

ORIC

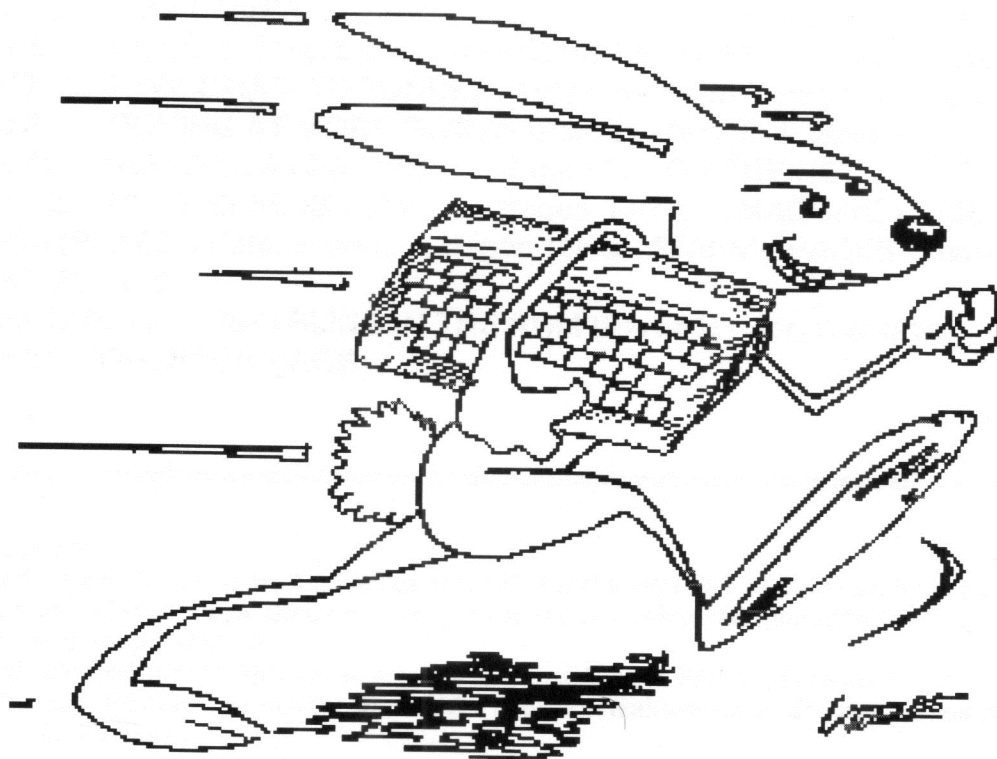
USER MONTHLY

with Alternative Micros

Number **115**

March 1997

*Keeping the
Oric alive*



THE EDITORIAL

Hello,

And welcome to the March issue - is Spring here at last? I certainly hope so. It seems to have been a long Winter.

Thanks to big Jon for getting his article/labels etc. to me by the end of February. I was caught out a bit this month. I have had to halt this issue without including some planned items. Nevertheless, this is again a biggish well balanced issue - in my humble opinion.

I must admit to not having been on to the ORIC sites on the Internet for many weeks. The Internet has been used actively via the e-mail facility to get quick responses to queries raised by those of you not into the latest technology. Examples of this appear somewhere in this issue.

With regard to my backlog of Oric orders: most of the cassette software has now been sold, back issues of OUM are continuing to be dealt with, disc software orders will be started on again soon. The seventh OUMDISC has been put off yet again, but should be dealt with in the next few weeks.

The Aylesbury ORIC MEET will not take place in May, as this date was not suitable for many of you. The MEET now reverts to a July date - I hope to confirm the exact date at the end of this issue.

And so to the index for this issue:

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APRIL O.U.M

Articles for inclusion in the April issue of ORIC USER MONTHLY should reach me by March 24th at the latest please. Now that we have got the issues going out nearer to the beginning of the month, let's keep it that way.

Already planned for the April issue are: a super article from Fabrice Frances in which he looks at the OTHELLO/REVERSI games for the ORIC + Arnt Erik Isaksen looks at more games for the ORIC + LOTS, LOTS more.

RECORD OF THE MONTH

"I BELIEVE I CAN FLY" from the new film "SPACEJAM" is due out mid-March. This track from R. KELLY is 'Disco' Dave's ' record of the month. Listen and buy.

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

LOKI

Coming in the next issue we hope to have an interview with John Sandham, author of LOKI. In the future we hope to do an interview with Paul Kaufman. Is there anyone you would like to see interviewed?

NEW FRENCH MAGAZINE

Posted to Oric users on the NET recently, was a message for French speakers. From Dominique Pessan came the news of a new Magazine. According to big Jon, it appears to be a resurrection of 'HEBDO....' - the anarchic newspaper style computer journal that was a big hit in France in the mid 80's. Rude cartoons, foul language etc.....and excellent type-ins. It seems that there is a 8-bit section in the new version. This 30 page tome sells for 10 francs (just over £1). It could also be of interest to Acorn and BBC Master users, but only if you can comprehend the French.

E-mails for Dominique should be addressed to - pessan@pratique.fr

For next month I hope to get an issue to report on.

COMING SOON TO O.U.M

Robert Cook is putting together a feature on techniques for programming games. This is something that the 'Muso' and others have asked for, and it's coming soon.

ON THE MOVE

Jonathan Bristow has recently moved again. He is now to be found at:

Flat 4, 13 Magdelen Street, Norwich. NR3 1LE.

He can receive incoming calls on: 01603 630848. If you do phone, then please be patient as it takes Jonathan a while to get to the phone.

With the help of Stephen Meachen our Mr. Bristow now has around 130 samples to play with.

Jonathan would still like response to his new adventure game - any ideas, plot etc.

THE ANNUAL ORIC MEET

The date is now set for the annual ORIC MEET. The DATE: Saturday July 12th. 1997

THE VENUE: Mandeville Residents Club, The Green, Simpson Place, Off Harvey Road, Aylesbury, Buckinghamshire (yes - the same venue as last year). Time: 10 a.m. to 5 p.m.

Price: £2 Senior Citizens, Unemployed, and under 16 years old - £1

The bar will be open most of the day, and food will be available at lunch time. Those wishing to stay overnight should contact me A.S.A.P - bed and breakfast is available at a couple of local pubs at £15 per person.

Motor racing enthusiasts may like to make a week-end of it, as the British Grand Prix takes place at nearby Silverstone on Sunday the 13th.

We again hope to welcome our friends from France, and we may even some from Sweden this year.

GET YOUR TICKETS NOW!!!!!!

READERS LETTERS

DEAR DAVE,

The answer to the competition on page 2 of the last issue is **PSYCHIATRIC**.

You didn't ask for the name of the software house, so I'm not going to indulge you, by giving it to you!

Brian is still making me fold and staple the magazines; not to mention, may I add, lick all 80 plus envelopes (typical Welshman - tight fisted git!)

He may be known to you as the 'Welsh Wizard', but I wish he would spare a thought for me and my poor old tongue.

Yours, sore fingered & dry mouthed,

Mrs. Nikkey Kidd (Newport)

P.S. PLEASE, PLEASE change the logo on the front cover - it's driving me crazy - in fact 80 plus crazy.

DEAR NIKKEY,

OH! Please indulge me!

I don't know what you're moaning about; at least the magazines are collated for you. We had to collate them ourselves. I've still got the burn marks on my knees - or was that from something else!

Seriously though - I'm sure our funds will stretch to self seal envelopes (Brian please take note). As a sweetener, I am sending you a crisp £5 note - get yourself some lip balm!

Thanks for your efforts - we really do appreciate them, but what is Brian doing all the time you are working - passing you the mags?

As for the front cover - that is down to Jon Haworth (any ideas Jon?)

- DAVE

DEAR DAVE,

Thanks for sending the "Zip" drive info. Go to Laurent, Paul and Brian. I understand that the basic difference between a hard disk drive and a floppy disk drive, is that the "floppy" is a flexible plastic disk, with the read/write head in contact, whereas a hard drive uses a read/write head that flies above a rigid metal disk. It appears that the "Iomega Zip" drive is a hard disk drive.

There are "SCSI" cards for the Acorn "Archimedes" machines, but the Argo Iomega Zip drive doesn't need one as it plugs straight into the Acorn printer port. A "through port" is included in the package, to allow the printer to be used at the same time. Maximum transfer rate is quoted at 500k/sec, depending on machine used.

The printer port has to be a bi-directional type, but then many machines are equipped with this type of port anyway including the Orics. The Oric's printer port is restricted by operating system requirements, but a VIA 6522 expansion port, could probably provide similar facilities.

