

ACTION REPLAY - MULTICOLOUR SLIDESHOW

Cartridge based backup programs such as Action Replay Mk III usually destroy the high resolution pictures often displayed while loading commercial games programs. Action Replay Mk III has the facility to save these screens to disk, and this program enables you to display these in an easy and convenient "slideshow" form.

SAVING PICTURES

This task is performed by Action Replay. When the required picture is displayed, freeze the program. Switch the drive off and on and select PICTURE SAVE from the menu. Save the picture to disk in BLAZING PADDLES format. Up to 15 separate pictures may be saved onto one disk. Pictures from any source (games, graphic packages etc) may be saved to disk, but only if they use the computers high resolution, Multicolour Mode. The vast majority of tape loading screens use this mode.

OPERATING THE SLIDESHOW

Load "SLIDESHOW" B and RUN. Press the F3 key to display the help screen which gives keyboard and joystick controls. Press F5 to continue. The names of all the pictures on the disk will be displayed. Picture files are detected by file length (41 blocks) rather than filename, therefore pictures may be renamed. Select the picture you require and this will be loaded and displayed. Pictures may then be loaded and displayed sequentially, forward or backward, just like a slideshow. Press fire or return to go back to the menu. The name of the current picture will be highlighted. If you have pictures on more than one disk, you may insert another disk at anytime, and a new menu of titles will be displayed when the disk is next accessed.

CHANGING COLOURS

Often you will notice that the background colour is not correct and detail will be obscured from the picture. To change colour, press F1 for background and F3 for border. Press "S" to replace the picture on the disk with the selected border and background colours, so that when the picture is next loaded, it will display the preferred colours.

If you find that the built in disk turbo routines are not compatible with your particular drive, these may be disabled by pressing F1 on the startup screen.

Press RUN/RESTORE at any time to return to the startup screen.

Pictures saved by Action Replay may also be used with "BLAZING PADDLES", a graphics/lightpen package available from Datel Electronics.

Layout of data in picture file

BITMAP..... \$A000 - \$BFFF
SCREEN MEMORY... \$C000 - \$C3FF
COLOUR NYBBLE... \$C400 - \$C7FF
BACKGROUND..... \$BF7F
BORDER..... \$BF80

ENHANCEMENT DISK V2.0 - THE PARAMETERS

This is a list of the four character parameter codes for each title. The same code is used for both stages except where a special file copy parameter is specified. Special instructions are also provided for certain programs. The whole program will fit on one disk side unless specified.

GQ FOR THE GOLD....."P001".
KNIGHT GAMES....."P002". Two disk sides.
HOTWHEELS....."P003".
WORLD GAMES(A)....."P005". Use this parameter if the program is recorded one one tape side. Two disk sides.
WORLD GAMES(B)....."P033". Use this parameter if the program is recorded over two tape sides. Two disk sides.
SKYFOX....."P006". FILE COPY CODE "NOVA"
TRIVIAL PURSUIT....."P007". Do not configure memory before loading the main section or it will not load. Transfer the files onto a separate disk side. Extra question blocks (young players etc) will load into the same master program.
SUMMER GAMES....."P009". Is two separate programs of 4 events. The tape stops for a very short time before loading the opening ceremony. Zero the tape counter at this point. Freeze and save at option screen. Rewind to zero and copy four files. Repeat process for second program on a separate disk.
RUB GAMES....."P008". Two disk sides.
WAY OF TIGER(A)....."P010". Use this parameter if the program is recorded on one tape. Two disk sides.
WAY OF TIGER(B)....."P024". Use this parameter if the program is recorded on two tapes. Ensure tapes are inserted in correct order. Two disk sides.
SUPERCYCLE....."P011".
MOVIE MONSTER....."P012". One file is misnamed on some versions. Rename with OPEN15,B,15,"R:NY-MY":CLOSE15. Possibly also rename "R:II-VI". Two disk sides.
THAI BOXING....."P013". Zero tape counter when picture screen is displayed. Freeze at option screen. Rewind to zero before copying files.
POWERPLAY....."P014".
SPELUNKER....."P016". FILE COPY CODE: "NOVA"
GAUNTLET....."P017". We have found that the program does not always operate reliably when parts are fastloaded and recommend that program is loaded via LOADER with fastload disabled.
LEVIATHAN....."P018". The option "master program" is a reboot of the whole program. Switch off and reload to select this option.
SUPER HUEY 2....."P019".
ACE OF ACES....."P020". Zero tape counter at picture screen near start. Freeze at option screen. Rewind to zero before copying files. The file "ACE OF ACES" is not required and may be scratched.
BOULDERDASH C.K....."P021". FILE COPY CODE: "SLOW". Two separate programs. No parameter required for construction side. Use parameter for game side. Note that a game file must be created as per manual before you can play a game. Both programs fit on one disk side.
FLASH GORDON....."P022". Freeze at "zero tape counter"
WIZARD....."P023". Zero tape counter at main option screen. Allow the program to load and run the demo sequence. Freeze and copy at "press fire". Rewind to zero before copying files. Note that screen designer does not operate correctly.
GERMANY 1985....."P025".
CHAMPSHIP WRESTLING...."P026".
VIETNAM....."P030". FILE COPY CODE: "SLOW"

