

# RHETORIC<sup>®</sup> 19



TIMES OF LORE NEWS \* RETRO STUFF  
MAGAZINES IN DENMARK  
BOOK AND MACHINE REVIEWS  
TELESTRAT MANUAL \* AND MORE...

### Greetings

We should be back on track now, after last issues big delay. Many thanks to the Royal mail sorting office in Peterborough for hanging on to issue 18's master copies for a month or two. Maybe they're all too busy playing Zip & Zap to deliver mail these days. All's well that ends well anyway. Thanks to everyone that has sent something in to me this month - much appreciated.

We've news from Jon Bristow, of his progress on Times of Lore. Ive been lucky enough to have a sneak preview of the work so far, and believe me, it's going to be a biggy.

Thanks to everyone who's sent stuff in this month, of which there is quite a lot, including an interesting look at Denmark's Oric magazine scene.

OK - that's it for now - enjoy the magazine,

Simon

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## RHETORIC IS BROUGHT TO YOU BY THESE FINE PEOPLE!



**JIM GROOM**  
Publicity guy, Ex Blue Peter Presenter, writer and website controller



**SIMON ULLYATT**  
Co-Editor, Carry on film fan, and lazy bloke who can't get things done on time



**MATT COATES**  
Treasurer, humorous 'paint-related' name.



**JON BRISTOW**  
Chairman, chief Programmer, writer, and multiple 1980s WDC darts champion at the Lakeside, Frimley Green



**BRIAN KIDD**  
Printing, motorcycle stuntman and distribution Puzzle guru



**STEVE MARSHALL**  
Founder and Co-editor Disk guru. Ex vocalist in Marillion.

Hi Simon,

Spurred ever onwards by Novembers Rhetoric and the Times of Lore piece, I have done alot more work to this game. The enclosed demo may not appear to be much, since the Sprites are nonsense.

This has to do with the way RAM is currently organised. The RAM underneath the ROM will be used to hold Sprite definitions, so when i get the Disc routines working, the Sprites should come alive!!

The Screen has been re-arranged. This gives a bigger playing area (39\*15 instead of 39\*13), a bigger Text window and taller Candle.

The latter two are both using Alternate Text whilst the main play area is in Standard text.

The icon bar at the top is a Hires Inlay. BTW: Just CLOAD it, use cursor keys to move around, Press E to end Demo

Over the last two days, I had to re-arrange the character sets quite drastically to allow the Hero to walk into buildings, and this evening, Did the code to remove the roof and show the inside of the buildings. This actually modifies the map. However, it's a bit glitchy at the moment.

I also rewrote the Game engine, since the original delved into too many areas to test at once. This is a major error to make when writing games. It is very easy to get carried away with Coding a game and then find Everything falls apart miserably when you attempt to run the system.

However, every rewrite usually benefits from more efficient code the second time round.

Efficient code is two-fold. Firstly, it is the physical length of the code. I have around 6K of machine code memory to play with for the game engine. I am currently at about 2K whilst the original used about 3K.

The other efficiency is the speed of the code. Although this is less noticable at the moment. More later...

Jonathan

## THE END?

It is with regret that I feel I may have to finish my editorship of the magazine. It's been getting a harder and harder struggle to get the magazine out on time. It's getting increasingly difficult for me to fill a magazine full of articles that are interesting and new, and not go down the path of filling it up with stuff that no-one is interested in, or has been done before.

It won't come as much of a surprise to many people of my interest in all formats, not just the Oric, and I'm planning to try again with a multi-format retrogaming magazine, as the time is right, and the demand is there.

I'm not sure as to the future of Rhetoric to be honest, but I'm sure one or more of the core group members will carry on as before. I make no secret of the fact that I would have liked to see Rhetoric carry on as a multi-format magazine, but while this may please some readers, it would definitely alienate others, which is why I'm making the break.

It's been real fun doing the magazine, and would like to thank everyone for their support. I'm most certainly not breaking off from the group completely, and would like to remain an active contributor.

I especially hope that the magazine carries on, and will of course remain a subscriber.

Anyway ... at the time of writing, I'm still there for the time being. Issue 20 will probably be the last from me.

Anyone fancy the job?

Simon (CHAOS)

## Magazines in Denmark

This article is to bring some light over what happened in Denmark, in the *GLORIOUS DAYS* of Oric-1/Atmos. However, I can never tell the full story as the real people, who stood behind the Oric clubs. Some are still listed on the web-site "Oric contact list", but sending them e-mails - fails – as they are no longer valid.

But, here goes...

In Denmark we had two Oric Clubs with there own magazine. The idea was – of course – to bring the members the latest news and reviews of games/programs. Entry from members or from the editors. Help to games(adventure) and sometimes a competition. They also had a Top selling list of software. Funny to read so many years later. Both magazines was meant to be monthly, but often they was delayed.

The first club was called "Oric Klubben" and was made in autumn 1983 by Jens Frank. He also had a shop called "Frank Computer & Softwarehouse" from where it was possible to buy software and hardware. To the members of this club there was published a magazine called "INFO". To help Jens Frank with this, there was a group of 3-4 people. They also made some games/programs for the Oric-1/Atmos under the name of "Frank Software Productions" – short FSP.

Name:	Art:	Description:
UNI-FILE	Tool program	Registre program i 100% M/C
Spacewar-3(Oric-1)	Shoot'em up game	Move spaceship, shoot aliens
Star Hunter	Shoot'em up game	Move spaceship, shoot UFO
The Sea of Wolfs	Shoot'em up game	Move submarine, sink ships
Crab mam mam	Shoot'em up game	????????????????????????????
Computer LP	Music program	12 different songs(Danish/English)

Perhaps they did more games/progames.

In the begining the Oric Club had over 150 members. But in the sommer 1985 it was mentioned, that Jens Frank would close his shop in the near future. When it exactly happened I don't know, but that meant the end for this club.

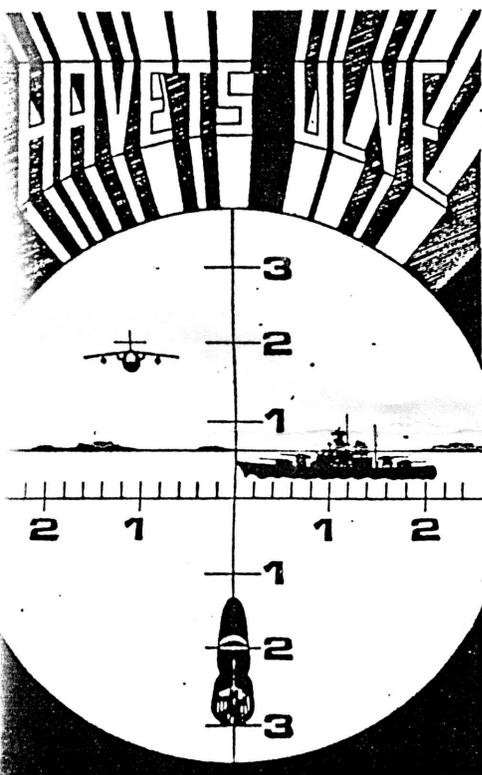
The other club was also called "Oric Klubben" and was started in autumn 1984. There was 4 people behind this club, where Bent Valerius was the man in charge. They appeared at an exhibition in Forum(Copenhagen) called "Homecomputers & Electronic Show" in november 1984. There concept was a bit different from the first club. They would make a magazine of 16 pages every time, neatly put together like a pamphlet. They would also make some pages about M/C. They named there magazine "65536". Right from the start they had over 75 members, and a year later in autumn 1985, they announced, that there magazine now was the largest in Denmark. Unfortunately - I have none figures of how many members mentioned any where. The Club still exicted in the begining of 1986, but I have no more magazines from this time. So I don't know when this club ended.

Both magazines had something to contribute for the Oric-1/Atmos, but – in my opinion – the most professional and appealing magazine, was the one called "65536". It had a bit more to offer. Of course the other magazine "INFO" had it strong sides too, and with the the computer shop behind, it could offer new games/programs for the Oric-1/Atmos instead.

But all this is now history. A long time ago, when Oric-1/Atmos still ruled the world.

Made by Henrik Holm, september 2001.  
Exclusive for oricans.

Inlays from FSP:



HAVETS ULVE

Du er på patrulje i det nepanske øhav, dit mål er at hindre fjenden fra at få forsyninger frem til fronten. Krigens udfald kan afhænge af dig og dit mandskab i den nye Whisky ubåd. Fjendens helikoptere og flyvere jager dig, og løber du tør for torpedoer, så skal du gennem et minefelt for at finde moderskibet, som har nye forsyninger.

