SAM Revival

Issue 25 Preview

It was a rocky road to get the last issue finished and unfortunately work on new SAM Coupé bits and bobs hasn't always been able to feature high on my list of priorities recently, so I'd like to say thanks for the messages of support I received since issue 24 was finally released in April 2013.

Moving on with SAM Revival, I've decided it's best to cancel the large special edition of the magazine which I originally had planned way back for SAM's 20th Anniversary, however this does allow all the prepared content, interviews and software to feature in the main SAM Revival magazine, which you'll start to see from issue 25 onwards.

Issue 25 itself is nearing completion and there's a lot of catching up to do! It's going to weigh in at 56 pages and will be bundled with two cover disks - there's just too much new software to get out. Along with the first internet enabled programs use with the Trinity Ethernet Interface there's also a massive megademo that spans an entire disk. This was originally planned to be part of the anniversary issue, but it's just too good to postpone further.

This preview issue of SAM Revival 25 features one of the full articles from the forthcoming issue. Written by Phil Wilson, it covers the fantastic SAM case mod he has completed.

All the best,

Colin Piggot

SAM REVIVAL - PREORDER ISSUE 25

£4.99 *(with UK Postage)* / **£6.99** *(with EU Airmail Postage)*

- Weighing in at 56 pages, issue 25 features a huge news section to cover all the latest developments and releases from the SAM Coupé scene.

- Phil Wilson shows off all the work on his customised SAM as it's now been completed.

- Following on in a similar vein there are details on several other SAM Coupé modifications and projects.

- Exclusive screenshots, design sketches and all the information from Warren Lee on a game sequel that he's working on.

- Random SAM trivia in the ever popular SAM Snippets.

- A look at some of the more rare and obscure SAM Coupe item's I've been able to add to my personal collection.

- More letters and discussion in the Coupé Correspondence and SAM Comment sections - Feel free to join in!

- Two coverdisks, the first features more new SAM software, including the first internet enabled programs to use with the Trinity Ethernet Interface, thanks to the hard work by Adrian Brown porting a TCP/IP stack to the SAM Coupé.

- The second coverdisk features a mind blowing megademo from MNEMOtech's Andrew Collier, who has done some really impressive coding for the effects!

Contributions are always welcome for SAM Revival, both for the paper magazine and the cover disk. Also if you have any suggestions as to what you would like to see featured in the magazine please let me know.

Don't forget the Coupé Correspondence letters page too - if you've anything to say or ask about any aspect of the SAM Coupé please write in. It would be great to to have a full letters and comments pages in each issue so please feel free to join in the discussions!

SAM Sedan

Article by: *Phil Wilson*

The SAM Sedan

When I had keyboard problems with my trusty SAM, I decided to have a look at what alternatives there was. The obvious route was to buy a PC keyboard interface from Colin but I didn't want an external keyboard.

So what was I to do? The idea I wanted was to locate a PC keyboard that was small enough so I could build it into the existing SAM keyboard frame. I just didn't like the idea of having two keyboards for my SAM. I wanted to keep it as purposeful as possible but with a modern twist.

Colin managed to identify a keyboard that was up to the job and eBay came to the rescue. It was compact enough to use with minimal modifications. It was USB but also supported PS/2 with a supplied adapter so it was perfect.

On lying the keyboard on the SAM frame it was noticeable that a section out of the top would need cutting out to accommodate the slightly taller keyboard.

I marked around the top of the keyboard in red and measured up how far the keyboard needed to rest at the back. Once the section was linked up it was time to cut it.
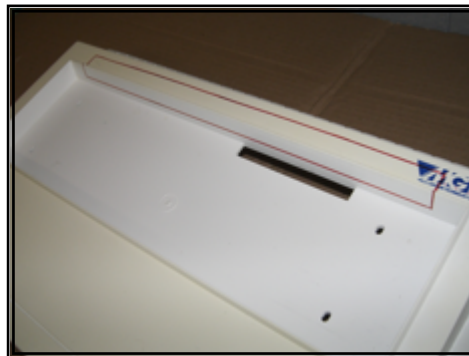
To cut out the section that needed removing I used my 240v telescopic multitool with cutting attachment.

If you are going down this route then take your time as the cutting discs can break if you try and rush it.

Once the section is removed it was a case of dropping in the keyboard to see if any further modification was needed.

To hold the keyboard in place I purchased two small project boxes from Maplin (part number N78BQ). These had separate lids which would be needed later on.

