# ZX – GUARANTEED

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## INTERFACE 007

WARNING:   Ensure Spectrum is switched off (power removed) before connecting or
disconnecting INTERFACE 007.

The INTERFACE 007 will work instantly on majority of Spectrums. Try this quick check;
power off Spectrum then plug INTERFACE 007 onto rear edge connector...if a Spectrum+
fold the feet away. Connect power to Spectrum. Press SAVE button on INTERFACE 007.
The border should display thick red and yellow lines and a few thin lines should appear on
video. Press key 1 and after a short pause the usual SAVE lines will appear on border. Press
the RESET button on INTERFACE 007 to Reset/Clear Spectrum ready for use.
IF NOTHING HAPPENS clean the rear edge connector in the Spectrum by rubbing over the
pads with an ink/pencil eraser to make them shiny. DO NOT USE A KNIFE OR EMERY
PAPER. Even if you normally use a joystick and it works O.K, the INTERFACE 007 will be
using contacts on the edge connector not used before & probably these are tarnished.

## MAKING BACK-UP TAPES

Basically, load your game/program as normal, play the game/prog if desired. When ready to
copy out, press SAVE button on the INTERFACE 007 & game/program will "freeze". A few
extra lines will appear on the screen....the actually hold info used later to auto load/run the
back-up copy you make. Place a blank tape in the tape recorder, set to record then press key 1,
2, 3, 4 or 5 to save out a copy at X1, X2, X3, X4 or X5 speed. The tape made will re-load at
the selected speed by simply reloading it by; LOAD "" and will Load independent of
INTERFACE 007 which may be left connected or removed. The RESET button on
INTERFACE can be used to clear the Spectrum TOTALLY as if you've just switch-on.

Due to limitations of tape players, it is suggested that you try copies at speed 1, speed 2 and
speed 3 and then check if they LOAD and RUN. Majority of tape players will load at speed 2
O.K. A very large number will work at speed 3. Speeds 4 & 5 could not be checked out as
present tape machines cannot Load them.

The copy made will Load and start running from the point it was stopped at. Ideally, this
should be a point in the program/game at which screen will soon be re-drawn and/or which
gives you an option to re-draw screen so that the "extra' lines are cleared. In practice it is
probably best to "Freeze" program just after the game loaded & options selected so they are
set when reloaded.

Failure to copy a program/game WILL occur in a few cases. This can always be solved by
starting again but this time pressing the SAVE button on the INTERFACE 007 at a different
point in the game/program. Due to way that the MD Transfer puts a large block of data onto
the screen, it may sometimes help if you press the SAVE button at a time when screen is
fairly empty and/or little or no actions taking place. This may also include a time/screen
during which no tunes, beeps or flashing cursors/messages are happening. This paragraph has
been included as it is not possible to check INTERFACE 007 against every single program
and it is reasonable to expect that some programs will present problems. It IS known that due
to method used by the INTERFACE 007 ensures it will copy ALL, but some programs need

re-doing. To help minimise problems if programs have machine-code on screen, INTERFACE 007 are made in batches, each using different screen locations.

## TRANSFERRING PROGRAMS TO MICRODRIVE

You do NOT need an extra transfer program as all the necessary info has been Saved out on the copy tape made as above. ONLY a copy made at Speed 1 can be transferred to Microdrive as follows

