

# ORIC

Number **118**

June 1997

## ***USER MONTHLY***

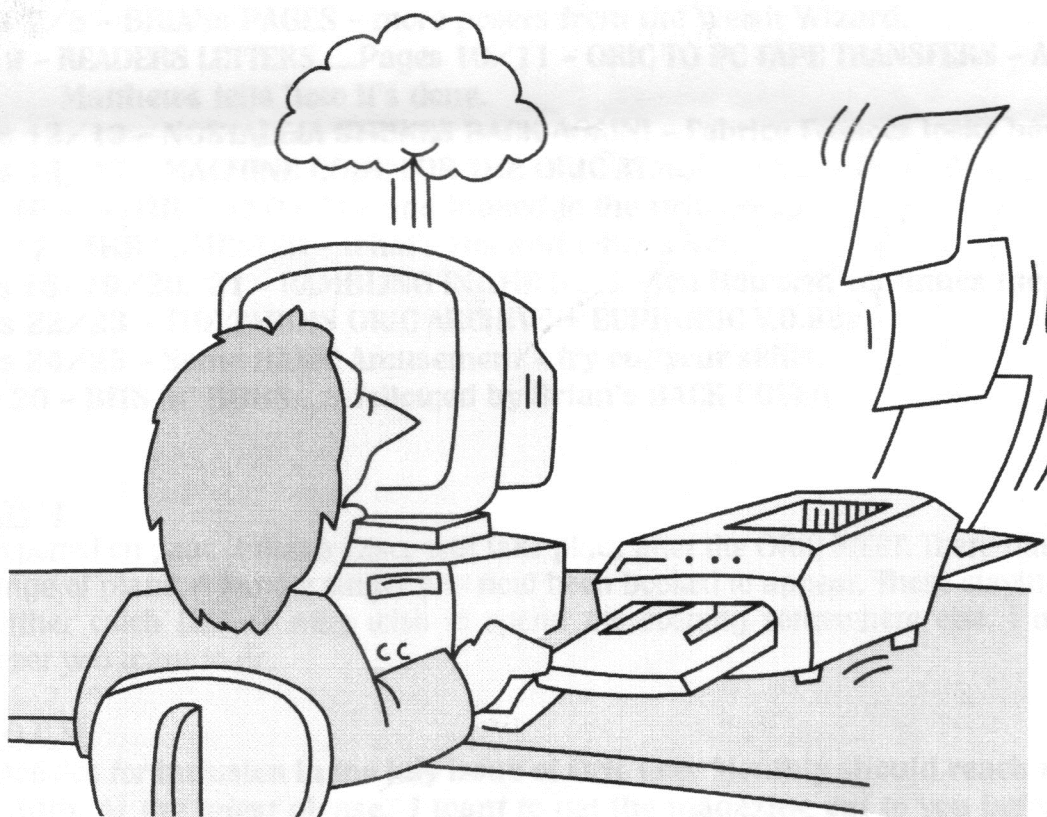
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*Keeping the  
Oric alive*

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with Alternative Micros

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..... and to the production room of OUM

## The Editorial

Hi All,

And welcome to a Summer issue of OUM!

A disaster befell me recently! All my documents on WORDPERFECT, that are stored on my PC were lost. Guess who hadn't made a backup????? Yes - I KNOW - deserve it, don't I?

I lost articles that I'd done for this issue, previous articles, OUM accounts, list of subscribers, invoices, orders, outstanding jobs/queries.....you name it - I lost it. Subsequently, I have a lot of work to do to put everything back to its' original state. I will need your help. I will either write to you, e-mail you, or put messages in this and future issues of OUM.

Apologies for getting even further behind with ORIC matters.

Brian Kidd and family take a well earned vacation this month, and so I'm back to collating and sending out this issue of OUM - it never rains, but it pours!

Some of what I had planned for this issue is now held over to next month, but still we have a well balanced magazine once again.

And so to the index for this month.

### INDEX

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**Page 3 - NEWS..... Pages 4/5/6 - SCORBUTT - the concluding episode.**

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**Page 9 - READERS LETTERS.....Pages 10/11 - ORIC TO PC TAPE TRANSFERS - Adrian Matthews tells how it's done.**

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**Page 16 - E-MAILS TO O.U.M - and indeed to the Oric group.**

**Page 17 - THE GAMESTER - what's Hot and what's Not!**

**Pages 18/19/20/21 - RAMBLING IN THE ROM - Jon Haworth continues the saga.**

**Pages 22/23 - THE TARDIS ORIC ARCHIVE + EUPHORIC V.0.991**

**Pages 24/25 - Some BASIC Amusement - try out your skills.**

**Page 26 - BITS 'n' BOBS..... followed by Brian's BACK COVER**

### ERRATUM

It is reported on page 3 that a Disco will take place after the ORIC MEET. There has been a change of plans. A female singer has now been booked to appear. Those staying over can either catch LIZA or may wish to spend the evening somewhere else. I will do whatever you want to do.

### July O.U.M

Articles for inclusion in the July issue of Oric User Monthly should reach me by June 20th. At the latest please. I want to get the magazine out to you before the MEET. MEET tickets and raffle tickets and MEET map will go out with the mag.

We are still waiting for the interviews from Paul Kaufman and John Sandham - I will chase them. I also hope to get an interview with Anthony Clarke. Answers to your EUPHORIC queries have been held over to next month.

Look out for yet another bumper issue dropping through your letter box.

## News.....News.....News

### Programmer wanted!

Robert Cook has been busy programming a machine code arcade game, which he is calling **Excel**.

He now finds himself short of time, and is looking for a machine code programmer to join him in completing the game. Robert is willing to travel and discuss the project. You would need to have Atmos tape facilities.

You can write to Robert at: 12 Liford Lane, Stirchley, Birmingham. B30 3DY..

Tel: 0121 689 4854 (Home) or 0121 631 4441 (Works)

### Transfer Cable

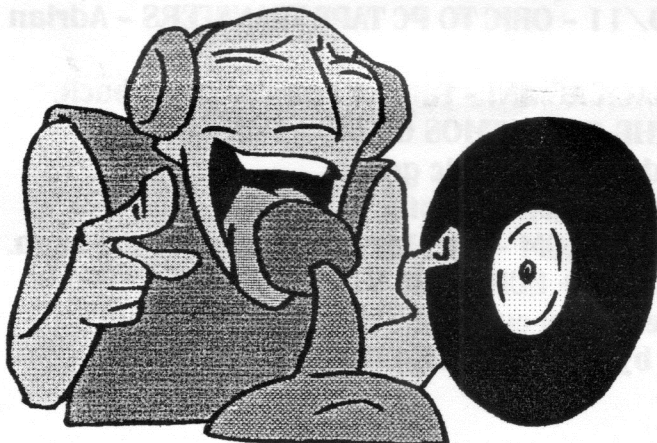
On page 10 of this issue is an article from Adrian Matthews on transferring Oric tapes to a PC. Adrian can make the cable up for those who can't manage it. I would guess that £10 would cover materials, postage, and a beer for Adrian, but you can sort it out with him. Adrian is at:

27 Carlton Court, 428 Christchurch Road, Bournemouth, Dorset. BH1 4AY

Tel: 01202 300354

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## AYLESBURY ORIC MEET



This is about your last chance to get tickets for the Oric Meet in Aylesbury on Saturday July 12th. Everyone says they are coming, but need to part with their money.

Well done to Peter Bragg and Allan Moore for sending in their money. I would guess to see about 30 on the day. Tickets are £2 each, half price for Senior Citizens, students and un-employed.

Bed and Breakfast available at a local pub for £15 - you must book in advance (ring me). We are also selling raffle tickets NOW for those unable to attend, at £1 each. If you have something to donate to the raffle, then please send it in or bring it on the day.

In the evening I have been booked to do a DISCO at the same place that the MEET is being held. It will be nice to relax and have a few beers with those staying on.

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### TEN YEARS OF ORIC USER MONTHLY

