

# RHETORIC

Only going forward, 'cause we can't find reverse

# 16

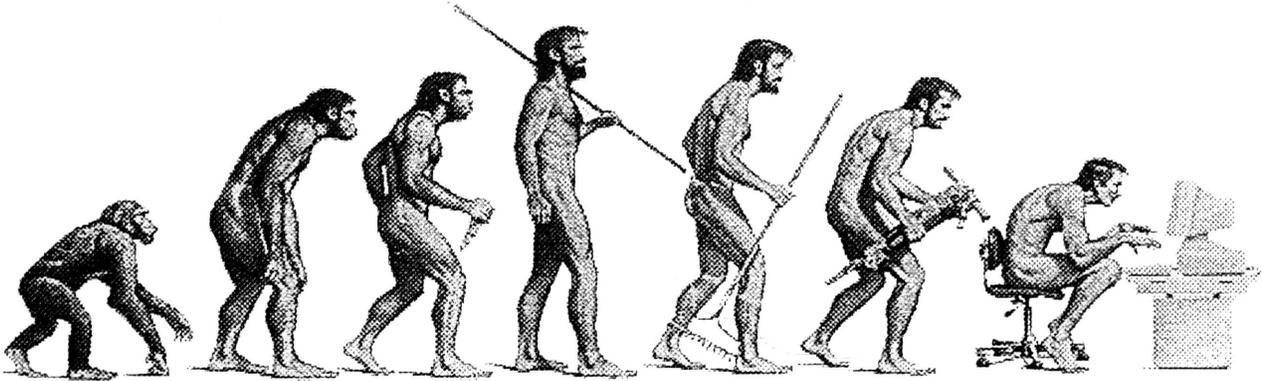


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*Distribution and production by Brian Kidd. You wouldn't be reading this without him !*

# EDITORIAL



Does anyone bother to read this bit ? I doubt it ! I bet I could write all sorts of rude words and profanities and no one would notice. Well, after all I wrote asking people to tell me if they wanted a PC version of the disk and I got next to nothing in the way of response. Maybe that's the problem though. Maybe asking people to respond is just expecting far too much.

What should I do then ? Should I just send out PC disk to everyone ? I know a few out there still working away on the Oric, finding it a much more rewarding experience than struggling through numerous crashes and restarts. I've just had to reinstall software, drivers and so on in an effort to get my PC back up and running after accidentally knocking the power cable. Click ! --- Nothing !!! One minute everything works, then it doesn't. Rebooting with dodgy drivers causes the computer to reboot. Wonderful ! Eventually persuading the machine to boot into 'Safe Mode' and you are faced with the prospect of using sheer guess work to try and rehabilitate the grumpy old machine. People much prefer to use something that works. Something that will do what you expect it to. An Oric !!!

That said, of course, the PC is quite handy for copying disks and such, which is why I want to save my overworked Oric system which keeps wearing out disk drives. And it takes a hell of a lot longer formatting all those Oric disks too !.

What does it take to get a response out of you lot ? I mean, we're all going to a lot of effort to try and keep you happy, to offer our advice when you need help, to write interesting and informative articles, to find little dongly things for your Oric collection. And you tell us nothing ! We don't know if we're helping, if you hate everything we do or what direction we should take things.

I must come across as a right grumbly sod sometimes, I mean, I moan when Twilights software doesn't work, when software gets pinched, when the mag is inside out. Bloody Muso just whinging again. Well, it's all for a good cause, isn't ? Well, isn't it ? Is it worth our effort continuing Oric support ? Well I think it is and you're paying for this, so you must agree.

The last two magazines were rather large. They were much larger than what we have budgeted for and I hoped there was something of interest. I did get a little response from 3 or 4 people - not really good enough. It isn't that we want a pat on the back, it's that we need input to sustain interest and motivation. If we get asked for help with Manic Miner or BDDISK we can provide it. Without people asking we might send out a bit of info about Rat Splat! or Sonix. Hardly useful then, is it ? So let us know what you want. Don't be afraid to ask stupid questions. You can contact us by phone, email or post. It's easy. Go on, try it ! ...Dare you. What do you want, bribing ???

MUSO

# ORIC NEWS.

**APOLOGIES** for the last couple of issues. The photocopier was responsible for messing up the order of pages and misprinting parts of the mag. The circuit diagram, for instance, was indecipherable and therefore of no use. Anyone needing a good copy should get in touch with me.

**MAG SIZE** The last two issues were rather large and you got more than you paid for. I got a bit carried away with actually having something to print and I was having some difficulty with font sizes. We are going to have to bring the magazine back to an affordable size, but I hope we can keep a good interesting content.



**CONTRIBUTIONS** have we had any ? Thanks to Peter Finan for his offering. Unfortunately Peter is moving into the real world again and is having to sell much of his Oric collection. We hope he manages to stay with us ! I also managed to persuade former OUM editor, Robert Cook to do an interview for us and I had the usual contribution from John Hurley.

If we are to continue we really need your input. Besides, we need the odd pat on the back to encourage us now and again. Please write in and encourage the contributors and they might take the time and effort to do some more. One idea I have is 'The Program Blitz'. This would entail a full review of a game, (or utility), giving cheats, level details, hints & tips, walkthroughs, mention of useful programming code, details of similar programs etc. You know, the full works - everything you'd want to know about a program. Any volunteers ? We must have some people that know a program inside out.

**ORIC DISK** I wonder sometimes if anyone reads the magazine. I asked for people to let me know if they wanted a PC disk and only a couple mentioned it ! I know for a fact that most will be using Euphoric now and will therefore be better off with a PC disk rather than an Oric one. **PLEASE LET ME KNOW !!! I can be phoned (01900 813200) emailed (48katmos@freeuk.com) and mailed (see the front cover). Perhaps I should have said PC only and left it to the few that still use the real Oric ? Either way, could all disk subscribers please let me or Matt know which format you would prefer ?**

**ORICS FOR SALE** As mentioned Peter Finan has some items to dispose of. Ask for a list - Peterfinan@aol.com. Frank Bolton is about to send me some Oric computers for sale with funds going to Rhetoric. Many thanks frank ! Anyone interested should get in touch.

In this issue you will find a list of my own items I have for sale. It really is difficult trying to price items when they are fetching silly amounts on Ebay. I've priced things at what I think is reasonable. If you can't afford the prices then swap me something !

I also have a small collection of computers for sale. I intend these to go to known Oric users and have not sold them to every enquiry. The reason is there are a lot of collectors out there who want an Oric in their collection but don't really use the thing. That is no use to the Oric community. The reason I go to the trouble of finding these computers and Oric goodies is so that Oric users can benefit, not so people can make money selling them on, on Ebay, and not so people can stick them away in a corner.

Having said that, the pile of Oric computers is mounting with few enquiries. Is anyone interested ? Do you all have enough hardware now ? Perhaps there is little point in gathering these things and I should sell them on (?) Let me know what you think. I have a pile of Oric things to provide a service for you. If you don't want it, I'll get rid !

