

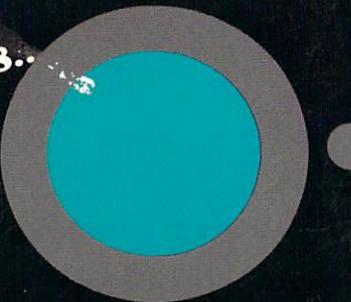
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SYSTEM REQUIREMENTS

Commodore 64
One 1541 disk drive

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Sincerely,



Michael D. Brown
President

Copy II 64/128, Version 3.1

The following products have been submitted as "back-up-able" by our customers. Some require special instructions. These are noted with a number in (). See the reverse side of this sheet for the note with the same number. Unless noted with a number in (), just use the default settings.

Copy protection schemes do change frequently. If you find you can't backup your version of a particular program, let us know - we'll try to include it in a future update. COPY II 64/128 is very sensitive to drive alignment. If you experience problems in making backups, you may need to have your drive aligned.

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Product Name	Product Name	Product Name	Product Name
1985, The Day After	T33.5-T35.5	Doodle	Hacker II (5)
Accounts Receivable Mgmt	Bruce Lee	Doughboy	Hardball v1, 2, 5 (+, 7)
Ace	T5-T18	Dragonworld	Heart of Africa (5)
Ace of Aces v4 & 5 (+, 7)	C-Power v2.3	Drol	HED (Hi-Res Graphic Editor)
Addition Magician	Castle of Dr. Creep	Early Games for Young Children	Hero
Aerobics	Castle Wolfenstein (some)	Easy Finance	HesGames, Olympics
Air Reserve I	Certificate Maker (5)	Easy Script 64	Hitchhikers Guide to the Galaxy
Alcazar	Championship Lode Runner	Easy Spell	Home Accountant
Alice in Wonderland	Chip Wits	Eidolon (5)	Homeword
front: T1-T38 Set Parm S to F	Choplifter	Electronic Checkbook	Hulk
back: T1-T38	Chopper Hunt	Elite v2 (5)	Hydrax
Alpine Encounter	Color Me (5)	Enchanter	Impossible Mission
Alternate Reality (++, 8)	Complete Personal Accountant	Ernie's Magic Shapes	Infidel
Amazon	Computer Baseball	Evelyn Wood Speed Reading	Infiltrator (5)
Archon & Archon II	Computer Crosswords	Expedition Amazon	Jet Combat Simulator (5) (some)
Assembler/Monitor	Conan (++, 8)	F-15 Strike Eagle (5) (some)	Juggles Rainbow
Aztec	Cosmic Tunnels	Facemaker	Jumpman
B-1 Bomber	Creative Calc	Fahrenheit 451	Karate Champ (5)
Backgammon	Creative Filer	Fantastic Filer v. Pro 1.1	Kawasaki Synthesizer
Ball Blazer (5)	Crime and Punishment	T1-T38 Set Parm S to F	Kennedy Approach (some) (5)
Baltic 1985	Crossword Magic v1, 2, 4 (5)	FAX	Koronis Rift (5)
Bank Street Music Writer	Crusade in Europe (5)	Fleet Systems II	Kung Fu Master v1, 2 (5)
Bank Street Writer	Crush, Crumble & Chomp	Fleet Systems III (5) (some)	Kwik Load and Kwik Write T1-T20
Barbie	Cut Throats	Flight Simulator II	Little Computer People (5)
T1-T35 Set Parm C to N	Dallas Quest (2)	Flip and Flop	Lode Runner
Bard's Tale (some)	Dam Busters (5)	Flying Colors	Logo
Beach Head	Data Manager	Font Master II (5)	Lords of Conquest (5)
Beach Head II (4)	Data Manager 2	Fourth Protocol (5)	Lords of Midnight (5)
Below the Root (1)	Deadline	Gemini v2.0	Make a Match
Beyond Castle Wolfenstein	Death in the Caribbean	T1-T40	Mail Order Monsters
Big Bird Special Delivery	Decathlon	Gemstone Warrior (5)	Mancopter
Bill Budge Pinball Const. Set	Decision in the Desert	GEOS v1.2 (5)	T2-T18
Blade of Black Poole	Disk Drive Alignment Prog 1.0	Ghost Busters	Marble Madness (5)
Blitz Compiler	T1-T39	GI Joe (1)	Mask of the Sun
Blue Max 2001	Di-Sector	Great American Road Race (5)	Master of the Lamps
Bop & Wrestle v1, 2 (5)	T1-T16 step 1.5	Gumball	Mastertype
Boulder Dash	T17-T20	Gunship v5 & 6 (+, 7)	
Break Street	T21.5-T24.5 step 1.5	Hacker (5)	
T1-T32	T26-T35 step 1.5		

