

Rhetoric

ORIC
magazine #9

ISSUE NUMBER NINE

THE MAG WITH FREE ORIC STUFF



PERCY DISCOVERS TO HIS
DISMAY THAT HIS NEW PENTIUM 4
ZX81 ISN'T YEAR 2000 COMPLIANT...

**RHETORIC DIGS DEEPER
INTO THE ORIC ARCHIVES**

ISSUE 9 CONTENTS...

To say that the past month has been busy, would be a bit of an understatement. I've had tons of stuff to do, with not enough time to do it in. In the past month, I've started a new job, typesetting and printing sticky labels, 5 days a week. Plus all of the stuff I've been selling on ERAY, and of course the commitments in the band, I've had no time at all to spend on the computers. I've got a real backlog of stuff to be looking at - I haven't even had a chance to look at the last Rhetoric disk yet - plus I've got a load of Sega Saturn games that I haven't even tried out yet. Hopefully, things will quieten down for a while, and I can now spend some leisure time doing the stuff I enjoy - messing around with computers!

In this month's issue, we delve deeper into the archives, and dredge up some more juicy tidbits - as well as providing you with the documentation for Twilight's new OBED2000. Hopefully we will have a review by next issue. I apologise for not giving the attention it deserves! Also included is the first Questionnaire. I'd really like to know what you like or loathe about the mag, and what you'd like to see.

OK - that's it for now. BTW - I just thought I'd print a nice ad I saw in Viz recently. Don't ask me why, but it had me in stitches.

CHAOS

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"My Lizzie can't get enough of Mrs. Majesty. She's only has to hear one opening the tin and she immediately stops waving and opening things, and her little queen feet come scurrying into the kitchen for her tea."

P. Windsor
Balmoral

Mrs. Majesty QUEEN FOOD

Swan & Trout * Caviar & Quails *
Ossiphrogo & Hummingbird

Now in new Otter & Flamingo flavour!

© Viz



Out of 10 Kings who expressed a preference said their wives preferred Mrs. Majesty Queen Food

The Oric Archives

Last issue, we printed a few old computer magazine articles relating to the Oric. I found it very interesting to see things from so long ago, which were more or less forgotten. Steve Marshall kindly copied up loads of these neat little articles, which we'll be showing here as a regular section.

Go-faster Oric

You can speed up an Oric Basic program by up to 20 per cent. This is the method. Turn the keyboard off — with CALL #E6CA — in the sections that don't require keyboard input. When you need to use the keyboard, turn it back on again with CALL #E804. *B Bayley, Preston, Lancs*

Oric-1 pointer one-liner

For Oric-1 owners who wish to move a pointer around for screen positioning, using the cursor keys, here is a one line routine to do it. $K=ASC(KEY\$+0):POKE\#20E,1:P=P+(K=8)-(K=9)+(K=11)*40-(K=10)*40$ Note that POKE #20E, 1 reduces the auto-repeat delay down to a minimum. *B Masterson, Poole, Dorset.*

Jumping around the Oric

Locations #1B and #1C hold a useful vector on the Oric. It's the address that Basic jumps to after a program has been interrupted or an immediate instruction has been executed.

Normally, it is set to #CBED, but other addresses are possible. #FA85 will cause the Oric to PING whenever execution is finished. #EA59 is the Oric startup routine. Setting this will cause the Oric to clear its memory if CTRL-C or RESET are used.

To set the vector, just DOKE #1B, address. *Gordon R Love, Hamilton, Lanarkshire*

Are you writing copy on your Oric?

On the Oric-1, the copyright symbol does not appear on the keyboard. It is, therefore, theoretically impossible to include it in a REM statement.

This may be overcome by typing out the desired line, and leaving appropriate spaces where the copyright symbol is to appear. By a process of elimination, plot at various points on the screen, CHR\$(96) until the symbol is in the correct space.

Then 'COPY' over it so that when listed, the copyright symbol appears in the line. *A Hutton, Bromley, Kent.*

HIRE forms of graphics

Here is an interesting and perhaps useful attribute for the Oric-1.

