MCControl

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	TITLE : MCControl		
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MCControl

1.1 MCControl

```
                              MCControl  V1.33
                    -----------------

              (C) Guido Mersmann in 1997-1999


             MCControl IS A MAILWARE PRODUCT

    READ THE DISTRIBUTION SECTION FOR INFORMATION ON DISTRIBUTION


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                 The Author
          Bug Reports,Incitements...

           ****   WANTED   ****
        <<<<<<<<<<<<

         My other amiga projects!
```

1.2 Introduction

```
 Introduction
 --------------
```

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)

 MCControl is Mailware.

 I expect from everybody, who uses MCControl 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 MCControl or the

               hardware
               . The use of MCControl is on your own responsibility !!!

1.6 How to install MCControl

```
               How to install MCControl
-------------------------
```

 Just drag the MCControl 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 MCControl 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 Offical 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!
  V1.31 Changed card reader driver system.
        The
                card editor
                 gadgets are depending on the current
         driver.
        BUGFIX: Fixed a directory bug that produced unusable, free blocks.
        RamCard driver and source added for development information.
         The driver itself is only useful for playing with MCControl without
         owning an card reader.
        FEATURE: Menu and gadget disabling is now depending on driver
         module!
  V1.32 FEATURE: Now you are able to select the GUI Font.
  V1.33 BUGFIX: Fixed the settings window! MCControl was unable to store
         the card settings. (reported by Zeljko Vulinovic)
```

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

```
 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.

```
  Guido    Mersmann
  Glatzer Straße 12
  48477       Hörstel
              Germany

  INTERNET: geit@studST.FH-Muenster.DE
  FIDONET : 2:2449/246.15
```


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 an use the Amiga a big file server.

  R     [util/cli/r.lha]
 ---

  "R" creates an GUI for each DOS Programm. This allows you  to  use  DOS
  commands even if you aren´t very good in reading templates.

  DVBControl     [comm/misc/dvbcontrol.lha]
 ------------
```

DVBControl is an 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 choise!

MCControl   [hard/hack/mccontrol.lha]

MCControl (MemoryCard Control) is an 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 ciruit.

   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
         _____
        | |
        | [#][#][#] [#][#][#] [#][#] | (front view)
        |_____|
 pin No.   9 7 6   5 4 3   2 1
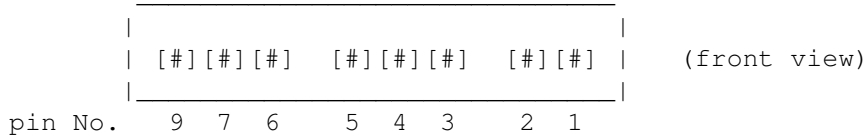
   pin   signal
   No.   name direction logic   function
   ----
   1   DAT   in   positive   Serial Output data(open drain)
   2   CMD   out   positive   Serial Command data
   3   +7V   -   -   +7.6V CD-ROM Drive Power
   4   GND   -   -   Signal Ground
   5   +3V   -   -   +3.5V System Power
   6   SEL-   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 allways 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.

                 .-----.
                 |LM | 1 - Adjust
 text side of |317 | 2 - Out
 LM317 | | 3 - In
                 '+-+-+'
                  | | |
                  1 2 3

     .-------.   3.6V (pin 5) | 7.6V (pin 3)
 ---in-| LM317 |-+-out---   R1   R2 | R1   R2
     '---+---' | 270   470 | 270   1370
         | R1   330   560 | 330   1680
     adj | | 390   680 | 390   2000
         '-----+   470   820 | 470   2400
               | 560   1k | 560   2800
             R2 |
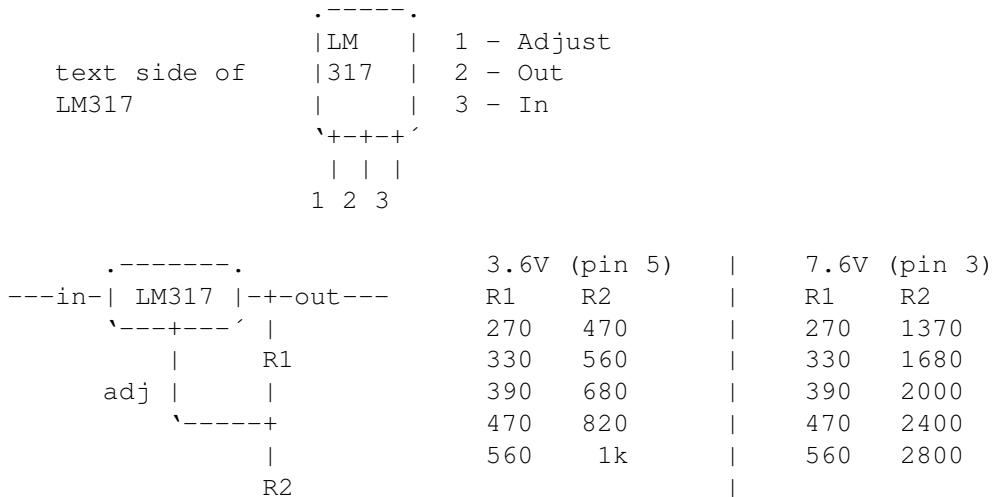
```
                        |                           |
                        |                           |
              GROUND
```

For more information of LM317 check 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 formated 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 magazins 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 formated with centered blocks, How?

