

Editor: G.A.BOBKER of ZX-GUARANTEED

Welcome to the second year of Microdrive Exchange. The majority of first year members have rejoined, which means membership is still around 2000 people. Melbourne House has just brought out a book on the Interface 1 ROM and hopefully in near future this means useful routines for the Microdrive will start to appear.

#### HELP ME PLEASE

Members names and addresses are held in four LISTFILE programs & also in a book. This means I can find names, etc, by a variety of methods, but NOT every conceivable combination. Please quote the reference which is printed in the top right hand corner of the envelope that your Microdrive Exchange Newsletters is in. The list of names/addresses have been cleared and re-entered for the second year as it wasn't realised till too late number rejoining. This means all will have a different reference number.

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#### \* MICRODRIVER AND BLAST COMMENTS IN MDX12

\* A correction to the comment about MICRODRIVER. The Faulty one\*  
\* was returned to the supplier (NOT the manufacturer) and this \*  
\* was the one they re-tested NOT a different one. The unit had \*  
\* been initially connected to original Spectrum via 6" cable to \*  
\* a Currah Microslot with a Kempston-Pro Interface, a Kempston \*  
\* Joystick, Watford Centronic/RS232 Unit connected to an Epson \*  
\* FX80 printer.....It is accepted that the most likely cause \*  
\* appeared to have been a faulty Microdriver. Note that Spectrum\*  
\* can be damaged by ANY peripheral which is faulty. \*

\*-----\*  
\* The comment about BLAST Compiler was printed after several of\*  
\* MDX members had made very adverse comments in letters about \*  
\* it. This brought an immediate response from two members who \*  
\* stated it was very good provided you used Pseudo Code option \*  
\* and that the BLAST people are extremely helpful and give out \*  
\* updates very quickly if applicable. Most probably this is a \*  
\* complex Compiler needing lots of studying in order to get the\*  
\* best from it. Recent review in YS mag agreed with orig comment\*  
\* saying only speeded up Basic by about 8 times.

\* NOTE: "CRASH" magazine has reviewed a new PSS MCODER Compiler\*  
\* £12.95 and said it worked on EVERY one of programs they tried\*  
\* including commercially made Basics and it compiled ALL with \*  
\* no changes being necessary. \*

\*-----\*  
\* STARBIKE transfer in MDX12. Insert POKE 65429,207 in line 4 \*  
\* before the RANDOMIZE USR 65280. \*

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QL is has now dropped to £199. Since Sinclair has announced a new QL is being planned, is it worth buying this old one?

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MICRODRIVE CARTRIDGES. Please note that I can no longer supply these. Cartridges are available at £1.50 each (includes VAT) from 4-Systems, 68 Foxwood Close, Brookside Estate, Felton, Middlesex TW13 7DL. Tel: 01-844 1399 They also supply a Double-Decker box called Microdrive Tidy for £8.90. Each box holds 32 cartridges.

#### ALIEN 8 TRANSFER (ALTERATION)

The ALIEN 8 routine in MDX12 IS correct and original listing was tested it on a colleagues Spectrum WITHOUT a Microdrive. The problem is the GO TO 0. Simply Stopping a Speedlock Basic & then entering GO TO 0 tends to crash most Spectrums. David Jones of Gt Sankey, Warrington, solved the problem by Stopping the Basic and entering the POKes, then Saving the Basic (temporarily) to micro drive by SAVE\*"m";1;"BASIC" LINE 0. Then when Loaded back in it

ran correctly and waited for you to Load in the next part. This method will NOT work for my Spectrum. Sorry but if don't work on yours, only solution is to make the Files on a friends Speccy WITHOUT a microdrive (and remember to reduce all POKE addresses by 58. I.E. POKE 24831,123 becomes POKE 24773,123).

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BOULDER BASH TRANSFER by DAVE BRAN of Bromley,Kent

Dave found that this Loaded two screens, the second being Header less then a long Headerless-File. He discovered that a copy of the screen is in this last File. Therefore only this part needed.

1. Make a False Header for machine code of 32000 Bytes. Load it by LOAD "" CODE 32000 then play in the long File of B'DASH. (At this stage if you POKE 38944,0 you'll have infinite lives).
2. Save to Microdrive by; SAVE\*"m";1;"BDASH" CODE 32000,23346
3. Type in this Basic Loader:

```
10 BORDER 0: PAPER 0: INK 0: CLS
20 LOAD*"m";1;"BDASH" CODE 32000
30 DATA 33,0,125,17,0,94,1,50,91,237,176,195,193,124
40 FOR X=60000 TO 60013: READ A: POKE X,A: NEXT X
50 RANDOMIZE USR 60000
```

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

The DATA statement in line 30 actually Block Moves the game to its normal location of 24064, then Jumps to 31925 to RUN it.