Alt dette kan du opleve i Frank Software Productions nye hæsblæsende program til Oric-1 og Oric Atmos.

- Højopløsnings grafik
- Lydeffekter
- Dansk tekst
- 3D action

Alt dette for 95 kr.

UNI-FILE

Atmos

UNI-FILE+UNI-FILE+U  
NI-FILE+UNI-FILE+UN  
I-FILE FILE+UNI-  
-FILE+ NI-FILE+UNI-  
FILE+U I-FILE+UNI-F  
ILE+UN ILE+UNI-FI  
LE+UNI FILE+UNI-FIL  
E+UNI- ILE+UNI-FILE  
+UNI-F LE+UNI-FILE+  
UNI-FI E+UNI-FILE+U  
NI-FILE+UNI-FILE+UN  
I-FILE+ FILE+UNI-  
-FILE+ NI-FILE+UNI-  
FILE+U I-FILE+UNI-F  
ILE+UNI LE+UNI-FI  
LE+UNI-FIL +UNI-FIL  
E+UNI-FILE UNI-FILE  
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NI-FILE+UNI-FILE+UN  
I-FILE -FILE+UNI-  
-FILE+ NI- ILE+UNI-  
FILE+U I-F LE+UNI-F  
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LE+UNI E+UNI-FI  
E+UNI- ILE+UNI-FILE  
+UNI-F LE+UNI-FILE+  
UNI-FI E+UNI-FILE+U

"INFO"

"65536", July 1985

TOP 20 FOR JUNI 1984

- 1 . RAT SPLAT
- 2 . HUNCHBACK
- 3 . SNOWBALL
- 4 . ZORGONS REVENGE
- 5 . MR. WIMPY
- 6 . THE HOBBIT
- 7 . COLOSSAL ADVENTURE
- 8 . SCUBA DIVE
- 9 . ULTIMA ZONE
- 10 . LIGHT CYCLE
- 11 . XENON-1
- 12 . THE ULTRA
- 13 . ORIC CALC
- 14 . ICE GIANT
- 15 . ORIC FORTH
- 16 . GALAXIANS
- 17 . TWO GUN TURTLE
- 18 . ORIC TREK
- 19 . ORIC BASE

TOP-10

ARCADE

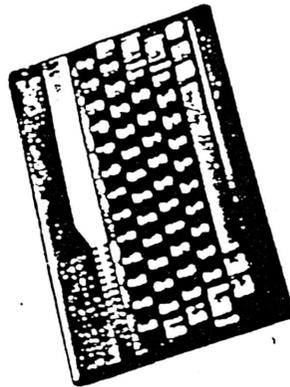
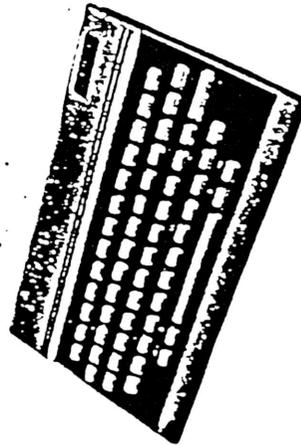
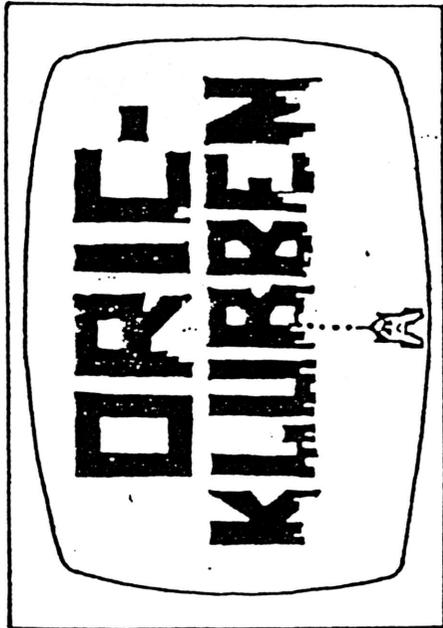
- |     |                     |           |
|-----|---------------------|-----------|
| (-) | 1. MANIC MINER      | BUG-BYTE  |
| (2) | 2. VIDEO FLIPPER    | LORICIELS |
| (1) | 3. SUPER JEEP       | LORICIELS |
| (3) | 4. ZERBIE           | IJK       |
| (6) | 5. THE BOSS         | PEAKSOFT  |
| (4) | 6. HELLION          | ORPHEUS   |
| (7) | 7. TROUBLE IN STORE | ORPHEUS   |
| (5) | 8. TRICKSHOT        | IJK       |
| (-) | 9. DAM              | IJK       |
| (8) | 10. CHESS II        | IJK       |

ADVENTURE

- |     |                       |            |
|-----|-----------------------|------------|
| (1) | 1. THE HOBBIT         | TANSOFT    |
| (-) | 2. ARROW OF DEATH I.  | DIGITAL F. |
| (2) | 3. TEN LITTLE INDIANS | DIGITAL F. |
| (6) | 4. LAND OF ILLUSIONS  | TANSOFT    |
| (3) | 5. WAR OF THE WORLDS  | DIGITAL F. |
| (4) | 6. GOLDEN BATON       | DIGITAL F. |
| (5) | 7. COLOSSAL ADVENTURE | LEVEL 9    |
| (-) | 8. TITANIC            | A & F      |
| (9) | 9. FRANKLIN'S TOMB    | SALAMANDER |
| (8) | 10. SNOWBALL          | LEVEL 9    |

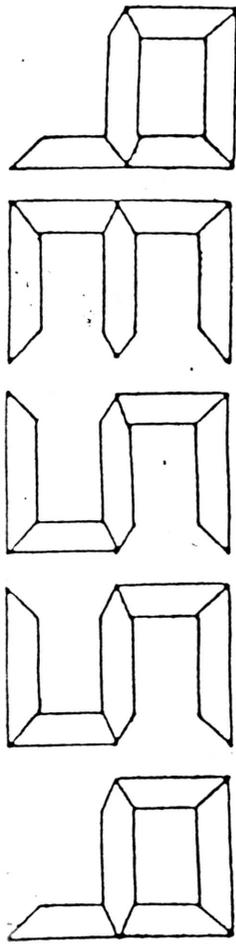
På denne måneds TOP-10 liste er der kommet flere nyheder, blandt andet en hel nummer et på arcade listen og det er den nok så kendte Manic-miner fra Bug-byte, som endelig er lavet i en ORIC version. Den anden nyhed på arcade-listen er Dam fra IJK, dette er det gamle brætspil Dam som alle vel kender fra deres unge dage før de havde råd til at købe en hjemme computer, ja endda før hjemmecomputere eksisterede. Den største nyhed på adventurelisten er Arrow of death part I fra Digital fantasie som efterhånden har lavet 20 adventures til ORIC, hvilket man også kan se på listen, hvor de dominerer. Den anden nyhed på adv listen er Franklin's tomb fra Salamander som i virkeligheden er en gammel træver, men som der er kommet godt gang i igen. Fire nyheder ialt, er måske ikke meget, men så er de ihvert fald gode nyheder.

# Info



## I dette nummer:

- Attributes i TEXT og HIRIS
- Præmie-konkurrence
- Software tilbud
- Adventure-hjælp



