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UNLOADABLE TAPES

The SOFTWARE GUILD (Who?) are hoping to persuade shops to put up a notice to the effect that returned tapes can only be exchanged if THEY cannot Load them! This means you buy U.S. GOLD programs at your peril. LENSLOK? Even U.S. GOLD refused to use it.

128K COMPUTERS

Had a play on a colleagues Amstrad 6128. It uses Microsoft Basic. It is STILL at the same level as used on my old TRS-80 in 1985! Amstrad appears to have learnt nothing in 5 years. The ZX80 had a whole 2K of ROM and its features are superior to Microsoft. Also the 128K means 44K of Basic User memory. The remainder ONLY accessible by machine-code. Regrettably the same will apply to the new Sinclair 128K. The only REAL 128K is the QL. Best advice to people seeking a larger computer is to wait till around mid 1986 when the GENUINE larger ones became available; most likely using the 68000 processor chip. Possibly Sinclair will modify the QL and remembers to add a tape handling facility?

MONOPOLY TRANSFER

Altho this Loads at normal speed it is "protected by Speedlock" In the game the screen is never redrawn, therefore necessary to Save the Screen\$ part. On the tape the Screen\$ and main part are both Headerless but can be Loaded using the usual False Headers or by DATA statements as follows:

1. Wind the original tape to be just before the THIRD screen.
2. Type in this loader for the screen;


```
10 DATA 221,33,0,64,17,0,27,62,255,55,205,86,5,201
20 FOR X=23300 TO 23313: READ A: POKE X,A: NEXT X
30 RANDOMIZE USR 23300
40 SAVE*"m";1;"MONOP$" CODE 16384,6912
```
3. RUN above program, then play in tape till Microdrive starts.
4. Change line 10 and line 40 to be:


```
10 DATA 221,33,62,100,17,69,153,62,255,55,205,86,5,201
40 SAVE*"m";1;"MONOPc" CODE 25662,39237
```
5. RUN, then play in rest of tape (which is main code part).
6. Type in this Basic Loader:


```
10 CLEAR 25661: LOAD*"m";1;"MONOP$" CODE 16384
20 LOAD*"m";1;"MONOPc" CODE 25662
30 RANDOMIZE USR 43457
```

Save to Microdrive by; SAVE*"m";1;"MONOP" LINE 10

Study the two line 10's & check if you see how the first one can Load in 6912 Bytes into 16384 onwards, and that the second loads in 39237 Bytes into 25662 onwards.

ROCKY HORROR SHOW TRANSFER

This game loads at normal speed but with weird Border colours. This is achieved by the Loader being a copy of the Sinclair ROM loader, but the LD A before the OUT command is altered. Also, as the Bytes section after the Basic IS the loader, it can be looked at with a Dissassembler to find code Starts, etc. The Headerless parts cannot be loaded by False Headers as they have codes of 33 and 34. The first Headerless part includes the screen picture & this part is 16384 Bytes long. The method used splits this into three parts. (If preferred the Screen\$ part can be omitted, but in this game I suggest you keep it).

1. Wind the tape to be just after the basic and the Bytes part.

2. Type in the following:
10 DATA 221,33,16,103,17,0,64,62,33,55,205,86,5,201
20 FOR X=23300 TO 23313: READ A: POKE X,A: NEXT X
30 RANDOMIZE USR 23300
 3. RUN above program then play in the tape till O.K. appears.
 4. Save to Microdrive in three parts by;
SAVE*"m";1;"RHS\$" CODE 26384,6912 <--Omit this SAVE if
SAVE*"m";1;"RHS2" CODE 36296,6472 Screen\$ is not
SAVE*"m";1;"RHS3" CODE 33296,3000 wanted.
 5. Change line 10 to be: (Numbers underlined are the changes)
10 DATA 221,33,48,117,17,2,127,62,34,55,205,86,5,201
 6. RUN then load in last part of the tape.
 7. Save to Microdrive by; SAVE*"m";1;"RH1" CODE 30000,32514
 8. Type in this Basic Loader:
10 CLEAR 65535
15 LOAD*"m";1;"RHS\$" CODE 16384 <-Omit line 15 if Screen\$ has
20 LOAD*"m";1;"RHS1" CODE 32768 not been Saved.
30 LOAD*"m";1;"RHS2" CODE 26296
40 LOAD*"m";1;"RHS3" CODE 16384
50 DATA 33,0,64,17,0,91,1,184,11,237,176,195,190,131
60 FOR X=20480 TO 20493: READ A: POKE X,A: NEXT X
70 RANDOMIZE USR 20480
- Save this to Microdrive by; SAVE*"m";1;"RHS" LINE 10
Note that Block Mover is put onto screen area as rest of the memory is all used. This is my type of game as it can be played by people without fifteen fingers on each hand.

