



**USER
MONTHLY**

with Oric Enthusiasts

*Europe's longest running
Oric Magazine*

**Number 63
November 1992**



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

THE EDITORIAL

HELLO AGAIN,

and welcome to the 63rd. edition of O.U.M. With the influx of new readers along with their related queries etc., I am afraid I have been struggling of late to keep up. This combined with the fact that i've recently blown up both a 3" and 3.5" drive has resulted in the fact that delays will occur. Things are gradually being resolved with the aid of 'The Team'.

Chris Hearn has recently been involved in producing the MIRAGE cassette software and we are building up stocks of such goodies as TETRIX, INSECT INSANITY, ACCOUNT BOOK, ZEBULON and GRAND PRIX. Next to be duplicated will be GRANDAD and the new Paul Baker text adventure entitled SAUSAGES.

On a brighter note, it is marvellous to see the enormous amount of readers who are now contributing to the magazine by way of articles, tips, programs, resolving queries and all manner of things. I think if you counted up the number of different people mentioned in this issue, then you would be amazed. Keep up the good work.

THE INDEX - as I am still waiting for an article to arrive and have a few late additions to put into this issue, I've decided to put THE INDEX to this issue on the back page. If you are a sports fan you'll of probably turned to the back page first anyway.

~~~~~

## D E A D L I N E S

With the festive season rapidly approaching it is time to sort out deadlines for recieving articles for the December and January issues of O.U.M.

DECEMBER ISSUE

Deadline for articles for the December issue is Tuesday Nov. 24th. It is a little early, but at this time of year has to fit in with my busy work schedule.

This will be the standard issue and will be posted by Dec. 1st.

Deadline for articles for the January 1993 issue is Wednesday Dec. 30th. as the photocopiers tend to close down until way after Xmas. This particular issue will not go out before Jan 7th.

As I have many items which I have been asked to include in future issues of O.U.M, I have decide that the January issue will be best suited. This means as a big thank you to regular contributors; I will not be needing the following for this issue:- Peter Bragg's Machine Code article (have a well deserved break Peter), Jon Haworth's Ram Rom ( of course Jon, I still need the cover and anything else you can fit on one page), and Allan Whitakers articles ( one page on anything you fancy Allan, if you like).

THE END OF THE BORING PARTS

Well, that's the boring bits out of the way and so it's time to get stuck into some Oric related items.

ORIC - THE STORY SO FAR

In late '89 the intrepid Jon Haworth published the tome - 'Oric - the story so far'.

In the last 3 years the scene has changed dramatically and at the same time ( thanks to items sent to Jon by readers) the originally history has been amended/corrected/updated.

Recently Jon has muted that his publication should be updated. I have now recieved a 'Proof' copy of said item containing the Intro., the Index and Chapter 1.

The index shows that there will be 12 Chapters and well over 40 pages of A4.

The publication is well illustrated - pictures of Dr. Paul Johnson and the gang, plus obscure adverts for Oric products. It is full of those quotes that turned out to be 'Bull'. A splendid addition to the collection of the Oric library. I can't wait to see the rest, especially the last chapter, which is called 'Dream a little dream'.

A super effort from Jon, which should be published early in the new year.

OUMDISC Nr.1

~~~~~  
still available from O.U.M is the first OUMDISC at the incredibly cheapo price of 3.50. It contains something for everyone!

NEWS — NEWS — NEWS — NEWS — NEWS — NEWS —

WANT A TELESTRAT

There is a Telestrat, less a drive for sale. Unfortunately Miss Filer Haworth has lost the list of interested parties. If YOU want to buy the machine then get in contact with Jon, but fast!

WANT A MICROTAN '65

Richard Farrell, a new subscriber from Darlington (send us doon some peas pudding), informs me that in a September issue of MICRO MART was an ad. for the sale of 1 working and 1 non-working MICROTAN '65. If anyone has the issue of the magazine with the ad. in, perhaps they could send me a copy of the ad. so that I can let interested readers know.

CF2 Disks (overlabelled)

'Caspell Computer' of Unit 2A, Sterte Ind. Estate, Sterte Rd., Poole, Dorset. BH15 2AF (Tel: 0202 666155 or FAX: 0202 668208). They are a company selling 3" Amsoft/Maxell disks which were originally loaded with games and now re-formatted on a PCW 8256 and re-labelled. Price of 12.95 per box of ten includes V.A.T. The ad. does not state whether postage is included. Thanks to KIMBO for the info., but personally I'll stick with DABS PRESS, who came up trumps for me.

UTILITIES FROM HARRY PETERS

I have just recieved some very interesting utilities from Dutch user Harry Peters. It will take me a little while to work my way through them. Harry has given permission for them to be used on Public Domain or through O.U.M. the programs include the following:

DMON - a disk monitor that not only monitors single sectors on the disk, but also sectors in program order. This gives an easy way to convert Oric V1.0 programs to V1.1 compatible programs as programs can be modified directly on the disk without loading them entirely in ram.

MSDOS - the program is a monitor for MSDOS disks. It shows in Hex. the content of sectors (the full 512 bytes) on a MSDOS formatted disc.

MSFILER transfers files from MSDOS to ORIC and vice versa. The transfer is only useful for ASCII text files.

GWARM - allows you to read in GW-BASIC ASCII stored programs from MSDOS to ORIC.

SUPERCOP - is for transferring programs from tape to disc and vice versa. It transfers even Hires screens and programs will never overwrite the program SUPERCOP or corrupt the Dos at #400, because the code that should be copied is always loaded in ram after SUPERCOP at #800.

UPDATES to 'HOME FINANCE' and 'ORIC BASE'.

Brian Odurny has sent me copies of a letter to him from Geoff Philips to update the ORIC 1 Tansoft versions of 'Home Finance' and 'Oric Base' to run on the Atmos. The mods. will allow old Oric 1 data to be read on the Atmos.

At the time of the correspondence (March '84), Geoff was proprietor of 'Firefly Software' in London.

Those wishing copies of the amendments should send 50 pence in stamps to O.U.M.

O.U.M INDEX

The O.U.M INDEX produced by Jon Haworth is proving popular. Professionally done with a nice binder; it is yours if you send 1.50 to O.U.M

THE CAMERA

Peter Bragg tells me that unfortunately he has not had time to comment on Colin Cook's item about the camera. Peter is still using it and has added to the software since the last 'ORIC MEET'. Watch out for something soon!

ORIC JUMPERS

JUDY SIMMS IS TELLS ME THAT HER ORIC JUMPERS THAT SHE KNITS HAVE BEEN POPULAR. EIGHT FINISHED TO DATE. IF YOU WANT TO BUY FOR XMAS, GET YOUR ORDER IN NOW. JUDY IS ON 021 454 6906.

+++++

FEEDBACK FROM KIMBO

Regarding Colin Cook's question on Compilers - try Uncle Ray McClaughlin. He produced a super one for the BD500, which may be convertible to Sedoric Dos.

Regarding Colin's question on speech synthesisers; I made one several years ago from a kit from the ubiquitous Kenema Associates (Bob Green - if you are still in the land of the living give me a call!!!). It was state of the art in its day, using the allophone system, with an Allophone Editor supplied on tape. Speech quality was er.... well let's pass on that one. It survives somewhere in my junk box, and may be dusted down for a demo if: a) I can find it, and b) I get some spare time!!

NOTE FROM THE EDITOR

If my memory serves me right (and it is the only thing that does these days), I do believe that Essex man Stuart Wright was telling me a while back that he pops into Kenema.

+++++

FOR SALE

Hi, I am a new subscriber to O.U.M and my name is Brian Odurny. Many years ago I made a RGB to TV interface based on 10Mhz opto-isolators 6N137 and BF259 output transistors. It worked well with a 14" TV. As I now use a NEC monitor I have no real use for this device. Therefore I can offer it for sale at around 10 pounds. This will also include two spare 6N137 which cost around 5 pound each (3 are used on the basic circuit). I will stress that a certain amount of Tv knowledge is required if one is to fit this device in a current TV.

Anyone interested should phone me on 0452 830146 or write to me at: "THORNHILL", MAIN ROAD, HUNTLEY, GLOS. GL19 3EA.

=====

A THANK YOU FROM EDMUND

Hello Dave,

perhaps you wouldn't mind putting my thanks in the O.U.M to Steve Hopps for his handling of the Cumana Interface. When the first one didn't work I had another one (which works) within a couple of days.

Also my thanks to yourself, Allan Whitaker, Rob Kimberley and Dr. Ray McLoughlin who have been most helpful in their advice to getting the system going, and not least to David Wilkin who has sorted out the problem of the disc drives running continuously. Now they only run when accessed.

- EDMUND WISNIEWSKI.

MESSAGE TO ALLAN

Hello to Allan Whitaker. I'd just like to say that I find the your articles on the Geoff Phillips book very interesting. Keep up the good work - James Groom.

LETTERS TO THE EDITOR

DEAR DAVE,

If you have time and the space in a future issue of O.U.M could you devote a section to all the hi-scores taht have been achieved?

- Paul Hutton.

DEAR DAVE,

would it be possible to print a 'complete' hi-score table every six months or so, including the game, the score and the scorer. That way people would know whether they had a hi-score or not without having to search all the issues of O. U.M?

- Tim Colgate.

Dear Tim and Paul,

your wish is my command. It will probably have to be for the December or January issue. Perhaps I'll start the ball rolling by using half a page in this issue to show some of the better scores that have been achieved. It is nice to see that the gamers are getting involved. Keep on zapping!

By the way, did you know that it takes me about 2 hours to run off a disc copy of TETRIS. One hour and 58 minutes each time is me game testing it. I'm thinking of buying Dr. Spin's record of TETRIS to listen to whilst playing. Have you heard the record - have you seen the the video!

- Dave (Mr. Beat).

DEAR DAVE,

on first perusal, I like the mixture of programs on the first OUMDISC with 'Character Codes' and 'Morse Tutor' leading the utilities, and SQUEEK 2 the games.