The next thing to do was to remove the top lips on either side of the keyboard frame. The idea was to make a frame to fit over the keyboard so these needed to be removed.


These were cut out using the multitool as they were surplus to requirement.


Using the section that was originally removed from the rear of the case, I needed to shape 2 small lip sections. These would be needed to extend the side lips on the keyboard frame vertical so they could support the new keyboard frame.
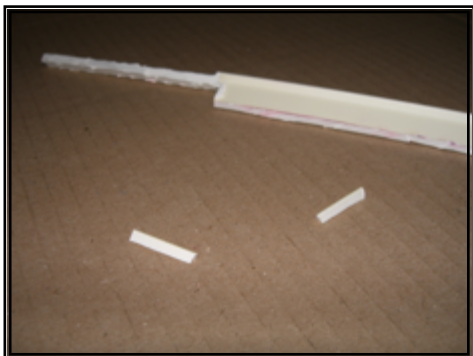
Once these were cut out and filed to the required shape they were glued in place using a hard plastics glue.
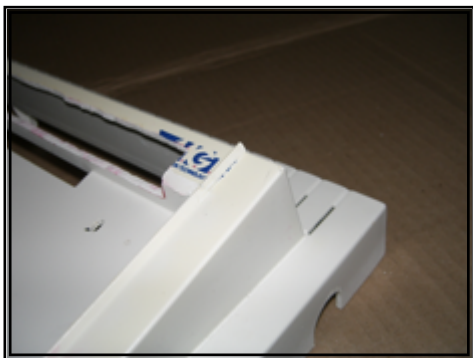
The two project boxes were cut to suit the positioning of the keyboard and were glued in place. The tops were filed down and glued to act as raised supports for the front of the keyboard.
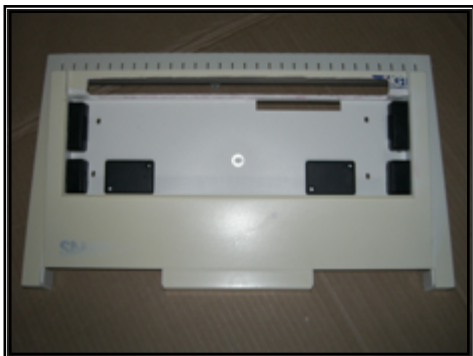
I decided to remove the self adhesive keyboard feet and stick them onto the sides of the project boxes. That way the keyboard was gripped in nice and snugly.
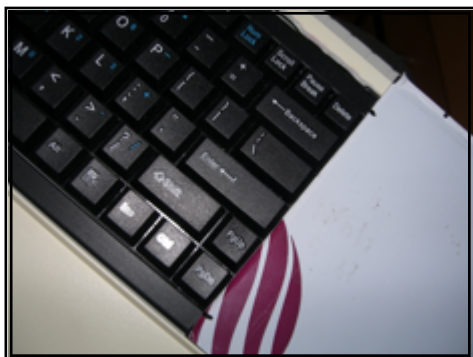

The keyboard frame was next. The keyboard was removed and a sheet of 3mm black acrylic (purchased from eBay) was lined up and marked for cutting. I decided on 3mm acrylic as it was easy to work and also it would mount flush with the outer lip.

Once the general shape was cut out I needed to line it back up to mark the inside ready for cutting and removal.

When it was all done it was positioned up to see if any further modification was needed.

Once it was all done the protective film was removed and the frame was fitted. The acrylic gives a gloss effect which was to go nicely with the satin finish that I had planned for the rest of the case.
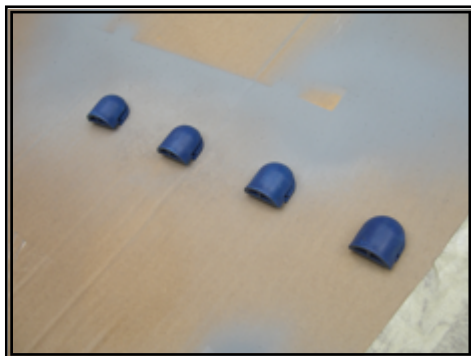

The next step was to start the painting.

I decided to colour it satin black but with gold trimming. All the paint materials I purchased from Halfords as they have a vast choice of colours and had everything I needed.

The feet were given 3 coats of adhesion promoter (Halfords code 156680) in fifteen minute intervals.

This was required to act as an extra strength bonder before the primer as they are made from a waxy plastic which I believe to be neoprene.

