

NEW

FOR ATARI COMPUTERS

Chipmunk



Atari Disk Copier

COPIES PROTECTED SOFTWARE

by microdaft

Chipmunk

Copyright © 1986 by Eli Tomlinson

Programmed by

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Atari Disk Copier

microdaft

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For those who wish to back-up their disks without reading this manual

1. Sector copy your original disk with any sector copier, or use the one provided on Side A of your Chipmunk program disk.
2. Use option 3 at the main menu to load the parameters program.
3. Choose the parameter corresponding to the program you are backing-up.

If this doesn't seem to work...read the manual.

What is included in this package

You should have received a registration card, a disk, and this manual.

Registration

Please fill out and send in your registration card. As a registered owner you will be able to receive technical support, back-ups of Chipmunk, and any future revisions of the program for a reduced price.

If you are a registered owner of Chipmunk, you may update your version any time you wish. All you have to do is send a check for \$14.95 made out to Microdaft. As a registered owner you will receive information on any major changes, or after a significant number of parameters have been added. If you would like a current list of programs Chipmunk copies, just send a stamped, self-addressed envelope.

Copyright laws

Under the federal copyright laws, you can make back-ups of software for your own use. Some software companies copy-protect their programs to prevent illegal duplication of their programs. Unfortunately, this prevents the owners of software from making legitimate back-up copies. Chipmunk allows you to copy these protected disks. The program is provided only for the copying of disks you own, and not for illegal purposes.

Loading instructions

Your disk has programs on both sides. Side A of the disk contains programs that allow you to back-up your disks. Side B contains several useful utilities.

To load either side, insert the disk, Side A or B, and turn the computer on. Atari 800 and 400 owners should have the BASIC cartridge inserted. The program will then load and give you a menu of options.

Chipmunk main menu

If Side A of the program disk is loaded properly you will see the following menu items:

1. Copy XL
2. Copy XE
3. Parameters

On the main menu there are also three unlisted options:

- S. Setup
- F. Format Disk
- Q. Reboot.

General rules

In most cases the RETURN key is used to execute anything within the program. The ESCAPE key is used to back out of anything you realize that you don't want to do. For example, if you hit Q at the main menu, you will be asked if you would like to reboot. If you press RETURN, the computer will reboot. If you press ESCAPE, the computer will return to the main menu as if nothing has happened. In almost all cases these two keys will act as described.

Anytime Chipmunk asks for a master disk, it is asking you to insert your Chipmunk program disk.

Setup

By pressing S at the main menu, you will be able to define Chipmunk to your particular system. You will be prompted to enter a source drive, which is the drive you would like to copy from. Enter the number of the disk drive and press RETURN. The program will then prompt you for a destination drive. This is the drive you will copy to. Enter the number and press RETURN. Chipmunk will write this data to the disk, and every time you load the program Chipmunk will copy to and from the disk drives you specified. This can be changed at any time by pressing S at the main menu.

Format

By pressing F at the main menu, you will be able to format blank disks. This must be done to new disks if they have never been formatted before. You can also format disks you have used before, but formatting will erase all of the information on that disk. After pressing F, insert, in any drive, the disk you want to be formatted, and

then press the drive number that it is in. If you want to format a disk in drive two, insert a blank disk in drive two and press the number 2. If you have only one drive, remove the program disk, insert the disk you wish to format, and press the number 1.

Reboot

By pressing Q at the main menu, you will be able to reboot the computer without shutting it off. This allows you to test any program you copy or just to run a different program. By pressing RETURN, at the prompt the computer will load any disk in the disk drive. If you normally hold down the OPTION key when you load the program that is in the disk drive, you will have to do it here as well.

Copy XL and Copy XE

Copy XL, and Copy XE are sector copiers that you use to back-up your software. On the list of software that Chipmunk copies, you will notice that the third column is called Copy. This tells you how to back-up your software. An S indicates that all you have to do is use Copy XL or Copy XE and a back-up of your program will work. In the third column, a number indicates which side of the disk a parameter to copy that program is on. This means that Chipmunk will write certain information to your back-up disk so that it will work properly.

If you own an Atari 400, 800, 800XL, 1200XL, or 65XE, use the Copy XL program to back-up your disks. Chipmunk will not allow you to load the Copy XE program if you do not own an Atari 130XE. Copy XL is a three-pass sector copier. If you own an Atari 130XE, you will be able to

back-up your disks in just one pass. You still have the option of using Copy XL, but there is no reason to. Copy XL and Copy XE will copy to and from the drives you specify by using the S function at the main menu. After the copy is complete, press RETURN to go to the main menu, or press SPACEBAR to make another copy.

