

Converting a ZX Spectrum PAWed text adventure to a PAWs CP/M .SCE file

Basic Checklist / Outline of Steps

See the document at <http://8bitag.com/info/zx-cpm.html> for full details

- Save a copy of the running ZX Spectrum PAWed text adventure game as a .Z80 or .SNA snapshot
- Use inPAWs to extract the database from the snapshot
inpaws e mygame.Z80 -o mygame.paw
- Load mygame.paw into your source code/text editor (such as Visual Code Studio)
- Check if the adventure uses systems messages 54 – 60. If it does, move these to later system messages and change all the corresponding references.
- Add the standard Amstrad CP/M system messages to 54 – 60.
- Remove any UDG codes from the text. UDG codes {144} to {160} will produce errors in the CP/M version of PAWs.
- Check Process 1 and Process 2 (and any sub-processes called from these two tables) for entries **not** beginning with stars (*) or underscores (_). Replace any Spectrum 'aide-memoires' with * or _, being careful to preserve the table order.
- Check that none of your process table entries will be blank when Spectrum specific conducts, such as BACKAT, PRINTAT, SAVEAT, INK, PAPER etc. are stripped out on conversion.
- Check that you don't have any empty process tables (or process tables that become empty due to the above).
- Check that any objects that start as WORN are also defined as being wearable
- Build a .SCE file from your source code using inPAWs and check that compiles in the Amstrad version of PAWs.

Try out the game. You may now need to address...

- Screen formatting issues such as linespacing
- Special characters such as £ or ©
- Alternatives for advanced Spectrum screen commands such as BACKAT, PRINTAT and SAVEAT
- Lines splitting in odd places due to the Spectrum original compensating for a PAWs colour formatting bug.