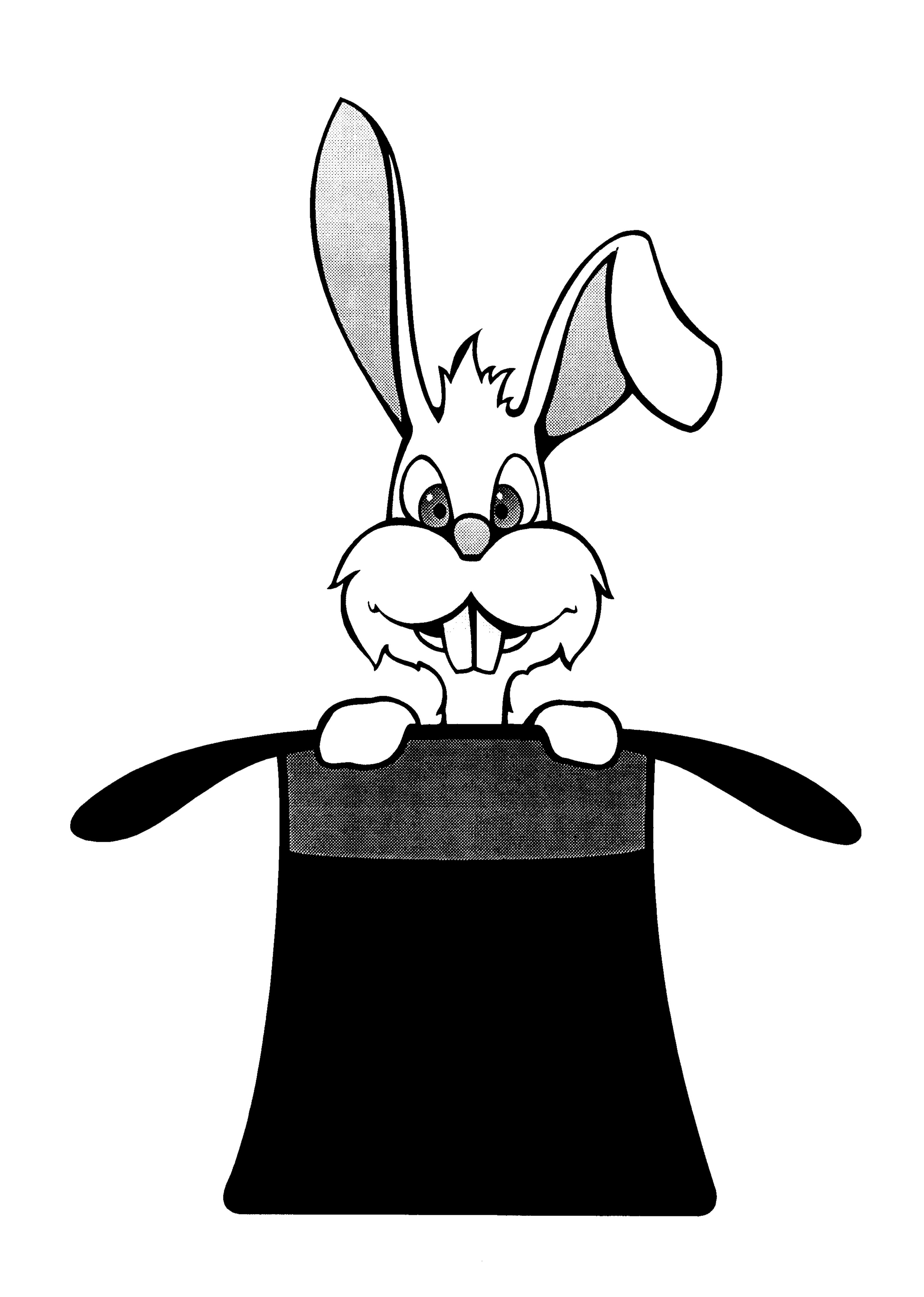


Number 103

March 1996

Keeping the
Oric alive



HELLO AGAIN,

AND WELCOME TO THE SPRING - HOPEFULLY! IT HAS BEEN A LONG HARD WINTER, BUT WARMER WEATHER IS SURELY ON THE WAY.

DESPATCH OF O.U.M IS GRADUALLY GETTING NEARER TO THE BEGINNING OF THE

MONTH. PERHAPS WE CAN GET THE APRIL ISSUE OUT ON THE FIRST - Fools!!!1

FROM YOUR LETTERS IT IS PLAINLY OBVIOUS THAT YOU HAVE ALL BEEN BEAVERING AWAY WITH YOUR ORICS. I WISH I COULD SAY THE SAME OF MY OWN INPUT. ALL I SEEM TO USE THE MACHINE FOR OF LATE IS FOR THE MAGAZINE. WHEN TIME PERMITS I HOPE TO GET BACK TO USING THE MACHINE AGAIN FOR MY OWN INTERESTS. LUCKILY I STILL GET A KICK OUT OF PRODUCING O.U.M.

NOW TO THE INDEX FOR THIS ISSUE:

#### INDEX

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Page 15 - BRIAN's PAGE - The WELSH WIZZARD with some more posers.

THE SAME STATE STA

#### COMPETITON

It has been a while since we had a competition and so time for another. The idea for this came to me whilst typing up the list of software on page 14. By my reckoning there are 3 titles in the Acorn/PC software that have also been used as ORIC titles and released either commercially or via Public Domain. STAR FIGHTER 3000 is not classed as one of them. Just send your answers to me by March 23rd. First one out of the postbag will have their subscription extended by 3 issues. GET WRITING.

#### DISC INTERACES

I recently spoke to Steve Hopps. He has been extremely busy of late. He hopes to be able to re-commence making up the Cumana Disk Interfaces for the Oric in April/May. Price is 45 pounds plus postage.

#### BACK TO THE FOOTIE!!

That's it for this issue folks - have a good read.

I am going to settle down for the second half of the Real Madrid Vs Juventus match on the box – pass us a cannie!!

#### NEWS...NEWS...NEWS

#### RETURNING TO THE FOLD

As we go to Press, the telephone rings, and it is a voice from the past - the Scouse tones of Ken Austin. In the moving process, all of Kens' OUM material had gone astray, but now all is well and Ken (soon to be a Daddy), has dug out his old Atmos and is re-subscribing to OUM.

Some of you may remember him from an ORIC MEET a couple of years back. For your info. Ken is now at: 65 Chelwood Avenue, Childwall, LIVERPOOL. L16 2LL (Tel: 0151 7224821).

Ken is also the owner of an AMIGA, and will be looking forward to see the Oric Emulator.

The state st

#### THE AYLESBURY ORIC MEET

The 1996 MEET will take place on Saturday July 20th. at the Mandeville Residents Community Centre (same as last year). It all starts at 10 a.m. Tickets are 2 pounds each (half price for juniors and un-employed).