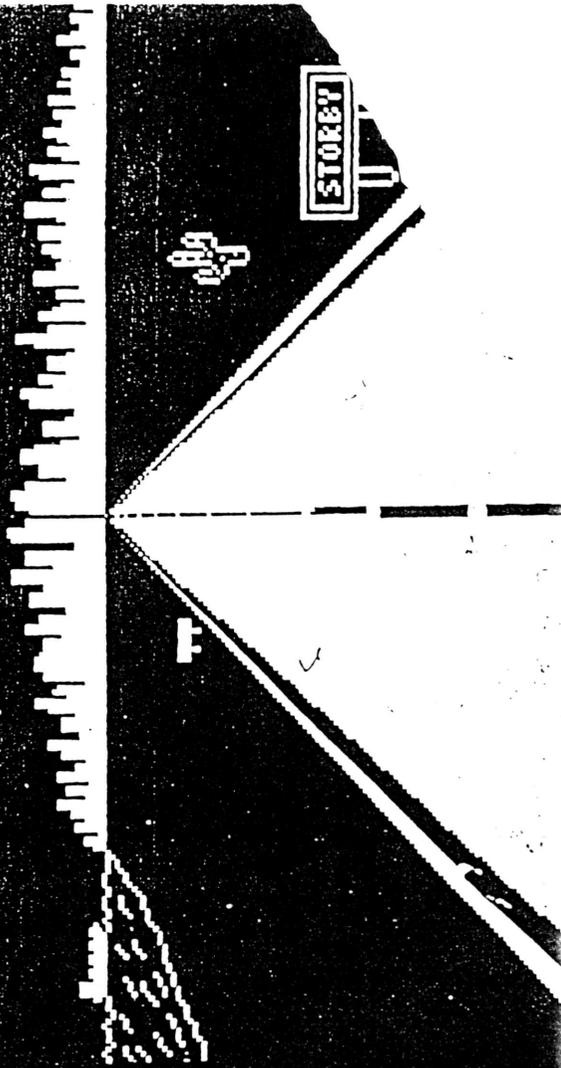
ORIC BRUGERBLADET

Message  
Flertasteren

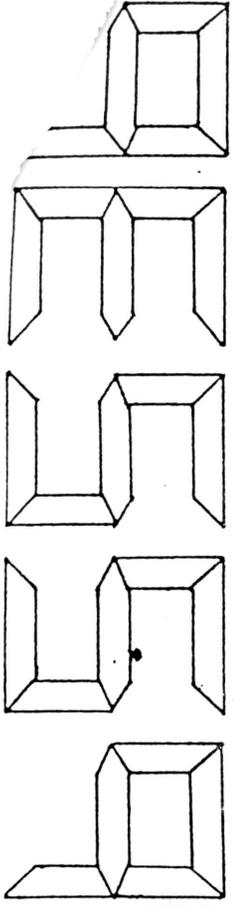
Danmark's  
største  
oric-blad !!

2. Årgang \ Nr. 6 1985

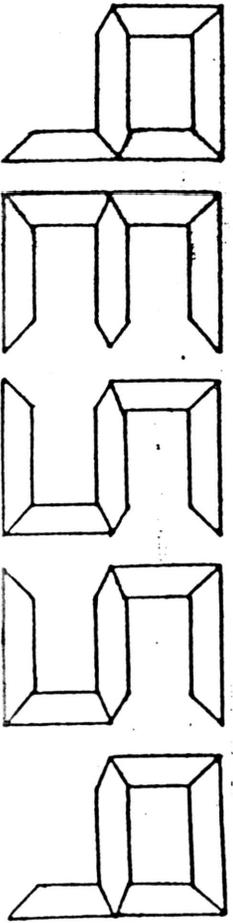
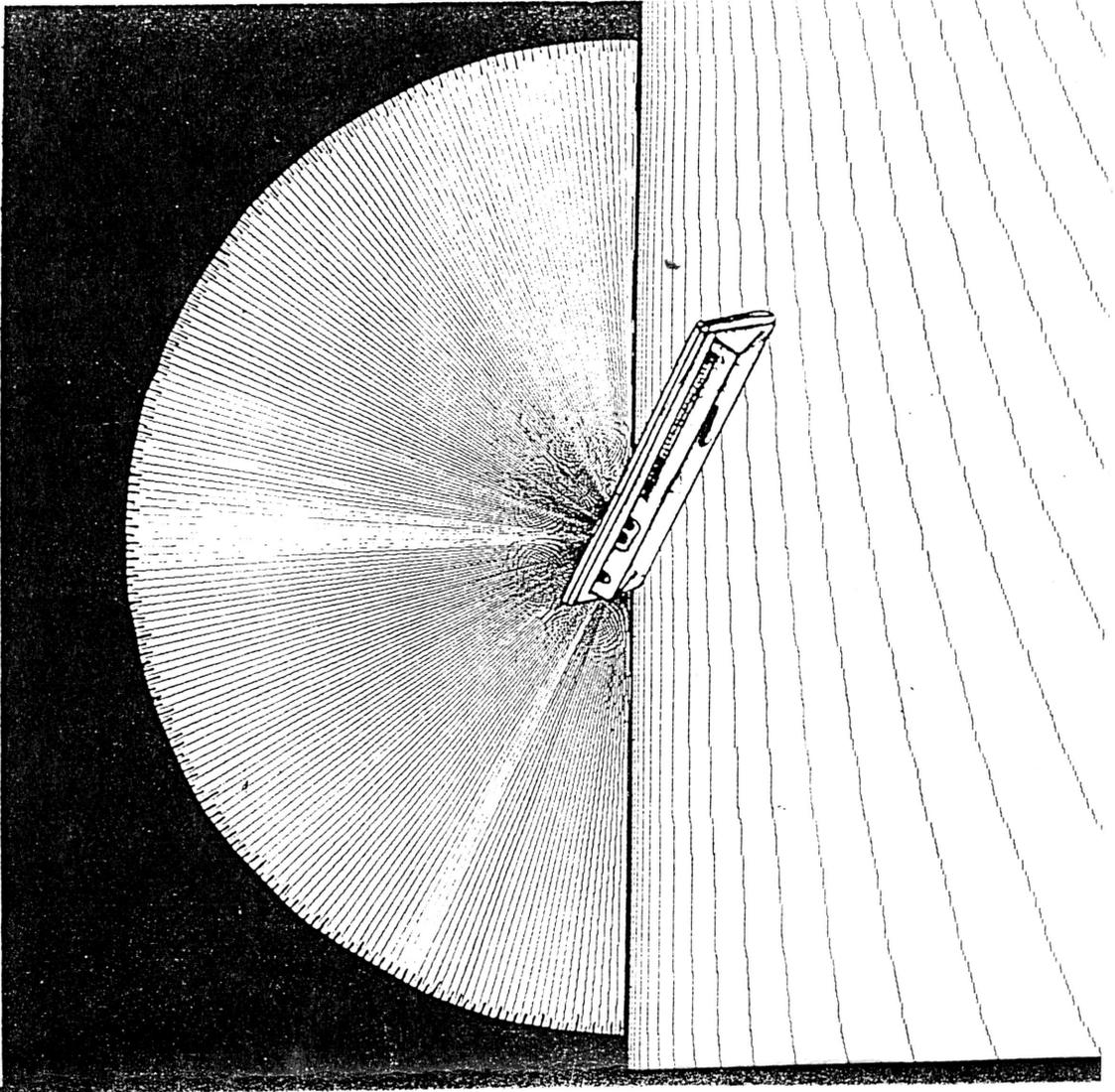
Løspris kr. 20,-



Lektion MC nr. 4.



2. Årgang Nr.2 Februar 1985

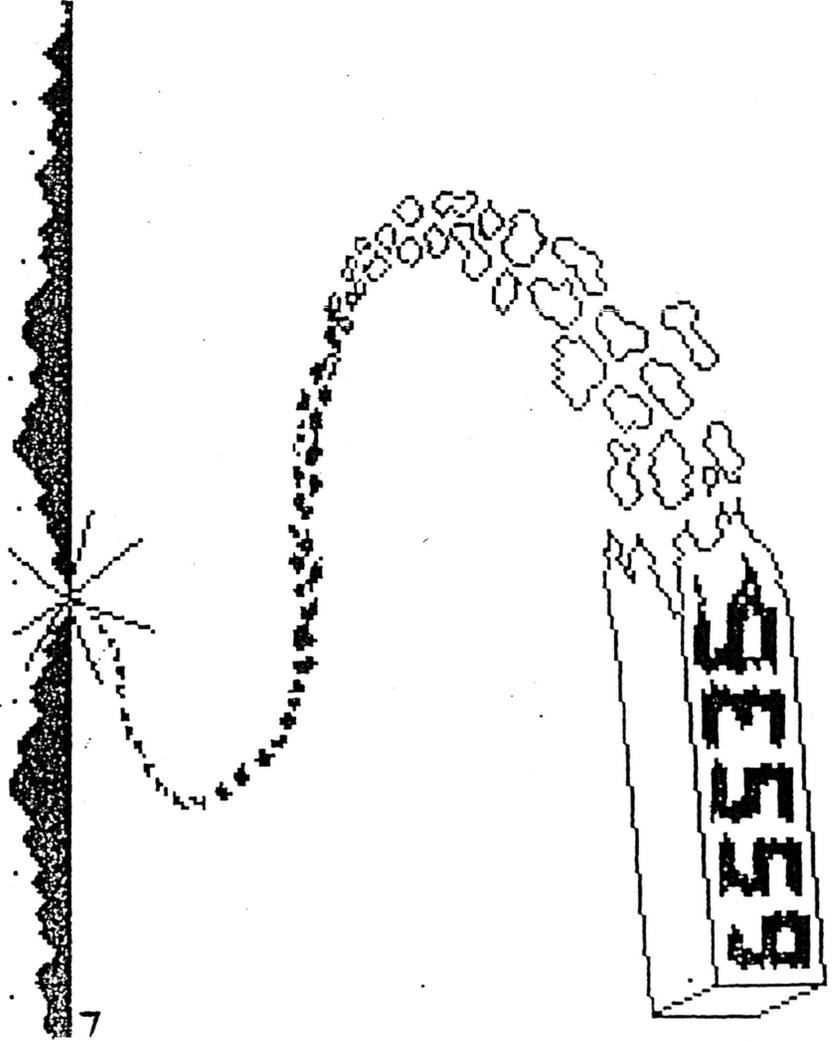


ORIC BRUGERBLADET

Danmark's største oric-blad !!

