

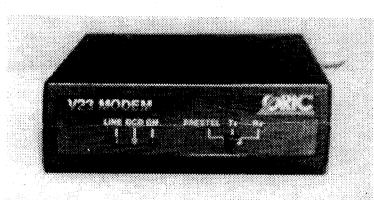
USER MONTHLY

with Oric Enthusiasts

Europe's longest running Oric Magazine

Number 69 May 1993

NEW!!



ORICALL Bulletin Board

See inside for full details

PAGE 2

HELLO AND WELCOME,

TO ISSUE SOIXANTE NEUF.

AFTER 10 YEARS OF THE ORIC IT IS TRULY AMAZING AT ALL THAT IS PRESENTLY HAPPENING WITH OUR MACHINE.

OVER EASTER I TOOK A WEEK'S HOLIDAY AND MET UP WITH A FEW FELLOW ORICIANS. THE BANK HOLIDAY WEEKEND SAW THE ARRIVAL OF JONATHAN BRISTOW AND HIS NEXT RELEASE - "SONIX". CHRIS HEARN ALSO POPPED OVER.

A FEW DAYS LATER I WAS ON MY WAY TO THE CAMBRIDGE AREA TO MEET UP WITH JON AND NICK HAWORTH. WHILE THE WIFE WENT SHOPPING AND YOUNG MATTHEW PLAYED ON A MEGADRIVE; I WAS TREATED TO A TEST RUN ON 'ORICALL' - THE BULLETIN BOARD RUN BY NICK. RUN BY NICK.

A REVIEW FOLLOWS ELSEWHERE.

THE I MUST SAY HOW IMPRESSED I WAS WITH NICK'S PROGRESS IN THE WORLD OF PROGRAMMING. THE NEW BULLETIN BOARD SOFTWARE SEEMS TO BE EXCELLENT AND YOUNG NICK IS FULL OF IDEAS TO KEEP OUR MACHINE ALIVE. IF YOU HAVE A MODEM THEN I DO IMPLORE YOU TO GIVE 'ORICALL' A TRY. IF YOU DON'T HAVE ONE THEN I THINK I CAN PUT A COUPLE OF SYSTEMS TOGETHER.

- DAVE DICK

THE INDEX TO THIS ISSUE IS ON THE BACK PAGE.

ORIC MEET

THE NEXT ORIC MEET IN AYLESBURY IS ON SAT. JULY 17th. TICKE-pound EACH. FOOD AND BAR AVAILABLE DURING THE DAY. COME ALONG TO TICKETS ARE TALK TO. TO BULLETIN BOARD WITH NICK. SEE ALL THE LATEST CEO AND PD SOFTWARE FROM WILKIE IN ACTION WITH HIS SOLDERING IRON. CHECK OUT 'SONIX' CHALLENGE MATTHEW TO SOME ARCADE GAMES. DO WHAT YOU WANT - IT'S JON. SEE SONIX' WITH JB. YOUR DAY OUT!

SEND OFF FOR THOSE TICKETS NOW. TICKETS AND MAPS WILL BE SENT OUT **NEXT**

MONTH.

DON'T FORGET THE BAR-B-Q IN THE EVENING (BRING YOUR OWN SLEEPING BAG).

GRAND RAFFLE

PRIZES PROMISED FOR THE GRAND RAFFLE AT THE NEXT ORIC MEET ARE STARTING

TO ACCUMULATE.

IF YOU WANT TICKETS FOR THE RAFFLE AND ARE NOT ATTENDING THE MEET THEN YOUR MONEY IN NOW. TICKETS ARE 1 POUND EACH. ALL PROCEEDS TO O.U.M FUNDS.
OUR FRENCH READERS CAN PARTICIPATE BY SENDING 10 french francs PER TICKET
READERS FROM OTHER COUNTRIES CAN ALSO TAKE PART. TELL US HOW MANY TICKE
YOU WANT AND WE WILL ADD THE COST TO YOUR NEXT SUBSCRIPTION. DON'T FORGET IF YOU HAVE A PRIZE TO DONATE THEN PLEASE LET US KNOW.

HORE HI-SCORES

The followin hi-scores were too late for THE GAMESTER page, but well worth noting:

LIGHT CYCLE - 4,521 - PETER THORNBURN TETRIX - 2418 - DENIS BONFIELD

Denis just beat Henry Marke's score by 7 points. level 9 is the killer. Denis tells me that

TEBBIE

Peter Thornburn has recentlu been trying the Oricdos disc version ZEBBIE. Unfortunately the same bug with the bonus screen appears. I ofΙ am going to try downloading it from cassette to disc with one of the newer utilities around. I'll keep you posted.

. 2月33月 2月33月

NEWS FROM Dr.RAY

PAGE 3

Ray McLaughlin has sent copies of his ASSEMBLER and COMPILER Rob Kimberley for assessment. We hope to have a report from Rob the next issue of 0.U.M. packages this or in As an indication of the performance of the COMPILER, Ray has re-wr. Colin Cook's prime number sieve program. (See elsewhere for the listing). In Basic the program takes about 329 seconds on the Atmos, whereas Compiled version only takes about 147 seconds. Without any of the number printout the times are 200 and 74 seconds respectively. This that the COMPILER speeds up operations such as FOR/NEXT loops, REPEAT/Next loops, PEEK and POKE by a factor of about 3. prime shows REPEAT/UNTIL

The graphics routines and expression evaluations (numerical calculations string concentation/slicing) are also speeded up by a factor of about 3 printing to screen is hardly speeded up at all, especially if screen scro

is involved.

The ASSEMBLER package includes demonstration source code (a HIRES sc printing routine, a machine code monitor and a RAM editor), fully labelled annotated source code for the Atmos V1.1 ROM, source code for Fig-FORTH (TANSOFT'S FORTH for the Atmos but translated for SEDORIC, with the Fource screens supplied with the cassette version and FORTH source COMPOSER - again updated for SEDORIC). The ASSEMBLER comes with a full page manual and there is a manual extension for the FORTH also.

Well I think those packages will keep many of our readers happy. I'm we all appreciate the work that Ray is putting in to help the Oric surv NO! - not just survive, but if I can use a pun - TO GO FORTH! and FORTH

happy. I'm sure he Oric survive.

AS AN ASIDE - Ray prepared his letter to me with WORD-SPEED. He asked how liked it's style with it's neat justification, the indents and page number bottom of each page. WORD-SPEED is available through Allan Whitaker Shareware scheme and comes complete with an excellent manual. Well Ray - promise to use it for at least one page in the next O.U.M as long as I donget absolutely re-hooked on VORTEX again!

OLD WICROS

If enough are interested I intend to give attendees to the July Oric Meet slight deviation from the ORIC. I know that many of you have many old micr and I propose to take you on a little trip to a local shop that deals main in second-hand micros, software and add-ons.

Recently our Mr.Bristow came away laden with a machine. I promised not tell what it was. I'll just give you it's initials - QL!

Also on display at the time were Spectrums, a WANG, an ACORN ATOM, ELECTRON with 3.5" drive, Modems, a Commodore, a BEEB and a whole lot mor Bring your money; but not too much, because it's all relatively cheap and it a good place to barter. micros mainly more.

JVC DRIVES

Readers may recall that I bought a new JVC 3.5" disc drive from BULL ELECT. Originally priced at 19 pound they dropped the price to 15 pound. David Wilkin sorted out how to power it, but unfortunately it ran at 600 revs.

I have recently had a news-sheet from BULL ELECT. They are now, advertising these drives as BBC DISC DRIVES. Apparently one of their customers has set them modification details to enable the JVC drive to work with a BBC. The say that the well explained mod.comes complete with a strobe to set up to disc speed. Price for the drive and data is now just 9 pound + V.A.T + post. As for me - well I've sent mine back for a refund. (and I've just got to specific the drive and data is now just 9 pound + V.A.T + post. (Twice the norm.). advertising sent They the cheque).

SOMIX

Planned release date for Jonathan Bristow's new musical editor is June 1st. A compilation audio tape containing some of the demos that Jonathan has written and transferred to SONIX is now available. Just send 6 x 24 pence stamps to hear and listen to it on your Stereo. The manual to go with SONIX is about 20 pages (though I may shrink this). The program itself is virtually finished. (see elsewhere for mini-review). Good news for cassette users is that a version will be available for them, but probably not on June 1st.

but probably not on June 1st.

Price has not yet been finalised, but it will not be a giveaway! A work has gone into the program, demos and manual by Jonathan and I have of work to do to get it into a saleable package.

I hope it will be worth the effort. lot

ORICALL ARRIVES

Nick Haworth

I would just like to start my article with congratulations to Trevor Shaw for his excellent article on the Serial Port. Previously the Oric Serial port had been an object of complete mystery to me.

In the past, I had always associated bulletin boards with hacking, viruses and extremely large phone bills! I still had visions of the old days on Prestel, with drab pages with reams of boring figures from the stock market. What I had wanted was a lively Oric Section on Prestel, with users exchanging information, views and files.

Back in 1985, Oric supposedly attempted to do this and released a statement that 'Oric are to take a substantial number of pages on Prestel to create an Oric database.' In reality, a trial section called 'Oricall' was only ever prepared. That was the last we ever heard of the Oric database. This quote, and many other quotes from the archives are available in the book 'Oric -The story so far' written by my Dad and obtainable for the measly sum of £4.50.