As previously stated, I will be going off on holiday in the wee small hours of Sunday morning, and therefore it is not viable for me to find sleeping space for the post-MEET drunks. I have mislaid the address of the Boarding house used by Jim Groom and 'Wig-Wam' Bam last year, but will find it out from the local Tourist Info. branch shortly and will pass it on to the regular drunks - Jim, Robert Cook, Peter 'Meatloaf' Thornburn, and Alistair "I'll Do it My" Way. If anyone else needs the info., then please contact me.

A GRAND RAFFLE is again planned, and therefore your input of prizes is again requested. Tickets will be a pound each - in advance and on the day. Perhaps Kimbo could again take care of the proceedings at the Meet.

#### APRIL O.U.M

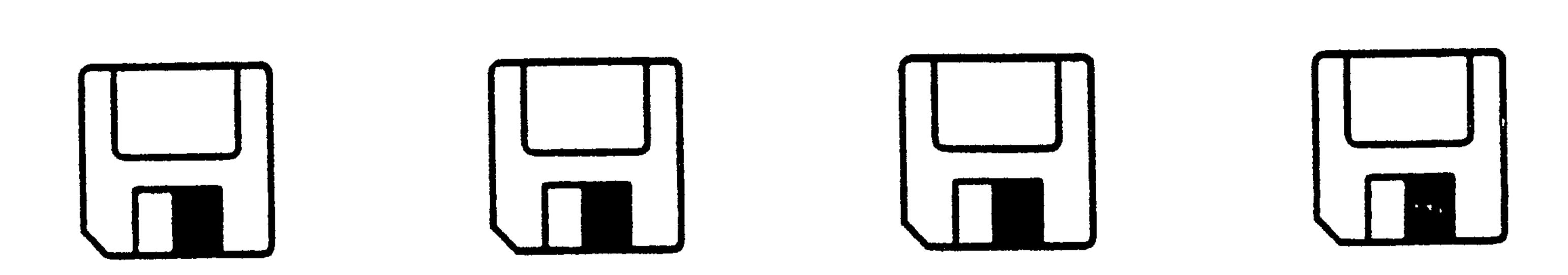
Articles for inclusion in the April issue should reach me by March 23rd at latest please.

I hope to finish off my article on the history of O.U.M, we will bring you an article from Frank Bolton, and I'll let you know how I get on with Sedoric V3.

All this and the regular features in your favourite monthly read.

#### OUMDISC- the continuing saga!!

Lack of time has meant that no work has been done on completing the next OUMDISC. I have a weeks holiday at the beginning of April. I WILL finish off the disc then, and will send it out with the May O.U.M.





Welcome chaps. Here we are again looking back in time at those machines which  $\mathit{QRIC}$  competed with. Once again I've made a mess of things and missed out a computer in my haste to make Daves deadline. So this month we back-track to have a look at the Laser 200 before moving on with MSX.

\* LASER 200 I don't have a proper review of this machine which was made by the Oriental company Video Technology, so I'll just blast through what info I've got.

This was briefly the cheapest colour computer on the market costing around £70 when it came out. (The Aquarius came out shortly after at just under fifty quid.) The case was white while the keyboard area had a black background with key of a yellow ochre colour. These were very similar to the Speccys rubber pads and had all the same sort of symbols and BASIC keywords all over them, so presumably the machine featured 'one-key BASIC' like the Speccy.

Other features are *nine* colours and a rather small screen area of  $32 \times 16$  (text-mode 0), and  $128 \times 64$  (graphics-mode 1). The peripheral port will accept light-pen, joysticks, printer interface and disk drive. Only 4K of RAM to play with but there was provision for a 64K RAM pack.

I've never seen any software for this machine and only once seen the actual computer, probably because it was one of those cheap tacky machines. May be worth getting if you find one with lots of software and add-ons though.

\* MSX We've looked at quite a few machines in this series so far. Imagine the plight of the poor programmer wanting to make money from his software. He needs to sell so many thousand copies at, say, a fiver. But there aren't enough machines about to be sure of selling enough so he has to make copies for other machines which means re-writing the software, which means the price goes up to about 6.50 which means sales will go down because of the higher price. Similarly, companies wanting to bring new machines to the market knew that there would be no existing software to support their machine, so had to create a new range of software for each new machine.

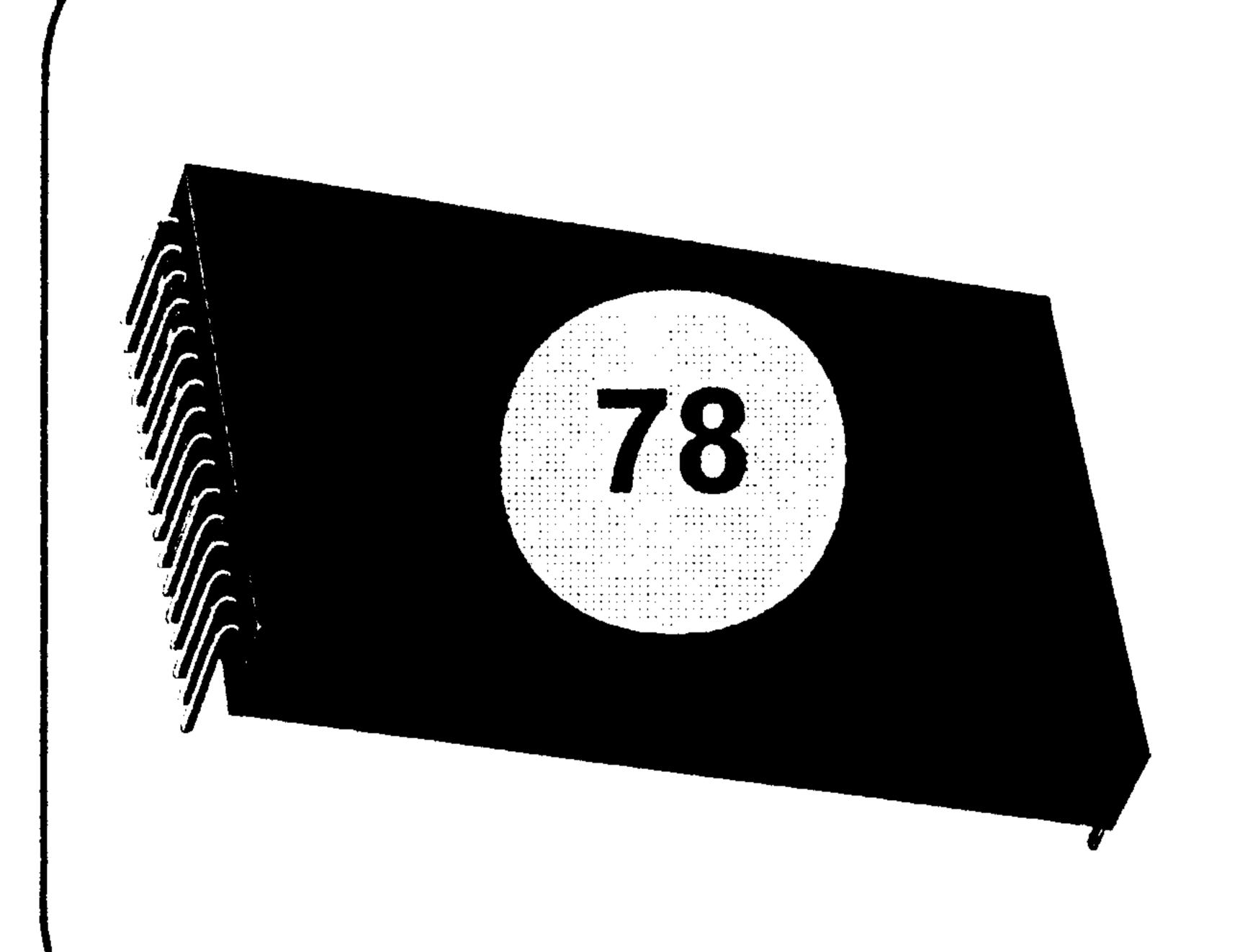
MSX was to be a standard of both hardware and software which would solve these problems and peripheral compatibility problems. The idea was that any MSX machine could run any MSX software, and MSX peripheral etc could be plugged into any MSX machine. The BASIC was standardised as was minimum hardware specification - particular chips had to be used.