- Allan Moore.

DEAR DAVE,

ZEBULON is great and so is SQUEEK 2. Please send me CHARED/OBED from the pen of Jonathan Bristow.

- Graeme Burton.

Dear Gentleman,

nice to see Jonathan getting some praise. Did you know that there is a fan club for him in France! Only joking Laurent. Criticism and praise should both be printed and of course so should witicism.

DEAR DAVE,

concerning the software packs from HEBDOGICIEL, as far as I know there are five such yellow cased packs. As well as number one, which you dealt with in O.U.M, they are: - No. 2 is 'Le Chateau du Diable' (Devil's Castle), No. 3 is 'Centrale Nuclaire' (Nuclear Plant) - It explains how it works and then asks you to run your own nuclear plant (as in '3 Mile Island' or 'Tchernobyl'!).

No. 4 consists of the adventure games, namely - AFRICA, AGENT 0013, MAISON du Dr. PARANAUD, PIERRE ETOILE, QUETE des ANNEAUX and SECRET des PHARAONS.

No. 5 contained GUERRE NUCLEAINE en EUROPE, LABY 5, MORPION (OXO), OIL LEAK (en Francais dans le texte!), PARSEC and PONT-LEVIS.

I don't know where Brian Kidd should classify these: H for HEBDOGICIEL software or S for Shift editions? (Note that both titles use English terms).

To go on with classification, my POSTMAN SAM K7 (remember?) is hand-written - 'MELLOWSOFT'. Is it the only one pre serie? Was it ever released?

- JEAN BOILEAU (Bondy, FRANCE).

DEAR JEAN,

it's so nice to recieve a French letter!

Thank you for the HEBDOGICIEL information. I am not sure what you mean by 'SHIFT' editions!

I can find no record of POSTMAN SAM ever being released. Perhaps our readers could help here. 'K7' is an interesting French term. Would I be right in assuming that it was culled from the number 7 in French being Sept (pronounced 'Set') and therefore 'K7' would be pronounced 'Cassette'?

I must apologise for not mentioning that you gave a demo of the 'VIDEOTHEQUE' program at the last ORIC MEET. I have in fact sent a copy to Jon Haworth for him to put on Public Domain. If he decides not to then I will have it translated and put onto a future OUMDISC.

For those who didn't view the demo; the program is a database that Jean uses to store information of his Video films on. It only works on Sedoric as it utilises the WINDOWS command.

- DAVE

● Machine code programs are simply blocks of code which can be loaded in a similar way to BASIC programs, with introduced errors to prevent them auto-running. They can then be saved to disc using the command !SAVE "filename", A start address, E end address, but preferably without the Transfer address option because this has caused problems on my system. I have had more success using a Loader Program, written in BASIC, which firstly !LOAD 's the m/c program, and then CALL 's the routine at the start address. For example:-

```
10 !LOAD "ZAP ALIENS"
20 CALL 1596
```

The loader program must not, of course, be overwritten by the m/c program it loads, i.e. the highest memory address of the loader program must be less than the start address of the m/c. To prevent this happening accidentally, HIMEM should be set to just below the m/c start address. BASIC programs start at decimal 1281. It goes without saying that a BASIC loader cannot load another BASIC program unless the last instruction in the loader is a !LOAD.

Loading Sequences

Commercial cassettes often have several files in sequence which all have to be CLOADed correctly for the game to run. You have probably noticed the various program names and types appearing on the status line during loading. The sequence needs to be noted, because any BASIC loader to be written, or one already on the cassette, will require the correct sequence of !LOAD 's.

As an example, the most complex one I've come across had 5 files, which were:-

1. The bogus error m/c program, " * ", located at 641 to 703 (dec.)
2. A BASIC loader containing 3 CLOAD 's.
3. A title screen, located at 47999 to 49151 (i.e. LORES)
4. A m/c program, located at 44016 to 45535
5. The main BASIC program.

Program 2 (the loader), once CLOADed into the computer without auto-run working, had to be listed so that it could be modified for disc commands, replacing CLOAD's with !LOAD's.

Some programs appearing as type B on the status line (BASIC) contain m/c directly on top, so the whole file has to be !SAVEd using start and end addresses. The purpose of this type of program seems to be that the BASIC part contains CALLs to the m/c part, and is in effect a loader for the m/c part. This type of program can even appear as type C (m/c) on the status line, but will still RUN as normal BASIC.

Some Problems

Occasionally, programs are met which will not transfer to disc. In my experience so far, these have been of two kinds:-

- a) Programs whose start address lies in page 4 of memory, i.e. 1024 to 1279. I don't know whether Oric DOS V1.1 uses this part of memory, and if anyone out there can answer this, your information would be useful.
- b) Programs having machine code loaders. Of course these will require the main program to come from cassette. This would not be a problem if the main program will run by itself, but often the loader contains the character set for the game as well as, perhaps, the title screen. If it is just the character set which is required, one way to get this on disc is to create a dummy program, such as:-

```
10 REM Nothing
```

and arrange (by tape swapping!) for the loader to CLOAD this. The character set can then be saved to disc by the command:-

!SAVE "GAME.CHS", A46080, E47999

and a BASIC loader written to !LOAD the character set before the main program. In practice, however, the m/c loader may reset the computer if stopped !

A Word of Warning

Anyone who has worked hours a day for weeks or months on a program, will feel entitled to some reward for their work. Illegal copying for profit, or lending programs to "do friends a favour" only damages the industry and thereby the popular support for the Oric computer. I hope that this article will generate interest both for disc users and cassette users who like to delve into the workings of the Oric and understand it better. Such knowledge can do good for this friendly computer, but that depends upon you, the users. - COLIN COOK.

```
10 REM
20 REM FRACTALS FIJH
30 REM VERSIE VOOR ATNDS
40 REM
50 REM
60 REM
70 NH=8
80 DIM HOBBELS(NH)
90 HIRES
110 XB=56:YB=160
115 D=3
120 X=XB:Y=YB
170 ZY=120:XE=XB
180 CLS
190 X1=1:Y1=0
200 CURSET X,Y-ZY,1
203 DRAW ZY,0,1
205 DRAW 0,ZY,1
207 DRAW -ZY,0,1
208 DRAW 0,-ZY,1
210 FB=1
220 ZY=(ZY)/4
230 FOR I=1 TO NH
240 READ HOBBELS(I)
250 NEXT I
260 DATA 0,1,0,3,3,0,1,0
270 X=XB:Y=YB
280 FOR I=1 TO NH
290 RCHT=HOBBELS(I)
300 IF RCHT=0 THEN X1=1:Y1=0
310 IF RCHT=1 THEN X1=0:Y1=-1
320 IF RCHT=2 THEN X1=-1:Y1=0
330 IF RCHT=3 THEN X1=0:Y1=1
340 IF I=1 THEN ZY=ZY/4:FB=0:GOSUB 520:ZY=ZY/4:FB=1
350 GOSUB 520
360 X=X+X1*ZY
370 Y=Y+Y1*ZY
375 IF KEY="" THEN GET I:
380 NEXT I
390 IF X=XE AND Y=YB THEN 480
400 IF POINT(X+SGN(X1),Y+SGN(Y1)) THEN 260
410 IF POINT(X+SGN(Y1),Y-SGN(X1)) THEN D=1: GOTO 430
420 D=3
430 FOR I=1 TO NH
440 HOBBELS(I)=HOBBELS(I)+D
450 IF HOBBELS(I)>4 THEN HOBBELS(I)=HOBBELS(I)-4
460 NEXT I
470 GOTO 280
480 ZY=ZY/4
500 IF ZY>1 THEN RESTORE: GOTO 230
510 END
520 XPX=X:VPX=Y
521 CURSET XPX,VPX,FB
523 XDX=X1*ZY:YDX=Y1*ZY
524 IF XDX<0 THEN XDX=XDX+1
525 IF YDX<0 THEN YDX=YDX+1
529 DRAW XDX,YDX,FB
530 RETURN
```

FROM HARRY PETERS F R A C T A L S

RAMBLING IN THE ROM - 42A short diversion...

I recently came into possession of a little booklet published to accompany the Yorkshire T.V. programme 'Me and My Micro'. The programs were converted for each micro by one Mike Moore of the Computer Training College, Manchester. You can judge its age by the micros it covers: Atari, Commodore 64, Dragon, Memotech MTX, Oric, Sharp MZ700, Tandy and Vic 20. For each machine there are listings for 'Monsterzap' (?!), 'Quacman' and 'Matchem'. You can see we are in the heady pioneering days. The entertaining bit, though, is the introduction to the Oric programs, which reads as follows,

"For some programs I have been unable to prevent unwanted characters from appearing on the screen. Whether this is due to a bug contained within particular machines that I have been using here at the College or not, only Oric can say. Also, the manual does not indicate any way in which the cursor can be turned off, so the games can look a bit messy as the cursor flashes up and down printing the bomb!"

And that from a college lecturer! Heady days indeed.

Come a-rambling...

This time we embark on the 'PRINT' command, one of the more interesting areas of the interpreter because of the notorious 'TAB' bug in V1.0 and the inclusion of 'PRINT @' in V1.1. The relevant sections are easy to spot because the listing becomes 'one-sided' at those points. Note that the odd bug still remains even in V1.1.

Incidentally, I've just realised this series has been running now for some 18 months, and we are approaching quarter distance. That's only 4½ years to go! I think the time may have come to fill that blank final page I send Dave when there are no historic photographs to print.

'PRINT' (COMMAND)Remark:

This is one of the routines which has significantly changed between V1.0 and V1.1. Most of the bugs have disappeared in V1.1, notably the 13 column jump of tabulation and the fact that it was impossible to write in the last column.

Principal:

The expressions are evaluated, and displayed directly if they are strings, or converted into strings and then displayed if they are numbers. If the control characters (, ; TAB(SPC() appear, they are treated separately. Note that the ';' is the least useful since it does nothing save separate the variables...

