

# **MCControl**

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**COLLABORATORS**

	<i>TITLE :</i> MCControl		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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MCControl is a usefull tool for all PSX owner. Its a Hard and Software to read and write your memory cards.

So there is no need to buy new bigger memory cards. Just one card is needed.

MCControl allows to import savegames from internet to enable features and see stages you never been before.

## 1.3 Systemrequirements

System requirements

-----

MCControl (should work) works on all Amigas with OS 2.0 or higher.

The gtdrag.library V3.2+ is required if you want to use the drag and drop features. I suggest to use this library, because the only other way to move save games between windows is to save and reload. The gtdrag.library requires OS3.x+!

A PSX and a MemoryCard should be around, too! (-8

You need to build a special hardware.

That`s all!

## 1.4 Features

Features

-----

[currently not 100% implemented]

\textdegree{} 100% Assembler

\textdegree{} Load and save the following files: MCD, VGS, GME, PSX, MEM

\textdegree{} Very quick MemoryCard access! (Internal Caching)

\textdegree{} Open as much virtual MemoryCards as you need.

\textdegree{} Drag´n Drop allows to move save games very easy between virtual MemoryCards.

\textdegree{} A save game converter allows to use any international save game!

\textdegree{} XPK support

\textdegree{} Locale support

## 1.5 Distribution

Distribution  
-----

This program should be published on every public medium, as long as all files in the archive are unchanged. If this medium is a CD I expect a free copy. (AminetCDs excluded)

MCCControl is Mailware.

I expect from everybody, who uses MCCControl regularly, to send me an email or postcard. I think this does not hurt anybody, and I will have more fun to integrate new features.

I am not liable for injures or data loss caused by MCCControl or the hardware. The use of MCCControl is on your own responsibility !!!

## 1.6 How to install MCCControl

How to install MCCControl  
-----

Just drag the MCCControl drawer onto your Harddisk!

Thats all!

Don't forget to build the CardReader!! (-8

## 1.7 History

History  
-----

This text is telling the story of MCCControl like a diary.

V0.10 First beta demo version.

V0.11 Many internal changes.

V0.12 Painted some pictures to illustrate how to build the reader.  
(Thanks to Janne Lumikanta for the original pictures)

V0.13 Manual enhancement.

V0.14 Online help implemented.

V0.15 Some catalog fixes.

V0.16 Fixed some gadget positions.

V0.17 First official Aminet Version!

V0.18 BUGFIX: Fixed frame calculation!

BUGFIX: Shit! The frame caching wasn't working correct! -> No  
read/write on some frames at the end of the card!

Added parallel port allocation.

V0.19 FEATURE: Drag'n Drop implemented! Now it is possible to copy  
single game savings.

CHANGED: The window title is now more useful.

---

- New MemoryCard test Chapter included.  
FEATURE: New file Support: #?.PSX
- V0.20 BUGFIX: Forgot to load Card Data before saving to disk!  
CHANGED: The process window now opens only if needed!  
CHANGED: Menu layout!  
BUGFIX: Many small internal fixes!  
BUGFIX: Extensions .vgs and .gme are now correct!
- V0.21 BUGFIX: fixed memory loss!
- V0.22 Many (many many) internal changes. Almost every card handle  
| routine changed, but it was worth. Now all possible errors should  
V0.98 be captured and most of the routines are likeable.
- V0.99 FEATURE: Delete and UnDelete implemented.
- V1.00 First true Aminet Version
- V1.01 FEATURE: XPK support for card files!
- V1.02 FEATURE: XPK support for PSX files!
- V1.03 BUGFIX: Sometimes the wrong directory block was updated when  
writing to card.
- V1.04 FEATURE: Added new (cool) settings window! GadTools only! So why  
using MUI or an other GUI library!
- V1.05 Many catalog changes!
- V1.06 BUGFIX: Card select doesn't work when using download card
- V1.07 FEATURE: Shell support! Now it is possible to read and write a  
card by using Shell. (Requested by Alessandro Zummo)
- V1.08 Some documentation fixes.
- V1.09 Some catalog changes
- V1.10 Official Aminet Version
- V1.11 CHANGED: Load card is now more logical and easier to use (for me  
giggle giggle (-8 )
- V1.12 CHANGED: No longer XPK compression when exporting files.  
BUGFIX: Fixed window resizing bug that caused program crashes.  
(reported by Timo Hegemann)  
CHANGED: Replaced the old directory routine by a new better one.  
No the directory should be less confusing.  
FEATURE: TV Mode added!
- V1.13 CHANGED: Extension handling.  
BUGFIX: #?.PSX loader fixed.  
BUGFIX: Delete file marked the wrong block as modified.
- V1.14 FEATURE: Save game converter!  
FEATURE: About window added!
- V1.15 BUGFIX: Fixed MungWall Hit!  
CHANGED: Read/Write frame routines are now maximum save! There  
shouldn't be any damaged card memory areas when timing isn't  
correct.
- V1.16 CHANGED: Menu dis/enable added.  
BUGFIX: (SGP) Move command is now able to access the last 7  
blocks of an save game.  
BUGFIX: Fixed the schematics. (Thanks to Zeljko Vulinovic)  
FEATURE: quick format
- V1.17 CHANGED: About Requester!  
BUGFIX: Removed 68000 crashes!  
CHANGED: Card timing is now system independant! This is done via  
system speed. The new behaviour allows to  
specify exact delay values for different card.
- V1.18 BUGFIX: Sony Cards are working again! (reported by Juergen Ofner)
- V1.19 BUGFIX: Fixed settings window size.  
FEATURE: Abort button during card access!
- V1.20 FEATURE: save game name => default save name (requested by
-