As Laurent points out, speed could be a problem, however quite a few BBC Micros were Successfully fitted with hard disk units up to 80Mb. The CPU speed in that case was just 2MHz! The hard disk units provided "virtual memory" to boost the BBC Micro's very limited RAM. All food for thought.

- Peter Bragg (Sutton)

DEAR PETER,

Nothing more for me to add. I'm sure our readers can keep the discussion going.

- DAVE

MORE OF YOUR LETTERS ON THE NEXT PAGE and e-mails on page 11.

MORE LETTERS

DEAR DAVE,

Referring to page 5 (THE LISTINGS PAGE) of the last issue of O.U.M - I tried out the first listing with a few additions, such as:

5 POKE#26A,10
10 CLS:PAPER0:INK3
15 A=A+1
20 PLOT19,13,STRS(A)
25 GOTO15

Then I ran the program for 2 hours and reached a total of approx. 278000; so yes it would take a long time to reach very high numbers.

The French listing from THE'ORIC - sorry, but my copy was too difficult to read. The SOPHISTICATED PROGRAM would do nothing - I concluded that it was a Telestrat listing?

It's a shame that I am not into machine code, but Steve Meachen's pages on DOS from an Assembler might have the answer to why I can not get his previous TURBO TAPE routine to work for me. I received the disk from Brian Kidd and went to work on it straight away. I ran the disk and did all of the things asked for. All the routines loaded as expected, but when loading a tape was called, the keyboard locks. To get out of this I have to pull the plug and start again. I next tried saving a listing to tape. This worked OK, but only at 'FAST' save. Thinking that perhaps this saved program might have some form of different leader information, I then tried to re-load it, but again the keyboard locked. Perhaps the TURBO TAPE routine is for ORIC-1 only, or the coding for Interrupts is not Atmos compatible.

For Xmas I purchased a joystick to compliment the duel joystick interface that I won at the 1994 ORIC MEET. The joystick is an Apache 1 Quickshot QS=131. I am now converting more simple type listings to joystick control to enable my grandchildren to play 'idiot' games. The trouble is that games supposed to be joystick compatible aren't. I can get DPTLQ to operate, but the left and right are back to front, and the same with LOKI. LONE RAIDER works correctly. THE BOTTLE will not work as listed because it is ORIC-1 configured, but I have now changed that. TROUBLE IN STORE, ZEBBIE, DAMSEL IN DISTRESS and DAMBUSTER will not work at all with my joystick. I know that they were purchased a long time ago, so perhaps they were never made Atmos compatible? Do you know of other titles for joystick use? I find that using a joystick speeds up game play, as games I used to give up as being too hard to win, now seem easier. Perhaps the games table should show scores obtained using a joystick as opposed to keyboard.

I enclose a listing for Paul Hill or anyone else struggling with listings in 'METEORIC PROGRAMMING'. I too have the errata sheet sent out by Melbourne House which helped a bit, but did not correct all of the anomalies. Over the years I have typed in all of the programs from many games books, and with the exception of just one, have them all working as well as, or better than they were first published. I would be pleased to assist anyone who may be looking for a working copy. If Paul is looking for a DISSASSEMBLER or HEX DUMP of machine code, then I have a couple of others all working - even though I am not into machine code.

Hopefully Spring will be here soon, and then the ORIC will be put to bed for a rest. I have been spending perhaps 3 hours a day typing/correcting/modifying programs just for my own amusement. A few BASIC programs from the INTERNET to give me a new purpose in life would be welcomed in time for the rainy days of Summer.

Keep up the ORIC interest for those of us who will never become technically clever.

- John Hurley (Yeovil)

DEAR JOHN,

It is always nice to hear from you. Your letters are always full of variety.

To answer some of your queries:

A) THE'ORIC listing - Brian Kidd assures me that a readable copy will go out with this issue.

B) SOPHISTICATED - don't think it's Telestrat. Has anyone else tried it? If not, then I'll check back to where it came from.

C) TURBO TAPE routine - not ORIC-1 as far as I know. Perhaps Steven Meachen can explain further!

D) JOYSTICK - is your interface PASE or IJK type? Many of the IJK software titles would only work with their interface, whereas quite a few others would work with a PASE type (as distributed by ALTAI and sold by OUM). LOKI was never a problem with me as I just turned the joystick around. I seem to remember that XENON III from IJK worked OK with the PASE, as did TWO GUN TURTLE, ATTACK OF THE CYBERMEN and quite a few more. I believe I listed them in OUM some years back - I'll check it out. The titles you write about are in fact Atmos compatible. I don't think it would be feasible to separate the Hi-Score table between joystick and keyboard scores as many scores were reached many years ago by people who we don't know, and therefore don't know how they achieved them.

E) METEORIC PROGRAMMING - I have sent the machine code monitor listing to Paul Hill.

F) BASIC programs - I will try and get some programs off the NET for you. On its way to you is one I downloaded - SCORBUTT. It will need translating from French.

- DAVE

THE GAMESTER

Hi-Scores

It is nice to see that some of you have plenty of free time to play games! School teachers like Peter Thornburn should be really expert by now! Unfortunately, since I spoke to Peter on the telephone he has mislaid his list of new hi-scores (well that's his story!). Meanwhile Robert Cook has been cracking some scores - being in insurance must be an easy life also! Here we go:

JET ATTACK - 6160Robert Cook
 FRIGATE COMMANDER - 569 Robert Cook
 ICE GIANT - 17050 Robert Cook
 BREAKOUT (IJK) - 7180 Robert Cook
 SURVIVOR - 1185 Robert Cook

LOOKING AT MORE GAMES

On page 9 of this issue, Arnt Erik Isaksen looks at more games. I must admit to disagreeing with him on many of his ratings. For example, I rate WILLY about 85% (Arnt gives 57%), DON'T PANIC is 75% to me (46% to Arnt), 3D FONGUS is 80% to me (14% to Arnt), and so on and so on. What are your views on the games on page 9? Let us know.

GOLDMINE

Fabrice Frances recently contacted me for help on level 21 of GOLDMINE - that addictive boulder-type game from HGC. Knowing that Henry Marke had completed all levels, I telephoned him for help. Within a few days I received the solution. So for Fabrice and all other Goldminers is what to do:

D= Down (Bas), R=Right(Droite), L=Left (Gauche), U=Up (Haut).
 D3..R3..U2..L1..U3..R2..L1..U1..R2..D1..L3..U4..D4..R1..D2..U1..R2..D4..R3..L3..U4..L2
 D4..R4..L2..U3..L2..D3..R3..L1..U2..L2..D2..R2..U1..L2..D1..R1..U1..R4..U1..L1..U3..R1
 L1..U2..R1..L1..U2..L3..D9..L6..R5..L12..U4..R3..L2..U1..R3..D1..L3..U3..R1..U1..L2..R3
 D5..R1..U6..L1..U1..R3..D1..L4..D8..R9..L9..R8..L7..R6..L5..R4..L3..U2..R1..L1..U2..R1
 L1..U2..R1..L1..D6..R3..U3..R1..U1..L1..U5..R1..L1..U1..L1..R3.....

Bingo! - et voila in 104 moves.

SOKOBAC

Henry himself is looking for help to complete SOKOBAC. He has cleared all but 4 of the 60 levels. Can you help with the solutions to levels 36, 55, 56 & 57?

I HAVE A DREAM!

That was the title of an old Elvis Presley song, and are the thoughts of Fabrice Frances in this from him: -

"I have a dream..... As some people are now trying to make all the old ORIC software freeware, I dream of an electronic museum of all the greatest software of the ORIC, in perfect condition, like a collection of jewels..... This is only for old software because a museum is usually a place for dead things.... Of course I hope new software will emerge, as more and more users are communicating on the net. Happy Oric Year to everyone!!"

SOME STUFF TO PONDER - David Harrison

And some stuff to ponder. Although Prestel are now an Internet Service Provider, the old Prestel teletext system is still operational and may be accessed at the 1200/75 baud rate (V.23) of early modems. Those with a PC can access the system using a shareware program like Odyssey (or Prestel's own software) and a modern modem, as most have legacy protocol support.

Although Micronet 800 has long since passed away, the Prestel service has a rolling PA news feed, Phonebase (on-line nationwide phonebook), mailbox and other facilities. One may presume that at some point it would be reasonably simple for Prestel to offer an automatic facility for transmitting e-mail between Prestel mailboxes and Internet e-mail accounts.

I recall hardware and firmware solutions that offered owners of Spectrums, Apples, and BBC Micros easy access to the teletext service at 1200/75. Oric had a little local difficulty with their modem, but there may be a comms solution out there to connect the Oric to Prestel (subscription charges are about £30 per quarter plus phone and time charges).

For those interested in an account, the address is: Prestel On-line Ltd, Knightsbridge House, 197 Knightsbridge, London. SW7 1RB. Just don't ask them about software for the Oric!

