

MCControl

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	<i>TITLE :</i> MCControl		
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REVISION HISTORY

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Chapter 1

MCControl

1.1 MCControl

MCControl V1.34

(C) Guido Mersmann in 1997-1999

MCControl IS A MAILWARE PRODUCT

READ THE DISTRIBUTION SECTION FOR INFORMATION ON DISTRIBUTION

Contents

- Introduction
- System Requirements
- Feature List
- Distribution
- How To Install
- MCControl
 - MCControl
 - The required Hardware
 - MemoryCard test list
 - Supported Filetypes
 - FAQS
 - History

Future

Bug List

Thanx

The Author

Bug Reports, Incitements...

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

My other amiga projects!

1.2 Introduction

Introduction

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

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

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

1.3 Systemrequirements

System requirements

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

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

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

You need an

DexDrive
 or build a special
 hardware
 !

That`s all!

1.4 Features

Features

[currently not 100% implemented]

\textdegree{} 100% Assembler

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

\textdegree{} DexDrive Support

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

\textdegree{} DexDrive Support

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

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

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

\textdegree{} XPK support

\textdegree{} Locale support

1.5 Distribution

Distribution

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

MCControl is Mailware.

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

I am not liable for injures or data loss caused by MCControl or the

hardware

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

1.6 How to install MCControl

How to install MCCControl

Just drag the MCCControl drawer onto your Harddisk!

Thats all!

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

1.7 History

History

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

V0.10 First beta demo version.

V0.11 Many internal changes.

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

V0.13 Manual enhancement.

V0.14 Online help implemented.

V0.15 Some catalog fixes.

V0.16 Fixed some gadget positions.

V0.17 First official Aminet Version!

V0.18 BUGFIX: Fixed frame calculation!

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

Added parallel port allocation.

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

CHANGED: The window title is now more useful.

New

MemoryCard test

Chapter included.

FEATURE: New file Support:

#?.PSX

V0.20 BUGFIX: Forgot to load Card Data before saving to disk!

CHANGED: The process window now opens only if needed!

CHANGED: Menu layout!

BUGFIX: Many small internal fixes!

BUGFIX: Extensions .vgs and .gme are now correct!

V0.21 BUGFIX: fixed memory loss!

V0.22 Many (many many) internal changes. Almost every card handle

| routine changed, but it was worth. Now all possible errors should

V0.98 be captured and most of the routines are likeable.

V0.99 FEATURE:

Delete

and

UnDelete

implemented.

V1.00 First true Aminet Version

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

.

FEATURE:
Automatic card detection
implemented.

FEATURE:
New preferences menu
V1.22 BUGFIX:
Save Card
is now creating a
correct default file name.
Added some default cards, to make auto detection much easier.
Added some save game converter. (Thanks to Andrea Favini)
BUGFIX: Multi slot support is now 100% working. (Reported by
Zeljko Vulinovic and Andrea Favini)
FEATURE: Its no longer possible to drag free entries. (Thanks to
Axel Doerfler for the GTDrag feature!)

BUGFIX: The preferences window allows to specify the maximum of
4 Slots.

FEATURE:
Delete all
and
Undelete all
implemented. (Requested by
Jürgen Ofner)

BUGFIX: Gadgets in a new window were sized wrong. (reported by Timo
Hegemann)

BUGFIX: Double click handling in settings window is now correct.
(reported by Timo Hegemann)

V1.23 BUGFIX: Fixed fout slot mode! (reported by Zeljko Vulinovic)
BUGFIX: Forgot to implement the english version of the
SGP file
documentation.

V1.24 FEATURE: MultiPage support implemented.
FEATURE: New
card settings
window.

V1.25 FEATURE: Export directory (ASCII) (requested by Werner Ammann)
CHANGED: Some small optimizations.
BUGFIX: MultiPage support fixed (reported by Zeljko Vulinovic)

V1.26 FEATURE: Separate write delays to allow fast writing on slow cards.
BUGFIX: Fixed some
card settings
bugs.
BUGFIX: Fixed a problem with the
SUPPORT
command. (reported
by Brice Terzaghi)
Added some save game patches. (Thanks to Brice Terzaghi)
FEATURE: New français catalog! (Thanks to Brice Terzaghi)
FEATURE: Region/ProductID Output in directory list.
FEATURE: DEL / Backspace keys are deleting/undeleting files.
BUGFIX: Fixed the spaces in filename problem of some save games.
BUGFIX: Fixed the window busy bug when using the save game
patcher. (Reported by Brice Terzaghi)
FEATURE: Complete
#?.mem support
!