Looking at todays computer market where just about everyone has the same machine it shows that they had the right idea. About 17 of the Japanese and American companies jumped on the band wagon and produced MSX machines which were generally pretty good machines with good BASIC and graphics, (with sprites and 16 colours). The problem was these machines weren't as good quite as a Commodore 64, and not significantly better than machines like Speccies, so computer owners had no incentive to change over to MSX. There was not enough scope for improving the machine whilst retaining the standard, unlike todays PCs. There was also some compatibility problems with machines of different memory size. MSX specified at least 8K RAM but many of the machines were 64K; obviously a 64K program would not run on a 8K machine.

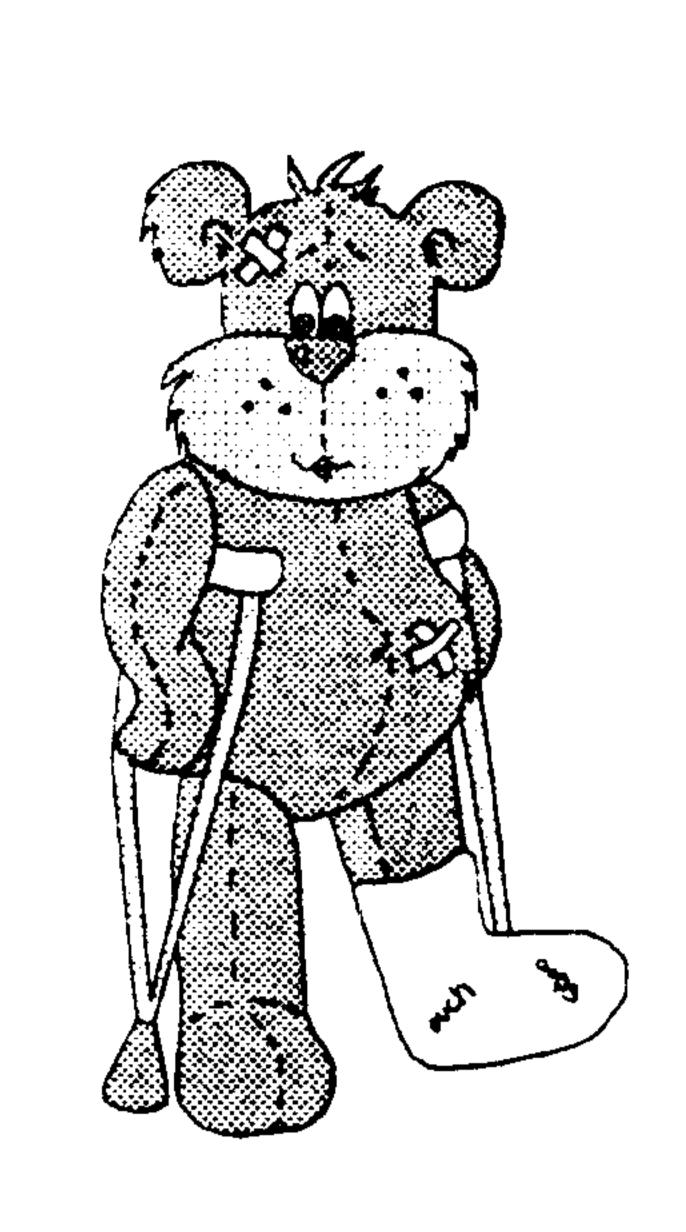
\* TOSHIBA HX 10 This is the one I own and it was the best selling MSX computer in Britain. A well built machine it is too. It's got just about all you could want including those nice, but non-essential touches, like an on/off switch and CAPS lock LED. Another nice feature on this machine is that when you switch on the function keys are defined as commonly used BASIC keywords and these are displayed at the bottom of the screen. All the keys you need are there including TAB, separate cursor keys, function keys etc

The machine is 64K but only has about 37K available to the user, (because of graphics which is why the Oric chappies went for serial attributes instead). 32K ROM is used to house the impressive BASIC which has all sorts of 'extras' to make things easier, such as commands specifically for controlling the joysticks.

Some MSX machines had horrible cases and keyboards, but this one is very sturdy and nice to use. Jean Boileau tells me there is a bulletin board especially for MSX in France so presumably they sold quite well over there. I'm not sure if there is any user group left in this country, but there may well be. You should be quite happy with an MSX like this if you can get your hands on enough software for your requirements. and that is getting harder each year so get yourself one now.



# RAMBLING IN THE ROM



#### More on Sedoric v3.0

I now have more details of the changes introduced by André Cheramy in the latest version of Sedoric. Just to recap, it is compatible with all previous versions, in particular for machine code programs. Thus both the original and the amended (v2) versions of NIBBLE work. All the improvements introduced by Ray McClaughlin in previous versions have been retained. In addition new commands have been added and the main bugs eliminated. This has been possible by removing the (bugged) lower case Sedoric commands.

#### Commands moved

In order to restore the System Vector table (for v1 compatibility), the commands EXT, PROT, UNPROT, STATUS and SYSTEM have been moved into a seventh Bank on disc which also contains two new commands, CHKSUM and VIEWHIRES. When you use any of the above commands Sedoric will ask you to place a Master Disc in the system drive, as already happens with, for example, INIT. The former five commands are little used, and even when they are, it is usually in direct mode. Apart from this, use of version 3 commands is as for previous versions.