Bordom VI.0, VII

2. Årgang Nr. 5 1985 Lespris kr. 20,-



# THE ORIC TELESTRAT MANUAL PART 1

*By Jim Groom*

Welcome to the first part of my translation of the Oric Telestrat HyperBASIC manual. Previously available only in French, I hope you will find this series of articles interesting and informative. I don't intend to offer anything more than my own direct translation of the French and as such, any mistakes are mine due to my poor translation - my apologies in advance to the reader and original authors!

To start, I'll give a quick rundown of the machine itself for those who are unfamiliar with it - and for those going "Oric what?", you should be ashamed of yourselves! The Telestrat looks like a



fascinating machine, but it has been largely ignored here in the UK due to unfamiliarity with the machine (do you know anyone with one?) and the fact that all documentation and system messages are in French! Despite the fact that so few people own this machine, it is available as part of Euphoric, the Oric emulator, so those of you with sufficiently powerful PC's can still get a taste for the beast. I hope this series of articles will encourage those of you with access (be it real or virtual) to have a closer look at the machine and explore the possibilities it offers.

The Telestrat has its origins in the Oric Stratos/IQ164 which Oric were just about to release when they went belly up. The design was taken over and reworked by the French buyers of Oric, who produced the Telestrat. The machine has a 6502 processor at its core and 64K of RAM. ROM is a bit more difficult to describe. There are two cartridge ports which can address up to 64K of memory each and you can choose what operating system you wish by inserting an appropriate

cartridge - Hyper BASIC is one of these.

One of the first things you will discover about Hyper BASIC is that it is a compiled language (possibly semi-compiled?) and as such is a very fast BASIC. Imagine BASIC as English - something our readers understand. The Oric does not understand English (or even BASIC!), but it does understand machine code. In order to execute the BASIC program you have entered, it needs to convert it to machine code, which it does using its interpreter. BASIC programs are normally converted into machine code line by line as the computer comes across them and this takes time and is one of the reasons BASIC is slower than machine code. BASIC programs run through a compiler are converted to machine code before they are run and as such will be executed more quickly, although not as quickly as programs written directly in machine code.

I am not sure exactly how Hyper BASIC has been programmed, but I do know that the programmers have looked closely at the BASIC to find ways of making it more efficient and therefore faster. You will find a number of new commands to supplement the old favourites. There are many other features present in Hyper BASIC which we will perhaps meet as we go along, but so that we can get on with this article, I won't go into them here. Bear in mind, I have not had a Telestrat for long and I am still learning! So here it is, a direct translation of the Hyper BASIC manual. Enjoy!

## **ORIC TELESTRAT INDEX DE L'HYPER\_BASIC**

By Fabrice Broche and Georges El Andaloussi  
English Translation by Jim Groom

Those already familiar with programming in BASIC - particularly that of the ORIC-1 or ORIC ATMOS - will recognise instructions common to a number of microcomputers, but also new extremely powerful commands, specific to the compiled BASIC of the TELESTRAT. The others will be able to follow the instruction manual which is built in a teaching way, the commands being grouped by centers of interest, accompanied by simple examples.

To allow a faster location of the instructions in this index, we have classified them in alphabetical order. Here is the list of commands organised by type:

SYSTEM COMMANDS:

ASCII	CLI	HIRES	LORES	NMI	RESET
SEI	TEXT				

BASIC FUNCTIONS AND COMMANDS:

'	AIDE	CLEAR	CONT	DEGRE	DELETE
DIM	FRE	FUNCTION	GRAB	HELP	HIMEM
LIST	MERGE	NEW	RADIAN	RANDOM	RELEASE
REM	TALK	TRACE	WORD		

COMMANDS AND FUNCTIONS FOR WORKING WITH MEMORY:

CALL	DEEK	DOKE	MOVE	PEEK	POKE
------	------	------	------	------	------

DISK MANAGEMENT COMMANDS (STRATSEED):

BACKUP	COPY	DEL	DELBAK	DIR	DNAME
DRV \$	ESAVE	EXT	EXT \$	INIT	LOAD
PROT	REN	SAVE	SAVEM	SAVEO	SAVEU
UNPROT					

FILE MANAGEMENT COMMANDS (STRATSEED):

APPEND	CLOSE	FILE	FST	JUMP	OPEN
PUT	REWIND	SPUT	STAKE	TAKE	

ARITHMETIC AND LOGICAL OPERATORS:

AND	OR	XOR	<	>	>=
<=	=	<>	+	-	*
/	^				

STRING HANDLING FUNCTIONS:

LEFT\$	LEN	LO\$	LOB\$	MID\$	MIDDLE\$
RIGHT\$	SPC\$	UP\$			

NUMERIC CONSTANTS AND FUNCTIONS:

ABS	ATN	COS	EXP	FALSE	INT
LN	LOG	NOT	PI	RAND	RND
SGN	SIN	SQR	TAN	TRUE	

CONVERSION COMMANDS:

ASC	BIN\$	CHR\$	DEG	HEX\$	RAD
STR\$	VAL				

HIGH RESOLUTION GRAPHICS COMMANDS:

ABOX	ADRAW	BOX	CHAR	CIRCLE	CURMOV
CURSET	DRAW	FILL	HCOPY	PATTERN	SCHAR

LOW RESOLUTION GRAPHICS COMMANDS:

CLS	CURSOR	INK	PAPER	PLOT	POS
PRINT	PRINT@	TCOPY	WIDTH	WINDOW	

SOUND COMMANDS:

EXPLODE	MUSIC	OUPS	PING	PLAY	SHOOT
SOUND	ZAP				

#### INPUT/OUTPUT COMMANDS:

CLCH            CROSS            CROSSX            GET ]            OPCH            PRINT ]

#### PRINTER COMMANDS:

LBUF            LDIR            LFEED            LLIST            LOUT            LPR  
LPRINT            LWIDTH

#### RS232 COMMANDS:

CONSOLE            SDUMP            SEBUF            SLIST            SLOAD            SLOADA  
SMODE            SOUT            SPRINT            SRBUF            SSAVE            SSAVEA  
SSPEED

#### CLOCK COMMANDS:

CLOCKOFF            CLOCKSET            TIME            TIMES\$            WAIT

#### KEYBOARD COMMANDS:

ACCENT            AZERTY            FRENCH            GET            INPUT            KEYS\$  
QWERTY

#### PROGRAM STRUCTURE COMMANDS:

]            COUNT            ELSE            END            FOR..TO            GOSUB  
GOTO            IF..THEN            NEXT            POP            REPEAT            RETURN  
RUN            STEP            STOP            UNCOUNT            UNTIL            WEND  
WHILE

#### ERROR CONTROL COMMANDS:

ERROFF            ERRGOTO            ERRLIST            ERRNB            ERRNL            ERROR  
RESUME

#### TÉLÉMATIQUE COMMANDS:

APLIC            MINITEL            PAGE \$            SERVEUR            TINPUT

#### MINITEL COMMANDS:

CONNECT            MLIST            MLOAD            MLOADA            MOUT            MPRINT  
MSAVE            MSAVEA            RING            VCOPY            UNCONNECT            WCXFIN

### **CONVENTIONS & NOTATIONS**

For the sake of clarity, the same notation is used for all the commands discussed in this manual. Thus, all the commands use the following notation:

**NAME OF COMMAND** : in large, bold characters and GENERAL SYNTAX large, thin characters.

Descriptions of commands are preceded by dashes.

The optional parts of commands are given in parenthesis. If these are not specified, they have default values which are explained in the text.

All the examples in *ITALICS* refer to an example of only one command or printer characters if it is a complete example program.

Some frequently used abbreviations are:

- EN : designates a numeric expression.

Example: *PRINT EN*

- EA : designates an alphanumeric expression (a string of characters)

Example: *SEARCH EA*

- VN (or "variable numeric") : represents the name of a numeric variable, which should not be confused with a numeric expression.