- V1.27 BUGFIX: Edit card gadget was disabled when opening the settings window even if there was an personal card.
BUGFIX: The auto generated file name for save games was 3 chars to long. (Dos limit)
- V1.28 CHANGED: Found a new way to code a save game name. It seems to be very rare (see Example.mcd=>Worms). Now all these games should look good, too.
CHANGED:
 FAQ update
 .
FEATURE: New function allows to save all save games at once.
BUGFIX: During saving name fragments of prior saved games were saved, too! Not a real problem, but not very nice.
- V1.29 BUGFIX: Its was not possible to save the window position of the

 Card Settings Window
 and the
 Main Window
 ! (Reported by Brice Terzaghi)
- V1.30 FEATURE: New driver system for different card reader hardware. Now it is possible to create an driver for any hardware.
BUGFIX: Forgot to disable save all menu when there is no file on memory card!
- V1.31 Changed card reader driver system.
The
 card editor
 gadgets are depending on the current
 driver.
BUGFIX: Fixed a directory bug that produced unusable, free blocks. RamCard driver and source added for development information.
The driver itself is only useful for playing with MCCControl without owning an card reader.
FEATURE: Menu and gadget disabling is now depending on driver module!
- V1.32 FEATURE: Now you are able to select the GUI Font.
- V1.33 BUGFIX: Fixed the settings window! MCCControl 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
 !

1.8 Future

Future

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

1.9 Buglist

Buglist

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

\textdegree{} Currently there are no known bugs.

1.10 Thanx

Thanx

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

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

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

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

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

1.11 The Author

The Author

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

Any ideas and suggestions are welcome, too.

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1.12 Other programs!

Other programs!

BoulderDäsh [game/jump/boulderdaesh.lha]

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

SimpleCat [dev/misc/simplecat.lha]

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

Afind [util/misc/afind.lha]

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

AView [util/misc/aview.lha]

AView is a great multiview enhancement/replacement! It is working like Multiview, but you are able to specify a special viewer/player for each file 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 ist ein Tool, das es erlaubt ein Guidefile vollständig zu prüfen und alle eventuellen Fehler aufzudecken.

SiedlerBoot [game/patch/siedlerboot.lha]

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

Execute64 [misc/emu/execute64.lha]

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

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!

1.13 The CardReader Specifications!

The CardReader Specifications!

If you're not able to create your own hardware, then you are able to buy a compatible CardReader named

DexDrive
!

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

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

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

3.6V Only Reader without external Powersupply

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

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

3.6V and 7.6V Reader with external Power Supply

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

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

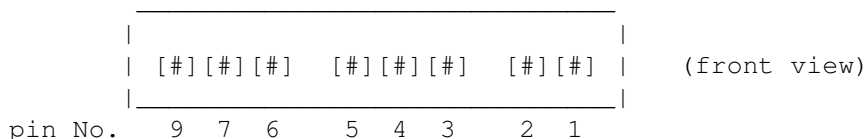
This picture shows how to build it.

Here you can find an multi slot circuit.

