

Program 1.

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10 REM *****
20 REM ***** BACK UP UTILITY *****
30 REM ***** K.R.LASLETT 1985 *****
40 REM *****
50 ON BREAK GOSUB 500
60 INK 0,0:INK 1,26:INK 2,6:INK 3,24
70 BORDER 0:PAPER 0:PEN 1:ORIGIN 0,0:CLS
80 LOCATE 1,25:PRINT"LOADING PLEASE WAIT!"
90 REM *****TAPE*****
100 PLOT 120,90:DRAW 120,100,1:DRAW 170,100:DRAW 170,9
0:DRAW 250,90:DRAW 250,80:DRAW 230,80:DRAW 230,77:DRAW
250,77:DRAW 250,70:DRAW 230,70:DRAW 230,67:DRAW 250,6
7:DRAW 250,60:DRAW 200,60:DRAW 200,50:DRAW 190,50:DRAW
190,60:DRAW 180,60:DRAW 180,70
110 DRAW 170,70:DRAW 170,60:DRAW 160,60:DRAW 160,90:DR
AW 150,90:DRAW 150,60:DRAW 140,60:DRAW 140,90:PLOT 160
,90:DRAW 170,90:PLOT 170,80:DRAW 180,80:DRAW 180,77:DR
AW 170,77:DRAW 170,80:PLOT 200,80:DRAW 210,80:DRAW 210
,77:DRAW 200,77:DRAW 200,80
120 PLOT 190,90:DRAW 190,60:PLOT 220,90:DRAW 220,60:PL
OT 140,90:DRAW 120,90
130 REM *****IO*****
140 PLOT 280,90:DRAW 340,90:DRAW 340,60:DRAW 310,60:DR
AW 310,90:PLOT 310,80:DRAW 300,80:DRAW 300,60:DRAW 290
,60:DRAW 290,80:DRAW 280,80:DRAW 280,90:PLOT 320,80:DR
AW 330,80:DRAW 330,77:DRAW 320,77:DRAW 320,80
150 REM *****TAPE2*****
160 PLOT 280,100:DRAW 410,100:DRAW 410,90:DRAW 490,90:
DRAW 490,80:DRAW 470,80:DRAW 470,77:DRAW 490,77:DRAW 4
90,70:DRAW 470,70:DRAW 470,67:DRAW 490,67:DRAW 490,60:
DRAW 440,60:DRAW 440,50:DRAW 430,50:DRAW 430,60:DRAW 4
20,60:DRAW 420,70:DRAW 410,70
170 DRAW 410,60:DRAW 400,60:DRAW 400,90:DRAW 390,90:DR

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AW 390,60:DRAW 380,60:DRAW 380,90:DRAW 360,90:DRAW 360
,100:PLOT 400,90:DRAW 410,90:PLOT 410,80:DRAW 420,80:D
RAW 420,77:DRAW 410,77:DRAW 410,80:PLOT 430,90:DRAW 43
0,60:PLOT 460,90:DRAW 460,60
180 PLOT 440,80:DRAW 450,80:DRAW 450,77:DRAW 440,77:DR
AW 440,80
190 REM *****CASSETTE*****
200 PLOT 90,320:DRAW 100,330:DRAW 290,330:DRAW 300,330
:DRAW 300,210:DRAW 290,200:DRAW 100,200:DRAW 90,210:DR
AW 90,320:PLOT 120,200:DRAW 130,230:DRAW 260,230:DRAW
270,200:
210 PLOT 150,220:DRAW 158,220:DRAW 158,213:DRAW 150,21
3:DRAW 150,210:PLOT 240,220:DRAW 240,213:DRAW 232,213:
DRAW 232,220:DRAW 240,220:PLOT 170,287:DRAW 220,287:DR
AW 220,275:DRAW 170,275:DRAW 170,287
220 PLOT 330,320:DRAW 340,330:DRAW 530,330:DRAW 540,32
0:DRAW 540,210:DRAW 530,200:DRAW 340,200:DRAW 330,210:
DRAW 530,320:PLOT 360,200:DRAW 370,230:DRAW 500,230:DR
AW 510,200:PLOT 390,220:DRAW 398,220:DRAW 398,213:DRAW
390,213:DRAW 390,220
230 PLOT 480,220:DRAW 480,213:DRAW 472,213:DRAW 472,22
0:DRAW 480,220:PLOT 410,287:DRAW 460,287:DRAW 460,275:
DRAW 410,275:DRAW 410,287
240 PLOT 100,310:DRAW 110,320,2:DRAW 280,310:DRAW 290,
310:DRAW 290,240:DRAW 100,240:DRAW 100,310:PLOT 340,31
0:DRAW 350,320:DRAW 520,320:DRAW 530,310:DRAW 530,240:
DRAW 540,240:DRAW 340,310
250 PLOT 140,290:DRAW 250,290:PLOT 250,260:DRAW 140,26
0:PLOT 360,290:DRAW 490,290:PLOT 490,260:DRAW 380,260
260 REM *****LOGO*****
270 PLOT 70,340,5:DRAW 60,350:DRAW 60,380:DRAW 70,390:
DRAW 100,390:DRAW 110,380:DRAW 110,350:DRAW 100,340:DR
AW 70,340:PLOT 100,350:DRAW 80,350:DRAW 70,360:DRAW 70
,370:DRAW 80,380:DRAW 100,380:DRAW 100,370

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AMSTRAD TAPE BACK UP

How many times have you sat there waiting for what seems to be forever for a program to Load? Well type in this program and make back up copies of your slow loading software that will then Load at twice the normal speed. Alternatively, just make security copies at the reliable normal speed.

A problem that I have encountered with the Amstrad is the way in which the speed of cassette mechanisms vary from machine to machine. Some software will only successfully load one in three attempts which is another reason for making one or maybe two back up copies of that brand new game.

Software recorded on your machine will always be pin sharp and reliable to load successfully even at the fast rate. I generally make two copies of my valuable software, one on a C15 at the fast rate and the other on a C90 at normal speed, just in case.

To use the program type in program 1, check it and save it to tape with

SAVE "AMSTRAD BACK UP"

Now type in program 2, check it and again save it to tape with

SAVE "AMSTRAD BACK UP"

Lastly, type in program 3. Before running save the Basic to another cassette with

SAVE "Data"

Check it carefully then Run it. Insert your first tape with the first two programs on and Save the resulting code.

Reset computer with Ctrl/Shift/Escape. Rewind tape press Ctrl/small Enter and the program will auto run.

The program is user-friendly in that not many instructions are necessary. If all goes well in the loading the computer will beep at you, and ask Save Speed, just press 1 for Fast or 0 for

Normal. You will now be presented with Press Play then any key: which is the standard message you see when you load any program. So why not rewind this tape and make a back up copy of this program just to test it? It copies a program section by section. This program is

made up of three sections.

- 1st section 3 blocks
- 2nd section 1 block
- 3rd section 1 blocks

If all is going well, the bottom of the screen should read Loading Amstrad Back Up Block

KR Laslett with a quick and easy way to take extra copies of precious programs.

