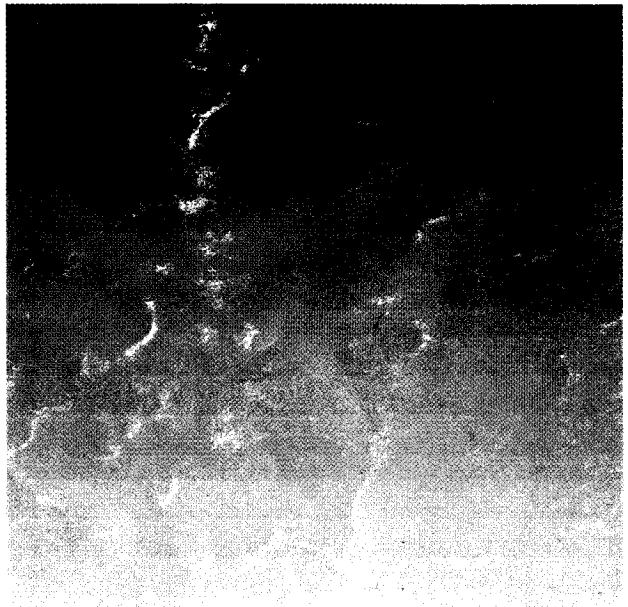

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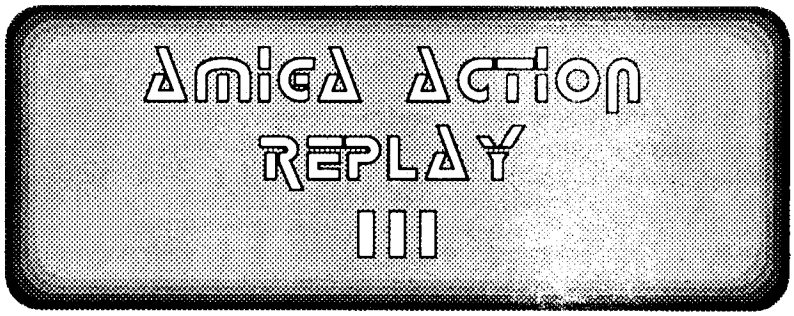
Amiga ACTION REPLAY MK III

INSTRUCTION MANUAL



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1 INTRODUCTION

CONGRATULATIONS on your purchase of The Amiga Action Replay which we think, and you will soon find, is the most powerful utility available for the Amiga. With a whole host of graphics, sound and programming features it is possible to get 100% more from your computer. Before you start we strongly recommend that you read the manual, even though the temptation is to plug in and go, as reading what one command does will help you understand others. Until you are familiar with some of the more complex coding instructions like CODE, don't use valuable disks. If you do have problems with a command, please do not dwell on it too long, come back to it later and it may become clearer. A few of the sections such as that on the monitor commands and the System information are rather complex for the beginner so don't expect to understand them straight away. Remember that the Amiga hardware can cover many manuals, so if you really want to learn buy, beg or borrow a few of these and soon with the help of your Action Replay you will become an expert on the Amiga. Good luck.

2 INSTALLATION

First and foremost you must *never* plug in or unplug your Action Replay from your machine while it is switched on! The installation of the two versions of Action Replay is slightly different so please read the relevant section following.

AMIGA 500

First switch your machine off. Next on the left side of the machine by the keyboard you will find a removable panel which hides the expansion port - it will come off but may be a little stiff. Now, with the button and switch facing up, insert the Action Replay firmly into this port; it should now be quite solid. Now switch your computer on. The green light on the Action Replay will be on and the red light off. If the red light is on then the slow-mo is active; throw the switch to disable it and the machine should boot as normal. If the machine does not boot properly switch the machine off and repeat the installation procedure. When the Kickstart screen appears, press the red freezer button and a blue screen will appear - this is the screen from which you use the following commands. Before you continue you should check the country code of your machine by pressing the F9 key. It will toggle between US and German - there are slight differences between the two (e.g. X and Y are reversed). Once the keymap has been set for your machine you need not set it again till the power is switched off. To restart press X (return).

