

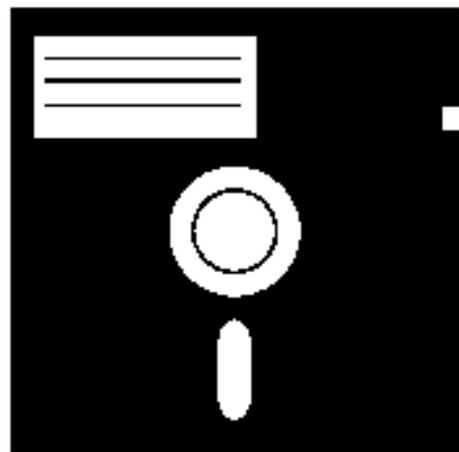
UNREAL SOFTWARE COMPANY PRESENTS

PACKCOPY

Version 1.1

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SOFTWARE IDENTIFICATION NUMBER



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LIMITED 90 DAY WARRANTY

Sage Enterprises will replace this software for a period of up to 90 days from date of purchase. If this product fails to load or is otherwise damaged during the warranty period, simply return it to Sage Enterprises, Rt. 2, Box 211, Russellville, MO 65074 and we will send you a replacement. PLEASE include a description of your system and details of the problems you encountered.

INSTRUCTIONS

NOTICE: Owners of earlier versions of PACKCOPY are warned that these instructions differ. This version of PACKCOPY contains substantial changes and you should read these instructions carefully before proceeding.

Many of you will want to use PACKCOPY as soon as you can but because of the nature of copy programs, it is urgent that you read the instructions and warnings carefully before running the program. Failure to insert the proper media in the proper drive can result in the loss of important programs and files. You should also make a backup copy of the PACKCOPY disk or data pack according to these instructions.

In order to use PACKCOPY you must first load SMARTBASIC. Unfortunately some early versions of SMARTBASIC contain defects that will not allow you to run PACKCOPY and other Basic programs. To determine if you have a current version of SMARTBASIC do the following: Load SMARTBASIC according to the instructions that accompanied your ADAM; remove SMARTBASIC when it is loaded; then type in the following line: PRINT PEEK(260).

Press RETURN after you enter the line. A number will be printed on your screen if it is less than 79, then you have an old version of SMARTBASIC. Do NOT attempt to use PACKCOPY unless the number printed is 79 or higher. If you have an old version of SmartBASIC, you can obtain a current version from either Coleco or a Honeywell service center.

If everything is OK at this point then you can proceed. Insert your PACKCOPY disk or data pack in the appropriate drive and use the CATALOG Basic command to list the contents of the PACKCOPY disk or data pack. The listing should show three files: PACKCOPY, PACKCOPYD and MLMOD. If any of these files are missing, return your data pack or disk for replacement.

If PACKCOPY is on a data pack then you should type in the following commands to load and run the program:

```
LOAD PACKCOPY, d1
RUN
```

Then follow the instructions provided on screen and in this manual.

If PACKCOPY is on a disk then you should type in the following commands to load and run the program:

```
LOAD PACKCOPYD, d5
RUN
```

Then follow the instructions provided on screen and in this manual.

Throughout these instructions we will be referring to PACKCOPY on data pack, if your version of PACKCOPY is on disk then such references will mean PACKCOPYD.

DEFINITIONS

Source Media: your original data pack or disk that contains the programs and/or data you wish to duplicate.

Destination Media: the blank formatted data pack or disk that will receive the data and/or programs from the source media.

```
*****
WARNING
*****
```

1. PACKCOPY is an image copy program, it copies the entire contents of a disk or data pack to another disk or data pack. If the Destination Media contains any information it will be DESTROYED by PACKCOPY. Copy only to a formatted disk or data pack that is blank or that contains information you no longer wish to keep.

2. All Super Games use a different format data pack (right directory) than the standard data pack (center directory). Copying these data packs to another data pack is a slow process. We recommend that you copy Super Games to disk using the single data pack to two disk drive copy feature, then copy from the two disks back to a

standard center directory data pack. This process is actually faster than copying Super Games between data packs.

3. Although most commercial data pack software can be copied to disk (provided it will fit in 158 blocks), some data pack software will not run from disk. These include all Super Games, and some versions of Dragon's Lair, Recipe Filer, and Smart Letters and Forms.

4. Because data packs and disks may be damaged or exposed to electromagnetic radiation during shipping, caution should be exercised when first using a data pack or disk. Should a data pack be difficult to insert or perform unusually when loading, remove it from your computer immediately.

5. NEVER attempt to copy data packs or disks that will not load. Any media that produces I/O ERRORS should never be used in the copy process. Use only high quality formatted blank data packs and disks.

