

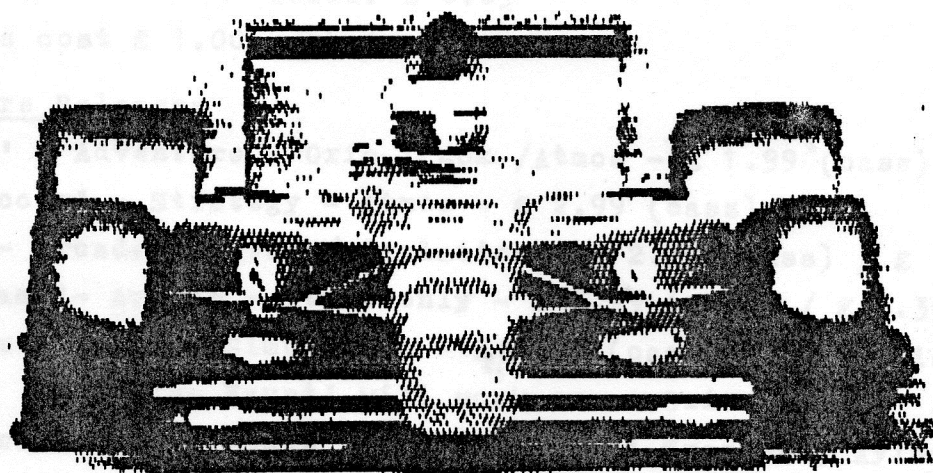
ORIC

USER MONTHLY

Number 31 March 1990

GRAND
PRIX

from
O. U. M.



Edited and Distributed by Robert Cook, 10 Thomson Ave., King's Norton, Birmingham B30 0YD

Oric User Monthly

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Heading further into the new decade the Oric scene is becoming quite busy, new software of ever-increasing quality is appearing, new ideas are being tried-out, and generally Oric owners have, in the last year, been allowed a much wider range of machine-use than ever before. This brings me to ask why it is that many owners are choosing this moment to sell-up and move-on to more popular computers, such as the Atari ST or Spectrum (!). None of these people are being dis-loyal, and I would be the last person to try to alter their decisions as we all deserve a change if we want one. However, it does pose a question as to how much in-demand Oric user groups will be in about a years time, and how many people will be wanting new software. Do you have any opinions on this matter, or do you feel like selling-up ? Any comments and opinions would interest me, hope to hear from you soon.

Robert Cook

O.U.M.

Editor: Robert Cook

RAMbling in the ROM, cover-design and disk-drive matters: Jonathan Haworth
Dave's DATA/Reviews: Dave Dick

OUM costs 65p + an A5 s.a.e. or £ 1.00 without the s.a.e.

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Sorry ! No yearly subscriptions for the moment please.

Oversea's five months subscription prices:

Europe: £ 5.90

World: £ 6.65

Both inc. P&P

Back issues cost £ 1.00 each inc. P&P.

OUM Software Releases

'The Haunt' - Adventure - Oric 1 48k /Atmos - £ 1.99 (cass)

'League Soccer' - Strategy - Atmos - £ 2.99 (cass)

'Cricket' - Arcade/Strategy/Simulation - £ 2.99 (cass) / £ 5.50 (disk)-ATMC

'Galactosmash' - Arcade - Atmos only - £ 3.99 (cass) / £ 6.30 (disk)

'Grand Prix' - Arcade/Simulation - £ 3.99 (cass)/£ 6.30 (disk) - ATMOS ONLY

REMEMBER ! Only 'The Haunt' will work on an Oric-1

All disk orders to; Mr Dave Dick, 65 Barnard Crescent, Aylesbury, Bucks,
HP21, 9PW.

All other cheques/postal-orders (cash accepted at your own risk) to:

" O.U.M. (R.COOK) "

'The Oric Games Guide', an OUM booklet - just £ 1.00 inc. P&P !

