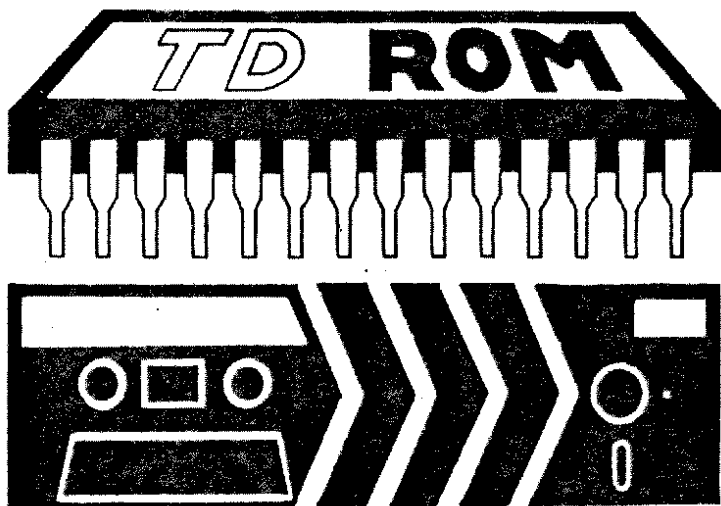




TAPE TO DISC TRANSFER ROM



Instructions for use.

ATTENTION

WATFORD AND PACE (AMCOM) SYSTEMS.

When using the T.D.ROM the Acorn compatible mode, i.e. 31 files each of 7 characters should be employed.

OPUS 3.45 AND SOLIDISK DDFS SYSTEMS.

The T.D.ROM is only suitable for working in single density with these systems.

IN BRIEF

Transfer from tape to disc before trying to change the options.

To run a program from disc, type *TD, then when menu appears press the letter of the alphabet which precedes the name of the required program. Do not try to *RUN or CHAIN a program.

THE ULTIMATE TAPE TO DISC SYSTEM FOR YOUR BBC.

-O-O-

This Tape to Disc ROM (or simply the T.D.ROM) is a highly sophisticated tape to disc transfer system, which is guaranteed to be more effective than any other similar utility currently available (Feb.'85). The system gets its power from being ROM based, thus leaving all RAM from &4000 to &7FFF available for program use, which NO disc-based system can possibly allow (since the system itself would require RAM in this area).

The T.D.ROM is very user-friendly, provides a full menu of transferred programs on a disc, single key running of a program, built-in instructions, and can save programs to any disc, which can be backed up, etc.

Whilst a very large number of programs can be successfully transferred using this system, there are always the odd few which cannot because of their devious protection methods.

Put simply, this system is unbeatable!

-O-O-

CREDITS

The T.D.ROM tape to disc system is the copyright of,

Vine Micros,
Marshborough,
Nr. Sandwich, Kent.
CT13 OPG. (Tel. 0304 812276)

Program written by Richard P. D. Mallett,
January, 1985.

No part of the T.D.ROM program or this manual may be reproduced, stored, or transmitted in any form, or by any means, without the prior written permission of Vine Micros.

This system solely provides transfer of programs from tape to disc, does not break program protection, and cannot be used to copy programs. Each transferred program is individual to the T.D.ROM that saved it, it is not possible to load that same program using a different T.D.ROM, as it is against our policy to allow software piracy by the use of this ROM.

Vine Micros can accept no responsibility for any loss by the use of this program.

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) 1. Using the T.D.ROM.

Booting-up.

The ROM has only one command:

*TD

The command can have a drive number put after it, in which case it will boot-up using that drive.

e.g. *TD 1

The on-screen menu.

When booted, the ROM will give the current drive number, followed by the programs saved by the ROM on the disc in use.

All programs saved by the ROM use the 'V' directory.

) Each program name will be preceded by a letter in brackets. Pressing this letter on the keyboard will automatically load and run that program.

Once the program is loaded, the ROM will automatically switch to the tape filing system.

If there are no suitable programs on the disc then this will be reported.