Type in HIRES on power up and do some drawing on the graphics portion of the screen. Then change back to TEXT mode and press control L to clear screen. Follow this by ESC then DEL. The top half of the screen will now be visible again. This could have great potential in graphic and text adventure games. *A. S. Clarke, Sneinton, Nottingham*

Something ELSE for the Oric

The ELSE bug in Oric Basic can be fixed using a small patch in RAM, since the subroutine that contains the bug is called from a routine on the zero page. What the bug does is add an extra 'Y' to the variable before the ELSE. The following program demonstrates this: 10 A = 1: AY=2: B=3 20 IF A <> B THEN PRINT A ELSE PRINT B To fix the bug, type in the following program and run it. The machine code can be put anywhere in memory by altering the value of START in the first line.

```
10 START = #400: LOC =
START
20 REPEAT
30 READ DA
40 CS=CS+DA
50 POKE LOC, DA
60 LOC = LOC + 1
70 UNTIL DA = 255
80 IF CS <> 2838 THEN PRINT "TYPING ERROR": END
90 DOKE#F0,START:END
100 DATA #C9, #C8, #D0, #05, #20, #61, #CA
110 DATA #D0, #07, #C9, #27, #F0, #F7, #4C
```

Playing the Oric Drum Kit

I have been exploring the Oric's sound and have at last come up with two basic drum sounds.

The first is: PLAY 80,23,65,100 which produces a sort of snare drum sound.

The second is: PLAY 20,40,65,100 which produces a bass drum sound. Using both of these you can try:

```
10 PLAY 20,40,65,100 .
20 WAIT 40
30 PLAY 80,23,65,100
40 WAIT 20
50 PLAY 20,40,65, 100
60 WAIT 20
70 PLAY 20,40,65,1-00 80 WAIT 40
90 PLAY 80,23,65,100
100 WAIT 40
110 GOTO 10
```

Mr G Hill, Exeter, Devon.



Cassette Revelations

On the Oric-1, if you record many programs onto a tape but lose or forget their names, then finding them again can be rather slow.

Poke in the following machine code program (remember the numbers are HEX so precede them with a hash) or, if you have one, use an assembler.

Address	Mcode	Mnemonics
400	A949	LDA#49
402	A000	LDY#00
404	20EDCB	JSR CBED
407	60	RTS

A Basic loader follows:

```
10DATA A9,49,A0,00,20,ED,CB,60
```

```
20FORT= #400 TO #407
```

```
30READ AS
```

```
40POKE T,VAL["£"+AS]
```

```
50NEXTT
```

Now use CLOAD"" to load a program. *K L Gillatts, Woodley, Reading.*

3D sine wave on Oric or Atmos

Running this program on an Oric 1 or Atmos produces a sine wave with a three dimensional appearance.

```
10 HIRRES
```

```
20 FOR A=0 TO 5*PI STEP 0.1
```

```
30 B=B+1
```

```
40 CURSET B,0,1
```

```
50 DRAW 20, INT (SIN(A)*100+100), 1
```

```
60 NEXT A
```

Changing the multiple of PI in line 20 alters the number of waves, and changing the increment results in different densities.

Another number at the start of line 50 changes the angle from which you view the waves. The two numbers after the SIN(A) can be changed under certain conditions.

If the second number is greater than or equal to the first one the waves will be longer. If it is less, an illegal quantity error message appears. *David Webb, Putnoe, Bedford. 2/6/84*

The Oric turns on to disco rhythms

Here is a sound routine for the 48K Oric 1. Enter the routine exactly as shown, then connect a cassette recorder (or any source of music) to the Oric using the program loading lead.

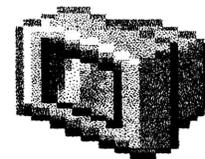
With the plug half-way into the cassette you will be able to hear the music and see the lights. Run the program and switch the tape on and then adjust the volume on the cassette recorder until the lights flash in time to the music. *J Mughal, Southall, Middx.*

```
10 P=781 : POKE#26A,10 : CLS : FLAG=TRUE : POKE 48035, 0
```

```
20 IF PEEK(P)=2 THEN FLAG=TRUE : PAPER 0 : GOTO 20
```

```
30 IF FLAG THEN PAPER INT (RND ( 1 ) * 6 + 1 ) : FLAG=FALSE
```

```
40 GOTO 20
```



Pulling up the shades on the Oric

Colourful listings using the Oric and the Tandy CGP-115 printer are possible using the program overleaf...

First, add the coding from line 1000 onwards to the end of your program and *run* this part of the program (renumber if needed).

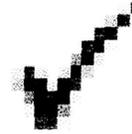
You will be asked for a line number and two ASCII codes. If you enter 999,1,1 the program will list itself and end; if you enter a non-existent line you will be told.

To change colour on the printer enter 29,32 or 29,29 for the **ASCII** codes - to change colour once or twice. Note that 29 is the control code for protecting the lefthand screen columns so used once it will toggle the column protect on or off.