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WHEN IN DOUBT, CHEAT. (From S.WATTS of Wickford,Essex)

(AMERICAN FOOTBALL and BRIDGE-PLAYER 2)

S.WATTS "cheats" in his methods to transfer BRIDGE-PLAYER 2 (yes we did this in issue 12) and AMERICAN FOOTBALL. He finds methods to Stop the actual programs after they have Loaded. In BRIDGE he say when it prompts "PRESS A KEY" at beginning of game, press ! (exclamation mark) and program STOPS. He found the "on error" routines are in line 0. He changed all the RANDOMIZE USR 23760 in this line, to be USR 23818 (four of them). He then SAVED the Basic to autorun from line 0, SAVED the UDGs by "BRIDGEudg" CODE USR "A",168. Easy.

In AMERICAN FOOTBALL at beginning it prompts you to enter the teams names. If you delete both speech marks then enter: "CHR\$ USR 4867" the game will STOP. Game should now be SAVED to a tape (presumably as Basic). Clear Spectrum then reload it and look at line 9990 and all relevant info is provided. (Do people spend all their time trying the infinite possibilities of input in order to find these methods...or are they just brilliant)? S.WATTS also say that the RANDOMIZE to start Monty Mole is 53904

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REVEALLING INVISIBLE PROGRAMS

Several members wrote in after last mention about methods to do this appeared in earlier MDX. Program below will do it for you.

```
9000 INPUT "START ADDRESS? ";A
9010 FOR I=A TO 65536: PRINT I;"=";
9020 IF PEEK A > 31 THEN PRINT CHR$ PEEK A;
9030 IF PEEK A < 32 THEN PRINT PEEK I;
9040 NEXT I
```

If it can be MERGED in, O.K. If program you want to look at is unMERGEable Basic, stop Basic with False Header by loading the False Header by; CLS // : LOAD "" then play in the Basic. Save to a TAPE as Machine-Code by; SAVE "name" CODE 23813,Length. The Length is length a Header Reader gave for the Basic. Note that it MUST be Saved to a Tape as a Microdrive command would move up the start of the Basic area. Load in the program above, then play in the Tape you made by; LOAD "" CODE 30000. Enter RUN and the message "START ADDRESS? " will appear at bottom of screen. Enter 30000 and the program Characters will appear. Note that a 13 is an End-Of-Line indicator, but a genuine 13 could appear in a number A 14 is an indicator to tell Spectrum next 5 Bytes are the way Spectrum holds its numbers. For Example: 10 LET A=1 would give;

0	10	11	0	LET	A	=	1	14	0	0	0	1	0	13
Line Number		Number Bytes in this line						Number Follows indicator		Number				End of Line

NOTE: The program FALSE HEADER MAKER was printed in MDX6.

With long programs such as the Hobbit, etc, we usually split them into two or more sections, ensuring that the part liable to overwrite the System Variables & Microdrive Map area is in a Block of about 3 or 4K. This Block we generally put on the Screen as we can use it as a "free" area. BUT. If the program is such that there is a free area at least as long as this block, then instead of putting "rubbish" all over the screen this area could be used. In Highway Encounter I used the "free" area of 55555 upwards to temporarily hold the 3K Block covering Map area, etc. Please note that you CANNOT simply use just any of the apparently free area as sometimes the game/program may require it to be blank. Tasword for example would think it held a large File if you used what on first check appeared empty. In Highway Encounter, I originally tried using 60000 onwards and lost all the scenery at side of the road!

#### SOMETHING NEW

It has NEVER been the intention that members had to use the ZX-Guaranteed products ONLY in order to use the techniques printed, but some of the latest games are almost uncrackable unless the game is reduced to normal speed and daft pulses removed. In each issue of MDX it is hoped to print at least one transfer based on first slowing down the game to normal speed using 007 DE-PULSER. Sorry, but this is the ONLY practical method which can be used.

#### HIGHWAY ENCOUNTER TRANSFER

This uses the latest Speed-Lock protection, and with this method the DE-PULSER actually DOES copy the short "clicking" part after the Basic.