ALIEN 8 (Again)

Still problems with transferring this with some Spectrums. Here's another method, but based on using the 007 DE-PULSER to turn the main pulsing File into "normal" Headerless File.

1. Type in this Loader and transferrer;
10 DATA 221,33,16,103,17,0,146,62,255,55,205,86,5,201
20 FOR X=64000 TO 64013: READ A: POKE X,A: NEXT X
30 RANDOMIZE USR 64000
40 POKE 53256,201: SAVE*"m";1;"ALIENc" CODE 35344,28416
(To save Screen\$ part, also SAVE*"m";1;"ALIEN\$" CODE 26384,6912)
 2. Wind the Back-Up copy tape made using DE-PULSER to be just after the normal Basic part. RUN program just typed in then play in all the rest of the Back-Up tape. When loaded, line 40 will transfer it to Microdrive.
 3. Enter this Basic Loader;
10 LOAD*"m";1;"ALIENc" CODE 25344
20 RANDOMIZE USR 25344
- Save it to Microdrive by; SAVE*"m";1;"ALIEN" LINE 10

ROBIN OF SHERWOOD

This is an Adventure game with the usual "guess what commands to enter". Not being keen on Adventure games, I couldn't even get off the first "screen" and presume game is Hobbit type. Due to the length of the main section, which is the ONLY part required, a special technique to split it into two is required. Note that this technique applies to other very long programs, some of which have appeared in MDX previous issues.

1. Wind your ROBIN tape to be just before the start of the last machine-code part.
2. Enter LOAD "" CODE 16384 then play in the tape, which will Load onto screen area, until colours start to appear at top of display. STOP tape immediately this happens.
3. Save to Microdrive by SAVE*"m";1;"ROBIN2" CODE 16384,4000
4. Again wind ROBIN tape to start of the long machine-code part.
5. Enter RUN USR 0 and then press Enter. If a Spectrum+, simply







- press RESET switch.
6. Enter CLEAR 24575: LOAD "" CODE 24576 then play in all of the remainder of the tape.
 7. Save to Microdrive by entering;
CLEAR 28575: SAVE*"m";1;"ROBIN1" CODE 28576,36960
 8. Type in this basic loader;
10 CLEAR 28575: LOAD*"m";1;"ROBIN1" CODE 28576
20 LOAD*"m";1;"ROBIN2" CODE 16384
30 DATA 49,255,95,33,0,64,17,0,96,1,160,15,237,176,195,0,96
40 FOR X=20480 TO 20496: READ A: POKE X,A: NEXT X
50 RANDOMIZE USR 20480
 9. Save to Microdrive by; SAVE*"m";1;"ROBIN" LINE 10

Total length of ROBIN is too long to transfer as one block. This method splits game into two blocks..first block being 4000 Bytes and second of 36960 Bytes. Method used loads long Block into the correct location and the 4000 Bytes onto the screen. Then the 4000 Bytes are Blocked moved to correct location and a machine-code Jump is made to start the game. In order to load long block upto very top of memory a CLEAR must be included, but it CANNOT be correct value of 24575 for the game as it is too low for a Microdrive. Initial Clear of 28575 is used, then AFTER Blocks have been loaded, the first three Bytes of the Data statement effectively do a CLEAR 24575. (The 49,255,95 is a LD SP,24575). Last three Bytes of the Data are 195,0,96. This is JP 24576.

SAVING K BY REDUCING SCREEN TO NECESSARY PART ONLY

Taking the game GLASS as an example, the lower third of screen is never redrawn; rest of screen is. Instead of saving the full screen of 6912 Bytes only save the bottom third AND also the 768 Bytes of Attributes File or else picture will be in glorious Black/White. First save screen as normal, then enter following altogether; LOAD*"m";1;"name" CODE 16384: ERASE*"m";1;"name": SAVE*"m";1;"name" CODE 20480,2048+768 It will then be necessary to alter Basic Loader to Load Screen\$ part to 20480. If middle of screen was required, the start address of middle is 18432 (and would be 2048 Bytes long).