1.  Clear Spectrum by pressing the RESET button on INTERFACE 007.
2.  Load the tape made at speed 1 by entering;
    CLS : MERGE "" this will Load but not run the first part on the tape. STOP THE TAPE IMMEDIATELY the usual O.K. message appears on bottom of screen.
3.  Insert a cartridge into Microdrive 1 then enter GO TO 2. Message PLAY THE TAPE will appear. Play in more of the tape until message STOP THE TAPE appears. After a short pause the screen will go blue and you are requested to enter a name of upto 8 characters maximum length. Enter the title you want on the cartridge for the program.
4.  From now on simply obey the messages on screen which tell you to START or STOP the tape. The Saving to Microdrive is done automatically. Stand by your tape player ready to STOP/START the tape as necessary as sections on the tape might be as short as just one Byte.
6.  After main parts saved to Microdrive, this message appears; Delete lines 1, 2, 3, 4, 5, 6 and 7 then enter GO TO 9.
8.  Delete line 1 to 7 by pressing key 1 then enter, key 2 then enter, until you've pressed key 7 then enter. Enter GO TO 9 and the final Basic loader for Microdrive is Saved.
9.  In future the game/program can be loaded from the Microdrive by the usual;
    LOAD *"m";1;"name"

Note that on loading from Microdrive the final action is to put a block of "program" onto the screen. This is necessary as it temporarily moves a block of code away from system variable area then when ALL program loaded in, the block is instantly moved to the correct location BUT the lines will still remain on screen. This is one reason why it is best to have initially Stopped the game/program at a position at which program, or you, can easily clear and/or re-draw the screen picture.

NOTE: The MD Transfer method used has been deliberately made to have the SAVE/LOAD commands in BASIC. This means that should you get a Disc-drive in the future you can simply alter the commands to be suitable for your Disc system. This CANNOT be guaranteed to work on all Discs as the systems used vary tremedously. In some cases you'll need to know starts/lengths of each of the parts on the tape (this info is held in line 0 REM). A leaflet explaining how to use these to transfer to a Discs is available. Due to the large numbers of Bytes used by a Wafadrive, it is NOT possible to simply change the SAVE/LOADS for it. A specially made INTERFACE 007WD can be supplied to Wafadrive owners.

The Basic program (first on the Back-Up copy tape you make) may be partly invisible if you List it since the first line is a REM which has info on the starts and lengths of the various parts of the program POKEd into it & some of the values are not printable. If so, simply enter LIST 1 and rest of program will appear).

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# INTERFACE 007 EXTRA

INTERFACE 007 still maintains the lead as the most versatile yet lowest priced Back-Up/Transfer unit available, AND does not dump out a full 48K irrespective of true length. Altho' only SAVEing out the true length, two FULL 48K would mean 96K & not all carts Format to this. With a Discs of about 170K or more, the 48K's do add-up to a lot of Bytes which could be "saved".

Putting two long programs onto a Microdrive, or simply Saving Bytes on a Disc, can be done in majority of cases by not Saving the initial Screen$, (even allowing for the few lines which are part of the reloading routine, this means a saving of approx 6K). The versatility of the INTERFACE 007 means you could manipulate the program by modifying the Basic before transferring, or after. Simplest way around the juggling with addresses is to use a NEW extra tape which is used in place of the Basic on the Back-Up tape. This tape allows 2 options:

1. Drop ALL the Screen$.    Generally it is best to Stop a program or game on a Menu if intending to drop all the screen as an active screen may cause program to "crash" if missing.
Reduction in Bytes is approx 6K.

2. Drop all except bottom.   Some games, such as "glass" never redraws the bottom third of the screen. If all screen dropped, bottom part will be blank, or wrong. Reduction in Bytes is approx 4K.

In practise, there are two programs on this extra tape:
1.  CHOP$.....This replaces Back-Up Basic an drops ALL screen.
2.  CHOP$3...As above but keeps the bottom third of screen.

Obviously you have to give me a clue, such as is it for M/drive or for Disc...and which Disc system you have. (This New EXTRA TAPE can be simply Loaded and transferred onto your Microdrive or Disc to make it easier to use).

To use: Make a Back-Up tape using INTERFACE 007 as usual. Load in CHOP$ or CHOP$3 from your Microdrive or Disc, then play in the Back-Up tape AFTER its Basic. Simply obey video, Starting or Stopping tape as usual and the CHOP action is done automatically for you.

