



USER MONTHLY

with Oric Enthusiasts

*Europe's longest running
Oric Magazine*

Number 71

July 1993



THE EDITORIAL THE EDITORIAL THE EDITORIAL

WELCOME TO THE SUMMER OF '93.

NOW IS THE TIME TO PUT YOUR TRUSTY OLD ORIC'S AWAY FOR A COUPLE OF MONTHS AND ENJOY THOSE OUTDOOR ACTIVITIES -, SWIMMING, WALKING, SURFING AND FROlickING IN THE GRASS!

WELL THAT'S WHAT I THOUGHT LAST YEAR, BUT THE POSTBAG WAS BUSIER THAN EVER. MANY OF YOU 'ORICIANS' USE THE SUMMER TO CATCH UP ON ORIC WORK, ESPECIALLY IF YOU HAVE BEEN STUDYING HARD ALL YEAR.

AS FOR ME - WELL A BREAK FROM PUBLISHING OUM AS THERE IS NO ISSUE IN AUGUST. I'LL DO MY OWN THING WITH MY ORIC, RUN A COUPLE OF ROAD RACES, VISIT DERBYSHIRE AND WALES AND PERHAPS POP OFF TO SOUTHEND AND SOUTHSEA IF THE SUN SHINES.

I HOPE YOU ALL HAVE A SUPER SUMMER. ALL THAT IS EXCEPT THE NORWEGIANS AND AMERICANS FOR BEATING US AT FOOTBALL, THE AUSTRALIANS FOR THUMPING US AT CRICKET, THE NEW ZEALANDERS FOR DOING US AT RUGBY, THE KENYANS FOR OUT - RUNNING US IN THE CROSS COUNTRY, THE ITALIANS FOR LETTING THE ROMANS INVADE US, THE JAPANESE FOR RUINING OUR ECONOMY, THE GERMANS FOR TAKING ALL THE DECKCHAIRS AND THE FRENCH BECAUSE I DIDN'T WIN THE TELESTRAT IN THEIR BLOODY RAFFLE! DON'T WORRY LAURENT - YOU AND YOUR PALS HAVE NO CHANCE OF WINNING FIRST PRIZE IN OUR RAFFLE - JON 'LUCKY' HAWORTH HAS GOT THAT ONE SEWN UP AS WELL.

REGARDS TO ALL AND SEE YOU IN SEPTEMBER.

THE INDEX IS AGAIN ON THE BACK PAGE.

THE ORIC MEET

The annual Aylesbury Oric meet is on Sat. July 17th. You know the price, you know the time, you know the venue. If you don't then check previous issue.

Your stickers/tickets go out with this issue. Please wear them so that other readers can say - 'Oh that's the bugger who sold me a duff Oric!'. We are only a stone's throw from the hospital so don't worry about throwing a punch!

I've heard it through the grapevine (Marvin Gaye No. 1), that Jean 'Mr. Atmos' Boileau will be at the meet as will scores of other Oric users.

Come on - MAKE THE EFFORT. This is the tenth anniversary of the ORIC - the hall is hired, the caterers are prepared and I've got a load of goodies to get rid of at giveaway prices. And don't forget the evening barbecue. Our speciality is grilled Chiacchierini!

GRAND RAFFLE

Tickets are selling well for our raffle at the ORIC MEET. Tickets are 1 pound each. Last date for postal applications is July 15th. Prizes as previously advertised plus loads more. If you want to win the holiday (see last issue) then you must let me know or else you will NOT be considered for it.

If you have promised a prize and are not attending then please despatch it NOW.

ORICALL

An ORICALL demo is planned for the ORIC Meet.

Richard King is now on-line, whilst Peter Wooley, Brian Bull and Ron Key are expected to be registered as we go to press. The manual is now also in French so expect our friends from accross LE MANCHE to join Laurent on the wires.

Roy Durand will be pleased to hear that a cassette version is now about ready.

Well done to Nick and keep up the excellent work.

THE NEXT ORIC USER MONTHLY

OUM will not be published in August. You will receive a double issue in September.

Last date for articles etc. for inclusion in the next issue is August 20th.

MAILSHOT

THE MAILSHOT CONTINUES..... THOSE WHO DID NOT RECEIVE AN ENVELOPE LAST MONTH WILL GET ONE WITH THIS ISSUE....PLEASE POP IT IN THE POST BOX.

NEWS.....NEWS.....NEWS.....

CATASTROPHE STRIKES!

Just when things were going well and catastrophe strikes. I decided to store some EASYTEXT files for this issue of OUM on a 3.5" disc running under SEDORIC V2. I managed to lose 3 pages (Readers letters etc.). After an entire Saturday night with NIBBLE I managed to recover nearly half of it but can't find the rest. I've now re-typed everything (hopefully), but it does mean that this issue will be a little smaller. Contact list will be published in September, which is probably a good idea as new contacts are arriving by the day.

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TETRIS III

You had better believe it - Jonathan Bristow is currently working on another version of TETRIS. We have German and French versions and so why not a British one?

SONIX

The musical editor from Jon B entitled SONIX should be released at the July meet.

ATMOS IN THE STATES!

Denis Bonfield is hoping to emigrate to the USA. Who knows - we may have to send the OUM across the Atlantic. Perhaps Denis can trace the ULA manufacturer whilst he is there!

TETRIX

Whilst talking about Denis - he now has the top score on TETRIX. It is 2418. Apologies for missing it from our hi-score table and apologies for any other scores missed.

THE COMPETITION

The winner of last month's competition was young Matthew Dick. He receives a pack of cards, a crib board and a cassette.

Four others got the answer wrong, which was EIGHT BIT. Among the wrong'uns was TIN TIGER from Jean Boileau. I checked my French phrase book, but couldn't find the phrase. Is the Atmos really an 8-bit machine or a Tin Tiger machine!

ORICALL - The 100th caller

Just recently I became the 100th caller to log-on to Nick Haworth's super bulletin board. I was also the 99th and the 101st!

Whilst I was on the machine upstairs the wife was trying to use the telephone downstairs. All she got was a whine, so in fact she probably did manage to get through to her mother. Apparently the wife didn't realise that I needed to use the phone to get through to ORICALL. What did she think I used - Bloody Telepathy!

Apologies to all concerned for the time taken up in keep re-logging on.

MESSAGE TO DON BROWN FROM DENIS BONFIELD

Thanks for the ENTERPRISE information.

MESSAGE FROM JOHN PEACH TO MSX USERS

I have recently purchased an MSX and am looking for an organisation for users. NOTE FROM THE EDITOR: I think Simon Houlton may have got involved in the MSX. If so you should be alright for 'Pirates' - eh Allan!

BITS 'M' BOBS

FOR SALE

BRIAN KIDD HAS A FAULTY SPEECH SYNTHESISER. FOR THE PRICE OF POST AND PACKING IT IS YOURS. JUST 3 POUNDS (NO CHEQUES PLEASE).

BRIAN ALSO HAS A 'BBC B' + SCHOOLS SOFTWARE AND BUILT - IN 'DFS' SYSTEM. NO DRIVE. OFFERS TO BRIAN.

NOTE TO BRIAN FROM THE EDITOR. TONY CLARKE SAYS THAT YOU CAN ALWAYS PLACE A FREE AD IN THE ACORN BUG. HE SAYS TO LOOK OUT FOR VENDORS ADS TO ASCERTAIN A PRICE.

MESSAGE TO PETER BRAGG FROM STAALE EIKBRAATEN

I HAVE RECENTLY GOT HOLD OF AN ACORN ELEKTRON.. COULD YOU PLEASE TELL ME THE ADDRESS OF THE 'BEEBUG' MAGAZINE

NOTE TO SEDORIC USERS

DON'T FORGET THAT THERE WAS A BUG WHEN FORMATTING A DOUBLE SIDED DISC WITH V1. I SAY THIS BECAUSE WE OFTEN SEND OUT SOFTWARE ON SEDORIC V1.

TO GET AROUND THIS - AFTER THE FIRST 'INIT' - 'INIT' AGAIN, BUT SAY 'N' TO FORMAT, BUT FOLLOW THE OTHER PROCEDURES REGARDING 'INIST' AND 'MASTER'.

OUM DISC NO. 3

THE LATEST OUM DISC CONTAINED THE FOLLOWING:

CHOPPER, ATTACK ON KIXI, SONIX DEMO, MONTY MOLE MUSIC, VIDEOTEQUE, DISK MONITOR, SUPERCOPY, PLUS DEMOS AND LOTS LOTS MORE..

IT IS STILL AVAILABLE FOR THE RIDICULOUS PRICE OF 3.50

I ASKED JOHN HUGHES WHAT HE THOUGHT OF IT AND HE REPLIED - "TREMENDOUS VALUE - I MUST GET DISCS 1 AND 2".

I THEN ASKED WHAT HE THOUGHT OF THE UTILITIES AND HE REPLIED - "DON'T KNOW - I'VE BEEN ZAPPING EVER SINCE I GOT IT!"

FOR THOSE HAVING TROUBLE USING 'SUPERCOPY' FROM HARRY PETERS - SEE MY ARTICLE ELSEWHERE.

A SUCCESSFUL MAILSHOT

I THANK THOSE WHO HELPED WITH OUR MAILSHOT LAST MONTH - IT IS THE TURN OF THE REST OF YOU THIS TIME.

REPLIES HAVE BEEN POURING IN. EXAMPLES AS FOLLOWS:

"ENCLOSED STAMPS FOR O.U.M PACK - A BRICKSTOW OF NEWPORT, ISLE OF WIGHT.