To change screen colour enter '27,A' where 27 is the escape code and A is an attribute code - see Appendices C and D in the Oric 1 manual. For example, for red writing use 27,65 (ASCII code for A); for magenta background use 27,85 (for something different try 27,13).

Note that the codes should only be used in a '.' statement, unless you want a syntax error when running. the 'colour' will be removed if the line is amended otherwise it may be saved and loaded. *S Lowe, Stourbridge, W Midlands.*

```
10 REM ----COLIST----4/3/84----
20 REM--S.LOWE----
30 REM--PROGRAM FOR CHANGING COLOUR IN (L)LISTING ---
1000 REM---CLEVER BIT--
1010 CLS 1020 INPUT "LINE NUMBER & ASCII CODES":L,A,A1
1030 IF L=999 THEN LIST
1040 GOSUB 1100
1050 GOTO 1020 1
100 REM---SUBROUTINE--
1110 F=1281
1120 REPEAT
1130 F=DEEK(F):B=DEEK(F+2)
1140 UNTIL B>=L
1150 IF B>L THEN PRINT"NO LINE NUMBER ":L:GOTO 1170
1160 DOKE F+5,A+256*A1
1170 RETURN
4/3/84
2/6/84
```



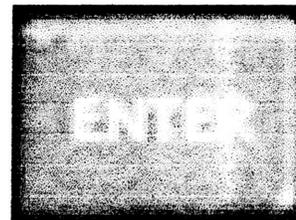
Scrolling the Oric's screen

I have come up with this machine code program to use on the Oric-1. It will scroll the screen across from right to left one character everytime it is called. It leaves the leftmost column alone so you can insert your own colour codes there. It would be useful for such a game as Scramble or any other game (or even a word processor) that needs text scrolling past.

The subroutine works by first PEEKing an address in the text screen and then POKEing it into the next address. Locations #00 and ^01 hold the current screen area being POKED. Index X holds the current loop variable for the lines. Before the main loop is entered Index X is saved in ^02 because it has to be used as a modifier for the base address being POKED (#00,#01) to find the PEEKing address. At the end of the cycle the index Y is reloaded with the current loop variable.

The machine registers are stored onto the stack at the beginning of the routine and then recovered at the end. The subroutine at #423-#43F is used to increment the base address (#00,#01). To run the scroll routine CALL#400. TO Enter the routine into memory, use either a machine code monitor or a loader program like that given below.

```
10 FOR T= #400 TO #43F
20 READ A$
30A=VAL("#"+A$)
40CS=CS+A
50 POKE T, VAL"#"+A$)
60 NEXT T
70 IF CS<>5953 THEN PRINT "SOMETHING WRONG SOMEWHERE"
80 END
90 DATA 48,8A,48,98,48,A0,1B,A9,A9,85,00,A9,BB,85,01
100 DATA A2,26,84,02,A0,01,B1,00,A0,00,91,00,20,32,04
110 DATA CA,D0,F2,20,32,04,20,32,04,A4,02,88,D0,E3,68
120 DATA A8,68,AA,68,60,18,A5,00,69,01,85,00,A5,01,69
130 DATA 00,85,01,60
```



(NB: if the ninth byte (A9) is replaced by AA and POKE 49120 used before the CALL#400 then the colours will remain as set. Also the seventh byte (1B) is the number of lines, from the top, to be scrolled so using 10 will scroll 16 lines. Note that altering these values will change the checksum-KG). *Andrew Cain, Cheadle, Cheshire.*



OBED2000 Instructions

OBED2000 is a block Editor. It forms each block from 4 characters (12*16 Resolution) and its format complies with that used in ZIPNZAP.

The marked difference between this editor and OBED91 is that the block configuration allows for better handling at machine-code level. Also, OBED2000 has now got a rotate command!!

OBED91 is completely written in BASIC.

On boot up, you will be asked to enter a filename, which will then save the character set to whenever you press ESC from the Editor window.

BASIC KEYS

Cursor Left Move Cursor Left
Cursor Right Move Cursor Right
Cursor up Move cursor Up
Cursor Down Move cursor Down
Space To flip pixel
- Go to previous Block
= Go to next Block

BLOCK COPYING

KEY: O

POINTER WILL FLASH, AND YOU THEN USE CURSOR LEFT/RIGHT TO SELECT BLOCK TO COPY FROM (SPACE TO SELECT) THEN MOVE AGAIN TO SELECT DESTINATION TO COPY SELECTED BLOCK TO.

KEY: 7

SAME FUNCTIONALITY AS COPY (O) EXCEPT THAT THE DESTINATION IS NOT DELETED, BUT THE SOURCE IS COPIED OVER IT.