Example: *INPUT (EA;) VN*

- VA (or "variable alphanumeric") : alphanumeric version of VN.  
Example: **TKEN VA**

For better clarity, there will often be more than one example of the parameters of a function, one as an example to aid understanding and the other to demonstrate the precise syntax. For example:

**CURSET x, y, p**  
**CURSET EN,EN,EN**

The first line specifies that CURSET must be followed by 2 parameters (x and y) specifying the coordinates (height and width) of the point required on the screen, and parameter p specifies the colour attribute (see chapters on graphics).

The second line indicates that the three parameters **must** be numerical expressions (numbers, variables or complex formulas).

For this reason, we use the following abbreviations:

**x** and **y**, designate the absolute coordinates of a point on the screen.  
**h** and **v**, designate the relative coordinates (or horizontal and vertical displacement).  
**p** is the foreground/background parameter.  
**c** designates a logical conditional expression (A>B etc..)  
**nl** designates a line number  
**adr** designates a memory address

If the syntax is not explained, it means it is only used as in the title. We have also indicated the nature of the command.

## **SYNTAX OF THE CONSTANTS**

### **1 - The alphanumeric constants.**

These must be surrounded by quotation marks (or, more technically, "double quotes").

*eg. "THE WEATHER IS BEAUTIFUL IN WORCESTER"*

### **2 - The numeric constants.**

There are four types:

#### **Decimal**

- without identifiers, possibly followed by an exponent to the power of 10.  
*Example: 12, -535, 9 E 5*

#### **Binary**

- preceded by %.  
*Example: %100110*

#### **Hexadecimal**

- preceded by a #  
*Example: #A, #A09*

#### **ASCII**

- surrounded by simple quotes.  
*Example: "I", "P"*

Now that we have defined our terms, let us enter the Telestrat BASIC Reference Manual.....NEXT TIME!

Reviewer: Meirion Jones

**What goes zap and ping, is red and yellow and green and blue all over, runs at millions of cycles a second, can remember 16,000 bytes of information and costs only £99? Now there is an answer - the Oric. It is still only three years since Sinclair produced the world's first ever £100 computer - the 1K, silent black and white ZX-80, and only 18 months since Commodore produced the first £200 colour computer. Meirion Jones looks for the catch.**

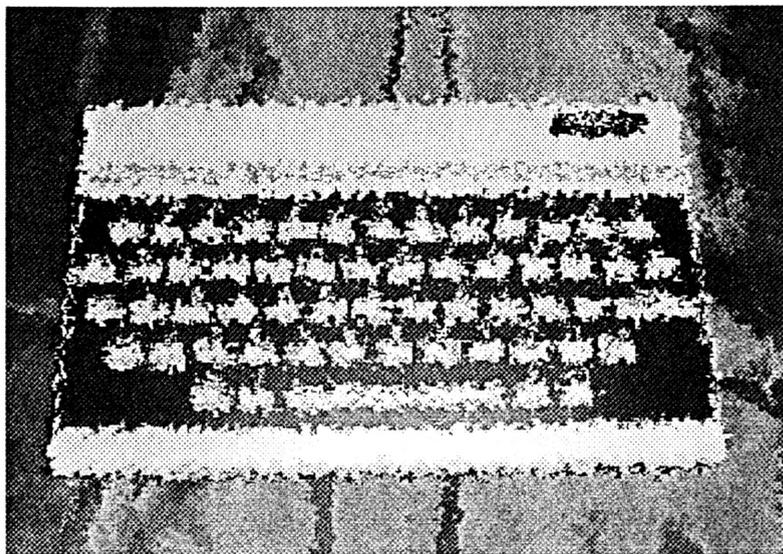
Oric is everything you hoped it would be. Alive with colour, and zapping with built-in and effects, the Oric looks like a match for any machine now selling for less than £200. Oric is also everything you feared it might be just when you thought it might be safe to go back into home computing.

The £99 16K colour computer is the first to break the £100 barrier. Outwardly there is thing to distinguish it from the £169 48K version. Both are grey plastic wedges measuring 11in. by 7in., designed to present the keyboard at the same angle of attack as a typewriter. Height is 0.75in. at the front rising 2in. at the back.

Overall the Oric is half as big again as the Spectrum and 50 percent heavier.

This slope coupled with the design of the keys makes the Oric an easy machine to touch-type on. Although the keyboard uses a rubber sheet pressing directly on to a Sinclair-style keyboard, like the Spectrum, typing feel is much improved by capping each key with plastic. Not only does this remove the "dead flesh" feel but it also gives the impression of positive click keys. A note sounds every time you depress a key, with a lower note distinguishing return and control keys - but if you do not want to sound like the telegraph operator in a bad western Control F turns off this keyboard bleep.

Layout of the keys is relatively standard and as the Oric does not have single-key entry it has been possible to label them clearly. The white on black lettering is not pretty but it is unambiguous. Although the keys are quite small except for an oversize return key and a full-size space bar, overall the Oric emulates the feel of a portable typewriter. All keys have auto-repeat and there are four keys dedicated specifically to cursor control. It is certainly easier to type on than any of Sinclair's offerings.



Switching on the Oric produces a screen display of a white screen with a black background. Black lettering informs you that you are in Oric extended Basic O 1.0 (c) 1983 Tangerine, followed by the number of bytes free and a ready message. If you Control T into capitals the message Caps appears in white just above the top right-hand corner of the white box. Likewise if you are loading a program from cassette by CLoading "Name" the message Searching appears in white just above the top left-hand corner.

When you want to break out of dreary monochrome the Ink and Paper commands allow you to choose your own foreground and background colours. Numbers 0 to 7 offer you black, red, green, yellow, blue, magenta, cyan and white. Colours are comparable in quality with the Spectrum but there is no facility to change the border colour. The control key gives access to double height and flashing characters.

Drawing on the Oric is not difficult. Typing Hires gives access to the 240 by 200 maximum resolution of the Oric. You can work in two colours at a time in Hires but you have the bonus of three lines of 40 characters outside the main Hires screen. Curset X,Y,Z sets the cursor to an X,Y co-ordinate on the screen while Z specifies the foreground or background colour. Curmov is like Curset except that X and Y are relative to the last position of the cursor. Draw X,Y,Z draws a straight line from the current cursor position to a point X across from it and Y down. The circle command takes the form Circle R,Z where R is the radius and Z is again the foreground/background colour. The Fill command operates over 40 cells in 200 rows, but there is no Paint command as on the Dragon. A Pattern command allows you to draw dotted lines of any sort. Char A,S,Z allows you to type text on to screen in Hires somewhat painfully. A is the ASCII code of any letter you want to print and Z again the foreground/background colour. S can be either 0 for standard character set or 1 for the alternative teletext-style character set which the Oric carries in readiness for the £79 Modem which will connect it with Prestel and the outside world.

The Oric normally saves at 2,400 baud but it also allows you to save at 300 baud for extra security.

Machine-code subroutines can be saved by specifying start and end addresses. You can also Auto-save so that your programs will run as soon as they have loaded.

What marks the Oric out from some of the older machines is that it has been designed with an awareness that 1983 will see computers being used increasingly for practical purposes. The built-in Centronics interface will make it easy to plug in a printer or other peripherals. Oric will soon be selling a Modem so that Prestel will become available. Owners will be able to accept telesoftware - programs loaded straight down the phone line - eventually electronic mail could come into the home by the same route, and with the addition of a tape recorder the Oric with its Modem could become a telephone answerer and message taker.

## **Forth on the way**

An RGB output allows you to power a monitor if the television display does not meet your exacting standards. An expansion socket accepts plug-in ROM cartridges for games or for other languages such as Forth, which is being written for the Oric at the moment. There is some confusion as to whether the Oric will accept joysticks but the four cursor keys and space bar all in a line are ideal for games which pit one human at a time against the computer.

The Oric is based around the 6502 processor so the internal workings should not frighten anyone used to conversing in hex with an Acorn Atom or BBC or for that matter a Vic-20. Unfortunately it may dissuade Z-80 machine-code enthusiasts from moving up from their ZX-80s and ZX-81s.

The Basic is a relatively standard Microsoft but the lack of single-key entry should not deter beginners. Editing is made easier because the delete key does not require a shift. Control X deletes the line you are entering and entering Edit puts you in editing mode. Edit line number sends the cursor to that line where it

can be controlled with the arrow and delete keys. Escape allows you to insert characters into the edited line. List only lists specified lines or the whole program but can be controlled with Control S.