I decided to file the inner sides at 45 degrees. This was needed so there would be no sudden edge or 3mm "step" on the inside of the frame. It was easy to do just by clamping it onto a work surface and then using a square file to take it down to the shape required. A smaller file was then used to smooth it all off.

The case and drive surrounds were sprayed with 3 coats of grey plastic primer (Halfords code 456863) again, at fifteen minute intervals and were left to harden overnight. The feet were also primed at this point also.


On the following day I sprayed the case with Satin black (Halfords code 468835). This gives a slightly shiny solid black finish but its not a mirror finish. I did four coats at fifteen minute intervals making sure everything that was visible would be black.


The feet were sprayed Ford Arizona Gold. Once they had dried it was a case of fitting the feet back into the frame to see how it looked.
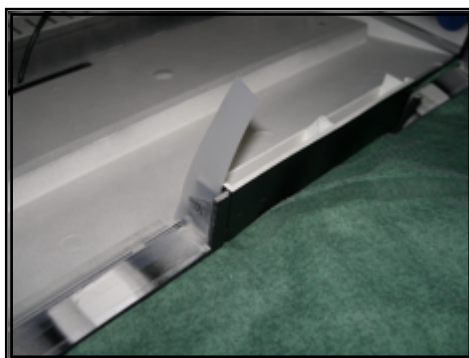
The surrounding area was masked off around the keyboard frame as I wanted to paint the lip the same colour as the feet. I used a 100ml touch up bottle which was
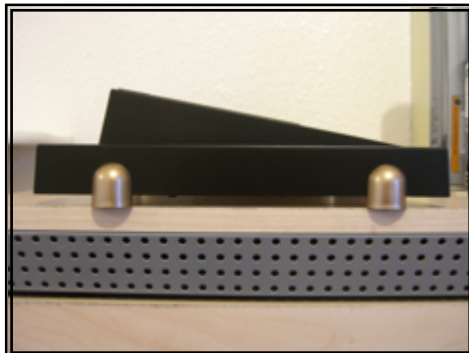
mixed up in store for this purpose as it was a bit more intricate and required a bit of patience.
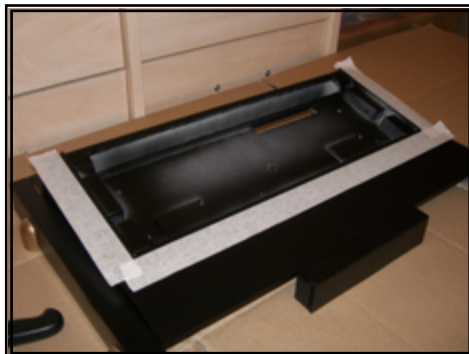
Once it had dried it was a case of fixing the disk drive surrounds with some strong tape to hold them in place.

When re-assembled it looks as good as new! The gold is giving the effect that I required which was to change shade depending on the light. Colin supplied me with 2 new black Sony drives which were perfect for the build. However, I do think they have something missing too.

That's better, I stripped the drive casings and sprayed the eject buttons and drive doors gold too. It really finishes it off now.

My SAM doing the job it was supposed to do. All that needs doing now is the new logo graphics for it but that can wait for now.

No more a SAM Coupé. As the back of the frame has been modified I think it will be better suited as being called the Sam Sedan. That way it can be a sidestep from the original Coupé but its in line with its DNA.

Next upgrade - a docking station, to house all the peripherals at the back!

Quazar Shopping List

A list of the upgrades from Colin used in building my SAM Sedan...

2 x Disk Drive Systems with Sony 3.5" drives (black bezel)