The actual copying may take a very long time. Many copy-protection schemes involve writing bad sectors to your original program disk. Reading a bad sector takes much longer than reading a normal sector. Some programs contain hundreds of bad sectors on the disk, and will consequently take a very long time to copy. Waiting for a disk with many bad sectors to copy can be extremely boring. While your drive is copying, try to find something more enjoyable to keep you occupied.

Make sure you put a write-protect tab on any disk when you are finished copying and/or writing parameters on it. Some programs check to make sure that it is impossible to write to the disk. If it is possible to write to the disk, the program will either not work, or it may write information which will destroy the copy.

Useful Notes

It is possible to make copying disks with many bad sectors a faster process.

If you are using an Atari 1050 disk drive, and you know that there is a long string of bad sectors, you can open the disk drive door during the reading of those sectors. Quite often, a company will put the program at the beginning of the disk and then write bad sectors to the rest of the disk. In these cases, wait until you hit some bad sectors, then open the drive door

until the copy is complete. If you are not sure whether the entire disk is bad, periodically shut the door. If it then reads more bad sectors shut the door again. If it reads data, then let the copy continue and hope that you didn't miss anything important.

If you any other disk drive other than the Atari 1050, you can use a similar technique. Instead of opening the door, remove the disk you are copying and insert a formatted blank disk. This will act in the same way as opening the door of the Atari 1050.

Parameters

The Parameters option from the main menu is the heart of the Chipmunk program. By pressing 3 at the main menu you will be asked to insert a parameters disk. The Chipmunk program disk is a parameters disk containing information that will allow you to back-up protected Atari software programs. Make sure a parameter disk is in disk drive number one, and press RETURN.

The parameters program consists of nine screens. Each screen has a list of programs. These programs are the protected programs that Chipmunk can currently copy. To move ahead one screen press the SPACEBAR. To go to a particular screen, press any number key between 1 and 9.

If you have copied a protected disk using Copy XL, or Copy XE, and would like to write the necessary parameters, find that program by going to the screen it is listed on. The programs are listed in alphabetical order. To select that program, press the corresponding letter. Make sure that either Chipmunk or the Parameters disk is in the drive when you press a letter. The program will then read information off of the

disk and ask you to insert a copy of the program you selected. Insert the copied disk and press the number of the drive the disk is in. Insert Side A of any two sided program disk unless the parameter on the screen says otherwise. Now you have a back-up of your disk.

It is very important that you insert a copy.
Inserting the original may damage the original
disk so that it will not work. If you do write parameters to an original disk, re-copy the original to a blank disk. The copied version should work; the original might not.

If your program is listed more than once on the Parameters menu, try selecting each until your copy works. Recopy the program each time before you write new parameters. The reason a program may appear more than once is that some software companies release several versions of a program, all with different copy-protection schemes.

After you have written parameters to a disk, re-insert either Chipmunk or the Parameters disk you are using. You can then write other parameters, or exit to the main menu by pressing ESCAPE. To confirm going to the main menu press RETURN, or else hit ESCAPE again to return to the Parameters program.

Utilities

This section deals with the utilities on the second side of your Chipmunk program disk. If you load the second side properly, you should see another main menu. This menu contains the following items:

1. Unlist
2. Undelete
3. Autorun

To choose any of these, press the corresponding number. The program you selected will run.

Unlist

This utility allows you to list BASIC programs that can't otherwise be listed. This will work for any program that locks up the computer when you type LIST. The Unlist program will ask you to insert the disk with the list-protected file. After you insert the disk press RETURN. You will be shown a directory of the disk and asked to type in the file name. If you insert the wrong disk, just type RETURN instead of a file name and the program will again ask you to insert the disk with the list-protected file. You may also press the ESCAPE key at the Insert Disk With Protected File prompt in order to exit the program.

After you type in the name of the file, Unlist will load that file. Hold down the START key and you will notice that the text turns brighter. At this point the program in memory is listable and can be saved to disk. The saved file, whether it is given the same name as the original file or any other file name, will now always be listable.

To save a program in this particular unlistable format, make the last line of the program you want to protect:

```
[LINE #] POKE PEEK(138)+256*PEEK(139)+2,0:  
SAVE "D:FILENAME"
```

When you are finished, save your program by typing:

```
GOTO [LINE #]
```

LINE # is the last line of your program and the D:FILENAME in SAVE "D:FILENAME" can be any file

name you wish to call your program. Your program will now be unlistable unless you use the Chipmunk utility Unlist.