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

Additional Information

Memory Card Connector

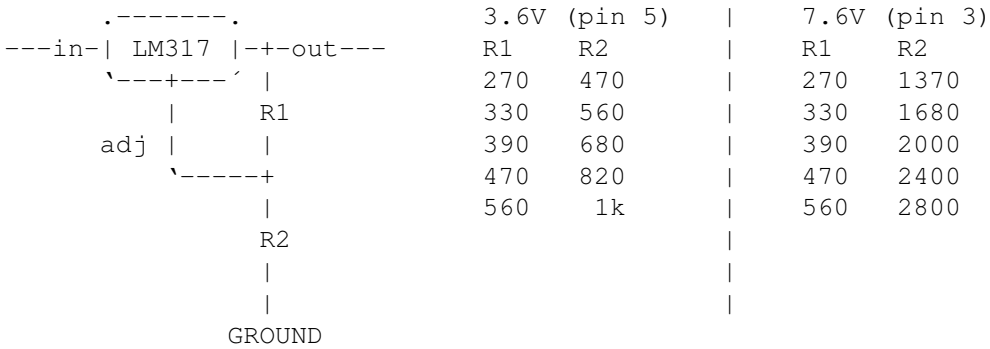
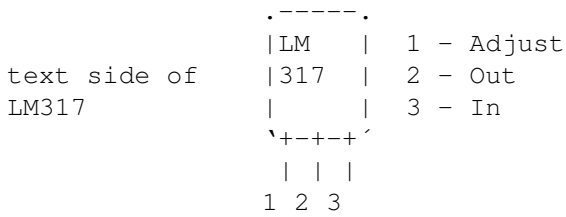


pin No.	signal name	direction	logic	function
1	DAT	in	positive	Serial Output data(open drain)
2	CMD	out	positive	Serial Command data
3	+7V	-	-	+7.6V CD-ROM Drive Power
4	GND	-	-	Signal Ground
5	+3V	-	-	+3.5V System Power
6	SEL-	out	negative	pad/memory select
7	CLK-	out	negative	Serial Clock
8	-	-	-	no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

As you can see the MemoryCard needs two different voltages. I know this

is not always true, but I checked out four 15 block cards and 3 of them need 7.6V. This voltage requires an external powersupply, so why not create a full compatible card reader!

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



For more information of LM317 check www.national.com and get correct PDF-files.

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

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

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

1.14 Questions, Solutions and Tips!

Questions, Solutions and Tips!

What is a Playstation?

What is a MemoryCard?

What is a DexDrive

What is the MemoryCard capacity?

What are the external power supply specifications?

What is a Region or Productcode?

What PSX games do you own?

Other

This manual is formated with centered blocks. How?

1.15 FAQ: What is a Playstation?

What is a Playstation?

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

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

1.16 FAQ: What is a MemoryCard?

What is a MemoryCard?

A MemoryCard is an storage device for
Playstation
game scores.

1.17 FAQ: What is a DexDrive?

What is a DexDrive?

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

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

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!

1.18 FAQ: What is the MemoryCard capacity?

What is the MemoryCard capacity?

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

This is wrong!

A MemoryCard can hold 1 mega bit or 128KB!

1 MegaBit = 1048576 Bit

1048576 Bit / 8 = 131072 Byte

131072 Byte / 1024 = 128 KiloByte

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

1.19 FAQ: What are the external power supply specifications?

What are the external power supply specifications?

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

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

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

1.20 What is a Region or Productcode?

What is a Region or Productcode?

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

Example:

BESLES-00463

0123456789ab

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

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

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

"BESLES-22222Records "

"BESLES-22222Settings"

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

1.21 What PSX games do you own?

What PSX games do you own?

Well, here is my PSX game list:

Heart of Darkness
 Oddworld: Abe's Exoddus
 Colin MacRae Rally
 Azure Dreams
 S.C.A.R.S
 Pitfall 3D: Beyond the Jungle
 Virtual Pool
 Wild 9
 Bubble Bobble also Featuring Rainbow Islands
 Worms
 Spot goes to Hollywood

Frogger
Sentient
Nanotek Warrior

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

This manual is formatted with centered blocks, How?

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

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

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

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

And the text looks great!

1.23 WANTED !!!!

Wanted !!!