AMIGA 1500/2000

For owners of the Amiga 1500 or 2000 the installation is slightly different. You must first switch the machine off and take the case off the machine. The slot which the Action Replay is inserted in is the one slightly to the left of the disk drives looking from the front (it is also slightly to the left of the 68000 chip). The connector which leads to the remote points to the rear of the machine. Slot the card in firmly and trail the remote through an appropriate gap in the case of the machine and keep it to hand. Put the case back on the machine and switch the power on. The red light on the remote should be off. If it is on then the slow-mo is enabled; throw the switch to disable it. When the Kickstart screen appears press the red button and a blue screen will appear. If this does not happen repeat the installation procedure. Before you proceed check that the country code is set correctly by pressing the F9 key a couple of times. If it is set incorrectly the X and Y keys will be reversed. Once the keymap is set it need not be changed until the machine is switched off.

A590

For owners of the A590 hard drive, when you see the blue screen you should press the F3 key and clear the addmem option and set the autoconfig option. Restart the Amiga and reboot the machine. The hard drive will boot.

3 GETTING STARTED

There are several simple features available on the Action Replay which you will find very useful.

(HELP)-		Probably the most used key of all, gives you a brief description of all commands.
(SHIFT)-		No scroll / Pause
(TAB)	-	Insert spaces
(ESC)	-	Will abort most commands
(F1)	-	Clear screen and Home cursor
(F2)	-	Home cursor without clearing screen
(F3)	-	Preference screens
(F5)	-	Print screen to printer if attached
(F6)	-	Switch printer dump on/off
(F7)	-	Switch between overwrite/insert mode
(F8)	-	Show instructions for mempeeker
(F9)	-	Toggle between US and German keyboards
(F10)	-	Switch to second screen (switch back)

When the power light is dim in Action Replay mode the computer is waiting for an instruction. When it is flashing Action Replay is working on a command.

The slow-mo can be activated at any time by flicking the switch so the red light is on. Adjusting the potentiometer will vary the speed. It is obviously not a good idea to keep the slow-mo on during disk access and may cause loading problems.

There is one of the above function keys which requires a more detailed description

3 GETTING STARTED

and this is the (F3) key. This will display a preference screen which may be exited at any time by pressing the (ESC) key.

The options are selected by using the mouse and left mouse button.

MEMORY CONTROL

The display to the top left of the screen shows the memory available for use by the Amiga. This can be changed by clicking on the appropriate squares which will select/ disable memory as appropriate. By clicking on the values beneath External Memory, the area of memory can be altered.

MODULE INTERNA

This set of options is to do with the machine resets, and set up. The No res option removes the Amiga Action Replay reset screen. The test1 and test2 options are apparently different types of system reconfiguration when using the X command to restart the machine after freezing, in some cases the machine can lock up. If this happens you should try setting the test1 and/or the test2 options. The blanker option is a screen saving facility, when switched on, if no keys are pressed on the freeze screen for a while, then it is blanked. To get it back press any key (shift is probably best as no keys are typed).

The bottom left section is used to select the colours that the Action Replay screen is displayed in.

MEGASTICK

The megastick option is for the joystick translation codes which can be entered using the megastick command.

The two meters on the right of the screen are used to allocate an auto fire rate for the two joysticks. They can be set totally independently of one another so a player can be handicapped.

AUTOCONFIG

The autoconfig option allows Action Replay to detect what it thinks the computer is, for example when on it will detect and boot an A590 hard drive.

3 GETTING STARTED

There is now a second preference screen available by clicking on the next page box.