Undelete

The Undelete is a very useful utility that allows you to recover deleted files. Understand however that it is able to recover only deleted files that have not been written over. If you have re-saved data to the disk after deleting the file you want to recover, it may not be able to recover it. After the program loads, you will be asked to insert a disk with the deleted file you wish to recover. After pressing RETURN, the program will display each individual file on the disk and the file's status. The status letters are as follows:

- N. Normal
- D. Deleted
- L. Locked

You may change the status of the file displayed by pressing the letter corresponding to the status you wish the displayed file to have. If the file is locked and you wish to unlock it, press the N key. If it is an unlocked file and you wish to lock it, press the L key. Any change in status will be displayed with an inverse letter. To register the new status and display the next file, press the RETURN key.

To undelete a file, press the letter N for any file with a D status. Then exit the program by pressing the ESCAPE key twice. The first time you press ESCAPE you will be asked to insert a disk with files you would like to change. When you hit ESCAPE again, you will exit the program and be in Atari BASIC. If the program you undeleted was written in BASIC, load it and re-save it. If it was in listed format, ENTER

the program, and re-list it to disk. If the program was a machine language program, type DOS. This will take you to the Atari disk operating system. At this menu, copy the program onto itself. This can be done with the copy function. Press the letter C and answer the prompt with D:FILENAME,D:FILENAME. FILENAME is the name of the program you undeleted.

After all this is done, your deleted program should be completely restored.

Autorun

This program allows you to write an AUTORUN.SYS file to your disk, which will then run a BASIC program. The program will greet you with this display:

- | | |
|----------|---------------------|
| 1. MENU | 1. AUTORUN.SYS |
| 2. GAMES | 2. ADD/REPLACE FILE |
| 3. BOOT | 3. DEFAULT FILE |
| 4. | 4. CHANGE DRIVE # |
| 5. | 5. FILENAME |

The names on the left are default file names that you can use instead of entering a file name every time you wish to write an AUTORUN.SYS. The options to the right allow you to write the AUTORUN.SYS or to change any default settings.

Your original Chipmunk program disk will be write-protected on Side B. If you would like to keep any changes you make in the default settings, notch Side B of your Chipmunk program disk. Side B of your Chipmunk program disk is not protected, so you may also just copy it to another disk which is not write-protected.

Write AUTORUN.SYS will write an AUTORUN.SYS file which will automatically run a BASIC program with

the name of the default file. The default file is the file whose number is in inverse.

Add/Replace File allows you to modify the default files. You may replace any file or enter a new name for any number without a corresponding file name. To add or replace a file, press the number 2. You will be asked for the number you wish to change. If you enter a number that has a file name, you will replace that name or delete it. If you enter a number without a file name, you will be entering a new name. After entering a number, you will be asked to enter a file name. This is the name of the file you wish to put in the default list.

Default File is the option in which you use to define the default file. After pressing 3, you will be asked for a number. The number you enter will become the new default file. If your disk is not write protected, all of this information will be written to the disk. This means that if you run the program at a later time, the changes you made will still exist.

Change Drive Number allows you to change the disk drive number to which the program will write an AUTORUN.SYS file.

Filename, which is the fifth option, allows you to enter a file name that the AUTORUN.SYS will run without using any of the default settings.

Troubleshooting

Program won't load:

1. If you are using an Atari 400 or 800, is the BASIC cartridge inserted? It should be.

2. If you are using an Atari 600XL, 800XL, 65XE, 130XE, are you holding down OPTION when you turn the computer on? You shouldn't be.

Copy doesn't work:

1. Are you loading the copy as you would normally load the original?
2. Did you write the proper parameters?
3. Do you have a version of the program we have never seen. It's possible. Some programs, such as Jawbreaker were sold in many different versions. If you think that is the problem contact Microdaft and we will try to find a solution.

After writing an AUTORUN.SYS, the BASIC program doesn't run:

1. Was the BASIC program in LISTED format rather than SAVE format? Only SAVED programs will run.
2. What Disk Operating System are you using? Disk Operating Systems other than DOS 1.0, 2.0, 2.5, 3.0, Mydos, or Smart DOS may not work.
3. Was DOS written to the disk you are trying to make work? An AUTORUN.SYS file will not run unless DOS is on that same disk.
4. Are you sure that the file AUTORUN.SYS is trying to run is on the disk you wrote the AUTORUN.SYS to?