<u>Product Name</u>	<u>Product Name</u>	<u>Product Name</u>	<u>Product Name</u>
Micro Astrologer	Personal Accountant	Sentinel	Sylvia Porter's Financial Plan
Micro Cookbook	PFS File	T1-T41	(2) (some)
Millionaire	Phi Beta Filer	Serpent's Star v1.0	3001: A Sound Odyssey
Mind Prober	Pitfall II	Seven Cities of Gold	Talking Teacher
Mind Shadow	Pitstop II	Shamus Case II	Tech Sketch Micro Illustrator
Montezuma's Revenge	Planetfall	Silent Service v1, 2 (+, 7)	Telegard
Monty Plays Scrabble	Pole Position	Sky Fox (5)	Top Secret Stuff
Movie Maker	T8-T19	Snoopy's Skywriter Scrambler	Toy Bizarre
Multiplan v1.06, 1.6	Print Shop v2 (5)	Sorcerer	Transylvania
Multiplan v1.07 (5)	Print Shop Companion (5)	Space Taxi	Trolls and Tribulations
MusicCalc I & II	Printmaster (5)	Spellicopter	Ultima II (1)
write protect backup before using!	Professional Word Processor	Standing Stones	Ultima III (1)
Music Processor	Questron (1)	Starcross	Ultimate Wizard (6)
Music Shop	Racing Construction Set (some)	Star League Baseball	Up For Grabs
Murder by the Dozen	Raid on Bungeling Bay	Stealth	Video Hits
New York Times Crosswords	Raid Over Moscow (old vers)	Stellar 7	VIP Terminal v1.0
Newsroom v1, 2, 3 (5)	Raid Over Moscow (new vers)	Strip Poker	Web of Dimension
Omnicalc/Spreadsheet 64	T1-T35	Success with Math	Where in the USA is Carmen San Diego (5)
Omni-Speller	T36 Set Parm D to 4	Summer Games	Where in the World is Carmen San Diego (5)
Omni-Writer	The Railroad Works	Summer Games II (3)	Whistler's Brother
On-Field Football	Rendezvous With Rama	T1-T35 Set Parm C to N	Wizard
On Stage	Repton	T18 Defaults	Word Processor C-64
One-on-One	Rescue on Fractalus (some)	Side Two Set Parm C to N	Word Spinner
Oxford Pascal	Rhymes and Riddles	Super Huey	Wordwriter (some)
Pac-Man	River Raid	Super Kit	World's Greatest Football (5)
Paint Magic	Rock N' Bolt	Superbase 64	Zaxxon
Park Patrol	Sargon III	Superclone v2.0	Zork Series
Pascal 64	Satan's Hollow	Superterm	
T1-T39	Scamball	Suspended	
Peek A Byte 64	SeaStalker	Swift Calc 64	
		Swiss Family Robinson	

- (1) Copy both sides of this disk onto separate disks.
- (2) Set Parameter 'S' to 'F' before copying this disk.
- (3) One drive version only.
- (4) Two drive version only.
- (5) First copy with defaults, then run "PARM" program.
- (6) First copy with defaults, then run "PARM" program using parm setting for Heart of Africa.
- (7) Make backup with "PARM" program only.
- (8) Make backup with "PARM" program only using a 1541 drive.

COPY II[®]
64|128

BACKUP YOUR PROTECTED DISKS!

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Introduction

This manual describes Copy II 64/128, which includes both a powerful disk utility package and a sophisticated Bit Copy program. The disk utilities allow you to prepare diskettes for use (format), erase files from a disk (delete) and load files faster than ever before. The Bit Copy program can make backups of valuable software that has been copy protected. You can also use it as a general purpose disk copy program to make backups of your important programs and data files.