Here is a type-in program that will give you an outlet for your creative bursts of inspiration of the artistic kind. Just type it in and away you go, it's a sort of advanced sketch-a-sketch with bonus features. The keys are:

Z = move pen left	R = move pen up/left
X = move pen right	F = move pen down/left
' = move pen up	U = move pen up/right
/ = move pen down	H = move pen down/right

left cursor key = move pen left fast
 right cursor key = move pen right fast
 up cursor key = move pen up fast
 down cursor key = move pen down fast

1 = pen ink on
 2 = pen ink off
 3 = pen change to rubber

S = save current picture to tape
 L = load a picture from tape

! = clear the screen
 + = screen-border on
 £ = screen-border off
 Q = exit the program

Counting them up you've got 21 functions there, have fun.

```

Ø PAPER Ø : INK 7 : HIRES : POKE# 26A, #A : CLS : POKE# 24E, 1Ø : POKE# 24F, 1
1 I=2 : A=1 : D=1 : O$ = "OFF"
2 GOSUB 1Ø5Ø
5 REM ***
6 REM *** O.U.M. C.A.D. ***
7 REM ***
8 REM *** Programmed by Robert Cook ***
9 REM ***
3ØØ R=POINT (A,D) : CURSET A,D,1
3Ø1 IF I=Ø THEN CURSET A,D,Ø
3Ø2 IF I=1 THEN CURSET A,D,1
3Ø3 IF I=2 THEN WAIT 1 : CURSET A,D,Ø : IF R=-1 THEN CURSET A,D,1
3Ø5 V$ = KEY$
31Ø IF V$ = "1" THEN O$ = "ON" : I=1
311 IF V$ = "2" THEN O$ = "OFF" : I=2
312 IF V$ = "3" THEN O$ = "RUB" : I=Ø
315 IF V$ = "!" THEN HIRES : POKE# 26A, #A : A=1 : D=1 : I=2 : O$ = "OFF" :
  PING
32Ø IF V$ = "Z" THEN A=A-1
321 IF V$ = "X" THEN A=A+1
322 IF V$ = "'" THEN D=D-1
323 IF V$ = "/" THEN D=D+1
325 IF V$ = "R" THEN A=A+1 : D=D-1
326 IF V$ = "U" THEN A=A+1 : D=D-1
327 IF V$ = "F" THEN A=A-1 : D=D+1
328 IF V$ = "H" THEN A=A+1 : D=D+1
329 IF V$ = "+" THEN CURSET Ø,Ø,1 : DRAW 239,Ø,1 : DRAW Ø,199,1 : DRAW -239,
  Ø,1 : DRAW Ø,199,1 : DRAW -239,Ø,1 : DRAW Ø,-199,1
33Ø IF V$ = "L" THEN CLOAD"" : A=1 : D=1 : I=2 : O$ = "OFF" : GOSUB 1Ø5Ø
331 IF V$ = "S" THEN INPUT "NAME";N$ : CSAVE N$ ,A# AØØØ, E# BF3F : GOSUB 1Ø5
332 IF V$ = "Q" THEN CALL 583
333 IF V$ = "£" THEN CURSET Ø,Ø,Ø : DRAW 239,Ø,Ø : DRAW Ø,199,Ø : DRAW -239,
  Ø,Ø : DRAW Ø,-199,Ø
335 IF V$ = CHR$ (8) THEN A=A-1Ø
337 IF V$ = CHR$ (9) THEN A=A+1Ø
  