#### Commands modified

KEYSAVE now saves a larger block of RAM overlay memory (from #C800 to #C9DD). This allows you to have several different predefined command sets on disc. Three sets are distributed with the Master Disc - SEDORIC1.KEY (the old set for those set in their ways!), SEDORIC3D.KEY for BASIC program writers, and SEDORIC3N.KEY, the new standard set.

KEYDEF now enables you to use all Sedoric commands, including those without a code number (UNPROT, USING, VUSER, WIDTH, WINDOW, !RESTORE), and also the 'ê' and '©' characters.

INIT now accepts up to 101 tracks. With Euphoric it is now possible to format up to 3838 sectors per (virtual) disk!

#### Commands debugged

CSAVE, which did not work properly unless Sedoric was QUIT or the drive disconnected. EXT, which had bugged parameter checking.

LINPUT, which got completely lost when the cursor had to change line.

The Get Character from Keyboard routine, which was the reason for Fabrice Broche amputating the function key capability.

And the following commands debugged by Ray McCloughlin: ">", BACKUP, DKEY, DNAME, DNUM, DSYS, DTRACK, INIST, INIT and TRACK.

#### Function keys

1)	FUNCT +	key					
A	AZERTY	B		C	COPY	D	DIR
E	ESAVE	F	FIELD	G	CHANGE	H	HCUR
I	INIT	J	JUMP	K	KEYSAVE	L	LINPUT
M	MOVE	N	NUM	O	OLD	P	PROT
Q	QWERTY	R	RENUM	S	SAVEU	T	TYPE
U	UNPROT	V	VIEWHIRES	W	WINDOW		
X	SEEK	Y	PAPER0:INK7	Z	CALL #F8D0		

These are the new redefinable commands contained in the standard set (and SEDORIC3N.KEY):

```
DOKE#2F5,#
                              vector
       DOKE#2F5,#467
                             and its default value
       DOKE#2F9,#
                              vector
       DOKE#2F9,#D070
                             and its default value
4
       DOKE#2FC,#
                             &() vector
       DOKE#2FC,#461
                             and its default value
       PAPER0:INK7
                             reset screen colours
      CALL#F8D0
                             reset character set
      nul (a space)
       ?HEX$(PEEK(#
                                            ?HEX$(DEEK(
       PEEK(#
                                            DEEK(#
       POKE(#
                                            DOKE(#
```

These are the new redefinable commands contained in the alternative developer's set (and SEDORIC3D.KEY):

0	nul	(for keys not accessible)
1	POKE#26A,(PEEK(#	followed by:
2	26A) AND #FE)	to switch OFF cursor, or
3	26A) OR #01)	to switch ON cursor, and
4	PRINTCHR\$(18);	to validate ON/OFF.
5	POKE#BBA3,#0	to remove CAPS.
6	FORI=#BB80TO#BBA	followed by:
7	7:POKEI,32:NEXT	to clear status line.
8	POKE#BB80	and
9	PEEK(#26B)	to match status line colour with TEXT.
-	POKE#BB81	and
	PEEK(#26C)	to do the same for INK.
£	POKE#20C,#FF	to force CAPS.
	POKE#20C,#7F	to force lower case.
	?HEX\$(PEEK(#	
	?HEX\$(DEEK(#	

<u>2)</u>	FUNCT	+ SHIFT	+ key
-----------	-------	---------	-------

EXPLODE Y

A	AND	B	NOT	C	CHR\$	D	DATA
E	ELSE	F	FOR	G	GOSUB	H	HIRES
I	INPUT	J	INK	K	KEY\$	L	LIST
M	MUSIC	N	NEXT	0	OR	P	PLOT
Q	RESTORE	R	RETURN	S	STEP	T	THEN
U	UNTIL	V	VAL	W	WAIT		

PING

These are the new commands predefined as standard (and in the SEDORIC3N.KEY file). Some of them permit access for the first time to Sedoric keywords without code numbers.

ZAP

0	HEX\$	1	CALL#	2	TEXT	3	FORI = 1TO
4	LEFT\$(	5	MID\$(	6	RIGHT\$(	7	STR\$(
8	UNPROT	9	ê		USING		VIEWHIRES
£	VUSER		WIDTH		WINDOW		!RESTORE

The original set of predefined commands and the v1.006 keyboard are stored in the SEDORIC1.KEY file. The KEYSAVE command now saves these predefined commands in a file that can be edited.

So there you have the detail - at least Frank will be pleased!

#### Rambling on in the maths...

AACC1	ACC2
MACCI	 ACCA

DEDD JSR SDEEC	DEE5 \$DEF4	round off ACC1

#### ACC1 --> ACC2

DEE0	LDX #06	DEE8	LDX #06	decrement 6 bytes
DEE2	LDA CF, X	DEEA	LDA CF, X	take ACC1
DEE4	STA D7, X	DEEC	STA D7, X	in ACC2
DEE6	DEX	DEEE	DEX	
DEE7	BNE DEE2	DEEF	BNE DEEA	up to the exponent
DEE9	STX DF	DEF1	STX DF	extension = 0
DEEB	RTS	DEF3	RTS	

#### AACC1 --> ACC1 (ACCORDING TO EXTENSION)

#### Principal:

The mantissa is incremented or not according to bit 7 of the extension. It is like rounding a decimal number in decimal notation; add 0.5 and take the integer.

DEEC	LDA D0	DEF4	LDA D0	if nul, also the result
DEEE	BEQ DEEB	DEF6	BEQ DEF3	
DEF0	ASL DF	DEF8	ASL DF	take extension bit
DEF2	BCC DEEB	DEFA	BCC DEF3	if 0, nothing to do: exit
DEF4	JSR \$DBD1	DEFC	JSR \$DC2A	otherwise increment the mantissa

			BNE DEF3 JMP \$DBF3	if no carry forward, exit otherwise increment exponent
			YA> AC	CC1 (UNSIGNED)
		DF07	JSR \$D2A9 LSR D4 BCS DF0F	YA> ACC1 (unsigned)
			'FALSE'	(FUNCTION)
DEFC LI DEFE BE				indicate result=0 A> ACC1 (signed)
			'TRUE'	(FUNCTION)
DF00 LI DF02 BN			LDA #FF BMI DF24	indicate result = -1 A> ACC1 (signed)
			A = S	GN (ACC1)
Entry: the	e number is in A	ACC1 (s	ign in #D5)	
A	=#00, Z=1, C= =#FF, Z=0, C= =#01, Z=0, C=	=1, N=	=1 if ACC1 < 0	
DF04 LEDF08 LEDF0B LEDF0D BCDF0F LEDF11 RT	EQ DF11 DA D5 DL A DA #FF CS DF11 DA #01	DF15 DF17 DF19 DF1A DF1C	BEQ DF20 LDA D5 ROL A LDA #FF BCS DF20 LDA #01	take exponent if nul, number=0 and sign=0 take sign and the sign in C now prepare for negative sign and exit if yes indicate plus sign
			SGN (I	FUNCTION)
DF12 JSI	R \$DF04	DF21	JSR \$DF13	A=sign ACC1
			A> A	CC1 (SIGNED)
DF15 ST DF17 LE DF19 ST DF1B LE	)A #00 'A D2	DF26 DF28	LDA #00 STA D2	save the number nullify the low byte exponent base $2=7$
DF1D LE DF1F EC	)AD1	DF2C	LDA D1	and take the sign invert the sign
DF21 RC		DF30		in C

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Oric Mailing List: oric@cam.dungeon.com

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CB3 0EE



#### The Story so far

------ The last couple of issues have looked in turn at the subjects of writing to instructions in an operating program and also the operation of the "Carry" in Addition and Subtraction instructions.