I am searching the following games for my PlayStation:

Alundra
Bubble Bobble2
Kula World

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

1.24 All MemoryCard checked with MCCControl

All MemoryCard checked with MCCControl

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

MemoryCard	Blocks	Delay	Settings (Byte,Bit,Data)	Tested by
Tosa	15	(1,0,0)		Guido Mersmann
Gamester	15	(1,0.0)		Guido Mersmann
GameMedia	15	(1,0.0)		Timo Hegemann
Joytech	15	(1,0,0)		Janne Lumikanta
MemoryCard				
Plus	120	(1,0,0)		Zeljko Vulinovic
Sony Blue	15	(0,2,0)		Timo Hegemann
Sony GreyOld	15	-> Let me know! Try	(0,5,0)	
Atomic	15	(0,5,0)		Andrea Favini
Blaze 24Mb				
MegaMemory	360	(0,2,0)		MegaByte
Naki	15	Not working		Zeljko Vulinovic

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

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

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

MCD - Real MemoryCard Image

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

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

GME - Game file

This file contains a complete MemoryCard!

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

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

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

VGS - Video Game Strategies

This file contains a complete MemoryCard!

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

PSX - Playstation Game File

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

This format is great for holding only one saved game.

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

MEM - Memory File

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

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

1.26 The Windows of MCCControl

The Windows of MCCControl

The Main Window

The Preferences

The Card Preferences

The About Window

The Save Game Converter
There is also an
DOS Template
!

1.27 MCControl - The Main Window

The Main Window

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

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

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

Don't forget to read about the
Menu
!

Gadgets

Directory

Type

Slot

Read Directory

Download Card

Upload Card

1.28 MCControl - Hauptfenster/Verzeichnis

Verzeichnis

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

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

1.29 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.

1.30 MCControl - The Main Window/Type

Type

This button is only visible if the auto detect mode is disabled and you defined more than one personal card .

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

1.31 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.

1.32 MCControl - The Main Window/Download Card

Download Card

This button forces the reading the whole MemoryCard.

1.33 MCControl - Hauptfenster/Upload Card

Upload Card

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

1.34 MCControl - The Main Window/Menu

The Main Menu

Project

New Window

Preferences...

About...

Quit

MemoryCard

Load...

Save...

Export...

Read Directory

Download Card

Upload Card

Complete Format

Speed Format

Save Games

Load...

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

1.35 The Main Menu/Project/New Window

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

Opens a new virtual MemoryCard window!

1.36 The Main Menu/Project/Preferences...

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

This item opens the
preferences
window!

1.37 The Main Menu/Project/About...

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

Hui! The
about window
opens!

1.38 The Main Menu/Project/Quit

Project/Quit

This item is quitting MCControl!

1.39 The Main Menu/MemoryCard/Load...

MemoryCard/Load...

Here you can load complete memory card images.

1.40 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
.

1.41 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.

1.42 The Main Menu/MemoryCard/Read Directory

MemoryCard/Read Directory

MCControl is only reading the directory.

1.43 The Main Menu/MemoryCard/Download Card

MemoryCard/Download Card

MCControl is reading the complete card into the window buffer.

1.44 The Main Menu/MemoryCard/Upload Card

MemoryCard/Upload Card

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

1.45 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!

1.46 The Main Menu/MemoryCard/Speed Format

MemoryCard/Speed Format

The window buffer will be initialized like an empty MemoryCard.

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

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

1.47 The Main Menu/SaveGames/Load...

SaveGames/Load...

Here you can load an saved game file.

1.48 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
.

1.49 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
.

1.50 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.

1.51 The Main Menu/SaveGames/DeleteFile

SaveGames/Delete File

The
selected
game file will be deleted.

1.52 The Main Menu/SaveGames/Undelete File

SaveGames/Undelete File

The
selected
game file will be undeleted.

1.53 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
.

1.54 The Main Menu/SaveGames/Undelete all Files

SaveGames/Undelete all Files

Undelete all games files of the current memory card.

1.55 The Main Menu/SaveGames/Convert File

SaveGames/Convert File

The
selected

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

1.56 MCControl - Preferences

Preferences

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

menu

.

Communication

Driver

Device

Startup Speed Check

System Speed

Auto Detect

Your Cards

Default Cards

Auto Configuration

XPK

XPK Compression

XPK Method

Miscellaneous

GUI Font

Multi Card Reader

Directory

Quick Access

Other

Use
 Save
 Cancel

1.57 MCControl - Preferences/Driver

Driver

This gadget specifies the hardware used for reading MemoryCards. If you build my

hardware
 then "Standard.mcm" is the right driver.

