

ORIC

Number **138/9**

February/March 1999

USER MONTHLY

*Keeping the
Oric alive*

with Alternative Micros



Just 15 years on (part 4).....

The Editorial

Hello there one and all,

And welcome to this super duper, fasmagorical, expletive ridden double issue of OUM.

By the time you read this, I should be soaking up the rain in Tunisia, completing a 50 over par game of golf, doing my money in a casino, and persuading my wife that we can't fit a carpet in a suitcase! Eat your hearts out!

A big OUM thank you to all who have contributed to this - **The Big Issue**.
Without further ado, let's see what we have to offer this time around.

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3" Disc users

The Trading Post is at: Victoria Road, Shifnal, Shropshire. TF11 8AF. Callers welcome Tuesday to Saturday. E-mail: tradingpost@btinternet.com

As well as items for the Speccy, Amstrad, Amiga, Commodore, and PC; they also have a couple of items that might interest 3" disc users. They are: 3" ex-software discs - £12 for a pack of 5, 3" head cleaning kits - £4.99, 3" re-conditioned disk drives (30 days warranty) (Part exchange) - £32.50, 3" disk drive belts - £3.99.

Jon's Mirror site

To alleviate the problem of slow download from Fabrice's French site, Jon Haworth has set up a mirror site. It can be found at:

www.cambr.force9.co.uk/oric

As a treat for those not on the Net, we re-produce the front pages of it on pages 25 & 26 of this issue of OUM.

APRIL OUM

Articles for inclusion in the April issue to reach me by March 22nd at latest, please.

I plan to make this an ORIC ONLY issue - no English lessons, no Alternate Micros, and no puzzle pages.



NEWS>>>NEWS>>>NEWS

FIVE YEAR STRETCH

After nearly five years of publication, **8BIT** has come to the end.

Editor Brian Watson has spent nearly a year putting together the 20th. and final issue (dated February 1999). This 41 page extravaganza is full of items for your favourite 8-bit machines.

Elsewhere in this issue of OUM I will be passing on some of that information to you.

Meanwhile Martyn Sherwood of the United Amstrad User Group has decided to take up the reins with this type of magazine and publish one to cover all the major formats both Z80 and 6502.

The new 8 BIT "6502/z80" magazine is to be produced by Wallis Publishing, and will include the following features: Articles for both processors, Hardware & technical coverage, Free cover tapes and discs (initially just for Speccy and CPC), 52 pages of A5 articles, Trade adverts, Internet book search, Club discounts, Bargain basement (products for sale), and Readers ads.

It will cost you £3 for the trial copy, or £12 for a year. Payment to : "M Sherwood" at:

Wallis Publishing, 13 Rodney Close, Bilton, Rugby. CV22 7HJ.

Enquiries by phone between 7 and 9 p.m. (Weekdays only) on: 01788 817473

UK8

The IEBA and WACCI have got together to present the 1999 UK 8-bit convention at :

The Saddlers Club, Bescott Crescent, Walsall on Sunday 26th. September - 10 a.m until 4 p.m.
Admission is £2 by ticket only. You may even want to exhibit something yourself!

For a booking form/ further information write, enclosing an A4 S.A.E to :

UK8, Harrowden, 39 High Street, Sutton, Ely, Cambs. CB6 2RA.

You can also e-mail: **UK8@spheroid.demon.co.uk**

The address, by the way, is that of former fellow editor, Brian Watson.

EUPHORIC 0.99n

Euphoric 0.99n is available on

<http://oric.ifrance.com>

I found it easier to go onto PEACER's (Oguzhan Yilmaz) page and download it from XOOM.

It is packaged in a Windows distribution which should be easy to install and use for everyone. Added realism and atmosphere plus click-and-play (TM), bring a new richer

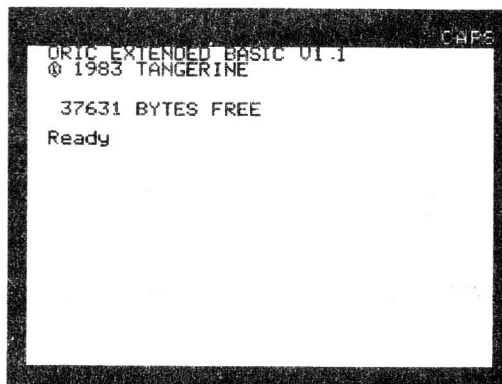
Oric experience on your PC...

You get a set-up file, just like any other Windows programs. What are the main upgrades from previous versions?

Access to several Oric computers shortcuts, so you can easily choose an Oric configuration to run, with cassettes only or disks. You can double click a program in the directory to start it. Cassette and disk in-lays (cover artworks) are now displayed when you boot up. .WAV files to replace those with a .4K8 extension.

Improved FDC 1793 emulator. PSG 8912 emulation fixed. F6 is now a cold reset, whilst F7 is a warm reset.

And what is my opinion of it all? Well, it would be nice if it bloody well worked for me, but it doesn't. I got so peed off with it, that I'm now running version 0.99h. At least I don't need all this fannying around with READDSK to read a disk. I don't know what version Jon Haworth is running, but I know he is still having problems screenwise. Who else out there is having trouble with certain versions. Euphoric has certainly come a long way, and when running like it should, then it is a marvellous product, but it is so hard to keep track of all the changes, especially if they cock something up.



E-mails to the Editor

Hi Dave,

Firstly, apologies to anyone concerned for my lack of communication involved with the Rhetoric project - I am one of the guilty silent ones. I must admit that my interest in life after OUM has revolved around an improved English CEO mag, with more articles translated into English. This has become possible thanks to the Internet and online instant translation. Despite disparaging comments from many about the accuracy of these services, I decided to use one to convert Simon Guyarts "Tyrann 2: Le Fer D'Amnukor" article/game guide (on his website at: <http://www.geocities.com/Paris/7150/orice.htm>) into English. This is quite a big article, but being a non-technical type with a love of Oric adventures, it was ideal for me. So I downloaded the relevant page to my hard drive, and fired up one of the translation websites: <http://babelfish.altavista.digital.com/cgi-bin/translate?>

I could then copy and paste-in sections of Simon's article and have it translated from French to English, in seconds. I was surprised by the quality of the translations - actually very good. Although they needed re-writing, I was able to understand what was being said in the articles and therefore produce an English version. Pop along to Simon's website and see what you think. I had to use my French/English dictionary occasionally and some translations were very funny - at one point the translation suggested that the warriors in the game could get "No-Claims" bonuses by using certain weapons. I also had to check several points, with Simon, that were unclear or where the translation was obviously gibberish. Thanks to e-mail, these discussions were quick. It took 2 days (Christmas Day and Boxing Day) to do this amongst doing other things. I am very pleased with the result and surprised at how relatively easy it was for a non-French speaker like myself to translate such a document. Thanks are due of course to Simon Guyart for his speedy and helpful responses (and for writing the article in the first place). I suspect it took me less time to translate the article than it did for Simon to author it in the first place. I have/am therefore offering my services for the English version of the CEO-MAG, translating one or two non-technical articles from French per month if they wish. The only proviso being that I receive the articles electronically, in one of the popular PC formats (DOC, TXT or AWW preferably). There are enough OUM readers out there, with access to the Internet and a better understanding of technical matters than myself, to be able to translate all of a CEO-MAG into English. It need only take an hour or two a week. We would only need a collator on the English side (is this any more than Jon Haworth does at the moment?). We could therefore produce a fully English version of the CEO-MAG, with the same articles as the French version, for readers in Britain and the rest of the World - from discussions on the Internet, I believe that most non-French speakers are happy to communicate in English as a default common language. It is unfair to expect the French to produce an English language version of the CEO-MAG - has any English Oric enthusiast mag produced a French version? Especially since we now have the means for translation readily available. In my opinion, it is up to the English speakers to produce an English mag. Once OUM finishes, CEO will be the only alternative. Why set up a new English Oric mag? Why not consolidate on one magazine, produced in two languages? Everyone's thoughts on this are welcomed. Let's all think about the way to go in the future so that we are prepared when it comes.

- Jim Groom

E-mail: james.groom@virgin.net

Website: <http://freeserve.virgin.net/james.groom/homepage.htm>

More e-mails

Just received January edition of OUM and (Sorry Frank, I do tend to skip over your articles) read Frank Boltons Article. It was great!

Lets have some more Frank!

One might also ask Frank about names, is "Frank Boltons" right or should it be "Frank Bolton's" but surely that would then infur "Frank Boltonees" sort of sound?

Maybe this is common knowledge but not to me.

Henrick Holm mentioned a blanking when he tried loading a HIRES screen from cassette. I have experienced this a few times and is caused by a corruption of the data. It is an attribute that switches the HIRES screen back to the TEXT screen and since in HIRES to start with, the return blanks the screen. I am not sure of an easy fix. It may be possible to scan HIRES memory for the offending byte and then replace it with (say) 64.

But I think that may not restore the screen to its former state. Probably the best way would be to LOAD the screen into another part of memory then scan it before sending it to the screen. The offending codes lie between 25 and 31.

Well done Dave, on another grand OUM

Respect

Jonathan Bristow(Twilight)

Hi,

Hmm, here in Finland the cost of using the telephone on the Net it's something like ~ 0.07 FIM per minute (~ 0.01Euros). Most of people here have V.90 / K56Flex or ISDN, so that pic isn't that big problem.

Is there someone on list, who would like spend time and bandwidth to send me some files by e-mail?

BTW, we broke our cold record here last week: -51,5 Celsius. (Where I live, was _only_ -33 Celsius)

Jani "ReDe" Tiainen (jani.tiainen@carelian.fi)

Hi Dave,

Having had the original Oric computer and still think it was a great little machine, if you could ever get things loaded, I should be grateful to receive an example of your magazine.

.....Des Skinner, Crowborough, East Sussex.

Hello Dave,

I have an Oric 1 and Atmos with an original Atmos disk drive that I don't have house space for any more (I'm a musician and cubase is a bit beyond 8 bit machines). I also have a small collection of old software on both disk and cassette ,including ORIC MON, INSECT INSANITY ,RAT SPLAT etc. In addition there's a speech synthesizer (uncased) from Maplins.

If you know of anyone who might be interested (I live in the Edinburgh area) please pass this message on.