At the bottom of the screen will be a short menu:-

- (?) Help screen.
- (1) Transfer program.
- (2) Change options.
- (3) Change drive.
- (4) Recatalogue disc.

Pressing one of the keys in brackets will select that particular routine.

Pressing (?) will display a help screen (which can also be accessed by *HELP TD), displaying another similar menu.

Pressing (1) will enter the transfer stage, see later.

Pressing (2) will allow the options to be changed, see even later.

Pressing (3) will give the message 'Drive number ?'. Enter a drive number from 0 to 3, and the system will then operate on that drive.

Pressing (4) will simply recatalogue the current drive (just in case you change discs).

Pressing ESCAPE will exit the ROM.

2. Transferring from tape to disc.

This is entered by pressing key (1) after a *TD command.

The screen will then display a rather complex looking arrangement of messages and data.

Insert a blank disc - to experiment with.

The length of a transferred program is fairly long, (as it contains all the files of the tape program in one). An average length

of program is about &40 sectors, although this will be considerably higher for adventures, (about &90 sectors), so make sure there is enough room on your disc before transferring a program, or use a blank disc and then *COPY it.

The ROM will prompt for a 7 letter disc filename that the program will be saved under. As an example, enter 'TEST' (followed by RETURN of course).

Then you will be asked how many files there are in the program, e.g. if you know that there are 3 parts to the program then enter number 3. If you are unsure, then just press RETURN (this is called the supervision mode, where the user has to answer prompts as to whether the last program has just been loaded or not).

Transferring.

Insert the tape program to be transferred.

Rewind to the beginning of the first file in the program and press PLAY (as prompted by the ROM).

In the top right of the window you will see the 'Searching' message - this is all you need to look at! Most of the other messages are provided to give extra information about the status of loading the program.

) e.g. if the '2400 Hz' lights up (goes white) then the header tone has been found.

e.g. if the 'Data found' lights up then tape data has been found (although this may not be a program).

The rest of the messages (in both green and red) should be fairly straightforward to understand. 'ACIA error' will signify a loading error generated by the actual tape interface chip.

To begin with, no loading will take place until the space bar is pressed. This will allow you to correctly position the tape without risking loading the wrong file. This only applies to the first file on the program, all others loading straight-off.

If an error does occur while loading, then the message 'Last block loaded' will give the last block successfully loaded, thus the error occurred to the block following it.

When complete, stop the tape when asked to by the ROM (all messages appear in the bottom 2 lines of the screen). If you have motor control then this will be done automatically. The file just loaded will then be saved to disc, which may take a little while depending on how fast your DFS is.

If you are supervising loading (see earlier) then answer the 'Was that the last file' prompt with a Y/N answer (i.e. press 'Y' or 'N'). If you are still unsure then press 'N', and if, while the next file is being loaded, you realise that the previous one was the last, press the ESCAPE key.

If there are still files to load, the ROM will repeat the earlier steps.

When complete, the ROM will go back to the menu of programs.

Long programs.

When transferring long files (more than about &5A blocks) the ROM will have to save the program in two halves, i.e. it will load the first &5A blocks, save them, and then proceed to load the next blocks, save them, and so on.

Please read on to the next section if you are learning how to use the T.D.ROM.

3. Changing options.

*RUN or CHAIN ?

To load a program, the ROM needs to know the initial command, which is either CHAIN or *RUN. The default for a newly transferred program is CHAIN, so if this is the correct loading method then no option changing is required and you can run it immediately through the T.D.ROM menu. If a *RUN is necessary, then follow the steps below:-

) Enter the T.D.ROM (using *TD), and press key (2), The 'Change options' key.

Then enter the disc program file-name (maximum 7 characters) as prompted by the transfer routine.

The ROM will then display the current loading methods for that program (usually CHAIN and FAST).

The next prompt is for either *RUN (press key 'R') or CHAIN (press key 'C') as the loading command.

FAST or SLOW ?

) When the FAST/SLOW prompt is asked, all but a few programs can be FAST loaded, so press 'F' for FAST load and if this doesn't work (unlikely!) do the following, otherwise you will be returned to the main menu.

