Backup Magic

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Carl England

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This distribution of BACKUP MAGIC contains the following files:

MACIC.BAS   Use to make a backup copy of copy-protected
                   software for use on a "real" Tandy Color Computer.
MAGIC2PC.BAS   Use on a "real" Color Computer to create disks to
                   be transferred to a Color Computer emulator
                   running on a PC.
PCMAGIC.BAS   Use on an emulator to create virtual disks from files
                   generated by MAGIC2PC.BAS.
DEFEATER.BAS   Allows you to examine copy-protected disks.
COPY512+.BIN   Backup, Copy, Format, Rename utility that makes
                   file management simple.
BCONFIG.BAS   Utility that allows you store a custom version of
                   Disk Basic on your floppy disks.

MAGIC.BIN, SYNC.BIN, TREAD.BIN, TWRITE.BIN, READ.BIN,
WRITE.BIN   Support files for MAGIC.BAS and MAGIC2PC.BAS.
MAGIC.PC.BIN, SYNC.PC.BIN, TREAD.BIN, TWRITEPC.BIN,
READ.BIN, WRITEPC.BIN   Support files for PCMAGIC.BAS
DEFEATER.11, TITLE.BIN   Support files for DEFEATER.BAS

Track 34, sectors 1 through 9 contain the configuration file used by
BCONFIG.BAS

MAGIC.BAS

Make backup copies of copy-protected disks on the Tandy Color Computer.

Insert a backup copy of the distribution disk in Drive 0 (this copy must contain the files: MAGIC.BAS, MAGIC.BIN, SYNC.BIN, TREAD.BIN, TWRITE.BIN, READ.BIN and WRITE.BIN.

Type: RUN"MAGIC"

After the title screen you will be prompted to enter the source drive. Insert the disk to be copied in either Drive 0 or Drive 1. Though it is not absolutely necessary, it is recommended that you cover the write-protect slot in the disk to be copied; otherwise you could accidentally erase a valuable piece of software. Insert a destination disk in the other drive. The destination disk does not have to be formatted. After answering the Source and Destination prompts, the source disk will be copied.

Known Bugs: When the program is initially run, it may abort after copying track 0 with a ?NF Error (Next without For). This is caused by the fact that the program may outrun the drives while resetting them to track 0. If this occurs, just type RUN again (there is no need to insert the program disk). Probably, no attempt will be made to fix this bug, since a fix would sacrifice speed in the program's execution. This bug exists in MAGIC2PC and PCMAGIC also. When copying multiple disks, the bug--if it occurs--will only occur on the first disk copied.

MAGIC2PC.BAS

Create files to transfer a copy-protected disk to an emulator running on a PC.

Insert a backup copy of the distribution disk in Drive 0 (this copy must contain the files MAGIC2PC.BAS, MAGIC.BIN, SYNC.BIN, TREAD.BIN, TWRITE.BIN, READ.BIN and WRITE.BIN.

Type RUN"MAGIC2PC"

After the title screen you will be prompted to enter the source drive. Insert the disk to be copied in either Drive 0 or Drive 1. Though it is not absolutely necessary, it is recommended that you cover the write-protect slot in the disk to be copied. Insert a blank, formatted disk (or one that has at least 60 granules free) in the other drive. (You may re-use the destination disks without deleting the files created by this program since they will be over-written.) After answering the Source and Destination prompts, the first 20 tracks will be copied to files named TRACK 0.BIN through TRACK19.BIN. You will then be prompted to insert another disk in the destination drive. Press ENTER and the remaining tracks will be copied.

The two disks can now be used to transfer the disk image to your emulator.

NOTE The drive motors do not stop spinning when prompted to insert second disk. This was done to eliminate the delay that would other-wise be necessary to bring the drives back up to speed. It is safe to remove the disk even though the motors are spinning as long because the light on that drive is not lit, and all the files on that drive have been closed.

PCMAGIC.BAS

Create virtual copies of copy-protected disks using files made by
MAGIC2PC.BAS.

