ØRIC

USER

MONTHLY

with Alternative Micros

100

issues

young!!

Keeping the

Oric alive

THE EDITORIAL

HELLO TO EACH AND EVERY ONE OF YOU.

THANK YOU FOR YOUR SUPPORT AND COMMITTMENT OVER 100 ISSUES OF OUM.
YES FOLKS - WE HAVE MADE IT TO THE TON!
NOT MANY OF YOU WILL HAVE ALL 100 ISSUES,AS MANY HAVE JOINED OVER THE
LAST COUPLE OF YEARS,BUT ALL ARE TO BE THANKED.
RATHER THAN FADE WITH TIME,WE HAVE GROWN IN STRENGTH,WHICH MEANS INPUT
FROM YOU THE READER. WE ARE NOT JUST A PUBLICATION - WE ARE A FAMILY
BONDED BY ONE COMMON LINK - THE ORIC.
   SOME OF YOU ADMIT TO NOT HAVING TOUCHED YOUR ORICS FOR SOME TIME, BUT
STILL YOU SUBSCRIBED - WE ARE GRATEFUL FOR YOUR SUPPORT.
   AS WE HEAD TOWARDS 1996 WE HAVE MUCH TO LOOK FORWARD TO - IT IS NO
GOOD HARKING ON THE PAST. QUALITY OF PRINT AND LAYOUT OF THE MAGAZINE
HAS COME ON LEAPS AND BOUNDS,BUT I AM THE FIRST TO ADMIT THAT THERE IS
STILL ROOM FOR IMPROVEMENT - IT WILL BE WORKED ON.
   THE FUTURE BODES WELL - NEW SOFTWARE OF THE HIGHEST POSSIBLE QUALITY
IS STILL BEING WRITTEN, THE EMULATOR HAS BROUGHT NEW EXCITEMENT,NEW
READERS ARE STILL BEING FOUND, AND MANY ARE STILL LEARNING A LOT ABOUT
OUR MACHINE.
   I DO NOT EXPECT US TO LAST FOR ANOTHER 100 ISSUES, BUT THEN WHEN I
TOOK OVER FROM ROBERT COOK 66 ISSUES AGO, I DID NOT EXPECT TO BE
TYPING THIS IN DECEMBER 1995!
   FOREVER ONWARD - A VERY MERRY XMAS AND A HAPPY NEW YEAR TO ONE AND
ALL.
   NOW TO THE INDEX OF THIS EXTRA SPECIAL 100th ISSUE.

THE INDEX
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THE INDEX (Contd.)

NEWS....NEWS....NEWS

S.H.I.T

'S.H.I.T' stands for 'So Hard I've Tried', and something less than nice!
 You may remember that I once bought an AMSTRAD NOTEPAD. It broke down,taking with it a hell of a lot of data. I took the machine back for a refund.
 Frank Bolton had also bought an AMSTRAD. He found he was not going to use it to its full extent, and so at Easter he passed it on to me. It had a slight problem, but I sorted it out and have been using it to great advantage over the past few months. It got to the stage where I fully trusted it!
 Now this one has crashed on me, taking with it 4 pages of the current issue of OUM plus some work of Matthews'.
 Now you know why the term 'S.H.I.T' could stand for something else!

 Also stored was information regarding unfinished orders to readers. Therefore if you have an order,which is not yet complete, I would ask that you please drop me a line.

 AMSTRAD surely must stand for 'A Mister Sugar Trashy Rubbishy Antiquated Dogspooh'!!!

 Believe it or not; as I was typing this page on the trusty ATMOS with WORD-SPEED, lo and behold - it hung up!!

WHEN A CHILD IS BORN!
---- - ----- -- -----

 Congratulations go out to Ex-OUM Editor Robert Cook and Maggie on the arrival of a baby daughter. Kimberley is her name - is there any truth in the rumour that the babe was named after fellow Orician Rob 'Kimbo' Kimberley!
 To celebrate the arrival and more importantly the 100th issue of OUM, Robert Cook and I will be getting together on November 25th to talk over old times and sink a few beers.

PARIS MEET
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At the recent Paris Oric Meet were some big guns from the French Oric world who had not been in touch with the Oric community for 5 or more years. The Internet had reached them. Among them were Guillaume Meister (software writer for the Telestrat), Damien Ponnelle (author of the Stratools & Stratmon utilities on the Hypercat disk), Christopher Andreani (writer of the KARATE game), and Godefroi Troude (sysop of the former Oric BBS 'Pinky' in France).

The next Paris Meet is scheduled for January. Why not catch Le Shuttle and give them a visit!

E-MAIL Directory
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There are now 67 E-Mail addresses for people currently interested in the ORIC. As well as the U.K and France, there are also registrees from as far away as Australia abd Canada. Many of those mentioned in the directory are not members of OUM or the CEO. We are reavchinhg out to them in time for this 100th issue of OUM.
We hope to send out 100 issues this month.

READERS LETTERS

DEAR DAVE.

I HAVE GOT AN IDEA FOR A NEW ARTICLE WHEN I FINISH AHE A-
Z. IT WILL BE AN 'INTERACTIVE' BASIC TUTORIAL REQUIRING INPUT FROM
READERS TO HELP WITH PROGRAMMING. I WILL GO THROUGH A PROGRAM FOR A
SPACE INVADERS TYPE GAME AND INCLUDE ALL THE MISTAKES ETC. AT EACH
STAGE SO THAT I CAN SHOW WHAT'S GONE WRONG. SHOW THE SOLUTION(S). AND
ASK READERS FOR THEIR IMPROVEMENTS/DIFFERENT WAYS OF DOING IT etc.
COULD BE INTERESTING. THERE IS VERY LITTLE PUBLISHED FOR ANY COMPUTER
THAT DEALS SPECIFICALLY WITH GAMES PROGRAMMING. I CERTAINLY AM NO
EXPERT AND KEEP COMING UP AGAINST ALL SORTS OF PROBLEMS. AN ARTICLE
LIKE THIS COULD GET SOME OF THESE PROBLEMS SORTED.EDUCATE AND
ENCOURAGE MORE TO PROGRAM. BUT IT WILL REQUIRE OTHERS TO RESPOND.
- STEVE 'LE MUSO' MARSHALL (EDINBURGH)

DEAR STEVE.

GREAT IDEA! LOOK FORWARD TO THE COMMENCEMENT OF IT, AND
I'M SURE THERE WILL BE PLENTY OF INPUT.
- DAVE

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DEAR DAVE.

I ENCLOSE THE COMPLETE LIST OF ALL THE LOCAL MACINTOSH
USER GROUPS. I PHONED THE YORKSHIRE & HUMBERSIDE GROUP LAST NIGHT,
BUT THEY HAVE CEASED TO EXIST.DUE TO LACK OF INTEREST.
DID YOU KNOW THAT THERE WAS AN ORIC EMPLOYMENT AGENCY? I ENCLOSE THE
PROOF.

- ROBERT CRISP (MEANWOOD)

DEAR ROBERT.

TA FOR THE LIST - IF ANYONE WANTS A COPY.THEN SEE THE
'ALTERNATIVE MICROS PAGE'.
IF ANYONE WANTS A JOB,THEN DETAILS OF THE ORIC AGENCY APPEAR BELOW.
- DAVE

AMIGA   ORIC

Simon Ullyatt / 6 School Lane / Butterwick / Boston
Lincolnshire / PE22 0HU

DEAR DAVE.

IN ISSUE 99 OF OUM THERE WAS A VERY INTERESTING BIT OF
INFORMATION (TO ME ANYWAY) REGARDING THE 'AMORIC' EMULATOR FOR THE
AMIGA. EVER SINCE THE APPEARANCE OF THE 'EUPHORIC' EMULATOR FOR THE
P.C. I HAVE YEARNED FOR AN EMULATOR TO BE MADE FOR THE AMIGA - & HERE
IT IS! HOWEVER,THE BIG SNAG IS THAT I HAVE NO ACCESS TO THE INTERNET.
PLEAS COULD I TAKE THIS OPPORTUNITY TO BEG ONE OF YOUR 'ON-LINE'
READERS TO DOWNLOAD THIS FANTASTIC BIT OF SOFTWARE & SEND IT TO ME? I
WOULD GLADLY REFUND ANY COSTS INCURRED. I CAN USE THE SOFTWARE IF IT
IS STORED ON A PC (720K) DISK OR AN ATARI ST DISK USING 'CROSS-DOS'.
COULD THIS BE MY CHANCE OF FINALLY BECOMING A DISK BASED ORICIAN?
IF THERE ARE ANY OTHER AMIGA OWNERS OUT THERE. I HAVE SOME OTHER
EMULATORS WHICH YOU MAY BE INTERESTED IN - SPECTRUM 1.7 WITH LOADS OF
GAMES. BBCEMULATOR, C64 EMULATOR (DEMO RUNS FOR 10 MINUTES). PC-TASK
(DEMO - WRITE TO DISK DISABLED).
WHATEVER THE OUTCOME, COULD WE PLEASE HAVE SOME INFORMATION ON THIS
EMULATOR AND ITS REQUIREMENTS? AT THE MOMENT I'M RUNNING A HARD DISK
BASED A1200 68030 40 MHHz with 2Mb chip RAM & 4Mb Fast RAM.

REGARDING 'MAGNETIX' - IS THERE A TAPE VERSION OUT, & IF SO, IS IT
ORIC-1 COMPATIBLE? IT'S GREAT THAT WE ARE SEEING NEW SOFTWARE & THE
NEW FOUND ABILITY TO WRITE SOFTWARE IN 'C', SHOULD ONLY HELP THE
SCENE!
FINALLY, LET'S HOPE TO SEE O.U.M ISSUE 200, WHERE ALL OF THE
CONTRIBUTORS HAVE LONG WHITE BEARDS, AND SPEND THEIR TIME PLAYING
'ORIC RIDGE RACER' & 'VIRTUE FIGHTER'.
                                        - SIMON ULLYATT

DEAR SIMON,

RE - 'AMORIC' - I HAVE SPOKEN WITH JON HAWORTH, WHO
HASN'T GOT AN AMIGA, BUT WILL SEND YOU A COPY ON A PC DISK. IF THIS
WORKS THEN PERHAPS YOU COULD ACT AS DISTRIBUTOR FOR IT , AS I KNOW
THAT JOHN McKAY IS ALSO INTERESTED IN A COPY.
REGARDING THE 'AMORIC' EMULATOR, SOME INFO FOR YOU - WRITTEN BY
JEAN-FRANCOIS FABRE INITIALLY FOR UNIX/X11 WORKSTATIONS; IT WAS THEN
COMPLETELY RE-WRITTEN IN 680x0 MACHINE CODE. TO DOWNLOAD IT FROM THE
ORIC WEB SITE AND PLAY YOUR OLD FAVOURITES, YOU NEED AN AMIGA 68020 OR
HIGHER. THE FILE IS SUPPLIED IN THE .lha FORMAT

AS FOR 'MAGNETIX' - SORRY NO TAPE VERSION AS IT'S TOO LARGE A
PROGRAM, AND DEFINITELY NO ORIC- 1 GAME AS THAT MACHINE HAS MANY
DIFFERENT MEMORY LOCATIONS AND LESS PROGRAMMING COMMANDS.
                                        - DAVE

THE RAINBOW ORIC - Part 3

THE LORES SCREENS

Now we will change the last program by adding.. :LORES 0 ..to the end of line 10, and RUN it again. No matter what PAPER or INK colours we had on our TEXT screen, our LORES screen will now be black, and if we try setting any background attributes using an ESC code, the colour will appear as the cursor moves off its position. It will not extend to the end of the line as before. Does this mean the LORES screen is fundamentally different from the TEXT screen? No, and I think the LORES0 mode is a bit of a con and rather a waste of space, if you will pardon my sudden revelation as a "programmer with attitude", (as if you need reminding). No, all the LORES0 command does is two things: fill column 0 with a value of 8, which is an attribute for the standard character set and rather a waste of time because that is the default set anyway. And secondly, it fills the rest of the screen with 16s, which is the attribute for a black background. So if you like black, you can work away quite happily, printing or plotting various attributes and characters on the screen without having to put in your own 'blocking' attributes to prevent coloured stripes appearing across the screen. But once you have over-written that 16, its effect is gone, unless it is another background attribute. In fact, if you do type any characters on the screen using the last program, you can test the effect by manoeuvring the cursor in front of the text and inserting a background attribute. The whole word should then appear on that coloured background. Replace the attribute with one for a foreground colour, and then type some more text on the same line. It will be in the same foreground colour! This attribute is still effective to the end of the line, unless another foreground attribute is found to the right of the first one. Just like on the text screen, but there, 32 is used as a blank space, whereas it is 16 on LORES 0 and 1. The only difference in LORES 1 is that column 0 now contains 9s (the alternate set attribute), so that it is possible to create blocky graphics from the 63 extra available characters (but that is outside the scope of this article). In both LORES modes, the PAPER and INK values are still active, and if the screen is scrolled, they reappear, and all the 16s are swept away too, leaving you with a standard TEXT screen and a kind of disappointed feeling.