The August issue of Oric User Monthly will be number 120, which means we are 10 years old. We want to celebrate in style - a BIG ISSUE (not the 'Big Issue' that those guys sell on street corners!). We want articles, serious or humorous. If you have never contributed to OUM, then this is your chance.



```

10108 PRINT"({LLLH/JH/DEEA/GIMGI/DEEA/JH/JLLL{{{ @";
10115 PRINT"      K/KK/////////////////////////////////KK/GLLLLHK K";
10120 PRINT"JLLLLL/KK/DEEEA/JH/DEEEEA/KK/////////KK K";
10130 PRINT"K/////////KK/////////KK/////////KGLLLLH/KK K";
10140 PRINT"K/DEEEE&*EEA/DEE+=EEA/DEA/KJLLLLL/KK K";
10150 PRINT"KZ/////////KK/////////KK/////////ZKK K";
10160 PRINT"*EEEEA/KK/DEEA/DEE#/$EEEA/KK/DEEEE&K K";
10170 PRINT"K/////////KK/////////F/F/////////KK/////////KK K";
10175 PRINT"K/DEEEE+=EEEEEEEA/C/C/DEEE+=EEEEEA/KK K";
10180 PRINT"K/////////KK/////////KK/////////KK K";
10190 PRINT"GLLLLLLLLLLLLLLLLLLH?,LLLLLLLLLLLLLLLLL[I K";
10210 PRINT"      K      K";
10220 PRINT"      GLLLLLLLLLLLLLLLLLLLLLLI";
10230 NJ=0:GOSUB1193:DOKEAD+252,323:RETURN
10500 GOSUB1500:NU=329:RETURN
11000 GOSUB1500:NU=359:RETURN
11500 CLS:DOKE#20,#3E00:DOKE#22,#B400:CALL#3C00:INKO
11510 PRINT"Becond:      JLLLLLLLLLLLLLLLLLLLLLH";
11520 PRINT"Score :      K      K";
11530 PRINT"JLLLLLLLLLLLLLLLLLI?,LLLLLLLLLLLLLLLLL]H K";
11540 PRINT"K/////////KK K";
11550 PRINT"KZDEEEEEEAA/DEEEEEEAA/$EEEAZKK K";
11560 PRINT"K/////////F/////////KK K";
11570 PRINT"K/JLLH/DEEEEEEAA/DEEEEEEAA/F/DEEA/KK K";
11580 PRINT"K/GLLI/////////F/////////KK K";
11590 PRINT"K/////////JH/JH/$EEA/DEE#/DEA/F/JLLLLIK K";
11600 PRINT"GLLLLH/KK/KK/F/////////F/K      K K";
11610 PRINT"}}LLLI/GI/KK/F/JLLLH/F/DEA/C/GLLL}}\ -";
11620 PRINT"TT/////////ZKK/F/KJLHK/F///Z/////////TT) .";
11630 PRINT"({LLLH/JH/KK/C/GIMGI/C/JH/JH/JLLL{{{ @";
11640 PRINT"JLLLLL/KK/GI/////////GI/KK/GLLLL]I K";
11650 PRINT"K/////////KK///JLLLLLLLH///KK/////////K K";
11660 PRINT"K/$EEEEE+=EEA/GLLLLLLLI/DEE+=EEEE#/K JI";
11670 PRINT"K/F/////////F/K K";
11680 PRINT"KZF/JLLLH/DEEEEEEAA/DEEEEEEAA/JLLLH/FZK K";
11690 PRINT"K/F/GLLLI/////////GLLLI/F/K K";
11700 PRINT"K/F/////////JLLLLLLH/JLLLLLLH/////////F/K K";
11710 PRINT"K/F/DEEEA/GLLLLLLI/GLLLLLLI/DEEEA/F/K K";
11720 PRINT"K/F/////////F/K K";
11730 PRINT"K/C/DEEEEEEAA/DEEEEEEAA/DEEEEEEAA/C/K K";
11740 PRINT"K/////////K K";
11742 PRINT"GLLLLLLLLLLLLLLH?,LLLLLLLLLLLLLLLLLI K";
11744 PRINT"      K      K";
11746 PRINT"      GLLLLLLLLLLLLLLLLLLLLLLI";
11750 NJ=2:GOSUB1193:POKE#3929,161:POKE#3935,161
11760 DOKEAD+252,353:POKE#30EB,81:RETURN
20000 REM
20005 CLS:INK6
20006 PLOT11,1,3:PLOT14,4,5:PLOT15,26,2
20010 PLOT13,1,"EMMA BOVAIRE":PLOT15,4,"Presente"
20030 A$=" S C O R B U T T ":FORX=3TO11:PLOTX,13,A$:PLOT(22-X),14,A$:WAIT25
20035 NEXT:POKE48560,10:POKE48600,10
20040 FORX=1TO10:FORY=1TO8:A=A-INT(A/7)*7+1:POKE48588-IG-2*Y,A
20045 POKE48628-IG-2*Y,A:NEXT:NEXT:GOSUB560
20120 RETURN
30000 REMSUITE
30020 CLS:PLOT11,11,"INSTRUCTION (O/N) ?"
30030 GOSUB5000:IFA$="N"THEN30270
30035 IFA$<>"O"THEN30030
30040 CLS:PLOT15,0,"SCORBUTT":PLOT9,0,3

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30050 PLOT7,4,"Vous voila egare au coeur"
30060 PLOT5,6,"d'un organisme hostile.Defendez"
30070 PLOT6,8,"le BUTT contre les GLOMS qui"
30080 PLOT6,10,"apparaissent sans cesse pour
30090 PLOT5,12,"vous detruire.Pour stopper cet"
30100 PLOT4,14,"envahissement vous devez pousser"
30110 PLOT4,16,"les BLOCS afin d'obstruer chacune"
30120 PLOT4,18,"des issues.Vous parviendrez ainsi"
30130 PLOT3,20,"a survivre a chaque vague d'ennemis"
30132 PLOT6,22,"BONUS tous les 10000 points"
30140 PLOT9,26,"ESPACE pour continuer":PLOT2,26,5
30145 GOSUB5000:IFA$<>" "THEN30145
30150 CLS:PLOT5,1,"Pour vous defendre vous pouvez"
30151 PLOT1,19,2:PLOT1,21,2:PLOT1,23,2:PLOT1,1,1:PLOT1,3,1:PLOT1,5,1
30160 PLOT4,3,"generer des ANTI-GLOMS qui vous"
30042 PLOT3,5,"seront tres utiles dans votre tache"
30175 PLOT17,7,"\ \ \":PLOT1,7,3
30180 PLOT2,9,"Trois BUTTS au debut de chaque partie"
30190 PLOT2,11,"= bonus @ vitamine"
30195 PLOT2,13,"+ BLOC dynamique + BLOC statique":PLOT23,13,171
30200 PLOT2,15,"& GLOM & ANTI-GLOM":PLOT23,15,166
30210 PLOT6,17,"% le MONSTRE changeant":PLOT33,17,165
30220 PLOT2,19,"N.B. Chacun de ces objets a des"
30230 PLOT4,21,"proprietes diverses et variees que"
30240 PLOT4,23,"vous decouvrirez rapidement..."
30250 PLOT9,26,"ESPACE pour la suite":PLOT8,26,5
30260 GOSUB5000:IFA$<>" "THEN30260
30270 CLS:PAPER0:PLOT4,8,"@VOLUME.....(0/16)?"
30280 FORX=0TO3:PRINTCHR$(10):NEXT:FORX=0TO26:PRINTCHR$(9);:NEXT:BO=16:INK3
30281 GOSUB600:FORX=0TO2:POKE#3CD8+16*X,A:NEXT:YW=-A*(A<>16)
30290 PRINTCHR$(10)CHR$(10)CHR$(10);
30310 PLOT4,11,"@RAPIDITE.....(0/9)?:BO=9:GOSUB600:ED=20*(9-A)+70
30315 PRINTCHR$(10)CHR$(10)CHR$(10);
30320 PLOT5,14,"ABONDANCE....(0/9)?:BO=9:GOSUB600:TD=5*(9-A)+5:B$="":RETURN
31000 AD=#5900:CLS:GOSUB100:INK1
31015 S=VAL(MID$(HEX$(PEEK(AD+1)),2))
31017 S=S+VAL(MID$(HEX$(PEEK(AD+2)),2))*100
31020 S=S+VAL(MID$(HEX$(PEEK(AD+3)),1))*10000
31030 FORX=1TO10
31035 IFS>S(X)THEN31045
31040 NEXT:U=11:GOTO31060
31045 U=X:FORX=9TOUSTEP-1:S(X+1)=S(X):SS$(X+1)=SS$(X):NEXT
31050 S(U)=S:IFU=1THENPLOT13,2,"Record battu!!":PLOT4,2,12
31051 IFU=1THENDOKEAD+4,DEEK(AD+1):K=PEEK(AD+3):POKEAD+6,K
31052 PLOT1,2*U+2,12:PLOT10,2*U+2,8
31055 SS$(U)=MID$(STR$(S),2):A=LEN(SS$(U))
31056 SS$(U)=LEFT$("00000",6-A)+SS$(U)
31060 PLOT12,0,"MEILLEURS SCORES"
31061 PLOT11,0,3:PLOT12,2,2
31070 FORX=1TO10:PLOT4,2*X+2,SS$(X):PLOT2,2*X+2,X+48:PLOT3,2*X+2,"-"
31071 NEXT:PLOT1,22,"10":POKE48920,1
31075 FORX=0TOU:PRINTCHR$(10):NEXT:FORX=0TO21:PRINTCHR$(9);:NEXT
31077 POKE618,11:IFU=11THEN31090
31079 FOR X=1TO15
31080 GOSUB5000:IFA$=CHR$(13)THEN31085
31081 IFASC(A$)=127THEN31200
31082 IFLEN(A$)>1THEN31080
31083 A=ASC(A$):IFA>31 AND A<91THENPRINTA$;:B$=B$+A$:NEXT:GOTO31085
31084 X=X-1:NEXT
31085 A=INT(RND(1)*7)+1

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31086 SS$(U)=SS$(U)+" ....."+CHR$(A)+B$:B$=""
31090 POKE618,10:PLOT6,26,"VOULEZ-VOUS REJOUER (O/N/P) ?":PLOT5,26,6
31100 GOSUB5000:IFA$="O"THENPAPER0:RETURN
31105 IFA$="P"THEN30270
31110 IFA$<>"N"THEN31100ELSE150
31200 IF(LEN(B$)<>0)THENPRINTCHR$(8)" "CHR$(8);:X=X-1
31210 B$=LEFT$(B$,(LEN(B$)<>0)+LEN(B$))
31220 GOTO31080
32000 CLS:GOSUB100:DOKE47999,0:DOKE#3D1A,50000
32001 NP=DEEK(AD+252):INK6:POKE#3C83,2:POKE#9999,0:POKE#3C7B,0
32002 PRINT:PRINTSPC(10)"Score :":POKE#3D2D,50:PLOT2,1,3
32005 PLOT12,5,"FELICITATIONS":PLOT12,6,"FELICITATIONS"
32006 PLOT9,5,14:PLOT9,6,14:PLOT10,5,1:PLOT10,6,2
32010 G=INT(100*NP/NU)+1:PLOT6,18,"Il vous reste % de votre"
32013 PLOT20,18,MID$(STR$(G),2)
32015 PLOT12,20,"bonus initial"
32016 PLOT11,22,"soit":PLOT16,22,STR$(G*200)+CHR$(6)+" points."
32017 PLOT16,2,1:POKE47998,2:FORX=1TO3:A=PEEK(#5900+X):POKEX,A:NEXT
32019 FORX=1TO100*G:CALL#3D00:NEXT:POKE#3D2D,40:PLAY0,0,0,0:POKE#3C83,1
32020 WAIT400:FORX=1TO3:A=PEEK(X):POKE#5900+X,A:NEXT:POKE#3C7B,1:RETURN
33000 FORX=1TOLEN(A$)STEP3:A=VAL(MID$(A$,X,1)):B=VAL(MID$(A$,X+1,2))
33004 IFA=9THENA=5:O=5:RR=1
33005 POKEPP,PEEK(PP)-128
33010 PLAY1,0,0,0:MUSIC1,O,A,YW:WAITB:PLAY0,0,0,0:POKEPP,PEEK(PP)+128:NEXT
33015 RR=0:RETURN
33100 A$="148836562":O=3:GOTO33000
33200 A$="815815815930160":O=4:PP=0:POKEPP,150:GOTO33000

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This Space could be filled with one of your programs. If you have written something that may be of interest to fellow Oricians, then please send it in, and we will print it - we are always looking for new listings.

## ORIC USER MONTHLY

Nearly 10 years in the business!!

And still going strong.



# BRIAN'S PAGES

ORIC USER MONTHLY

Issue # 118

JUNE 1997

## WELCOME

I HOPE YOU ALL  
ENJOYED THE ESCAPE  
FROM THE NORM, BY  
THAT I MEANS MY  
LITTLE GAME OF BINGO.

SHOULD ANYBODY  
WANT A COPY OF MY  
BINGO GENERATING  
NUMBER PROGRAMME,  
WHICH IS VERY  
COLOURFUL, THEN  
SEND 4 \* 20p STAMPS,  
WITH NAME, ADDRESS  
AND MEDIA  