1 x 256K Memory Expansion

1 x Trinity Boot ROM
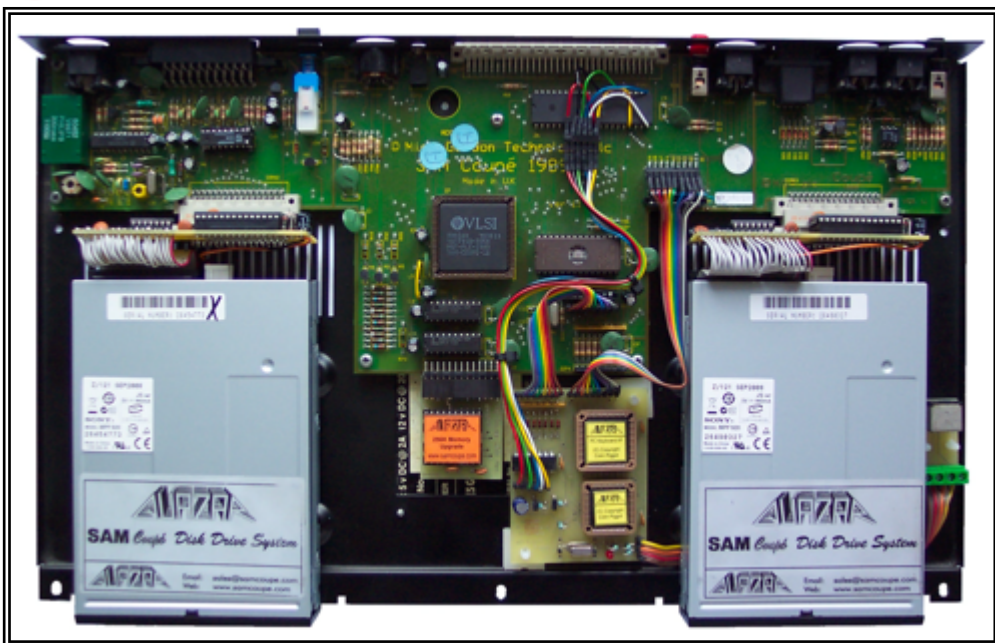
1 x PC keyboard interface

1 x Spare SAM Case

And a quick repair by Colin to replace the blown SAA1099 soundchip in my SAM and to fit the PC Keyboard interface connectors.

Inside and out, Phil's SAM Sedan in it's full glory!

SAM REVIVAL - CURRENT ISSUE

SAM REVIVAL *issue 24*

£4.99 (UK POSTAGE) / **£6.99** (EU POSTAGE)

Inside issue 24...

- News from around the SAM Coupé Scene.
- What happened to Sandman's Shadow - information, screenshots and sketches from Gordon
  Wallis about the point-and-click adventure game he was developing back in 1992.
- Developer Diary - Lots of info from SAM developers featuring a Space Invaders Arcade
  Machine Emulator (Simon Owen), Wubtris + more (Rob Evans).
- Coupe Correspondence - lots of readers letters.
- SAM Comment - kicking around some potential new projects for the SAM Coupé

On the coverdisk:
Minutes Before the Witching Hour *(short game)*
The Witching Hour *(full game)*

SAM REVIVAL - BACK ISSUES

All back issues of SAM Revival magazine are still available, the contents of each of the more recent issues are below. Each issue is priced at £3.99 each including UK postage. If ordering internationally postage will be charged at cost via Royal Mail Airmail delivery.

SAM REVIVAL *issue 23*   **£3.99** (UK POSTAGE)

Inside the magazine the Developer Diary looks at the progress by Adrian Brown of porting a TCP/IP stack to the SAM, Thomas Harte covers the work on his 3D engine and Colin Piggot goes over the improvements to the newest version of B-DOS for the Trinity Ethernet Interface, as well as the Trinity Boot ROM to autoload B-DOS on startup.

On the coverdisk: VIC-20 emulator, Survive the Night *(full game)*,
   3D Demo 2 *(wireframe 3D demo)*

SAM REVIVAL *issue 22*   **£3.99** (UK POSTAGE)

This issue starts off with an eight page roundup of all the latest news in the SAM World including: SAMonline, a VIC-20 emulator and the latest on Adrian Brown's TCP/IP work. Feature articles look at the 3D wireframe graphics engine that is being written and a look at what happened to the proposed sequel of Manic Miner.

On the coverdisk: Burglar Bob *(full game)*,
   3D Demo *(wireframe 3D demo)*

SAM REVIVAL *issue 21*   **£3.99** (UK POSTAGE)

Issue 21 features an interview with David Gommeren and Rob Mies of The Lords. Gavin Smith continues his look back at some of the top SAM games. In the Developer Diary Thomas Harte explains how he is tackling his work on creating a solid 3D engine on the SAM. Colin Piggot looks at using flash cards with the Trinity Ethernet Interface and patching B-DOS.

On the coverdisk: Batz 'n Balls *(full game)*, SAM Tetris *(full game)*,
   Soul Magician *(full game)*, Pac-Man *(full game)* + The Lords' demos

SAM REVIVAL *issue 20*   **£3.99** (UK POSTAGE)

Feature articles include information on using the EEPROM that's onboard the Trinity Ethernet Interface. The developer diary looks at the work under taken by Simon Owen on writing an Ethernet Driver for the Trinity and the start of his work on porting CPC/IP to give the SAM it's first suite of internet enabled programs.

On the coverdisk: Booty *(full game)*, The Light Corridor *(full game)*,
   Invaders *(full game)*

SAM HARDWARE FROM QUAZAR

Don't forget I've been designing SAM Coupé hardware and software since 1995! Here's a quick look at several of the interfaces I've released and still have available. Insured postage will be charged at cost - please ask for a delivery quote. For information on the whole range of SAM products I produce please ask, or see my website at www.samcoupe.com for more information.

QUAZAR SURROUND   *£49.99*

This was the first piece of hardware that I designed and released way back in 1995!

The Quazar Surround soundcard gives the SAM multi-channel digital sound up to a sample quality of 16 bits, plus surround sound outputs for the main front speakers and optional rear speakers.

Over the years it's come to have a wealth of software support, both in full games as well as 76 issues of Soundbyte diskzine which specifically catered for the soundcard.

The Quazar Surround comes bundled with utility software and six issues of Soundbyte diskzine to get you started.

TWO WAY EUROCONNECTOR EXPANSION   *£26.99*

Small interface to let you plug in two pieces of hardware to the SAM's main expansion port.

### SID SOUNDCHIP INTERFACE   *£34.99*

Enjoy the classic, grungy retro sound from the Commodore 64 by connecting the famous SID soundchip to the SAM Coupé.

TRINITY ETHERNET INTERFACE   *£69.99*

The Trinity Ethernet Interface has now become one of the most popular interfaces for the SAM Coupé since it's debut.

Offering an ethernet controller and port to connect the SAM to the internet, the Trinity also gives the SAM mass storage capabilities with MMC and SD flash memory cards - supporting up to 1GB (~1250 SAM disks worth) with the current version of B-DOS. It also incorporates a 128K EEPROM to store settings.
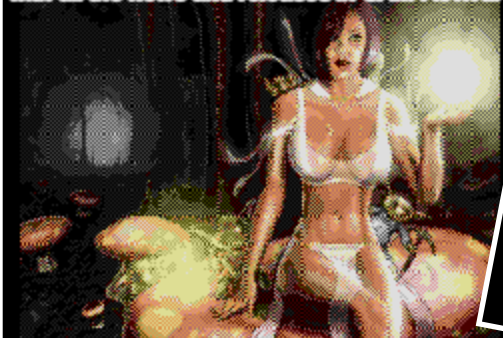
Look out for the first applications to use the internet on the SAM on the cover disk with issue 25 of SAM Revival.
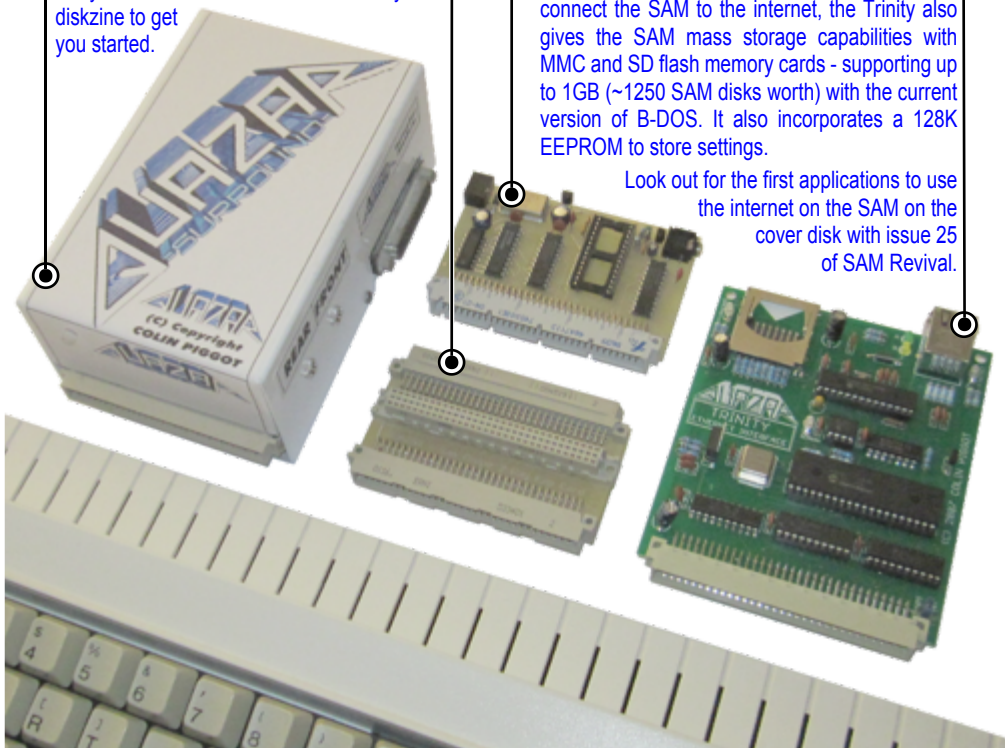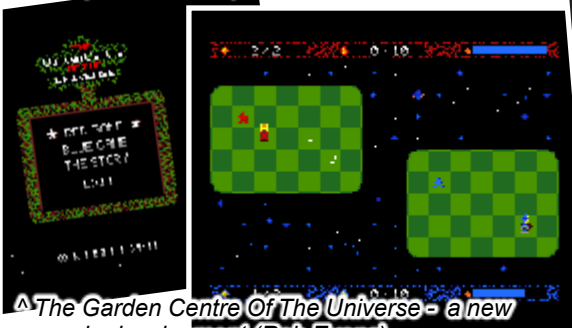
There has been a lot of new SAM Coupé developments during 2012 and 2013 so far, catch up with all the news and releases in SAM Revival 25...
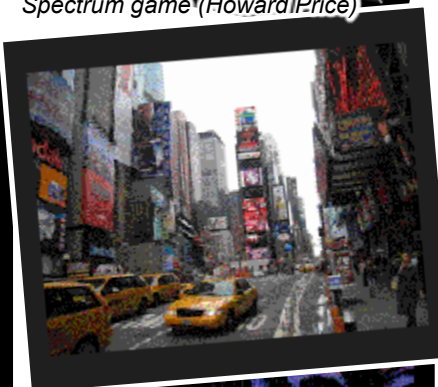

