

# THE PARALLEL DISK TURBO SYSTEM

## EVERY 1541 WANTS!

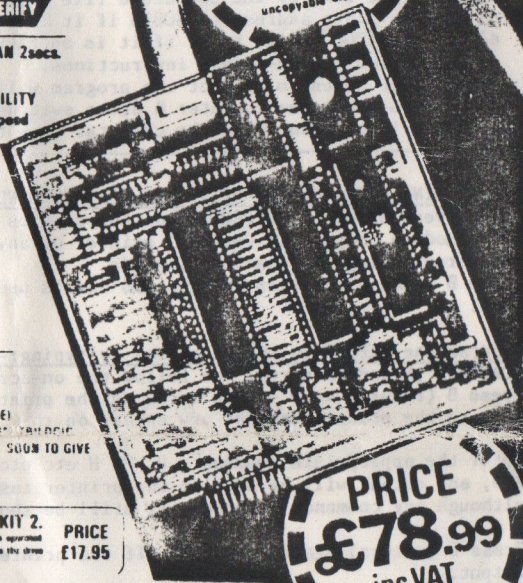
### THE NEW! PHANTOM

NOW WITH ADDED POWER!

- LOADS 240 BLOCKS IN 7secs
  - LOADS 84 BLOCKS IN 2secs
  - SAVES 84 BLOCKS IN 4secs
  - FORMAT 35 TRACKS IN 20secs
  - FORMAT 40 TRACKS IN 23secs
- screen on, with FULL ERROR CHECKING
- with TRACK by TRACK VERIFY
- EXPERT COMPATIBLE - PROGRAM THE EXPERT IN LESS THAN 2secs.
  - SPEEDS UP ALL DRIVE FUNCTIONS
  - FULL ERROR CHECKING RETAINED - ESSENTIAL FOR RELIABILITY
  - Other systems sacrifice this CRUCIAL FUNCTION to achieve speed increases but are in fact, NO FASTER only LESS RELIABLE.
  - Buy their systems and you'll find out the hard way!
  - 8 FUNCTION KEY COMMANDS FOR MAJOR FUNCTIONS.
  - 60 ADDITIONAL COMMANDS INCLUDING:
    - FILE LOCK & UNLOCK
    - WRITE PROTECT IGNORE - NO NEED TO NOTCH DISKS
    - SET DEVICE NUMBER
    - SCREEN ON/OFF
    - CO1541 - REVERTS TO STANDARD 1541
    - MANY OTHER USEFUL COMMANDS AID COMPATIBILITY.
  - DRIVE MONITOR - COMMANDS INCLUDE DISASSEMBLE, FILL COMPARE, HUNT ASSEMBLE, EXECUTE ETC. ETC.
  - COMPREHENSIVE 40 PAGE MANUAL & ILLUSTRATED FITTING GUIDE
  - COMPATIBLE WITH MOST COMMERCIAL SOFTWARE
  - RELIABLE - DOES NOT CORRUPT DISKS UNLIKE RIVAL PRODUCTS.
  - SWITCHABLE KERNEL REPLACEMENT INCLUDED FOR 84 OR 128 (SAMODE)
  - UPGRADABLE - DOS, KERNEL & COPIER UPGRADES WILL BE AVAILABLE SOON TO GIVE EXTRA FEATURES FOR A NOMINAL SUM

**FREE DISK COPIER**  
WORTH £20.00  
WITH EVERY PHANTOM

This copier uses the Phantom hardware to recreate bit by bit a duplicate of hitherto uncopyable disks.



**PRICE**  
**£78.99**  
inc VAT & p&p

- OPTIONAL EXTRAS**
- DRIVE COOLING KIT 1.** PRICE £2.50  
MAKES THE 1541 15" TO 17" EASILY COOLER AND QUIETER
  - DRIVE COOLING KIT 2.** PRICE £17.95  
Consists of a very quiet noise suppressor which has most subtle fans on the drive to cool the motor fan down.

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For Granada, Hitachi 7 pin DIN.  
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TRILOGICS EXPERT UTILITY DISK no. 1, V2.13 INSTRUCTIONS. OCTOBER 1987

### THE EXPERT MULTI PART OPERATING SYSTEM. (MOS V2.10)

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 the Utility Disk.

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 successful back-up or for cheats eg infinite lives. You can find out which file does what with the W command - see below.

#### THE COMMANDS.

The following monitor commands have been changed:-

- 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

- Insert the Utility disk & type; LOAD"MOS\*",8 (return) and then RUN (return)
- Follow the on-screen instructions
- 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 or back-up purposes. Type: WFILENAME (return) to find out what a file is for.

#### SAVING THE MAIN PART OF THE GAME

- Press N (return) to initialise the computer
- 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 [ ] in the datasette.

- 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.
- Now insert your back-up disk.
- Save the changed main part by typing: Z"PROGRAMNAME"

## 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

- a) If the game has parts on the reverse side of the tape, turn it over when it comes to the end of side one.
- b) 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.
- c) Please refer to the main EXPERT instruction book for a description of the remaining monitor commands.
- d) With some games, it is necessary to try the following procedure before the original game will load:-  
Program the EXPERT with which ever operating system you intend to use. Use the P command instead of N. When the computer has returned to Basic, switch the EXPERT 'off' and then press the RESET button.

## 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.  
Also see "notes" above.

## 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.  
It takes a file, compacts it and then saves it on another disk.

- 1) Load & run the program by typing:- LOAD"FILE COMPACTOR", and then RUN.
- 2) Follow the on-screen instructions; the following notes may be helpful.

- a) Enter the filename to be copied exactly as listed on your disk.  
(Do not use abbreviations or wildcard characters for the filename.)
- b) Enter the name of the compacted file which is to be saved.
- c) Set the start address to \$081B if it is an EXPERT file.
- d) Set the \$0001 value to 37 if it is an EXPERT file.  
Now follow the on-screen instructions.
- e) The time taken to compact the program will then be shown - you may have to leave the computer & drive switched on all night.
- f) You will have to RESET the computer when the compactor has finished.

## EXPERT 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.

- a) 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)
- b) 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.
- c) Press B (return) again to switch off the printer and restore the screen output.
- d) To abort the printout, hold down the RUN/STOP key.

COMING SOON \*\*\* THE EXPERT RAMBOX \*\*\* THE IDEAL PARTNER FOR YOUR EXPERT.

\*\* 32k OR 64K VERSIONS WITH BATTERY BACKUP WILL BE AVAILABLE SOON \*\*