```
            This manual is formated 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 "miscellaneus" 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
Sentinel Returns
Kula World

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

1.22   All MemoryCard checked with MCControl

All MemoryCard checked with MCControl

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 MCControl, 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 MCControl

            The Windows of MCControl

             The Main Window

             The Preferences

             The Card Preferences

             The About Window

             The Save Game Converter
                There is also an
             DOS Template
             !

1.25 MCControl - 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 MCControl.

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 fastes 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...
```

1.32   MCControl - The Main Window/Menu

1.33   The Main Menu/Project/New Window

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

Opens a new virual 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 quiting 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 configure 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
                 Miscellaneus
_____


            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
startet 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!

The RamCard driver ("RamCard.mcm") is only an example for development.
There for the sourcecodes are included. This driver may be useful if
you want to use MCControl without an card reader hardware. I use it for

programming MCControl without the need of reading and writing real
memorycards.

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 gadgets 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 automaticaly
 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 configure 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 draged 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 configure 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/Font

```
GUI Font
----------
```

This gadget allows to specify a new GUI Font. The screen font is used
if this font isn´t available.

1.65   MCControl - Preferences/Multi Card Reader

```
Multi Card Reader
-----------------
```

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

1.66   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.

1.67   MCControl - Preferences/Use

```
Use
-----
```

This button confirms all changes and closes the window.

1.68   MCControl - Preferences/Save

```
Save
-----------
```

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

1.69   MCControl - Preferences/Cancel

```
Cancel
--------
```

All changes are lost.

1.70   MCControl - Card Preferences

```
                  Card Preferences
  -----------------

  This window allows to configure MCControl 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
```

1.71   MCControl - Card Preferences/Name

```
  Name
  ------

  Here you can specify the name of your card.
```

1.72   MCControl - Card Preferences/Byte Delay

```
             Byte Delay
  -----------
```

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

This value specifies the delay before reading a new byte.

1.73 MCControl - Card Preferences/Bit Delay

```
                Bit Delay
-----------
```

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

This value specifies the delay before reading a new bit.

1.74 MCControl - Card Preferences/Data Delay

```
                Data Delay
------------
```

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

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

1.75 MCControl - Card Preferences/Byte Delay

```
                Byte Delay
------------
```

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

This value specifies the delay before writing a new byte.

1.76 MCControl - Card Preferences/Bit Delay

```
                Bit Delay
-----------
```

```
  Depending on the used
```

```
                driver
                 this gadget may not be available.
```

This value specifies the delay before writing a new bit.

1.77 MCControl - Card Preferences/Data Delay

