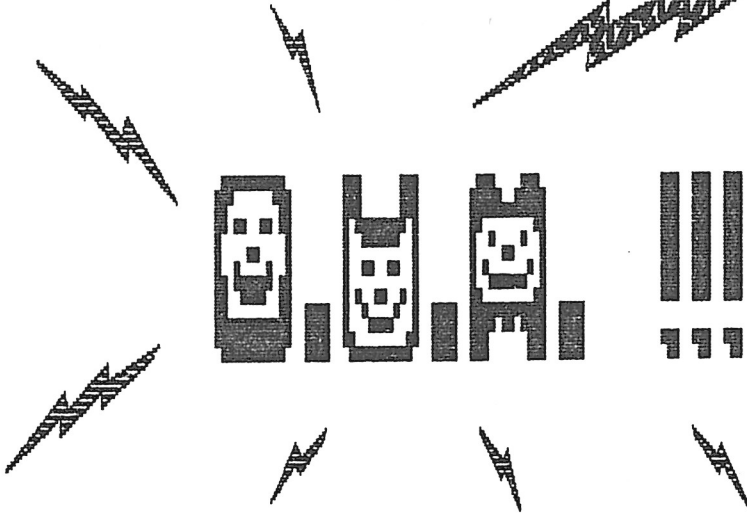
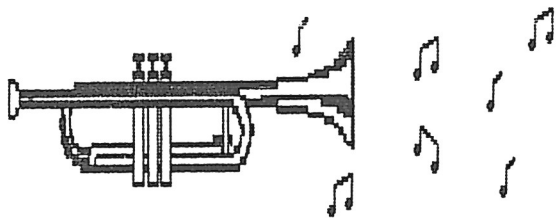
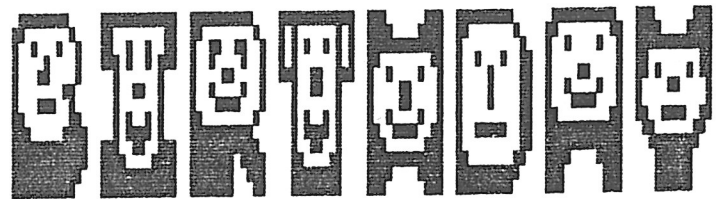
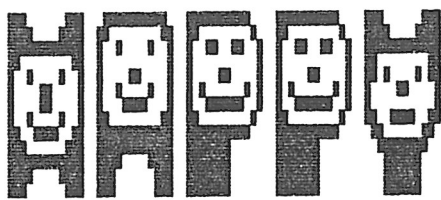


ORIC

USER
MONTHLY

Number 24

August 1989



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O * U * M
 Oric User Monthly

Issue 24 : August : 1989 : 55p : Edited by R.Cook

Our first birthday went by much unmentioned, but our second one is something special. OUM has now been going for two years and hopefully will continue to do so for many more. As a special offer to celebrate I have cut some of the prices of OUM products, which are:

'League Soccer' - normal price £ 3.99 offer price £ 2.50
 'The Haunt' - normal price £ 1.99 offer price £ 1.25
 'The Oric Games Guide' - £ 1.00 offer price £ 0.50p

These special offers are valid until the 1st of September 1989.

Inside this issue of OUM you will find reviews, news of new software, more free offers, a history of OUM, plus much more, but now for something to lower the birthday spirit - OUM is going to have to rise in price by 10p. This is something that I have tried to avoid, but so far OUM has made a loss of over £ 30 due to rapid expansion (from just 5 pages) and not a single price increase before now. All current subscriptions will be continuing at the same price, but future subscriptions will have to be paid at the higher price. I've made the discount for a years subscription higher so the yearly rate is just £ 1.00 higher than before, see page 3 for full costs and details.

I've had alot of last months questionnaire forms back in, but I will extend the deadline to the 20th of August, full results will be printed next month.

