RGB PATCH

RGB PATCH was designed to take your Color Computer programs that display black and white on RGB monitors when using your CoCo 3 and fix them to display in COLOR!

RGB PATCH has been tested with a variety of different cassette and disk programs (both copy protected and non-copy protected) and has been found to work on about 90% of them (RGB PATCH works on about 99% of all Spectral Associates' games.)

RGB PATCH will not work for Rom Paks, programs that run under OS-9 or Basic programs. It will work however on almost any other machine language program loaded by CLOADM, LOADM, DOS, or RUN. It even works with most copy protection schemes.

LOADING INSTRUCTIONS

CASSETTE: Load RGB PATCH from cassette by typing CLOADM"RGBPATCH" and pressing enter.

DISK: Load RGB PATCH from disk by typing LOADM"RGBPATCH" and pressing enter.

After RGB PATCH has successfully loaded, type EXEC and press enter. An installation message will appear to let you know that RGB PATCH is ready to do it's thing. (NOTE: A special version of RGB PATCH has been included on the disk that will automatically install itself. To load this version, ignore the loading instructions for disk and instead type LOADM"RGBPTCHA" and press enter.)

WARNING: Do not attempt to SAVE or COPY programs while RGB PATCH is installed. Doing so will result in producing faulty copies.

OPERATING INSTRUCTIONS

After RGB PATCH has been loaded and installed, simply load and play your favorite game just like you normally would, RGB PATCH will take care of the rest!

TECHNICAL INFORMATION

RGB PATCH lives in Ram from $8D14 to $8E36. This is an area of the Extended Basic Rom that was once used by the DLOAD command, but is no longer needed. Upon installation, RGB PATCH will copy a small section of code to $FE80. The code at $8D14 is used while your game program is actually loading, and the code at $FE80 is used while your game program is running.

RGB PATCH will automatically set up palette colors for the RGB display. If however you have your own preference of colors simply POKE the following addresses with the appropriate color code AFTER installing RGB PATCH but BEFORE loading your program:

$8D16 - Normally black (0)
$8D17 - Normally blue (9)
$8D18 - Normally red (36)
$8D19 - Normally white (63)

For example, to change what would normally be black to show up as DARK GRAY type POKE&H8D16,7.

SAVE TO DISK INSTRUCTIONS

To copy RGB PATCH from cassette to disk, follow the cassette loading instructions but DO NOT TYPE EXEC. Next type SAVEM"RGBPATCH",&H8D14,&H8E36,&H8D14 and press enter.

SYSTEM REQUIREMENTS
128K Color Computer 3; joysticks not required. Multi-pak Interface optional.

IN CASE OF TROUBLE

CASSETTE: If you encounter an FM error, make sure that you are using CLOADM and EXEC not CLOAD and RUN. If you encounter an IO error, try adjusting the volume of the tape player. If all else fails, try loading the backup copy which is on the back side of the tape.

DISKETTE: If you encounter an FM error, make sure that you are using LOADM and EXEC not CLOAD and RUN. If you encounter an IO error, try to load the game on another disk drive if possible. Often disk IO errors are caused by drives which are out of alignment and need to be adjusted. If that does not correct the problem the diskette will have to be returned to Spectral or your dealer for replacement.

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REPLACEMENT POLICY

Should the tape or disk be defective upon receipt or become unusable within 30 days of the date of invoice, return the tape or disk to your dealer or Spectral, postage prepaid, and it will be repaired or replaced at no charge. After 30 days the rates below will be charged for replacement of defective media.

> 1. Replace defective tape $3.00 each
> 2. Replace defective disk $5.00 each
> 3. Replace tape with disk $6.00 each

Return original tape or disk (shipping prepaid) to your dealer or:
Spectral Associates, 3320 South 90th Street, Tacoma, WA 98409

1/5/87