The Hires Screen

The colour values required for background and foreground are exactly the same in HIRES mode as they were in TEXT and LORES modes, and they each occupy one byte of memory on the screen. The difference in HIRES is that one byte represents a line of 6 pixels, but the line is invisible if the byte is less than 32, just as the character was invisible on the text screens if its ASCII value was less than 32. Once again, the individual screen locations become attributes for the colours and other effects such as flashing. So the space where a background attribute lies will be in the corresponding colour, and a foreground or other attribute will be in the background colour...unless it is inverted by adding 128 to the value in the byte! So you can still obtain 4 colours in a horizontal line of 228 pixels by setting just the foreground and background colours, and then adding 128 to selected locations. The command for putting values onto the Hires screen is FILL, and it's a direct equivalent to PLOT on the text screens, except that no X or Y co-ordinates are required. The syntax is FILL Lines,Bytes,Value. The operation takes place on the byte where the cursor (a single pixel) is situated, so you have to place it accurately before issuing the command. 'Lines' is the number of lines down the screen you want to be filled, and 'Bytes' is the number of bytes across the screen you want filled. 'Value' is simply the number you want put into those bytes, and so this is a convenient command for quickly filling a rectangular area (or 1 byte) with either a pattern of dots or a colour attribute. If these values are less than 64, the only way to change them is with another FILL command, or with a POKE if you want to work out the absolute address of a particular byte.
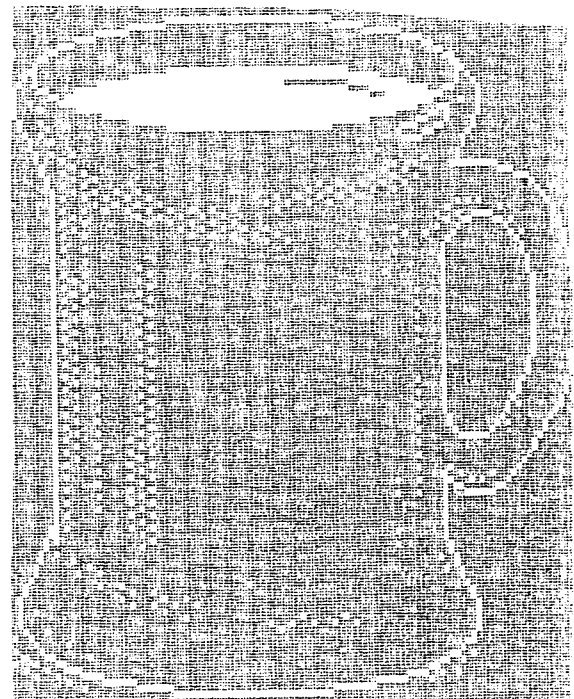
None of the HIRES drawing commands will overwrite one of these, excepting PAPER and INK which work much the same way in HIRES as they do in TEXT, by creating two columns on the left of the screen, each of 200 bytes. Anything you've drawn in those two columns, or any attributes you've FILLed, will be overwritten, but on the other hand, you can overwrite the Oric's own attributes yourself using FILL. Unfortunately, there is no HIRES equivalent to the low resolution SCRN function, so if we want to examine the contents of a screen byte, we have to calculate its address in memory and PEEK it. The HIRES screen is really just the same pixel resolution as TEXT and LORES, it's just addressed by line instead of character square. So, if we regard the screen as having columns 0-39 as before, the address of any byte is just #A000 + X + 40*Y. To invert a colour pattern then, it is necessary to PEEK the location and add 128 to the value found there, or subtract if greater than 127. We can then either POKE the new value there, or place the cursor within the byte and FILL with the same new value.

On the HIRES screen, a blank location is 64, and values up to 127 produce the 64 possible bit patterns, any of which can be drawn over by the HIRES drawing commands. Values below 32 are attributes, but what about the values 32 to 63? These all give a visible pattern in the byte, but cannot be overwritten. The following program uses inverse colour to show what the patterns look like, and how they are unaffected by drawing commands.

```
10 HIRES
20 PAPER 2:INK 7
30 CURSET 100,0,3
40 FOR I=32 TO 63
50 CURSET 100,(I-32)*6,3
60 FILL 5,1,I+128
70 NEXT
80 CURSET 80,100,1:CIRCLE 30,1
90 CURSET 120,120,1:CIRCLE 60,1
```

Bit 5 (the leftmost, bit 0 being the rightmost) is set for all these patterns, but they can still be useful for creating solid foregrounds (e.g. walls) which moving characters can magically disappear behind and remain hidden until they re-appear at the other end!

The Rainbow Oric

To end this little series of articles, we go back to the low resolution screen(s) for a demonstration of colour mixing. This has been achieved using attribute changes across the width of the screen, and a character which is not available from the keyboard, CHR$(126) or ▉ . This character is used to blend two colours, so can produce colours like orange, although this needs to be viewed from a distance! I'll be glad to answer any questions the series has raised in anyone's mind; don't be afraid of showing your misunderstandings, because I spent a long time labouring under illusions when I first started working in colour photography some years ago. And it would be nice to see some colourful displays in the programs we all hope are coming along. The program generates part of a rainbow, but whether there is a pot of gold at the end of it, is up to all you budding programmers!

(Press any key to exit the program:)

```
 5 CLS:DEF FNA(Y)=INT(SIN(26-Y/10)+.5)
 7 PRINT CHR$(20);CHR$(17);
10 FOR I=1 TO 28
20 READ D
25 A$=A$+CHR$(D)
40 NEXT
45 FOR Y=0 TO 26:PLOT 7-FNA(Y),Y,A$:NEXT
47 GET A$:PRINT@ 2,24;CHR$(20);CHR$(17);:END
50 DATA 5,126,126,21,4,126,126,20,6,126,126,22,2,126,126,18,3,126,126
60 DATA 19,1,126,126,17,0,126,126,16
```
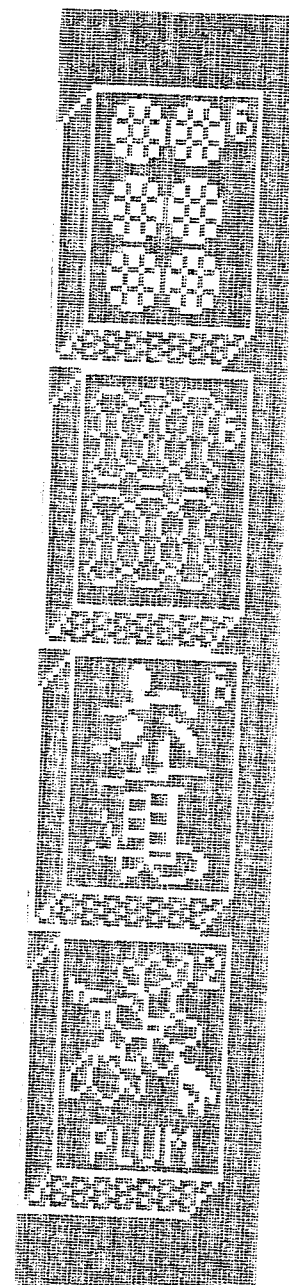
ALTERNATIVE MICROS

WANTED

Alan Bosworth needs a 3" Drive for his AMSTRAD PCW 9512. Being Amstrad,they are a little bit odd! They are 80 track drives.
    If you have one for sale or know of any outlet, then please contact Alan at: Arosfa, Watts Green, Chearsley, Aylesbury, Bucks. HP18 ODD (Tel: 01844 208380).

WANTED

An old ORICIAN has been back in touch lately,due to news of the Emulator. John McKay is still 'ORICING', as well as dabbling with other machines.
    John has a COMMODORE C64 with plenty of games software,but a lack of educational software for children of about 7 years old. If you have any to dispose of,or know of an outlet,then John would be grateful to hear from you.
    I have a couple of addresses that I will print elsewhere in this issue.
    John would also like to know of a C64 User Group exists.
    John is at: 21 Holme Drive,Sunbrooke,Lincoln. LN2 2QL (Tel: 01522 754870).

'COMPUTER SHOPPER'

    I am informed that the 'COMPUTER SHOPPER' magazine has a club scene section,where it lists User Groups. If you are stuck for a group,then it might be worth checking out. I have sent them details of the ORIC group.

SOME ODDMENTS
---- --------

Simon Ullyatt and a friend have recently put in a bid for a load of 'Obsolete' computer gear that my be of interest to some of the readers. If the bid is successful then the following items will be available - ridiculously cheaply:

3 x BBC Micros, Single 5.25" floppy drive, Double floppy drive, 2 x Modems (oldish ones - probably 2400 Baud), 15 x 3" Disks (surely these must be useful), 100 + 5.25" Disks, and finally 2 x Epson LX 9 pin Printers with cartridges.
    Interested parties should contact Simon at the address shown on page 5.

EnVision

The article on pages 18/19 by Allison Vere Scott was produced on a '286' with EnVision Publisher (EVP), a DOS-based DTP. The photo of the "MUSO" with Patrick Moore is genuine, and was scanned with a little hand-held scanner, and saved as a PCX graphics file. The drawing and the crossword were done with DELUXE PAINT, saved as LBM files, and converted to PCX using GRAPHIC WORKSHOP (a very useful Shareware program) before being imported into EVP.
    Ally says that the program is painfully slow at times, and she would love to try it out on a '486'.

Thanks to Ally for her efforts - especially as she is not even an ORIC user. Even though she is not an ORICIAN, she says that she is full of admiration for anybody who still uses the older,serviceable machines, and to top it all she says that OUM has become one of her favourite reads of the month.

BITS 'n' BOBS

'ORIC OWNERS'

The complete set of ten ORIC OWNER magazines are up for grabs. Best bid to include postage to OUM please. All proceeds to club funds. Thanks to Steve Marshall for donating them.
There is also a duplicate of issue 7 if anybody just needs that one.

GIVEAWAYS

Books for free:

THE ORIC-1 COMPANION - Bob Maunder.
THE ORIC HANDBOOK - Lupton & Robinson.
THE ORIC-1 and how to get the most from it - Ian Sinclair.

First claim basis to OUM.

MCP 40

Vic Baldwin is looking for a good home for an MCP 40 plotter/printer. All that is required is the cost of post/pkg.
Vic is at: 23 Weatherley Drive, Broadstairs, Kent. CT10 2EE (Tel: 01843 861545)

JANUARY 1996 O.U.M

Due to the Holiday Season, and my work-load during that period, the January O.U.M will not go out until about the second week of January. I would still like all your input A.S.A.P - by December 20th at latest please.
As we go to print I have recieved an excellent article from Fabrice Frances (Monsieur EMULATOR) on INTERACTING. In has haste to get the article to me, Fabrice had to handwrite rather than type it. Time does not permit me to type up and check the article, and therefore it is something to look forward to in 1996.

MESSAGE TO DAVID GOODRUM

David - some while back you wrote to me offering to readers a couple of issues of an old ORIC magazine. I've lost the information - can you PLEASE reiterate. Ta and apologies - Dave Dick.

CAPRI MARKETING

'CAPRI MARKETING' are a company that I and some of you out there have dealt with in the past. I checked them out recently, and they still have software/hardware for many old machines, and in fact all the latest CD-Rom software. John McKay will be happy to hear that they indeed have software for the C64.
To get a list(s), just send an S.A.E and state the machines that you are interested in.
Address is: CAPRI MARKETING, 9 Dean St., Marlow, Bucks. SL7 3AA
Tel: 01628 891101

Celebrate

THE HISTORY OF O.U.M. - Dave Dick
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Part One - Issues 1 to 50
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AS JON HAWORTH IS DOING A HISTORY OF THE O.U.M FRONT COVERS, I THOUGHT IT WOULD BE NICE TO GLANCE THROUGH SOME OF THE BACK ISSUES OF THE MAGAZINE AND PICK OUT SOME POINTS OF HISTORY - SOME YOU MAY NOT OF KNOWN,WHEREAS OTHERS YOU MAY JUST OF FORGOTTEN. A GLANCE AT THE FIRST 50 ISSUES THIS TIME AROUND AND ISSUES 51 TO 100 ARE LOOKED AT NEXT MONTH.

ISSUE 1 appeared in September 1987 - it had a cover price of 55 pence,was distributed/edited by Robert Cook,was 5 pages long,and consisted of games reviews.
ISSUE 4 shows XENON III to be too of the readers charts. You can buy software direct from France e.g. HUBERT,INTERTRON, and HOUSE OF DEATH for 12.95 each.
ISSUE 6 sees Robert start a series on Game Computing, and shows how to move a Spacecraft accross the screen - HAVE YOU CHECKED IT OUT MUSO?
ISSUE 8 and W.E SOFTWARE state "You now have to face facts, ORIC is dead." Robert Cook states: "OUM would like to carry on forever (at least 2 more years),but we may have to close down earlier,unless more interest is shown. But hopefully,it won't come to that." - that was 7 and a half years ago - OUM is no longer 5 pages long, membership has more than doubled - another 2 years would be great.
ISSUE 13 - a Paul Kersey-Smith tries to organise is to organise an ORIC show in WREXHAM - the MEET never comes about - Paul's Telestrat is now owned by Brian Kidd.
ISSUE 17 - HGC (run by Allan Whittaker) announce the release of FOOTBALL,STARWIND and WINTER GAMES - the first two are from the pen of Alistair Way - still a reader. Dave Dick joins the team with his "DAVE'S DATA" section - THE LAST WARRIOR is reviewed.
ISSUE 18 - Jon Haworth produces his first cover for OUM on an AMSTRAD - YUK!! OUM releases its first software title. Written by Robert Cook, THE HAUNT is a text adventure. ZORGONS REVENGE tops the Readers Charts.
ISSUE 19 - Ex - 'YOUR ORIC' contributor ARCHIMEDES joins the team. His article that didn't get into YOUR ORIC, due to its demise,is published in OUM. ARCHIMEDES is JON HAWORTH.
ISSUE 20 - RAMBLING IN THE ROM with Jon Haworth commences on an 'occasional' basis - every month is an occasion! Jon explains the differences between the two ATMOS ROMs.
ISSUE 21 - it is now May 1989 - the mag. is 9 pages long - Robert announces that he and Vincent Talvas (of the then CLUB DISCORIC) are working out the best way to translate and distribute OUM in France - another NON NON! Dave Dick reports on the ORIC stand at the London Alternative Micro Show. The stand is manned by Jon Haworth,Dave Utting and myself. Do you remember Pamella Bordes? You can buy an ATMOS from HGC for 45 pound.
ISSUE 23 - WILLY is released. Not a sexual thing - just a darn good game from France.
ISSUE 28 - the STAFFORD Micro Show is reviewed - Jon.Allan and I man the stand. Jon H becomes the U.K agent for CLUB DISCORIC. The release of GALACOSMASH from Alistair Way is announced. OUM software will now be available for the first time on 3" disc. The organisation of a SEDORIC disc is looked at.