- Timo Hegemann)  
BUGFIX: Fixed stupid download card bug!
- V1.21 FEATURE: New card configuration method.  
FEATURE: Automatic card detection implemented.  
FEATURE: New preferences menu
- V1.22 BUGFIX: Save Card is now creating a  
correct default file name.  
Added some default cards, to make auto detection much easier.  
Added some save game converter. (Thanks to Andrea Favini)  
BUGFIX: Multi slot support is now 100% working. (Reported by  
Zeljko Vulinovic and Andrea Favini)  
FEATURE: Its no longer possible to drag free entries. (Thanks to  
Axel Doerfler for the GTDrag feature!)  
BUGFIX: The preferences window allows to specify the maximum of  
4 Slots.  
FEATURE: Delete all and Undelete all implemented. (Requested by  
Jürgen Ofner)  
BUGFIX: Gadgets in a new window were sized wrong. (reported by Timo  
Hegemann)  
BUGFIX: Double click handling in settings window is now correct.  
(reported by Timo Hegemann)
- V1.23 BUGFIX: Fixed fout slot mode! (reported by Zeljko Vulinovic)  
BUGFIX: Forgot to implement the english version of the SGP file  
documentation.
- V1.24 FEATURE: MultiPage support implemented.  
FEATURE: New card settings window.
- V1.25 FEATURE: Export directory (ASCII) (requested by Werner Ammann)  
CHANGED: Some small optimizations.  
BUGFIX: MultiPage support fixed (reported by Zeljko Vulinovic)
- V1.26 FEATURE: Separate write delays to allow fast writing on slow cards.  
BUGFIX: Fixed some card settings bugs.  
BUGFIX: Fixed a problem with the SUPPORT command. (reported  
by Brice Terzaghi)  
Added some save game patches. (Thanks to Brice Terzaghi)  
FEATURE: New français catalog! (Thanks to Brice Terzaghi)  
FEATURE: Region/ProductID Output in directory list.  
FEATURE: DEL / Backspace keys are deleting/undeleting files.  
BUGFIX: Fixed the spaces in filename problem of some save games.  
BUGFIX: Fixed the window busy bug when using the save game  
patcher. (Reported by Brice Terzaghi)  
FEATURE: Complete #?.mem support!
- V1.27 BUGFIX: Edit card gadget was disabled when opening the settings  
window even if there was an personal card.  
BUGFIX: The auto generated file name for save games was 3 chars  
to long. (Dos limit)
- V1.28 CHANGED: Found a new way to code a save game name. It seems to be  
very rare (see Example.mcd=>Worms). Now all these games should  
look good, too.  
CHANGED: FAQ update.  
FEATURE: New function allows to save all save games at once.  
BUGFIX: During saving name fragments of prior saved games were  
saved, too! Not a real problem, but not very nice.
- V1.29 BUGFIX: Its was not possible to save the window position of the  
Card Settings Window and the Main Window! (Reported by Brice  
Terzaghi)
- V1.30 FEATURE: New driver system for different card reader hardware. Now  
it is possible to create an driver for any hardware.
-

BUGFIX: Forgot to disable save all menu when there is no file on memory card!

## 1.8 Future

Future  
-----

\textdegree{} I don't know. (-8 Your wishes are welcome.

## 1.9 Buglist

Buglist  
-----

\textdegree{} After resetting the Amiga and reading a card the first frame ←  
is  
damaged. This is not really a problem, because MCControl is reading the  
same block again.

\textdegree{} Currently there are no known bugs.

## 1.10 Thanx

Thanx  
-----

\textdegree{} Many many thanks to Janne Lumikanta! He initiated the PSX ←  
MemoryCard  
reader project. Most of the pictures used within this project were made  
by him and only adjusted by me!

\textdegree{} Thanks to all the guys lending me games and memory cards for ←  
testing.

\textdegree{} Thanks to Timo Hegemann! He found a lot of bugs and he told me how ←  
to  
make MCControl much better.

\textdegree{} Thanks to Zeljko Vulinovic for extrem beta testing! (-8

\textdegree{} Many thanks to all the people spending money.

## 1.11 The Author

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The Author  
-----

If you find bugs please report them, so that I can correct these bugs in the next version.

Any ideas and suggestions are welcome, too.

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## 1.12 Other programs!

Other programs!  
-----

BoulderDäsh [game/jump/boulderdaesh.lha]  
-----

Clone of the original Boulderdäsh for Amiga. It is the only version running faster on Amiga than the original. It looks and behaves like the original. I was asked, where the C64 is. (-8 And all this on a 68000 without Fastmem.

SimpleCat [dev/misc/simplecat.lha]  
-----

This tool is for ers and user. Using this program you can change catalogues of programs with your favourite text editor in the easiest way. These programs must include a CS file. Search for it in the archive of the catalogues drawer.

Afind [util/misc/afind.lha]  
-----

With this program you can search for programs on your Aminet CDs in the easiest way. It is the same than the original tool on the CD, but here you can use AminetCDs and AminetSets mixed. So you are not forced to search for a program on the first 5 Aminet CDs, that is on AminetSet1 Disk b.

AView [util/misc/aview.lha]  
-----

AView is a great multiview enhancement/replacement! It is working like Multiview, but you are able to specify a special viewer/player for each file typ.

Guideformat [text/edit/guideformat.lha]

---

-----

GuideFormat is a simple tool. It is easy to format text blocks, even if there are "links" or other guide commands in.

GuideCheck [text/edit/guidecheck.lha]

-----

GuideCheck ist ein Tool, das es erlaubt ein Guidefile vollständig zu prüfen und alle eventuellen Fehler aufzudecken.

SiedlerBoot [game/patch/siedlerboot.lha]

-----

This allows to start the Settlers direct via CD and save the scores on HD. There is no hard disk install required. SiedlerBoot requires the "Amiga Plus Sonderheft 9" cover CDROM.

Execute64 [misc/emu/execute64.lha]

-----

Execute64 allows to transfer file direct into the C64 and to start them. This allows to play games and use the Amiga as a big file server.