Right, free plug over back to the story. I obtained a modem which I borrowed from my Dad's work and attempted to log onto some bulletin board systems with my Dad's laptop computer. After playing around for a while on some BBS's, I was pleasantly surprised at the quality of them. Sections for different computer formats, software to download, help areas, multi user games, electronic mail and much, much more.

Well how does this tie in with the Oric I hear you ask. Recently, I was flicking through our closely guarded OUM collection, and I found a short note from Dave about a viewdata BBS run by a Chris Dalby in Bradford. I dialed up this viewdata system, a number of times but to no avail. From Dave's note, I became interested in running my own bulletin board specifically for the Oric. By chance, I came across a piece of software which let you set up your own bulletin board on your P.C.

I have decided that I am going to set up an Oric specific bulletin board. I have managed to obtain a copy of this software and for the past three months I have been busy setting it up for the Oric. Because of the systems incredible flexibility, it has made it relatively easy for me to convert the system for use with the Oric. The main difference between the Oric's and the P.C's display is the screen width. While the P.C. has 80 columns the Oric only has 40. Because of this, I have had to convert all of the menus and text files to forty columns. Unfortunately some parts of the BBS cannot be changed and so there will be a few

discrepancies on the system.

In the bulletin board, I have included News, Oric software files, Message areas, News from OUM and CEO, etc. The BBS even supports letters direct to Dave! Just think all you Dave Dick lovers out there, you could send all your fan mail in a few seconds electronically to him!!!

I think the most exciting feature of the Bulletin Board is the inclusion of a file section. I have just finished writing a complete comms package for the Oric in machine code and Basic. I am still testing and debugging it, but it will definitely be ready for the launch of the bulletin board. To actually access the bulletin board you will have to use my software. I ran extensive tests using Oricomms and found that it was too slow. Sorry Trevor! At the end of this article is a note about the price and availability of the BBS software. (I do not intend to make a profit out of the software).

Included in the comms software are two file-transfer modules. One for receiving files, and the other for transmitting files. With the receive program you have the ability to download any file that exists on the BBS, straight into your Oric. For instance all the P.D. will be placed into the BBS system for downloading.

Just think, the files that you want will be within your fingertips in a matter of seconds... No more waiting for PD software, etc to come through the post it would be instantly available for your use on your Oric. As an example, it takes just 48 seconds to download CPD-4 (Superwin) from the BBS!

As you take files from the bulletin board, I would like to ask you to give files in return. This is why I have included the transmit routine. For every 5–10 files you take off the bulletin board, all I ask for is one in return. I am not asking for you to upload whopping great files at the expense of your phone bill. Small files would be perfectly adequate and would help maintain interest in the BBS's file sections. Other uses for the transmit routine include sending files for direct to Dave, to me, or to my Dad. You could even upload your next article for OUM in Dave's word processor format and it would save him a lot of time, as he could edit the article at ease.

This would of course be a lot quicker, and safer, especially with files after the Post office's recent use of X-rays on all forms of post.

I have forgotten to mention the name of my BBS. It is going to be aptly named 'Oricall'. The running of the BBS will be of course a lot of work, but I am willing to run and maintain an Oric Bulletin Board.

That is of course if there is enough support for the BBS. I do not think it is worth my while, to run a BBS with only 1 user using it regularly. On the otherhand, I would be quite happy to run the section with 10 users or more using it regularly.

It is an impossible task to do all on my own, and that is why I would like as many things as possible sent to me for inclusion in the BBS. This includes files, articles, reviews, etc.

ORICALL goes on-line at 10 p.m. on Monday, 3rd May, 1993

Initially the Board will be open from 10 p.m. to midnight each Monday, Thursday and Friday. The number to ring is 0223 835171. Because it is only one line, you may well find it engaged. Time on the board is limited to 15 minutes per caller per night, so wait a few minutes and try again. Please note that this is **not** a voice line.

One thing I would ask of you – <u>please</u> respect these hours and days. This is my parents' private phone line, and calls outside the set times will not only cause aggravation, but may result in the line being suddenly chopped off!

For the time being the software is available on DISC ONLY, self-booting under Sedoric. It is boot-compatible with all DOS types except Cumana V1.0. To obtain your copy, send £2.50 to:

Mr. J. Haworth, 3 Madingley Road, Cambridge CB3 0EE.

So its up to all you modem users out there. Do you want to let your modem gather dust in the corner, or do you want it to be used for what it was originally intended for?....

A REVIEW FROM DAVE DICK

I have now had the opportunity to try out Nick Haworth's Bulletin Board on

occassions.

Initially at the Haworth household armed with an Atmos, drive and Oric Modem. A few feet away were Nick and Jon with a SHARP PC and HAYES Modem. SHARP is the storage facility for files that you may wish to upload from Bulletin Board and is also used for storing files that you download. The Homodem is far superior to the Oric one and is quicker and therefore cheaper transmitting files. Your Oric Modem is relatively fast in recieving, but V23 The the The HAYES

for sending.
One's first log-on is going to be longer than subsequent ones as you be register your details i.e. Name, Telephone no. and your Password (known you). Not even the SYSOP (Nick) will know it. If you happen to forget if you can log-on as GUEST.

If Nick is not listening in it may take 24 hours for registration accepted, otherwise you will be approved there and then.

And so to the demo have only to then

Teletext graphics greeted me and led me into the Main Menu, which was to let to sub-menus. For example the Message Menu accessed by pressing 'M' (all us friendly this and not a waste of time or money by having to type in 'Messages' lead to such items as Private Mail, Letters to Dave Dick, and Letters to Haworth. Letters to Jon or Myself can be private or public at the sended discretion. I tried my mailbox and was told that there was one message. I pleasantly surprised to see that Trevor Shaw had successfully logged on from Northumberland.

After an afternoon of trying the system and I was to be a system and I was to be a system. lead user senders was from

After an afternoon of trying the system out I went away what Nick had achieved.

THE SECOND STAGE very impressed with

Now armed with the software on disc and a well-written manual I was ready to try the system out from home. This was the crunch.

I spent 50 enjoyable minutes at cheap rate (6 pence per minute) testing the options. Any bugs were generally created by me in as much as I had not read the manual. I tend to try things as I go along, which isn't always a bad thing as sometimes it throws up the unexpected. Any difficulties I got into were quickly resolved by either a) typing 'RUN' and pressing 'RETURN' a few times — only needed if I came out of the system or B) as often as not the SYSOP broke in to put me right.

I was tempted to send a text file of about 12K, but as this would of took minutes, then decided against it. There has now been an update so that you prepare messages etc. on the PD word processor SCRIVENER. I have yet to this facility, but as you can prepare your messages before hand then it must can must

a plus.

Normally it would take just 8 seconds to download 1k (very fast) and 2 minutes to upload 1k. For this reason it is very economical to recieve, but it is advisable to send any large files to Nick on disc.

While you are recieving a file you can keep track of what is going on. You are told how long the file is and estimated time to download. There is also an error register. I encountered no errors whatsoever. If there had of been then they would of been corrected before they got to me.

The file I recieved (FISHER SAM) was saved to disc in it's raw state. Then by using the SUPERLINKER utility was able to convert the file to SEDORIC.

A real boon is the 'save screen to disc utility'. By pressing CTRL S, one can save any screen for later reading. Up to 255 screens can be saved. By using a file called 'READER.COM' you can then read the scored screens in numerical order by just pressing the SPACE bar to page over.

As well as messages there are many other interesting items on the board. Time and space do not permit fuller detail and so a precis:- Problem area, Adventure helpline, Games World (all the pokes for infinit lives are stored on a database), Public Domain software, News from OUM and CEO etc., games sent in by users and a database containing the names of all the users we know with their interests (addresses will not be shown as we do not want non-Oric users to give you hassle. Adresses with the SYSOP).

There are many more things planned from the DUM Contact List or by leaving a message with the SYSOP).

There are many more things planned for the Bulletin Board. In fact N making additions all the time and would of course be pleased to hear your as it is for your benefit. fact Nick

as it is for your benefit.

There will be things that I've missed in this review . I have gone into the technical details and haven't listed all the uses that you can put the system to. It is all in the manual. As the manual and the disc software with utilities are only going to cost you 2 pounds and 50 pence it is worth spending that much even if you have no intention of using it. You can always re-format the disc, but I bet you will find something of interest, even if it is only to nick one of the utilities for an idea that you may have of your own.

Leads to suit the OPELCO/MICRODISC/CUMANA systems are available from Jon. Thes include the male adaptor where you fit your RS232. The price is 8.50. Please state which system you have as the MICRODISC lead is a lot longer.

AS we go to press, Nick is already working on a database of ORIC books.

Nick - I salute you. You have taken the bull by the horns and set up what i believe to be a very interesting and reliable board. It has certainly generated some ideas inside my head.

Go on readers - GIVE IT A TRY.

PAGE 8

MESSAGE TO ANYONE!

DOES ANYONE KNOW OF AN 'ENTERPRISE' USER GROUP? PLEASE LET US KNOW SO THAT WE CAN LET DENNIS BONFIELD KNOW.

MESSAGE TO BRIAN KIDD FROM EVERYONE

CONGRATULATIONS ON THE BIRTH OF ZACHARY WHO WEIGHED IN AT 5 1bs. & 13 ozs. WELL DONE TO THE WIFE AS WELL!

MESSAGE TO JONATHAN BRISTOW FROM GRAEME BURTON

I'VE FOUND A SMALL BUG IN 'DONT PANIC'. YOU CAN MAKE THE ROCKS "HOVER" IN THE AIR BY QUICKLY MOVING IT FROM SIDE TO SIDE.