```
                Data Delay
 ------------
```

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

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

1.78 MCControl - Card Preferences/MultiPage Start

```
                MultiPage Start
 -----------------
```

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

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.

1.79 MCControl - Card Preferences/MultiPage Up

```
                MultiPage Up
 -------------
```

```
Depending on the used
```

```
              driver
                this gadget may not be available.
```

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.

1.80 MCControl - Card Preferences/MultiPage Down

```
              MultiPage Down
----------------
```

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

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.

1.81 MCControl - Card Preferences/MultiPage End

```
              MultiPage End
---------------
```

Depending on the used

```
                driver
                 this gadget may not be available.
```

   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.

1.82   MCControl - Card Preferences/Save

```
   Use
   ----------
```

   This button confirms all changes and closes the window.

1.83   MCControl - Card Preferences/Cancel

```
   Cancel
   --------
```

   All changes are lost.

1.84   MCControl - The Preferences Window/The Preferences Menu

```
                  The Preferences Menu
   ----------------------
```

     Project

                Open...

                Save

                SaveAs...
                     Edit
```

```
                              Reset To Default

                              Last Saved

                              Last Used

                              Save Card...
```

1.85   MCControl - The Preferences Menu/Project/Open...

```
   Open...
   ---------
```

   This item allows to load a prefs file.

1.86   MCControl - The Preferences Menu/Project/Save

```
   Save
   ------
```

   This item allows to save the prefs file.

1.87   MCControl - The Preferences Menu/Project/SaveAs...

```
   SaveAs...
   ----------
```

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

1.88   MCControl - The Preferences Menu/Edit/Reset to Default

```
   Reset To Default
   -----------------
```

   The preferences window will be reseted to the internal defaults.

1.89   MCControl - The Preferences Menu/Edit/Last Saved

```
                   Last Saved
   ------------
```

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

1.90   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.
```

1.91   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.
```

1.92   MCControl - About

```
               About
 -------

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

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

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


   Gadgets
 ---------


           Ok
```

1.93   MCControl - About/Ok

```
   Ok
 ----

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

1.94   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
```

1.95   MCControl - The Save Game Converter/Name

```
  Name
 ------

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

1.96   MCControl - The Save Game Converter/Author

```
  Author
 --------

 The guy shown here created the SGP file.
```

1.97   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
                 .
```

1.98   MCControl - The Save Game Converter/Convert

```
  Convert
 ---------
```

The save game will be patched.

1.99   MCControl - The Save Game Converter/Cancel

```
  Cancel
 --------
```

Aborts convertation.

1.100   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
```

1.101 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.

1.102 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. "HEARDOFDAKNESS" is wrong! "Heart of Darkness" is fine!
```

```
Examples:

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

1.103 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"
```

1.104 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)"
```

1.105 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 betweem 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.
```

1.106   The SGP File Format - ENDPATCH

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

Template:

  EndPatch

Function:

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

Example:


              SUPPORT
               EUR BESCES-01438 US BASCUS-94228


              PATCH
               ALL
  xx
  xx
  ENDPATCH
```

1.107   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"!

1.108   The SGP File Format - MOVE


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

Template:

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

Function:

  MCControl is copiing 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.

1.109   Using MCControl DOS Only


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

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

1.110   The DOS Arguments - Read/K

                    Read/K

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

1.111   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.

1.112   The DOS Arguments - ByteDelay/N

                    ByteDelay/N

  ByteDelay describes the delay after each byte, like used in the

                    card settings

.

1.113   The DOS Arguments - BitDelay/N

```
                 BitDelay/N
  ------------
```

  ByteDelay describes   the   delay   after   each   bit,   like   used   in   the

                 card settings
                     .

1.114   The DOS Arguments - DataDelay/N

```
                 DataDelay/N
  -------------
```

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

                 card settings
                     .

1.115   The DOS Arguments - Slot/N

```
    Slot/N
  --------
```

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

1.116   The DOS Arguments - Progress/S

```
    Progress/S
  ------------
```

  This switch enables the progress bar for reading and writing!