DVBControl [comm/misc/dvbcontrol.lha]

-----

DVBControl is a software project for the Nokia MediaMaster (D-Box) and DVB2000 firmware. It allows to update firmware, edit channel settings and much more. So if you are using DVB2000 and an Amiga DVBcontrol is your only choice!

MCCControl [hard/hack/mccontrol.lha]

-----

MCCControl (MemoryCard Control) is a card reader for Playstation MemoryCards. It requires a little selfmade hardware (~\$5) and the free software!

## 1.13 The CardReader Specifications!

The CardReader Specifications!

-----

Before you start to create your own hardware take a look on Timo Hegemanns version. Its pretty good. Here another photo without card. My version is build direct into an normal SUB-D25 plug.

First there is the MemoryCard connector! You need an old slot (old PC main board we do not destroy any amiga boards!!). This slot must be modified. This is shown by a little picture.

After doing this hard job its much easier! Just choose the card reader version you want to build:

### 3.6V Only Reader without external Powersupply

---

This is the easiest reader. Its using the 5V Power of the parallel port to create the 3.6V. In the result this reader only supports card using only this power. (just screw the card up and take a look)

This picture shows how to build it. An second easier version is [Here](#)

### 3.6V and 7.6V Reader with external Power Supply

---

This version requires an external power supply, but there should at least one arround to use for a while (DiscMan, Walkman, Mobile,...)

This reader is full hardware compatible to all cards, because both voltages are available.

This picture shows how to build it.

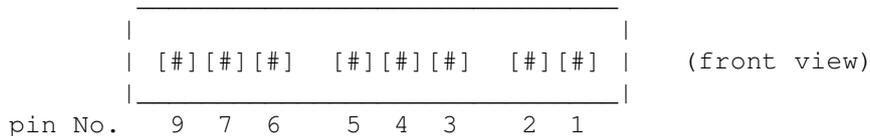
Here you can find an multi slot circuit.

The pictures alone should allow you to build the interface. If you are not sure just read on for further information.

### Additional Information

---

#### Memory Card Connector



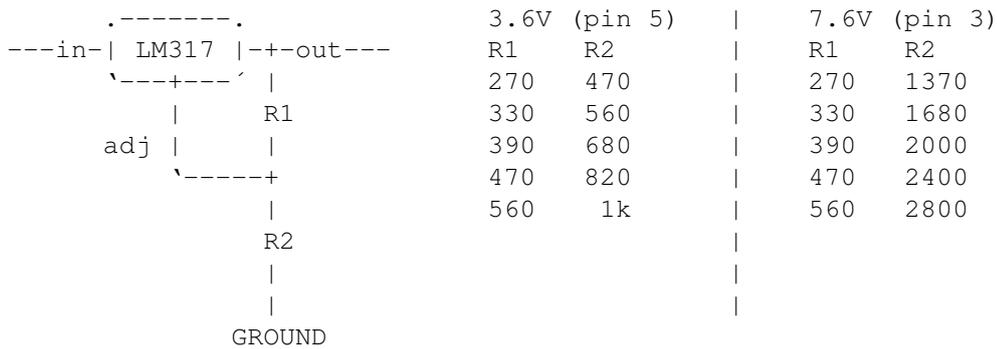
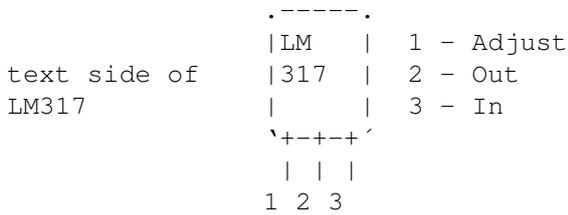
pin No.	signal name	direction	logic	function
1	DAT	in	positive	Serial Output data(open drain)
2	CMD	out	positive	Serial Command data
3	+7V	-	-	+7.6V CD-ROM Drive Power
4	GND	-	-	Signal Ground
5	+3V	-	-	+3.5V System Power
6	SEL-	out	negative	pad/memory select
7	CLK-	out	negative	Serial Clock
8	-	-	-	no use
9	ACK-	in	negative	Acknowledge(open drain)

---

As you can see the MemoryCard needs two different voltages. I know this is not always true, but I checked out four 15 block cards and 3 of them need 7.6V. This voltage requires an external powersupply, so why not create a full compatible card reader!

---

The LM317 is an standard element. The additional characters can be ignored. You can use an LM317T as well as an LM317Q oder LM317LZ.



For more information of LM317 check [www.national.com](http://www.national.com) and get correct PDF-files.

External powersupply voltage should be about 9V-18V if you want to get 7.6V.

If you use external powersupply for this hardware, DO NOT CONNECT it to pin 14 of parallel port

Using parallel port pin 14 is 'very' safe because of low current supply <100mA, but remember using Pin 14 doesn't allow to create 7.6V.

### 1.14 Questions, Solutions and Tips!

Questions, Solutions and Tips!

-----

What is a Playstation?

What is a MemoryCard?

What is the MemoryCard capacity?

What are the external power supply specifications?

What is a Region or Productcode?

Other

This manual is formatted with centered blocks. How?

## 1.15 FAQ: What is a Playstation?

What is a Playstation?  
-----

Well, a Playstation is an game system developed by Sony!

If you don't know this, why are you reading this manual? (-8

## 1.16 FAQ: What is a MemoryCard?

What is a MemoryCard?  
-----

A MemoryCard is an storage device for Playstation game scores.

## 1.17 FAQ: What is the MemoryCard capacity?

What is the MemoryCard capacity?  
-----

If we trust some magazines and MemoryCard manuals, then you can store 1 mega byte on an 15 block MemoryCard.

This is wrong!

A MemoryCard can hold 1 mega bit or 128KB!

1 MegaBit = 1048576 Bit

1048576 Bit / 8 = 131072 Byte

131072 Byte / 1024 = 128 KiloByte

One MemoryCard block contains 8KB! We have 15 blocks. The last block contains the directory of the card and some reserved data!