NOTE FROM THE ED. - I THINK THIS IS WHAT "SWISHING" IS ALL ABOUT!

VORTEX

Many of you out there may of been able to get hold of VORTEX from LORICIELS. Like me you probably had difficulty in using it to it's full extent, due to it's French manual. Well - your problems are over thanks to our Norma Wrangham.

Norma has done a marvellous job in translating the manual for the cassette version (disc users will have no problem with this).

Anyone wanting a copy of this 16 page manual should send me a cheque/postal order or stamps to the value of 1.50 to cover costs of photocopying/postage.

MESSAGE TO NIGEL ALEFOUNDER

The non-working MCP 40 you sent to 0.U.M has been put to good use already. One of the small cogs in now resident in Jon Haworth's machine. Sincere thanks from Jon. Look out for a surprise in the post.

TROM

In the March issue of O.U.M there was a query relating to the TRON command from John Hurley. Well I have had a letter from Neville Clark, who tells me that he still writes to Owe Fransson, and has in fact met Owe twice in Sweden and once in England. Neville has kindly passed the query onto Owe. As Owe and his family are holidaying in the U.K in June he will again meet up agian with Neville.

HODULATOR

The latest MAPLIN catalogue shows a Modulator ref: UM 1286. Jonathan Bristow thinks this may be of use to send the Telestrat sound via a T.V.

SPELL - CHECKER

A Spell-checker is the latest in the line of utilities being planned for a word-processor for the Oric. It is also hoped that the program would allow one to load in files from other W.P's

ORICDOS to MS-DOS

Nick Haworth plans to shortly offer a service to transfer your ORIC disc files to PC format.

SOFTHARE FOR SALE:

EACH 1.50 (INCL P+P)- CONTACT:G.LECKIE,16 WILLOW LANE,COCKERMOUTH,CUMBRIA CA13 9PD (TEL 0900 822514)

XENON1,SPOOKY MANSION,ORIC FORTH,SNOWBALL,ZORGS REVENGE,ISLAND OF DEATH, LIGHT CYCLE,MARC,ORIC BASE,WELCOME TAPE (OR-1),ELEKTRO STORM,CASSETTE 50, ZODIAC,LOCH NESS MONSTER,HOPPER,HARRIER ATTACK,INVADERS (VENDOR NO LONGER HAS ORIC)

NOTE FROM EDITOR: Check current prices of new cassettes prior to forking out 1.50 for 2nd. hand software!

HOM'T GET FOOLED AGAIM!

I RECENTLY HAD 2 LETTERS ON THE SAME SUBJECT, NAMELY AN ORIC EMULATOR FOR THE ATARI ST. BOTH PAUL HUTTON AND DENNIS REDFORD HAD TROUBLE GETTING MUCH HAPPENING ON THE OLD ATARI. DENNIS IN FACT SENT ME A PRINTOUT OF THE INSTRUCTIONS OF THE PROGRAM. AS THEY WERE IN FRENCH I SENT THEM ONTO NORMA WRANGHAM, WHO KINDLY TRANSLATED THEM. I'M SENDING A COPY TO PAUL AND DENNIS, BUT FOR OTHER READERS A BRIEF RESUME.

THE INTRO. TO THE PROGRAM STATES: "HERE ARE THE HIGHLY COMPLEX INSTRUCTIONS FOR A NON-EMULATING EMULATOR. THE ONLY USE YOU CAN MAKE OF THIS IS TO FOOL YOUR MATES WITH IT, BY RUNNING A SEQUENCE OF MANIPULATIONS TO MAKE IT LOOK AS IF IT REALLY WORKS"

THERE THEN FOLLOWS A FEW FUNCTIONS e.g.: LIST, RUN, CLS, CTRL-T etc.
THE DIRECTIONS END WITH THE FOLLOWING: "BY COMBINING THESE FUNCTIONS SKILFULLY YOU CAN MAKE IT LOOK AS IF THE PROGRAM WORKS CORRECTLY FOR AT LEAST 3 MINUTES."

LEAST 3 MINUTES.

YES FOLKS - ANOTHER JOKE EMULATOR!
THE WAY; WHAT APPEARS ON SCREEN IS THE FOLLOWING:

ORIG EMULATOR BASIC V1.0

ROBTEK THTERMATTOMAL

CAPS

967631 BYTES FREE

DEARY

DRIVES AND PSU's

Gavin Williams has kindly sent me a price list from CAMBRIDGE COMPUTER SCIENCE LTD. of 374 Milton Rd., Cambridge. CB4 1SU (tel: 0223 424602 or 0831 430476 or 0831 430552).

Amongst items on the list are:

3.5 80 track,DSDD 720k drives to suit most micros - 25 pound each.

Apricot switched mode disk drive PSU - 5V at 2.5A, 12V at 2A with switch and fuse - 10 pound each.

They also deal in IC's, RAM chips, DRAMs, PC cards etc.

Postage is free on orders over 5 pound, but don't forget to add V.A.T at

17.5%.

THE CHALLEHOE

The latest and fastest prime number sieve program (See page 3 - News from Dr.Ray): -

100 GRAB

INPUT"Top number to search for primes";H:CLS
L=0:K=0:R=0:P=0:I=0 110

120

130 Z=0:N=1

DOKE630,65535:L=DEEK(#9E):K=L+H:R=INT(SQR(H)):P=3:PRINT1;2; FORI=LTOK:POKEI,Z:NEXT REPEAT:FORI=L+P*PTOKSTEPP*2 140

150

180

POKEI,N
NEXT:PRINTP;
REPEAT:P=P+2:UNTILPEEK(L+P)=Z:UNTIL P>R
FORI=L+PTOKSTEP2
IFPEEK(I)=ZTHENPRINTI-L;

200

210

550 NEXT

230 PRINT:PRINT
240 PRINT"FINISHED IN";(65535-DEEK(630))/100;"SECONDS

OUN DISC MUMBER 3

THE THIRD OUM DISC WILL DEFINITELT BE SENT OUT WITH THE JUNE ISSUE OF O.U. M. WILL BE SENT TO ALL THOSE WHO BOUGHT THE LAST DISC UNLESS HEAR FROM YOU BY APRIL 28th.

RAMBLING IN THE ROM - 49

SCART

We've heard quite a lot recently about SCART sockets, not least in connection with the Telestrat. The things are now standard equipment on most new televisions over 14", and even some of those have one (e.g. the Sony). Their big advantage is that they provide one connection for a whole range of signals, including sound, composite video, and our beloved R.G.B. output. They mean that, correctly connected to the Oric Atmos or Oric-1, we can easily have monitor quality pictures and, with a little more trouble, adjustable sound through the T.V. Here, then, is a description of the Scart plug and its connections, and to start with a simple project to construct your own RGB (picture only) lead.

A SCART plug (or socket) has 20 pins and an earth. The pins are always wired for the same functions in all equipment. Here is the layout expressed as if from each piece of equipment:

SOUND

- 1 Audio output B (Stereo right or mono)
- 3 Audio output A (Stereo left or mono)
- 2 Audio input B (Stereo right or mono)
- 6 Audio input A (Stereo left or mono)
- 4 AUDIO ground

Thus sound output from the Oric would be routed TO pins 2 and 6 of the plug that goes into the television.

R.G.B.

- 5 BLUE ground
- 7 BLUE
- 9 GREEN ground
- 11 GREEN
- 13 RED ground
- 15 RED

There are no individual RGB ground signals from the Oric; the one ground output is linked to pin 17, video ground.

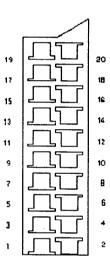
VIDEO

- 19 VIDEO composite/SYNC output
- 20 VIDEO composite/SYNC input
- 17 VIDEO ground

FUNCTION SWITCHING (BLANKING)

- 8 Function switching (slow switching) active for 9.5–12v
- 16 Blanking (fast switching) active for 1–3v
- 18 Blanking ground

The role of these signals is to disconnect the aerial signal and activate the SCART socket. R.G.B. input is enabled by applying the appropriate voltage to either pin 16 alone, or pins 16 and 8 at the same time. Pin 8 alone enables composite video input. If neither pin is activated the SCART is 'off-air'. We do not use the blanking ground pin.



OPTIONAL

- 12 Communication data line 1
- 10 Communication data line 2
- 14 Communication data ground

These are not usually connected on televisions.

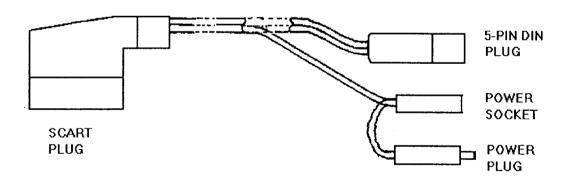
All the ground pins are linked inside the television. The metal shield of the SCART plug is a common ground or shield, and is sometimes referred to as pin 21.

To construct a simple RGB only lead for the Oric, you will need the following materials (Maplin number, page and price), plus of course a soldering iron and solder:

1 SCART plug (male)	FJ41U	229	1.28
1 5-pin DIN-A plug (male)	HH27E	202	.29
1 2.1mm power plug (long)	HH61R	225	.28
1 2.1mm line socket	JK11N	225	.56
1 560Ω resistor	M560R	398	.03
7-way screened cable (1 metre)	XS41U	132	86
	•		3.30

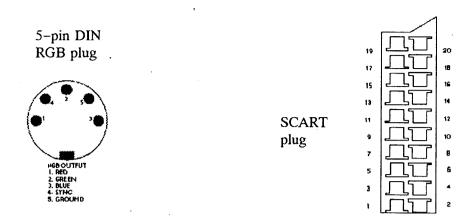
Maplin are on 0702 554161, there is a handling charge of £1.20 per order.

