

Sujet n°21 - Page 4

De Oguzhan Yilmaz «Pe@ceR» <oric@pemail.net>

I'm trying to lookup all the cassettes that I filled up in the last decade. I am CLOADing the programs and SAVEing them to diskettes. Fortunately, and surprisingly, the programs in cassettes did not deformed too much, and I usually succeed to re-load them, with big joy and happiness... But, after years of cassette-only environment, I am a bit away from Sedoric environment... I downloaded and print out the Sedoric pages from Fabrice. But still some problems... In diskless years, I usually use page #4 of memory for short machine code programs or parameters for other machine code programs which are placed somewhere else. Also, there's a huge program listing that I have it for years. It was always a passion for me to line-in those listing into Atmos but had no time. It's a 12-level adventure game named "Creep Castle ". This also has some lines in the beginning which writes to page #4 memory (i.e. POKE #404,0 etc.). I see that, if I alter any memory location in page #4, my machine hangs up. This occurs with Sedoric boot system, not with Oric-Dos but of course I prefer Sedoric. Is there a solution to get rid of this ? Does sedoric have to control memory over 1024 dec, #400 hex ? How can I overcome this ? Of course, the programs can be modified to use memory locations other than #400 but, I forgot many things and which program uses which memory, and how... Also, especially for the Creep Castle, I don't know how the program alter page #4, as it is originally designed probably for diskless system where memory #400 and over to #500 is free. When I finished transferring the old cassettes to diskettes, I'll try to transfer them into PC format, and share them with you, and this part is the diffucult one for me, as I never succeed this. But first, I had to solve this page #4 thing... Waiting to hear from you ! Cheers Oguzhan



Answer from Jean Boileau <boileau@criv.vesinet.inserm.fr>

hello, I am not sure (as it is 8 in the morning and I have difficulties to open my eyes). Could this be solved by the command QUIT? If it is the case, write a program you will call CREEPY :

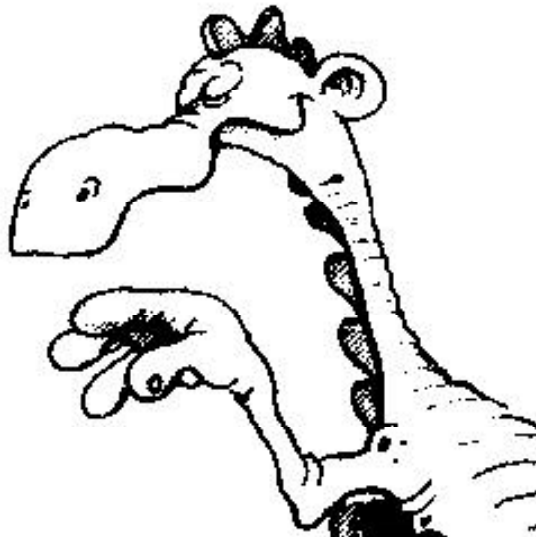
```
1 QUIT
2 !LOAD "CREEPsomething"
```

Good luck JB

Answer from Steve Marshall <48katmos@freeuk.com>

You could transfer the tape to disk, then load that into Euphoric and CSAVE to get a tape image. I'm not sure how to make a tape image made of several files. Anyone knows? With programs that clash with Sedoric I use a program called Supercopy. I haven't used this with Euphoric yet, but it should work. (Again to obtain a tape image).

Muso



Answer from André Chéramy <andre.cheramy@wanadoo.fr>

Dear Oguzhan, I wrote an article on this topic in CEO-MAG 91 (November 1997), unfortunately in French. In this article, I provided a short BASIC program that you will easily understand. This BASIC program (GAMEFIX) is able to modify GAMEINIT, a machine code utility provided with Sedoric. Afterwards, using the modified GAMEINIT, You will be able to format disks to run your programs implemented in page 4. GAMEFIX will ask you an hexadecimal address to relocate GAMEINIT. If for instance your application don't use the memory over #9800, indicate simply #98 and you will get a GAME9800.COM file to be run instead of INIT to format a new Sedoric game disk. Sorry for the delay in my answer. Attached is the corresponding tape file.

Best regards.

André

```
100 `*** GAMEFIX.COM ***
110 `Copyright 1997 André Chéramy
120 HIMEM#5FFF
130 PRINT»Pour Reloger GAMEINIT, Donnez une»
140 INPUT»Valeur Hexa de la Forme #B2";H$
150 HH=VAL(H$)
160 LOAD»GAMEINIT»,N
170 POKE#6736,HH:POKE#6764,HH:POKE#67C1,HH:POKE#67C4,HH:POKE#67CC,HH
180 POKE#68A2,HH:POKE#68A7,HH:POKE#68AE,HH:POKE#68B1,HH
190 POKE#68B4,HH:POKE#68B7,HH:POKE#68BD,HH:POKE#68C2,HH
200 POKE#68CB,HH:POKE#68D1,HH:POKE#68D4,HH:POKE#68EB,HH
210 POKE#68EE,HH:POKE#68F4,HH:POKE#68F7,HH:POKE#68FA,HH
220 POKE#69A2,HH:POKE#69A7,HH:POKE#69AE,HH:POKE#69B1,HH
230 POKE#69B4,HH:POKE#69B7,HH:POKE#69BD,HH:POKE#69C2,HH
240 POKE#69CB,HH:POKE#69D1,HH:POKE#69D4,HH:POKE#69EB,HH
250 POKE#69EE,HH:POKE#69F4,HH:POKE#69F7,HH:POKE#69FA,HH
260 POKE#6AB4,HH:POKE#6B12,HH:POKE#6B54,HH:POKE#6B5A,HH:POKE#6BCB,HH
270 POKE#6BDD,HH:POKE#6EF9,HH:POKE#6F08,HH:POKE#6F0E,HH
280 POKE#6F6B,HH:POKE#6F71,HH:POKE#6F7C,HH:POKE#6FD0,HH
290 POKE#6FDC,HH:POKE#6FDF,HH:POKE#71D8,HH:POKE#746A,HH
300 F$=»GAME»+RIGHT$(H$,2)+»00"
310 SAVE F$,A#6000,E#74FF,T#6004
320 `SAVEU»GAMEFIX»,AUTO
```