Any Offers??? Thanks for your time.....Kevin Craig

Letters to the Editor

Dear Dave,

thank you for yet another year with OUM. It was sad to hear that it is coming to an end, but I think I can understand you. I just wished you had warned us before making your decision; perhaps we could have been able to work things somehow, for example by sharing the workload. I am sure there would have been volunteers who could have started to work on article editing, photocopying, mailing and so on. But maybe if you are fed up, it is perhaps better to let go. Anyway, I really appreciate the way you have managed this club and I have always enjoyed your style of writing and your sense of humour! I couldn't have imagined a better editor. I enclose money for subscription and an Index. Could you please send the Index after the publication of the final issue. It would be nice to have a complete index of the Oric User Monthly.

- Raul Hakli (Helsinki, Finland)

Dear Raul,

I believe I gave about a years notice of my intention to quit. I think that is long enough for the rest of the readers to get their acts together and organise something else. That is of course, if it is what is wanted. I think not. As for sharing my workload: article editing is not a problem, time is taken up mainly by putting together e-mail pages, Letters pages, Bits'n'Bobs, News pages etc., and it would be extremely difficult to offload that part of the job. The photocopying/mailing side of the job has been handled by Brian Kidd for some time now. I suppose someone could do my milk round at 4 a.m on a few of the 6 days a week that I go out, or even do my Friday and Saturday night Discos, or perhaps a nice little job as Treasurer of the local Community Association? But then, I'd have too much spare time on my hands, and might even get to play more than one game of Squash per week!

What really bugs me at the moment are computers. No sooner do I manage to transfer some of my massive catalogu of Oric software to the PC, and the hard drive crashes, or the latest Euphoric doesn't work properly. I expected problems in the 80s, but is nearly the year 2000, and I expect machines that don't crash, software that works properly, and instruction manuals that explain things in plain English. It appears to me that society thrives on bad workmanship. Every time a machine fails, then someone is a nice fat earner to put it right. Why are there so many spare parts for cars? - because they aren't made to last, and there is more profit.

Anyway, enough of my preaching.

Thanks for the nice things you say. I really do enjoy writing, and shall miss it, but will be able to devote more time to Golf, Squash, Boozing, and Sex (If I can remember how to do it!).

I've made a note to send you the Index after the last OUM.

- Dave

Dear Dave,

I should like to clear a misunderstanding when I said that the Oric meet did not fall on the right week for me normally I did not mean that Leicester shuts down for a fortnight even though in the past, with Leicester being mainly a textile city Factories and schools worked around the First two weeks in July which coincides with the meet and the time that I booked my annual holiday. This is now changing and most Factories (the ones not hit by closure) have flexible holidays it is now possible that I could take my holiday after the 10th. I would like to come to the Meet but I will have to catch a train coach or rely on someone in the Leicester area to take me by car, (going by plane is out I think) as I don't fancy walking. Can you answer a couple of general questions? Can you be reached by train and does National Express service your area. If anyone with a car can give me a lift from Leicester I will be happy to discuss the matter with them.

- Ken Duddle (Leicester)

Dear Ken,

I think I get your drift, though due to lack of punctuation, I had to read through it a couple of times. By the way - are you still writing those short stories? Must admit I was a bit confused as to why the factories that had closed down didn't have flexible holidays - if they were closed down, then it would be a permanent holiday. Hey - I'm in a nit-picking mood today! Guess what - Outlook Express (my Internet message software) crashed yesterday. Lost my messages/ address book etc.etc.

Where was I? Oh yes - Leicester. By train to London, and then train from Marleybone to Aylesbury. National Express - yes we have them, but don't know if they come from Leicester. You'll have to phone or pop in to their offices. Car - unfortunately your fellow Leicester man Frank Bolton hasn't a car. Try David Utting. David - how much not to pass on your telephone number.

- Dave

Bits'n'Bobs

Message for Peter Bragg from Jim Groom

Regarding Acorn's future, have you heard of the CHIOS project? I believe this involves fitting an Acorn card to a PC so that you can have a dual PC/Acorn system. A kind of reverse of the Acorn's PC cards. This is still a project in development at the moment.

For Sale

Colin Stein also has some software and bits of pieces for sale - more details regarding price and contact address as soon as I get them from Jim Groom.

Centipede, Hopper, Light Cycle, Reversi, Star Fighter, Super Meteors, Grail, Asteroids, Island Of Death, Killer Caverns, Loch-Ness Monster, Harrier Attack, Encounter, Word Search, Frigate Commander, Games Compendium, Reverse, Invaders
Graphic Planner Book Active Computer Learning Book
Programs 1 & 2 CW/Morse
Them: A Paranoid Fantasy, Gravitor, Dig Dug, Lunar Mission, Two Gun Turtle
Joystick Interface & Tape Dust Cover for Atmos

ON THE NET

Two more OUM readers have recently signed up for the Internet. David Wilkin can now be e-mailed at: david@tw16-5hd.freemove.co.uk

Also with that server is the 'Muso'. Steve Marshall can be contacted at:

steve@marshallmcgork.freemove.co.uk

The free account of Dixons (freemove) has now apparently over 1 million subscribers. My son Matthew uses it for his e-mail, but not for surfing the Net or downloading files, as it is rather slow. Dixons make their money by charging £1 a minute for the help-line.

I'll stick to Softnet. I could go for their free service, but prefer the Gold account at about £4.50 a month with a cheap help-line and 50 meg. of web space. Oh, and the other thing is that they guarantee no engaged tone.

Microtan 65

The Oric-1 ancestor now has its dedicated page on <http://oric.iFrance.com>
along with an on-line emulator !

Boileau's Bits

A shop near Paris is selling new Oric UHF external modulators at £1 each, boxed, plugging in the RVB connector. Slight problem : polarisation is inversed by a transistor to fit to French Secam TVs. They also have bulk 720 Kb discs (pierced to be formatted in 1.44 mode, which is not recommended) with plastic bag but no sticker. £8 for 50 pieces. If anyone is interested, then Jean Boileau is willing to bring some to Aylesbury.

The Gamester

It has been a while since we had anything for the Gamesters out there, and now seems a good time.

Magnetix released by Jonathan Bristow. Level codes are:

Level 1 - 8812.

Level 2 - NICK (that's a one not an I)

Snowball from Level Nine Level 9 - To avoid the Nightingales, when you hear a noise, wait until it fades. Saying silly things can result in you being taken to a padded cell, which is another way to get out of the circle of mortuaries, but the best thing to do is to learn the colour code which can help you find your way about.

Zebulon is another from Jonathan Bristow. For infinite lives type KERGUELIN on the title page.

Screen 10

The 3 switches under each other in the middle of the screen should be set as follows TOP=Facing left, MIDDLE=Facing left, BOTTOM=Facing right. Then go to the bottom left of the screen, move in right and flick the switch to the right. Carry on and get the key. Return to bottom middle of screen (just before switch) and go up. Do not attempt to get the key above you as this is a red herring. Wend your way right to get the bolt and then up to open door with key and then to flower to be transported to next screen.

Screen 12

Titled 'Zorks Got A Mate', this one has sliding walls. Pick up the bolt at the botom. Kill the first Zork, get the food and the puzzle piece. Go to the bottom right and the wall falls down after you. Go under the second Zork as you have no bolts left to kill him with. Then collect the flower and on you go to Screen 13.

Screen 13

Flip over the bottom lever and get the bottom puzzle piece. Stand under boulder, which is below the puzzle In the middle. Move left and the wall boulder falls. Get the second puzzle piece. Move right and more boulders fall. Wend your way up and right to push other lever. Ignore the Zork and get the flower.

Adventureland is from Adventure International and here is the complete solution (A map is available on Jim Groom's web site).

E, E, GET AXE, N, GET OX, SAY BUNYON, SWIM, S, GO HOLE, GET FLINT, U, W (At this location, you may get bitten by the chiggers, if so you will need to GET MUD), W, GET FRUIT, GET OX, GET AXE, E, CLIMB TREE, GET KEYS, D, CHOP TREE, DROP AXE, GO STUMP, DROP OX, DROP FRUIT, GET LAMP, D, GO HOLE, UNLOCK DOOR, DROP KEYS, GO HALL, LIGHT LAMP (if it ever runs out of fuel, you will need to FILL LAMP with the oily slime), D, S, GET BLADDER, N, U, U, UNLIGHT LAMP, U, GET RUBIES, U, DROP RUBIES, U, GET GAS, GO STUMP, GET BOTTLE, D, GO HOLE, GO HALL, LIGHT LAMP, D, S, U, DROP BLADDER, LIGHT GAS, GO HOLE, JUMP, YELL, GO THRONE, GET CROWN, W, GET MIRROR, JUMP, W, GET BRICKS, D, N, D, N, W, N, D, DAM LAVA, DROP BRICKS, POUR WATER, U, GET RUG, SAY AWAY (make sure the mud has dropped off!), S, GO STUMP, UNLIGHT LAMP, DROP RUG, DROP MIRROR, DROP CROWN, GET RUG, SAY AWAY, LIGHT LAMP, D, GET NET, GET FIRESTONE, U, SAY AWAY (again, make sure the mud has dropped off), E, UNLIGHT LAMP, DROP NET, S, W, GET MUD (you need the mud to survive the bees, if it falls off before you get them then you will need to go back for more), GO STUMP, DROP FIRESTONE, D, GO HOLE, GO HALL, LIGHT LAMP, D, N, N, GET HONEY, CATCH BEES (if the bees die, you'll have to go back for more), SAY AWAY, DROP MUD (if it hasn't already dropped off), SAY AWAY, RELEASE BEES, GET EGGS, S, (the bees may kill you here, so it may take several goes), GO STUMP, DROP HONEY, DROP RUG, DROP EGGS, UNLIGHT LAMP, RUB LAMP, RUB LAMP, DROP LAMP, U, E, N, GET NET, GET WATER, GET FISH (if they escape, you'll have to go back for more), S, W, GO STUMP, LEAVE FISH, LEAVE NET, SCORE.

A capital crime. (Frank Bolton.)

L. G. Alexander is a man whose name is well-known to students of English as a foreign language. He has probably made more money from his text books than any other man to this day. And he drops more clangers than any teacher I know. In the very first lesson of his book Practice and Progress he has these two sentences in his supplementary exercises:-

- (a) When Aunt Lucy telephoned
- (b) The writer can't see aunt Lucy.

In his text book for teachers, for the same lesson, he has:-

- (a) Ask me if my Aunt Lucy telephoned just then.
- (b) Then his aunt Lucy telephoned.

There is no consistency in his use of capitals for the word "aunt". Either he doesn't know, or his text books were written by a group of students, one of whom knows the rule and one of whom doesn't.

