

Editor: G.A.BOBKER of ZX-GUARANTEED

NEW MICROGEN PLUS

MICROGEN will shortly be releasing "Games In A ROM". These will be a small unit which plugs onto rear of Spectrum and includes a built-in Joystick Interface. Cost will be £14.95. BUT. The game is only partly in ROM, the rest is on a tape. This means it will still take ages to Load. Each game require a different ROM unit. Nice to know that you'll end up with hundreds of games plus lots of ROM units.

COPIER/TRANSFER ADVERTS

YOUR SPECTRUM has ceased to print adverts for these tape/devices This was due to pressure from the GREATLY OVERPRICED SOFTWARE - HOUSES, or G.O.S.H. for short. YOUR SPECTRUM is a good magazine, but each issue was getting thinner. To try and combat this, and the loss of advertising revenue they cannot afford to lose, the mag is shortly to be re-launched with the title YOUR SINCLAIR, obviously with view to including the 128K "Spectrum". NOT a good choice of name as it sounds like SINCLAIR USER magazine which is not exactly a "popular" mag.

HIDDEN "EXTRAS" WITH PRINTERS

With the old Sinclair ZX-Printer the paper rolls each cost about £2 each. Expensive, but you knew this. With larger printers the paper is reasonably priced altho' thermal paper used on Brothers printer costs more. The major item overlooked is the ribbon. The ribbons used are usually special for the particular machine. The exception is the STAR SG-10 which uses NORMAL typewriter ribbons (A very nice dot matrix printer at around £270). The Microdrive Exchange is now printed on a DATAC PANTHER. Ribbons are £6 when you ask the price, but £8 plus VAT extra when you buy them(!). These are re-inkable (as well as jamming in the mechanism) but by the time they need re-inking they are fairly worn out. Basically ALL printers are Centronic driven. RS232 types have an extra piece of electronics built-in. This sometimes means they cost more; but not always. They do have the advantage that the Interface 1 can drive them AND the Spectrum's rear connector is free. With Centronics Printers you need an interface to convert the signal to the Printer, costing about £15 with software, about £40 if on EPROM. For just printing a hard copy of Listings, the ALPHACOM thermal printer at around £30 is ideal (Paper costs £1) For word processing of top quality it has to be a noisy and slow Daisy Wheel printer. For "words" and graphics it has to be Dot-Matrix type. (By using Emphasied Mode the gaps between dots can be minimised AND latest printers have a Near Letter Quality mode usually called NLQ, to further improve quality).
SUMMARY: Super top quality means a super price, nearly. For the more general purposes, the Brothers range starts around £100 and print quality on the modestly priced thermal paper IS excellent.

HORACE GOES SKIING TRANSFER

An old, but popular game and much requested for a routine to put onto Microdrive. The last section, called "m" is loaded from off the tape by a routine held in the code block before it. Method to use is to load ALL codes (from Microdrive) then jump to the next instruction after the original loader. If you have a Disassembler Load in "ski" CODE and look at 24576 onwards. The part before 24601 is the Loader for "m". Note how it "Loads" the 17 Bytes of

the Header into location 0 (This simply means it throws it away) Both sections "ski" and "m" need to be loaded higher in memory & then Block Moved to correct location. This also required the old "reclaim" routine which appeared recently to be redundant.

Method to transfer Skiing is as follows:

1. Load/Transfer SCREEN\$ by;
LOAD "s" CODE 16384: SAVE*"m";1;"ski\$" 16384,6912
2. Load/Transfer "ski" Code by;
LOAD "ski" CODE 30000: SAVE*"m";1;"ski1" CODE 30000,8050
3. Load/Transfer "m" Code by;
LOAD "m" CODE 40000: SAVE*"m";1;"ski2" CODE 40000,694
4. Enter this Basic Loader;
10 LOAD*"m";1;"ski\$" CODE 16384
20 LOAD*"m";1;"ski1" CODE 30000
30 LOAD*"m";1;"ski2" CODE 40000
40 DATA 33,240,92,17,182,92,195,229,25 <----- Reclaimer
50 FOR X=23300 TO 23308: READ A: POKE X,A: NEXT X
60 DATA 33,48,117,17,0,96,1,114,31,237,176, <----- Move "ski1"
33,64,156,17,208,92,1,182,2,237,176, <----- Move "ski2"
195,25,96 <----- Jump 24601
70 FOR X=23300 TO 23324: READ A: POKE X,A: NEXT X
80 RANDOMIZE USR 23300
Save to Microdrive by; SAVE*"m";1;"ski" LINE 10