THE HISTORY - continued
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ISSUE 31 - it is now March 1990 - the mag. is 11 pages long - Jon
Haworth's book ORIC - THE STORY SO FAR is reviewed - ESCAPE from
Alistair Way is previewed and Alistair informs us of his next title -
GRENADA - it turns out to be GRENDEL - and what a corker it is!
"ORIC-LIVE" is available on the CYCLONE Bulletin Board.
ISSUE 34 - it is June 1990 and Robert Cook sends out his last OUM. At
the same time he is to launch his MIRAGE software at the first ORIC
MEET to be organised in Aylesbury by Dave Dick.
ISSUE 35 - yours truly arrives as new Editor - the printing is not up
to much,but humour has arrived.
ISSUE 36 - at last some readership figures are available - issue 30
went out to 53 readers,issue 33 to 46, and issue 35 to 56 - the only
way is up! We reveal the use of bad language in NHL ICE HOCKEY
MANAGER from Arnt Erik Isaksen. Frank Bolton is back amongst us as he
queries the spelling of Disc and deplores the misuse of apostrophes -
some things never change! We have 62 readers.
ISSUE 38 - OUM becomes the longest running Oric magazine. The Public
Domain library now has 46 titles. INSECT INSANITY tops the readers
charts.
ISSUE 43 - and we report on the second Aylesbury Oric MEET - we see
Kimbo demonstrate his ASTRONOMY program, whilst Jonathan Bristow
unveils OBED , and we see a demo of WORD-SPEED.
 TETRIX from Andre Widhani is top of the software charts based on
sales.We agree with the CEO that we could print parts of their mag.
and vice versa. Non-CEO members can now buy their software. Jon
Haworth has got the ORIC database up and running - it will provide
labels,chase letters etc. Peter Bragg joins the team with his first
Machine Code article. Photos are used for the first time.
ISSUE 46 - we introduce some fun stickers into the layout. There are
22 pages. We have 87 readers. Now 72 P.D. titles and CEO releases
FLIGHT SIMULATOR,Mr.PRESIDENT and ROBINSON CRUSOE. We look at Packet
Radio and Fractals. Allan Whitaker (Oric Enthusiasts) starts to
serialise the great book from Geoff Phillips.
ISSUE 48 - our fourth birthday - Oric Baseball hats and T-Shirts are
available - the third ORIC MEET is reviewed. Kimbo raise 75 pounds for
club funds with his raffle. Jon Haworth gets his first TELESTRAT. The
top 3 in the P.D. charts are: DISK SPY, EVE, & ASTRONOMER.
ISSUE 50 - we reach the half century. Jon Haworth gives us the STRATOS
story. We have 100 readers as we welcome Trevor Shaw. Peter Thornburn
completes all 5 levels of KRYSTAL WORLDS.

 Next month we will look at issue 51 - 100.
In the meantime, don't forget to get your OUM INDEX from Jon Haworth
for only 1.50.
 If you want back issues of ORIC USER MONTHLY, then write to me with
your requirements, and I will quote a 'ball park' price and invoice on
despatch.

The U.K.'s *Least Wanted...?*

In the September/October issue of O.U.M., Dave put in a request for articles for the Christmas issue, so I've decided to put pen to paper (er..fingers to keyboard), to give a mention to some of the most commercially unsuccessful software and hardware releases of the last 15 years - Some deservingly, some not. Before I go on, I must mention the fact that I myself have no sense or reason when it comes to purchasing electrical or computer equipment - I still insist on using Betamax video recorders and 8 track stereo equipment - to the amusement of friends & relatives!

THE ATARI LYNX I have an unhealthy interest in this much under-rated piece of electrical wizardry, having recently picked one up at a car boot sale for £20. This machine is BY FAR the most powerful hand held console available in this country, of which the remarkable spec, and colour screen should have boosted the machine to the top of most peoples christmas list. When the machine was in it's early stage of marketing, it had only one competitor - the Nintendo Gameboy - as the Sega Game Gear had yet to be released. So, if it is so good, why did it fail? Sadly, during 1990 when this battle was in flow, the public expected to see a (rumoured) colour version of the Gameboy, which of course never appeared (except in the late Super Gameboy on SNES form). The old black and white Gameboy sold well, mainly because of this future expectation, & Nintendo's presitgious name (being at one stage, the most recognisable corporate logo after Coca Cola). By the time Sega appeared on the scene, the Master System & Mega Drive/Genesis were well established, so whatever they released was bound to be successful. So how do the three compare? Graphically, the Lynx tops the lot with it's 4096 colour palette, and hardware scaling chips (previously only available in arcade machines, the import Super Famicom, SNK Neo Geo etc), and custom chips which treat all screen objects as sprites. Add to this the great sound capabilities, very fast 10MHz CPU and 8Mb ROM cart capability, the machine blows away the competition on all counts. Special Reserve, a superconsole software supplier can let you have a brand new LYNX for just £29.95 with Batman Returns, and they offer a reasonable range of software too.

MINDER was an obscure Spectrum game, based on the 80s TV show, coded by one of the most innovative speccy programmers of all time. Minder was written in 1984, and released by DK Tronics, and it's author, Don Priestly (whose catalogue of classics included 3D Tanx, Popeye, Trapdoor etc.) scored a real blank with it. True, this game does not feature any outstanding sprites, sound or action, but has proved over the years to be my favourite game on any machine whatsoever, even preferable to my other favourites Sensible's Mega-Lo-Mania, Bullfrog's Theme Park, and Martech's Sam Fox Strip Poker (!). Unlike most TV tie-in games which were invariably dire, and had little or nothing at all to do with the TV show, this game captured everything that was great about the show. It is a trading game, in which you play Arthur Daley, who has the opportunity to buy a massive variety of stock, some kosher, some dodgy from other like-minded dealers. The game - though graphically unspectacular, features neat caricatures of all Minder's regular characters - Terry, Dave, Chisholm etc., & the massive array of people that you meet in the Winchester Club, have their own personalities and memories. Perhaps the best aspect of the game is the humour that you come across in the game. I recently bought a load of adult magazines in the Winchester club from a dodgy character, & then tried to sell them on to a dealer. OK, I thought when I tried to collect the money, and found the dealer wouldn't pay because the mags were all stuck together in clumps! Later I bought two crates of computer software (from different dealers). The first crate I made a massive profit on (They were tapes by DK Tronics), the second lot - the dealer sent back because they were for the MSX! If you loved the TV Show and find yourself watching the re-runs on UK Gold,

The U.K.'s Least Wanted

this is for you, if you want to recapture the cheeky cockney atmosphere, the fear of being caught by the Old Bill, and the risk of being done over in the Winchester.

The Sega 32X is perhaps the most pointless invention since the windscreen wiper for the Sinclair C5. Do Sega (TM) think we are stupid enough to pay £150 to turn our Mega Drive into a 32 bit machine, when we all know that the machine is to become obsolete almost immediately? On it's release a while ago, we all knew of the new Saturn, & that once it was available, there would be no software for this mushroom shaped mish-mash. In the past there have been computers made that were obsolete on their release, but at least you could maybe do a bit of programming on it. What can you do with a dedicated console with virtually no software?

RISE OF THE ROBOTS is probably the biggest hyped game of the past few years. It has nice graphics. That's it!
This release made it to nearly all formats Amiga 16bit, A1200, CD32, PC, PC-CD ROM, Megadrive , SNES, 3D0 etc, and magazine were saturated with ads for this spectacular game. It is universally agreed that this game is one of the worst games in game playing history, featuring zero playability (& a horrendous amount of disk swapping on Amiga versions), but shows the power of advertising. Although being the biggest pile of poo ever, it charted highly on all formats. However, to get an idea of how lacking the game is, you only have to look in Software swap shops, which are cluttered with copies (& the people trying to get rid of their copies!).

E T, briefly is the most unwanted game of all time. It's makers Atari thought they'd achieved a real good deal by gaining the rights to make a computer game of the film. In fact they were rather too confident, and literally millions of copies of the game had to be dumped in the Nevada desert!

The Falcon. Oh dear. Atari don't seem to be having a very good deal here... The Falcon 030 was the machine which could have changed the world. As an ex ST owner, I was eagerly awaiting it's release, & was all set to sell up and desert my Amiga to buy one of these cracking machines. Featuring a 68030 32bit CPU, CD quality sound, fantastic graphics, a high density drive, built in sound sampler it made the A1200 look pale in comparison (except on the graphics front). You only have to read the PCW review to see how amazing this machine is. However, due to a complete lack of marketing, and an extremely biased Amiga Format review, the machine was misrepresented, and therefore slated by it's main market - the ex-Amiga owner. Still available new, it has virtually no new software, and remains a very obscure machine, it's owners being extreme boffin types, or musicians. Damn you Amiga Format...

THE ORIC MICRODISC. Reading a few of my old Oric Owner mags the other day, I read an interview with Dr Paul Johnson. When asked what the next peripherals for the Oric we are likely to see next he mentions a Modem, quickly followed by 5.24" disks. When quizzed about the new 3" disks he says "We've got to wait until we see who wins. There are three formats at the moment 3", 3.5" and the 100mm.". Importantly, he goes on to mention "What's happening is that 5.25" drives are coming down in price so dramatically....it's fairly safe to go for the 5.25 inch". So Dr Johnson, what went wrong? Why did you pick the 3 inch drive? You were all set on producing a 5.25" drive, which I'm sure would have done the Oric a lot more good in it's early stages of life. Of course it was not your fault that the 3" drive did not succeed, but why didn't you go for the mainstream, and make a cheaper drive that could be afforded by many more people, that was established with a large number of users on other micros? From my own personal experience, it is nice to be individual, but to succeed! we sometimes have to go with the crowd.

VIDEO BACKUP, is one of the simplest, yet most useful can practical inventions get to appear on the Amiga (& other machines. For a mere £60 you can buy one of these doobries which allows you to back up 520Mb of data onto one 4hr video tape. Anyone who has had to back up a hard drive in the past will know what a time consuming and tedious job this is. I've only got a 85Mb hard disk, but it still means I've got to find loads of disks (880K each) in order to do this task. Then I've got the waiting and disk swapping. What I want to know is... why hasn't this device become more famous? Few home users want or can affords to buy a tape streamer, but most have a video recorder... For those interested contact Power Computing on 01234 273000

That's it anyway. I love an excuse for a good rant, and I hope Dave had the space to print it, coz' it was good fun. I hope it hasn't been too boring. If anyone wants to contact me, for any reason, to swap SW or anything, here's me address:

Simon Ullyatt, 6 School Lane, Butterwich, Boston, Lincs. PE22 0NU. I have the following machines: Oric-1 48k (tape), CBM64 disk, Amiga 1200 40MHz 6Mb, IBM PC-XT, Atari Lynx, Gameboy, Dragon 32, Colour Genie, ZX81, Spectrum, Amiga A500, SNES, Scorpion 16 (Mega Drive Clone). C-YA!

THE 6,000 FILE

No, it has nothing to do with e-X-tra terrestrial files. But it is a way of gathering information in a file that can be readily incorporated into any programme.

My long lesson programmes consist, as do most programmes, in many separate techniques. Each of these techniques can be filed apart and assembled as needed later for individual programmes. Imagine I have 10 techniques and in one programme I need six of them, 1,2,5,7,8,10. In another programme I need three of them; 2,4,and 9. I store each technique in the 6000 files. This means that each technique will be filed separately, but numbered from 6000 upwards instead of numbered as 10, 20, 30 etc. To assemble my programme I call the first file I need. I now have a programme which begins at 6000 and goes up in steps of ten to, let's say, 6240.
I re-number the programme with the instruction RENUM 10,10, and I now have a programme which is numbered 10,20,30 up to 250.
I call my next file and join it to the first file using the LOAD"FILENAME",J instruction. My new programme goes from 10 to 250 plus 6000 to, let's say, 7200. I use RENUM 10,10 again and get a programme that goes from 10 to 1450 and I am ready to call up my next 6000 file and continue until I have built up my large programme from a succession of smaller techniques.
This may seem like common sense but you would be amazed at the number of times we type in techniques which occupy from two or three lines up to more than a dozen when, if we had them in a 6000 file we could call them up and save lots of work. Here's an example.
    I'm in the middle of a programme and I suddenly realise that the CAPS message on the status line is a distraction, and I also need to use the line for a message. I already have a programme that goes from 10 to 650. So I call up my "status" programme on the 6000 file disk and "J" join it to my existing programme. I then type a GOSUB 6000 at the beginning of my programme and then RENUM 10,10 to incorporate my 6000 STATUS programme under a new number and make way for a new 6000 file to be added.
This, by the way, is as good a STATUS killer as any and I have it filed under "STATUS"

```
6000 FOR N = 48036 TO 48039
6010 POKE N,32:NEXT
6020 A$ =" MESSAGE FOR THE STATUS LINE"
6030 FOR N= 1 TO LEN(A$)
6040 P$ = MID$(A$,N,1)
6050 IF P$ = "" THEN X = 32 ELSE X = ASC(P$)
6050 POKE 48000+N,X:NEXT
6060 RETURN
```

The 6060 line is only valid when you have written in a GOSUB line.
Now the use of 6000 files for programmers may seem blindingly obvious, but I wasted time for years before becoming aware of its usefulness.

Happy 100th birthday to ORIC and all its users. Some of us are near enough to that age to appreciate what a record it is!! God bless Dave and all who sail with him.
P.S. Tell Jean I found the BUM (sorry, bomb) and shall jetison it from the aircraft over France when I go back to Spain on November 14th for a fortnight's convalescence with a view to buying a flat out there and escaping English winters. I thus hope, like ORIC and CEO permitting, to reach 100.

