1.1 Audio Sculpture

More information about this program can be found in http://www.atari-

<u>forum.com/viewtopic.php?f=14&t=31939</u>. It is unclear if the diskettes for this program were duplicated on an Atari? However it seems that the protection used on track 3 required to manually modify some information on the diskettes after reading the duplicated diskette.

1.1.1 Track 0 + Tracks 4-58 Protections

All these tracks use very simple protections

1.1.1.1 Duplicate Sector Number (DSN)

All the tracks contains two ID field with a sector value of 66.

1.1.1.2 Sector with no Data (SND)

The two ID fields with value 66 do not have a corresponding data field.

1.1.2 Track 1 protections

1.1.2.1 Invalid Data in Gap (IDG)

The program is looking for the invalid character \$F7 at the head of the track, that must be found before the first sync mark.

1.1.2.2 Hidden data into gap (HDG)

The program look for the specific sequence \$92 \$07 \$91 \$90 after the invalid character \$F7

```
00016 1986 000541 E4 E2 82 <mark>14 7F 92 07 91 äääääääääää...... 00032 1999 001032 90 90 FF FF FF FF FF FF FF FF FF C2 A1 A1 FE 01 00 ..yyyyyyyyä;;b..</mark>
```

Note the presence of the sync character before the \$F7 that ensure that the sequence is always read correctly.

1.1.3 Track 2 Protections

This track has 5 x 1024 bytes sectors + 1 x 512 byte sector.

1.1.3.1 Hidden data into gap (HDG)

If we look at the beginning of the track we have:

We see that we have the following sequence: CD B4 F7 00 DE AD FA CE

And at the end of the track we have:

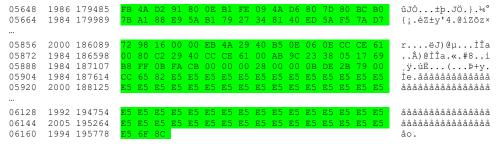
We see that we have the following sequence: CD B4 F7 00 DE AD C0 DE

1.1.3.2 Invalid Data in Gap (IDG)

In the hidden sequences described above, you can notice the presence of the invalid character \$F7

1.1.3.3 Strange sector

This is not really a protection but the content of sector 6 is only "half used"?



1.1.4 Track 3 protections

The track 3 uses potentially many protection mechanisms. But I am not sure which one are actually used / checked.

1.1.4.1 Write Splice Inside Sector (SIS)

The first and apparently impossible to reproduce protection (even on duplicator) is what I call: *Write Splice Inside Sector (SIS)* protection. The program definitively uses this protection.

Frédéric Batista (the author) describes the protection as follow:

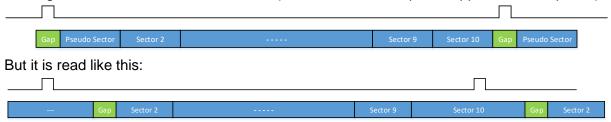
The principle is very simple, it's based on the disk drives rotation speed variation on a whole round, it's in fact an extreme pain in the ass to replicate, maybe completely impossible.

For that protection, you need to write a track that ends by the beginning of a long sector. Due to the speed variation, you never write twice the same exact track (i.e. the track write splice is never at the same location). When reading the last sector (which spread over the index pulse) you actually read data from the end of track plus data from the beginning of the track **including** the write splice.

By combining a "read track" command and a "read sector" command on the last sector, we can read the full circular content of the track. The content is always different for each diskette...

The only way to copy a diskette with this protection is to make a program that modify (on another track) an awaited value based on what is actually read on the newly copied track.

At a high level the track is written like this (note that the write splice happen in the Gap field):



Having the track write splice in the middle of sector 10 have potentially several effects when reading this sector:

- Sector 10 content will always be different each time the diskette is duplicated. However, on a specific copy the sector read the same (apart from exception described below).
- Having the write splice inside sector 10 can potentially create fuzzy bits. This behavior breaks the rule above, and therefore the protection need some tolerance on the expected content when reading sector 10.
- As the WD1772 sync mark detector is disabled when reading a sector, the content read at the beginning of the track is different from the one written during the write track.

