SUPERTAPE 2 USERS MANUAL

SUPERTAPE 2 is a tape copier. It can load up to 20 tape files into memory at locations of its own choice, and then save them to tape in any order. Each file must form a single continuous block i.e. SUPERTAPE will not copy a program protected by a separate machine-code loader; nor a BSD data file in 256-byte blocks. SUPERTAPE 2 was written for the MZ-80K but also works (with minor 'bugs') on the MZ-80A/700. In 1987, 'SUPERTAPE 2' was converted to run on the MZ-80B; SUPERTAPE 2B loads from SB-1510; 2BM loads from IPL and auto-runs; and 2BMJ loads from IPL but does NOT auto-run.

OPERATION:

Load the program from the Monitor (Monitor or IPL on the MZ-80B). The screen then displays the title of the program, followed by 'COPY>' and a flashing cursor. The following five commands are available (only the 'S' command requires confirmation with <CR>):

L   LOAD   (then press PLAY on K/A/700) looks for tape header, if found asks "LOAD (name) ?". Pressing 'Y' loads the program and returns to 'COPY>'; any other key aborts to 'COPY>'. N.B. Filesize is checked against free memory; if the file is too big you return to 'COPY>' with 'INSUFFICIENT MEMORY for (name)'.

S   SAVE   The cursor continues to flash, awaiting your selection of programs from those held in memory, either individually or as a group. Selection is confirmed with <CR> (or <ENT>) e.g.:-

S(CR)   to save all programs (the operation runs continuously)
S -5(CR) to save all programs up to and including the 5th.
S 2-3(CR)to save programs 2 and 3.
S 4-(CR)to save program 4 onwards
S 1(CR) to save program 1 only.

Q   QUERY   This command displays a table of program details, in the order in which they are stored in memory:

PROGRAM	TYPE	SIZE	START	EXEC
name	x	xxxx	xxxx	xxxx
name	x	xxxx	xxxx	xxxx

I   INITIALISE Clears ALL programs stored in SUPERTAPE's memory!

M MONITOR Exit to the Monitor (N.B. This is <CR> on the MZ-80B)

BUGS: The free memory calculation can be fooled, and allow a program to load into screen RAM; if you do a SHIFT/BREAK, programs previously loaded remain intact. Also, if you try to load more than 20 programs, their headers will overflow into the program store. On the A/700 only, 'Checksum error' causes a crash (its message address is meant for the 'K'). Finally, on the 'A' only, key-repeat is not always trapped and may go (harmlessly) wild!

ENTRY POINTS for SUPERTAPE 2 are:

          Cold Start(K/A/700): 1200H (MZ-80B): 1300H
          Warm Start(K/A/700): 1213H (MZ-80B): 1313H