REQUIREMENTS ( SORRY  
- NO 3 " ORDERS )  
TO ME .

WINNERS OF THE SAID  
GAME WERE :

4 CORNERS :

*BOB TERRY*

FULL HOUSE :

*KEN DUDDE*

WHAT ELSE WOULD YOU  
LIKE TO SEE ON THESE  
PAGES ?

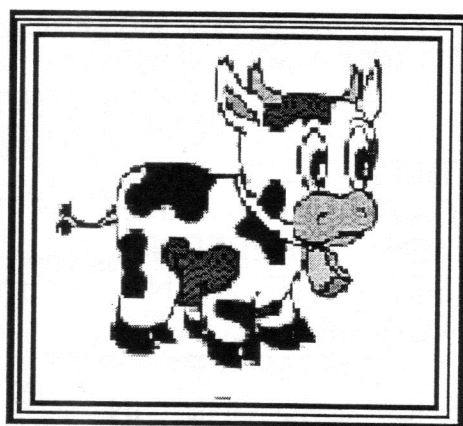
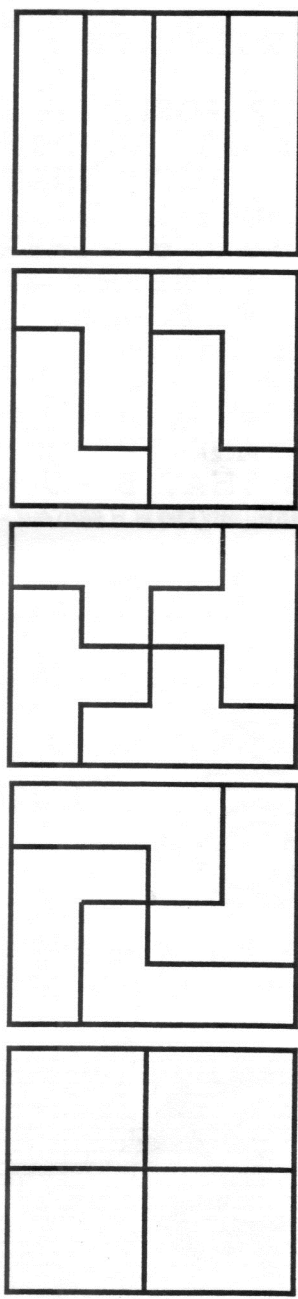
MY ADDRESS IS :

32 KIER HARDIE CRES.  
TREBERTH FARM  
NEWPORT  
S. WALES  
NP9 9DQ

## ANSWERS

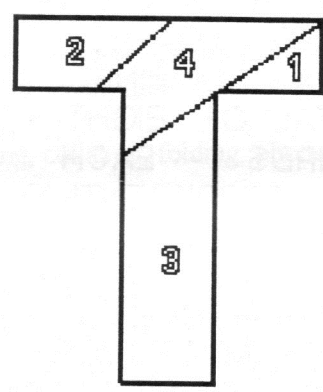
### 1) IT'S A SQUARE DEAL

THERE ARE ONLY FIVE  
COMBINATION, NAMELY



*C.J.D FREE ZONE !*

### 2) ALL CHANGE



### 3) RED SKY AT ...

THE SHEPHERD WHO  
HAD THREE LOAVES  
SHOULD GET ONE  
COIN WHILE  
THE OTHER GETS  
SEVEN SOUND  
FAIR ? NO !  
WELL TURN THE  
PAGE TO FIND  
OUT THE  
REASONING BEHIND  
THIS STRANGE  
ANSWER . . . . .



# IT'S PAGE 2 TIME !

ANSWERS CONTINUED

THERE WERE EIGHT LOAVES AND THREE MEN, THEREFORE EACH ATE 2 AND TWO-THIRDS LOAVES. THEREFORE SHEPHERD ONE IN EFFECT SUPPLIED ONE THIRD OF A LOAF TO THE HUNTER WHILE SHEPHERD TWO, GAVE TWO AND ONE-THIRD LOAVES. ( A COMBINED TOTAL OF EIGHT-THIRDS - EACH THIRD REPRESENTING ONE COIN )

4) IT'S IMPOSSIBLE

A FEW ANSWERS COME TO LIGHT, THE MORE FEASIBLE BEING

- 1) A PARENT
- 2) AN EQUAL

PEOPLE HAVE IN THE PAST MOANED THAT MY POSERS ARE OFTEN TOO DIFFICULT SO FOR THIS ISSUE ONLY ( ! ) SOME EASY ONES ARE SUBMITTED - OH HOW KIND OF ME !

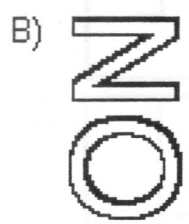
*NOW for the posers for this issue !*

1) A PERCENTAGE ?

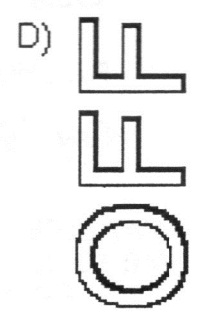
SELECT 2 POSITIVE INTEGERS AT RANDOM - A & D, SUCH THAT  $A < D$ .  
SELECT TWO FURTHER POSITIVE NUMBERS AT RANDOM - B & C, SUCH THAT  $A < B < C < D$

WHAT ARE THE CHANCES THAT  $B + C =$  AN ODD NUMBER ?

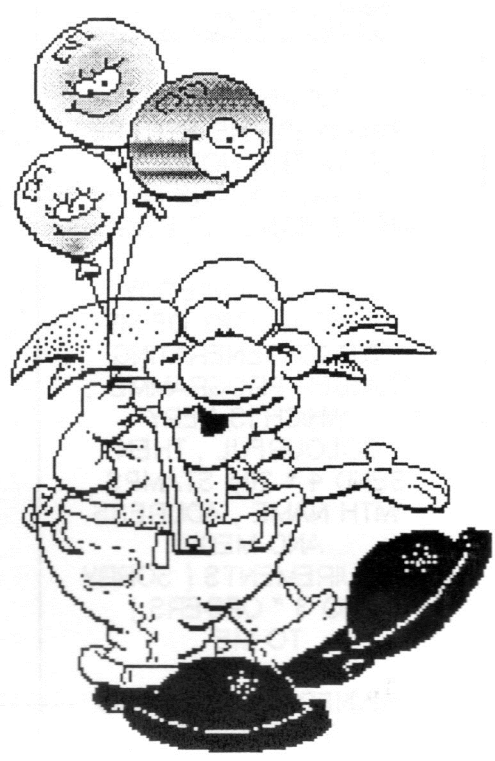
2) GUESS THE PHRASES etc.



C) JOBS IN JOBS



E)



## Readers Letters

Dear Dave,

I have noticed a couple of references to the subject of mouse drivers for the Oric, in OUM recently. You were quite right in your comment that I did produce a mouse driver for my Oric. I thought that it might be an idea for me to write a little bit on the subject, so I will see if I can produce something for next month. It might encourage others to have a go at a project that is quite interesting and not too difficult.

- Peter Bragg (Sutton)

Dear Peter,

Looking forward to your article, and to seeing you again at the Aylesbury 'MEET'.

- Dave

---

Dear Dave,

In last month's OUM it was interesting to note Ken Duddle's comment that he wouldn't have continued with OUM had he subscribed during my reign. Especially interesting is that he was a subscriber at the time and never missed an issue after his first!

- Robert Cook (Stirchley)

Dear Robert,

Perhaps the reason that Ken has asked for copies of back issues 1 to 25 is that he has lost his originals; or binned them. Whatever the reason, I'm sure no dis-respect was meant - well, fairly sure - well, sort of sure - well, .....

Lighten up Robert - you started OUM - we owe it all to you! - all the bloody typing, collating, folding, phone calls, e-mails etc.etc.

- Dave

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Dear Dave,

Another year comes and goes, and it's that time of year again. So here is the monthly cheque, sorry yearly cheque.

It is interesting to compare the current magazine with some of the earlier mags. There seems to be much more new 'stuff' to be found these days.

All the best for the next 10 years.

- John Foggin (Ashington)

Dear John,

I sometimes look back at old issues, and quite enjoy some of those from about two years ago, though I am never fully satisfied with any issue. Perhaps readers would like to write in, and tell us their favourite 3 issues of OUM.

- Dave

---

Dear Dave,

Find enclosed a cheque for £50 to cover 1 years subscription, two tickets to the MEET, and a donation to the Club funds. It's been a good month at work!

- David Goodrum (Leigh-On-Sea)

Dear David,

Sincere thanks for your generosity. After allowing for subs and tickets, £30 was donated to Club funds.

- Dave

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## Oric to PC Tape Transfers

In response to a request from Dave, this is a step-by-step guide to how I have been transferring Oric software that I have written, from tape onto my PC, for use with Euphoric. Although the information is all in the Euphoric documentation, hopefully this will put it into one continuous list and be easier to follow. I will also point out any problems that I have experienced in carrying out the transfer.

The process can be broken down into three steps:

1. Build a cable to connect your Oric to your PC.
2. Transfer the data from the cassette tape into a usable file on the PC.
3. Load the program into Euphoric.

Don't ask me how the transfer actually works, just believe me when I say that it does! I'll leave the technical description of what's happening to those more knowledgeable than myself. I should also point out that I use Euphoric V0.99h, so I don't know if previous versions work in the same way, or with the same degree of success. So, let's begin...

### 1. Build a cable.

You will need to make up a cable to connect the printer port on your Oric to the printer port on your PC.

The following is a list of parts that I used, and the order details for ordering from Maplin Electronics. Total cost of parts is in the region of £6 for a cable 1.5m in length.

<u>Order Code</u>	<u>Item</u>	<u>Comments</u>
XR81C	20way Colour Coded IDC Cable	Colour coded is more expensive but worth it when trying to keep track of which wire is which.
FG84F	20way dil IDC Socket	
YQ48C	25way D-Range Plug	
JW87U	25way D-Range Thumbscrew Hood	Optional, but produces a tidier finished product.

To make up your cable, join together the following pins:

#### PC 25way Plug    Oric 20way Socket

15	3 (D0)
13	5 (D1)
12	7 (D2)
10	9 (D3)
11	1 (Strobe)
6	19 (Ack)
18-25	20 (Ground)

I connected pins 18-25 together at the PC end by soldering a piece of wire across the relevant terminals on the plug.

### 2. Transfer data.

Connect your Oric and PC printer ports together with your new cable, having booted both systems first. My PC tended to get upset when the Oric was powered up whilst they were connected together. I have also discovered that, unlike Euphoric, the transfer utility will not work under Windows 95. You should therefore boot into MS-DOS mode.



technology, not into an imaginative design, nor into a thorough thinking of the playability of the game, and finally you often get games that aren't enjoyable as the as the classic arcade games were. No wonder the success of multiplayer games: computer-driven characters are so rough you don't enjoy playing with/against them. Please don't misunderstand me: I don't want to reject modern games and claim classic games are better (although some people do). I just want to say that people like Pacman's designer were motivated by the satisfaction of people, and new concepts of enjoyment. For example, in an interview, he said he was interested in designing a game which will make you have different feelings, in the same way you have feelings and even cry when you a movie like E.T.

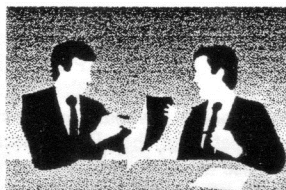
OK, I hope you won't find all these thoughts too much Oric-irrelevant. In fact, it is very relevant to the reasons we enjoy our old 8 bit computer. However, after having played again the arcade games, many of their conversions for the Oric are very deceiving. This is not only true for the Oric but also for most home computers, some conversions are good and others are bad. However in most cases, the huge time spent in the arcade game's playability and enjoyment doesn't follow in their home computer clones (the latter often count on their renown originals). For example, I've seen tons of Pacman games on home computers, and no one exhibit such a careful behaviour as on the real thing. Most often, the ghosts rush directly towards you, trying to minimise the distance to your gobbler. As a result, you will be caught surrounded by ghost or you will be able to lead the ghosts all around the maze.