Contacting Microdaft

Microdaft is a small company that operates during very strange hours. Call (201) 663-0202 whenever you wish. If nobody answers, call back some other time. If someone answers, and they can't help you, make sure they take down your telephone

number, a name, and a good time to have us call you back. You can also write to Microdaft at:

19 Harbor Drive
Lake Hopatcong, NJ 07849

Obtaining back-ups of Chipmunk

Chipmunk is not copy protected. Feel free to make back-up copies for your own use. If you do lose or destroy the program by mistake, and you are a registered owner, just send a check for \$3.00 made out to Microdaft, and we will mail you a replacement immediately.

Please do not give away copies of any program you back-up. If you would like to see new software written for the Atari, then please support the people who write new software.

Suggestions

Any suggestions or comments will be appreciated. If you have any ideas or would like some sort of utility to be included on side B of future revisions, please let us know.

Attention, programmers

If you have written a program for the Atari computer, which you consider to be marketable, send it to us. We are very interested in marketing programs for the Atari computers.

Thank you

Microdaft would like to thank the following people for their contributions to Chipmunk:

Brian Casper, Rich Gans, Sean Quinn, Gerald Tomlinson, Lou Wojcik, and Brian Young.

microdaft

19 Harbor Drive
Lake Hopatcong, NJ 07849

System Requirements:

Atari 800XL, 1200XL, 65XE, 130XE, or
400, 800, 600XL with 48K.
Any disk drive.

CHIPMUNK

1. COPY XL
2. COPY XE
3. PARAMETERS

- Protects against the accidental loss of expensive software.
- Unprotects hundreds of copy-protected software programs.
- No hardware modification.
- Works on any disk drive.
- Unprotected software will run on disk drives that the originals won't.
- Includes copiers for the Atari 800, 800XL, 1200XL, 65XE, and a one-pass copier for the Atari 130XE.
- Comes with useful undelete, unlist, and autorun utilities.
- New parameters will continue to become available to unprotect new software.
- Chipmunk is not copy-protected.
- Only Atari program of its kind.

Important License Provision:

Under the Federal Copyright Act an owner of a computer program is entitled to make a copy for archival purposes only. Some software is licensed, not sold. Subject to state law regarding the enforceability of that license, your right to make back-up copies may be limited, or may not exist. We suggest you check how state law applies to you in this regard. This product is supplied for lawful purposes only, and you are not permitted to use it in violation of the Federal Copyright Law or state software license laws. By opening this package you agree to be bound by the terms of this notice. If you are not willing to comply, please return the unopened program for a full refund.

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NEW
FOR ATARI COMPUTERS

Chipmunk

Atari Disk Copier

THE INEXPENSIVE WAY TO BACK-UP YOUR SOFTWARE

Dear Atari User,

You know how important it is to back-up your valuable program disks. Microdaft knows that too, and we've done something about it!

Now, for the first time, Atari users can copy their protected software without costly disk drive modifications.

Chipmunk, the revolutionary software copier for Atari home computers...

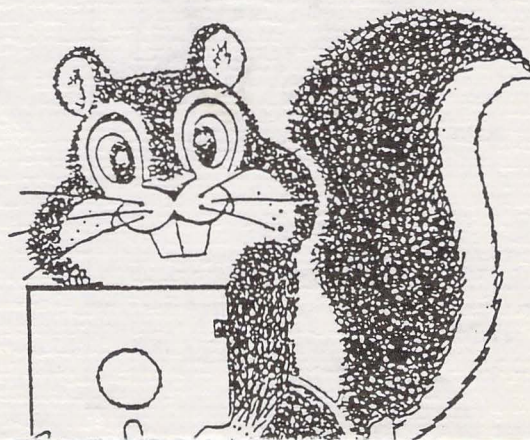
- Unprotects hundreds of copy-protected software programs.
- No hardware modification.
- Works on any disk drive.
- Unprotected software will run on disk drives that the originals won't.
- Includes copiers for the Atari 800, 800XL, 1200XL, 65XE, and a one-pass copier for the Atari 130XE.
- Comes with useful undelete, unlist, and autorun utilities.
- New parameters will continue to become available to unprotect new

"If you want the ability to backup your software for archival reasons, but don't want to spend big money for the drive modification, check out Chipmunk from Microdaft."

ANALOG. Computing
September 1986

"High priced disk back-up systems exist. That's the reality of the situation. Chipmunk offers a low cost, real alternative."

Bill Martin
President
Jersey Atari Computer Group





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Chipmunk

Atari Disk Copier

COPIES
PROTECTED
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NO
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REQUIRED



To order, please send a check or money order made out to Microdaft. For a list of software programs that Chipmunk unprotects, send a stamped, self-addressed #10 envelope.

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\$34.95