"GOOD TO HEAR THE ORIC SUPPORT GROUP IS STILL ALIVE AND WELL. I STILL HAVE A COUPLE OF LEVEL NINE ADVENTURES TO COMPLETE AND THE LAST FEW LEVELS OF MANIC MINER TO SEE OFF" - SEAN BUTLER OF BANAGHER, IRELAND.

"PLEASE RUSH ME THE OUM PACK. I AM ALSO INTERESTED IN THE TELESTRAT" - JOHN FOGGIN OF ASHINGTON, NORTHUMBERLAND. (SUBSCRIPTION SINCE RECEIVED)

"RUSH ME AS SOON AS POSSIBLE THE OUM PACK. THERE IS A REAL WORLD OUT THERE AFTER ALL AND I'M NOT THE SOLE REMAINING ORICIAN IN THE WORLD" - TREVOR BANYER OF HARTLEPOOL..

"PLEASE SEND ME THE OUM PACK" - ALAN BOWERS OF RYDE, ISLE OF WIGHT.

TREMENDOUS!

R E A D E R S L E T T E R S

Dear Dave,

my system now comprises a 3" and 5.25" drive and so far it works well. I have managed, with Dr. Ray's help to fix my power supply, which is a Hitachi type (Byte Drive). The thing that was wrong with it was that it failed on the 5 volts supply. I have found that by replacing the Bridge Rectifier, the 15x15 chip with a Maplin replacement S005 b3 (page 413 of their catalogue) for 52 pence the power supply is now back in working order. In fact better than before.

I thought I would mention it just in case somebody else has a similar problem.

- Edmund Wisniewski.

Dear Edmund,

thanks for the info. If not helpful now then I'm sure that it will be in the future. After all, we can't expect things to last forever. I'm glad to hear your system isn't playing up with the old Track/Sector errors. I must admit that I found the 5.25" drives more reliable than the 3".

- Dave

=====

Dear Dave,

thanks for the May issue of OUM. I now enclose my cheque for a subscription.

I would like to tell you something about myself. I am a student and am studying for an HND in computing (possibly soon switching to a degree course), and I have been messing about with computers since 1982. At the moment I own an ORIC - 1, an Amiga A500 (1.3 & 2.0 Roms), a PC-XT, a Spectrum, a C64, a ZX81, a VIC20, an ATARI 2600, and have recently picked up a COLOUR GENIE for 2 pounds from a Car Boot Sale!

During the summer I plan to write some games software (to put in the Public Domain, or Shareware at least); so I'm very interested to read about a Compiler coming available.

P.S - I desperately need help with my Colour Genie! Can any readers help?

- Simon Ulliyatt, 6 School Lane, Butterwick, Boston, Lincs. PE22 0HY

Dear Simon,

welcome to the group. Another mailshot success. Like many readers you possess a variety of computers. OUM intends to cater for other machines as we get many requests relating to them. We are dropping the "ORIC ENTHUSIASTS" part of our front cover and may replace it with something relating to other machines.

I don't know much about other machines, but you can be sure that I know a man who can! Tony Clarke stated in our last issue that Car Boot Sales (Flea Markets to the French) are handy for bargains. I will be sending you a little leaflet that Tony is to get me on the Colour Genie.

What do I know about the GENIE? Nothing - unless - hang on and I will just rub the GENIE's lamp. Oh yes! - The EACA Colour Genie - large, sturdy. Many features that were not found in other machines at the 200 pound end of the market on its release. 280 processor, a meter to solve variable signal strength with cassettes. Permanently connected aerial lead, 62 keys, Function keys, 2 resets, pre-defined graphics, 32K of memory, extended version of Microsoft basic, three channel sound. 25 x 40 lines in Text mode. In Graphics mode the display size is 160 x 102 pixels - which is hardly 'high resolution'. RS232 port, 50 way expansion port for drives, composite video output, audio input, light pen socket and joystick port.

Software limited, but good. Most of it translations from other machines.

Oh well - the mist is lifting - I told you that I knew nothing of other machines.

What shall we look at next? Atari 400, Dragon, Jupiter Ace, Sord M5, Aquarius, Sharp MZ711, Elektron, Osborne, Commodore Pet! OOPS! Not so much a reply - more an article

Regarding writing software for the ORIC. Games O.K. for P.D., but not for Shareware, if they are good enough we can release on MIRAGE and pay royalties.

Writing for the ORIC-1 is not a good idea. I will send you details of upgrading to an ATMOS One more for your collection.

- Dave

=====

DEAR DAVE,

a problem on scrolling for users please to answer. How do I set up a 'window' on the text screen e.g. line 5 - 11, which would scroll; leaving lines 1 - 4 and 12 - 26 untouched. My best effort so far starts off O.K, but when scrolling begins I get problems: every alternate line in the window is a duplicate of the first line in the lower part of the screen (e.g. line 12).

Secondly when trying to use MUSIC, I get no sounds unless the keyboard click is turned on before running the program. Is this a bug?

Finally and not a query - I have thought of writing letters/articles/programs for inclusion in OUM, but I have no W.P and no printer. Would a disc file and/or hand written copy do?

- John Hughes, 40 Blenheim Rd., St. Johns, Worcester.
WR2 5NG. (tel: 0905 425965).

DEAR JOHN,

I will leave it to our readers to resolve your problems. Would be glad to receive articles etc. from you. Disc files are fine and I can supply you with a W.P.

- Dave

DEAR DAVE,

can you get G.B (Graeme Burton) to do a tips section in the magazine - or is he too busy poking the keyboard?

- Steve Marshall (Edinburgh)

DEAR STEVE,

I hope G.B sees this and responds. The last tip he sent me came fifth at 3 to 1!

- Dave

DEAR DAVE,

Is there any chance in a few issue of an article about how the DOS organises data and program information on disc. Example - how does one recover a program that has been deleted or corrupted in some way? I take it that only the pointers are changed when a program is deleted, and that the actual data is still on the disc.

- Brian Bull (Melksham)

DEAR BRIAN,

I believe the CEOMAG has had articles on DOS organisation and recovery of files. Perhaps Jon Haworth could send you copies of relevant articles. Who knows - you may even decide to subscribe to the CEO as well.

The best tool for recovering files is undoubtedly NIBBLE. This is available on disc along with BDDISK. Check your last CEO price list for details.

- DAVE

DEAR DAVE,

regarding MIND MADNEZ, which is the game that I am currently working on. I have ironed out a couple of small bugs and 20 screens are now finished.. Plenty to add.. Another 10, 20, 30....60, 70 or even more screens.. I will also work on the Music to go with the game during the Summer. A friend of mine may help me on this. He is a musical genius and has made a musical editor for the C64 which beats AMIGA's sounds/music by using methods not known to other C64 freaks.

Hopefully MIND MADNEZ will be ready for the Autumn.

- ARNT ERIK ISAKSEN (Norway)

DEAR ARNT,

glad to hear that the program is coming along. I look forward to the finished product. I am quite certain that it will prove popular.

- DAVE

DEAR DAVE,

a confession. I must be the only one in ORICLAND that thinks that DONT PANIC is crap. I find it INCREDIBLY frustrating. So much so that I came very close to erasing it entirely. Far too many of those 'divide your score' pieces fall. There is also a major bug, at least on my copy.. If you let a shape fall until it is one or two moves above the bottom and then hit AND hold the FUNCT key, it proceeds to go through the bottom and cause an error. Gimme TETRIS any day. NOTE: CRITICISM NOT FOR PUBLICATION.

- Name withheld for safety

reasons

DEAR Reader,

criticism deserves as much space as praise. One man's meat is another man's poison etc.etc By criticising the game you have probably sold a few more to inquisitive people for any publicity is useful.

Regarding the bugs! I'll check those out. I will be interested to hear your honest opinion of Jonathan Bristow's next release - TETRIS.

- DAVE

WHAT'S HOT AND WHAT'S NOT !

In this wee article I will take a look at the Mail Order side. Cassette sales have dropped off. Perhaps i have been too successfule in persuading users to change to disc drives!

In the past 5 months just over 100 items of software have been sold on cassette or disc. Rather than be left with hundreds of cassettes I am having a Grand Summer clearout - see separate list.

BEST SELLERS

The software charts for the past 5 months are as follows: -

ARCADE / STRATEGY -

- 1) - DON'T PANIC (Mirage Software) by Jonathan Bristow.
- 2) - ZEBULON (Mirage Software) by Jonathan Bristow.
- 3) Joint - TETRIX (Mirage Software) - Andre Widhani and CHUCKFORD (HGC/ORIC ENTHUSIASTS).
- 5) Joint - DPTLR (IJK), INVADERS (IJK) and GRENDEL (Mirage Software) by Alistair Way.

NOTES: - Our very own software company sweeps the board. Congratulations to Jonathan whose 2 titles accounted for about 17 % of all software sold.

OTHER SOFTWARE -

Best sellers in other categories were :-

IJK CHESS, WORDSWORTH, IJK DRAUGHTS and 3D OXO/BACKGAMMON (IJK).

OTHER ITEMS

During this period numerous quantities of the following were also despatched.

They included: - sets of MCP pens, ALTAI joystick interfaces, OUM Indexes, Files transferred to disc, photocopies of back issues/articles etc., Modems, Roms, Disc interfaces, Microdisc PSU's, Switch Mode PSU's, Disc Drives, Printer leads, Oric OWNER mags., OPEL joystick i/faces aand of course the OUM discs.

SUMMING UP

GET IT WHILE YOU CAN - IT WON'T BE HERE FOR EVER!