Copy II 64/128 is not copy-protected in any way. You can make a backup of this disk using Copy II 64/128 itself, or any standard Commodore 64 or 128 program. This does not mean that it is not copyrighted (it is), and we ask for your respect in not making copies for any reason other than archival backup (thank you).

Hardware Requirements

Copy II 64/128 fully supports both the Commodore 64 and 128 computers and either one or two 1541 or 1571 drives. The Commodore 64 or 128 computer must be in 40 column mode to run Copy II 64/128.

Disk backup time with one 1541, Indus GT or 1571 drive is approximately two minutes. If you have two 1541 or 1571 drives backup time is only one minute. Making backups of double-sided diskettes using a Commodore 128 and two 1571 drives in 128 mode takes about two minutes.

What You Need to Know

This manual assumes that you are familiar with the operation of your Commodore 64 or 128 computer and the 1541 or 1571 drive. If you need more information about them, please consult the appropriate owner's guide that accompanied your computer and disk drive.

Copy II 64/128 has been designed to be as automatic as possible. You won't need any technical knowledge of copy protection schemes. Enclosed with this package is our most recent "backupables" sheet which lists the programs the Bit Copy program has been tested with along with any special instructions

Copy II 64/128

that may be needed. We suggest you take a brief look at this sheet now, although we'll describe it in more detail later in the manual.

All the options in Copy II 64/128 are menu driven so you won't need to memorize anything. In fact, after you read this manual once, you probably won't ever need to look at it again - that's how easy Copy II 64/128 is to use!

Getting Started with Copy II 64/128

If you have a Commodore 128 computer, starting Copy II 64/128 couldn't be easier. Just insert the Copy II 64/128 disk into the drive and turn it and your computer on (if they are already on, simply press the reset button on the right side of the computer). After just a few moments, you'll see the main Copy II 64/128 menu as shown below.

If you have a Commodore 64 computer, start Copy II 64/128 just as you would any other program. Turn on your computer and drive then insert the Copy II disk into the drive. Next, type:

```
LOAD "*",8,1
```

The main Copy II 64/128 menu should look similar to this:

```
COPY II 64/128 VERSION x.x
-----
1. COPY II 64/128 BIT COPY
2. DELETE FILES
3. QUICK FORMAT
4. RETURN TO BASIC
   (QUICK LOADER ACTIVE)
```

Bit Copy Program

Option 1 is the Bit Copy program that will allow you to make backups of your disks.

After you select option 1 from the menu by pressing the 1 key on your keyboard, you will see a screen that will let you assign your drives different numbers if you have more than one drive. It should look similar to this:

IF YOU HAVE ONE DRIVE, PRESS (RETURN)

IF YOU HAVE TWO DRIVES AND THEY ARE DIFFERENT PHYSICAL DRIVE NUMBERS PRESS (RETURN)

IF YOU HAVE TWO DRIVES AND THEY ARE BOTH DRIVE EIGHT (THE FACTORY SETTING) . . .

TURN ON THE DRIVE YOU WISH TO CHANGE, THEN PRESS THE F1 KEY TO CONTINUE

If you have one disk drive, you will always want to press the key marked "RETURN" when you see this screen. After you press the return key, skip to the section titled "Using One Drive". (Some Commodore 64 systems will give you a two drive menu, even when you have one drive.)

If you have two drives and one of them has been modified to respond to a device number other than eight, then you will also want to press the return key. Skip to the section titled "Using Two Drives".

If however, you have two drives and they are both unmodified, you will need to press the F1 key to allow Copy II 64/128 to assign them different numbers. Your Commodore 64 or 128 computer uses device numbers to "talk" to any equipment that you plug into it. Drives as supplied by Commodore are assigned the device number "8". If you have purchased two drives, then they both have a device number of 8. Copy II 64/128 will not be able to use two drives if they have the same device number as both drives will think they are supposed to have the original disk (the one you are trying to backup) and neither will know what to do with the blank disk you are trying to copy onto.

