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 cheats into various games.

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.

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

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 or back-up purposes. 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 (or P if game will not load)
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: XFILENAME where filename is the name of the game. (it must be as 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"

SAVING THE SUBSEQUENT PROGRAM FILES.

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

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 and insert another disk in the drive.
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.

THE CHEAT MACHINE MKII.

The X command also enables 'cheats' to be inserted 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: XFILENAME 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 he 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 PRESS - ****   ONLY FOR EXPERTED FILES   *****

This program will compact files usually to well under 202 blocks.
It takes a file, compacts it and then saves it to disk with the suffix ..EXP

1) Load & run the program by typing:- LOAD"FILE PRESS*",8 and then RUN.

2) 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) When the file being compacted has loaded in, insert a formatted disk with sufficient space on it.
c) You can resave the compacted file if there was a disk error or for some reason it was not saved. Or you can type:Q to restart the game.