Let's talk about some of the arcade games conversions on our Oric. I won't insist on Breakout and Elektrostorm which are quite good but really lack an analogue input device (respectively a paddle and a track-ball). One of the early arcade game, which was very widely cloned, is Space Invaders. It ran with a 8080 CPU and it was monochrome only (coloured plastic rubbers were sticked on to the screen). In my humble opinion, this one has been very nicely converted to the Oric with IJK's Invaders. On the other hand, there isn't any good conversion of Galaxian or Galaga. Among all our Pacman clones, I find Ghost Gobbler the best one, it might be subjective of course, but in my opinion, the playability is the best, the progressive difficulty is well programmed. Of course, the behaviour of the ghosts is much more primitive than the arcade's one, so you easily see how the ghosts try to reduce the distance to you. Hopper is quite good the Oric, of course this game is easier to program than Pacman because there aren't really opponents in it. Mr Wimpy is quite good as a clone of Burger Time too. However, I don't see the point the introductory level, which is more a hassle than anything else. But the burger levels are very addictive. Once again, the opponent's movement is simple, but it was simple on the arcade game too (note that the arcade machine used two 6502, one for the program itself and one to drive the sound!). As a clone of Scramble, Krillys is the best one my opinion, better than Skramble or Raider (though this one is quite different). It's a pity Krillys' scroll is flashing so much, someone should fix this one day. Then, we could talk about Driver, which is a good clone of Rally X too. It is somewhat different, but the playability is good and it becomes very challenging with several opponents. How could I forget Defence Force, as a good clone of Defender (which ran on a 6809 and much superior hardware). In my opinion, this one is still an example of colour-use on the oric. Many, many home computers games are inspired by arcade games. You might not know that Styx was inspired by a Japanese "Irem" game. Styx is one of the best hires game on the oric. With such a list, you could think that we, Oric users, have been very lucky. Don't be too enthusiastic, a lot of games

were not converted to the Oric, others were cloned but not in a good way, like Super Jeep (as known as Moon Patrol in the arcades). Others are so bad it's a shame to sell such crap things: my favourite arcade game was Q\*bert, and Loricels' Hubert was so bad I haven't even kept it... so, of course, I rushed to see if I could play the original Q\*bert, but alas, it was not emulated yet, so I forgot the Oric for a while and embarked on contributing an 8088 emulator and drivers to emulate Gottlieb's machines hardware, but that's another story...

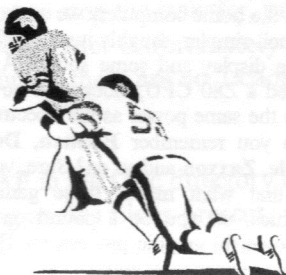
Cheers,

Fabrice Frances



## ORIG USER MONTHLY

For all the best articles, all the best listings, all the best News, reviews, tips, ideas, pics on the ORIG scene.



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Don't forget your OUM Index for just £1.50!!! 111

The Annual Aylesbury Oric is on Saturday July 12th. GET YOUR TICKET NOW! It starts at 10.a.m and finishes about 5.p.m. It will cost you £2, but is half that for senior citizens, juniors, & unemployed.

ALSO ----- Don't forget the GRAND RAFFLE! Tickets £1 each. We also need some prizes donated. DO IT NOW - please

-----  
The Story so far

----- We have been looking at Interrupts in recent articles and eventually finished up with a set of routines that could be used to extend Oric's Interrupt System to include some of our own software. It was rather a long explanation, but a series on machine code, would be incomplete if it didn't include some details about the Interrupt system.

Take a Break

----- Now lets look at an instruction that has not been covered so far, that is the "BREAK" instruction. It is a good time to look at it, because it has things in common with the Interrupt system which has just been covered. It is a single byte instruction (hex code 00) and it's full name is "Force Break (Trap or Software Interrupt)". That name is usually abbreviated to the label "BRK", which is short for "BReaK".

Essentially, it is a software version of the Interrupt. The first thing it does is to set the "Break Status Flag Bit" to "1" in the Status Register.

It adds 02 to the Program Counter, which it then preserves on the Stack. The Program Counter holds the address of the current instruction being executed, so this action puts a "return address" onto the Stack.

Having done that, it then preserves the Status Register on the Stack.

Next, it sets the Interrupt Mask Bit in the Status Register to "1", which disables the Interrupt Request ("IRQ") line, so that any Interrupt Request is ignored, for as long as that remains set to "1".

Finally, it resets the Program Counter to vector through the address in locations #FFFE and #FFFF. That causes the program to jump via that vector, to the Interrupt vector at #0244 (labelled "INTFS"), which takes it on to the Interrupt handling routines in the Oric's operating system ROM at #EE22.

If you followed the recent articles on the Interrupt system, you may find that much of this is familiar and indeed, it is a similar operation to that which occurred when the "IRQ" hardware line goes active, as noted recently, in Part 57 of the series. The main difference is that this is a software operation that is initiated by the "Break" instruction. It doesn't need an electrical signal down a wire into the microprocessor, as in the case of the Interrupts that we have dealt with in the past. Now we have an instruction which will give us a software interrupt, in addition to the hardware version that we have covered in the last few issues.

At this stage, I should say that I have never found the need to use this particular instruction, although others have used it for such things as setting "breakpoints" which are useful for debugging etc and it can also be useful for important software such as disk operating systems.

If you do want to make use of the "Break" instruction for a software interrupt, you will find that, what was said about the vectors and adding extensions to the Interrupt routines, in the recent articles, also applies to the Interrupt routines accessed by the "Break" instruction.

Once again, you can add your own extension routine, but you will need to start with a short routine to sort out the software "Break" operation from the hardware "IRQ" interrupts, which use the same vectors.

Is it really a "Break" ?

----- Let's look at how to go about separating software "Break" interrupts from the hardware ("IRQ") interrupts. The "Break" instruction sets the "Break Status Flag Bit" to "1" in the Status Register. That is Bit 4 in the Status Register byte. Essentially it boils down to getting a copy of the Status Register contents and testing them to see if Bit 4 has been set to "1". If it has been set to "1", the interrupt must have been caused by a software "Break", not the "IRQ" line.

As mentioned above, the Status Register is the last item saved on to the Stack, by the "Break" instruction, so we could retrieve a copy of the Status Register from the Stack into the Accumulator for our test. However, we must not forget to restore the Stack to it's original state.

All we need is just two instructions, "PLA" (code 68) followed by "PHA" (code 48). These will pull the most recent item put on the Stack, off into the Accumulator and then push it back onto the Stack. This leaves a copy of the Status byte in the Accumulator, without changing the Stack contents.

