

MCControl

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COLLABORATORS

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Contents

1	MCCControl	1
1.1	MCCControl	1
1.2	Introduction	1
1.3	Systemrequirements	1
1.4	Features	2
1.5	Distribution	2
1.6	How to install MCCControl	2
1.7	History	3
1.8	Future	9
1.9	Buglist	9
1.10	Thanx	9
1.11	The Author	9
1.12	Other programs!	9
1.13	The CardReader Specifications!	10
1.14	The CardReader Specifications - Disk Port Reader	11
1.15	The CardReader Specifications - Parallel Port Reader	11
1.16	The CardReader Specifications - Additional Information	11
1.17	Questions, Solutions and Tips!	12
1.18	FAQ: What is a Playstation?	12
1.19	FAQ: What is a MemoryCard?	12
1.20	FAQ: What is a MultiTap?	13
1.21	FAQ: What is the PS1 MemoryCard capacity?	13
1.22	What is a Region or Productcode?	13
1.23	Where can I get save games?	14
1.24	Can I use PS2 MemoryCards with MCCControl?	14
1.25	FAQ: What hardware changes were made since V1.40?	14
1.26	FAQ: What are the external power supply specifications?	14
1.27	FAQ: What is the Disk Port Hardware?	15
1.28	FAQ: Why my Diskport-Reader isn't working?	15
1.29	FAQ: What is a DexDrive?	15

1.30	FAQ: What is PSXPort?	15
1.31	FAQ: What is the ShineR Project?	16
1.32	FAQ: The PSX says my card isn't formatted, but...! Why?	16
1.33	Why it is required to include languages into the MCdatabase?	16
1.34	Why are some PSX Images are looking so ugly?	16
1.35	Why some save games aren't containing a PSX image?	17
1.36	What PSX games do you own?	17
1.37	What PSX Controller do you own?	17
1.38	What card reader do you own?	17
1.39	What are your favorite games?	18
1.40	WANTED !!!!	18
1.41	All MemoryCard checked with MCCControl	19
1.42	This is a list of all files that can be used with MCCControl	19
1.43	The Windows of MCCControl	20
1.44	MCCControl - The Main Window	20
1.45	MCCControl - Hauptfenster/Verzeichnis	20
1.46	MCCControl - The Main Window/Type	21
1.47	MCCControl - The Main Window/Card	21
1.48	MCCControl - The Main Window/Page: -10	21
1.49	MCCControl - The Main Window/Page: -1	21
1.50	MCCControl - The Main Window/Page: 1	21
1.51	MCCControl - The Main Window/Page: +10	21
1.52	MCCControl - The Main Window/Real Game Name	21
1.53	MCCControl - The Main Window/Read Directory	22
1.54	MCCControl - The Main Window/Download Card	22
1.55	MCCControl - Hauptfenster/Upload Card	22
1.56	MCCControl - The Main Window/Menu	22
1.57	The Main Menu/Project/New Window	22
1.58	The Main Menu/Project/Preferences...	22
1.59	The Main Menu/Project/About...	22
1.60	The Main Menu/Project/Quit	23
1.61	The Main Menu/MemoryCard/Load...	23
1.62	The Main Menu/MemoryCard/Save...	23
1.63	The Main Menu/MemoryCard/Export...	23
1.64	The Main Menu/MemoryCard/Read Directory	23
1.65	The Main Menu/MemoryCard/Download Card	23
1.66	The Main Menu/MemoryCard/Upload Card	23
1.67	The Main Menu/MemoryCard/Complete Format	23
1.68	The Main Menu/MemoryCard/Speed Format	24

1.69 The Main Menu/MemoryCard/CleanUp	24
1.70 The Main Menu/MemoryCard/Repair	24
1.71 The Main Menu/MemoryCard/Previous Card Page	24
1.72 The Main Menu/MemoryCard/Next Card Page	24
1.73 The Main Menu/SaveGames/Load...	24
1.74 The Main Menu/SaveGames/Save...	25
1.75 The Main Menu/SaveGames/Save all...	25
1.76 The Main Menu/SaveGames/Export...	25
1.77 The Main Menu/SaveGames/DeleteFile	25
1.78 The Main Menu/SaveGames/Undelete File	25
1.79 The Main Menu/SaveGames/Delete all Files	25
1.80 The Main Menu/SaveGames/Undelete all Files	25
1.81 The Main Menu/SaveGames/Patch File	26
1.82 The Main Menu/Bonus/Save PSX Image...	26
1.83 MCControl - Preferences	26
1.84 MCControl - Preferences/Driver	26
1.85 MCControl - Preferences/Driver info	27
1.86 MCControl - Preferences/Device	27
1.87 MCControl - Preferences/Retries	27
1.88 MCControl - Preferences/Number of Slots	27
1.89 MCControl - Preferences/Quick Access	27
1.90 MCControl - Preferences/Your Cards	27
1.91 MCControl - Preferences/Default cards	28
1.92 MCControl - Preferences/Edit Card	28
1.93 MCControl - Preferences/XPK Compression	28
1.94 MCControl - Preferences/XPK Method	28
1.95 MCControl - Preferences/Font	28
1.96 MCControl - Preferences/Directory	28
1.97 MCControl - Preferences/Display PSX Image	28
1.98 MCControl - Preferences/Names from Database	29
1.99 MCControl - Preferences/Regions from Database	29
1.100MCControl - Preferences/Filenames from Database	29
1.101MCControl - Preferences/Show Page Gadgets	29
1.102MCControl - Preferences/Link Block Information	29
1.103MCControl - Preferences/Set File Note	30
1.104MCControl - Preferences/Icon Mode	30
1.105MCControl - Preferences/Use	30
1.106MCControl - Preferences/Save	30
1.107MCControl - Preferences/Cancel	30

1.108MCCControl - Card Preferences	31
1.109MCCControl - Card Preferences/Name	31
1.110MCCControl - Card Preferences/MultiPage Start	31
1.111MCCControl - Card Preferences/MultiPage Up	31
1.112MCCControl - Card Preferences/MultiPage Down	32
1.113MCCControl - Card Preferences/MultiPage End	32
1.114MCCControl - Card Preferences/Save	32
1.115MCCControl - Card Preferences/Cancel	32
1.116MCCControl - The Preferences Window/The Preferences Menu	33
1.117MCCControl - The Preferences Menu/Project/Open...	33
1.118MCCControl - The Preferences Menu/Project/Save	33
1.119MCCControl - The Preferences Menu/Project/SaveAs...	33
1.120MCCControl - The Preferences Menu/Edit/Reset to Default	33
1.121MCCControl - The Preferences Menu/Edit/Last Saved	33
1.122MCCControl - The Preferences Menu/Edit/Last Used	33
1.123MCCControl - The Preferences Menu/Edit/Save Card...	34
1.124MCCControl - About	34
1.125MCCControl - About/Ok	34
1.126MCCControl - The Save Game Patcher	34
1.127MCCControl - The Save Game Patcher/Name	34
1.128MCCControl - The Save Game Patcher/Author	34
1.129MCCControl - The Save Game Patcher/SelectID	34
1.130MCCControl - The Save Game Converter/ProductID	35
1.131MCCControl - The Save Game Patcher/Patch	35
1.132MCCControl - The Save Game Patcher/Cancel	35
1.133The SGP File Format	35
1.134The SGP File Format - SUPPORT	35
1.135The SGP File Format - NAME	36
1.136The SGP File Format - AUTHOR	36
1.137The SGP File Format - VERSION	37
1.138The SGP File Format - GADGET	37
1.139The SGP File Format - GADGET/Slider	37
1.140The SGP File Format - GADGET/Integer	37
1.141The SGP File Format - GADGET/Checkbox	38
1.142The SGP File Format - GADGET/Barlabel	38
1.143The SGP File Format - CHECKSUM	38
1.144The SGP File Format - TOOL	39
1.145The SGT File Format	39
1.146MCCControl - MCDatabase	39

1.147MCDatabase - Introduction 40

1.148MCDatabase - The File Format 40

1.149MCDatabase - Compiling the Database 40

1.150Using MCControl DOS Only 41

1.151The DOS Arguments - Read/K 41

1.152The DOS Arguments - Write/K 41

1.153The DOS Arguments - Slot/N 41

1.154The DOS Arguments - Progress/S 41

1.155MCControl - Index 41

Chapter 1

MCControl

1.1 MCControl

MCControl V1.60

(C) Guido Mersmann in 1997-2001

MCControl IS A MAILWARE PRODUCT

READ THE DISTRIBUTION SECTION FOR INFORMATION ON DISTRIBUTION

Contents ----- [Introduction](#)

[System Requirements Feature List](#)

[Distribution How To Install](#)

[MCControl MCDatabase](#)

[The required Hardware MemoryCard test list](#)

[Supported Filetypes The SGP file format](#)

[FAQS History](#)

[Future Bug List](#)

[Thanx The Author](#)

[**** WANTED **** My other amiga projects!](#)

1.2 Introduction

Introduction

MCControl is a tool for all PSX owners. It's a hard and software project to read and write your memory cards.

So there is no need to buy new bigger memory cards. Just one card is needed to store all your save games.

MCControl allows to import savegames from internet, so you'll get access to features and stages you've 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+ and a 68020 or better!

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

You need a **DexDrive**, a **PSXPort** or you must build a special **hardware**!

