

# **TURBOLOAD**

**CARTRIDGE FOR COMMODORE 64**

**LOADS  
DISKS  
FASTER**



**NOW**  
with **RESET BUTTON**  
and **MENU MAKER**





# TURBOLOAD

## INSTRUCTIONS

### SETTING UP

1. With the power **OFF** insert the cartridge into the port which is at the back of the computer on the right hand side (nearest the joystick ports).
2. Turn the power on to the disk drive, computer and monitor or TV. The startup screen will appear with different colours to indicate TURBOLOAD is activated.

To load a program use the normal commands:

Load "Filename",8 for BASIC programs.

Load "Filename",8,1 for machine language programs.

Loading of programs will now take place at up to 6 times normal loading speed depending on the size of the program.

**NOTE:** If using a Commodore 128 the computer will automatically go to the 64 mode when power is turned on.

### COMMANDS

The following functions are available by typing the command and **RETURN**. Typing **@H** and **RETURN** will bring up a help screen which lists the commands.

- |                        |   |
|------------------------|---|
| <b>@</b>               | Toggle TURBOLOAD on and off. The screen colours will be C64 standard when TURBOLOAD is off, but will change when TURBOLOAD is on. Other features remain available when TURBOLOAD is off.  |
| <b>@\$</b>             | Display the disk directory. This will not overwrite current programs in memory. The listing may be paused by pressing any key. Pressing any key again will resume listing. Pressing the RUN/STOP key will return the READY prompt.  |
| <b>@B</b>              | List a BASIC program in memory to a Commodore compatible printer (device number 4).   |
| <b>@E</b>              | Reads the error channel to display the error type and stop the disk drive error light flashing.   |
| <b>@D"Filename"</b>    | Deletes the file. Files may be deleted using the directory listing by typing <b>@D</b> on the left of the screen making sure that there are only blank spaces between the <b>@D</b> and the quote mark at the left of the program name.   |
| <b>@F"Diskname,ID"</b> | Complete format (for new disks)   |
| <b>@F"Diskname"</b>    | Short format, clears the disk directory (existing programs may be recoverable - refer to disk drive manual)   |
| <b>@L"Filename"</b>    | Loads a program, equivalent to <b>LOAD"Filename",8,1</b> . Files can be loaded using the directory listing by typing <b>@L</b> on the left of the screen making sure that there are only blank spaces between the <b>@L</b> and the quote mark at the left of the program name. |
| <b>@L</b>              | Loads the first file on the disk.   |
| <b>@M</b>              | Displays the TURBOMENU screen (refer next section)  |
| <b>@P</b>              | Dumps screen text to a Commodore Compatible printer (device number 4). This can also be called from within a program by using <b>SYS57046</b> .   |
| <b>@V</b>              | Validates a disk.   |
| <b>@"Command"</b>      | Sends a command to the disk drive (e.g. <b>@"RO:new name=old name"</b> to rename a file).   |

**Commodore/Run** Auto run (see below)

### TURBOMENU

#### MAKING A MENU

Insert a disk that does not yet have a Turbomenu file on it. By pressing **@M** a screen will appear with a window displaying all program names (sequential or other file types will not be displayed).

Program names are printed in blue. The currently selected file is shown in reverse video.

To make a menu select the required filenames using the cursor **UP** and **DOWN** keys. Press the **SPACE BAR** on the selected file. The disk drive will briefly operate and the program name will change to yellow if the program is in **BASIC**.



In the case of machine language programs a second window will be displayed with a **SYS** address. This address is the load address of the program. If this is the correct address to **SYS** to when the program is loaded then press **RETURN**. If a different **SYS** address is required then type in the new value and then press **RETURN**. (The delete key can be used to correct a mistake). The program name will turn to yellow to indicate selection for the TURBOMENU file.

Program names can be deleted from the TURBOMENU file by pressing the **SPACE BAR** on a yellow file.

The TURBOMENU file can contain as many files as the directory, this being a maximum of 144.

Save the TURBOMENU file by pressing **F1** at the end after which the TURBOMENU screen will appear.

### LOADING AND RUNNING A PROGRAM

For disks for which a TURBOMENU has already been created the TURBOMENU screen will appear by using the autorun feature or by typing **@M** and **RETURN**.

The screen consists of a window in which the program names are displayed with three commands at the bottom of the screen.

The first file only is in reverse video to indicate it has been selected. To select other names use the cursor **UP** and **DOWN** keys. When the bottom of the window is reached the list will scroll upwards.

The following keys may be pressed:

<b>Return</b>	<b>Loads and runs the files selected</b>
<b>F1</b>	<b>Displays the menu maker screen</b>
<b>F5</b>	<b>Disables TURBOLOAD to give normal loading from the menu</b>
<b>F7</b>	<b>exits to BASIC</b>

#### NOTE:

- 1) Sufficient spare blocks must be available on the disk to store the TURBOMENU file. This means that 1 block should be allowed for every 4 program names.
- 2) It is not recommended that a TURBOMENU file be put on a commercial disk since many of these disks are protected and this may prevent the disk working properly.

### AUTO RUN

The AUTO RUN feature is selected by simultaneously pressing the **COMMODORE** and **RUN/STOP** keys.

If the disk has a TURBOMENU file, the TURBOMENU screen will appear.

If the disk does not have a TURBOMENU file, the first file on the disk will be loaded and a **RUN** command given.

### TURBOLOAD

The TURBOLOAD routine will load programs at up to 5 times normal loading speed.

Programs can be turboloaded using the **BASIC LOAD** instruction, the **@L** feature or from the menu.

It may be necessary for some commercial software to deactivate TURBOLOAD and use a normal load instead. This can be done by pressing **@** and **RETURN** or by pressing **F5** before loading from the menu.

### USING TURBOMENU

Turbomenu has been designed specifically to make using the C64 and C128 easy for people with little knowledge of computers.

By setting up disks with more than 1 program with a menu the following is all that needs to be done to use the computer.

1. Turn on the power
2. Insert the required disk
3. Press **COMMODORE/RUN**

If the disk has only 1 program, such as a commercial disk, then the program will load and run.

For other disks the menu will be displayed and all that needs to be done to load and run the program is to select the program using the cursor **DOWN** and press **RETURN**.



# **TURBOLOAD**

## **CARTRIDGE FOR COMMODORE 64**

### **FASTER LOADING**

- Easy to install cartridge, simply plug into your Commodore 64 or 128.
- Compatible with most software.
- Loads disks up to six times normal speed with both the 1541 and 1571 disk drives.
- Simplified DOS commands for loading files, formatting disks, deleting files, etc.
- Stoppable directory listing which does not overwrite programs in memory.
- Easy listing of BASIC programs to printer.
- Text screen dump to printer.

### **MENU MAKER**

- This unique built-in feature is ideal for beginners or professionals. It makes it easy to load and run programs without having to type in their names.

### **AUTO RUN**

- Simply press the COMMODORE and RUN/STOP keys together.

### **RESET BUTTON**

- Avoid switching computer on/off.
- Add pokes from magazines, etc.

### **WARRANTY — 12 MONTHS**

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**Please remove this slick and turn over for GAME INSTRUCTIONS.**

**TURBOLOAD**  
CARTRIDGE

**H.E.S.**