**REPAIRS** I try my best, but there are some Orics that are giving me problems. I could really do with someone to help or take on Oric repair work. Is there anyone out there capable and willing to try and help ?

**EDITOR CHANGE** This is my third magazine which means that Simon should be doing the editorial slog next time. In the event of him being unable to do the work than I guess it'll be me back again. I hope you've enjoyed my attempts at filling the mag and can only apologise for all the mistakes !

# Douglas Adams R.I.P

I was utterly devastated to hear of the sudden death of Douglas Adams, creator of 'The Hitchhiker's Guide to the Galaxy'. Whilst exercising in a gym he had a heart attack, 11th May 2001.

At school it made a huge impression on me. It answered all those daft questions people had. - 'What is the answer to life, the universe and everything?' - "42!". Some have said this is a cryptic answer. It isn't. That is the point! It is blatantly straight forward and simple. Ask for a simple answer to a question and you get one. The problem, it was explained, was that the question is rather poor. Just what is it about life you want to know?

Douglas Adams was the master of the absurd. Some have said he was king of the nerds, but he wasn't a nerd. Nerds are the sort of people that would buy a gadget and gleefully be able to tell you everything about it in five minutes. The wondrous features, the marvellous new way it would bleep at you. Adams would look at it and say, 'What is this dangly thing supposed to do. And could you please stop that annoying bleep!'

Thoroughly English, Adams didn't approve of the rather American ideas of overly gleeful people and things. The way computers boot with all that noise and unnecessary pantomime. He has a keen supporter and user of Apple computers, occasionally writing for their magazines.

During work as a body guard Adams had to sit in hotel corridors listening to the overly happy ping of lifts. Why do they need to make such a noise? This thought and much like it found their way into HHGG. The Earthman Arthur Dent is constantly being harassed by machines wanting to make him feel good. In the second (radio) series a society evolved into birds when an image of Arthur came before them as he threw a cup at a drinks machine that insisted on making what it thought he wanted to drink, rather than what he really wanted - a nice cup of tea.



Not too many listened to Radio 4, but when HHGG came on listening figures went through the roof!

The 2 radio series were broadcast just as computers were becoming a big thing. A certain group of us at school were in on this secret. We fiddled with Commodore PETs and laughed at the latest instalment, arguing about which series was the best.

We used to go round quoting passages at each other, paraphrasing certain phrases. 'Hey, that's big, really big. I mean, you may think it's a long way to the Chemist, but that's just peanuts to ...' and so on. (My dad was the chemist BTW).

Soon the huge success of the series resulted in the program being available in a somewhat squashed form on record. But then arrived the book version. The first two were pretty much what happened in the radio series, but then came some new stories. 'Life the Universe and Everything' and 'So Long and thanks for all the Fish' are wonderful books. They so easily identify what is so human about us, and recognises what are really like. The absurd comes out throughout as Wonko the Sane proclaims the World mad upon reading instruction on a pack of toothpicks! I mean, really. The thing is, this actually happened. Douglas Adams was the guy that read those instructions. He was Wonko the Sane. He was Arthur Dent. Marvin was a guy called Andrew Marshall that wrote '2.4 Children' - it's all real, it's horribly accurate, which is perhaps why we can so easily relate to those books.

Adams also wrote 'Last Chance to See', an excellent book about a journey he took trying to discover some of the endangered species of the world. Both sad and funny it is an excellent book. Also there is the Dirk Gently pair of books. Adams' contribution to computers is immense in its own way. Altavista's translation service is named after his invention, the Babel fish. He helped write the adventure based on his book HHGG which you can now play on the Oric. He also wrote the fiendishly difficult 'Starship Titanic', and set-up a website to actually create the HHGG, recognising that the internet was a place this was possible.

I briefly met Douglas Adams at a book signing event where he read from his books, doing all the voices. Wonderful. The last book seemed to be just an excuse to kill the characters off. He seemed a bit tired of it. However he recently completed the film script for Disney so there is more to come!

I will miss him greatly. **Douglas Adams 1952 - 2001**    [www.douglasadams.com](http://www.douglasadams.com)    [www.bbc.co.uk/h2g2](http://www.bbc.co.uk/h2g2)

# Letters

Time to clear some of the backlog of points from John Hurley ! Firstly from a letter erm, last year, we have some instructions for the Atmos Monitor:-

This is an Atmos version of Oricmon by PSS that was brought out for the Oric-1. It has been relocated at a different address i.e. 8000 to 97FF whereas the original was at A800 to B180. Many of the original commands will work but not all. My filing system informs me that this program has also been modified by N.J.B. Ritchie and A.J.Clarke over the years.

CTRL-T will toggle Upper/Lower Case  
CTRL-P will toggle Printer On/ Off  
Call£8000 will reinstate the program  
A Displays last breakpoint  
Bx ZZZZ sets a breakpoint at location ZZZZ  
DXXXX start address for machine code monitor  
GXXXX call a code start address  
HXX converts decimal to hex  
Jx displays Break address requested  
MXXXX=YYYY, ZZZZ move block of memory  
Nxx...xxYYYZZZ search for a string  
QXXXX start address for disassembler  
RXXXX=YYYY,ZZZZ move block of memory and adjust 6502 instructions  
T display a table of breakpoints  
Z exit back to Oric BASIC  
RETURN Move on  
Up Arrow Move back  
@XXXX displays the contents of memory at location XXXX

Some other letters display thing, but I'm not sure what.

Steve Says:-

It's all beyond me I'm afraid. I keep meaning to get to grips with MC and learn how to program the 'proper' way. I have some good books now but time's a problem ! The garden is busy growing weeds and the lupins are howling ! Back to John .. a letter from this year !

*Congratulations on your recent 1st issue of Rhetoric and the Disk. I think you will be hard pushed to better either the nest time.*

*The slide show was the best demo for me. How was it achieved ? Was it done using a scanner and then doing a screen save, or was it programmed by hand in BASIC or machine code ?*

*The Ultramaze program was very difficult for a person of later years to get to grips with. It took a while to focus on the 'dot', and then even longer to*

*realise that on the couple of attempts I tried, that the 'dot' was itself trapped in the bottom left corner with no way out.*

*My grandson was hooked on Mushroom Mania for a long time and achieved a high score of 66155.*

*Thank you for enclosing Nibble. I have been waiting for over 2 years to obtain the updated version from Jon Haworth because the versions he supplied me with of nibble and BDDISK were both in French On the disk enclosed you'll find League Soccer now fully working after spending most of last year on and off playing with it. I did say it was 99.9% correct and that is still true. A little anomaly is that on the last match of every season, your teams' name becomes printed twice. This in no way interferes with the construction or playability of the game and must be linked to the way your team is added to team data.*

Steve Says:-

Thanks for the praise ! I agonise over the content sometimes and it's wonderful to get some response, either positive or negative !