ANIMATION

KEY: A (TO SWITCH ON/OFF ANIMATION)

1 SELECT TOP INK COLOUR OF BLOCK
2 SELECT BOTTOM INK COLOUR OF BLOCK
3 SELECT PAPER COLOUR OF BLOCK
4 SELECT BETWEEN ALTERNATE AND STANDARD CHARSETS
9 SLOW DOWN ANIMATION
0 SPEED UP ANIMATION
[DECREMENT NUMBER OF FRAMES (1 MINIMUM)
] INCREMENT NUMBER OF FRAMES (21 MAXIMUM)
, DECREMENT BLOCK NUMBER (SHOWN IN CHARACTER CODE(TOP LEFT))
. INCREMENT BLOCK NUMBER

BIT MANIPULATION

5 MIRROR X AND Y OF TOP LEFT CHARACTER TO ADJACENT CHARACTERS. TRY IT OUT TO SEE WHAT I MEAN!

W SCROLL BLOCK LEFT (WEST) WITH NO WRAPAROUND
E SCROLL BLOCK RIGHT (EAST) WITH NO WRAPAROUND
N SCROLL BLOCK UP (NORTH) WITH NO WRAPAROUND
S SCROLL BLOCK DOWN (SOUTH) WITH NO WRAPAROUND
L SCROLL BLOCK LEFT WITH WRAPAROUND
R SCROLL BLOCK RIGHT WITH WRAPAROUND
U SCROLL BLOCK UP WITH WRAPAROUND
D SCROLL BLOCK DOWN WITH WRAPAROUND

- X X-MIRROR BLOCK
- Y Y-MIRROR BLOCK
- I FLIP ALL PIXELS (INVERT) IN BLOCK
- H HORIZONTAL LINE
- V VERTICAL LINE
- C CLEAR BLOCK
- B FADES DEFINITION IN BLOCK USING A DITHERING MASK
- M RESTORES THE BLOCK TO ROM CHARACTER SET DEFINITION
- : ROTATE 90'

MINIATURE SCREEN EDITOR

KEY: 6 OR Z (PRESS ESC TO GET BACK TO BLOCK EDITING)

CURSOR KEYS TO MOVE AROUND

-/= TO SELECT BLOCK

SPACE TO PLOT BLOCK

G TO GRAB BLOCK UNDER CURSOR BLOCK

0-7 SELECT BACKGROUND COLOUR

CTRL+ SELECT FOREGROUND COLOUR

CTRL+8 OR N SELECT STANDARD CHARSET

CTRL+9 OR A SELECT ALTERNATE CHARSET

I INVERSE CURSOR BLOCK

BIG SCREEN EDITOR

KEY: 8 (PRESS E TO RERUN EDITOR (NEED TO SPECIFY FILENAME AGAIN))

1 PLOT BLACK INK DOWN LEFT HAND SIDE!

2 SET SCREEN TO ALTERNATE CHARSET

- DECREMENT BLOCK NUMBER

= INCREMENT BLOCK NUMBER

DEL PLOT BLOCK 0 (CONVENTIONALLY RESERVED FOR BACKGROUND)

S SAVES "SCREENX" WHERE X IS THE SCREEN NUMBER

L LOADS "SCREENX" WHERE X IS THE SCREEN NUMBER

SPACE PLOT BLOCK

C: EDIT LEFT TWO COLUMN COLOURS

CURSOR KEYS TO MOVE UP/DOWN

0-7 SELECT INK (MUST SELECT PAPER

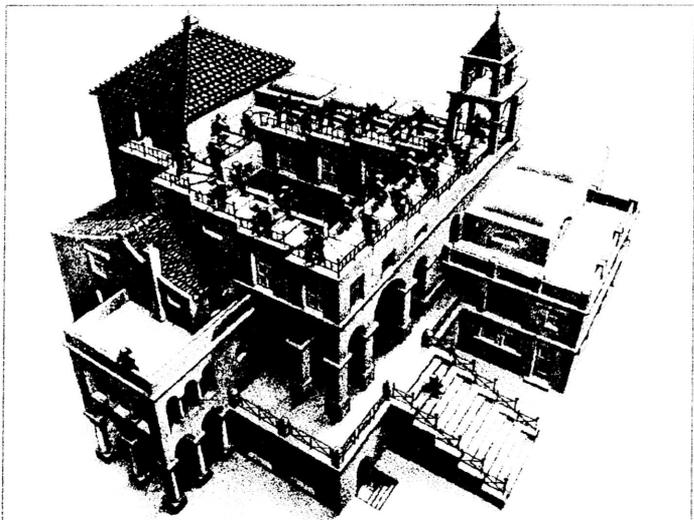
FIRST)

CTRL+ SELECT PAPER

E RETURN TO BIG SCREEN EDITOR

DECREMENTS SCREEN NUMBER

INCREMENTS SCREEN NUMBER



So easy to use, this graphic was drawn on OBED2000 in just 30 seconds!