A good speaker and built-in noises get the Oric's sound off to a good start. Typing Zap, Ping, Shoot or Explode produces convincing arcade game noises which can easily be incorporated into any program. Control G produces a continuous ringing sound. Instead of the mumblings of the Spectrum the Oric delights in Sound, Music and Play commands. Sound and Music define the type of sound while Play shapes them. Sound consists of noise channel which can be mixed with any of three tone channels at any of 15 fixed volume levels - or a variable volume level to be defined by Play. It also defines the period of the sound. Music gives a choice of notes across six octaves. Play enables noise and tone while offering seven choices of envelope to shape the sound.

One of Oric's backers is British Car Auctions but, if they thought they were moving into an area of business with a better reputation with consumers than selling second-hand cars, computing may not have been the best choice. It would be unfair to single out Oric Products International because many of the people who have now waited three months for the Orics they ordered on 28 days' delivery only ordered one because they had given up on ever receiving the Spectrum they had ordered when Acorn failed to deliver the BBC on time.

Not enough thought has gone into the simple things. Detail changes to the design could have made the Oric look far more up to date. The mains lead from the built-in transformer in the plug is annoyingly short and the plug into the back of the machine is so shaky that unless it is taped into place you could lose whole programs that you have painstakingly typed in. Doubtless Oric will soon put these details right and produce a proper manual. It would be a pity if a good machine at a bargain price were to be spoiled for a ha'porth of tar.

## CONCLUSIONS

- With 16K for £99 and 48K for £189, (*I think that should read £169 - Muso*) Oric 1 remembers more for less money than any other colour computer.
- Oric offers six true colours in addition to black and white. Any two can be used in high resolution.
- Sound is loud and clear - not just a muddy bleep. Channel, octave, note, period and envelope can all be controlled. Built-in sound effects will be useful for games.
- The keyboard is an improvement on the Spectrum's but a real typewriter keyboard would have been much better and would, perhaps, only have added another £10 to the price.
- The Oric has been designed for the real world. A built-in Centronics interface makes it easy to plug in printers and peripherals
- Whereas Spectrum buyers will have to pay £20 for an RS-232. Oric's Modem should also be available months before Sinclair's.
- Oric's first manual was disastrous - it was clear that the writer had never laid eyes on an Oric. The manual has been corrected, and is now merely inadequate. The full manual should be available in the near future.
- The 6502 CPU is already familiar to Acorn and Commodore specialists so there should be no shortage of software.
- Once teething troubles have been overcome the £99 Oric will become the ideal beginner's machine.
- Oric lacks single-key entry but this is a mixed blessing, and the Basic is conventional.
- Problems with fluctuating modulators may cause production delays. Sinclair cannot hope to bring out the ZX-83 much before autumn this year - but if the Oric becomes a threat he might alter the

specification of the Spectrum or cut its price. Potential Oric buyers should also remember that the Electron and the Binatone may appear soon.

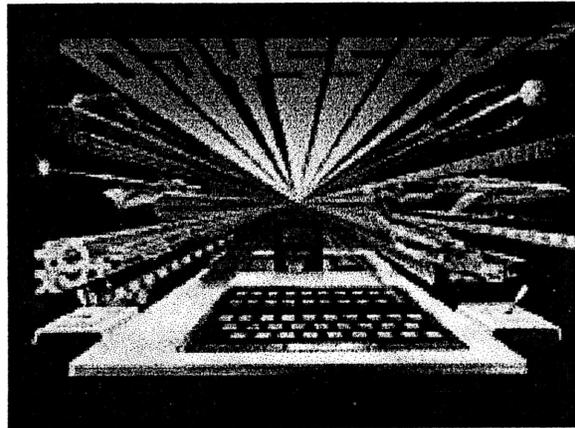
# Chaosmongers

## Videogame Röck & Röll Years

Cast your minds back to 1978-79... What were you doing at the time? Mourning the loss of Elvis Presley? Rejoicing at Margaret Thatcher becoming Prime Minister? Untangling your favorite Blondie 8 track cartridge? ... \*(ahem)\* Not me... I was too busy reading 'Kathy and Mark' books at primary school, and riding Raleigh Choppers. But of course.... You lot are all old. Incidentally, before I go on, special mention must go to my first car, which was made in 1978 – a mustard colored Austin Allegro 1300 Super, (with one wing in British Racing green). Should any reader know of the whereabouts of UWJ990S, then I should be interested to know. Anyway... onto business ... 1978 and 1979 spawned two notable gaming machines, which are important milestones of video game history, namely the Magnavox Odyssey 2, and the Mattel Intellivision.

### 1978

The Odyssey 2, was made by US Electronics giant Magnavox, from the years 1978-1983, and although not as popular as the Atari 2600, or Intellivision, was the recognised third option of it's time. Never heard of it? Well, Magnavox's European parent company PHILIPS, marketed the machine as the VIDEOPAC G7000 console. Being the first machine of it's type to have a keyboard of sorts, it followed the tradition of the time, of having those touch sensitive membrane types, like the ATARI 400, ZX80/ZX81, and the TI Speak and Spell.

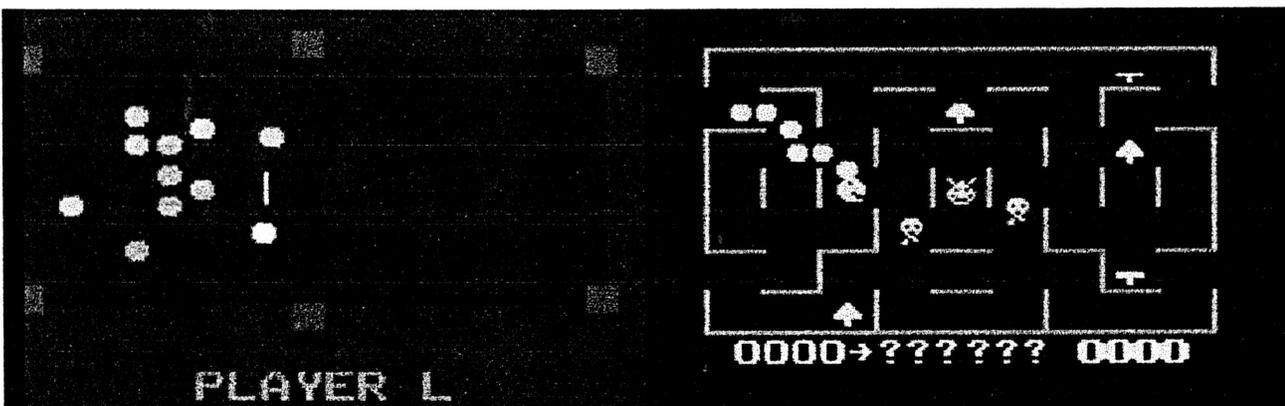


G7000



The O2 (as it will be called from now on) had quite a healthy selection of available software, with around 60 games cartridges from it's parent company. Also, some other companies produced games for the machine, notably IMAGIC, and PARKER BROS., who achieved fame on the 2600 console, with games such as ATLANTIS, Q\*BERT and FROGGER. Also available, were various add-ons, such as a CHESS Module, and a SPEECH &

MUSIC SYNTHESISER. There was a BASIC programming cartridge too, which made the machine a little more of a console/computer hybrid, than some of the other consoles at the time.



POCKET BILLIARDS

ANOTHER GAME

Phillips/Magnavox later produced an updated version of the machine around 1983, and hyped the console to the press, and demonstrated at the shows. The O3, in the US, is believed never to have been released, though it's European sister, the G7400 did see the light of day, with a limited number of games. Details are sketchy, and this machine is extremely uncommon.

## 1979

At the end of 1979, Mattel Electronics released a video game system known as Intellivision along with 12 video game cartridges. They called their new product "Intelligent Television", stemming largely from their marketing plans to release a



compatible computer keyboard for their video games console. Mattel's marketing was anything \*but\* intelligent and almost destroyed the company by 1984. In one sense the system was very successful, with over 3 million units sold and 125 games released before the system was

discontinued by INTV Corp. in 1990. The original Master Component was test marketed in Fresno, California in late 1979. The response was excellent, and Mattel went national with their new game system in late 1980. The first year's production run of 200,000 units was completely sold out! To help enhance it's marketability, Mattel (like Atari) also marketed the system in Sears stores as the Super Video Arcade, and at Radio Shack as the Tandyvision One in the early 1980's. Many people bought an Intellivision with plans to turn it into a computer when the expansion module was released. Months, then years passed and the original expansion keyboard was released only in a few test areas in late 1981. With the price too high and the initial reaction poor, the product was scrapped in 1982 before being released nationwide.