CB61	BEQ CB9F	CBAB	BEQ CBF0	no (or no further) parameter, do a line feed
CB63	BEQ CBAB	CBAD	BEQ CC0B	if end of PRINT, exit without line feed

CB65	CMP #&TAB(CBAF	CMP #&TAB(is it TAB(?
CB67	BEQ CBCA	CBB1	BEQ CC2E	yes, jump, C=1
CB69	CMP #&SPC(CBB3	CMP #&SPC(is it SPC(?
CB6B	CLC	CBB5	CLC	
CB6C	BEQ CBCA	CBB6	BEQ CC2E	yes, jump, C=0
CB6E	CMP #,'	CBB8	CP #,'	is it a comma?
CB70	BEQ CBAC	CBBA	BEQ CC0C	yes, jump
CB72	CMP #,'	CBBC	CMP #,'	is it ','?
CB74	BEQ CBDF	CBBE	BEQ CC2B	yes, jump
.....	CBC0	CMP #'@'	is it '@'?
.....	CBC2	BNE CBC7	no, continue
.....	CBC4	JMP \$CC59	yes, jump to '@'
CB76	JSR \$CE8B	CBC7	JSR \$CF17	evaluate the expression
CB79	BIT 28	CBCA	BIT 28	is it a string?
CB7B	BMI CB5B	CBCC	BMI CBA5	yes, display the string
CB7D	JSR \$E0D1	CBCE	JSR \$E0D5	convert ACC1 to string (AY becomes #100)
CB80	JSR \$D4FA	CBD1	JSR \$D5B5	evaluate string pointed to by AY
CB83	LDY #00	CBD4	LDY #00	is the number within the line?
CB85	LDA (D3),Y	CBD6	LDA (D3),Y	take length
CB87	CLC	CBD8	CLC	
CB88	ADC 30	CBD9	ADC 30	and adjust cursor position
CB8A	CMP 31	CBDB	CMP 31	and compare with permitted maximum
CB8C	BCC CB91	CBDD	BCC CBE2	if OK, jump
CB8E	JSR \$CB9F	CBDF	JSR \$CBF0	too long, do a line feed
CB91	JSR \$CBF0	CBE2	JSR \$CCB3	and display string
CB94	JSR \$CC0D	CBE5	JSR \$CCD4	followed by a space
CB97	BNE CB5E	CBE8	BNE CBA8	unconditional: continue...

TERMINATE A COMMAND IN THE KEYBOARD BUFFER

The reason for the inclusion of this routine is unknown.

CB99	LDY #00	CBEA	LDY #00	
CB9B	STY 35,X	CBEC	STY 35,X	place terminator 00 at the end of the command
CB9D	LDX #34	CBEE	LDX #34	prepare X to indicate start of buffer (XY=#0034)

DO A LINE FEED

Entry: nothing special

Exit: X and Y are not affected

Principal:

The routine sends a line feed (RETURN) character, and then re-initialises the current cursor position to 0 (or tries to!). It's the only routine that does this: if a RETURN character (#0D) is met during the printing of a string on a printer, byte #30 is not zeroed, which can give interesting results.

Bug: In V1.0 the current cursor position is re-initialised to #0D (13) and not 00. That is why TAB(is displaced by 13 bytes!

CB9F	LDA #0D	RETURN code
CBA1	STA 30	meaningless!
CBA3	JSR \$CC12	and send the RETURN code
CBA6	LDA #0A	line feed code
CBA8	JSR \$CC12	and send the line feed
CBAB	RTS	JMP \$CC12 would equally have worked!

The different treatment applied to the printer is explained by the fact that on the screen the cursor always precedes the character to be displayed while on the printer no cursor is generated.

.....	CBF0	LDA 30	take current cursor position
.....	CBF2	PHA	and save it
.....	CBF3	LDA #0D	in every case
.....	CBF5	JSR \$CCD9	send a RETURN character
.....	CBF8	PLA	recover cursor position
.....	CBF9	BIT 02F1	are we on the printer?
.....	CBFC	BMI CC02	yes, jump
.....	CBFE	CMP 31	no, will we be on column 40?
.....	CC00	BEQ CC0B	if so, that's all for now
.....	CC02	LDA #00	re-initialise
.....	CC04	STA 30	the current cursor position
.....	CC06	LDA #0A	and send a line feed
.....	CC08	JSR \$CCD9	
.....	CC0B	RTS	
CBAC	NOP	treat the ','
CBAD	NOP	
CBAE	NOP	not much of interest here!
CBAF	NOP	
CBB0	NOP	
CBB1	NOP	
CBB2	NOP	
CBB3	LDA #30	take current cursor position
CBB5	CMP 32	and compare to maximum possible tabulation
CBB7	BCC CBBF	if not exceeded, continue
CBB9	JSR \$CB9F	otherwise do a line feed
CBBC	JMP \$CBDF	and carry on after the comma
CBBF	SEC	calculate the distance to a column
CBC0	SBC #08	as multiple of 8
CBC2	BCS CBC0	continue while not #F8 to #FF
CBC4	EOR #FF	complement: #00 to #07
CBC6	ADC #01	and finally #01 to #08
CBC8	BNE CBDA	unconditional: display A spaces
.....	CC0C	LDA 30	treat the ','; take present cursor position
.....	CC0E	BIT 02F1	are we on the printer?
.....	CC11	BMI CC17	yes, jump
.....	CC13	SEC	screen
.....	CC14	SBC 0253	remove protection of
.....	CC17	SEC	columns
.....	CC18	SBC #08	and calculate distance to a column
.....	CC1A	BCS CC18	as multiple of 8
.....	CC1C	EOR #FF	#00 to #07
.....	CC1E	ADC #01	#01 to #08
.....	CC20	TAX	and put number of spaces to display in X
.....	CC21	CLC	
.....	CC22	ADC 30	plus current position
.....	CC24	CMP 31	has it exceeded the maximum permitted?
.....	CC26	BCC CC47	no, OK
.....	CC28	JSR \$CBF0	yes, line feed
.....	CC2B	JMP \$CC4B	jump the comma and continue

Treat TAB(and SPC(

CBCA	PHP	CC2E	PHP	treat TAB((C-1) and SPC((C-0)
CBCB	JSR \$D80A	CC2F	JSR \$D8C5	evaluate the argument
CBCE	CMP #')'	CC32	CMP #')'	is the bracket closed?
CBD0	BNE CBEA	CC34	BNE CC56	no, error
CBD2	PLP	CC36	PLP	is it TAB(or SPC(?
CBD3	BCC CBDB	CC37	BCC CC47	jump if SPC(

CBD5	TXA	CC39	TXA	and place argument in A
.....	CC3A	CMP 31	is it above the maximum?
.....	CC3C	BCC CC41	no, OK
.....	CC3E	JMP \$D336	yes, 'ILLEGAL QUANTITY ERROR'
.....	CC41	SEC	readjust C
CBD6	SBC 30	CC42	SBC 30	advance cursor position
CBD8	BCC CBDF	CC44	BCC CC4B	if above, nothing is done
CBDA	TAX	CC46	TAX	otherwise, put number of spaces to display in X
CBDB	INX	CC47	INX	and adjust
CBDC	DEX	CC48	DEX	next space
CBDD	BNE CBE5	CC49	BNE CC51	if not end, continue
CBDF	JSR \$00E2	CC4B	JSR \$00E2	jump the , or ; or)
CBE2	JMP \$CB63	CC4E	JMP \$CBAD	and continue unless end of PRINT
CBE5	JSR \$CC0D	CC51	JSR \$CCD4	display a space
CBE8	BNE CBDC	CC54	BNE CC48	unconditional: and continue
CBEA	JMP \$CFE4	CC56	JMP \$D070	display 'SYNTAX ERROR'

Treat @

Bug: The tab position (#30) is not initialised, so that TABs can be hazardous after a PRINT @

.....	CC59	BIT 02F1	treat @
.....	CC5C	BMI CC56	if in printer mode, error
.....	CC5E	LDX 021F	if HIRES mode
.....	CC61	BEQ CC66	
.....	CC63	JMP \$EAF7	'DISP TYPE MISMATCH'
.....	CC66	JSR \$D8C5	evaluate horizontal coordinate
.....	CC69	CPX #28	
.....	CC6B	BCS CCAD	if >40, ILLEGAL QUANTITY (abort)
.....	CC6D	STX 0C	and save temporarily
.....	CC6F	JSR \$D065	seek a ','
.....	CC72	JSR \$D8C8	and evaluate vertical coordinate
.....	CC75	INX	and adjust because 0= line 1 (!)
.....	CC76	CPX #1C	line >28 ?
.....	CC78	BCS CCAD	yes, error
.....	CC7A	LDA 026A	save the
.....	CC7D	PHA	cursor colour
.....	CC7E	AND #FE	and display cursor
.....	CC80	STA 026A	to remove any existing character on screen
.....	CC83	LDA #00	not forgetting to remove it afterwards
.....	CC85	JSR \$F801	
.....	CC88	LDA 0C	recover horizontal coordinate
.....	CC8A	STA 0269	new cursor coordinate
.....	CC8D	TXA	
.....	CC8E	STA 0268	repeat for vertical coordinate
.....	CC91	JSR \$DA0C	calculate line address
.....	CC94	LDA 1F	pointless (the low byte is already in A)
.....	CC96	LDY 20	
.....	CC98	STA 12	
.....	CC9A	STY 13	and store as the new address
.....	CC9C	PLA	recover the original
.....	CC9D	STA 026A	colour of the cursor
.....	CCA0	LDA #01	
.....	CCA2	JSR \$F801	and finally display it
.....	CCA5	LDA #','	seek a ','
.....	CCA7	JSR \$D067	
.....	CCAA	JMP \$CBAD	and continue the PRINT
.....	CCAD	JMP \$D8C2	'ILLEGAL QUANTITY ERROR'

Which once again means no tail-ender...

