DOSOFT

Prop: RICHARD BOND
         2, Oakmoor Avenue
         BLACKPOOL
         FY2 OEE

PRESENTING ....

MEGADISK II

SUPERPAV – A much extended routine which will transfer almost all Pavloader types to disk. Nearly all Ocean and Melbourne House Pavs, Alligata, Level 9 etc. Examples: Return to Eden, Blagger Goes to Hollywood, Fistful of Fun, Staff of Karnath, Cauldron, Henrys House, Hampstead, Tir Na Nog and countless more.

BURNER – General purpose routine for the two major types of Burner system, as used on Select 1, Beau Jolly Megahits and by major software houses such as Beyond and Mastertronic. Examples: Psytron, Psi Warrior, Shadowfire, My Chess, Chiller, 1985, Magic Carpet, Duck Shoot, Munchmania etc. etc.

CBS/EPYX – Two general purpose routines for the "space bar" loader as used on the latest U.S. games. Examples: Pitstop, Pitstop II, Impossible Mission, Choplifter, Hard Hat Mack, Raid on Bungeling Bay, Archon, One on One etc.

ACTIVISION – General purpose routine for Activision slow and fast loaders. Examples: Pitfall, Pitfall II, Decathlon, H.E.R.O., Beamrider, Pastfinder, Toy Bizarre, Space Shuttle, Ghostbusters, Master of the Lamps, Rock 'n Bolt, Tennis, Baseball, On Field Football, River Raid. Programmes transferred using this utility require a Datassette to be present before loading from disk.

RBS/FASTBACK/HYPERSAVE 64 – routine to transfer all programmes recorded using these three fast loading utilities, with full preservation of tape buffer where required.

SCHNELLAAD LOADER – Examples: Monopoly, Blockbusters, Warlok, World Cup, Mutant Monty **MICRODEAL LOADER** – e.g. Cuthbert series, Mr. Dig.

The above are general purpose transfer routines. Also supplied individual routines to transfer the following:—

Airwolf, Arabian Knights, Aquanaut, Beach Head, Brian Jacks Superstar Challenge, Breakdance (Epyx), China Miner, Cliffhanger, Danger Mouse in Double Trouble, Eureka! (all arcades and adventures), Erik the Viking, Gammeron, Gribbleys Day Out, Ice Palace, Gremlins, Jumpman (Epyx), Lazy Jones, Everyones a Wally, Hercules, Quo Vadis, Macbeth (all adventures and Psychology Programmes), Trollie Wallie, Wallie in Rhymeland, Wheres My Bones, Shoot the Rapids, Valhalla, Track and Field, Quari, BMX Stunts, Storm Warrior, Mama Llama. Also some early Creative Sparks, e.g. Java Jim, Wing Commander and later version of Fighter Pilot which fails with the routine on Megadisk I.

All the above routines are accessed from a single master menu. All transfer is automatic - no user knowledge is required.

In addition to the above, Megadisk II also contains:—

FAST COPY – an excellent general purpose 3 minute whole disk copier (single drive). If you don't already have a similar utility you will find this very useful. It will copy many commercial disks but is not to be regarded as a full copier for heavily protected disks.

DISK TO TAPE – will output any single section disk programme to tape (fast load). There is no memory conflict — files of 200 blocks or more are easily handled.

Megadisk II represents a full upgrade to MEGADISK SUPERPACK, which will retail at £23 and comprises all the routines of Megadisk I and Megadisk II. It is offered to you at the special price of £11 (fully inclusive) and, I believe, keeps us well ahead in the fast loader to disk stakes.

MEGADISK II

INSTRUCTIONS FOR USE:

(1) FAST LOADER TRANSFER ROUTINES:

Before using any of the transfer routines, always check that the program to be transferred loads correctly, else there is little chance of a successful transfer. Also make a note of the tape counter reading at the end of the load, because some of the routines, especially SUPERPAV and BURNER, will search for files continually, and you may otherwise end up with unnecessary files on the disk if you are transferring a compilation tape. Ensure that your output disk has plenty of room on it, as many programs will occupy 200 — 240 blocks on the disk.