Press 'S' for SLOW load (this uses a different, but more successful, loading method).

Then enter page number in response to the prompt 'Work-space to be used ?' (in hexadecimal).

A page number is the high order address of the hexadecimal address of a block of 256 bytes,

i.e. the first two digits of the four digit hexadecimal address. E.g. if memory from &0900 to &09FF is free for use as work-space, then enter 9 as the value - this value is usually pretty safe, although experimentation may be necessary. Sideways RAM users can use their sideways RAM by specifying a high enough value, (i.e. &80 for &8000 to &80FF), then a RAM bank number is prompted (in hexadecimal).

4. The Help screen.

The ROM contains it's own mini instructions which can be accessed by *HELP TD. The instructions are very compact and are provided for the first time user and the absent-minded.

5. About the transferred programs.

If you catalogue (using *CAT) a disc that has been saved by this system, then transferred programs will appear under the directory 'V'. This is to separate T.D.ROM programs and normally saved programs.

You can use any of the commands *COPY, *BACKUP, *WIPE, *DELETE, *INFO, etc. on these programs, since they are saved by the DFS itself. You can therefore mix T.D.ROM programs and normal programs on the same disc, although only T.D.ROM programs will appear in the T.D.ROM menu.

Trying to use somebody-else's T.D.ROM programs will give a 'Disc loading error', as it is our policy not to encourage software piracy by the use of this ROM.

Also from Vine Micros, by the same
author as the T.D.ROM:

"THE ADDCOMM ROM"

FOR the BBC 'B', O.S.1.20 and
ELECTRON with ROM Board.

This very versatile ROM adds 40 new
commands to the computer. GRAPHICS,
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PURPOSE statements have all been
selected to give as great a value
for money as possible.

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PLEASE NOTE

The position of the T.D.ROM in the computer can be important. Due to the very high speeds that the ROM needs to maintain in order to keep pace with the disc drives, it is advisable, if possible to put the chip in a high priority socket. The T.D.ROM will function in an external cartridge such as the Viglen system, but if any difficulty arises during the use of the T.D.ROM, this might be solved by moving the ROM directly on to the computer board.

Watford and Pace Single Density users need to employ the Acorn compatible mode, i.e. 31 files each of 7 characters.

Opus 3.45 and Solidisk DDFS. The T.D.ROM is only suitable for working in single density with these systems.

* THE HOBBIT *

"The Hobbit" can usually be transferred by omitting the second file of the tape, i.e. only load the first and third files.

VERY IMPORTANT

ROMs are extremely sensitive to static electricity and can be fused if handled badly.

Static electricity can be generated by anyone wearing or rubbing against something made of nylon or other similar material, or even by brushing and combing ones hair.

To get rid of any excess 'static' before handling a ROM, simply touch an earthed metal appliance such as an electric kettle or cooker.

Make sure that you are inserting the ROM with the indentation or notch towards the back of the computer. If using a ROM board refer to the specific instructions for that board. ROMs which are inserted the wrong way round will certainly be fused.

Avoid touching the legs of the ROM, and if you are for any reason removing the ROM from the computer it should be placed in the conductive foam from the original packing.

D.ROM INSTALLATION INSTRUCTION

For

BBC Model 'B' Microcomputer.
BASIC 1 or 2, OS 1.20.

Turn off and disconnect your BBC Computer from mains.

1. Remove the top cover by undoing four "fix" screws as shown in Fig.1.
2. Undo the two (or three on early BBC's) keyboard nuts and bolts, see Fig.2.
3. Gently swing the keyboard round as in Fig.3.
4. Insert the T.D.ROM with the notch facing away from the keyboard into any spare sideways ROM socket. It will be necessary to bend the pins slightly inwards on a flat surface prior to insertion. (See Fig 4.)
5. Secure the keyboard and cover.
6. Switch on the computer. If all seems to be O.K.
type:-

*HELP TD

If the T.D.ROM does not respond turn off immediately and re-check all steps.

