

## The Quill and Microdrives

At the moment The Quill can not use microdrives directly although it will work with Interface 1 present. It is quite feasible for final adventures to be saved to microdrive and the following instructions detail how:

- 1/ Calculate the length of the saved adventure by selecting Option O on the Main Menu and subtracting 25000 from the second number given.
- 2/ Save a copy of the adventure onto cassette.
- 3/ Exit to BASIC, type in the following and SAVE it onto a cartridge.

```
10 REM Microdrive loader
20 CLEAR 24999
30 LET d=PEEK 23766
40 LOAD "*"m";d;"filename" CODE
50 RANDOMISE USR 25000 (or 25063 for Serial C)
```

If you SAVE it with a LINE it will autorun. Note 'filename' should be the name you intend to save the main block under.

- 4/ Now CLEAR 24999 and LOAD "" CODE on the SAVED adventure from step 2.
- 5/ Finally;

```
SAVE "*"m";1;"filename" CODE 25000,(length from step 1)†
```

If you wish to save an illustrated game (i.e. one written with The Illustrator) onto cartridge follow the steps 2 & 3 (using 25063 in the USR call) then;

```
i/ CLEAR 24999:LOAD "" CODE:LOAD "" CODE
```

on the saved adventure from step 2.

ii/ Finally;

```
SAVE "*"m";1;"filename" CODE 25000,40535
```

The adventure will now LOAD from any microdrive!

(TECHS1a/TG)