

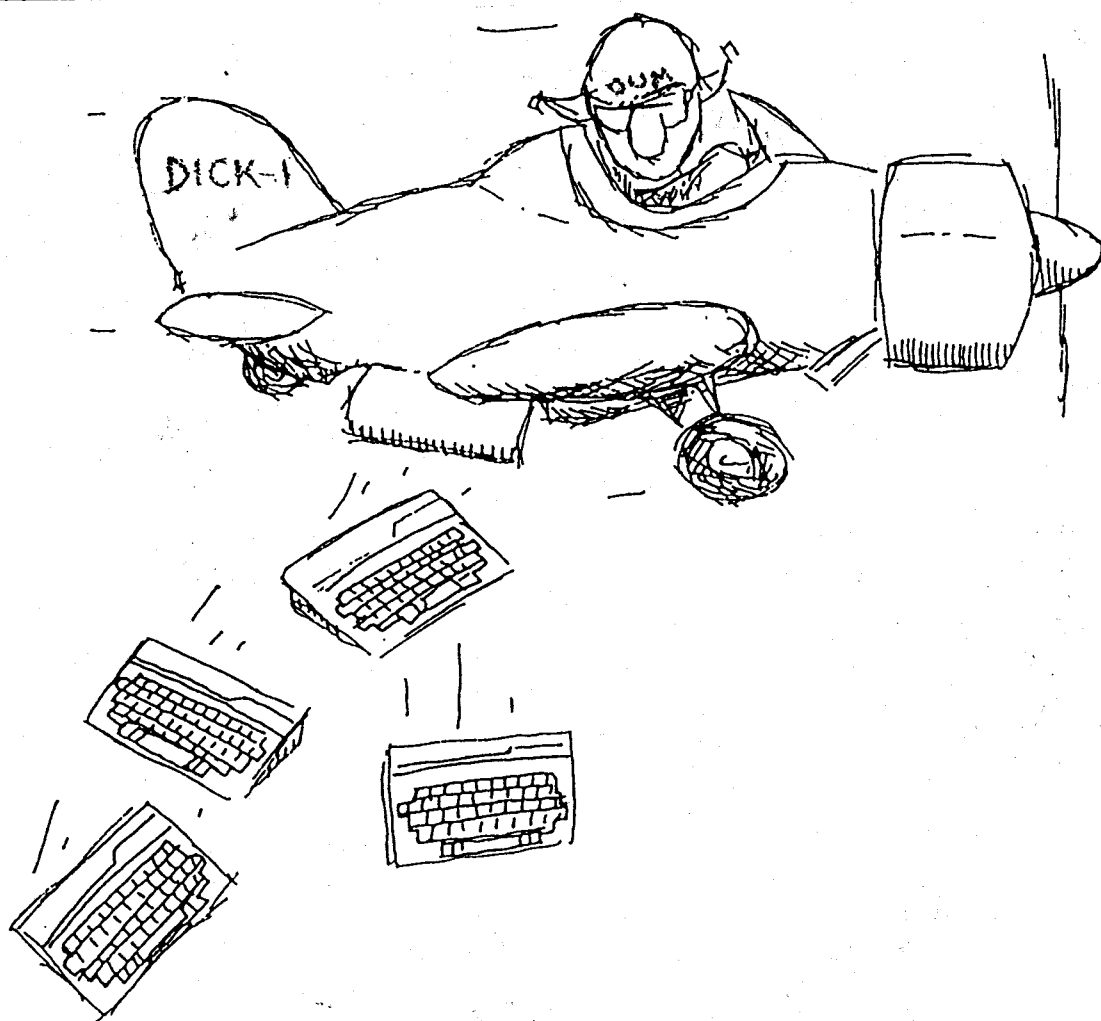
ORIC

**USER
MONTHLY**

with Oric Enthusiasts

*Europe's longest running
Oric magazine*

**Number 46
June 1991**



Our intrepid Editor bearing gifts to France

Edited and Distributed by Dave Dick, 65 Barnard Crescent, Aylesbury, Bucks HP21 9PW

THE EDITORIAL

HELLO, GOOD EVENING AND WELCOME..... TO THIS THE 46th EDITION OF Q.U.M
THANK YOU FOR THE NICE THINGS THAT YOU SAY ABOUT THE MAGAZINE. I THINK
THAT THIS ISSUE COULD BE OUR BEST TO DATE. THE EXTRA PAGES WERE THE
RESULT OF OUR SWEEPSTAKE IDEA. I WILL GIVE THOSE WHO DID NOT RESPOND A
FURTHER 3 WEEKS TO GET ON BOARD AND THEN WILL MAKE THE GRAND DRAW.
THANKS ARE ALSO SENT OUT TO Mr. TOWNSEND FROM RUSTINGTON WHO HAS DONATED
SOME SOFTWARE. I WILL SORT THROUGH IT AND ADVERTISE IT TO MEMBERS IN THE
NEXT ISSUE.

EVEN WITH 22 PAGES, I HAVE BEEN UNABLE TO INCLUDE EVERYTHING AND THOSE
WHO TAKE THE P.S. OUT OF THE EDITOR WILL HAVE THEIR QUOTA REDUCED -
JON JAMJON IS STILL SOBING SOMEWHERE ON THE M25.

NEXT ISSUE - A REPORT ON THE FRUGGIES FROM THE ROAST BEEF POINT OF VIEW,
MORE LISTINGS, MORE ARTICLES AND GENERALLY MORE.....

ARTICLES FOR INCLUSION SHOULD REACH ME BY JUNE 22nd.



QUM OFFICE/BEDROOM

THE QUM OFFICE WILL BE CLOSED FOR ORIC RELATED ITEMS AS WELL AS THE
OTHER FROM JUNE 6th UNTIL JUNE 16th. PLEASE DO NOT SEND ANY IMPORTANT
ITEMS DURING THIS PERIOD AS THE HAMSTER IS BOUND TO GET HUNGRY WHEN HE
RUNS OUT OF FOOD AND WILL PROBABLY EAT THE PAPERWORK.



ACCOUNT BOOK

WITH REGARD TO THE DISC VERSION, SEE 'ORIC ENTHUSIASTS' SECTION -
CASSETTE USERS; PLEASE READ ON.

WE HAVE NOW ACQUIRED THE RIGHTS TO 'ACCOUNT BOOK' FROM SOFTBACKS, WHICH
IS AN EXCELLENT PACKAGE FOR THE ORIC 1 / ATMOS. IT IS NOT CHEAP AS WE
HAVE TO ROYALTIES AND TO PHOTOCOPY A 60 PAGE MANUAL.

THE PRICE WILL BE 4.50 incl. Postage

GET YOUR ORDER IN NOW !!!!!



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PLEASE NOTE THAT SOME PAGES HAVE PRINT ON BOTH SIDES ; SO DON'T
GET WRITING TO ME SAYING THAT YOU HAVE PAGES MISSING.

SPRITES

PETER BRAGG IS CURRENTLY INVESTIGATING AN ARCHIMEDES "SPRITE" FILE ON THE ORIC.

ORIC EMULATOR

ADRIAN WESTLEY WAS FLIPPING THROUGH THE PAGES OF A RECENT ISSUE OF LEGGO-BRICK (ST) FORMAT AND CAME ACROSS AN ADVERT FOR AN ST/ORIC EMULATOR. IT IS AVAILABLE FROM: CALEDONIA P.D.L.

250 OLDTOWN ROAD.

HILTON, INVERNESS. IV2 8PT

TEL: 0463 225736

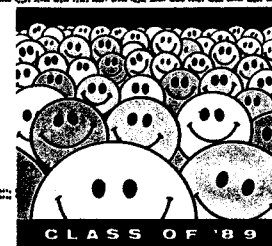


AREA 1

ROB KIMBERLEY HAS OFFERED A FREE TAXI SERVICE FOR THOSE FROM AREA 1 WHO WISH TO ATTEND THE HYLESBURY ORIC MEET IN JULY. IF MESSRS. BROWN, CLIFFORD AND HUDSON WOULD LIKE TO TAKE UP ROB'S OFFER, THEY SHOULD CONTACT HIM DIRECT.

ORIC USER MONTHLY

O.U.M. ISSUE 44 (APRIL) WENT OUT TO 88 READERS
" " 45 (MAY) " " " 83 "



EX-DIRECTORY

ROBERT COOK IS NO LONGER ON THE SAME PHONE NUMBER. HIS ADDRESS IS AS BEFORE, BUT HE IS NOW EX-DIRECTORY.

ORIC MEET ORIC MEET ORIC MEET ORIC MEET ORIC MEET ORIC

THE THIRD ORIC MEET IN HYLESBURY ON SATURDAY JULY 13th COULD BE OUR BIGGEST AND BEST EVER. TICKETS ARE 2 Pounds EACH. GET YOURS NOW !!!!

ROB KIMBERLEY SUGGESTS THAT ALL THOSE ATTENDING BRING A DONATION (SOFTWARE, CHOCOLATES, DRINK etc.) THAT CAN BE USED IN A GRAND DRAW, WITH PROCEEDS GOING TO O.U.M. ROB WILL DO THE SELLING (ARM TWISTING) ON THE DAY.

