

COMMODORE 64

DOUBLER

THE tape backup "device".

Doubler is the answer to hundreds of phone calls to our shops asking for a tape copier capable of copying "turbo" loading programs. Due to the ever increasing variety of loaders in use normal tape copying techniques are not practical as a different copier would have to be written for each type.

Doubler was designed over the phone by Richard Austin and Angus Ager. Angus wrote the software, which has been visually improved by "Ruby" Murray, and Bob Hitchcock planned the hardware. Testing has proved that Doubler can achieve **100% success** in backing up any Commodore data.

SETTING UP

Switch off your '64.

...Plug the the adaptor into the cassette port of your '64. Connect the cassette deck to LOAD the original to the connector marked "INPUT". Connect the cassette deck that you wish to save onto to the connector marked "OUTPUT".

Switch your '64 back on.

LOADING

...Insert the cassette supplied with Doubler into the "input" cassette deck. Press SHIFT RUN/STOP on the keyboard followed by PLAY on the cassette deck. The software will LOAD and RUN automatically.

Remove Doubler cassette.

OPERATION

...Insert the cassette to be copied into the "input" cassette deck, ensuring the cassette is rewound. Insert the destination cassette into the cassette deck connected to the "output".

...Now follow the screen prompts to press RECORD & PLAY on the "output" cassette deck followed by PLAY on the "input" cassette deck. Pressing "F7" will now start the process.

The screen will blank out while the process is in operation.

Once the "input" cassette has played through your backup is complete, you may regain control of the '64 by pressing RESTORE. You can now make further backups if required.

The backup made is an exact image of the original and therefore must be operated in identical fashion.

HINTS AND TROUBLE SHOOTING

1..If you are borrowing the second cassette deck use your own to SAVE on to. This is the one that you will normally reload on.

2..Use good quality tape to record on to.

3..Some programs, eg. Jet Set Willy, check for the cassette deck being switched off by the end of the tape. To simulate this, when reloading your backup, you can press STOP on the cassette deck about 15 secs after the normal loading border has changed to a different display. If you are unsure watch the original load and see what happens.

4..Keep the two cassette decks as far apart as possible and as far away from both the '64 and the television/monitor as is feasible during the process.

5..If you experience problems with a particular program check that the original will load correctly through the Doubler board.

6..Some cassette decks will not save correctly at "turbo" speed due to the higher frequencies involved. if you are having problems try swapping the two decks around.

7. Doubler will make a backup of any Commodore data at any baud rate. Reloading must be on the model that the program was originally intended for.

N.B. Doubler does NOT make an audio copy, unlike many similar products.