Although the Intellivisions mismarketing pointed to doom, it did have a couple of aces up it's sleeve. Firstly, it was a genuine 16 bit computer and as such gave it an edge over the competition, and secondly, around 1982, came an add-on which allowed it to play existing Atari 2600 carts... a somewhat handy bonus.



1984 spelled the end of Mattel's involvement with the Intellivision, but good news was on it's way in the form of INTV Inc., who re-released the machine as the INTV System III, which continued until around 1990. INTV also made around 35 games to add to the catalog of around 125 titles. For the techies amongst you \*and I know Orcians usually are!\*, here are the specs and some technical info.

Intellivision Master Component (these apply to the clones as well) \_\_\_\_\_

CPU: GI 16 bit microprocessor

Memory: 7K internal ROM, RAM and I/O structures, remaining 64k address space available for external programs.

Controls: 12 button numeric key pad, four action keys, 16 direction disk

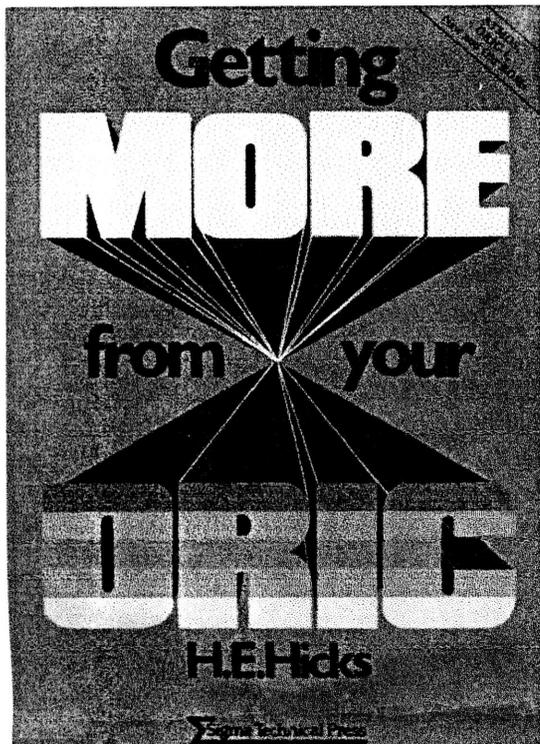
Sound: Sound generator capable of 3 part harmony with programmable ASDR envelopes. Colors: 16

Resolution: 192 x 160

GI 1600, running at something like 500KHz. Yes... KHz not MHz! Processor has 16 bit registers, uses 16 bit RAM, and has 10 (yes, 10) bit instructions. Intellivision cartridges contain ROMs that are 10 bits wide. Ten bits are called a decle, and half that is a nickle. There were 160 bytes of RAM, I think (general purpose RAM -- there is also RAM used by the graphics chip for character bitmaps and to tell what is where on the screen). The CPU was strange. For example, if you did two ROTATE LEFT instructions, followed by a ROTATE RIGHT BY 2 (rotates could be by one or two), you did NOT end up with the original word. The top two bits were swapped!

—TO BE CONTINUED! 1980.... WHAT'S NEXT? —

# BOOK REVIEW



INTRO. Sometimes you come across something like this and wish you'd seen it years ago. This is just the sort of book I yearned for in the eighties. If I'd found it then, I might have been programming in machine code by now.

THE BOOK. The back of this book declares, "The Ultimate 'How-To' Book for the ORIC-1 and Atmos Computers". A bold claim indeed! Some may say the Advanced User Guide is the best of the more advanced books. So is this any good? You bet your bottom it is!

As it says on the back, 'This book makes no assumptions - it takes you through ORIC BASIC and explains how to extend the use of BASIC by using *system calls*, *machine code* and the like. For the hardware enthusiast, Henry Hicks literally takes the ORIC apart and puts it back together - explaining exactly what each chip does.' A little bit exaggerated, but the book does cover most of the important chips and their functions.

This is excellent for learning to understand how the Oric works, as well as how to program. It isn't a book dedicated to machine code, or to assembly language, though it gives a good grounding in both. It gives more of a holistic approach, showing you how to use the computer by showing you what makes it tick.

WHAT'S IN IT? 200 pages are enough to cover many subjects. There are eight chapters with seven appendices. The first chapter starts at the beginning with useful things, such as, how to switch on! Then we are introduced to Oric's BASIC. Perhaps this chapter could be a little bigger, but it gives a straight forward explanation with examples. Chapter three starts to delve deeper inside and gives descriptions of the main chips and shows how memory is mapped.

The following chapters start to deal with how computers count, and that's a sure sign we are into machine code land. BASIC isn't forgotten though and we are shown how BASIC works and how the computer deals with BASIC code.

Ever more complicated subjects are dealt with in an easy to understand manner, and you are led deeper and deeper into the complexity of machine code.

The final chapter lists and explains some example programs. These vary from sideways scrolling to getting the Oric to play music. Following this the appendices list the usual useful codes and op-codes and also gives some assembly language programs including a cassette loader program!

SUMMARY. The Advanced User Guide is a wonderful book. So is this one. This book cannot take the place of the AUG as it has no ROM disassembly. The AUG does not cover all the aspects in this book and does not explain things so well, or in such an easy to understand manner. The ideal is then to have both books. One compliments the other so well.

If you want to get into advanced programming then this is the book for you. Alongside it you should have Geffers book, the AUG and your Atmos manual. That makes quite a formidable library of information.

Henry Hicks has done a wonderful job with this book and it is just what I wanted when I was trying to grasp how computers worked. It doesn't cover every aspect of assembly or machine code, but it gives you a firm grounding and will see you well on the way.

I think every home should have one, and I rate the book 9 out of ten.

## What's New On The Web?

There hasn't been too much activity on the Oric webpages since we last looked at them. Here are some of the more interesting changes:

Pascals Oric Page <http://pleclerc.free.fr/Oric/OricPage.html>

Pascal has added the Euro symbol to his latest update to the Oric ROM (V1.22). A delight for Euro-philes, a nightmare for Euro-sceptics!

Da Muso's Site <http://www.48katmos.freeuk.com/>

Newest addition here is a lists section. The lists are for commercially released software, type-in programs (as appeared in many magazines) and finally an 'Other' list which contains programs that don't fit into either of the above. An incredible compilation of data that is fascinating to read!

Richard Bannisters Page <http://www.bannister.org/software/>

Richard Bannister is the author of the Oric emulator for the Mac, Oric/MacOS. The emulator has been updated to version 1.6.2 to overcome crashes and strange errors on multiple processor Macs.

The Reluctant Dragon <http://freespace.virgin.net/james.groom/>

This site now has a small library of type-in programs that appeared in magazines. More will follow! Presently available are Huebert ( a Q\*Bert clone), Oric Attributes In Action Part 1 and Pallida Mors (a text adventure, sometimes referred to as Coworth Park Horrors).

## ORIC ITEMS FOR SALE

Jim Groom has recently obtained some Oric games and books from two former Oric User Monthly readers who have cleared out their lofts and garages. A lot of the stuff has already gone (no OUM magazines left for example) but there are a few books and quite a lot of software left. Prices vary from 50p to £2.00 depending on condition and post & packing costs will depend on what you buy. All software items are at present untested, so send no money, just a list of what you want and Jim will test the item before letting you know if it is available and what the total cost will be. Don't forget to mention if you need an Oric 1 or Atmos version. Jim can be contacted by email online at : [james.groom@virgin.net](mailto:james.groom@virgin.net) or write to Mr J. Groom, 7 Debdale Avenue, Lyppard Woodgreen, Worcester, WR4 0RP. Here is a list of the software items available (multiple copies of most):

3D Maze & Breakout	Land Of Illusion
3D Noughts & Crosses	League Champions
4 Games For Children (unboxed)	Loki
Acherons Rage (unboxed)	Manic Miner
Airline	MARC
Candyfloss & Hangman	Nowotnik Puzzle
Cassette 50	Operation Gremlin
Categ/Oric	Oric BASE
Chess (Tansoft)	Oric Flight
Chess II (Tansoft, unboxed)	Oric Mon (PSS)
Centipede	Oric Multigames 1
Dallas	Oric Multigames 2
Dambuster	Oric Munch
Defence Force	Paras
Dinky Kong	Pasta Blasta
Don't Press The Letter Q	Picture Book
Fantasy Quest	Probe 3
Frigate Commander	Rat Splat
Galaxians	Reverse (IJK)
Ghostman	Super Advanced Breakout
Grail	Trick Shot
Green Cross Toad	Trouble In Store
Harrier Attack	Tyrann
Hobbit, The (loose)	Ultima Zone
Hopper	Warlord
House Of Death	Xenon 1
Hunchback	Zebbie
Invaders (IJK)	Zodiac
Island Of Death	Zorgons Revenge
Johnny Reb	
Krillys	

**Don't forget:** send no money now, just a list of items you are interested in. Then wait for your chosen items to be tested and Jim will get back to you.