DISC HANDLING

Q: SELECT DEVICE TO SAVE/LOAD FROM

CAS CASSETTE

SED SEDORIC DISC

RAN RANDOS DISC!

ROM ???

OT1 OTHER 1 ???

OT2 OTHER 2 ???

P: DISPLAY DISC DIRECTORY

G:DELETES THE CHARACTER SET FILE CALLED "CHARS"

J: SAVES THE CHARACTER SET CALLED "CHARS"

ESC SAVES THE CURRENT CHARACTER SET TO DISC UNDER THE FILENAME GIVEN WHEN THE PROGRAM BOOTS UP!

OTHER COMMANDS

F: CHANGE EDITOR BACKGROUND PAPER (RESET ON RE-RUN)

T: RE-RUN EDITOR



THE MAIL BAG



LOOK UHU IT IS...

Hello,

I recieved Rhetoric(s) 7 and 8 two days ago.

In addition to Peter's article about the Scart plug/socket, find attached a drawing from an old computer magazine (dated 1983 ?) which is very useful to me. French television sets have a (connected) scart socket since the late seventies.

Most of Atmoses marketed in France have the lead described on figure 2.

"French" Atmoses do have pin 6 in the middle of the plug/socket and it is connected to +5 V of the mother-board. It is not needed if you have a monitor, but if you use a TV set, it disconnects the tuner.

(I remember that David Wilkin told at a Aylesbury meet : French made a terrible mess in the Atmos).

Do not hesitate to ask if you need a translation (?)

Orically yours

Jean "Stick'n Fix" Boileau

Hi Jean,

Thanks loads for the info. For reasons of space, you won't find the info on this page, but on the following pages, so the picture doesn't get squished up.

I'll leave it up to everyone to let me know if they need a translation.

Right here goes... 'My hovercraft is full of eels....'

*All the best,
Simon*

TWIGLETS PROGRESS

No time, no time at all but oh well...

This week, I have been mostly writing this jazzy new assembler for PC. Trouble is, it uses a language that i'm not sure is compilable. It's called DL4 and they use it at work. Essentially its a variant of BASIC although with much the same functionality as Visual-Basic. Anyhow, I'm now at the debugging stage and the ikky stage of adding strange quirky useful stuff.

I've asked the distributor if they do a compiling routine so maybe you may get it after all. It's honed to Oric specifics as much as possible, I'm hoping to stick an Oric monitor in there later, bloody useful gadget when you need to debug MC, anyway thought I'd just tell you what I've been up to.

Respect,
Jonathan

Hi Jon,

Nice to hear from you again. Not heard much recently - I thought you'd taken the hump over last months 'Line Swipe Shocker' leg-pull. Sounds interesting - Maybe make a good article?

Simon

RANDY MUSO WP STUFF

Hi Ed,

Here is a thing Colin Cook sent to accompany/ promote his WP program. I'm still a bit undecided about how best to release it as it requires RANDOS.

Maybe ask for people to respond and I can send it to them - or if there is enough interest I'll try and do a Rhetoric disk on RANDOS. Also I've been thinking about doing an Oric-1 disk. This is a bit of a step backwards that I'm not sure about, but there are

CONTINUED...

quite a pile of games that I haven't got an Atmos version of. Perhaps another one to ask the punters about - if only they would write in. !!!

Got a few spare Oric Owners if anyone is interested. Also have a pile of Home Computer Course mags if someone is after them.

Muso

[In case you ever publish my software, I wrote a little pre-release advertising to go with it]

Roll up, roll up, it's what you've all been waiting for! Gaze open-mouthed as your Oric displays 60 characters across the screen, with no hardware modifications! Wait endlessly as your favourite computer shuffles words around to make enough space for you to insert a single character! Compose really short messages, and STILL have to break them into short pieces before you can save or print them! Yes, the Oric world and Colin Cook proudly presents:

NOVA-RYT !!

Possibly the worst word-processor you've ever used, this mildly entertaining piece of software will keep you irritated for hours as you struggle with this new concept of PAGES. Yes, your Oric cunningly uses each Hires screen as a single page of text, just like in a real book. You simply write each page, and before 'turning' it, you save and print it. Your printer will know exactly where to start printing the next page so that no gap appears!