CLUB EUROPE ORIC

THE C.E.O. NOW BOASTS 111 MEMBERS OF WHICH OVER A THIRD ARE BRITISH. THE CEO-MAG IS NOW APPEARING VERY REGULARLY. THE LATEST ISSUE CONTAINS 20 PAGES AND INCLUDES ARTICLES ON: FORTH/PINBALL GAMES, FRENCH BULLETIN BOARDS, AMATEUR RADIO AND LOTS LOTS MORE. A VERY GOOD READ IS THIS ISSUE.

ORION.....ORION.....ORION.....ORION.....ORION.....ORION.....ORION.....

AS MORE AND MORE READERS TACKLE MACHINE CODE, FOLLOWING RECENT ARTICLES ON THE SUBJECT, ORIC ENTHUSIASTS AND O.U.M. HAVE GOT TOGETHER TO OFFER AN AID TO THOSE WANTING TO TRY MACHINE CODE OUT. 'ORION' FROM LOJHLORION IS A COMPREHENSIVE ASSEMBLER/DISASSEMBLER/SINGLE-STEP MONITOR WITH 22 PAGE BOOKLET. NORMALLY RETAILING AT 2 Pounds, WE ARE NOW OFFERING IT FOR 1 POUND WHEN ORDERED WITH OTHER SOFTWARE OR 1.50 IF ORDERED ON IT'S OWN. THESE PRICES INCLUDE POSTAGE. ALL ORDERS TO O.U.M.

READERS LETTERS

DAVE,

I WOULD LIKE TO THANK EVERYONE WHO WROTE/SUPPLIED LISTINGS FOR MY LITTLE 'HIRES' RUBLEM - BRILLIANT!

- ADRIAN WESTLEY (WEST SUSSEX)

+++++
DAVE,

ON "GRENDAL", AFTER I HAVE COLLECTED ALL THE KEYS AND WEAPONS, WHAT DO I DO NEXT? I HAVE TRIED GOING SOUTH EAST FROM THE START AND DOWNWARDS TOWARDS SOMETHING THAT MIGHT BE A DOOR, BUT CAN'T PASS IT - DAVID GEOGHEGAN (YORK)

DAVE,

ON "GRENDAL", HOW DO I GET THE PIECE OF KEY ON THE SCREEN WITH THE KING'S HEAD, A SUBMARINE TYPE CREATURE AND A NASTY CACTUS TYPE PLANT?
-PETER THORNBURN(EDGBASTON)

FROM THE EDITOR

DAVID, ON A RECENT VISIT FROM ALISTAIR WAY, HE SHOWED MY LAD MATTHEW THE WAY TO THE END. I DO HOPE THIS IS CORRECT AS MATTHEW IS A LITTLE FORGETFUL AT TIMES.

FROM FIRST SCREEN, DROP DOWN THE LADDER AND MOVE RIGHT PAST "GRENDAL" ARROWS. DROP DOWN A LADDER IN THE CENTRE OF THE NEXT SCREEN AND YOU WILL SEE AT THE RIGHT HAND FOOT OF THE SCREEN SOME MORE ARROWS POINTING TO THE RIGHT AND A RED DOOR. YOU SHOULD HAVE 3 KEYS AND 4 OF THE 5 WEAPONS BEFORE TRYING THIS. FIRE AT THE DOOR, NOT WITH WEAPONS BUT WITH KEYS. EVENTUALLY THE DOOR WILL BLOW UP. WALK THROUGH THE DOOR, SHOOT SOME BADDIES AND GET THE FIFTH WEAPON WHICH IS THE ONE THAT WILL KILL GRENDAL.

PETER,

IF IT IS THE SCREEN THAT I THINK YOU MEAN, THEN I AM AFRAID I AND YOUNG MOTHER ARE JOLLY WELL STUCK TO. THE SCREEN I REFER TO IS PRINTED ON THE BACK COVER. EVEN BY HAVING 99 LIVES AND BEING BULLET PROOF, THE KEY SEEMS IMPOSSIBLE TO GET. ALISTAIR - HELP!!!!

+++++
DAVE,

THANKS FOR ANOTHER SPARKLING ISSUE OF O.U.M. I MUST HOWEVER TAKE ISSUE WITH YOU ON YOUR COMMENTS IN THE EDITORIAL ABOUT MY FATHER ROB KIMBERLEY SNR. DAD WAS ONE OF THOSE VERY EARLY 'ORICERS' AS THEY USED TO CALL THEMSELVES IN THOSE LONG DISTANT TIMES. HE STILL HAS HIS ORIGINAL MODEL, BUT GETS COMPLAINTS FROM THE NURSING STAFF BECAUSE OF THE SMOKE FROM IT'S BOILER! DAD ALSO CONTRIBUTED TO THE OLD 'TUG' MAGAZINE AS WELL AS THE RATHER PATHETIC GLOSSY 'SON OF TUG' AND WROTE PITHY AND SOME MIGHT SAY WITTY ARTICLES UNDER HIS PEN NAME OF 'KIMBO'.

I HOPE YOU DON'T MIND PRINTING THIS BUT I FEEL IT IS MY DUTY TO CORRECT THE FACTS FOR YOUR MORE IMPRESSIONABLE READERS!

- ROM KIMERLEY JNR. - LEAMINGTON SPA

ROB,

WE ALL BELIEVE YOU MATE. BY THE WAY PETER BRAGG ASKS IF HE CAN HAVE HIS WALKING STICK BACK, NOW THAT YOU HAVE GOT ONE OF THOSE 'STANNAH' LIFTS TO GET YOU UP THE STAIRS.

+++++
DAVE,

HAVE YOU ANY EXPERIENCE WITH THE 65SC802 INSTEAD OF THE 6502 IN AN ORIC? I WOULD LIKE TO TRY IT OUT ONE DAY, WHEN I HAVE THE TIME.

- HANS KRAUS (VIENNA)

HANS, MY SPIES INFORM THAT THIS HAS BEEN TRIED AND DID NOT WORK DUE TO THE DIFFERENT SPEEDS. I HOPE THAT ANYONE WITH ANY INFO ON THE SUBJECT WILL CONTACT ME SO THAT I CAN GIVE YOU MORE INFORMATION.

THE LISTINGS PAGE

A SHORT LISTING FROM ROM KIMBERLEY IN BASIC WHICH TESTS ANY SELECTED AREA OF MEMORY AND IF IT FINDS A FAULT WILL LOG THE INCIDENT. ROB SAYS THAT HE IS SURE IT COULD BE MODIFIED TO PROVIDE MORE INFORMATION, BUT IT RUNS RELATIVELY SLOWLY ANYWAY AND SO HE KEPT IT SIMPLE.

```

10 REM MEMORY TEST PROGRAM
15 REM DO NOT RUN PROGRAM
16 REM *****
18 REM IN RESERVED MEMORY AREAS!!!
20 REM *****
30 CLS:INK7:PAPER4
40 PRINT "MEMORY DIAGNOSTIC ROUTINE"
50 PRINT:PRINT
60 INPUT "Start address of test Please 'JA'"
80 PRINT:PRINT
90 INPUT "End address of test Please 'JB'"
110 PRINT:PRINT:PRINT
120 PRINT "PROGRAM RUNNING - Please Wait..."
130 IF A<DEEK(#9C) THEN A=DEEK(#9C)
140 FOR I=ATOB: PLOT15,12,HEX$(I)
150 C=PEEK(I)
160 POKEI,0:IFPEEK(I)<>0 THEN GOSUB 760
170 POKEI,85:IFPEEK(I)<>85 THEN GOSUB 760
200 POKEI,C
210 NEXT I:PRINT:PRINT:PRINT:PRINT
220 PRINT:PRINT "TEST COMPLETED"
230 PRINT "There were: 'JE' errors."
240 END
760 E=E+1:PRINT I:RETURN

```

THE NEXT SET OF PROGRAMS WERE ONE'S THAT I FOUND IN OLD COMPUTER MAGS.
- THE EDITOR

WHEN "LOADING" IN A FILE ON AN ORIC 1 IT'S NAME IS NOT DISPLAYED. THIS PROGRAM, WHICH OCCUPIES WELL UNDER 1K, PROVIDES A WAY OF DISPLAYING THE NAME OF A FILE AND CAN BE 'NEWED' AFTER RUNNING.

TYPE IN THE BASIC PROGRAM, RUN AND 'NEW' AND THEN TYPE: CALL #400

```

10 P=#400      20 READ A$:IFA$="END" THEN END
30 C=VAL("#"+A$):POKEP,C      40 P=P+1:GOTO20
50      DATA78,A2,0D,8E,29,02,A2,04,8E,2A,02,58,60,48,8A,48,98,48,A2,80
60      DATA      86,00,A2,BB,86,01,A2,48,86,02,A2,00,86,03,A0,0F,B1,02,91,00
70 DATA 88,00,F9,68,68,68,AA,68,4C,03,ED,"END"

```

THE FOLLOWING MACHINE CODE PROGRAM REPLACES ALL PRINTS IN A BASIC PROGRAM WITH LPrints AND VICE VERSA. IT WAS WRITTEN FOR AN ORIC 1 BUT SHOULD WORK ON THE ATMOS, PERHAPS MY RELOCATING THE CODE.