- Dave Dick

S U M M E R C L E A R A N C E

TO CLEAR THE LOFT AND PUT SOME MONEY INTO THE BANK I AM HAVING A SUMMER CLEARANCE SALE ON CERTAIN CASSETTE SOFTWARE. PRICES INCLUDE POSTAGE ON ORDERS OVER 4 POUNDS, ELSE ADD 50 PENCE. OVERSEAS CUSTOMERS SHOULD ADD 10%. SEE LAST MAILORDER LIST FOR DESCRIPTIONS OR SEND S.A.E IF YOU'VE LOST IT.

MANIC MINER - was 3.00 - now 2.25..... ZEBBIE - was 3.50 - now 2.50 ... FRIGATE COMMANDER - was 3.00 - now 2.00
 FANTASY QUEST - was 2.00 - now 1.25XENON 1 - was 2.00 - now 1.00 ... NOWOTNIK PUZZLE - was 2.00 - now 1.00
 IJK INVADERS - was 3.00 - now 1.75 ...CRIBBAGE - was 2.00 - now 1.50
 ORIC MON (TANSOFT) - addition to stock at 3.00 incl. manual TRICKSHOT - was 3.00 - now 2.25 ... REVERSE - was 1.50 - now 75 pence
 CANDYFLOSS/HANGMAN - was 2.00 - now 1 pound 3D MAZE/BREAKOUT - was 1.00 - now 75 pence.
 LINKWORD LANGUAGES (FRENCH, ITALIAN, SPANISH or GERMAN) - was 6.00 - now 4.00
 INVOICING (No Mans Land) - addition to list at only 1.00 ... ULTIMA ZONE - was 2.00 - now 1.00
 4 GAMES FOR CHILDREN (KINDERSOFT) - addition to list at 2.00
 ORICMUNCH - was 1.25 - now 75 pence ... ELEKTROSTORM - addition to list at 1.00
 KILBURN ENCOUNTER - was 2.00 - now 1.00 ... DEFENCE FORCE - was 2.25 - now 1.25
 DRAUGHTS - was 1.75 - now 75 pence (no inlay) ... GRAVITOR - addition to list at 75 pence
 GHOSTMAN - was 1.25 - now 75 pence ... CW MORSE - was 3.50 - now 1.25 ... WORDSWORTH - was 4.00 - now 3.00 (includes manual)
 RATSPLAT - was 1.75 - now 75 pence ...KRILLYS - was 1.50 - now 1.00 ...CATEGORIC - was 1.25 - now 75 pence
 ZOOLYMPICS - was 2.50 - now 1.25 ...LAND OF ILLUSION - was 3.25 now 1.50
 SEND S.A.E for special disc prices on the above.
 MICRODISC P.S.U's - 12.00 incl. post.
 SPECIAL SPECIAL - OPEL joystick interface + software + SKI GAME + PICTURE DESIGNER in video style case - a collector's item - only 5 in stock at 6 pound each.
 SPECIAL FOR ORIC - 1 owners - MORIA + ZODIAC + GALAXY 5 - all 3 for 2 pounds.
 ORIC STICKS - 2.50 each

MCP pens still available at 2.20 per pack. Pack 'A' is RED/GREEN/BLUE. Pack 'B' IS all 3 Black.
 2.20 per pack, 2 packs for 4.00, 6 packs for 10.00. Get them while they last.

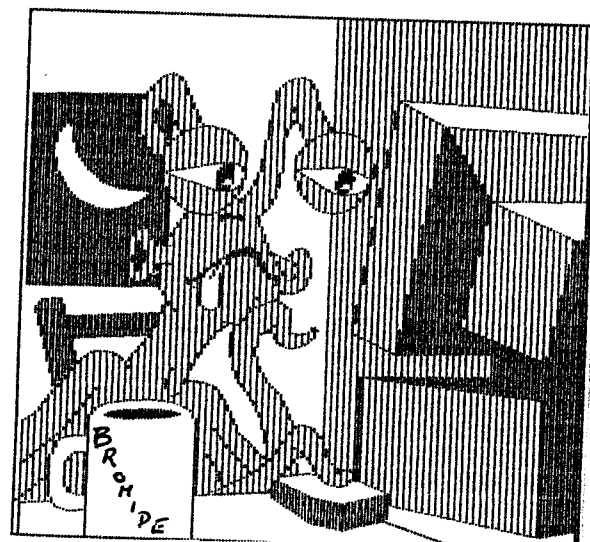
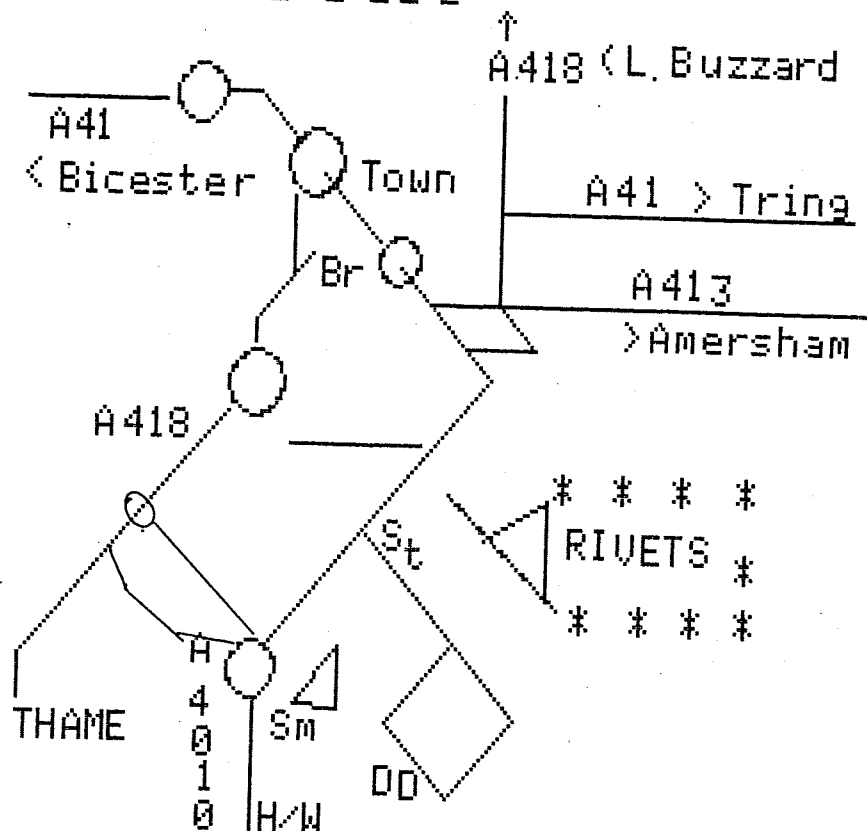
ORIC to CENTRONICS printer leads at 6.00 each.

IJK DISC COMPILATIONS - Volumes 1,2 and 3. Were 12 pounds On 3" and 11 pounds on 3.5/5.25". NOW just 10 pounds on 3" or 9 pound on 3.5/5.25" per volume.

2 volumes for 16 pound - any disc size.

Get those orders in now to Dave Dick at the usual address.

ORIC MEET



AYLESBURY IS THE POINT WHERE ALL ROADS SEEM TO MEET AND CAN BE A LITTLE DAUNTING WHEN DRIVING THROUGH IT. THE A 418 COMES FROM LEIGHTON BUZZARD IN THE NORTH, WHICH LEADS TO MILTON KEYNES AND THE M1. THE A418 CONTINUES SOUTH TO THAME AND THEN MEETS UP WITH THE M40, JUST EAST OF OXFORD. THE A41 IS FOR DRIVERS COMING OFF THE M40 FROM BIRMINGHAM AT JUNCTION 9. DRIVERS FROM LONDON AND THE SOUTH EAST CAN TAKE EITHER THE A41 VIA TRING OR THE A4010 (ONTO THE M40 AT HIGH WYCOMBE) OR THE A413 VIA AMERSHAM.

KEY

*** RIVETS *** = MEETING PLACE
St = STARS NEWSAGENTS (ON THE CORNER OF HARVEY ROAD).
DD = DAVE DICK'S HOUSE AT 65 BARNARD CRESCENT, WHICH CONTINUES FROM HARVEY RD.
Sm = STOKE MANDEVILLE HOSPITAL
Br = BRITISH RAIL STATION AT AYLESBURY.

The venue is the usual - The RIVETS sports and social club (Terrace Room). It is situated on the South side of town on the Stoke Mandeville/ Princes Risborough road. It is half a mile north of Stoke Mandeville Hospital - therefore if you end up at the hospital, you are near it. The sign at the entrance to the social club is marked - "CLAYHITHE PLC - Bifurcated steel and tube co.).

The meet commences at 10.a.m.
For those coming by road, there is a map elsewhere in this issue. Trains from London (Marleybone) run every hour and journey time is just under the hour. The railway station is about 1.5 miles from Rivets, as is the bus station. If you use a taxi from the railway station, ask for RIVETS, MANDEVILLE ROAD. Fare will be approx. 1.50 pounds.

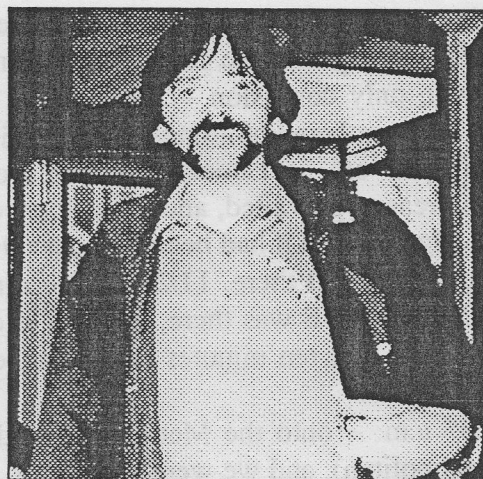
DON'T leave it to the last minute as I cannot be held responsible if you don't receive your tickets in time. I will be away for part of June/July - See last issue.

