The Professional Adventure Writer for the Microdrive

PAW on Microdrive is almost identical to the version described in the Introduction and Technical manuals supplied. The following notes detail the differences that do exist.

A short message

PAW for the Microdrive has taken a fair amount of extra programming to provide you with a powerful system. Do not abuse the laws of the land and the laws of common sense: Piracy is illegal and will prevent future support for your drive.

Making a working copy

Due to the unreliability of Microdrive we have supplied PAW on cassette with a transfer program.

The program can be loaded using LOAD "". Ensure that you have a blank formatted cartridge in Drive 1 to receive PAW, as it will be transferred without further comment when the program has loaded.

You may make several copies for your own use if required, but please don't give (or sell!) copies to your friends.

Loading

PAW is set up as a 'run' file and may be loaded automatically after power on, reset or NEW by typing RUN and ENTER.

If you wish to load PAW after executing commands (e.g. after opening a printer channel) then you should use the standard loading command to load the run file:

    LOAD *"m";1;"run"   followed of course by ENTER!

the program will then load to the start up screen as described in the Getting Started section of the introduction manual. The only difference here is that the version number is followed by a letter M to indicate Microdrive!

Using the drive

Wherever the manual refers to the cassette you will find that the drive will be used instead (See description of main menu option Y though). The only thing to watch out is that only the first ten letters of the filename you type in are used.

128K Owners Note: When you start to use other ram pages, the save and load database option will wait for a key to be pressed before saving/loading the other pages. This allows you to put Page 0 of the database on one cartridge and all the other pages on a separate cartridge. This is only of use when the database becomes

too large to fit on a single cartridge. Most of the time you should save all parts of the database on the same cartridge.

Overlays

These are now loaded from the cartridge in drive 1 whenever required (as detailed on page 55 of the introduction manual). This means that you must remember to replace the PAW cartridge after saving/loading etc, or the "File not found" error will occur when PAW attempts to find the required overlay. This problem will not occur if you have more than one drive if you select the current data drive as 2 (or 3,4,5,6,7,8!) and leave the PAW cartridge in drive 1.

Note that the Bytes Spare option on the main menu is now included in the Compressor overlay (PAWOVR 2) to make room for the Microdrive handling code.

A new menu option

Added to the Main Menu is option Y (available whichever section of the menu is displayed as with all other options) which provides the following options: (All a single letter or number followed by enter)

1-8 Select the current data drive (that is the drive which PAW uses for databases, adventures, character sets etc) as being the drive given. Note that overlays always come from drive 1.

T - Select the tape system. This allows PAW to save and load databases, games etc onto tape. The format used is compatible with other versions of PAW.

C - Will print a catalogue of the current data drive (even if the tape system is selected).

Z - Returns you to the main menu!

This sub-menu is contained within PAWOVR   2.

Example game and character set files

The example game is on side 2 of the PAW cassette under the name "TEWK" as are the 22 character sets named "SET1" to "SET22". You still have to type in the 'ticket' demo from the tutorial though!

Games on cartridge

The final game saved by PAW on cartridge has several files. The first with no extension is a BASIC loader, which, despite strenuous efforts on our part, we have been unable to make autorun. You must therefore load it, add any EXTERN lines, delete it from the cartridge and resave it with a start LINE of 10.

E.g. with a game called "TEST" you would:

    LOAD *"m";1;"TEST"

Add any extra lines as required, then:

    ERASE "m";1;"TEST"
    SAVE *"m";1;"TEST" LINE 10

The game will then load **only** from drive 1 by typing:

    LOAD *"m";1;"gamename"

where 'gamename' is the name you saved the game under. E.g. "TEST" in the above example.

Game Position

Due to a lack of workspace memory you will be unable to use the SAVE or LOAD functions while microdrive is the current device during Test Adventure i.e. while in the editor. You can of course use cassette and RAM.

A game saved to cartridge has more workspace (where the editor used to be) and will use drive 1 to load or save the current game position with a filename as given, with a hash "#" in position 10, when the SAVE or LOAD actions are used.

Printers

You must open the printer channel before loading PAW using the command:

    OPEN #3;"t" followed by ENTER

(You can not then use the RUN option - see the section on loading PAW, above.)

Finally

Don't forget to return your registration form (in the back of the tutorial) to be kept up to date on any developments of the system. Do please tell us if you find a problem, so that we can solve it! (Well try anyway...)

Tim Gilberts, October 1988.