Providing the Stack has not been changed, since the "Break" instruction, the item in the Accumulator will be a copy of the Status Register contents put on the Stack by that "Break" instruction. We can now test the byte in the Accumulator to see if the "Break Status Flag" (Bit 4) has been set to "1".

If it is "1", it will show that the interrupt was the result of a software "Break". The testing can be done using the instruction "AND #10", followed by a "BNE" branch instruction. The Branch instruction could be set so that if Status Bit 4 is set to "1", it would branch off to a specific routine to deal with the "Break". It would follow that if Bit 4 was clear at "0" the Branch would be disabled and the specific "Break" routine would not be used.

There is no doubt the above operation would work, although I have to confess that I have never used it. If and when I ever need to use a software interrupt I would certainly concentrate more on making the operation "transparent" as illustrated in the previous articles on interrupts. That would make it slightly more complicated, which is why I haven't bothered to do so here. At least the above description gives some idea of what is involved, when making use of the software interrupt, provided by the "Break" instruction.

Drawing a Blank

----- It should be mentioned at this stage, that unlike other instruction codes, the code 00 hex used for the "Break" instruction, is also often used for other purposes. For example, many programmers use it to terminate strings of characters or display codes. Strictly speaking, this is using hex code 00 as data, but it is still useful at that.

Many have owned or used the BBC Microcomputer. The programmers for the BBC Micro thought it a good idea to blank the entire useable memory (not a lot of that in the old BBC Micro !). An untidy user memory cluttered up with random patches of garbage, was not posh enough for BBC micro users !

The BBC Micro's operating system blanks the entire memory with code 00 and then puts code FF in the first location of each and every block of one hundred bytes. Very tidy ! but also very useful. I wasted no time in doing the same for the Oric Atmos. Programming and debugging are a lot easier if you know precisely what is in every location in the user memory. Providing you don't pirate it, a good idea is worth copying.....See you next time.



## E-Mails to OUM

Hi,

That was the big surprise of the day... It was about 9:30 p.m. I was busy translating 'Masque d'Or' into English for the next Summer disk when someone rang at the door. Anne opened and asked me: "- Did you expect someone from England?

- Well, not today, and probably not even next week for the Oric Meet. Who's that? - Steve Marshall!!"

In fact, he and Ally were spending a night in Paris after some kind of music festival which was staged during the past week in their twin town somewhere in France.

They had walked all day and just happened to pass by my house. I treated them to a cup of instant coffee and we talked loosely about the Oric and the Internet.

At the time I'm writing, they have just gone back to their hotel in South Paris. A touch of unreality on a Saturday night, nearly a dream...

The stuff the Oric community is made of...

Cheers,

Laurent Chiacchierini (Paris)  
CLUB EUROPE ORIC

E-mail: laurentch@compuserve.com

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

I am in USA and my name is Ross Leuck. I realize that there is Oric software available over the web, but what are some FTP sites with software?

==[Vanilla Ice]==

"Yo, Vanilla, kick it one time, boy!"

Dave,

Thanks for the May issue of OUM, I certainly will be subscribing, probably mainly to argue about the top 100 arcade games ;). Honestly, **Ratsplat** ?

By the way, I have sent my Oric Testimonial now, I hope youve read it.

Right, cheers again.

Chris Mappleby

Readers of the latest issue of Oric User Monthly (117) will find a couple of pages listing the top 100 Oric Arcades....

- INSECT INSANITY is listed at number one
- ZORGANS REVENGE is listed at number two
- XENON III, RAT SPLAT, MARC all at number three

I quite agree INSECT INSANITY is the best, but find it rather suprising that DONT PRESS THE LETTER Q only manages 53rd (same position as LIGHT-CYCLE, HOPPER and THEM)!!!! TETRIS comes in at joint 6th - but is it really an arcade game?

- David Goodrum.

"Num mihi dolebit hoc?....."

I agree, DONT PRESS LETTER Q was by far one of the most original Oric Arcade Games...

- Guillaume Meister

Your following message has been delivered to the 125 members of the list [oric@lyghtforce.com](mailto:oric@lyghtforce.com) at 12:47:29 on 23 May 1997.

> Hey Oric User(s)!!

How are you? I write you to ask some questions:

In fact, I don't know who I'm talking with, I send a message at this address 'cause Dbug told me that here somebody could answer me...

Im a student of the FIB (Facultat d'Informatica de Barcelona), and as you can see, I study "Informatique". I have an old Oric-1 and now I have seen a lot of "stuff" on the Net about projects, programs, new compilers... And I wanna do something with my new Oric, but I haven't any disk drive. My question is: Is there any way to connect a PC drive to my old Oric??

Thank you very much.

Greetings from Barcelona: ROMA SEGURA FABREGAS

**You can e-mail OUM.**

**Messages to: [dave@oum.softnet.co.uk](mailto:dave@oum.softnet.co.uk)**

## The Gamester

Just recently the Oric users on the Internet have been posting lists of their favourite software for the ORIC. Some while back, we did the same at OUM. I thought it would be interesting to see what these guys thought was best.

> From: Philippe Moniez <pmoniez@cage.dedal.fr.net>  
> To: Oric list <oric@lyghtforce.com>  
> Subject: your favourite softwares...> Date: jeudi 8 mai 1997 16:18  
> Hello all.

I don't know if you already did this (I didn't see it since I'm a member of this list) but I think it'll be great to know what softwares you thought were the best on Oric.

> Here's my list :

> 1. L'Aigle d'Or (I don't know the English title of this soft). > 2. Zorgon.  
> 3. Le tombeau de Xacayacalt (or something like this). > 4. Lorigraph > 5. Fire flash  
> That's all for now (maybe I'll remember some more later).

Waiting for your replies,

Philippe Moniez.

I cannot agree :)

The best games on ORIC were :

1) Manic Miner 2) Defence Force 3) 3D Fongus (Real time 3D !!! :))) 4) Gubbie (yep, i'm serious)  
Bye ! - Guillaume Meister

Hi all,

Here is my list of favorite softwares on Oric:

1. L'Aigle d'Or 2. 3D Fongus 3. Mr. Wimpy 4. Talisman 5. 1000 bornes  
Keep up the good work ! - Marc Goldstein

There were others, but I've lost them - during my document loss week - I pasted them to a document, and deleted the original message.

## KRYSTAL WORLDS II

It is six years since you explored the worlds of KRYSTAL. Soon after, Krystal was used to cure Earth's population crisis. However, recently contact was lost with Krystal's population, and it has been discovered that a dictator known only as the Warlock, has declared the worlds of Krystal as his own. It is not known if any humans have survived.

It is your mission to return to Krystal, locate and destroy the Warlock. It is understood that the Warlock has immense power, and you are advised to investigate with caution.

Written by Robert Cook, released on OUM's very own MIRAGE software outlet, this 2-part text adventure is available on cassette now. This product took a lot of sleepless nights of programming, but no one has been interested enough to buy it yet. Why the hell should programmers listen to your requests for new software, if you can't be bothered to support them?

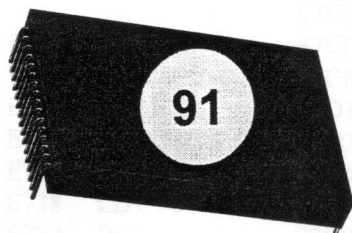