And written under the ever popular RANDOS operating system, and run by the dazzlingly fast, 1 megahertz processor (yes, that's one MILLION clock cycles per second, would you believe), you will only have to wait a few minutes for each word processing activity to be carried out! No more screwing up pages when you make a mistake, or looking for an eraser for those pencilled errors - you can correct as you go! And you know when you save your work that it will remain safe on those popular little 3" disks, ready to be converted into all those other formats that you love to use, like Pencil Point (.ppt), Business Biro (.bbo), and Worried Writer (.wwr) files. (Upgrade for compatibility to be issued tomorrow!) (Or possibly at the end of the month.) (Next year at the latest ...)

You'll love it!

WHAT'S NEW ON THE WEB

GEOFF MACDONALDS HOMEPAGE

<http://www.geoff.org.uk/?microtan>

A new page, featuring a downloadable Microtan 65 emulator and a computer museum.

Andrews Oric Page

<http://www.apgardner.karoo.net/oric.html>

Game pack available for DOS or Euphoric of Andrews BASIC programs that he produced in the 80's.

Oric World

<http://members.xoom.com/oric2000/>

Updated 26/3/2000 - The latest news is that an Oric has sent an e-mail!

CEO Homepage

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

Updated May 2000 - The contact list has been updated.

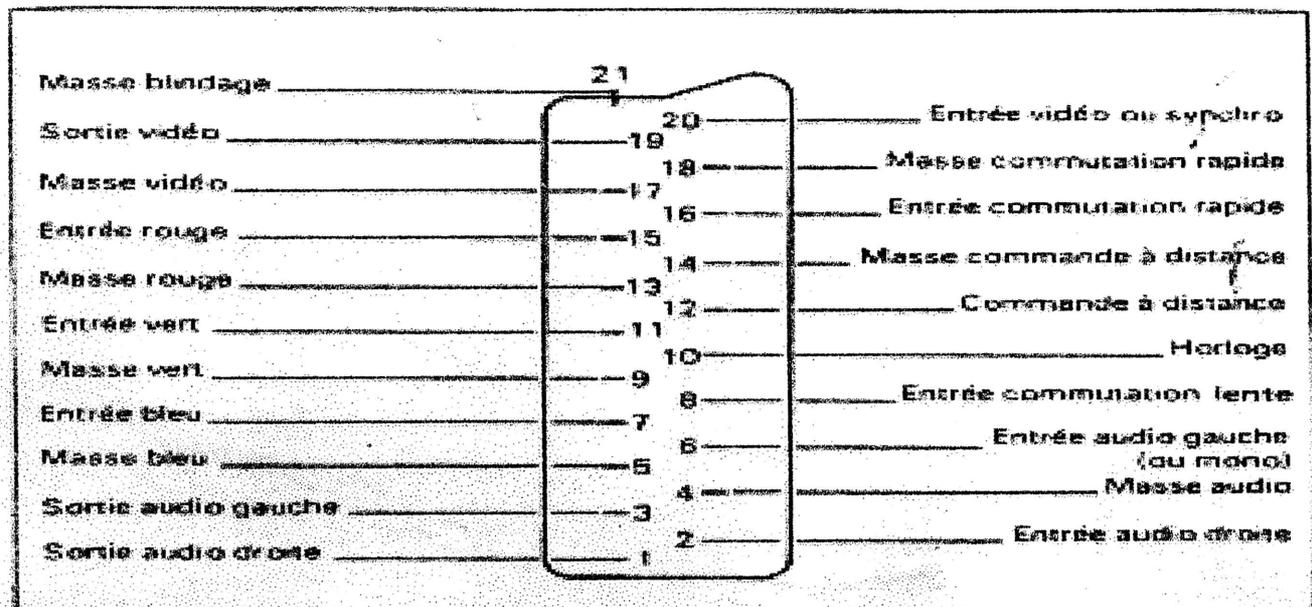


An Atmos version of the CALL that allows the characters to be redefined that appeared in The Oric Archive -