Which brings me to my second point, Internet access on 8-bit micros. Technically it should be feasible to produce a text browser and e-mail program for most of the early micros, particularly those with 48K, even if only thirty-something is usable. It would of course be easier on the 128K models.

My coding is far too rusty, but for the more adventurous (or sado-masochistic) of you, I'd fly the kite for putting the comms software on an EPROM (as with the Spectrum's VTX5000). Feed from the ISP is serial, so shouldn't be too much of a problem: most of the early micros had a fairly fast serial port, built-in or via an add-on interface. Some form of TCP/IP protocol emulator would be required to assemble and disassemble the packets of data, parsing it as it comes in, perhaps with additional paged cache, stripping it down to the basic text before storage and display to cut memory usage (on a PC the HTML is retained in the stored file and used by the browser-here the HTML tags would be stripped away to leave a minimal file of ASCII text with only the most basic control codes).

User-defined graphics might be substituted for the graphic icons that are used by web browsers set to 'text only' when they come upon a graphic on a web page. A toolbar across the top of the screen would offer buttons for scrolling, and to call up dialogue boxes to type in URLs and enter the e-mail program. Hot links could appear in inverse video.

Downloads that would breach memory availability might be controlled through the protocol emulator, to pass only certain parts of the page into memory. Javascript, cgi scripts, and Active-X would be parsed out before they hit the memory. Multiple e-mail downloads might be backed-up to disk, one at a time, as they come in (the SMTP and POP-3 e-mail protocols would appear to be fairly straightforward).

Well, that's enough of a challenge for Oric codeheads and assembly wizards for now.

ORIG USER MONTHLY
BRINGING YOU ALL THE LATEST NEWS & VIEWS
FOR YOUR ORIG !

BITS 'n' BOBS

WANTED

Robert Cook is on the look out for a PSU for his ATMOS. The one he has at present is a bit dodgy. (Must of got it from Jon B!). If you have one to sell, then please contact Robert at: 7 Overbury Road, Northfield, Birmingham. B31 2HF (Tel: 0121 478 0669). Yep! Rob is back at Maggie's, though mail (and female) sent to Thomson Avenue will still reach him.

THE QUILL

Every so often we come up with the question: " Has anyone converted the QUILL to run on disk?". There - we've done it again.

COMPETITION RESULT

The answer to the competition on page 2 of the February issue of OUM is: **PSYCHIATRIC**. Surprise, surprise - within 3 days of OUM being despatched, I had received 2 phone calls and a letter with the answer - things are looking up.

The following winners names went in to the hat:

Nikkey Kidd, Robert Cook, Peter Thornburn, Matthew Coates,

And the winner is:

ROBERT COOK (as drawn out of the hat by young Matthew Dick)

Robert wins £5 of National Lottery tickets. Numbers will be drawn using John Hurley's lottery program and will be placed on the lottery for Saturday March 15th. Only Robert will know the numbers and therefore the outcome. It will be up to him he wants to tell us the outcome - I'm sure I wouldn't tell you all if I won 10 million!

Matthew Coates said that if he won it, then he would rather have the fiver (or OUM subs.), rather than spending it on the Stupidity Tax.....oops - Lottery.

WANTED

Have you a spare issue 8 of the 'ORIC OWNER' magazine? If so then please be generous and send it to Raul Hakli free of charge. (It would cost him loadsa money to send you a quid or so!). Raul needs the one issue to complete the set.

Raul Hakli is at: Tiirismaantie, 5A10, 00710 Helsinki, Finland.

NEW e-mails

Due to a site rename, Jon Haworth can now be e-mailed at: cam@post.flexnet, jon@cam.flexnet.net, cam@post.dungeon.com, and jon@cam.dungeon.com

Meanwhile Raul Hakli now has three - raul.hakli@helsinki.fi, and hakli@cs.helsinki.fi

One is the one given to Raul when he started studying at Helsinki University, whilst the other is when he started working in the Department of Computer Science. Also acceptable is: Raul.Hakli@cs.helsinki.fi

SPECCY & ATARI HELP

Robert Cook is looking for ROM locations or full ROM listings for the 48k Spectrum and the 64k Atari 8-bit.

LOOKING AT MORE GAMES

with Arnt Erik Isaksen (Part 1)

"LOOKING AT MORE GAMES" is the follow-up series of "Looking at Classic Games" that I wrote a few years ago.

The new series will consist of short reviews of plenty of Oric games, and the high-light will be "THE ULTIMATE TOP 100 ORIC ARCADES".

All games will be rated in four categories; originality (O), graphics (G), sounds (S) and addictiveness (A). Each category will be given a mark between "a" (100%) and "f" (0%), where "+" is 10%.

When calculating the total score of a game, the categories will be weighted:

Originality	: 15%
Graphics	: 20%
Sounds	: 15%
Addictiveness	: 50%

DIG DOG. Tasket 1983.

Description. Control the dog and pick up the bones.

O = e , G = d , S = f+ , A = f. Score: 13%.

DELTA 4. Emerald 1983. Andrew Green.

Description. Play four classic arcades. Written by Andrew Green, the author of Ultima Zone (Tansoft) and Them (Virgin).

O = d , G = c , S = d , A = d. Score: 44%.

JET ATTACK. Hebdologiciels.

Description. Classic Scramble type of game.

O = f+ , G = e , S = e , A = f. Score: 9%.

3D BATTLESTAR. Adamysoft 1988 (German).

Description. Shoot space crafts.

O = f , G = e , S = b+ , A = f. Score: 18%.

SQUEEK. Mirage Software. Jonathan Bristow.

Description. Paint the blocks.

O = d , G = e+ , S = e , A = f. Score: 15%.

TYRANT. Your Oric 1987. Gary Munro.

Description. Probably one of the fastest shoot-em-up games written for the Oric. 8 (!) control keys makes it difficult. Almost in the same class as Insect Insanity.

O = c , G = c , S = b , A = c+. Score: 68%.

WILLY. CEO Software 1989. Daniel Duffau.

Description. Save your cubs in this Damsel in Distress inspired arcade.

O = c , G = c , S = d , A = c. Score: 57%.

DON'T PANIC. Mirage Software 1992.

Description. Tetris inspired puzzle game.

O = c , G = e , S = e , A = c. Score: 46%.

LOCHNESS MONSTER. Romik Software 1983.

Description. Control your boat and shoot the monster.

O = d , G = f+ , S = f , A = f. Score: 8%.

3D FONGUS. Loriciciels 1985.

Description. Control your airplane without crashing.

O = e+ , G = e+ , S = e , A = f. Score: 14%.

PSYCHIATRIC. Sprites.

Description. Run up and down ladders and kill the nasty creatures.

O = d , G = b , S = c+ , A = c+. Score: 55%.

TRIATHLON. ERE Informatique.

Description. Three sports events.

O = e , G = c+ , S = c+ , A = e+. Score: 43%.

PENGORIC. Loriciciels.

Description. Who cares?

O = f , G = e , S = e , A = f. Score: 7%.

FORMULE 1. Cobrasoft.

Description. Car racing game.

O = e , G = d+ , S = d , A = e+. Score: 34%.

MACADAM BUMBER. ERE Informatique.

Description. Pinball game with possibilities of designing own boards.

O = e+ , G = d , S = d , A = e+. Score: 34%.

ZEBULON. Mirage Software. Jonathan Bristow.

Description. Problem solving puzzle game.

O = c , G = d , S = b , A = e+. Score: 44%.

COLUMNS. Bullet Proof Software 1993.

Description. Tetris inspired game written by Nick Haworth.

O = c , G = e , S = b , A = c. Score: 55%.

BREAKOUT. IJK Software 1983.

Description. Do you need a description?

O = f , G = d+ , S = f , A = f+. Score: 15%.

BRICKY. Breakpoint 1983.

Description. Climb the ladders and catch the creature.

O = d , G = e , S = f , A = f. Score: 10%.

CHOPPER. Severn Software.

Description. Maneuvre the helicopter in various tasks.

O = d , G = b , S = e+ , A = e+. Score: 42%.

CRICKET. OUM 1989. Alistair Way.

Description. Sports simulation.

O = d , G = f+ , S = f , A = f+. Score: 13%.

See you next month.

The Emulator BBS - Dave Dick

After weeks and weeks of promising to have a go, I finally logged on to the Emulator BBS on February 11th - well it was Shrove Tuesday and it gave me something to do while I wasn't eating pancakes!