Now we can look at some practical examples. We have used Addition quite a bit in the past, but rarely used Subtraction for anything, so lets rectify that omission here.

First, we take as an example the Absolute instruction "Store Accumulator". We know that it consists of three bytes, first of which is the instruction byte (opcode) plus two other bytes for the address. Using a specific example ie. STA #BFDF, for which the hex code is 8D DF BF, we know that this instruction will store (copy) the contents of the Accumulator into the last location on the Oric's display screen, because the address #BFDF is the last address in the screen display RAM, which runs from #BBA8 to #BFDF. This can be demonstrated by loading the Accumulator with something (ie. "X" code 58) and then using STA #BFDF, as shown in the brief listing below -

1010:A9 58 : LDA# "X" : Load Accumulator with hex value 58 for "X"

1012:8D DF BF: STA BFDF: and store (copy) it to location BFDF on screen.

1015:60 : RTS : Finish/Exit back to Basic.

Write it into memory as shown and then call it. The result will be an "X" in the bottom right hand corner of the Oric's display screen. Providing we do not allow the screen to scroll, the result of that call will always be the same. However, if we now subtract "1" (or 01) from the address it will make the instruction 8D DE BF. A call to the routine will result in the "X" being moved one location to the left on the screen.

#### The Great "Takeaway"

the screen, it's obviously not practical to stop and alter the instruction address, between each call. So make the computer do it. We can try a simple decrementing instruction, which in effect, subtracts 01 from the address low byte. So now we add that instruction to our listing -

1010:A9 58 : LDA# "X" : Load Accumulator with hex value 58 for "X"

1012:8D DF BF: STA BFDF: and store (copy) it to location BFDF on screen.

1015:CE 13 10 : DEC 1013 : Update instruct 1012 by subtracting 01 from the

low byte of its a address.

1018:60 : RTS : Finish/Exit back to Basic.

OK so far and it works, but there is a snag, which you will find, when the address eventually drops below BF00. At this point, you will find that the address has become BFFF, which is off the screen! This is because the DEC instruction is a single byte only operation which wraps round at 00 and continues downwards from FF again, which is not at all what we want.

That result shows that we need to update both of the address bytes in the instruction, starting with the low byte in 1013 and then the high byte in 1014. So lets try again, this time using the "Subtract with Carry" (SBC) instruction. This will enable us to "carry" the result of any subtraction over from the low address byte to the high address byte, so that when the address drops below BF00, it will go on to BEFF and continue on downwards in the correct order.



The listing is now a bit longer, as shown below -

```
1010:A9 58 : LDA# "X" : Load Accumulator with hex value 58 for "X"
1012:8D DF BF: STA BFDF: and store (copy) it to location BFDF on screen.
                        ---Update Instruction 1012 Address---
1015:38 : SEC
                         : Set Carry (to "1") ready for subtract operation.
1016:AD 13 10 : LDA 1013
                         : Fetch contents of 1013 and
1019:E9 01 : SBC #01
                         : then subtract 01 from them
101B:8D 13 10 : STA 1013
                         : and return the result to location 1013.
101E:AD 14 10 : LDA 1014 : Fetch contents of 1014 and
                         : then subtract the "Carry" from them
1021:E9 00 : SBC #00
1023:8D 14 10: STA 1014: and return the result to location 1014.
                         ---Finish---
```

1026:60 : RTS : Exit back to Basic.

1023:60

: RTS

Now we have a routine that works. Each time that you CALL#1010, it will put an "X" on the display and then update the instruction address so that the next call will put the "X" in the next location down in memory. The effect on the screen, is that the displayed item "X" moves with each call to the routine, one location leftwards and eventually upwards on the display screen.

Of course, while this works, it's not the only way to do it. We can slightly shorten and simplify the above routine, as shown in the listing below -

```
1010:A9 58 : LDA# "X" : Load Accumulator with hex value 58 for "X"

1012:8D DF BF : STA BFDF : and store (copy) it to location BFDF on screen.

---Update Instruction 1012 Address---

1015:38 : SEC : Set Carry (to "1") ready for subtract operation.

1016:AD 13 10 : LDA 1013 : Fetch contents of 1013 and

1019:E9 01 : SBC #01 : then subtract 01 from them

101B:8D 13 10 : STA 1013 : and return the result to location 1013.

101E:B0 03 : BCS"1023" : Test - If Carry set ("1"), skip to "Finish" now.

1020:CE 14 10 : DEC 1014 : Carry clear ("0") subtract 01 from loc. 1014.

---Finish---
```

There is a small difference in the two routines, although they produce exactly the same end result. The routines are the same, up to and including instruction 101B. From then on the operation is slightly different, in the way that they deal with the Carry result from instruction 1019.

: Exit back to Basic.

The first routine deals with the Carry, by including it in a second subtraction of zero value (instruct 1021). If the Carry is set ("1"), nothing is changed by the "zero" subtraction. However, if the Carry has been cleared (to "0") by the SBC #01 at 1019, it indicates that a "borrow" was required and as a result, the "zero" subtraction, reduces the value in location 1014 by 01.

PAGE 11

#### READERS LETTERS

DEAR DAVE,

firstly a rather belated congratulations on the 100th. issue, and a colourful issue too, to do it justice. Well done on all accounts to you and all those who support our faithfully 'old' friends - ORIC-1, ATMOS, and that newer offspring the TELESTRAT.

For the 200th. issue - two colour pages maybe?

Regarding talk of uprated ORICs, i noticed a mention in an Amiga magazine of a group working on a Commodore 65 - an updated '64'. An 80's machine using 90's technology. So it seems we are not alone in keeping the old ones going.

- JOHN FOGGIN (Ashington).

DEAR JOHN,

thanks for the comments, which will be appreciated by all.

It is nice to see that amongst all the upgrades presently going on, that TELESTRAT owners like yourself have not been forgotten.

- DAVE

DEAR DAVE,

I am deeply sorry that I have not sent you an article for this issue. I have had a lot of work to do recently, but hopefully I will send something for next month.