Fig.1

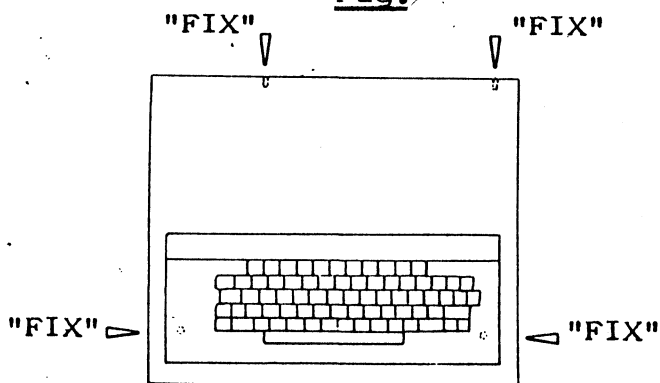


Fig.2

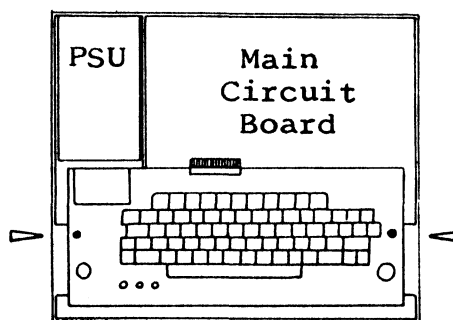


Fig.3

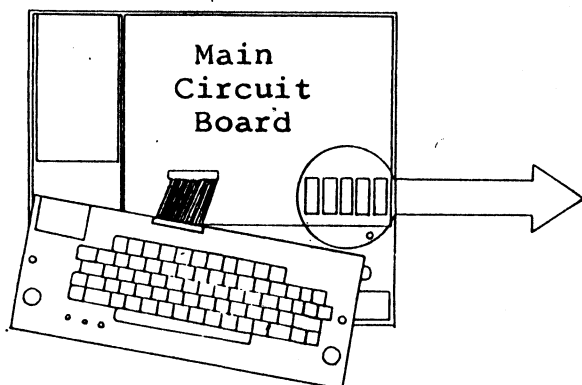
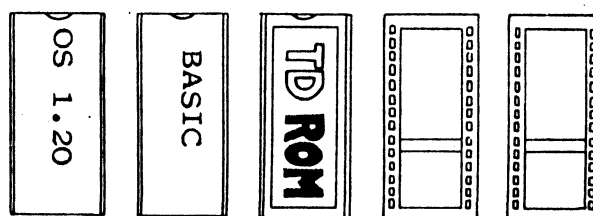
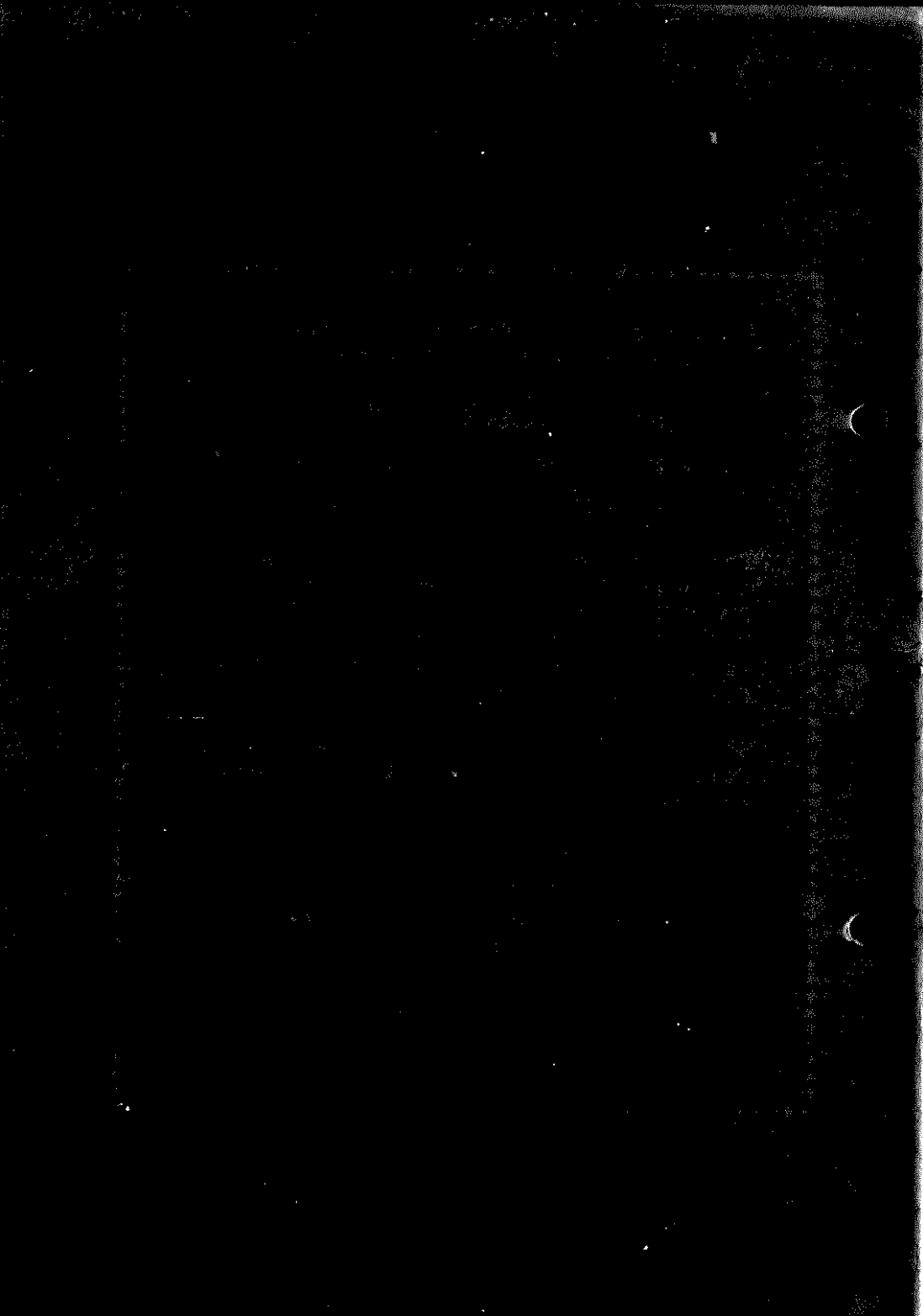