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JOHNNY DOES PARIS...

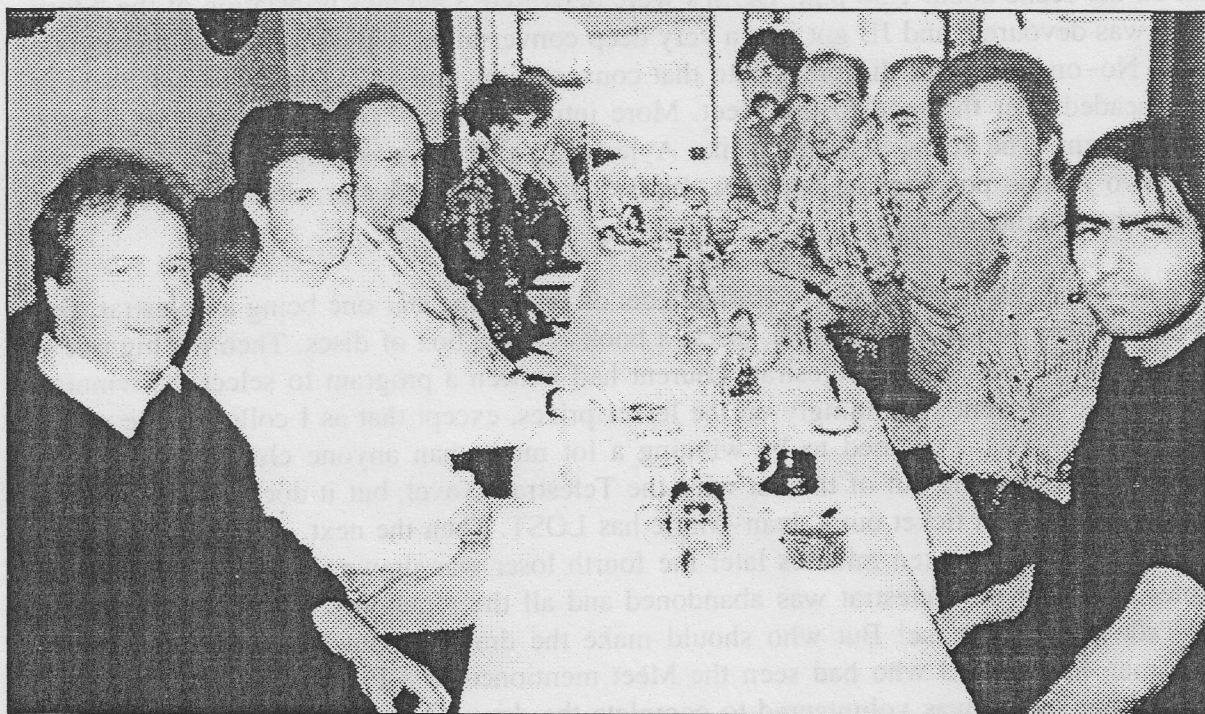
It was 7.00 a.m. on Saturday, 12th June as my flight lifted off from Stansted airport and I tucked into a hearty Air UK breakfast of sausages, beans, tomato and hash browns. I had taken the plunge and I was on my way to the 10th Anniversary Meet in Paris, there to see not only all those Frenchmen who were just names, but to see again Laurent, Jean, Alain and Vincent, all of whom have joined us at Aylesbury over recent years. Not only that, but the prospect of teaming up with Wilkie and JB as the British contingent.

7.45 a.m. and we touched down at Charles de Gaulle airport. If you can avoid it, do! Built in the early seventies, the terminal building is rather like a tall doughnut, round with a big hole in the middle. And it's all made of concrete! What's more, I lost an hour in there somewhere, so I dizzily emerged 1 hour and 45 minutes later after finding my baggage under the Air India sign! Then a 'navette' (bus) to the railway station, where the queue for tickets was a bit like Sainsburys just before Christmas. Fifteen weary minutes later I was on the train, which sped into Paris (complete with serenading guitar player in the coach) – and at 10.30 I had arrived.



Jean Boileau arrives for lunch

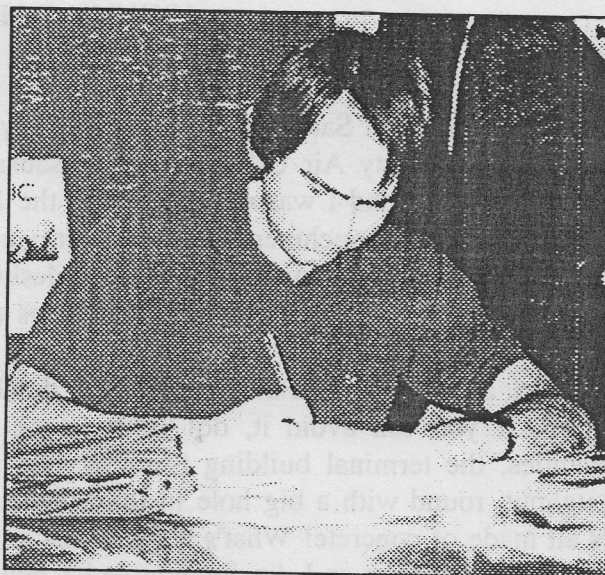
First stop was 'Microbroc', last bastion of Oric goodies in Paris. It wasn't far away, but the bags were heavy, and a quick taxi ride dropped me in the rue Victor Massé. There it was – as the taxi sped off I saw it – shut. A notice on the door told me to walk round the corner to the rue des



Lunch with the committee

Martyrs (telling me something?). I obeyed, and found a delightful Frenchman who patiently explained to me that all his Oric stock was in the warehouse, and he needed at least 7 days notice to supply anything. Oh well...

Next stop was Laurent's flat. Number 64, rue Belliard, I confidently told the taxi driver. He looked blank. 'Near the Porte de Clignancourt' I countered. Out came the map, and together we found it. But on our arrival, only confusion – rue Belliard only has odd numbered buildings! Once again the taxi sped off as I looked wildly around. Then reason prevailed, and a quick check of my bag revealed it had been number 69 ever since he moved there. 11.20 a.m. – arrived at Laurent's. JB was there, Laurent told me – I found him ten minutes later hunched over a Telestrat.



Laurent tots up the proceeds

11.35 a.m. – onto the Metro. Bongo drums on the platform at the first stop (Paris is very cosmopolitan), and we were soon back at the Gare du Nord. A swift walk in the rain, and we reached our lunchtime appointment – lunch for the 'committee' in a brasserie close to the meeting place. Already there were Vincent and Roger Barbier, and we were soon joined by an Atmos badge-bedecked Jean Boileau and his wife. Jean-Marie Le Hoy and Alain Weber followed, and the lunch party was complete. Taking the initiative, I ordered my first beer of the day, and for two hours we ate, drank and nattered. Wilkie and his lovely wife Almyra burst on the scene about 1.30 p.m. OUM's were delivered, Laurent's translation of the 'Story so Far' was devoured, and JB got into a very deep conversation with Roger about thermionic valves! No-one else ever did break into that conversation, and at 2.00 p.m. we left them at it and headed over the road to the Meet. More introductions – Thierry Bestel (Mr. Forth) amongst them. The scene was much like Aylesbury, a Telestrat set up at each end of the room, two Atmos positions in between. Books, mags, discs, chatter, demos – on it went through the afternoon.

4.00 p.m. – the Grand Anniversary Raffle. Lots of prizes, the star one being a Telestrat. But first the low key prizes, printer rolls, discs, a book. Then a box of discs. Then the big one – 20 tickets in the pot for the Telestrat. Laurent had written a program to select the winning numbers, and all went swimmingly on the lesser prizes, except that as I collected the prizes won by 'les anglais' I seemed to be winning a lot more than anyone else. Start the next program – LAST name out of the hat wins the Telestrat. Novel, but it doesn't half keep the suspense going. First ticket out – Jean-Marie has LOST. Then the next. And the next. Press space again, and... er... ten minutes later the fourth loser was drawn. Press again... and ten minutes after that the Telestrat was abandoned and all the remaining numbers put in a big box. Talk about suspense! But who should make the draw? About half an hour earlier a young man had arrived who had seen the Meet mentioned in a French computer mag. He knew no-one, so he was volunteered to complete the draw. Out came the numbers, one by one. Five left. To number five, a snialler prize; and to four, and three. Just two tickets left,



JB and Roger Barbier deep in conversation

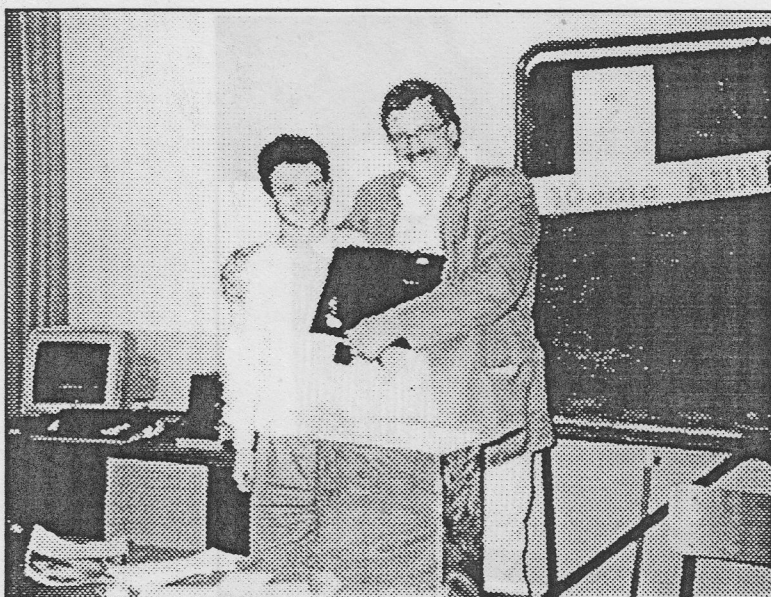
and one was MINE! The fateful moment – and I wasn't drawn. Unbelievably, I had won the Telestrat! I was so embarrassed I promptly gave away eight copies of the French book in an effort to placate the advancing hordes. Wilkie turned a curious shade, and JB, who'd forgotten to buy any raffle tickets, just carried on tapping. When the commotion had died down, everyone was very nice about it, and the memorial photographs were duly taken.