Mt ORIC activity has been greatly reduced to date this year, due to work, and moving house. Now I have minor things to do (decorating), and some stress to reduce at work; and then I plan to do some developments for the ORIC again. I don't know id this will come soon or not, But I intend to develop a TCP/IP stack for the ORIC (if I could find one easy to port and small enough to fit in ORIC's memory, of course it would be faster to just re-use it). This is a dream that would push our beloved computers on a par with nowadays' PC. Before that, maybe I should modify EUPHORIC to allowmachine code developers to debug their code. Also I will try to persuade Vaggelis Blathras to improve his terminal emulator by adding a file transfer feature (like I-modem protocol), and smoothing his 80 columns display. I hope to bring good news soon!

Before being overwhellmed with work I played the excellent MAGNETIX up to level 'Flux'. I love the parallax scrolling of these huge levels, the music in the intro reaches the quality of Atari ST's soundtrackers, and the aim of the game is really exciting. Well done, Jonathan, it's a pity you are selling all your ORIC hardware.

- FABRICE FRANCES (Tournefeuille, FRANCE).

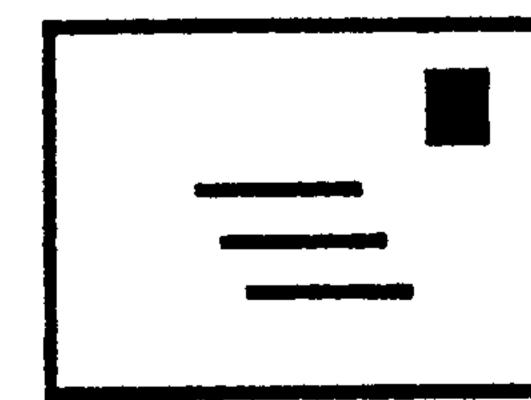
DEAR FABRICE,

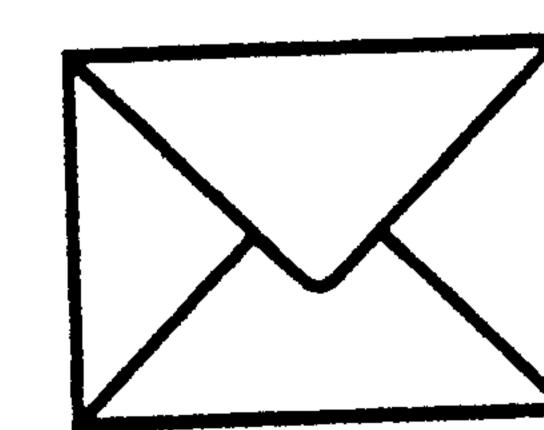
thank you for keeping us informed of your future plans for the ORIC. We look forward, as always, for an article from you, but obviously you must get your work and home matters sorted out first. In less than a year you have done more for the ORIC than most people have done in a lifetime.

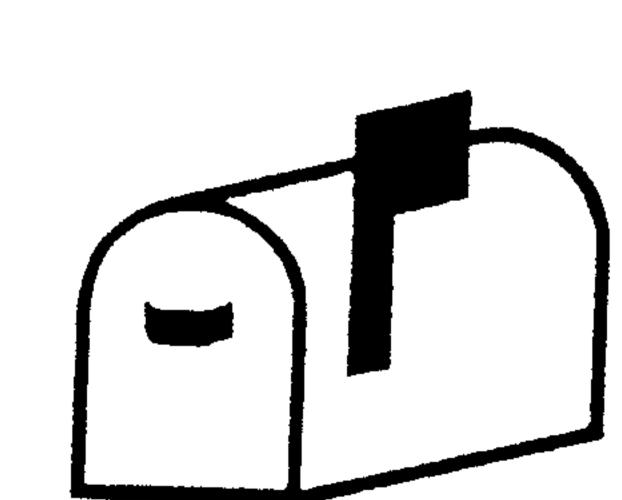
Glad you enjoyed MAGNETIX. Just to put your mind at rest - Jonathan Bristow is not selling all of his ORIC hardware. He will still be holding on to an ATMOS and disk system. He recently told me that he still has the ORIC bug, and still busily working away on programs. On his travels through France he would like to meet up with you, but does not know if Tournefeuille is on his route. Perhaps you could write to him and advise him wherabouts in France your province is situated. His new address appears elsewhere in this issue.