If you want the cassette version, then send £3.50 to OUM.

The disc version has also been advertised - no interest. It will probably go out on an OUMDISK.

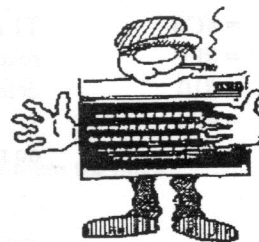
## THE ORIC CHEATS DIRECTORY

The 'Oric Cheats Directory' was a Jim Groom publication that went out with OUM some time ago. Recently I have been sending a copy to new subscribers. If you haven't a copy and want one, then please let me know.

If you have any tips that are not included in version 1 of the directory, then please let us know.



# RAMBLING IN THE ROM



## Rambling on....

On with the cassette routines - but a nice little surprise at #E7DE in Version 1.0 ...

### SEND THE START OF TAPE SIGNAL TO CASSETTE

Entry: nothing

Exit: X=0, Y=0, Z=1 and 259 bytes (curious number!) are sent to tape.

E6BA	LDX #02	E75A	LDX #02	
E6BC	LDY #03	E75C	LDY #03	
E6BE	LDA #16	E75E	LDA #16	take %0010110
E6C0	JSR \$E5C6	E760	JSR \$E65E	and send to tape
E6C3	DEY	E763	DEY	loop on Y
E6C4	BNE E6BE	E764	BNE E75E	
E6C6	DEX	E766	DEX	and on X
E6C7	BNE E6BE	E767	BNE E75E	which is 3+256=259 bytes
E6C9	RTS	E769	RTS	

### CONFIGURE THE VIA FOR CASSETTE USE

Bug: generates a STROBE to the printer

E6CA	JSR \$EBFD	E76A	JSR \$EE1A	prohibit IRQ by T1
E6CD	LDY #06	E76D	LDY #06	for the 7 registers
E6CF	SEI	E76F	SEI	prohibit IRQ
E6D0	LDX E6E2,Y	E770	LDX E782,Y	take index of the register
E6D3	LDA E6E9,Y	E773	LDA E789,Y	and value to place there
E6D6	STA 0300,X	E776	STA 0300,X	write the value in the register
E6D9	DEY	E779	DEY	and the next...
E6DA	BPL E6D0	E77A	BPL E770	
E6DC	LDA #40	E77C	LDA #40	close the command relay
E6DE	STA 0300	E77E	STA 0300	(and generate a strobe !)
E6E1	RTS	E781	RTS	

### DATA FOR CONFIGURATION

E6E2	E782	BYT #05, #04, #0B, #02, #0C, #88, #0E
E6E9	E789	BYT #00, #D0, #C0, #FF, #10, #F4, #7F
#0305	= #00	T1 (write timer) = #00D0
#0304	= #D0	i.e. the frequency when writing a 1



#030B = #C0	T1 in monostable mode, exit on PB7
#0302 = #FF	relay on entry, so forced to 1 so closed
#030C = #10	detect a climbing front on CBI (cassette entry)
#0308 = #F4	?
#030E = #7F	do not generate IRQ : DO NOT DISTURB !

### COMPARE REQUIRED NAME WITH FOUND NAME

Entry:

V1.0: the name to find is in #35..., and that found is in #49..., both terminated by a 0.

V1.1: the name to find is in #27F..., and that found is in #293..., both terminated by a 0.

Exit: X=0 if the names match, or if no name was specified.

X<>0 if the names do not match, the name found is made equal to that to be found.

Remark: the comparison is made on a maximum of the first 16 characters of the name

E6F1	LDY t00	E790	LDY #00	initialise name index
E6F2	LDX #00	E792	LDX #00	and indicate match for the moment
E6F'	LDA 35	E794	LDA 027F	if no name is sought
E6F6	BEQ E70D	E797	BEQ E7AE	exit with X=0
E6F8	LDA 0035,Y	E799	LDA 027F,Y	take name sought
E6FB	CMP 0049,Y	E79C	CMP 0293,Y	and compare with name found
E6FE	BEQ E701	E79F	BEQ E7A2	if match, carry on
E700	INX	E7A1	INX	if no match, indicate error
E701	STA 0049,Y	E7A2	STA 0293,Y	replace name found with name sought
E704	INY	E7A5	INY	next character
E705	CPY #11	E7A6	CPY #11	16 characters will do
E707	BCS E7BD	E7A8	BCS E7AE	and exit if 16 (+#00) characters tested
E709	PHA	E7AA	PHA	if not, is ti a 0 ? (terminator)
E70A	PLA	E7AB	PLA	neat - to set Z according to A
E788	BNE E6F8	E7AC	BNE E790	no, continue to compare
E70D	RTS	E7AE	RTS	

### DISPLAY COPYRIGHT MESSAGE

Remark: the routine is never called by the ROM, and ANDY BROWN thought himself better than PETER HALFORD since he didn't erase his own name!

E7DE	JSR \$E563	.....	clear status line
E711	LDA #8D	.....	
E713	LDY #EB	.....	index 'Software by...
E715	LDX #00	.....	to place in th efirst column
E717	JSR \$E576	.....	display message on the status line
E71A	JSR \$E905	.....	wait for a key press
E71D	BPL E71A	.....	
E71F	JMP \$E563	.....	and erase status line, except for ANDY BROWN

### SYNTAX FOR CLOAD AND CSAVE

E725	LDA #00	E7B2	LDA #00	initialise various indicators
E727	STA 67	E7B4	STA 024D	FAST mode
E729	STA 63	E7B7	STA 02AD	BASIC
E72B	STA 64	E7BA	STA 02AE	non AUTO
.....	.....	E7BD	STA 025B	no verification
.....	.....	E7C0	STA 025A	no merge
.....	.....	E7C3	STA 025C	

.....	.....	E7C6	STA 025D	set error count to 0
.....	.....	E7C9	STA 02B1	and indicate no format error
E72D	JSR \$CE8B	E7CC	JSQ \$CF17	evaluate the expression
E730	BIT 28	E7CF	BIT 28	test string flag
E732	BPL E722	E7D1	BPL E7AF	no, error (#D712/#D7CD is there for this)
E734	JSR \$D715	E7D3	JSR \$D7D0	take pointer
E737	TAX	E7D6	TAX	length in X
E738	LDY #00	E7D7	LDY #00	prepare index
E73A	INX	E7D9	INX	adjust length
E73B	DEX	E7DA	DEX	length -1
E73C	BEQ E746	E7DB	BEQ E7E7	finished, exit
E73E	LDA (91),Y	E7DD	LDA(91),Y	take character in the string
E740	STA 0035,Y	E7DF	STA 027F,Y	and save in memory
E743	INY	E7E2	INY	prepare next character
.....	.....	E7E3	CPY #10	if over 16 characters, that's enough
E744	BNE E73B	E7E5	BNE E7DA	continue
E746	LDA #00	E7E7	LDA #00	take NULL (#00) as terminator
E748	STA 0035,Y	E7E9	STA 0035,Y	and save
E74B	JSR \$00E8	E7EC	JSR \$00E8	take current character
E74E	BEQ E79C	E7EF	BEQ E852	if parameter read, exit
E750	CMP #','	E7F1	CMP #','	if not, look for a comma
E752	BNE E722	E7F3	BNE E7AF	(#CFD9/#D065 clearly doesn't exist)
E754	JSR \$00E2	E7F5	JSR \$00E2	jump the comma
E757	BEQ E79C	E7F8	BEQ E852	exit if more parameters
E759	CMP #','	E7FA	CMP #','	if only commas,
E75B	BEQ E754	E7FC	BEQ E7F5	simply ignore (?)
E75D	LDY #05	.....	.....	prepare parameter counter
E75F	DEY	.....	.....	preceding parameter
E760	BEQ E722	.....	.....	if not recognised, error
E762	CMP E7A5,Y	.....	.....	compare to the table of parameters
E765	BNE E75F	.....	.....	no good, try the next
E767	CPY #04	.....	.....	is it AUTO ?
E769	BCC E76F	.....	.....	no, jump
E76B	STY 63	.....	.....	yes, #63 < 0
E76D	BCS E754	.....	.....	unconditional: continue evaluation
E76F	CPY #03	.....	.....	is it S ?
E771	BCC E777	.....	.....	no, jump
E773	STY 67	.....	.....	yes, #67 < 0
E775	BCS E754	.....	.....	unconditional
E777	JSR \$00E2	.....	.....	it's E or A: jump the character
E77A	LDX #80	.....	.....	indicate machine code block
E77C	STX 64	.....	.....	DEC #64 would have done!
E77E	CPY #02	.....	.....	is it A ?
E780	BCC E78F	.....	.....	no, treat E
E782	JSR \$E79D	.....	.....	yes, evaluate an integer
E785	LDA 33	.....	.....	pointless, it's in YA
E787	LDY 34	.....	.....	
E789	STA 5F	.....	.....	and save as start address
E78B	STY 60	.....	.....	
E78D	BCC E74B	.....	.....	unconditional: continue evaluation
E78F	JSR \$E79D	.....	.....	evaluate an integer
E792	LDA 33	.....	.....	
E794	LDY 34	.....	.....	useless
E796	STA 61	.....	.....	
E798	STY 62	.....	.....	and save as end address
E79A	BCC E74B	.....	.....	unconditional
E79C	RTS	.....	.....	
.....	.....	E7FE	CMP #&AUTO	is it AUTO ?
.....	.....	E800	BNE E807	no, jump
.....	.....	E802	STA 02AD	yes, #2AD < 0
.....	.....	E805	BCS E7F5	unconditional: continue

.....	E807	CMP #'&'S'	SLOW required ?
.....	E809	BNE E810	no, jump
.....	E80B	STA 024D	yes, #24D < 0
.....	E80E	BCS E7F5	unconditional: continue
.....	E810	CMP #'V'	Verification required ?
.....	E812	BNE E819	no, jump
.....	E814	STA 025B	yes, #25B < 0
.....	E817	BCS E7F5	unconditional
.....	E819	CMP #'J'	merge (Join) required ?
.....	E81B	BNE E822	no, jump
.....	E81D	STA 025A	yes, #25A < 0
.....	E820	BCS E7F5	unconditional
.....	E822	CMP #'A'	start of block ?
.....	E824	BEQ E82A	yes, jump
.....	E826	CMP #'E'	end of block ?
.....	E828	BNE E871	no 'SYNTAX ERROR'
.....	E82A	STA 0E	save code start/end
.....	E82C	JSR \$00E2	jump the A or the E
.....	E82F	LDX #80	indicate not Basic
.....	E831	STX 02AE	
.....	E834	JSR \$E853	evaluate an integer
.....	E837	LDA 33	pointless, it's in YA
.....	E839	LDY 34	
.....	E83B	LDX 0E	recover the parameter
.....	E83D	CPX #'A'	was it A ?
.....	E83F	BNE E849	no, jump
.....	E841	STA 02A9	
.....	E844	STY 02AA	yes, save start address