That`s all!

1.4 Features

Features

- 100% Assembler
- Load and save the following files: MCD, VGS, GME, PSM, PSX, MEM
- Displays PSX Images.
- Special hardware versions for **parallel** and **disk port**.
- **DexDrive Support**
- **PSXPort Support**
- Very quick MemoryCard access! (Internal Caching)
- Open as much virtual MemoryCards as you need.
- Drag´n Drop allows to move save games very easy between virtual MemoryCards.
- A **save game converter** allows to use any international save game!
- A **save game manipulator** to reach stages you never saw before!
- XPK support
- 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)

Blittersoft is allowed to sell this archive within their **PSXPort** packet!

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. In addition to that it`s possible to insert your EMail address into my MCControl mailing list. So you´ll get access to pre releases and additional information about MCControl.

I am not liable for injuries 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

Please use the original system installer for installation. This allows to create a memory and hard disk optimized installation.

Well, its also possible to drag the MCControl drawer onto your hard disk, but - as I said above - you are wasting hard disk and memory.

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! FEATURE: 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 - 0.98

Many (many many) internal changes. Almost every card handle routine changed, but it was worth. Now all possible errors should 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 a 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 cards.

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. FEATURE: Added some default cards, to make auto detection much easier. FEATURE: 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) FEATURE: 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 a personal card. BUGFIX: The auto generated file names for save games were 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 (PC like).

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 a 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. FEATURE: The **card editor** gadgets are depending on the current driver. BUGFIX: Fixed a directory bug that produced unusable, free blocks. FEATURE: RamCard driver and source added for development information.

The driver itself is only useful for playing with MCControl without owning a 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)

V1.34

FEATURE: **DexDrive** Support!!! CHANGED: Reworked the whole internal driver control! FEATURE: Module_DirectFrame and Module_DirectPage support! (New driver feature) BUGFIX: After canceling the settings window the driver wasn't canceled. FEATURE: **Device selector**!

V1.35

BUGFIX: Fixed a small frame read/write bug that caused an error when no driver module was loaded! FEATURE: Reworked the **SGP Window**! No cheat patches are possible! FEATURE: Spanish translation included! (Thanks to Victor M. Gutiérrez) BUGFIX: Fixed some MCM error messages and added the timer.device failed to open message! BUGFIX: Fixed some error in the MCM documentation! FEATURE: New and cheat enhanced SGP Files for Spyro, Spyro2, ApeEscape and Wild9! FEATURE: Turbo read and write! Increases the speed of most actions by the factor 1000 depending on the mass of changes! (-8 BUGFIX: Fixed window sizing bug of the main window! BUGFIX: Many documentation bugs removed!

V1.36

BUGFIX: Fixed SGP command **checksumm**! FEATURE: New SGP command: **Tool**! FEATURE: SGP/SGT Patch for Pitfall3D included! FEATURE: SGP Patch for Ruff&Tumble included! FEATURE: Some new **SGP Strings** included!

V1.37

FEATURE: Installer/deinstaller script included! BUGFIX: MCControl is now Y2K fixed! :) Just kidding! Happy new year!!! FEATURE: New MCControl versions for OS2.1 and OS3.x! FEATURE: Some code optimizations! BUGFIX: Some fixes on the DexDrive.mcm & DexDriveDemo.mcm BUGFIX: Fixed some documentation bugs within the modules.doc

V1.38

FEATURE: Added new how to build picture for people with less or no electronic experience. BUGFIX: The installer script is able to copy the pictures and the current language preselects the catalogs and docs. BUGFIX: Some fixes on the DexDrive.mcm & DexDriveDemo.mcm FEATURE: MCM Drivers are now loaded on first use and not on startup. This means no more "No compatible Hardware found" requesters when starting MCControl if no DexDrive is connected. (Requested by me! Each time this fuc?§"#?.... FEATURE: The installer script now contains a spanisch translation. (Thanks to Victor M. Gutiérrez) BUGFIX: The settings menu wasn't working correct when the module setting changed during the operation. CHANGED: Removed the useless card type and slot selector. Even if the option is selected the gadgets won't appear anymore. FEATURE: Added MCM flag for multi slot support. Thats the reason for the updated standard driver (nothing more). BUGFIX: The auto generated file name for save games weren't 100% DOS conform. (reported by Michael Jaccoud) BUGFIX: The unit selection contained a but that sometimes, depending on the used device caused MCControl to use Unit 0. (reported by Danny Hamon) CHANGED: SGP slots are now auto numbering. (suggested by Brice Terzaghi) FEATURE: Dragging is only possible, if more than one window is open. (more logic) In addition to that the select bar of the source window isn't flipping anymore. FEATURE: Added SGP files for Breath of Fire III and Syphon Filter.

V1.39

FEATURE: Multi select support for save game loading! FEATURE: New MemoryCard **CleanUp** function! FEATURE: Added **CheckBox** and **Integer** SGP Gadgets! FEATURE: Some new **address options** (B,W,L,&) FEATURE: Added SGP for Azure Dreams and MediEvil! FEATURE: Patch window is now looking cool! FEATURE: Added and changed some menu hotkeys! FEATURE: SGP for Oddworld: Abe's Exoddus included.

V1.40

BUGFIX: DirectFrame and DirectPage mode didn't support multi slot reader! FEATURE: Added PSXPort.mcm and MCControl.mcm. BUGFIX: Small fix on the settings window! BUGFIX: Old driver versions caused MCControl always to crash! FEATURE: New error messages for MC modules implemented. FEATURE: New DirectRaw driver mode replaces old byte mode! FEATURE: HARDWARE CHANGE! Just a little additional bridge between POut (12) and Ack (10) on the Amiga connector!

The old version stays full compatible. This IRQ-Bridge allows to handle card as fast as possible and minimizes the processor usage. FEATURE: Driver info in **settings window** BUGFIX: The **CleanUp**-function only accessed the last used slot! BUGFIX: MCControl wasn't able to make 1:1 copies of memory cards and nobody found this bug! (reportet by Guido Mersmann ((-8) BUGFIX: Now all driver specific functions are available before the first card access! BUGFIX: A bug within the menu disabling may caused problems in other parts of the problem. UPDATE: Used new OnlineHelp module. Thats the reason why the docs drawer is called help. This is more system like and the amigaguide.library takes care of finding the docs. FEATURE: New savety requester! (Requested by Brice Terzaghi) UPDATE: New OS3.5 Icons.

V1.41

BUGFIX: Fixed the busy pointer when using **save all**. FEATURE: PSX images will be used as **save game icons**. Don't tell me the icons are boring! You need at 16 unused colors on your workbench to view one perfect colored icon. A 16 Bit or better screen mode is the only way to view all icons in best quality! Remember: The playstation memorycard manager is working on a screen with 65536 colors! The color problem is one of the reasons, why there are no icons within the listview. FEATURE: Added option "overwrite all files" to the **save all** function. FEATURE: Default icon support: Just create "def_PSXSaveGame.info" and "def_PSXMemoryCard.info" CHANGED: Moved some gadgets within the **settings window**. BUGFIX: Removed enforcer hit! (during opening settings window) (reported by Brice Terzaghi) BUGFIX: Hello DexDrive users! Any one detected that it was impossible to select a new serial device! (reported by Guido Mersmann (-8)

V1.42

CHANGED: Complete new and better directory creation. FEATURE: New **playstation game database (MCDatabase)**. FEATURE: New regions (DEU, FRA, ESP, SVE, ..) included! For this **optional feature** the new MCDatabase is used. FEATURE: The game names **can be replaced** by the names delivered by MCDatabase. FEATURE: Now it's **possible to add** region and produkt id for link blocks. CHANGED: Rearranged the MCControl drawer. The bonus drawer contains all additional data, that isn't required when using MCControl! FEATURE: New small data base program allows to modify and add data base entrys. FEATURE: The save game patcher is using the new **data base**, too! FEATURE: The name position within the directory is **now free**, too! FEATURE: Now its possible to change the number of retries on read errors. BUGFIX:: (Shit the first for this release) Fixed some multipage setup bugs. (Big brrr to Zeljko Vulinovic (-8) FEATURE: Now **its possible** to use the database names as filename!

V1.43

FEATURE: Added around 1000 (!!!) new games to the database! Now there are 1446 game within the **PSX Games database**! BUGFIX: Forgot to update the gadgets after reopen the mult windows (Reported by Zeljko Vulinovic) FEATURE: If all games are in **data base** then the no space is reserved for flag output in directory!

V1.44

CHANGED: Some manual changes! FEATURE: Added ShakeHands 30 Block default card. (Thanks to Miljkovic Miroslav) REMOVED: Removed the 3.6V reader documentation!

V1.45

FEATURE: New function to **repair** MemoryCards! BUGFIX: Changed some missing or wrong gadget shortcuts! FEATURE: New **optional** gadgets for page flipping! BUGFIX: Fixed a problem with the multi card reader setup gadget.

V1.46

FEATURE: New **MCControlIRQBridge.mcm** driver.