## Windows Recovery

Most PC users have had their PCs crash so badly that it has been necessary to reload Windows and its drivers. This happens to me frequently and the situation with my PC is not helped by my job. Working as a PC field service engineer, I often use my PC as a test machine to test printers, other pieces of hardware and some applications. My PC usually contains drivers which are no longer required and the registry contains unwanted entries. Although the registry can be backed up and a good copy can be restored, I am not always convinced that unwanted files have been removed from my system, so occasionally I like to re-install Windows to sort things out.

If Windows crashes and it is necessary to re-install it, it can take a long time to re-install Windows and all of its drivers and applications software. Also it may mean that data files are lost. I have put a lot of thought into the problems of PCs crashing and have come to the following conclusions. Most of us start off with a fairly standard PC, but by the time we've added other pieces of hardware and their drivers, added applications and customised the desktop etc., we have a unique PC. Since it would be impossible to determine the causes of crashes of all of these unique PCs, I started to consider how to re-install the contents of the hard disk in the shortest time and with the minimum amount of effort.

My solution for quickly re-installing Windows involves putting another hard disk into the PC. This extra hard disk holds a copy of Windows with its customised settings, its drivers, any applications and any data files. When windows crashes, I simply copy everything from the second hard disk onto my main hard disk and restart the PC. The process of copying is automatic, once it has started, and takes up to 30 minutes, depending on the size of the hard disks. Since I had a spare hard disk available and a copy of the disk copying program, it was a cheap solution for me.

Below are details for installing an extra hard drive and installing Windows. I have tried to make the instructions as simple as possible, so I must apologise to any experienced users if they seem a bit patronising.

To keep the instructions simple to follow, I will assume that the existing C: drive will stay as the C: drive and the new drive will become the backup drive.

In order to identify the hard disks, the C: drive, which will hold the working version of Windows, will be called the main drive. The D: drive will hold the copy of windows and will be called the backup drive.

Parts required;

- a) A hard drive. If you are thinking of upgrading you're hard drive, now is the time to do it. The main drive must be the biggest drive. The backup drive can be the same size as the main drive or smaller, it cannot be bigger for copying purposes. If it is smaller, it should be big enough to hold Windows, all of your applications and any data files. For example, my main drive is 4.3gb and my backup drive is 2.1gb.
- b) A hard drive copying program on floppy disk. I use PQDC ( that's PowerQuest Drive Copy). It's probably no better than any other disk copying program, it was just the first one that I tried and I continued to use it. There must be a few different ones about by now.
- c) Screwdrivers. To open the PC case and install the hard drive.
- d) Software. A windows installation CD and startup disk. Any drivers and applications software.

## INSTALLING AN EXTRA DRIVE AS A BACKUP DRIVE

- 1) Switch off the PC and unplug it. Open the case.
- 2) Unplug the data cable and the power cable on the hard drive (the C: drive). It is not necessary to remove the hard disk from the case.
- 3) Set the jumper on the backup drive to master. Slide the backup drive into the case and plug in the data cable and power cable. It is not necessary to screw the backup drive into the case at this point.
- 4) Plug in the PC power supply cable and start the PC.
- 5) Go into the CMOS setup program and select the IDE hard disk option. Make sure the backup drive is selected as the master. Save the settings and exit.
- 6) Boot up the PC from the windows startup disk.
- 7) Run FDISK and then FORMAT.
- 8) Install windows from the windows cd.
- 9) In **CONTROL PANEL\DISPLAY**, set the resolution, number of colours and the monitor type.
- 10) To make it easier to load drivers, it is possible to remove the need to use the windows cd-rom. Copy the Winxx folder (where xx =95 or 98) from the cd to C:. It is necessary to make windows point to the files on C: drive. Select **START** and **RUN** and enter **REGEDIT**  
Select **Hkey\_Local\_Machine\Software\Microsoft\Windows\CurrentVersion\Setup**  
Edit **SourcePath** (in right-hand window) to **C:\Winxx\** (where xx=95 or 98) and exit from regedit.
- 11) Install Accessories from **Control Panel\Add/Remove Software**.
- 12) Install the drivers etc. for any pieces of hardware, such as modems, scanners and printers etc.
- 13) Install any applications, such as Microsoft office, Photoshop etc.
- 14) If there are any data files (i.e. images, mp3 and word-processing files) on the main drive that need copying to the backup drive, now is a good time to do it. Close down windows and switch off the PC. Unplug the mains power cable and connect the main drive as a slave drive. Restart the PC and detect the main drive as a slave drive in the Cmos settings. Restart Windows and copy the required files from the D: drive to the C: drive. Close down the windows and switch off the PC unplug the power cable and disconnect the main drive (the D: drive). Restart the PC and detect the hard drives in the Cmos settings, then restart Windows
- 15) If required, create any shortcuts on the desktop. If you must have wallpaper and customised mouse pointers etc., now is the time to select them.
- 16) Run Scandisk and then Disk Defragmenter on the C: Drive.

## INSTALLING AN EXTRA DRIVE AS A BACKUP DRIVE

- 7) The Backup drive is now ready to be installed as the backup drive. Close down Windows, switch off the PC and unplug the power cable.
- 18) Make sure the jumpers on the main drive are set as a master drive, install in the case and connect the cables. Make sure the jumpers on the backup drive are set to slave, install in the case and connect the cables. Connect to the same data cable as the master drive.
- 19) Plug in the PC and redetect the hard drives in the Cmos settings. Boot the PC from the windows startup disk and run the hard disk copying program (or boot from the disk copying floppy disk if it is bootable).
- 20) After the copying program has finished, successfully, put the lid back on the PC.

The PC is now ready to use as normal. Whenever it is necessary to reload Windows, it is simply a matter of running the hard drive copying program to restore the main drive to a working state.

And finally, some warnings;

### Warning no. 1

Windows will always be restored to the same state as the backup disk. Any files that have been put on the backup drive, since it was created, will also be transferred to the main drive during the copying process.

### Warning no. 2

If you store any new files on your main drive and you want to keep them after copying Windows from the backup drive, you will have to keep a copy them on the backup drive.

### Warning no. 3

If you install new pieces of hardware after you have created the backup drive, the drivers will exist on the main drive, but not on the backup drive. Although I have never tried it, it should be possible to copy the drivers and any related applications to the backup drive along with a copy of the registry.

### Warning no. 4

If you have a backup drive in place with windows on it and you try to load windows from cd to the main drive, windows will see the windows directory on the backup drive and try to load windows there. To prevent this, disable the backup drive in the Cmos settings before you start loading windows from the cd.

# Brian's Poser Pages

22

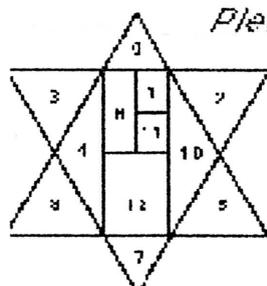
Rhetoric# 19

Brian Kidd ( b.kidd@ntlworld.com )

49 Harlequin Drive , Allt-yr-yn, Newport , S.Wales. NP20 5GJ

- PITCH ; SALE = PITH ; SCALE  
 PRIDE ; SLOE = RIDE ; SLOPE  
 SWAMP ; CLAP = SWAP ; CLAMP  
 STILL ; FACE = SILL ; FACET  
 1) THREE ; NICE = TREE ; NICHE or THEE ; NICER  
 VALUE ; CASE = YALE ; CAUSE  
 WHEAT ; FAST = WHAT ; FEAST  
 MONTH ; GLAD = MOTH ; GRAND  
 METAL ; HOLY = MEAL ; HOTLY  
 WRING ; FIST = WING ; FIRST

2) *Please refer to the last issue for questions...*



- A) 14 triangles  
 B) 7 rectangles  
 C) 2 hexagons  
 D) 18

Prize Puzzle....

In the map reproduced to the right, C is south of A and south-east of D . B is south-west of F and north-west of E .

To win a prize , as John Peach did last issue , send in your answers to these questions :

- 1) Which town is at point 1 ?
- 2) Which town is furthest west ?
- 3) Which town is south-west of A
- 4) Which town is north of D ?