Now for the look of the finished lead:



The cable I have chosen is one specially produced for SCART leads. It has 2 single screened wires, one 4-way screened wire and 1 single wire. We use the 4-way screened wire for RGB and SYNC and the single for Ground (the 5-pin DIN plug) and one of the screened wires for blanking (the +9v line of the power plug). The DIN plug goes into the RGB socket on the computer; the 9v plug from the computer power supply goes into the power socket, and the power plug into the back of the computer.

And finally the wiring connections. Pin numbers are as follows over the page, <u>looking at the soldered</u> <u>pin side of the plugs</u>:



And the connections:

5-pin RGB DIN plug	SCART plug	Power socket	Power plug
1 ←	→ 15		
4 ←	→ 20	·	
2 ←	→ 11		
5 ←	→ 17		
3 ←	→ 7		
	8 ←	+9v	→ +9v
	560Ω ↑ 16 ←		
		Neg ←	→ Neg

Finally, if you can't face the construction, I will make up a lead for you for the all-in price of £9.50 including postage. Please note that this lead is not suitable for the Telestrat, which comes with its own SCART lead anyway.

DO NOT use your Telestrat SCART lead on the Atmos or Oric-1, nor this lead on the Telestrat - it will cause terminal damage! If you have both machines, it's best to mark your SCART leads clearly.

Just to emphasise the point, the Telestrat has a 6-pin DIN socket for the RGB output. Although pins 1 to 4 are as for the Atmos, pin 5 is the sound output, and not ground – hence the problem – and pin6 is 12v for the SCART plug. It is of course possible to make up a 5-pin DIN lead from the Telestrat for the pure DIN RGB input that a good many monitors here use, utilising pins 1 to 4 and the screening as ground. The moral is, when you get your Telestrat, ask for the right lead! Incidentally, the CEOMAG for March included details on fitting UHF output to the Telestrat, so all things are now possible.

Rambling on...towards #CFFF

EVALUATE A NUMERIC EXPRESSION

Entry: TXTPTR

Exit: The number is in ACC1.

A, N and Z are set according to the exponent.

CE77 JSR \$CE8B CF03 JSR \$CF17 Evaluate the expression

VERIFY NUMERIC VARIABLE

CE7A	CLC	CF06	CLC	Indicate numeric type required
CE7B	BYT #24	CF07	BYT #24	jump the next instruction

VERIFY ALPHANUMERIC VARIABLE

CE7C	SEC	CF08	SEC	Indicate string type required
CE7D	BIT 28	CF09	BIT 28	test numeric/string flag
CE7F	BMI CE84	CF0B	BMI CF10	if string, jump
CE81	BCS CE86	CF0D	BCS CF12	if numeric and string requested, error
CE83	RTS	CF0F	RTS	
CE84	BCS CE83	CF10	BCS CF0F	if string and string requested, OK
CE86	LDX #A8	CF12	LDX #A8	index the message 'TYPE MISMATCH'
CE88	JMP \$C485	CF14	JMP \$C47E	and display the error

EVALUATE AN EXPRESSION

Entry: TXTPTR correctly set.

Exit: the value is in ACC1 (numeric). For a string also (address of the pointer in #D3-#D4)

#28 = #00 (numeric) or #FF (string)

A, N and Z are set according to the exponent (numeric result) or the length of the string.

Principle:

The routine evaluates in turn all the operands, then the operators. According to their priority these are executed, or the operand placed on the stack together with its priority and its address (-1).

The execution of an operand begins by taking a value from the stack and putting it in ACC2 (left-hand operand), correctly setting A and Z, and ending with an RTS since the address has been placed on the stack. The priority value stacked at the beginning is #00, which serves as a stop for the stack of operators. Another stop is needed to define the end of the expression (no more operators); this does not necessarily correspond to the end of the evaluation given that there can still remain some operators to execute on the stack. The variable #BA, which contains #FF (end) or the relational value of the operator (which is always positive) plays this role of the 'physical end'.

When the routine is called it picks up a number or a string (#CF74/#D000), then starts by jumping a character, usually the operator. That is why TXTPTR must be adjusted both at the start and the end of the evaluation of an expression.

To fully understand this routine, which is by far the most complicated in the ROM, you will be able to study a flowchart in Figure 3 next month. Its difficulty arises from its recursive nature, where the stack is playing a deciding role. To better understand this problem, an example will be provided, Figure 4 (the addresses given are for V1.1) – see you then!

Jon Haworth

PAGE 14

DEAR DAVE,

I look forward to the release of MIND MADNEZ, especially if it compatible with my DK'TRONICS joystick interface.
The second O.U.M disc is even better value than I thought as I have putting the 'Tape to Disc' utility to good effect. I now have an eversion of ZORGONS REVENGE together with SPACE QUEST, STARFIGHTER (Oric 1) been

- PAUL HUTTON (Worcester)

the last time I heard from Arnt he said that unfortunately MIND MADNEZ would probably not be joystick compatible.
Glad to see that you are putting the utility to good use. I have been testing out SUPERCOP from Harry Peters with success. I have used it to download DONT PANIC from disc to cassette. I was impressed with the speed that it saved the loading screen. I had first done it manually and forgot to use QUIT, thus it took for evermore. Obviously Harry has built this command into his program and thus it saves one having to remember to do it. (NOTE TO NEW SEDORIC USERS - when saving from disc to cassette on SEDORIC, by first doing a QUIT the saving time will be dramatically faster).

- Dave Dick DEAR PAUL.

DEAR DAVE,

my main interest is Amateur Radio and I would like contacts for RTTY and Packet Radio.

Also I would like details of ports on the TELESTRAT.
- Dave Dempster (Oldham)

DEAR DAVE,

welcome to O.U.M.

According to my records the following members have a similar interest to you: Dave Austen - amateur radio & slow scan TV, Jack Goldthorpe - amateur radio, I.J.PARKINSON - Amateur radio, GEORGE POPLE - RTTY & amateur radio, and Dennis Redford. I was speaking to Georgr Pople recently and he tells me that he has an Oric program for RTTY. George is also into Packet Radio. I am sending you their addresses. Perhaps they may even write to you first. If anyone else wants to make contact with Dave they can write to him at: 12 ERIC STREET, CLARKSFIELD, OLDHAM OL14 1LZ.

Regarding the port of the TELESTRAT I will send a copy of my TELESTRAT brochure and anything else that I have and I believe I asked JON HAWORTH to send on all the info. that he has. (I DID - DIDN'T I JON!!)

- Dave Dick

DEAR DAVE,

after blowing up my ATMOS/DRIVE system I am finally up and running again. Steve Hopps supplied me with the all important FDC chips and boot-up eprom. Through O.U.M I would like to say - THANK YOU VERY MUCH TO STEVE HOPPS.

I have now had a chance to thoroughly inspect OUM DISC Nr.1. My opinion - very good value overall and I particularly liked SQWEEK II. I have also had a chance to check out SEDORIC V2.0. As I suspected my MORSE TUTOR misbehaves on V2.0 discs - if the first bit-map has been used up (i.e full) as I wrote my own GET-SECTOR routine (did not use SEDORIC's).

I've also seen no warnings about using TETRIX on V2.0 discs. This uses the 2nd. bit-map sector on which to save the high score table.

- Denis Bonfield (London)

DEAR DENIS. perhaps you could clarify if MORSE TUTOR will perform correctly if transferred to V1 SEDORIC.

Regarding TETRIX - I believe I have always used V1 for duplicating these. Perñaps réaders could check their copy.

- Dave Dick

DEAR DAVE,

DEAR DAVE,

I notice that Robert Crisp is offering a Sharp PC 1211 pocket computer as a raffle prize at the Oric meet.

I have a similar machine, a PC 1245, which I use every week to generate a shopping list for my wife to take with her to the shops. I wrote the program myself, and think it should be largely compatible with the 1211, so I can offer a copy to the lucky winner.

There are actually two programs; the first creates 4 files of 30 items each, entered from the keyboard. each item is a regularly purchased goods, and the main program allows it to be prefixed or suffixed with quantities or comments. There is a means of viewing the item in the machine's tiny display, going back to previous items, and inserting new items. An accepted item is simply printed on the cassette interface's printer.

I've used the program fo years, it saves all that thinking about what to buy. It's a nice portable machine too, so you can use it in the kitchen, whereas if the Oric was used, it would mean running backwards and forwards from the 'den' to the cupboards and fridge to see what was needed!

Perhaps you could forward this info. on to Robert, then if he wants to, he can get in touch with me. I ought to warn you, though, when he finds out how useful the machine can be ,he may decide to hang on to it! - Colin Cook (Pitsea).

DEAR COLIN. well if the SHARP gets 'LOST IN THE POST' between Leeds Aylesbury then we will know that you have convinced Robert.
The other evening Jonathan Bristow and I were looking through my collection 'THE HOME COMPUTER COURSE' - an old weekly encyclopedia thingy from Orbis. came accross the Sharp. Can't remember which model. As i'm now in the middle redecorating i'm afraid I haven't a clue where I've stored them. It fascinating looking at the specifications of old machines such as the Aquar between Leeds We WAS the Aquarius and QL. Perhaps I ought to do a series on old machines!

