

# MICRODRIVE EXCHANGE

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L. Evans (LERM) is a teacher selling software part-time, yet his products are the dearest, and you'd be forgiven for doubting his profession judging by the confusing literature & video layout he uses, is planning on starting a Microdrive User Club at £8/year for four issues. His latest product is a £6-50 "Help" tape called MD1.....necessary to make his microdrive transfer program work. Included on this is a Pseudo Dissassembler and a write up on the Scrabble to m/d by putting a few thousand Bytes onto video then the rest direct in memory. Does this sound familiar? The TAPE 3 contains a Pseudo Dissassembler, MDX2 included a routine to put Scrabble to m/d by putting a few thousand Bytes to video area etc. BOTH of these appeared BEFORE the MD1 help tape. I am sure that the LERM club newsletters will be very informative as most likely they'll be straight reprints of MICRODRIVE-EXCHANGE!

## FRENZY to Microdrive by MANOS DARKADAKIS of Greece.

This gives problems if simply copied to m/d as it requires a few extra POKES and must jump to start the program immediately after the main code block has been block moved. This is the reason for the extra 195,95,123 at end of the DATA. The RESTORE 20 in line 20 is necessary as the CLEAR in line 18 resets the Data counter back to zero and the READ in line 20 would otherwise Read the very first Data in the program.

Type in the following Basic Loader:

```
10 LOAD*"m";1;"FRENZYcode" CODE 30500
15 DATA 33,240,92,17,182,92,195,229,25: FOR J=23337 TO 23345:
  READ A: POKE J,A: NEXT J: RANDOMIZE USR 23337
18 CLEAR 25999: POKE 23675,120: POKE 23676,105
20 DATA 17,204,91,33,36,119,01,40,35,237,176,195,95,123:
  RESTORE 20: FOR J=50000 TO 50013: READ A: POKE J,A: NEXT J:
  RANDOMIZE USR 50000
```

Save by: SAVE\*"m";1;"FRENZY" LINE 10

2. Load & Save the CODE from tape by;

```
LOAD "" CODE 30500: SAVE*"m";1;"FRENZYcode" CODE 30500,9000
```

## PROGRAMS WHICH CRASH TAPE OR MICRODRIVE COPIERS

A new method to make a copier crash is by making the header of the program always print the name of it at top of screen. Reason this causes a crash is the copiers usually have their machine-code hidden on the screen itself. To stop this from happening, you could make up a dummy header as explained in MDX5.

Load in this new header, then load in program without its header. A copier such as TRICKY (on 007SPY) cannot be fooled by such as it doesn't print program name.

## UNMERGEABLE BASIC PROGRAMS

A header can be made up which does not autostart, then Load in this header before loading program WITHOUT its header. Example of this is copying FULL THROTTLE to microdrive.

## FULL THROTTLE TO MICRODRIVE by GEORGE COCHRANE of CARNOUSTIE

This game has been Saved at a fast speed so it cannot be copied by tape copier, etc. The method used is to first load the Basic part (by using a false header you make up as otherwise it is unmergeable). This basic contains the fast loader for the Bytes. A few POKES ensure that the Bytes Load but doesn't autorun. Sorry, but as I don't have the game I cannot quote length of the Basic...use a header reader to find this out.

1. Set the FULL THROTTLE tape to be just after the header of the first part. Load in your made up header, then play in you tape
2. The machine-code which fast loads the game is in a REM in the Basic. To make it so it will Fast load, but not run, enter the

- following: POKE 23860,63: POKE 23861,5 then Save to a TAPE by;  
 SAVE "FT" CODE 23841,260
3. Clear Spectrum by RUN USR 0 then load this new tape by:  
 LOAD "" CODE 60018 when loaded enter RANDOMIZE USR 60018
  4. Play in the second part of your FULL THROTTLE tape. When it is  
 Loaded, you'll get message START TAPE & PRESS ANY KEY. Press  
 ENTER key and it commences saving to nothing as all we want is  
 to Stop by pressing the Break key as soon as the thick strips  
 appear. Now we do a real save to microdrive by;  
 SAVE\*"m";1;"FTCODE2" CODE 25000,37000
  5. Clear Spectrum by a RUN USR 0. Type in the following;  
 10 LOAD \*"m";1;"FTCODE1" CODE 60018  
 20 LOAD \*"m";1;"FTCODE2" CODE 25000      Save to microdrive by;  
 30 RANDOMIZE USR 60225      SAVE\*"m";1;"FT" LINE 10

#### PASCAL TO MICRODRIVE (This is the Hi-Soft Pascal)

Easy to transfer but the original Basic program is "concealed"

1. Transfer the main Bytes section from the tape by;  
 LOAD "" CODE 24598: SAVE \*"m";1;"pascal" CODE 24598,20224
2. Type in and save the following;  
 10 LOAD \*"m";1;"pascal" CODE 24598: RANDOMIZE USR 24608  
 Save to microdrive by; SAVE \*"m";1;"PASCAL" LINE 10