I've asked for one of the guys to describe how to convert PC pictures to the Oric as I've had problems. That is how the pictures in the slideshow are done. They are converted to the right size and the number of colours reduced down to 2. The image can then be converted. The colouration was added later by Twilichte using his H.I.D.E graphics program which should appear on the next disk.

I can assure you that Ultramaze was difficult for us younger chaps too ! The dot isn't trapped, the problem is the controls. You need to press space (if I remember rightly), to make the dot move in steps, otherwise it just zooms along to the next 'junction'.

The maze was a brilliant bit of programming by Fabrice Frances. It wasn't intended to be used for a game, but you know our Bristow !!! Give him an inch !

You'll be pleased the BDDISK is on the current disk - if I get them copied in time ....

Many thanks for the programs you have sent in. Some excellent work. ! The League Soccer update is included on the latest disk which should arrive with this issue.

I'm pleased your Grandson is enjoying something off the disk(s). *Note the hi-score Jim !!!!*

Hi Muso,

*Thought I'd write, as it's been a while.*

*Unfortunately, I've not been in contact with the group as my ICQ has gone down (again).*

*Firstly, congratulations on the mag - I'm really enjoying being a reader - and it is a damned good read. Hope you're enjoying it and want to carry on!*

# Letters

*You must be a man of varied talents.... magazine editing, singing in Marillion, and expert in music! Shame about not being able to tell a good sausage from a bad one...but we can't all be perfect ;-)  
Seriously now.... I've been having a few problems of an Oric nature which some readers may be able to help with.*

*Firstly, I just CANNOT get Euphoric to work at all. I've tried re-installing, and everything, but it just won't run. It will start up (sometimes), but as soon as you hit F1, then it crashes. Maybe someone may have some ideas?*

*Secondly, I'm having some problems getting Oric disk images over from the PC to the real Oric. I'm using writedisk, which works OK, but I seem to get an awful lot of errors when I use the disk on the Oric. I've tried both HD and DD disks. I thought it may be a dodgy drive, but the disks that have been given that were produced by other people work OK. Also, as I'm new to this disk malarkey, what's the easiest and best way of getting .TAP files across to an Oric disk from the PC?*

*Bye for now, and may all your vinyl never get scratched!*

*Simon*

**Steve Says:-**

Blimey, look who's turned up out of the woodwork ! Thanks for the favourable comments. Whatdya mean, hope I want to carry on ? Are you trying to get out of doing the next lot ??? I'm sure you can manage a few mags - I'll help you a little !

I'm not sure about your Euphoric problem. I'd try looking for a conflict somewhere, maybe with the soundcard. Check your IRQs and such ! If all else fails then I guess you could try M.E.S.S

When using WRITEDSK.EXE you must find the format of the source disk and format a disk on the real Oric to those specifications. If the formatting is different you can get problems. Also make sure the HD hole is covered. Test the disk on the Oric first, some disks don't work right first time and have to be formatted again. I hope that helps.

Copying .Tap files to disk is difficult. A file can be like a real tape and contain several files. If the program is simply BASIC then you can load it in memory and just Save it to disk. You sometimes need to use an autostop program.

Thankfully one such utility was provided on the last disk. Bear in mind that program are usually saved without

Auto so you may need to reinstate this once you have all the files saved on disk.

You will also have to go through the code and change any CLOAD commands, or similar cassette controls to the appropriate disk commands. That's easy enough in BASIC but you'll have trouble with MC programs ! On the real Oric I use BDDISK to copy the files on a tape to disk. Once you have the files you can then manipulate them to get the program working - hopefully !

The next problem is that of DOS memory. Often this clashes with the program you want to run and so you have to use the QUIT command. All subsequent disk commands will need to be prefixed by the shriek (!) Occasionally you get a program that just doesn't want to run on disk, like 'Revenge of the Beans'. I typed that in from an Oric Owner magazine and then spent hours trying to find what I thought was a typing error. There was nothing wrong, it just wouldn't work on disk ! Most programs have been converted to disk and one of the reasons for using tape images is that they have a smaller file size. I find disks much easier to handle and the extra commands provided with Sedoric make copying files easier. e.g. you can use LOAD"xxx.com",V which will tell you the start and end address of a file.

I'm not in the habit of handing out software, but if you're having difficulties let me know and I may be able to provide you with a disk versions from Daves' huge stack of disks.

That's about it for now. Thanks to all those that have been in touch. There have been quite a few emails. Frank Woodcock battles to get his Orics up and running. Peter Bragg has been struggling to send me some of his previous articles from OUM. Jim Groom has suffered the failure of his PC and is in the process of getting back to a properly working one - if there is such a thing ! Mine went wrong again when I accidentally caught the mains lead and I had to reinstall a lot of software drivers.

Current projects mentioned on the internet include a chap trying to replicate the ULA. Could prove very useful as so many Orics have been declared dead because of a faulty ULA.

## An Interview with Robert Cook.

For those that don't know, Robert Cook was the Founder of 'Oric User Monthly', Britain's longest running magazine. In the early stages the magazine was small and, frankly, not very good. It had the right sort of approach though, and as members came in from Your Oric and IOUG, people like Jon Haworth, the magazine developed into something better.

It was perhaps by chance that OUM went on to become the number in Oric magazines, but the others packed in as the commerciality of the Oric plummeted.

It was rumoured that someone tried to merge IOUG with OUM, but IOUG decided to close leaving the magazines as separate ventures. Those that wanted to carry on joined OUM and it became the centre of Oric activity. Rob, like most had had enough and wanted out. By this time one David Dick was writing for articles for OUM and with the support of regular contributors it was Dave that turned OUM into the important chapter in Oric history we know it to be now.

Rob will always be remembered as the guy that started it all, and without his initial work the Oric scene may have died at the end of the eighties. I thought we could pester Rob for an interview and see what on earth he was thinking of..

**Hi Rob thanks for agreeing to do the interview. How are you ?**

Not bad, thanks. Ready and willing for you to fire away...

**Why did you buy an Oric?**

I didn't intend to. My first computer was a CBM 16. Unfortunately, the machine was faulty and wouldn't accept cassette loadings (a pretty vital requirement!). Money was tight and so a replacement computer needed to fit my miniscule budget. A shop in Birmingham city centre was knocking out a few Atmos's at £50 a shot, so I grabbed it, not really knowing much about the Oric.

**What made you think of starting a user group ?**

To be honest, I was already a reader of IOUG and Your Oric and I think I just looked at them and thought 'I can do better!'. Unfortunately, the early issues of OUM were without question the worst Oric-related rags published at the time!

At the time, my computer-usage was very much games-orientated and I wanted to publish a magazine that focused primarily on this type of program.

**It can be a lot of work running such a group, is that why you stopped?**

Yes, I think so. When I started OUM, I was 15 and at school. When I passed it on to Dave Dick, I'd just turned 18 and my first full-time job. The time just wasn't there in the way that it had been. But I'd also started to lose some of the energy and enthusiasm required to operate a group such as OUM. With people drifting away from the computer all the time, it needed someone to take over the helm who could inject some new life into the efforts. Dave filled those shoes perfectly.