*** PLEASE DO TRY THE FOLLOWING AS IT MAKES LIFE MUCH EASIER ***

FALSE HEADER MAKING....simpler method

A quick and simple way to make a False Header to Stop an anti-Merge Basic is to Load the Basic by LOAD "" but stop the tape immediately the Header has loaded in. Press Break key, then Save by SAVE "fred" and again Stop tape after a Header has been Saved out. The reason this works is because the Spectrum when it Loads a Header immediately makes room for Basic with the length that the Header has told it. Best way to prove this is to try it and use a Header-Reader on the "False Header" you've saved.

Example of use:

1. Enter LOAD "" then play in ONLY the Header of the Basic.
2. Press Break key. Save to a Blank tape by SAVE "fred" and Stop tape immediately a Header has been Saved out.
3. Load in this "Header" just made, by entering LOAD ""
4. Play in rest of the Basic and it will Load but not run.

PLEASE NOTE: It is NOT a Header we've actually copied. The Spectrum made room expecting a Basic to come in, and we've really told it to save the area of this room. Since we do a Save WITHOUT auto-run, we end up with a Header of correct length and without auto-start. We don't even need to know the length of the Basic we want to Stop as Spectrum very kindly has done it for us

CHESS TUTOR 1 TRANSFER

This is an example of a Basic Loader which cannot be MERGED and Saved to cartridge as it needs to be RAN first to set-up machine code in a REM.

1. Enter LOAD "" and play in from beginning of the tape. STOP the tape immediately message "Loading master routines" appears
2. Change lines 20 & 30 to include *"m";1; after the LOAD then Save to Microdrive by; SAVE*"m";1;"Learnchess" LINE 20 (LINE 20 is correct as the machine-code in line 35 is now set).
3. The Basic part already Loaded has done a CLEAR 63799 so we can Load next part by LOAD "" CODE 63800 and the Save it by; SAVE*"m";1;"object" CODE 63800,1735
4. Enter RUN USR 0 to clear Spectrum, then Load next part by; MERGE "routines". Since this and the rest of the sections are

long Basics, after they have loaded in you have to wait a few minutes before the O.K. message appears. Change the MERGE in line 899 to have *"m";1; after the word MERGE then save by;

SAVE*"m";1;"routines" LINE 2148

5. Remaining sections are transferred one at a time by doing a RUN USR 0 each time, then MERGEing in a part and Saving to m/d

EXPLODING FIST TRANSFER by Bob Newson of West Midlands and
by Kevin Lamb of West Bromwich

Both members realised that the RANDOMIZE value given in the Basic is in fact False. The only part really required is the long main block starting at 24576 and 38912 Bytes long. If you want just the game without the Screen\$ then can be simply Loaded then transferred (then RANDOMIZED to RUN). Adding the Screen\$ meant the Basic Loader gets a bit longer, so for safety the main block is first moved higher so you don't need to bother clearing Spectrum (apart from initially) whilst doing the transfer. Kevin gave the RANDOMIZE as 62137. Bob said 33000. Either will work. Method is as follows:

1. Transfer Screen\$ to microdrive by entering;
LOAD "" CODE 16384: SAVE*"m";1;"FIST\$" CODE 16384,6912 then play in the Screen\$ part from your tape.
2. Load the main block Higher by entering; LOAD "" CODE 26000 then play in main block.
3. Save to Microdrive by; SAVE*"m";1;"FISTc" CODE 26000,38912
4. Type in this Basic Loader;
10 LOAD*"m";1;"FIST\$" CODE 16384:LOAD*"m";1;"FISTc" CODE 24576
20 RANDOMIZE USR 62137

5. Save to Microdrive by; SAVE*"m";1;"FIST" LINE 10

There are a total of 15 combination of keys to "fight". Having a mere 10 digits on my hands I find it somewhat difficult to play. CLUE: Use X then 1 to duck and kick ankles.....works wonders.

Most of the cheap software, 99p to £2.50 is just that; Cheap. The game CYLU was highly acclaimed in latest PCW. BUT IT IS RUBBISH. It is a very inferior "copy" of Alien 8. Surprisingly the "writer" has the nerve to put his name in the Copyright on the screen. One noticable exception to the cheap trash is "BOOTY". Many requests for this transfer routine have been received.