TO GET THE MACHINE CODE GOING: CALL 38800. IF YOU THEN LIST YOUR BASIC PROGRAM YOU WILL SEE THAT ALL THE PRINTS HAVE BEEN CHANGED TO LPrint. ANOTHER CALL WILL CHANGE THEM BACK. THE SWITCH IS LOCATED IN (#)0, AND OTHER VALUES THEN #BA HERE WILL MAKE THE PROGRAM CONVERT PRINTS TO LPrints.

```

10 FORN=38800TO38888
20 READDTA#
30 DTA=VAL("#"+DTA#)
40 ER=ER+DTA      50 POKE N,DTA      60 NEXT
70      IFER<>10322 THEN PRINT "DATA ERROR":STOP      80      PRINT "DATA OK.."
90 PRINT:PRINT "PRESS A KEY TO CSAVE"      95 GETA$:CSAVE "P-LP",A38800,E38888
100 DATAA0,FF,A9,00,85,01,A9,04,85      110 DATA02,A5,00,C9,BA,00,07,AA,A9
120 DATA8F,85,00,00,06,A9,BA,85,00      130 DATAA2,5F,A9,00,85,03,C8,00,02
140 DATAE5,02,B1,01,C9,00,00,09,E6      150 DATA03,A9,03,C5,03,00,ED,60,85
160 DATA04,A5,03,C9,00,F0,11,C8,00      170 DATA02,E6,02,E6,03,A5,03,C9,05
180 DATA90,F3,B1,01,B0,02,A5,04,C5      190 DATA00,00,C9,8A,91,01,00,C4

```

RAMBLING IN THE ROM - 27

Sniff! I've been emasculated by the Ed this month - something to do with last month's cover getting lost on the M25 or something, so in penance I'm down to one page. As a result you're all to be deprived of that most stimulating soap, The Saga. If you can hold your breath, though, I'm promised it's only a one month ban.

So only one page to fill, and as usual we start with the new P.D.
CPD-68 TELEFILE 8k 40p

An address book with file-save facility.

CPD-69 3D OXO 7k 35p

An excellent implementation, four-tier noughts and crosses against the computer, and with a nice touch of humour

CPD-70 YAHTZE 9k 45p

The good old dice game, another excellent implementation.

CPD-71 CRIBBAGE 24k 50p

And to complete a trio of game simulations, a super version of cribbage, all the facilities you'd expect.

CPD-72 TIPTOE 27k 50p

An unusual program this. It's a proper touch-typing tutor, with practical hands-on exercises, graded from beginner to expert. It gives you a progress score, explains correct fingering, and is generally quite superb!

Ramblings...

I was recently contemplating nothing in particular when my eye lit upon my old software list. This was a document I faithfully updated whenever I acquired a new piece of software, and was very comprehensive, particularly after my French forays in 1988/89. Add in the top-up when FGC folded, and the list contains over 600 titles! Now, the list predates my obtaining a disc drive, so many of the titles I still have only on cassette. What I should have, so the thoughts ran, was the list on disc - not just the list, but each piece of software in alphabetical order, readily available when needed. (Who would need Oric Flight?!!) So that's the latest project, putting each program on 3 " discs in order. It seems that I'll get about 15 programs onto a disc, which I make 40 discs...But it will be a virtually complete library of Oric software. As I ramble through, I may produce some odd jottings about the more obscure or interesting items I come across...like 3D Munch, Pacman with lozenge-shaped pills and real monsters, a rather good Loricels 1984 offering. About 40% of the software is French, much of it of superior quality to a lot of the English stuff.

Club Europe Oric

Which leads rather neatly into CEOSOFT 4, the latest disc of software from the Club. A Flight Simulator, a strategy game called Mr. President, and a graphics adventure, Robinson Crusoe. I'll leave Dave to review them, but note that you can also get Flight Simulator and Mr. President (only) together on cassette. Prices (including p&p) are CEOSoft disc £8.99 to members, £10.99 to others; Flight and Mr. P. on cassette £4.99 to members, £6.99 to others. Orders to 3, Madingley Road, Cambridge CB3 0EE.

Which means I've run out of.....

Jon Haworth

ORIC 1 Vs ATMOS, CASSETTE Vs DRIVE, ALI Vs COOPER

I am often asked what the benefits are in upgrading from an ORIC 1 to an ATMOS and what benefits there are in a drive. Each upgrade brings it's own benefit and these far outweigh the problems which may arise. To delve deeply into the subject would take many pages of text and therefore I will cover it as an overall view and refer you to other literature where deemed necessary. I apologise if I bore the pants or in some cases, knickers off some readers, but we now have a new breed of ORIC users who were handed down their machines from big brother or realised that the ORIC is an inexpensive way into computing. They have also realised that you can get ten ORIC titles for the price of one on an HMARI or ATIGA or whatever the new wave of machines are called.

ORIC 1 (V1.0 Rom)

The story starts in 1979 with the setting up of TANGERINE, who produced the MICROTAN 65 computer. From these early beginnings came the ORIC 1 (48K model), which was launched in January 1983 and was pitched in direct competition to the SPECTRUM. The ORIC 1 had it's bugs and rather to go into detail; I will let you wait until the next issue in which Alan will deal with the Rom differences.

Eventually a 16K ORIC 1 appeared. Funny enough, it displayed 15102 bytes free whereas the 48K proudly announced that it had 48K free - even though it didn't. When the ATMOS appeared, the actual bytes free were displayed. Whereas the 48K ORIC 1 could be easily updated to an ATMOS version Rom (except those with 2 chips instead of one); the 16K couldn't readily be adapted as the board was different e.g. different ULA and less Drums.

ATMOS (V1.1 Rom)

In the spring of '84 the ATMOS hit the shops. Smart appearance, better keyboard, bugs removed, bugs left in, new commands.

You now knew what file was loading, however without the infamous 'X' Program off the Welcome tape, you were left with the spurious 'Errors found' message. A blatant error was this. They knew the 'flag' had not been set correctly, but it seems that instead of investing in new Roms, they found it more economical to let people sort it out for themselves. This little bug has since put many people off from upgrading.

Some of the original Oric 1 tapes wouldn't run on the ATMOS. Software houses had to alter programs to allow for the new CALLS and to allow for the amended PLUT routine. Sometimes by a Rom PEEK to see which machine was being used and other times by having ORIC 1 version on one side and ATMOS on the other. In the days of a fast buck, inferior duplicating techniques were used. Often only a 'slow' loading would work and of course people were tweaking azimuths all over the place and forgetting to reset them to where other tapes would load. In the end even Tansoft changed to a different outlet which resulted in inferior packaging as well as inferior tapes. The best quality was always from the likes of IJK, who as well as not cutting costs, also offered some all-time classics in the form of ZORGON, XENON 1, XENON 3, PLAYGROUND 21, DAMSEL, CHESS 2, and DRAUGHTS.

ORIC INTERNATIONAL did in fact rectify the problem with the loading, but did not put these new Roms into machines until they had exhausted stocks of the original ones. Even these new Roms had bugs instilled - soft reset will not always function correctly.

To know which version Rom that you have, type in the following and Press RETURN. - YPEEK(4866)

If you get 142, then you have the new version. The old version returns 162.

SUMMARY

I am of the opinion that we should all go forward together. Not, perhaps with the same keyboard, but please with the V1.1 Rom. The options to ORIC 1 owners are vast - buy a second-hand ATMOS, get a new one from Steve Hopps for 35 pound, buy a V1.1 rom, Welcome tape and manual from Alan or myself, or indeed have the best of both worlds by having a switchable Rom. In this instance get David Wilkin to do it or ask him for the diagram.

PACKET RADIO ALLOWS ONE TO COMMUNICATE WITH ANOTHER STATION USING INFORMATION ENCODED INTO A DIGITAL FORMAT. THIS IS SIMILAR TO 'RTTY' AND 'AMTOR', BUT THE DATA RATES ARE HIGHER AND MORE IS ON OFFER. RECEIVED DATA CAN BE CHECKED FOR ERRORS AND IF ONE OCCURS, A RE-TRANSMISSION IS REQUESTED. THE CHARACTERS TO BE SENT ARE PUT INTO A DIGITAL CODE USING 'ASCII' AND 'ASSEMBLED' READY FOR TRANSMISSION, I.E. THE CHARACTERS ARE SENT IN GROUPS OR PACKETS AND NOT SINGULARLY AS IN RTTY. THIS ALLOWS TRANSMISSION OF BOTH READILY READ TEXT AND COMPUTER PROGRAMS. THE DIGITAL INFORMATION (0's and 1's) IS CODED INTO TWO AUDIO TONE FREQUENCIES IN A MODEM AND THEN PASSED ON FOR TRANSMISSION. SEE FIGURE 1.

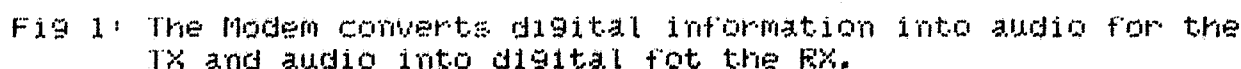
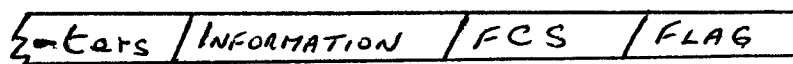
[illegible]

FIG 2: A simplified Packet 'frame'



CONTINUED OVERLEAF.