DAVE

DEAR DAVE,

I am interested in trying to obtain copies of the following possibly using an "out of print" book service. To cut it short I got the from a Jon Haworth column from an old OUM. Do you as editor have any old books. titleś copies

"Oric Machine Code Handbook" - Paul Kaufman - Granada "Oric Atmos & Oric 1 Graphics and Machine Code Techniques" - Geoff Phillips " Oric Atm McGraw Hill

"30 Hour Basic - Oric" - Clive Prigmore "Oric and Atmos Machine Code" - Ian Sinclair - Granada "Getting the most from your Oric" - Bryan Skinner - Penguin "Machine Code for the Atmos and Oric 1" - Bruce Smith - Shiva.

_Gavin_Williams - Gavin Williams 36 Heol - y -Deri, Rhiwbina, Cardiff. CF4 6HH

DEAR GAVIN,

firstly I would like to welcome you back to the Oric fold. I know it has been a couple of years since you last took OUM.

Regarding the books: I believe David Hall has a copy of "30 Hour Basic" for sale and I seem to remember that Brian Kidd had spare copies of the Bruce Smith book. When I get a minute I will look through my collection. Meanwhile perhaps some of our readers can help, though I doubt if anyone wants to part with the Geoff Phillips book as it is very hard to come by. - DAVE DICK

SOFT/HARD WARE FOR SALE

VENDOR : P.D. KERSEY-SMITH, 16 PEN-Y-LLYN, GWERSYLTT, WREXHAM, CLWYD, LL11 4EP

PRICES IN BRACKETS-EXCLUDING P+P - CONTACT DIRECT.GIVING REF - B.KIDD/OUM

ORIC MUNCH ASTEROIDS THEM STARFIGHTER ORIC-1 WELC TAPE ATMOS WELC TAPE (ALL 50P)
RAISPLAI, F.F.Y.LIFE DINKEY KONG (0) HELLS TEMPLE CASS STOP ULTIMA ZONE SPOOKY MANSION, JOGGER (0), DRACS.
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PASTA BLASTA Q. A. JACK CATEGORIC, GRAVITOR (ALL 150P)
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BOOKS:

ORIC-1 PROG.INTRODUCTION (50P), ORIC-1 MANUAL (#2 100P EACH), FORTH FOR MICROS (150P),SIXTY PROGS FOR OF (200P),HOW TO GET MOST OF ORIC-1 (150P),ORIC ASSEMBLY LANG.COURSE (150P) METEORIC PROGRAMMING (150P),MACH FOR DRIC-1/ATMOS (150P),DRIC-1 PROGRAM BOOK (150P),THE ORIC PROGRAMMER (200P),DRIC ADVANCED USER GUIDE - 4 (250P)

HARDWARE: ORIC J.STICK I.FACE (500P), MCP40 (ORIC-1 COLS (1500P)),3 INCH DISC CLEANING KIT (250P) MICK POATS FABLED DRUM MACHINE (1500P)

SAE IF MAKING OFFERS ON ABOVE

(A)=ATMOS ONLY , (D)=ORIC-1 ONLY , ALL OTHERS ORIC-1/ATMOS COMPATIBLE

(VENDOR NO LONGER HAS ORIC HARDWARE)

BOH'T PAMIC

Joanthan Bristow's DON'T PANIC is still making headlines for one reason or another. The April issue of the CEO-MAG has a full page on the game. Plenty of points raised (you will have to buy the CEO-MAG to read the full write-up).

Bruno Dossier has found a bug. The circled 'B' shape is supposed to to award 60 points. You get 5 or Zero points dependant on the game status. Well we had to do something to stop the French from getting all the hiscores! Even so Bruno attained an incredible 12,110 points and finds the game more thrilling than even TETRIS and TETRIS.

more thrilling than even TETRIS and TETRIX.

Recently Jon and Nick Haworth and myself delved into JB's program to check out the mathematics. From what I remember; PREMO 0 gave 5 pts, PREMO 1 gave 20 pts, PREMO 2 gave 40 pts. etc.

By changing line 3020 we have come up with what we think to be a fair scoring system. B' now gives PREMO + 1 * 20.

i.e. PREMO 0 gives 20, PREMO 1 gives 40, PREMO 2 gives 60 etc. In other words - the harder the level you start at the bigger BONUS. As the number of B' shapes falling makes it hard to get many of these lines I have decided that all hi-scores stand, unless of course you change the program so that you get a massive bonus.

All new versions will have this amendment and the screen has been changed to show 'B' = ??

For those who had trouble in telling the difference between some of the shapes (e.g. Henry Marke) there is an amemded version. Jon B and myself have altered this with the aid of his 'OBED' (still available from our Mail order section).

Hopefully no more amendments.

Don't forget that DON'T PANIC is available on SEDORIC format with a 'save his score' facility and now available on ORICDOS and cassette without this facility.

HI-SCORE UPDATE

My recent visit to Portsmouth allowed me to meet up again with Super Gamesters - Henry and Rene Marke. Here are their latest hi-scores:-CROCKY - 49,970 - IRENE DELTA 4 - 9,320 - IRENE

As stated elsewhere Bruno Dossier now has 12,110 on DONT PANIC. Best British score to date is 5,122 (premo 1) from the lad himself - Graeme Burton. Graeme says he has in fact topped 6,000 but can't find the bit of paper Best with it on.

Paul Hutton meanwhile has been attacking WILLY. His score to beat is 18.

ATARI 2600 CONSOLES

ELECT. ARE NOW SELLING THESE FUN MACHINES FOR JUST 15 pound + V.A.T + GE. Pacage includes game, joystick and PSU.

Our Henry has one of this machines and has lent it to Matthew (my youngest lad). The machine is a good bit of fun. There is an outlet in Aylesbury where you can pick up games for 3 pounds. Recently Chris Hearn picked up one of these consoles for a friend (so he says!).

Still with BULL ELECT. - AMSTRAD GX4000 consoles with PSU, but no game are now just 9 pound + V.A.T + postage. (postage is 3 POUND for each order - no matter how many items ordered). Games for the GX can be bought direct from AMSTRAD for 19.99

EEN BONKS CANE

I recently played Nick Haworth's new war strategy war game for the Oric. There are just a couple of minor adjustments to be made before release. In my opinion it will prove to be very popular. I won't 'risk' naming the title vet. .

Looking through the code of THEM from Virgin Games the intrepid Paul Hutton has found an interesting message from the game's author - Andy 'Grun' Green and also his telephone number. I will check out the message for the next issue.

I know that Andy once lived in Leighton Buzzard, which is about 13 miles fr where I live. If he is still there then I will try and arrange an interview

TERMS AM

Richard Farrell has figured out the password to get cheat mode on ZEBULON. 'll give you a clue. It is the name of an obscure island and begins with ______

A VIEW TO A KILL - BOMARK/SEVERM

NOW FLOATING AROUND VIA CEO IS THE 'THIRD' PART TO THIS GAME - A MAZE

HOWEVER DID YOU KNOW THAT IN REALITY THIS SHOULD BE THE BEGINNING TO THE GAME I CAN ONLY SUMMARISE THAT GOOD OLD MR.SHEPPARD DID NOT FINISH THIS SECTIOBEFORE THE DEADLINE FOR PUBLICATION. FINISH THIS SECTION

THE ACTUAL TITLE FOR THIS PART SHOULD READ AS 'THE PARIS CHASE'.

THE FOLLOWING DESCRIPTION IS TAKEN FROM CBM64 VERSION INSTRUCTIONS..

'The scene is set:

Bond has been briefed by 'M' and has been instructed to find out what Max Zorin's plot is about. He has lunch in the Eiffel Tower with a friendly Agent, who is killed by May Day. Bond chases her up the Tower, but she hurls herself off the top and parachutes to a drop point on the outskirts of Paris. He leaps onto the top of the Tower lift and commandeers a taxi at the bottom. FROM THEN ON, YOU TAKE OVER. You can follow her movements with the aid of a tracker, which indicates her proximity and her altitude and her shadow will pass over your ariel view. You can see the building in front of you through your windscreen, and your speed, the time and your damage is indicated on the dashboard (???). Your objective is to reach the correct drop-point exactly at the same time as she does, but be careful. The wind changes constantly, and her direction may alter at aby time, landing her on any one of a number of possible drop-points. direction may alter at aby time, landing her on any one of a number of possible drop-points. Along the route you will encounter various hazards. The street's one way system is indicated by little yellow arrows (?), and going against the system may cause the police cars to chase you. Watch out, they may take a pot shot at you! The drivers around Paris are fairly reckless (THEY AINT KIDDING!), and the odd porche (should, 't that be CV6?) may career into you. There are barriers to avoid, and brushing into buildings will definately take it out of your blue Renault. Because Bond never travels without a pistol, you can use one here to knock out unwelcome vehicles which may get into your path. Also being an expert driver, handbrake turns sre easy for you, and you may get out of tricky situations! situations!

CONTROLS - for details of joystick or keyboard see the title screen.

In the event that you fail to catch May Day the game will automatically again. Maybe you'll have learn't something! If you do well your code wimportant for use in later games. It relates your success to the programmes, in a way that you'll subsequently discover. start will be the

NOTE-SARCASTIC COMMENTS BY ME

THE OH BY THE WAY THOSE LUCKY (!) C64 OWNERS HAD A CHOICE OF MUSIC DURING GAME.. A) THE JAMES BOND THEME BY

B) A VIEW TO A KILL - BY DURAN DURAN (yippee doo-dah!!)

OTHER GAMES ARE AS ORIC CODED.