Copy II 64/128

When you press the F1 key, Copy II 64/128 will present you with the following message:

NOW CHOOSE A DEVICE NUMBER FOR THE DRIVE THAT IS STILL ON. (THE DRIVE THAT IS OFF WILL REMAIN AS DRIVE EIGHT.)

F1 WILL SELECT DEVICE 9
F2 WILL SELECT DEVICE 10
F3 WILL SELECT DEVICE 11

Pressing the F1, F2 or F3 key will now select the unique device number for the drive that is still turned on. We suggest pressing the F1 key, although device numbers of 10 and 11 work equally well.

After you have selected the new device number for the drive that is still turned on, Copy II 64/128 will ask you to turn on the drive you turned off earlier. You should see:

TURN ON THE DRIVE THAT IS OFF

PRESS RETURN TO CONTINUE

Now Copy II 64/128 is ready to go. Your two drives have different device numbers so Copy II 64/128 can talk to both of them as needed. After a few seconds, you should see the main Bit Copy menu. It will look slightly different depending upon whether you are using one or two drives. Since you have two drives, skip ahead to the section titled "Using Two Drives".

Using One Drive

The one drive Bit Copy menu looks similar to the following:

Commodore Disk Utilities

```
COPY II 64/128 BIT COPY PROGRAM
(C) 1985 CENTRAL POINT SOFTWARE, INC.

ENTER DRIVE : DEFAULT = 8
ENTER # OF SIDES : DEFAULT = 1
ENTER START TRACK : DEFAULT = 1
ENTER ENDING TRACK : DEFAULT = 38

ENTER TRACK INCREMENT: DEFAULT = 1
-----  
RETURN TO BEGIN Q TO QUIT
F1 TO RESTART / TO MODIFY
```

The cursor (a blinking white box) will be over the "8" on the line that says "ENTER DRIVE". The word "default" means that unless you type in something different than what is shown, that will be the value used. For this prompt, it means that if you press the "RETURN" key, a value of 8 will be used for the drive device number. In almost every case (unless you have been tinkering around inside the drive) this is what you want. Drives as they come from the factory are always set as device 8, so we recommend that you always "take the default" setting of 8.

The next prompt is for people who have a Commodore 128 computer and a 1571 drive (you won't see it if you have a Commodore 64 and/or 1541 drive). It allows you to specify a two sided copy. This is especially useful for making backups of data disks or software written exclusively for the 1571 drive. Normally, however, you will take the default as virtually all Commodore software is supplied on single-sided disks so it will work on both 1541 and 1571 drives.

Now skip over this next section (which is for people who have two drives on their computer) and continue at the section titled "Selecting Which Tracks to Copy".

Using Two Drives

The two-drive menu for Copy II 64/128 looks similar to the following:

```
COPY II 64/128 BIT COPY PROGRAM
(C) 1985-87 CENTRAL POINT SOFTWARE, INC.
-----
ORIGINAL DRIVE      : DEFAULT = 8
DUPLICATE DRIVE    : DEFAULT = 9
ENTER START TRACK   : DEFAULT = 1
ENTER ENDING TRACK  : DEFAULT = 38
ENTER TRACK INCREMENT: DEFAULT = 1
-----
RETURN TO BEGIN      Q TO QUIT
F1 TO RESTART        / TO MODIFY
```

The cursor (a blinking white box) will be over the "8" on the line that says "ORIGINAL DRIVE". The word "default" means that unless you type in something different than what is shown, that will be the value used. For this prompt, it means that if you press the "RETURN" key, a value of 8 will be used for the original drive device number. In almost every case (unless you have been tinkering around inside your drive) this is what you want. The original drive is the drive that will hold the original disk (the one you want to copy).

When you press the "return" key, you will see the cursor has moved to the "9" after the "DUPLICATE DRIVE" prompt. This means you need to enter the device number assigned to the drive that will hold the target disk. Enter the device number you assigned to this drive earlier (or the device number your drive has been modified to respond to).