```



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338 IF V$ = CHR$ (11) THEN D=D-10
339 IF V$ = CHR$ (10) THEN D=D+10
350 IF D<1 THEN D=1
355 IF D>198 THEN D=198
360 IF A<1 THEN A=1
361 IF A>238 THEN A=238
400 IF V$>"* THEN GOSUB 1050
1000 GOTO 300
1050 CLS : PRINT OS : PRINT "X:";A;" Y:";D;REM 6 spaces before the 'Y'
1060 RETURN

```

Now, this program was entered and written on an Atmos, so Oric-1 owners may find that there are a couple of problems. Nothing too serious, though, the POKE's in the first line may need to be omitted.

Your position on the screen is shown by the X and Y co-ordinates at the bottom of the screen, your function is also displayed (ie. RUBBER).

If you want, send me in your art-work that you put together, I'd be very interested in what you can do with the program.

Book Review

Title: 'Oric - The Story So Far'
 Supplier: Mr Jonathan Haworth
 Price: £ 1.50 plus 50p P&P

Mail-order from: Mr J.Haworth, 3 Madingley Road, Cambridge, CB3, 0EE.

This book was mentioned a few months back in OUM's news but it's about time it received the honour of a full-review, so here we go. This book was released in November last year (at the Alternative Micro Show) and was written in an attempt to give the Oric owner a written history of the machine, and that purpose is served wonderfully. The book provides you with answers to all the questions you could reasonably ask.

Containing eight short chapters, you are slowly guided through the Oric's history from start to (no, I'm not going to say finish) the current day. You are provided with information that you wouldn't easily find elsewhere, and a number of fascinating quotes along the way.

There is also some thinking involved in the book, and questions are posed as to how the final demise happened.

Nostalgic it may be for some, for others it may be brand new news. It's organised more like a booklet than a book. (after all, it is a booklet) and it's put together well.

Something else to note here is how much 'at home' you feel when reading the book, Jonathan has captured his audience perfectly and you soon realise how much of a talented writer he is.

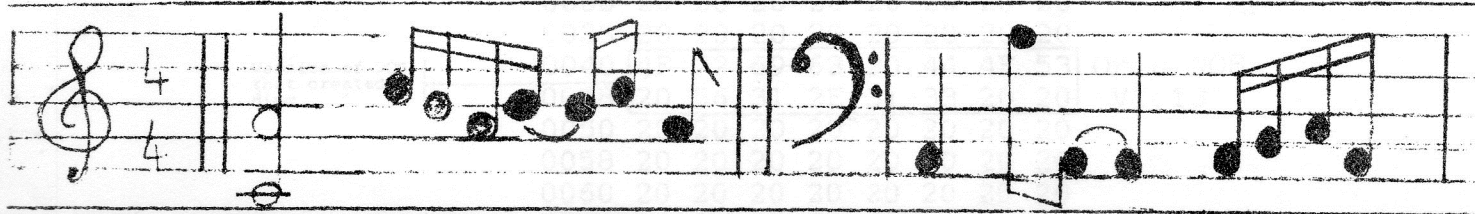
For information, or just a fascinating read (or both) - I'd recommend it fully, and at the price it's a bargain.

Presentation: 7 Friendliness: 9 Interest: 8 Value: 10 Overall: 9

OUM needs machine-code game/utility writers right now ! Contact OUM for details.

Last month we left-off just after getting into the real programming, and I said that we'd take a look at some example bars to clarify any little problems you might have. Before we do, let's look at a function I entered into the program in part 3, the function was not a vital component, but it makes entering the DATA much quicker. The function is in the lines 75, 85, and 95. The function of it is to save you from having to enter the same two values time-after-time on a long note. For example, if we have a C note which is a crochet, a length of 4, then the DATA would be 3,1 (if the octave was 3) four times running. Therefore, you can enter 9,0 if the note is the same as the one before (on the same channel of course). Why choose 9,0 I hear you cry? Well, octaves range from 1 up to 6, so we can use 9 as a copy function and the following 0 (zero) is simply necessary to fill in the READ statements (as you should know by now) because the number following an octave is usually details about which note it is.

Okay, here is the example bar which I promised that should clear up most problems still lurking around. The bar is in 4/4 time so there are 16 values to be filled, a 3/4 piece has 12 to fill.