The first thing to do was to find the software needed, but first I set my Com. Port speed to the max. (115,000 +). The software I used to log on is supplied with Windows '95, namely HYPERTERMINAL. Easy enough to set up - telephone number for the BBS is: 01284 760851

When you first log on, there is a quite lengthy process to register - name, address, password, date of birth etc.etc. I was informed that I was caller number 362 - in fact I was the 362nd. caller in the 8 days that Wildcat had been up and running. Add to this the 4000+ callers on the previous BBS program, and you will see the amount of callers in the past and hopefully they will continue getting. Commands are quite simple: F=File, L=List of all areas, P=Page the SYSOP etc.

I paged the SYSOP and had an on-line chat. It reminded me of the good times I had chatting on-line to Jon and Nick Haworth when ORICALL (the Oric BBS) was up and running.

I saved to disc, a copy of the 'allfiles' list. There are 407 file areas, 7087 files, and the document takes up 196 pages on 'WordPerfect'. I am not sure if this was all the list, as some appeared to be missing from the pages I originally viewed e.g. ORIC.

As well as saving this file, I also saved a copy of AMORIC - the Oric emulator for the Amiga, and so I am now in a position to supply this (just send a 720K disc and an S.A.E).

The machines catered for includes: Amiga, Amstrad, Spectrum, Colcovision, Nintendo, Apple, Atari, Oric, Sam Coupe, Colour Genie, Dragon, Enterprise, HP Calculator, MSX, Osbourne, Phillips, Psion, Texas Ti-99, and Chip 8. When I say Spectrum, I also mean its' variants e.g. ZX 81, QL etc. For Atari we include the likes of the 2600 games console.

Also available are some arcade games for DOS, and Arcade emulators (don't know what these do).

For each machine there is a list of what is available - on the C64 area were Emulators, games, Music (numerous from Rob Hubbard - remember MONTY on the Oric?), Documents (memory maps, disc drive manuals etc.), Game instructions, photos etc.

You are asked to follow certain rules - one user has recently been banished - I wonder what he did? There is no file ratio. All files are free, but with one small restriction - in some areas new users are unable to download until the BBS has received a few uploads (this ensures that the BBS still gets some stuff uploaded. An exception to this is made for ORIC users. If on logon you state that you are an ORICIAN then all files will be totally free, and there will be no need to upload.

Matthew has already drawn up a list of Atari 2600 games to download. I shall be delving further in due course. SYSOPs are Fatta Agnus and Allan Trekker, and the BBS is now open 24 hours.

The Cost: unlike most Internet servers, the BBS is not a local number - unless you live in Suffolk. However, it needn't prove expensive. Long distance calls on B.T. between 6 p.m. & 8 a.m. are 4.7p per min. (Incl.VAT), whilst calls between Midnight Friday & Midnight Sunday are just 3.3p per min. (Incl. VAT). I added the number to my 'Friends & Family' list, thus getting 10% of these calls, and as I subscribe to Premier Line, I get a further 15% off. Therefore I can call during the day at the weekend for as little as 2.5p per min. Where else could you get an hour's entertainment for £1.50?

And now for the Big One with a message direct from the SYSOPs - "As from now the BBS is running on a program called WILDCAT WIN SERVER, to those using DOS all will seem the same as if they were calling the previous BBS program we were using called PCBOARD. But if you are using Windows then things get very good. You can connect with DOS or if you download the Wildcat connection package (500k) then You will be able to connect using your Internet Browser ie: Netscape, Internet Explorer etc To these users the BBS will look just like the Internet, Yes along with all its pretty pictures, sounds and animation's. We hope to have many pages up soon on each computer that is emulated telling of the specs, showing screen snapshots and the sound and music of these machines of yesterday. This will look just like the Net ie: there will be links to pages and files on to of the normal listing of files and searching as on a normal BBS. But wait, it gets better. We are going to offer each user 2Meg of Hard Drive space for them to design there own Pseudo web pages on whatever subject they wish. So in their pages they can if they wish have 2Meg of space devoted to there Hobby, this may be collecting stamps, or Records, it could be on the wonders of Star Trek or even 2meg devoted to their 500 different pairs of socks!!!! I don't care as long as its legal and is not in the form of some disgusting pictures of deprived women. So get designing those HTML pages. So the BBS will look just like the internet and will be infact a small WEB server only limited to the number of users who spend the time and and get working on the HTML side. My pages will of course be devoted to the old computers with a large slice on the Oric. So if someone wishes to do some pages on the Oric then feel free!! We hope to have some Java games online and hope some kind soul with Java programming know how will start writing some conversion of 8-Bit games that can be played online and your score saved on a high score table. We also hope that in the near future the BBs will go live on the Internet, but at the moment this is very costly and we are in discussions with many servers negotiating cost. Until this happens all users must not forget that they are calling at normal BT rates".

Whilst on the subject of costs, I have often been asked if it is expensive to use the Internet. First find the right server. If you are going to use it a lot, then you do not want to use a server who charges extra for using the service for more than a set amount of hours. Prices can also vary depending on whether you pay monthly, quarterly or annually. I am currently with SOFTNET - not impressed with their technical support, but log on first time for 99% of the time. I pay quarterly at £8.50 per month + VAT. I have the local number on my 'Friends & Family' list, and with my Premier Line subscription the latest phone bill was not too bad. Over a 3 month period the gross cost was £38.48p. Deduct 25% discount and add VAT, and you are left with about £31 between Matthew and myself over 13 weeks (less than £3 a week). Matthew was really hitting it at times downloading STAR TREK material. Even so, an hour on the INTERNET at the weekend is only costing me 45p (incl.VAT). All in all - a cheap hobby.

ON THE NET

From: Robin Kimberley <robk@oldtimer.win-uk.net> Date: 10/02/97 06:06 Subject: Latest OUM
Address: To: dave@oum.softnet.co.uk

Dave,

In answer to comments/questions in latest OUM issue 114:- 1) Web Search Time just a few seconds matey!!
That is what is so amazing!

2) Doppelganger was one of the guys contributing to ORIC Computing and its predecessor TUG Magazine (Tangerine Users Group), which were run by Bob Green. I don't know the identity of "Dop", although I did speak to him on the 'phone many years ago, and I seem to remember a distinct Northern Accent.

Sorry I can't help more. Cheers,

Rob Kimberley

From: Fabrice Frances <frances@ensica.fr> Date: 11/02/97 02:44 Subject: Re: Allsorts
Address: To: dave@oum.softnet.co.uk
dave@oum.softnet.co.uk wrote:

> I sent an e-mail to lyghtforce, as I wanted a directory of the files.

I requested DIR oric, and got back for example:

> 1. AR960611.txt 1096 bytes.

> How do I know what each file contains, and how do I retrieve them?

You can't know what the file contains unless you retrieve it... Just send a message to the mail-list server with commands in the body,

e.g.:

get oric AR960611.txt

get oric

get oric ...

I'm going to send you an article which may interest gamers, I've reviewed Othello/Reversi programs (4 commercial and 2 amateur ones) rather extensively. However, I could be complete if I had a copy of the other commercial programs (I only have a copy of the Reversi programs from CDS, Cobra Soft, Loricels and IJK): namely those from Epsilon, Kenema, Sigma, Tran (do you know any other?)

Cheers,

From: Laurent Chiacchierini Date: 04/02/97 Subject: (Re)visit Club Europe Oric Home Page
Address: To: Oric Mailing List <oric@lyghtforce.com>

Hi Oric fans,

If you haven't visited the CEO home page for a while, please do! Apart from some nice graphic enhancements, you will find all the brand new Oric links, including the site set up most recently by Mickael Pointier (aka 'Dbug'). And don't miss the updated Oric Contact List (Netscape 2.0 or later recommended)

<http://ourworld.compuserve.com/homepages/laurentch/>

Regards..... Laurent C.

From: Fabrice Frances <frances@ensica.fr>
Date: 28/02/97 07:23
Subject: Re: WAIT. query
Address: To: dave@oum.softnet.co.uk

dave@oum.softnet.co.uk wrote:

>> Hi Fabrice,

> I have a query from OUM reader Robert Cook:-----

> Are you into machine code? If so, here's one for you ---- can you give an example of using the 'WAIT' command in m/code?

>

Regards - Dave

Easy, I hope this will make the Robert's sky brighter...

load A with a virtual timer number (0, 1 or 2. 2 is recommended, this corresponds to the timer in #276-#277, the one used by WAIT), load X and Y with the time you want (in 1/50th of seconds, X is the MSB) and call EEC9. - Fabrice.

WHAT ELSE IS NEW?

I mentioned in the February issue the existence of two 'on-line' Orics. As yet, I have been unable to get 'cesame.ensica.fr', but was successful with 'magic.ensica.fr'.

Using Windows '95, I went into 'RUN' and typed the program name - telnet.

