

SUPADRIVE

LOADING place program in microdrive 1 and press RUN/ENTER

Three options will appear.

These are A4 shade copy, supadrive and cat. To activate them type a, b, or z.

Option z is already loaded in the computer when the first menu appears, so do not press this letter without removing the supadrive cartridge and inserting the cartridge you want to merge with z.

IMPORTANT: this cartridge is write-protected. Please do not write on it, because the program might be damaged.

OPTION b.

Gives you the main program: Use SPACE to select a command and ENTER to execute it.

FORMAT.

Not only will you be able to increase the capacity of your cartridges, but we also find that the cartridge becomes more reliable.

By selecting the density you can find out which one (1-9) formats 100 K on your microdrive. The subroutine will end by giving you the exact number of free memory sectors. Divide this by 2 to get the free memory in K-Ram.

IMPORTANT: If you format your cartridge to the limit, we advise you to test the cartridge by keeping a back-up of the saved programs separately.

If a program fails to load, then use a lower density.

CAT.

This fast catalogue will reveal all the information about your basic and machine code programs.

The unprintable characters are marked on the screen as inverse hexadecimal digits. If you use a printer, the hexadecimal values will be underlined.

In printer mode, you can select the baud-rate between 110 and 19200.

If you are in screen mode, the border will get black each time the screen gets full to indicate that you must press a key to obtain the next screen.

REPAIR.

After making a complete catalogue of your cartridge, repair will ask you which program should be verified/repaired.

The chosen one will then be scanned for bad records.

Once found, they will be made loadable again by re-calculating their check sums.

Note, that the record will still contain errors. Repair will only circumvent the "file not found" message and thus allow you to load the program.

OPTION z CAT / the run program.

This enables you to load any basic program with a minimum of typing. Simply type RUN/ENTER and a menu if all the basic programs will appear, allowing you an immediate choice about what to load next.

The only restriction is that the names of all the basic programs have to start with a chosen character.

The character we have already chosen for you is ".", but you can easily change this by breaking in the program itself.

Start out by inserting the supadrive cartridge. Type RUN/ENTER, remove the supadrive cartridge and insert the cartridge that you want modified. Type "Z", the cartridge will be scanned in search of new names.

Do not worry if the drive seems to be working hard. The old (run) program has to be replaced by the new one, which holds a menu with the names of your basic programs.

The maximum number of basic programs is restricted to 21, so that the total length would not exceed 503 bytes.

We therefore suggest you do not modify this program, if you still want to fit it into 1 cartridge sector.

IMPORTANT if you break into the program, never use run to start it up again...instead type GOTO 0.

Option a:

A4 SHADE COPY / the shade routine

Although this routine was especially written for the RS232 interface, you should be able to use it with most other printer interfaces which respond to the normal Llist and Lprint commands.

Note however that you must use an Epson compatible printer.

After loading the screen that is to be dumped, you should see a window, which can be adjusted to copy any part of the screen to the printer.

Simply use keys Q, A, O, P to move a corner up, down, left and right. Typing N will switch to the opposite corner. When satisfied, press "enter" to start printing.

IMPORTANT The part of the screen that is overlapped by the window will also be put to paper.