Here is a small program sent in by Alan Beales of Suffolk. The program will fill the screen with blocks & lines, you can then adjust your TV/monitor to get a perfect picture.

```
10 HIRES
20 FOR N=#A0000 TO#BF3F
30 POKE N,42
40 NEXT N
```

You can save it using:CSAVE "PERFECT SCREEN",A#A0000,E#BF3F

'Top Ten Software Charts' - compiled by readers

1. Zorgons Revenge	IJK	1
2. The Boss	Peaksoft	3 *
3. Xenon 3	IJK	2 *
4. The Ultra	PSS	4 *
5. Insect Insanity	Tansoft	9 (F)
6. Don't Press The Letter 'Q'	IJK	5
7. Defence Force	Tansoft	8
8. Maze Rally	FGC	7 *
9. The Hellion	Orpheus	6
10. Karate	Gasoline	10 * (F)

Reviewed in OUM (F) French software

Comment: A big rise for new software, 'Football' is at no. 18 and 'The Haunt' reaches as high as no. 16, to help compile the charts please send in your list of your top 3 titles (not just games though) + the name of your worst title.

Issue 25 (September '89) costs 65p + A5 s.a.e. or £ 1.00 without *
 A 5 month subscription costs £ 3.25 + 5 A5 s.a.e.'s or £ 5.00 without *
 A years subscription inc. P&P costs just £ 11.00, a £ 1.00 discount

* When P&P is included in the price, OUM will be sent by 1st class post
 Back issues cost 60p each, maximum order of 3 each time. If not ordered
 with OUM then please add 30p for P&P.

All orders for issue 25 to arrive by no later than 23rd of August please.
 Cheques/postal orders made payable to: " O.U.M. (R.Cook) ", cash accepted.

Overseas yearly subscriptions cost: Europe = £ 14.00
 World = £ 15.75

Readers will be alerted when subscriptions are nearing an end.



"NEWS"

With the hot weather here everyone is busy being lazy, rather than doing
 something to put in the news section. So, most of the news is simply about
 OUM software.

'Krystal Worlds' is nearing completion. It is a huge multi-part adventure
 for both Oric computers. It has taken quite some months of writing and
 won't be completed by players for quite a while. The price will be low
 as usual, from £ 1.99 to £ 2.99.

'Cricket' is a cricket simulation (surprise, eh ?) written by Alistair Way
 and OUM will be releasing it in a couple of months, price to be £ 1.99 to
 £ 3.99.

Cumana disk interfaces are now available for purchase. The interfaces
 are for both Atmos & Oric-1 and are supplied with CUMANA DOS but are
 compatible with other DOS's. The interfaces cost £ 52 each inc. P&P.

When ordering you should supply a 3", 3½", or a 5¼" disk. You can also write
 if you want more details, for either details or an order the address is:

Dave Utting, 47 Gainsborough Rd, Leicester, LE2, 3DG.

Results of last months compo for a free copy of 'League Soccer': all the
 companies mentioned have released Oric software except 'Elite'. The winner
 was Matthew Shakeshaft, the first person to win twice in a long time.

Want a free copy of 'The Haunt', 'League Soccer' or a free issue of OUM ?
 Then write in and tell me the answer to this question:

" What are the names of the people who ran the following ? "

(i) OPELCO (ii) IOUG (iii) WE. Software (iv) FGC

Entries in by 23rd of August 1989 please.

Got something to sell, swap, or buy ? Then place a FREE ad. in the
 'For sale/wanted' section of OUM.

Christmas 1985 was when I first had a computer, a Commodore c16. The CBM worked for a whole ten minutes before refusing to load cassettes, and future recorders gave the same results. The shop hadn't got another CBM in stock so it was money back and the search for another micro began.

About three months later, whilst flicking through a local newspaper I came across an advertisement for electrical equipment, including three Atmos's for £ 50.00 each. My initial thought was " What's an Oric Atmos ? " so I looked at a very old computer magazine ('The Home Computer Course') and because the Atmos wasn't out when the magazine was printed I looked at the review of the Oric-1. It stated that Oric had had 'reliability problems' and that 'software is difficult to find'. On the other hand, the Oric had got 'good and clear sound' and that it was 'a good choice for the beginner'. So, off I went and grabbed the third and last Atmos just in time as someone else arrived a minute later for one. After initial problems with loading I was playing Road-race and found it brilliant ! My next problem was realising that Oric had been out of business for ages, which the shopkeeper somehow forgot to mention. I couldn't understand why I couldn't find "Oric Owner" in newsagents or Oric software in shops. I wrote a letter in Mid-1986 to 'Computer & Video Games' asking about Oric groups and I was passed on to the IOUG and Your Oric, by a reader of the IOUG (now a reader of OUM).