If you are not sure which loader type a program uses, an identifier is provided, which will have a fair crack at distinguishing between various loader types. Load "IDENTIFIER", 8 and run. Insert the tape to be identified and press play on tape. Certain loader types are not transferrable, such as that used by Firebird and IJK, and the Anirog flashing turbo. Although the routines have provision for many variations of the general loader types, the fact that a program is identified does not imply that it will successfully transfer to disk.

The fast loader transfer collection is accessed from a master menu, file name "MENU". Load and run the menu program and select the option you require. Titles printed in PURPLE are general purpose transfer routines. The others are specific to the named title. Once you have selected your option, and the appropriate files has loaded from the disk (if necessary), remove the disk and insert your formatted output disk (the disk onto which the program is to be transferred). Insert the tape to be transferred into the datassette. Press the key marked "*" when you are ready to commence transfer. Transfer is automatic from then onwards.

Description of transfer routines:

SUPERPAV — for most programs which use the Pavloader system. Superpav will also transfer the programs BMX Stunts and Quari, and some early Creative Sparks titles such as Java Jim and Wing Commander

BURNER — will transfer most programs which use the Burner fast loading system. The program has provision for "double load" Burners as used on some early Mastertronic fast loaders, so be careful, if you are transferring a compilation tape, to stop the transfer once the whole program has loaded, otherwise you will transfer unnecessary files to the disk. GP BURNER — use this option for ultra long programs such as Shadowfire or Black Thunder. It is more efficient of disk space in such cases and also allows fast loading from disk.

GP EPYX — for many CBS type multipart "space bar" loaders such as Impossible Mission. SINGLE EPYX — for single section programs of the same type, such as Pitstop, Archon (enter SYS 2061 to start Pitstop). Some individual titles which these utilities will not handle are included on the menu.

ACTIVISION — for both slow load and the new "FLASHLOAD" Activision titles. You will be asked if the program displays a title screen between loads, or loads in a single section, before commencing transfer. Before loading from disk, ensure that a tape deck is plugged in, else the program will not run.

RBS/FASTBACK — for programs recorded using these two utilities, with preservation of tape buffer contents. Also for related loader as used on Monopoly (Leisure Genius); Blockbusters, Mutant Monty etc. SCHNELL — similar but without preservation of buffer contents. This makes for a more efficient transfer where tape buffer contents are not required by the program. It is suggested that you try SCHNELL first, and in case of failure use RBS/FASTBACK.

HYPERSAVE 64 — for programs recorded using out highly popular tape fast loading system. MICRODEAL — e.g. Cuthbert series, ANIROG BT — for Anirog BLANK turbos — will not handle Anirog FLASHING SCREEN turbos.

To reload a transferred program, enter LOAD "NAME", 8, 1 or LOAD "@*NAME", 8, 1 if you are using our ALPHALOAD disk fast loader. All individual titles are compatible with the disk fast loader. Where general purpose transfer routines were used, programs will not fast load if there is memory conflict between the program and the loader.

(2) UTILITIES:

FAST COPY — a 3 minute whole disk copier which makes high speed backups of your disks. Will handle many commercial disks but is not to be regarded as a full copier for error protected disks. The program requires 3 passes to copy a whole disk. The drive will spin continually during use. This is not dangerous provided that you do not insert or remove a disk until the prompt appears on the screen. Switch your printer off during use. Acknowledgements to original German author.

DISK TO TAPE — will transfer a one section program from disk to tape (fast load). To use: LOAD "DISK TO TAPE", 8, 1. Enter NEW (return). Enter SYS 49152 "NAME", 8 where "NAME" is the title of the program to be transferred. Transfer will then be automatic. We hope to have a multipart disk to tape utility available later in the year.

Thank you for purchasing Megadisk II. Details of our future programs will be mailed to you in due course. Good luck !