

KOBRAHSOFT SOFTWARE

SP7 BEGINNER'S
TAPE TO +3 DRIVE
UTILITY

OWNER'S MANUAL

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SP7 BEGINNER'S TAPE TO +3 DISC UTILITYINSTRUCTIONS FOR USE

NOTE :- THIS UTILITY IS SUPPLIED ON THE UNDERSTANDING THAT YOU USE IT TO TRANSFER YOUR OWN SOFTWARE TO +3 DRIVE - AND DO NOT USE IT TO MAKE COPIES TO DISTRIBUTE OR ILLEGALLY SELL. THIS IS PIRACY, AND WE DO NOT CONDONE PIRACY!

GENERAL INTRODUCTION.

In response to many requests from our customers, we have now redesigned our popular SP6 package. It now comprises this Beginner's Manual for people with little or no knowledge of machine code programming, and also an Advanced Manual which deals with the transfer of more difficult programs using machine code routines.

TO MAKE THE MOST OF YOUR SP7, WE STRONGLY SUGGEST YOU READ THIS BEGINNER'S MANUAL FIRST, AND THEN PROCEED TO TRANSFER THE MORE DIFFICULT PROGRAMS VIA THE ADVANCED MANUAL.

SP7 also now incorporates an "ENCRYPTER DEMO TAPE", which gives a visual display of the more common protection systems now in use, of which there are THREE main types i.e. "Speedlock", "Alkatraz" and "Firebird Multiblock". An example of each of these systems is shown on the encrypter demo tape, which you should play if in any doubt regarding which system is used by a program you are trying to transfer.

Your SP7 package also includes a disc on which are the following programs which will prove useful for beginners i.e.:-

- (1). SD1 Speedlock Decoder, which will transfer older type Speedlock protected programs.
- (2). SD234 Speedlock Decoder, which will transfer newer Speedlocks.
- (3). SD5 Speedlock Decoder, which transfers the latest Speedlocks.
- (4). FB1 Firebird Decoder, which will transfer the Firebird multiblock programs.
- (5). AD1, AD2 and AD3 Alkatraz Decoders, which will transfer MOST Alkatraz protected programs.
- (6). CU6 Conversion Utility which will transfer 128K AND 48K Speedlock, Firebird and Alkatraz protected programs.
- (7). CU7 Conversion Utility - our latest addition to SP7 - will transfer the latest Speedlock, Firebird and Alkatraz protected programs - both 48K AND 128K.
- (8). DISKCAT is a superb disc catalogue program which also gives many other useful disc functions, such as Rename, Selective Erase, Unerase, and Examine as well as many others.

All these programs are easily loaded from your SP7 disc by means of an easy to use Menu system. The disc also contains many other programs, but these are mainly used for transferring machine code protected programs. If you are a beginner, these are best left until you have had more experience in programming. Examples are shown in the Advanced Manual for these program types.

NOTE:- BEFORE ATTEMPTING TO TRANSFER ANY PROGRAM TO +3 DISC, YOU SHOULD ALWAYS FIRSTLY TRY TO LOAD THE PROGRAM IN +3 BASIC, TO ENSURE THAT IT LOADS AND RUNS O.K. This may seem an obvious thing to do, but SOME programs - particularly older ones are not compatible with the +3 when loaded in 128K Basic. Testing to ensure they load first will ensure you are not trying to do the impossible by loading an incompatible program! Note that +3 or 128K Basic must be used as it is only in this mode that you can access the disc drive and so transfer the program to disc.

How to determine if a program is or is not Protected.

If the program loads O.K. in +3 Basic, the next step is to find out if it IS protected or not. To do this, firstly RESET your +3, and select +3 Basic at the opening Menu, then type load"t:" then press ENTER then type MERGE"" then press ENTER and PLAY in the first part of the program from tape. The load"t:" instruction tells the +3 to load from tape; the MERGE"" instruction stops the program from running. If you can now list the first Basic part, the program is most probably unprotected. This is further confirmed by using any CLEAR statement in the Basic (see below) - type this in then press ENTER. Then load the LAST code block by typing load"TCODE2"code then press ENTER. When loaded, use the RANDOMIZE USR statement (see below) then press ENTER and the game should start. If it does, it is definitely not protected. Note:- For the transfer of protected programs, use the various decoders supplied - see later.

Transferring Unprotected programs to +3 Disc.

Not ALL programs are protected, only the most recent types, say from around 1985 onwards. Before this time, most programs were virtually unprotected - these are, of course, the easiest types to transfer to disc. To illustrate the method, we will first of all consider a hypothetical game which we will call "TEST". This will usually have the structure:-

"TBASIC"	>>	"TCODE1"	>>	"TCODE2"
-first		- code		- main
Basic		for		game
part		picture		code

i.e. the first part is a Basic part called "TBASIC". This will contain instructions to load the second and third parts called "TCODE1" and "TCODE2". The Basic part will look something like this:-

```
10 CLEAR 29998
20 LOAD"TCODE1"CODE 16384
30 LOAD"TCODE2"CODE
40 RANDOMIZE USR 40000
```

Don't worry about the CLEAR statement at the moment - this will be explained later. The second part of the program, the code block "TCODE1" is usually the code which forms the picture on your T.V. screen when loaded - hence the LOAD"TCODE1"CODE 16384 instruction where 16384 is the start address of the code block in memory - here 16384 is the start of the screen area. The final code block "TCODE2" is the main code block which makes up the game. The RANDOMIZE USR statement is the start address to start the game.

