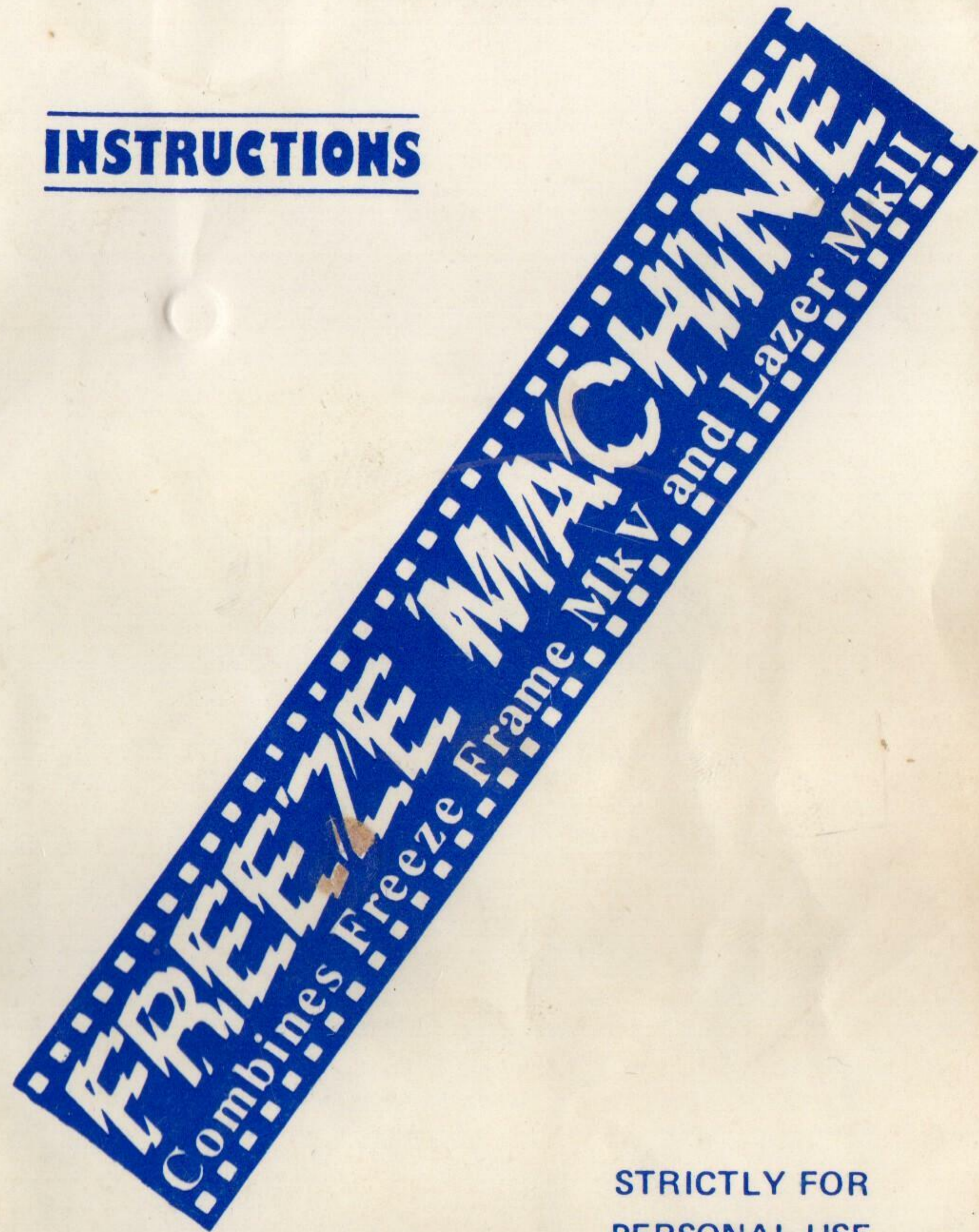


INSTRUCTIONS



STRICTLY FOR  
PERSONAL USE

Developed by: A. Ager. Marketed by Evesham Micros.