**You wrote a few games. Can you remember them all? (A list maybe) Which one was the best ?**

Yup, I think so. The Haunt, Krystal Worlds, Krystal Worlds II. All text adventures and the first two were Quilled. I definitely liked KWII best because it was programmed from scratch without the limitation of The Quill. I was certainly the biggest project I'd undertaken at the time.

I wrote, or started to write, a number of other. Dungeon of Hell I finally finished only some two or three years ago, simply because I wanted to see the damn thing finished. It's a multiple-choice adventure but not exactly bursting with quality.

**You eventually got in to MC programming. Did you complete anything ?**

No, but I have loads of quarter-finished and half-finished stuff lying around! My problem was that I was continuously learning. I'd get so far through a project and think 'heck, scrub this - I know how to write something even better now!' and so I'd start a new game. Perhaps I should get back onto something...

**What were your favourite commercial programs ?**

Tetrix, Insect Insanity, Grand Prix, Maze Rally, 3D Munch, Psychiatric... the list goes on and on.

**Are you surprised at how long Dave kept OUM going ?**

Yes and no. It was clear from the start that Dave had almost endless resources of enthusiasm. However, the lifetime of OUM was pretty outstanding and it's an enormous credit to Dave.

**What do you think of us continuing with Rhetoric?**

I still admire those who have the energy and enough love of the machine to put so much time and effort into keeping similar-minded people together. Long may it continue.

### **Do you still use the Oric at all ?**

Not the Oric, as such. Until a few months ago, I was using the emulator pretty regularly. However, a recent virus-attack forced me to format my hard-drive and I've yet to re-install the emulator. Glad you reminded me, actually. Must do that this week!

So there you are ! I hope you found that interesting. Robert is involved with Fiction-net that promotes writing and intends to get unpublished authors in print - I think that's it anyway. [www.fiction-net.co.uk](http://www.fiction-net.co.uk) [www.fiction-net.com](http://www.fiction-net.com) are his websites if your interested. Dave Dick is still interested in Rob's whereabouts as he is owed a few quid, so the guy's no saint !

## Other Stuff.

Some time ago I sold a cassette of Spooky Mansion. It turns out it was given to a bloke that designed the graphics. Derek Ham emailed me from his company Runecraft ltd where he is lead artist. I tried to get him to do an interview but never got a reply. He did say that the game graphics were done on graph paper, (back when he was about 15), and then converted to code. He says the title screen was drawn 'on screen', but couldn't think quite how he'd managed to get it so bad (!) though he says he only had keys to use and no mouse.

Just room for this excerpt from IOUG magazine.

Robert and Michael Bray have sent In the following BASIC program which demonstrates one way of accessing files on disc (using ORIC DOS VI.1) from a machine code program. The routine should work for all DOS commands. The parameters for the commands are stored at #400 onwards in the example but any location could be used provided that the contents of the program counter at IE9/EA is adjusted accordingly.

```
0 REM **           MICHAEL BRAY           **
1 REM **                                     **
10 POKE#400,#44:REM 'D' character.
20 POKE#401,#49:REM 'I' character.
30 POKE#402,#52:REM 'R' character.
40 POKE#403,0:REM 0 must be at the end of the command.
50 FOR A=#3000 TO #3017: READ B$:B=VAL("#"+B$):POKE A,B:NEXT
60 PRINT "Press any key":GET K$:CALL#3000:PING:WAIT50:PING:WAIT50:PING
70 REM
90 REM Save contents of program counter to stack.
100 DATA A5,E9 :REM LDA $E9
110 DATA 48 :REM PHA
120 DATA A5,EA :REM LDA $EA
130 DATA 48 :REM PHA
139 REM Put $0400 into program counter.
140 DATA A9,00 :REM LDA *$00
150 DATA 85,E9 :REM STA $E9
160 DATA A9,04 :REM LDA «$04
170 DATA 85,EA :REM STA $EA
179 REM Call V1.1 disc location.
180 DATA 20,C4,04 :REM JSR $04C4
189 REM Restore contents of program counter.
190 DATA 68 :REM PLA
200 DATA 85,EA :REM STA $EA
210 DATA 68 :REM PLA
220 DATA 85,E9 :REM STA $E9
230 DATA 60 :REM RTS
```

# Oric Items for Sale

I have a limited stock of things available. Some items I have only one of and others there may be one or two. These are my own stock. The disks available are Rhetoric issues and funds from those sales go to Rhetoric. Software on disk may be requested, but I don't have everything !

*If you have anything to swap for these items, let me know !!!*

## Theoric Magazines.

French originals, some slightly worn but generally quite good condition @ £3 each. Issues 18,20,29,30,33

## Oric Owner Magazines.

Condition as above @ £2.50 Issues 1, 4, 5, 5, 6, 7, 7, 10, 10

## Your Oric

I set of these rare magazines. Slightly tatty in places but very readable. £10 the set.

## Books

Individually priced some have slight wear.

Oric Advanced User Guide - £6

60 Programs for the Oric-1 - £5

The Oric Handbook - £4

The Oric Book of Games - £3.50

The Oric-1 and how to get the most from it - £2

20 Games for your Oric-1 (ex Library) - £3

Games to Play on your Oric - £3.50

An introduction to Programming the Oric-1 - £1.50

Games for Your Oric (Virgin) - £2

The Oric -1 Program Book - £3.50

Made Easy - Using your Oric Atmos - £3

Getting More from your Oric £5

Dynamic Games for Your Oric-1 £4

## Original Instruction Booklets. £1.50 each

Author - Tansoft

C.A.D - Tansoft

Oric Base - Tansoft

Oric Calc - Tansoft

Orion - AWA

O.P.E.L Simplestick joystick interface manual with program instructions.

Forth manual - £3 each

*Other instruction sheets are available. These have to be photocopied and may work out expensive. Enquire before ordering.*

Oric-1 and Atmos computers are available.

Ask first ! Oric-1s are currently out of stock, but we may get some more in. We would like to offer disk systems but currently have none. Occasionally people let us know they have one for sale so if you're interested in finding hardware let us know.