As can be seen from the above program, all we need to do is to find the start and length of the two code blocks "TCODE1" and "TCODE2" in memory. This is done using the "Header Reader" program supplied on your SP7 disc. Load this as follows:- reset your +3, then insert the SP7 disc, and press ENTER to obtain the SP7 Menu. Press key "3" then press ENTER and the Header Reader will load. PLAY in the program tape you wish to examine from the start. The Header Reader will give details such as:-

```

Program Name:- TBASIC      )
Program Length:- 205 Bytes  ) - For TBASIC
Total Length:- 315 Bytes   )
Auto Runs Line:- 10        )

```

```

Program Name:- TCODE1      )
Start Address:- 16384       ) - For TCODE1
Code Length:- 6912         )

```

```

Program Name:- TCODE2      )
Start Address:- 30000       ) - For TCODE2
Code Length:- 34000        )

```

As stated earlier, the CLEAR statement of 29998 can be seen to be 2 below the start of the main code block - this is usually the case, and ensures that the area of 30000 and above in memory is kept free for the code. The main code block thus runs from 30000 to 64000. The procedure to transfer the program to disc is thus as follows:-

(1). MERGE the Basic part as described earlier. We now need to insert the line:-

35 PAUSE 100

this is to give the disc drive time to stop after the code block "TCODE2" has been loaded. We can also delete Line 20, since this loads the screen code which is not needed. The new Basic loader is thus:-

```

10 CLEAR 29998
30 LOAD"TCODE2"CODE
35 PAUSE 100
40 RANDOMIZE USR 40000

```


Save the Basic to disc by typing `save"test"line 10` and press ENTER. We now need to load the LAST code block. Type `CLEAR 29998` and press ENTER then type `load"TCODE2"code` and press ENTER then PLAY in the last code block from tape. Save it to disc by typing `save"TCODE2"code 30000,34000` then press ENTER. That's all there is to it! To summarise the method:-

- (1). Use the Header Reader program to find the start addresses and lengths of the code.
- (2). MERGE the first Basic part as described earlier, and add a line containing `PAUSE 100` AFTER the last load code instruction to stop the disc drive.
- (3). Save the Basic part to disc.
- (4). Type in the appropriate CLEAR statement.
- (5). Load the main code block from tape.
- (6). Save the code block to disc - remember you must use the same name as you used in the Basic part.

The program will reload by resetting the +3, then selecting +3 Basic at the opening Menu, then typing `load"test"` and pressing ENTER. An even better and much quicker way is to compile a menu program of the games on each disc, thus:-

```

10 BORDER 0: PAPER 0: INK 7: CLS
20 PRINT AT 0,12;"GAMES 1"
30 PRINT AT 1,12;"=====":PRINT:PRINT:PRINT:PRINT
40 PRINT "(1) TEST.":PRINT:PRINT
50 PRINT "(2) MANIC MINER.":PRINT:PRINT
60 PRINT "(3) JETSET WILLY.":PRINT:PRINT:PRINT:PRINT
70 PRINT "PRESS (1),(2)OR (3) - (0) TO QUIT."
80 IF INKEY$="1" THEN CLS: PRINT AT 10,14;"TEST":LOAD"TEST"
90 IF INKEY$="2" THEN CLS: PRINT AT 10,10;"MANIC MINER":LOAD"MMINER"
100 IF INKEY$="3" THEN CLS: PRINT AT 10,10;"JETSET WILLY":LOAD"JETSET"
110 IF INKEY$="0" OR INKEY$="q" THEN RANDOMIZE USR 0
120 GOTO 30

```

Save this to auto-run by typing: `SAVE"disk"LINE 10` and press ENTER. Using "disk" means that pressing ENTER at the initial Menu then "1" etc will load that game i.e. only 2 key presses are required to load any game. Please remember that when using filenames on the +3, it will ONLY accept names up to EIGHT letters in length. Any longer name will result in a "Bad Filename" error.

We will now further clarify the transfer of unprotected programs to disc by reference to the following game:-

STORMBRINGER. 48K.

Load the Header Reader as described earlier, and PLAY in the game tape from the start. This gave the following details:-

Filename	Type	Details
-----	----	-----
storm	Basic	Total Length=364 bytes; Auto Runs from Line 2
bytes	Code	Start Address=32768; Code Length=6912.
bytes	Code	Start Address=25176; Code Length=40360.

MERGEing the Basic part then listing the program gave:-

```
10 CLEAR 25170: PAPER 0: BORDER 0: INK 7: BRIGHT 1: CLS: PRINT BRIGHT 1; INK 7; AT
 9,3;"STORMBRINGER 48 IS LOADING";AT 12,10;"PLEASE WAIT"
20 PAPER 0: INK 0: BORDER 0: OVER 1
30 BEEP .1,1: BEEP .1,2: BEEP .1,3: BEEP .1,4: BEEP .1,5: PRINT AT 0,0;:LOAD""CODE
16384: PRINT AT 0,0;:LOAD""CODE
40 RANDOMIZE USR 37632
```

The important points are the CLEAR 25170, the two load""code instructions the first of which loads the screen picture; and the Randomize Usr number which is the start point of the game. We can delete the first load""code instruction since the screen can be ignored. The second load""code must be given a filename to load it on the +3. We can thus edit it to load"s2"code. We must also add an additional line i.e.:-

35 PAUSE 100

This gives the disc drive time to stop after the code block has loaded. We can now save this to disc by typing save"storm"line 10 and pressing ENTER. Now type CLEAR 25170 then press ENTER then type load""code and press ENTER and PLAY in the LAST code block. When loaded, save to disc by typing save"s2"code 25176,40360 then press ENTER. The program is reloaded by resetting the +3, then selecting +3 Basic and typing load"storm" then pressing ENTER.

NOTE:- All files saved on the +3 MUST be given a filename otherwise they will not be recognised i.e. load""code here must be changed to load"s2"code. Another way of reloading the program is to make it a part of a Menu of programs as described earlier - it is then only necessary to reset the +3 and press ENTER at the opening Menu then select the number of the game you wish to load.

The above procedures will work for all unprotected programs with slight modifications.

Transferring Protected Programs to +3 Disc.

Any programs which fail the tests for unprotected programs given earlier will, of course, be protected - probably by one of the 3 main systems used today, which are Speedlock, Alkatraz and Firebird multiblock systems. If these systems are not found to be used, it is virtually certain that the program will have to be transferred using machine code programming methods, which are rather too complex for a beginner to programming. However, details for more advanced users are given in the separate SP7 Advanced User Manual. Recognition of which of the 3 main systems is being used in a particular program is now made easier in SP7 by comparison with the example Speedlock, Alkatraz and Firebird decoders shown in the Encrypter Demo Tape now supplied with your SP7. It contains examples of the FIVE main types of Speedlock in use, together with demos of the Alkatraz and Firebird systems. Reset your +3, then at the opening Menu press ENTER to select the Loader option and PLAY in the program you wish to transfer. Note how it loads and then compare it with the demos in the Encrypter Demo tape thus:-

Loading the Encrypter Demo Programs.