FRANK BOLTON

BRIAN KIDD , 32 KIER HARDIE CRESCENT , NEWPORT , GWENT . NP9 9DQ.
 IT'S THAT TIME OF YEAR AGAIN - HAPPY XMAS TO ONE AND ALL , AND GOOD LUCK IN 1996
 TO START WITH , HERE ARE THE ANSWERS TO LAST MONTHS POSERS.....

1) MAN'S NAME...... ANSWER = ROY

   BY ADDING THIS TO 'GBIV' YOU GET THE INITIALS OF THE COLOURS OF A RAINBOW - NOW THAT WASN'T TOO DIFFICULT EH !

2) HUGE >>>> TINY.....

HUGE > HUGS > TUGS > TUNS > TINS > TINY

3) RELATIONSHIPS......

 QUITE SIMPLE - THE ALCOHOLIC WAS A WOMAN

4) 'YES' OR 'NO'......

   BELIEVE IT OR NOT THE MAXIMUM NUMBER OF GUESSES TO FIND THE NUMBER WOULD BE TWENTY-FOUR (24) .

5) THE WORDSEARCH.....

   FIRSTLY RETURN TO YOUR GRID IN LAST MONTHS ISSUE. NOW LABEL THE ROWS , TOP TO BOTTOM , A - P , THEN LABEL THE COLUMNS
 , LEFT TO RIGHT , 1 -13 : YOU NOW HAVE REFERENCE POINTS.
 I SHALL LIST ALL THE BOARD GAMES TO BE FOUND IN THE GRID , EACH WITH A CODE WHICH SHOWS WHERE THEY START AND THEIR
DIRECTION , eg KENSINGTON - A2H.
 IN THE ABOVE EXAMPLE FIND POSITION A2 = 'K' THEN MOVE Horizontally.

OTHER DIRECTIONS BEING : V = Vertical & D = Diagonal.....

SNAKES AND LADDERS	- A5V	, FORMULA ONE	- K11V ,	CHINESE CHECKERS	- P6V
SHOVE HA'PENNY	- P1V	, MASTERMIND	- B12V ,	BACKGAMMON	- F10V
KENSINGTON	- A2H	, MONOPOLY	- D9V ,	SCRABBLE	- F5H
CAMPAIGN	- B2V	, BINGO	- F10V ,	DRAUGHTS	- E7V
CLEUDO	- I6D	, CHESS	- E9D ,	SKIRRID	- H3V
OTHELLO	- J9H	, RISK	- O5D ,	JIGSAW	- J13V
LUDO	- B7H	, HALMA	- E8V ,	DARTS	- B1D
GO	- C10D	, CAREERS	- P6H		

NOW FOR THIS MONTH'S SELECTION OF BRAIN TEASERS....

1) FIRSTLY DRAW A GRID OF NINE SQUARES ACROSS * 6 SQUARES DOWN , THEN TRANSFER THE FOLLOWING ROW INFORMATION TO THE GRID
, REPLACING EACH '*' WITH FILLED SPACE , AND EACH '$' WITH A BLANK SPACE.

```
        -- - - - - - - --
        * * $ * $ * $ * $
        A $ E * A * E $ E
        * $ A $ $ * $ A $
        $ E $ E $ $ E $ $
        * $ E $ O * A $ E
        $ E $ E $ A $ E $
        -- - - - - - - --
```

NOW , USING ALL THE FOLLOWING CONSENANTS CAN YOU COMPLETE THE GRID...

.... B D D D G G H H H N N N P R R R R R S S T T T T T ....

BRIANS PAGE - CONTD.

2) BACK IN ORICLAND , THEY HAVE FINALLY COME TO TERMS WITH THE CONFUSION CAUSED BY KING DAVE'S DECIISION TO CONVERT ALL TO HEXADECIMAL . HOWEVER POOR OLD DAVE (WELL HE LOOKS 60+) IS IN A BIT OF A QUANDRY .
YOU SEE , JUMBO JIM , CIRCUS OWNER AND RINGMASTER , HAS ARRIVED IN ORICAND , WITH A PROPOSITION FOR HIM. HE WANTED TO HIRE CASTLE BARNARD FOR A WHOLE MONTH STARTING ON APRIL 1st , AS A BASE FOR HIS STRANGE AND WONDEROUS ACTS.
JUMBO OUTLINED HIS PLANS - ELEPHANTS WOULD ROAM THE GREAT HALL , TIGERS WOULD PROWL THE DUNGEONS , AND FROLLICKING FREELY IN THE MOAT WOULD BE CROCODILES. AT THIS POINT JUMBO DEMANDED THE SNAP DECISION OF WILY OLD DAVE.
BEING OF A GAMBLING DISPOSITION , JUMBO OFFERED A CHOICE OF PAYMENT FOR THE CONCIDERABLE INCONVENIENCE THAT HOUSING THE CIRCUS WOULD CAUSE. BUT HE INSISTED DAVE CHOOSE ONE OR THE OTHER WITHIN FIVE SECONDS OR THE WHOLE DEAL WAS OFF , AND NOBODY WOULD PROFIT.
JUMBO WOULD EITHER.....
 1) PAY 2500 ORCS PER DAY , FOR EACH AND EVERY DAY OF THE MONTH OF APRIL (AN ORC ROUGHLY BEING THE EQUIVILENT OF ONE POUND STERLING)   OR
 2) ON THE FIRST DAY , HE WOULD PAY ONE TAMO , (100 TAMO'S = 1 ORC). FOR THE SECOND DAY IT WOULD BE TWO TAMO'S , FOUR FOR THE THIRD DAY AND SO ON , THE AMOUNT DOUBLING UNTIL THE END OF THE MONTH.

 KING DAVE THOUGHT SHORT (IT'S HIS HEIGHT YOU KNOW !) AND HARD (NO COMMENT !) FOR THE FIVE SECONDS ALLOWED (WHICH IS JUST AS WELL AS THAT'S HIS LIMIT ANYWAY !) , AND DECIDED FOR THE FORMER . THE CHOICE SEEMED GOOD - IN A MONTH HE WOULD AMASS A TIDY SUM - ENOUGH TO REPLENISH AND STOCK UP ON THE LATEST POISONS AND INSTRUMENTS OF TORTURE (A C.D. PLAYER AND A FEW KYLIE MINOGUE C.D.'S) , TO INDULGE HIS PASSIONS.
 SO HE AND HIS ENTIRE RETINUE MOVED OUT , TO THE HOME OF HIS CHANCELLOR , JON , WHOSE HOSPITALITY WAS ABUSED FOR THE NEXT THIRTY DAYS.

NOW THE QUESTIONS ARE.....

1) DID HE MAKE THE RIGHT CHOICE ?
2) HOW MUCH DID HE ACCUMULATE ?
3) HOW MUCH WOULD HE HAVE MADE , USING THE ALTERNATIVE METHOD OF PAYMENT ?

FINALLY FOR THIS YEAR , I BRING YOU THE RESULTS OF MY FREE DRAW . LISTED WITH EACH WINNING TICKET IS THE PRIZE . IF YOU HAVE A WINNER , SIMPLY SEND ME YOUR NAME , ADDRESS AND TICKET , AND I WILL RETURN YOUR PRIZE VIA THE GREAT POSTAL SERVICE.
 I DREW THE PRIZES OUT OF A HAT , WHILE MY WIFE STARTED THE DRAW - FOR THOSE INTERESTED , THE PROGRAMME USED TO DRAW THE NUMBERS IS AVAILABLE UPON REQUEST - GOOD LUCK ALL.....

PRIZE			
1)	'BOXY' PENCIL CASE.	PINK	205
2)	CALCULATOR.	PINK	166
3)	TORCH.	PINK	117
4)	WOODEN TRINKET BOX.	PINK	247
5)	TRAVEL ALARM CLOCK.	PINK	37
6)	CALCULATOR.	GREEN	258
7)	DISPLAY FOLDER .	GREEN	313
8)	DESKTOP LCD CLOCK.	PINK	137
9)	TRAVEL ALAM CLOCK.	GREEN	171
10)	DESK TIDY.	GREEN	161
11)	DESKTOP LCD.CLOCK.	PINK	22
12)	WOODEN TRINKET BOX.	PINK	116

FINALLY MANY THANKS TO STAN HOLDEN , WHO SENT A POSTCARD , ALL THE WAY FROM SPAIN , WITH LAST MONTHS ANSWERS - ALL CORRECT AS WELL ! WELL DONE STAN.

The 8-bit A to Z   PART 8

First on the agenda is a great big thank you to ALL who have helped to keep the Oric flag flying and helping this magazine reach it's 100th edition. An extra special thank you to Mr Dave Dick who has been a great help to me personally since I joined the OUM ranks. Where would we be without you ???

Right, on with this thing o' mine. I've made things a little difficult for myself by organising things be company names rather than the names of their computers so that the Beeb comes under 'A' for Acorn etc. I'm going to make an exception here and stick the Tatung Einstein under 'E' - so there !

* EPSON HX-20 I said I wasn't going to cover business machines but this one deserves a mention as it was one of the first computers to be truly portable, ie it didn't weigh half a ton and need a Transit van to shift the thing. It was quite a decent machine in its own right and I remember my Dad using one for a number of years in his pharmacy, using it to keep track of stock and place orders, (via a modem).

Designed by watch makers Seiko the machine had built-in LCD screen, micro-cassette recorder and mini-printer, (taking paper about the size of a till roll). It had an excellent word processor class keyboard, (hence 'WP' in previous articles), an extended version of MS BASIC and all the usual features but in a neat portable unit.

SPEC. 2 x 6301 CPUs 16K RAM. 20 x 4 LCD screen with adjustable angle an density control. 120 x 32 graphics PORTS RS 232C, serial TCS4450. provision for extra ROM and extra RAM . Bar code readers, modems, full size printers etc can be added.

Now, this review I have here states that the memory can be expanded upto 32K, but it says later that upto 28K can be added. 28 + 16 = 44 in my book. Anyway, not really a games players machine though some games were available but it was still a very capable machine that didn't lose anything for it's portability, which many of the previous attempts at portable computers did.

* TATUNG EINSTEIN Also known as the TC 01 this beast was the first home computer to have a built-in disk drive. It's a great big thing - bigger than the Beeb, but has some good features which make it worth while clearing a room out to find space for the thing.

This is one of those machines that has no built in BASIC -it came on disk. This means that you can have more memory free if you don't use BASIC, and you can have a choice of different languages with plenty of memory to spare. One of the languages available was a Z80 version of BBC BASIC which uses all the colours and sprites of the Einstein, but doesn't have all the screen modes of the Beeb. All the usual languages like Pascal, Forth, Dr Logo were available.

This is a well constructed machine that is a bit like a cross between a PET and a C64. It has lots of graphics symbols on the keys, 8 function keys, sprites and 16 colours (one is 'transparent' for use with sprites), and is a great hobbyists machine because of the masses of ports it has.

SPEC. Z80 CPU 80K RAM (including 16K screen memory) 8K ROM SCREENS. 32 and 40 x 24 Text. 256 x 192 graphics 15 colours + 'transparent', Sprites on upto 32 planes with 4 magnification settings.PORTS. Centronics, RS232, 2 analogue to digital joystick ports, (easy to use for robotics train sets etc),'Pipe'-similar to 'Tube' on the Beeb, User port and external disk drive port. Large built in speaker with volume control knob. Internal 3" drive. 67 WP keys with 8 programmable function keys.

The Einstein has the usual add ons available including the excellent TM 01 colour monitor. The Einy can produce monitor signals in either RGB or 'YUV' which is their own system. It turns out to be similar to that used by later computers. As the monitor has a socket for each of these signals, you can plug your Oric into the RGB and the Einstein into the YUV, or an Amstrad CPC, or an Atari ST. The monitor gives a good picture with all these machines so is worth getting on its own.

There was also a mono monitor which was better when using the 80 column screen add on. This gives a good 80 column display, but you cannot have the signal from the 40 column connected at the same time as the 80 column one. This means either the inclusion of a switch or pulling the plugs in and out a lot, or two monitors. Shame really.

The Einstein does have a struggling user group who constantly beg for donations but do manage to survive and provide a number of PD titles though not many games. This really is a good machine that deserves to have had more success - but it didn't and the software produced shows that it was never really used to its full abilities.

We shall have another look at 'Albert' next time and discover the 256. BYE

OUM 100th edition
CHRISTMAS SPECIAL

N.B. Please do not blame Dave Dick for the contents of the following two pages. They are entirely my fault. Merry Christmas to Orickers everywhere from Ally Scott!

WEATHER REPORT: Yesterday was cold. Today is cold. Tomorrow will be cold. (What d'you expect? It's winter!)   December 1995

SECRET IDENTITY OF SANTA CLAUS DISCOVERED!

EXCLUSIVE!

"It was the faded Bermuda shorts that gave him away!"

writes our fearless correspondent, "Wee Ally" Scott.

News to make hearts stop and eyes pop all over the country has unexpectedly come to our notice. After centuries of conjecture, the true identity of the Man in Red, Santa Claus, can at last be disclosed.

It was a chance sighting by our sharp-eyed photographer, Steve "Muso" Marshall as we returned through the suburbs of Aylesbury, Bucks, to the office after another assignment.

The postie knocked on the door. The door opened. And there he stood, dressed in full Yuletide regalia, red jacket, floppy red hat, big white beard and - faded bermuda shorts?

Well, obviously he had been in the middle of dressing when the postie arrived, and not wishing to miss any of his Christmas cards he had rushed to the door *without his trousers!*

There was no mistaking those knobbly knees, those trainers, those shorts!