It was an unbelievable climax to a very pleasant meeting. We chatted on, JB demoed 'Sonix', Laurent demoed 'L'Oric a nu' (a very French Hires screen animation), and Jean Boileau demoed how he had built his 4-bay drive case when one of them packed up! Wilkie looked at a duff keyboard and pretended to know nothing about them, and JB tapped on...

6.30 p.m. – and 'au revoirs' began to be said. Most of the hardware was loaded into Jean Boileau's gleaming motor, and a dinner party was formed. By 7.30 Laurent, JB, Wilkie, Almyra and I were settled in a very agreeable restaurant, and we carried on chatting, eating and drinking (not necessarily in that order) until after 11.00 p.m. All went well, except that JB misunderstood the French for 'knuckle' when he ordered his pork; the sight of it encased in a fatty rind caused a colour-change that beat even Dave's earlier effort – but JB did enjoy his 'avocado shrimp'.

Then it was time to take our leave of Mr. and Mrs. Wilkie, who were bound for Austria (something to do with something about the time they got married, I understood – ?) and Laurent, JB and I headed home. We staggered to bed in the early hours after checking the French BBS.

Sunday – my favourite breakfast – French bread, croissants and good coffee revived me enough to venture up the road to the famous flea-market. Noon arrived all too quickly, and



The prizewinner engulfs Le Président

I took my leave with two bags somewhat heavier than when I arrived. This was to be the real test – could I really make it through the Doughnut and find the right plane? Metro to Gare du Nord, queue 15 minutes for a ticket (I must ask Laurent about this), train (with two beggars this time), bus, check-in, hurriedly buy some cheese to take home, departure lounge – YES! How would French customs react to a picture of a circuit board on their X-ray screen? I needn't have worried, just before it appeared the man on the console turned away to chat to his mate! At 2.00 p.m.

we took off (15 minutes late), and at two o'clock we arrived at Stansted. I'd found that missing hour! Open the locker and take out the cheese – why was every one looking at me? Yep, I'd bought a real pongy one. Through the blue channel (blue for EC nationals now), and into the arms of my family. Nick grabbed the Telestrat bag and carried it to the car for me. Twenty minutes later I was home, and Johnny really had done Paris!

It was a marvellous 36 hours, and I must thank our French friends, and Laurent especially, for their hospitality. The icing on the cake was, of course, the Telestrat – now I can set up a French BBS and call it myself without running up a phone bill! I dread to think what the French report on the day will read like, but if JB and Wilkie enjoyed it half as much as I did they'll also have some very fond memories of the day. Now what was that first prize at Aylesbury?...



Paris, 12th June 1992

The Story so far

----- We started out by looking at the very basic requirements for writing machine code programs on the Oric and we have now built up a modest collection of useful instructions in form of a small 6502 Instruction Subset which appeared in Part 22 of the series. Last time, we had another brief look at the Text display call and then went on to look at the Stack.

"See Thru" Software !!

----- I had better explain, before our editor runs his blue pencil through this lot. You may well have heard of software described as being "transparent". So what does "transparent" mean in computing terms ?

Essentially, "transparent software" is software that leaves the computer in the same state after it has been run, as it was before it was run. For example, you run your favourite game for a while and then decide to quit and run something else. What happens ? Does the Oric exit cleanly, so that you can go straight on to load something new ? Or does it hang up on you and force you to re-boot ?

A clean exit, defines the software as "transparent", as everything was restored to what it was before the game was run. If you were not able to exit and had to re-boot, the software was definitely not transparent. That just illustrates the basic principle. It isn't necessary to restore everything, I have seen software that restores the original display, but that is really overdoing it. You only need to restore the things that you have made use of and for machine code programs, that can be quite easy.

To be fair, I should point out, that some software is deliberately designed not to be "transparent" to protect it from illegal copying. Transparent software is easy to read and copy and although that might be good for our programming, it is the last thing that many professional writers need !

Transparency - Do we need it ?

----- It may be neat, but is it really necessary ? For me, the answer is definitely yes. For the reason, I need to recap briefly. The main aim of this series is to show how to write machine code software in a form that is easy to follow and understand. The key word, is "understand". That is the key to successful programming in any language. A routine of a few bytes is fairly easy to understand, but as we get more ambitious, it becomes more difficult to retain a complete knowledge of what we have written and how it all works. This is a real stumbling block, even for the professionals. If you hear someone rubbish that, just mention London ambulances or the Taurus system. You can bet that those and other disasters were caused by programmers losing track of the software, they were writing.

So how do we avoid that sort of problem ? As I have said before, the best way to write a large piece of software, is to split it up into smaller pieces to make it easier to handle. It is a good idea to try to make each of those small pieces into completely independent modules as far as possible, so that they can be used as simple building blocks to construct larger and more ambitious software without too much hassle. Each module would consist of a number of instructions in the form of one or more routines to produce a specific operation. All that is needed then, is a good descriptive label for each module. The main program is then constructed by using the modules as building blocks. I usually start off with just a few modules and write more, as and when, they are needed.

The advantage of this programming technique is that the main program is essentially a listing of the module labels, which of course reads more or less as plain English. Better still, the labels don't have to be in English, any language that suits you, would work just as well. Doing it this way makes it all much more readable. The individual machine code listings can also be kept fairly brief, which makes them easier, too.

For me, this is by far, the easiest way to write software. However, if the modules are going to be used as simple building blocks, in this way, it is best to make sure that they don't interfere with each other, as far as possible. This is the reason for "transparent" software. If the modules are transparent, they will not clash with each other.

Writing Transparent Software

----- It is quite easy to do this in machine code. Usually, all you have to do is to preserve and restore the contents of the registers and obviously this only applies to registers actually used. We use three main registers to do the counting, fetching and handling data, so let's look at these first. They are the Accumulator and Registers X and Y. Each of our routines may well use one or more of these three and may well require that the contents of the register(s) used, are restored after use.

So how do we go about preserving the contents of those three registers? Well, this is where the Stack, becomes very useful. We looked at the Stack last time and if you remember, it provides a one byte instruction (PHA), to preserve the Accumulator contents and another (PLA), to retrieve them and return them to the Accumulator again.

That is fine for the Accumulator, but what about Register X and Register Y? The Oric lacks a Stack instruction for "X" and "Y". No problem! Look at our small Instruction Subset and you will find that there are four, one byte, Transfer instructions for copying the contents of Registers X and Y to and from the Accumulator. To preserve the contents of Register X, you simply transfer them (TXA) to the Accumulator and push (PHA) that onto the Stack. Of course this will overwrite the contents of the Accumulator so you may well want to preserve that too. How to do all this, is illustrated below.

```
[ JSR nnnn ]-----[ Any Routine ]-----]

      ---start---      ---Preserve Accu and Reg X---
nnnn:4B      : PHA      : Push Accumulator contents on Stack

      :8A      : TXA      : Copy Register X contents to the Accumulator.
      :4B      : PHA      : and then use it to push them on to Stack.
.....
: Any operation that is put in here will now be "transparent" :
: to both the Accumulator and Register X. :
:.....
      ---Finish---
      Retrieve original Register X contents
:6B      : PLA      : by pulling them off the Stack into Accumulator
:AA      : TAX      : and then copying them into Register X.

:6B      : PLA      : Now retrieve original Accumulator contents.

:60      : RTS      : Exit (with Accumulator and Register X unchanged)
      ---end---
```

That's how it's done.....and theres more, where that came from next time !!

ORICALL - and a little history

It is no coincidence that Nick's new Bulletin Board is named 'Oricall'. As you will see from this month's cover, it is not the first time the name has been used. Those who have read 'The Story So Far' may recall a brief mention of the Oric Club and its intended monthly organ, a small format mag named 'Oricall'. As far as I knew, only a dummy edition was ever prepared. However, Rob Kimberley recently sent me the two published issues, dated July and August 1984, which were actually sent out to some members (though not me! - I still have my Oric Club membership card). They contain mini news items, and special offers on software and hardware - yet another case of too little, too late? The Club was discontinued after the August issue, supposedly because Oric Owner was going on the newsstands - it didn't. By the second half of 1984, of course, Oric was in deep financial trouble.

The BBS has got off to a great start, and we owe a big thankyou to those enthusiasts who have logged on and registered. We could still do with a few more of you on line, though - Dave and I are looking to make more modems available. If you have a modem, send for the software. If you really don't want to use Oricall, consider flogging your modem so that someone else can!