Reset your +3, and at the opening Menu press ENTER to select the Loader option. PLAY in the Encrypter Demo Tape and note the way the various programs load. Comparison with how your program for transfer loaded should indicate which protection system is present. NOTE:- The demos provided will load up to just past the end of the screen picture and the screen will then go black. Stop the tape at this point, and load the next demo as described above. Continue until all the demos have been loaded. PLEASE NOTE:- Because of the way in which these complex protection systems load, it must be stressed that they are EXTREMELY SENSITIVE to the volume used when loading them. Your Demo Tape has been produced using a special technique which gives the best loading results possible under a wide range of loading conditions. EVERY tape has been checked to ensure that ALL the demos load without problems. Thus, if you find a particular demo will not load, please do not assume it is a faulty tape - you must then try perhaps several different volumes until the correct loading volume is obtained. When this is found, we suggest you then make a note of the volume used for future reference. Also, if a demo will not load, try cleaning and realigning the heads on your tape recorder and, if possible, try another recorder. These methods must be tried because, for the above stated reasons, it is unlikely to be the Demo tape which is faulty. You should now have some idea of which protection system has been used in the program you wish to transfer. However, we must point out that there are other systems which may look similar to the demos, but are in fact totally different. However, these are fortunately in the minority. If none of the demos seem to apply to your program, and it is definitely a protected program, it may not be possible to transfer it unless you have some knowledge of machine code and can apply the methods used in the Advanced Manual. Fortunately, the 3 systems demonstrated are the ones mainly used by the software houses, and as such cover a very large number of the Spectrum programs available. Our Speedlock, Alkatraz and Firebird decoders described next, will transfer most of these types of programs.

"SPEEDLOCK DECODER SD1"INSTRUCTIONSINTRODUCTION.

One form of software protection which has recently been developed is the famous (or infamous) SPEEDLOCK system - which uses the dreaded "Pulsed Leaders" to load the program. These have lead to many loading problems, and because of this we have produced our "SD1 SPEEDLOCK DECODER" system. We did this since these programs are now so widespread - being used by several software houses including Ocean, US Gold, and Imagine to name but a few.

SD1 converts the pulsed leaders to normal ones, and saves the program out at normal speed. It also saves the program code in two well defined blocks, with NORMAL headers, and gives the start address for the machine code, as well as producing a Basic loader to reload the program for Tape (if required), and code for +3 Drive conversions. With SD1 and SD1 Trans these programs are now easily transferred to disc.

As mentioned above, we have included a new program "SD1 Trans" which easily transfers the code blocks saved on tape by SD1 to disc. The SD1 Trans program is loaded, then the tape obtained using SD1 is simply PLAYed in - transfer to disc is then simply a matter of stopping and starting the tape according to the instructions displayed on the screen, this being a lot easier than the old method.

HOW TO TELL WHICH SPEEDLOCK SYSTEM A PROGRAM CONTAINS.

The OLDER type Speedlock games had 1 (sometimes 2) Basic parts, these were usually fairly short, and were followed by the "Pulsing Leaders". Here, instead of seeing the usual RED and CYAN (light blue) loading stripes in the border, we see "jerking" stripes which load with a "clicking" sound e.g. "BATMAN". The colour of the stripes was later changed to RED and BLACK e.g. in "HEAD OVER HEELS". All these are classed as OLD type Speedlocks, and SD1 will convert these.

The NEWER Speedlock games are completely different. Speedlock Type 2 programs have a very short then a long Basic part. This is followed by the border turning red/black and a series of random musical "beeps" is heard. Following this is a very short red/black part; then the start of a long block loading with a blue/black border. Also, there is an on screen counter e.g "WIZBALL". SD234 transfers these EASILY to disc; see later. Type 3 Speedlocks are as for Type 2, but with "clicks" not "beeps"; SD234 handles these an example of this type being "GUTRUN".

The later type 4 Speedlocks have a LONG Basic Loader, then a short part loading with a blue/black border followed by a long block loading with a blue/black border and an on screen counter; SD234 transfers these VERY EASILY (see later). An example of a game using Speedlock 4 is "ARKANOID 2". Speedlock 5 is identical to Speedlock 4 - decoder SD5 must be used with these programs. If in any doubt, please consult the above examples as shown on your SP7 Encrypter Demo Tape.

LOADING SD1.

Firstly, make sure you clear your Plus 3 by pressing the RESET switch on the side. Next, insert the SP7 disc, and at the +3 opening Menu, press ENTER - the SP7 Menu will load and run. To load SD1, press key 14 then ENTER, when SD1 will load and run automatically, displaying the message:- "Press ENTER then PLAY Tape".

(1). TRANSFERRING OLD TYPE SPEEDLOCK PROGRAMS.

When the message "Press ENTER then PLAY Tape" appears, insert your Speedlock program tape, and rewind it to the start. SD1 is now ready to use.

Some old Speedlock programs have ONE Basic section, others have TWO, before the pulsing sections. Where TWO Basic sections are present, SD1 will ignore the first. Press ENTER, then PLAY on your recorder. When SD1 meets the main Basic, it will display its name, which will be used when saving Basic and code blocks. Watch your screen, and when the main Basic has loaded you will hear a warning beep and see a message saying "Stop the Tape". STOP your recorder - there will be a short pause while SD1 decodes the Speedlock Basic, then the message "Start Address of Code = +****" will appear. This is the E.A. (RUSR number) of the converted program for +3 Drive conversion - write it down. This is entered in the SD1 Trans program (see later).

NOTE:- You may sometimes see the message:- "Decoding Error - Press ENTER". If this happens, rewind your Speedlock tape to its start, press ENTER, then PLAY to try again. If the error reoccurs, try again using a slightly different volume, if it still happens, assume the program isn't Speedlock, or SD1 can't convert it. The Menu available is:-

Key	Function
---	-----
"l"	- start loading a NEW Speedlock program.
"t"	- Save Basic loader for TAPE use.
"c"	- Save Code only for +3 Drive conversion.
"n"	- Next stage; loading pulsing parts.
BREAK	- Performs a reset or NEW.

Now, if you wish to go back to the start, simply press the "l" key, otherwise place a new tape into your recorder, start recording, and according to which system you are converting for, press the appropriate key i.e.:- the "t" or the "c" key. Press "t" for a copy that is to be reloaded from tape. Press "c" if you are transferring to +3 Drive. ENSURE you press RECORD and PLAY on your recorder BEFORE pressing a key, since pressing a key saves out to tape immediately. On pressing the appropriate key, you will save a Basic program that will load in the rest of the program's machine code i.e. a Basic Loader. This will contain the equivalent of LOAD"a"CODE for tape.