"Please, please, no publicity!" he begged us. "I don't want the paparazzi camping behind the privet. And it would be such a disappointment for the kiddies to find out it was the milkman delivering their Lego
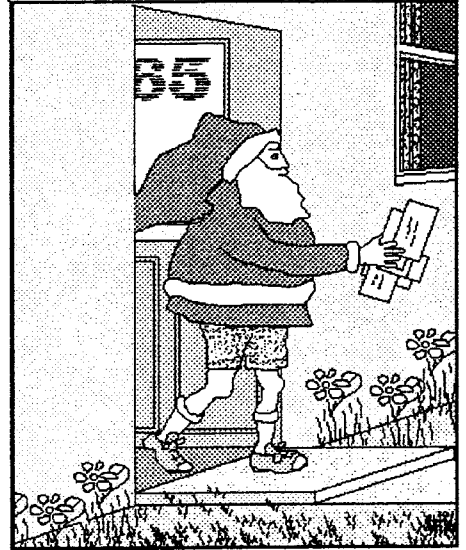
Santa Claus taking delivery of some Christmas cards.

and Sega Megadrives along with the yoghurt!"

We're sure the tabloids are far too busy trailing minor royalty, and as for the kids - well, doesn't everyone love their milkman? I mean, Santa Claus has to have a day job, doesn't he? What's he supposed to do the rest of the year - play with his Oric or something?

EXCLUSIVE!! SHOCK DICK-GATES DEAL!

Two of the biggest names in today's mega-buck computer world met today to finalise details of a surprise new software deal.

Bill Gates (22), brains behind Microsoft's near-monopoly operating systems empire sat down with Dave Dick (22), the genius behind OUM Publications, multinational computer publishing empire, and tireless promoter of the giant Oric Computer Systems, to discuss the launch of Windows 96 for Oric.

Dick's voluptuous wife Ann (22) served tea and home-made scones in their tastefully decorated suburban villa in lovely Aylesbury in the heart of rural southern England, and watched lovingly as her hunky husband, who could moonlight as a Schwarzenegger look-alike (as though he needed the money!!), signed the contract.

"He's a persuasive man, is Dick," commented Gates, as he put pen to paper. "The fact that his son Matthew (22) has swapped his camcorder for a sawn-off shotgun has absolutely no bearing on my decision to sign this deal."

The prediction is that come January 1996, the new operating system for the Oric Pentium Telestrat will be through the beta testing stage and ready to roll off the production lines. It should be available in your local branch of Oric World by the middle of that month.

"Unfortunately," added Dick, "the system is too memory-greedy to use on the older Orics, like the Oric-1 and the Atmos, but we have arranged a very good deal with Oric World and you can get a new Telestrat Pentium with Windows 96 for Oric thrown in free. The whole package will only cost £5,754.33 + VAT, and you get a Canon bubble-jet printer for only another £500. (Ink cartridges extra.)"

Sounds like this latest contender in the big money stakes is going to give Big Blue and Apple a serious run for their money.

We hope to be able to give you an exclusive preview of Windows 96 for Oric as soon as the beta version is ready for testing.

Christmas Singalong Corner

(To the tune of "Jingle Bells")

OUM! OUM! Oric all the way!
Oh what fun it is to use an Oric every day! Oh!
OUM! OUM! Oric all the way!
Oh what fun it is to use an Oric every day!

Sit down at your desk,
Plug your disk drive in,
Load Sedoric, boot it up
Put on a silly grin:
Browse through all your disks,
"What game shall I play?"
"Doggie or Magnetix, or
"Shall I write my own today?" Oh!
CHORUS

The World all wants PCs
With CD ROMs and such:
All singing and all dancing things -
I don't like them too much.
Who needs a gigabite?
Or Windows 95?
Who needs a silly Pentium?
Keep Orices alive! Oh!
CHORUS

DID THE ANCIENT ROMANS USE ORICS?

From our archeology correspondent.

In an exciting new excavation at the Antonine Wall, near Falkirk, Central Scotland, an unprecedented discovery has been made.

Dr. Maisie Fing and her team of archeological experts have found the remains of a battered, but still recognisable, Oric Atmos.

It was part of a larger find of road-making equipment. Dr Fing said yesterday, "my present theory is that the Roman legions, stationed in this area at the turn of the millenium, may have used the primordial Atmos to assist in their calculations for road-building operations. Any suggestions that they may have whiled away the long winter nights playing *Columns* is entirely spurious and without foundation."

Dr. Fing's team are presently engaged in a search for any sign of the disk drive or the actual disks used with the machine, although they do not hold out much hope of any data still being in readable form.

"I am keen to discover whether the Romans programmed in Latin," added Dr. Fing.

SPORT

Results have just come in from the latest **HOW FAR CAN YOU THROW THE SPECCY?** championships.

Runaway winner was Colin Cook who put on a colourful display of tactics before finishing with an incredible throw of 500metres.

Second was the Welsh champion, Brian Kidd, who spent most of the afternoon calculating wind speed and trajectories.

John Bristow, after arriving late, came third, but not before finding a bug in his machine. Dave Dick decided it was a mirage, and let the throwing continue.

Jon Hawarth, after a promising start, was unplaced, due to dropping his Speccy on his foot and breaking a bone. He had to be rushed to hospital and ended up plastered.

It was an enjoyable afternoon's sport, and we hope to repeat the competition next year, when the item to be thrown will be a Commodore PET. Start practising now, folks!

PLENTY OF LIFE LEFT IN ORIC, SAYS PATRICK MOORE

Patrick Moore is delighted to meet Steve Marshall.

AT A RECENT MEETING IN EDINBURGH, Steve "Muso" Marshall, our science correspondent, met up with famous TV astronomer Patrick Moore, and asked him his opinion on the future of the Oric in today's fast-changing world.

Mr Moore was his usual delightfully reserved self, and insisted on playing a few solos the xylophone before answering any questions.

"Of course Oric has a future," said Mr Moore testily. "It is a main sequence star in the constellation of Canis Major and has at least 15 billion years of life left in it. What a silly question! Next!"

Bemused, our Muso left before embarrassing himself further.

MORE BITS 'n' BOBS

A COLLECTOR

New reader, Charles Sherwood is a collector of original hardware and software. Another of his interests is research into the history of all Personal Computers of the 1980s - have you any literature that may be of help?.
  Charles prefers not to be on the Contact List. Therefore, if you have anything that you think may be of interest to Charles, would you please address your correspondence via OUM, and I will send it on.

MAGENETIX - oh no!

Just prior to the release of Jonathan 'Spot the Bugs' Bristows' 'MAGNETIX', I spotted an error. The default option was set to joystick. By changing a line in the program, it was then set to default to keyboard option 'A' and the problem was solved - OR SO WE THOUGHT!
  Steve Marshall informs me that after playing a game it sticks again - presumably on joystick option - thus ignoring the amended line in the program.
  Steve also informs me that if the disc is write protected the program breaks on the Hi-Score screen with error messages - it should of course (like any well written program) just warn that the disk is write protected.
  We look forward to the 'fixes' from JB.

COMING SOON to OUM

Re-appearing in the next issue will be the continuation of Jon Haworths Disassembly of the Oric Rom (Rambling in the Rom).
  Also coming soon will be Steve Marshalls article on the CHIP FAMILY TREE. Another article is planned from Matthew Coates, and we look forward to the return of Frank Boltons ENGLISH lessons.
  All this and more in OUM - your favourite monthly read!

THE LISTING

To change the message printed in Steve Marshalls listing on page 32, you just have to change the A$ message.

GRANDAD

Steve Marshall recently bought the cassette version of GRANDAD - a 'QUILLed' text adventure, from the pen of Paul Baker, and distributed by OUM.
  This was the only copy that I had left and it won't run - 'QUILLed' adventures were always a pig to duplicate. If you have a working copy then perhaps you could lend it to me. Perhaps with the help of 'BDDISK' I can save it to disk and then copy it back to tape. Unfortunately 'QUILL' programs will not run on disk.

RAINBOW ORIC - part 2

In some of the issues of the last issue of OUM an error crept into the RAINBOW ORIC article. In some instances pages 5 and 6 were transposed.
  Page 5 should start: " What you have done..."
  Page 6 should commence: " previous program..."
  Apologies for the error as the article would not of made sense!

Machine Code for the Oric Atmos (Part 51)   Peter N. Bragg

The Story so far
---------------- Recent issues have looked fairly intensively at the subject
of Zero Page instructions. In the last issue we had a brief bit of
speculation on the future in the shape of the system called "Taos", which
aims to provide a common interface to the centre piece of all microcomputers,
which is the microprocessor, also known as the central processing unit (CPU).

Cutting things down to size
------------------------------ The idea behind that last article was to show
that all microprocessors have the same essential operations. They all fetch
an item of data into a storage unit, (ie. Accumulator or Register) and
modify it (ie. Add, Subtract, Rotate or Mask, etc.) and then put the result
into the required location. The actual number of these data modifying
operations is not very large. In fact, you may have noticed, if you have
been following this series for some time, that most of the instructions are
concerned with the many and various ways to fetch, copy or access data. A
prime example of this was the Zero Page instruction set, that we have been
looking at, in the last few issues.

The point is that we do not necessarily need the whole microprocessor
instruction set in order to write software. I tried to illustrate this point,
by using an abreviated instruction set, very early in the series.
Oric's 6502 microprocessor uses some sixty odd instructions. In that article
(number 16), the set had been reduced to a set of little more than twenty
instructions.

Reducing the number of instructions to a bare minimum in the first place,
makes it much easier to write software at the start. Later on, you will find
that the more complex instructions are much easier to understand and use,
because of the experience gained by using that initial core set of simple
instructions.

Remember that simple core set of instructions again, when you eventually
move on to another machine and microprocessor and then look for their
equivalent in the new machine. This will give you a head start with
programming on the new machine. It stands to reason that if we can get to
grips with the few essential functions when using another machine with a
different microprocessor, we should be able to write software for it in the
same way as we can do for the Oric.

It's really all about gaining experience. Reading about machine code
programming is useful, but you wont get far until you have actually had a go
and found that it all goes wrong and the computer hangs up in a big way.
Persist and you will get it right and then there are no limits to what you
can do. We have all been down that route. There is no harm in crashing the
computer, if there was, mine would have been spread around Surrey long ago !

We have other ways of making you program
-- As I said above most instructions
are concerned with fetch, store and access operations. The reasons for the
various different types is that we usually need to operate on large amounts
of data. Single bytes are easy to access on their own, but we are much more
likely to want to deal with a whole screenful or more, as quick as possible
and it is preferable that we dont have to fetch them one at a time.

As we have seen, the usual way to deal with a large number of data items is
to count them into the Accumulator, using a second register to do the
counting. That second register ("X" or "Y" in the 6502) is called an index.
Other microprocessors use a similar system, although inevitably, they will
use a different name for each of the registers and quite likely the
instruction labels will be a bit different too. However, the principle they
use is the same as in our Oric's 6502.

There are other ways of fetching or copying data bytes, that are fairly
simple and dont necessarily need to use a second register as an index.
Instructions are themselves, items of data and can be written to, just like
any other form of data. Now this technique would be frowned on in some
circles. Those of us brought up in the genteel world of the BBC Micro, have
always been forbidden to use four letter words like PEEK and POKE and anyone
POKEing the screen RAM, would face instant excommunication. The idea of
POKEing an instruction would be unthinkable. However, in the world of
minature aviation, they are made of stronger stuff and are more inclined to
ask "will it fly ?". In other words, if it works and is useful, who cares ?
Lets make good use of it.

The Write Way
------------- If you look at two typical load or store instructions, the
Absolute versions of "Load Accumulator" (LDA) or "Store Accumulator" (STA)
for example, you will find that they are each made up from three hex bytes.
The first byte is always the opcode, which defines the actual instruction.
Instruction "LDA" is indicated by the hex value AD as it's first byte.
Change that hex value to 8D and the instruction will become an "STA" instead.

That's the first byte of the instruction. Now the second and third bytes of
the instruction are the operand and they contain the data that controls the
instruction operation. In the case of our examples, "LDA" and "STA", these
two bytes hold the Absolute address where the item in the Accumulator is
either fetched from, or stored at. In the case of an Absolute address, the
two byte value makes up a full four digit address, the first of the bytes is
the lowest two digits of the address and the second of the two bytes is the
highest two digits of the address.

Now, if you were to use an indexed instruction, you will find that you can
only access up to a maximum of 100hex/256decimal addresses at the most.
However if you use an ordinary Absolute instruction and alter its address by
POKEing a new address into it directly, you have no such limits and you can
literally reset it to fetch a data item from, or store an item in a location
anywhere in memory.

The way I do this, is to instal the instruction in a parameter (data) block
and call it as a subroutine. This needs four bytes in the parameter block,
one for the instruction opcode, two for operand/address and one for the
"RTS" instruction to complete the subroutine. The address is set, updated
and controlled by a couple of simple routines. One such instruction set up
like this, can be called up for many different operations, each controlled
by a different set of routines.

Yes, it is longer and slower than the Zero Page/Indexed equivalent, but it
is not limited by the space available in Zero Page, quite a useful point if
you are writing software to run on different computers. The fact that it is
a bit slower is not important in a lot of cases. This is machine code after
all, which is usually a heck of a lot faster and takes up much less space
than other languages..More next time.