### Miscellaneous Hardware

Original Oric PSU - £7  
3rd Party PSU - £3  
Altai joystick interface - £5  
Protek joystick interface - £7

### Original Cassettes.

£1.50 each unless stated. (a) labelled as Atmos compatible

Trouble in Store (a)  
Krillys (a)  
The Hellion (a)  
Ultima Zone  
The Ultra (a)  
Buccaneer  
Rescue (a)  
Mr Wimpy  
Oric CAD (HGC copy)  
Frigate Commander (a) (£1 - Inlay cut down)  
Defence Force  
Land of Illusion  
Oric Flight  
Chess (1)  
Lone Raider (a)  
Grail (a)  
Elektro Storm (a)  
Multigames 1 (yellow label-no inlay) £1  
Manic Miner  
M.A.R.C (a)  
Moria  
Island of Death  
Oric Munch  
Two Gun Turtle  
Johnny Reb  
Killer Caverns  
Them  
Pasta Blasta  
Quack a Jack(a)  
Rat Splat! (a)  
Scuba Dive (a)  
Zodiac (Tansoft)  
Kilbrun Encounters  
Harrier Attack  
Harrier Attack (a)  
Reverse (IJK) no inlay £1  
House of Death (£1 - Inlay cut)  
Graffix (Windmill) - (Rare but no instructions supplied).  
Xenon-1  
Oric-1 Awari (Kenema) (Rare -£2)  
Frigate Commander (a)- £2

Nowotnik Puzzle (a) - £2  
Zorgon's Revenge - £2  
Cribbage (a) - £2  
Chess II (a) - £2  
Space Shuttle Tape and instruction manual only £2  
French - Grunberg Linkword Language Course.  
2 tapes boxed. Box has been damaged so £2.50  
Hobbit (boxed with instructions but no book) - £3.50

## DISKS

*All disks are £2 with funds going to Rhetoric*

All the software (not the listings) previously available in the PD library.

Oric PD 1 - 50

Oric PD 51- 86 (not ready yet 79 & 80 missing. Can anyone help ?)

OUM disks - We've gained permission to produce these. Each disk has many programs of all types. Well worth getting if you don't have them already !!!

OUM#1, OUM#2, OUM#3, OUM#4, OUM#5, OUM#6

IJK compilations. All programs from IJK on 3 disks

Best of IJK 1, (Attack of the Cybermen, Chess, Damsel in Distress, DPTLQ, Draughts, Fantasy Quest, Green X Toad, Superfruit, Candyfloss & Hangman)

Best of IJK 2, (Backgammon, Frigate Commander, Ghost Gobbler, Probe 3, Trick Shot, Xenon-1, 3D Noughts and Crosses, Playground 21, 3D Maze, Breakout)

Best of IJK 3, (Cribbage, Dambusters, Invaders, Reverse, Zorgons Revenge, Gubbie, Xenon III)

More disks to be added when I sort them out.

Please let me know if you have anything to sell or swap.

Please don't hassle me about my prices. I try and make them fair and I'm not desperate to sell, so no haggling !

Get in touch with Steve Marshall if there is anything you are interested in.

## Swapshop

We haven't had any response, (now there's a surprise !), to this idea.

I am still interested and am willing to swap the above items for any items that I haven't got. I guess listings could also be swapped. There are a lot missing from my collection, Jon Haworth has failed to deliver - again.

As I've got a rather large Oric collection this can include Atari computer items, rock and jazz CDs, classical if it's woodwind. DVDs are also welcome as are decent PC CDROMs of recent years.

So there you are, you've got no excuse ! Get your wants lists in. Let us know what you're after and if there is more life in you than your Granny. (We can only guess).

# HOW I STARTED IN THE MURKY WORLD OF COMPUTING ENDED UP WITH ORIC

I used to live two doors away from the vicarage of the local church and one day I popped round to see the Vicar's sons; I was stunned – he had a ZX81 and was playing JK Grege's Breakout on it. I couldn't believe it. How could a little black door stop like that do things like that on the telly? It was one of the boy's birthday, and it was his present. Bastard! There was no way I could afford one of those. In a one parent family with no money at all, other ways had to be found, so I went mad and took a job on a milk round.

After two weeks I had enough to go to WH Smiths and hand over the £45 for the ZX81; another week later and I could get the 16k RAM pack (MASSIVE 16k RAM Pack as the advert said). I quickly became a computer geek. A very reclusive one. While my twin brother was out with the girls and boozing I was in the house programming – at first BASIC, the Z80 assembler.

Now I thought that was very smart, until I found out that the guy who I sat next to at school (who was even more of a geek than I was) had written Cavern Fighter (A Scramble clone) for the Spectrum which had only just been released – it was released by Bug Byte. I nearly gave up.

When I left school, I went on the dole for 6 months, then a Y.T.S programme came up – the Bradford ITEC (Information Technology & Education Centre) had spaces for applicants; I joined. Within weeks I was writing Hindi and Urdu word processing programs on the BBC (6502 based). Even though the money was crap, I had enough after few weeks to buy a new computer.

The local Currys on Broadway in Bradford was having a sale, and a smart red & black computer caught my eye – the ATMOS. When I found out it was also 6502 based, I bought it. I never regretted it for a moment.

I began buying magazines and games. Some were good (Xenon 1) some were just plain bloody dreadful (Killer Caverns – has anyone read the tape insert of that? Groo!). I remember being really frustrated that some games that I bought just would not run on the Atmos, even though they said they would. I got a little annoyed and put an advert in the local paper for an Oric 1 (which had passed me by, totally), and within a couple of days I had one, and could play the games that I could not play before.

I began to look into the inner depths of the Atmos, and began writing programs that actually got printed in magazines (Popular Computing Weekly mostly). I remember taking the Atmos into ITEC one day, and it so impressed a fellow student that he went and bought one too.

A couple of weeks passed and he turned up at the office with his Atmos, a bag full of games, and a Speech Synthesiser!! I was amazed! I remember we spent the whole lunch hour making it swear. Great fun. It turns out that I was made by a local company in Bradford (can anyone remember their name?).

Then one day, disaster. I was sat at home, playing Don't Press The Letter 'Q', when a thunderstorm loomed overhead. A lightning bolt hit the aerial on our house, surged through the power supply, and blew up the Atmos. I, and the Atmos, were gutted. Everything was left and ignored. I got a new job.

In the words of the game The Hobbit, time passed. I got another job as a dyehouse manager. I got married. Two children came along. I got another job selling chemicals to the textile industry. Then I started thinking. I wonder if most people, when the hard work of fathering/mothering and settling down is over, do most folk get nostalgic about the old days? I did. and I wanted back in.

After some real harassment from my wife, I began a quest – I wanted everything I had before back again. It was difficult, and it would take some money, but I wanted to be back in the good old days of sitting in front of the Atmos, hearing the keys click, playing Zorgons Revenge, knowing where you were with serial attributes and familiar 6502 code. And now, I can say, I can do all that again, and I love it.

I think the overriding reason why I love the Oric is that I grew up with it, I did most of my early programming on it, and using the Oric transports you back to a day when you didn't have to be a goddamn rocket scientist to understand the workings of a computer. I have no time or inclination to delve into PCs, Java, Linux, Perl, CGI and all the other gubbins that you need to have at least a nodding acquaintance with these days.

I'd rather stick with what I know, and what I love, and that's Oric.

Bye y'all.