When in the program there are 3 items to get you going: - HOSTNAME: magic.ensiac.fr

PORT: telnet

Termtype: Vt100

Connect via your normal server from here, and you should then get the following welcome!

Welcome to the first Oric server !

This system is a 40 MHZ 6502 microprocessor, with multi-user capability. Each user is given a full 64 KB ram partition, protected from other users.

Note that the unique 6502 microprocessor shares its cpu time between all the users, so you may experience speed degradation under massive user load.

Currently, each 64 KB partition is preloaded with Oric Basic v1.1, with very few changes, so you need an Oric terminal to be comfortable (future versions will address VT100 terminals). Echo is not done on the server to reduce net usage, so please set local echo on your terminal *NOW*.

This is Oric Server v1.1b beta. For security reasons, CSAVEing to the fast random access Hexabyte robot is not allowed. Also, the Hexabyte tapes are rather empty for now (it currently contains ZODIAC and AWARD), please send your contributions.

Press Enter to boot a 64 KB partition.

Now you know as much as I do. If you have logged on and have any further info, then please let us know.

NEW ARCADE

Robert Cook has been extremely busy recently with programming of his new arcade game. Rob is certainly getting into the machine code. More news on the game as we get it.

MORE FROM ROB

Over the years Robert has written many useful utilities e.g.: a CAD utility, telephone directory, 6502 input routine, full infinite lives utility. In next months' OUM we will tell you how to get hold of a copy of this compilation on cassette or disc.

MORE FROM FABRICE

Busy as ever Fabrice Frances has come up with more disk tools. A tool for converting PC floppy disk images to Euphoric's format is to be found on the Emulators page of the Ensica site of the Internet. Also to be found there is an update of 'oric2mfm' writing correct CRCs, and a tool for fixing CRCs on your disks. Fabrice asks that you please fix them or you will get I/O ERRORS with the next Euphoric release.

THE ULTIMATE STRATEGY/SIMULATION GAME

Norwegian Orician and erstwhile Wrestler Arnt Erik Isaksen has been excused National Service due to a back problem - too many falls in the ring!

I have recently received from Arnt his "WRESTLING PROMOTER" game. You sign the Wrestlers and book the shows in this Atmos disc game. I have yet to try out the game. When I do then I will decide how best to market it - maybe on an OUMDISC.

Machine Code for the Oric Atmos (Part 62) Peter N. Bragg

The Story so far

----- We have been looking at Interrupts in recent articles and in the last issue, we reached the stage of producing a demonstration "indicator" routine, suitable for linking up to the Oric's Interrupt system.

Indicator Routine

----- To briefly recap, the "indicator" routine is short and designed to indicate each call to the Interrupt system, by changing the contents of a display location on the screen every time the Interrupt system is activated. The display location used, is the one that normally holds the letter "A" in the word "CAPS", which appears in the top right hand corner of the screen when the Oric is set for capital (upper case) letters. Each time a call is made to the routine, the code of the character displayed is incremented. So "A" would become "B" on the first call and "C" on the next and so on, within the ASCII display code range 20h to 7Fh.

"Transparency"

----- Any routine, which is intended to be linked up with the Interrupt system, must be "transparent", so with this in mind, a second routine was produced, which preserves the Accumulator and Registers X and Y in that order, before calling the "indicator" routine, mentioned above.

On return from the "indicator" routine, Registers Y, X and Accumulator are retrieved in reverse order, before making an exit, using a "ReTurn from Interrupt" instruction ("RTI"). This "transparent" routine has to be used to call our "indicator" operation, or indeed, any other operation/routines intended for use with the Oric's Interrupt system. Both routines were listed in detail last time and are repeated here in abbreviated form, to complete the listings below.

This second routine will prevent any extensions to the Interrupt system (such as our "indicator" routine) from corrupting the microprocessor registers. It restores them to the original state at the time the Interrupt system was activated. If that is not done, the Oric will "crash" on return from the Interrupt system operation.

Linking the Routines to the Interrupt System

----- The two routines mentioned above, can now be linked to up to the Interrupt system with a single call, using the instruction "JMP 8060". Note that it is a plain jump instruction, not a JSR. This because the final instruction in the routine at #8060-6D, is a ReTurn from Interrupt ("RTI") instruction, which is quite different from the "RTS" and "JSR" combination. The "RTI" instruction uses an address stored when the Interrupt line went active and it also reinstates the Status Register to the condition it was at that time.

The best way to link up our routine to the Interrupt system, is to write the instruction to call it, into the "INTSL" vector, located in RAM at #024A-4C. Normally, this is set to #024A:40 00 00, which is an Return from Interrupt instruction (plus two blanks !). We need to change that to #024A:4C 60 80 for "JMP 8060", to call our extension routine. The essential "RTI" in #024A is then replaced by the one at the end of our extension routine.

You cannot manually write that instruction into the vector at #024A, because the Interrupt system is in constant use and the vector would be accessed long before you completed the job, causing the Oric to crash.

You will have to get the Oric to write the instruction in for you, because it can do it much faster. The routine listed below is not the most efficient method, but it does the job, which is good enough at this point. It works by loading the three byte "Jump" instruction, one byte at a time into the Accumulator and then copying those bytes into the "INTSL" vector at #024A-4C.

Oric	Demo Routines	26 Dec 96

[CALL#8026]	[Set New Interrupt Vector]	[/]

8026:A9 4C : LDA #4C	: Load Accumulator with "JMP" instruct code	
8028:8D 4A 02 : STA 024A	: and copy it into vector at #024A.	
802B:A9 60 : LDA #60	: Load Accumulator with instruct addr lo byte	
802D:8D 4B 02 : STA 024B	: and copy it into vector at #024B.	
8030:A9 80 : LDA #80	: Load Accumulator with instruct addr hi byte	
8032:8D 4C 02 : STA 024C	: and copy it into vector at #024C.	

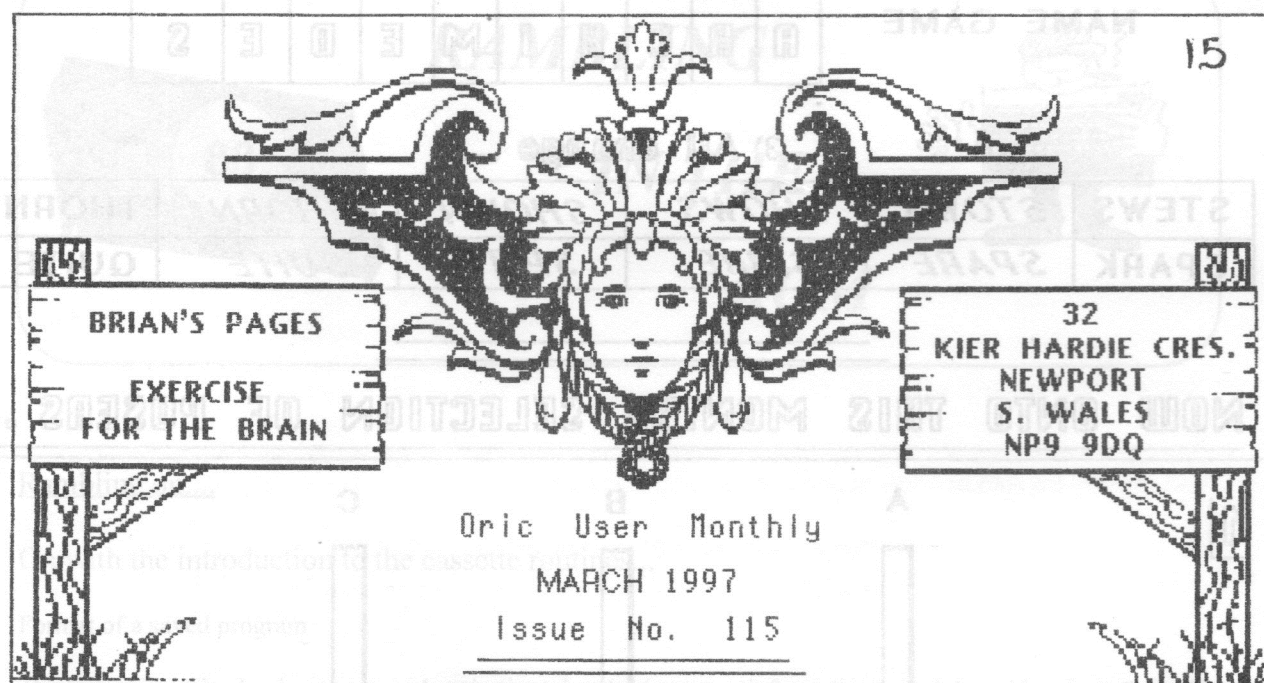
8035:60 : RTS	: Exit	

[Interrupt Extension routine.	Test Indicator routine.	
8060:48 : PHA	8070:EE A5 BB : INC BBA5	
8061:8A : TXA	8073:AD A5 BB : LDA BBA5	
8062:48 : PHA	8076:C9 80 : CMP #80	
8063:98 : TYA	8078:D0 05 : BNE"807F"	
8064:48 : PHA	807A:A9 20 : LDA #20	
8065:20 70 80 : JSR 8070	807C:8D A5 BB : STA BBA5	
8068:68 : PLA	807F:60 : RTS	
8069:A8 : TAY	-----	
806A:68 : PLA		
806B:AA : TAX		
806C:68 : PLA		
807D:40 : RTI		

The additional two routines, listed in brief here, were more fully covered in the listings and notes last time and are only included to complete the operation, described in this article.