The debug version ("StandardDebug.mcm") is viewing a lot of information during reading/writing. The debug driver requires MCControl to be started via CLI/Shell to see the output. The debug version wasn't made for normal usage, because the debugging output takes a lot of time. This makes the debug version much slower than the normal version!

The

DexDrive.mcm
 is an driver for the commercial
 DexDrive
 !

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 an card reader hardware. I use it for programming MCControl without the need of reading and writing real memorycards.

1.58 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 don't by using this gadget!

1.59 MCControl - Preferences/Startup Speed Check

Startup Speed Check

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

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

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

1.60 MCControl - Preferences/System Speed

System Speed

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

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

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

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

1.61 MCControl - Preferences/Auto Detect

Auto Detect

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

Auto detect enables a special mode for auto detecting the card. So its
not required to change the card type (=configuration) by hand.

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

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

1.62 MCControl - Preferences/Your Cards

Your Cards

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

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

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

1.63 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

1.64 MCControl - Preferences/Auto Configuration

Auto Configuration

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

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

1.65 MCControl - Preferences/XPK Compression

XPK Compression

This gadget enables the automatic compression during file save.

The automatic decompression is always working!

1.66 MCControl - Preferences/XPK Method

XPK Method

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

1.67 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.

1.68 MCControl - Preferences/Multi Card Reader

Multi Card Reader

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

1.69 MCControl - Preferences/Directory

Directory

Here you can specify what the memory card directory should look like.

1.70 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.

1.71 MCControl - Preferences/Use

Use

This button confirms all changes and closes the window.

1.72 MCControl - Preferences/Save

Save

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

1.73 MCControl - Preferences/Cancel

Cancel

All changes are lost.

1.74 MCControl - Card Preferences

Card Preferences

This window allows to configurate MCCControl cards.

Name
Card read delays

Byte Delay

Bit Delay

Data Delay
Card write delays

Byte Delay

Bit Delay

Data Delay
MultiPage Settings.

MultiPage Start

MultiPage Next

MultiPage Previous

MultiPage End

Use

Cancel

1.75 MCCControl - Card Preferences/Name

Name

Here you can specify the name of your card.

1.76 MCCControl - Card Preferences/Byte Delay

Byte Delay

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

This value specifies the delay before reading a new byte.

1.77 MCControl - Card Preferences/Bit Delay

Bit Delay

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

This value specifies the delay before reading a new bit.

1.78 MCControl - Card Preferences/Data Delay

Data Delay

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

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

1.79 MCControl - Card Preferences/Byte Delay

Byte Delay

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

This value specifies the delay before writing a new byte.

1.80 MCControl - Card Preferences/Bit Delay

Bit Delay

Depending on the used

driver
 this gadget may not be available.

This value specifies the delay before writing a new bit.

1.81 MCControl - Card Preferences/Data Delay

Data Delay

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

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

1.82 MCControl - Card Preferences/MultiPage Start

MultiPage Start

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

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

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

Examples:

"L1 L2 SELECT"

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

"L1 -L1 L2"

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

1.83 MCControl - Card Preferences/MultiPage Up

MultiPage Up

Depending on the used

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

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

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

Examples:

```
"L1 L2 SELECT"
```

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

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

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

1.84 MCCControl - Card Preferences/MultiPage Down

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

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

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

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

Examples:

```
"L1 L2 SELECT"
```

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

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

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

1.85 MCCControl - Card Preferences/MultiPage End

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

```
Depending on the used
```

```

driver
    this gadget may not be available.

```

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

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

Examples:

```
"L1 L2 SELECT"
```

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

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

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

1.86 MCControl - Card Preferences/Save

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

This button confirms all changes and closes the window.

1.87 MCControl - Card Preferences/Cancel

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

All changes are lost.

1.88 MCControl - The Preferences Window/The Preferences Menu

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

```
Project
```

```
    Open...
```

```
    Save
```

```
    SaveAs...
```

```
        Edit
```

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

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

Open...

This item allows to load a prefs file.

1.90 MCControl - The Preferences Menu/Project/Save

Save

This item allows to save the prefs file.

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

SaveAs...