Selecting Which Tracks to Copy

The next 3 lines ask you if you want to specify what part of the disk to copy. A standard Commodore disk is divided into 35 tracks (and either one or two sides on a 1571 drive). These tracks are like grooves on a record except that instead of spiraling inward, they are individual, concentric circles around the disk. Each track is similar to a strip of magnetic tape (like what is inside a cassette). You can see by looking at the menu that Copy II 64/128 lets you specify which tracks to copy. You will almost

never need to change these. So in nearly every case, just press the return key to take the default value shown.

If you look at the "Backupable" sheet we mentioned earlier, you will notice that a few of the programs have special instructions. They may say something like:

```
T1-T35  
T36, SET PARM S TO F
```

Each line in the special instructions is a separate copy step. For example, the first line says set the start track to 1 (which is its default setting) and the end track to 35 (the default setting is 38). Since it doesn't say anything about track increment, you would take the default setting and leave it at 1. You would then start the backup and when it was done, you would follow the instructions on the second line.

In the above example, this would mean set both the start and end tracks to 36 (and change a parameter, which we'll explain in a moment).

Fortunately, very few disks require changing any of the default settings, so you'll almost never need to worry about changing the track start, end and increment or changing parameters.

Starting the Backup

On the bottom of the menu, you can see four choices. Here they are again:

RETURN TO BEGIN	Q TO QUIT
F1 TO RESTART	/ TO MODIFY

If everything looks correct on the screen and you have inserted both the original and duplicate disks (if you are using two drives), go ahead and press the return key now to start making your backup.

If you are using a single drive, Copy II 64/128 will prompt you when to change diskettes. You will probably need to swap the original and duplicate disks a few times before the copy is complete. On a very full disk, it may take several passes to completely transfer all the data. If the disk is mostly empty, you may not need to swap disks at all.

When using the single drive program, you will also notice that the drive continues to spin even when it is prompting you to insert the original and duplicate disks. This is normal and does not indicate a problem.

IMPORTANT! Please be very careful to make sure you have the right disk in the drive at all times. Copy II 64/128 does not force you to write-protect your original disk, **but we highly recommend that you do so before you start making a backup.** By doing this, even if you accidentally put the original disk in the drive when Copy II 64/128 is asking for the duplicate disk, you cannot hurt your original.

Quitting Copy II 64/128 or Starting Over

If you have made a mistake and want to start over, press the F1 function key. The menu will be restored to its original configuration and you can re-enter your choices.

If you are done making backups, press the "Q" key to quit Copy II 64/128.

Changing Parameters (the "/" Command)

These parameter changes apply only to the bit copy program. They are different from the parameter file which will be discussed later in the manual.

The last option is the "/" (modify) command. This lets you customize Copy II 64/128 for various special protection schemes. While you will hardly ever need to use the "/" command, there are a few disks on the market that you will not be able to backup without using it.

If you press the "/" key, you will see a menu on the bottom of the screen that looks like this:

- PARAMETER CHANGE -

CHANGE WHAT PARAMETER:

There are currently three different parameters that can be set with the one drive version of Copy II 64/128. These are:

S parameter (sectors per track)	default = V
D parameter (data rate change)	default = N
C parameter (compress data)	default = Y

To change parameters, use the left and right cursor arrow keys. The selected parm will change automatically.

On the two drive version, the "C" parameter is not available, but because of the way the two drive program works, it isn't needed.

Here is a detailed description of each of the above parameters. Remember that you don't need to understand parameters when making backups to use them. The following descriptions are provided only to satisfy your curiosity.

The "S" parameter helps Copy II 64/128 determine how to handle the number of sectors on a track. Earlier we told you that a disk is divided into several concentric circles called tracks. Actually, each track is also divided into several pieces called sectors. The usual (default) value for this parameter tells the program to expect an unusual number of sectors on each track. This allows the program to reproduce regular tracks, as well as most of those tracks that are protected by writing a non-standard number of sectors. A Commodore disk actually puts a different number of sectors on a track, depending upon which track "range" it is in. The following table shows the number of sectors that normally appear on each track. (Note: the information that will be shown for side two only exists on disks formatted with the 1571 drive and a Commodore 128 computer.)

Track Number	Number of Sectors
01 TO 17	21
18 TO 24	19
25 TO 30	18
31 TO 35	17

The normal (default) setting of the "S" parameter to "V" will copy most software that uses any number of sectors in any track range. The only time it is changed to "F" is when there are duplicate sectors on a track.