.....	E847	BCS E7EC	unconditional
.....	E849	STA 02AB	
.....	E84C	STY 02AC	save end address
.....	E84F	JMP \$E7EC	and continue...
.....	E852	RTS	

## EVALUATE A NUMBER OF 2 BYTES

Entry: TXTPTR correctly placed

Exit: YA, #33-#34, #D4-#D3 contains the number (unsigned)  
C=0, N and Z positioned according to the low byte.

E79D	JSR \$CE77	E853	JSR \$CF03	evaluate a number in ACC1
E7A0	JSR \$D867	E856	JSR \$D922	ACC1 --> Unsigned integer
E7A3	CLC	E859	CLC	C=0 (to facilitate relative branching ?)
E7A4	RTS	E85A	RTS	

## TABLE OF PERMITTED PARAMETERS

Remark: The '!' is there, although one is bound to ask why, the index never falls to 0. Bizarre, bizarre....

E7A5 .... BYT '!', 'E', 'A', 'S', #C7 (AUTO)

Email: jon@cam.dungeon.com  
Oric Mailing List: oric@lyghtforce.comJon Haworth  
3 Petersfield Road  
Duxford  
Cambridge



# TARDIS ORIC ARCHIVE

Recently a new Oric site has been set up on the Internet by Alex Chouc..... (the unprouncable one!). This mirrors the one of Fabrice Frances. Now for details as received over the Net, followed by my own thoughts.

## INTRO from Alexios Chouc.....

Welcome to the UK mirror of the Oric Archive.

For more information about Oric computers, please try the Oric Home Page, at the following URL:

<http://www.ensica.fr/oric/>

Here's what you'll find in here:

DISKS . . . . . Disk Images	DOC . . . . . Technical Documentation
EMULATORS . . . . . Oric Emulators	F83 . . . . . Forth 83
IMAGES . . . . . Pictures from the WWW	ORIC-C . C Cross Compiler (DOS/Linux)
ROMS . . . . . Various ROM Images	SEDORIC . . . . . The Sedoric OS
SNAPSHOTS . . . Software screenshots	TAPES . . . . . Tape Images (lots)
TOOLS . . . . . Helpful utilities (PC)	

Text files in this site have been formatted for use with Oric machines, hence the 38 columns. 80-column versions of README files are provided, as README-80.

The FTP site mirrors the \*latest\* versions of software, i.e. the ones present on the Ensica WWW site.

Have fun!

Alexios <[alexios@vennea.demon.co.uk](mailto:alexios@vennea.demon.co.uk)>

This is a sketchy version of the Oric archive, and the URL is:

<ftp://ftp.tardis.ed.ac.uk/users/alexios/Oric>

These are all latest versions of files on the Ensica archive pages - emulator, technical docs etc. Docs include Fabrice's HOWTO, Mike's ULA, and the ORIC C compiler (at last) mirrored outside Ensica's Incoming directory.

## FABRICE joins in

Sure, my life will be a lot easier, since I won't have to update Ensica's ftp site (don't worry, Alexios doesn't mirror Ensica's ftp server). Also, Ensica's ftp server was becoming quite useless, with its disks 108% full, preventing anyone from uploading anything. So, I'm removing the Oric directoris at [ftp.ensica.fr](ftp://ftp.ensica.fr)..... Final point: it seems tardis has a bigger bandwidth.

## Oric takes on the PC

Alexios site was set up at the end of March. By April 8th, Alexios was sending out the following message: "Greetings! Oric takes on the PC! Well, almost. Statistics indicate that (excluding images) the Oric archive is the second most popular FTP directory at Tardis - the first is a directory of PC software. The PC dir has about 78% of daily hits. The Oric Dir has 11% (and rising). Tardis is registering around 700 PORTs a day for the Oric archive. Whoa! It's popular"

## AND THE PROBLEMS!

Four days after the above message from Alexios came news that the site was down. There had been a planned outage of JANET (the UK joint academic network), which meant that all routing to academic sites was impossible until they finished maintenance on the new JANET lines that they were meant to be installing. Unfortunately the expected 'few hours' work was a grave under estimate.

Now turn the page for the Editor's comments, and the latest on EUPHORIC

### Comment from the Editor

As I settle down to my glass of wine, I will try to be constuctive! Must be quick as I want to watch one of my favourite Television programmes - TOUCHING EVIL.

I don't want this magazine to become a 'What's happening on the Oric Internet sites', but feel that there is so much going on, that it is worth reporting in some depth, as a lot can be used on a humble Oric with a disk system. The Internet is now an important part of the Oric scene, and as such, should be written about. If you don't agree, then let me know. After all, it is your magazine.

Initially I downloaded a version of Euphoric from TARDIS, but there was no narrative to inform me that I had the latest version - 0.99i, as opposed to 99h, which I had previously been using (See EUPHORIC update).

For a long while I was unable to log back in to the TARDIS site - it was always down. I have now been able to get back in, and found the site greatly improved.

I cannot quite believe that there are 700 PORTs a day to the ORIC archive - perhaps Alexios could explain more fully. There are over 50 more sites on Tardis, besides Alexios's. Not all are finished. The higher level directories have names such as: abr, andy, & moomin. Not much of an explanation to what they contain. Perhaps Alexios could give more detail. There is some MAC stuff and I think some role playing games, as well as some educational items.

There is a lot for the Oric on Alexios's site, and hopefully if problems are now sorted, then it will be a lot more reliable than Ensica was at times - was a pain to be cut off halfway through downloading files.

In conclusion- hats off to Alexios for putting so much time and effort into the site, and a big thank you to him.

### EUPHORIC v0.99i

As reported in a previous issue of OUM, version 0.99i of EUPHORIC is with us. Here is a transcript of correspondence between myself and Fabrice.

**DAVE** - "So it is here! The version I got from Alexios was indeed V0.99i. 'HISTORIC' file shows updates - lightpen + mouse for Telestrat. You actually get the mouse cross showing up on other Euphoric programs (bit of a pain). There is an HTML file, viewable on Microsoft Explorer (only in French)".

**FABRICE** - "That's why 0.99i is not advertised in the English page. I asked for help some time ago, and as I didn't receive any answer, I started the English HTML too. Then one French guy proposed help, so I sent him the near-finished English document, but I have no news from this guy for quite a long time too. I guess I will have to finish this doc myself."

**DAVE** - "As with a previous version of Euphoric, I had to change a couple of lines of the EUPHORIC.INI file....."

Line 6 - Atmos Rom should be 1.1b, not 1.1c.

Line 7 - Microdisc Eprom should be MICRODIS not MICRODISC".

**FABRICE** - "Yeap, EUPHORIC.INI is meant to be tinkered. The names of the various Roms have to be adjusted to point to your own Rom names. Also if you don't like the grey spot on the screen, you just have to unplug the lightpen"

**DAVE's FOOTNOTE** - Don't forget also, that if you want to print an Oric text file or perhaps a programming listing, direct to the printer, then you must amend the statements of EUPHORIC.INI to show **Printer=Yes & PrinterOutput=lpt1**

( see OUM issue 114 - page 4)

## Some BASIC Amusement

Let's start with the message posted to the Oric group by Dominique Pessan:-

In the April issue, the CEO-MAG proposes to CEO members a BASIC amusement. As I have been told that some of us, on this list, are not (still) members ;- ) I propose to invite them to participate to this friendly competition.

The purpose is to write a BASIC routine able to compare two characters strings and which would be able to say you that two strings are the same, even if they only are about the same. Something like "dave Dik"="Dave Dick" or "allain vebaire"="Alain Weber" you see? Of course this routine should be able to declare that "PARIS" (France) is different from "BARI" (Italy)....

In order to compare routines, I have written this little bench-mark :-)