# **FREEZE MACHINE**

## **OPERATING INSTRUCTIONS**

### **PART 1...SET UP**

With the power of your computer switched off insert the Freeze Machine (FM) into the cartridge port. This is the port situated at the right rear of the computer. You can now switch on the computer, after a slight pause you will see the opening menu as follows:-

#### **FREEZE MACHINE**

**BY A AGER (C) SOFTCELL 1987  
PRODUCED BY EVESHAM MICROS**

- R - RETURN TO BASIC**
- P - POKES AND RESTART**
- D - DIRECTORY**
- I - INSTALL LAZER BOOT**
- L - LAZER UTILITIES**

**PRESS RESET FOR FASTLOAD UTILITIES**

At this point it is worth explaining one simple but important point about the menu system employed on the FM. As you may realise or will become apparent *two* LOAD/SAVE systems are used by FM. These are the **Lazer** and the **Fastload** systems, when the cartridge is in the Lazer system the screen colour is **RED** when in Fastload the screen colour is **BLUE**. To change from one system to the other press the button on the FM marked **RESET**. This has the effect of toggling from one to the other This does not affect the Freeze operations of the cartridge, only the LOAD/UTILITY options. It does not matter what mode you have LOADED in you can still SAVE in either mode, or both if you wish.

Try it now, press the RESET button and after a slight pause you will see that the screen will change from RED to BLUE and vice versa each time you press the button. The other screen differences apart

from the colour are that the prompt for the UTILITY section swaps from Lazer to Fastload utilities accordingly and that the final "PRESS RESET FOR ....." prompt alternates dependant on your current selected mode.

Operation of the two sections are virtually identical.

## PART 2...OPENING MENU

**RETURN TO BASIC** will literally return the computer back to it's conventional switch on state, except that the memory is configured so that FM can recognise which areas of memory are being used and that the cartridge is prepared for the FREEZE operation. Normal LOAD/SAVE and BASIC operations can now be performed as normal.

**POKES AND RESTART** is essentially a RETURN TO BASIC as above but without the memory being configured. Use of this is covered in "PART 6...USING RESET".

**DIRECTORY** will simply display the directory of the disk currently in the drive, press any key to return to the main menu.

**INSTALL LAZER/FASTLOAD BOOT** will, depending whether you are in Lazer (red screen) or Fastload (blue screen), install on a formatted disk a boot program of the selected type. This can be used to load saved programs at speed independantly of the cartridge. If you are going to use a boot we suggest that this operation be performed as the first operation on a newly formatted disk, the boot can then be loaded using the command **LOAD"\*\*\*",8,1** ie. as the first file on the disk. Otherwise you will have to use the command **LOAD"BOOT",8,1**

(see the section "USING THE BOOT LOADER" for operation instructions)

**LAZER/FASTLOAD UTILITIES** will take you to a further menu which is detailed in the section "PART 4... UTILITIES".

## PART 3...FREEZE OPERATION

After pressing "R" on the opening menu LOAD in the program you wish to freeze in the normal way. Once the program has loaded and run choose a suitable point (usually a menu or still screen) and press the button on the cartridge marked "FREEZE". The screen will lock up and for a few seconds you will see flashing bars appearing

on screen, the program is now being compressed in order to conserve space on tape or disk. Once the compression process is complete the FREEZE MENU is displayed as follows:-

### **FREEZE MACHINE**

- B - BACKUP
- S - SUBSEQUENT PARTS
- N - TRANS. NOVA FILES
- G - GAME KILLER

**B - BACKUP** will allow you to save a copy of the program in memory to either tape or disk. After pressing "B" you will be prompted to supply a file name for the saved version, enter this and press RETURN. A sub-menu will then appear as follows:-

### **OUTPUT DEVICE**

- L - LAZER (DISK)
- F - FAST (DISK)
- N - NORMAL (DISK)
- T - TAPE

A suitable key press will now save the program to the desired device (tape or disk) in the required mode.

**Lazer** mode will allow you to save and reload large programs in around 15 seconds and as little as 6 or less seconds for shorter programs. However it uses a special disk technique to achieve the speed, this uses USR files which take up a little more disk space than standard format (typically 5-15 blocks extra).

**Fast** disk mode is still a vast improvement on the standard CBM speed and will save and reload in 20-40 seconds dependant on length. This method is also more economical on disk space.

**Normal** disk will save and reload at standard speed which will typically take up to 3.5 minutes. However, the main use for this mode is for people using a disk parallel system such as **Evesham Micros "Oskar" winning Dolphin DOS**. With this it is possible to save and reload in just a matter of a few seconds. With this method if the program is over 202 blocks long it will be split into two parts again to facilitate loading with Dolphin DOS.