Jon Haworth

MORE BITS AND BOBS

FOR SALE

DRAGON 64 c/w 2 joysticks, 5 software titles, manuals etc. In very good condition and still boxed. A modification has been made to it for RTTY. The price is 40 pounds + postage at cost. Interested parties should contact Richard Farrell on 0325 486181 or write to him at 11 LINCOLN COURT, DARLINGTON. DL1 2XN

SHOPPER

Recently recieved into the OUM office is a nice little program called SHOPPER.

Graeme Burton (of 'Indiana Smith' amgazine. fame) tapped it in from the 'What Micro'. It is a strategy/arcade game where you have to spend, spend, spend before the end of the tax year.; but beware the pitfalls - muggers etc.

Destined for P.D or the second OUMDISC.

AUTHOR - help please!

R.TOWNSEND of 10 Broadmark Ave, Rustington, W.Sussex. BN16 2HQ (Tel: Rustington 784008) has trouble running the disc version of 'Author' on his Cumana V1.3 system.

He can 'Write', 'Edit', and 'Print', but can't 'Store'. This of course, rather defeats the object. Can anyone please help him?

I, personally, would suggest a new Eprom for his interface (obtainable from Steve Hopps), so that the likes of Oricdos and Sedoric can be booted straight in.

O.U.M. DISC No.1 - Additional information.

If you are fed up with the long introduction on Side A of the first OUM Disc, then use the 'INIST' command (see page 12 of the SED manual) to modify the boot-up command. Amend it from: !MUSIC:DEMO to DEMO. Then when the scrolling picture appears, press SPACE to go to menu. You could amend the 'INIST' to MENU, but this would give a slightly untidy menu screen.

Also on Side A of the disc, but omitted from the menu is the Doppelganger's SHOW OFF. To load it, return to basic, type DOPP and then RUN.

The file can be amended to auto-run by using the STATUS command (see P.9 of the SED manual).

The Character Generator program sent in by Frank Bolton had the second part missing. Unbeknown to me, Frank had send the amended program to me and it has since transpired that it was lost in the post. The complete program will be on OUMDISC No.2

CAN I USE A TELESTRAT WITH A STANDARD TELEVISION?

There is no UHF TV output built in. The lead is RGB Scart. The output is identical to the Atmos RGB output in electronic terms, though physically the pin-outs are different - so you must NOT use an Atmos RGB lead. To connect the TELESTRAT to a UHF TV socket you need to do what ORIC did inside the Atmos and that is to fit a modulator to the RGB lines. It means no more than duplicating what's inside the Atmos to convert RGB to UHF - a nice little byline for David Wilkie and all the dead motherboards?!

- JON HAWORTH.

NOTE FROM THE EDITOR:- For David Wilkie read David Wilkin. Even Steve Hopps is now calling him Wilkie since Jon's cover depicting 'WILKIE'S WONDERFUL WEPAIRS'.

HI - SCORES

Whilst collating the hi-scores sent in by readers, there are some I've noticed that are quite incredible. Here they are to get stuck into. A full list A.S.A.P.

ZEBBIE - 250,490 (Tim Colgate) and Graeme Burton is not far behind with 211,470.

STYX - 194600 (Graeme Burton).

ORIC MUNCH - 512,983 (Tim Colgate) and I thought Paul Hutton's score of 279,253 at level 19 was brill!

A FURTHER LOOK AT 'LORICIELS' SOFTWARE - Dave Dick.

A couple of issues ago I looked at the utilities, adventures and arcade/action software released for the Oric by Loriciciels in France. I conclude with the following: -

GAMES OF REFLEX & EDUCATIONAL

REVERSI CHAMPION - in my opinion this is the best rendition of the board game REVERSI or OTHELLO as it is sometimes known. This is to be found on a Club Europe Oric disc. This is something I enjoy playing, especially as I now have it all translated into English.

LE GENERAL - A game of strategy for 1 or more players. Revolves around the revolution at San Theodoros. Things taken into account include the population and farming.

J'APPREND L'ANGLAIS - teach yourself English. Store to tape and print facility. Book with irregular verbs etc. comes with it.

COURSE AUX LETTRES - an amusing little arcade game for the kiddies for helping them with their alphabet.

CALCUL MENTAL - for all ages, this is a utility to give rapid advancement in perfecting mental calculations.

TIC TAC - there are five different designs. Pick the one you want and it breaks up into segments and rearranges itself. Your task is to get it back in the correct place. A nice game of patience.

VISION - a game of perception and memory. Good fun for two players. As a certain design appears, you must decide if it is yours or not. If you guess right then you climb the rope ladder, if not you slide down it. First to the top is the victor.

THOSE IN A DIFFERENT STYLE

BASIC FRANCAIS - for the Oric 1 and Atmos. The Oric 1 version encompasses the supplementary Basic commands to be found in the Atmos Rom. You can choose to use the utility in Basic English or Basic French. A listing can be obtained in either language and the manual lists the commands in both languages.

CHALLENGE VOILE - your chance to participate in a yachting regatta. Simulation with navigation to help overcome the currents and winds.

LOTORICIELS - Housey Housey, Lotto, Bingo! Call it what you like - this is it.

LAS VEGAS - your aim is simply to win the jackpot! Good graphics. Surely this isn't the LAS VEGAS fruit machine on Public Domain - or is it!

BUSINESS CATEGORY

ANNUAIRE - a filer with a capacity of some 170. Handy for storing names, addresses, telephone nos. and professions.

GESTION DE STOCK - has the capacity to store data on 400 items of stock. Keep tabs of your stocks - inventory control, dates of movements, minimum stocks etc.

BUDGET FAMILIAL - get your budget into order with this. Establish a provisional budget, compare actual sales with forecasts, calculate interest, sort the results and print them.

I think you'll agree that LORICIELS certainly catered for all tastes.

The comments on the titles are based on my knowledge of the software or where I haven't come across the title, then I have loosely translated the Loriciciels catalogue.

- Dave Dick

NOTE FOR OWNERS OF OTHER MACHINES - titles in the catalogue which might be of interest to those you use Speccy's etc. include: - VIC TRON and UFO PANIQUE (Vic 20), JEEP, STAR FIGHT and FORMULE 1 (Commodore 64), TRAFFIC, RUINE, 3D NORT and TENNIS (Spectrum).

SELLING UP

Dennis Hine has had a lot of fun and interesting programming experience with his Oric equipment that has been accumulated over the years, but unfortunately has no further justification in keeping it.

I am currently in contact with Dennis to ascertain the best way to sell off his collection. If anyone wants to buy the entire set-up then they should contact me at O.U.M. Alternately it is proposed that I take the collection from Dennis and sell off individual items. If you are interested in certain items then please let me know. It would take too long to list everything and so a resume.

ORIC ATMOS x 2... OPELCO 3" disc drive system with registered SEDORIC DOS (registration can be transferred)... MCP 40 printer c/w pens, paper, manual etc... DISC SOFTWARE... CASSETTE SOFTWARE... JED 1,2,3 and 4 discs... CEO magazines 1 - 21... O.U.M magazines 49 - 62 + technical extracts from earlier issues.

INTERESTED - then drop a line to Dave Dick at O.U.M

FRENCH SOFTWARE

The latest Club Europe Oric mail order sheet shows some interesting new software available. FORMULE 1 is a nice motor racing game at 6.99, whilst MACADAM BUMPER at 6.99 is a must. With this one, as well as playing the pinball you can also design your own table.

O'ER THE BORDER

Jim Paterson of Hamilton in Bonny Scotland tells me that he enjoyed his visit to the July Oric meet in Aylesbury and hopes to see us all again next year.

Well as next year sees the tenth anniversary of the launch of the ORIC, we want to put on something special. Your ideas would be most welcome.

HOME and (Alistair) AWAY

Pembroke College goalkeeper and erstwhile Oric software write Alistair Way is now back in Cambridge for studies, football and drinking!

Ali finds the new soccer rule appertaining to backpasses rather a nightmare. So much so that an opposition forward was stretchered off. Unlike Brucie Grobeelar, Ali was not shown the red card.

By the 'way', I had a letter from our old friend Arnt Isaksen just prior to the Norway Vs England match. Arnt thought that Norway would get at least a point. I did have a reply for Arnt, but Gazza beat me to it!

Alistair has been doing some sterling voluntary work in Slovenia recently and tells me that the scenery there is superb. A belated happy 21st to Ali.

WHO SAID THAT?

'On first perusal, I like the mixture of programs with CHARACTER CODES and MORSE TUTOR leading the utilities; and SQUEEK 2 the games'.

ANSWER - it was Allan Moore's comments on the first OUMDISC.

WHO SAID THAT?

'As always I support new software, so therefore please send me Zebulon'

ANSWER - it was Arnt Isaksen and it should be some more of you!

WHO SAID THAT?

'I personally think that Jonathan Bristow is one of the best graphic designers ever to have worked on the ORIC and potentially a superb game designer'.

ANSWER - well I couldn't quite read the signature. Tell me Jonathan; is your mother's name Edith!

WHO SAID THAT?

'If Jon B. were to finish off 1 program fully before starting a new project, then and ONLY then would his full potential be realised.'

ANSWER - The Editor

There are plenty of little tit-bits this issue. It tends to make things a bit dis-jointed, but I'm sure there are things of interest to you.

FEEDBACK

The amount of feedback to queries has been excellent recently and I'm sure that those who raised queries are happy to get them resolved. However there is one that has not been answered. It was in an issue some months back from new subscriber Chris Evans of Northampton. I now have more details on the problem. So if anyone can help, would they please let me know.

Chris has a problem with picture display. He has connected the RGB signals to a large TV using a SCART connector. I have sent Chris a copy of the connections of RGB to SCART as supplied by 'ONE STOP', but feel that the connections within the TV may have to be set up.

DISC SOFTWARE

Every so often I get cassettes that won't load. Rather than throw them, I can sell them as disc versions by supplying the original inlays with the disc software. One such title is 'THE ULTRA' from P.S.S a classic 16 screen zap'em. This was one of those titles that was very difficult to transfer 100% to disc anyway.

