but you can add to it when the need arises. The variables we'll be using are:

L = Length      V1=Volume of Channel 1      V2= Volume of Chan. 2  
V3 = Volume of Chan. 3      W = wait value between notes

These are the variables that need to be set before the program plays the music, others will be used later on. The settings of V1, V2, and V3 will be up to you, depending on how loud you want the piece to be played. W will also vary, depending on which piece you are using, some are faster than others. Add the following lines:

```
30 V1=15 : V2=13 : V3=13
40 W=10 : L=50 : PLAY 7,0,0,0
50 FOR Z=1 TO L
60 READ O1, N1, O2, N2, O3, N3
70 IF O1=0 THEN MUSIC 1,1,1,0 : GOTO 80
75 IF O1=9 THEN 80
77 MUSIC 1, O1, N1, V1
80 IF O2=0 THEN MUSIC 2,1,1,0 : GOTO 90
85 IF O2=9 THEN GOTO 90
87 MUSIC 2, O2, N2, V2
90 IF O3=0 THEN MUSIC 3,1,1,0 : GOTO 100
95 IF O3=9 THEN GOTO 100
97 MUSIC 3, O3, N3, V3
100 WAIT W
110 NEXT Z
```

Yes, there are quite a few GOTO's in there! I couldn't care less if you're one of those people who say that GOTO's simply patch-up a badly written program, I think they're jolly useful commands!

There is quite a bit to go through now, you have in front of you 99% of the actual music processor. I'll start from the beginning: lines 30 & 40 set the required variables and includes a PLAY which opens up the 3 sound channels. If you only need to use 2 channels then forget lines 90 - 97 and alter the rest of the program accordingly (you'll only need 2 channels if there are a maximum of 2 notes played at the same time at any time). Line 50 is the loop for the program. Line 70 tests to see if the note is a rest, line 75 tests to see if it is the same as the previous note, and line 77 plays it if it is needed. Lines 80 to 97 do the same for channels 2 and 3. Back to line 60, this reads in all the information from the yet to be entered DATA statements. Line 100 slows down the program, and finally line 110 sends the program back to the loop in line 50.

CSAVE the program and next month we'll describe it fully, and plunge into the DATA statements. Don't worry if you're confused, we'll sort it out next month, and you'll finally get to hear a tinkle of notes!



# NEWS

\* 'Grand Prix' is our fifth software release. It is a car-racing game played on eight tracks. It is a multi-player game (up to four players can race at the same time) written by Alistair Way, author of 'Cricket' and the brilliant arcade-game 'Galactosmash' (reviewed this issue). 'Grand Prix' uses an over-head birds-eye view of the game, similar to that used in 'Supersprint' arcade machines. As with most of our recent releases, it should be out soon on 3" disk. Machine-code.

'Grand Prix' is due to be released in about a month, for the Atmos only for £ 3.99 inc. P&P, instructions.

\* There is now a disk compilation containing 'Galactosmash' and 'Cricket' which costs just £ 9 inc. P&P. To obtain a copy send cash/cheque/PO payable to "Mr Dave Dick" to:

65 Barnard Cresc., Aylesbury, Bucks, HP21, 9PW.

\* Arnt Erik Isaksen set-up a Scandinavian Oric club a very short time ago, and now the club has already managed to release a couple of software titles. The releases are "Chess Madness" and "O.N.Pack". See below for address.

## Chess Madness

Control the Knight and knock-out the pieces on a chess-board whilst eating the power-pills. Machine-code. Oric-1 only at the moment, 48k.

## ON.Pack.

This is a software compilation of three games, which are 'The Way To King Kung Fu', 'Moon Buggy' and '3 x 3'.

I haven't yet seen any of the titles, but they certainly sound interesting. Chess Madness costs nkr 55, and O.N. Pack is nkr 45. At last look the exchange rate was Norweigen Krona 10.47 to the £, so at my calculations Chess Madness costs a little over £ 5. Pop along to your bank anyway if you want the exact figure, you can send money by euro-cheque or an international money-order. P&P is included for Scandinavia and Europe.

\* For some time now OUM has built-up a very large collection of audio recordings of musical pieces that I've entered into the Oric, some of these pieces are added free to side 2 of OUM software releases. I have considered putting together a tape collection of the best of these pieces, but only if enough people are interested in receiving a copy (free). Please write to me if you're interested.

## Addresses

HGC (Mailorder), 8 Staley Hall Road, Stalybridge, Cheshire, SK15, 3DT.

K.O.N. (Scandinavian Oric Club), Sigurds gt. 23, 2000 Lillestrøm, Norway.

Club Europe'Oric, 58 Rue des Sculpteurs, 93240 STAINS, France.

Both of the latter are English-speaking.

Editor: Robert Cook

RAMbling in the ROM/Disk-drive matters: Jonathon Haworth

Dave's DATA (reviews): Dave Dick

Oric User Monthly, 10 Thomson Ave, Kings Norton, Birmingham, B38, 8YD.