

The Speedlock Decoder System

Designed And Written By - **THE ARGONAUT**

Dear Sir

Thank you for purchasing the Speedlock 1990 - 1991 Decoder System.
These Programs Are made available on the condition that :-

The Software Is Used Solely For The Purpose Of Making Back-Ups Of Your Own Software, And These Back-Ups Are Not Made Available To Anyone Else. These programs are not used for infringing another owners copyright. I Don't Need To Remind You Of The Copyright Laws !!!

However Most Commercial Software Requires The Permission Of The Copyright Owner To Make Back-Ups (Morally, I Think Differently) But If You Are Unsure, Then DON'T DO IT!

On a lighter note, Apologies to you all for the delay, basically college life means I Have to get assignments done on time!! - Also lack of grant had something to do with it.

Colin made a Faux Pas in his news letter, I have not written nor do I Intend to write a program that transfers Cassette MULTI-LOADERS To Disk !!!

However if you have one of the 1990 Speedlock Multiloaders Whose Main File Transfers With The 1990 Decoder Then Send Me The Original Cassette Plus Return Postage And I Will Attempt To Transfer Free Of Charge - For A Limited Time (However There's No Guarantee !!!)

Should You Find That There Is An 8K Protected Disk That This Decoder Can Not Back-Up Then Please Send It Along With The Decoder And I Shall Attempt To Up-Date It For You. Should These New Variations Become A Problem (Or More Varied), An Up-Date Charge Will Be Made.

Please Note, Discs From The Likes Of (RAINBOW ARTS) Can Not Be Backed-Up At Present Due To The Fact That The Game Level's Are Also Protected In 8K Format.

Best Regards

THE ARGONAUT

P.s. Would Appreciate Any Transfer Information From This Utility.

The Speedlock 1990 Decoder System Instruction's

Cassette - Disk Instructions.

From The Main Menu Select The **TAPE - DISK** Option.

This Is Very Easy To Use, Insert Your Fully Rewound Speedlock Cassette In Your Cassette Player (Or Datasette) And Press Play. Insert A Blank Formatted Disk In **DRIVE A:** And Follow The On-Screen Prompts.

This Program Uses Automatic Filenaming (It Selects An Appropriate Filename From The Headers Of The Cassette)

For Example :-

Rainbow Islands - Will Have The Filenames

RAINBOW.BIN - This Is The File You Run.

RAINBOW.1 - This Is The Title Page.

RAINBOW.2 - This Is The Main Program.

If You Have Harry's Excellent Screen And Main File Compressor, You Can Use These On The .1 & .2 Files. Use Harry's Option 1 (Self Starting File)

Disk - Disk Instructions.

This Is The Decoder Everyone Has Been Waiting For ! Basically We Have Come To The Conclusion That, Although The 8K Format Can Be Created, The 6K Of Bytes Can Not Be Written To The Disk. So As An Alternative I've Produced A Decoder That Backs Up The Disk In The Way You Would Transfer Tape-Disk. Select The Disc-Disk Transfer Program And Follow The On Screen Prompts. You Must Have A Disk Formatted To DATA. Whilst The Main Program Is Decoded, You Should Observe The Border Switching Colour. When The Main Program Has Loaded You May See One Or All Of The Following :-

The Border Turns Blue

A Tone Is Emitted

The Screen Becomes Fractured (In Mode 2)

At This Point You Should Insert Your Formatted Disk In Drive A: And Press The "T" Key To Transfer The Key Program.

The Computer Should Then Return To The Sign On Message And 3 Files Should Be Transferred To Your Disk :

DISC.BIN, DISC1.BIN, DISC2.BIN

You Can Rename These If You Wish By Selecting The Rename Option From The Main Menu. This Is Not The End Of The Transfer However, In Most Cases There Are Extra Level Data Stored On Unmapped Sectors On The Disk. There Is A Program Which You Can Run Which Will Attempt To Duplicate These Onto The Destination Disk. In Most Cases You Don't Have To Worry, But One Program Called HOT ROD From Activision Will Need To Be Transferred Without The Title Page, Due To The Fact That The Game Code Will Overwrite The Games Level Data ! (Unless You Use A Screen Compressor) If You Compress Files Then Copy Them To Another Freshly Formatted Disk (Or Delete The .BAK Files And Use MAXIDOS' Optimizer)

The Speedlock 1990 Decoder System Instruction's

Disc-Disc Continued.