And the rule is simple if you understand my terms. A common noun takes a small letter, a proper noun takes a capital letter in words like mother, father, aunt, uncle, (and all other relations), doctor, nurse, sherriff, officer, lady, lord, sergeant, colonel, queen, king, etc.

With relatives, if you are speaking about them, use a small letter. "Have you met my mother?"

If you are speaking to them, use a capital "Listen, Mother, I've something to tell you."

The same rule applies to other words, "I saw my doctor the other day." "Is it serious, Doctor?"

"The sherriff arrested the outlaw." "Don't be hard on me, Sherriff!"

If to the relatives you add a name, like aunt Lucy or uncle Ben, then the situation is a little more complicated.

If you use the word aunt as an adjective, showing who Lucy is, then it takes a small letter, and could also benefit from a comma. "Have you met my aunt, Lucy?"

This happens almost always when we use words like MY, YOUR, HIS, HER, OUR, THEIR (possessive adjectives) in front.

If we do not, and we are talking to them or about them, a capital letter is necessary.

"I have invited Aunt Lucy to dinner." (It is now part of her name)

"I was talking to Grandma (or Grannie) Smith the other day.

And also, as explained above, when you are talking to that person, with or without their name, you must use a capital letter.

"Oh please, Aunt Lucy, let me do that." "Now listen, Uncle, and you'll be amazed."

Titles, like sherriff, doctor, lord, lady, sergeant, constable, major, ALWAYS take a capital letter if the name follows. "I saw my doctor, Doctor Jones." "Have you met my sergeant? No? Oh, This is Sergeant Brown." "That man over there, Lord Potts, was made a lord because of his good works."

But the basic idea that you must remember is this. If you are using it as a proper name, then it will have a capital letter. And if you are speaking to that person, then it will be using it as if it were their name. If you are talking ABOUT that person, and not using their name after the title, then use a small letter. And if it is a relative, even with the name after the title, if you are referring to them as "my aunt Mary", use small letters and a comma after aunt. "my aunt, Mary." If you do not use the comma, one might take it to mean overfamiliarity like "our Joe" or "her Billy", which could perhaps, but only perhaps, justify "my Auntie Mary". But even then, without the name, you could never write "my Auntie", just as you could never write "my Mother", so it is better to make it a 100% rule and never use a capital for relations after the possessive adjectives MY, HIS, etc.

But whatever you use, don't be as big a hypocrite as Alexander, setting yourself up as an authority and author of expensive text books, in which there is an average of one grammatical error every five or six pages. Just to round off with a laugh, here is Alexander's explanation of the word FETCH.

"It means go somewhere, pick up something, and bring it back. (*All right so far. But he goes on:-*)

Example:- Go to the kitchen and fetch me a glass of water." (*This is called tautology.*)

The whole point about FETCH is that it means GO AND BRING. So you can't say GO AND FETCH. If you do, you have said GO AND ~~GO~~ AND BRING!!!!

(See you next month)

Brian's Page

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Welcome to my pages in this double issue . Hopefully (Dave permitting) , you will find two pages of irrelevance , and one page of Basically Yours (this section being pre-written 4/2/99)

The prize pool restarts this month . Initially one prize is made available , namely a mouse pad c/w with built-in solar calculator . To be in with a chance of winning , write to me .

For a list of winners from the previous pool , see end section.

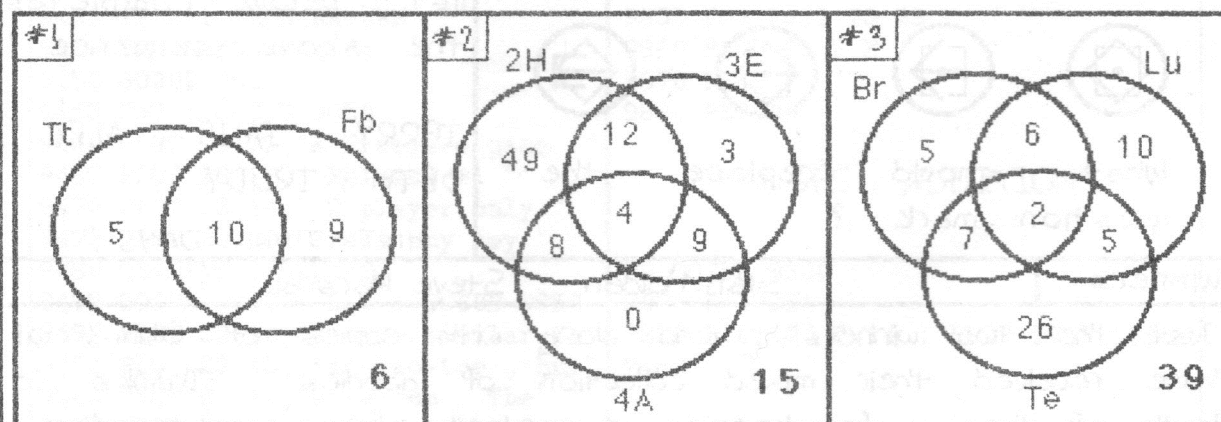
Last issues answers revealed :

1 Vague to say the least , giving a variety of answers , the average being 10 , worked out as $15(T.T) + 19(Fb) - x(\text{both}) = 30 - 6$: $34 - x = 24$: $x = 10$; which gives 5 play T.T and 9 play Fb (see diagram # 1)

2 15 had none of the unusual features (see diagram # 2)

3 5 RPM anticlockwise

4 Another vague one , in which 39 people become unaccountable - lets say they survive on snacks alone. Given this , 5 eat Breakfast only , 10 eat Lunch only and 26 eat Tea only (see diagram # 3)



Brian Kidd , 49 Harlequin Drive , Newport , S. Wales . NP20 5GJ

Brian's Page

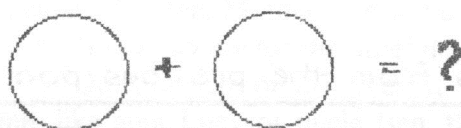
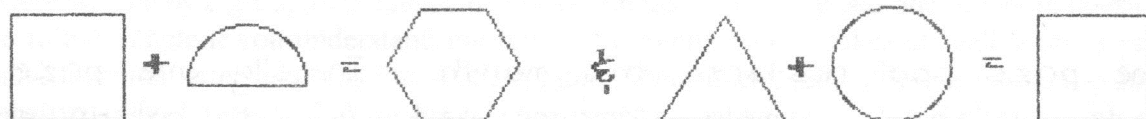
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①

Poser Time !

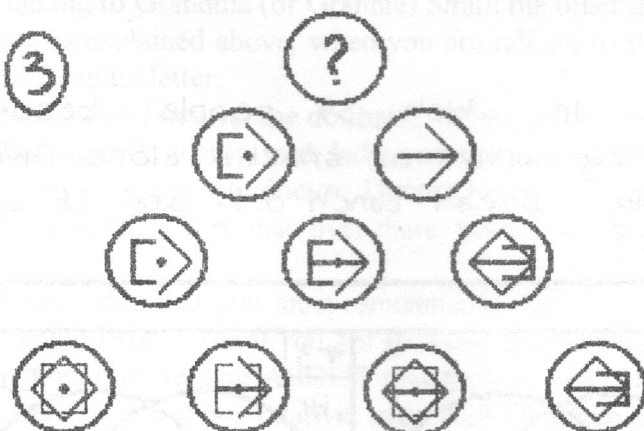
If



②

In a game of 36 players that lasts just 15 minutes there are four reserves. The reserves alternate equally with each player, therefore, all 40 players are on the pitch for the same length of time. For how long?

③



What should replace the question mark?

④

ANDY , AMY , DES ,
DEAN , RUTH , RAY

What name from the list below completes the above sequence?

TERRY , JANE , ALEC ,
BETH , TRUDY

HINT - THINK DAYS !

Winners :

Stan Holden , Steve Marshall

Just the two winners , who along with copies of OUM , will have received their mixed collection of goodies . Thanks to both of them , for keeping in contact . Enjoy your goodies .

Brian Kidd , 49 Harlequin Drive , Newport , S. Wales . NP20 5GJ

Basically Yours

Page # 12

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9240 WAIT 300
9245 FOR F=1 TO 2
9250 PLOT 25,F,10 : PLOT 26,F+4,10
9255 NEXT F
9260 PLOT 25,8,4
9265 PLOT 26,8,"By B.KIDD"
9270 PLOT 22,10,1
9275 PLOT 23,10,"*****"
9280 RETURN
9300 REM Menu sub-routines
9305 :
9310 REM Clear area first
9315 GOSUB 9800
9330 REM Plot choices
9335 PLOT 23,12,"1) Play Game"
9340 PLOT 23,14,"2) Instructions"
9345 PLOT 23,16,"3) Quit"
9350 PLOT 23,18,"Enter 1 , 2 or 3"
9355 REM Plot colours to choices
9360 FOR F=12 TO 16 STEP 2
9365 : PLOT 22,F,4 : PLOT 25,F,5
9370 NEXT F
9375 PLOT 22,18,4
9377 PLOT 3,23,12
9380 REM Get choice
9385 QS=KEYS : Clear buffer
9390 GET AS : A=(ASC(AS))-48
9395 IF A<1 OR A>3 THEN 9380
9400 PLOT 22,10+(A+2),1
9405 PLOT 25,10+(A+2),12
9410 WAIT 300
9415 IF A=3 THEN HIRES:TEXT:END
9420 IF A=1 THEN RETURN
9425 REM Instructions
9450 GOSUB 9800
9455 Z=7 : GOSUB 9850
9460 PLOT 23,12,"A Freeware game ."
9465 PLOT 23,13," Release #1 "
9470 PLOT 23,14," 2 player only "
9475 PLOT 23,23,"Press any key "
9480 QS=KEYS : GET AS
9485 GOSUB 9800 : Z=5 : GOSUB 9850
9490 PLOT 23,12,"A game similar to"
9495 PLOT 23,13,"tic-tac-toe , but"
9500 PLOT 23,14,"more fun . The"
9505 PLOT 23,15,"object being to"
9510 PLOT 23,16,"get 3 adjacent"
9515 PLOT 23,17,"squares set to"
9520 PLOT 23,18,"your marker ."
```