PACKET RADIO - Continued

THE INCLUSION OF SOURCE & DESTINATION CALLSIGNS IS NECESSARY SO THAT RECEIVING EQUIPMENT CAN RECOGNISE MESSAGES ADDRESSED TO IT AMONGST ALL THE OTHER MESSAGES IT CAN 'HEAR' ON THE RADIO CHANNEL, AND SO IT KNOWS WHICH STATION TO RESPOND TO. THIS DIFFERS TO A TELEPHONE LINE WHERE THE SENDER & RECEIVER ARE CONNECTED BY A SINGLE DEDICATED COMMUNICATION CHANNEL. THE 'FLAGS' SIGNIFY BEGINNING AND END OF THE FRAME, WHILST THE FRAME CHECK SEQUENCE - FCS - FACILITATES THE ERROR CHECKING. ON RECOGNISING AN INCOMING PACKET, COMMUNICATIONS CAN TAKE PLACE BETWEEN STATIONS. AS THE SIGNAL IS 'ADDRESSED' IT IS COMMONPLACE FOR MORE THAN ONE COMMUNICATION LINK TO CO-EXIST ON THE SAME FREQUENCY, THOUGH 'COLLISIONS' OF PACKETS CAN CORRUPT EACH OTHER.

WITH PACKET RADIO YOU CAN ALSO REPEAT OR RELAY A MESSAGE. INTERMEDIATE STATIONS CAN BE USED TO PASS A MESSAGE TO A REMOTE STATION THAT CANNOT COMMUNICATE DIRECTLY WITH THE ORIGINATOR. TO DO THIS, THE PACKET ORIGINATOR MUST KNOW WHICH AMATEUR STATIONS ARE AVAILABLE TO BE USED IN THIS WAY, AND THEIR CALLSIGNS (UP TO 8 OF THEM) ARE THEN INCLUDED INTO THE PACKET FORMAT. THE FORMAT OF THE PACKET THEN BECOMES AS SHOWN IN FIGURE 3 ON PREVIOUS PAGE.

IN THE NEXT ISSUE WE WILL LOOK AT THE EQUIPMENT REQUIRED, GATEWAYS, MAILBOXES AND OPERATING.

FOR BUFFS OUT THERE, TRY PICKING UP THE MONTHLY MAGAZINE CALLED 'RADIO COMMUNICATION'.

DETAILS OF HOW TO GAIN A U.K. TRANSMITTING LICENCE CAN BE OBTAINED FROM THE 'RADIO SOCIETY OF GREAT BRITAIN'. THE ADDRESS IS:

R.S.G.B
LAMBDA HOUSE
CRANBORNE ROAD
POTTERS BAR
HERTS. EN6 3JE

TEL: 0707 49855

THE CALLSIGN OF LES CROPLEY, WHO WILL TALK TO ANYBODY, IS 'G0DFC'

+++++

FOR SALE

LARGE BLACK AND WHITE MONITOR (NO WAVY LINES), WITH CABLE TO PLUG DIRECTLY INTO THE RGB SOCKET.
PRICE IS 20 POUNDS + DELIVERY.
DELIVERY IS FREE WITHIN 20 MILES OF THE M1, SOUTH OF JUNCTION 23 OR IF PICKED UP AT THE ORIC MEET IN HYLESBURY IN JULY.

CONTACT DAVID UTTING, 47 GAINSBOROUGH ROAD, LEICESTER. LE2 3DG
OR PHONE 0533 705076 (WEEKENDS ONLY)

+++++

THE ONE STOP ELECTRONIC SHOP

OOOPS!

I MISSED OFF A '9' IN THEIR PHONE LAST ISSUE.
TRY RINGING 0427 614999

+++++

AUTO STOP ROUTINE

OOOPS AGAIN!

WELL SPOTTED BY PETER THORNBURN et al.
I MISSED A BIT OF DATA IN THE 3 LINER IN THE LAST ISSUE.
TRY THE FOLLOWING LINE 20

20 DATA#48, #A9, #00, #80, #AD, #02, #68, #4C, #22, #EE

ORIC 1 Vs ATMOS - continuation

To get a better insight into the differences try getting a book. The ones by Philips, Whewell, Hicks and Lupton/Robinson are all recommended. For more in - depth detail of the Oric's history then send 2 Pounds to Jon Haworth for 'ORIC- The Story So Far'.

NEXT ISSUE - a look at the jungle that was/is disc drives. Let's get together and all get onto SEDORIC. Even original Cumana drivers can now get Sedoric running - see Alan's article in this issue.

- Dave Dick

SHORT SHORTS>>>>SHORT SHORTS>>>>SHORT SHORTS>>>>SHORT SHORTS>>>>

WANTED

----- PHOTOCOPIES FROM THE "ELECTRONICS and COMPUTING" magazines. Please write to: Francisco Areias, 12 Rue Breesch, 1020 Brussels, BELGIUM.

PHILIPS 8833

With regard to the query in the February issue of O.U.M. Peter Braag writes to say that he has used both the Philips 8833 and 8533 and that both work very well with the Atmos. He uses a BBC 'B' lead and made up 2 adaptors, one each for the Atmos and Archimedes.

WANTED

Preferably alive rather than dead. David Utting is on the look-out for an ORIC 1 - 16K version in good condition. He would prefer the original Packaging.

Write to him at 47 GAINSBOROUGH ROAD, LEICESTER LE2 3DG or give him a buzz at weekends on 0533 705076



USED, CHARGED, SHIPPED, etc

The release date of Jonathan Bristow's character/object editors has been delayed by a few weeks. As we go to Press, I have just recieved a demo game which will be sent out with the 2 utilities. I have spent so much time playing the game, that I haven't enough time to sort out the utilities for release.

Jonathan has also sent me a simple to use Word Processor with RX80 (EPSON compatible) Print Facility. No frills this one - just 6 commands. Oh yes! Almost forgot, he has sent in another musical editor - busy lad!!

FOOTBALL POOLS

The POOLS Program as mentioned in the last issue has been given an update by John Hurley and therefore release is delayed.

LIFT WANTED

LIFT WANTED

LIFT WANTED

LIFT WANTED

OUR JUDY SIMMS IS ON THE LOOK-OUT FOR THUMBING A LIFT TO THE AYLESBURY MEETING IN JULY. COME ON GUYS AND GALS/DO THE OLD EDITOR A BIG FAVOUR AND GET OUR JUDY DOWN. ONE WORD OF ADVICE THOUGH, IF YOU HAVE A CAR PHONE, THEN LEAVE IT AT HOME. JUDY'S ADDRESS IS IN THE LAST ISSUE.

FRACTAL OBJECTS ON VIEW BY Wolfram LUTHER.

Fractals? Never heard of them? Well, let's look at the dictionary and we'll find something like this: "FRACTAL: an object with examination. The fractal dimension is a number which is used to specify the degree of fragmentation..."

But do you find these objects in nature, can you create them on the screen, or do they only matter to incongruous mathematical imaginations?

You have of course heard of the famous Brownian movement which shows up in a clear space. Here is an example of it (see Fig.1 for the path of a particle).

The great french scientist Jean **PERRIN** give a meticulous description of it in his book "ATOMS (1912)": "By the way a diagram like this ... only gives a very faint idea of the tremendous tangle of the true path. In fact if points are plotted at time intervals a hundred times closer together, each segment will be replaced by a polygonal length relatively as complicated as the entire outline, and so on ... All properties which, on our scale, appear regularly continuous such as speed, pressure and temperature, can be thought of in the same way. And we will see them get more and more proportionately irregular as we increase the magnification of the ever imperfect image we make for ourselves of the Universe."