V1.47

BUGFIX: There was a bug during the icon creation, so each second pixel got lost! (reported by Brice Terzaghi) BUGFIX: MCControl crashed on 68000, because the internal directory structure contained data starting with an odd adress! (reported by Timo Ronkko) FEATURE: New portuguese catalogs! (Thanks to Raul Silva)

V1.48

CHANGED: Some manual changes! BUGFIX: Some catalog fixes. FEATURE: Database update. (Now there are 1468 entries) FEATURE: New option to **set the file comment**. (Requested by Stefano Pucino) CHANGED: Settings window! Moved some gadgets from the misc section to the hardware section. Now, it looks much more logic. FEATURE: The menu item **save card** in the **settings window** will be deactivated, if required! FEATURE: Special binary version for OS3.5!

V1.49

CHANGED: Reformatted the whole manual, to look more professional. If the guide looks stupid, then you're using an old version of the AmigaGuide.library or an incompatible replacement tool like PowerGuide. BUGFIX: When saving link-blocks MCControl used the wrong name. (reported by Markus Surm) BUGFIX: Multi slot reader with none or only one card within the personal card list, caused a gadget positioning error within the main window! (reported by Rainer Meisel) FEATURE: Again a little database update! (Thanks to Markus Surm)

V1.50

FEATURE: New hardware type can be connected to the **disk port**! Thanks to Ivan Budjak for the nice idea! Why it wasn't my idea in the first place? (-8 FEATURE: Added new pictures for the disk port hardware. CHANGED: Reworked the parallel port driver and changed the names, so there is no MCControl.mcm anymore! This was confusing. Now there is only a parallel and a disk port version with an additional slow version for each port. I created a classic version for the parallel port to stay compatible with hardware release 1 (no IRQ-Bridge)! CHANGED: Renamed manual pictures!

V1.51

FEATURE: New games in database. CHANGED: Manual update.

V1.52

FEATURE: New games in database. CHANGED: Manual update.

V1.53

BUGFIX: Fixed installer script! Now it checks the user catalog selection! So its no longer possible to install the english catalog when using the OS2.0 binary. On the other side the script forces the english catalog if the user wants to install a OS2.1+ binary and no catalog was selected.

V1.54

FEATURE: New games in database. CHANGED: Manual update.

V1.55

FEATURE: Major database update. (1585 entries) CHANGED: Manual update. FEATURE: The save game icon can no be optional displayed within the main window! This feature requires OS3.0 or better, because the datatypes.library is required. FEATURE: Below the save game list a new display views the real save game name, when the **namen from database** function is switched on!

V1.56

FEATURE: New games in database. CHANGED: Manual update. (made it year 2001 compatible) FEATURE: Two new FAQ sections about the PSXImage support! FEATURE: Polish catalog. (Thanks to Piotr Bartkowiak)

V1.57

BUGFIX: The drivers "DiskPort.mcm" and "DiskPortSlow.mcm" had a big bug that causes the entire disksystem to fail. In addition to that the bug effected some additional problems with the CIA system. Now these problems should be gone. (reported by Achim Kleine) FEATURE: New games in database. CHANGED: Manual update. BUGFIX: The **Repair** function was destroying the data part of the card image. (reported by me)

V1.58

FEATURE: New games in database. CHANGED: Manual update. FEATURE: Polish installer script. (Thanks to Piotr Bartkowiak)

V1.59

FEATURE: New games in database. CHANGED: Manual update. FEATURE: New **bonus** menu. FEATURE: The new menu item **save PSX image** allows to save PSX images or animations as IFF files. FEATURE: Now its possible to save deleted savegames without **undeleting** them. BUGFIX: Installer script language was polish only! (-8

V1.60

FEATURE: New games in database. CHANGED: Manual update. FEATURE: When loading a XPK compressed file without xpkmaster.library, then MCControl gives a detailed error message. (Thanks to Tom Granger) FEATURE: Two new example card reader pictures! (Thanks to Rene Reichhardt)

1.8 Future

Future

- ° I don't know. (-8 Your wishes are welcome.

1.9 Buglist

Buglist

- ° Currently there are no known bugs.

1.10 Thanx

Thanx

- ° 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!
- ° Thanks to Joseph Fenton for his information about MemoryCard timing and of course for his PSXPort!
- ° Thanks to all the guys lending me games and memory cards for testing.
- ° Thanks to Brice Terzaghi, Victor M. Gutiérrez, Raul Silva and Piotr Bartkowiak for the translations.
- ° Thanks to Timo Hegemann! He found a lot of bugs and he often told me how to make MCControl much better.
- ° Thanks to Zeljko Vulinovic for extrem beta testing! (-8
- ° Many thanks to Dmitry Shishkin for the **ShineR project!**
- ° Thanks to Rene Reichhardt for his card reader pictures.
- ° Many thanks to all the people spending money or gifts.

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@gmx.de <- If you see a "\" then ignore that character! 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 programmers and user. Using this program you can change catalogs 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 catalogs 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 type.

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 is a tool, that allows to check an entire guide file and discovers all errors!

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.

R [util/cli/r.lha]

"R" creates a 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 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!

MCControl [hard/hack/mccontrol.lha]

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

VBRControl [util/sys/vbrcontrol.lha]

VBRControl moves the processor vector base to fastram. This is increasing system speed.

AvailCPU [util/sys/availcpu.lha]

AvailCPU is a little program that shows the CPU usage by using the PowerLED!

TrackDisplayClock [util/time/trackdisplaycl.lha]

A hardware track display is very useful, if you need it! The most time this type of hardware is only good for lighting up the room! This will be changed when using TrackDisplayClock! TrackDisplayClock displays the system time on your track display! Its cool, its useful and of course the time is always in visual range. Delete all programs using screens, windows or icons to display the time and of course don't forget to remove your noclick tool! TrackDisplayClock is doing all these jobs and your system will be faster than before! (-8

1.13 The CardReader Specifications!

The CardReader Specifications!

Commercial and compatible card reader:

DexDrive

PSXPort

Selfmade reader:

ShineR

Disk port card reader (my favorite)

Parallel port card reader

1.14 The CardReader Specifications - Disk Port Reader

The CardReader Specifications - Disk Port Reader

Before you start to create your own hardware take a look on Timo Hegemanns version. It's pretty good. Here another photo without card. My version is build direct into a normal SUB-D plug. At least there is a very nice card reader by Rene Reichardt. It's build into a plug, too! Let's take a look inside to show how compressed the hardware must be here!

First there is the MemoryCard connector! You need an old ISA-slot (old PC main board we do not destroy any amiga boards!!) or an 5 1/4" floppy disk connector. This slot must be modified. This is shown by a little picture. The only way to avoid sewing is to get a damaged PSX or **MultiTap** and extract the slots there.

If this is the first time you build a hardware, or you simply don't understand what to do, then take a look on his picture! Just place your parts on your table and connect them like shown!

This picture shows how to build the disk port version and here you can see how to build a multi slot version!.

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

1.15 The CardReader Specifications - Parallel Port Reader

The CardReader Specifications - Parallel Port Reader

Before you start to create your own hardware take a look on Timo Hegemanns version. It's pretty good. Here another photo without card. My version is build direct into a normal SUB-D plug. At least there is a very nice card reader by Rene Reichardt. It's build into a plug, too! Let's take a look inside to show how compressed the hardware must be here!

First there is the MemoryCard connector! You need an old ISA slot (old PC main board we do not destroy any amiga boards!!) or an 5 1/4" floppy disk connector. This slot must be modified. This is shown by a little picture. The only way to avoid sewing is to get a damaged PSX or **MultiTap** and extract the slots there.

If this is the first time you build a hardware, or you simply don't understand what to do, then take a look on his picture! Just place your parts on your table and connect them like shown!

External Power Supply

The parallel port reader requires an **external power supply**, but there should at least one around to use for a while (DiscMan, Walkman, Mobile, Dart board, ...).

This picture shows how to build the parallel port version and here you can see how to build a multi slot version!.

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

1.16 The CardReader Specifications - Additional Information

The CardReader Specifications - 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 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 a standard element. The additional characters can be ignored. You can use a LM317T as well as a 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.

1.17 Questions, Solutions and Tips!

Questions, Solutions and Tips! Playstation and their equipment:

What is a Playstation? What is a MemoryCard?

What is a MultiTap? What is the PS1 MemoryCard capacity?

What is a Region or Productcode? Where can I get save games?

Can I use PS2 MemoryCards with MCControl?

The selfmade hardware:

What hardware changes were made since V1.40? What are the external power supply specifications?

What is the Disk Port Hardware? Why my Diskport-Reader isn't working?

Other card reader supported by MCControl:

What is a DexDrive What is PSXPort?

What is a ShineR

About using MCControl:

The PSX says my card isn't formatted, but...! Why? Why it is required to include languages into the MCdatabase?

Why are some PSX Images are looking so ugly? Why some save games aren't containing a PSX image?

Personal questions:

How do you look like? What PSX games do you own?

What are your favorite games? What PSX controller do you own?

What card reader do you own?

1.18 FAQ: What is a Playstation?

What is a Playstation?

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

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

1.19 FAQ: What is a MemoryCard?

What is a MemoryCard?

A MemoryCard is a storage device for **Playstation** game scores.

1.20 FAQ: What is a MultiTap?

What is a MultiTap?

A MultiTap is a multi player adapter for **Playstation**.

Each MultiTap contains 4 pad and 4 **MemoryCard** connectors. So, when using two MultiTaps you are able to connect 8 Controller and 8 MemoryCards to one playstation.

You are also able to use MultiTap and all it features on your amiga system, by using the **PSXPort** hardware.