By 1987 I was considering setting up an Oric magazine, and to include many 'infinite lives' cheats which hadn't been in other Oric magazines. I wrote a small attempt in March/April but backed-out for a number of reasons. Later in 1987 (July/August) I decided to go for it, although I would have to do it alone. My first step was to find something to print OUM with, but all I had was a rubbishy old type-writer which only printed half of each character, but it would have to do. The second and most important step was publicity, which wasn't easy. I wrote a letter to 'Popular Computing Weekly' about OUM which they mentioned, I got about 20 readers for issue 1 as a direct result. I wrote also to the IOUG and Your Oric, Gary Ramsey of the IOUG printed details and I got another two replys ! Your Oric didn't mention OUM so there are hundreds of Oric owners who still don't know about OUM.

Finally, in September 1987 issue 1 appeared (cheers !) but it was awful (boo) from the first page to the fifth and last. The printing was diabolical and it simply contained reviews of games. Amazingly after issue 1 a reader bought a subscription to OUM ! Another not so enthusiastic reader sent me a charming letter telling me just what he thought of OUM and why he wasn't going to be buying issue 2. Issue 2 had less than 15 readers, issue 3 had less than 10, and issue 4 had about 5 readers ! By issue 5 (January 1988) something had to be done so the cover was dropped to give OUM 5 pages of writing and to get a new typewriter - which vastly improved the magazine.

In March (issue 7) 1988 I decided to release some software via OUM, they included Excalibur, Turbo, League Soccer, and a few others. Only League Soccer ever appeared (a few months ago !). Bugs and multiples of other problems also led to the scrapping of the titles. One such planned title was 'Dungeon of Hell' which had taken many months programming, maybe you'll see it appear in a few months.

By May 1988 (issue 9) I had decided to expand OUM if costs allowed, but a spelling error stated that OUM was to reach 25 pages long !!! Fortunately no-one believed it. Another classic spelling error followed in issue 10 when our new booklet 'The Oric Games Guide' (now in a new format) was commented as selling all copies in stock and that 50 more were available, we hadn't even got 50 readers at the time !

Issue 11 though, was one of the better earlier issues of OUM. It contained many new ideas and printing styles, but most importantly expanded OUM's size. OUM expanded by 40% from 5 to 7 pages, and remained at 55p. It also saw back issues drop by 10p.

Issue 12 (August '88) introduced the recently removed COMPUTER FILE which gave details about a particular software company and listed the companies entire Oric software products. They included IJK, Loricels, and No Mans Land. The next few issues generally improved still: all the way to issue 16 (December) 1988) OUM became a decent Oric magazine with much better content than the earlier attempts.

Issue 17 (January 1989) contained a news section of over 1½ pages, and Dave Dick joined us with 'Daves Data' and now we can't get rid of him (just joking !). The issue also contained a crossword - there was one reply.

Issue 18 was something special, OUM expanded to 8 pages and came with a free 'hint sheet' of 'infinite lives' pokes/dokes, the price of OUM still remained at 55p. The issue also had a cover - the first since issue 4, this time by Jonathon Haworth. The following issue was 9 pages, the second expansion within two months, and 'The Haunt' became our first software release.

Issue 20 (April 1989) welcomed RAMbling in the ROM by Jon Haworth, and along with Dave Dick he went to London to hold OUM's stand at the 2nd Alternative Micro Show. On the way back Daves car broke down and he totally enjoyed the drive/push home, muttering "never again" under his breath. Issue 20 also contained our first interview, with the author of popular games such as Defence Force and Don't Press The Letter 'Q'.

And so, to the present day. OUM is now the last Oric magazine in Britain and is much better than the dreadful issue 1. At first I could see OUM failing to reach the ½ year mark, let alone start of the 3rd year. Will we be here in year 5 ? I hope so, see you in issue 60.

For sale/wanted

WANTED: Disk-drive for the Oric Atmos, reasonable price. Write to:

Mr E. Chaplin, 3 Silfield Terrace, Tennyson Road, King's Lynn, Norfolk, PE30, 5NQ.

