||| COMPUTIZE INCORPORATED

P.O. BOX 207
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S.B.U.

SUPER BACKUP UTILITY (C)

1. **TAPE TO TAPE**
2. **TAPE TO DISK**
3. **AUTO RELOCATE**
4. **DISK TO TAPE**
5. **DISK TO DISK**

(Regardless of most protection schemes!)

* **MENU DRIVEN!**
* **REQUIRES 32K EXTENDED COCO**
* **REQUIRES 1 OR 2 DRIVES**
* **ALL MACHINE LANGUAGE!!!**

SUPER BACKUP UTILITY(C) 1983
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TABLE OF CONTENTS

SECTION I

S-B-U(C) 1983
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OVERVIEW

S-B-U (SUPER BACKUP UTILITY) includes: SPIT-N-IMAGE, TRIPLE TRANSFER UTILITY, TAPE-N-IMAGE, and SPEED COMP. Each of these programs are throughly described in their respective individual documentation included in this package.

MACHINE REQUIREMENTS

* 32K or 64K Color Computer or Color Computer 2
* Disk Operating System
* One or more disk drives
* Cassette Recorder

LOADING INSTRUCTIONS

Either follow specific loading instructions included in the individual program documentation or use the convenient menu provided. Type: RUN "MENU" <ENTER> and select option. In order to switch between programs, exit the program loaded into memory. You can push the RESET button to accomplish this. Each program terminates to a "COLD START", so you will have to RUN "MENU" <ENTER> to select another program.

SECTION II

SPIT-N-IMAGE (C) 1983
by COMPUTIZE INC.

NOTICE

ALTHOUGH EXTENSIVE TIME AND MONEY HAS GONE INTO THE DEVELOPMENT OF SPIT-N-IMAGE, THIS PROGRAM IS NOT GUARANTEED TO BACKUP ANY DISKETTE.

We feel that SPIT-N-IMAGE is the highest quality backup program available for the TRS-80(R) COLOR COMPUTER. If a problem diskette is reported and WE feel that it is a popular enough diskette we will ATTEMPT to modify SPIT-N-IMAGE to handle the diskette and make it available to registered owners for a nominal upgrade fee. As of this version there has NEVER been a diskette that we have been unable to backup once we decided to make the modifications to backup that diskette.

SPIT-N-IMAGE is developed and intended to be run on TRS-80(R) COLOR COMPUTERS equipped with Disk Drives and a Disk Controller manufactured by RADIO SHACK(R). Generally other equipment combinations will function without a problem, but we cannot insure that non-standard products in this application will be 100% compatible.

*TRS-80(R) and RADIO SHACK(R) are registered trademarks of the TANDY CORPORATION.

OVERVIEW

SPIT-N-IMAGE is a machine language DISK Backup Utility program for the 32K or 64K Color Computer. It's purpose is to allow Backups of most Color Computer Diskettes that will not respond to normal backup or copy operations.

OPERATING INSTRUCTIONS

1. The output Diskette must first be thoroughly Bulk Erased with a Bulk Tape Eraser or other means before attempting to write to it with SPIT-N-IMAGE. Most of the time a new and unused Diskette will be OK too.

2. To load and execute SPIT-N-IMAGE:
   LOADM"SPITNI"<ENTER>

3. The SPIT-N-IMAGE Title Page will appear with the runtime prompts in the lower portion of the screen.

```
N O T I C E

If you are using "JDOS",
to load "SPIT-N-IMAGE",
type RUN "JDOS" <ENTER>.
```

4. Runtime prompts:

Any Runtime option enclosed within parenthesis is the
default value and does not have to be typed in, just press
<ENTER> to select that option.

NUMBER OF DRIVES 1 OR (2) ==>

Press 1 for a single drive copy otherwise press 2 or <ENTER> for
a dual drive copy.

INPUT DRIVE (0),1,2,3   ==>

For a single drive copy select the drive to be used for the
input and output drive. For a dual drive copy select the input
drive. Pressing <ENTER> will select drive 0.

OUTPUT DRIVE 0,(1),2,3   ==>

For a dual drive copy select the drive to be used as output.
Pressing <ENTER> will select drive 1. This prompt will not be
displayed for a single drive copy.

INPUT=   OUTPUT=

This message will be displayed at the top of message area.
INPUT= will have a number from 0 to 3 following it and signifies
the input drive. OUTPUT= will also have a number following it
and signifies the output drive. For a single drive copy the two
numbers will be the same.