There is an extra file supplied on the disk, which will aid the transfer of

BATMAN - THE CAPED CRUSADER. Which the usual utility can not cope with.

Essentially are required to transfer this program in five parts, And do this as follows:-

Step 1 - Format A Disc To DATA Format.

Step 2 - Run The Transfer File And Select STAGE 1 - Now transfer any one of the two games either THE BIRD IN HAND or A FETE WORSE THAN DEATH, The Program Will know.

Step 3 - Run the transfer file again, but this time select the other program you wish to copy.

Step 4 - As above but select **stage 3** This will transfer the title page and the menu file.

Step 5 - As above but select the loader program, This will put the batman loader onto your destination disc. - As a bonus there is a cheat mode built into it!

To run Batman - The Caped Crusader, Type RUN "**BATMAN.BIN**" This will then ask you if you wish to cheat.

Multi-loader Discs.

Since these are becoming more and more common, I've included a small, rough (But Usable) Disc-Disc Copier. However it is only geared towards getting the levels off the disc, and so can not be used as a conventional copier. It will only copy from drives **A:** to **A:** or **A:** to **B:** And performs a scan starting at **TRACK 7**, In most cases you will not see what track it is currently working on, So basically **TRUST IT !!!** The Speedlock multi-loader discs have a common Vendor Format which easily identifies itself. **WARNING:** After you have copied the levels, the disc will think there is around 128K free, However it is not usable due to the fact that there are unmapped sectors containing the level data. Some software have no more extra levels attached to it, so you could rename it, and archive a couple of these to one side on the disc.

A program such as Bonzcopy should do it, (Or use UTOPIA!)

There are some discs that have the extra game levels stored on the other side of the disc, to copy these, just use DISCKIT3 or PROCOPY to copy them. But this means that the other side of the disc is in use, However you can use the loader side to store more programs ! For example:- **BATMAN - THE MOVIE & THE UNTOUCHABLES** Can be stored on the same disc. Just Copy the main game code to side 1, Copy **THE UNTOUCHABLES** level data to side 2 and **BATMAN - THE MOVIE's** Level data to side 1

Formatting Discs.

There is a formatting program on the disc, just select this from the multi-loader menu. You can format in both **DATA** and **VENDOR** formats. However **DATA** is recommended. The disc formatter basically save you time from entering **CPM** to do these mundane tasks, It also works on both drives, provided you have Drive **B:** connected.

Other Utilities.

There are other utilities on the disc, Basically these are small programs that enable the transfer of cassettes to disc. The alternative speedlock copier is a program that will transfer games with a code length of 47K With extra game code underneath the screen, Such as **FRUIT MACHINE SIMULATOR 2**. Just run the transfer program and enter the Save name to disc, Then run the program **ARGLDR.BAS** To create the loader file, call this the same as you called the save name

The Speedlock 1990 Decoder System Instruction's

Other Utilities Continued.

This in turn will create the LOADER for the program, to run the program type :-
RUN "your file name" And this should work.

There is a utility that attempts to transfer software protected in the BINARY DESIGN format, equivalent to Colin's Option 2M. To use this, Run the appropriate option from the menu, and insert your cassette and press play, Insert a destination disc in DRIVE A: follow the on-screen prompts, This utility transfers all the Binary Design Games I've seen, including :-

Zub, 180 Darts, Bosconian '87, The Mastertronic Budget 4 Pack Etc.,

No doubt there will be more !, Further more, you can use Harry's Cruncher on the main file, If you do not wish to have the title page, you can erase these and just run the main file. The program does not transfer anymore code than it has to !

I think I've covered everything I have to, all that remains to say is :-

If you have any problems running the software, then please feel free to drop me a line at :-

Where I shall endeavour to sort out your problem, Further more, if you have any ideas for future software then please let me know ! Since Colin has sadly departed from the scene I have no contact with outside users !

Also I would be most interested if you could send me information about what and what not my utilities can do.

Thank You For Your Time And Happy Meddling.

The Argonaut.

P.s. There are three versions of ROBOCOP that I have found. The original can be backed up using PROCOPY or DISCOLOGY and the S48 Utility enables it to work. The Other two versions look like 8K protected discs, Although both will have the main files transferred the latest version can not be backed up since the game levels are also protected in the 8K Format. Sorry about this - Blame the Chaps at OCEAN.