```
9570 PLOT 23,14,"trick - you may"
9575 PLOT 23,15,"only have three"
9580 PLOT 23,16,"squares filled at"
9585 PLOT 23,17,"any one time.Once"
9590 PLOT 23,18,"you select a 4th"
9595 PLOT 23,19,"Square your 1st"
9600 PLOT 23,20,"selection becomes"
9605 PLOT 23,21,"empty again ."
9610 PLOT 23,23,"Press any key...."
9615 QS=KEYS : GET AS
9620 GOSUB 9800 : Z=7 : GOSUB 9850
9625 PLOT 23,12,"This allows your "
9630 PLOT 23,13,"opponent to makel"
9635 PLOT 23,14,"a surprise move ."
9640 PLOT 23,15,"Subsequent moves"
9645 PLOT 23,16,"result in current"
9650 PLOT 23,17,"learliest square"
9655 PLOT 23,18,"being removed."
9660 PLOT 23,20,"Who will win ?"
9665 PLOT 23,23,"Press any key...."
9670 QS=KEYS : GET AS
9675 GOSUB 9800
9680 GOTO 9330
9800 REM Area clear sub-routine
9810 FOR F=12 TO 23
9815 PLOT 22,F,3 : Set ahead to BG
col
9820 : PLOT 23,F,"
"
9825 NEXT F
9830 RETURN
9850 REM Inst sub-r : set colour
9855 FOR F=12 TO 23
9860 PLOT 22,F,Z
9870 NEXT F
9880 RETURN
```

CHANGES / ADDITIONS :

```
30 GOSUB 9300
9070 F=47981
9220 PLOT 25,F,14 : PLOT 27,F,"Tic-
Tac"
```

Double installment , with
explanations next month .

Many thanks to Brian Watson at 8BIT for much of the info.

Perhaps you have questions to put to him. If so, then mail them to me, and I can prime him.

Machine Code for the Oric Atmos

(Part 82)

14

Peter N. Bragg

The Story so Far

We have looked at how to install a computer mouse and interface on the Oric and have reached the software stage. A complete listing was published in part 77 of the series (OUM August 98) and we are now looking at that listing in more detail to see how it works. The last couple of articles described how the mouse software is linked to the Oric's operating system and how the interface VIA 6522 chip is set up. The last article, in particular, looked at how the data input from the mouse was dealt with and how the initial routines are able to sort out the two different types of input, one lot produced by pressing the mouse buttons and the other lot produced by the mouse being moved.

To recap briefly, the job of sorting "button press" input from "mouse movement" input was done by the JSR 80E0 "Read for Move or Button Pressed" routine which passed the results of its sorting operation on to one of two selected routines. Of the two inputs, button press input is dealt with by a routine that we haven't looked at yet. We will look at it later, because we have started by looking at how the mouse movement input was handled by the other routine, at JSR 8099.

The mouse can move in four directions. Two of these are "X" movements (left and right) and the other two are "Y" movements (forward and back). JSR 8099 "Update "X" or "Y" values ?" routine sorts out the "X" movements from the "Y" movements and we had just finished looking at how it does that in the last article, so having looked at that, we have now reached the point where we know if the mouse has moved and also whether that movement was in the "X" direction or the "Y" direction. The next stage is to go to the appropriate updating routine selected by JSR 8099, for "X" or "Y" as required. This is selected by the instructions 80A7 and 80B4 which call up, either JSR 80BB for "X" movement or JSR 80CF for "Y" movement. That brings us up to the point reached by the last article. We will now go on to look at one of those two update routines, JSR 80BB to see how it works.

JSR 80BB "Update "X" value"

The mouse position on the display screen is stored as two parameters, one for "X" and one for "Y" in a parameter block. Any detected mouse movement is used to update the appropriate parameter value, so that when the screen display is refreshed, the mouse position on the screen can be plotted using those two parameter values to reflect any movement of the mouse, which has occurred since the last screen refresh.

In this routine we are looking at how the "X" value is updated, but note that exactly the same operation is used by JSR 80CF to update the "Y" value when required.

We start the JSR 80BB routine knowing that the mouse has made an "X" movement, but as it can be either to the left or right, we need to know the correct direction. Looking back at the hardware description, you will note that there are in fact two mouse movement detectors for "X" plus another two for "Y", as described in Part 75 of the series. The second detector is used to show, in the case of "X" movement, whether that movement was to the left or to the right. (In the case of "Y", the second detector indicates forward or back.)

The second detector for "X" is set up so that "X" movement will set or clear Bit 0 in the IRB/ORB register at location #03E0, according to the direction of movement. If the mouse moved right, Bit 0 will be set to "1" and if the mouse moved left, Bit 0 will be cleared to "0". We can use this to ensure that if the mouse is moved to the left, the "X" parameter value is decreased by one and if the mouse is moved to the right, the "X" parameter value is increased by one. If the "X" parameter value, which is stored in Params 8008/09, is increased by one, the cursor will move one space to the right, on the next Oric screen refresh. On the other hand, the cursor will move one space to the left, if the "X" value is reduced by one. So there you have the link between the hand on mouse and the cursor on the screen. Move the mouse to the left and the "X" value in Params 8008/09 is reduced, causing the cursor to move left on the next screen refresh. Likewise, move the mouse to the right and the "X" value is increased, causing the cursor to move to the right instead.

Looking at the JSR 80BB routine, instructions 80BB/C0 fetch the contents of the IRB/ORB register from #03E0 and use a mask instruction to separate out Bit 0 and test that to see whether it is clear ("0") or set ("1"). If Bit 0 is set, the routine uses instruction 80C2 to increase the contents of the "X" parameter by one and if Bit 0 is clear, the operation skips from instruction 80C0 to 80C8 to decrease the "X" value by one.

Update "X" or "Y" values ? JSR8099

```

8099 AD ED 03 LDA 03ED
809C 29 80 AND# "----"
809E F0 1A BEQ "80BA"
      ↓ Bit 7 is set - so
      Test - Did "X" move cause interrupt ?
      Fetch IFR for test again.
80A0 AD ED 03 LDA 03ED
80A3 29 10 AND# "----"
80A5 F0 06 BEQ "80AD"
      ↓ Bit 4 is clear - so skip next two instructions only.
80A7 20 BB 80 JSR 80BB
80AA 18 90 0A CLC/BCC"80B7" then skip the next four instructions.

      Test - Did "Y" move cause interrupt ?
      Fetch IFR for test again.
80AD AD ED 03 LDA 03ED
80B0 29 08 AND# "----"
80B2 F0 06 BEQ "80BA"
      ↓ Bit 3 is set - so
80B4 20 CF 80 JSR 80CF
80B7 20 75 80 JSR 8075
      Reset for next I/O input.
      Reset VIA 6522 "User Port" again.
80BA 60 RTS
      FINISH
      Exit.

```

Update "X" value JSR80BB

```

80BB AD E0 03 LDA 03E0
80BE 29 01 AND# "----"
80C0 F0 06 BEQ "80C8"
      ↓ PB0 at "1" - so increase "X" parameter value.
80C2 20 80 81 JSR 8180
80C5 18 90 03 CLC/BCC"80CB" then skip the next instruction only.
      Reduce "X" parameter value.
80C8 20 90 81 JSR 8190
      Subtract 01 from "X" value in Params 8008/09.
80CB 60 RTS
      FINISH
      Exit.

```

Simple Binary Table

0 = 0000	8 = 1000
1 = 0001	9 = 1001
2 = 0010	A = 1010
3 = 0011	B = 1011
4 = 0100	C = 1100
5 = 0101	D = 1101
6 = 0110	E = 1110
7 = 0111	F = 1111

Update "Y" value JSR80CF

```

80CF AD E0 03 LDA 03E0
80D2 29 04 AND# "----"
80D4 F0 06 BEQ "80DC"
      ↓ PB2 at "1" - so increase "Y" parameter value.
80D6 20 A0 81 JSR 81A0
80D9 18 90 03 CLC/BCC"80DF" then skip the next instruction only.
      Reduce "Y" parameter value.
80DC 20 B0 81 JSR 81B0
      Subtract 01 from "Y" value in Params 800A/0B.
80DF 60 RTS
      FINISH
      Exit.

```

Increment Params 8008/09 value JSR8180

```

8180 18 CLC
8181 AD 08 80 LDA 8008
8184 69 01 ADC# 01
      add 01 to the value in Param 8008.
8186 8D 08 80 STA 8008
8189 90 03 BCC "818E"
      Carry is clear ("0") so skip next instruct only.
      Carry is set ("1") so
818B EE 09 80 INC 8009
      add 01 to value in Param 8009.
818E 60 RTS
      FINISH
      Exit.

```

Decrement Params 8008/09 value JSR8190

```

8190 38 SEC
8191 AD 08 80 LDA 8008
8194 E9 01 SBC# 01
      subtract 01 from the value in Param 8008.
8196 8D 08 80 STA 8008
8199 B0 03 BCS "819E"
      Carry is set ("1") so skip next instruct only.
      Carry is clear ("0") so
819B CE 09 80 DEC 8009
      subtract 01 from value in Param 8009.
819E 60 RTS
      FINISH
      Exit.

```

Increment Params 800A/0B value JSR81A0

```

81A0 18 CLC
81A1 AD 0A 80 LDA 800A
81A4 69 01 ADC# 01
      add 01 to the value in Param 800A.
81A6 8D 0A 80 STA 800A
81A9 90 03 BCC "81AE"
      Carry is clear ("0") so skip next instruct only.
      Carry is set ("1") so
81AB EE 0B 80 INC 800B
      add 01 to value in Param 800B.
81AE 60 RTS
      FINISH
      Exit.

```

Decrement Params 800A/0B value JSR81B0