CALL#F8D0

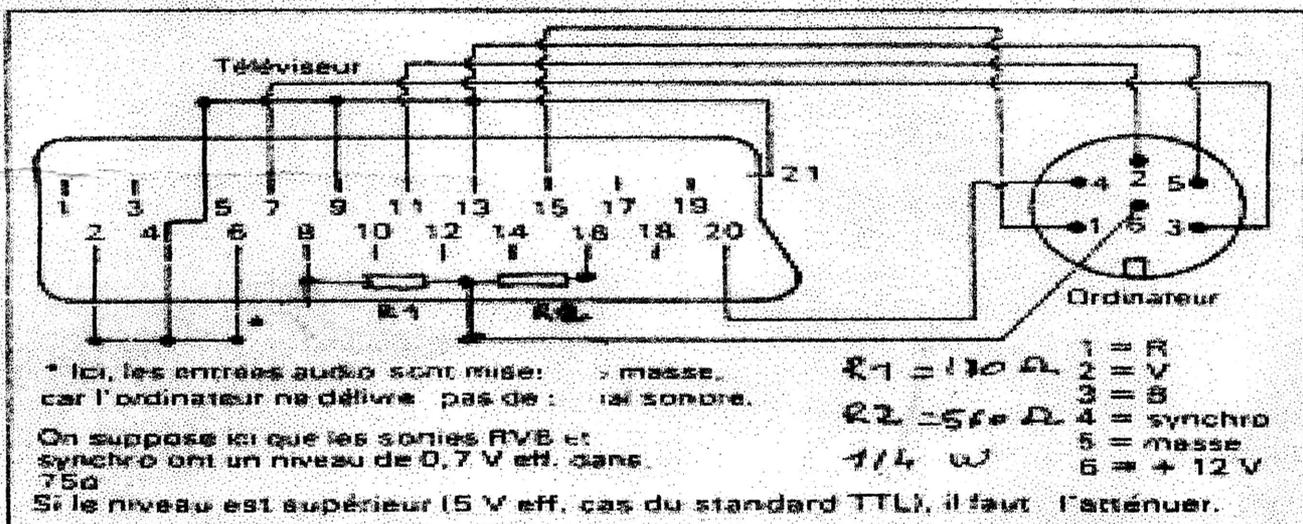
(CALL#F888 on the Oric 1).

RHETORIC c/o Simon Ulliyatt
32 Peter Paine Close
Butterwick, Boston
Lincs. PE22 0HA
UK
Tel: (01205) 761558
Chaosmongers@yahoo.com

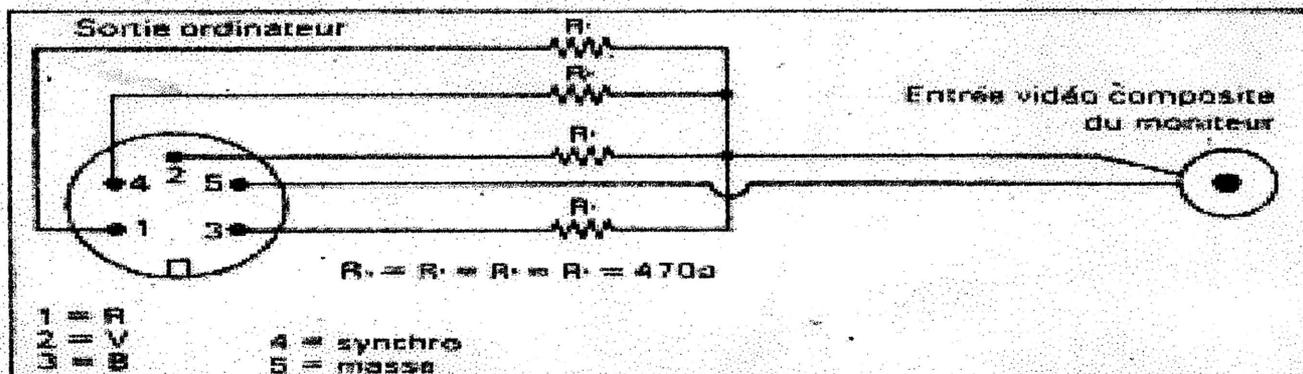


Brochage de la prise SCART (Péritel)

SCART : Syndicat des constructeurs d'appareils radio-télévision.

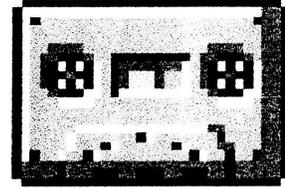


Exemple de raccordement RVB ou Péritel vers un téléviseur Péritel.



Un branchement « hérétique » : sortie RVB ou Péritel sur entrée vidéo composite d'un moniteur monochrome.

Does It Scan Write ?



Ah, the beauty of English! What's Mr.Muso on about this time ? Well I've been scanning various things with my scanner recently. Old Oric inlays and instructions etc. Now I thought there should be some way of getting the listings scanned and then converting them so that the Oric could understand. The text file from the scanner should be in ASCII and the Oric understands that sort of thing, so it should be possible.