10 brownie points for the first person to write in and tell me which song that bar comes from, plus a free copy of OUM. Anyway, you can see that there are two clefs, the treble clef (the whirly thing at the start of the line) and the bass clef (the half-moon type thing, half way through). We haven't talked about clefs before, but on your sheet of music the bass clef will be underneath the treble clef (as both are played at the same time) but due to space restrictions our bass clef follows the first clef. To read music on a bass clef, simply take it as if it was on the treble-clef, then add two notes. For example, the note on the bass clef would be an 'F' on a treble-clef so add two notes and we get an 'A'. But remember, the octaves on a bass-clef are usually lower - check the diagram in pt.4 for octave ranges. Let's turn the bar into DATA so you can hear it with our music program, from part 3. You will find converting to DATA much easier if you draw up a table (remember, paper-work is necessary before getting to the keyboard). But first you must decide which notes will be in which channel, because more than 1 note is played at the same time in our example bar, in fact the first beat has three notes played, two from the first cleft (the treble-clef) and one from the bass-clef. You will find a whole sheet enclosed free with this issue of OUM, because there isn't room for one in OUM. Genius's will have already figured out how to use the chart, the rest must wait in anticipation until next month where part 6 will almost tie up the series, and don't panic if you're still having problems, part 6 will really de-bug yourself. Keep this part with you for next time, you'll need the example bar. Before, I go - I'll tell you the song title of the bar next time. A clue: the bar is from the introduction of the song that slammed into the USA no. 1. It has a two word title and was sung by the writer. Bye for now.

RAMbling in the ROM - 12

Overlay

And so to the final part of my discussion of disc formats - and ORIC DOS. As you would expect, the Oric disc organisation is less sophisticated than the Sedoric one. Similar principles apply, however. Track 0, Sectors 1 to 3 are the system sectors, Figure 1 showing Track 0, Sector 1.

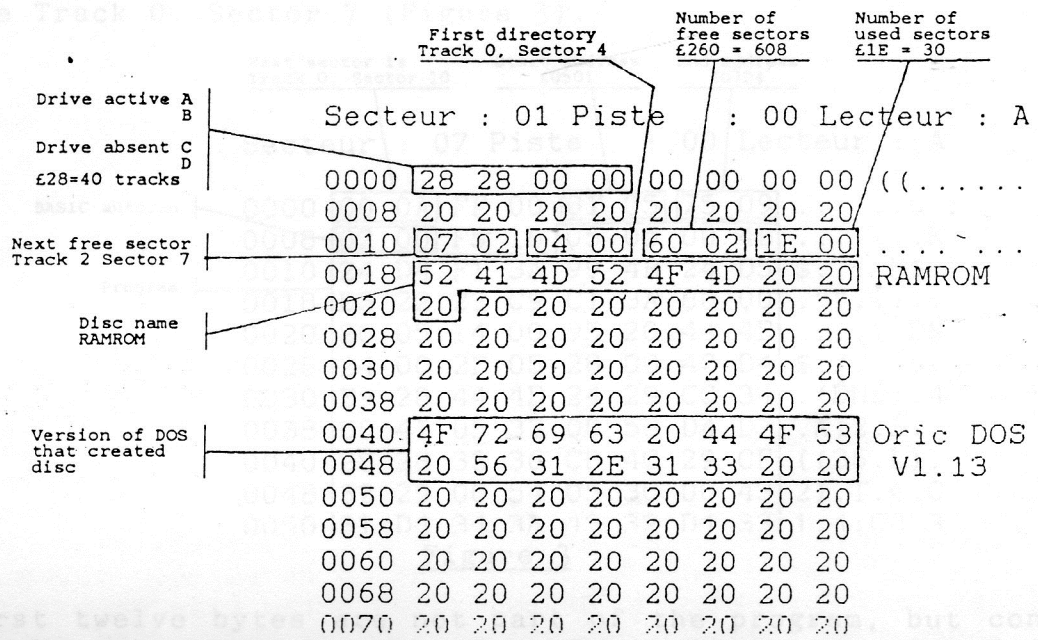


Figure 1

The first directory sector is at Track 0, Sector 4 (Figure 2), as pointed to by the system sector.

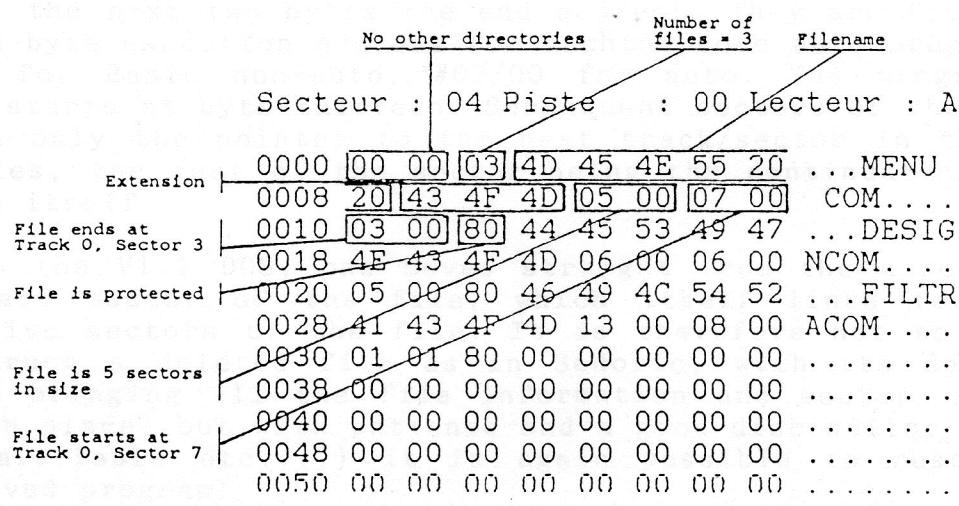


Figure 2

It is from here on that the system changes radically compared to Sedoric. There are no descriptor sectors in V1.1 DOS. Instead subsequent directory sectors are chained as they are required, although like Sedoric they are pointed to by the first two bytes of the previous directory sector. So, in our example at Fig. 2, these are 00, indicating no further directory sector on this

DAVE'S DATA (Contd.)

Alistair Way has DAVE'S DATA

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HI, EVERYONE AND WELCOME.

This month some reviews, and some other items. Robert has given me 2 pages again, so off we go... firstly a review.

TITLE: CHESS PUBLISHER: I.J.K PRICE: 3.25
SUPPLIER: H.G.C (Thanks to Alan for the review copy)

This adaptation is extremely popular in France.

A six page booklet comes with the cassette, which shows the various options. These options are similar to those in I.J.K "DRAUGHTS". The annoying aspect of TANSOFT's "CHESS 11" was the thinking time required after level 2. In this version, you define the computer's time to the nearest minute & second; thus allowing many more levels of play. There are 'care' factors. There are also sub-levels which control the number of moves considered at each level of look ahead.

Moves can be entered using co-ordinates or cursors. Other facilities include: 'Take back', 'Modify board', 'Printer output', 'Save game', 'Solve problems', 'Change sides' etc.

An extremely good package and at a bargain price.

RATINGS

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GRAPHICS:	8	PLAYABILITY:	9	SOUND:	N/A	OVERALL:	9
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PREVIEW

A Preview is a look at an as yet unreleased piece of software, and therefore some modifications may happen prior to release.