Price for 'THE ULTRA' on disc is 3.50 on 3" or 2.50 on 3.5/5.25". Be quick as there are only a couple.

Just in are some Channel 8 Mysterious Adventures. Available on disc only and supplied with inlays. Price on 3" is 4 pound - deduct 1 pound for 3.5/5.25".

Titles currently available are :-

ARROW OF DEATH (Pt 1), ARROW OF DEATH (Pt.2), ESCAPE FROM PULSAR 7, PERSEUS and ANDROMEDA, THE GOLDEN BATON, TIME MACHINE, WIZARD of AKYRZ and MAXWORKS.

Special Offer - any 4 titles for 7 pounds.

THE BOTTLE

I have found a bug in the listing for 'THE BOTTLE' and therefore the second part will not be printed until I resolve it. The game worked when in French but hangs up with the translated version. I have used TRON to find out the problem and can see no difference in the particular line. More of the listing when resolved.

ROMS

Edmund Wisniewski would like to know if it is possible to fit the newer V1.1 (Atmos) Rom into an Oric 1 of the early type that had two Roms. Any ideas!

CEO DISC - some cock ups!

Due to a slight hitch the latest quarterly disc from the CEO was bugged.

The de-bugged version of LOBE RUNNER was on the menu, but nowhere else. It was missed. Apologies from Jon and it will appear on the next disc.

Problem number 2 was the fact that the CONTACT LIST would not load onto the FILER program. It is a case of renaming one file and deleting another. Unfortunately, after I put it right, I appear to have thrown my notes away. If I can then I will put the solution on the back page of this issue. Otherwise Jon will send out a note to CEO subscribers with their next magazine.

The third problem also concerned the FILER program in as much as you couldn't save away your own data. The solution to this is simple. On the program, which is shown on the directory as 'F', just amend line 10010 by deleting everything after the word RESTORE.

If you are still unsure, then just return your disc to Jon.

TETRIX - the battle continues!

Latest hi-scores from those TETRIX masters are :-

2266 - Dennis Bonfield (sorry to hear that you have blown up your Atmos and interface).

2411 - Henry Marke (this cannot be proven as Henry had a nasty touch of BREAK ON BYTES prior to finishing the game).

ORIC ENTHUSIASTS

A few amendments to Allan's price list that was published in the last issue of O.U.M.

1) The prices for Shareware disc software do not include the media. Either send your own or add 80 pence for 3.5/5.25" discs.

2) Allan does not intend to purchase any more 3" discs. Therefore you are asked to supply your own.

3) Blank C15 cassettes - SOLD OUT!

4) Second - hand cassettes at 30 pence each.

5) Cassette cases - 5 for 50 pence.

The Story so far

----- We have looked at the basic requirements for machine code programming on the Oric. In Part 16 of the series, what had been covered far, was summarised and put together to provide a small, simple machine code programming kit. This consisted of a small Instruction Subset, basically, a few essential instructions, plus a couple of Operating System calls to read the keyboard and write to the display screen. Since then we have had a brief look at the use of sub-routines and also how to organise our programs in order to make them easier to write. Last time, we looked at some new instructions and used a few of them to write a short delay loop routine.

If you had a go at last months demo routine, you should have managed to get Scotland Yards Anti-Terrorist squad off your doorstep, by now !! In the routine as listed, there should have been about quarter of a seconds delay between the two gun shots, which marked the start and end of the delay loop. Changing the value of Register Y, should make no noticeable difference to the delay time, but changing Register X will do so, although you can only reduce the time delay. That is because the routine had Register X set to the maximum value. If you need to increase the time delay, you will need to use a third counter. In this case, the only practical option is to use a memory location as the third counter.

The instructions, we looked at last month, were mainly concerned with incrementing (add 01) and decrementing (subtract 01) operations. While I concentrated on their use for counters and timers, this was only done for demonstration purposes. The incrementing and decrementing instructions are also very useful for other kinds of programming operations, as you will see, later on. If you use Basic, you only need to think of how useful operations such as LET X=X+1 or LET N=N-1 are, when programming in that language.

Something else mentioned last time, was the fact that you can also increment or decrement the contents of any location in RAM, in the same way as Registers X and Y. The instructions that do this are three bytes long, as they obviously need to contain the address of the location that is used. To demonstrate this, you will find that the "Time Delay Program" used last time has been extended in this issue to include a third counter, which makes use of a single memory location for that additional counter. Let's have a look at how it works.

"Timed Delay" Demo Routine

----- The program has now become two routines. A slightly modified version of the routine used last time is now used as a sub-routine, but it is still the same operation as the original "Time Delay Loop", so we we can look at this first. This routine has now been relocated to start at location 1030. The two "gun shot" markers have been removed and transferred into the the new calling routine instead, so that they can also be used to mark the effect of the third counter as well.

One or two improvements have been made. The routine now uses "Absolute" instructions (in 1030 and 1033) to set Registers X and Y, instead of the "Immediate" instructions previously used, so we can now set Registers X and Y from locations 1004 and 1005 in the Parameter Block 1000.

As the third counter is set in location 1003, it allows the delay period to be set to anything from a few micro-seconds to over a minute and a half, by simply adjusting the values in Parameters 1003, 1004 and 1005.

The operation of the "Time Delay Loop" routine is exactly the same as last time. Registers X and Y are set and then Register Y is repeatedly decremented by the operation of instructions 1036 and 1037, until it reaches zero. That then sets the Zero Flag in the Status Register which disables the BNE Branch instruction at 1037 breaking the loop that is decrementing Register Y. This allows the computer to proceed to the next operation, which is to decrement and test Register X. However, that is done once only and if Register X is not zero the routine will branch back to reset and restart decrementing Register Y again. So the effect is that, every time the contents of Register X are reduced by 01, Register Y has to go through a complete cycle of being set and then decremented to zero again, until eventually the contents of Register Y and Register X are both zero.

One other small modification to this routine. The aim here, is to allow Register Y to be controlled by any value that you wish to set in Parameter 1005. So in this version, the second Branch needs to go back to reset that value each time before starting to decrement it again. otherwise Register Y would always reset to FF irrespective of any value set in Parameter 1005.

In the previous version of "Time Delay Loop", the second Branch instruction looped straight back to decrement Register Y, as that routine was intended to make use of a fixed value (FF) for Register Y. This worked fine, because subtracting 01 from Register Y, when it contains zero (00) automatically makes its contents FF again, which was just what we needed. If this is still not too clear, have another look in the last issue at what was said about "wraparound" and then look again at both versions of this routine.

As it stands the routine can be operated on its own, by using CALL#1030 or alternatively, it can be incorporated into a program, by using the instruction JSR 1030. By itself, it just produces a silent delay of about quarter of a second, as set up. However we now have the second routine, "Timed Delay" CALL#1010 which makes use of it to demonstrate a third counter using a memory location in Parameter Block at 1002.

Once again, this new routine is started and ended with a "gun shot" sound effect. For the counter, we could of course, just decrement the value loaded into Parameter 1003, but this would make the routine a once only operation, which is not very useful, so instead the first operation (at 1013 and 1016) is to copy the value set in Parameter 1003 into the location that we are going to use as our third counter, that is Parameter 1002.

Instructions 1019 to 101E fetch and test a copy of the third counter to see if it is zero. If it is not zero, it is decremented by instruction 1020 and then the "Time Delay Loop" JSR 1030 is called up to produce a preset short time delay. After that the routine jumps back to test the counter again. So each time the third counter is decremented, there is a short preset time delay and the third counter controls the number of short time delay periods which make up the whole time period between the two "gun shot" markers. Note that the BEQ Branch instruction is disabled and has no effect at all, on these operations, until the third counter's contents match the value tested for by the CMP instruction at 101C. When that happens, the Zero Flag is set and the BEQ Branch becomes active and the routine branches off to the finish.

Notice too, that the Branch instruction here is a BEQ which works the opposite way round to the BNE Branches used in instructions 1037 and 103A. Setting the Zero Flag (to "1") disables BNE instructions and activates BEQ instructions. Clearing the Zero Flag (to "0") disables BEQ instructions and activates BNE instructions.

Oric "Timed Delay" Demo Routine 3 Oct 92

[CALL#1010]-----[DATA]-----[/]

```

---start---
1000:FF : : "Page" marker (optional Ref. Part 18)
1001:00 : :
1002:00 : : 3rd Counter
1003:10 : 16 dec : Delay Value setting for the third counter
1004:FF : 255 dec : Setting for Register X
1005:FF : 255 dec : Setting for Register Y
---end---
```

[JSR 1010]-----[TIMED DELAY]-----[/]

```

---start---
1010:20 B5 FA : JSR FAB5 : Shoot, they're off !!

---Set Counter in Reg 1002---
1013:AD 03 10 : LDA 1003 : Fetch Delay Value setting (Param 1003) and
1016:8D 02 10 : STA 1002 : put it into the 3rd Counter (Param 1002)
```

```

---Continue or Finish?---
1019:AD 02 10 : LDA 1002 : Fetch Counter (Param 1002)
101C:C9 00 : CMP# 00 : Test - is it at zero yet ?
101E:F0 09 : BEQ"1029" : Yes - so skip to finish now.
                        No - so continue....
```

```

---Update Counter/Make Brief Delay---
1020:CE 02 10 : DEC 1002 : Decrement Counter (subtract 01 from it)
1023:20 30 10 : JSR 1030 : then wait for one Timed Delay Loop period.
1026:4C 19 10 : JMP 1019 : Now go back to test Timer Counter again.
```

```

---Finish---
1029:20 B5 FA : JSR FAB5 : Shoot again to mark the finish.
102C:60 : RTS : Exit.
---end---
```

[JSR 1030]-----[TIME DELAY LOOP]-----[/]

```

---Set X and Y Counters---
1030:AE 04 10 : LDX 1004 : Set X using contents of Param 1004
1033:AC 05 10 : LDY 1005 : Set Y using contents of Param 1005
```

```

---Countdown Y---
1036:88 : DEY : Decrement Y (subtract 01 from it) then
1037:D0 FD : BNE "1036" : if Y not zero - back to Decrement Y again.
                        if Y is zero - continue on to.....
```

```

---Countdown X---
1039:CA : DEX : Decrement X (subtract 01 from it) then
103A:D0 F7 : BNE "1033" : if X not zero - back to set Y countdown again.
                        if X is zero too - finish.....
```

```

---Finish---
103C:60 : RTS : Exit.
---end---
```

In fact this is not the only way of doing this operation, but it is probably the best way to demonstrate how it works. As you saw with "Time Delay Loop" it is not always necessary to fetch an item to check it for a zero value, but instructions, 1010 to 102C, hopefully make it easier to follow.