Enter the above listing into the Oric, using assembler or plain hex code, then save it. To put it into operation, just CALL#8026. Now the "test indicator" routine increments the second character in "CAPS", at top right of your screen display, every time the Interrupt system goes active.

The operation is so fast, that the character becomes little more than a blur and cycles through the entire range (20h to 7Fh) from "A" back to "A" again, in about one second. That is 95 calls, which include the interrupt servicing on each call. Our routine is just a tiny addition to that. You will see that it will continue to run whatever you do, providing the routines remain intact, until the Oric is switched off. It provides a simple demonstration, but is not good software, so we will have another look, next time.....



A NOTE TO PETER BRAGG , REGARDING HIS LETTER , PUBLISHED IN THIS ISSUE , THE 'ZIP' DRIVE , IS DEFINITELY OF FLOPPY KIND - IN BRIEF IT IS A CROSS BETWEEN THE RIGID 3" DISC OF OLD , AND SLIGHTLY LARGER THAN THE 3.5" DISC , SO WELL KNOWN TODAY , BUT WITH IMPROVED TECHNOLOGY , OF MUCH LARGER CAPACITY .

ITS CLEAROUT TIME IN MY ATTIC - WHAT WITH MOANING ABOUT HER ORIC DUTIES AMONGST OTHER THINGS , THE MOST REVERED ONE HAS INSTRUCTED ME TO REDUCE MY COMPUTER COLLECTION - WHY I DON'T QUESTION - BUT IT IS MY SPACE ! SO HERES WHATS ON OFFER :

- ♦ 1) SINCLAIR QL / PSU / SOFTWARE / D.DRIVE I.F / 512 EXPANDER-RAM / BOXED (£ 20.00 + POSTAGE AT COST)
- ♦ 2) +3 & 2A / 1 PSU (FITS BOTH) / DRIVE FAULT ON +3 (?) - OTHER THAN THAT BOTH WORKING GREAT (£ 7.50 INCLUSIVE !!!)
- ♦ 3) BBC B / DFS FITTED / ADFS SUPPLIED LOOSE / GWO / NO D. DRIVE BUT PLENTY OF S.WARE ON 5.25 DISC (£ 10.00 + POSTAGE)
- ♦ 4) TELESTRAT (I MUST BE MAD !) / PSU / 3.5" D.DRIVE / HYPER BASIC & STRATORIC ROMS (£ 60.00 + POSTAGE)
- ♦ 5) APPLE MAC - PERFORMA 450 / 12 MEG RAM / 120 MEG H.D. / EXPANDED VIDEO RAM / 14" COL. MON. / SOFTWARE INCL. / ALL BOXED (£ 425.00 { + £ 35.00 WITH 2 * PORTABLE C.D. } INCLUSIVE)

WITH REGARDS TO THE 'DOPPELGANGER' QUESTION SET LAST MONTH - I WOULD ALSO LIKE TO KNOW WHO HE IS . INDEED , I ONCE PLACED SEVERAL ADVERTS IN SEARCH OF HIM , BUT ALAS WITHOUT SUCCESS . MIND YOU IT IS A STRANGE NAME , MEANING (AMONGST OTHER THINGS ; APPARITION , DOUBLE OF LIVING THING & THE WRAITH OF A LIVING PERSON)

ONTO USUAL BUSINESS , AND FIRSTLY , THE ANSWERS TO THE POSERS SET LAST MONTH .

1) THE HOUSE COMPUTE , COP , CUE , CUP , CUT , EMU , MOP , OPT , OUT , PET , POT , PUT , TOE , TOM , TOP , COME , COPE , COUP , CUTE , MOPE , MUTE , POEM , POET , POUT , TEMP , TOME COMET , COUPE , TEMPO , UPCOME .

1	2	3	4	5	6	7	8	9	10
A	R	C	H	I	M	E	D	E	S

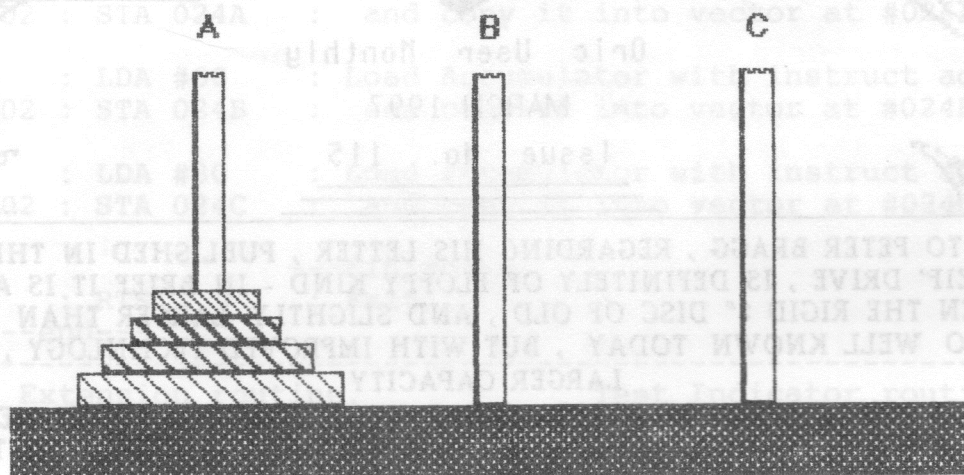
NAME GAME

3) All change ...

STEWS	STOWS	SHOWS	SHOWN	SHORN	THORN
SPARK	SPARE	SPIRE	SPITE	SUITE	QUITE

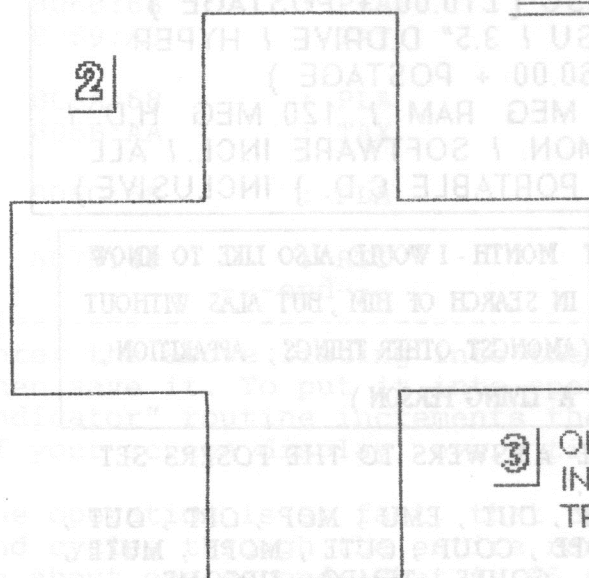
NOW ONTO THIS MONTHS SELECTION OF POSERS ..

1



YOU MAY HAVE COME ACROSS SIMILAR PUZZLES TO THIS - THERE ARE THREE PEGS, AROUND ONE OF WHICH - PEG 'A' ARE 4 RINGS. YOUR TASK IS TO WORK OUT THE MINIMUM AMOUNT OF MOVES IT WOULD TAKE TO PLACE THESE RINGS AROUND PEG B. HOWEVER, YOU CAN ONLY MOVE ONE RING AT A TIME, AND NO LARGER RING CAN BE PLACED ONTO OF A SMALLER RING.

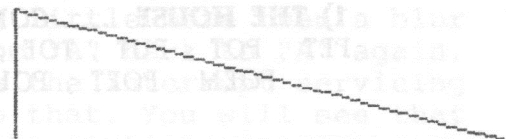
2

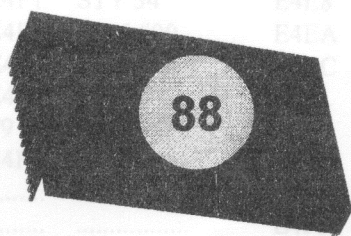


ON THE LEFT IS A 'SWISS CROSS'

ALL YOU HAVE TO DO IS DRAW TWO LINES, WHICH WILL DISSECT THE CROSS INTO FOUR PIECES, THESE THEN HAVING TO BE REARRANGED TO FORM A SQUARE (HINT - ALL PIECES SHOULD BE CONGRUENT)

3) ONLY MAKING 3 CUTS, DISSECT THE SWISS CROSS INTO 5 PIECES, AND ARRANGE TO FORM A TRIANGLE LIKE →





RAMBLING IN THE ROM



Rambling on....