6. Should a data drive or disk drive malfunction during the copy process, you may interrupt the process by holding down the CONTROL key and pressing the C key at the same time. Once the program terminates remove media from all drives, then reload SMARTBASIC and PACKCOPY before proceeding. If this procedure does not work then press the GAME CARTRIDGE reset button to stop the process.

7. Always turn on all disk drives before turning on ADAM.

BACKING UP PACKCOPY

After you have become familiar with these instructions then you should use the PACKCOPY-data pack (PACKCOPYD-disk) program to make a backup copy of your PACKCOPY media. Follow all instructions carefully to insure that you do not destroy your original PACKCOPY media. When running the program you will have to place the PACKCOPY media in the SOURCE drive and your backup blank formatted media in the DESTINATION drive. After the backup is complete, put the original away in a safe place and use the backup whenever you need to run PACKCOPY.

PACKCOPY OPTIONS

After you have typed in the LOAD and RUN instructions for PACKCOPY, the program will load the machine language component (MLMOD) and

your screen will change color. After a few seconds the first option screen will appear with a blue background. Unless you are making a backup copy of PACKCOPY, you should remove your PACKCOPY data pack or disk before entering any option choices.

Choose the option that you wish that applies to your machine. Obviously you should not select a disk drive option if you do not have a disk drive.

Each option choice will produce another option screen. READ EACH OPTION CAREFULLY BEFORE MAKING A SELECTION. If you select an incorrect option, exit from the program. You will be given several opportunities to exit the program before the copy process begins.

At the second option screen, select the final copy option that you wish according to your ADAM'S configuration. If you have only one drive, do not select a two drive option, or the consequences could be disastrous to the media involved. Always select an option that is supported by your hardware.

Once you have selected an option from the second option screen, you will be instructed to insert your SOURCE Media and DESTINATION Media if you are using a two drive copy. You will then be presented with a series of prompts (questions). The first of these will be:

COPY ALL BLOCKS??

If you are copying SMARTBASIC, CP/M, Super Games, or any other purchased program you should always enter Y. If you are copying programs that you have created with SMARTBASIC or SMARTWRITER then you should enter N. When in doubt enter Y. Press the RETURN key after your entry.

COPY SMARTBASIC?

Select this option only if you are making a copy of SMARTBASIC Version 79. Do not use this option with any other version of SMARTBASIC. If you are making a disk copy of SMARTBASIC choosing this option will insure that your disk copy will boot the HELLO program (see Coleco manual). To select this option enter Y then RETURN. To skip the option enter N then RETURN. If you select this

option the next two options will not appear.

COPY Donkey Kong Super Game?

Use this option ONLY to copy the Donkey Kong Super Game. This option is designed to take care of the fact that this data pack contains less tape than a standard data pack. To select this option enter Y then RETURN. To skip this option enter N then RETURN. If you select this option the next option will not appear.

COPY Donkey Kong JR. Super Game?

Use this option ONLY to copy the Donkey Kong JR. Super Game. This is another short data pack. To select this option enter Y then RETURN. To skip this option enter N then RETURN.

Before the copy process begins you will be given one last opportunity to abort the copy routine. The following message will be printed.

TO START COPY PRESS Y THEN
RETURN - ANYTHING ELSE WILL
ABORT THE COPY

Enter Y then RETURN to start the copy. Enter N then RETURN to abort the copy. If you select Y the copy process will begin. If you are using a single drive copy, the program will periodically stop and instruct you to switch media. Follow the instructions carefully. If you are using most two drive copies, the program will run until completed. As the program runs messages will be printed telling you which blocks have been copied.

Never leave your ADAM unattended while copying software or running any programs that take an extended period of time to complete. Also remember that all electronic equipment produces heat and is affected by heat. Keep ADAM cool and your computer will last you a long time.

When the program is finished with the copy, it will print the following message.

FINISHED (flashing)
PRESS ANY KEY

Remove all media from your drives at this time. Then press any key. DO NOT press RETURN. After a few seconds you will be returned to the original option screen. If you wish to quit enter 5 and RETURN, otherwise select the appropriate option as described above.

This completes the instructions for running and using PACKCOPY. We hope that you will find this program useful. Before doing any serious copying we recommend that you try this with a data pack or disk that does not contain essential programs. If you find any programs that you are unable to copy with PACKCOPY, let us know. We are always looking for ways to improve this product in order that you can protect your investment in software through backup copies.

Coleco, ADAM, Super Game, SmartFiler, SmartWriter, SmartLogo, SmartBASIC, Donkey Kong, Donkey Kong Jr., Buck Rogers, Smart Letters and Forms, Dragon's Lair, Recipe Filer, ADAMCalc, and ExperType are all trademarks of Coleco Industries, Inc. Unreal Software Company and Sage Enterprises are not affiliated with Coleco in any way.

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