NUMBER OF TRACKS 40 OR (35)==>

For standard Color Computer Disk Drives press 35 or <ENTER>
otherwise press 40.

5

ERROR BY-PASS N OR (Y)   ==>

To Backup a standard format diskette press N otherwise to backup
protected diskettes press Y or <ENTER>.

RUN AGAIN Y OR (N) ==>

To do another backup press Y otherwise press N. Pressing N or
<ENTER> will return the computer to a BASIC cold start.

REMOVE DESTINATION DISKETTE
AND
INSERT SOURCE DISKETTE
<ENTER> WHEN READY

This prompt only occurs on a single Drive backup and indicates
that the Destination Diskette should be removed from the Drive
and the Source Diskette placed in that Drive then press the
ENTER key.

REMOVE SOURCE DISKETTE
AND
INSERT DESTINATION DISKETTE
<ENTER> WHEN READY

This prompt only occurs on a single Drive backup and indicates
that the Source   Diskette should be removed from the Drive
and the Destination Diskette placed in that Drive then press the
ENTER key.

I/O ERROR

This is an information type prompt and informs you that
SPIT-N-IMAGE has encountered an unrecoverable I/O ERROR. The
RUN AGAIN prompt will be displayed directly below this prompt.

NOTES

1. It is imperative that the output diskette is completely Bulk Erased before running SPIT-N-IMAGE.

2. SPIT-N-IMAGE should be used to copy only those Diskettes that you have License or Copyright to and are not restricted by License or agreement not to copy.

3. SPIT-N-IMAGE formats the output Diskette into the same format as the input Diskette. If the input Diskette is protected then the output Diskette from SPIT-N-IMAGE will also be protected.

4. To insure that no manual mistakes are made when handling the Diskettes, especially in single Drive copy, it is advisable to place a Write protect tab over the Write protect notch on the Source Diskette.

5. The three reversed video characters in the lower left hand corner of the display indicate track number and density. The "H" indicates HIGH DENSITY and the "L" indicates LOW DENSITY. When operating single drive copies the three characters will only appear when the Source Diskette is reading. The two numeric characters just to the right of the read track display are the write track display. These two characters indicate the track number of the output diskette.

6. In some modes of operation SPIT-N-IMAGE could take up to several minutes to copy a single track properly and may appear to be "HUNG-UP", let it run for a few minutes before resetting and trying again.

7. One protection method requires a little more time to reproduce than the others. When SPIT-N-IMAGE is handling a disk with this method on it, 2 sets of changing numbers will appear in the lower right hand corner of the display. These two sets of numbers have no particular meaning except to let you know that SPIT-N-IMAGE is working and is not "HUNG-UP".

8. SPIT-N-IMAGE may seem to take quite a while to backup some diskettes. This is due to the inclusion of Read and Write verify after every Disk I/O. We felt that it was better to have SPIT-N-IMAGE run a little longer and produce a more reliable backup than to be able to claim it runs fast. Even though the verify has been added it is strongly recommended to thoroughly check the new back-up from SPIT-N-IMAGE before using it to process any data.

9. SPIT-N-IMAGE performs a memory sense when it starts to execute and sets itself up to operate in the proper memory configuration. A 64K COLOR COMPUTER will read and format 6 tracks at a time. A 32K COLOR COMPUTER will read and format 1 track at a time.

DISCLAIMER

SPIT-N-IMAGE is NOT GUARANTEED or WARRANTED in any way. COMPUTIZE will NOT be liable for any damage resulting from its use.

SPIT-N-IMAGE should be used only to make copies of your Software for your personal use.

Programmers have spent many long hours writting the quality programs that you enjoy so much, and are entitled to their royalties and fees.

8

SECTION III

T-T-U(C) 1983
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OVERVIEW

T-T-U (Triple Transfer Utility) is a machine language Backup Utility program for the 32K or 64K Color Computer with one or more Disk Drives. It's purpose is to allow the transfer of most Color Computer Machine Language, BASIC, and DATA files from Tape to Disk and Disk to Tape with relocation of most Machine Language programs that interfere with the Disk operating system.

OPERATING INSTRUCTIONS

1. To load T-T-U:
    FROM DISK: LOADM"TTU"<ENTER>

2. Type in: EXEC <ENTER>

3. The T-T-U Title Page will appear with the runtime prompts on the screen.

4. Runtime prompts:

Any Runtime option enclosed within parenthesis is the default value and does not have to be typed in, just press <ENTER> to select that option.