1.21 FAQ: What is the PS1 MemoryCard capacity?

What is the PS1 MemoryCard capacity?

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

This is wrong!

A MemoryCard can hold 1 mega bit or 128KB!

1 MegaBit = 1048576 Bit

$1048576 \text{ Bit} / 8 = 131072 \text{ Byte}$

$131072 \text{ Byte} / 1024 = 128 \text{ KiloByte}$

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

1.22 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 a 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 german 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 open the **save game patcher**! You'll find the ID in the **ProductID** Gadget! The first 12 characters represent the complete product id followed by 8 bytes of file name, if available.

1.23 Where can I get save games?

Where can I get save games?

The best games site I found on the net. If you don't find it on GameSages then It don't exists. Walkthroughs, cheats, tips, tricks and save games for every system: "<http://sages.ign.com/>"

Then there is VideoGameStrategies. These are the guys who developed the .VGS format: "<http://vgstrategies.miningco.com/games/vgstrategies/>"

Cheats and game faqs for all systems and nearly all games are available at: "<http://www.GameFAQS.com>" ("/Console/PSX/")

1.24 Can I use PS2 MemoryCards with MCControl?

Can I use PS2 MemoryCards with MCControl?

No, the connector is the same, but protocol and internal setup of these cards is 100% different. I think the standard MCControl card reader will be compatible.

In the first case PS2 support requires documentation, PS2 hardware, your support and my time.

Generally its absolut possible to create MCControl2 for the PS2!

1.25 FAQ: What hardware changes were made since V1.40?

What hardware changes were made since V1.40?

Well, the standard hardware changed a little with MCControl version 1.40, but it's not required to make the following modifications, MCControl stays full compatible even when using the old hardware.

Why you should change the hardware?

Well, the new hardware version consumes less CPU power during card access and the card reading speed depends on the speed of the used card.

What is required to modify the old version?

It's just one little wire! A bridge (connection) between Pin 10 and Pin 12 on the Amiga-connector. I called it IRQ Bridge, because this wire creates a bridge to the IRQ connector of the Amiga parallel port.

Thats all!

1.26 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!

If the power supply isn't able to supply enough power, it may happen, that your card isn't working or must be read much slower than normal. Timo Hegemann is using a normal NoName card, but when using a 9V Battery instead of an external power supply the card turns into a very slow card!

1.27 FAQ: What is the Disk Port Hardware?

What is the Disk Port Hardware?

The **disk port hardware** is identicaly to the standard **parallel port version**. The only difference is that the reader is connected to the disk port and not to the parallel port.

The good things:

There is no need of an external power supply, because there is a 12V line on the disk port you can use.

Your parallel port stays free!

The bad things:

The disk access will be shut down, because MCCControl is using the hardware! This problem will be fixed, soon!

The disk port reader causes trouble with Index-line driven disk formats like PC-Disk. These disks aren't working, when as long the card reader is connected! It's possible to avoid this by disconnecting the /WProt line (pin 14) off your disk port connector. This makes your reader 100% disk drive compatible. The only side effect is, that you may (depending on memory card) lose the multi page support.

1.28 FAQ: Why my Diskport-Reader isn't working?

Why my Diskport-Reader isn't working?

Well, it's not possible to make a proper diagnose from a distance, but if your reader supports the required voltages and all lines are connected right and without cross connections, then your problem seems to be the Konfiguration.

Each slot of your reader is handled like a disk drive. Normaly there is already one diskdrive, so slot1 (df0:) is already in use and the first external drive is DF1: (Slot2)! On bigger Amigas the first external Drive is DF2 (Slot3), because DF1 is locked for internal usage.

A500, A600, A1200: Your first external Drive is DF1: A1000, A2000, A3000, A4000: Your first external Drive is DF2:

Use the following Shell/CLI commands to setup the disk port reader: x means the drive number of your card reader. (1 for df1, 2 for df2, ...)

SetENV MCCSlotOffset x copy env:MCCSlotOffset to ENVARC:

1.29 FAQ: What is a DexDrive?

What is a DexDrive?

A DexDrive is a commercial version of a MemoryCard reader. You should be able to buy one in your favorite Game Shop.

You want to see it right now? [Click here!](#)

Attention: It's coming with a 9 pin serial plug, so you may require an adapter to connect it with a 25 pin serial port.

The included driver is shareware and only able to read MemoryCards! This is done, because I spend a lot of time to debug the protocol and I was forced to buy a DexDrive. If you want a full version send **me** 10 DM and you'll get the full working driver. I think this isn't very much!

1.30 FAQ: What is PSXPort?

What is a PSXPort?

PSXPort is a hardware developed by Joseph Fenton!

This hardware allows to use Playstation hardware on your amiga. So you're able to play your amiga games with a PSX Controller.

If you want to use **MemoryCards** you'll also require a **MultiTap**, because the PSXPort comes with a controller port.

1.31 FAQ: What is the ShineR Project?

What is the ShineR Project?

Well, this is a hardware created by Dmitry Shishkin. Technically this hardware works like a **DexDrive**, because a processor handles the communication between MemoryCard and Amiga.

For more information take a look into the Aminet archive: [hard/hack/ShineR.lha](http://aminet.net/archive/hack/ShineR.lha)

1.32 FAQ: The PSX says my card isn't formatted, but...! Why?

The PSX says my card isn't formatted, but...! Why?

... MCControl is able to access the card without any problems.

Well, this is a very rare problem. The reason is, that the first frame of a MemoryCard indicates the status. If these frames are invalid the playstation is reporting that the card is unformatted.

MCControl ignores these frames and if the card is unformatted then the directory contains only invalid entries!

Fixing this problem is very easy: Use the **repair** feature!

1.33 Why it is required to include languages into the MCdatabase?

Why it is required to include languages into the MCDatabase?

Well, this isn't easy to explain! First lets say european games aren't equal in each country.

In our days each game is a multimedia event, which is using sampled voices, videos and music. The support of only one language may be enough to fill up an entire CDROM, so its required to make different versions for all required languages.

Examples are "Heart of Darkness", "Breath of Fire III", "Tomb Raider 1-4" and the Oddworld games. These games exist in an german only version. Same is done for the most used european languages.

Sony is handling each new languaged version as a new game and the **product id** is different even if the game name is the same! Each game is using it product id to recognize its save game, so the german save game for "Heart of Darkness" isn't working with the français version and vice vesa.

It's not possible to find out what sub region (Well, I call it sub region) only by scanning the **product id**! So all these games get the region "EUR" for european!

Now back to the data base. Normaly it would be enough to specify an "EUR" or a sub region ("DEU", "FRA", ...), but if you want find out if your game is a german only version you must start the game and see for your self. Why not entering each language? In the most cases there less than 6 languages available.

Maybe the languages will be used for another feature, too, so why doing the job right the first time!

1.34 Why are some PSX Images are looking so ugly?

Why are some PSX Images are looking so ugly?

MCControl itself is not displaying the images. This is the job of the datatypes.library. I as programmer just setup a black box and handle the refresh.

Each images has 16 colors. The workbench must have at least 16 colors to display the pictures at minimum quality.

The workbench itself owns colors for icons, windows and of course the backdrop image. These colors are available for other tools, but there is no way to change the color value. This causes the images to be displayed with the best matching colors. On graphic boards a 16 bit color size (65536 colors) should remove all your problems. When using 256 colors the new OS3.5 and up icon system is grabbing most of the colors (depending on the number of icons on screen), so free colors may not be available.

1.35 Why some save games aren't containing a PSX image?

Why some save games aren't containing a PSX image?

Each save game has an image. The problem is that a datatype is missing or not proper working. Multiview shouldn't be able to display IFF animations or IFF pictures as well. For example a missing "realtime.library" causes newer versions of the animation.datatype to fail.

After reinstalling the datatypes and a system restart everything should work like expected.

1.36 What PSX games do you own?

What PSX games do you own?

Well, here is my PSX game list. If you want to sell (gifts are also welcome) any game take a look into my [want to buy list](#).

I added my personal vote for each game. 6 "+" are maximum and for a brilliant game. One "+" is just a good game with a few dislikes. It's my personal meaning, so this may be different to your opinion!

360 - Three Sixty +++ Akuji - The Heartless +++ Alien Trilogy ++++ Ape Escape ++++++ Arcade's Greatest Hits - The Atari Collection 2 ++ Azure Dreams ++++++ B-Movie ++++++ Blaze & Blade ++++ Bomberman ++++++ Bomberman World ++++ Breath of Fire III ++++++ Bubble Bobble also Featuring Rainbow Islands ++++ Centipede +++ Colin MacRae Rally ++++ Crash Team Racing ++++++ Cyber Tiger ++++++ Dancing Stage Euro Mix (DDR2) ++++++ Dino Crisis ++++++ Everybody's Golf ++++++ Final Fantasy VIII ++++++ Frogger ++ Gex: Deep Cover Gecko ++++ Heart of Darkness ++++++ Jade Cocoon: Story of the Tamamayu (US) ++++++ Jungle Book - Groove Party ++++++ Kula World ++++++ Land Maker ++++ Live Wire! +++ MDK ++++ MediEvil +++ Metal Gear Solid ++++++ Metal Gear Solid - Special Missions ++++++ Mighty Hits Special ++++ Monkey Hero ++++ Monsterseed + Nanotek Warrior + Oddworld: Abe's Exoddus ++++++ Oddworld: Abe's Oddysee ++++ One +++ Pitfall 3D: Beyond the Jungle +++ Point Blank ++++ Point Blank 2 ++++ Populous - The Beginning +++ Poy Poy +++ Poy Poy 2 ++++ Psybadek +++ Racing Simulation 2 ++ Rally Masters +++ Rat Attack ++ Resident Evil 3: Nemesis ++++ Ruff & Tumble (aka 40 Winks) ++++++ S.C.A.R.S ++++ Sentient ++ Sentinel Returns + Sled Storm ++++ Soul Blade +++ Speed Freaks ++++++ Spot goes to Hollywood + Spyro 2 - Gateway to Glimmer ++++++ Spyro 3 - Year of the Dragon ++++++ Syphon Filter ++++++ Team Buddies ++++++ The Adventures of Alundra ++++++ The Bombing Islands ++++ Tiger Woods 99 ++ Time Crisis ++++ TOCA Touring Car Championship +++ Tomb Raider 3 ++ Virtual Pool ++ Wild 9 +++ Wild Arms (US) ++++++ Worms ++++

1.37 What PSX Controller do you own?

What PSX Controller do you own?