## 1.18 FAQ: What are the external power supply specifications?

What are the external power supply specifications?  
-----

The external power supply voltage should be about 9V-18V! The exact voltage isn't important because the LM317 is creating always the correct value by using the resistors.

---

The power supply should be able to output more than 200mA! The output of a playstation itself isn't more than 100mA per powerline, but the LM317 circuits are consuming some energy, too! If you are only using 15 block cards then 100mA should be enough!

Do not use power supplies with less than 100mA! They may work, but they are producing much heat and may burn out!

## 1.19 What is a Region or Productcode?

What is a Region or Productcode?  
-----

Well, each game is developed with special feature of the region. Every one knows that a US game isn't working on an european Playstation. To make this work every game becomes an unique code for this region.

Example:

BESLES-00463  
-----

0123456789ab

0 The "B" is constant.  
1 Region of the developer.  
2 The "S" is constant.  
3 "L" Licence  
"C" Computer Sony products only.  
So 234 on an european sony game results "Sony Computer Europe" or  
on an licenced game "Sony Licence Europe"  
4 The Game is only working on Playstations for this region.  
5 "S" Software  
"D" Demo (a PSX demo software)  
"H" Hardware (controller, memory cards, multitaps, light guns)  
6 Separator, constant, "-"  
789ab Number of the game (the licence number). Games may have differend  
numbers for different regions (4).

A geman developer for example would get BESLUS-12345 as product id for the US version of a game. The european id of the same game may look like this BESLES-22222.

Save games may contain 8 additional chars to separate types of save games for the same game. Its correct to save these 8 bytes are the file name.

"BESLES-22222Records "  
"BESLES-22222Settings"

The easiest way to get those IDs is to save a save game as #?.psx and use the following AmigaDos command line "Type SaveGameName.psx hex". The first 12 characters represent the complete product id followed by 8 bytes of file name, if available.

---

## 1.20 FAQ: This manual is formatted with centered blocks, How?

This manual is formatted with centered blocks, How?

-----

This question is very old. I write all AmigaGuide text file by using GoldED. GoldED makes it very easy. Just open the "miscellaneous" settings and setup the fold markings ("@NODE" and "@ENDNODE"). Now you are able to open and close every node as an own document.

But now the question. The problem is the link struction within the text. GoldEDs internal block format is not able to detect them an everything is text. An a word wrap within a link is deadly for this link. The other method is to edit the block by hand, but this is not very handy. (-8

This was the reason to write GuideFormat. GuideFormat is doing this job and it takes care about the links. I put it together with some GoldED commands on an GoldED hotkey. Now I can use it even like the internal block center command.

I wrote all dokumentations of my programs by using GuideFormat. It saves years of my life.

And the text looks great!

## 1.21 WANTED !!!!

Wanted !!!

-----

I am searching the following games for my PlayStation:

Bubble Bobble2

If you wanna sell one or more of these games, then let me know!

## 1.22 All MemoryCard checked with MCCControl

All MemoryCard checked with MCCControl

-----

If one of your MemoryCards is not listed here, than let me know your results.

MemoryCard	Blocks	Delay	Settings (Byte,Bit,Data)	Tested by
Tosa	15	(1,0,0)		Guido Mersmann
Gamester	15	(1,0.0)		Guido Mersmann
GameMedia	15	(1,0.0)		Timo Hegemann

---

Joytech	15	(1,0,0)	Janne Lumikanta
MemoryCard			
Plus	120	(1,0,0)	Zeljko Vulinovic
Sony Blue	15	(0,2,0)	Timo Hegemann
Sony GreyOld	15	-> Let me know! Try (0,5,0)	
Atomic	15	(0,5,0)	Andrea Favini
Blaze 24Mb			
MegaMemory	360	(0,2,0)	MegaByte
Naki	15	Not working	Zeljko Vulinovic

## 1.23 This is a list of all files that can be used with MCControl

This is a list of all files that can be used with MCControl

---

Well the first PSX MemoryCard Software was designed for PCs and PCs are stupid! So they created many formats for the same shit, because there is no reason for creating a specific format.

MCD - Real MemoryCard Image

---

This is an 1:1 card read out! It is the best format for storing complete MemoryCards, because its easy to detect and it is small.

If you own other save game types, then send me two files of each type!

GME - Game file

---

This file contains a complete MemoryCard!

This is the most stupid card image file type! Its a MCD File using an 3904 Byte header! Most of this Bytes are unused. Even the name is stupid, because this file may contain the storage of up to 15 games.

I was told that these additional bytes are used to contain special information about the MemoryCard and each block. Well, I scanned around 100 files and all of them are only using the general MemoryCard information, so there will no MCControl support for these additional information.

Even some PC tools are not able to write these files correctly! I own some files that are longer than an standard game file. After scanning the file I found the problem. They just saved to much data, so you'll find windows specific strings behind the real image.

VGS - Video Game Strategies

---

This file contains a complete MemoryCard!

This format is performing a small header with informations about reading the file. Well, quite useless! It was IMHO created by an organisation named "Video Game Strategies". You'll find them in

---

internet.

PSX - Playstation Game File  
-----

These files contain the savings created by one game. This may be one block, or more.

This format is great for holding only one saved game.

Attention: There are damaged (patched) files around. These files aren't working with MCCControl, because important data is missing! If you use AmigaDos and "type Filename hex" you will see, that these files contain a small message, where you get a working version! Don't do this! Get a serious source for PSX save games and do not support such "We spread damaged files to powerup our homepage" suckers!

MEM - Memory File  
-----

This format is the most stupid save game format. It requires two (2!!) different files for holding only one save game. Together these two files are nearly equal to the PSX file.

I think someone decided to create this format for saving programming time. I strongly suggest not to use this file format, because it doubles the chance to loose data and it requires more disk space.