...and a little more history

A big thankyou to Rob Kimberley, Dave Utting and Jean Boileau for the fascinating material they sent me a month or so ago. Apart from the Oricall material, Rob sent me a copy of a cheque bearing the signatures of Barry Muncaster and Paul Johnson - he must have been one of the few to get one by November, 1984, although it doesn't look as though Rob cashed it! Are you still a creditor of Oric, Rob?! Dave sent me microfiche copies of Oric's last published accounts; once I've got prints from them they will be a superb source of material for the archives. And Jean sent me huge wodge of clippings from the great French newspaper, Hebdomadique, most of which I had not seen before. I am always pleased to receive such material, either to be lodged in the archives, or copied and returned to you if you wish. It often has a significance in context that is not always apparent from the item alone. And it's all food for the Third Edition... Anyway, you see over the page the cheque itself, the original of which Rob is going to auction at the July meet.

The Telestrat

Interest is still keen in the 'Beast', so I've prepared an information pack which should tell you all you need to know in deciding whether to take the plunge and buy one. It's free from me at the usual address, 3, Madingley Road, Cambridge CB3 0EE. Drop me a line or give me a call (0223 68761) if there is anything in particular you want to know. Imagine a compiled Basic with error-checking as each line is entered! - and full Atmos/Sedoric compatibility.

I think that's enough non-ROM rambling, so I'll look forward to seeing everyone at Aylesbury, and on we press...



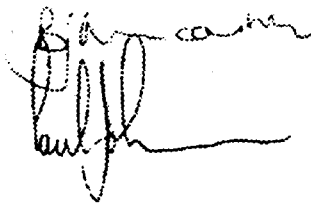
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22-11-1984 40-20-38

Pay R. Kimberley or order

Seven pounds - 50p only. £7 — 50

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Rambling on...

Yes folks, we've finally made it. This month we pass and give a cheery wave to #CFFF (in V1.1 at least)...

STACK AN OPERAND

Entry: Y = value of the operator (3*0,...,6).

Exit: X = priority of the operator, AACC1 on the stack (sign plus 5 bytes).

CF20 LDA D5	CFAC LDA D5	Take the sign of ACC1 in A and the priority in X and save the sign in Y
CF22 LDX C0CC, Y	CFAE LDX C0CC, Y	
CF25 TAY	CFB1 TAY	recover the return address low byte and save it
CF26 PLA	CFB2 PLA	
CF27 STA 91	CFB3 STA 91	same for the high byte and save it
CF29 PLA	CFB5 PLA	
CF2A STA 92	CFB6 STA 92	and increment it to adjust it
CF2C INC 91	CFB8 INC 91	
CF2E BNE CF32	CFBA BNE CFBE	recover the sign save the sign
CF30 TYA	CFBE TYA	
CF33 PHA	CFBF PHA	

STACK AACC1

Entry: #91-2 must contain the return address.

Exit: AACC1 is stacked.

CF34 JSR \$DEEC	CFC0 JSR \$DEF4	Round off ACC1 extension bit function and stack ACC1
CF37 LDA D4	CFC3 LDA D4	

CF39	PHA	CFC5	PHA	Byte 4
CF3A	LDA D3	CFC6	LDA D3	
CF3C	PHA	CFC8	PHA	Byte 3
CF3D	LDA D2	CFC9	LDA D2	
CF3F	PHA	CFCB	PHA	Byte 2
CF40	LDA D1	CFCC	LDA D1	
CF42	PHA	CFCE	PHA	Byte 1
CF43	LDA D0	CFCF	LDA D0	
CF45	PHA	CFD1	PHA	and the exponent
CF46	JMP \$(0091)	CFD2	JMP \$(0091)	and return whence you came...

EXECUTE AN OPERATOR

Remark:

This routine finishes with a LDA D0, A and Z are set according to the exponent at the time of the execution of an operator. For the correct functioning of operators it is essential that the product of the signs has been correctly set. All this is not appropriate to the functions.

CF49	LDY #FF	CFD5	LDY #FF	Indicate last operator
CF4B	PLA	CFD7	PLA	recover priority
CF4C	BEQ CF71	CFD8	BEQ CFFD	if end of the expression, exit
CF4E	CMP #64	CFDA	CMP #64	Is it a relational operator?
CF50	BEQ CF55	CFDC	BEQ CFE1	yes, OK
CF52	JSR \$CE7A	CFDE	JSR \$CF06	no, verify numeric
CF55	STY BA	CFE1	STY BA	and save the operator code value (or #FF)
CF57	PLA	CFE3	PLA	Recover string flag and operator code
CF58	LSR A	CFE4	LSR A	and eliminate the string flag
CF59	STA 2D	CFE5	STA 2D	save code of <=>
CF5B	PLA	CFE7	PLA	recover the left-hand operand in ACC2
CF5C	STA D8	CFE8	STA D8	Exponent
CF5E	PLA	CFEA	PLA	
CF5F	STA D9	CFEB	STA D9	Byte 1
CF61	PLA	CFED	PLA	
CF62	STA DA	CFEE	STA DA	Byte 2
CF64	PLA	CFF0	PLA	
CF65	STA DB	CFF1	STA DB	Byte 3 (or pointer low byte)
CF67	PLA	CFF3	PLA	
CF68	STA DC	CFF4	STA DC	Byte 4 (or pointer high byte)
CF6A	PLA	CFF6	PLA	
CF6B	STA DD	CFF7	STA DD	and the sign
CF6D	EOR D5	CFF9	EOR D5	and adjust the product of the signs
CF6F	STA DE	CFFB	STA DE	
CF71	LDA D0	CFFD	LDA D0	exit with Z=1 if nul operand
CF73	RTS	CFFF	RTS	execute the operator... or end

FIND A VALUE IN ACC1

Entry:

TXTPTR-1 points to the number (or the string) to evaluate.

Exit:

The operand is in ACC1, the evaluation will have stopped on the first character not understood, or on coming to the end of an instruction.

CF74	LDA #00	D000	LDA #00	At the start,
------	---------	------	---------	---------------

CF76	STA 28	D002	STA 28	numeric type
CF78	JSR \$00E2	D004	JSR \$00E2	take the current character
CF7B	BCS CF80	D007	BCS D00C	jump if not a number
CF7D	JMP \$DFCF	D009	JMP \$DFE7	evaluate a number and that's it
CF80	JSR \$D186	D00C	JSR \$D216	is it a letter?
CF83	BCS CFF0	D00F	BCS D07C	yes, take the value of the variable
CF85	CMP #.'	D011	CMP #.'	decimal point?
CF87	BEQ CF7D	D013	BEQ D009	yes, evaluate the number
CF89	CMP ###	D015	CMP ###	hexadecimal number?
CF8B	BEQ CF7D	D017	BEQ D009	yes, evaluate the number
CF8D	CMP #&-	D019	CMP #&-	is it a - ?
CF8F	BEQ CFE9	D01B	BEQ D075	yes, execute the '-' operator
CF91	CMP #&+	D01D	CMP #&+	is it a + ?
CF93	BEQ CF78	D01F	BEQ D004	yes, ignore it and continue the search
CF95	CMP #'''	D021	CMP #'''	is it the start of a string?
CF97	BNE CFA8	D023	BNE D034	no, jump
CF99	LDA E9	D025	LDA E9	C=1
CF9B	LDY EA	D027	LDY EA	AY=TXTPTR
CF9D	ADC #00	D029	ADC #00	add 1
CF9F	BCC CFA2	D02B	BCC D02E	
CFA1	INY	D02D	INY	high byte
CFA2	JSR \$D4FA	D02E	JSR \$D5B5	evaluate the string pointed to by AY
CFA5	JMP \$D852	D031	JMP \$D90D	recover TXTPTR and end
CFA8	CMP #&NOT	D034	CMP #&NOT	is it NOT?
CFAA	BNE CFBF	D036	BNE D04B	no, continue
CFAC	LDY #18	D038	LDY #18	index 'NOT' operator
CFAE	BNE CFEB	D03A	BNE D077	and execute the operator

'NOT' (OPERATOR)

CFB0	JSR \$D217	D03C	JSR \$D2A9	Convert ACC1 to integer in #D4-#D3
CFB3	LDA D4	D03F	LDA D4	take the high byte
CFB5	EOR #FF	D041	EOR #FF	complement it
CFB7	TAY	D043	TAY	and put it in Y
CFB8	LDA D3	D044	LDA D3	take the low byte
CFBA	EOR #FF	D046	EOR #FF	complement it also in A
CFBC	JMP \$D3ED	D048	JMP \$D499	YA → ACC1 (signed)
CFBF	CMP #&FN	D04B	CMP #&FN	is it FN?
CFC1	BNE CFC6	D04D	BNE D052	
CFC3	JMP \$D467	D04F	JMP \$D522	yes, find the value and exit
CFC6	CMP #&SGN	D052	CMP #&SGN	test in relation to SGN (first function)
CFC8	BCC CFC6	D054	BCC D059	if not a function, jump
CFCA	JMP \$D014	D056	JMP \$D0A0	otherwise, apply the function and exit
CFCD	JSR \$CFD6	D059	JSR \$D062	request ' ('
CFD0	JSR \$CE8B	D05C	JSR \$CF17	and evaluate the expression

Well, that's about two years thus far. I calculate at this rate we'll reach #FFFF about the turn of the century! Don't forget #C000 to #CFFF is available in book form from me. See you next month...

Jon Haworth

THE GAMESTER

PAGE 19

TWO PAGES FOR THE GAMESTER AND MOST OF IT IS TAKEN UP WITH THE 'ULTIMATE HI-SCORE TABLE'.

MANY OF YOU HAVE BEEN BUSY, INCLUDING STEPHEN REZETTE AND THE DASSE FAMILY FROM FRANCE. OUR HI-SCORE TABLE HAS BEEN PUBLISHED IN THE FRENCH ISSUE OF A RECENT CEO-MAG AND OUR FRIENDS HAVE BEEN SENDING IN THEIR BEST SCORES. COME ON YOU BRITS - GET ZAPPING. THERE MUST BE 120 TITLES COVERED NOW. TRY SOMETHING NEW AND GET YOUR NAME IN PRINT.

BY THE WAY FOR PLAYERS OF 'THEM', WRITTEN BY ANDY 'GRUN' GREEN AND RELEASED BY VIRGIN GAMES; HERE IS THE MESSAGE TO BE FOUND IN THE GAME FOR HACKERS - "YOU ARE A VERY NOSEY PERSON. RING ANDY GREEN IN ENGLAND ON 0525-xxxxxx"

I WON'T PRINT THE NUMBER UNTIL I'VE CHECKED IT OUT - HE WON'T WANT 100 + ORICIANS RINGING HIM UP. HANG ON A MINUTE I'LL TRY THE TELEPHONE.

I'M BACK - THE NUMBER I RANG WAS A LEIGHTON BUZZARD NUMBER AND IS ABOUT 13 MILES AWAY FROM ME. HIS FATHER ANSWERED. ANDY'S MOVED. HIS FATHER SAYS HE WILL TAKE MY NUMBER AND SEE IF ANDY WILL PHONE HIM. I EXPLAIN THAT I'M AN ORICIAN. HE SAYS THAT THE ORIC WAS AN IMPORTANT PART OF ANDY'S LIFE, BUT THAT HE HAS MOVED ONTO BIGGER THINGS NOW. HE GIVES ME HIS NEW HOME TELEPHONE NUMBER. I TRY THAT AND AM INFORMED THAT ANDY IS STILL AT WORK. I SAY THAT IT IS TO DO WITH COMPUTERS AND AM GIVEN HIS WORKS TELEPHONE NUMBER.

AT LAST I AM THROUGH TO ANDY 'GRUN' GREEN OF THEM AND ULTIMA ZONE FAME.

I ASK HIM WHAT HE IS NOW DOING. HE ASKS HOW TECHNICAL I AM AND I SAY THAT I ONCE HAD A 'MEECCAND'SET. HE GUESSES THAT I'M A THICKO MILKIE AND JUST SAYS THAT HE MAKES DEVELOPEMENT SYSTEMS FOR SUCH TRADES AS 'TOOLMAKERS'.

HE IS AMAZED THAT THERE IS STILL SUCH INTEREST IN THE OLD ORIC. HE DECLINES MY INVITE TO THE ORIC MEET AS HE SAYS HE CAN'T REMEMBER A LOT ABOUT THE ORIC. ANYWAY, HE IS A BUSY MAN FLITTING OFF TO BELGIUM AND THE LIKES. PERHAPS ALISTAIR WAY COULD MEET UP WITH HIM!

ANDY DID AGREE TO DO AN INTERVIEW. IF YOU CAN THINK OF ANY APT QUESTIONS THEN PLEASE LET ME KNOW.

NOW IS THERE ANY ROOM LEFT FOR THE HI-SCORE TABLE!

THE ULTIMATE HI-SCORE TABLE

3D BATTLESTAR - 57,480 (LEVEL 4.0) - DAVE DICK
3D FONGUS - 150,850 - STEPHANE REZETTE
3D STARTER - 75,400 - ROBERT COOK
ATLANTID - 13,990 (DUREE 62) - MATTHEW DICK - GO ON MY SON!
A.T.M - 67,990 - ROBERT COOK - FAMED EX-EDITOR OF 'O.U.M' AND NOW SELLING INSURANCE.
ARENA 3000 - 1,000,200 - ELISE DASSE
ATTACK OF THE CYBERMEN - 4,730 - HENRY MARKE
ANTICS/SINGERIE - 131,372 - PETER THORNBURN
BOMBYX - 28,530 - ROBERT COOK
BOZY BOA - 1,740 - DAVE DICK
BERING - 168 DAYS - GRAEME BURTON, WHO WILL NOW BE SHOWN AS 'G.B'.
CHUCKFORD - 185,050 - ROBERT COOK
CENTIPEDE - 59,240 - HENRY MARKE
CHOPPER - 69,950 - VINCENT 'THE PIGEONS FRIEND' TALVAS
COCK'IN - 34,750 - VINCENT TALVAS
COCORIC - 3,620 - S.REZETTE
CROCKY - 49,970 - RENE MARKE
DAMEL IN DISTRESS - 4,860 - G.B
DEFENCE FORCE - 1,268,020 - TIM COLGATE
DON'T PRESS THE LETTER Q - 1,229,620 - BRUNO DOSSIER
DRACULAS REVENGE - 13,600 - G.B
DOBBY - 16,250 - S.REZETTE
DELTA FOUR - 9,320 - RENE MARKE
DRIVER - 66,500 - J-YVES BRUN
DON'T PANIC - 4330 - DAVE DICK
ELEKTROSTORM - 25,600 - TIM COLGATE
FRIGATE COMMANDER - 504 - KEITH 'YOUR ORIC' THOMPSON
FIREFLASH - 69,010 - ROMAIN DASSE
FRELO - 17,095 - S. REZETTE
FORMULE 1 - 27,487 - ARNT
FLY FOR YOUR LIFE - 172 - G.B
GUBBIE - 339,360 - STAAL
GRAVITOR - 5,204 - ARNT
GHOSTMAN - 70,000 - ELISE DASSE
GALACTOSMASH - 50 - MATTHEW COATES
GALAXIANS - 69,600 - ROBERT COOK & NICHOLAS MENDUX
GASTRONON - 11,050 - DAVE DICK
GHOST GOBBLER 32,505 - STEFFAN JACOBSSON
GRID WARRIORS - 55,494 - G.B
GOLDMINE - 60,900 (GAME COMPLETED) - HENRY MARKE
HARRIER ATTACK - 105,700 - STAAL EIKBRAATEN
HELLION 257,550 - MATTHEW GREEN
HONEY KONG - 11,436 (LEVEL 11) - PETER THORNBURN

HUNCHBACK - 750,200 - BENEDICTE GAREAU
 HOPPER - 40,170 - TIM COLGATE
 HYPERBALL - 15,330 - S.REZETTE
 H*BERT - 31,485 -
 ICE GIANT - 15,780 - ARNT
 INSECT INSANITY - 79,900 - DELPHINE CHERPRENET
 INVADERS (IJK) - 23,650 - PETER THORNBURN
 INVADERS (PSS) - 4,430 - PETER THORNBURN
 IMAGO - 8,010 - STEPHANE REZETTE
 JIMMY POUBELLE - 11,440 - PETER THORNBURN
 JEUX OLYMPIQUES - 50,147 - ARNT
 KRILLYS - 28,290 - G.B
 KINGDOM - 109 -G.B
 KROKATILE WALTZ - 10,025 -G.B
 KARATE - 23,800 - ARNT
 LOKI - 62,675 - TIM COLGATE
 LOCHNESS MONSTERS - 14,683 - G.B
 LODE RUNNER - 16,738 - ARNT
 LONE RAIDER 80,500 - ESPEN ANDERSEN
 LUNAR MISSION - 13,129 - G.B
 LIGHT CYCLES - 4,521 - PETER THORNBURN
 MANIC MINER - 38,156 (AT THE CENTRE OF THE EARTH) - G.B
 MANIC MINER with infinite lives - 115,583 -ROBERT COOK
 MUSHROOM MANIA - 471,420 - TIM COLGATE
 MACADAM BUMPER - 178,700 - S. REZETTE
 MIDNIGHT FEAST - 1,500,120 - HENRY MARKE
 MINED OUT - 4,100 - G.B
 M.A.R.C - 1,560 - G.B
 MAZE RALLY - 88,920 - G.B
 MAHJONG - 16,200 (LEVEL 5 CLEARED TWICE TO GIVE 6 LEVELS) - HENRY MARKE
 MLUCH - 22,000 (ALL 18 LEVELS COMPLETED AND 7 LIVES LEFT) - HENRY MARKE
 MR.WIMPY - 16,549 - ESPEN ANDERSEN
 OPERATION GREMLIN - 22,617 - G.B
 ORION - 61,200 - S.REZETTE
 ORIC MUNCH - 895,439 - MICHEL LECLERC
 OLIVE AND POPEYE - 69,570 - RENE MARKE
 PASTA BLASTA - 34,480 - MATTHEW COATES
 PLAYGROUND 21 - 92,000 - TIM COLGATE
 PSYCHIATRIC - 41,070 - HENRY MARKE
 PROBE 3 - 2,450 - ROBERT COOK
 PANIC - 823 - PETER THORNBURN
 PAINTER - 103,850 - J-PHILLIPE MERC
 PAINTER (with 255 lives) - 143,310 - PETER THORNBURN
 PROTECTOR - 99,594 - THIERRY AVANNIER
 QUARKFLIGHT - 709 - G.B
 Q*BERT - 15,470 - DAVE DICK
 QUACK A JACK - 95,671 - COLIN COOK
 RABBIT - 169,760 (LEVEL 29) - PETER THORNBURN
 RATSPLAT - 20,150 - STAALE
 ROCK RUN - 2,264 - PAUL HUTTON
 SCUBA DIVE - 3,510 - JARLE KARLSRUD (SOUNDS LIKE A 'BADDIE' FROM FROM BATMAN - WATCH OUT FOR THE KRYPYTONITE!)
 STYX - 194,600 (WAVE 18) - G.B
 STANLEY 48,480 - ROMAIN DASSE
 SUPER JEEP - 138,250 - S.REZETTE
 SUPER METEORS - 364,700 - G.B
 SNAKE VENOM - 102,822 - STAALE
 SUPER ADVANCED BREAKOUT - 17,050 - ARNT
 SPOOKY MANSION - 1100 - LOUISE AND DAVE DICK
 SURVIVOR - 1,155 - ROMAIN DASSE
 STOCKMARKET - 82,936 - G.B
 TROUBLE IN STORE - 1,060,758 - G.B
 TWO GUN TURTLE - 5,890 - G.B
 TRIATHLON - 5,270 - S.REZETTE
 TETRIX - 2411 - HENRY MARKE
 TETRIS - 9983 - JON HAWORTH
 TRICKSHOT - 1044 - S.G DUTTON
 TRIDENT NEPTUNE - 7,200 - DAVE DICK
 TALISMAN - 8,068 - ELISE DASSE
 ULTIMA ZONE - 148,860 - STAALE EIKBRAATEN
 ULTRA - 35,780 (LEVEL 32) - PETER THORNBURN
 VIDEO FLIPPER - 55,350 - G.B
 WILLY - 624 - PAUL HUTTON
 XENON I - 117,230 - ERIC EDUEZI
 XENON III - 9,927 - STAALE
 ZOOLYMPICS - 13,677 - G.B
 ZEBBIE - 945,560 - STAALE
 ZORGONS REVENGE - 155,830 - E.TOLLEMER
 ZEBULON - ALL SCREENS COMPLETED IN 8 MINUTES - HENRY MARKE

USING 'SUPERCOPY'

A few have asked me to give some more details on how to use 'SUPERCOPY', which is on the latest OUMDISC. As with many utilities that I am sent the answer is to have a little patience and an inquisitive mind. I rarely receive full explanatory notes, and find that half the enjoyment of computing comes from figuring out what can be done.

I will now deal with how to transfer a cassette game (XENON III in this instance) to disc.

The game consists of 4 files, namely "*", "GENESIS B", "GEN1 C", and "GEN2 C".

The "*" program is to overcome the spurious 'Errors found' message, which appeared when loading tapes into the ATMOS (later model ROMs were corrected), and therefore can be ignored and thus leaving us with 3 files to transfer.

With the cassette player set-up and the disc version of SUPERCOPY installed into memory we are ready. You should also have a SEDORIC formatted disc ready to transfer the files to.

Press 'L' for Load Cassette and PLAY on the cassette recorder. The 'Searching' message will change to 'Loading.....GENESIS B'. The 'B' extension tells us that the file is in Basic. When the file has loaded into memory then stop the cassette. You can then write the file to disc (it is not done automatically as with TAPE TO DISK on OUMDISC 2).

Press 'W' to Write and a row of dots appears on the screen. You must then enter the name which you wish to use to save it on disc with. We will use "GEN.COM".. The file is written away and you are informed that the file has been written away. (I don't think I saw the verification message on every occasion, but you can check if you have been successful by doing a "DIR" from the menu. You will note that I have used the "COM" extension as opposed to the "BAS" extension. This is pure time saving. I can load the file back with "GEN", but if I had used "BAS" then I would have needed to use "!GEN.BAS".

It is wise to think about what you are going to call a file. If for instance you had a musical piece then call it "RAMBO.COM" (or whatever), for if you called it "MUSIC.COM" then you would need to type "!LOAD MUSIC.COM".

This is because MUSIC is also a keyword.

We follow the procedure for transference for the other 2 files. "GEN1 C" becomes "GEN1.COM", whilst "GEN2 C" becomes "GEN2.COM"..

Now the big question is - will it run on disc. We type "GEN" and a 'Searching' message appears on screen. This is because we have saved a cassette version and need to amend it to a disc version.

Let us look at the first file.. To look at it without running we type "GEN.COM, N".

We list it and find that it has 3 lines. The first line is a REM and the other 2 are 'CLOAD ""'. (As an aside to cassette users - you can load in a cassette file with just 'CLOAD ' - the second pair of quotes are not needed).. We now change line 2 to "GEN1" and line 3 to "GEN2".. We now overwrite our original file with - SAVEO"GEN.COM",AUTO. As this is just a basic header then we want it to auto-run.. I have ascertained that when transferring files to disc that SUPERCOPY makes them all non-auto. This can be proven by loading them in with the - ",V " command. GEN.COM would show amongst the row of figures the number 80, which is the code for BASIC NON-AUTO. If we were to check it now that we have overwritten with AUTO we will see that the number is now 81 (BASIC AUTO).. For new SEDORIC users the other figures show the start, end and transfer addresses.

Let us by again using the ",V " command ascertain what we have saved the machine code files as. The answer is 40 (machine code non-auto). Should they be auto or non-auto? I would guess that the first machine code file be non-auto and the second auto. This could have been proven using a TAPE CATALOGUE program, which is also handy for seeing how many files a program actually contains. If you do not have a Tape Catalogue program then you can send me a disc for a copy or there is probably one on Public Domain.

To change the second machine code file from Non-auto (40) to Auto (41) we utilise the STATUS command. Just type - STATUS"GEN2.COM",AUTO.

We now run the program. We get a bit of an unclear loading screen. We can tidy this up by adding a line - CLS to the loader. The screen will still show "LOADING ERRORS FOUND - PRESS FIRE TO PLAY"... Press the SPACE BAR and you are into THE GENESIS PROBE (XENON III). I will leave you to figure out how to get rid of the "LOADING ERRORS" message.

That's it and fairly straightforward. You may find in some instances that you will have to use the QUIT command before a game will run. In these instances you will need to use the ! to load a file..

I hope you all manage to get your files transferred..

- DAVE DICK

ANOTHER ISSUE COMPLETED - WELL ALMOST. APOLOGIES FOR NOT INCLUDING A LISTING OR TWO FOR TAPPERS - A THRICE NEXT TIME. HAVE A WONDERFUL SUMMER - HOPE TO SEE YOU ALL AT THE MEET.
I CONCLUDE WITH THE INDEX AND A FEW ODD ITEMS.

THE INDEX

P1 - THE COVER from Jon Haworth.... P2 - THE EDITORIAL
P3 - NEWS..... P4 - BITS 'n' BOBS.... Pages 5/6 - LETTERS.
P7 - WHAT'S HOT & WHAT'S NOT! P8 - THE ORIC MEET MAP
Pages 9 to 12 - JOHNNY DOES PARIS P 13/14 - M/Code from Peter Bragg.
Pages 15 to 18 - RAMBLING IN THE ROM with Jon Haworth.
P19/20 - THE GAMESTER... P21 - SUPERCOPY P22 - THE BACK PAGE
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FOR SALE

Vendor is George White of 9 Wood Street, Denniston, Glasgow G31 3BZ (TEL: 041 551 0320).

Prices as per his letter - feel free to negotiate prices and he may well split items. To buy the complete package is 50 pounds. Split as follows:- a) ORIC 1 - 15 pounds. b) PASE joystick 1/face software/hardware - 5 pounds. c) 9 ORIC books - 5 pounds. d) 30 original cassettes - 25 pounds.

Cassette titles are: ULTRA, PAINTER, TWO GUN, TURTLE, STARFIGHTER, HOPPER, ULTIMA ZONE, MORIA, DIG-DOG, ADVENTURE 2, LIGHT CYCLE, ASTEROIDS (Arctic), CHESS (Oric Int.), BRICKY, ICE GIANT, ORIC MUNCH, TERMINATION (Impact), KILLER CAVERNS, ISLAND OF DEATH, HUNCHBACK, HARRIER ATTACK, INVADERS (Arcadia), DRACULAS REVENGE, ZORGONS REVENGE, REVERSI, FANTASY QUEST, HELLS TEMPLE, CANDYFLOSS/HANGMAN, THE HOBBIT, XENON - 1, AND 3D MAZE/BREAKOUT.

Note from the editor: - As George has an ORIC-1 then I would assume that the cassettes were ORIC-1 versions. Some will need no adaptation to run on an ATMOS. Some you will have to type "RUN". Others will need the "*" program. Others e.g. Hells Temple, Harrier Attack, Hunchback, Ice Giant, Bricky etc. will not run without a fair bit of modifying.
=====

ENCHANTED

Peter Thornburn gave a good review to this David Goodrum text adventure for those on SEDORIC.. So why aren't you buying it? SUMMER MADNESS price is just 3.50 on disc. It is a massive adventure - so let's encourage David by buying it.
=====

WANTED

Peter Thornburn has a DRAGON 32, but no manual. Can anybody help?
=====

THIS MONTH'S COMPETITION

Prize donated by Brian Kidd is 5 adventures on cassette.. Answers to Brian by August 18th.

Using the words - "DIABOLICAL TOWER" see how many words of 5 letters or more you can make up. No nouns or plurals (hey Brian - you'd have to bloody clever to get a plural!). Letters can only be used the number of times that they are to be found in the said two words, which is the title of an adventure from NO MANS LAND.
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AND FINALLY

MESSAGE TO ALISTAIR WAY FROM DAVE DICK

The cover of the OUM depicting the ATMOS production line was first published in the ORIC OWNER magazine and is also reproduced in Jon Haworths ORIC - THE STORY SO FAR.

I and others agree that Matthew Coates's article was interesting and well written. More from Matthew on an occasional basis.. All the best in Eastern Europe, though it is probably safer there than where you are going afterwards! (Edinburgh).
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A P.S FROM BRISTOW

Dave - if you do a slating review of SONIX, then I will be forced to write a "DAVE DICK SIMULATOR" for the CEO DISC.