THE GAMESTER

TETRIS/TETRIX

An error has crept in to recent HI-SCORE tables. The scores for TETRIS (French) and TETRIX (German) have been mixed up, though that for TETRIS GB (British) remains correct.
Correct Hi-Scores are:

TETRIS - 9,983 - Jon Haworth
TETRIS GB - 15,835 - Henry Marke
TETRIX - 2,418 - Denis Bonfield.
===

SOKOBAC

On the NET and on the last CEODISC, SOKOBAC is proving popular amongst Gamesters.
Henry Marke informs me that he has now completed 36 of the levels, but that 24 levels have currently got him by the Knackers! (his words - not mine).
Henry intimated that he thought some levels to be impossible. I'm afraid Henry is wrong, as Jon Haworth insists that he has completed all of the levels. There is some trickery in the game - all is not what it seems - some of the walls move.
Now for Henrys' Low-Score table on SOKOBAC:

LEVEL	MOVES	LEVEL	MOVES	LEVEL	MOVES
1	769	2	458	3	512
5	603	6	1618	7	619
8	746	9	921	10	346
11	1466	12	1315	13	618
14	787	15	622	17	559
19	201	20	305	21	794
22	925	23	738	24	684
25	1612	26	730	28	540
30	534	32	1036	37	518
38	776	42	261	43	402
44	522	45	741	46	1124
49	768	54	1408	60	868

GET YOUR LO-SCORES off to Steve Marshall at the usual address.
Send your sketches to me of any tricky screens you have solved and I will print them.
Henry has sent me one of level 7, which I will publish in the next issue.
===

RINGO

'RINGO' is an old piece of software from Elephant Software.
What is supposed to happen in this puzzle game is the following:
There are two intersecting rings of beads. Each ring contains beads of two colours,and the colours are different in each ring. The colours are sorted roughly into four halves,where the rings intersect in two places. What is supposed to happen is that each ring in turn rotates in one direction or the other, moving all the colours around and in particular, moving the beads that are occupied at the intersections of the rings. one bead belonging to the ring that is revolving, and the other being moved out of the stationary ring and thus being 'captured' by the moving ring. After this happens a few times, the order of the beads becomes mixed up, and it is the job of the player to get the pattern back to the original, by rotating each ring in turn in either direction.
NOW FOR THE PROBLEM - my disk version performs exactly as Colin Cooks' cassette version - wrongly! No matter what level you choose, the resulting pattern in the rings is the same, and is unsolvable. As Colin says - "A pity, because it is an intriguing game,which I would have liked to play, even though the graphics and movements leave much to be desired.
Does anyone out there have a version that performs as it should?
We would of thought that the author (R.F.Frier) must have had it working at one time - perhaps a last minute pre-launch modification caused a glitch! Do you know of the wherabouts of the author?

COVER STORY - an illustrated reminiscence

by Jon Haworth
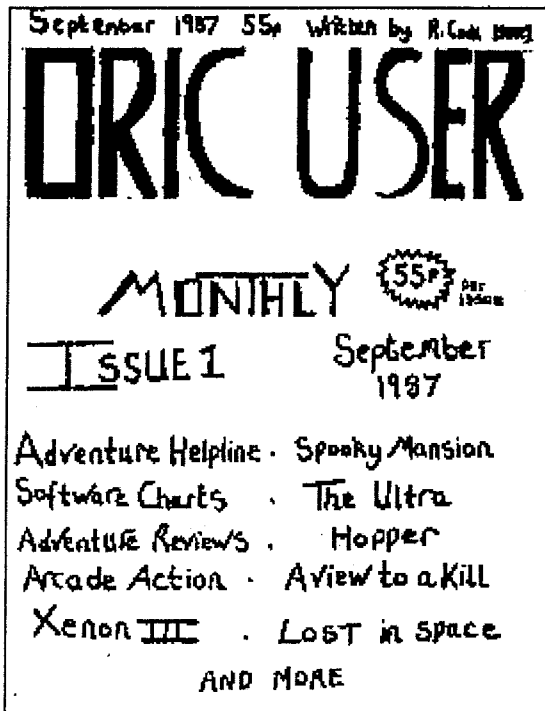
September, 1987 - and Robert Cook hand-drew the informative cover (left) that launched the adventure that as to be O.U.M. I was not involved at this stage, and remember that this was the Autumn when 'Your Oric' waited 6 months between issues, when Theoric was about to cease publication in France, and Oric France crashed. Hardly an auspicious beginning...

September, 1988 (13) - one year in. The cover disappeared after issue 4, and for over twelve months the magazine appeared with a front page reminiscent of the old 'Times'.
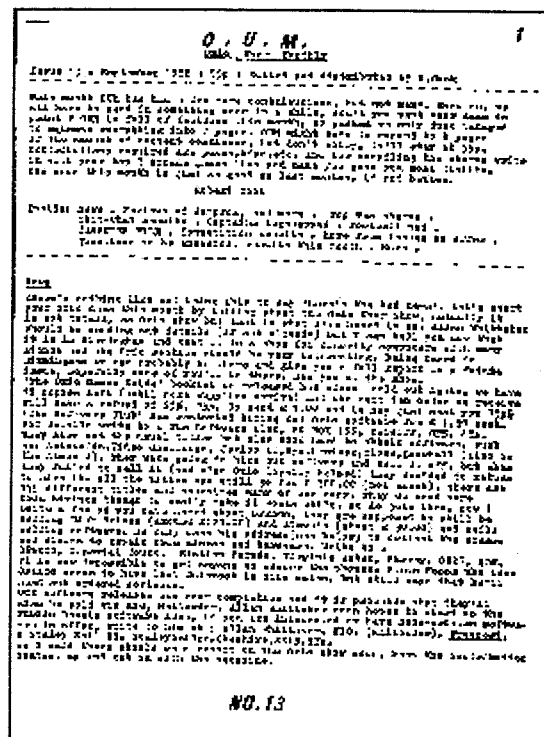
February, 1989 (14) - I had got hold of issue twelve, I think it was, and little realising what lay in store, volunteered to prepare a cover for Robert. It was done on my old Amstrad 6128, using a DTP package called 'Stop Press' which was to figure large on covers for the next year or so. No pictures here, but I was at least playing with fonts...

No. 20   April 1989

April, 1989 (20) - the first 'birthday' cover, and the theme of a central picture was firmly established. Believe it or not, these drawings were put together dot by dot in the Amstrad DTP software package - as indeed was the 'Oric' symbol at the top.

Number 24   August 1989

Number 28   December 1989
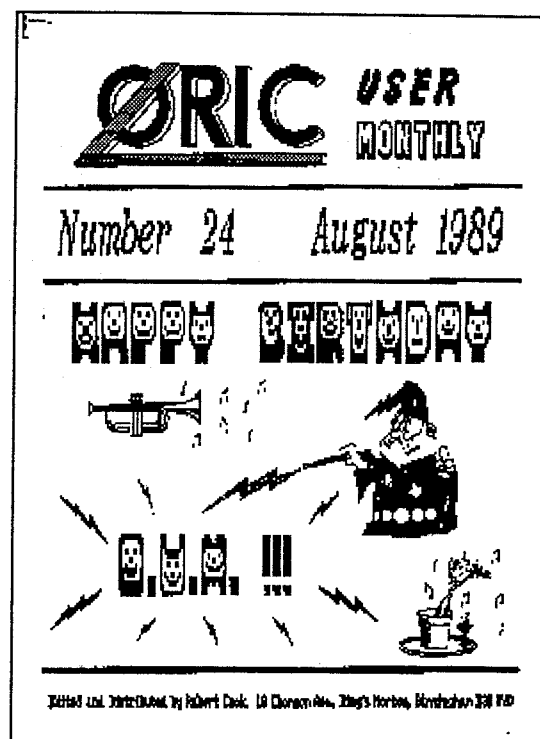
August 1989 (24) - and OUM reached its second proper birthday. Now the fonts and graphics from 'Stop Press' are really taking hold! Note the evolution of the cover layout.
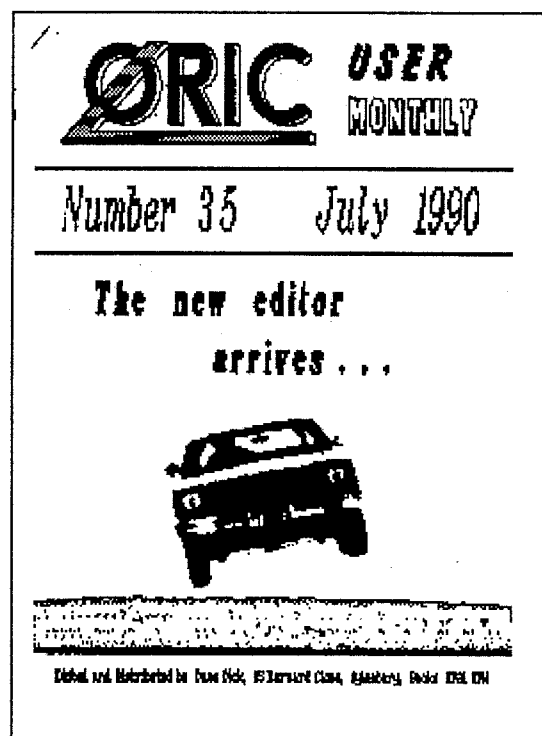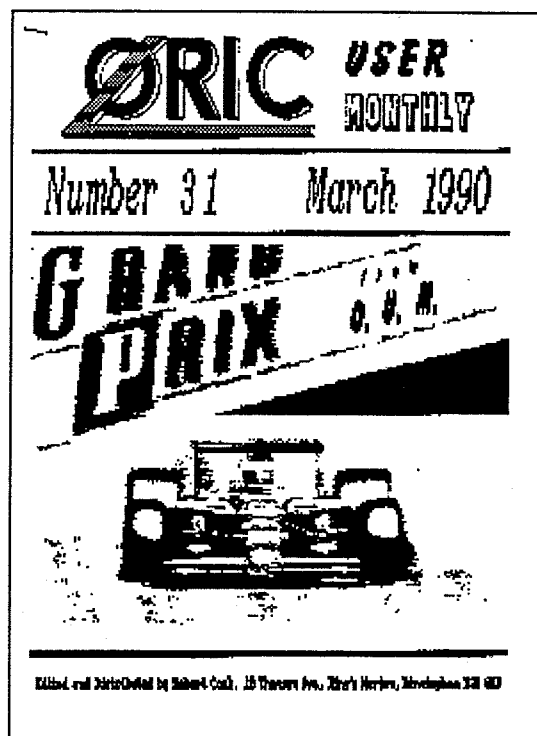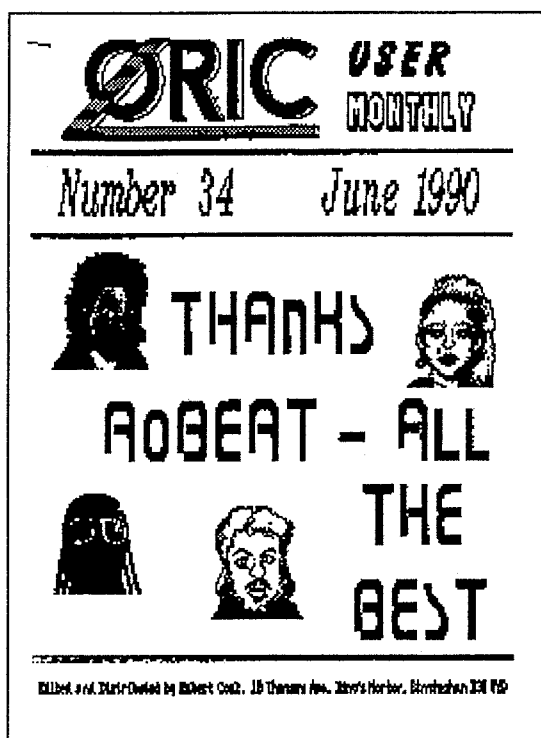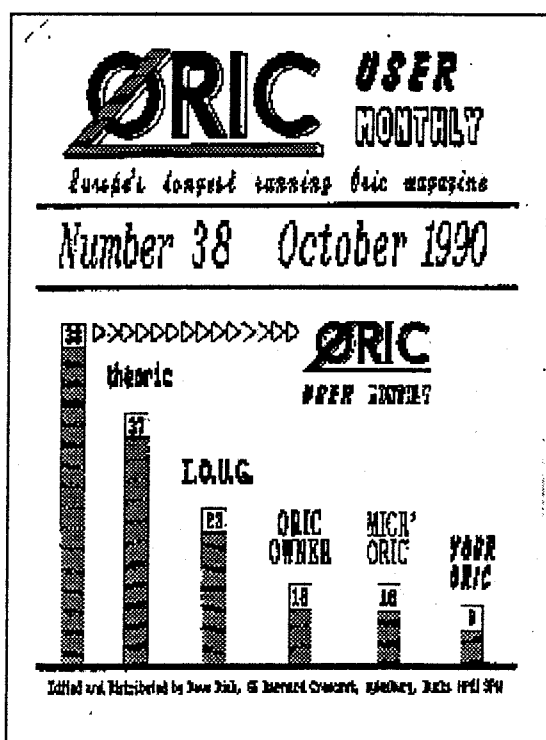
December 1989 (28) - my wife was to blame for this one. I was searching for an idea for the Christmas issue when she suggested an Oric appearing like a silver sixpence from a Christmas pudding would suit. So, to the Amstrad, and after literally hours of fiddling, still dot by dot, this was the result. I have to say I was actually rather proud of it in the end!

March 1990 (31) - a Christmas present
I received that year was a piece of kit
that enabled me to capture television
pictures on the trusty Amstrad. This
was my first use of it, to advertise
Alastair Way's new game That really
is Nigel Mansell !! The cover layout
had settled into this regular format.

Now the covers reflected a pivotal change
in OUM, the change of editor. We said
goodbye to Robert Cook in June 1990 (34)
with a cover reflecting his love of pop
music - though he was convinced the
picture of Madonna (top right) was of
Debby Gibson! The pictures came from
an Amstrad game called 'The Rock Star
Ate My Hamster', using my latest acquisition,
a screen capture unit called a 'Multiface'.

Robert's departure was immediately followed
by Dave's arrival, July 1990 (34) and what
better symbol for that than a flying Ford
Cortina, the car that figured so strongly in
our accounts of Meets at the time. This was
actually a screenshot from 'The Dukes
of Hazzard!