Here is the beginning of the track as read by a read track command:

```
00000
               1951 000030
                            67 E7 83 83 83 85 FF FF FF FB D5 25 41 32 A1 A1
                                                                             gç...ÿÿÿûÕ%A2;;
                            A1 49 6E 69 74 69 61 6C 20 50 72 6F 67
                                                                             ;Initial Program
        00016
               1984 000535
        00032
               1984 001038
                            20 6C 6F 61 64 20 5B 76 32 2E 30 5D 20 20 54 6D
                                                                              load [v2.0]
        00048
               1984 001547
                            20\ 31\ 39\ 38\ 39\ 2C\ 31\ 39\ 39\ 30\ 20\ 54\ 68\ 75\ 6E\ 64
                                                                             1989,1990 Thund
                            65 72 53 6F 66 74 20 44 65 76 65 6C 6F
        00064
               1984 002062
                                                                  70 6D 65
                                                                             erSoft Developme
                            6E 74 C2 C2 C2 FE 50 00 01 02 63 50 00 0B 03 40 BE F7 A1 41 74 61
                                          FE 50 00 01 02 63 6C F5 A1
        08000
                                                            6C F5 A1 A1 FE 72 69 2D 53 54
                                                                             ntÂÂÂbP...clő;;b
               1984 002564
               1989 003072
                                                                             P...@%+;Atari-ST
                            20 49 50 4C 20 54 72 61 63 6B 20 20 00 00 14 A1
        00112
               1984 003580
                                                                              IPL Track
        00128
               2000 004090
                            A1 FB E5 E5
                                                                             ; ûåååååååååååååååå
        00144
               1979 004598
                            Here the same region as read with the read sector command:
                            20 20 20 20 20 20 20 20 20 20 20 F0 F0 F0 F0 00
               1994 200237
                            00 00 10 01 20 79 10 A0 A0 A1 20 08 20 18 20 E0
        06300
        06316
               1979 200748
                            1C F8 78 48 00 80 48 E0 04 F8 18 00 E0 9C F8 00
                                                                             .øxH..Hà.ø..à.ø.
        06332
               1984 201255
                           0C 4C 0C 78 04 FC F8 18 04 FC 64 24 3C 24 1C 64 24 24 7C F8 18 38 00 08 98 80 48 40 00 88 1C F9
                                                                             .L.x.üø..üd$<$.d
               1984 201764
        06348
                                                                             $$|ø.8...H@...ù
        06364
               1984 202275
                            98 80 08 80 18 00 78 00 80 08 11 41 41 40
                                                                             ....x....AA@..
               1972 202784
                            FF E7 C8 C0 10 00 A0 A0 08 7F FF 07 C1 F0 00 00
                                                                                    ..ÿ.Áð..
                                                                             ;à.àH$.@.ù y.ø.H
        06396
               1984 203292
                            A1 E0 18 E0 48 24 00 40 1C F9 20 79 1C
                                                                             àÀ.üÿÿð .....
        06412
               1984 203800
                           E0 C0 04 FC FF FF F0 A0 A0 A0 00 80 80 80 80 80
               1992 204308
                            . . . . . . . . . . . . . . . .
        06428
                           1984 204817
```

As you can see some text (e.g. "Initial Program load") that are read correctly by the read track are not read correctly with the read sector command. This happen because the

presence of sync marks in front of the text is used by the read-track command, while they are ignored by the read-sector command.

It is not clear how this protection is actually checked. Ijor believes that an algorithm like the one described below is used:

- Read sector 10 (that crosses the index and the write splice), and compute a checksum of the whole 1024 bytes of this sector.
- Read track, locate the first sync mark in the buffer (it is a few bytes after the index), and compute a checksum on all the bytes from that sync mark up to a few bytes before of the end of track.

Personally, based on what Frederic says, I would think that the checksum for the track is computed from location of sector 2 until sector 10 so that the full track is covered by combining data from the two read commands. But it really does not matter.