NOTE:- +3 Drive owners must press 'c' for a transfer to the +3 Drive.

Having now saved a program to tape, we go on to the next section:-

Having saved out to tape, replace the Speedlock tape in your recorder, and press the 'n' key. This will show the FINAL Menu, i.e.:-

(1) Save Code (Tape or +3 Drive).

(5) Start Game.

BREAK = NEW

NOTE:- This is the Menu available AFTER all pulsing sections have been loaded. Start loading all the pulsing sections by pressing ENTER, followed by PLAY on your recorder. Wait until SD1 has loaded in ALL the program - this is shown by the border going YELLOW. If the screen display is corrupted, this indicates a loading error - this means you must RESET the Spectrum and reload SD1.

The keys available now are as described above i.e. (1), (5) or BREAK.

Replace your saving tape into your recorder and set ready to record. For Tape, and / or +3 Drive transfer, press RECORD and PLAY, followed by key (1).

Wait until the program has been saved (border YELLOW). For tape backups the process is now complete. The program reloads with the usual LOAD "" ENTER command. When the program has loaded, (screen loaded), Press ENTER to start the game.

NOTE:- Pressing 'c' for +3 transfer results in THREE blocks of code being saved to tape. These can then be transferred to disc EASILY using the new SD1 Trans program provided (see below).

NOTE:- After saving, you can either reset (clear) the Spectrum by pressing BREAK, or play the game by pressing key (5).

FINAL TRANSFER TO +3 DRIVE.

To complete the process, we now transfer the 3 blocks of code on the SD1 tape to your disc using the "SD1 Trans" program provided. Press RESET. Rewind the SD1 tape obtained above back to the start. Insert the SP7 disc, then press ENTER. At the SP7 Menu 15 ENTER loads the "SD1 Trans". The message "Filename? (5 Letters)= " appears. Enter the name you choose (FIVE letters ONLY please) and press ENTER. The message "Start Address =" appears. Type in the number you wrote down earlier and press ENTER. The messages "Put a disk in the Drive" and "Press any key to save Loader" appear. Insert a formatted disc in the drive, and press any key - a Basic Loader will be saved out to disc. The screen will clear and the message "PLAY the Tape" then appears. Continue PLAYing and STOPping the tape as displayed on the screen - the code blocks are automatically saved for you! At the end, the message "Transfer to Disc Complete" appears. Also "Filename is:- name", where "name" is the name used to reload the program from disc.

" SPEEDLOCK DECODER SD234 "

I N S T R U C T I O N S

(2). TRANSFERRING TYPES 2,3 AND 4 SPEEDLOCKS.

For this we use the new SD234 program. We must first transfer program "Slockldr" from the SP7 disc to the disc on which you are to save your Speedlock programs. Load the SP7 Menu. At the Menu, press 16 then ENTER to load "Slockldr". Ignore the error message "Nonsense in Basic". Remove your SP7 disc, and insert a formatted disc on which you wish to save your Speedlock programs. Press "down" cursor, then ENTER for +3 Basic; type save"disk"line 1 (ENTER), and the program will be saved to disc. PLEASE NOTE:- This is a special loader program and as such, it MUST only be placed on a disc ONCE, and no other program called "disk" must be present on that disc. Remove your Speedlock disc; insert the SP7 disc. We now load SD234. Press RESET. Load the SP7 Menu, press 6 ENTER and SD234 will load and then run. When loaded, it waits for you to load the Speedlock game you wish to transfer to disc. NOTE:- The screen remains unchanged when SD234 has loaded, except for a small line in the top L.H. corner. Remove your SP7 disc; insert the Speedlock disc for saving.

Simply PLAY the game in from the start until it has all loaded. SD234 will then ask you to enter the name for your program. Type in a name which can be up to ELEVEN letters and press ENTER. Then press the "D" key for a save to disc. NOTE:- SD234 compresses the screen, which becomes jumbled, but this is normal. The program is RAPIDLY saved out to disc. To reload, press RESET. At the Menu, press ENTER with the disc in the drive. The loader runs and displays a Menu of the programs on the disc. e.g. (1) ARKANOID (2) DISK (3) FIREFLY etc. PLEASE NOTE:- We have included a novel new feature in this loader for our SD234 decoder. It is as follows. Some games, especially Speedlock 2 and 3 games, lock the +3 in 48K mode on loading, thus only the limited 48K sound is available. However, if when loading a game using the new loader, you hold down a key WHILE THE PROGRAM IS LOADING FROM DISC, the +3 will be left in 128K mode and the FULL sound will be available. NOTE:- ANY key can be held down, but make sure it is NOT a key which is used in the Menu at the start of the game! Key "1" is a fairly safe bet. The effect is vividly shown by transferring "WIZBALL" to disc. Reload without holding down a key, and compare this sound to that obtained when it is reloaded whilst depressing a key. This effect is not available even with some hardware transfer devices!

Load by pressing and/or holding the key i.e. "1", "2" or "3". The game loads and runs usually within a few SECONDS! What could be easier? Remember, SD234 will work for types 2,3, and 4 Speedlock programs - see earlier for how to identify them. For type 1 programs, use SD1.

"SPEEDLOCK DECODER SDS"

INSTRUCTIONS

(3). TRANSFERRING TYPE 5 SPEEDLOCKS.

For this we use the new SDS program. We must first transfer program "SD5LDR" from the SP7 disc to the disc on which you are to save your Speedlock programs. Load the SP7 Menu. At the Menu, press 18 then ENTER to load "SD5LDR". Ignore the error message "Nonsense in Basic". Remove your SP7 disc, and insert a formatted disc on which you wish to save your Speedlock programs. Press "down" cursor, then ENTER for +3 Basic; type save"disk"line 1 (ENTER) and the program will be saved to disc. PLEASE NOTE:- This is a special loader program and as such, it MUST only be placed on a disc ONCE, and no other program called "disk" must be present on that disc. Remove your Speedlock disc; insert the SP7 disc. We now load SDS. Press RESET. Load the SP7 Menu, press 17 ENTER and SDS will load and then run. When loaded, it waits for you to load the Speedlock game you wish to transfer to disc. NOTE:- The screen remains unchanged when SDS has loaded, except for a small line in the top L.H. corner. Leave your SP7 disc in the drive for the time being.

Simply PLAY the game in from the start with the volume turned up on your TV set or monitor. When the main part of the Speedlock at the start has loaded, you will hear a load beeping sound and the border on your screen will flash violently - STOP THE TAPE at this point. As mentioned earlier, the SDS program contains a software "emulator" program which will decode the Speedlock in the game. This is signified by the flashing border and the buzzing sound. As the decoding proceeds these effects get faster and faster until they stop - the Speedlock is then decoded. This method takes a little longer than the SD234 method, but it will decode far more programs, making it more flexible in use. When the buzzing and flashing have finished, press PLAY on your recorder and continue PLAYing the tape.

When finished, SDS will then ask you to enter the "PASSWORD DISK". This is a protection method. Simply press ENTER (your SP7 disc should be in the drive). If the SP7 disc is a copy, the program detects this and will proceed no further. With the original SP7 disc, the message "INPUT FILENAME" appears. Type in a name, which may be up to ELEVEN letters then press ENTER. The next message is "D=SAVE TO DISC". Remove your SP7 disc, and insert the disc for your Speedlock programs. Press the "D" key and the program will be saved to disc. NOTE:- SDS also compresses and jumbles the screen - this again is normal. To reload games from your Speedlock disc, press RESET, then at the +3 Menu press ENTER. The Loader on the disc will give a Menu i.e. (1) BATMAN2 (2) ROBOCOP (3) DISK (4) RTYPE etc. Press the appropriate key i.e. the game of your choice. It usually loads in around 5 SECONDS! SDS will enable you to transfer most Speedlock programs.

"ALKATRAZ DECODER AD1"INSTRUCTIONSINTRODUCTION.

Another popular form of protection system which has recently been evolved is the "ALKATRAZ PROTECTION SYSTEM". It is used by software houses such as Ocean, US Gold and The Edge. Its presence is shown by a loading sequence which has no changing border colours; a screen display which loads in an unusual way; and a 3 digit counter which reduces to zero. To confirm, press RESET, select +3 Basic, type load":' press ENTER, then type MERGE " ENTER; PLAY in the Basic. LIST shows "ALKATRAZ PROTECTION SYSTEM". You can also observe the Alkatraz demo on the SP7 Encrypter Demo Tape.

Again, the problem with these programs are they are VERY sensitive to loading volume changes. Thus, it is a good idea to ensure before trying to convert these programs, that the correct volume has been selected to load the original!

We have thus evolved our "AD1 ALKATRAZ DECODER", which converts the programs to standard format regarding speed and headers. This enables easy transfer to tape, (if required), and to your +3 Drive, in conjunction with our "AD1 Trans" program.

LOADING AD1.

Firstly, ensure that your +3 is cleared by pressing RESET. Insert your SP7 disc, then press ENTER. The SP7 Menu program will load automatically.

To load AD1, at the SP7 Menu, press key 1 then press the ENTER key - AD1 will load and run displaying the message:- "Press ENTER then PLAY Tape". When you see this message insert the Alkatraz tape into your recorder, and then rewind it to the start. AD1 is now ready to use.

Press ENTER, then PLAY on your recorder. Watch your screen, when the main Basic has loaded you will hear a warning beep and see a message saying "Stop the Tape. STOP your recorder - there will be a short pause while AD1 decodes the Basic, then you can select a Basic loader (this will be for TAPE only) by pressing "t". You may see the message:- "Tape Error - Please press ENTER". If this occurs, press ENTER, rewind the tape, and repeat, trying a slightly different volume. If this persists, either the program is not an Alkatraz program, or AD1 can't convert it. Remove the Alkatraz tape, and insert a new tape, press RECORD and PLAY, and press "t" to save Tape Basic. For a transfer to +3 Drive - ignore this step and proceed as below.

Press "n" to go to the next stage. Replace the Alkatraz tape, press ENTER, then PLAY. When the next part has loaded, STOP the tape and AD1 will decode this part. Press ENTER then PLAY again. AD1 will load in the rest of the program as normal. When successfully loaded, the screen will appear jumbled with a YELLOW border. If an error occurs, (no jumbled screen or yellow border), reload AD1 and start again.

On successful loading, reinsert your saving tape, press RECORD and PLAY, then press key (1). This applies irrespective of whether you are saving for tape or for +3.

AD1 will then save 3 blocks of code with the original name, but with the tenth character altered to 1, 2 and 3. Repeat copies can be obtained by pressing key (1), or the Spectrum can be cleared by pressing BREAK. Alternatively, you can play the game by pressing key (5), then ENTER. A TAPE conversion is completed at this point. You now have a Basic loader and three pieces of code on tape for a TAPE conversion. For a transfer to +3 Drive, you will have just 3 pieces of code on tape.

FINAL TRANSFER TO +3 DRIVE.

The three pieces of code can now be easily transferred to disc using the new "AD1 Trans" program and "Loader" program supplied with SP7. Firstly, we must transfer the "Loader" program to disc. This it does itself thus:- Press RESET. Load the SP7 Menu, then press key 10 and ENTER. The "Loader" program will load and run. It simply waits for you to press a key and it transfers itself to a disc. Thus, when loaded, put a formatted disc in the drive, and press any key. This will save a loader program to disc. NOTE:- This needs to be done only ONCE for each side of the disc. Press RESET. Remove the disc. Reinsert your SP7 disc, and load the SP7 Menu, then press key 2 and ENTER to load the "AD1 Trans" program. Remove the SP7 disc, insert the disc with the saved loader. When "AD1 Trans" is loaded "Filename? (5 letters)" appears. Type in 5 letters for the name of the program you wish to save. Press ENTER. The message "PLAY the Tape" appears. Insert the AD1 tape obtained as detailed above, rewind it, and press PLAY. Follow the on screen instructions to PLAY and STOP the tape when necessary. The code blocks are saved to disc automatically. To reload a program, press RESET. At the +3 Menu, press ENTER. The loader will run and ask you to enter the name of the program you wish to enter. Type in the name, press ENTER, and the program will load and run. After loading, when the screen display appears, press ENTER, and the game will run.

Remember, to save time, always check first to see if the game you intend transferring will load from tape in +3 Basic mode, since some Alkatraz programs are incompatible with +3 mode.

Examples of games protected by the Alkatraz system are "BOBBY BEARING", "FAIRLIGHT", "RYGAR", "SUPER CYCLE" and "BREAKTHRU".

Using a similar method, other Alkatraz games may be transferred to your drive.

"ALKATRAZ DECODER AD2"INSTRUCTIONSINTRODUCTION.

Our new AD2 program enables the EASY transfer of the VERY LATEST Alkatraz programs using the following procedures:-

- (1). Load AD2, then PLAY in the Alkatraz tape.
- (2). When loaded, press ENTER, which saves 3 code blocks to a new tape.
- (3). Load the transfer program TRANSFER; put a formatted disk in your +3 drive then PLAY in the saved tape - after loading, the program is automatically transferred to your disk, and reloads by pressing key ENTER at the +3 Menu.

The FULL details are now given below:-

LOADING AD2.

First RESET your +3. At the Menu, press ENTER to load the SP7 Menu, then press keys 19 then ENTER, and AD2 will load and run.

PLEASE NOTE:- BEFORE loading AD2 you must ALWAYS RESET your Spectrum to clear the memory. When AD2 has loaded, the message "PLAY THE TAPE" appears. Leave your SP7 disc in the drive; put the tape for transfer into your tape recorder. Rewind it to the start and press PLAY. When the first long part has loaded, the border will flash as AD2 decodes the Alkatraz, and a few coloured squares appear toward the top of the screen, but this is normal. Now leave the tape PLAYING. The program should load as normal. When loaded - this is usually when the on screen counter reaches zero - remove your game tape and insert a new tape. Press REC + PLAY to save then press ENTER - 3 headerless blocks will be saved to your tape. On completion of saving, the game will run as normal - play it if you wish. Rewind the saving tape. RESET the Spectrum, and load the "TRANSFER" program from your SP7 disc by pressing keys 28 then press ENTER. When loaded, the screen goes BLACK and the Spectrum goes into tape loading mode. Put a formatted 3" disc in the disc drive. Insert your saved tape and press PLAY. TRANSFER will load the 3 blocks.

NOTE:- When the blocks are loading some distortion of the upper part of the screen will appear, but this is normal. When the tape has loaded, TRANSFER will ask you to enter the name you wish to call the program by displaying the message "Name?". Enter the name you choose, (up to SEVEN letters ONLY) e.g. "BLADE", and press ENTER. TRANSFER will then save the code blocks to your disc as "BLADE1" and "BLADE2" i.e. the original name with the suffix 1 and 2. It then asks "Save DISK?". This is a loader program to reload your programs and there MUST ONLY BE ONE SUCH DISK FILE ON EACH SIDE OF THE DISK. To save "disk" press "y" (ENTER) or "n" (ENTER) to ignore. The +3 then resets. To reload a program, RESET the +3. At the +3 Menu, press ENTER. This loads the "disk" program, which will also give a list of the programs on the disc, and asks "Load?". Type in the name you chose i.e. BLADE and press ENTER when it will load and run.

"ALKATRAZ DECODER AD3"INSTRUCTIONSINTRODUCTION.

Our new AD3 program enables the EASY transfer of the VERY LATEST Alkatraz programs using the following procedures:-

- (1). Load AD3, then PLAY in the Alkatraz tape.
- (2). When loaded, press BREAK, which saves 3 code blocks to a new tape.
- (3). Load the transfer program TRANSFER; put a formatted disk in your +3 drive then PLAY in the saved tape - after loading, the program is automatically transferred to your disk, and reloads by pressing key ENTER at the +3 Menu.

The FULL details are now given below:-

LOADING AD3.

First RESET your +3. At the Menu, press ENTER to load the SP7 Menu, then press keys 22 then ENTER, and AD3 will load and run.

PLEASE NOTE:- BEFORE loading AD3 you must ALWAYS RESET your Spectrum to clear the memory. When AD3 has loaded, the message "PLAY THE TAPE" appears. Leave your SP7 disc in the drive; put the tape for transfer into your tape recorder. Rewind it to the start and press PLAY. When the first long part has loaded, the border will flash as AD3 decodes the Alkatraz, and a few coloured squares appear toward the top of the screen, but this is normal. Now leave the tape PLAYING. The program should load as normal. When loaded - this is usually when the on screen counter reaches zero - remove your game tape and insert a new tape. Press REC + PLAY to save then press BREAK - 3 headerless blocks will be saved to your tape. On completion of saving, the game will run as normal - play it if you wish. Rewind the saving tape. RESET the Spectrum, and load the "TRANSFER" program from your SP7 disc by pressing keys 20 then press ENTER. When loaded, the screen goes BLACK and the Spectrum goes into tape loading mode. Put a formatted 3" disc in the disc drive. Insert your saved tape and press PLAY. TRANSFER will load the 3 blocks.

NOTE:- When the blocks are loading some distortion of the upper part of the screen will appear, but this is normal. When the tape has loaded, TRANSFER will ask you to enter the name you wish to call the program by displaying the message "Name?". Enter the name you choose, (up to SEVEN letters ONLY) e.g. "BLADE", and press ENTER. TRANSFER will then save the code blocks to your disc as "BLADE1" and "BLADE2" i.e. the original name with the suffix 1 and 2. It then asks "Save DISK?". This is a loader program to reload your programs and there MUST ONLY BE ONE SUCH DISK FILE ON EACH SIDE OF THE DISK. To save "disk" press "y" (ENTER) or "n" (ENTER) to ignore. The +3 then resets. To reload a program, RESET the +3. At the +3 Menu, press ENTER. This loads the "disk" program, which will also give a list of the programs on the disc, and asks "Load?". Type in the name you chose i.e. BLADE and press ENTER when it will load and run.

" FIREBIRD DECODER FB1 "

INSTRUCTIONS

INTRODUCTION.

Our new FB1 program enables the EASY transfer of those slow loading "multiple sa block" programs from "FIREBIRD", using the following procedure:-

- (1). Load FB1, then PLAY in the Firebird tape.
- (2). When loaded, press BREAK, which saves 3 code blocks to a new tape.
- (3). Load the transfer program TRANSFER; put a formatted disk in your +3 drive t
PLAY in the saved tape - after loading, the program is automatically transferred
your disk, and reloads by pressing key ENTER at the +3 Menu.

The FULL details are now given below:-

LOADING FB1.

First RESET your +3. At the Menu, press ENTER to load the SP7 Menu, then press keys
then ENTER, and FB1 will load.

PLEASE NOTE:- BEFORE loading FB1 you must ALWAYS RESET your Spectrum to clear the mem
When FB1 has loaded, a STOP message will appear at the bottom of the screen. Next, pre
the "down arrow" key then ENTER to go into +3 Basic. Next, type SPECTRUM and press ENT
to go into 48K Basic. Type RUN (press the "R" key) then press the "3" key so you get t
line RUN 3 then press ENTER. The disc will run for a short time, then the message "PL
THE TAPE" will appear. FB1 is now ready to use. Put the tape for transfer into your ta
recorder. Rewind it to the start and press PLAY. Continue PLAYING the tape until it h
completely loaded. When the loading has finished, (Loading counter reaches a maxim
then stops), remove the Firebird tape and insert a new one. Press REC+PLAY to save th
press BREAK - 3 headerless blocks will be saved to your tape. On completion of saving
the game will run as normal - play it if you wish. Rewind the saving tape. RESET th
Spectrum, and load the "TRANSFER" program from your SP7 disc by pressing keys 20 th
press ENTER. When loaded, the screen goes BLACK and the Spectrum goes into tape loadin
mode. Put a formatted 3" disc in the disc drive. Insert your saved tape and press PLAY
TRANSFER will load the 3 blocks. NOTE:- When the blocks are loading some distortion o
the upper part of the screen will appear, but this is normal. When the tape has loaded
TRANSFER will ask you to enter the name you wish to call the program by displaying th
message "Name?". Enter the name you choose, (up to SEVEN letters ONLY) e.g. "SHARK", an
press ENTER. TRANSFER will then save the code blocks to your disc as "SHARK1" and
"SHARK2" i.e. the original name with the suffix 1 and 2. It then asks "Save DISK?". Thi
is a loader program to reload your programs and there MUST ONLY BE ONE SUCH DISK FILE O
EACH SIDE OF THE DISK. To save "disk" press "y" (ENTER) or "n" (ENTER) to ignore. The +
resets. To reload a program, RESET the +3 and at the +3 Menu press ENTER. This loads th
"disk" program, which will also give a list of the programs on the disc, and ask
"Load?". Type in the name you chose i.e SHARK and press ENTER when it will load and run

"DISKCAT DISC CATALOGUER"

INSTRUCTIONS

INTRODUCTION.

With our NEW "DISKCAT" disc catalogue program, you can now get a FULL Catalogue of ALL the files on your discs QUICKLY and efficiently. "DISKCAT" also gives you many more facilities which make it a superb utility in its own right, AND AT NO EXTRA COST!

LOADING DISKCAT.

RESET your Spectrum. Insert your SP7 disc and at the +3 Menu, press ENTER to load the SP7 Menu. Press keys 21 then ENTER, and "DISKCAT" will load and run, displaying the message "INSERT DISK PRESS ANY KEY TO CAT". Insert the disc you wish to Catalogue and press any key. The files will be listed on the screen. Each page of files is shows a maximum of 20 files. For subsequent pages, press the "N" key. This gives the catalogue of ALL files on the disc. The various columns give, from left to right:-

FILE NUMBER:- These are used in the various sub menus below.

FILENAME and EXTENSION (if any):- The full filename of up to eight letters is given, plus any extension after the full stop.

START ADDRESS:- For Basic this gives the auto run line number; for code the start address in memory.

LENGTH:- For Basic this is the full program length; for code the total block length.

TYPE:- The file type. B=Basic; C=Code; H=Unknown format.

The keys available in the Menu are:- N,A,E,U,P,S,R,D,F,X,L. In more detail:-

KEYS "A", "P", "S". Pressing these keys prompts you to enter a number of a filename. When ENTER is pressed, the attributes of that file will be set to either Archive, Read Only or System.

KEYS "E", "U". These keys are to Erase or Unerase a file. Enter the required File number and press ENTER and the file can be Erased or Unerased. If erased, a catalogue shows any erased files in INVERSE letters i.e. Blue letters on a WHITE background.

KEY "N". Pressing this gives displays the next page of files.

KEY "R". Press this key and you select a file number to rename - press ENTER then type in the new file name and press ENTER and the file will be Renamed.

KEY "D". Pressing "D" gives another catalogue.

KEY "F". This copies the format from one disc to another i.e. IT ERASES THE FILES - USE WITH CARE. Insert the original, press "F" when read at the prompt "INSERT BACKUP DISC" insert the new disc and press ENTER to format this disc.

KEY "X". This examines the current file in GREAT detail, listing all its attributes etc. It has a sub menu:- "G"=QUIT; "L"=Load a file (saved by diskcat) from tape; "S"=Save the current file out to tape.

KEY "L". This Loads a file (previously Saved by diskcat) from tape to disc.

We hope you enjoy using "DISKCAT" and we are sure you will find it useful.

"CONVERSION UTILITY CU6"

INSTRUCTIONS FOR USE

Introduction.

CU6 is our latest utility program which enables the transfer of BOTH 48K and 128 programs to disc. Thus, as well as the usual 48K programs, FULL single load 128 programs may now also be transferred. CU6 ALSO gives you a tape backup which is useful for security purposes which loads with the usual LOAD "" command.

Loading and Using CU6.

Reset the +3, then insert the SP7 disc and press ENTER to load the SP7 Menu. At the SP7 Menu, press keys 24 and ENTER when CU6 will load and run, displaying a small Menu of its own. The options available are:-

1. Firebird 48K
2. Firebird 128K
3. Alkatraz 48K
4. Alkatraz 128K
5. Speedlock 48K
6. Speedlock 128K

To decide if the program you wish to transfer is either Firebird, Alkatraz or Speedlock type, please see the examples given on the Encrypter Demo Tape. Press the required key number 1 to 6, then PLAY in the game tape you wish to transfer. On some programs there is a small initial Basic part which is ignored - the next Basic part will then load. When this has loaded, A PATTERNED BORDER will appear - STOP the game tape and insert the tape you wish to use to transfer, press REC and PLAY then key '1', and a small Basic loader will be saved to tape. STOP the tape. Reinsert the game tape, and PLAY in the rest - it will load in the usual way. When loaded, reinsert the saving tape, press REC and PLAY then key '1' and the program will be saved to tape. After the program has been saved, press key '5' and the game should run as normal.

Transfer to Disc.