#### FIGHTER PILOT TO MICRODRIVE by P RIDER of PINNER,MIDDX

There are TWO versions of this game. This routine applies to the  
 old original version. The newer version has a last section of  
 49152 bytes long....hopefully we'll transfer this at later date.  
 Only the third part of the program is required, and it is called  
 fpm. Since it starts from 23500 it'll need relocating then Block  
 moving. Basic loader for this is:

```
10 LOAD*"m";1;"FPILOTc" CODE 28552
20 DATA 17,0,92,33,136,111,1,0,237,176,201
30 FOR J=65000 TO 65011: READ A: POKE J,A:
NEXT J: RANDOMIZE USR 65000
```

Save to microdrive by; SAVE\*"m";1;"FPILOT" LINE 10

Load and Save the third section of the game by;

```
LOAD "fpm" CODE 28552: SAVE*"m";1;"FPILOTc" CODE 28552,33792
```

NOTE: You could use the MOVDEL program printed in MDX5 to do the  
 Block Move action. Note also that the reclaiming of map area is  
 not useful on this program as the Block Move moves the program  
 over the map area anyway.

Tip from M.A.CLAYTON of BLACKPOOL. TANDY shops sell a Telephone-  
 Listening amplifier at £9. Plug in your MIC or EAR jack plug and  
 it becomes a super sound amplifier for the Spectrum.

#### VU-FILE AND VU-CALC PROBLEMS

Some members are experiencing problems with the transfer of  
 these. On VU-FILE some find that option 6 doesn't work correctly  
 VU-CALC can give problems if too many calculations required, but  
 this apparently also happens on tape version. Also, VU-CALC will  
 ALWAYS save a file as approx 29000 bytes! As I don't use either  
 of these programs other than to do a few simple tests on them, I  
 am not that familiar with their actions. If members with either  
 of these programs could write in and let me know if they are O.K  
 or not and please state if screen is "T" or "t" and if code is  
 "C" or "c" and length of code section, hopefully I'll be able to  
 correlate the info to deduce which version(s) give the trouble,  
 altho' all my versions appear to be O.K. on the few basic checks  
 I've done. Please do take the trouble to check names and lengths

#### LORDS OF MIDNIGHT TO MICRODRIVE

Routines for this have been submitted by both K.R.WALKER of  
 Birmingham & JOHN VICKERS of SOUTH QUEENSFERRY, SCOTLAND. In the  
 game LORDS, the last section is a headerless file of 41807 Bytes

This is too long to easily manipulate. Also, since it is a File it cannot be simply loaded in. The technique is an amalgamation and modification on methods submitted. J.VICKERS also suggested the method of writing the DATA values always as three digits to reduce errors. Follow the steps below carefully:

1. Make up three dummy Headers onto a tape by telling Spectrum Code Start & Code Length, and save only the Header for the following:

```
SAVE "1" CODE 16384,3000      Remember to STOP the tape after
SAVE "2" CODE 26728,41807    the Header has been SAVED.
SAVE "2" CODE 43113,41807
```

Wind your LORDS OF MIDNIGHT tape to be at the very start of the headerless-file.

2. Load first dummy Header by; LOAD "" CODE 16384 then play in the File from game tape until it stops Loading in. This will load first 3000 Bytes on the screen. Save to microdrive by;

```
SAVE*"m";1;"LORDS1" CODE 16384,3000
```

3. Load second dummy Header by doing a CLEAR first by entering; CLEAR 26000: LOAD "" CODE 26728 then play in ALL the File of LORDS game. When all loaded, save to m/d by;

```
SAVE*"m";1;"LORDS2" CODE 29728,35807 This actually Saves the
File without the first & last 3000 Bytes.
```

4. Load third dummy Header again with a CLEAR by entering; CLEAR 26000: LOAD "" CODE 43113 then play in ALL the File of LORDS game. Since it starts loading into location 43113 it will go OVER the top of memory and "wrap" round loading into location 0 onwards. The last 3000 Bytes will appear on the video. When all loaded, save to microdrive by;

```
SAVE*"m";1;"LORDS3" CODE 16384,3000
```

5. Type in and save the following Basic loader;

```
10 CLEAR 26000: LOAD*"m";1;"LORDS1" CODE 16384
```

```
20 LOAD*"m";1;"LORDS2" CODE 26728
```

```
30 LOAD*"m";1;"LORDS3" CODE 62535
```

```
40 DATA 049,053,092,033,000,064,001,
      184,011,237,176,195,117,096
```

```
50 FOR J=23296 TO 23312: READ A: POKE J,A:
```

```
NEXT J: RANDOMIZE USR 23296
```

Save to microdrive by; SAVE\*"m";1;"LORDS" LINE 10

The extra 049,053,092 at start of Data in line 40 is to load a value into SP (Stack Pointer). This was in the original loader & in this game it appears essential to retain it.