BOOTSELECTOR

The boot selector in the top left is used so you can get the machine to boot from any drive. You may select any drive available or variable so that the computer will search each drive for a bootable disk. With this option there are two things you should bear in mind. The first is that when you have selected this option and exited you must reboot the machine before it will work even if you are on the kickstart screen. The second thing is that the success of this option depends on the disk you are booting from, i.e. if it starts to boot from disk df1: and the program tells the computer to go and read from df0: the boot will fail, so please bear this in mind. The easiest way to try out the variable boot is to use an Action Replay disk that has a bootblock on it (using the install command).

DISKCODER

The disk coding section is now available from the second preference screen. Each option can either be enabled or disabled by clicking on the appropriate icon. For more information on these features please see the section on disk based instructions.

DRIVECONTROL

Drives can simply be turned off or on by clicking on the appropriate boxes.

VIRUS TEST

Using these options you can switch off the automatic virus detection. This is useful when you are using disks that have built in virus protection, e.g. Sentinel, which contain parts of the viruses so they can be identified. This code is then interpreted by Action Replay as a virus itself. Kill is useful for similar reasons. You would normally leave it active so a virus that is found is killed. Virus boot will check the bootblock of your disk as well as checking for a virus in memory. This option should be turned off if you are using a hard drive.

3 GETTING STARTED

BURST NIBBLER

The Burst Nibbler faststart option allows entry to the nibbler screen on a reset by pressing the left mouse button and holding it down.

SAVE + LOAD

There is now an option to save and load your Action Replay preferences to a floppy disk; simply click on the save/load option on the second screen and select an appropriate path/filename.

SETMAP D

The setmap D function is for German users and sets the keymap to their German standard (e.g. Z and Y are switched)

SAFE DISK

There are two options here. Resident cures the ROM bugs present in the Amiga which can cause disk failure and the No Click option prevents the floppy disk drive from clicking. For further info see the Safedisk command.

In the following text the actual commands available to Action Replay are described. There follows one or two pointers to aid your understanding of the commands.

Firstly, the number systems that can be used by Action Replay are decimal, hexadecimal and binary. It is important to note that the default base is *NOT* decimal but hexadecimal, so if you type the number 10 the Action Replay will think you mean 16 decimal. You can easily enter decimal by preceding the number with a (!) i.e. !10 would be 10 decimal. The prefix for binary is %. If you can remember this fact early on it will save you some headaches.

Secondly, the commands themselves are on an underlined line. Any part of the command that needs to be typed in exactly is outside brackets whereas all that inside brackets is not, e.g. the command to format looks like this.

3 GETTING STARTED

FORMAT (name)

means type FORMAT but follow it with a name of the disk like DISK1 or any valid disk name. When (path) is specified you can specify 0: for drive df0: and drive df1: etc. You can also specify a directory structure, for example the command delete is headed as follows

DELETE (path)(filename)

means type the letters FORMAT followed by a drive number 0: or 1: If no drive number is specified the current drive is accessed. A directory path can be specified if required (if you do not know what directories are you need not bother about this, for further details consult an Amiga DOS manual). This is then followed by the name of the file you wish to delete, e.g. a typical example of the above command would be as follows

DELETE 0:MAIN/SUB/WAYNE

where 0:MAIN/SUB is the path and WAYNE is the filename.
Finally all commands new to MKIII are marked with an Asterisk

4 QUICKSTART

There can be no real equal to a good read of the manual but this guide is to point you in the right direction as to which commands are relevant to a particular procedure.

Before you start, check your installation and make sure the freeze option is working. Secondly press the F3 key and follow the "before you start" section and ensure that all options are set as you wish. If you are to be using the deep trainer or freezer features (SA etc.) you should switch out all possible spare memory, i.e. 512K chipmem only. If you wish you should save your options to a formatted floppy disk (see FORMAT). EXit back to the main kickstart screen and re-boot so that all your preferences are set to your liking. Insert a disk with a public domain or demo program and allow it to boot. If it is a playable game you may proceed to the trainer and deep trainer sections to start trying to find infinite lives. If it is public domain or your own software you may like to freeze out a new copy to a disk. First you must have a blank formatted disk to hand (if not you may like to format one using the FORMAT or FORMATV command). Then simply type the line

SA TEST

and a copy will be saved to your formatted disk. To reload this you could use the LA or LAR command right now, but if you wish to be able to reload the program at a later date without the need of Action Replay you should type the lines

SLOADER
INSTALL 1

and then reboot the machine. A DOS window will then appear ready for you to type a command. To start the frozen program simply type the line

ALOAD TEST

and your frozen program will reload to the exact spot you froze it at. For more information on these commands please see the freezer section.