FINALLY ABORT DOESN'T WORK IN 'THE PARIS CHASE' - AND THE REASON OR SO IT SAYS - 'YOU'RE ON HOLIDAY ALREADY' FOR THIS

Hoping this may be of use to someone out there -Brian Kidd

GET YOUR HINTS AND TIPS INTO O.U.M. WHERE ARE THOSE ADVENTURE MAPS THAT SOME OF YOU PROMISED? ______

Machine Code for the Oric Atmos (Part 25) Peter N. Bragg

The Story so far

for writing machine code programs on the Dric and we have now built up a modest collection of useful instructions in form of a small 6502 Instruction Subset which appeared in Part 22 of the series. In addition to looking at the Instruction Set, I have also tried to give an idea of some of the programming techniques that I have found make life easier for me, when writing software.

One technique, was that of breaking up a large operation into several smaller operations. These smaller operations are then easier to match up to the instructions available in the 6502 Instruction Set and can be assembled in to a small routine, to do the required larger operation.

Last time, we looked at one of the two most important system calls on the Oric. While these are not strictly part of the 6502 Instruction Set, they are an essential part of any microcomputer operating system, so you can expect to find similar calls to do the same operation on other machines too I have found that there is a lot to be gained from using other computers, with the Oric, particularly if they also use the same 6502 Instruction Set.

Foriegn Devils

Why bother ? Well, for a start other machines are a good source of software and a number of Oric users appear to have a second machine, some of which are 6502 based or have 6502 emulators.

All the 6502 based machines I used so far, use a similar system call to read the keyboard and put the result into the Accumulator. Oric's system call for this, is in fact very similar to that used on the Microtan, Apple and BBC computers. The only real difference is, that Oric's keyboard reading call does need a Branch instruction added to it, to check for a keypress. However, the two instruction set up, shown for "GOTORKB" in our small Instruction Subset, will indeed make it work in the same way as other machines, such as the Apple or BBC. Useful if you are writing software to run on more than one machine.

Vectors

The Oric's Operating System calling addresses are different from those used by other computers of course. However, the two instructions to read the keyboard can be made into a tiny stand alone routine by adding an RTS instruction. This can then be put anywhere in "user memory" to provide a "call address" of your own choosing, instead of that required by the Operating System. This brings us to another interesting and useful point. If you are using another 6502 based machine, you can do the same thing with that machine and put a routine to make the same call, from the same address.

For example, as I have mentioned before, I went from the Tangerine Microtan to the BBC computer and the Oric followed on about a year later. Now, the BBC has it's own idiocyncrasies. I wont go into details here. Sufficent to say that I needed to write a small series of short routines to adapt the Microtan software for use on the BBC computer. These routines were written in a block and put into Page 20 (ie. 2000 - 20FF area), in the BBC machine.

A very short "stand alone" routine called up the BBC equivalent of Oric's GTORKB and also preserved a copy of the keypress result in memory. Just three instructions were needed for that short routine, a JSR for the call, an STA to preserve a copy of the result and an RTS to complete the routine. The routine was then included in the bootup software both on tape and later on disk and all my own software read the keyboard through the routine which was called by JSR 202C. I should mention that there is nothing significant about that address, it was just a convenient place to fit the routine in among others.

Now, when the Oric arrived on the scene, I found that it needed an extra instruction to read the keyboard in the same way as the BBC version. This time, the routine had to be a JSR plus a BPL Branch instruction, which was then followed by the STA and RTS. The routine was put into the Oric, to start at 202C again, exactly the same place as the BBC version. So once again the keyboard reading was called up by JSR 202C, only this time it was the Oric. This meant that all my own BBC software was completely compatable with the Oric as far as reading the keyboard was concerned.

The Apple computer was slightly different again. It did not require the BPL Branch, but it did need an extra instruction to modify the keyboard input so that it matched the input obtained from the Oric and the BBC computers. Once again, a short routine of four instructions, was put into the bootup software in the same place as the BBC and Oric, so that the keyboard would always be read by calling JSR 202C. Making it a common call for all three machines did a lot to simplify the job of writing software, for them all.

Now, it takes a lot more than this to make the three machines completely compatable, even for own design software. However, some operating system calls get heavy use when writing software. Obviously reading the keyboard is one of those. Displaying items on the screen at the cursor position is another. You don't have to have a BBC or Apple computer to make use of this technique, any 6502 based machine can benefit from the same technique. Likewise, you don't have to use the above example address. Better to use one that suits you and your own software.

This type of "call" routine is known as a vector and there are many people who claim to have invented it !! The main advantage becomes apparent, when a computers Operating System is changed. An alteration to the "vector" routine, is all that is needed to update old software and get it working again.

Using a few common vector calls like this has made writing software very much easier for me to run several different machines with just one basic lot of software. As a result, some of my BBC software was written on the Oric and some of the Oric's was written on the BBC.

Of course, the same techniques are widely used in comercial software and firmware to produce clones of popular computers. However, this is not an emulation and you should bear in mind the "law of diminishing returns" if you intend to head in that direction. A few well chosen vectors, like the above keyboard example, are fairly easy to produce and are immensely useful, when you are writing your own software. However, as you come to the more obscure functions, they get harder to write and are much less useful. Of course the real limiting factor in the end, is the hardware. Have a look at books for other eight bit machines, particularly those for the BBC and Apple machines. it is surprising what can be achieved with a little imagination and inspiration. Next time................. A stack of Oric's !!

O.U.M. 69

ØRIC Enthusiasts

IBM PC Emulator

I hope you enjoyed the last issue of OUM. The add-on article of mine was intended as a little spoof for April but the product does exist and I may be pursuaded to market it.

WORD-SPEED

Unfortunately, I have not found the time to look at the update for WORD-SPEED which Ray passed onto me. If it looks as though I cannot evaluate it soon, I shall consider passing the distribution onto someone else.

DISC BASIC & GEOFF PHILLIP'S BOOK

Apologies to all those looking forward to the continuation of these articles. As soon as I can I will carry on from where I left off.

CORRESPONDENCE & ORDERS

Just to let the following people know that I have received their letters and working on the replies, etc.

Colin Cook, William Falconer, John Hughes, Brian Kidd and Gavin Williams.

ODDMENTS

I have moved all my ORIC stocks into my loft now and I am sorting out surplus items.

You may recall that in edition OUM 67 I had found some tapes; these being Bar Blaster by Byteland, Cascade 50 by Cascade Games, Leopard Lord by Kayde Software Ltd., Memory Map by Byteland and Word Processor by Juniper Computing. These are available for 50p including P&P.

I have now decided to sell my original Eureka Informatique 3" Drive System which includes the Power Supply, 3" Microdisc and Disc Controller in the ORIC plastic drive casing. The PSU is the re-designed ORIC one and I have had to repair it. In my opinion it is not reliable enough as it tends to dissipate a lot of heat. Unfortunately, when the PSU failed on me it took out the Disc Controller, so the only working part is the 3" disc drive. Therefore I am asking just £25 for the disc drive and plastic Microdisc casing, including P&P. If anyone fancies having the controller board and PSU to see if they can get the complete system working, they are welcome to if they pay for the postage for those items. If you are interested then ring or write to me, Allan Whitaker, at 8 Staley Hall Road, Stalybridge, Cheshire, SK15 3DT - telephone 061 303 7369.

Bye for now Allan Whitaker

```
PAGE 21
                                     Ι
                                        4
                                                             G
                        T
                             Ι
        M
                    F
 THERE WERE 2 CORRECT SOLUTIONS TO PRIZE PUZZLE NO.2.
GAVIN WILLIAMS'S PROGRAM WAS BASICALLY THAT OF BRIAN'S.
                                                             GAVIN
                                                                          THE
            BILL BRIGGS WINS THE SOFTWARE.
CALCULATOR.
WE START OFF WITH BRIAN KIDD'S SOLUTION AND THEN PRINT BILL'S.
PUZZLE #2 (MAR '93) SOLUTION
100 REM
```

```
110 FOR H=102 TO 329
120 Q=H*2 : R=H*3
130 H$=STR$(H):Z$=MID$(H$,2,LEN(H$)-1):H$=Z$
140 Q$=STR$(Q):Z$=MID$(H$,2,LEN(Q$)-1):Q$=Z$
150 R$=STR$(R):Z$=MID$(R$,2,LEN(R$)-1):R$=Z$
160 H1$=MID$(H$,1,1):H2$=MID$(H$,2,1):H3$=MID$(H$,3,1)
170 Q1$=MID$(Q$,1,1):Q2$=MID$(Q$,2,1):Q3$=MID$(Q$,3,1)
180 R1$=MID$(R$,1,1):R2$=MID$(R$,2,1):R3$=MID$(R$,3,1)
190 REM CHECK FOR REPEAT DIGITS
200 IF
       H1$=H2$ OR H1$=H3$ OR H2$=H3$ THEN 330
                                              330
                                         THEN
       Q1$=Q2$ OR Q1$=Q3$. OR Q2$=Q3$
210
    IF
       R1$=R2$ OR R1$=R3$ OR R2$=R3$
                                              330
                                         THEN
220
    IF
230
       Q1$=H1$ OR Q1$=H2$ OR Q1$=H3$
                                         THEN
                                              330
    IF
       R1$=H1$ OR R1$=H2$ OR R1$=H3$
                                         THEN
                                              330
240 IF
                                              330
250
    IF
       Q2$=H1$ OR
                   Q2$=H2$
                            OR
                                Q2$=H3$
                                         THEN
                            OR R2$=H3$
                                         THEN 330
                   R2$=H2$
    IF
260
       R2$=H1$ OR
       Q3$=H1$ OR Q3$=H2$
                            OR Q3$=H3$
                                         THEN
                                              330
270
    IF
                                              330
330
330
280
    IF
       R3$=H1$ OR
                   R3$=H2$
                            OR R3$=H3$
                                         THEN
290
    ΙF
       R1$=Q1$ OR R1$=Q2$
                            OR R1$=Q3$
                                         THEN
       R2$=Q1$ OR R2$=Q2$ OR R2$=Q3$
                                         THEN
295
    ΙF
       R3$=Q1$ OR R3$=Q2$ OR R3$=Q3$ THEN
                                              330
    ΙF
300
310 PRINT H,Q,R:PRINT
330 NEXT H
```

