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MEGADISK III

Firstly, a few notes on Megadisk II. Early batches had a bug in the menu whereby the Activision option was not working correctly, the title screen option not being displayed. This bug can easily be overcome by entering "ACTIVISION" as the filename (you can change the name later in the program). If you have been troubled by this then I extend my apologies. Also, on certain programs (e.g. Chiller) the Burner routine did not work correctly, the screen remaining blank after loading from disk. Corrected burner routine is included on Megadisk III. Also included are alternative routines for Kokotoni Wilf and Frak-64, both of which exist in two different loader forms, and about which we have received many enquiries.

MEGADISK III comprises:

1. TAPE TO DISK EXTENSION MENU (MENU 3)

    a) SUPERNOVA — for combination Nova/Stripe loaders. Tested examples are EUREKA (nova version), TALLADEGA, THINGS ON A SPRING, INDIANA JONES, STELLAR 7, FLYER FOX, GANDALF, TORNADO LOW LEVEL. Will also transfer INTERNATIONAL TENNIS.

    b) FIRECRACKER — for Firebird and Mastertronic type "Interrupt" burners. Tested examples are ELITE, MR. FREEZE, HEADACHE, ESTRA, BOOTY, GOGO THE GHOST, CHICKIN' CHASE, ACTION BIKER, FINDERS KEEPERS, SPOOKS, KIK START.

    c) FLASH — for Virgin type Flashloader. Tested examples GHETTOBLASTER, SORCERY, GATES OF DAWN, STRANGELOOP, VIEW TO A KILL (all sections),

    d) EDGE — for single section Edge programs ALMAZZ, FIREQUEST, BRIAN BLOODAXE.

    e) INDIVIDUAL MENU including BEACH-HEAD 2, BROAD STREET, ENTOMBED, KNOCKOUT, QUASIMODO, STAR TRADER, EDDIE KIDD, GOOCH CRICKET, ELIDON, HERBERT'S DUMMY RUN, GLIDER PILOT, ALIEN, SPEEDKING, MONOLITH (Boulderdash 1 and 2), and others.

2. DISK TO TAPE PLUS:

    A collection of multipart disk to tape routines using our new HYPERSAVE PLUS tape fast loader, HYPERSAVE PLUS is a highly robust, modern, loading system, with stripey border and no screen blanking, therefore titles screens may be displayed during loading. DISK TO TAPE PLUS will handle all programs transferred using SUPERPAV, BURNER, SUPERNOVA, FIRECRACKER, etc., as well as virtually all individual options on Megadisk II/Megatransfer disk. Also included is a general purpose disk to tape transfer for single and multipart disk programs, but please note that it is not feasible to transfer protected disks to tape. The disk to tape collection alone will retail at a price in excess of Megadisk III.

3. DISKUS 1.2.

    Following many enquiries from customers wishing to upgrade the original Diskus 1, we have decided to include Diskus 1.2, which has slightly extended capabilities and is linked for disk fast loading systems, free of charge to all purchasers of Megadisk III.

MEGADISK 3 — INSTRUCTIONS FOR USE

Before using Megadisk 3, always switch the computer off and on, after removing any fitted cartridge.

1. TAPE TO DISK. LOAD "MENU 3", and RUN

Operation is similar to the previous menu. Select the appropriate option and press return. Certain options will load a file from the disk. Others are contained within the program itself. As always test the tape for correct loading before attempting to transfer to disk, and make a note of the end counter reading as certain routines will search continuously for files.

a) SUPERNOVA. For Novas which are followed by a stripe load (also International Tennis). Note that some very long programs of this type (e.g. Alice in Videoland) require special program modification and will only partially transfer. Special routines are provided for Beach-Head 2 and Summer Games 2 (see below)

b) FIRECRACKER. For Firebird and Mastertronic type 'Interrupt Burners'. Some programs by other companies which are identified as such will not transfer, and Mastertronic hires loading screens will be corrupt, but this does not affect gameplay.

c) FLASH. Use FLASH 1 for Virgin Flashloaders. Use FLASH 2 for all View To A Kill sections except FINALE which transfers with FLASH 1

d) EDGE. For Almazz, Firequest, and Brian Bloodaxe.

e) MONOLITH. For Boulderdash 1 and 2 pack. Also worth trying on other Burners.

Other routines are as per named title.

Special instructions for Summer Games 2. The program requires three freshly formatted disks. Files are as follows:— 0 (Menu), 1 (opening) , 2 (closing), 4 (triple jump), 5 (rowing), 6 (javelin), 7 (equestrian), 8 (high jump), 9 (fencing), A (cycling), b (kayak)

2. DISK TO TAPE. LOAD "DISK/TAPE PLUS", 8

On running the program you will receive the following prompts:

a) SELECT OPTION — Option 1 is for programs transferred using Megadisk routines. Will handle most such programs but some individual titles, particularly those on Megadisk 1 and those which have separate routines on Megadisk 2 may not transfer to tape. Option 2 is for most programs transferred with Diskus 1, Disco, and RBS/Fastback routine. Disco programs are identified by the file structure "NAME", "NAME A", "NAME B", etc., and Diskus 1 programs have the structure "NAME", "1 NAME", etc. If you are not sure which option to use, try option 2 first. Option 3 is a general purpose routine for unprotected programs (single and multipart) and will automatically output to tape after each load from disk. Note that this routine will NOT handle protected disk programs, nor those which disturb the load link or cassette buffer, but it will handle files which load into kernal RAM.

b) ENTER FILENAME — enter the filename which you would enter if loading the program normally EXCEPT when using option 1, where you must enter the SECOND name (1 NAME, or A NAME)

c) ENTER NUMBER OF SECTIONS — only important if you want to load data into the transferred program (e.g. Adventure games). Otherwise just press return.

d) FORCE LOAD — (option 3 only). A few programs will not load from disk if the secondary address (,1) is used. If this is the case enter 'N'. Otherwise just press return.

When positioning the tape, be sure to wind off the nonmagnetic leader. The tape loader is highly robust and should not give loading problems if your tape desk is in good condition. A misload will result in a system reset, or corrupted screen in the case of option 2 (though this could mean a failed transfer in the case of certain unusual programs).

NOTE: For options one and two, transfer will not work if the first file has been renamed. If this is the case, rename the file to correspond to the name of its companion files.

Thank you for purchasing Megadisk 3. Sorry there are some notable titles which are not included, but it's getting harder! Details of future programs will be mailed to you in due course.

Warning: Our transfer routines are for PERSONAL USE ONLY. The illegal distribution of copyright material is not condoned.