

Super-Oric

Old messages compiled from the newsgroup: <comp.sys.oric> by André C.

[19 Jun 2002]

From Romuald L.: I forgot to say that Super-Oric is great... Thank you Fabrice

[20 Jun 2002]

Answer from Fabrice F.: Thanks for the comment, Romu... I'm working on a different method for the Hires display (the version you tried stops the TV display during the transfer of the 56KB screen, so the display seems to jump each time a transfer is requested: this is noticeable in the graphics demo): It will use dirty flags in order to only transfer the modified parts of the graphics during vertical blank. Also, the Super-Oric has an Oric keyboard now... :-)

[20 Jun 2002]

Again from Romuald: Concerning the background image, is there a way to have different images during the same game? Would it be then possible to have it changed from the basic program? I mean we could then have some new kind of graphic adventures games «à la Lucasart» (with impressive graphics). The player would then just have to control a basic animated player with nothing in the foreground but invisible objects, which would in fact be used to interact with the background image details (who said Dragon's Lair). It is not very clear let me explain: You have the background picture of an office with a desk in the middle. You have invisible characters used to define the desk shape in the basic active screen (hence you can't walk on the desk). Then when you are at the desk (we could have the lower half of the player being invisible to make as if he were behind the desk). And by performing I don't know what action you could open a drawer. And the content could pop up as foreground basic characters on the desk. I don't know if it's clearer that way [keyboard] Wow, hope to read more from the way you did that in the Ceo-Mag...

[20 Jun 2002]

Again from Fabrice: [different images during the same game] Sure, I am only using a CLOAD command to load the image (from the cartridge). [Would it be then possible...] Nice idea, when do you start ?-) [keyboard] I've sent the articles, but it might take a while to be published, because I have also sent a series of 3 articles about Evolution Basic and the Super-Oric... Be patient !

[22 Jun 2002]

Question from Stig Rune J.: What is the super Oric?

[24 Jun 2002]

Answer from Fabrice: It's the easy and practical way I see in order to build a successor to the Oric, with a 65816 Cpu, superior graphics and sound

chips, more Ram and Rom, etc. It has an Oric keyboard, and a SNES motherboard. I have modified the Oric Basic so that it allows to use an Hires mode with 256 colours per pixel and colour characters that can be placed in front or behind the Hires screen, etc. I have posted a (piece of) news with the URL of two demos on <www.oric.org>.

[24 Jun 2002]

Again from Romuald: It seems not that much people read the oric.org news. There are also a lot of forums there and a lot of IRC chats... For the Super-Oric and Super-Sokomania I have put some screenshot online, but it's very easy to test it since you just have to download an emulator and both Swc files and voilà... A Super-Oric animated gif (beware these are only some screenshots the real thing is fluid but I thought you would not like to have a 3meg animated gif): <http://romuald.oric.org/visu_0206/super_oric.gif>. Three Super-Sokomania screenshots: <http://romuald.oric.org/visu_0206/soko1.jpg>, <idem/soko2.jpg> and <idem/soko3.jpg>. Thanks a lot Fabrice for these... Just because I am curious, the keyboard is plugged into the pad port? With 4 directions + 4 buttons + 2 L/R triggers + 2 start-select buttons we have the opportunity to have something like a 12x12 matrix no? Which is fine for an Oric keyboard... If it is the case, the keyboard is better than trying to have enormous combos to have something on the Snes like A+B+START+UP+L to have L on screen ;)

[24 Jun 2002]

From Bob B.: Wow I need to spend more time reading the websites! The Super-Oric sounds freaking awesome and I just had a look at the latest ToL images and it looks great :) Damn now I'm gonna have to unpack my Oric to play around with it again as I cannot wait till I move! Keep up the great work!

[24 Jun 2002]

Again from Fabrice: [Super-Oric animated and Super-Sokomania screenshots] Waow, I couldn't have dreamt of a better advertising :-) [Keyboard] Well, it's not so simple because the joypad cable only has 5 wires: Forget the +5V and GND wires and you only have 3 wires left; it's a synchronous serial protocol that is used on the pad ports... I have built a small circuit that interfaces with the standard Oric keyboard connector, so it's an Oric-1 or Atmos keyboard that is plugged in: You will be able to read how in next-next-...-next Ceo-Mag... It's in Ceo-Mag waiting queue, be patient... ;-) [A+B+START+UP+L] At first, I had imagined something like that too :-)