DISK DRIVE (0) ==>

Select disk drive to be used during the copying. Press 0 thru 3 or Press <ENTER> to select drive 0.

DISK TO TAPE   ==>1
TAPE TO DISK   ==>2
END   ==>3
SELECT   ==>

Press 1 to copy Disk to Tape, Press 2 to copy Tape to Disk, or Press 3 to return to BASIC.

COPY Y,A OR (N) ==>

To copy the file under FILE NAME Press y, to copy all files from the tape or disk Press A, otherwise Press <ENTER> or N. Before responding to this prompt have the cassette recorder in the proper mode (record or play depending on option selected) and proper cassette in the recorder. Please refer to the note on Copy All in the notes section.

COPIES (1) TO 9 ==>

This prompt will only appear on Disk to Tape copies and will select the number of copies of the file to be transferred from disk to tape. Press 1 or <ENTER> for 1 copy or any number between 1 and 9 to specify the number of copies.

MORE (Y) OR N ==>

The response to this prompt will indicate whether to continue copying more files/programs from the Disk or Tape or to return to the main menu.

INFORMATION/ERROR MESSAGES

FILE NAME

Directly below this prompt will be displayed the file name of the file or program that is being or will be copied.

TAPE ERROR

The input tape does not conform to standard format. The function is terminated.

DISK ERROR

Some type of Disk I/O error has occurred.

TAPE I/O ERROR

The input tape has an I/O error. Try a different volume setting on the cassette player and try copying the file again. This could also indicate a tape with some kind of protection or auto-load that T-T-U can not handle.

MEMORY OVERFLOW

The contents of the tape or disk file exceed the memory capacity of the computer work area.

DISK FULL
The output Diskette is full try another Diskette with more free space.

DISK FORMAT ERROR
The disk file format does not agree with the format specified in the directory.

MULTI-SEG FILE
A multi-segment machine language file is attempting to load to an address that would conflict with the T-T-U work areas. If the addresses are known try saving the program to disk with a SAVEM then try T-T-U on the program again.

```
                              S:0000
                              E:0000
                              X:0000
```

This display will appear in the upper right hand portion of the screen when transferring Machine Language programs. They are the Hexidecimal Start (S:), End (E:), and Execute (X:) addresses of the Machine Language program being transferred.

RELOCATE
This message will be displayed directly below the file name of the file T-T-U is copying from tape to disk. It will only be displayed if the machine language program being copied from tape to disk is being relocated (see 3 under NOTES).

NOTES

1.   T-T-U should be used to copy only those Programs that you have License or Copyright to and are not restricted by License or agreement not to copy.

2. The program addresses are:

          START &HE00
          END   &H1C28
          EXEC &HE00

3. Most tape based programs that interfere with the Disk Operating system will have a loader appended to their end by T-T-U to enable them to load and execute from the disk. This loader will cause the start, end and execute addresses to change on those programs that fall into this category. This loader will remain on the program if it is again transferred from the disk back to tape. If you already have tape based software loaded on a disk, but it will not execute, use T-T-U to transfer that software to tape then use T-T-U to transfer it back to the disk. The relocator is only active on Tape to Disk transfers of machine language programs. T-T-U will only append the relocator if it is needed. When executing a program that contains the loader, the loader will load the program to its proper addresses and disable the Disk. After loading a program from disk with the relocator on it DO NOT type in EXEC <ENTER> until the disk has stopped running.

4. T-T-U will copy "SOME" tape based Auto-Start programs to disk and enable them to execute from the disk. It is not the intent of T-T-U to "BREAK" or "CRACK" protected tape based software to Disk.

13

5.   T-T-U will only copy those files/programs which can fit into
its work area which is approximately 22.5K. This area is more
than sufficient to handle almost all Basic and Machine Language
programs (we have not found any that it would not), but some
large TAPE or DISK data files may not fit. Those files that will
not fit, will have to be transferred by you writting a small
copy program to do the transfer.

6.   When using the Copy All option the following exceptions to
the normal execution of T-T-U should be observed. The File Name
will be the only prompt that will appear after the Copy All
option is selected. If copying tape to disk and a tape error is
encountered the program will just by-pass the error and continue
looking for the next file. No addresses will be displayed for
machine language files. The only way to terminate the Copy All
function for tape to disk is by pressing the RESET button.

DISCLAIMER

T-T-U is NOT GUARANTEED or WARRANTED in any way. COMPUTIZE will
NOT be liable for any damage resulting from its use.