GAME: ESCAPE AUTHOR: ALISTAIR WAY

Soundwise this is similar to 'GALACTOSMASH', but graphically inferior. Written last summer; this is pure 'Coin-op' material. I was looking for the slot to put my 10 pence in. 4 individual scenarios, each with 16 different screens, which you wander into. Start in the forest and shoot the archers etc. Clear this section and off to the underground. You can use the cheat mode and go to any section. The third is a sort of mish-mash of shepherds, robots and shooting T.V's. The fourth takes you into an electronic world of the 'character dump'. Each screen has you finding your way through tunnels and into dead-ends. You die when your strengthometer is zeroed. This is nice and colourful and is different to anything else currently available for the ORIC. If you like that

DAVE'S DATA (Contd.)

Alistair Way has discarded his 'sticky-keyed' ATMOS & Sony Walkman cassette player in favour of.... an ATARI!!! - no, an AMIGA!!! - no, a SPECCY!!! - do be serious. Stop worrying he has bought a new ATMOS and an ALBA cassette player - ride on Ali.

Still with Monsieur Way; his next game will be 'GRENADA'. It will be a 'shoot-em-up platform' game. Is there no one else writing software these days.

A VIEW OF A PILLICK!!

For a couple of years now I have been struggling to get to grips with DOMARK's, 'A VIEW TO A KILL'. Robert our beloved editor (creep-creep) has given me some hints. How did he figure that out I used to wonder. Then last week as if by magic, I took out the inlay card from its plastic wrapping, and lo & behold as if by magic, there on the reverse were the instructions. For years I had silently sworn at Domark and it was all down to me - what a Pillick. Hark - oh no! - can I hear out there the rustling of inlays. If it was you, please own up and I won't feel so bad then.

WORDPROCESSORS.

As I type this - February 3rd (I must have a word with Robert about these deadlines), I am still in the throes of getting a printer. Thank you therefore to Jon Haworth. I save this section on disc and Jon prints it out. January I used "SCRIBE", but that was only 60 column. February I tried "WORDWORTH", but when Jon printed it out it started in the middle of the page, so he re-did on his AMSTRAD using "PROTEXT". This month I am trying "VORTEX" (fingers crossed). Next time "EASYTEXT"; then "AUTHOR" etc.etc. I'll get it right in the end. What are your favourite wordprocessors?

ADVERTISING.

I bet you are wondering why you have got an extra loose O.U.M sheet with this issue. Well I used to go to my local library to get ORIC books & was amazed to find that they had been taken out recently by other readers. Who are they? I'll never know. So next time you go to your library, slip the loose sheet in an ORIC book and they might even subscribe to O.U.M and you might get a local contact.

Pretty good, Dave, but you forgot an O.U.M. page is 70 lines long!!!!

* Our latest software release 'Grand Prix' has now been converted to tape format, so tape-owners can now order this brilliant over-head racing game direct from us for the price of £ 3.99 inc. P&P. 'Grand Prix' is of course available for £ 6.30 on 3.5" or 3" disk, or even 5¼" disk. See page two of this issue for disk-details. 'Grand Prix' is disk-recommended, as there is a fair bit of tape-swapping involved with cassette versions. As is becoming common with OUM releases, 'Grand Prix' is Atmos only. An Oric-1 version is unlikely.

* Jonathan Haworth has set up a 'Public Domain' software club/library, with very cheap prices there are currently just over 20 titles available. Jonathan is looking for many new programs of any kind to add to the library, so if you've wrote a program that you think other Oric owners would find useful then send it to Jon. You'll find the list and address enclosed with this months issue.