Of course, if we wanted to use Registers X and Y for another purpose, we could make all three counters use locations in memory instead, in the same way as has been done here with the third counter only. However, the main reason for using Registers X and Y here, was to demonstrate the three different instructions, for decrementing a value. Incrementing works in the same way, it simply adds 01 to the value instead of subtracting it. We will be seeing this in action, fairly soon.

Incidentally, while this timer routine was only intended as a demonstration of the decrementing (and incrementing) instructions, I should perhaps mention, that this type of counter/timer is fairly accurate and quite useful. It can be influenced slightly by the Oric's Operating System operations. However, for most purposes, the effects of that are hardly noticeable.

Oh well, so much for the rifle practice.....
next time we look at the real target !!

A GLANCE AT SCANDINAVIAN SOFTWARE - Arnt Erik Isaksen

Now to the third and final part of Oric software written by Scandinavians.

PICTURE DESIGNER

This program makes it easy to create drawings. It consists of a number of editors for making lines, circles, text or free-hand drawing, and also editors to fill shapes or to add attributes. Picture Designer is not as good as MASTERPAINT or LORIGRAPH, but on the other hand, it is maybe a little bit easier to use.

This Danish utility released in 1984 by OPEL is still available through O.U.M mail order. RATING - GOOD.

DANGEROUS MAN

You are the hero in this Norwegian 1986 title from DART SOFTWARE. First you must fly your helicopter to a Russian camp, where you must break in and try to avoid cameras, guards and computer systems etc. If you survive this then you have to destroy the Russian bomb. It sounds a great game, but in truth the game has terrible graphics and sounds. There is a lack of excitement. The only good thing is the story.

RATING: 36%

GUBBIE

Written by a Dane (Alexander Aghassipour) and released by IJK in 1985; this is a maze game where you have to collect as much treasure as possible. There are, however, a lot of enemies in the mazes e.g. The Tebbie Twins and The Dangerous Taxman. Each maze is very big with the screen scrolling in 4 directions. This was on the charts in R.Cook's O.U.M and is a good game.

RATING: 78%

MONA LISA

Another 1986 Norwegian game from DART and it is classified 'X'. It is about sex, sex, sex. You take Mona Lisa's role and run a bordel. There you must do your job, but your husband must not be able to get you. One of the worst games written for the Oric.

RATING: 11%

MR. PRESIDENT

Written by H. Carlsson of Hollywood Director fame, this Swedish strategy game was originally released in 1986 by GPD Software. In 1991, Club Europe Oric re-released in one of their packages.

The game is a conversion of a CBM-64 title in which you take the role of President of the U.S.A. You must decrease unemployment, satisfy groups of people (Note from the ED: - sounds like the Mona Lisa game), win elections, decide tax rates and much more. A word of warning - the Soviets are always angry!

RATING: 62%

SPIDER'S REVENGE

1986 Dart Software title from Norway in which you have to live the hard life of a spider. You must catch flies in your cobweb to get energy to survive. You can enlarge your web, but beware the wind making holes in it. Further into the game you will meet an unfriendly spider, who makes life tougher. The graphics and sound aren't good, but the game is a little bit of fun to play.

RATING: 41%

OTHER SCANDINAVIAN SOFTWARE

I feel that I am not the right person to review the former O.N titles such as 'Chess Madness', 'Rockrun' and 'NHL Ice Hockey Manager'. They are now part of the 'MIRAGE' software catalogue. See reviews in earlier issues of O.U.M.

Some other Scandinavian software that I know are: 'Gusto Blusto' and 'The Old House in Greenstoke' and both released in Norway by DART. There was also an old game called 'Spacewar 3'. I don't feel any need to review these. A couple of word processors also Norwegian were 'Oric-Tekst' and 'Attekst'.

No Finnish programs were released according to Raul Hakli.

Look forward to seeing more programs from the Norwegian 'Living Legend' (Staale Eikebraaten) in the future. 'Car Madness' is another game in Staale's Madness collection. It is a game with a great story. It will hopefully be released soon.

I hope that this series has been of some interest.

GOOD BYE to all of you See you in another dimension where Oric rules ----- ARNT.

DISC BASIC (SEDORIC DOS) (OUM 63)

Let me continue with the listing for a BASIC program to create, print, amend, search and copy a simple directory file; in this case a telephone directory. This month I have made some small changes to the PHONE program to remove unnecessary sub-routines and to create the menu options on a sequential file so that some form of configurability is obtained without having to modify the program itself. In this way it is possible to use the same BASIC program to compile a telephone directory, a book list, or any other sort of simple list that you fancy. All you need is to reconfigure the titles.

```

100 REM ***** PHONE *****
110 REM --- INITIALISATION ---
120 CLS
130 INPUT"ENTER NAME OF DATA FILE";F$
140 EXT "MNU":OPEN S,F$,1
150 N=0:REPEAT
160 : TAKE 1,OP$
170 : OPT$(N)=OP$
180 : N=N+1
190 UNTIL (-&(1))
200 CLOSE 1
210 ME=N-1
215 CLS
220 PRINT TAB(10);OPT$(0);" DIRECTORY"
230 PRINT:PRINT
240 FOR N=1 TO ME
250 : PRINT TAB(10);N;"= ";OPT$(N)
260 NEXT
270 PRINT:PRINT
280 PRINT "Select number, please ... ";
290 GET MS:EXT "DAT"
300 IF MS<1 OR MS>7 THEN 290
310 GOSUB 1000*MS
320 GOTO 215
330 REM -----
1000 REM ----- CREATE DATA FILE -----
1010 EXT"DAT":OPEN S,F$,1: REM Open DATA file.
1020 CLS
1030 PRINT "TYPE NAME AND PHONE NUMBER (** = STOP)":PRINT
1040 INPUT "NAME";N$
1050 IF N$="***" THEN 1120
1060 INPUT "PHONE NUMBER";P$
1070 INPUT "CORRECT (Y/N)";A$
1080 IF A$<>"Y" THEN PRINT "ERROR, PLEASE RE-ENTER":GOTO1040
1090 PUT1,N$,P$
1100 PRINT:PRINT
1110 GOTO 1030
1120 CLOSE 1: REM CLOSE DATA file.
1130 RETURN
1140 REM -----
2000 REM ----- READ AND PRINT FILE -----
2010 CLS
2020 EXT"DAT":OPEN S,F$,1: REM Open DATA file.
2030 PRINT "LIST OF PHONE NUMBERS"
2040 PRINT "-----"
2050 IF (-&(1)) THEN 2090
2060 TAKE 1,N$,P$
2070 PRINT N$;TAB(20);P$
2080 GOTO 2050
2090 CLOSE 1: REM CLOSE DATA file.

```

READ IN MENU TITLES.

USES END OF FILE EVENT

TO DETERMINE NUMBER OF
OPTIONS, MENU ENTRIES (ME)

ARRAY ELEMENT OPT\$(0) CONTAINS
THE DIRECTORY TITLE.

DISPLAY MENU.

SET DEFAULT EXTENSION TO
ACCESS DATA FILES.

```

2100 PRINT:PRINT
2110 PRINT:PRINT "PRESS ANY KEY TO CONTINUE":GET A$
2120 RETURN
2230 REM -----
3000 REM ----- ADD NEW NAMES AND NUMBERS -----
3010 OPEN S,F$,1:APPEND 1: REM OPEN DATA file for append.

3020 CLS
3030 PRINT "TYPE NAME AND PHONE NUMBER (** = STOP)":PRINT
3040 INPUT "NAME";N$
3050 IF N$="****" THEN 3120
3060 INPUT "PHONE NUMBER";P$
3070 INPUT "CORRECT (Y/N)";A$
3080 IF A$<>"Y" THEN 3040
3090 PUT 1,N$,P$
3100 PRINT:PRINT
3110 GOTO 3030
3120 CLOSE 1: REM Close DATA file.
3130 RETURN
3230 REM -----
4000 REM ----- SEARCH FOR NAME -----
4010 CLS
4020 INPUT "NAME TO SEARCH FOR";S$
4030 OPEN S,F$,1: REM OPEN DATA file.
4040 IF (-&(1)) THEN 4090
4050 TAKE 1,N$,P$
4060 IF N$<>S$ THEN 4040
4070 PRINT "FOUND:":PRINT N$,P$
4080 GOTO 4100
4090 PRINT "NAME NOT FOUND"
4100 PRINT:PRINT "PRESS ANY KEY TO CONTINUE":GET A$
4110 CLOSE 1: REM Close DATA file.
4120 RETURN
4140 REM -----
5000 REM ----- DELETE NAME AND NUMBER -----
5010 CLS
5020 INPUT "NAME TO DELETE";ND$
5030 OPEN S,F$,1: REM OPEN DATA file.
5040 OPEN S,"TEMP.DAT",2: REM OPEN TEMP.
5050 IF (-&(1)) THEN 5100
5060 : TAKE 1,N$,P$
5070 : IF N$=ND$ THEN 5050
5080 : PUT 2,N$,P$
5090 GOTO 5050
5100 CLOSE 2: REM CLOSE TEMP.
5110 CLOSE 1:DEL F$: REM DELETE DATA file.
5120 REN "TEMP" TO F$: REM rename TEMP TO DATA file.
5130 RETURN
5140 REM
6000 REM ----- COPY PFILE TO PFILE2 -----
6010 CLS
6020 COPY F$ TO F$+"2"
6030 RETURN
7000 END

```

THE PROGRAM TO CREATE THE MENU SEQUENTIAL FILE IS BASED UPON LINES 120 TO 210 AND WILL BE PRINTED NEXT MONTH.