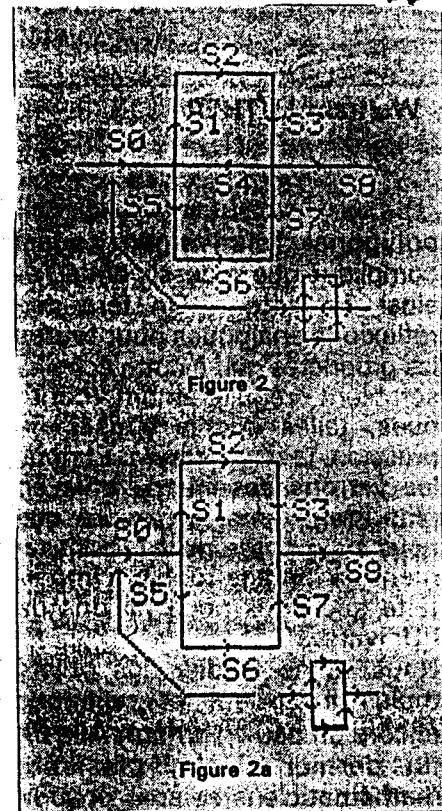


Figure 2

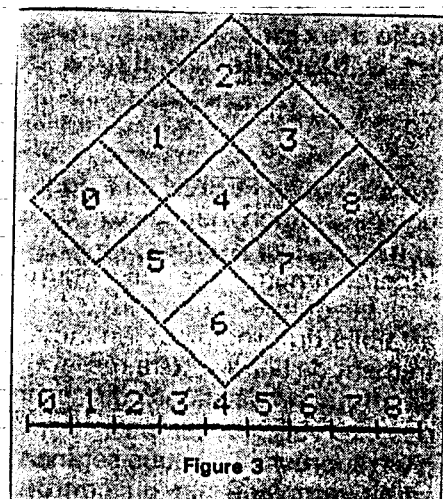


Figure 3

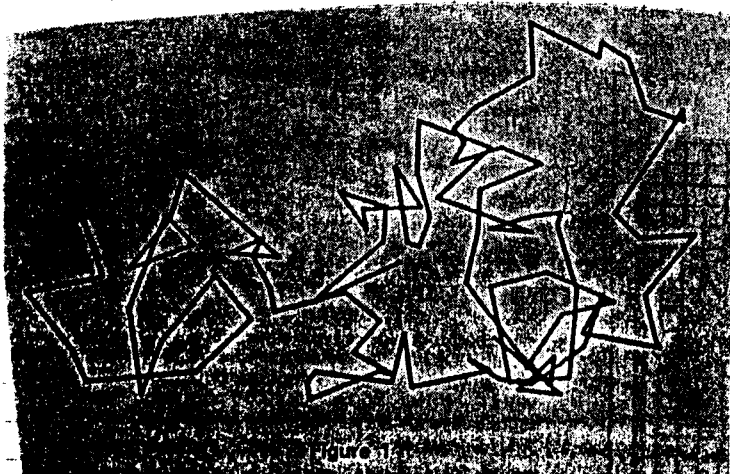
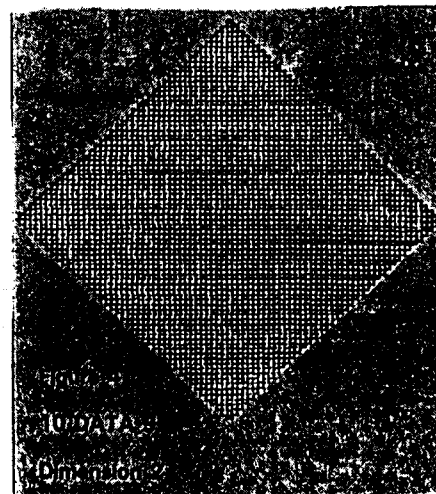


Figure 1



We'll study less irregular objects, and **also** go back rather earlier. At the **end of** the last century, several mathematicians set themselves the study problem of whether a continuous rule for an interval on a surface could be found, or in other words, if a curve exists which would completely fill a rectangle.

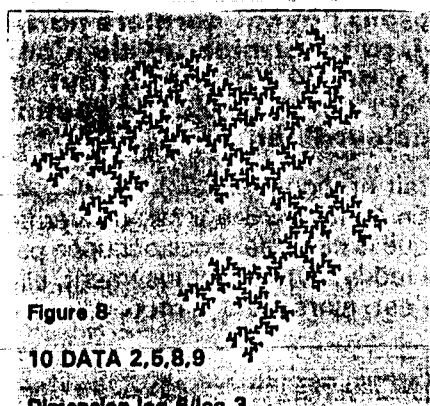
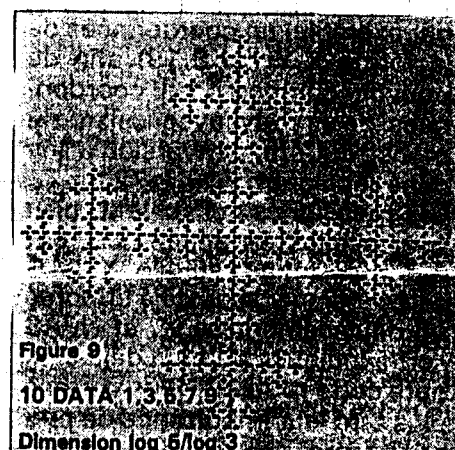
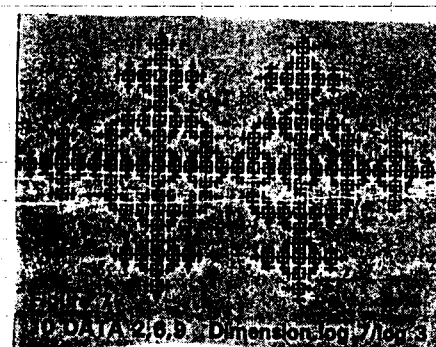
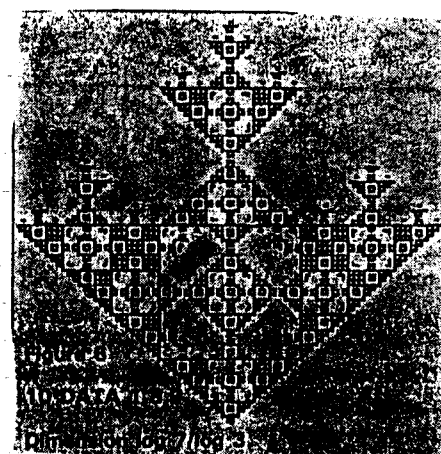
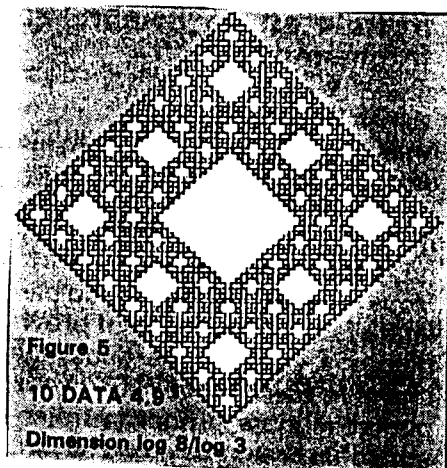
At first, it seemed impossible that a curve, normally thought of as one dimensional, could fill (possibly to a stated level) a shape thought of as two dimensional. Nevertheless, there is such a thing and we'll give an example on our computer screen. We have based it on the work of G. Peano (1890) revised and altered by F.M. Dekking (1980).

Of course you realise that only an approximate idea of a fractal (F) can be given because of the limited definition of the HIRES screen.

Even then, the relative error in our design will be about 1% which is not bad. We'll start by drawing a first approximation F1 (see Fig.2) which is made up of nine segments (S0 to S8).

Next, we replace each segment with the same F1 pattern but three times smaller. F2, then comprises 81 segments and is three times longer than F1. Imagine repeating the process till you end up with a surface completely filled by curve F of infinite length.

We stop at approximation F4; as early as F5 every pixel in the square will be set (see Fig.4). At each scale, a segment \rightarrow square correspondence can be established as in Fig.3; in mathematical terms this means that each number in form:



corresponds to a descending series of nested squares, forming the point on curve F.

So how do you get two dimensions? Right, we'll explain. The segments S0, S4 and S8 are in line, the other segments are used to fill the area. So at each stage in the design nine segments contribute to filling in the square, against only three for the line. But which is ~~which~~ where the second dimension comes from, $9 = 3^2 (=3*3)$,

This reasoning gives us a method to make fractals with a dimension between 1 and 2: by accepting the regular omission of one or more segments SX during our construction (see Fig. 2a, SX = ~~SF~~, S4).

Once M segments are left out of the nine, we have (9-M) segments giving a partially filled area. But:

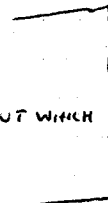
$$9-M = 3^{\log(9-M)/\log 3}$$

and the fractal dimension D of the object under consideration will be:

$$D = \log(9-M) / \log 3.$$

Now we'll give the program to put fractals on the screen with some sample patterns (see Fig. 4-9). You have to enter in line 10 the number of segments to be left out, eg, 4, and a 9 to end. For speed we have put the sub-routines first, so enter RUN 10.

A final note: if the subject interests you, look at the two books by B. MANDELBROT on Fractals.



$$\sum_{i=1}^{\infty} \frac{a(i)}{9^i}, a(i) \in \{0, 1, \dots, 8\}$$

(N.B. THE ABOVE FORMULA RELATES TO THE NUMBER MENTIONED AT THE FOOT OF THE PREVIOUS PAGE)

Programme FRACTALS

```

0 H=E:V=0:RETURN
1 H=0:V=-E:RETURN
2 H=-E:V=0:RETURN
3 H=0:V=E:RETURN
5 REM START:RUN 10; DESSIN F4
10 DATA 4,9:REM NUMEROS DES SEGMENTS
  NQUANTS, 9 POUR TERMINER
15 FOR I=0 TO 8:POKE I,9:NEXT
20 HIRES:DOKE#306,#FFFF
30 READ D:IF D=9 THEN 40 ELSE POKED,D:G
030.
35 REM MATRICE DES DIRECTIONS DU SEGME
  T X APRES ROTATION DE 1*PI/2
40 FOR X=0 TO 8 STEP2
50 FOR I=0 TO 3:K(I,X)=I:NEXT:NEXT
60 FOR X=1 TO 7 STEP5
65 K(0,X)=1:K(1,X)=2:K(2,X)=3:K(3,X)
0:NEXT
70 FOR X=3 TO 5 STEP2
75 K(0,X)=3:K(1,X)=0:K(2,X)=1:K(3,X)
=2:NEXT
80 K(0,4)=2:K(1,4)=3:K(2,4)=0:K(3,4)
=1

100 CURSET40,100,3
110 E3=54:E2=18:E1=6:E0=2:E=0:REM ECHE
  LE
120 FOR Z3=0 TO 8
130 U3=A(0,Z3)
140 IF Z3 = PEEK(Z3) THEN E =E3:GOSUBUS
  CURMOVH,V,3:NEXT:GOTO300
160 FOR Z2=0 TO 8
170 U2=A(U3,Z2)
180 IF Z2 = PEEK(Z2) THEN E =E2:GOSUBU
  CURMOVH,V,3:NEXT:NEXT
200 FOR Z1=0 TO 8
210 U1=A(U2,Z1)
220 IF Z1 = PEEK(Z1) THEN E =E1:GOSUBU1
  CURMOVH,V,3:NEXT:NEXT:NEXT
240 FOR Z0=0 TO 8
250 U=A(U1,Z0):E=E0
260 GOSUBU
270 IF Z0 = PEEK(Z0) THEN CURMOVH,V,3ELS
  DRAW H,V,1
280 NEXT:NEXT:NEXT:NEXT
300 DOKE#306,10000:END
  
```

FRENCH TO ENGLISH TRANSLATION
By NORMA WRANGHAM.