```

10 CLS
20 DATAPARIS,PARIS,OK,WASHINGTON,WACHINTON,OK,NOUAKCHOTT,NOUADHIBOU,False
30 DATALISBONNE,LISBONE,OK,PARIS,BARI,False,NIL,NYL,OK,OTTAWA,HAUTAWA,OK
40 DATANEW DELHI,NEWDELL,OK,SANTIAGO,ANTIAGO,OK
50 DATAHO CHI MINH VILLE,HOCHIMINH VILLE,OK
60 PRINT:PRINTCHR$(27),"B";
70 PRINT"Question";:PRINTTAB(14),"Answer";:PRINTTAB(28);
   "in fact";:PRINTTAB(33),"yours"
80 PRINT:PRINT
90 DOKE#276,0
100 FORI=1TO10:READV$(I),A$(I),J$(I)
110 NEXT
120 FOR I=1TO10
130 A$=A$(I):V$=V$(I)
140 GOSUB50000
150 PRINT@3,3+I;V$:PRINT@14,3+I;A$:PRINT@28,3+I;J$(I)
160 IF RJ=1 THENPRINT@33,3+I;"OK"ELSE PRINT@33,3+I;"False"
170 IF (RJ=1ANDJ$(I)="OK")OR(RJ=0ANDJ$(I)="False")THEN SC=SC+1
180 NEXT
190 T=(65535-DEEK(#276))/100
200 PRINT:PRINT" SCORE : ";SC;"/10"
210 L=(INT(100*(DEEK(#9C)-#822)/1024))/100
220 PRINT" Length in Ko : ";L
230 PRINT" Computing duration : ";T;" s"
240 N=INT(1000*SC+1000/T+100/L)
250 PRINT:PRINTCHR$(27),"C";"Global mark : ";N
260 PRINT:PRINT:PRINT
270 END
50000 REM---- YOUR ROUTINE ----
50010
.
50nnn RETURN

```

As you see, your routine must be in 50000, in order to be called as a sub routine

Criteria are: % of right answers ( as high as possible ), duration of computing , length of code ( as short as possible for both ).

Of course, you can also propose me, a bench-mark more performant :-)

I've written a routine which marked 7288 through the above BM...what about yours?

If you want to play with us, send me your routine (BASIC Only). Let's say that on the first of August 97, I will publish in this list the names of participants and of course the winner's name which would be venerated for generations in Oricians homes :-))  
bbye ---- Dom.

### DAVE To Dom(inique) and the 125 members of the newsgroup

Hi,

regarding your Basic competition. If you have no objections, I propose that I advertise it in the June issue of Oric User Monthly, so that non Internet Oricians can get involved. I will get them to snail mail me their responses, and then e-mail them to you.

-- Dave Dick (Oric User Month.....dave@oum.softnet.co.uk

### Dom back to Dave

No problem, Dave, on the contrary, I think it's a good idea !

Thank-you. Bbye ---- Dom.



**COMPETITION (Contd.)****FABRICE FRANCES GETS INVOLVED**

I hope I am not the nasty guy who makes the competition fails... But obviously, one can work a solution from the benchmark... I think the objective should be redefined, to be more generic. What you want to do is a sort of spelling checker, with an arbitrary vocabulary. So, you enter a word which is not in the vocabulary, and the routine has to rate which word in the vocabulary is closest to the entry... Of course, the routine should be independent of the vocabulary.  
My 5 "centimes" only... 8-)..... - Fabrice

**DOM Replies to FAB**

At 09:53 26/05/97 +0200, Fabrice Frances wrote:

>But obviously, one can work a solution from the benchmark...

Obviously:

```
50000 IF J$(I)="OK" THEN RJ=1 ELSE RJ=0
50010 RETURN
```

With this solution, of course, you are the best ( of the cheats :-)

Of course your routine will be independant of the BM vocabulary. I thought it was evident. If not, there is really none interest ( you're right Fabrice)...

One of the things I wanted to point out with this BM, was that a 100 pcent right results routine, with prohibitive length or computing time, should not inevitably have the best mark compared to a 85 pcent one, shorter and faster...

Laurent point out an other problem with the vocabulary used in the BM, adapted to French phonetics but not to English one ( Ottawa , Hautawa...) Perhaps he will propose a BM for both languages?...However, obviously, the most important is not the BM( should all the routines being tested with the same one:-), the most interesting, for me, is the way you will solve this small problem.

>I think the objective should be redefined, to be more generic. What you want to do is a sort of spelling checker,

Why a spelling checker ? rather reducing... why not a phonetic way ? or ... Well, I'm sure you're sufficiently imaginative to propose your own original way to solve the problem:-)

Waiting for the first solutions !

Bbye ..... Dom.

**Let's pass it to you!**

O.K. Now you generally know what is expected. Those on the Internet can send their answers direct to Dominique. Anyone else who wants to have a go, can send their answers to me by July 12th (the day of the Oric Meet). This then gives me a couple of weeks to send them on to Dom. You may not be on the NET, but we want to get every Orician involved.

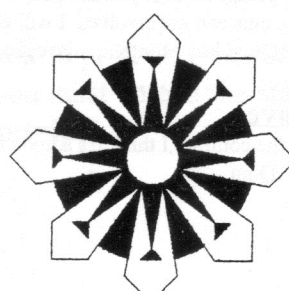
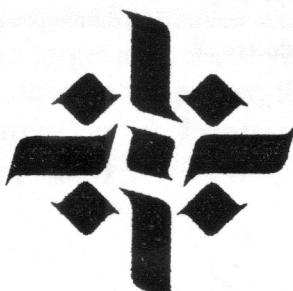
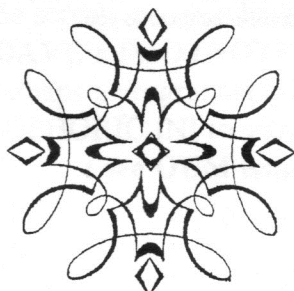
**JOKE DU JOUR**

**Question:** What is the difference between a computer and a woman?

**Answer:** You only have to punch the information into a computer once!

(With apologies to Norma Wrangham - our sole female subscriber)

If you have any computer jokes, then please send them in. I could do with a laugh.



## **BITS 'n' BOBS**

### **CHIC COMPUTER CLUB**

I joined the CHIC Computer Club a year ago. I have just received my third magazine of the year - WOW - WHAT VALUE! I am also informed that the club is closed for three weeks holidays. In the Autumn they celebrate their 15th Birthday, and their 40th. Issue - I don't think that I will be re-subscribing. It would be worth subscribing if you were about to buy certain products, as your membership card also acts as a discount card at many outlets. E.g: minimum 5% from TINY COMPUTERS, 10% off inkjet refill kits from SYSTEM INSIGHT, and about 60 other various outlets.

### **THE LAST RITES**

The **SILICA SHOP** called in the receivers in February. I remember that I bought the first OUM printer from them - a Seikosha. I seem to have the kiss of death!

**PCW PLUS**, a Future Publishing glossy, and the last High St. 8-bit magazine ceased in March. The expected boost in readership from the PCW 16 was too little, and too late.

**WATFORD COMPUTERS** renowned in the early days as suppliers of the BBC, and more recently a very diversified mail order concern, have called in the receiver.

### **COMMODORE MAGAZINE**

**COMMODORE SCENE MAGAZINE** for the 64 has reached issue 13. It costs £2.50 (£3 with cover disk), and is available from: Computer Scene, 35 Nottingham Road, Nuthall, Nottingham. NG16 1DN

### **GERMAN 8-Bit**

Especially for Andre Widhani and any other German speakers e.g. Mrs. Gitte Haworth, we have news of an 8-bit magazine in their language. You can apply for a sample copy of **MUMPITZ** to:

Hanz - Christof Tuchen, Lotzestr 10, D- 12205. BERLIN

Also just formed in Germany is a ZX81 group - drop me a line if you want the address.

### **FORTH**

Those who have been using F83 Forth may be interested in the following web site:

<ftp://rcs1.urz.tu-dresden.de/pub/soft/SimTel/msdos/forth>

You will find many interesting things if you like Forth, a few different versions, C sources and so on...

### **MICROTAN EMULATOR**

There have been some comings and goings on the NET recently with regard to an emulator for the forerunner of the ORIC - the MICROTAN 65. Here is the latest message from Ray Gannon:

"Fabrice has let me have a copy of his 6502 emulator written in C. (I have to say it's a great piece of code). I've written a main() to load in the TANBUG ROM and run a screen/keyboard interface. After a bit of finger trouble - and disabling Fabrice's calls to the ORIC VIA <g>- I got a TANBUG prompt - so it's basically working. There's a few problems....with no hardware to interrogate at startup, TANBUG wants to default to the printer rather than the screen, so I get a PRINT ERROR message up before you can do anything useful. (Useful?? - that's the trouble with nostalgia - I'd forgotten how primitive the Microtan was !!!)

I've been doing the coding with GCC running under LINUX. I want to get it working both under DOS and LINUX, so it's way too soon to distribute any files - perhaps a couple of weeks away. I bet Fabrice will have his working properly before I do :-)

(Fabrice - if you are writing an emulator, the easiest way to simulate a keypress is to put the keyvalue in Mem[0x01] - that's what TANBUG does, its 0x00 if no key and the ASCII value otherwise.)"

**THE  
ALTERNATIVE  
FRONT  
COVER**

**Issue # 118  
JUNE 1997**

BROUGHT  
TO YOU  
COURTESY  
OF  
BRIAN KIDD

**ORIC  
USER MONTHLY**

THE MEET IS ALMOST HERE  
- NOW HAVE I GOT EVERYTHING ?  
LETS SEE , BEER , BARBEQUE , MORE BEER ,  
DISCO , HALL BOOKED . YES I THINK SO ....  
**SHIT** I ALMOST FORGOT THE ORIC !



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