BOOTY TRANSFER by Bob Newson of West Midlands

1. Load in the main code section which is called "bytes bc" and is after the Screen\$ part, by entering the following in one go
CLEAR 26879: LOAD "" CODE 26880:
RANDOMIZE USR 26880: SAVE*"m";1;"BOOTYc" CODE 26880,38655
The program will Transfer to Microdrive but the video will "crash" afterwards....ignore this.
2. Type in this Basic Loader;
10 LOAD*"m";1;"BOOTYc" CODE 26880: RANDOMIZE USR 52500
Save it to Microdrive by; SAVE*"m";1;"BOOTY" LINE 10

TRASHMAN TRANSFER by A.P. Master of Alresford, Hants

A.P.M found that there is a short routine actually in the screen picture which moves 7 bytes from the screen into the main code.

1. Lower Ramtop & ensure in m/d mode by; CLEAR 32767: CLS //
2. Load Screen and the Loader Code by entering the following all in one go; LOAD "" CODE 16384: LOAD "" CODE:
POKE 59618,207: RANDOMIZE USR 20800
(Ignore any Error message and DON'T Clear the Screen).
3. Play in the rest of TRASHMAN tape.
4. Save to Microdrive by; SAVE*"m";1;"TRASHc" CODE 32768,26384

5. Type in this Basic Loader;
10 BORDER 6: PAPER 6: CLS: LOAD*"m";1;"TRASHc" CODE 32768:
RANDOMIZE USR 42384
Save to Microdrive by; SAVE*"m";1;"TRASH" LINE 10

STARBIKE in MDX12. There should be a POKE 65429,207 inserted
before the RANDOMIZE USR 65280

The 128K SPECTRUM has a switch on the side to convert it to be a
48K Spectrum (otherwise the existing software wouldn't work). I
am NOT rushing to order one since a 128K Spectrum at Christmas
appears to mean a 256K version 3-month later? With a 48K Spectrum
now available at around £70, AND a huge range of software games
(with very few being really genuine 48K long), I am dubious of
it's success. Frankly I would prefer to buy a C5 Estate car!

MICRODRIVE-TO-MICRODRIVE TRANSFER

To STOP most Basic parts simply Load as normal, but press BREAK
key as soon as red light flickers, and Microdrive starts to Load
in next section. OR, if 2 Microdrives, put cartridge in Drive 2 &
enter Load*"m";2; etc. Program will stop when it tries to Load
next section. Some program "crash" if STOPped by this method.
LISTing often gives START address of Machine-Code parts. If the
LENGTH not given either Load it and PEEK thro' memory to find
end or use a Disassembler. If available, use a Microdrive Header
Reader (printed in some Magazines, or the one on 007MD cartridge)
If a block of code was START=30000, LENGTH=12345. Simply Load by
LOAD*"m";1;"name" CODE 30000, change cartridge then use normal;
SAVE*"m";1;"name" CODE 30000,12345. The ONLY time special care is
required is when the Code is going upto or over RAMTOP, which is
normally 65368). If so, RESET Spectrum by RUN USR 0 then enter;
CLEAR xxxxx where xxxxx is START address-1. Load in program part
change cartridge, then SAVE it. To transfer Screens without the
loss of bottom two lines by the O.K. message. Enter following in
one go; (Note that SCREEN\$ is the keyword on key k);
LOAD*"m";1;"name" SCREEN\$: PAUSE 0: SAVE*"m";1;"name" SCREEN\$
This Loads a Screen, then you change cartridge and press Enter.

THINKING OF JOINING MICRONET....DON'T.

The Micronet sounds a good idea but in practise it is ONLY that.
BE WARNED. It is totally useless and an absolute waste of money.
Membership is £72 a year plus a huge phone bill. In practise the
phone bill would only be small as like MOST people after you've
played about for a few hours the system is simply NOT used. Most
stay in ONLY till membership expires. I cancelled after 1 month.
If you wont be warned: I have for sale a virtually unused VTX5000
for £40 post free. (Flimsy connector replaced by a 1/4" jack).

* PLEASE NOTE *
* Microdrive Exchange does NOT carry adverts as to do so would *
* make it "difficult" to criticise products. The reason that *
* SOFTWARE-SAVINGS paperwork had been sent out was that I KNOW *
* the people running it personally and I can vouch for their *
* integrity. G.A.Bobker and ZX-GUARANTEED have NO connections, *
* financial or otherwise, with SOFTWARE-SAVINGS or their Club. *

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