#### MATCH-POINT TO MICRODRIVE

This method is also based on method from L.JAN.VINCE of GRIMSBY. Again it is an example of splitting a program into three parts. The program is a long Headerless-File, but as the "File code" is a 0, the dummy header method will not work. This time a machine-code program loads in the three parts in a similar method to the LORDS. Wind the MATCH-POINT tape to the start of the Headerless-File, and again we will have to play in program three times.

1. Type in the following;

```
10 DATA 221,033,000,064,017,184,011,175,055,205,86,5,201
```

```
20 FOR J=23296 TO 23308: READ A: POKE J,A: NEXT J:
```

```
RANDOMIZE USR 23296
```

RUN program and play in MATCH file till Spectrum stop accepting it. Save to m/d by; SAVE\*"m";1;"MATCH1" CODE 16384,3000

2. Rewind MATCH tape to start of File, then type in;

```
10 CLEAR 26000:
```

```
20 DATA 221,033,035,104,017,148,163,175,055,205,086,005,201
```

```
30 FOR J=23296 TO 23308: READ A: POKE J,A: NEXT J:
```

```
RANDOMIZE USR 23296
```

RUN program and play in ALL of the File. When all in, save by; SAVE\*"m";1;"MATCH2" CODE 29659,35876

3. Again rewind MATCH tape to start of file, then type in;



10 CLEAR 26000:

20 DATA 221,033,036,168,017,148,163,175,055,205,086,005,201

30 FOR J=23296 TO 23308: READ A: POKE J,A: NEXT J:

RANDOMIZE USR 23296

RUN program and play in ALL of the File. When all in, save by;  
SAVE\*"m";1;"MATCH2" CODE 16384,3000

(This program actually started to load the file into 43044 which meant that the last 3000 Bytes would appear on the screen).

4. Finally, type in this Basic loader;

10 CLEAR 26000: LOAD\*"m";1;"MATCH1" CODE 16384

20 LOAD\*"m";1;"MATCH2" CODE 26659

30 LOAD\*"m";1;"MATCH3" CODE 62535

40 DATA 049,204,091,033,000,064,017,107

092,001,184,011,237,176,195,000,099

50 FOR J=23296 TO 23312: READ A: POKE J,A:

NEXT J: RANDOMIZE USR 23296

Save this to microdrive by; SAVE\*"m";1;"MATCH" LINE 10

#### HELP WANTED

PINBALL by SAGITARIUS & STOP THE EXPRESS refuse to transfer to a microdrive. Anyone managed to transfer these? Also had a request to transfer DUNGEON BUILDER by DREAM. Anyone done it?

The print routine for the Seikosha 100 needs to be loaded before VU-FILE but won't give selections of print styles. Can you do it

J.G.FOUNTAIN of YORK, solved the problem of drive starting-up when it felt like by connecting the short ribbon cable the other way up and other way round...not possible if a keyway on plug.

DAVID THORTON of PRESCOT, MERSEYSIDE, sent in a list of changes to VU-CALC to give 40 col by 90 row spreadsheet layout. Any one wanting this info' will be sent a copy. (SAE please).

ALAN FORTUNE of NUNEATON sent in a very detailed listing of VU-CALC which retains the finding of cell co-ordinates, etc. Clever programming moves part of program to video area during a SAVE or LOAD command. Send SAE for listing....I hope to find time to try out his method on OCP Finance Mgr, etc, for next issue.

PHILIP WILSON of SUNDERLAND, says transferring HUNCHBACK to m/d is straight forward, BUT, at start of you Basic loader MUST put PAPER 0: INK 7: BORDER 0 or else the rope over the pit will be one third normal length as bottom part is wrong colour.

DON HUGHES of NEW BARNET,HERTS, points out that the Brothers HR5 printer needs 2 additional wire links in the 25-way plug. These are between pins 4 and 6 and 6 and 8.

GEOFF CARTER of LONDON SW18, solved his problem of Files not being found & ERASE problems by unplugging his video recorder. A TV too close to a tape-recorder can give problems so same may happen to a Microdrive.

Still haven't got around to ANT-ATTACK. If it's Headerless-File is loader by simple loader it will list and reveal 8K of Basic.

How many members spotted the error in the title of MDX5? It was printed on a ZX-GUARANTEED letter heading by mistake.

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SCRAMBLE.....New version has main code section called "sc5"  
This version has Code Start of 24380, Code Length of 40951 and starts by a Jump to 46474.  
Transfer method in MDX2 will need changing for this version as follows:  
1. On page 2. In Basic Loader alter line 10 to be; CLEAR 24379  
In line 40, alter so that last 3 values in the DATA are; 195,138,181  
Near bottom of page, alter the CLEAR 24399 to be CLEAR 24379  
2. On page 3. Change the Load & Saves to, LOAD "sc5" CODE 24380 and change the Save to be