AND FROM BILL

```
5 REM ALL NUMBERS OF 1N,2N,3N TYPE WITH NON-REPEATING DIGITS. 6 REM MIDDLE NO. CANNOT EXCEED 3 DIGITS SO N MAX. < 500
10 FOR N= 1 TO 499
20 As=STR$(N):A=LEN(A$)-1
30 B$=STR$(2*N):B=LEN(B$)-1
40 C$=STR$(3*N):C=LEN(C$)-1
50 D$=RIGHT$(A$,A)+RIGHT$(B$,B)+RIGHT$(C$,C)
60 FORZ=1TOLEN(Ds)-1
   FORY=Z+1TOLEN(D$)
   IFMID$(D$,Z,1)=MID$(D$,Y,1)THEN100
70
80
   NEXT
85 NEXTZ
90 PRINTA$,B$,C$:LPRINTA$,B$,C$
100 NEXTN
USING ALL 9 DIGITS THIS WILL GIVE 5 SETS. NAMELY, 192
                                                                   384
```

USING ALL 9 DIGITS THIS WILL GIVE 5 SETS. NAMELY, 192 384 576 219 438 657 267 534 801 273 546 819 327 654 981

INCIDENTAL TRIVIA FROM BILL FOR LARGISH HYMN BOOKS:IF NUMBERS OF 1N,3N,5N TYPE THEN 269,807,1345 USES ALL DIGITS ONCE!
SO DOES 453,906,2718 FOR THE 1N,2N,6N SERIES.

PRIZES WILL BE SENT BY BRIAN. ANOTHER PRIZE PUZZLE IN THE JUNE ISSUE OF O. U.M, AND THANK YOU FOR TAKING TIME TO HAVE A GO.

NEWS FROM PARIS

THE DATE FOR THE PARIS ORIC MEET SHOULD BE SATURDAY JUNE 12th AND NOT THE DATE PREVIOUSLY SHOWN.

```
22
```

```
**INITIALISATION ET MELANGE
7 0.1 X(16),Y(16),P(16),C$(16),F(3)
8 POKE 618,2:REM***EFFACE CURSEUR
9 FOR I=#BBA4 TO #BBA7:POKE I,32:NEXT I:REM***SUPPRIME MOT [CAPS]
10 GOSUB 2500:REM***IMPRIME TITRE
15 FOR I=1 TO 16:P(I)=I:NEXT I
16 F(0)=-1:F(1)=I:F(2)=-4:F(3)=4
 20 H=100+INT(50*RND(1))*2
25 A=16
26 REM***DEBUT MELANGE
           REM***DEBUT MELANGE
FOR I=1 TO H
45 B=INT(4*RND(1))
46 IF (A<5 AND B=2) OR (A>12 AND B=3) THEN GOTO 45
47 IF (A=1 OR A=5 OR A=7 OR A=9) AND B=0 THEN GOTO 45
48 IF (A=4 OR A=8 OR A=12 OR A=16) AND B=1 THEN GOTO 45
 50 C=A+F(B)
 55 P(A)=P(C):P(C)=16
 60 A=C
70 NEXT I
70 NEXT 1
79 REM***CREATION DES CARACTERES
80 FOR I=1 TO 25
90 POKE 46080+((96+I)*8),63
100 POKE 46087+((96+I)*8),63
110 FOR J=1 TO 6
120 READ L:IF I<=11 THEN L=L+32
130 POKE 46080+((96+I)*8)+J,L
                                                                                                                                                                                                                 140
                 NEXT I
  150
 160 FOR I=1 TO 16
  170 READ C$(I)
               NEXT I

DATA 0,1,0,0,0,0,1,2,0,1,2,3,3,0,1,0,0,3

DATA 0,1,2,4,7,0,3,2,3,0,0,3,1,2,3,2,2,1

DATA 3,0,0,1,1,1,1,2,1,2,2,1,1,2,2,1,0,3

DATA 4,12,4,4,4,4,4,12,4,5,5,4

DATA 33,33,33,33,33,33,33,33,17,17,33,1,49

DATA 49,33,33,17,17,33,33,33,33,33,49,33

DATA 49,1,33,17,17,33,33,17,17,49,17,33

DATA 33,17,33,17,17,33,33,17,17,49,17,33

DATA 25,37,37,37,37,37,25,9,25,9,9,9

DATA 25,37,5,25,33,61,61,5,25,5,37,25

DATA 9,25,41,9,61,9,61,33,57,5,5,57

DATA 9,25,41,9,61,9,61,33,57,5,5,57

DATA "jv", "jw", "kx", "jy", "ep", "fp", "gq", "hr", "is", "jt", "ju"

DATA "jv", "jw", "kx", "jy", "ep", "fp", "gq", "hr", "is", "jt", "ju"

DATA "jv", "jw", "kx", "jy", "ep", "fp", "gq", "hr", "is", "jt", "ju"

DATA "jv", "jw", "kx", "jy", "ep", "fp", "gq", "hr", "is", "jt", "ju"

DATA "jv", "jw", "kx", "jy", "ep", "fp", "gq", "hr", "is", "jt", "ju"

DATA "jv", "jw", "kx", "jy", "ep", "fp", "gq", "hr", "is", "jt", "ju"

DATA "jv", "jw", "kx", "jy", "ep", "fp", "gq", "hr", "is", "jt", "ju"

DATA "jv", "jw", "kx", "jy", "ep", "fp", "gq", "hr", "is", "jt", "ju", "j
  180 NEXT
 190
 200 DATA
210 DATA
 220 DATA
 230
240
                                                                                                                                                                                                                                                                                                                                                                    7 6 6
 250
 260
270
 280
 300
 305
 330 NEXT I
400 FOR I=1 TO 16
410 IF I<=4 THEN Y(I)=7:GOTO 450
420 IF I<=8 THEN Y(I)=9:GOTO 450
430 IF I<=12 THEN Y(I)=11:GOTO 450
                    \tilde{Y}(I)=13
 440
440 Y(I)=13
450 X=(I/4-INT(I/4))*4:IF X=0 THEN X=4
460 X(I)=12+2*X
470 NEXT I
474 CLS:PRINT:PRINT:PRINT
475 PRINT:WOULD YOU LIKE THE RULES (Y/N) ";:GET (Y/N) THEN GOSUB 3000
478 REM***TRACE DU TABLEAU DE JEU
480 A$=CHR$(4)+CHR$(27)+"Q"+CHR$(27)+"J"+CHR$(4)
                                                                                                                       THE RULES (Y/N) "::GET R$
                 CLS:ZAP
FOR I=1 TO 21:PRINT A$:NEXT I
 489
                                                                                                                                                                                                                                                                                                                               E
                                                                                                                                                                                                                                                                                                                                                                               S
                                                                                                                                                                                                                                                                                                                                                                                                           E
                 FORI = 1TO 16
PLOT X(I),Y(I),C$(P(I)):PLOT X(I),Y(I)+1,C$(P(I))
NEXT I
490
492
493
                 PLOT 15,17, "TEASER": PLOT 15,18, "TEASER"
PLOT 5,22, "USE ALL THE 4 ARROW KEYS TO"
PLOT 2,23, "MOVE THE PIECES, OR ESC TO STOP."
PLOT10,24, "NUMBER OF MOVES"
 495
 500
 520
 530 NM=0
 600 PLOT 16,25,STR$(NM)
610 PRINT CHR$(30)
610 PRINT CHR$(30)
618 REM***ENTREE DU MOUVEMENT
619 REM***DU DE L'ABANDON
620 GET M$:IF M$=CHR$(27) THEN 2000
630 IF M$<CHR$(8) AND M$>CHR$(11) THEN GOTD 600
640 DN (ASC(M$)-7) GDTD 700,800,900,1000
648 REM***MOUVEMENT VERS GAUCHE
700 IF X(PL)=20 THEN 600
710 PM=PL+1
720 GDTD 1500
  720
798
                 GOTO 1500
REM***MOUVEMENT VERS DROITE
 800
                   IF X(PL)=14 THEN 600
 810 PM=PL-1
 820 GOTO 1500
```

```
898 REM***MOUVEMENT YERS BAS
900 IF Y(PL)=7 THEN 600
910 PM=PL-4
920 GDTD 1500
 998 REM***MOUVEMENT VERS HAUT
1000 IF Y(PL)=13 THEN 600
                                                                                         R
                                                                                                                                                                                В
 1010 PM=PL+4
           REM***TRACE DES PIONS DEPLACES
  1498
           P(PL)=P(PM):P(PM)=16
PLOT X(PM),Y(PM),C$(P(PM)):PLOT X(PM),Y(PM)+1,C$(P(PM))
PLOT X(PL),Y(PL),C$(P(PL)):PLOT X(PL),Y(PL)+1,C$(P(PL))
  1500
  1505
 1510
           PL=PM
 1520
  1530
           NM=NM+1
           REM***PIONS TOUS A LEUR PLACE ?
FOR I=1 TO 16:IF P(I) <>I THEN 600
  1538
                                                                                                \circ
                                                                                                                                                          A
                                                                                                                                                                   NG
  1550 NEXT
 1550 NEXT I
1558 REM***SI OUI ALORS VICTOIRE
1560 PLOT 5,22, "CONGRATULATIONS !!! "
1570 PLOT 2,23, " WOULD YOU NOW LIKE ANOTHER GO (Y/N) ";
1571 PLOT 16,25,STR$(NM)
1575 GBSUB 4000
1576 A$="":WAIT 100
1578 REM***UN NOUVEAU JEU ?
1580 GET A$:IF A$="Y" OR A$="y" THEN RUN
1999 REM***FIN
  1999 REM***FIN
  2000 CLS:PAPER 7
  2005 IFPEEK (#D000)=166THENCALL#F89B:G0T02010
  2006 CALL#F8DO
 2010 POKE 618,3:REM***REND CURSEUR
2014 REM***REND LE MOT [CAPS]
2015 PRINT CHR$(20):PRINTCHR$(20):POKE 524,255
 2020 END
 2020 END
2498 REM***TITRE
2500 CLS:PAPER 4
2510 FOR I=1 TO 11:PRINT:NEXT I
2520 PRINT CHR*(4);CHR*(27);"T";CHR*(27);"N
2530 PRINTCHR*(4)
2531 PRINT:PRINT
2532 PRINT" BRUNO TRINQUIER"
2538 PLOT13,24,"ONE MOMENT"
2540 RETURN
25999 REM****REGIES
                                                                                                                      TEASER"
  2999 REM***REGLES
3000 CLS:PAPER 6:PRINT
  3010 PRINT
                                                  THE TEASER GAME"
  3020 PRÎNT "
 3020 PRINT "
3030 PRINT:PRINT
3040 PRINT "PUT THE 15 NUMBERED PIECES IN THE":PRINT" CORRECT ORDER "
3050 PRINT"TO START WITH THEY ARE ALL MIXED UP":PRINT"ON A 4 BY 4 SQUARE."
3060 PRINT"AS NUMBER 16 IS EMPTY, YOU CAN SLIDE"
3070 PRINT"THE PIECES ONE BY ONE TO COPLETE THE":PRINT" SOLUTION."
3080 FOR I=1 TO 4:A$(1)=A$(1)+C$(1)
            A$(2)=A$(2)+C$(I+4):A$(3)=A$(3)+C$(I+8):A$(4)=A$(4)+C$(I+12)
            NEXT I
  3100
  3110 FDR I=1 TO 4
3120 PLOT 29,10+1,A$(I)
  3130 NEXT
  3140 PRINT:PRINT:PRINT:PRINT:PRINT
3150 PRINT"MOVE THE PIECES WITH THE ARROW KEYS."
  3160 PRINT"EXAMPLE, ON PRESSING THE RIGHT KEY,":PRINT" NUMBER 15 WILL SLIDE LIK
E THIS"

3180 PRINT:PRINT"(WATCH THE BOARD AND PRESS RIGHT KEY)"

3190 GET R$:IF R$<>CHR$(9) THEN 3190

61-64/12/104-04/14/1-04/14/1-04/15)
   THIS"
  3200 A$=C$(13)+C$(14)+C$(16)+C$(15)
3210 PLOT29,14,A$
3220 PRINT:PRINT"THE OTHER KEYS WILL ACT SIMILARY"
  3230 WAIT 400
  3230 WAII 400
3240 CLS:PRINT:PRINT
3250 PRINT"TO END ANY GAME SIMPLY PRESS (ESC)"
3270 PRINT:PRINT:PRINT
  3280 PRINT BUT BE PATIENT !!!"
3290 WAIT 500
3295 PAPER 4
                                                                                                                                                                               D
                                                                                                                                     G
  3300 RETURN
                                                                                                             Т
                                                                                                                     Ι
                                                                                                                             N
  4000 FDR I=1 TO 4
4010 PLAY 7,0,0,1
4020 READ K
  4030 MUSIC 1,3,K,15
4040 IF IK4 THEN WAIT 20:60TD 4050
                                                                                                                                                                                        E
                                                                                                             J
                                                                                                                     0
                                                                                                                                                                       R
                                                                                    B
  4045 WAIT 100
4050 PLAY 0,0,0,0
4060 WAIT 5
  4060 WAIT
  4070 NEXT
  4080 DATA 8,8,8,4
  4090 RETURN
```