```

81B0 38 SEC
81B1 AD 0A 80 LDA 800A
81B4 E9 01 SBC# 01
      subtract 01 from the value in Param 800A.
81B6 8D 0A 80 STA 800A
81B9 B0 03 BCS "81BE"
      Carry is set ("1") so skip next instruct only.
      Carry is clear ("0") so
81BB CE 0B 80 DEC 800B
      subtract 01 from value in Param 800B.
81BE 60 RTS
      FINISH
      Exit.

```

ly instructions 80C2 and 80C8 were simple INC and DEC instructions that added 01 or subtracted 01 from the "X" value, which was located in a single byte location at Param 8008. However, I later decided that would make the software more flexible for later development, if a two byte parameter was used for "X" and as a result, the "X" value is now stored as two bytes in locations 8008/09. As a result of this change, instructions 80C2 and 80C8 were changed from simple INC and DEC instructions to JSR 8180 and JSR 8190 calls respectively. The two routines at JSR 8180 and JSR 8190 are short arithmetic routines which do the same as the INC and DEC instructions they replaced, in that they add or subtract 01 from the "X" value, but now they can handle a two byte value, whereas simple INC and DEC instructions can only handle one byte.

JSR 8180 and JSR 8190 "Increment" and "Decrement Params 8008/09"

As mentioned above, these two routines simply add or subtract one, from the value stored in locations 8008/09, which hold the "X" parameter, used to control the horizontal position of the cursor on the Oric's screen display. Taking JSR 8180 first, the first instruction in that routine clears the Carry flag. The contents of location 8008 are fetched into the Accumulator, where the ADC# instruction adds one (+01) to those contents. Having done that, the Accumulator contents are then copied back to location 8008 by instruction 8186. That operation is just simple addition and as in all simple addition, we also have to deal with any overflow result from that addition. That job is done by the Carry flag, which is why we cleared it at the start of the routine.

If the result of the addition was too high to be stored in the Accumulator, the contents of the Accumulator will return to zero ("00") and the Carry flag, which was cleared to ("0") at the start, will then be set to one ("1") by the overflow. The contents of location 8008 will become ("00") too, as a result of the copy from the Accumulator. We are using a two byte value for the "X" parameter, with the second and higher value in location 8009. We only need to add the overflow value ("1") recorded by the Carry flag to the value held in location 8009 to complete the operation. One of the easiest ways to do this is to use the method shown here. Instruction 8189 is a "Branch if Carry Clear" ("BCC") instruction. If there was no overflow, the Carry flag will stay clear ("0") and the Branch instruction will operate causing the next instruction at 818B to be skipped. But if the Carry flag is set to ("1") by an overflow from the ADC# instruction, the Branch instruction will be disabled and instruction 818B will then add 01 (increment) to the value in location 8009. In this way the two locations can be linked together to provide a two byte value for the "X" parameter.

JSR 8190 is exactly the same operation, except that in this case the value in Param 8008/09 has one subtracted from it. The Carry flag is now used to indicate a "borrow" and as a result, is set to ("1") at the start of the routine. The SBC# instruction at 8194 subtracts one (-01) from the Accumulator contents and if there is a (negative) overflow this time, the SBC# instruction will "borrow" the contents of the Carry flag, leaving the Carry flag clear (at "0"). This is the reverse of the previous addition operation, so it shouldn't be a surprise to see that the Branch in 8199 is a "Branch if Carry Set" ("BCS") instruction. Once again, if there is no overflow the Carry flag remains set (at "1"), which enables the Branch instruction to skip instruction 819B. If on the other hand, the SBC# operation causes an overflow, the Carry flag is cleared (to "0") and this will disable the Branch and allow the instruction 819B to reduce the contents of location 8009 by one (-01).

The "Y" Parameter

The "Y" parameter in Params 800A/0B is kept updated in exactly the same way as the "X" parameter. Returning to the above mentioned JSR 8099 "Update "X" or "Y" values we find that instruction 80B4 calls up JSR 80CF "Update "Y" Value", which is exactly the same operation as that used by JSR 80BB for "X" as seen above. In the case of "Y", the PB2 line (Bit 2) is tested and if "Y" needs to be updated, instructions 80D6 or 80DC call up the required incrementing or decrementing routine at JSR 81A0 or JSR 81B0 respectively. Once again, JSR 81A0 and JSR 81B0 are identical in operation to the above detailed JSR 8180 and JSR 8190, so the "Y" movement input is dealt in exactly the same way as the "X" movement input. Likewise the resulting value in Param 800A/0B is used to position the cursor vertically on the display, when the screen is refreshed.

That covers how the data input, generated by moving the mouse in any direction, is separated out into two components, co-ordinates "X" and "Y", which are then converted into parameter values for use by the Oric operating system, when it updates the screen display and plots the cursor position. You will appreciate that when you sweep the mouse in a curve across the mouse mat, that there is a huge amount of data input to be dealt with in a very short time period and it says a lot for the Oric, in that it can still take it all in its stride, without restricting your use of its computing facilities. Indeed it is a very good illustration of the interrupt system operation and how useful it is. Next time, we push the buttons. see you then.





There are about six more issues left to go for Oric User Monthly and it is a good time to look ahead at what the future might hold for Oric users. I am sorry that Dave Dick is retiring, we all owe him a great vote of thanks for all the work he has put into the magazine over many years. Those of us who keep every issue will have built up quite a useful reference library, which is something that Dave can be proud of. I am also sorry that Steve Marshall's proposed "Rhetoric" publication hasn't gained enough support so far, to continue flying the flag. I know it is difficult for many people, to find the time to contribute. It takes up quite a bit of time to produce a monthly article, but while I told Steve that I was quite happy to continue, any magazine needs reliable input from several different writers at least, in order to produce interesting copy plus a reasonable number of subscribers. It isn't practical to go ahead, unless there is enough support forthcoming.

So where do we go from here ? I hope to complete the description of the Oric computer mouse software before the final issue. The machine code series has covered every aspect of the code set for Oric's 6502 and almost every instruction in the common instruction set. In addition there was the computer mouse project. That was intended as a practical example of how to use the instruction set for programming, which is why it has been explained in quite a lot of detail and inevitably, a bit of repetition. The end result is that the mouse will move the text cursor around the Text screen. Not very ambitious, but it is a start. From there, I intended to go on to a simple "chunky" graphics program and then on to use the Hires display, but we will have to see what the future holds. Don't let that stop you from trying your own hand at writing the software.

The obvious question is, why bother ? Surely the Oric is old, slow and limited in comparison with current computer hardware ? Wrong !! In fact many of us who are enthusiasts for the old machines such as the Oric, also own and use the latest and most advanced computer hardware and software. The reason that we also use machines such as the Oric, is because the more advanced machines lack something that older machines like the Oric still possess.

We all have our reasons. For many it is games. Technical excellence and brilliant display doesn't necessarily mean good addictive games and the Oric can hold it's own in that field. For me it is the ability to use the Oric as a simple control system which provides much of the attraction, although I haven't had much time to experiment with it recently. More advanced 200MHz+ computers also have that ability, but are far more involved and cumbersome in use and their extra speed has little or no advantage over the 1MHz Oric when it comes to controlling electro-mechanical devices. However, I feel that the Oric's real potential is as a simple aid to learning about computers.

Love them or hate them, most people need to use computers, or are affected by them. The majority know little more than how to switch the machine on and operate the software. This is a situation that suits many commercial interests. The computing trade's main aim is to keep a steady stream of customers with cash to spend on their products and it helps if those potential customers are kept fairly ignorant. You may think that the nice sales rep in your local superstore is a fund of technical knowledge, but believe me it is often just sales patter and can contain some real duff gen, which even the rep is unaware of. It is far more profitable for the computer trade if the buying public stays ignorant as far as possible, because it is then much easier to persuade them to buy an expensive warranty or software update, rather than to allow them to become aware of just how little they are getting for their money.

Knowledge on the other hand, brings the freedom to choose the machine you want and the freedom to write and modify software to do what you want, instead of being restricted to the people's choice. Contrary to popular opinion, you don't have to write all your own software, there is plenty of good software available for alternative machines, if you are prepared to look a little harder for it. That was my way of thinking fifteen years ago, when the Oric Atmos came on the market. Oric International, looked rocky at the time and it seemed a risky buy, but I bought the Atmos anyway and never regretted it. It all depends on what you want to do. Knowledge takes time and effort to obtain, but it is always worth it in the end and the learning process is often very interesting in itself.

I remember John Hughes and his clever business project a few years ago and was interested to read his letter in the January issue. The idea of a "Constructors Corner" has merits, but I do feel that we would be pushed for time, having taken part in similar group construction projects before. The interface is simple to construct, but it is best put together at home, where you can arrange plenty of time and a reasonably well lit space to work in. That of course, applies to any small electronic project.

There is a better idea. Memories of Jim Patterson, who constructed the interface featured in the "Oric Advanced User Guide", suggests that a testing and possible trouble shooting session would probably be a better option for the meet. This could be done for a very small outlay, as anyone interested in the project would only need to wire up the board. There would be no need to buy the mouse or the VIA 6522 interface chip at that stage. Instead, the board could be brought along and tested at the meet. Once tested out as operating correctly, it is only a matter of taking the board home and buying and plugging in the VIA 6522 and a mouse. Bring a disk and take a copy of the published routine home at the same time.

RHETORIC

18

Alas poor ORIC, I knew it well !

It seems that the imminent end of OUM has brought about a feeling that it is now time to pack our ORICs away and stick them in a cupboard. The poor old thing has had a 'good run', (pardon the pun), so let's not be too sad as we lay to rest our faithful little buddy. Remember the happy times staying up to the early hours trying to fathom how those damn graphics worked. Spending far too much time wading through streams of aliens in such classics as 'Xenon I', 'The Ultra', and 'The Hellion'. The classics unique to the ORIC like 'Them', 'D.P.T.L.Q.' and 'Grendel'. The happy times spent on the ORIC's to type up projects etc. The wonderful experience of finding ORIC software in shops. The joyous times spent running through the sunwashed fields, exploring the small colourful case OH COME ON !!!

The ORIC is a great machine and it STILL has much to offer. I think OUM and the likes of Dr. Ray have moved the ORIC on to be a much better machine than originally intended. I still feel that SEDORIC is the best 8-bit Dos. There are so many excellent utilities about that programming is much easier. Music and graphics can be entered with much more ease than before. Wordprocessors like 'Wordspeed' and 'Easytext' make the ORIC a realistic choice for those of us who are a bit short of the green stuff. 'BDDISK', 'Nibble' and such programs make advanced software and disk editing possible.

JON BRISTOW has been valiantly trying to provide you with decent games for some time now. 'Magnetix', 'Don't Panic' and 'Zebulon' are modern classics that should be in ever ORIC users catalogue. I have my copy of 'Zip n Zap'. Do you have yours?

The ORIC has little chance of surviving into the dreaded new millennium without any new software and Jon has set up PROJECT X to make sure that there will be new software written for the ORIC

Euphoric is an excellent emulator which allows those of us with PCs to use our old software. This has led to much activity on the Internet which has led to even more software like the excellent 'Pinforic'. More and more is being done as more people are re-introduced to the ORIC. Sure there are still many problems with Euphoric - particularly with the system of transferring ORIC disks to PC. I still haven't solved my problems with this even though I'm now using the new version of Euphoric. In fact this has introduced more problems as now I can't used my old tape images (!) This all leads to more ORIC related work being done which is keeping the little bugger alive.

As I see it, what is lacking in the ORIC world is a lack of interest from the average user - he who doesn't write programs or articles for OUM. You've really been spoilt in the past with everything handed to you on a plate. Now we really need more than that from you. If you can't be bothered switching the thing on then are you going to be interested in any magazine, diskzine or whatever it is that we try and get up and running. There are a small group of us willing to work away to keep the flag flying. For me it is important that we don't just reminisce about past glories. ('Retrogamming' is great and opens another door in to the ORIC world, but I really feel new software is the only way to sustain interest. That angle is being covered by Jon Bristow's Project.) If we are to get anything off the ground though we need your support. If there are ten people interested then perhaps we can get something organised to keep those ten interested - but it ain't going to be a magazine like OUM.

The more the merrier !

- Steve 'Muso' Marshall

[illegible]

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The Listing