^ TCP Test - downloading from the internet via the Trinity Ethernet Interface (Colin Piggot, Adrian Brown, Simon Owen, Warren Lee, David Sanders)
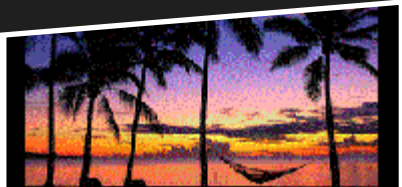

^ XOR - a SAM remake of the ZX Spectrum game (Howard Price)

^ The Garden Centre Of The Universe - a new game in development (Rob Evans)

^ shamview - optimised SAM screens with more than 16 colours (Simon Owen)

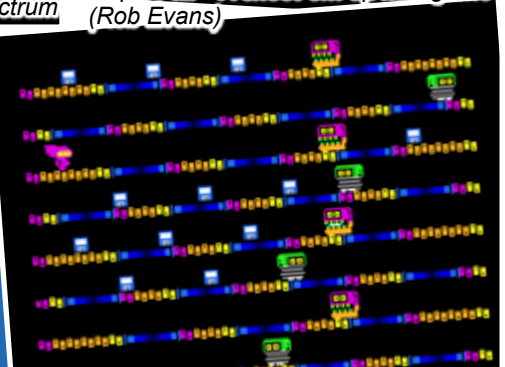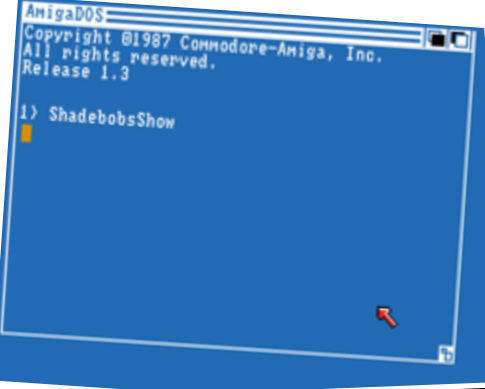^ Dave Invaders - the first SAM game from a new coding group 'Black Jet' (Andrew Gillen, Jaco van der Walt)

^ Dave Infuriators - the next game in the works from Black Jet

^ Down to Earth - SAM remake of the ZX Spectrum game (Adrian Brown, Colin Piggot)

^ Epic Fail - A shoot-em-up mini game (Rob Evans)

^ The Lost Disks of SAM - based on a new ZX Spectrum Game 'The Lost Tapes of Albion' (Andrew Gillen, Jaco van der Walt)

^ Shadebob Show - a demo copying the Amiga for the SAM Coupé (Sir David)

^ Short Oldskool Demo - another demo for the SAM Coupé (Sir David, David Sanders, Ziutek)