1. Make a Back-Up copy of H.E. using DE-PULSER.
2. Wind Copy tape to be at start of the LAST Headerless-File.  
(The short tone just before it sounds like a Header but isn't)
3. Type in the following program which when RAN will Load in the Last Headerless-File of HE. It actually Loads it in Higher in memory but as it isn't too long we get away with it O.K.

```
10 CLEAR 26383
20 DATA 221,33,16,103,17,0,153,62,255,55,205,86,5,201
30 FOR X=23300 TO 23313: READ A: POKE X,A: NEXT X
40 RANDOMIZE USR 23300
```

4. Play in the last Headerless-File of HE copy tape.
5. Save to Microdrive in two parts by;

```
SAVE*"m";1;"HE2" CODE 33296,3000
SAVE*"m";1;"HE1" CODE 36296,29256
```

6. Type in this Basic Loader:

```
10 CLEAR 65535: LOAD*"m";1;"HE1" CODE 26296
20 LOAD*"m";1;"HE2" CODE 55808
30 DATA 33,0,128,17,0,91,1,184,11,237,176,6,128,237,95,128,
237,79,195,225,176
40 FOR X=55555 TO 55575: READ A: POKE X,A: NEXT X
50 RANDOMIZE USR 55555
```

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

COMMENTS: DATA statement in line 30 Block Moves part temporarily Loaded into 55808 onwards to correct location of 23296. It also adjusts one of the registers, then Jumps to 45281 to start game. The leading salt pot (sorry, Dalek) will have a few extra lines on his head when at one angle. Don't know why but I can assure you that it is NOT because of temporary use of 55555 area. Most likely a better RANDOMIZE value to start game would correct it!



## TAPE COPIERS FOR PULSING PROGRAMS

Currently there are only three such copiers available. LERM TC7, KERR SPECIAL AGENT and the 007-SPYh suite. The LERM & KERR both make a direct copy of the programs complete with the "clicks", described by one member as "dingle-dongles". Both these tape DO work, but due to limitations of tape recorders not being capable of recording the dingle-dongles and also the fact that some of the Spectrums produce noisy and/or different output levels, means that the copiers may not work on your computer...if so, try Loading in the copy tape at a LOWER volume. The LERM does let you Save out at normal speed without the dingle-dongles but they can not run & to find the RUN address for them is nearly impossible. The DE-PULSER on the 007-SPYh removes the dingle-dongles & drops the speed to normal. Since it actually modifies the Basic, the end result is that they Load easier than the original. Please note that despite claims to the contrary, NONE can copy ALL.

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10 FOR X=54 TO 87

20 POKE 23681,X

30 LPRINT "ZX-G"

40 NEXT X: PAUSE 0

Mystery program phoned in by person whom forgot to give his name. Try it and see. MUST use LPRINT in line 30 (doesn't Print)

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A.J.MUNRO suggests it would be interesting if each member wrote in stating what they think are the 3 best programs ever. I agree

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TASWORD Help Page shows which graphic keys to press for various extra options in printing if a Epsom FX80. Try them on your large printer as they may work on yours. Most work on my Datascan Panther but certain combinations don't. For example, I have to turn OFF Emphasised to use Condensed print. Obviously there are Codes to give various print formats, but do try the FX80 ones available.

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A few members have written saying they sometimes have problems in Loading, and the easiest "cure" was to load in via the EAR socket instead of MIC socket. Worth a try if problems.

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WARNING: If considering joining Open University for a computing course. DO check which language they are using. Last year a large number of people dropped out, & lost their money, when they found the language was Pascal ONLY.

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MALCOLM GOODMAN of Leeds & GERHARD LIPSKI of W.Germany point out if your Spectrum has a Reset switch and Microdrive wont stop, press Reset then try pressing Break Key, entering STOP or do a CAT command. (After doing a CAT the Microdrive will Stop).

J.E.BALLARDS of Stoke Newington, London says if no RESET button, try entering RUN USR 0 then do a CAT 1 (if keyboard not locked).

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GEORGE COCHRANE of Angus, Scotland, says that the POKE in tranfer of SNOOKER (which he did in MDX4) should be changed as it gives a problem if a Joystick not fitted. Use POKE 28721,10 and it'll be correct with or without a Joystick.

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MARK PRODYCHYN runs a FREE Spectrum Adventure Helpline. If you're stuck in any Adventure 'phone him between 6.00pm-7.30pm weekdays only, on IPSWICH 622086

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HELP WANTED. Anyone transferred DRAGONTRON OF AVALON, the LEVEL 9 ADVENTURES, JUMPING JACK & PSYTRON.

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