CUTTING, PASTING & MCP TYPING By
JUDY SIMMS.

The Story so far

----- After a brief look at the Oric and machine code, we used a "HexLoader" program (from O.U.M. Issue 44), to write a short demo routine, to show all three types of machine code instruction used by the Oric's 6502 microprocessor.

You might need part 3 of the series to make sense of this paragraph, try crossing the Editor's palm with silver, to obtain a copy, should you need one. If you managed to follow what happened in the routine listed last month, you will not be surprised to find that if you were to insert two extra instructions STA BBAB and STA BFDF into the routine, after the instruction 101A, you will then get an additional "+" at the start and at the end of the screen display. In fact if you were to extend the routine to include a similar STA instruction for every screen address (see P.238 Atmos Manual), the routine would fill the entire screen with crosses.

Don't bother to try that last bit. Such a routine would work, but it would use about 6K of RAM space, which would be a bit silly and there are better ways to achieve the same effect. The main reason for routine that we did use, was to show how the Accumulator works, using a few instructions (LDA and STA etc.).

However, if we really did want to produce a screen filled with crosses or a similar operation, without going "bananas" in the process, it would be far better to use a few simple instructions (instead of about 2000), which would allow the computer to decide for itself where to start and stop that operation. This brings us to the third register, which is the STATUS Register.

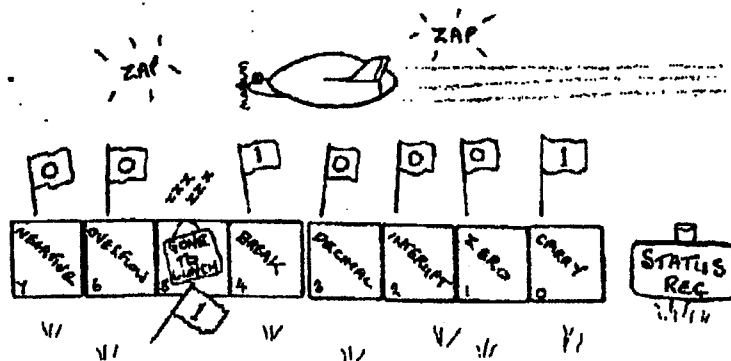
The Status Register

----- The Status Register is the microprocessor's decision making unit. Without it, the Oric would be little more than a glorified recording machine. Did you really zap that flying saucer? The answer to that and many other questions will come from the Status Register.

The microprocessor watches the operation of each program instruction and reports on it, in the Status Register. The result appears as a row of "flags", each of which will say "Yes" (True) or "No" (Not true) to some aspect of the operation of the instruction just processed. The row of so-called "flags" are the reason why the Status Register is often called the "Flag Register". It is a bit like the electronic equivalent of a row of judges at a sports event.

The Flag Bits are eight individual binary digits (numbers), but of course they really appear as a single hex byte. Each digit is set to either "1" for YES or "0" for NO, depending on the most recent instruction executed. Although the Status Register provides eight of these Flag Bits only seven of them are ever used, Flag Bit 5 is ignored.

The seven Flags can be used to modify or change the effect of some instructions just before they are actually used. They can make in effect a decision on what those instructions will do, based on a result of another operation, just done.



For many instructions and a lot of the programming, you can simply ignore the Flags. However there are times when you will find them very useful.

One example. There are instructions which make a jump (a Branch) to an address in another part of memory only if a certain Flag Bit is set to "1", but not if the Flag is set at "0". So any operation that affects a Status Flag Bit can be used to control whether your program continues with the routine it is working on, or jumps to a new routine elsewhere in the program.

This could be used where you might want to test for a particular key press. If the correct key is pressed, the appropriate Flag in the Status Register can be made to show that. A simple instruction can then use the Flag to make your program branch off to a specific routine that would deal with that key press.

However, if the required key was not pressed, the Status Register will not "Flag" it and the program will be diverted away from that specific routine.

Another example. You might want to add up some very large numbers, a game score perhaps, or bank account (I should be that lucky !). The microprocessor allows a similar method of adding numbers, to that used by people. No it does not take its shoes and socks off !! Only politicians and financial planners, do that.

The Accumulator can only hold a single byte, so large numbers are broken down into single bytes and dealt with one by one. Anything left over after each addition (or subtraction) instruction, is "carried" by the Status Register's Carry Flag, just as we make a small mark when adding up columns of figures.

It may seem a slow way to add a lot of numbers, but remember this is machine code that we are talking about and a calculation in telephone number sizes can be dealt with at the speed of phttt !!

Hang out the Flags

----- If you look at the 6502 Instruction Set which is fairly widely available in many computer manuals (ie Atmos Manual P261-265.), you will see a column headed NV*BDIZC. These are the seven Flags in order from Bit 7 down to Bit 0. The initials stand for (N)Negative Result, (V)Overflow Result, (B)Break, (D)Decimal Mode, (I)Interrupt, (Z)Zero Result and (C)Carry.

I should perhaps warn you at this stage, that the "N" is sometimes referred to as (S)Sign and the Status Register itself, is sometimes referred to as "P" Reg. Truly, Murphy is alive and well and is writing computer manuals !! I prefer to stick with terms that are widely used and are the most descriptive.

One good thing is that while the Flags are binary numbers, we can use the Flags without having to mess around with binary code. There are specific instructions for each Flag that make using them quite simple. From personal experience the "C", "Z" and "N" Flags appear to be most useful and probably the easiest to use.

If you have managed to take on board all that has been written so far, in particular the last two installments on the Program Counter, Accumulator and Status Register you may be encouraged to know that you now have the main essentials needed to understand how machine code works. There are three more registers, which are not much different from what we have already seen, that offer useful extra facilities. It's a bit like starting out in photography with an expensive camera, we may not know what all the knobs are for, but we now should be able to make a few snapshots, to help us get to the next stage.

Still awake I hope ??.....Next time a few instructions for scrambled Oric !!

ORIC ENTHUSIASTS

(OUM Issue 46)

INTRODUCTION

This month sees the start on my sections on file handling, Geoff Phillips' book, new Projects and my questionnaire results.

The project this month is a look at what is involved in replacing the EPROM in the CUMANA disc interface for the MICRODISC type which allows SEDORIC DOS to be booted up. I have received some correspondence on this in the past and since the topic has appeared in OUM I thought that the inclusion of the instructions may be of benefit to any of you considering the change. The task does not require any soldering or special skills, just care and attention. See what you think.

DISC ACCESS

To start my section on file handling using disc drives I will list the types of file handling that I will be dealing with. These are Sequential Access, Unsorted Sequential Access, Sorted Sequential Access, Random (or Direct) Access, Index Sequential Files, Linked Lists and Scattered Storage.

If you are familiar with these terms then you have something to look forward to. If not, then hopefully this series will be of great interest to you. The reference that I will be using is DISC BASIC published by Sigma Press. This is not so readily available now but my articles should cover the topic adequately.

PRICE LIST UPDATE

I have sold out of the following :- ORIC Cassette Lead (5-pin DIN to 2*3.5mm and 1*2.5mm jack sockets.

I can now add the following items :- SHAREWARE -- E-FILE (See Shareware section).

PROGRAMMING TECHNIQUES

As I said in issue 43, Geoff Phillips kindly gave me permission to serialise his book entitled "ORIC ATMOS and ORIC 1 Graphics and Machine Code Techniques". So straight-away let me explain that all text in these articles are the copyright of Geoff Phillips. Where I add any supporting text, I will clearly identify it as such and it will be under ORIC Enthusiasts copyright. In view of the fine articles being written by Peter Bragg, I expect a few people to be interested in this series.

This month I will make a start on the contents which should give you some advance notice of what is likely to appear. In fact, if you see something that is of particular interest then write to me and I'll try and fit it in sooner. Some of Geoff's book duplicates information given in the Advanced User Guide (AUG), so where this occurs I will refer to the AUG to save typing effort. So if you have not bought a copy of the excellent book by Lester Whewell, now is the time to purchase one. A real bargain at £4.00 inclusive of package. End of advertisement. Now onto the series.

ORIC ATMOS and ORIC 1 GRAPHICS & MACHINE CODE TECHNIQUES Geoff Phillips

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Next month - the Preface and Chapter 1.