On with the introduction to the cassette routines...

Format of a saved program

The format is again classic: start (synchronisation), header (program information), and data (the program itself).

The synchronisation section enables the computer to synchronise with the data it is reading, something not always achieved at the first attempt. To mark the start of a header (9 bytes), a byte of value #24 is written. The header contains all the necessary program information. First is the program name, ending with a 0. If no name is given, it is reduced to a 0. The program is then stored, its length being determined by the header. No end indicator is needed. The program has the following format (AM is the synchronisation byte (#16), I the header identifier, H0 to H8 the header bytes, Nx the name bytes, and Dx the data bytes):

259xAM I H0 H1 H2 H3 H4 H5 H6 H7 H8 (N0...Nx) 00 D0 D1...

AM=#16 I=#24 E0 is unused

H1-H2 = Start address in memory

H3-H4 = End address in memory

H5 - #00 = Basic, #80 = Data block, #40 = Array

H6 - Auto flag, auto if $\diamond 0$

H7 - String flag

H8 - Integer flag (for V1.1 STORE/RECALL)

H9 - Fast flag, fast $\diamond 0$

Format of an array

The format of an array differs little from that of a program, save that the data itself is differently stored. Given the structure of an array, it is necessary to distinguish string arrays from others.

-Real or integer arrays

These are held in a single block, in the array zone in memory. E1-E2 contains the start address of the array and E3-E4 the end address. However, it can very well be that at the time of loading the array will not be at the same address in the array zone. RECALL forces the array to be loaded at the new address, and E1-E2 and E3-E4 are used only to determine the length of the array.

-String arrays

These are in two parts: the pointer zone, which is treated as for numeric arrays (including relocation on loading), and the strings themselves, which are stored at the top of memory. This time it is not a question of saving a block of memory, since the strings can be stored anywhere, including within Basic itself.

STORE writes the pointers one by one, and saves the strings one after the other, without a separator. RECALL, after loading the pointers as for a numeric array, runs through them, reserving space for the strings, and then loading them.

CLOAD SUB-ROUTINE

E4A8	JSR \$E563	clear the status line
E4AB	LDA #03	
E4AD	LDY #E5	index 'Searching ..'
E4AF	JSR \$E526	and display it

TAKE HEADER OF PROGRAM

Remark: The routine is split up in V1.1

Two versions exist for V1.1; the one here is the definitive version. The first version did not include the STX #2B1, and errors at the start of a tape gave the message 'Errors found'.

Room for the STX #2B1 was made with a simple optimisation, with the result that the two V1.1 ROMs differ only in the code at #E4B6-#E4D1.

E4B2	JSR \$E696	E4AC	JSR \$E735	await start of tape
E4B5	JSR \$E630	E4AF	JSR \$E6C9	load a byte
E4B8	CMP #24	E4B2	CMP #24	is it #24 ? (indicates start of data block)
E4BA	BNE E4B5	E4B4	BNE E4AF	no, wait
.....	E4B6	STX 02B1	reset error flag to 0
E4BC	LDX #09	E4B9	LDX #09	the header is 9bytes
E4BE	JSR \$E630	E4BB	JSR \$E6C9	load a byte
E4C1	STA 5D, X	E4BE	STA 02A7, X	and save the header in memory
E4C3	DEX	E4C1	DEX	
E4C4	BNE E4BE	E4C2	BNE E4BB	
E4C6	JSR \$E630	E4C4	JSR \$E6C9	first character of name
E4C9	BEQ E4D0	E4C7	BEQ E4D3	end of name: jump
.....	E4C9	CPX #10	have we already got 16 characters for the name ?
.....	E4CB	BCS E4C4	yes, load but do not store
E4CB	STA 49, X	E4CD	STA 0293, X	save the name
E4CD	INX	E4D0	INX	index next character
E4CE	BNE E4C6	E411	BNE E4C4	unconditional: continue
E4D0	STA 49, X	E4D3	STA 0293, X	also save the terminator (#00)
.....	E4D6	JSR \$E594	display 'Found ..'
E4D2	JSR \$E6F0	E4D9	JSR \$E790	test if the name matches that sought
E4D5	TXA	E4DC	TXA	
E4D6	BNE E4A8	E4DD	BNE E4AC	no, start again
.....	E4DF	RTS	
E4D8	JSR \$E563	clear line 0
E4DB	LDA #12	
E4DD	LDY #E5	index 'Loading ..'
E4DF	JSR \$E576	and display
E4E2	JSR \$E56E	display name of program sought
E4E5	NOP	?
E4E6	NOP	??
E4E7	SBC EA	???
E4E9	NOP	????
E4EA	NOP	?????

LOAD A PROGRAM

E4EB	LDA 5F	E4E0	LDA 02A9	
E4ED	LDY 60	E4E3	LDY 02AA	take start address
E4EF	STA 33	E4E6	STA 33	

E4F1	STY 34	E4E8	STY 34	and save in work pointer
E4F3	LDY #00	E4EA	LDY #00	prepare index
E4F5	JSR \$E630	E4EC	JSR \$E6C9	load a byte
E4F8	NOP	?
F9	BCS E53E	if format error error, 'FILE ERROR ...
E4FB	STA (33), Y	save the byte in memory
.....	E4EF	LDX 025B	take load/verify flag
.....	E4F2	BNE E4F9	verify: jump
.....	E4F4	STA (33), Y	write the byte in memory
.....	E4F6	JMP \$E505	and pass to the next (BEQ would have done)
.....	E4F9	CMP (33), Y	compare to the byte in memory
.....	E4FB	BEQ E505	if OK, on to the next
.....	E4FD	INC 025C	if not, increment the error counter
.....	E500	BNE E505	
.....	E502	INC 025D	and high byte
E4FD	JSR \$E554	E505	JSR \$E56C	next byte and test for end
E500	BCC E4F5	E508	BCC E4EC	not end, start again
E502	RTS	E50A	RTS	

TABLE OF MESSAGES FOR LOADING

E503	E50B	BYT #10,#07
E505	E50D	BYT 'Searching ..'
E511	E519	BYT #00
E512	E51A	BYT #10,#07
E514	E51C	BYT 'Loading ..'
E520	E526	BYT #00
E521	BYT #0A,#0D
E523	BYT 'FILE ERROR / LOAD'
E534	BYT 'ABORTED'
E53C	BYT #0D,#00
.....	E527	BYT #0A,#0D
.....	E529	BYT 'Errors found'
.....	E535	BYT #0D,#0A,#00
.....	E538	BYT #10,#07
.....	E53A	BYT 'Found ...'
.....	E542	BYT #00
.....	E543	BYT #10,#07
.....	E545	BYT 'Verifying ..'
.....	E551	BYT #00
.....	E552	BYT 'Verify errors'
.....	E560	BYT 'detected'
.....	E569	BYT #0D,#0A,#00

DISPLAY 'FILE ERROR ...

E53E	JSR \$E563	clear line 0
E541	JSR \$C719	do a 'NEW'
E544	JSR \$E804	reconfigure the VIA
E547	JSR \$C89F	set cursor
E54A	LDA #21	
E54C	LDY #E5	index the message
E54E	JSR \$CBED	display it
E551	JMP \$C4B5	and go directly to the interpreter

PASS NEXT BYTE,TEST IF END

Entry: #33-#34 contains the address of the current byte, and #61-#62/#2A1-#2AC contains the last byte of the

program.

Exit: C=1 if the last byte is exceeded by the incrementing, otherwise C=0
 #33-#34 is incremented
 X and Y are preserved

E554	LDA 33	E56C	LDA 33	take current address
E556	CMP 61	E56E	CMP 02AB	and do a pseudo comparison
E558	LDA 34	E571	LDA 34	with the end address
E55A	SBC 62	E573	SBC 02AC	C is stored as for a comparison
E55C	INC 33	E576	INC 33	increment the pointer in any case
E55E	BNE E562	E578	BNE E57C	Reminder: INC does not affect C...
E560	INC 34	E57A	INC 34	
E562	RTS	E57C	RTS	

DISPLAY 'Searching ..'