P HE BAC K AGE

AND SO TO THE END OF ANOTHER ISSUE. AS USUAL I COULDN'T FIT EVERYTHING IN.
THE OTHER TWENTY OR SO LETTERS I HAVE REPLIED TO PERSONALLY. MY BACKLOG IS
ALMOST CLEARED ON OLD ORDERS/QUERIES, BUT IS STARTING TO MOUNT UP ELSEWHERE.
ARTICLES HELD OVER FOR THE NEXT ISSUE INCLUDE Dr.RAY'S ON SEDORIC V2.0, ARTICLES HELD UVER FUR THE NEXT ISSUE INCLUDE DITART'S ON SEDONIC VELO, ROBERT CRISP'S ON EMULATORS, ONE ON COMPILERS etc.etc.

BRIAN KIDD'S A to Z OF SOFTWARE HOUSES WILL BE SENT OUT AS A BOOKLET AS WILL BE A COPY OF THE ORIC CONTACT LIST. THE JUNE ISSUE WILL BE ENDRMOUS. IN RETURN I ASK YOU TO HELP OUT WITH A MAILSHOT. YOU WILL BE SENT A LETTER AND AN ADDRESS. ALL YOU NEED IS 18 pence FOR A STAMP.

ALSO NEXT MONTH WILL BE OUMDISC Nr. 3.
YOU WILL BE INVOICED ON DESPATCH, BUT IF YOU HAVE YOUR CHEQUE BOOK HANDY
THEN YOU MAY LIKE TO PAY IN ADVANCE AS I HAVE TO BUY NEARLY 40 DISCS.
ALSO IN THE NEXT ISSUE WILL BE A FULL REVIEW OF 'SONIX', MORE LISTINGS AND WHATEVER ELSE TRANSPIRES.

AND SO TO THIS ISSUE:-

THE INDEX

PAGE 1.....THE COVER HERALDS 'ORICALL'
PAGES 2/3 EDITORIAL AND NEWS
PAGES 4/5/6 ... ORICALL ARRIVES - NICK HAWORTH
PAGE 7 A REVIEW OF ORICALL FROM YOUR EDITOR

PAGES 8/9 BITS AND BOBS

PAGES 10-13 ... RAMROM - JON LODKS AT ALL MANNER OF THINGS.

PAGES 14/15 ... A SELECTION OF READERS LETTERS.
PAGES 16/17 ... THE GAMESTER
PAGES 18/19 ... MACHINE CODE FOR THE ATMOS (PT.25) - PETER BRAGG

PAGE 20 ... ORIC ENTHUSIASTS - ALLAN WHITAKER
PAGE 21 ... THE COMPETITION PAGE
PAGES 22/23 ... 'TEASER' - A LISTING OF A PUZZLE SQUARE.
PAGE 24 ... THE BACK PAGE

HIN A TELESTRAT

CLUB EUROPE ORIC WILL BE HOLDING A GRAND RAFFLE AT THEIR ORIC MEET IN PARIS ON JUNE 12th.

TICKETS AVAILABLE TO DUM OR CEO READERS ONLY. ONE TICKET WILL COST YOU pound OR GET 5 FOR 6 pound. YOU COULD WIN A FREE SUBSCRIPTION TO THE CEOR A HOST OF OTHER GOODIES.

NOW FOR THE BIG PRIZE. IF YOU BUY 10 TICKETS FOR 12 pound THEN YOU WILL GET ONE EXTRA TICKET. THIS TICKET WILL GO INTO A SEPARATE DRAW TO WIN A TELESTRAT '

IT HAS JUST GOT TO BE WORTH A GAMBLE.

SEND YOUR MONIES TO JON BY MAY 30th AND THE BEST OF LUCK.

MADNES MA Y S

IN ORDER TO CLEAR SOME STOCKS AND GET SOME MONEY IN THE FOLLOWING CASSETTE SOFTWARE IS DRAMATICALLY REDUCED , BUT JUST FOR ORDERS RECEIVED IN MAY:-

SPANISH LINKWORD - WAS 6.00 ... NOW 4.00
ITALIAN LINKWORD - WAS 6.00 ... NOW 4.00
ORICADE - NOT ON PREVIOUS LIST ... JUST 1.00 FOR THIS UTILITY

PANIC - WAS 2.00 - NOW 1.25

CW MORSE - WAS 3.50 NOW 1.75

KILBURN ENCOUNTER - WAS 2.00 ... NOW 1.25

DEFENCE FORCE - WAS 2.25 ... NOW 1.50

ELEKTROSTORM - NOT ON PREVIOUS LIST - JUST 1.25 FOR THIS ARCADE

THE QUILL - WAS 3.25 NOW 2.25 INSECT INSANITY - WAS 3.00 - NOW 2.50

ZEBULON - WAS 3.00 - NOW 2.50

COME ON FOLKS - AT THESE PRICES IT IS CHEAPER THAN BUYING SECOND-HAND!