WANTED: Page 9 of IOUG's February 1986 program supplement, either a copy or a photocopy of page 9, all costs will be covered. Write to:

Matthew Shakeshaft, 47 Newton Road, Ashton-on-Ribble, Preston, Lancs, PR2, 1DY.

WANTED: Copies of Oric Owner, Oric User or Tansoft Gazette. Write to OUM.

If you are writing to OUM requesting an ad. for this section, please tell us if you want your address printed, or if you want all enquiries to be c/o OUM, there is no cost for us passing on enquiries.

Can you write software good enough for releasing ? If you think you can then contact OUM as soon as possible.

RAMbling in the ROM - 5Of bugs and bytes...

We're nearing the end of this particular saga, so here goes. The sub-routine to send a character to the screen (V1.0 #FDAC, V1.1 #F7E4) makes no provision for checking against writing in double-height characters when the cursor is on the bottom line of the screen. Not surprisingly, the Oric obeys the instruction faithfully, and prints the second (or lower) half of the characters immediately beyond the screen memory, starting at #BFEO. This of course is where we have all been taught we can safely put machine code routines (see p241 of the Atmos manual)! In this instance the routine would be overwritten.

Overlay

I omitted one disc drive system in my review last issue, the Byte Drive 500. Launched in May, 1984 by ITL Kathmill, it was well reviewed at the time, and said to be a considerable improvement on the Oric Microdisc and DOS V1.0. The only criticism was that the DOS (written by Peter Halford) sat under screen memory, which would crash some programmes. In March 1985, 6 weeks after Oric crashed, ITL Kathmill were in receivership owed £100,000 by Oric! At that point the 'Byte Drive User Group' was formed by a Mr. J. Hibbons. Interestingly, as they went under, ITL and Peter Halford were in the final stages of perfecting a Z80 second processor board for the Oric, using CP/M 2.2 software under licence from Digital Research. I believe I'm right in saying that Peter Halford took the board to OPEL, who produced it for the Eastern block - can anyone shed any light on this? In December 1986, as OPELCO launched their new disc drives, B.D.U.G. ceased operations. Does anyone still have or use a Byte Drive?

And now for the promised program to read your Microdisc EPROM:

```

10 HIMEM #3FFF: RESTORE
20 FOR I=0 TO 56: READ J: POKE #4000+I,J: NEXT I
30 DATA #78,#A9,#7F,#8D,#0E,#03,#A9,#00,#8D,#14,#03
40 DATA #A9,#00,#85,#00,#85,#02,#A9,#E0,#85,#01,#A9,#50
50 DATA #85,#03,#A0,#00,#B1,#00,#91,#02,#C8,#D0,#F9
60 DATA #E6,#03,#E6,#01,#D0,#F3,#A9,#B2,#85,#04
70 DATA #A9,#F8,#85,#05,#A9,#02,#8D,#14,#03
80 DATA #58,#6C,#04,#00
90 CALL #4000
100 END

```

The program pokes the machine code routine and then runs it. The routine disables interrupts, vectors to the EPROM, copies the EPROM into RAM starting at #5000, returns to ROM, enables interrupts, and jumps to Basic. Then load your monitor and disassemble from #5000! The EPROM is normally loaded into RAM overlay at #E000-#FFFF. The address in #FFFC (#6FFC for us) - the reset vector - is #EB7E (#5B7E for us), which seems a good place to start. I shall await your discoveries with interest!

See you next month,

Jon Haworth



Title: Slalom Race
Supplier: HGC (Mailorder)
Price: £ 3.50 (cass)

This Norwegian game was known to me originally as 'Parchen Kirchen' and was released in 1984 by Cytel. When loaded you are greeted by a few bars of 'White Christmas' (good old Bing). You then choose between SLALOM, GRANDSLALOM, or a combination of the two with the idea being to ski down between the flags/obstacles.

The option I usually choose is the ORIC CUP which I make last over 9 days. I then input my son's name 5 times and my daughters the same, this way they are out of my way for a good two hours !