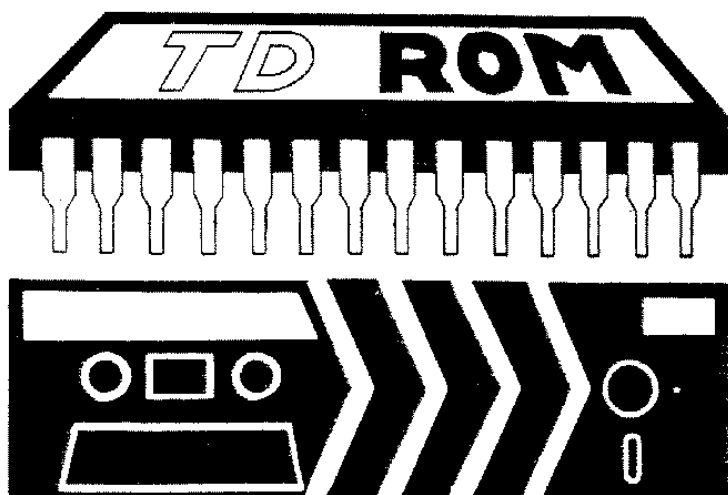
Fig.4







TAPE TO DISC TRANSFER ROM



For BBC "B" Computers with Disc Interfaces
using the 1770 chip and with O.S.1.20
e.g. OPUS 3.45, SOLIDISK DDFS.
(Working in single density.)