* Dave Dick has taken-on all the stock from the now closed-down 'Wolsoft' (run by Simon Houlton) so if you are looking for any bits & pieces (all high quality and reasonably priced) then write to Dave whilst stocks remain, you'll find his address on page two this issue. Send an s.a.e for full list.

* "Oric-Live" is now available, but on a new board. The details are:

Board: CYCLONE

Tel: (0603)-260973 (24 hrs)

Speeds: 1200/785 300/300

Viewdata access: 7E1

(Seven data bits, even parity, 1 stop bit)

Terminal access: 8N1

(Eight data bits, no parity, 1 stop bit)

Section starts on * ORIC or
* 200

Thanks to David Goodrum of Norwich for that information.

* 'Krystal Worlds' is being worked on very fast. This multi-part adventure has been mentioned here and there for many months now, hopefully it'll be out within no more than four months, minimum is another two months. 'Krystal Worlds' will be available for both Oric-1 and Atmos, and will be our sixth software release, and the first OUM adventure since our debut title, 'The Haunt', released just over a year ago.

* Dave Dick is trying to organise an Oric-users meeting, and is looking for interested attendants. A similar meeting was held in France by the CEO and was reported to be a success, so the British equivalent should be equally interesting. If you're interested in going to the Oric-users meeting, then send a stamped s.a.e. to:

Dave Dick, 65 Barnard Crescent, Aylesbury, Bucks., HP21, 9PW.

* 'Ta very much' is all I can say. Last month I asked for details of where to obtain MCP-40 pens & paper, as a couple of readers had enquired. Here, then, are the details: the pens & paper can be bought from Tandy shops. It seems that a long time ago Tandy built & sold a printer almost identical to the MCP-40, and the accessories are still available. But (there's always a 'but') there's a small difference, in that the pens use liquid ink rather than oil-based ORIC-pens. The prices varied slightly in letters I received, but here is what I've worked-out:

3 rolls of paper - £ 9.95

4 pens (four blue, four black, or one of red, green,

blue and black) - £2.50 - £ 2.70.

A few additional details were also supplied; the ref. numbers are:

3 black pens	26-1480	
Blue/green/red/black pens		26-1481
Paper rolls	26-1428	

The printers material also fits another printer, called the SHARP MZ-1P16. Apparently, a couple of WH Smith shops have them marked for Brother printers too.

A very big thank-you to everyone who helped me out on this matter.

OUM has been undergoing a few hectic moments recently, and I've sort of lost track of the 'For sale/wanted' sections. So, if your ad. isn't to be seen this issue contact me and place another ad. Sorry to all concerned, and don't forget, anyone can place a free ad. in OUM.

For Sale/Wanted

For sale: Two Oric Atmoses, Cumana disk-drive, spare ROM to allow use of all operating systems, three systems - CUMANA, ORIC and SEDORIC - colour monitor loads of software - mostly on disk, plus the usual bits & pieces.

It is going for around £ 200 - perhaps it could be sold seperately.

Enquiries to: Mr Pete Canning,
1 Murrell Lane,
Stotfold,
Hitchin,
Herts. ,
SG5, 4PP.

Tel: (0462)-730067

New OUM Software sales figures

'The Haunt' - 32

'League Soccer' - 17

'Cricket' - 14

'Galactosmash' - 16

THREE NEW TITLES TO BE RELEASED SOON !

Help ! Mr J.S.Yee of Clwyd, Wales, is looking for help in finding a lead which will connect an Oric-1 to a Brother printer. Any offers of help ? All help should be sent here at OUM.

Help offered ! Anyone having problems with 'The Quill' (eg. can't perform a particular function) or 'Composer' (eg. can't get two semi-quavers in a row to sound) should write to OUM now for free help.

More wonderful info next month, and have you noticed ? It's an 11 page issue this month, and including the free music-grid page you've got 12 pages !

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