3 keys are used to control your very own little HANS KLAMMER (at least I think he's a skier, or is he a footballer). Spectators line the route and a clock displays your time. Billboards show adverts for JVC, 7-UP, and Coca Cola. If you crash you hear a sort of death march but if you complete the course a victory tune is played and your little man freaks out. Points are awarded at the end of each days competition.

This is marvellous value and what I'd call a family game, when you've finished playing press '6' for a surprising finale.

Graphics: 8 Sound: 8 Addictiveness: 8 Overall: 8

HINT'S + TIP'S

If you have something useful for the 'Hints & Tips' section, or have a problem in an adventure, want 'infinite lives' on an arcade game, or are having trouble with an area of programming, then please write to:

OUM, Hints & Tips, 10 Thomson Ave, Birmingham, B38, 8YD.

Here is a useful tip from Mr T.C.Brown from Essex. To 'centre' a heading on the Oric screen enter the following function:

```
DEF RNCTR(A) = 19-(LEN(H$)/2)
```

To use, initialise H\$ with your heading then PRINT TAB (RNCTR(2);H\$) and your heading is centred. Change the 19 to 20 for printer use.

'The Haunt' has been out long enough now for me to announce a small cheat mode, simply type CHEAT PAGE as your input and you will be told how to overcome the main problems.

If you want to know what happens when all three dams are destroyed in 'Damsel In Distress' then simply wind the tape past the loading screen and load the BASIC program then LIST it.

For infinite time on Trident Neptune, use this poke from Jon Haworth from Cambridge.

```
POKE 8790, #30 : RUN
```

Have you seen the French cassette/disk based Oric magazine, now in English ? For details write to:

CLUB DISC'ORIC, Vincent Talvas, 58 Rue des Sculpteurs, 93240 STAINS, France.

Here is a wonderful program sent in by Robert Bray, from Alexandria, Dunbartonshire. It will magnify any characters that are put into the variable A\$, in lines 20, 30, and 40, but I suggest that you enter the words already in the lines for the first time. Enter the program and it's capabilities will surprise you as much as it did me.

```

0 REM HIRES BLOCK COPY / MAGNIFY
1 REM BLOCK OF MEMORY IS HELD BETWEEN #2002 & #2FFF
10 HIMEM#2000 : GOSUB 1300
20 A$="HIRES": B$="PICTURE": GOSUB 100 : GOSUB 1000
30 A$="IT GETS": B$="LARGER!": GOSUB 100 : GOSUB 1000
40 A$="IN ANY": B$="COLOUR!": GOSUB 100 : GOSUB 1000
50 GOSUB 150 : CURSET 180,150,3 : DRAW 59,0,1 : DRAW 0,48,1 : DRAW -59,0,1 :
  DRAW 0,-48,1
60 DRAW 59,48,1 : CURSET 239, 150,1 : DRAW -59,48,1 : GOSUB 1000
70 GOSUB 150 : FOR A=0 TO 4 : CURSET 180+(A*12),150,3: FILL 50,2,A+17: NEXT:
  GOSUB 1000
90 TEXT : END
100 GOSUB 150 : CURSET 190,160,3 : GOSUB 120 : CURSET 190,170,3 : A$ = B$:
  GOSUB 120
102 RETURN
120 FOR A=1 TO 7 : CHAR ASC ( MID$ ( A$,A,1)),0,1 : CURMOV 6,0,3 : NEXT:RETURN
150 HIRES : POKE 618,10 : RETURN
500 PRINT "PRESS A KEY";: GET K$: CLS : RETURN
1000 REM PUT BLOCK INTO MEMORY
1010 CURSET 180, 150, 3
1020 POKE #2000,10 : REM NO. OF BYTES ACROSS
1030 POKE #2001,50 : REM NO. OF ROWS DOWN
1040 POKE #70E5,0 : POKE #70E7,2 : REM READY M/C FOR ENTRY
1045 CALL #70D0 : REM STORE IN MEMORY
1050 REM DISPLAY BLOCKS AROUND SCREEN
1060 POKE #70E5,2 : POKE #70E7,0 : REM READY M/C FOR DISPLAY
1070 FOR A=180 TO 0 STEP -60 : FOR B=150 TO 0 STEP -50 : CURSET A,B,3
1080 CALL #70D0 : REM DISPLAY
1090 PRINT "COPY - ";: GOSUB 500 : NEXT : NEXT
1100 REM EXPAND BLOCK AND DISPLAY
1110 GOSUB 150 : FOR A=120 TO 0 STEP -120 : FOR B=100 TO 0 STEP -100:CURSETA,
  B,3
1120 CALL #7110 : REM EXPAND BLOCK IN MEMORY & DISPLAY
1130 PRINT "EXPAND - ";:GOSUB 500 : NEXT : NEXT
1140 REM PUT LARGER BLOCK INTO MEMORY
1150 REM (LARGEST IS 20 BYTES ACROSS, AND 100 ROWS DOWN)
1160 CURSET 0,0,3
1170 POKE #2000,20 : REM NO. OF BYTES ACROSS
1180 POKE #2001,100 : REM NO. OF ROWS DOWN
1190 POKE #70E5,0 : POKE #70E7,2 : REM READY M/C FOR BLOCK ENTRY
1200 CALL #70D0 : REM ENTER BLOCK INTO MEMORY
1210 REM EXPAND LARGE BLOCK AND DISPLAY
1220 GOSUB 150
1230 CALL #7110 : REM EXPAND BLOCK AND DISPLAY
1240 PRINT "EXPAND - ";: GOSUB 500 : RETURN
1300 REM SET UP M/C
1310 A=#70D0 : FOR B=0 TO 13 : READ C$ : FOR C=1 TO 32 STEP 2 : D= VAL("#"
  +MID$ (C$,C,2))
1320 POKE A,D : 'CS=CS+D : A=A+1 : NEXT : NEXT
1330 IF CS<>20110 THEN PRINT "ERROR IN DATA" : PING : STOP
1340 RETURN