Peter Finan 23/03/01

ne character macro ' has the same effect.

```
? '(+ 2 2)
```

```
=(+ 2 2)
```

## b) Selectors

-----

\* Both CAR and CDR selectors are available, as well as compounds of 2 or 3 CARs or CDRs (for example, "(CADR X)" is equivalent to "(CAR (CDR X))"). OricLisp uses a closed pointer space, so you can always apply CAR or CDR without any error; for an atom, CAR returns the value associated with that atom and CDR returns the list of properties for it. The value of a symbol defaults to the symbol itself (until a different value is assigned to it); the value of a number is always the number itself. The property list of a symbol is empty by default (i.e. it is NIL); the property list of a number reflects the sign of the number: T if the number is greater than or equal to zero, or NIL if the number is less than zero.

Example:

```
? (CAR '(A.B))
```

```
=A
```

```
? (CADR '(A B C))
```

```
=B
```

```
? (CDDR '(A B C D))
```

```
=(C D)
```

\* LAST returns the last first-level dotted pair of its argument (rather than the last item), or NIL if the argument is an atom. Returning the last dotted pair rather than the last item makes it possible to modify this dotted pair (for example to add to the end of list using RPLACD, but be careful with the effects of such physical modifications). And you can easily get the last item by using an additional CAR.

Example:

```
? (LAST '(A B C D))
```

```
=(D)
```

```
? (LAST '(A B.C))
```

```
=(B.C)
```

```
? (CAR (LAST '(A B C D)))
```

```
=D
```

\* ASSOC looks for the first argument (called the key) in the A-list supplied by the second argument. An A-list (for associative list) is a list in the form

```
((key1.val1) (key2.val2) ... (keyN.valN))
```

ASSOC compares (using EQUAL) the first argument with each of the keys (skipping any atom items in the A-list) and returns the whole item corresponding to the first match, or NIL if no match is found. Some Lisp dialects only return the value part of the dotted pair, then you just need to add a CDR to get the same result (whereas returning the whole pair makes it possible to modify the value associated with the key).

Example:

```
? (ASSOC 'MARTIN '((SMITH JOHN 61586273) (MARTIN JAMES 61483922)
```

```
(SMITH ALLAN 61289019)))
```

```
=(MARTIN JAMES 61483922)
```

\* MEMBER looks (using EQUAL) for the first argument in the list supplied by the second argument and returns the end of the list starting from the found item, or NIL if no match is found. Whereas some Lisp dialects only return a Boolean value (i.e. T or NIL), the actual result can be used here (for example, in order to delete a list item).

Example:

```
? (MEMBER '(MARTIN JAMES 61483922)
```

```
'((SMITH JOHN 61586273) (MARTIN JAMES 61483922)
```

(SMITH ALLAN 61289019)))

=((MARTIN JAMES 61483922) (SMITH ALLAN 61289019)))

### c) Constructors

-----

\* CONS builds a dotted pair from the two supplied arguments.

Example:

? (CONS 'A 'B)

=(A.B)

? (CONS 'A '(B C))

=(A B C)

\* LIST builds a list from all supplied arguments.

? (LIST 'a '(b c) 'd)

=(a (b c) d)

\* OBLIST builds a list of all symbols.

? (OBLIST)

=(LAST OBLIST DIV MOD ..... LAMBDA T NIL)

\* APPEND builds a list by concatenating the two lists passed as arguments. Unlike NCONC, APPEND creates new dotted pairs for the beginning of that list. Note: you can use APPEND with a single argument to duplicate a list.

? (APPEND '(A (B C) D) '(E F (G H)))

=(A (B C) D E F (G H))

\* REVERSE builds a new list by reversing its first argument. (In this implementation a second parameter is used to hold the intermediate result. Therefore, if a second argument is supplied, it will be appended to the reversed list.)

? (REVERSE '(A (B C) D))

=(D (B C) A)

? (REVERSE '(A (B C) D) '(E F))

=(D (B C) A E F)

\* GC is not a constructor like CONS, LIST, OBLIST, APPEND or REVERSE, but it is also used to manage the memory space. All constructors call CONS to allocate a dotted pair. When no space is left to allocate a new pair, the Garbage Collector is automatically invoked. You can also invoke it explicitly using the GC function.

### d) Predicates

-----

\* EQUAL returns T if its two arguments are equal. All branches are compared.

? (EQUAL '(A (B C) D) '(A (B C) D))

=T

\* EQ returns T if its two arguments are one and the same object in memory. No two symbols can have the same name. There may be several numbers with the same value but EQ regards them as being identical. When you share dotted pairs, EQ is a fast way of comparing them because it does not look at branches.

? (EQ '(A (B C) D) '(A (B C) D))

=NIL

ATOM returns T if its argument is an atom (i.e. not a dotted pair)

? (ATOM 'A)

=T

? (ATOM '(A B))

=NIL

? (ATOM '())

=T

\* NULL returns T if its argument is NIL (i.e. the empty list).

? (NULL 'A)

=NIL

? (NULL '(A B))

=NIL

? (NULL '())

=T

\* PLUSP returns T if its argument is a number greater than or equal to zero.

? (PLUSP 0)

=T

? (PLUSP 'A)

=NIL

\* MINUSP returns T if its argument is a number less than zero.

? (MINUSP -3)

=T

? (MINUSP '(A B))

=NIL

\* ZEROP returns T if its argument is zero.

? (ZEROP NIL)

=NIL

? (ZEROP 0)

=T

Note: Any expression can be used as a predicate since any non-NIL value is regarded as "True". For example, T is the "always true" predicate, which is useful for the last clause of a conditional.

## e) Conditional and Control Structures

-----

\* COND is the classic conditional in the form:

(COND (pred1 exp11 exp12 ... exp1N)

(pred2 exp21 exp22 ... exp2M)

....

)

Each predicate pred1, pred2 ... is evaluated in sequence until a non-NIL value is found among them, whereas the associated expressions exp11, exp12... are also evaluated and the last one provides the return value of COND (if no expression is associated with a predicate, the value of the predicate itself is returned). Having more than one expression after a predicate is useful only if the expressions have side effects).

Example:

? (COND ((< A B) A) (B)) returns the minimum of two numbers A and B.

\* PROGN evaluates all its arguments in sequence and returns the value of the last. PROGN is useful only expressions which have side effects and it can generally be omitted because PROGN is implied in function definitions and in the conditional (COND).

Example:

```
? (PROGN (PRIN '(FACT 5)) (FACT 5))  
(FACT 5)=120
```

\* PROG1 evaluates all its arguments in sequence and returns the value of the first. Like PROGN, its use is related to side effects.

Example:

```
? (SETQ A (PROG1 B (SETQ B A))) swaps the values assigned to A and B.
```

\* AND is both the classic logical "and" and a control structure (equivalent to embedded "if...then..." statements). Arguments are evaluated in sequence until a NIL value is found, in which case the result is NIL and the remaining arguments are "skipped". If all arguments evaluate to a non-NIL value, the value of the last argument is returned, thus the result is "True".

