RETRO_GOLD

COLLABORATORS			
	TITLE : RETRO_GOLD		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		August 5, 2022	

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

RETRO_GOLD

1.1   RETRO GOLD SPECCY DIRECTORY

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                              RETRO GOLD. SPECCY DIRECTORY


           Please choose the appropriate letter


             A..            J..            S..
             B..            K..            T..
             C..            L..            U..
             D..            M..            V..
             E..            N..            W..
             F..            O..            X..
             G..            P..            Y..
             H..            Q..            Z..
             I..            R..            NUM


      If anyone knows what these snaps are, get in touch please!



             A brief word from me.

                Thanks to.

              Get in touch.

            ULTRA IMPORTANT INFO!
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1.2   A few choice words from me

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Who are you?

My name is Gerard Sweeney, and regular readers of YS may just remember me from
the Practical POKEs section... For the last few years of that great magazine's
life, I was one of the main hack contributors to that section (in fact, at the
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end I was the only one, beside Jon North and his various pseudonymns... A
sad, but true fact)....

What on earth is this?

Well, anyone who has bought the Limited Edition gold CD RETRO GOLD will no
doubt have found that it suffers the same problem as the other Speccy CDs
(like Speccy Sensations 1,2 & 96). In other words, there are so many
snapshots in scabby IBM 8.3 filename standard, that there are lots of
dupes, renames, and filenames which make no sense at all.

What I've done is to go through every single snapshot on my emulator and
make up a file list sorting the games in alphabetical order.

How does it work?

Quite simply, the index is sorted alphabetically by game name (not snapshot
name, as that would have been stupid).... If you want to load a game, just
go to the appropriate letter for that game, with the exception of anything
starting with "THE", where you would go by the first letter of the second
word in the game's name....

Once there, just click on the name of the game you wish to load, and if you
use ZXAM (and if not, why not?), it will load the emulator (if not already
loaded), load the snapshot, and run the game.

To achieve this, it runs a script I wrote called ZXAM_RUN.REXX which is
located in the REXX: directory. This is a complete rewrite of the original
script which came with ZXAM, which had the unfortunate side effect of not
working at all!

However, this works slightly differently if you chose to link it with Hack
Attack III....

Hack Attack III?

Hack Attack III is a really good POKE guide written for use with ZXAM. It has
POKEs for over 1000 games, almost all of which have been tested! It did have
one drawback however, as Rastan wrote it in such a way that you had to load
the game with the emulator, go to the POKE menu, enter the POKES, then go
back to the emulator window. Not a big hassle, but this index program runs
an AREXX program which will update all of the Hack Attack III guide files
which have a snapshot on the Retro Gold CD. It will add a "LOAD" and a
"RUN" button to the file, so that you can do it all from one window...

However, if you are using this version, it doesn't use this rather cool
feature I'm afraid, so you'll have to install Hack Attack III first, then
re-install this package, and say "YES" when asked if you have Hack Attack
III installed. Simple really :-)

1.3   Getting in touch

You can get in touch with me:

E-Mail: gss@arts.gla.ac.uk

Snail Mail: Gerard Sweeney
             34 Garngour Road
             Lesmahagow
             Lanarkshire
             Scotland
             ML11 0EU

BBS: Dalmation BBS (12pm -> 12am Saturday only)
      01744 614 150
      User ID: Gerard Sweeney

(This is about the only BBS I call now, since I now have a freebie Internet
 account at work heheheh)...

If you use boring old snail mail, then I will get back to you, but probably
not as quickly as Email.... However, if you're on a BBS somewhere (in the UK!),
then I'll do my best to get in touch with you through that, so leave me the
BBS number and your ID, and I'll see what I can do.

Thanks,
Gerard.

1.4   I'd like to thank.....

                                My sincerest thanks go to

Sir Clive Sinclair .. For inventing the single greatest machine, which shaped
                      my life!

The YS Staff .... Linda Barker, Jon Pillar, Jon North, Steve Anderson,
                      Andy Hutchinson, Andy Ounsted, Chris Wood, Craig Broadbent,
                      David "Macca" McCandless, Duncan MacDonald, Jonathan Davies,
                      Marcus Berkmann, Phil South, Rachael Smith, Rich Pelley,
                      Simon Goodwin, Steve Anderson, Stuart Campbell, Tamara Ward,
                      Teresa Maughan, Tim Hartnell, Tony Worrall, ZZKJ

                      (Also anyone I forgot.. For a more complete list, look at ←
                         the
                      last page of the last ever YS - which I know you will have
                      kept in pristine condition!)

Toni Pomar .... Author of THE speccy emulator for the Amiga....
                      Any sign of a 128K version Toni??

Rastan .... Author of Hack Attack III, and the 10 rather good

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                         Speccy Klondike cardsets


W.G.J. Langeveld .... Author of RexxArpLib.library, which I used....


All the guys/gals on
comp.sys.sinclair ..  Thanks to all of you who have mailed me! It's nice to be
                      remembered.....


Andy from Epic ...... Some hard work ahead of us mate! :-)


Emu-late ............ For compiling the Retro Gold CD


Dave Whitmore ....... Sysop of
              DALMATION BBS
            , and all round good guy. Keep the
                  BBS going!


The NVG FTP guys .... For THE ultimate speccy collection!


Robin Evans ......... Author of the invaluable Arexx guide - Thanks for the
                      advice mate!


IBM/Microsoft et al . For helping me REALLY appreciate the Amiga... Working on
                      those damn boxes all day makes me SO glad to be back on a
                      friendly machine!


Amiga developers .... I'd like to thank each and every single person who still
                      produces for the Amiga, whether it be hardware or software.  ←
                         We
                      need people like you to keep the spirit alive! Don't let it  ←
                         be
                      like the Speccy where almost everyone turned to a bigger ( ←
                         not
                      always better) computer/console, only to realise a few years
                      down the road just how good it really was!
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1.5 Some very important information!

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                              PLEASE NOTE


This index is "Do what you like"ware... Please feel free to
              contact me
            to say you liked it, hated it, to send me a snapshot, request a  ←
                POKE (oo-er!),
send a photo of any female you may know who has an undying love for a Scottish
Speccy hacker :-)


Seriously, I'm actually on the look out for any 128K music you may have,
especially if it's compatible with the AY player which was brought out for
DeliTracker a while back....


I'm also looking for a couple of the older copies of YS, so get in touch if you
have any you're selling :-)


Thanks,
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Gerard.