Here is a list of my [Playstation](#) Hardware:

Sony Dual Shock 1 Controller Gamester LMP digital Pad (no additional features) Naki Digital Pad (transparent blue, auto fire, slow mode) Naki Digital Pad (transparent brown, auto fire, slow mode) Just! Digital Pad (auto fire, slow mode) Just! Digital Pad (auto fire, slow mode) Namco G-Con 45 Light Gun JoyTech Jordan GP Racing Wheel II Max Play MultiTap (PSX2 compatible) Mad Catz - Beat Pad (Dance mat controller)

1.38 What card reader do you own?

What card reader do you own?

The first reader was a standard selfmade reader. I build it direct into an Sub-D 25 plug. This reader is used in conjunction with a small adapter to make it disk port compatible.

Then I bought a [DexDrive](#) to make my project available for everyone, because there is no need to build a hardware.

At last there is my PSXPort cable. When using the [MultiTap](#) its possible to use it as a MemoryCard Reader, too! My selfmade Reader is also compatible to the PSXPort software and [BoulderDäsh](#) works perfect with a PSX Controller! (-8

1.39 What are your favorite games?

What are your favorite games?

Well, the list of **my personal games** gives a little overview about my favorites.

My absolut top games:

Team Buddies 180 killing toys,(Capture the Flag, Death Match and Bomb-Ball mode!) Crash Team Racing (Death Match and Racing mode!) Ruff and Tumble (Superb 3D Jump and Run game!)

Racing Games:

Crash Team Racing Speed Freaks S.C.A.R.S.

Shooting Games without a Hardware Gun:

Team Buddies Crash Team Racing

Shooting Games with Hardware Gun:

Point Blank 1 Point Blank 2 Time Crisis Ghoul Panic Mighty Hits Special

Jump `n Run (3D):

Ruff and Tumble Spyro the dragon Spyro 2 - Gateway to Glimmer Spyro 3 - Year of the Dragon Gex 3D

Jump `n Run (2D):

Heart of Darkness Oddworld: Abe`s Exoddus Oddworld: Abe`s Oddyssey Bubble Bobble

Sport:

Everybody`s Golf Everybody`s Golf 2 Cyber Tiger

RPGs:

Alundra Breath of Fire 3 Azure Dreams Guardian`s Crusade Monkey Hero

Action Adventure:

Metal Gear Solid Syphon Filter Tomraider 1-5

Mehrspieler (3-4):

Team Buddies Crash Team Racing Bomberman World Bomberman Poy Poy Poy Poy 2 S.C.A.R.S.

1.40 WANTED !!!!

Wanted !!!

I am searching the following games for my PlayStation:

Bubble Bobble 2 Dance Dance Revolution Ghoul Panic Rescue Shots

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

Just a small warning: Under normal circumstances I only buy games for a maximum of 30DM. Just try to sell your games in a second hand shop and you`ll realize that my price is quite good. I just setup my personal limit and in the most cases there is no way to break this limit! The most games I **own** were much cheaper. Some of them were new games sold by a local game store for a price within my limit.

1.41 All MemoryCard checked with MCControl

All MemoryCard checked with MCControl

This card test is not valid for **DexDrive** and the **Shiner Project**, because these readers are using an own processor so there shouldn't be any timing problem.

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

MemoryCard Blocks Status Tested by -----

Atomic 15 Ok Andrea Favini Blaze 15 Not working Different People Blaze 24Mb MegaMemory 360 Ok MegaByte DataFlash 120 120 Ok Zeljko Vulinovic GameMedia 15 Ok Timo Hegemann Gamester 15 Ok Guido Mersmann Joytech 15 Ok Janne Lumikanta Logic3 (PS490G Grey) 15 Ok Raul Silva MemoryCardPlus 120 Ok Zeljko Vulinovic Naki 15 Not working Zeljko Vulinovic Shakehand 30 Ok Miljkovic Miroslav Sony Blue 15 Ok Timo Hegemann Sony Grey (Old) 15 Ok Guido Mersmann TopWay 8mega 120 Not working Miljkovic Miroslav Tosa 15 Ok Guido Mersmann UpXUs 15 Ok Piotr Bartkowiak

1.42 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 special format.

MCD - Real MemoryCard Image

This is a 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 a 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.

PSM

This file contains a complete MemoryCard!

It's equal to the MCD format and is used to store MP3 player skins. This is done, because the skin files aren't in PSX format.

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.

1.43 The Windows of MCControl

The Windows of MCControl

You can save any window position and size. Just move/resize the windows and use the **settings window** to save the new setup.

Keyboard: "CTRL ESC" minimizes/maximizes any windows.

Keyboard: "ESC" is closing any window by aborting action.

Keyboard: "HELP" opens this manual! If the mouse pointer is above a gadget the documentation of this gadget will be opened. In the other case the window specific documentation will be opened.

The Main Window The Preferences The Card Preferences The About Window The Save Game Converter

There is also a **DOS Template!**

1.44 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 a readout of a 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 a safety requester!

Don't forget to read about the **Menu!**

Gadgets -----

Type Slot

Page: -10 Page: -1 Page: +1 Page: +10

Directory

Read Directory Real Game Name

Download Card Upload Card

1.45 MCControl - Hauptfenster/Verzeichnis

Verzeichnis

This Gadget is views all MemoryCard files. First two flags and than, depending on your **configuration**, the game name, the product ID and the region!

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

* This game isn't present within MCControls database.

Please **enable**, if not already visible, the product ID and use the menu entry "MemoryCard/Export/ASCII" to save the directory as a text file. This file should be sent to **me**, because I can add this game to the database. I would be very nice, if you add the languages available within the game.

1.46 MCControl - The Main Window/Type

Type

This button is only visible if you've defined more than one **personal card**.

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

1.47 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.

1.48 MCControl - The Main Window/Page: -10

Page: -10

This button is only visible if the **selected driver** supports multipage cards and the buttons are enabled within the **GUI settings**!

The card jumps 10 pages back.

1.49 MCControl - The Main Window/Page: -1

Page: -1

This button is only visible if the **selected driver** supports multipage cards and the buttons are enabled within the **GUI settings**!

The next card page of your MemoryCard will be activated.

1.50 MCControl - The Main Window/Page: 1

Page: 1

This button is only visible if the **selected driver** supports multipage cards and the buttons are enabled within the **GUI settings**!

The previous card page of your MemoryCard will be activated.

1.51 MCControl - The Main Window/Page: +10

Page: +10

This button is only visible if the **selected driver** supports multipage cards and the buttons are enabled within the **GUI settings**!

The card jumps 10 pages forward.

1.52 MCControl - The Main Window/Real Game Name

Real Game Name

This gadget is only available if the settings option **Names from database** is enabled!

If the text within this gadget is damaged or cryptical then this isn't the fault of MCControl. japanese games are using kanji characters that aren't available on Amiga.

The memory card directory displays the database names, so this real name may (depending on the game) display additional information on the save game (time, level, lifes, ...).

1.53 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.

1.54 MCControl - The Main Window/Download Card

Download Card

This button forces the reading the whole MemoryCard.

1.55 MCControl - Hauptfenster/Upload Card

Upload Card

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

1.56 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 Clean Up Repair Previous Card Page Next Card Page

Save Games

Load... Save... Save All... Export... Delete File Undelete File Delete all Files Undelete all Files Patch File...

Bonus

Save PSX Image...

1.57 The Main Menu/Project/New Window

Project/New Window

Opens a new virtual MemoryCard window!

1.58 The Main Menu/Project/Preferences...

Project/Preferences...

This item opens the **preferences** window!

1.59 The Main Menu/Project/About...

Project/About...

Hui! The **about window** opens!

1.60 The Main Menu/Project/Quit

Project/Quit

This item is quitting MCControl!

1.61 The Main Menu/MemoryCard/Load...

MemoryCard/Load...

Here you can load complete memory card images.

1.62 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**.

1.63 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.

1.64 The Main Menu/MemoryCard/Read Directory

MemoryCard/Read Directory

MCControl is only reading the directory.

1.65 The Main Menu/MemoryCard/Download Card

MemoryCard/Download Card

MCControl is reading the complete card into the window buffer.

