



GOLDMARK SYSTEMS

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SAMSON

SAMSON has been developed by GOLDMARK SYSTEMS, not only to transfer the earlier programs to disc but also to make transfer of todays complicated programs much easier.

SAMSON retains original file suffixes (SAMSON.SCN will be saved as SAMSON.SCN) thereby eliminating the need to rename files to their original suffixes. It also uses a sophisticated file relocation system that will relocate files correctly if they overwrite the disc drive memory.

SAMSON employs an elaborate Tape-read Disc-write system that reduces tape transfer time substantially in all but a few cases. Another important feature of this method is reduced tape motor and computer slave-relay wear.

SAMSON also contains a "SPLIT" option for the later games with longer files and future routines published by us will make use of this option.

SAMSON will "legalise" names coming in from tape and those entered at the keyboard.

SAMSON displays, on screen, all the necessary file information and this can be echoed to your printer by selecting the printer option.

SAMSON will transfer Amstrad headed-format programs to disc but some alteration or additional information (routines) may be required to make them run correctly. If you require further details concerning Tape-to-Disc routines please write to us enclosing a large stamped addressed envelope.

664 and 6128 OWNERS

When using this program with either of the above computers it is imperative the remote control lead is used. SAMSON will need to stop and start the cassette player as it reads the files from tape. If the remote lead is not connected or does not work, correct file transfer will not be possible.

USING SAMSON

We recommend that one disc is used purely for Tape to Disc transfers (a "working disc") and a copy of SAMSON is kept on it. Carry out your transfer of a game/program to this disc and make any modification to the files that are necessary to get the game/program running correctly. When the game/program is running satisfactorily transfer the files to your long-term storage disc and check that it runs OK. The files on your working disc can now be erased so that only SAMSON remains. The disc is now ready for the next transfer.

SAMSON should, of course, be added to your Utilities disc so that you always have a back-up copy.

When transferring a tape to disc with an unknown number of files you should enter "0" for the NUMBER OF FILES TO TRANSFER and also select the MANUAL option.

If you have a printer it is also advisable to select the PRINTER option by pressing the COPY key so that you have a "hard copy" containing all the relevant information on the files and the order in which they were recorded on the tape for later investigation.

If the program being transferred has a basic loader is it likely that LOAD and RUN commands contained within it will need modification. Any LOAD"! or RUN"! command will certainly need to be modified to contain a "legal" name not exceeding 8 characters.

Should any tape read errors occur when using SAMSON to transfer files these will be shown on screen. You will be advised to rewind the tape. When rewinding only rewind sufficient tape to position it prior to the faulty block and then press the PLAY key again. It is not necessary to rewind the tape to the beginning.

Should read errors persist the following tip may solve the problem. Do not touch any keyboard keys but press the stop button on the cassette and turn the tape over. Wind the tape to the same approximate position as it was on the other side and press the PLAY key. If the position is before the read error SAMSON will continue to load from the tape and screen messages will show this. If the position is after rewind the tape a little more and try again. On particularly bad tapes it may be necessary to repeat this operation and turn the tape over yet again further on until the transfer is complete. NOTE:- This tip is only of use if the game/program is recorded on both sides of the cassette.

Routines published by GOLDMARK SYSTEMS contain full instructions on how to convert tape programs to disc. Two simple examples are included later in these instructions.

COMMANDS

DEFAULT means press the ENTER/RETURN key when **SAMSON** is waiting for a save name. The filename of the incoming file will be "legalised" and used as the disc save name.

RELOCATE means press "Y" to the prompt:
FILE MAY OVERWRITE DISC AREA...RELOCATE (Y/N)

CLEAR means press the CLR key when **SAMSON** is waiting for a save name.

PRINTER OPTION Selected by pressing COPY key.

ROM VERSION COMMANDS

In the Disc version each utility is selected from the Main Menu. The ROM version differs from the disc version in that each utility is selected by calling the required one direct.

Each utility is called by using the BAR command which is obtained by using the SHIFT and @ keys. The commands are:

For **SAMSON** type: :SAM

For **FORMATTER** type: :FORMAT

For **TRANSIT** type: :TRANSIT

For **Q'CLONE** type: :QC

For **VIEWTEXT** type: :VIEW

TRANSIT

TRANSIT is a program that copies files by name from one disc to another. TRANSIT will copy files of up to 42K in length. TRANSIT will copy from all disc drive combinations and is therefore ideal for use with any second disc drive.

QCLONE

QCLONE is a disc to disc copier. It copies discs quickly because it ignores empty tracks. Please note that QCLONE does not copy files by their names (as TRANSIT does). QCLONE copies the whole disc sector by sector. It will copy from all disc drive combinations and is therefore ideal for use with any second disc drive.

VIEWTEXT

Have you ever wanted to look at a binary file to see if it contained any text or messages from the programmer? Have you come to a halt in an adventure and needed the password get further. This is where VIEWTEXT can help. VIEWTEXT will allow you to find word tables, passwords and messages in most BINARY files. VIEWTEXT will help you complete the game when you get stuck and therefore help you to get more satisfaction and value from your programs. VIEWTEXT also contains a printer option so that you can play the game with a "hard" copy.

FAST FORMATTER

Will format discs in either Data, Vendor or System extremely quickly and much easier than using CPM. Formatting a disc will totally erase any files on it and adequate warning of this eventuality is contained within the program.

EXAMPLE ROUTINES

STAIRWAY TO HELL

Run **SAMSON** and transfer 7 files on auto. Reset the computer. Load the following files from disc and modify as follows:

STAIRWAY.BAS: Line 40 LOAD*STH1*
50 LOAD*STH2*
60 LOAD*STH3*

Re-Save STAIRWAY back to disc and reset the computer.

STH3.BAS: Line 160 RUN*STH4*
Re-Save STH3 back to disc and reset the computer.

STH4.BAS: Line 20 LOAD*STH5*
30 LOAD*STH6*
Re-Save STH4 back to disc and reset the computer.

All .BAK files can now be erased. Run the game with: RUN*STAIRWAY

PAPER BOY by ELITE.

Use **SAMSON** to transfer 7 files on AUTO. No other changes are necessary.

We produce many other products - please send large SAE for further information.

THESE PROGRAMS AND ASSOCIATED CODING IS
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