## 1.24 The Windows of MCCControl

The Windows of MCCControl  
-----

The Main Window

The Preferences

The Card Preferences

The About Window

The Save Game Converter

There is also an DOS Template!

## 1.25 MCCControl - The Main Window

The Main Window  
-----

Main window isn't correct at all, because you are able to open as much windows as you want. But if you close all you quit MCCControl.

---

Each window contains an independent virtual MemoryCard. This Card can be loaded, saved or even be an readout of an real MemoryCard.

All functions (even the format routines) are accessing the virtual card buffer only! The only way to (over)write the real card is protected by an savety requester!

Don't forget to read about the Menu!

Gadgets

-----

Directory

Type

Slot

Read Directory

Download Card

Upload Card

## 1.26 MCControl - Hauptfenster/Verzeichnis

Verzeichnis

-----

This Gadget is views all MemoryCard files. First a flag and than the block name:

- Block free (may be recovered)
- U Block in use
- L Block link (part of an multi block file)
- I Entry damaged.

## 1.27 MCControl - The Main Window/Read Directory

Read Directory

-----

This is the fastest way to take a look on the contents of the current inserted memory card.

## 1.28 MCControl - The Main Window/Type

Type

-----

This button is only visible if the auto detect mode is disabled and

---

you defined more than one personal card.

This gadgets allows to activate the special configuration for the current card.

## 1.29 MCControl - The Main Window/Card

Card

-----

This button is only visible if you have selected a multi slot reader by using the preferences gadget reader typ.

This gadget selects the card slot for all read/write actions of this window.

## 1.30 MCControl - The Main Window/Download Card

Download Card

-----

This button forces the reading the whole MemoryCard.

## 1.31 MCControl - Hauptfenster/Upload Card

Upload Card

-----

This gadget is updating all modified blocks, or just writes the whole card.

## 1.32 MCControl - The Main Window/Menu

The Main Menu

-----

Project

New Window

Preferences...

About...

Quit

MemoryCard

Load...

Save...

```
Export...
Read Directory
Download Card
Upload Card
Complete Format
Speed Format

Save Games

Load...
Save...
Save All...
Export...
Delete File
Undelete File
Delete all Files
Undelete all Files
Convert File...
```

### 1.33 The Main Menu/Project/New Window

```
Project/New Window
-----
```

Opens a new virtual MemoryCard window!

### 1.34 The Main Menu/Project/Preferences...

```
Project/Preferences...
-----
```

This item opens the preferences window!

### 1.35 The Main Menu/Project/About...

```
Project/About...
-----
```

Hui! The about window opens!

### 1.36 The Main Menu/Project/Quit

```
Project/Quit
-----
```

This item is quitting MCControl!

---

### 1.37 The Main Menu/MemoryCard/Load...

MemoryCard/Load...

---

Here you can load complete memory card images.

### 1.38 The Main Menu/MemoryCard/Save...

MemoryCard/Save...

---

Here you can save a memory card image. The Fileformat is #?.MCD and the result may be compressed.

### 1.39 The Main Menu/MemoryCard/Export...

MemoryCard/Export...

---

Here you can save a memory card image. The Fileformat can be specified by the submenu.

MCControl is not compressing files for export.

### 1.40 The Main Menu/MemoryCard/Read Directory

MemoryCard/Read Directory

---

MCControl is only reading the directory.

### 1.41 The Main Menu/MemoryCard/Download Card

MemoryCard/Download Card

---

MCControl is reading the complete card into the window buffer.

### 1.42 The Main Menu/MemoryCard/Upload Card

MemoryCard/Upload Card

---

This item is updating all modified blocks, or just writes the whole card.

---

### 1.43 The Main Menu/MemoryCard/Complete Format

MemoryCard/Complete Format  
-----

The window buffer will be initialized like an empty MemoryCard.

You should use this function only to remove any sign of prior usage. If you just want to clear a card for reusing with your PSX than use the much faster speed format function instead!

### 1.44 The Main Menu/MemoryCard/Speed Format

MemoryCard/Speed Format  
-----

The window buffer will be initialized like an empty MemoryCard.

This operation is very simular to the complete format! The only difference is the amount of erased data.

The speed format option is only formating the 15 directory frames instead of writing all 1024 Frames.

### 1.45 The Main Menu/SaveGames/Load...

SaveGames/Load...  
-----

Here you can load an saved game file.

### 1.46 The Main Menu/SaveGames/Save...

SaveGames/Save...  
-----

Here you can save the selected game file. The Fileformat is #?.PSX and the result may be compressed.

### 1.47 The Main Menu/SaveGames/Save all...

SaveGames/Save All...  
-----

Here you can save all files of the current memory card. If a filename already exists, then you can choose the way to proceed.

The Fileformat is #?.PSX and the result may be compressed.

---

## 1.48 The Main Menu/SaveGames/Export...

SaveGames/Export...

---

Here you can save a single game file. The Fileformat can be specified by the submenu.

MCControl is not compressing files for export.

## 1.49 The Main Menu/SaveGames/DeleteFile

SaveGames/Delete File

---

The selected game file will be deleted.

## 1.50 The Main Menu/SaveGames/Undelete File

SaveGames/Undelete File

---

The selected game file will be undeleted.

## 1.51 The Main Menu/SaveGames/Delete all Files

SaveGames/Delete All Files

---

All game files will be deleted. It is possible to undelete all files or just one by one.

## 1.52 The Main Menu/SaveGames/Undelete all Files

SaveGames/Undelete all Files

---

Undelete all games files of the current memory card.

## 1.53 The Main Menu/SaveGames/Convert File

SaveGames/Convert File  
-----

The selected game file will be converted to other regions if a compatible save game patch file (#?.sgp) is found in the "patches" directory.

## 1.54 MCControl - Preferences

Preferences  
-----

This window allows to configurate MCControl. This window also contains an menu.

Communication  
-----

Driver  
Startup Speed Check  
System Speed  
Auto Detect

Your Cards  
Default Cards  
Auto Configuration

XPK  
-----

XPK Compression  
XPK Method

Miscellaneous  
-----

Multi Card Reader  
Quick Access

Other  
-----

Use  
Save  
Cancel

## 1.55 MCControl - Preferences/Driver

Driver  
-----

---

This gadget specifies the hardware used for reading MemoryCards. If you build my hardware then "Standard.mcm" is the right driver.

The debug version ("StandardDebug.mcm") is viewing a lot of information during reading/writing. The debug driver requires MCControl to be started via CLI/Shell to see the output.

The debug version wasn't made for normal usage, because the debugging output takes a lot of time. This makes the debug version much slower than the normal version!

## 1.56 MCControl - Preferences/Startup Speed Check

Startup Speed Check  
-----

Depending on the used driver this gadget may not be available.

MCControl is processing a speed check each startup to calculate the system speed!

If you want to save your own optimized or adjusted system speed it is required to disable the startup speed check.

## 1.57 MCControl - Preferences/System Speed

System Speed  
-----

Depending on the used driver this gadget may not be available.

This gadget is only available to make corrections if MCControl isn't able to get the correct system speed. There is no reason to change this value

This value specifies the speed of your Amiga system. A faster system causes a bigger value. An normal A500 has a speed of "1" and an A2000 68030/25Mhz is using a speed of "8"!

If the Startup Speed Check is enabled this value is set automatically during MCControl startup!

## 1.58 MCControl - Preferences/Auto Detect

Auto Detect  
-----

Depending on the used driver this gadget may not be available.

Auto detect enables a special mode for auto detecting the card. So its

---

not required to change the card type (=configuration) by hand.

MCControl is using your personal card list to configurate the reader. If there is no compatible card, then MCControl is using the default card list as source for a valid configuration. If this is also failing then MCControl is using the specifications of an NoName Card.

The auto detection is done every time MCControl tries to access an MemoryCard, so there is a small delay. This delay depends on the number of personal cards and their configuration.

## 1.59 MCControl - Preferences/Your Cards

Your Cards

-----

Use this list to specify all memory cards you own. Just use the default card list to drag all your cards into this gadget. An other way is to insert an card and run the automatic configuration

Feel free to change the card names and delay values.

As long as this gadget is empty MCControl is using the NoName specifications.

If you are not able to use the gtdrag.library (e.g. you are using OS2.0) it is required to move the entries via double click

## 1.60 MCControl - Preferences/Default cards

Default Cards

-----

This list contains all pre defined cards. Just drag all needed cards to your personal list.

All cards dragged into this gadget will be deleted.

If you are not able to use the gtdrag.library (e.g. you are using OS2.0) it is required to move the entries via double click

## 1.61 MCControl - Preferences/Auto Configuration

Auto Configuration

-----

Depending on the used driver this gadget may not be available.

This button allows to auto detect and configurate the needed card config.

---

## 1.62 MCControl - Preferences/XPK Compression

XPK Compression  
-----

This gadget enables the automatic compression during file save.

The automatic decompression is always working!

## 1.63 MCControl - Preferences/XPK Method

XPK Method  
-----

This gadget specifies the compression method! Consult your XPK manual for further information.

## 1.64 MCControl - Preferences/Multi Card Reader

Multi Card Reader  
-----

This gadget allows to select the number of card reader slots!

## 1.65 MCControl - Preferences/Quick Access

Quick Access  
-----

The quick access is done by skipping some MemoryCard parts during read and write actions.

These part are reserved and normaly contain no special data.

## 1.66 MCControl - Preferences/Use

Use  
-----

This button confirms all changes and closes the window.

## 1.67 MCControl - Preferences/Save

---

Save  
-----

This button confirms all changes, saves the preferences to disk and closes the window.

## 1.68 MCCControl - Preferences/Cancel

Cancel  
-----

All changes are lost.

## 1.69 MCCControl - Card Preferences

Card Preferences  
-----

This window allows to configurate MCCControl cards.

Name

Card read delays

Byte Delay

Bit Delay

Data Delay

Card write delays

Byte Delay

Bit Delay

Data Delay

MultiPage Settings.

MultiPage Start

MultiPage Next

MultiPage Previous

MultiPage End

Use

Cancel

## 1.70 MCCControl - Card Preferences/Name

Name  
-----

Here you can specify the name of your card.

---

### 1.71 MCControl - Card Preferences/Byte Delay

Byte Delay  
-----

This value specifies the delay before reading a new byte.

### 1.72 MCControl - Card Preferences/Bit Delay

Bit Delay  
-----

This value specifies the delay before reading a new bit.

### 1.73 MCControl - Card Preferences/Data Delay

Data Delay  
-----

This value specifies the delay before reading a new data packet.

### 1.74 MCControl - Card Preferences/Byte Delay

Byte Delay  
-----

This value specifies the delay before writing a new byte.

### 1.75 MCControl - Card Preferences/Bit Delay

Bit Delay  
-----

This value specifies the delay before writing a new bit.

### 1.76 MCControl - Card Preferences/Data Delay

Data Delay  
-----

This value specifies the delay before writing a new data packet.

---

## 1.77 MCControl - Card Preferences/MultiPage Start

MultiPage Start  
-----

This gadget specifies a key sequence! These keys are always used first during page selection.

There is a 1/2 second delay between any key sequence. Within one sequence there is a 1/10 second delay between key down and key up.

Examples:

"L1 L2 SELECT"

All these 3 controller keys will be pressed but not released.

"L1 -L1 L2"

L1 and L2 are pressed. L1 will be released after 1/10 Second.

## 1.78 MCControl - Card Preferences/MultiPage Up

MultiPage Up  
-----

This gadget specifies a key sequence! These keys are only used during the page up command.