The "D" parameter allows Copy II 64/128 to read data that has been written at a nonstandard "data rate" for that track. There are

four different track ranges on a Commodore disk and each range has a different number of sectors. Each range holds a different amount of data (sectors) as it is written at a different rate. You can think of this as electronically changing the drive speed for each range. The "slower" the drive spins (actually the faster the data is written out to the disk), the more data that can fit on a track.

Some software protection schemes use the ability of the 1541 and 1571 drives to write data at an unexpected data range as a means of keeping their disks from being read by normal disk backup programs. Very few programs use this scheme and when it is used, it is noted on the backupable sheet included with Copy II 64/128.

There are four possible data ranges on a Commodore disk. Here is a table listing the track range and the standard data rate for tracks within that range:

Track Number	Data Rate
01 TO 17	4
18 TO 24	3
25 TO 30	2
31 TO 35	1

Changing the data rate is done by using the left and right cursor keys. When the rate you want to set is shown, press the return key and you will be ready to begin the backup process using the new rate.

The "C" parameter (compress sectors) lets you disable the encoding and decoding of sector data as it is transferred from the drive to the computer and back again. This is only done if you are using a single drive. The reason you normally want this on "Y" for yes is that sectors take up less room if they are decoded. Since the computer holds all the sectors in its memory between disk swaps, the less memory each sector takes up, the fewer disk swaps you will have to make.

Sometimes, however, decoding and encoding the data doesn't work. Some protection schemes use non-standard values to encode and decode the data so the normal Commodore encode/decode doesn't work. Many new programs use this scheme, so if you are unable to make a working backup with standard defaults, try changing the "C" parameter to "N".

Delete Files

If you select option 2 from the main Copy II 64/128 menu, you will see a screen that looks similar to the following:

```
COPY II 64/128 VERSION x.x
-----
DELETE FILES

DELETE WHAT FILE?

:TEST

ARE YOU SURE Y/N

F1 TO RETURN TO MENU
```

Initially, you will see a blinking cursor next to the colon. Remove the Copy II 64/128 disk and insert the disk that has the file you wish to delete. The file name (TEST in the above example) can contain up to sixteen characters, including special characters called "wildcards". Wildcards are special symbols that match any character in that position. The two wildcards recognized by Copy II 64/128 are "?" and "*". A "?" will match the character at the position of the "?". A "*" will match all characters from the position of the "*" and on. For example, entering a name of "TEST*" will match "TEST", "TEST2", and "TESTER". Entering "TEST??" would match both "TEST" and "TEST2" but not "TESTER".

When you have entered the name and pressed the return key, Copy II 64/128 will ask "ARE YOU SURE Y/N". Press the "Y" key if you are certain you wish to delete the file. Otherwise press the "N" key.

After Copy II 64/128 is finished attempting to delete the files you have specified, it will display a message similar to the one below:

```
01, FILES SCRATCHED, 05, 00
```

The "01" above is simply the Commodore DOS code that says an attempt was made to delete a file(s). The "05" in the above example shows how many files were actually deleted from the disk. The last number indicates the drive number from which the files were deleted. This should always be 00. (Note: this is the drive number, not the device number used by the Bit Copy program.)

Quick Format

If you select option 3 from the main Copy II 64/128 menu, you should see a screen similar to the following:

```
COPY II 64/128 VERSION x.x
-----
QUICK FORMAT

DISK NAME: COPY II

DISK ID: 64

VERIFY FORMAT? Y/N

F1 TO RETURN TO MENU
```

Quick format will ask you for the name you wish to use for the new disk. The name you select can be up to sixteen characters long.

After you enter the name, Copy II 64/128 will ask you for the DISK ID. You must enter any two characters for the ID.

If you have a 1541 drive, Copy II 64/128 will next ask you if you wish to verify the format. Verifying the format takes almost twice as long, but guarantees that you have a good disk. (Formatting a disk is fast - it only takes about 15 seconds to format a single sided disk without verify.) Note that if you have a 1571 drive, it will not ask you if you wish to verify the format - it will do it automatically for you.