PRINTING LARGE, NEATLY (AND EASILY)

Printing large is simply done by printing black character sized squares to make-up the letters. T and L are easy as no curves are involved, but S, C, R, K, Y, etc, give terrible effects. The easy way around this is to define just 6 User Graphics to give; , , , ,  and . The first four are for rounded edges and the last two are used for B, K, R & X. By combining the slopes, X, Y, N, M, etc are obtained. Graphic square (key 8) & the other graphics on keys 1 to 7 can also be used. This simple method can give about 5 letters across and 3 lines down. The User Graphics are put into graphic characters A,B,C,D,E & F by program below:

```
10 DATA 1,3,7,15,31,63,127,255 <--- Graphic A
20 DATA 255,254,252,248,240,224,192,128 <--- Graphic B
30 DATA 128,192,224,240,248,252,254,255 <--- Graphic C
40 DATA 255,127,63,31,15,7,3,1 <--- Graphic D
50 DATA 255,254,252,248,248,252,254,255 <--- Graphic E
60 DATA 255,254,252,248,248,252,254,255 <--- Graphic F
70 FOR X=0 TO 47: READ Z: POKE USR "A"+X,Z: NEXT X
```

Save the User Graphics either by Saving program above, or by;
SAVE*"m";1;"UDG" CODE USR "A",48
An example program to print XMAS large is given below. Easiest way to enter it is to RUN program above. When entering the Print characters between the "", get into G mode & hold the CAP SHIFT down whilst entering the characters between the "". The . in the lines indicates a space and the letters or B mean press that key (in Graphics Mode).


```

100 INK 7: PAPER 1: BORDER 1: CLS
110 PRINT "...DC...AB.8C...A8.A888C.A88C"
120 PRINT "...DC..AB..8DC..AB8.8...8.8..8"
130 PRINT "....DCAB...8.DCAB.8.8...8.8"
140 PRINT ".....FE....8..DB..8.88888.D88C"
150 PRINT "....ABDC...8.....8.8...8....8"
160 PRINT "...AB..DC..8.....8.8...8.8..8"
170 PRINT "...AB....DC.8.....8.8...8.D88B"
180 PRINT (This gives a space before next line).

```

Note how the graphic
E & F are used in X



Over to you. Move the XMAS lower down and put MERRY above it.
(Saves me sending each member a Christmas card)!

VARITYPE PRINTING OFFER

George Munro has produced a tape which gives 15 different varieties of print format. Sample shown just the upper case characters shown on the right. It also includes facility for 64 characters per line. (Could design your own Tasword)? Also included is a print large prog which lets you determine the magnification. Tape supplied with full instructions & a good Demo program. The various type faces can be added to your games, etc. Although it would be difficult to print on a larger printer, it means you could use 64 characters to a line without Tasword if using Alphacom/ZX-Printer. Available to members at £3 from:

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can also **MAGNIFY**
VERY BIG

GEORGE MUNRO, FLAT 6, GODOLPHIN HOUSE, FELLOWS ROAD, LONDON NW3.
Overseas Europe members +50p for postage, Airmail areas +£1

TASWORD INFO

If TASWORD stops, possibly because "wrong" option selected, can be safely restarted by entering GO TO 25. If TASWORD gets into a strange loop and wont let you Print out to printer and/or you want to Save to a tape. With NO cartridge in Microdrive, enter the Save routine. When it stops with "Microdrive Not Present" enter PRINT B Value printed will be length of the File. (File always start at 32000). This is useful to know as it means Files held on a tape can be Loaded into your TASWORD M/drive version by returning to Basic (Option B), loading the tape file by; LOAD "" CODE 32000, then when Loaded enter GO TO 25 to restart.

HORACE GOES SKIING. Should be a RANDOMIZE USR 23300 added onto end of line 50.

BOULDER-DASH.....Dave Bran of Bromley Kent, points out that the Infinite Lives Poke is; POKE 38943,0: POKE 38944,0: POKE 38945,0

BOOTY. The Basic Loader should be;

```

10 CLEAR 26879: LOAD*"m";1;"BOOTYc" CODE 26800: RANDOMIZE USR
52565

```

Having now obtained this game, and used a Dissassembler to find the correct RANDOMIZE, it appears that game may have been made using a compiler since when looking thro' code and printing out blocks of Bytes by PRINT CHR\$ PEEK X, it produced a block of assembler listing thus; LD A, 127 LDIR, etc, etc. Possibly this was a REM statement(?). BOOTY is an old "cheapy" game, but good.

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