When the save is complete you will see the on screen prompt:-

**ANOTHER BACKUP OR  
TRANS. NOVA FILES  
(Y/N)**

If you wish to make another backup or go on to transfer extra parts of a multi stage program (covered later in instructions) press "Y" and repeat the procedure in the style that you wish or if not press "N" and you will be prompted to press the RESET button which will take you back to the opening Freeze Machine menu. However two other options exist here, firstly if you press RESET with the CBM key held down you will **RESTART** the program that was running when you pressed the FREEZE button. Secondly if you hold down the "C" key when you press RESET the memory will be configured.

**S - SUBSEQUENT PARTS** is the command to use when you wish to make a backup of a program of the type that loads extra parts from tape as the game progresses eg. Summer Games & Winter Games. Once you have pressed "S" the prompts will continue as in the BACKUP section. The saved version will now call the extra parts from disk, To complete the transfer continue to the next stage.

**NOTE:** The cartridge can by no means tackle all programs of this type, many more can be handled with the help of the "**Freeze Machine Utility Disk V3.0**" (or later). This is available from Evesham Micros or other good suppliers for £7.95.

**N - TRANS. NOVA FILES** will allow the completion of the SUBSEQUENT PARTS section. At the prompt "**ANOTHER**

**BACKUP OR TRANS. NOVA FILES (Y/N)**" press "Y" and then "N", you will now be prompted to specify the "OUTPUT DEVICE" as in the BACKUP section. Be sure to have plenty of media available to save onto, some of the programs are very long and require two or even three sides of disk space. If there is not enough room on a disk to save a section you will be prompted to insert a fresh disk and resave. Make sure that the tape is in the correct start position ie. as if ready to load the next part of a multi-load game and press RETURN. The parts will be loaded in from tape and saved out automatically.

Some programs of this type will repeat certain files as they are contained on the tape version more than once. Don't worry about this.

The extra parts of these programs will be loaded in at the appropriate speed (Lazer or Fastload) as long as the cartridge is plugged in otherwise they will load at normal (slow) speed.

**G - GAME KILLER** will allow you to make alterations to the collision detection of games. The options are:-

**A - SPRITE COLLISION OFF  
B - BACKGROUND COLL. OFF  
C - BOTH OFF**

Some experimentation will be necessary with this option as it does not suit all games. It is dependant on the way the programmer has constructed the program as to the effectiveness. It is more likely to work with older games. When you have made the alterations you will be returned to the BACKUP menu, now save the program with the alterations active.

## **PART 4...UTILITIES**

When you select "L" or "F" from the opening menu the utility menu will appear. There are two utility menus, one for Lazer and one for Fastload, these are selected dependant on the current mode of the cartridge. If you are on the Lazer opening menu (red screen) and press "L" the Lazer Utilities menu will appear as follows:-

### LAZER UTILITIES:

- L - LOADER/DIRECTORY
- F - FAST FORMAT
- C - COPY
- X - CONVERTER
- E - ENHANCEMENT DISK

PRESS RESTORE FOR STARTUP MENU

**L - LOADER/DIRECTORY...** will display the current directory of a disk and present you with the READY prompt at this stage you have access to a variety of disk commands, eg.

- |                     |   |
|---------------------|---|
| @S:FILENAME         | - Scratch a file (NOT USR)              |
| @N:NAME,ID          | - Format disk                           |
| @N:NAME             | - New a disk                            |
| @I                  | - Initialiise drive                     |
| @V                  | - Validate disk (NOT USR)               |
| @R:NEWNAME=OLDNAME- | Rename a file                           |
| %FILENAME           | - As LOAD"FILENAME",8,1                 |
| ^FILENAME           | - As LOAD"FILENAME",8 : RUN             |
| \$ or F7            | - Display directory                     |
| F5                  | - As LOAD"*",8,1                        |
| £                   | - Switch out cartridge/ready for Freeze |
| +                   | - Configure memory                      |

### LOADING LAZER FILES WITH THE CARTRIDGE

If you have the cartridge plugged in it is quicker to load a saved program using the inbuilt Lazer loader even if you installed the boot program on the disk. Use the built in "Selectaload" as detailed below.

### SELECTALOAD

Just use the cursor keys to move the cursor to the line of the file that you want to load and press F3 (F1 for single part non-frozen programs)

**NOTE:** when you are in Lazer mode you can only load Lazer (USR)

files at speed if you select a normal (PRG) file it will default to normal (slow) speed.

**F - FAST FORMAT...** will allow you to format a disk in about 15 seconds. Simply supply a disk name (RETURN) and a two character ID (RETURN) and insert the disk to be formatted (RETURN). The disk will be formatted and the directory displayed to confirm a successful operation. Pressing a key will take you back to the opening menu.