Insert a virtual disk containing PCMAGIC.BAS, MAGICPC.BIN,
SYNCPC.BIN, TREAD.BIN, TWRITEPC.BIN, READ.BIN and
WRITEPC.BIN in virtual Drive 0.

Type RUN"PCMAGIC"

After the title screen you will be prompted to enter the source drive. Insert
the disk containing the first 20 tracks in your "real" floppy drive and select
that drive as your source. Create a virtual floppy disk in your destination
drive (you do not have to format the disk). Answer the Source and
Destination prompts. After the first 20 tracks have been transferred, you will
be prompted to insert the second disk in the source drive. Press ENTER and
the remaining tracks will be copied. (You can also use a virtual drive as your
source if you have already copied the disks to you PC using another program.

For fastest copies, run the emulator at maximum speed.

NOTE Some copy-protections syncronize with the index hole on the
"real" floppy disks. I have not been able to make these programs work on the
emulator even though they do copy successfully on "real" coco disks.

DEFEATER.BAS
Required files: DEFEATER.BAS, DEFEATER.11 and TITLE.BIN

Allows you to examine any track of a disk. Can be used to make backups
of copy-protected disks, but requires quite a bit of knowledge of how disk
tracks are organized. Input data in Decimal. Displayed data will be in Hex.
Requires some skill, but any copy-protected disk can be copied using this
utility.

COPY512+.BIN
File manager utility.

To copy files, move the cursor with the arrow keys (if more than 32 files
on disk, use shift-up and shift-down to select up to four pages of files).
Press SPACE to select or de-select a file. Or use "A" to toggle all files.
Then press ENTER to begin copying files. All files will be read into RAM
before being output to the destination drive (Ideal for single-drive copies).
(Copy the entire disk to make a defragmented copy of the original.)

NOTE Do not copy multiple files unless you have at least 512k of
RAM.

Select the source and destination drives by pressing "S" and "D" and answer
the prompt.

Supports 35, 36, 40 and 80 track drives (Press "T" to set number of tracks).

To Backup a disk, Press "B". The source drive will be copied to the
destination. The entire disk is read to RAM before being output to the
destination drive (designed for easy single-drive backups).

NOTEDo not use this feature with less than 512k of RAM.

Formats (Press "F") the destination disk faster than DSKINI.

Easy to use KILL (Press "K") and RENAME (Press "R") functions.

BCONFIG.BAS

Required file is hidden on track 34, sectors 1-9.

The name of the program is "SUPER BOOT" and you will probably want to put it on all your disks.

Before you do, though, you need to RUN"BCONFIG"

BCONFIG will load the current configuration on the disk in the drive you start it from. You can then set:

Drive step rate
Number of tracks
Single or double sided
Printer baud rate
If the disk is compatible with a Coco1 and 2 or a Coco3 only
If it is to be used with a Coco3 the Foreground and Background colors can
        be selected.
Also on a Coco3, you can choose to operate the computer at double speed
        (Disk access actually works at double speed!)
If you have a program on the disk that you want to automatically start (for
        example startup menu, or the disk only contains one program that
        you will be running), then you can enter the program name.

Once you have finished configuring the setup, insert the disk to contain the
        boot file and select "Save to Disk". If track 34, sectors 1-9 are empty,
        the boot file will be saved. If you are warned that there is already data
        there, you shouldn't allow it to save unless it is an old boot file that you
        wish to replace. I always put a boot file on freshly formatted disks.

To use SUPER BOOT, just insert the disk in Drive 0 and type DOS.

If there is a file that matches the filename in the "Startup" string, it will
        LOAD and RUN (if Basic) or LOADM and EXEC (if Binary). If
        there is no startup file, you will be presented with a two-column
        directory listing (up to 4 pages--switch pages with shift-up and
        shift-down). Use the arrow keys to select a file and press SPACE
        (or ENTER) and the file will LOAD and RUN or LOADM and EXEC.

Makes your Coco disks really easy to use.

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