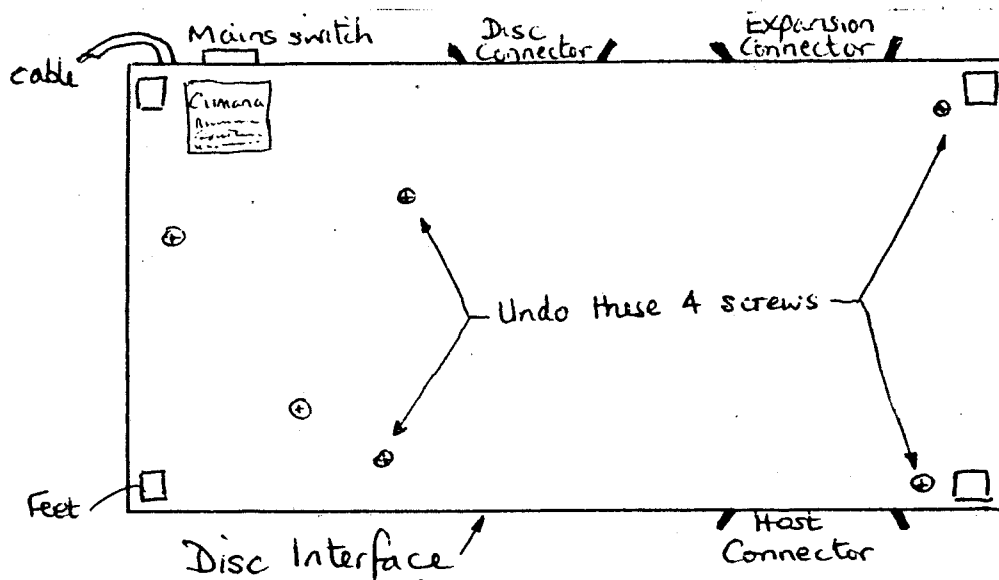
PROJECTS

FITTING A REPLACEMENT EPROM IN THE CUMANA DISC INTERFACE UNIT

Step

Instructions

- 1 Disconnect the Cumana Disc Interface from the mains and computer equipment.
- 2 Turn the interface upside down and undo the screws indicated in the diagram below.



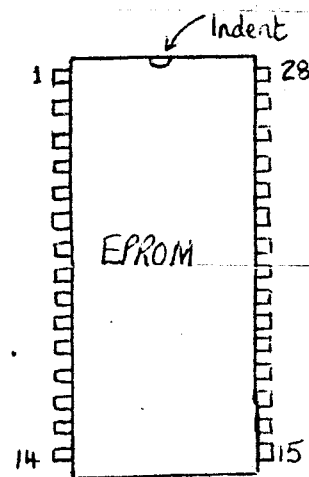
3 Carefully lift the bottom and rotate towards you taking care not to strain or stretch the wires leading to the transformer. This will reveal the printed circuit board (PCB).

4 Undo the 4 hexagonal studs securing the PCB to the upper part of the case. Carefully lift the PCB off its supporting pillars and pull its reset switch away from its hole in the side of the case. Slowly turn the PCB over towards you to reveal the components on it.

5 You will now be able to locate the EPROM which is situated next to the large 4700uF capacitor (which may be purple in colour). The EPROM has 28 pins and is fitted in a socket. Note the small indent at one end of the device (see diagram opposite). This is the guide for the correct orientation and the replacement chip must be positioned in the socket in exactly the same way.

6 Now prise the Cumana EPROM out of its socket taking care not to bend its pins. It may be appropriate to use 2 small screwdrivers to lever up the device.

7 Fit the replacement EPROM, in the correct orientation, (do not remove the paper cover on this device as it will destroy the program contained within the chip).



8 Refit the PCB and case bottom in the reverse order to the procedures given in 2, 3 and 4 above.

9 Re-connect the disc drive system and switch on. You will notice that the 'Insert system disc' message is slightly different and that the interface does not recognise CUMANA.DOS.

10 Insert your disc containing either CUMANA SUPER2 DOS (filename SUPER2.DOS), ORIC DOS (filename SYSTEM.DOS), RANDOS (no filename) or SEDORIC DOS (no filename). If necessary, press the reset button to boot up the DOS.

Hopefully these instructions will enable you to fit the replacement EPROM successfully and join the fraternity of SEDORIC users. If assistance is needed then contact me at the usual address.

QUESTIONNAIRE RESULTS

I know that Dave has been publishing his results from his questionnaire but I've been promising to publish the results from the questionnaire sheet that I sent out in 1989/1990 for some time now so I would like to make a start.

I sent out over 500 forms (and could still send more) and received 209 back. Analysis of these 209 provides some interesting reading and indications about ORIC users.

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Dealing with questions 1, 4 and 6 as a group. These were :-

- Q1 Do you still own an ORIC computer?
Q4 Are you interested in receiving further mailshots or news of ORIC support?
Q6 If you no longer wish to compute with your ORIC computer do you wish to sell it?

The answers received are as follows :-

- Q1 208 out of 209 still have an ORIC computer.

BRIAN COOTE no longer owns an ORIC but he replied with a very kind letter wishing us all well in using our ORICs, expressing his fond memories of ORIC BASIC. Brian now uses an Amstrad 1640 SD.

- Q4 191 out of 208 are still interested in hearing news of the ORIC scene.

So, as you will realise there is are still sufficient numbers of ORIC users to keep ORIC Enthusiasts and hopefully OUM busy for some time to come.

- Q6 Of the 17 who still owned an ORIC but no longer used it, only 8 wanted to sell their equipment.

Some typical comments I received from people who didn't want to sell are as follows :-

PATRICK NEILL - "I'm keeping my ORIC because it was my first micro." - Patrick now uses an Atari 1040ST and a Sharp PC1402 pocket computer.

OLOV TJERNGREN - "It's not working properly, I'm keeping it for nostalgia." - Olov now uses an Atari 1040STFM.

IAN WALKER - "I'm still quite attached to it." - Ian now uses an Amstrad PPC512.

JESPER JENSEN (author of MAZE RALLY) got quite aroused in his answer to Q6. He replied "I couldn't sell my OLD but dear friend!" - Jesper now has an Atari 1040ST but is still interested in hearing about the ORIC.

I now know that 2 users who returned questionnaires have since sold their equipment so that means there are 189 ORIC users still active. In fact, it's likely to be more than this since Dave, Jon and myself are finding new users all the time. So for the rest of the results of my questionnaire I shall be using 189 users as the total of active ORIC users.

In the next issue, I will explore deeper into my replies.

SHAREWARE

ACCOUNT BOOK/ORIC CALC

I have received the manual and disc of ACCOUNT BOOK c/w ORIC CALC from Pete Weisner and Dave Dick. I'm just sorting out the manual for reproduction so next month I give details of its availability.

E-FILE

E-FILE, the utility program, used in MEGABASE, written by Geoff Phillips is now available. It runs under ORIC DOS and I think CUMANA DOS but I will check that out for next issue.

Initial purchase price is 50p and it is £2.00 to register and receive the manual.

SEDORIC DOS

The number of registered users now stands at 20. Are you registered?

For those that are, I have now converted HELL'S TEMPLE to run under SEDORIC DOS V1.007 using its file handling routines. Whereas HELL'S TEMPLE is normally priced at £2.00, for registered users of SEDORIC DOS it is available for £1.50. So if you haven't seen this graphic adventure then send off for a copy. There are only 15 copies left in stock, so hurry.

.....REVIEWS.....REVIEWS.....REVIEWS.....REVIEWS.....

TITLE: CEDSOFT 4 PRICE: SEE PAGE 6 ,BUT NOTE THAT 3.5" and 5.25" DISCS ARE 1 POUND CHEAPER.

PLEASE ALSO NOTE THAT MEMBERS PRICES ARE TO MEMBERS OF THE 'CEO' AND NOT TO 'OUM' MEMBERS.

WHAT IS CEDSOFT4 ? THE DISC VERSION CONTAINS THE 3 TITLES REVIEWED BELOW,BUT THE CASSETTE VERSION DOES NOT INCLUDE 'ROBINSON CRUSOE'

FLIGHT SIMULATOR

As I taxied along the runway,there was that noise from the Past. Oh dear! Is it ORIC FLIGHT;that oft abused Program from 1983 or was it 1883? The resemblance ends here. As the intro states: "This flight simulator Provides a true Perspective view of objects on the ground from a light aircraft equipped with all necessary onboard controls and equipment."

As I increased revs..I gazed into the blue and green horizon whilst keeping one eye on the control display Panel,which shows airSpeed,course, altitude,vertical speed,angle of turn,elapsed time,fuel level and engine revs.

Fuel was low,but enough for a take-off. As I ascended,I switched to radar and then back to view mode which allowed me to look left,right and astern. Using the 'INTERROGATOR' allows one to modify Position,windforce,course etc.

There are 13 keys used and some of those are used with differing effect whilst in another mode. Luckily,a key-board lay-out is supplied. Also of great value is the fact that the on-screen 'Presentation' can be dumped to Printer (4 x A4 Pages of 40 column width).