ØRIC USER MONTHLY
Europe's longest running Oric magazine
Number 38 October 1990

ØRIC USER MONTHLY
with Oric Enthusiasts
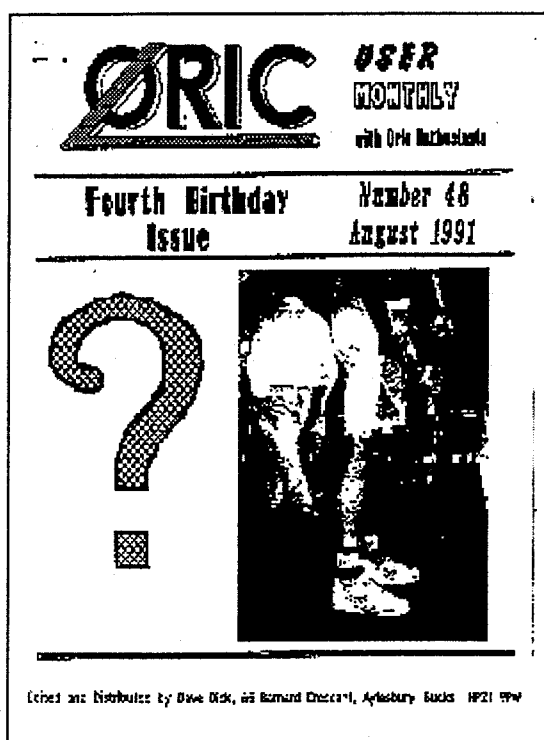Europe's longest running   Number 45
Oric magazine   May 1991

October 1990 (38) - this was a simple cover, for OUM had overtaken even Theoric as Europe's longest-running Oric magazine ever, a phrase that was to adorn the banner heading for almost three years! We are still with the Amstrad here, but were about to embark on a new phase of cover 'pictures', cartoons culled from the early French Oric magazine 'MicrOric'. They were too good to let them fade into obscurity. A classic example of this was the cover for March 1991 (43). This is just how a review of the Jasmin drive was illustrated!

ØRIC USER MONTHLY
with Oric Enthusiasts
Europe's longest running   Number 43
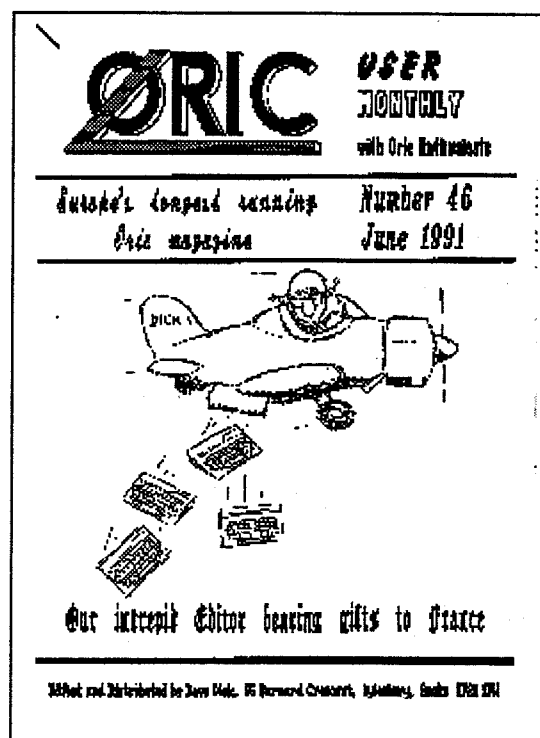Oric magazine   March 1991

An Oric fan !!
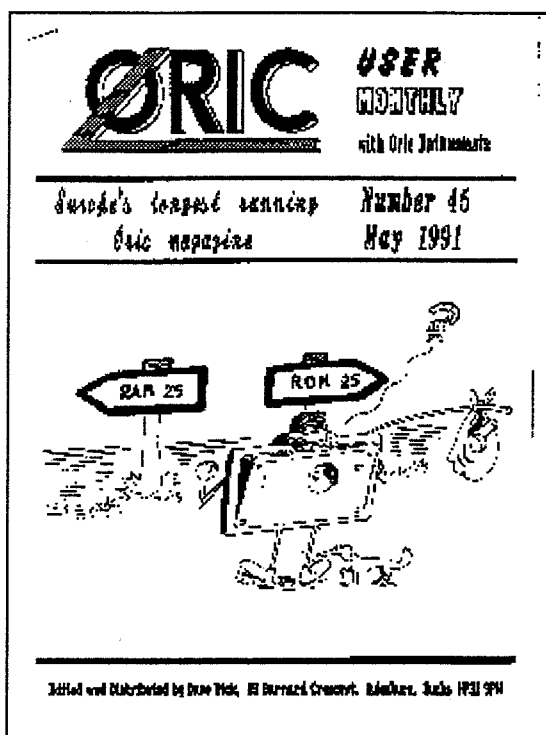
May 1991 (45) - another splendid French cartoon, but this cover holds particularly fond memories that have nothing to do with its appearance. Dave had coincidentally got lost on the M25 (yes, really), and was quite convinced that someone had spilt the beans to me, leading to the tongue-in-cheek cover. It was, as I have always insisted, pure coincidence!
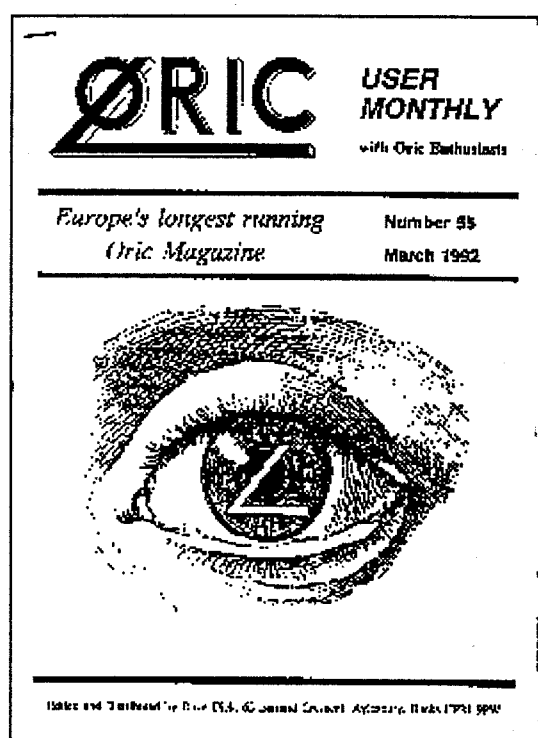
June 1991 (46) - I did like those French cartoons. This one celebrated Dave's first visit to Paris for the 1991 summer Club Europe Oric meeting. The caption at the bottom reads, 'Our intrepid editor bearing gifts to France'. Note that the legend 'with Oric Enthusiasts' (Allan Whitaker's successor to H.G.C.) is now a regular feature on the cover.

August 1991 (48) - another birthday reached, and the first use of a photograph on the cover. This one was taken by Nick at the OUM Meet in July that year. Goodness knows why he took it, but Dave's shorts were the talk of the day!
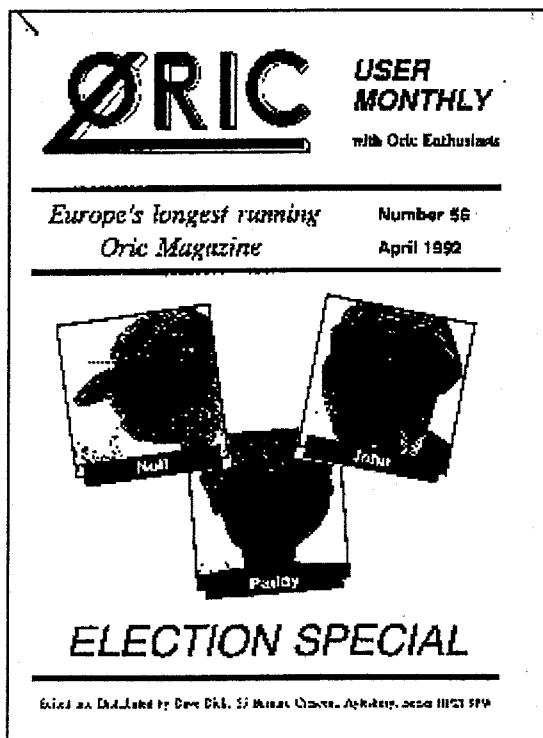
March 1992 (55) - in the autumn of 1991 there was a sea-change in the way I did the covers - I acquired a PC portable. Although covers were now of much better quality, the temptation to save time by using ready-made graphics was often too strong to resist. This was an example where I had a bit more time available, and again is one I was particularly pleased with. A true 'tromp d'oeil'!
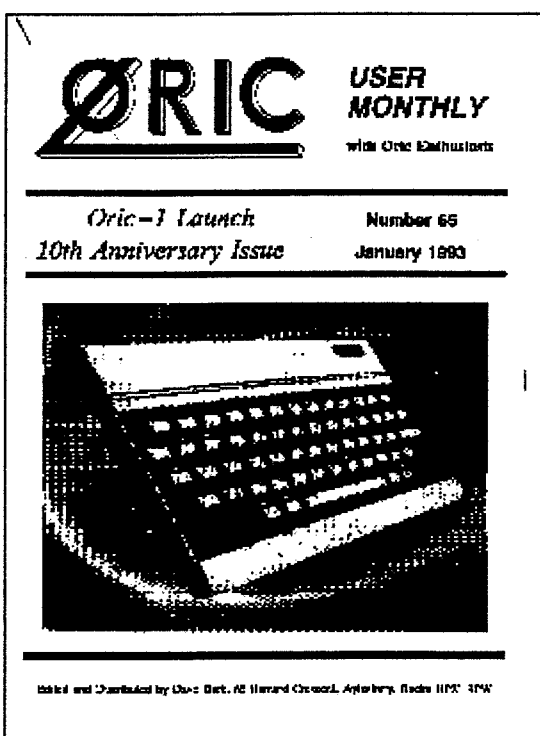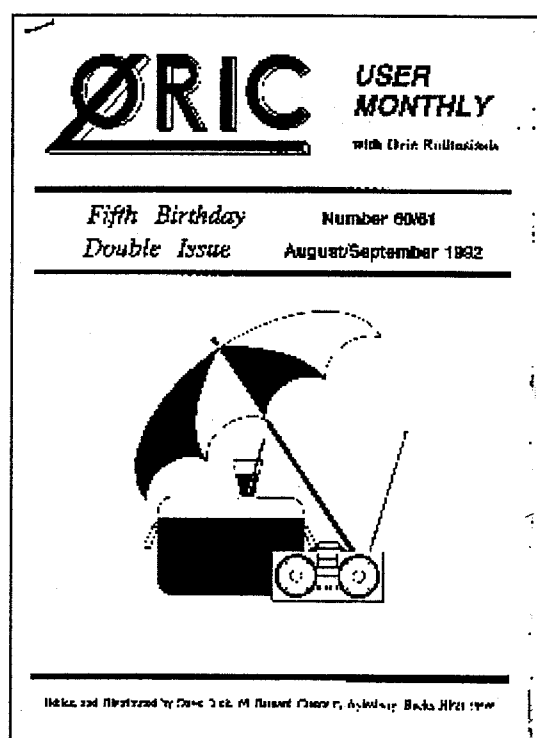
ØRIC USER MONTHLY
with Oric Enthusiasts

Europe's longest running Number 56
Oric Magazine April 1992

ELECTION SPECIAL

April 1992 (56) - very rarely have I gone 'off-topic', but this was one notable occasion. Did we fail to influence the result?

August/September 1992 (60/61) - our first double issue (I think), and as the replacement header says, a Fifth Birthday one at that. The graphics are a good example of the standard fare available on the PC.

ØRIC USER MONTHLY
with Oric Enthusiasts

Fifth Birthday Number 60/61
Double Issue August/September 1992

ØRIC USER MONTHLY
with Oric Enthusiasts

Oric-1 Launch Number 65
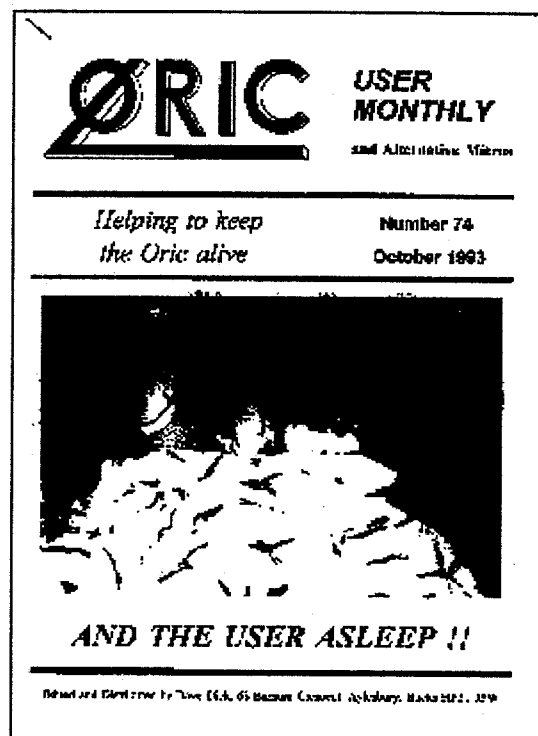*10th Anniversary Issue* January 1993

January 1993 (65) - well into our second half-century now, this issue celebrated a very important birthday - the tenth anniversary of the launching of the Oric-1 back in 1983. The cover also marks a new source of pictures. The previous November I had completed the illustrated Second Edition of 'The Story So Far', and so had a store of images scanned from old magazines - yes, I had now added a hand scanner to the weapons at my disposal.

ØRIC USER MONTHLY
with Oric Enthusiasts

Europe's longest running Number 69
Oric Magazine May 1993

NEW!!