After dropping a Screen$ the program may just sit on the screen with just a few lines drawn across it. Not very informative or interesting. Instructions are included explaining how to simply add a message into this New Basic so that it appears on initial screen. For example message could be; PRESS S TO START or could be name of the program, or even your name?

This tape also updates the older BLUE labelled Interface 007 so that it handles ALL programs without any additional actions.

EXTRA TAPE £2.00   Post Free in U.K., B.F.P.O. or Ireland

## INTERFACE 007 NEWS

You can get more tham one program onto a Microdrive cartridge by reducing the Screen$ section down from 6912 Bytes to be 96 Bytes. This does NOT always work, but will work on programs Stopped on a Menu or end of a DEMO mode. (Works with Highway Encounter, etc) Transfer to cartridge as usual, then proceed as follows; remembering that Screen$ part is always suffixed by a 1.

1.  Load*"m";1;"name1" CODE 16384: ERASE "m";1;"name1"
2.  SAVE*"m";1;"name1" CODE 18336,96
3.  LOAD*"m";1;"name" but STOP by pressing Break as soon as red light on microdrive flickers to show Basic Loaded.
4.  ENTER POKE 23818,160: POKE 23819,71
5.  ERASE "m";1;"name": SAVE*"m";1;"name" LINE 10
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Some tape machines are fussy. Interface 007 Saves Back-Up Copy tape at higher level than normal. If problems in reloading this, REDUCE volume. A recommended tape machine is the PANASONIC TR17, sold by DIXON´s under own label. This Loads virtually ANY tape.
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# INTERFACE 007

The Ultimate Back/Up copier to Tape or Microdrive

ANY program, even Hyper Loads or Headerless can be transferred at the touch of a button. Tapes can be Saved to re-load at 1, 2, 3, 4 or 5 times normal speed. You do NOT need an extra tape recorder.

Simply plug INTERFACE 007 into back connector of your Spectrum. Load in your program as normal, play it first if you want. At any time press button on INTERFACE 007 and your program will freeze. Pressing key 1, 2, 3, 4 or 5 will Save a copy to a blank tape at 1, 2, 3, 4 or 5 times normal speed. This tape when reloaded will load at the selected speed and recommence program from point it was Stopped at. NOTE: Unlike our competitors, the Back/Up tape is NOT simply a dump of all the memory, but is only as long as the Data necessary for the game/program. Your Back-Up tape is transferred to a Microdrive using the special MD tape included.
INTERFACE 007 is now in production & will be ready for despatch in early July 1985. (Wafadrive version expected to be ready Aug)

INTERFACE 007.....£29.95

Overseas postage: Europe +£1       Elsewhere +£2

The Special MD transfer program is normally supplied on a tape, but to members of Microdrive-Exchange this will be supplied on a Microdrive cartridge at no extra cost.

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Always ensure that the blanking bar is in the edge connector of ANY device you attach to Spectrum, and ensure power is OFF whilst doing so.

INT 007



Edge Connector

Blanking bar.

The SAVEing routine in INTERFACE 007 should mean that the Tapes made will be at a different level to normal. This means it may be necessary to adjust volume setting on your tape player. If any difficulties, DO please try another tape recorder. (Some Spectrums produce noisy signals when SAVEing. Obviously you would not have noticed if you only usually Load in programs and/or you only normally SAVE Basic programs. Machine-Code is more fussy).

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Problems may occur with SOME of the latest programs such as Highway Encounter with early Interfaces. If copy loads, then freezes you will have to load & RUN program on the right BEFORE loading your copy. A line 80 could be added as;
80 LOAD "" to load your copy, or on Microdrive use;
80 LOAD*"m";1;"name"

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|10 LET X=65368       |
|20 POKE X,203        |
|30 POKE X+1,255      |
|40 POKE X+2,237      |
|50 POKE X+3,79       |
|60 POKE X+4,201      |
|70 RANDOMIZE USR X|
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