Example:

```
? (AND (ZEROP 1) (PRINT 'ARGH))  
=NIL Note that the second argument is not evaluated in this case  
? (AND A B C) is equivalent to (COND (A (COND (B (COND (C))))))
```

\* OR is both the classic logical "or" and a control structure (equivalent to embedded "if... then... else if" statements). Arguments are evaluated in sequence until a NIL value is found, in which case this value is returned and the remaining arguments are "skipped". If all arguments evaluate to NIL, NIL is returned.

Example:

```
? (OR NIL '()) 'A (PRINT 'ARGH)  
=A  
? (OR A B C) is equivalent to (COND (A) (B) (C))
```

\* NOT is the logical "not" (it is not a control structure but it can be used to negate predicates). NOT returns T if its argument is NIL, otherwise it returns NIL. NOT is therefore identical to the NULL predicate.

Example:

```
? (NOT NIL)  
=T
```

\* WHILE is an imperative control structure in the form below:

```
(WHILE pred exp1 exp2 ... expN)
```

While pred evaluates to "True" (not NIL), WHILE evaluates the expressions exp1, exp2 ... expN iteratively (so there must be some side effect before the value of pred becomes NIL). WHILE is implemented non-recursively, therefore long (even endless) loops can be performed without any stack overflow.

Example:

```
? (WHILE T (PRINT (EVAL (READ))))  
an endless loop for a new interpreter!  
? (WHILE (NOT (ZEROP N)) (SETQ N (- N 1)))  
=NIL  
decrements N down to 0
```

f) Arithmetic

# Rhetoric disk No. 6

*It's time for the disk again and you should have it with this issue. There aren't so many programs but the disk is still packed with data so I hope there is something for you !*

You may notice the fancy new label. With the new printer working well I decided to go through and re-edit the label to the new full colour version. You may gaze in awe for several minutes. Sorry it is still not very sticky ! The problem is these labels are laser printer ones and because of the heat they use a different glue has to be used. I hope to get proper inkjet labels in future, but for now we're using up these.

## PLEASE NOTE.

AS PREVIOUSLY MENTIONED, WE INTEND OFFERING PC DISKS FOR EUPHORIC AS WELL AS REAL ORIC DISKS. YOU WEREN'T ORIGINALLY OFFERED THE OPTION, BUT CAN EVERYONE WANTING A DISK PLEASE LET ME KNOW WHICH YOU WOULD PREFER.

THIS IS BOTH TO HELP YOU AND ME. NO REPLIES AND I'LL ASSUME THE DISK IS NOT IMPORTANT AND STOP PRODUCTION !!!!

## **SMC V1.1**

This is a brand new program from Twilghte. Basically what it does is compress a Sonix file to a smaller one that is executable.

i.e. it turns a large \*.ALL file to a small \*.COM

This is an excellent program and very useful with Sonix files being somewhat large. The instructions are provided elsewhere in the magazine, so read them and have a play.

We recommend copying SMC on to a fresh disk. The appropriate files are:-

SMC.COM  
SMC.MEM  
SMC2.MEM  
TEMP.COM  
(Example file - MILK.ALL)

What do you mean you don't have Sonix ??? Oh well, read on ....

## **Sonix V 3.4**

This is the best music editor program available for the Oric, in my humble opinion. There was a different version available as part of 'Sound Tracker', but it was a bit difficult to use. (Don't try using SMC with Soundtracker - only V3.4 is intended to work !)

Sonix is a complicated program which has a large manual which is just too big to print here. I did write some instructions for OUM which you can look at. Those that don't have copies of OUM can send me a SEA with a stamp to cover photocopying if they wish. The first lucky letter I get will receive the full manual as I have a spare one. So get writing in !

Here is a rather brief guide.

Cursor keys and space are used to select items from the menu. This often takes you to a sub menu in a smaller window where the same controls are used. Use ESC throughout to exit from windows etc.

To load some music and play it, move the cursor onto FILE and press space. Move the cursor onto load and press space again. You then will have a directory of music files. Type in a name and press return. Press ESC to return to the main menu section and select Play and again Play from the submenu.

A tune is loaded by default so you can go straight to Play if you wish !

Details of notes are entered as a pattern. 'Events' then controls which patterns are played.

'Samples' allow the user to define a volume envelope. This effects the type of sound a note will have.

'Ornaments' can be made to alter a note in a different way. This alters the note to produce effects such as vibrato.

Have a look at the PLINK data to learn more !

Again I'd recommend copying Sonix over to a fresh disk. I doubt every 'Plink file is necessary here, but the main files are :-

SONIX.COM  
SONIX.HRS  
SONIX.MEM  
BOOT.COM  
TABLES.MEM  
NOTES.SMP  
PLAY.MEM  
TRANSDPOSE.MOD  
EXAMPLE.COM  
EZ.COM  
ANIMALS.PAT  
PLINK.ALL  
PLINK.EVE  
PLINK.SMP  
PLINK.PAT  
PLINK.ORN

I've added my own tunes and some more of Jon Bristow's so there should be something new even if you already own Sonix !

### **League Soccer - Update.**

Thanks to John Hurley and his hard work we are offering this title again. Hopefully you'll see the improvements made on this old OUM title. I think It's much better though I still can't get Carlisle United from the bottom of the league and Leeds keep missing the trophies !

Some game features :-

Team players are chosen at random at the start. You are allocated 13 though only need 11 to play a game. The players best possible from is 10 but this can change throughout the game. provided you have the money you have the option to buy or sell players. You can obtain a loan from the bank which will cost 10% interest and if your overdraught exceeds £250,000 then you lose !

1st division champions go on to play UEFA cup rounds, the runners up go on to play European cup rounds. Each team played during both these rounds becomes stronger with each game played.

The number you see at the bottom left as soon as the HIRES screen starts is the calculated result i.e. If the number is higher than 0.69 then HOME win. If lower than 0.42 then AWAY win. In the middle could go either way or even result in a draw.

### **Krazy Ape - Update**

Another update from John Hurley. Apparently there were some problems with the original listing which made the game a bit unplayable, and there were some programming errors. It fixed now !

### **BDDISK**

I think I must have meant to put this on the last disk. It is one of the most useful programs for copying tapes to disk and can also act as a disk sector editor like Nibble.

On the whole this is menu driven. Press the corresponding Hex number to begin e.g. 0C to transfer cassettes. Then press the letter required e.g. 'T' to transfer.

This is the English version which I've recently discovered isn't on the 'English' version of Sedoric V3. I have sent Fabrice a version that is mostly translated to English.

### **Water Panic**

Oh we need a good arcade game to drive you nuts on our disk, don't we. So here is the somewhat bizarre 'Water Panic'. What on earth is this all about ? Flying toilets, toilet roll and goodness knows what- gives me the willies !

Use the left two cursors to move left and right and drop downwards. The other two move left and right and jump up through the gaps. You have to work your way to the little chain, dodging the flapping loo seats as you go. Get there and you have to speed off to the next one.

It's fast furious and rather disturbing - well I find it odd, I mean what were they thinking ?