Sorry about the lack of further information but illness has stolen a little time off me this month.

Allan Whitaker.

TWO UTILITIES FROM HARRY

From Harry Peters we have two little disc utilities:-

1) DISKMPM - it may look foreign, but it is simple to understand. This allows you to check the speed of up to 4 drives. Recommended speed is about 300.

INSTRUCTIONS - when you've run the program, choose the drive that you want to check by entering A, B, C or D and validate with SPACE. To test another just press SPACE again, or ESC to exit.

2) DISKMONE - all in English this colourful editor. Enter the track and sector you want to look at. You can go up or down a sector with + and - or and up/down a track with > and <.

RETURN takes you to Edit mode. CTRL S will let you overwrite that sector/track. ESC to end.

```

100 'DRIVE Snelheidsmeter
105 INK3
110 A=#1000:REPEAT:READV$:V=VAL("#"+V$)
120 POKEA,V:A=A+1:UNTIL V=#60
130 POKE#26A,14:CLS:PRINT
140 PRINT"Kies de gewenste drive en druk SPACE"
150 POKE#BB81,22:DOKE#BB90,#4241:DOKE#BB92,#4443
160 KEYIF#AE THENPOKE#BB90,#C1:L=#86:GOTO220
170 KEYIF#92 THENPOKE#BB91,#C2:L=#A6:GOTO220
180 KEYIF#BA THENPOKE#BB92,#C3:L=#C6:GOTO220
190 KEYIF#B9 THENPOKE#BB93,#C4:L=#E6:GOTO220
200 KEYIF#A9 THEN END
210 GOTO150
220 KEYIF#84 THEN 250
230 KEYIF#A9 THEN POKE#26A,11:CLS:END
240 GOTO 220
250 CLS
260 PLOT2,4,"Een andere test :SPATIE"
270 PLOT2,6,"Einde          :ESC"
280 POKE#1002,L:POKE#4FB,L
290 CALL #1000
300 IFDEEK(0)=0THEN140
310 V$=STR$(1/(DEEK(0)*13*1E-6)*60)+" T/MIN
320 PLOT2,2,"Snelheid  :"+V$
330 KEYIF#84THEN 140
340 KEYIF#A9THEN POKE#26A,11:CLS:END
350 GOTO290
360 DATA 78,A9,86,8D,14,03,A9,08,8D,10,03,AD
370 DATA 10,03,29,02,F0,F9,AD,10,03,29,02,DO
380 DATA F9,A2,00,A0,00,AD,10,03,29,02,DO,06
390 DATA E8,D0,F6,C8,D0,F3,86,00,84,01,58,60

```

```

10 GRAB:HIMEM #1000:CLS
20 POKE#26A,11
30 POKE #9050,20:POKE #9051,2:POKE #9052,1: CALL #9000:NP=PEEK(#9106)
32 RW=1:NS=PEEK(#9107):DD=1:IFPEEK(#9109)>127THENDD=2
40 NP=NP*DD-1:PRINT"TRACK ( 0-"NP") SECTOR ( 1,"NS") "
50 INPUTP,S:IF P>NP OR P<0 OR S>NS OR S<1 THEN 50
60 P1=P:IFDD=2ANDP>(NP-1)/2THEN P1=P+128-(NP+1)/2
70 POKE #9050,P1: POKE #9051,S:POKE #9052,RW:CALL #9000:CALL #9032:RW=1
110 GOSUB700:PRINT"S="S" (+-) : T="P" (<>) :ESC = END"
115 PRINT"Press CR for Edit mode"
120 GET A$ :IFA$=CHR$(27) THENCLS:END
125 IF A$ =CHR$(13)THENGOSUB200:GOTO110
130 IF A$ ="="OR A$ ="+" THEN S=S+1
135 IF A$ ="-"OR A$ ="_" THEN S=S-1
140 IF A$ ="."OR A$ ">" THEN P=P+1
145 IF A$ ="<"OR A$ "<" THEN P=P-1
150 IF S>NS THEN S=1:P=P+1
160 IF S<1THENS=NS:P=P-1
170 IF P<0 THEN P=0
175 IFP>NP THEN P=0
185 IFA$("<")P"THEN190
187 IF PEEK(#9033)=255THENPOKE#9033,0:ELSEPOKE#9033,255
190 GOTO 60
200 GOSUB700: PRINT"Edit mode..ESC = end   CTRL'S = save"
203 PRINTTAB(3)CHR$(10)CHR$(10)CHR$(10);
204 W=39
205 C=PEEK(#269):GETT$
206 IFT$("<")CHR$(27)THEN220
210 CALL#9060:CALL#9032:RETURN
220 IFT$("<")CHR$(19)THEN 300
230 GOSUB700:PRINT"ARE YOU SURE (Y-N): ":GETQ$
240 IFQ$="Y"THENRW=0:GOTO70:ELSE 200
300 IFPEEK(#268)<27THEN PRINTT$;:ELSEPRINTCHR$(11);
400 C=PEEK(#269):IFC=2THEN PRINTCHR$(10)CHR$(9);
405 PLOT5,26,"      ":C$=STR$(C):PLOT5,26,C$
410 IFC=27THEN PRINT:PRINTCHR$(9);
500 GOSUB210:GOTO205
600 PRINT
620 RETURN
700 PRINTCHR$(30);:FORX=0TO12:PRINT"      ";:NEXT:PRINTCHR$(30);:RETURN

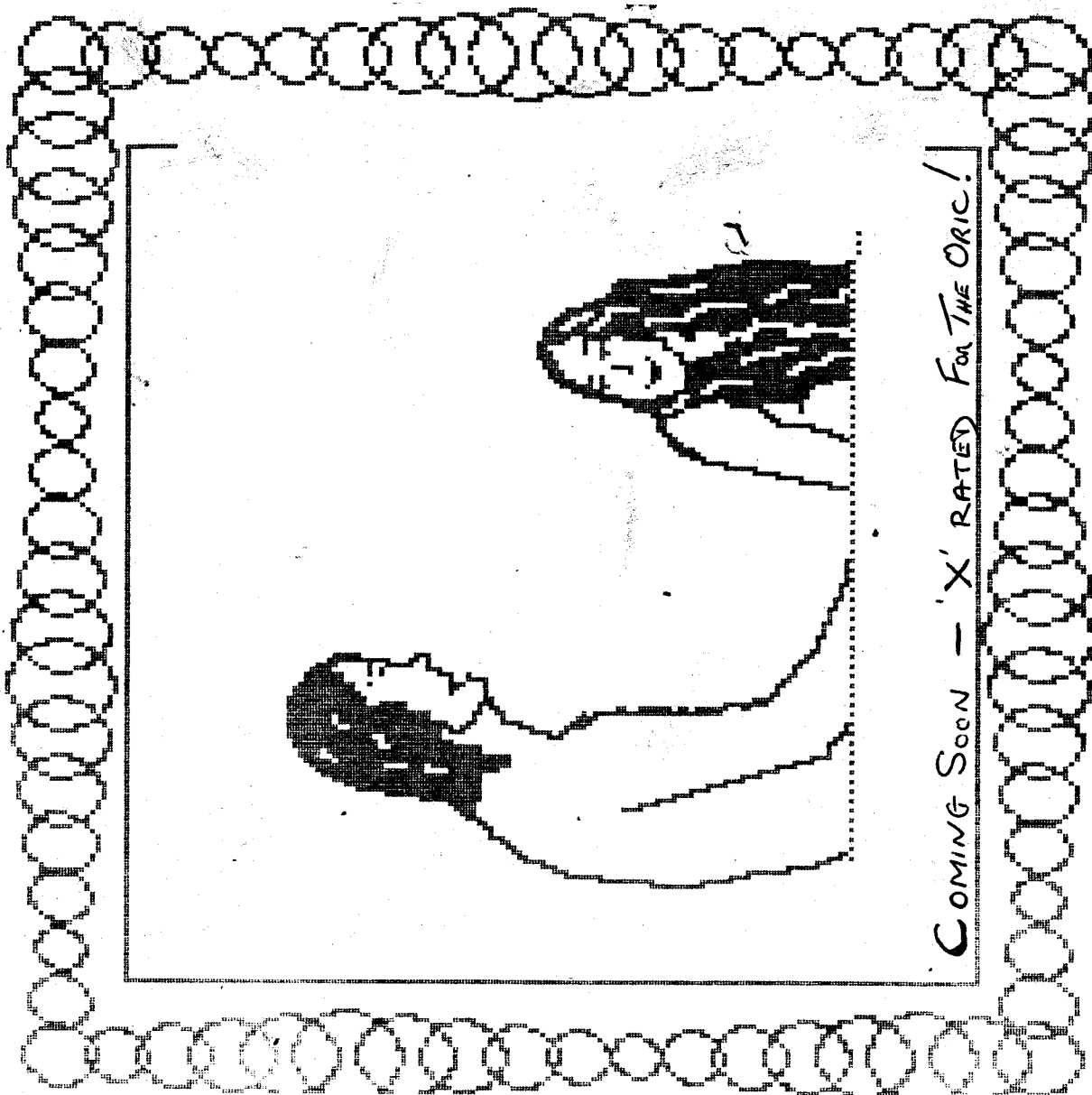
```

SOFTWARE A-Z

NEXT ISSUE I SHALL CONTINUE WITH THE A-Z OF ORIC SOFTWARE. I HAVE JUST RECIEVED SOME MORE UPDATES TO BOTH BRIAN'S AND JON'S LIST FROM THE INTREPID JEAN BOILEAU.

BULLETIN BOARD

YOUNG NICK HAWORTH HAS BEEN LOGGING ON WITH THE OLD MAN'S MODEM RECENTLY AND I AM PROMISED AN ARTICLE SOON.