Reset the Spectrum. Insert the SP7 disc, and press keys 25 or 26 then ENTER to load the TRANS128 or TRANS48 program as required. NOTE:- CU6 can transfer BOTH 48K and 128K programs. When loaded, the screen is black and the +3 goes into tape load mode. Remove the SP7 disc and put a formatted disc in the drive. Position the transfer tape you made earlier so that it is just past the first Basic part. This is best done by disconnecting BOTH Ear and Mic leads and listening to the tone.

Reconnect the Ear lead, then PLAY in the tape. With 48K programs, the program loads in one single load, but for 128K programs, BE PREPARED TO STOP THE TAPE PERIODICALLY. Each section of the program is then saved to disc - the tape should then be PLAYed again. During loading, some screen distortion may be seen, but this is normal and should be ignored. For 48K programs, when all the tape has been loaded the program will prompt you to enter a name for the program to be saved - enter a name of up to SEVEN characters, press ENTER, and the program is saved to disc. When saved, the program asks if you wish to save a loader program called disk. Press "y" to save or "n" to ignore. The +3 will then reset. NOTE:- The program DISK is a special loader program and as such must be the ONLY program of that name on the disc. The game reloads by resetting the Spectrum, pressing ENTER at the +3 Menu, and typing in the name of the program you wish to load e.g. if it was saved as "steel" the program to reload would be "steel" also. The program will then load and run as normal.

For 128K programs, when the whole tape has loaded (note this will take some time for these programs due to the large amount of code involved), the message "The program is saved to Disc" will appear. Also the message "Now save the 128 Loader by typing:- load"load128" (ENTER) and save to disc with:- save"disk"line 10 (ENTER)." This procedure is executed by removing the game disc, inserting the SP7 disc and pressing the "down cursor" key to select +3 Basic. Next, type load"load128" and press ENTER to load the program. Remove the SP7 disc. Insert the game disc and type save"disk"line 10 then press ENTER to save to disc. This saves the "load128" program to your game disc as a program called "disk". This means that to reload the program, reset your +3, and at the opening Menu press ENTER, when the program will load and then run.

Using the above method, CU6 will transfer many 48K and 128K programs to disc. PLEASE NOTE:- With a small number of programs, e.g. "OPERATION WOLF 128K" the amount of code is so large that a SMALL piece of code at the very end of the tape must still be loaded from tape. This however, only takes a very few seconds. Many 48K and 128K programs can be thus transferred completely to disc using CU6.

" CONVERSION UTILITY CU7 "

INSTRUCTIONS FOR USE

Introduction.

CU7 is our latest utility program which enables the transfer of BOTH 48K and 128 programs to disc. Thus, as well as the usual 48K programs, FULL single load 128 programs may now also be transferred. CU7 ALSO gives you a tape backup which is useful for security purposes which loads with the usual LOAD "" command.

Loading and Using CU7.

Reset the +3, then insert the SP7 disc and press ENTER to load the SP7 Menu. At the SP7 Menu, press keys 27 and ENTER when CU7 will load and run, displaying a small Menu of its own. The options available are:-

1. Firebird 48K
2. Firebird 128K
3. Alkatraz 48K
4. Alkatraz 128K
5. Speedlock 48K
6. Speedlock 128K

To decide if the program you wish to transfer is either Firebird, Alkatraz or Speedlock type, please see the examples in the SP7 Encrypter Demo Tape. Press the required key number 1 to 6, then PLAY in the game tape you wish to transfer. On some programs there is a small initial Basic part which is ignored - the next Basic part will then load. When this has loaded, A PATTERNED BORDER will appear - STOP the game tape and insert the tape you wish to use to transfer, press REC and PLAY then key "1", and a small Basic loader will be saved to tape. STOP the tape. Reinsert the game tape, and PLAY in the rest - it will load in the usual way. When loaded, reinsert the saving tape, press REC and PLAY then key "1" and the program will be saved to tape.

Transfer to Disc.

Reset the Spectrum. Insert the SP7 disc, and press keys 25 or 26 then ENTER to load the TRANS128 or TRANS48 program as required. NOTE:- CU7 can transfer BOTH 48K and 128K programs. When loaded, the screen is black and the +3 goes into tape load mode. Remove the SP7 disc and put a formatted disc in the drive. Position the transfer tape you made earlier so that it is just past the first Basic part. This is best done by disconnecting BOTH Ear and Mic leads and listening to the tone.

Reconnect the Ear lead, then PLAY in the tape. With 48K programs, the program loads in one single load, but for 128K programs, BE PREPARED TO STOP THE TAPE PERIODICALLY. Each section of the program is then saved to disc - the tape should then be PLAYed again. During loading, some screen distortion may be seen, but this is normal and should be ignored. For 48K programs, when all the tape has been loaded the program will prompt you to enter a name for the program to be saved - enter a name of up to SEVEN characters, press ENTER, and the program is saved to disc. When saved, the program asks if you wish to save a loader program called disk. Press "y" to save or "n" to ignore. The +3 will then reset. NOTE:- The program DISK is a special loader program and as such must be the ONLY program of that name on the disc. The game reloads by resetting the Spectrum, pressing ENTER at the +3 Menu, and typing in the name of the program you wish to load e.g. if it was saved as "steel" the program to reload would be "steel" also. The program will then load and run as normal.

For 128K programs, when the whole tape has loaded (note this will take some time for these programs due to the large amount of code involved), the message "The program is saved to Disc" will appear. Also the message "Now save the 128 Loader by typing:- load"load128" (ENTER) and save to disc with:- save"disk"line 10 (ENTER)." This procedure is executed by removing the game disc, inserting the SP7 disc and pressing the "down cursor" key to select +3 Basic. Next, type load"load128" and press ENTER to load the program. Remove the SP7 disc. Insert the game disc and type save"disk"line 10 then press ENTER to save to disc. This saves the "load128" program to your game disc as a program called "disk". This means that to reload the program, reset your +3, and at the opening Menu press ENTER, when the program will load and then run.

Using the above method, CU7 will transfer many 48K and 128K programs to disc. PLEASE NOTE:- With a small number of programs, e.g. "OPERATION WOLF 128K" the amount of code is so large that a SMALL piece of code at the very end of the tape must still be loaded from tape. This however, only takes a very few seconds. Many 48K and 128K programs can be thus transferred completely to disc using CU7.