As we ROBINSON CRUSOE,the Program itself as well as the instructions have been painstakingly translated into the Mother Tongue (No not Welsh - Brian), by Monsiuer J.Haworth.

On my second attempt,I tried to find the fuel dump,but to no avail even though J.H insists that it is easy. I came across many matchsticks, coPs!

I of course mean wire frame drawings in true Perspective. It should be noted that the data which represents the terrain is contained in an independent file and that this 'terrain creation Program' is in Preparation.

This is obviously going to be the best flight simulator that you will see for the ORIC and is a must for your collection. A lot of effort has been put into this. You will need a lot of time to sit down and master this. As for me,I'll stick to 3D FONGUS.

I almost forgot to mention - watch out for the trees,balloons,archways, slalom course and Pyramids. Have you ever skied in Egypt??

Mr.PRESIDENT

you have all got one of those strategy type games in the vein of DALLAS,AIRLINE,LEAGUE CHAMPIONS or ICE HOCKEY MANAGER if you happen to be Scandinavian. By the way; I still haven't sold a single copy of 'NHL ICE HOCKEY MANAGER'. Surely all the swear words haven't put you off? Now that all new readers know about the swearing,it will probably sell like hot-cakes.

Anyway,back to Mr.President. You take the role of the President of the U.S.A and make decisions on fiscal Policy and foreign affairs. When the FORD MOTOR CO. is going to the wall - don't give them any money. Let unemployment rise,Cut social security.Increase arms expenditure. Stop spending on minority groups. Revalue the dollar and give aid to the RUSSIANS. Do all of this and Congress will give you their seal of approval (if they don't;then just make them vote again and watch all the red 'Pawns' change to green. The only ones who won't be happy are the Russians. They aren't happy no matter what you do. With this dictatorial attitude I lasted 8 months.

On my second attempt; I immediately got stuck into IRAN and was forced to resign. A must for the BUSH babies as opposed to the REAGAN's among you.

CEOSOF QUATRE - Contd.

ROBINSON CRUSOE

This Graphical adventure was Previewed by Pete Weisner some time ago in O.U.M. and therefore I will not go into too much detail. A 'shimmering' musical intro explains your task. Basic coloured Pictures, not too many locations, but some novel features. And don't forget that you only get this with the disc version.

SUMMING UP

Summed up in 2 words - A BARGAIN.



CONTACT LIST

SOME MORE NAMES AND INFO. GET TOGETHER AND MAKE IT HAPPEN!

AREA 4

Mr. J BENTHAM, 4 MYTHBURN CLOSE, LOUGHBOROUGH, LEICS. LE11 3SZ (ATMOS/CASSETTE).....FRANK BOLTON, 35 MARKET PLACE, MOUNTSORREL, LOUGHBOROUGH, LEICS. LE12 7BA (ATMOS, 3" DRIVE - EDUCATIONAL PURPOSES AND LANGUAGES)...
.....KEN DUDDLE, 3 HOBART ST, LEICESTER LE2 9JS (ATMOS, CASSETTE - TYPE - INS, ADVENTURES, LEARNING MACHINE CODE).....Mr. G LESTER, 41 ST. HELENS DRIVE, LEICESTER LE4 9G5 (ATMOS, CASSETTE - BOARD GAMES, UTILITIES).....
.....DAVID UTTING, 47 GAINSBOROUGH RD, LEICESTER LE2 3DG (ATMOS, 3" DRIVE, MODEM)

AREA 5

NIGEL ALEFOUNDER, 17 DELPH RD, NORTH HYKEHAM, LINCOLN LN6 9RF (ATMOS, CASSETTE - RS232, ORICOMMS).....BOB DOYLE, 62 LONGLIFFE RD, GRANTHAM, Lincs. NG31 8DY (ATMOS, CASS.).....JOHN MCKAY, 21 HOLME DRIVE, SUNBROOKE, LINCOLN LN2 2QL (ATMOS, CASS - WAR GAMES - it must be the job you do JOHN!).....JIM OSWIN, 54 COPPICE ROAD, ARNOLD, NOTTS NG5 7HU (ORIC 1 & CASS.).....TONY SCOTT, 173 GRANGE RD, FELIXSTOWE, SUFFOLK, IP11 8PZ (ATMOS, CASS. - BUILT AN I/O PORT).....

AREA 6

JONATHAN (GIN & TONIC) BRISTOW, 38 NORWICH RD, WATTON, THETFORD, NORFOLK IP25 6DB (ATMOS, 3" DRIVE - OBJECT, CHARACTER & MUSICAL EDITORS).....
...ERIC CHAPLIN, 3 SILFIELD TERRACE, KINGS LYNN, NORFOLK PE30 5NQ (ATMOS, 3" DRIVE - WORD PROCESSING, GAMES).....DAVID GOODRUM, 23 BONE RD, DRAYTON, NORWICH, NORFOLK NR5 6EH (ATMOS, 3" DRIVE, MODEM, 'SPEAKEASY' I/FACE - BBC TO ORIC TRANSFERS, WP & GAMES).....JOHN MUSSETT, 22 CLAYPIT COTTAGE, HERRINGFLEET, LOWESTOFT, SUFFOLK NR32 5QU (ORIC 1, CASS.).....

AREA 7

MATTHEW COATES, THE COTTAGE, MIDDLEMARSH FARM, GLATTON RD, SANTRY, CAMBS. PE17 5SY (ATMOS, CASS.).....JON HAWORTH, FENNER'S CHAMBERS, 3 MADINGLEY RD, CAMBS. CB3 0EE (ATMOS, 3", 3.5" and 5.25" DRIVES, TAPI SYNTH., CAR PHONE and AMSTRAD ROUTEMASTER PACKAGE - U.K. AGENT FOR THE 'CEO' AND HOME OF PUBLIC DOMAIN).....ALISTAIR WAT, PEMBROKE COLLEGE, TRUMPINGTON ST, CAMBRIDGE (ATMOS, CASS. - PROGRAMMING, MUSIC).....

AREA 8

PAUL FARNESSE, 5 SOUTHCHURCH HALL CLOSE, SOUTHEND, ESSEX SS1 2TE (ATMOS, CASS.).....NORMA WRANGHAM, 'ALLWAYS', STATION RD, SIBLE HEDDINGHAM, HALSTED, ESSEX CO9 3WD (ATMOS, 3" DRIVE).....STUART WRIGHT, 65 CHELMSFORD RD, CLACTON, ESSEX CO15 5DQ (ATMOS, BYTE DRIVE, 3", 3.5", 5.25" DRIVES, MODEM).....

MINI-REVIEWS

SOME INFO ON LESSER KNOWN TITLES FOR NEWER READERS. ALL PRICES AS PER THE LIST THAT YOU SHOULD ALL HAVE.

"KRYSTAL WORLDS" - massive 'QUILLED' adventure from Robert Cook.
 "Excellent" - A May...."Very good; if this is what can be achieved
 Please send me the QUILL - P Thornburn

"THE QUILL" - easy way to write text adventures - includes well documented manual.

"CHESS MADNESS" - Norwegian fun. Control your 'knight' in chess moves around the board; eat the pawns; avoid the black holes and don't get destroyed by the 'Pawns' & 'bishops' etc. Price reduced to 4 Pounds.

"BUCCANEER" - Graphic adventure>>>sail your 15th century ship from Plymouth Harbour without keep on bumping into the quay like I do.

"HELLS TEMPLE" - a dungeons & dragons game in the vein of TYRANN. Move through the maze and defeat the numerous monsters.

"DAMSEL IN DISTRESS" - super background music for a super Platform game. Oozes quality. You need to be good to complet it (the first level that is)

MAXIT

If you like a good board gameget hooked on MAXIT from the PD
 ++++++

POKES>>>>>>>POKES>>>>>>>POKES>>>>>>>POKES>>>>>>>POKES>>>>>>>POKES>>>>>>>

ULTIMA ZONE - infinite lives - Wind the tape Past the '*' and 'B' files.
 Load in your auto-stop routine and then the main file.
 When loaded, type - POKE 10704,173:POKE 14841,173:CALL 1535

MAZE RALLY - infinite lives - Wind tape Past '*' 'screen' files. Load auto-stop and load in main Program.(Note in stead of an auto-stop routine, POKE#500,1:CLOAD"" will suffice). When Program has loaded Just type: POKE 7784,200:CALL 2693:CALL 5856
 If you Just want 6 lives then replace the above Poke with:POKE5093,12

VIEW TO A KILL - tip: To make the dynamite explode;you must drop the dynamite and then use the lighter. The dynamite can only be used for blasting away the walls.

ICE GIANT - to get your old ORIC 1 version to run on the ATMOS -
 DOKE#19AD,#C5E8:POKE#F00,#4C:CSAVE"ICE",A#F00,E#B800,AUTO

BIG RAFFLE

LATE NEWS>>>>>>> with regard to Rob Kimberley's suggestion for a grand draw at the RYLESBURY meet as mentioned on Page 3.

ROB has kindly donated a 3" DRIVE. These are excellent drives. I bought one for my lad at the last meet. Tickets are one Pound each. If you want a ticket and can't make it to the meet;send your quid to ROB (address in last issue), by JULY 5th. Brill Kimbo - well done mate.
 WELL JUST ONE LEFT....AU REVOIR...WHAT WILL I BRING BACK FROM PARIS!!!!