

DISCOVERY PLUS is the ideal tool for transferring Amstrad tape based software onto disc. The package consists of four programs that together will enable you to transfer the majority of your software.

Three of the four programs work automatically, and will allow you to transfer & run your programs without any alterations at all. The fourth program may need a little programming knowledge to enable you to get the best from it. These full instructions tell you all you will need to know.

GENERAL NOTES

DISCOVERY PLUS will work on any Amstrad CPC464,664 or 6128 computers. Please remove all peripherals (particularly extension ROMs & memory expansions) except disc interfaces, second disc drives, printers and joysticks. If you are using a 664 or 6128, it is essential to have remote lead connected to the datarecorder & working. If not, when you hear the cassette relay switch off, please stop the cassette recorder and rewind the cassette a fraction. When the relay clicks again, press the play key. Please ensure that the disc that you are transferring the programs onto is formatted, is not write protected and has sufficient free space on it.

IMPORTANT:- This program must not be used to infringe the copyright laws. Siren software do not condone software piracy and cannot be held responsible for anyone who uses this package to break copyright. Please bear in mind that if good games take time and money to develop, if software companies cannot recoup their money, then they will not spend time & money producing good software.

IMPORTANT

Please read the section entitled 'Installing' before using this package.

SPLOCK TRANS

This program will enable you to transfer the majority of programs that have been protected using the 'speedlock' protection system. It is extremely easy to distinguish these programs from others. When a speedlock protected game loads from tape, it will print up on the screen the following message:-

LOADING: PLEASE WAIT

so if you have any programs that print up that message, you should be able to transfer them using SPLOCK TRANS.

To use SPLOCK TRANS, load it by typing:- **RUN "SPLTRANS"**. Once loaded, full instructions will be displayed on the screen. Remove the DISCOVERY PLUS disc & replace it with a disc containing at least 52K of free space. Place the tape to be transferred into the datacorder and press the play key. Type into the computer the name that you want the program to be called when it is on the disc and press the enter key.

The tape should then start. The program will look as though it is loading normally. Once the whole program has loaded, the screen will look funny & the disc drive will start up. When the program has been saved, The game will start as normal. To run the game from disc, just type in... **RUN "NAME"**, where NAME is the programs name. No alterations to the program will be needed. Once the program has been put onto the disc, do not rename any part of it.

DISCOVERY 1

This program has been put on the disc to keep compatibility with our DISCUS help sheets and also to enable old discovery owners to keep some familiarity with the DISCOVERY PLUS package. Users of our old discovery program may notice the lack of the turbo transfer option in this program. The SPLOCK TRANS program is the successor to that option.

DISCOVERY 1 is an extremely powerful program in its own right. It enables you to transfer software and put it on disc in an identical form to how it was on tape. Discovery removes any basic protection on the programs it transfers thus allowing access to the programs making them easy to alter.

To load DISCOVERY 1, reset your computer and type... **RUN "DISCOVER"**. When loaded a menu with four options will appear. The options are:-

- 1 TAPE TO DISC TRANSFER
- 2 FULL CATALOGUE
- 3 CATALOGUE
- 4 CPM

To select the relevant option, press the relevant key.

Option 2 - FULL CATALOGUE.

After selecting this option, please ensure that there is a formatted disc in drive A and then press a key. Full catalog will display the filenames and details of every file on the disc. The details of the program include the program's name, length, start address & whether it's BASIC or Machine Code. If the program is Machine Code, an extra execute Address may also be given. You may also erase and rename programs from this option.

Option 3 - CATALOGUE

This option does the equivalent of typing... **CAT** from BASIC. The catalog of the disc will be displayed. Files may be erased or renamed from this option.

Option 4 - CPM

Selecting this option will enable you to go into the CPM operating system, allowing you to format discs etc. This option is the equivalent of typing **:CPM** from BASIC. The CPM system tracks are not present on your DISCOVERY PLUS disc and therefore a disc with these tracks on must be inserted into drive A.

Option 1 - TAPE TO DISC TRANSFER

When you select this option, you will immediately be asked whether you want the programs to be transferred in automatic mode, letting DISCOVERY 1 do all the hard work, or in manual mode giving you full control of the transfer process.

In automatic mode, DISCOVERY 1 will transfer the programs, try & alter any basic parts to their correct AMSDOS syntax, renaming programs that are longer than 8 characters or are not AMSDOS compatible and relocating parts that overwrite the disc area of memory. Any programs that contain a basic part of longer than 16K, Must be transferred in manual mode.

In manual mode, DISCOVERY 1 will allow you to rename the program manually and offer the option on whether or not you want the program to be relocated. In Manual mode, no attempt will be made to alter any basic parts.