**ORICALL
Bulletin Board**

See inside for full details

Edited and Distributed by Dave Dick, 42 Bernard Crescent, Aylesbury, Bucks HP21 9PW

ØRIC
USER
MONTHLY
with Alternative Micros

Number **77**

January 1994

*Keeping the
Oric alive*

Edited and Distributed by Dave Dick, 42 Bernard Crescent, Aylesbury, Bucks HP21 9PW

May 1993 (69) - saw the start of that famous precursor of the Internet, the Oricall Bulletin Board. Unfortunately there were just not enough modems about, and the trunk phone calls were a bit off-putting.

October 1993 (74) - the Oric Meets are always a ready source of cover pictures, and this was one of the best. Dave Wilkin relaxes with his teddy bear after a long hard day at the Meet! Note the precursor of a new cover layout in the change of wording of the heading, 'with Alternative Micros' and 'Helping to keep the Oric alive'.

ØRIC USER MONTHLY
and Alternative Micros

*Helping to keep
the Oric alive* Number 74
October 1993

AND THE USER ASLEEP !!

Edited and Distributed by Dave Dick, 42 Bernard Crescent, Aylesbury, Bucks HP21 9PW

January 1994 (77) - a new year, and a new cover layout. The reaction from readers was deafening in its silence, so at least I didn't upset anyone! Note that we are now 'Keeping the Oric alive', rather than helping to do so.
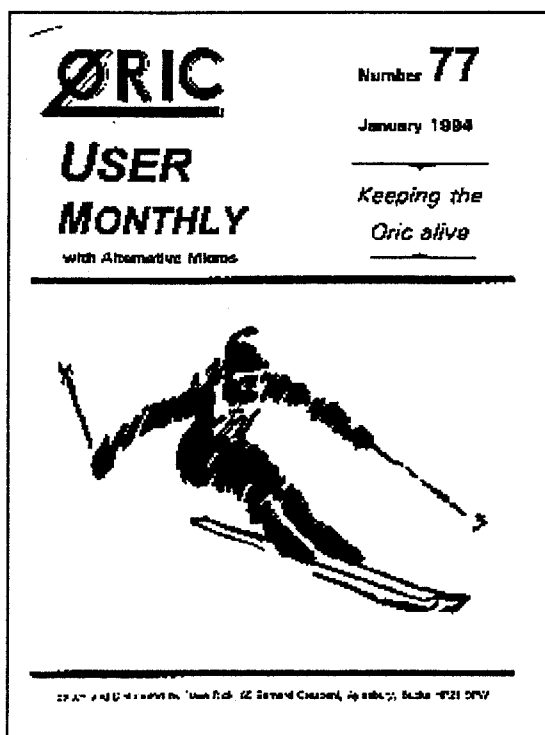
July 1994 (83) - 1994 was an odd year for me after I spent 6 months off work. This cover recorded the summer Meet, which I managed to attend on crutches between breaking my ankle and suffering a prolapsed disc (and that is how the doctors spell it!). The century was coming into view at last...

June 1995 (94) - and so to this year, and following the red cover for the previous month's double issue, the big news broke - the Oric had arrived on the Internet. This cover celebrated the fact; the smudge on the top left corner is Brian's draw ticket!
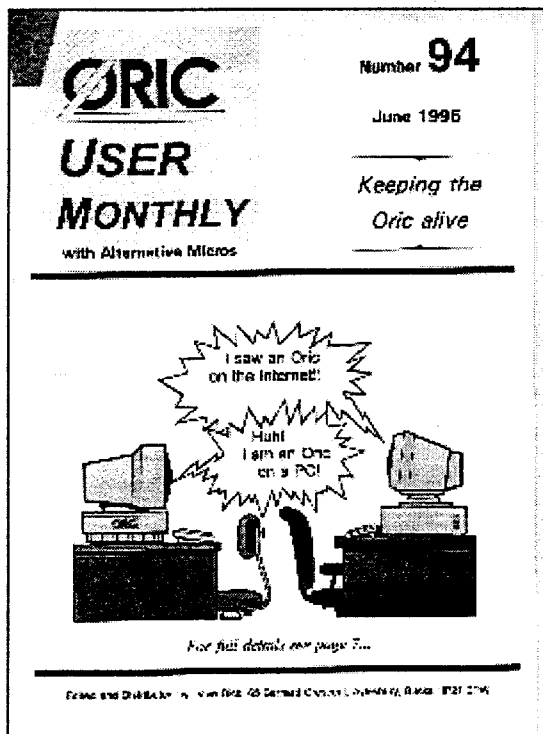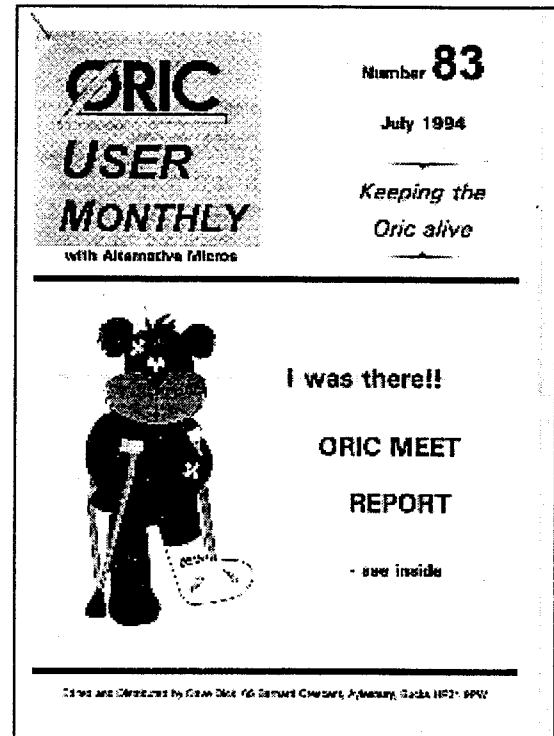
Conclusion

So, after 100 issues, and 83 covers for which I have been responsible, was it worth it? In fact only you can truly answer that question. From my own place in all this, I can only say that I have thoroughly enjoyed the monthly challenge of wrapping Dave's goodies.

I hope this review has brought back some memories, and let's now look forward to the next hundred... Don't say it won't happen, we said that when we reached fifty!

Jon Haworth

```
10 CLS
15 CC=2
20 FORYY=0TO25
30 PLOT1,YY,CC
35 CC=CC+1:IFCC>7THENCC=1
40 NEXTYY
60 A$="oum*ORIC*"
70 DIMT$(76):L=LEN(A$)
100 FORJ=0TOINT(38/L)
110 FORI=1TOL
120 T$(J*L+I)=MID$(A$,I,1)
130 NEXTI:NEXTJ
140 C=0
200 A1=1:P=1:C=C+1:IFC=24THEN999
205 PRINT
210 READA:A1=A1+A:IFP=1THEN300
240 FORI=1TOA:PRINT" ";:NEXTI:P=1:GOTO400
300 FORI=A1-ATOA1-1:PRINTT$(I);:NEXTI:P=0
400 IFA1>38THEN200
410 GOTO210
600 DATA38,38,8,1,5,3,9,3,9
610 DATA 6,3,4,5,7,5,8,4,5,3,7,5,7,7
620 DATA 4,5,3,3,1,3,5,3,1,3,7,6,3,2,3,3,3,3,3,3,3,3,6
630 DATA 6,3,2,3,3,3,3,3,3,3,6,6,3,1,3,5,3,1,3,5,3,5
640 DATA 6,3,1,3,5,3,1,3,5,3,5,6,3,1,3,5,3,1,3,5,3,5
650 DATA 6,3,1,3,5,3,1,3,5,3,5,6,3,1,3,5,3,1,3,5,3,5
660 DATA 6,3,1,3,5,3,1,3,5,3,5,6,3,1,3,5,3,1,3,5,3,5
670 DATA 6,3,2,3,3,3,3,3,3,3,6,6,3,2,3,3,3,3,3,3,3,6
680 DATA 6,3,3,3,1,3,5,3,1,3,7,6,3,3,7,5,7,7
690 DATA 4,7,2,5,7,5,8,4,7,3,3,9,3,9
700 DATA 38,38
999 END
```

STEVE MARSHALL COMES UP WITH A LISTING THAT PRINTS THE 'ORIC OUM 100' PRINT AS DETAILED BELOW. IT WILL PRINT IT ON-SCREEN IN COLOUR.


```
oum*ORIC*oum*ORIC*oum*ORIC*oum*ORIC*ou
oum*ORIC*oum*ORIC*oum*ORIC*oum*ORIC*ou
oum*ORIC oum*O    *oum*ORIC    m*ORIC*ou
oum*OR    oum*       oum*ORI      *ORIC*ou
oum*      oum         um*OR         ORIC*ou
oum*      oum   I     um*OR    o    ORIC*ou
oum*OR    ou    RIC    m*O     *ou   RIC*ou
oum*OR    ou    RIC    m*O     *ou   RIC*ou
oum*OR    o    ORIC*    *     C*oum   IC*ou
oum*OR    o    ORIC*    *     C*oum   IC*ou
oum*OR    o    ORIC*    *     C*oum   IC*ou
oum*OR    o    ORIC*    *     C*oum   IC*ou
oum*OR    o    ORIC*    *     C*oum   IC*ou
oum*OR    o    ORIC*    *     C*oum   IC*ou
oum*OR    o    ORIC*    *     C*oum   IC*ou
oum*OR    ou    RIC    m*O     *ou   RIC*ou
oum*OR    ou    RIC    m*O     *ou   RIC*ou
oum*OR    oum   I     um*OR    o    ORIC*ou
oum*OR    oum         um*OR         ORIC*ou
oum*       m*       oum*ORI      *ORIC*ou
oum*       m*O   *oum*ORIC    m*ORIC*ou
oum*ORIC*oum*ORIC*oum*ORIC*oum*ORIC*ou
oum*ORIC*oum*ORIC*oum*ORIC*oum*ORIC*ou
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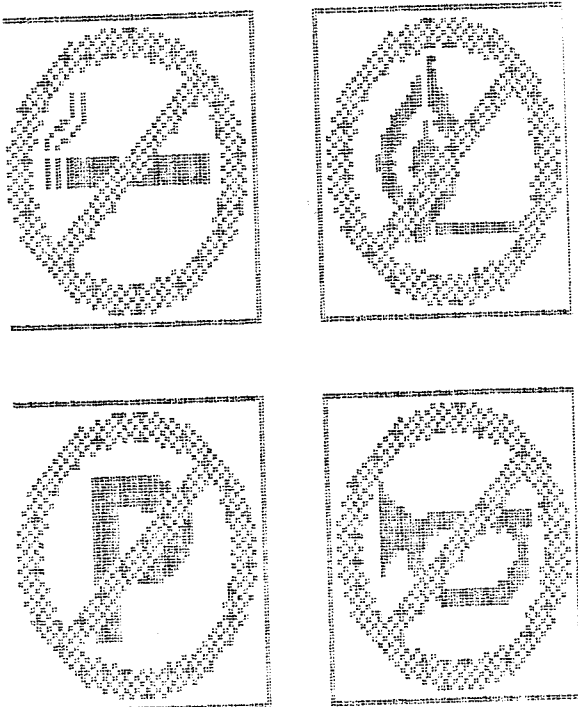
AND SO TO THE BACK PAGE OF THIS HUGE ISSUE. THANKS TO ALL THE EFFORT THAT YOU HAVE PUT IN WITH ARTICLES. ALSO A BIG THANK YOU TO 'STATCO'. THEY HAVE BEEN RESPONSIBLE FOR PHOTOCOPYING THIS AND MANY OTHER ISSUES OF O.U.M. THEY HAVE DONE A GREAT JOB, CONSIDERING SOME OF THE DEADLINES THAT I'VE SPRUNG ON THEM.

THE MEETING OF THE EDITORS.

ON THE WEEK-END OF NOVEMBER 26/27, I   GOT TOGETHER WITH ROBERT COOK (FOUNDER AND EX-EDITOR OF O.U.M). IN BETWEEN SUPPING ALE, PLAYING POOL, AND ATTENDING ONE OF MY PUB DISCOS; WE DID SOME 'ORIC-ING'. ROBERT WAS IMPRESSED WITH THE STRIDES THAT THE ORIC HAS MADE OVER THE PAST FEW YEARS. SO MUCH SO,IN FACT, THAT HE HAS DECIDED TO INVEST IN A DISK SYSTEM.   ROBERT WAS SCRATCHING HEAD OVER 'SOKOBAC',   TRIED TO GET TO GRIPS WITH 'SONIX', LIKED THE LOOK OF 'WORD-SPEED' (USED FOR A LOT OF MY INPUT THIS MONTH), AND TOTALLY STUMPED BY THE 2nd LEVEL OF 'MAGNETIX'. HE WAS HEARD TO MUTTER: "GIVE ME A GOOD OLD ZAP'EM UP GAME, WHERE YOU DON'T NEED PAGES OF INSTRUCTIONS."
WE CRAMMED PLENTY INTO THE WEEK-END, AND REMINISCED OVER PAST 'ALTERNATE MICRO' MEETS, EARLY ISSUES OF O.U.M AND SOME OF THE STORIES FROM THOSE EARLY DAYS. THE WEEK-END WENT SO QUICK - A BIG THANK YOU TO ROBERT FOR TAKING THE TIME TO MEET UP AGAIN - WE ARE ALREADY TALKING OF GETTING TOGETHER AGAIN - BIRMINGHAM HERE I COME!

Simon Ullyatt
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Butterwick
Boston
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Dear Dave,

HAPPY 100th O.U.M.!

Congratulations on reaching your 100th issue.
I would like to thank you and all of the contributors to the mag, for putting in a massive amount of time and effort over the years, & providing an excellent service to all of us oricians.
I have followed your request for articles for the Xmas issue. I hope it is good enough for you to include.
Best wishes,
Simon Ullyatt