Using the Fast Loader

Option 4 from the main Copy II 64/128 menu lets you quit to basic with the fast loader active. The fast loader is completely transparent and you don't need to do anything additional to use it. It will speed the loading of most programs for the Commodore 64 by 200 to 300 percent!

Note that if you have a Commodore 128 and 1571 drive, the fast loader will not be left active (nor will it appear on the main menu). This is because the Commodore 128 and 1571 drive already have a fast loader built-in. You won't need to use the Copy II 64/128 fast loader.

If you want, you can use the fast loader independent of Copy II 64/128. It is on the Copy II 64/128 disk under the name "FAST". To run it, type:

```
LOAD "FAST", 8, 1
```

Any further disk access you do (until you turn off the power) will use the fast loader routines.

Please note that some commercial programs may not load with the Copy II 64/128 fast loader. This is because they have their own loaders and may disconnect the Copy II 64/128 fast loader. Most programs, however, use the fast loader without problem.

Using theParms File

We've added the ability to back up several new programs! There are currently three methods for backing up protected software using the parameters. These are described later in this section. Only run the parm file in 64K mode.

Call up the parameter file by typing in:

```
Load"parms", 8, 1
```

To scroll through the parms on the file for a list of entries, press return. For further instructions or help on backing up your programs, press the "?" key.

Parms with a +

All parameters that have a "+" next to them have the copier installed in the parameter. There is no need to run Copy II 64/128 on them. Just type the appropriate function key for the program with the "+" that you want to backup. Be sure to follow the screen prompts.

Parms with a ++

All parameters with "++" next to them have the copier installed and they must be backed up on a 1541 drive only. To back up these programs, simply load the parameter menu and activate the parameter by typing the appropriate function key. When the parameter screen appears, follow the prompts.

Parms without a +

In all other cases, you will need to first make the backup using Copy II 64/128 (with one drive only in 128 mode, or one or two drives in 64K mode). Load the Copy II 64/128 parameter file and press the return key; scroll through the pages until you locate the desired parm entry. Load the parm by pressing the appropriate function key. When the screen prompts you, insert your backup and press return. In a few moments you will receive a "finished" prompt. It's that simple.

When the Parm program is finished, your backup should run correctly. Please note that there are several versions of some

programs listed. You may have to try a few times until you find the right parm version for your program.

Updates to the Parm file will be made available every few months to handle new software.

Other notes:

Copy II 64/128 works only in 40 column mode on a Commodore 128.

When using 1571 drives and copying double-sided disks, set the end track to 35 - 1571 drives don't work well with an end track beyond 35.

Only run the parm file in 64K mode.

Make sure backup disks that you plan to run the parameters on, are backed up with one drive only in 128 mode, or one or two drives in 64K mode.

Other Wonderful Products

Central Point Software also sells these other hardware and software products:

LASER 128EX Proof that a good thing can be made even better. The EX includes all the features of the 128 and adds these new ones: Runs 3 1/2 times faster than the //c and IIe, over 20% faster than the IIGS! Built-in AppleWorks compatible RAM board, expandable up to one meg. And our UDC is built-in so the EX will directly accept our 5.25" and 3.5" drives. **Introductory price \$499**

LASER COMPACT XTE The IBM compatible with more speed, power and built-in features than the original! 640K RAM with built-in board for additional memory expansion up to 1 meg - Lotus/Intel/Microsoft EMS. Supports all commonly used display types - 64 color EGA, CGA, Monochrome and Hercules compatible graphics modes are built-in. Fast - 10 MHZ. And our Option Board is built-in! **Introductory price \$649**

UNIVERSAL DISK CONTROLLER allows Apple II, II+, IIe, IIGS and Laser 128 to accept our 3.5" 800K Chinon Mac compatible drives. Add 800K of Apple Unidisk 3.5 compatible storage - affordably! **\$90**

3.5" 800K DRIVES A quiet, sleek drive with LED light. Mac compatible model plugs directly into the 128EX, Mac 512, Mac 512e, Mac Plus, Mac SE; also works with these machines using our UDC: Laser 128, Apple II, II+, IIe, IIGS. Compact XTE model plugs right into our XTE. **\$225**

