

THE FILE COPIER.

This program will copy one or more files, including those larger than 202 blocks.

To use it type:-

LOAD"FILE COPIER",8 (return) and then RUN when it has loaded.

The on-screen menu is self explanatory, but the following notes may be helpful.

- a) Do not alter the "Block distance" parameter.
- b) You can specify several files to be copied at one go.

THE FILE COMPACTOR.

This program will compact files usually to well under 202 blocks and REPLACES a file with the compacted version so you can use it on your existing EXPERT files disks providing there are about 50 blocks free. If there are less than this number free, then transfer the files you wish to compact to another disk with enough space on it.

- 1) First copy the "FILE COMPACTOR" AND "COMPACTOR" files from the UTILITY disk on to your disk of EXPERT files. (Use the file copier program above).
- 2) Reset the computer & Type: LOAD"FILE COMPACTOR",8 (return) and then RUN.
- 3) Follow the on-screen instructions; the following notes may be helpful.
 - a) Enter the filename in full exactly as listed on your disk. (Do not use abbreviations or wildcard characters for the filename.)
 - b) Press return to skip the next two parameters (start address & 0001 value) if it is an EXPERT file that you are compacting.
 - c) With non EXPERT files you should enter the start address & 0001 value.
 - d) The time taken to compact the program will then be shown - you may have to leave the computer & drive switched on all night.
 - e) The compacted file will REPLACE the original file and can be loaded with "BOOT" or the standard Commodore slow load etc.
 - f) You will have to RESET the computer when the compactor has finished.

MACHINE CODE MONITOR WITH HARD COPY COMMAND.

This version of the EXPERT's monitor enables you to obtain a print-out on a Commodore compatible (serial) printer of anything that can be displayed on the screen using the monitor commands.

The B command has been changed and now is used to turn the printer ON and OFF.

Press B (return) once - this turns on the printer. (the Dot prompt will be sent to the printer and not now appear on the screen)

Enter the appropriate command - D, M, H etc etc in the normal way.

Now, any output will be sent to the printer instead of the screen, although any commands entered will still be shown but not printed.

Press B (return) again to switch off the printer and restore the screen output.

To abort the printout, hold down the RUN/STOP key.

SHOP ▶ 321 TONG STREET,
BRADFORD

MAIL ORDER ▶ 29 HOLME LANE,
BRADFORD BD4 0QA



UTILITY DISK 1

THE EXPERT UTILITY DISK no.1

This is the first of our utility disks and contains:-

- 1) MULTI-PART OPERATING SYSTEM AND CHEAT MACHINE MK II.
Transfer many multipart games to disk.
Automatically insert cheats - eg extra lives - into specified games.
- 2) MONITOR WITH HARD COPY COMMAND.
Diverts the output from ALL monitor commands to a serial printer.
- 3) MULTI-FILE COPIER
Copies one or more files at a time - including EXPERT & non-EXPERT.
Copies files over 202 blocks long.
- 4) SUPER COMPACTOR
Compacts files even more than the standard EXPERT compactor.
Compacted files REPLACE the existing ones - use it on your EXPERT files disks provided there is at least 48 blocks free.

June 87

DIAL DIRECT ▶ 0274 -684289

THE EXPERT MULTI PART OPERATING SYSTEM.

This version of the operating system has been modified to enable you to transfer many of the recent multipart games to disk.

There is also the facility of inserting some cheats into various games; several are included on Utility Disk No.1

All the files to be used with this program are prefixed on the Utility disk with T. Some are especially for multipart games and some specify changes needed to enable a cheat mode eg infinite lives. You can find out which file does what with the W command - see below.

THE COMMANDS.

All the monitor commands except the following can be used:-

- W - this now describes what a T. file on the Utility disk is for.
syntax: W FILENAME (return)
- X - this inserts specific changes to enable multipart back-up or cheat modes.
syntax: X FILENAME (return)
- Y - this transfers the subsequent parts to disk.
syntax: Y FILENAME (return)

The B, H & K commands have been deleted.

PROGRAMMING THE EXPERT

- 1) Insert the Utility disk & type; LOAD"MOS*",8 (return) and then RUN (return)
- 2) Follow the on-screen instructions
- 3) Press space to progress from the initial screen.

Now type: \$T.* to list the files on the Utility disk and check that the your game is listed. You will see many games listed, some are multipart, the rest are for cheats. Type: WFILENAME (return) to find out what a file is for.

SAVING THE MAIN PART OF THE GAME

- 4) Press N (return) to initialise the computer
- 5) Load the game and then freeze it by tapping RESTORE (or pressing the ESM button if the LED is lit) on the menu or option screen - ie when the tape stops prior to loading of the subsequent files.

Now press STOP on the datasette.