MARBLE MADNESS....."P034". FILE COPY CODE "NOVA". Two disk sides.
 DRAGONS LAIR....."P031".
 DRAGONS LAIR....."P032". This is a special parameter which adds a
 "level jump" mode. When you die the next level will load.
 DRAGONS LAIR 2....."P028".
 DRAGONS LAIR 2....."P029". Level jump as per Dragons Lair.
 INDOOR SPORTS....."NOVA". This parameter is built into Action Replay
 so nothing will load from disk. One of the extra parts is exceptionally
 long and wont transfer with built in Nova Transfer. Use FILE COPY CODE:
 "NOVA"

Parameters for "The Goonies" will appear on a later disk.

REMEMBER: When files are spread over more than one disk side, insert the
 other disk or disk side and press SPACE if a file fails to load and the
 drive light flashes.

SOME USEFUL POKES.

To enter these pokes select POKES from freeze menu.
 Note that multipart programs cannot be frozen if loaded by
 Fastload/Diskmate.

DRAGONS LAIR. Infinite lives on: POKE 4069,165. Infinite lives off: POKE
 4069,198.

DRAGONS LAIR 2. Infinite lives on: POKE 4112,165. Infinite lives off:
 POKE 4112,198

The above pokes can be used to remain on a level indefinitely when in
 level jump mode.

DELTA. Recent release which uses special anti-cartridge protection. Enter
 the following pokes via the freeze menu before saving: POKE 108,32: POKE
 289,1: POKE 290,16: POKE 291,112: POKE 292,23. After entering the Pokes
 press RUN/STOP and save the game as normal. Several attempts may be
 necessary before the program will successfully freeze.

The disk also includes useful file copy and disk backup (unprotected)
 utilities. Switch off printer or second drive before use. Much enhanced
 versions of these are built into the 32K ACTION REPLAY/DISKMATE
 COMBINATION CARTRIDGE. Contact us for upgrade details.

ACTION REPLAY MK III ENHANCEMENT DISK - V2.0

This disk contains a collection of parameters and file copy routines
 for transfer of non-standard multistage tape programs to disk.
 Multistage programs are those which load extra parts as the program
 progresses. Until recently, these nearly always used the NOVALOAD
 system, and a system is built into ACTION REPLAY MK III to handle the
 majority of such programs - see manual for details. Most newer programs
 use individual loading systems, each of which must be handled in its
 own special way.

Transfer of multistage programs is a two part process:

1. ADDING THE PARAMETER.

This is done after freezing the main part of
 the program, before saving to disk.

a) Load the program up to the main title screen and freeze it. Stop
 the tape. Do not rewind it as the extra parts usually need to be
 transferred from this point.

b) Select PARAMETERS from the menu (or press P). You will then be
 prompted "ENTER PARAMETER CODE".

c) Insert the enhancement disk and enter the parameter code. This is a
 four character code unique to each program (see later). The relevant
 parameter will be loaded from the disk, and will make the necessary
 changes to the program. If you type the code wrongly, or have the wrong
 disk inserted, press a key and enter the code again. If you get the
 message "START TAPE", ignore this. Press RUN/STOP or RUN/RESTORE then P
 to return to the parameter prompt.

d) Insert your output disk and save the program in the normal way.
 Always save the program to a blank disk, as the extra parts will take
 up a lot of disk space.

2. TRANSFERRING THE EXTRA PARTS.

a) Install FASTLOAD (or DISKMATE if you have the 32K cartridge).

b) Insert the enhancement disk and enter LOAD "*",8 and RUN

c) Follow the prompts and enter the parameter code (see later)

d) Follow the onscreen prompts. Insert your output disk and ensure
 that the tape is inserted at the correct point. You should also have a
 second formatted disk handy, as some programs take up more than one
 disk side.

e) The extra parts will now be automatically transferred to disk. If
 you get the message "NO SPACE ON DISK", insert a blank formatted disk
 and press return. When the tape runs out, switch off. Transfer is now
 complete.

Program parts will load at turbo speed via FASTLOAD or DISKMATE. Where
 parts spread over more than one disk, and the program attempts to load
 a part which is on the other disk, the disk light will flash. If this
 happens insert the other disk and press SPACE to load.

NOTES: When extra parts are on more than one tape side, ensure that the
 tapes are inserted in the correct order.

Sometimes files are repeated on tape to avoid excessive winding.
 Repeated files need not be saved to disk and will be ignored.

When a multistage program has been loaded via Fastload or
 Diskmate, the freeze button is disabled, as the fastloader needs to be
 available for loading extra parts. If the freeze facility is required,
 load the program via LOADER with fastload disabled, in which case extra
 parts will load at standard speed.