

DISKUS 1

All Commodore 64 Disk Drive owners are faced with the problem of converting their tape based software to load from Disk. Until now, most transfer utilities have been difficult to use and effective only with programs which do not employ any special protection methods. Using a method unique to Dosoft, Diskus 1 will transfer almost all standard loading cassette programs to Disk. No program rewriting or user knowledge is required.

The following protection methods are catered for:

1. Machine code loaders, autorun programs, multipart programs.
2. Programs which test the tape buffer for specific contents.
3. Programs which test for the presence of an end of tape marker.
4. Programs which move Basic and/or load into Basic Rom area.
5. Programs which reset vectors during load.
6. (unique to Diskus 1) PSS type headerless files.
7. Combinations of the above methods.

Please read the following notes carefully before using the program:

1. Ensure that your destination disk is formatted, and that it contains sufficient free blocks to store the program. A program which takes 10 minutes to load from tape will require about 100 free blocks on the disk.
2. The filename you choose must not already be present on the disk. Use the "read directory" option to check for this before commencing transfer.
3. There are two modes of operation, ALARM mode and CONTINUOUS mode. Use alarm mode if you do not know how many program sections there are. As each tape header is found, you are given the option whether to transfer that section or complete the operation. All program parts must be transferred in the same operation. You must start from the main title screen for each complete program which you transfer. Most programs are in two sections, but there could be up to eight.
4. A YELLOW screen indicates a tape search operation. A GREEN screen indicates that a program section is loading. Transfer may be completed at any time by pressing the RUN/STOP key. Do not press RUN/STOP when the screen is green or you may lose important data from the program.
5. If an EOT (end of tape marker) is encountered, transfer will be completed automatically.
6. If a disk error is encountered, the process will be aborted, and the appropriate error message will be displayed. Consult your disk drive manual for a fuller description of the error.
7. To load a transferred program use LOAD"<FILENAME>",8: SHIFT/RUN, where <FILENAME> is the name which you originally entered. Pattern matching is allowed. The complete program will then load automatically.

BONUS PROGRAM: This is a development program for Diskus 1, which is included because, uniquely it will transfer a number of fast loading programs to disk, namely those recorded with the "Turbo" loader (version 1) - early Anirog programs and some by Alligata and Llamasoft. Tested examples: Son of Blagger, Loco, Sheep in Space, Mr Mephisto, Space Pilot. This facility is unique to Dosoft.

Diskus 1 is a dedicated tape to disk transfer utility which will successfully transfer more programs than any competing utility. However, there are certain programs which neither it nor any other will handle - sequential data files, Pav, Jet, Nova loaders, and certain titles marketed by Activision. Some examples of programs which Diskus 1 will handle with ease where others will generally fail: HOBBIT, TWIN KINGDOM, HEROES OF KARN, CHINESE JUGGLER, OMEGA RUN (without manual), NEOCLYPS, KRYSTALS OF ZONG, METROBLITZ, ULTISYNTH, MANIC MINER, SCRABBLE, SNOWBALL, COLOSSUS CHESS, and many, many more.

Diskus 1 is sold on the understanding that the user will honour all copyright holders' rights regarding the distribution of copied programs.

All program conversion is automatic. No user knowledge is required. Diskus 1 is available now, is supplied on tape, and may itself be transferred to disk.

To: DOSOFT, 2 OAKMOOR AVENUE, BLACKPOOL FY2 OEE

Please supply one Diskus 1 plus Bonus Program for the Commodore 64.
I enclose cash/cheque/P.O. to the value of £9.99p.

NAME:

ADDRESS:

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