```

The listing continues over the page, if you don't like DATA statements then I wouldn't bother.


```

9000 DATA A5108500A5118501A9028502A9208503
9010 DATA A200A000B1029100C8CC002090F618A5
9020 DATA 0069288500A5016900850118A5026D00
9030 DATA 208502A50369008503E8EC012090D360
9040 DATA A51085008502A51185018503A9028504
9050 DATA A9208505A2008607A9008506A000B104
9060 DATA C941902CC980B0284829384A4A4AAABD
9070 DATA A4719102A0289102A000E602D002E603
9080 DATA 682907AABDA4719102A02891024C7471
9090 DATA 9102A0289102A000E602D002E6039102
9100 DATA A0289102E602D002E603E604D002E605
9110 DATA E606A506CD0020D0A318A50069508500
9120 DATA 8502A501690085018503E607A507CD01
9130 DATA 20D085040434C4F70737C7F00000000

```

Do take the time to enter the listing, it really is worth it.

For some time now I have been considering a music feature in OUM, and I would like to know how many readers would find this of interest. A feature could include details about Oric musical utilities, how to write your own music pieces on the Oric, how to obtain various sound effects, and details about some digitised music pieces, which are not under copyright (as far as I know but don't hold me to that), and various other bits & pieces. I'd be interested to hear from you if you would like to see such a feature, or if you could send in some material for one.

Oric software suppliers

- HGC (Mailorder), 8 Staley Hall Rd, Stalybridge, Cheshire, SK15, 3DT.
 - Wolsoft, 27 Dore Close, N'pton, NN3, 4PZ.
 - Capri Marketing Ltd, 24a White Pit Lane, Flackwell Heath, Bucks, HP10, 9HR.
 - Software Cellar, 1a Hightown Road, Luton, Beds, LU2, 0BW.
- Send an s.a.e. for a price list, and name the Oric as your computer.

If you are a user of the music utility 'Composer' and would like several soundtracks to load into your Oric then simply send an s.a.e. and a blank cassette to OUM and we'll return it containing at least ten soundtracks, including 'Stop', 'Axel-F', 'New Life', and much more. This is for free, if you have entered any musical pieces into 'Composer' then we'd be happy to hear them.

Next month

Results of issue 23's questionnaire (get them in soon), reviews, news, listings, more hints & tips, free offers, and everything else. Don't forget the new price !

Editor: Robert Cook
RAMbling in the ROM / Cover / Advertisements / Overlay: Jonathon Haworth
Dave's Data: Dave Dick
Printing: T.Cook

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