COPY II PC for the IBM PC. Copy II PC creates archival floppy backups of most IBM PC software quickly and easily. Even allows running some of the most popular programs (such as Lotus 1-2-3 v2.01 and Symphony v1.2) from a hard disk, eliminating the need to uninstall when doing a backup and restore! **\$39.95**

COPY II PC OPTION BOARD can backup every program we've seen (except those protected by physical disk damage). Requirements: IBM PC, XT, AT, Zenith 150, 151, 158, Compaq Portable*, Compaq Deskpro, Plus*, 256K Tandy 1000*, AT&T 6300; one 360K drive; 1 half size slot. (*These machines require an extra \$15 cable.) **\$95**

PC TOOLS Version 3 combines the most popular features of the Norton Utilities™, Mace Utilities™ and FastBack™ with a powerful DOS interface in one \$39.95 package. PC Magazine names PC Tools their **Editors' Choice** and adds, "There's no reason to look beyond PC Tools...". Runs on nearly all IBM compatibles. Requires 256K; only occupies 64K in resident mode. **\$39.95**

COPY II MAC makes backups of nearly all protected software quickly and easily. Even copies a few programs from a 400K disk to an 800K disk or directly onto the hard disk so you can put that 3.5" original safely away! Copy II Mac has great disk utilities, too, repairing damaged disks and undeleting files, even after the trash has been emptied! Fully supports Mac 512, 512e, Plus or Mac SE, H.F.S., M.F.S., 400K and 800K disks, 1 or 2 drives. **\$39.95**

COPY II PLUS for the 64K Apple II, II+, IIe, //c, IIGS, Laser 128 and Laser 128EX. 2-time winner of A+ Magazine's "Readers' Choice Award", Copy II Plus is the most comprehensive bit copy program for backing up 5.25" Apple software and is almost totally automatic. Also includes very powerful ProDOS and DOS 3.3 utilities for 5.25" and 3.5" disks. **\$39.95**

COPY II ST includes both a fast sector copy and a powerful, menu-driven bit copy program to backup most software available for the Atari ST computers. Works with 1 or 2 single or double sided drives on the Atari 520ST or 1040ST. **\$39.95**

We update our software products regularly to handle new protection schemes; updates are always available to you as a registered owner at a reduced price. Protection schemes do change often so it's a good idea to double check with us if you need to backup a new release of one particular program. For more information on our products, please call or write:

Central Point Software, Inc.
9700 SW Capitol Hwy., #100
Portland, OR 97219
(503)244-5782

COPY II 64/128

1. COPY II 64/128 BIT COPY
2. DELETE FILES
3. QUICK FORMAT
4. RETURN TO BASIC
(QUICK LOADER ACTIVE)

SELECT ONE OF THE ABOVE

Hardware requirements:
Commodore 64 or 128
Computer with 1541 or
1571 disk drive(s). (Some
other drives may be
compatible.)

Simulated sample screen:
the COPY II® menu

● Protect your software investment!

Make backup copies of protected and unprotected computer programs. Central Point's state-of-the-art technology enables you to make copies of many of the most sophisticated protection schemes! You'll have a backup handy should misfortune befall your original disk.

● Put it in gear and go!

COPY II is completely menu driven. Select which function you want from the main menu and COPY II tells you what to do all the way. No need to know "computerese." No knowledge of protection schemes required.

COPY II even knows which mode you're operating in (64 or 128) and which drive you're using (1541 or 1571)—automatically!

● Speed it up!

COPY II can backup your disk in two minutes on a single drive system. Or take advantage of your two drive system, make backups in just one minute! Format a new or re-used disk in less than ten seconds.

Load your programs several times faster using the Quick Load feature.

● Put your 128 to work!

COPY II really uses the Commodore 128 mode. It's not just a C64 program in a C128 wrapper.

Commodore's 1571 disk drive is also fully supported.

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Central Point Software, Inc.

publisher of the bestselling

COPY II® PLUS for Apple II series

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COPY II® 64/128 for Commodore 64/128

COPY II® PC for IBM PC and compatibles

COPY II® ST for Atari 520/1040 ST

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