There is a 1/2 second delay between any key sequence. Within one sequence there is a 1/10 second delay between key down and key up.

Examples:

"L1 L2 SELECT"

All these 3 controller keys will be pressed but not released.

"L1 -L1 L2"

L1 and L2 are pressed. L1 will be released after 1/10 Second.

## 1.79 MCControl - Card Preferences/MultiPage Down

MultiPage Down  
-----

This gadget specifies a key sequence! These keys are only used during the page down command.

There is a 1/2 second delay between any key sequence. Within one sequence there is a 1/10 second delay between key down and key up.

---

Examples:

```
"L1 L2 SELECT"
```

All these 3 controller keys will be pressed but not released.

```
"L1 -L1 L2"
```

L1 and L2 are pressed. L1 will be released after 1/10 Second.

## 1.80 MCControl - Card Preferences/MultiPage End

MultiPage End  
-----

This gadget specifies a key sequence! These keys are only always used after any page command.

There is a 1/2 second delay between any key sequence. Within one sequence there is a 1/10 second delay between key down and key up.

Examples:

```
"L1 L2 SELECT"
```

All these 3 controller keys will be pressed but not released.

```
"L1 -L1 L2"
```

L1 and L2 are pressed. L1 will be released after 1/10 Second.

## 1.81 MCControl - Card Preferences/Save

Use  
-----

This button confirms all changes and closes the window.

## 1.82 MCControl - Card Preferences/Cancel

Cancel  
-----

All changes are lost.

---

## 1.83 MCControl - The Preferences Window/The Preferences Menu

The Preferences Menu  
-----

Project

Open...

Save

SaveAs...

Edit

Reset To Default

Last Saved

Last Used

Save Card...

## 1.84 MCControl - The Preferences Menu/Project/Open...

Open...  
-----

This item allows to load a prefs file.

## 1.85 MCControl - The Preferences Menu/Project/Save

Save  
-----

This item allows to save the prefs file.

## 1.86 MCControl - The Preferences Menu/Project/SaveAs...

SaveAs...  
-----

This item allows to save the prefs file under a given name.

## 1.87 MCControl - The Preferences Menu/Edit/Reset to Default

Reset To Default  
-----

The preferences window will be reseted to the internal defaults.

---

## 1.88 MCControl - The Preferences Menu/Edit/Last Saved

Last Saved  
-----

This menu point forces an reload of the last saved preferences.

## 1.89 MCControl - The Preferences Menu/Edit/Last Used

Last Used  
-----

This menu item forces the preferences window to come up with the last used settings. It works like aborting and reopening the preferences window.

## 1.90 MCControl - The Preferences Menu/Edit/Save Card...

Save Card...  
-----

Here you can save a single card profile. If you specify the "DefaultCards/" directory the new card will be used as default card.

## 1.91 MCControl - About

About  
-----

This window is showing the version of MCControl and my name.

During startup this window opens automatically to pay tribute to me. (-8

If you deserve it then I'll tell you how to remove this window!

Gadgets  
-----

Ok

## 1.92 MCControl - About/Ok

---

Ok  
-----

The about window shuts down. Using the ESC or RETURN key has the same effect.

### 1.93 MCControl - The Save Game Converter

The Save Game Converter  
-----

This window only opens, if an compatible save game patch file (#?.sgp) is found in the "patches" directory.

Gadgets  
-----

Name

Author

Convert to

Convert

Cancel

### 1.94 MCControl - The Save Game Converter/Name

Name  
-----

Here you can see the name of the game to patch.

### 1.95 MCControl - The Save Game Converter/Author

Author  
-----

The guy shown here created the SGP file.

### 1.96 MCControl - The Save Game Converter/Convert to

Convert to  
-----

Here you can specify the region id for your game version. The save

---

game will be patched to this ID!

The number of supported regions are depending on the #?.SGP file.

## 1.97 MCControl - The Save Game Converter/Convert

Convert

-----  
The save game will be patched.

## 1.98 MCControl - The Save Game Converter/Cancel

Cancel

-----  
Aborts convertation.

## 1.99 The SGP File Format

The SGP File Format

-----  
The convert commandos work like DOS commands. If you want an argument containing a space, then it is required to use "".

First let us take a look into the SGP of Heart of Darkness:

```
;--- Begin
SUPPORT EUR BESLES-00463 US BASLUS-00696
NAME "Heart of Darkness"
AUTHOR "Guido Mersmann"
VERSION "$VER: HeartOfDarkness.SGP 1.00 (13.06.99)"

PATCH ALL
    CONVERTID
ENDPATCH
;--- End
```

This convert file is the lowest level of converting. In many cases the save game is full compatible. It doesn't work because the region isn't the same.

The first command (SUPPORT) specifies all game versions working with this patch. NAME, AUTHOR and VERSION are to easy to explain here. Skip. PATCH ALL means that all version specified by the (SUPPORT) command are converted by the following lines. CONVERTID converts the region code into the destination defined by the user when selecting the patch to gadget in the patch window. ENDPATCH terminates the PATCH command.

---

Here are all currently supported commands:

```
SUPPORT
NAME
Author
Version
Patch
EndPatch
ConvertID
Move
```

## 1.100 The SGP File Format - SUPPORT

Support

-----

Template:

```
Support ASIA/K, EUR/K, JAP/K, US/K
```

Function:

This command must be specified! It contains all region product codes for the game.

Its is logic that at least 2 ID are required, because we need a source and an destination format.

How to get these Product codes? Very easy! Just take the .PSX file, open an DOS window and type "Type savegamename.psx hex". At the beginning of the dump you'll find an string starting with "B". This is exactly what wie need. Just must deliver this complete string to the support command.

If spaced are present, then it is required to use "".