I sent a message to the Oric newsgroup and Jim Groom soon replied. Use the TXT2BAS tool he said. Of course,! I had forgotten about that. Some of the tools needed extra files and things so I haven't got round to using them. Others - well, I'm not sure what to do with anyway.

So there I was testing the tool. I opened Notepad, a simple word processor on the PC, and typed in a quick BASIC program and then went to the MSDOS prompt. (This is necessary because Euphoric is DOS based and when you go to use tools and things you need to be in DOS). MSDOS takes some getting used to. I don't find it as easy as SEDORIC and the commands are all back to front. This program is pretty easy to use though. TXT2BAS TEST.TXT TEST.BAS is what I typed in. This produces a nice little program called TEST.BAS which can be loaded into Euphoric. Excellent ! I don't really use the .BAS extension myself though and small files like this are better as a .TAP image so I tried TXT2BAS TEST.TXT TEST.TAP and it worked fine.

Now on to the next stage. This time I was going to scan in a listing from Oric Owner, then use OCR (Optical Character Recognition) software to convert the scan to a text file. Then I can convert that into a tape image for Euphoric. (Which can, of course, be put onto a disk or tape for the real Oric).

Let's do a big one, I thought. Maybe not the best idea, but you can type in a short program in no time so I thought a big one it would be. 'Power Maze of Agrenon' from Issue 4 of Oric Owner seemed suitable so I started scanning a column at a time.

The first bit went in OKish. Once the text is recognised you start to see there are going to be problems. The Oric zero looks a bit like an eight and can be confused between that and a capital 'O'. And vice versa. The OCR recognised GOTO234 as GOT0234 and these errors are hard to find.

The OCR also has big problems with '='. Usually it is down to the original print quality. The lines are so close that they come out as a minus sign. Also the dollar sign is so like an 'S' it often gets misread. Again this is very hard to spot.

Six scans and OCRing later I had the listing in - or so I thought. Now to make them into one file I highlighted one and did a CTRL C to copy and clicked at the bottom of the other and did a CTRL V to paste. Then with the next on and the next one until I had a single file with all the parts. I got the MSDOS prompt and used TXT2BAS and loaded the newly created AGRENON.TAP. It worked ! SYNTAX ERROR ! That always happened when I typed in a listing ! Hurray ! Or not... I found more and more characters were wrongly read in, particularly l's getting changed into 1's.

Thankfully the Oric's error checker sorts out the problems. Working through I got to the end - but nothing happened. Back to Oric Owner and I find I'm only half way through the program and there is more lurking further in the magazine. Back to the scanner !

Some time later I had the rest of the scanning done and created a new file. Doing a bit of error checking I came across an odd bit. the listing at 1000 went up to 1100 and then repeated from 1000. Somehow I'd copied a bit twice and the poor Oric was confused. I found later that I had copied a whole file twice and I tried the BAS2TXT tool to convert back. This didn't work because it got confused by the wonky line numbers. So I had to go back to the original text file and locate the copied files and delete them, then use the TXT2BAS tool again to make a new tape image that wasn't so

messed up.

This time I had tried scanning at higher resolutions. This makes character recognition easier, but there are still several hard to spot errors.

I found that the OCR program threw out extra spaces for no apparent reason PR I NT kept showing up. There were also hard returns in the document that I had to remove. The OCR did a reasonable job though and I think it did save me a lot of time typing despite my problems.

A bit more error checking was necessary to get things running smoothly. 'The Power Haze of Agrenon' doesn't have the same ring does it? The odd BS instead of B\$ confused INPUT entries but the program runs now. It's amazing what can be done with what Euphoric and the tools are capable of. Certainly a useful tool for the Oric user that is a bit shy of typing.

Now, do we have any volunteers to get all the Oric books scanned in? It would be nice to get everything typed up and maybe even converted to the Atmos. All these type-ins that are lying around that no-one has seen because we haven't the time to type them in. Use a scanner!

That's it for this month!

Thanks to this month's contributors. Hopefully, next month we'll have some news on the meet? Please DO all fill in the questionnaire. Only you can make Rhetoric better by giving us an idea about what you like. It'll only cost you 20p for a stamp, or nothing if you email the answers. By the way...the new **IRON MAIDEN** LP 'Brave New World' is out this week and I urge you all to buy it, cos it's bound to be good, and errmmm...Dave Murray used to own an Atmos...Probably WWW.MUSICFLASH.COM is a good place to get it, as they'll stock the good old vinyl picture disc version. OK, cheers for now. **AND SEND SOME STUFF IN!!!**