# **Sonix Module Compiler**

## **Version 1.1 for Sonix V3.40 Files**

### **History**

V1.1

Event problem when starting from a different point. **Fixed**

Compilation terminates at on last but one event. **Fixed**

It is recommended to Release memory if HIMEM is above #9800, this is wrong. **Fixed**

Title for SMC was Sonic, changed to fall in line with more what it does. **Changed**

Hidden bug. Pressing E when saving **will** save E.COM to disc. **Fixed**

V1.0

First release Draft sent to Rhetoric Editor (Steve Marshall). **Not Released.**

### **Backward Compatibility**

Not applicable for version 1.1

### **Overview**

SMC crunches (Makes smaller) any music file composed in Sonix 1 V3.40 (Standard release) and having been saved from Sonix with the .ALL extension.

SMC will also generate a Player which runs under Interrupts and is invisible in most cases to the BASIC system.

Music will instantaneously be played when the Module is loaded. To inhibit this, it is recommended to first record the Transfer address, given by T when LOAD "Sonicfile",V is used. Then to Load the file with the ,N switch. Once loaded and when the Programmer wishes the music to be played, they must CALL the transfer address. This is only valid under the Sedoric Disc system.

## **The Menu Screens**

### **SMC - Main Menu**

Current Filename: A-None

- 2 - Load Sonix File
- 3 - Display current Directory
- 4 - Crunch File
- 7 - Display File Information
- 9 - Set Device
- 0 - Quit

Current Filename: A-NICEMUSIC

This displays the path (A,B,C or D drive) and the filename (If any set otherwise NONE is displayed).

### **2 - Load Sonix File**

Load a Sonix File into Memory. The Current Disc Directory on the current Drive will be displayed. Only Sonix Files will be shown.

Enter the filename (Without the Extension) or if you wish to abort saving, enter the filename as E.

### **3 - Display current Directory**

Displays the Current Disc directory. It will only display Sonix Files. Press any key to return to main menu.

#### 4 - Crunch File

Once you have the Sonix File loaded, you may proceed to Crunch it. This may take a few seconds if the music is complex. Once you have Crunched the file, the next set of options (Another Menu) will appear.

Note: Do not attempt to Crunch nothing (Nothing loaded). You may crash the machine.

#### 7 - Display File Information

Once you have loaded the Sonix File, you may wish to view the parameters within the file. Please note that as noted below in the "Existing Bugs" section, SMC cannot copy with the Start Event being anything other than zero. So it is sometimes a good idea to check this screen for compatibility.

Also on the subject of compatibility, the Sonix Version is also displayed. Remember that only version 3.40 of Sonix may be crunched.

Attempting to crunch a Sonix File other than composed within V3.40 (60 Sector file) may cause the system to Crash

#### 9 - Set Device

Sets the current Drive (This setting is global to all disc operations) to A (Master), B (Slave), C (Slave) or D (Slave). Repeated presses of this key will select the Drive letter (As shown in the Filename).

#### 0 - Quit

All operations end at the main menu so you may wish to quit. A Prompt is given for confirmation of a quit. Any other Letter than capital Y will return you to the menu.

### **Another Menu**

Current Filename: A-NICEMUSIC

Memory range: #25CD - #4521

HIMEM:#25CC Size: 8020 Bytes

1 - Save Sonix Module

3 - Display current Directory

4 - Relocate

5 - Extra Settings

7 - Display File Information

8 - Save Module as A-NICEMUSIC

9 - Set Device

0 - Quit

ESC - Back to previous Menu

**Memory range: #25CD - #4521**

This will show the current Memory range of the crunched file.

**HIMEM:#25CC Size: 8020 Bytes**

HIMEM is the recommended (Highest possible) setting for the limit of BASIC in memory. It is important to use this command in your own programs since if you do not, there is a chance the music will crash your Oric.

The Size shown is the size of the whole Module, including Music, Music Driver and Music Player.

All music is saved off with its Player since the Player has been 'Tailor-made' to suit the Music being driven.

If the Size falls below 7424 Bytes and you opt for BASIC without HIRES, then it will be suggested to you (below this line) to also use the GRAB command in your programs.

Because you have opted **not** to use HIRES, GRAB will free the memory allocated for HIRES and Character memory.

### 1 - Save Sonix Module

When you are ready to Save your Music (You needn't Relocate if you don't want to), then use this option. The current directory will be displayed. Then enter the Filename (.COM will be added to your filename).

### 3 - Display current Directory

This was detailed in the previous menu.

### 4 - Relocate

Once a file has been Crunched, it may then be relocated to a different part of memory. See the next Menu for further details on this option.

### 5 - Extra Settings

This is for future expansion only at present but it is hoped that stuff like Repeating Effects, Maximum Volume, Fading Effects will appear in this slot

### 8 - Save Module as A-NICEMUSIC

Instead of having to specify a file name when saving your file, you may instead choose this option to save the current music (Compiled/Crunched/Relocated) under the guise of your current filename but with the COM extension. This may also replace an existing file.

### 9 - Set Device

Already detailed in Previous Menu

### 0 - Quit

Already detailed in Previous Menu

### ESC - Back to previous Menu

Press Escape whilst in this menu to return to the previous menu.

## **Relocation Menu**

4 - To Suit BASIC with HIRES

5 - To Suit BASIC without HIRES

6 - Relocate to your own Start Address.

9 - Set Device

0 - Quit

ESC - Back to previous Menu

### 4 - To Suit BASIC with HIRES

To make your music sit as high up in memory (As much BASIC memory left to the user as possible) whilst still having HIRES free, choose this option.

The Relocation takes a matter of seconds to compute. A temporary file will be saved and loaded from disc during this operation. Please ensure a disc is in the drive during procedure option 4,5 and 6.

Please also note that the Temporary file is not deleted from the disc afterwards (TEMP.ALL).

### 5 - To Suit BASIC without HIRES

To make your Music sit as High as possible when you know for sure you won't be using HIRES, choose this option.

## 6 - Relocate to your own Start Address.

For the machine code programmer and experienced Oric Programmers use this option to enter your own start address for relocating your music to.

## 9 - Set Device

Already Detailed in previous Menus

## 0 - Quit

Already Detailed in previous Menus

## ESC - Back to previous Menu

Already Detailed in previous Menus

### ***Known Bugs***

- Starting from a different Event other than zero when compiling still causes a few problems.
- Changing Drives or messing around in the middle of converting also causes some problems. Unstable in places..
- Still some distortion very occasionally experienced at the start of the Music (Much akin to Sonix though).

### ***Known Issues***

- Playing multiple tracks is not possible yet. Nor is using Sonix as a resource for effects.

### ***Known Missing Features***

- No Repeat Ornament or Sample Options
- No Maximum Volume Option
- Total Compaction not yet accomplished in V1.0. Events, Patterns, Ornaments and Samples may all be crunched still further but this release should suit most BASIC Programmers Memory requirements.