Examples:

```
SUPPORT EUR "BESCES-01078BOMBER " US "BASLUS-00680BOMBER " JAP "BISLPS-01155 ↔
BOMBER "
SUPPORT EUR BESLES-00486TOMBRAID US BASLUS-00152TOMBRAID
SUPPORT EUR "BESLES-00720TOMB2" US "BASLUS-00437TOMB2"
```

Its not always required to specify the complete ID string. "BESCES-00808GMEDAT01", "BASLUS-00707GMEDAT03" As you can see is the file name of this game different. The contents is compatible. This is made by games using a whole block for saving the data for one player. The next player get an different number. Sometimes the filename is equal to the player name. To convert such save game its required to setup this command line:

```
SUPPORT EUR BESCES-00808 US BASLUS-00707
```

All bytes after these IDs stay unchanged.

## 1.101 The SGP File Format - NAME

Name  
-----

Template:

Name Name/A

Function:

This command is required! It contains the name of the game. This name will be shown later in the patch window

The name should be correct and readable. Do not use upper case or lower case at all. "HEARDOFDKAKNESS" is wrong! "Heart of Darkness" is fine!

Examples:

```
NAME "Tomb Raider II"  
NAME "Colin McRae Rally"  
NAME "Spyro The Dragon"
```

## 1.102 The SGP File Format - AUTHOR

Author  
-----

Template:

Author Name/A

Function:

This command is required! It contains the name of the author of the converter. This name will be shown later in the patch window

Examples:

```
NAME "Testy Testman"  
NAME "Guido Mersmann"
```

## 1.103 The SGP File Format - VERSION

VERSION  
-----

---

Template:

```
VERSION String/A
```

Function:

This command is required! It contains an amiga standard version string.

Example:

```
VERSION "$VER: HeartOfDarkness.SGP 1.00 (13.06.99) "
```

## 1.104 The SGP File Format - PATCH

```
Patch  
-----
```

Template:

```
PATCH From/A, To/A
```

Function:

This command must be specified at least one time. The FROM argument is a little special. If the from argument contains the string "ALL", then no other argument is required. In all other cases 2 arguments are required.

All commands between PATCH and ENDPATCH are only used, if the FROM argument is equal to the version of the game and the user defined target is equal to the TO Argument.

Example1:

```
SUPPORT EUR BESCES-01438 US BASCUS-94228
```

```
PATCH EUR US  
xx  
xx  
ENDPATCH
```

```
PATCH US EUR  
yy  
yy  
ENDPATCH
```

The xx commands are only used when you're converting an save game from EUR to the US version. The yy commands are used only when converting from US to EUR.

Example2:

```
SUPPORT EUR BESCES-01438 US BASCUS-94228
```

---

```
PATCH ALL
xx
xx
ENDPATCH
```

The xx commands are used during any conversion.

## 1.105 The SGP File Format - ENDPATCH

```
EndPatch
-----
```

Template:

```
EndPatch
```

Function:

This command is required for each Patch command. This command defines the end of an conversation block.

Example:

```
SUPPORT EUR BESCES-01438 US BASCUS-94228

PATCH ALL
xx
xx
ENDPATCH
```

## 1.106 The SGP File Format - CONVERTID

```
CONVERTID
-----
```

Template:

```
ConvertID
```

Function:

This command converts the product ID (region) of the save game.

Under normal circumstances this command is always present, because the europe version of an game is only seeking after an european region id.

You should by able to convert most of the games, by using only this command.

Example:

```
SUPPORT EUR BESCES-01438 US BASCUS-94228
```

---

```
PATCH ALL
CONVERTID
ENDPATCH
```

If the you want to convert an US version into the ERU version, then MCControl is replacing the US-product ID by the string "BESCES-01438"!

## 1.107 The SGP File Format - MOVE

```
MOVE
-----
```

Template:

```
MOVE START/K/A,END/K/A,TO/K/A,FILL/K
```

Function:

MCControl is copying the data even if the two memory areas are overlapping. E.g. The TO argument may be 1 Byte before or after the START and during copy process there is no data loss.

This command allows to copy save game data areas. You have access to an area of 140KB. A save game maximum is 120KB, so you can use the other memory as buffer.

Example:

```
MOVE START $1000 END $1100 TO 8192
```

The Memory \$1000 (4096) to \$1100 (4352) will be copied to 8192 (\$2000). The old space (\$1000-\$10ff) will be filled by zero.

```
MOVE START 1000 END 1100 TO 8192 FILL 3
```

The memory area begining at 1000 (\$03e8) and ending at 1100 (\$044c) will be copied to offset 8192 (\$2000) The source area fill be filled with \$03.

## 1.108 Using MCControl DOS Only

```
Using MCControl DOS Only
-----
```

```
READ/K,WRITE/K,BYTEDELAY/N,BITDELAY/N,DATADelay/N,SLOT/N,PROGRESS/S
```

## 1.109 The DOS Arguments - Read/K

Read/K  
-----

Here you can specify the filename to save the MemoryCard as. The file format is MCD!

### 1.110 The DOS Arguments - Write/K

Write/K  
-----

This gadget specifies the filename of the card image to store on MemoryCard. Any memory card file format is valid, as long its holding a complete card!

It is possible to use Read and Write arguments together! In this case first the MemoryCard is read and then overwritten by the new data.

### 1.111 The DOS Arguments - ByteDelay/N

ByteDelay/N  
-----

ByteDelay describes the delay after each byte, like used in the card settings.

### 1.112 The DOS Arguments - BitDelay/N

BitDelay/N  
-----

ByteDelay describes the delay after each bit, like used in the card settings.

### 1.113 The DOS Arguments - DataDelay/N

DataDelay/N  
-----

DataDelay describes the delay before each data block, like used in the card settings.

---

### 1.114 The DOS Arguments - Slot/N

Slot/N  
-----

Here you can select the slot number for read/write action!

### 1.115 The DOS Arguments - Progress/S

Progress/S  
-----

This switch enables the progress bar for reading and writing!

---