```

100 REM
105 REM ROAD RUNNER
110 REM
112 CLS
114 PRINT
116 INPUT "WHICH KEY FOR
LEFT";L$
118 PRINT
120 INPUT "WHICH KEY FOR
RIGHT";R$
122 CLS
130 GOTO 210
135 REM PLOT ROAD
140 FOR J=2 TO R1
150 PLOT J,K,123
160 NEXT J
170 FOR J=R2 TO 35
180 PLOT J,K,123
190 NEXT J
192 R3=INT(RND( 1) *5)+R1
194 PLOT R3,K,123
200 RETURN
205 REM DEFINE CHARACTERS
210 FOR J=47056 TO 47071
220 READ A
230 POKE J,A
240 NEXT J
250 DATA 12,63,63,30,63,63,12,0
252 DATA 63,63,63,63,63,63,63,63
255 REM INITIAL VALUES
260 PAPER 7:INK 0
270 R1=16
272 R2=21
280 C=18
282 R=26
284 PRINT CHR$(17)
290 FOR K=1 TO 26
300 GOSUB 140
310 NEXT K
320 K=1
330 LV=3
335 REM SCROLL
340 PRINT CHR$(11);
345 REM LOOK AT KEYBOARD
350 K$=KEY$
360 IF K$=L$ THEN C=C-1
370 IF K$=R$ THEN C=C+1
380 IF SCRN(C,R)=32 THEN 430
385 REM COLLISION
390 EXPLODE
400 LV=LV- 1
410 IF LV=0 THEN 500
415 REM SAFE POSITION
420 IF K$=L$ THEN C=C+1
422 IF K$=R$ THEN C=C-i
430 PLOT C,R,122
440 GOSUB 140
450 R1=R1+INT(RND(1)*3)~1
460 R2=R1+5
470 IF R1<2 OR R2>35 THEN 450
480 SC=SC+1
490 GOTO 340
495 REM END ROUTINE
500 FOR M=1 TO 28
510 PRINT
520 NEXT M
530 PRINT "TOTAL MILEAGE =
";SC
540 PRINT CHR$(17)
550 END
+++++

```

My old mucker John Hurley sent me some listings for you. Unfortunately after a lot of to and fro they are not included in this issue. Hopefully next time. Meanwhile in BIG print for the hard of hearing is this pretty pathetic ROAD RACE game, which I found on an Oric web site, with the plea for someone to turn this Oric-1 game into an Atmos one. That is your task for this month - this tape will self-destruct in 30 seconds!!!!!!!

More e-mails to the Editor

Hello,

Can you settle an argument for me ? I bet a friend of mine that the Oric came with Basic built in, he reckons the base language was Forth. Can you confirm which language was the standard, if it was different between the 16K & 48K models, and I have a faint re-collection that you might have had to load basic ?

I look forward to hearing from you.

Thanks - Russell Clay.

Archive

Dave,

After finding the page on the web a number of weeks ago I took myself up to the Midlands to my home town and dug out my old Atmos. Unfortunately the thing has expired after many years stuck in my parents garage, despite being wrapped up well. I operated it using cassettes, and believe me that was the only thing I really hated about it. I often thought of digging it out before but as there was no support, no way to get software and just slow cassettes I thought better of it. But now with the web I know differently and look forward to using an Oric once again. I shall be looking out at car boot sales for the Oric, and after using the Oric Emulator on the PC may even fork out for another Oric and Disk Drive. (Are these really the bargain they seem? The Orics must have been standing around as long as mine did, and are there any problems with the disk interfaces?) Also I would be grateful if you could send me a copy of OUM along with subscription details.

Many thanks.Trevor Watson

Hi!

I'm Cristiano Bei a Italian Oric programmer from 1983.....I love your site because it can live Oric in 1999!!

Can I received a free copy of OUM?.....How can I received all copy of OUM, if yes how I pay you?

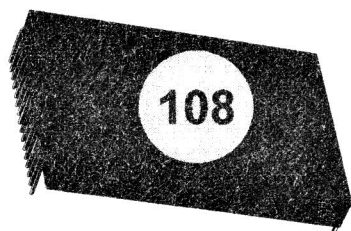
I hope in your answers.....(sorry for my bad english)You have some tape images in .wav format for "CLOAD" it with my real Oric (the oric2wav tool not work right and I not found a solution!)??

ThanksBye.....Cristiano Bei.....A Italian Oric1 owner.



Hi Dave, In reply to your problem on printing the adventure maps off my web site onto an A4 page. It may depend on your printer (I use an Epson Stylus Colour 600), but is probably to do with the settings. Look under the File heading for Page Setup or something similar. Check that you have the printer set up to do Landscape and not portrait. You should also reduce the size of the page margins (all 4 of them, a bit of trial and error may be needed here. Set them too small and the printer won't be able to reach parts of the page you have asked it too!) - this should help the map fit onto an A4 page. It's a bit of tight squeeze on some of them. The maps are GIF's, but I create them as BMP's and convert them as GIF's are much more compact and better to use on the net. I have not tried printing them off as GIF's (I can't!), but will try converting them back to BMP's and printing them using MSPaint. I'll try this over the next few days. If all else fails, I'll print off some fresh copies and post them down to you. Let me know how you get on.

Regards, Jim Groom



RAMBLING IN THE ROM



Rambling on....

With a double dose of the graphics routines written in-house at Tangerine.....

DRAW A LINE ON THE Y AXIS

EE93	BIT 0205	EF5C	BIT 02E4	take sign of DY
EE96	BPL EE9E	EF5F	BPL EF67	positive, jump
EE98	JSR \$EFF5	EF61	JSR \$F095	negative, displace upwards
EE9B	JMP \$EEA1	EF64	JMP \$EF6A	and test if end
EE9E	JSR \$EFE6	EF67	JSR \$F089	displace vertically lower
EEA1	JSR \$EEE3	EF6A	JSR \$EFAC	calculate the next point
EEA4	BEQ EEB4	EF6D	BEQ EF7D	it's the same, test if end
EEA6	BIT 0203	EF6F	BIT 02E2	if not, test displacement according to X
EEA9	BPL EEB1	EF72	BPL EF7A	jump if positive
EEAB	JSR \$F015	EF74	JSR \$F0B2	displace horizontally to the left
EEAE	JMP \$EEB4	EF77	JMP \$EF7D	and next
EEB1	JSR \$F004	EF7A	JSR \$F0A1	displace horizontally to the right
EEP4	JSR \$EF4D	EF7D	JSR \$F016	
EEB7	DEX	EF80	DEX	and deduct the number of positions
EEB8	BNE EE93	EF81	BNE EF5C	recommence if not finished
EEBA	RTS	EF83	RTS	

DRAW A LINE ON THE X AXIS

EEBB	BIT 0203	EF84	BIT 02E2	test sign of DX
EEBE	BPL EEC6	EF87	BPL EF8F	positive, jump
EEC0	JSR \$F015	EF89	JSR \$F0B2	negative, displace one point to the left
EEC3	JMP \$EEC9	EF8C	JMP \$EF92	and next
EEC6	JSR \$F004	EF8F	JSR \$F0A1	displace one point to the right
EEC9	JSR \$EEE3	EF92	JSR \$EFAC	calculate Y+DY
EECC	BEQ EEDC	EF95	BEQ EFA5	if unchanged, jump
EECE	BIT 0205	EF97	BIT 02E4	test sign of DY
EED1	BPL EED9	EF9A	BPL EFA2	positive, jump
EED3	JSR \$EFF5	EF9C	JSR \$F095	negative, displace upwards
EED6	JMP \$EEDC	EF9F	JMP \$EFA5	and next
EED9	JSR \$EFE6	EFA2	JSR \$F089	displace lower
EEDC	JSR \$EF4D	EFA5	JSR \$F016	display the pixel...
EEDF	DEX	EFA8	DEY	and deduct the number of points
EEE0	BNE EEBB	EFA9	BNE EF84	
EEE2	RTS	EFAB	RTS	

DRAW: CALCULATE THE NEXT POINT

Entry: #0C-#0D contains the increment (unsigned), i.e the tangent
#0E-#0F contains the contents of the current position

Exit: #0E-#0F contains its new value
#200 and A contain the high byte of the result, eventually rounded (if the high byte is greater than 128)
Z=0 if the contents of #200 have changed, i.e. if the high byte has been changed

EEE3	CLD	EFAC	CLD	prevent decimal mode
EEE4	CLC	EFAD	CLC	
EEE5	LDA 0E	EFAE	LDA 0E	
EEE7	ADC 0C	EFB0	ADC 0C	
EEE9	STA 0E	EFB2	STA 0E	add current value and step
EEEB	LDA 1F	EFB4	LDA 0F	
EEED	ADC 0D	EFB6	ADC 0D	
EEEF	STA 0F	EFB8	STA 0F	and high byte
EEF1	BIT 0E	EFBA	BIT 0E	test low byte
EEF3	BPL EEF8	EFBC	BPL EFC1	if <128, no rounding
EEF5	CLC	EFBE	CLC	otherwise, round
EEF6	ADC #01	EFBF	ADC #01	
EEF8	CMP 0200	EFC1	CMP 0200	set Z to its old value
EEFB	STA 0200	EFC4	STA 0200	and save new value
EEFE	RTS	EFC7	RTS	

INTEGER DIVISION

Entry: #0C-#0D and #200-#201 contain two unsigned numbers

Exit: ##0C-#0D contains the quotient (#0C-#0D/#200-#201) and #0E-#0F the remainder
A, X and Y unchanged

Principle: classic, but a bit complicated because #0C-#0D act at the same time as original dividend and quotient
The principle is identical to a decimal division, with the simplification that there only two possibilities: either the divisor is less than the current remainder, or it is larger, and you subtract. In decimal, there are ten numbers to try each time.

EEFF	PHA	EFC8	PHA	
EF00	TXA	EFC9	TXA	
EF01	PHA	EFCA	PHA	
EF02	TYA	EFCB	TY,	
EF03	PHA	EFCC	PHA	save the registers
EF04	LDA #00	EFCD	LDA #00	
EF06	STA 0E	EFCF	STA 0E	remainder (or current dividend) to 0
EF08	STA 0F	EFD1	STA 0F	
EF0A	LDX #10	EFD3	LDX #10	the divisor has 16 bits
EF0C	ASL 0C	EFD5	ASL 0C	quotient multiplied by 2, and exit
EF0E	ROL 0D	EFD7	ROL 0D	one bit of the dividend
EF10	ROL 0E	EFD9	ROL 0E	adjust new dividend (current remainder)
EF12	ROL 0F	EFDB	ROL 0F	
EF14	LDA 0E	EFDD	LDA 0E	
EF16	SEC	EFDF	SEC	dividend less divisor
EF17	SBC 0200	EFE0	SBC 0200	
EF1A	TAY	EFE3	TAY	
EF1B	LDA 0F	EFE4	LDA 0F	
EF1D	SBC 0201	EFE6	SBC 0201	and result in YA
EF20	BCC EF28	EFE9	BCC EFF1	if dividend too small, next
EF22	INC 0C	EFED	INC 0C	if not, adjust result (b0=1)
EF24	STY 0E	EFED	STY 0E	
EF26	STA 0F	EFEF	STA 1F	and new remainder (current dividend)
EF28	DEX	EFF1	DEX	16 bits passed ?
EF29	BNE EF0C	EFF2	DNE EFD5	no, recommence
EF2B	PLA	EFF4	PLA	
EF2C	TAY	EFF5	TAY	
EF2D	PLA	EFF6	PLA	
EF2E	TAX	EFF7	TAX	
EF2F	PLA	EFF8	PLA	recover the registers
EF30	RTS	EFF9	RTS	

ROUND THE QUOTIENT (?)

Entry: #0C-#0D, #0E-#0F, #200-#201 set by the division routine above.

Exit: #0C-#0D (quotient) rounded according to the remainder and divisor. A,X and Y unchanged.