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

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

Reset To Default

The preferences window will be reseted to the internal defaults.

1.93 MCControl - The Preferences Menu/Edit/Last Saved

Last Saved

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

1.94 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.

1.95 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.

1.96 MCControl - About

About

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

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

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

Gadgets

Ok

1.97 MCControl - About/Ok

Ok

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

1.98 MCControl - The Save Game Converter

The Save Game Converter

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

Gadgets

Name

Author

Convert to

Convert

Cancel

1.99 MCControl - The Save Game Converter/Name

Name

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

1.100 MCControl - The Save Game Converter/Author

Author

The guy shown here created the SGP file.

1.101 MCControl - The Save Game Converter/Convert to

Convert to

Here you can specify the
region id
for your game version. The save
game will be patched to this ID!

The number of supported regions are depending on the

```
#?.SGP file
```

```
.
```

1.102 MCControl - The Save Game Converter/Convert

```
Convert
```

```
-----
```

The save game will be patched.

1.103 MCControl - The Save Game Converter/Cancel

```
Cancel
```

```
-----
```

Aborts convertation.

1.104 The SGP File Format

```
The SGP File Format
```

```
-----
```

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

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

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

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

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

The first command (SUPPORT) specifies all game versions working with this patch.

```
NAME
```

```

    ,
    AUTHOR
    and
    VERSION
    are to easy to explain here.
Skip.
    PATCH ALL
    means that all version specified by the
    (SUPPORT)
    command are converted by the following lines.
    CONVERTID
    converts the

    region code
    into the destination defined by the user when selecting
the
    patch to gadget
    in the
    patch window
    .
    ENDPATCH
    terminates the

    PATCH
    command.

```

Here are all currently supported commands:

```

SUPPORT
NAME
Author
Version
Patch
EndPatch
ConvertID
Move

```

1.105 The SGP File Format - SUPPORT

Support

Template:

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

Function:

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

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

How to get these

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

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

Examples:

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

Its not always required to specify the complete ID string.
 "BESCES-00808GMEDAT01","BASLUS-00707GMEDAT03" As you can see is the

file name
 of this game different. The contents is compatible. This is
 made by games using a whole block for saving the data for one player.
 The next player get an different number. Sometimes the filename is
 equal to the player name. To convert such save game its required to
 setup this command line:

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

All bytes after these IDs stay unchanged.

1.106 The SGP File Format - NAME

Name

Template:

Name Name/A

Function:

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

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

Examples:

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

1.107 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"
```

1.108 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)"
```

1.109 The SGP File Format - PATCH

Patch

Template:

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

Function:

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

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

Example1:

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

```
PATCH EUR US
xx
xx
```

```
ENDPATCH
  PATCH US EUR
```

```
YY
YY
```

```
ENDPATCH
```

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

Example2:

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

```
PATCH ALL
xx
xx
```

```
ENDPATCH
```

The xx commands are used during any conversion.

1.110 The SGP File Format - ENDPATCH

EndPatch

Template:

```
EndPatch
```

Function:

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

Example:

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

```
PATCH  
ALL
```

```
xx  
xx  
ENDPATCH
```

1.111 The SGP File Format - CONVERTID

CONVERTID

Template:

```
ConvertID
```

Function:

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

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

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

Example:

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

```
PATCH
  ALL
```

```
CONVERTID
ENDPATCH
```

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

1.112 The SGP File Format - MOVE

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

Template:

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

Function:

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

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

Example:

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

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

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

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

1.113 Using MCCControl DOS Only

```
Using MCCControl DOS Only
-----
```

```

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

```

1.114 The DOS Arguments - Read/K

```

-----
Read/K

```

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

```

MCD
!

```

1.115 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.

1.116 The DOS Arguments - ByteDelay/N

```

-----
ByteDelay/N

```

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

.

1.117 The DOS Arguments - BitDelay/N

BitDelay/N

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

.

1.118 The DOS Arguments - DataDelay/N

DataDelay/N

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

.

1.119 The DOS Arguments - Slot/N

Slot/N

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

1.120 The DOS Arguments - Progress/S

Progress/S

This switch enables the progress bar for reading and writing!