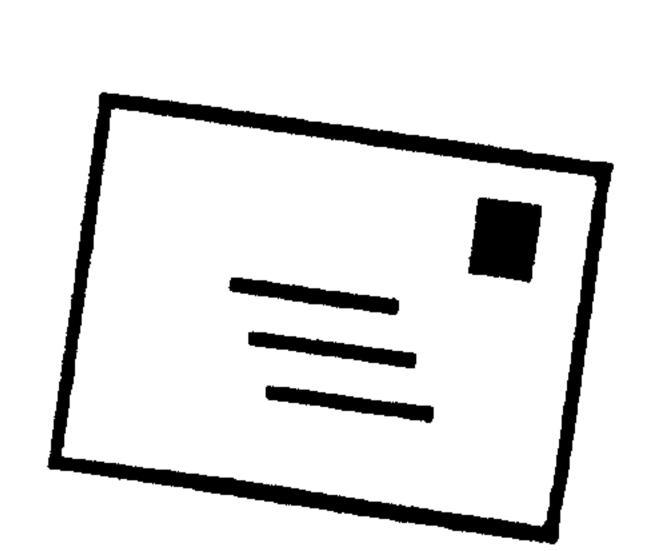
- DAVE

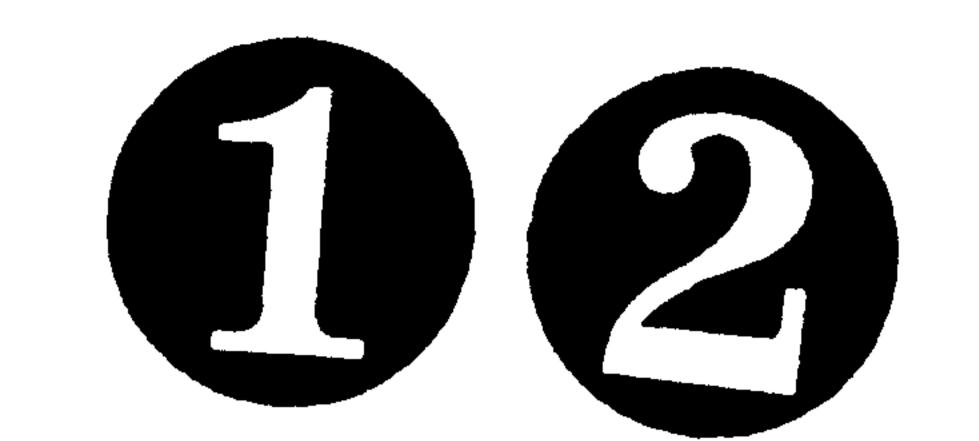


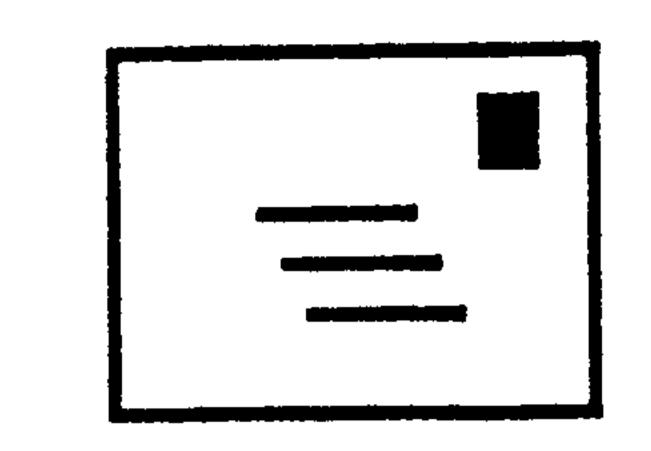




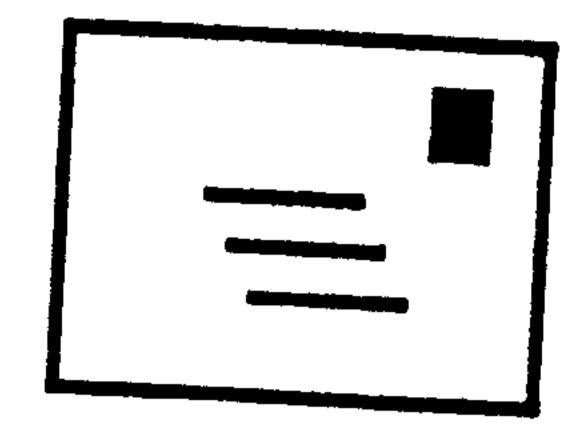








#### MORE FROM THE FOSTBAG



SOME SNIFFETS

SORRY TO HEAR ABOUT JONATHAN BRISTOW GOING AWAY FOR A YEAR - A GREAT LOSS FOR THE ORIC! - FOR THE YEAR ANYWAY. BEST WISHES TO HIM AND GOOD LUCK - GARRY EGERTON (MACCLESFIELD).

'THE ADVANCED USER GUIDE' IS GREAT AND 'COLUMNS' IS VERY GOOD - RAUL HAKLI (FINLAND).

MY LATEST ADDITION IS A CANNON BJ30 BUBBLEJET PRINTER, WHICH WORKS WELL WITH THE ORIC - PETER BRAGG (SUTTON).

The state that the st

DEAR DAVE,

I thought a picture of my computer system might amuse you. The top machine, of course, is the Atmos and drive, which sits on the Archimedes 310, which is stacked on the Acorn A5000 and finally, under that lot you can just see a corner of the BBC "B" console. The keyboards stack on their sides under the table. I only have space for one monitor, but I can unplug and switch computers in a matter of seconds, which I do quite a lot.

The software on the screen is my attempt at a lottery program on the Atmos. I need several lines of Basic for the random number at present, but the rest is in machine code. I haven't won anything yet!

The picture was dumped from the camcorder, via the A310 and A5000 to the BJ30 bubblejet printer. It shows some "banding", but hopefully, there may be a software update to deal with that.

All the best



Peter N. Bragg.





#### HITS 'N' BOBS

#### CONTACT LIST UPDATES

I will hopefully be soon sending out an updated Contact List, but meanwhile here are the latest changes.

Jonathan Bristow, who had some items to sell, is to be found at: 2 Clarence Court, off George Trollop Road, Watton, Thetford, Norfolk. IP25 6AS. Telephone: 01953 883030

John Foggin has a new Telephone number: 01670 856981

Garry Egerton ex-LEEK in Staffs. is now at: 10 Byron Street,

Macclesfield, Cheshire. SK11 7PL

RAUL HAKLI is now at: Tiirismaantie 5 A 10, 00710 HELSINKI, FINLAND

Who said that the house market was stagnant?

#### MESSAGE TO DON BROWN

Have passed your enquiry on to Jonathan Bristow - Dave.

#### TELESTRAT FOR SALE

Richard King is selling his TELESTRAT system. It consists of: TELESTRAT, French documenation, Hyperbasic & Telematic cartridges,  $2\times3.5$ " drives (un-connected), 2 P.S.U's, and C.E.O magazines.

Price is 100 pounds - buyer to collect or pay carriage.

Richard is at: 14 Wellesley Court, Maida Vale, London. W9 1RG. Tel: 0171 2662818. EMAIL - 100114.2332 @ compuserve.com

#### TA TO ROBERT & MAGGIE

MY WIFE (ANN) AND I RECENTLY SPENT A SATURDAY NIGHT/SUNDAY MORNING WITH EX-O.U.M. EDITOR ROBERT COOK AND HIS SPOUSE MAGGIE. WE WERE INTRODUCED TO KIMBERLEY (THE LATEST ADDITION). WE ALSO MET ROBERT'S MOTHER (THEREA), WHO USED TO DO A LOT OF TYPING FOR THE OLD O.U.M. ALSO PRESENT IN ONE OF THE MANY BIRMINGHAM BARS THAT WE VISITED, WAS ROBERT'S BROTHER — AN EX-ORICIAN, AND NOW A DOCTOR. WE CERTAINLY ATE AND DRANK A LOT, AND I THINK WE ALL HAD A GOOD TIME. I WILL STAY WELL AWAY FROM THE PUB QUIZ MACHINE CALLED 'MONOPOLY' IN FUTURE — THE MONEY IT TOOK FROM US ALL WOULD OF PAID FOR ANOTHER NIGHT OUT.

THANKS A BUNCH TO ROBERT FOR INTRODUCING US TO DRINK! THANKS A LOT TO MAGGIE FOR PUTTING UP WITH US BIG KIDS - BUT STILL, YOU'RE USED TO THAT WITH ROBERT!

#### LOOKING IN

LOOKING INTO THE O.U.M OFFICES OVER THIS WEEKEND COMING (MARCH 9th) WILL BE PETER THORNBURN, WHO NOWADAYS RESIDES IN LINCOLN. PETER GAVE UP HIS MUSIC TEACHING JOB IN KENT, AND IS CURRENTLY DRIVING FOR A COURIER FIRM. HOWEVER, HE WILL SOON BE TEACHING AGAIN - THIS TIME IN NOTTINGHAM - APPARENTLY PUBLICANS IN NOTTINGHAM ARE SPONSORING HIM AFTER SEEING HIS CONSUMPTION RATE AT LAST YEAR'S ORIC MEET!