**C - COPY...** will allow you to copy Lazer (USR) files. After pressing "C" insert the source disk (the one with the file/s on that you want to copy) and press RETURN. The computer will display the directory of the disk and then a prompt to **"SELECT FILES WITH Y OR N"** after which the first item on the disk directory will be displayed. You can now go through the directory selecting with "Y" or "N" to either copy a particular file or not.

When you have completed your selections the process will begin, the source files are loaded in and you will then be prompted to **"INSERT DESTINATION DISK" & "PRESS RETURN"**. The files will now be saved to the destination disk. Once the files are saved you are given the option of **"ANOTHER OUTPUT"** which means if you want to make more than one copy you can.

If the length in blocks of the files that you want to copy is more than 248 then you will have to complete the process with more than one exchange of disks. Prompts will lead you and it is very easy to follow.

**SHORT CUT:** If you have selected the files that you want to copy pressing RUN/STOP will start the copying process without having to decline the rest of the directory.

**IMPORTANT:** Don't forget that when in Lazer (red screen) mode the copy option will only copy Lazer (USR) files. Standard (PRG) files can be handled by the COPY section of the FASTLOAD UTILITIES.

**X - CONVERTER...** will allow you to convert a standard PRG file to Lazer format. Operates in the same style as the COPY option except that it is reading in standard files and saving Lazer. The same effect can be achieved by loading and freezing a program but there may be times when it is handy to use this option.

**E - ENHANCEMENT DISK...** is for use with the utility disk that is available for operation with Freeze Machine. Instructions for operation are supplied with that disk.

If you are in Fastload mode (blue screen) and select "FASTLOAD UTILITIES" the following menu will appear:-

#### FASTLOAD UTILITIES

- L - LOADER/DIRECTORY
- F - FORMAT
- C - COPY
- E - ENHANCEMENT DISK

PRESS RESTORE FOR STARTUP MENU

Operation of the Fastload utilities is the same as the Lazer counterparts except that they operate at disk Fastload speed on standard PRG files. It follows then that the COPY section can be used on ANY unprotected files and that the LOADER section can also be used for standard, non-frozen, single part programs (use F1 as explained in "SELECTALOAD" instructions, press "+" to configure memory prior to loading if you wish to FREEZE the program). Don't forget that the COPY section will not be able to handle Lazer (USR) files in this mode.

Convert is not included in this menu because it is not relevant to Fastload operation.

### PART 5...USING THE BOOT LOADER

Once installed on the disk as explained in Part 2 you can use the boot loader to load back files created with FM at high speed without using the cartridges inbuilt loaders. As suggested earlier it is handier to install the boot as the first option on a disk, it can then be loaded with **LOAD"\*",8,1** otherwise you will have to use **LOAD "BOOT",8,1**

keys to move to the line of the program that you want to load and press F3.

### PART 6...USING RESET

The reset button can be used to put cheats etc. in game in the following way. Once you have loaded the program and it is running press RESET the FM start up menu will appear, press "R" which will take you back to BASIC, now enter the information and the SYS to restart. If you want you can now freeze the program and save it with the alterations active.

### HINTS AND TROUBLESHOOTING

1...When you switch on with FM the memory is configured automatically, there are a very small amount of programs that will not load into configured memory. If this happens you can overcome this by holding down the RUN/STOP key when you switch on. Memory will not be configured so if you freeze and save a program there will not be much file compression, hence the saved file may be much larger than would normally be expected.

2...Some programs that load in from disk will require the disk drive to be switched off and back on again before saving the frozen version.

3...It is impossible to scratch Lazer (USR) files. The only way to delete them is to reformat the disk.

4...Some programs will not freeze and save at certain stages of games. There are two common reasons for this. One is that the program checks to see if a disk drive is switched on at some time in it's program cycle, with these choose another part of the game to freeze on. After loading the backup from disk you will need to either switch off or disconnect you drive. The second is that the program has anti-cartridge protection and this is harder to defeat on still screens, therefore with certain games, typically Sanxion, Alleykat, Delta and a few more, it is best to freeze during the game.

5...When using either the cartridge Fastload or the Fastload Boot it is normal to press F3 to start the load. With certain programs (not frozen with FM) you may find the load unsuccessful. Try using F1 instead this has a slight difference in that it switches out the cartridge or loader at the end of the load.