.....	E57D	LDA #0B	
.....	E57F	LDY #E5	index 'Searching ..'
.....	E581	JSR \$E5EA	and display
.....	E584	RTS	

DISPLAY 'Saving ..' AND THE NAME OF THE PROGRAM

.....	E585	LDA #45	
.....	E587	LDY #E6	index 'Saving ..'
.....	E589	JSR \$E5EA	and display
.....	E58C	LDA #7F	
.....	E58E	LDY #02	index the name (#027F)
.....	E590	JSR \$E5B6	and display it
.....	E593	RTS	

DISPLAY 'Found ..' AND THE NAME OF THE PROGRAM

.....	E594	LDA #38	
.....	E596	LDY #E5	index 'Found ..'
.....	E598	JMP \$E5AB	miracle: no JSR/RTS ! (BNE would be better)

DISPLAY 'Loading' OR 'Verifying ..' AND THE NAME OF THE PROGRAM

.....	E59B	LDA 025B	take mode flag
.....	E59E	BNE E5A7	jump if a verification
.....	E5A0	LDA #1A	
.....	E5A2	LDY #E5	index 'Loading ..'
.....	E5A4	JMP \$E5AB	or BNE: display
.....	E5A7	LDA #43	
.....	E5A9	LDY #E5	index 'Verifying ..'
.....	E5AB	JSR \$E5EA	display the message
.....	E5AE	LDA #93	
.....	E5B0	LDY #02	index name of program found (#0293)
.....	E5B2	JSR \$E5B6	and display it
.....	E5B5	RTS	

THE BACK PAGE

Twenty one pages this time, but a huge issue on the way for next month.
We will finish off with a few odd items that came into the office near publication time.

IT's MAGIC!

Ever heard of an 'EXIDY SORCERER'? No - well neither had I!

It was an 8-bit computer that came out in the mid-70s, and a cost of about £1000. I believe it had about 64k of memory.

Charlie Wallis of Groby recently acquired one in a faulty condition. It came with a technical manual for the Model 2, but Charlie has the Model 1 machine. If you have a manual for said machine then Charlie would be really pleased to hear from you.

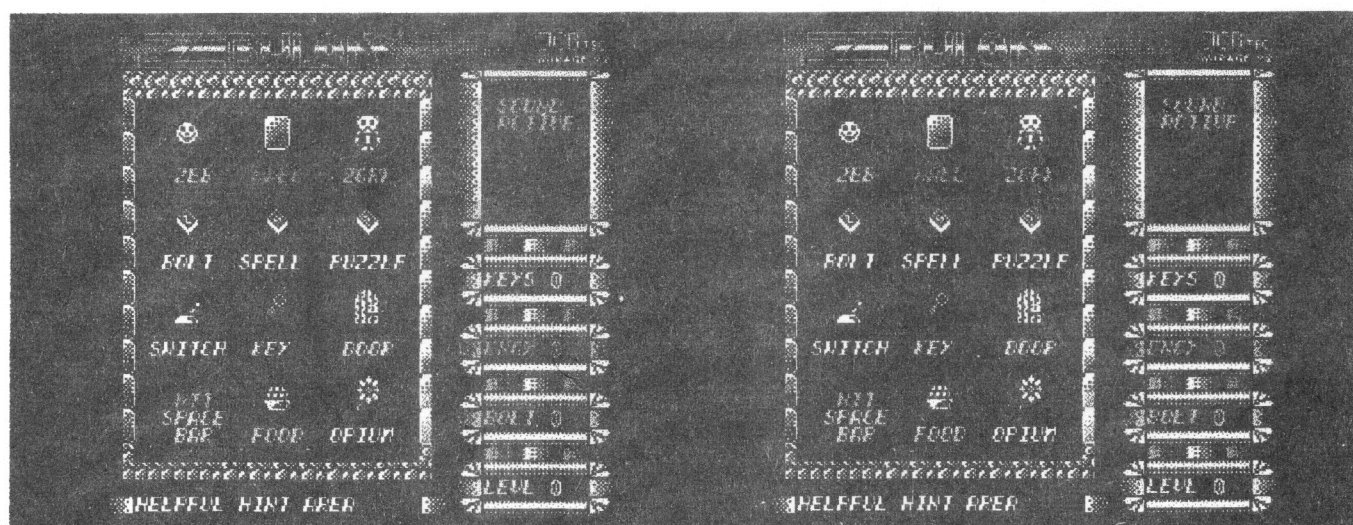
Charlie is on: 0116 287 0043

BLOBOIDS!

Once upon a time fellow Orician Dale Blyth from Heckmondwike typed in a listing from a computer magazine for a silly little program called BLOBOIDS. The program was very primitive. It appeared to multiply spacemen objects while you shot them. It was one of the first programs that Dale typed in, and he would like to track it down again.

SPECCY PROJECTS FOR THE ORIC!

Back 'Oricing' again is Kevin Gurd from the Southampton area. In his time he has written and drawn many interface projects for the Spectrum. Most projects could easily be converted for the Oric. More news as and when.



ZEBULON - the game!

Only from O.U.M - £2.50 on 3.5" disc or £3 on 3" disc.

The ultimate strategy from Jonathan Bristow.

THE ALTERNATIVE FRONT COVER

NUMBER 115

MARCH 1997

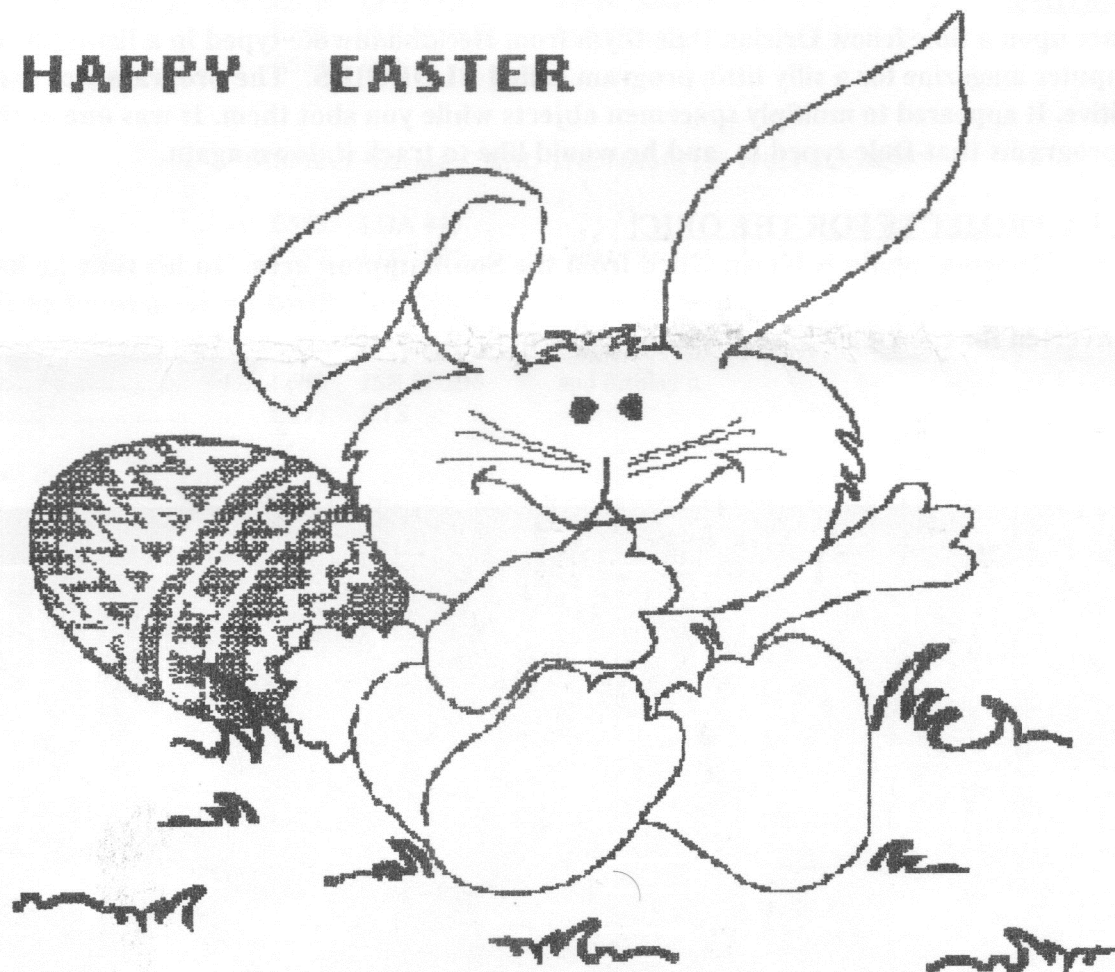
TIME TO
RELAX AND
HAVE A
GREAT
READ



ORIC

USER MONTHLY

HAPPY EASTER



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Distributed by B.Kidd , 32 Kier Hardie Cres. Newport , S. Wales . NP9 9DQ