1.66 The Main Menu/MemoryCard/Upload Card

MemoryCard/Upload Card

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

1.67 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!

1.68 The Main Menu/MemoryCard/Speed Format

MemoryCard/Speed Format

The window buffer will be initialized like an empty MemoryCard.

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

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

1.69 The Main Menu/MemoryCard/CleanUp

MemoryCard/CleanUp

The MemoryCard buffer will be cleaned by this option.

If you use your MemoryCard you delete or upload files. The directory looks unclean, because multi block saving are separated all over the card.

In addition to that the deleted save games are physicaly present. That's the reason why you can **undelete** them! After cleaning the MemoryCard they are completely wiped out and if the **compression** mode is enabled the results are much better.

1.70 The Main Menu/MemoryCard/Repair

MemoryCard/Repair

Well, **sometimes** the Playstation is reporting your card is unformatted or something like that! This may cause by inserting/removing during card access or even by inserting while the Playstation is switched on. **DexDrive** user may damage the first card frames by sending modem commands into the Dex. This happened here a couple of times, when I forgot to replace the **DexDrive** by a modem.)-8

This funktion repairs any of the first 64 frames of your card, including the directory, so damaged entries may be visible and working again!

There is no magic behind this routine. The most frames are containing constant values, so these frames will be restored to their default.

Make sure that you disabled the **quick access** function before writing back your card. You should enable the **quick access** again, to protect the first frames and to speedup your card access.

1.71 The Main Menu/MemoryCard/Previous Card Page

MemoryCard/Previous Card Page

This function activates the previous card page of your MemoryCard.

1.72 The Main Menu/MemoryCard/Next Card Page

MemoryCard/Next Card Page

This function activates the next card page of your MemoryCard.

1.73 The Main Menu/SaveGames/Load...

SaveGames/Load...

Here you can load a saved game file.

1.74 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**.

1.75 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**.

1.76 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.

1.77 The Main Menu/SaveGames/DeleteFile

SaveGames/Delete File

The **selected** game file will be deleted.

The DEL key has the same effect

1.78 The Main Menu/SaveGames/Undelete File

SaveGames/Undelete File

The **selected** game file will be undeleted.

The BACKSPACE key has the same effect

1.79 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**.

1.80 The Main Menu/SaveGames/Undelete all Files

SaveGames/Undelete all Files

Undelete all games files of the current memory card.

1.81 The Main Menu/SaveGames/Patch File

SaveGames/Patch File

The **selected** game file will be loaded into the **save game patcher**!

1.82 The Main Menu/Bonus/Save PSX Image...

Bonus/Save PSX Image...

This menu allows to save the PSX image of the selected save game. The aspect can be specified by the submenu:

Aspect: Auto - MCControl chooses the best mode depending on the screenmode. Aspect: 1:1 - 16*16 pixel, (Original PSX)!

Aspect: 2:2 - 32*32 pixel, Double X and Y. Aspect: 2:1 - 32*16 pixel, Double X only. Aspect: 1:2 - 16*32 pixel, Double Y only.

1.83 MCControl - Preferences

Preferences

This window allows to configurate MCControl. This window also contains a **menu**.

Communication -----

Driver Driver info Device Retries Multi Card Reader Quick Access

Your Cards Default Cards Edit Card

GUI -----

GUI Font Directory Display PSX Image

Names from Database Regions from Database Filenames from Database Link Block Information Show Page Gadgets

XPB -----

XPB Compression XPB Method

Miscellaneous -----

Set Filenote Icon mode

Other -----

Use Save Cancel

1.84 MCControl - Preferences/Driver

Driver

This gadget specifies the hardware used for reading MemoryCards.

If you build my **parallel port** hardware then "ParallelPort.mcm" is the right driver. If there are any problems, then try the slower version named "ParallelPortSlow.mcm"! If MCControl reports that there is no compatible hardware found, then your hardware based on the first version. Use the "ParallelPortClassic.mcm" driver or **update** you hardware (very simple)!

If your reader is designed to work on the **disk port**, then you should use the "DiskPort.mcm"! Again, if there are any problems, then try the slower version "DiskPortSlow.mcm" for slower timing.

The **DexDrive.mcm** is a driver for the commercial **DexDrive**!

The **PSXPort.mcm** is a driver for the commercial PSXPort hardware.

The 30 Block (MultiPage) 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 a card reader hardware. I use it for programming MCControl without the need of reading and writing real memorycards.

1.85 MCControl - Preferences/Driver info

Driver info

This gadget shows information about the current driver.

1.86 MCControl - Preferences/Device

Device

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

Some driver allow to specify the connector for the device. This is can be done by using this gadget! The value behind the device name specifies the connector number of the IO-Card (aka. unit).

Examples:

serial.device,0 vectortex001.device,4

1.87 MCControl - Preferences/Retries

Retries

This gadgets specifies the number of retries before aborting card access.

1.88 MCControl - Preferences/Number of Slots

Number of Slots

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

This gadget allows to select the number of card reader slots your hardware is supporting!

1.89 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.

1.90 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.

Use the **edit card** button to modify card name and multipage settings.

As long as this gadget is empty MCControl is using the default card 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

1.91 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

1.92 MCControl - Preferences/Edit Card

Edit Card

This gadgets opens the **card editor**.

1.93 MCControl - Preferences/XPK Compression

XPK Compression

This gadget enables the automatic compression during file save.

The automatic decompression is always working!

1.94 MCControl - Preferences/XPK Method

XPK Method

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

Its not required to change the method. I made several tests and in the most cases NUKE got the best results.

1.95 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.

1.96 MCControl - Preferences/Directory

Directory

Here you can select the sequence of the memory card directory!

1.97 MCControl - Preferences/Display PSX Image

Display PSX Image

This feature is only available when using AmigaOS V3.0 and up, because the datatypes.library is required

The automatic animation of the images is turned of, because there are many bugs within the datatypes.library and the animation.datatype! Define the env var "MCCEnableAnim" to activate the auto play and the repeat mode. If MCControl is crashing or freezing, then its required to update both files. On Aminet there is a animation.datatype replacement "animation4106.lha"! This

datatype is working much better, but a crash may appear, too! So don't blame me for such problems! Contact the developer of the AmigaOS instead!

This gadget allows you to configurate the save game images! These are the possible options:

No - Disables image creation! Auto aspect - MCControl chooses the best mode for your screen. Aspect 1:1 - 16*16 pixel, (Original PSX)! Aspect 2:2 - 32*32 pixel, Double X and Y. Aspect 2:1 - 32*16 pixel, Double X only. Aspect 1:2 - 16*32 pixel, Double Y only.

1.98 MCControl - Preferences/Names from Database

Names from Database

An active switch forces MCControl to use fake names instead of the original (and sometimes ugly) save game names!

The save game must be in the MCDatabase. If its not present MCControl is falling back to the real name of the save game.

This feature is only cosmetic! There won't by any data changes, even when moving a samegame from one card to another.

1.99 MCControl - Preferences/Regions from Database

Regions from Database

An active switch forces MCControl to output detailed regions for european games.

This is very useful because a save game of a german game isn't working on with a frensh game!

The save game must be in the MCDatabase. If its not present MCControl is falling back to the global region of the save game.

1.100 MCControl - Preferences/Filenames from Database

Filenames from Database

Normaly the save game file names are take from the PSX file itself. By using this switch MCControl takes the default file name from database.

The save game must be in the MCDatabase. If its not present MCControl is falling back to the real name of the save game.

1.101 MCControl - Preferences/Show Page Gadgets

Show Page Gadgets

This gadget is only available, if the **selected driver** supports multi page cards.

This switch allows to activate additional multipage gadgets.

1.102 MCControl - Preferences/Link Block Information

Link Block Information

By default this switch is disabled, because the directory is easier to read. Some guys wanted this feature - so here it is.

Well, if this switch is off then no region or product id will be shown behind the link block.

If you turn it on, the file entry of a link block looks exactly like the head of the same save game.

Thats all! I suggest to let this switch off, because the data is already present and why filling up the listview with useless dupes?

1.103 MCControl - Preferences/Set File Note

Set File Note

This switch allows to set the file comment.

MCControl is using the name that isn't present within the file name. Sounds stupid, but it isn't!

Example:

Here "Filenames from Database" is activ:

MonkeyHero.psx 828 ----rwed Today 22:01:54 : Monkey 0:39

And now its off:

Monkey0_39.psx 828 ----rwed Today 22:01:54 : Monkey Hero

1.104 MCControl - Preferences/Icon Mode

Icon Mode

This feature is only available when using AmigaOS V3.5 and up!

This gadget allows to specify the icon creation mode. There are four methods:

Save 1:1 - 16*16 pixel, Store the images like they are! Save 2:2 - 32*32 pixel, Double X and Y. Save 2:1 - 32*16 pixel, Double X only. No Icons - Disables icon creation!

Note: The system default icons are named "def_PSXMemoryCard.info" and "def_PSXSaveGame.info"!

The icon mode only effects MemoryCard icons when icon creation is disabled. Any other setup will cause the usage of the default icon. If no default PSXMemoryCard icon is available the default project icon will be used.

1.105 MCControl - Preferences/Use

Use

This button confirms all changes and closes the window.

1.106 MCControl - Preferences/Save

Save

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

1.107 MCControl - Preferences/Cancel

Cancel

All changes are lost.

