GamesReset
Tony Shew

Fed up with games messing up your computer s configuration? This short Basic program could be the answer. Running GamesReset will restore your ARM3 cache (if you have one), screen blanking, mouse speed, sound, modules, font cache and Escape key. You can alter any of the parameters to suit your own set-up. If you don t have an ARM3 in your machine, put a REM statement in front of the *Cache On command.

You could place GamesReset on your backdrop so that it can be run easily after exiting a game, or you can even have it run automatically when a game quits by adding the following line at the end of the game s !Run file:

Run <path>.GamesReset

where path is the full name of the path leading to the GamesReset program file.

```
REM >GamesReset
REM Author    Tony Shew
REM Copyright RISC User October 1994
:
ON ERROR:ON ERROR OFF:PROCerror:END
:
REM Ensure ARM3 cache is on
*Cache On
:
REM Screen Blank time in seconds
REM RISC OS 3 only
*BlankTime 300
:
REM Reset Escape key
*FX 200 0
:
REM Reset Mouse step speed
MOUSESTEP 5
:
REM Reset Sound voices
*RMReinit WaveSynth
*ChannelVoice 1 WaveSynth-Beep
VOICES 1
SOUND ON
*Speaker On
*Volume 127
:
REM Reinitialise modules
*RMReinit SpriteUtils
```

We present more short-and-sweet listings for you to type in and run

```
:
REM Font cache
*ChangeDynamicArea -FontSize 128K
*LoadFontCache ADFS::HD4.$.!Boot.Data .FontCache
:
DEF PROCerror
REM Error 259 = Font Manager in Use
IF ERR <> 259 PRINT  REPORT$" at line
";ERL
ENDPROC
```

The line beginning *LoadFontCache is for RISC OS 3 only, and assumes that you have already saved the font cache as follows:

*SaveFontCache ADFS::HD4.$.!Boot.Data.FontCache

You can of course alter the pathname to suit your own requirements.

More Risc PC Graphics
George Foot

Accompanying the article Risc PC - First Impressions (RISC User 7:7) there was a simple Basic program which demonstrates the seamless graduation of colour on screen which is possible with a Risc PC. I have amended and slightly extended the program as follows to provide an interesting 3D effect.

```
REM >Colours3
REM 1024x768, 32000 colours
CLG:P=255:Q=0
FOR X=2040 TO 0 STEP -8
 FOR Y=0 TO 1530 STEP 6
  GCOL 255,255-Q,P
  RECTANGLE FILL X,Y,8,6
  Q+=1
 NEXT
 P-=1
NEXT
FOR C=0 TO 255
COLOUR C,C,100,100+C
NEXT
VDU 4
```