Bug: (?) By definition, the remainder is less than the divisor, and a fortiori than twice the divisor. This routine therefore does nothing!

It would have been necessary to compare the remainder with half of the divisor, or twice the remainder with the divisor, to round correctly. Curious !

EF31	PHA	EFFA	PHA	save A
EF32	ASL 0200	EFFB	ASL 0200	
EF35	ROL 0201	EFFE	ROL 0201	calculate twice the divisor
EF38	LDA 0200	FB01	LDA 0200	
EF3B	SEC	F004	SEC	
EF3C	SBC 0E	F005	SBC 0E	and subtract the remainder from it,
EF3E	LDA 0201	F007	LDA 0201	
EF41	SBC 0F	F00A	SBC 0F	
EF43	BCS EF4B	F00C	BCS F014	which is always less than it...
EF45	INC 0C	F00E	INC 0C	and so round only the quotient.
EF47	BNE EF4B	F010	BNE F014	
EF49	INC 0D	F012	INC 0D	all that is OK ?
EF4B	PLA	F014	PLA	recover A
EF4C	RTS	F015	RTS	

DISPLAY A PIXEL

Entry: #212 contains the FB code

#214 contains the current Pattern value

#215 contains the mask of the pixel to display

Sortie: #214 adjusted

X unchanged

EF4D	BIT 0214	F016	BIT 0214	test bit coming from the current pattern
EF50	CLC	F019	CLC	prepare to re-enter a 0
EF51	BPL EF57	F01A	BPL F020	if 0, no display, simply rotate
EF53	JSR \$EF5B	F01C	JSR \$F024	display the pixel
EF56	SEC	F01F	SEC	it will come back as 1
EF57	ROL 0214	F020	ROL 0214	and decrement the current pattern, cyclically
EF5A	RTS	F023	RTS	
.....	F024	LDY #00	prepare index
.....	F026	LDA (10),Y	take current six byte block
.....	F028	AND #40	test if attribute (b6=0)
.....	F02A	BEQ \$F048	yes, exit
.....	F02C	LDA 0215	take pixel motive
EF5B	BIT 0212	F02F	BIT 0212	test FB code
EF5E	BMI EF6E	F032	BMI \$F042	jump if 2 or 3
EF60	BVS EF68	F034	BVS \$F03D	jump if 1

FB code=0

EF62	JSR \$EF94	treat FB code=0
.....	F036	EOR #FF	invert the mask
.....	F039	AND (10),Y	force pixel off
.....	FB3A	STA (10),Y	and save
EF65	JMP \$EF73	F03C	RTS	well done in V1.0

FB code=1

EF68	JSR \$EF84	treat FB code=1
.....	F03D	ORA (10),Y	force pixel on
.....	F03F	STA (10),Y	and save
EF6B	JMP \$EF73	F041	RTS	
EF6E	BVS EF73	F042	BVS \$F048	that's all if FB code=3

FB code =2

EF70	JSR \$EF74	treat FB code=2
.....	F044	EOR (10),Y	change the colour of the pixel
.....	F046	STA (10),Y	and save

FB code = 3 (difficult !)

EF73 RTS F048 RTS

EF74	LDY #00	
EF76	LDA (10), Y	take current six byte block
EF78	AND #40	and test if attribute (b4=0)
EF7A	BEQ EF83	Yes, exit
EF7C	LDA (10), Y	take current six byte block
EF7E	EOR 0215	invert the bit concerned
EF81	STA (10), Y	and replace
EF83	RTS	

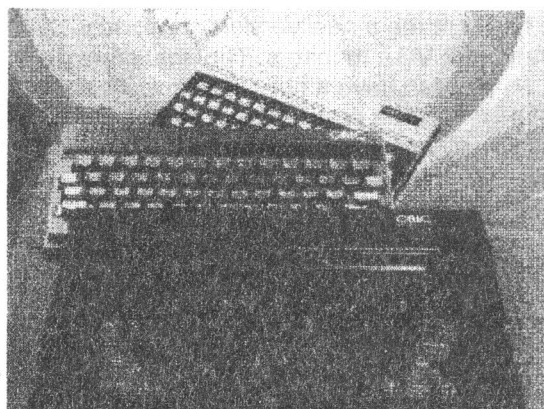
EF84	LDY #00	
EF86	LDA (10), Y	
EF88	AND #40	
EF8A	BEQ EF93	exit if video attribute
EF8C	LDA 0215	take motif
EF8F	ORA (10), Y	and force the pixel
EF91	STA (10), Y	and resave
EF93	RTS	

EF94	LDY #00	
EF96	LDA (10), Y	
EF98	AND #40	
EF9A	BEQ EFA5	exit if video attribute
EF9C	LDA 0215	take motif
EF9F	EOR #FF	and invert the mask
EFA1	AND (10),Y	force the pixel to 0
EFA3	STA (10),Y	and write
EFA5	RTS	

Email: jon@cambr.force9.co.uk

Oric Mailing List: oric@lyghtforce.com

Jon Haworth
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Duxford
Cambridge
CB2 4SF



Welcome to Oric world !



Lang.:

Primary Site: FR
Mirror Sites: USA, UK

126

visits since Feb 12th...

Oric News

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12/02: A new mirror site is now available in UK, thanks to Jon. I've also added a counter in order to have an idea of visits in the long run...

Thanks to Ray Gannon who sent me schematics and ROM images of the **Microtan 65**, the Oric ancestor now has its dedicated page here. I intend to make the Oric ancestor better known. Watch this space for the coming Microtan programming contest and exercise yourself with the on-line Microtan emulator !

28/01: Here are the **icon contest results**: Simon Guyart arrives first in the computers category and wins a Basic compiler (ordered at OUM), Hakan Karlsson wins the prototype of the first Oric-CD (a collector item !-) in the tape category, and Oguzhan Yilmaz wins a life-time personalized Euphoric in the disk category !

Euphoric 0.99n is available, for an even richer Oric experience ! And both the installation and the use under Windows now are tasks for kids !

The emulators and tools page shares now the same design as the other pages. If you are looking for the C compiler, it's now in the software page...

19/01: I've finally organized my files for an easier management, some pages are still not redesigned yet, but at least all the pages are back and up-to-date ! Now, a complete mirror of oric.iFrance.com is available on Xocm, the only difference being the language of the initial Welcome page, but both languages are available on both sites when clicking the flags.

New release of the FantasmagOric disk ! This disk now boots on 4 different Oric systems (Microdisc/Cumana2, Cumana1, Jasmin, Telestrat), i.e. almost every disk system in use today. I've managed to fit the complete loader in the boot sector, and it comes with the first multi-compatible Oric program as an example : a new release of Pinforic ! Of course, it works with these systems emulated on Euphoric, but also on the real things: using the writedsk tool, you can transfer this image to a real floppy disk, either on 3"1/2 size, or 5"1/4 (please use double density disk, not high density) or even on a 3" floppy if you have connected one on your PC (either single-sided or double-sided). Last but not least, this disk is in MS-DOS format, Oric-PC transfer problems should soon be a blast from the past...

20/12: Christian has sent me a new version of **Atoric**, optimized for Ataris with VGA monitors. The emulators page is not ready yet, so you can have it here. Beware, it's not a complete distribution, only the program file is in, so if you don't have Atoric yet, please download the full distribution too !

The first **FantasmagOric** disk is also available here !

7/12: The emulators and tools page is not ready, so **Euphoric 0.99m** is available here...

18/10: I was waiting beta-test volunteers, but didn't get much feedback... So, all users are promoted beta-testers : I've finally uploaded the latest version of **lcc65**, the **C cross-compiler**, in the tools page.

30/10: Emulators updates : I forgot to talk about **Oric/MacOS v1.4**, which uses the Appearance Manager extension, for a great looking interface. Also, **Amoric 1.5** has been available for a long time, but Jeff forgot to tell me about it. And **Atoric 0.9** has arrived, it runs on an even wider range of computers : ST, TT, Falcon, Hadès, Milan and now even Macintoshes with MagicMac (i.e a Macintosh emulating an Atari emulating an Oric 8-)

More details about Steve Hopps' offer: prices within UK are £35 for the Atmos package and £60 for the disk interface. Outside UK, but in Europe, prices are £50 for the Atmos package and £75 for the disk interface (these prices include postage and insurance).

If you want to join the weekly Oric chat, rendez-vous on **irc.dal.net** every Friday at 20:00 GMT, this might change again if lags are too frequent.

17/10: **Euphoric 0.99l** is available for download, as usual in the emulators page.

9/10: The most prolific Oric developer of the modern age hits again : Jonathan Bristow is releasing **ZIPNZAP**, a new arcade/puzzle game for one or two simultaneous players, with soundtrack music and sound effects. Have fun !

Counter courtesy of Web Counter

More Bits'n'Bobs

Is this the Finnish of Microsoft!!

Linus Torvalds is a 29 year old student and ex-hacker at Helsinki University, who devised his LINUX program back in 1991 when he gave it out free. From humble beginnings, LINUX is now a serious threat to Microsoft's Windows NT system. IBM has recently announced that it will be selling LINUX with it's corporate computer networks, an area currently dominated by Windows NT. As a result of this announcement, billions of dollars have been wiped off Microsoft's share price, and of course the wealth of Bill Gates.

FRIGATE COMMANDER

In reply to John Hurley's letter, and also for those who never had proper instructions, here are the full rules for Frigate Commander, courtesy of Steve Marshall.

PLAYING

Your mission is to destroy three submarines.

Select the desired volume setting (1 quiet to 5 loud). The game will begin running and the window view will be displayed. After Sonar and Radar have completed one revolution a message will be displayed at the bottom of the screen. If nothing new has happened 'IT'S YOUR TURN' will be displayed. If something does happen, you will be informed of it.

Your commands are as follows:

'AC' or 'ALTER COURSE' (RETURN) after entering this you have a choice of 8 directions:

N,S,E,W,NE,NW,SE,SW.

'AS' or 'ALTER SPEED' (RETURN) after entering this you have to enter a speed in knots between 1 and 33. Speed 0 will stop.

'M' or 'MAP' will display a map with only your position plotted on it. Enemy positions are unknown.

'S' or 'SURRENDER' will display your score and restart a new game.... 'H' or 'HOLD' will keep everything as it is.