#### ALTERNATE MICROS

#### ACORN USER GROUPS

- 1) BEEBUG LTD., 117 Hatfield Road, St.Albans, Herts. AL1 4JS. Publishers of "RISC User" magazine. Phone: 01727 840303. Once the main BBC user group, now they are essentially retail traders. The magazine is worth having.
- 2) The ARM Club, FREEPOST ND6573, London. N12 OBR. Secretary is Geoff Stillwell (Tel: 0171 624 9918). User group for Acorn RISC machines, non trade, run by the users. Magazine is called "Eureka". Email: eureka@nucleus.demon.co.uk

Information obtained from sample pack at Acorn User show.

3) Norwich Computer Services are really a retail organisation, but they do publish a magazine called "Archive for Acorn users.

Thanks to Peter Bragg for the information.

#### DRAGON

The DRAGON User Group is still alive and well. Their MEET did not take place last year. Peter Thornburn has invited them to come along to ours in July.

### ACORN & FC SOFTWARE SALE

A local contact of mine has scores of software titles for sale. These are for the ACORN and PC. Here we go with the list:

ACORN titles on disk - all at 10 pounds each:

Utilities - Pipedream 3, Hard Disc Companion, ArcScan III, SmartCD+, Euclid/Mogul, Artisan A5000, ArcFax, Arcterm 7, Midi Tracker. There is also a Powerpad Joystick.

Games - Kaptain Konflikt, Sporting Triangles, Yes Chancellor 2, Heimdall, Inter Dictor 2, Dune II, WorldScape, The Legend of the Lost Temple, Star Fighter 3000, Arcade Soccer, Break 147 & Superpool, Cataclysm, Haunted House, The Exotic Adventures of Sylvia Layne, Birds of War, Enter the Realm, The Dungeon, Ultra Intelligent Machine, Pandoras Box, Demon Lair, Carniage Inc., Chopper Force, The Time Machine, Man at Arms, Stunt Racer 2000, Black Angel, Hero Quest, Manchester United Europe, Populus, Quest for Gold, Lemmings, Thundermonk, Bug Hunter in Space, Ibix the Viking, Talisman, Wolfenstein, The Guild of Thieves, The Pawn, Play it Again Sam I, Flashback.

PC and compatibles on CD ROM - all games at 10 pounds each:

Aliens, Little Big Adventure, Monopoly, Hexen, Lands of Lore, Alone in the Dark, Pirates, Police Quest 3, Thunderscape, Bioforge, Discworld, Dragon Lore, Ectatica, Police Quest, Noctropolis, Warriors, StarTrek "A Final Unity", Monkey Island, Award Winners Lemmings/Frontier/Civilization.

On 3.5" disk for Pc at 10 pounds is The Lost Treasures Of Infocom (20 games).

Interested parties should contact Mr.M.A.S.Robertson on 01296 23124 or if you prefer, then I will deal with any orders on your behalf.

#### BRIAN'S PAGE - O.U.M. MARCH 1996

BRIAN KIDD , 32 KIER HARDIE CRESCENT , TREBERTH FARM , NEWPORT , GWENT . NP9 9DQ FIRST OF ALL - THE ANSWERS TO LAST MONTHS POSERS :

## (1)(5)

#### 1) ORIC CHANNEL QUIZ

TOM - 9 EASY: 7 DIFFICULT: 4 WRONG DICK - 14 EASY: 3 DIFFICULT: 3 WRONG HARRY - 8 EASY: 2 DIFFICULT: 10 WRONG



2) TOM CHOSE 1: DICK CHOSE 9: HARRY CHOSE B - HENCE THE NUBER 111999888.

#### NOW FOR THIS MONTH'S POSER SELECTION:

1) ARTFUL 'ARRY - THE CONFIDENCE TRICKSTER WAS UP BEFORE THE ORICLAND MAGISTRATES AGAIN!

"But yer 'onour," pleaded Harry, "I was only inviting punters to win a few bob in an 'onest wager."
"And how was this wager arranged ?" queried the magistrate.

"Well,me lord, let's say you puts down a quid, an' then I puts down a quid. Then you takes these 'ere four dice-and they're 'onest dice, on me 'onour, you 'onour. As I was sayin', you throws these four dice, an' we multiply together the numbers thrown. Then we adds together the numbers in the answer—that's if there is more than one number—and if the answer 'ad more than one number still we keeps on 'adding until only a single figure remains. If this is even you win the two quid, if it's odd then you lose."

"You see, your worship, it's an evens bet. Dead 'onest!"

WELL IS IT ? HOW DO YOU RATE THE ODDS ?

2) A NINE DIGIT NUMBER HAD BEEN WRITTEN DOWN ON THE BLACKBOARD OF ORICLAND COMPREHENSIVES MATHS ROOM.HOWEVER THREE DIGITS HAD THEN BEEN REMOVED LEAVING THE FOLLOWING: '7?86?54?' - THE '?' REPRESENTING THE POSITIONS OF THE MISSING DIGITS.

FOR CLASS 3B'S HOMEWORK, THEIR TEACHER - MR I. ADDUP - ASKED THEM TO WORK OUT WHAT THE NUMBER WAS. TO AID THEM HE GAVE THEM THREE CLUES:

- A) THE NUMBER CAN BE EXACTLY DIVIDED BY BOTH 13 AND 17.
- B) ONE OF THE MISSING DIGITS WAS A 3.

CAN YOU WORK OUT THE NUMBER ?

- 3) A NEW FEATURE TO MY POSERS A TRICK ONE , FOR YOU TO SOLVE SO HERE GOES:
- IF IT TAKES FOUR MEN EIGHT DAYS TO DIG FOUR HOLES, HOW LONG DOES IT TAKE ONE MAN TO DIG HALF A HOLE?
- 4) A MAN DRIVES TO WORK AT 30 mph . HOW FAST WOULD HE HAVE TO DRIVE BACK , IN ORDER TO AVERAGE 60 mph FOR THE TWO-WAY JOURNEY ?

OTHER BUSINESS: GOOD LUCK TO J.B. ON HIS FUTURE JOURNEY. ENJOY IT - I ENVY YOU A GREAT DEAL (I REMEMBER IN MY YOUTH WHEN I DROVE ALL THE WAY TO CORFU, IN A CONVERTIBLE MGB MIGIT, A GREAT TRIP WHICH TOOK JUST 3.5 DAYS/NIGHTS TO COMPLETE - FOLLOWED BY SIX WEEKS R & R - THE ONLY DRAWBACK CAME WHEN I LEFT THE CAR THERE, AND CAME HOME BY BUS - IT TOOK ALL OF 4.5 DAYS AND I WOULDN'T RECOMMEND IT TO ANYONE!).

AT TIME OF WRITING, AND DUE TO SHORT DATE LINE, I HAVE NO NEWS ON ANY ADDITIONAL WINNERS FOR THE RAFFLE PRIZES - HOPEFULLY SOMEONE WILL HAVE CLAIMED AN ITEM OR TWO BEFORE THE NEXT ISSUE GOES TO PRESS.

AS ALWAYS - HAPPY COMPUTING AND SEE YOU NEXT MONTH.