1.1.4.2 Hidden Data into Gap (HDG)

The beginning of the track contains three \$A1 sync mark and therefore the bytes located after are always read correctly during the read track:

```
00000
        1951 000030
                          67 E7 83 83 83 83 FF FF FF FB D5 25 41 32 A1 A1
                                                                                            gç....ÿÿÿûÕ%A2;;
                                                                                            ; Initial Program load [v2.0] Tm 1989,1990 Thund
                          A1 49 6E 69 74 69 61 6C 20 50 72 6F 67 72 61 6D
00016
         1984 000535
00032
         1984 001038
                          20 6C 6F 61 64 20 5B 76 32 2E 30 5D 20 20 54 6D
                          20 31 39 38 39 2C 31 39 39 30 20 54 68 75 6E 64 65 72 53 6F 66 74 20 44 65 76 65 6C 6F 70 6D 65
00048
         1984 001547
         1984 002062
00064
                                                                                            erSoft Developme
         1984 002564
                          6E 74 C2
                                                                                            ntÂÂÂÞP...clő;;þ
                          6E 74 C2 C2 C2 FE 50 00 01 02 63 6C F5 A1 A1 FE 50 00 00 08 03 40 BE F7 A1 A1 74 61 72 69 2D 53 54 20 49 50 4C 20 54 72 61 63 6B 20 20 00 00 14 A1
        1989 003072
00096
                                                                                             P...@¾÷;Atari-ST
                                                                                             IPL Track
00112
         1984 003580
00128
         2000 004090
                                                                                             : naaaaaaaaaaaaaa
00144
        1979 004598
```

1.1.4.3 Sector Data with no ID (SNI)

We can see that at location 129 we have the start of a data field (\$FB preceded by three \$A1 sync mark). However there no valid ID field in front of this data field. There is a pseudo ID field (sect=1) but it uses three \$C2 sync marks (instead of normal \$A1) and therefore it is not recognized as an ID by the WD1772. This pseudo-id field is followed by another strange pseudo-id field (sect=11) but again it does not contain a valid sync sequence (\$F5 \$A1 \$A1) and therefore is also not recognized as a valid ID by the FDC.

1.1.4.4 Invalid data in Gap (IDG)

If you look again in the start of the track you will see that we have an \$F5 at location 92 as well as a \$F7 at location 102. These values cannot be written during a write track by the WD1772. Therefore, unless an unknown escape mechanism is used, the floppy could not be written on an Atari. Note that there is also a \$F7 located at the end of the track (loc=6236).

1.1.4.5 Invalid track number (ITN)

Here the track number is set to \$50 (decimal 80). As the track number in the ID field is compared with the content of the track register, normally it is not possible to read this sector. However for reading this kind of sector is possible to play with the FDC track registers (i.e. load the track register with \$50)).

1.1.4.6 ID within ID (IWI)

The ID fields for sector 2 through 9 are followed by a second ID field located (hidden) inside the gap of a normal ID field:

```
20 20 20 20 00 00 00 00 00 00 14 A1
                00688
     1979 021930
                                                       .....;;bP.
     1993 022441
00704
                                                    . . ê . NNNNNNNNN ;
                                                    ;; pP...ù) NN....
00720
    1984 022952
                            03 D9 29 4E 4E 00 00 00 00 00
    1978 023459
              00 00 00 00 00 00 <mark>14 A1 A1</mark> FB E5 E5 E5 E5 E5
                                                     .....;;ûåååååå
00752 1986 023970
```

If there was no second ID field inside the gap we would have:

Here we can see an ID field with a sect=2 and length=2 (512 bytes) that is located 34 bytes $(23 \times $4E + 11 \times $00)$ before the data field. As this ID field is positioned at an acceptable distance of the data field (between 32 and 43 bytes) it allows to read the sector normally.

But in reality, as we can see, this ID field is followed by a second embedded ID field with a sect=12 and a length=3 (1024 bytes). This ID field is located at only 13 bytes (2 x \$4E + 11 x \$00) before the data field. This gap is much too short for the WD1772 to be able to read the sector. However, it is possible to read this second ID field using a read-address command.

Note that for the last sector 10 we have:

The last sector is declared as sect=10 (\$0A) and length=3 (1024 bytes). The second hidden id field has a sect=20 (\$14), a length=3 but it has a bad CRC value.

To summarize we have 18 ID fields that can be read with read-address command. But only 9 sectors (8 x 512 bytes + 1 x 1024 bytes) that can be read with a read-sector command.

1.1.4.7 Strange sector

This is not really a protection but the content of the last sector before the index pulse contain somewhat unusual values:

