

The
Professional

Adventure
Writing
System



A Supplement
for the
SPECTRUM #3



The Professional Adventure Writer for the Spectrum +3

PAW for the Plus 3 is very similar 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 Plus 3 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.

Backup

The disc is unprotected and we advise that you immediately make a backup copy and store the original in a safe place. To make a backup copy follow these steps:

Format a NEW disc using FORMAT "A:".

Insert the PAW master disc and load the backup program using LOAD"backup". This will transfer all the files on the disc to your new disc, prompting you to change discs as necessary.

Now use your backup copy to load the program as described next.

NEVER SAVE FILES TO THE MASTER DISC....

Ensure you save your files regularly and onto several discs. You have no excuse for loss of data with the speed and reliability of discs!

Loading

Insert the disc in drive A: and type;

LOAD "paw" then press 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 '+3' to indicate that this is a Plus 3 version!

Using the drive

Wherever the manual refers to the cassette you will find that the disc will be used instead (See description of main menu option Y though). The only thing to watch out is that only the first eight letters of the filename you type in are used and that a drive descriptor ('A:', 'M:' etc) will have no effect, but be treated as part of the name.

Overlays

These are now loaded from the disc whenever required (as detailed on page 55 of the introduction manual, except that the filename isn't printed). You may thus experience a momentary delay when selecting an option not in the current overlay while it is loaded from disc. This means that you must remember to replace the PAW disc after saving/loading etc, or the 'file not found' error will occur when PAW attempts to find the required overlay. Alternatively you may find it convenient to copy each of the five overlays onto your working disc using the COPY command, in which case you will never need to swap discs. Also see the note on Drive B below, which can be used to remind you to swap discs on a single drive system.

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

Memory

The major difference between the 128K PAW described in the manuals and the Plus 3 version is the loss of Page 7. This is now required by the disc system and will not be shown on bytes free, you will also not be able to 'Begin' this page on the location menu (and thus on the messages menu). A more minor point is that Page 6 will have only 12K of memory available and not 16K as on other versions. This is because a minimum of 4K is needed by the disc system cache and ram disc.

The RAM disc

There is NO space in the ram disc while PAW is running so do not try to load PAW from it as the first thing PAW does is to delete the ram disc! Thus you cannot specify 'M:' as a device within PAW.

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 followed by enter)

- A - Select the current data drive (that is the drive which PAW uses for databases, adventures, character sets etc) as being Drive A.
- B - Select the current data drive as being Drive B. Note that on a single drive system this will cause PAW to prompt you to change discs as in BASIC. This allows you to treat the PAW disc as A: (from which overlays will be loaded) and your data disc as B: (which PAW will save and load on). This for a beginner will prevent you getting the dreaded 'file not found' error when PAW tries to load a non existent overlay.

- 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 but note that if you try and load a database from a Plus 2 which has used Page 6 (or even Page 7 as well), an 'Out of memory' error will occur. The database is then corrupt and you should reload a valid one. A database saved from the Plus 3 (even if page 6 is used) will work quite happily on a 128K/Plus 2 version of PAW (and a 48K version if you have only used Page 0). You can restore the disc system by reselecting A or B as the data drive.
- C - Will print a catalogue of the current data drive (even if the tape system is selected). Note that system files will not be shown and an empty disc merely shows the amount of free space.
- Z - Returns you to the main menu!

This sub-menu is contained within PAWOVR.2.

Example game and character set files

An example game is on the PAW disc 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!

Verify

The Verify database and Verify Adventure options are supported only by tape and will give an 'Invalid IO device' error if selected while using the disc system.

Games on disc

The final game saved by PAW on disc, has several files. The first with **no** extension is a BASIC loader which can be edited by you if required. The game will load **only** from drive A by typing:

```
LOAD "gamename"
```

where 'gamename' is the name you saved the game under.

Game Position

A game saved to disc will use drive A to load or save the current game position with a filename of "POSITION.#", when the SAVE or LOAD actions are used.

EXTERN

Due to the way the Plus 3 functions the EXTERN command will not operate with a BASIC program while the Plus 3 is in 128K mode. Thus PAW will force 48K mode to run your program lines, so you should ensure your extern programs will run in 48K mode. I.e. don't use the PLAY command or the disc system. You can of course

use your own machine code routines as normal, the mode is not affected by PAW when calling machine code.

Joysticks

The joystick port on the Plus 3 can be used in the graphics editor as described in the manual as for a Plus 2/Interface 2.

Printers

PAW will use either the Centronics or the RS232 port to print using the 'L' options, depending on which was active when you loaded the program. The 'C' (Copy) options on Characters and Graphics are disabled as we haven't found a way to use the built in copy routine yet! You can of course use the D (Dump) option on the Graphics sub-menu to put the picture as a SCREEN\$ on disc and then print it from BASIC.

Errors

When the disc system is active, there are several disc errors which may occur. Some may prompt you to 'Retry, Ignore or Cancel' in this case; Retry should be used after you have corrected the problem (usually that there is no disc in the drive), Cancel will print the disc error number - see below - and return you to a sub-menu, Ignore should usually be avoided as the resulting file will probably be corrupt.

All other disc errors are in the form:

Disc Error x

where x is from 0 to 255. The errors that these represent are described on pages 220/221 of the Plus 3 manual. The only one not mentioned is error 37, which means 'File too big'. The only time this should really occur is attempting to load a character set into character set 0 (which is actually the UDG's and Shade patterns - which are much shorter than other character sets).

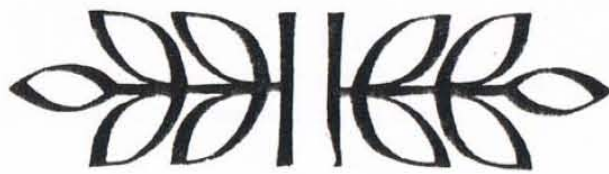
The most common errors you will see are probably; Error 23 ('File not found') - usually because the overlays are not on the disc in drive A:, and Error 0 ('Disc not ready') - cos there isn't a disc in the drive!

As with normal system errors pressing a key will take you back to the relevant menu, or the start of the game in a saved adventure.

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, December 1987.



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