To start transferring, place the program to be transferred into the datacorder and press play. As the programs are loading, Their names will appear on the screen and also their header details. (length, start address, BASIC or Machine Code). The disc drive will occasionally come into action as the program is being transferred. When the tape has come to an end, press the 'ESC' to return to the menu. To exit from DISCOVERY 1, press 'CONTROL', 'SHIFT' & 'ESC' together.

Getting Programs To Run

As you may be aware, you can not always easily transfer software from tape to DISC: TD & TD1 will transfer nearly every program that discovery 1 will transfer and for that reason DISCOVERY 1 has only been included as a last resort.

When the program has been transferred, reset the computer and type.. **RUN "NAME"** where NAME is the programs name. If the program will not run, then you will need to do some "hacking".

FILENAMES - When loading a program from tape, you can have a filename of upto 16 characters long. With discs, Only 8 characters are possible. Also the disc system is fussy about the characters used. Characters such as '?*' are invalid for disc, but perfectly valid for tape.

MEMORY - The disc drive uses 1284 bytes of memory. The cassette uses no memory. If a program overwrites or corrupts this disc area, Then it cannot easily be run. DISCOVERY will relocate such programs.

When getting programs to run, firstly search through any BASIC programs changing any **LOAD "NAME"** commands so that the relevant name is put inside the quotation marks. If the program has no BASIC parts, then unless you have a good knowledge of Machine Code, you will not be able to get it to work.

The second step is to relocate programs that need it. When transferring Programs using DISCOVERY 1, you will be informed about any programs that have been relocated. You will also be given a new start and execute address. When you find the part of the program that loads in the relocated program, you will need to add a new BASIC statement to the program. The statement will be '**CALL ADDRESS**' where ADDRESS is the start address of the program. As an example you have a program line:- **40 LOAD "GAME"**, and you know that GAME has been relocated giving a new start address of 32768. You will need to change the line to read:-

40 LOAD "GAME":CALL 32768

When all the changes have been made, save the program back onto disc using the same name, and try and run it again.

TAPE DISC [TD]

This program will allow you to transfer normal and headerless programs to disc. Programs transferred using TAPE—DISC cannot be run independantly, they must be run from within TAPE-DISC.

When TAPE DISC has loaded, you will be prompted with a menu. The options are self explanatory.

SAVING A PROGRAM TO DISC.

Select the save option from the main menu. When the saver part has loaded, rewind your tape to the start and play it through. At the end of blocks, The disc drive will come to life and your programs will be saved. When the tape comes to the end, press the 'ESC' key on your keyboard.

RUNNING A PROGRAM FROM DISC.

Select the load option from the menu. Select which program number you want to load. You will then be asked whether you want to load type 1 or 2. The different load types are for different types of protection. Most programs use type 1, so select type 1. If this does not work try type 2. As the program is loading, the screen will be corrupted. Do not worry, this is the normal procedure. Programs may take a while to load.

TAPE DISC 1 [TD2]

Tape disc one will transfer software at the touch of the 'CONTROL' (CTRL on a 464) key in most cases. Like TAPE-DISC, programs will not run independantly, the TAPE-DISC 1 program must be resident on the same disc as the programs themselves.

SAVING TO DISC

Load in TAPE-DISC 1 and select option 2. Type in the filename of the program to be transferred. The program will load in from tape as normal. When the tape has finished and the program has started, press the 'CONTROL (or CTRL)' key. If all is well, the program will be saved to disc and the computer will reset.

LOADING FROM DISC

Select the load option from the menu. Type in the programs name. The program will then load and resume from the point that it was saved from. The screen may be slightly corrupt.

The other options on the menu are self-explanatory.

NOTE:- Programs saved using TD1 on a 464 will only run on a 464 likewise a program saved using TD1 on a 6128 will only run on a 6128. Likewise for the 664.

INSTALLING

Programs saved using TD or TD1 can only be run from a disc that has TD or TD1 on it. For that reason it is necessary to copy TD & TD1 onto other discs. To do this you must copy the whole disc & not just the individual files.

The best way to copy the discs is to use the CPM disc copier that came with your disc system. Please read the section entitled 'COPYING A DISC' in your disc drive /664/6128 manual.

Once copied, you must run the file on the copied disc called 'INSTALL'. This will configure the disc & programs in order for them to run. Never run the 'INSTALL' program on your DISCOVERY PLUS master disc as you will erase files and corrupt the disc. Only run the install program once on each side of the disc immediately after copying the master disc.

As programs saved with SPLOCK TRANS & DISCOVERY 1 run independantly, you can transfer programs onto any disc using these two utilities.