'FS' or 'FIRE SEACAT' will launch a short range anti-aircraft missile... 'FC' or 'FIRE CHARGES' will fire close proximity depth charges.'FE' or 'FIRE EXOCET' will fire long range anti-shipping missiles.

'D' or 'DAMAGE REPORT' will display the damage that has been inflicted upon you.

Fuel is displayed in a blue bar-graph. A tally of weapons is kept at the left of the display.

Docking with one of your own Fuel and Repair ships will result in you gaining more missiles and charges, your fuel tanks will be refilled and your damage will be halved and all destroyed installations repaired.

Asking for a damage report when friendly ships are below you will ensure docking.

Going too close to the island will result in the water getting shallower until you are wrecked on the reef around the island. Also, leaving the map area is taken as deserting from your duties and you will be stripped of your command.

When combatting submarines, you can only destroy them with depth charges when they get close enough. Submarines can also be destroyed when they are directly below you. One final point, pressing 'S' while an enemy missile is heading towards you will launch a SEAWOLF anti-air missile, which will usually destroy the incoming missile. If you get very close to the enemy ships, alarm bells will sound to warn of impending enemy gunfire and close quarter battle will follow.

Game Help

If there is a game you have that you need instructions for, then just write in to OUM - we even have translations of many French titles.

Quotes from the Questionnaire

As a result of the questionnaire, many of you sent in some very interesting ideas. It is now time to publish them.

Firstly some suggestions for new software and hardware and software from Robert Crisp:

HARDWARE:

Use the Oric (or, in some cases, just the circuit board) as a base for some stand alone projects e.g. musical doorbell, eeprom and Pic programmer, controller for scanner (the radio type of scanner) - see CEOMAG issue 74, page 3

Take 2 Oric systems and connect together with a data cable. You get 2 players playing each other using the Orics running the same program (on each machine) and passing data to each other. Imagine a game based on a cowboy type shoot-out or a tank battle.

SOFTWARE:

Conversions of programs from other 6502 machines to allow them to run on the Oric.

Roms: How about building a collection of Roms for the Oric?



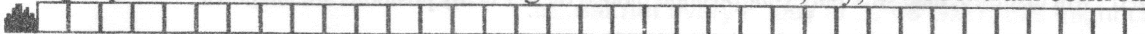
William Falconer says:

Maybe readers who have modified or improved existing software can be encouraged to go public with the fruits of their labour.



Paul Farnesse would like to see the following for the Oric:

A light pen + software or even something more ambitious like, say, a model train controller.



From Frank Bolton:

I'm thrilled with the EUPHORIC developments. It has made it possible for me to send my English/Spanish lessons to people with PCs.

I'd love to see a mouse, scanner, and a little voice sound able to be used on the ORIC, and a hard disk drive, however slight its capacity.



From Raul Hakli:

I wish someone would continue the article series called "Oric Atmos and Oric-1 graphics and machine code techniques" based on Geoff Phillips book. I really miss it.

NOTE FROM THE EDITOR: You can now download the book text from Geffers site.



From Jonathan Bristow:

I'd love to see some articles from Nick Haworth on how to convert pics and files to the Emulator from PC files. This would make it incredibly useful for converting Samples, Graphic images, Machine Code listings etc.



More from the questionnaire next month....keep on Oric-ing.

My Back Pages

<http://www.soft.net.uk/oum/>

The OUM home site had clocked up 2127 visits as at February 22nd, since the inception of the counter. Nothing new has been added for some months - plenty planned.

<http://www.aylesbury.netindex.net/>

That's the site address for all those planning on staying over for the Aylesbury Meet. It contains accomodation details, and information on the town itself.

For those not on the Net who want accomodation details, just write to me, and I'll print off the details for them.

The final Meet takes place on Saturday July 10th at the same place as last year.

ROMA

New reader Cristiano Bei from Rome is busy setting up his web sit, on which he plans to put the programs he wrote for the Oric-1. More details as I get them.

Contact Information

I plan to publish a full list of Oric contacts before the demise of OUM, but meanwhile here are a few of the main contacts.

Peter Bragg.....writer of the machine code articles.... 17 Glena Mount, Benhill Wood Road, Sutton, Surrey. SM1 4HW...TEL: 0181 642 7534.....e-mail: btan@argonet.co.uk

Jonathan Bristow..... author of ZIPnZAP, MAGNETIX, SOUNDTRACKER etc.... 30 Fensome Drive, Houghton Regis, Bedfordshire. LU5 5SH....TEL: 01582 868147
e-mail: arc@twilichte.freemove.co.uk web site: <http://www.twilichte.freemove.co.uk>

Dave Dick....editor, address as per cover...e-mail: dave@oum.softnet.co.uk
Web site: <http://www.soft.net.uk/oum> TEL: 01296 426050

Fabrice Frances.....Monsieur Emulator...63 bis, Chemin de Pahin, 31170 Tornefeuille, France.
E-mail: frances@ensica.fr web site: http://oric.ifrance.com/oric/index_english.html

Jon Haworth.... RAMROM, Public Domain, UK agent for Club Europe Oric, Sedoric distribution..... 3 Petersfield Road, Duxford, Cambridge. CB2 4SF... e-mail: jon@cambr.force9.co.uk Mirror site: http://www.cambr.force9.co.uk/index_english.html

Steve Hopps.... builder of the Atmos and disc interface, and Nerja, Spain apartment rental.. 56 Manor Park Drive, Finchampstead, Wokingham. Berkshire. RG11 4XE
TEL: 01189 328251

Brian Kidd...article and puzzle composer, distribution of OUM.... details as published.

Steve Marshall.... The 'MUSO'.... Elm House Farm, Crosby, Maryport, Cumbria. CA15 6SH
TEL: 01900 813200 E-mail: steve@marshallmcgurd.freemove.co.uk

Dr.RayMcLaughlin...Wordspeed, Assembler, Compiler, Sedoric updates, Byte Drive etc.etc 28 Farmfields Close, Waterthorpe, Sheffield. S19 6LR... e-mail: r.mclaughlin@shu.ac.uk



THE FINAL ISSUE OF ORIC USER MONTHLY

As previously stated, the last issue of OUM will go out in September. Funds are starting to get low, as they generally do at this time of year. I plan to do the usual raffle at the Oric Meet to subsidise the remaining issues. The size of the final issue will depend on the funds remaining. As a finale to OUM and the Millenium, and if funds allow, then I would like to send out to all subscribers a short newsletter dated January 2000.

Hopefully the September issue of OUM will be something of a collectors item, and therefore I plan to sell it to non-subscribers via the Internet.

I am currently keeping the OUM INDEX up to date - just £1.50 gets you a copy, with profits going to OUM funds. A final Index will be available after the September OUM.

XX

Going Dutch!

As we go to press, I have just received the following e-mail, which I think is from Holland. It just goes to show you what an Oric can be used for.

"Hi Dave,

I see the Oric is still alive. I am also an Oric-1 user. I use it for controlling my home temperature. But the optimisation process is still going on. I have add to my Oric a hardware PCB with an ADC and digital I/O (8 analog channels and 8 digital in- and outputs). But I have no diskcontroller. I use only the cassette for data to store. Do you know a method to prepare my software for the Oric on my PC and up and downloading it to the ORIC?

Best regards,

Peter Schasfoort from Oldenzaal/NL

e-mail:

p.schasfoort@low.voltage.holec.nl

ZIPnZAP

If like me you are still running version 'h' of Euphoric, please note that ZIPnZAP will not run with it. Something to do with the keyboard response.

HELP wanted.

On page 5 of this issue I have printed the context of e-mails from Des Skinner and Kevin Craig.

Unfortunately my 'Outlook Express' blew out after I had replied to them, but before I had time to note down their e-mail addresses, and also in the case of Des - his address.

The clues are: Kevin Craig lives in the Edinburgh area, and his e-mail was sent via a Mandy Calder.

Des Skinner lives in Crowborough, East Sussex.

Perhaps you could do me a big favour, and try and track them down for me. I have tried a couple of search engines, but to no avail. You could try telephone books, search engines, polloing addresses, directories - in fact anything you can think of, I really would appreciate it, and I'm sure they would do.

AS an incentive, I'll give a £5 donation for the answer to each poser to the charity of your choice to the first to contact me by phone, letter or e-mail.

I do things for you, so why not help me!!!!

Software Orders

Have had quite a few orders for disc software over the past few months. I have got much of it out, but still have some to complete - apologies for my tardiness. I've run out of time this month - I can hear the tannoy - "Last call for Flying Colours flight to Monastir".

"Wait up" says I "Haven't quite finished OUM!"