14

SECTION iv

TAPE-N-IMAGE(C) 1983
by COMPUTIZE INC.

OVERVIEW

TAPE-N-IMAGE is a machine language TAPE Backup Utility program for the 16K or 32K Color Computer. It's purpose is to allow Backups of most Color Computer Machine Language, BASIC, and DATA Tapes.

OPERATING INSTRUCTIONS

1. To load TAPE-N-IMAGE:
    FROM DISK: LOADM"TAPENI"<ENTER>

2. Type in: EXEC <ENTER>

3. The TAPE-N-IMAGE Title Page will appear with the runtime prompts in the lower portion of the screen.

5. Runtime prompts:

    Any Runtime option enclosed within parenthesis is the default value and does not have to be typed in, just press <ENTER> to select that option.

READY SOURCE CASSETTE

<ENTER> WHEN READY

Insert Tape to be copied into the Cassette Player and Press PLAY on the PLAYER. Press <ENTER> When Ready to continue.

15

READY OUTPUT CASSETTE

⟨ENTER⟩ WHEN READY

Remove the Source Cassette from the Player and insert the output Cassette. Place Cassette Player into Record mode. Press ⟨ENTER⟩ When Ready

ANOTHER COPY Y (N) ==⟩

To produce another Output Cassette the same as the Previous Cassette Press Y otherwise Press N or ⟨ENTER⟩.

RUN AGAIN Y OR (N) ==⟩

To do another backup press Y otherwise press N. Pressing N or ⟨ENTER⟩ will return the computer to a BASIC cold start.

I/O ERROR

This is an information type prompt and informs you that TAPE-N-IMAGE has encountered an unrecoverable I/O ERROR. The ⟨ENTER⟩ WHEN READY prompt will be displayed directly below this prompt.

TYPE: S: E: X:

This is an information type prompt and will appear directly below the TAPE-N-IMAGE title page. This prompt will display BAS, DAT, or M/L after TYPE to inform the user of the type of file that is being processed. The HEX values after S:, E:, and X: are the Start, End, and Execute addresses respectively

NOTES

1.   TAPE-N-IMAGE should be used to copy only those TAPES that
you have License or Copyright to and are not restricted by
License or agreement not to copy.

2.   TAPE-N-IMAGE formats the output TAPE into the same format as
the input TAPE. If the input TAPE is protected the output TAPE
from TAPE-N-IMAGE will also be protected.

3. The program addresses are:
    TAPENI - Start &HE00, End &H13A2, Execute &H1182

4. Since TAPE-N-IMAGE is written in Machine Language and uses no
Extended Basic routines it WILL run on those computers that do
not have Extended BASIC

DISCLAIMER

TAPE-N-IMAGE is NOT GUARANTEED or WARRANTED in any way.
COMPUTIZE will NOT be liable for any damage resulting from its
use.

PLEASE not use TAPE-N-IMAGE to PIRATE or make copies of Software
for your friends. Programmers have spent many long hours
writting the quality programs that you enjoy so much, and are
entitled to their royalties and fees.

SECTION IV

SPEED-COMP(C) 1984
by COMPUTIZE INC.

OVERVIEW

SPEED-COMP is a Machine language program for checking the Speed of Disk Drives attached to the Color Computer.

HOW TO USE SPEED-COMP

1. LOADM"SPDCOMP<ENTER>
   EXEC<ENTER>

2. The SPEED-COMP display will appear on the screen.

3. Press 0 thru 3 to select the drive to be tested.

4. If the drive selected is not attached to the computer, a disk is not in the drive, or the drive has some type of problem the "DRIVE NOT READY" message will be displayed with a short tone.

5. To end the program press the <BREAK> key.

NOTES

1. The normal ideal drive speed is 300 RPM, but any drive within 2 or 3 RPM's of 300 is normally acceptable.

2. If you are not absolutely sure of the procedure to correct a drive not within speed specification, please send the unit to a qualified technical facility.

3. If you are using our SPIT-N-IMAGE(c) product try to have the drive speed as close to 300 RPM's as possible.

DISCLAIMER

SPEED-COMP is NOT GUARANTEED or WARRANTED in any way. COMPUTIZE will NOT be liable for any damage resulting from its use.

UPGRADES AND REVISIONS

So that we can keep you informed of upgrades and revisions please fill in the enclosed Registration Card and return to us VIA U.S. Mail.