COMING SOON - 'X' RATED FOR THE ORIC!

WILLY

copyright

CLUB EUROPE **ORIC**

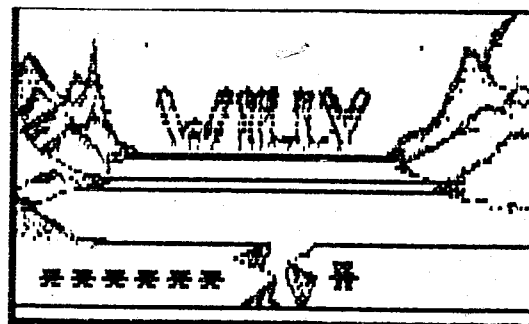
COMPETITION

YES FOLKS IT IS COMPETITION TIME AGAIN.
THE WINNER OF THE LAST COMPETITION WAS ROB KIMBERLEY WHO WINS 3 EXTRA ISSUES OF D.U.M. RUNNER- UP WAS ALISTAIR WAY - HIS ANSWER WAS ALMOST AS BORING AS THE ORIGINAL QUERY. WE WILL PRINT THE ANSWERS NEXT TIME AROUND.

FOR THIS MONTH'S COMPETITION ALL YOU HAVE TO DO IS NAME THE SOFTWARE TITLE THAT THE ABOVE SCREEN IS TAKEN FROM. PRIZE TO BE DECIDED.

*Help Willy to rescue his
six baby bears who are
lost in the caverns.*

*Use the left and right cursor
keys for direction and the
space bar to jump.*



WILLY

48k ORIC 1 & ATMOS

CLUB EUROPE **ORIC**

'NOW THAT'S WHAT I CALL SOFTWARE' - VOL 1

YOU HAVE HEARD THE RECORDS, SEEN THE VIDEOS AND SO NOW GET THE SOFTWARE. IT IS A DISC COMPILATION ONLY. FOR 7.50 (3") or 7 pounds ON 3.5/5.25" YOU GET ALL THE FOLLOWING AND THE ORIGINAL INLAYS:-
 CHOPPER, LONE RAIDER, SPOOKY MANSION, TWO GUN TURTLE, PASTA BLASTA, HARRIER ATTACK, MANIC MINER and AS A BONUS THE CHEAT VERSION OF MANIC MINER WITH ANY NUMBER OF LIVES AND START ON ANY SCREEN.
 NOW THAT'S WHAT I CALL CHEAP!

FOR CASSETTE USERS

SPECIAL OFFERS ON SOFTWARE ON CASSETTE, INCLUDES SOME EXTRA TITLES TO THOSE IN THE LATEST O.U.M MAIL ORDER LIST.
 OFFER VALID UNTIL DEC. 31st - MINIMUM ORDER IS 5 pounds.

BUCCANNEER - 1.50, VIEW TO A KILL - 2.50
 DON'T PRESS THE LETTER Q - 3.00, KRILLYS - 1.25
 LONE RAIDER - 1.30, MANIC MINER - 2.50, PROBE 3 - 2.50
 SPOOKY MANSION - 1.25, STARWIND - 3.25, XENON I - 1.20
 ZEBBIE - 3.00, RATSPLAT - 1.25, IJK CHESS - 3.00
 IJK DRAUGHTS (NO INLAY) - 75 pence, GOLDMINE - 2.00
 CATEGORIC - 80 pence, GERMAN LINKWORD - 4.50
 HARE & TORTOISE - 1.50, MULTIFILER - 1.75, CW MORSE - 1.00

MCP 40 PENS and PAPER

PENS AND PAPER ARE CURRENTLY OUT OF STOCK AND I AM SEARCHING FOR A NEW SUPPLIER.

MICRODISC P.S.U.'s

I HAVE A FEW POWER SUPPLIES FOR THE ORIC MICRODISC. ALL HAVE BEEN OVERHAULED BY DAVID WILKIN. PRICE INCLUDING POSTAGE IS 10 POUNDS.

SECOND-HAND SOFTWARE

PACK A consists OF 8 super arcades FOR 10 POUNDS incl. postage - MANIC MINER, TROUBLE IN STORE, ZORSONS REVENGE, SUPER METEORS, ULTIMA ZONE, KRILLYS, ICE GIANT, PASTA BLASTA (ALL TITLES ARE ORIC 1/ATMOS).
 PACK B consists of 6 titles for 7 pounds incl. post - HELLS TEMPLE, VIEW TO A KILL, FLY FOR YOUR LIFE, AUTHOR, HOUSE OF DEATH and SUPER ADVANCED BREAKOUT.

OUM DISC Nr. 1

"I THINK THE DISC IS EXCELLENT VALUE. THE KIDS LOVE THE GAMES, ESPECIALLY 'SQUEEK 2'. THANKS TO ALL THOSE WHO CONTRIBUTED TO THE DISC" - TREVOR 'POPCORN' SHAW.

OUM DISC Nr. 2

YES READERS THE OUM DISC number TWO IS WELL ADVANCED. THIS IS GOING TO BE EXCELLENT. PUTTING TOGETHER THE FIRST ONE HAS TAUGHT ME A FEW THINGS AND I CAN PROMISE AN EXCELLENT FOLLOW UP. PRICE SHOULD BE THE SAME AND THERE WILL BE PLENTY OF VARIETY. ALL THOSE WHO BOUGHT THE FIRST DISC WILL AUTOMATICALLY RECEIVE AND BE INVOICED FOR THE SECOND. IF ANY WHO BOUGHT THE FIRST DON'T WANT THE SECOND THEN PLEASE LET ME KNOW BY THE END OF THE YEAR. THOSE WHO DIDN'T BUY THE FIRST AREN'T TOO LATE.

RELEASE DATE - it is hoped to send the disc with the JANUARY 1993 O.U.M

WANT A TYPING JOB!

TREVOR SHAW TELLS ME THAT HE PRODUCED AN INDEX FOR TANSOFT'S ORIC OWNER MAGAZINE AND ALSO FOR THE SHORT LIVED 'TUG' ORIC MAGS. THE ONLY TROUBLE IS THAT THE INDEXES REMAIN HANDWRITTEN. IF ANYONE WANTS TO TYPE THEM UP, PLEASE CONTACT O.U.M or TREVOR DIRECT.

TREVOR'S PAGE

ON WE GO WITH TREVOR'S PAGE - PART 4 OF 'THE SERAIL PORT' IS NOT YET COMPLETED. TREVOR REPORTS IT IS POSSIBLE TO GET A 'BASIC' PROGRAM TO WORK SUCCESSFULLY WITH A BULLETIN BOARD AT 1200 BAUDS.

TREVOR HAS NEARLY FINISHED A SINGLE PROGRAM IN 'BASIC' FOR SENDING FILES BETWEEN 2 ORICS AND THIS WILL BE THE SUBJECT OF HIS NEXT ARTICLE.

NO SOONER THAN

NO SOONER THAN I HAD TYPED UP THE 'READERS LETTERS' PAGE, THAN I GOT ANOTHER LETTER FROM JEAN BOILEAU. HE TOLD ME THAT 'SHIFT EDITIONS' WAS THE NAME OF THE COMPANY THAT PUBLISHED 'HEBDOLOGICIEL' AND SOLD THE YELLOW CASES. JEAN THINKS THAT HIS COPY OF 'POSTMAN SAM' ESCAPED FROM THE BIN OF 'QUAKNINE BROS.' (MICROBROC) NEAR PIGALLE. FOR NEWER READERS, 'MICROBROC' IS THE LAST KNOWN BASTION OF ORIC GOODIES IN PARIS. IT IS NEAR THE OLD 'ORIC FRANCE' HEADQUARTERS IN THE PIGALLE AREA. I REMEMBER WALKING THROUGH THE AREA WITH VINCENT TALVAS. THE DOORWAYS WERE LITTERED WITH YOUNG LADIES! I THINK THEIR GAME WAS PROBABLY DIFFERENT TO THOSE PLAYED ON OUR ORICS. TALKING OF 'PIGALLE' REMINDS ME OF A PIECE OF SOFTWARE WITH SELF SAME TITLE. IT IS LIKE 'STRIP 21' BUT WITH A SHORT CUT 1. IF YOU DON'T HAVE TO PLAY CARDS - KNOW WHAT I MEAN HARRY!

THE BACK PAGE

WELL THAT'S IT FOR ANOTHER MONTH. I HAVE BEEN LISTENING TO DAVE LEE TRAVERS ON THE RADIO AND MENTION WAS MADE OF A PRINCE TRACK ENTITLED 'KISS' AND I THOUGHT TO MYSELF - YEP I'VE A 'HIRES' PICTURE OF ONE OF THOSE. SO A NICE PAIR OF LIPS FOR THE BACK PAGE FOLLOWED BY THE INDEX.



POB

THE INDEX

- P.1 - THE COVER from Jon Haworth
- P.2 - THE EDITORIAL
- P.3 - NEWS....NEWS....NEWS
- P.4 - BITS and BOBS
- P.5 - READER'S LETTERS
- P.6 - TRANSFERRING MACHINE CODE PROGRAMS - Colin Cook continues.
- P.7 - More from Colin + a Fractals listing from Harry.
- P.8 to 11 - RAMBLING IN THE ROM with Jon Haworth.
- P.12 - MORE BITS and BOBS.
- P.13 - A FURTHER LOOK AT 'LORICIELS'.
- P.14/15 - MORE AND YET MORE BITS AND BOBS.
- P.16/17/18 - MACHINE CODE FOR THE ATMOS - Peter Bragg.
- P.19 - MORE SCANDINAVIAN SOFTWARE with Arnt Erik ISAKSEN.
- P.20/21 - ORIC ENTHUSIASTS with Allan Whitaker.
- P.22 - TWO UTILITIES from HARRY.
- P.23 - COMPETITION TIME.
- P.24 - SOME ODD ITEMS.
- P.25 - THE BACK PAGE.