- 6) Next, type: X FILENAME where filename is the name of the game. (it must be listed on the Utility disk). This inserts changes into the main part.
- 7) Now insert your back-up disk.
- 8) Save the changed main part by typing: Z"PROGRAMNAME"

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Now type: \$T.* to list the files on the Utility disk and check that the your game is listed. You will see many games listed, some are multipart, the rest are for cheats. Type: WFILENAME (return) to find out what a file is for. Some of the cheats are essential for making successful back-ups - eg Delta, Wizzball, Scooby Do etc. and are an easy way of inserting the pokes listed in the main EXPERT instruction book.

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SAVING THE SUBSEQUENT PROGRAM FILES.

- 9) Insert the Utility disk.
- 10) Now type: Y PROGRAMNAME (return)
- 11) Replace the back-up disk in the drive.
- 12) Follow the on-screen instructions.
The EXPERT will now automatically transfer all the subsequent parts to disk.

NOTES

If the game has parts on the reverse side of the tape, turn it over when it comes to the end of side one.

The drive error light may flash with some games which repeat the same filename - this is normal and will stop when the next part is found.

Please refer to the main EXPERT instruction book for a description of the remaining monitor commands.

THE CHEAT MACHINE MKII.

The X command also enables 'cheats' to be insert automatically into the specified games listed on the Utility disk.

Follow steps 1 to 5 above and then load the game.

Next, freeze it as descibed. Then:-

Type: WFILENAME to find out what a file does OR...

Type: \$T.* to list the multipart & cheat (T.) files.

Now type: W at the start of a line of the directory listing to find out what that file does.

- 6) Then type: X FILENAME to insert the cheat.

(Type: R to restart the game to try out the cheat if you wish).

- 7) Insert your back-up disk.

- 8) Type: Z"PROGRAMNAME" to save the altered game.

Additional cheats will be featured on the next Utility disk.

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 - 2) Reset the computer & Type: LOAD"FILE COMPACTOR",8 (return) and then RUN.
 - 3) Follow the on-screen instructions; the following notes may be helpful.
 - a) Enter the filename in full exactly as listed on your disk.
(Do not use abbreviations or wildcard characters for the filename.)
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MACHINE CODE MONITOR WITH HARD COPY COMMAND.

This version of the EXPERT's monitor enables you to obtain a print-out on a Commodore compatible (serial) printer of anything that can be displayed on the screen using the monitor commands.

The B command has been changed and now is used to turn the printer ON and OFF. Program the EXPERT in the usual way by typing:-

LOAD"PR*",8 and then run, now follow the on-screen instructions. Press B (return) once - this turns on the printer. (the Dot prompt will be sent to the printer and not now appear on the screen)

Enter the appropriate command - D, M, H etc etc in the normal way.

Now, any output will be sent to the printer instead of the screen, although any commands entered will still be shown but not printed.

Press B (return) again to switch off the printer and restore the screen output.

To abort the printout, hold down the RUN/STOP key.



WINTER/SPRING 1988 SPECIAL OFFERS

THESE SPECIAL OFFERS APPLY TO THE ITEMS LISTED BELOW UNTIL 31-5-88
REMEMBER - ALL PRICES INCLUDE VAT & POSTAGE. PROMPT DELIVERY.

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TML1 - C64 TO 21 PIN SCART/EURO SOCKET WAS £6.49 **NOW ONLY £5.49**

This lead gives better a quality picture with TVs which have the 21 pin EURO (SCART) socket. Also suitable for 128 in 64 mode.

TML7 - COMPUTER AERIAL LEAD REPLACEMENT WAS £3.49 **NOW ONLY £2.99**

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- ** GIVES ALL 4096 COLOURS.
- ** MEDIUM RESOLUTION PLUS SOUND.
- ** FULLY COMPATIBLE WITH THE C64, 128 (40 & 80 COLUMN MODES), AMIGA, ATARI, AND MOST COMPUTERS & VIDEOS. (CONTACT US FOR LEADS)
- ** SUPPLIED WITH LEADS FOR THE C64, 128 & AMIGA.
- ** BRAND NEW, FULLY GUARANTEED
- ** HURRY - ONLY A FEW LEFT AT THE **SPECIAL PRICE OF £219.00** + CARRIAGE.
- ** DELIVERY - PLEASE ADD £10.00 FOR NEXT DAY DELIVERY.

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ADD £1.00 PER METRE FOR LONGER LENGTHS.

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** FITTED WITH SAVE LIGHT. ** PAUSE BUTTON. ** TAPE COUNTER.



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FOR MAKING DIRECT TAPE TO TAPE BACK-UPS USING TWO DATSETTES.

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SAVING THE SUBSEQUENT PROGRAM FILES.

- 9) Insert the Utility disk.
- 10) Now type: Y PROGRAMNAME (return)
- 11) Replace the back-up disk in the drive.
- 12) Follow the on-screen instructions.
The EXPERT will now automatically transfer all the subsequent parts to disk.

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