1.108 MCControl - Card Preferences

Card Preferences

This window allows to configurate MCControl cards.

Name

MultiPage Settings.

MultiPage Start MultiPage Next MultiPage Previous MultiPage End

Use Cancel

1.109 MCControl - Card Preferences/Name

Name

Here you can specify the name of your card.

1.110 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.

Examples:

Pressing START and L1, hold for 2 seconds, release L1 and wait for 1/4s:

START L1 2s -L1 -1/4s

Release START and wait for 3 and a half second:

-START -1s -2s -1/2s

Pressing buttons will be always done before releasing them, so "-START L1 START -L1" is equal to "START L1 -START -L1"!

The timing isn't completely free. Allowed commands are: 2s, 1s, 1/2s, 1/4s, 1/8s and 1/16s

These timings are used after pressing keys! To delay after releasing keys init the time command with a "-" like for releasing keys as shown above.

1.111 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 and may be looped if more than 1 page is flipped at once.

Examples:

Pressing START and L1, hold for 2 seconds, release L1 and wait for 1/4s:

START L1 2s -L1 -1/4s

Release START and wait for 3 and a half second:

-START -1s -2s -1/2s

Pressing buttons will be always done before releasing them, so "-START L1 START -L1" is equal to "START L1 -START -L1"!

The timing isn't completely free. Allowed commands are: 2s, 1s, 1/2s, 1/4s, 1/8s and 1/16s

These timings are used after pressing keys! To delay after releasing keys init the time command with a "-" like for releasing keys as shown above.

1.112 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 and may be looped if more than 1 page is flipped at once.

Examples:

Pressing START and L1, hold for 2 seconds, release L1 and wait for 1/4s:

START L1 2s -L1 -1/4s

Release START and wait for 3 and a half second:

-START -1s -2s -1/2s

Pressing buttons will be always done before releasing them, so "-START L1 START -L1" is equal to "START L1 -START -L1"!

The timing isn't completely free. Allowed commands are: 2s, 1s, 1/2s, 1/4s, 1/8s and 1/16s

These timings are used after pressing keys! To delay after releasing keys init the time command with a "-" like for releasing keys as shown above.

1.113 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.

Examples:

Pressing START and L1, hold for 2 seconds, release L1 and wait for 1/4s:

START L1 2s -L1 -1/4s

Release START and wait for 3 and a half second:

-START -1s -2s -1/2s

Pressing buttons will be always done before releasing them, so "-START L1 START -L1" is equal to "START L1 -START -L1"!

The timing isn't completely free. Allowed commands are: 2s, 1s, 1/2s, 1/4s, 1/8s and 1/16s

These timings are used after pressing keys! To delay after releasing keys init the time command with a "-" like for releasing keys as shown above.

1.114 MCControl - Card Preferences/Save

Use

This button confirms all changes and closes the window.

1.115 MCControl - Card Preferences/Cancel

Cancel

All changes are lost.

1.116 MCControl - The Preferences Window/The Preferences Menu

The Preferences Menu

Project

Open... Save SaveAs...

Edit

Reset To Default Last Saved Last Used Save Card...

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

Open...

This item allows to load a prefs file.

1.118 MCControl - The Preferences Menu/Project/Save

Save

This item allows to save the prefs file.

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

SaveAs...

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

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

Reset To Default

The preferences window will be reseted to the internal defaults.

1.121 MCControl - The Preferences Menu/Edit/Last Saved

Last Saved

This menu point forces a reload of the last **saved** preferences.

1.122 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.

1.123 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.

1.124 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

1.125 MCControl - About/Ok

Ok

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

1.126 MCControl - The Save Game Patcher

The Save Game Patcher

This window allows to patch save games.

The number of options depends on the **#?.SGP file**.

Gadgets -----

Name Author Select ID ProductID Convert Cancel

1.127 MCControl - The Save Game Patcher/Name

Name

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

1.128 MCControl - The Save Game Patcher/Author

Author

The guy shown here created the SGP file.

1.129 MCControl - The Save Game Patcher/SelectID

SelectID

Here you can select the **region id** for your game version. The selected ID will be copied into **ProductID** gadget!

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

1.130 MCControl - The Save Game Converter/ProductID

ProductID

The ProductID of the save game will be overwritten by this ID! This gadget allows to patch the ID manually!

1.131 MCControl - The Save Game Patcher/Patch

Patch

The save game will be patched.

1.132 MCControl - The Save Game Patcher/Cancel

Cancel

Aborts conversion.

1.133 The SGP File Format

The SGP File Format

General:

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

Every time numbers are required you are able to specify them decimal or hexadecimal! Hexadecimal numbers can be defined by a leading "\$" character!

By default all commands are working in the byte access mode! This means every read or write access will be only one byte wide and not more. To change this behaviour use a leading "B" (1 Byte), "W" (2 Bytes) or "L" (4 Bytes)!

In addition to that, its also possible to specify a mask, to change only some or even only one bit. Just put a mask behind the address offset leaded by a "&"!

In the command specifications you'll find an "A" if the argument supports setup an access mode and a "M" for mask support.

Examples:

Access two bytes (\$4001/\$4002):

W\$4001

Remember: INTEL like, the first byte will be read as low byte and the second as high byte.

Access four bytes (\$23e,\$23f,\$240,\$241) and the masking of \$7f.

L\$023e&7f

Here are all currently supported commands:

SUPPORT NAME Author Version Gadget Checksum Tool

1.134 The SGP File Format - SUPPORT

Support

Template:

Support EUR/K,ENG/K,GER=DEU/K,FRA/K,SPA=ESP/K,ITA/K,SWE/K,DCH/K,US/K,ASIA/K,JAP/K

Function:

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

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

If an ID contains spaces if required to enclose it into quotation marks.

Examples:

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

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

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

All bytes after these IDs stay unchanged.

1.135 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. "HEARDOFDARKNESS" is wrong! "Heart of Darkness" is fine!

Examples:

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

1.136 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"
```

1.137 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)

1.138 The SGP File Format - GADGET

GADGET

If you use one of the following words for the gadget name there will be an automatic translation into your language! (If a catalog for your language exists)

Normal Gadgets:

"Level", "Lives", "Money", "Gold", "Ammo", "Coins", "Pieces", "Stars", "Energy", "FullEnergy", "AllWeapons" and "AllKeys"

Barlabel:

"Slot" (The slot entries will be auto numbered)

Slider Integer Checkbox Barlabel

1.139 The SGP File Format - GADGET/Slider

Slider

This gadget allows to insert a slider gadget!

Template:

TYPE/A/K,NAME/A/K,MIN/A/K,MAX/A/K,ADDRESS/A/K

Inputs:

TYPE: Must be SLIDER! NAME: Here you can specify the gadgets name. If you use one of the pre defined **words** the gadget name will be automatic translated into your language! MIN: Minimum value! MAX: Maximum value! ADDRESS: AM Location within the PSX file!

1.140 The SGP File Format - GADGET/Integer

Integer

This gadget allows to insert a integer gadget!

Template:

TYPE/A/K,NAME/A/K,MIN/A/K,MAX/A/K,ADDRESS/A/K

Inputs:

TYPE: Must be INTEGER! NAME: Here you can specify the gadgets name. If you use one of the pre defined **words** the gadget name will be automatic translated into your language! MIN: Minimum value! MAX: Maximum value! ADDRESS: AM Location within the PSX file!

1.141 The SGP File Format - GADGET/Checkbox

Checkbox

This gadget allows to insert a checkbox gadget!

Template:

TYPE/A/K,NAME/A/K,OFF/A/K,ON/A/K,ADDRESS/A/K

Inputs:

TYPE: Must be CHECKBOX! NAME: Here you can specify the gadgets name. If you use one of the pre defined **words** the gadget name will be automatic translated into your language! OFF: Value to write into ADDRESS if switch is deactivated! ON: Value to write into ADDRESS if switch is activated! ADDRESS: AM Location within the PSX file!

1.142 The SGP File Format - GADGET/Barlabel

Barlabel

This gadget allows to insert a titled bar!

Template:

TYPE/A/K,NAME/A/K

Inputs:

TYPE: Must be BARLABEL! NAME: Here you can specify the barlabels name. If you use one of the pre defined **words** the gadget name will be automatic translated into your language!

1.143 The SGP File Format - CHECKSUM

CHECKSUM

Many save games require no checksum and may be manipulated very easy! If you don't understand how this command is working then skip ist. You need knowledge of programming and a lot of experience to do the right. Just playing around makes no sense.

Template:

START/K/A,END/K/A,DEST/K/A,ADD/K,SUB/K,EOR/K,ADDCARRY/K,SUBCARRY/K,STARTVALUE/K

Function:

This command calculates the checksum of a specified area within the save game. This sounds easier than it is! It will never possible to implement all possible checksum combinations.

Why there is a checksum? Well, programmers of games are saving time by calculating all data by a specific formula. This will be checked during save game loading and if its not correct the game is reporting the savegame is defect or empty. The reason is very easy. For example its possible to collect a maximum of 99 coins. Why should the programmer take care of a value bigger than 99? During the display operation no further check is done. A patched (or just damaged) save game may cause a game to crash. A nice side effect is that the game is working a little faster, because there are no savety checks.

I implemented this command to cheat the game by recalculation the checksum!

Inputs:

START A Offset of the first byte of the checksum area. END Offset of the first byte after the checksum area. DEST A Offset of the checksum ADD A Add values SUB A Sub values EOR A EOR values ADDCARRY A Value to add on carry. (default=0) SUBCARRY A Value to subtract on carry. (default=0) STARTVALUE Start value for ADD, SUB and EOR mode (default=0)

Examples:

CHECKSUMM START L\$1000 END \$2000 DEST L\$1004 ADD L0 ADDCARRY W1

Activates a four byte read mode from address \$1000 (START L\$1000) to \$2000 (END \$2000) and added with a 32 bit add (ADD L0). Each carry overflow one is added to the lower word (ADDCARRY W1). The result will be stored within the four bytes beginning at address \$1004 (DEST L\$1004).

CHECKSUM Start L\$023A End \$6036 Dest L\$023A EOR L0

Four byte read mode (START L\$023a) and four byte eor (EOR L0) of each value until \$6036 is reached (END \$6036). The result will be stored from \$023a to \$023d (DEST L\$023a).

CHECKSUM Start B\$0236 End \$0836 Dest W\$07de Add W0 SUBCarry B1

Byte by byte Mode (START B\$0236). Add bytes word wise (Add W0) and subtract one for each carry overflow (SUBCarry B1). Destination for the checksum is the word starting at \$7de (Dest W\$07de).

1.144 The SGP File Format - TOOL

TOOL

Many save games require no checksum and may be manipulated very easy, but some are very complex or contain a special checksum. For this games I implemented the tool command!

Template:

FileName/A

Function:

This command is running an **external program** to patch the savegame.

Inputs:

FileName: Name of the **SGT File** without path!! The SGT File must be located within "Patches/SGT/" drawer!

1.145 The SGT File Format

The SGT File Format

SGT files are standard DOS Executables with a little header! For more information about the file format consult the documentation Bonus/Developer/SGT/SGT.doc

1.146 MCControl - MCDatabase

MCDatabase

MCDatabase is a little tool to create the MCDatabase.prefs stored in MCControls prefs drawer.

Why this data base? Until now it worked fine!

Yes, and its still working without, but the database contains additional information on Playstation games. These information are used to make the usage of MCControl much easier!

Example:

"GC 1 WILLY JUNGO 28:19"

Which game is this? I think you had the same problem before this a few of your games. By activating the **special option** MCControl is using the name in the database instead of the name delivered by the save game itself. The result looks like this:

"Guardian's Crusade"

Much better I think!

The same happens when japanese games are using japanese letters to view the game name on Playstation. This data chaos isn't readable when using MCControl. By using the database "GCI i V" is automatically converted into "Dead or Alive"!

Introduction The File Format Compiling the Database

1.147 MCDatabase - Introduction

Introduction

The format of the database wasn't easy to invent. It should be fast and flexible to use for every one. That's why I decided to create a text based source format, which will be compiled into a new or an existing database file. This allows me to change the real database format every day, without any compatibility problems.

The database can be found in the MCControl prefs drawer by the name "MCDatabase.prefs". It's the normal IFF-PREF format.

By using the MCDatabase tool you are able to add new and modify existing games.

It's just required to create a test file by using any text editor. This file contains all information for any game you want to change. These are the game names, game product ids and all languages available within the games. This text file is the key. It's irrelevant what format the database is using in the future, this text file stays valid forever and the only thing to do is to compile the data into the database.

1.148 MCDatabase - The File Format

The File Format

Well, the file format is a simple text file. The first line must contain a comment and will not be parsed. Beginning with the second line each line represents one game.

Each game line is parsed by using this normal dos template:

```
"NAME/A,PRODUCTID/A,DEU/S,ENG/S,FRA/S,ESP/S,SVE/S,ITA/S,JAP/S,NED/S"
```

Example:

```
;This is the first line and ignored by the parser!!! "Ruff & Tumble (40 Winks)" SLES-01939 DEU "S.C.A.R.S." SLES-01286  
DEU ENG FRA ESP ITA
```

Important is that the game name is placed within quotation marks, like required for filenames containing spaces. If the product id contains spaces, then here quotation marks are required, too!

The languages are the languages available within the game. If there is no language selection then just specify the automatically used language.

Please always specify **all languages**. If a language isn't available in my dos template, then let me know and I'll implement this language. Without specifying the languages MCControl isn't able to view IDs like "DEU" or "FRA"!

1.149 MCDatabase - Compiling the Database

Compiling the Database

The required tool can be found in the "Bonus/MCDatabase"-drawer of your MCControl installation.

You are allowed to specify 3 arguments:

DIFF/A,TO/A,FROM:

DIFF : Name of your text file containing the database changes. TO : This is the destination name of the new/updated database!
FROM : Here you can specify an old data base as input. This is required when changing an existing data base. If nothing is specified here, then a complete new data base will be created containing only the games specified in your text file (DIFF).

Examples:

I used MC: for the MCControl drawer, just to make the examples easier

Create a new data base containing all games specified in New.txt!

```
MCDatabase t:New.txt t:MCDatabase.prefs
```

Change the delivered data base:

MCDDatabase t:New.txt t:MCDatabase.prefs MC:Prefs/MCDatabase.prefs

The old data base will be loaded and changed by the information specified in t:New.txt. After this the data base is stored in the "T:" drawer.

Its possible to overwrite the database direct, but on a failure (e.g. a wrong ID caused MCDatabase to overwrite an other game instead of creating a new one!) you may damage other data base entries. Thats the reason why destination (TO) and source (FROM) should be different!

1.150 Using MCControl DOS Only

Using MCControl DOS Only

READ/K,WRITE/K,SLOT/N,PROGRESS/S

1.151 The DOS Arguments - Read/K

Read/K

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

1.152 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.

1.153 The DOS Arguments - Slot/N

Slot/N

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

1.154 The DOS Arguments - Progress/S

Progress/S

This switch enables the progress bar for reading and writing!

1.155 MCControl - Index

#

#?.MCD files #?.MEM files #?.PSX files #?.SGP files #?.SGT files #?.VGS files

*

**** WANTED ****

A

About window Author

B

Bonus/Developer/SGT/SGT.doc BoulderDäsh Bug List

C

Card Settings Window CardReader Clean Up Compiling the Database Complete Format Compression Configuration

D

Database Default Cards Delete all Files Delete File Device selector DexDrive Support DexDrive Distribution Download card Driver Info Driver

E

Edit Card External Power Supply

F

FAQS Feature List Filenames from Database Future

G

GUI Font GUI settings GuideFormat

H

Hardware History How To Install

I

Icon mode Introduction Introduction - MCDatabase IRQ-Bridge

L

Link Block Information

M

Main Window MCControl MCControlIRQBridge.mcm MCD MCDatabase MemoryCard test list MemoryCard - information about Multi Card Reader MultiPage End MultiPage Next MultiPage Previous MultiPage Start MultiTap - information about My other amiga projects!

N

Names from Database New Window Next Card Page

O

Own games

P

Page: +1 Page: +10 Page: -1 Page: -10 Patch File... Patch window Personal card Picture: Author Picture: Build connector Picture: DexDrive Picture: Disk Port - Easy to build Picture: Disk Port - Multi Slot Hardware Picture: Disk Port - Standard Circuit Picture: Parallel Port - Easy to build Picture: Parallel Port - Multi Slot Hardware Picture: Parallel Port - Standard Circuit Picture: Photo 1 Picture: Photo 2 Picture: Photo 3 Picture: Photo 4 Playstation game database (MCDatabase) Playstation - information about Preferences Previous Card Page Product codes - information about Product id - information about PSX Games database PSXPort Support PSXPort - information about PSXPort.mcm

Q

Quick access Quick format

R

Read Directory Region id - information about Regions from Database Repair memory card Retries

S

[Save all save games](#) [Save Card](#) [Save game converter](#) [Save game icons](#) [Save game manipulator](#) [Save game patcher](#) [Select ID](#) [Selected driver](#) [Set Filenote](#) [Set the file comment](#) [Settings window](#) [SGP file](#) [SGP Strings](#) [SGP Window](#) [SGT File](#) [Shiner Project](#) [ShineR project](#) [ShineR - information about](#) [Show Page Gadgets](#) [Speed Format](#) [Supported Filetypes](#) [System Requirements](#)

T

[Thanx](#) [The About Window](#) [The Author](#) [The Card Preferences](#) [The MCDB File Format](#) [The Main Window](#) [The Preferences](#) [The PSX says my card isn't formatted, but...! Why?](#) [The required Hardware](#) [The Save Game Converter](#) [The SGP file format](#)

U

[Undelete all Files](#) [Undelete File](#) [Upload Card](#)

W

[Want to buy list](#) [What are the external power supply specifications?](#) [What card reader do you own?](#) [What hardware changes were made since V1.40?](#) [What is a DexDrive](#) [What is a MemoryCard?](#) [What is a MultiTap?](#) [What is a Playstation?](#) [What is a Region or Productcode?](#) [What is a ShineR](#) [What is PSXPort?](#) [What is the MemoryCard capacity?](#) [What PSX controller do you own?](#) [What PSX games do you own?](#) [Where can I get save games?](#) [Why it is required to include languages into the MCdatabase?](#) [Why my Diskport-Reader isn't working?](#)

X

[XPK Compression](#) [XPK Method](#)

Y

[Your Cards](#) [Your personal list](#)