5 DISK BASED INSTRUCTIONS

Note The following disk instructions act unless specified on the currently active drive. The format is in general very similar to that of the CLI in Amiga workbench, so a knowledge of this would be very useful. The concepts of directories and sub directories is somewhat complex so is not dealt with here in any detail. If you do not understand the fundamentals of directory structures then I refer you to numerous Amiga DOS publications that would explain these in more detail.

FORMAT (name)

This instruction will format a disk in the currently active drive to standard Amiga DOS format, with the disk titled (name). For example, type the line

FORMAT DEMO

The computer will respond with the line,

READY TO FORMAT DISK IN DRIVE DF0:

to which you should reply (if you are happy) **Y** return. The computer will then format a disk in drive DF0 and call it DEMO.

FORMATV (name)
Format and Verify Disk

This is essentially the same as FORMAT in that it will format a disk in the active drive and title it (name), the difference being that it will then step through the tracks of the disk again verifying that there are no errors on the disk.

FORMATQ (name)
Format a Disk Quickly

This will effectively reformat a previously formatted disk and hence all files will be erased yet tracks will not be reformatted so it does it *very* fast.

5 DISK BASED INSTRUCTIONS

DISKWIPE (drive)
Wipe Disk Clean of Data

Destroys data on the drive specified. The disk will then be of no use until it is completely reformatted using either FORMAT or FORMATV e.g.

DISKWIPE 0

will *destroy all data* on the disk in drive DF0

DISKCHECK (drive)
Check Disk in Drive

This instruction will scan all the tracks on a disk in the specified drive for errors; any none Amiga DOS tracks will be reported as errors.

DCOPY (source drive) (destination drive)
Diskcopy

This instruction will copy an Amiga DOS disk from the source drive to the destination drive. The source and the destination may be the same but the computer will warn you that any program in memory will be destroyed.
Due to the nature of Amiga drives we recommend that you use blank unformatted disks to copy onto. If you do not, no damage will occur but sometimes the copy may fail. e.g.

DCOPY 0 1

COPY (path)(source),(dest)
Copy a File

This will copy a file from the (source) to the (dest) leaving the original program intact. This is essentially the same as the CLI instruction.

CD (path)

This instruction on its own will display the current directory path or tree. If you specify

5 DISK BASED INSTRUCTIONS

a path in the standard CLI format the directory will be changed to that specified by (path) e.g.

CD QWERTY/SUBDIR

will change the current directory to Sub-directory SUBDIR in directory QWERTY.

CD /

will return you to the previous directory.

DIR (path)

This instruction will give a list of all the files and sub-directories in the current directory if no path is specified. A path however may be specified to show the contents of a particular directory e.g.

DIR QWERTY/TWO

will list the contents of sub-directory two in directory qwerty regardless of the current directory.

DIRA (path)

This instruction is similar to DIR except it will list the contents of all sub-directories as well.

MAKEDIR (path)

This instruction will create a subdirectory at the point specified by (path). If no path is specified a new directory will be created in the current directory, e.g.

MAKEDIR SUB1

will create the sub directory SUB1 in the current directory

5 DISK BASED INSTRUCTIONS

MAKEDIR MAIN/SECOND/SUB1

will create the sub-directory SUB1 in sub-directory SECOND in the main directory MAIN.

INSTALL (bootblock number)

This is used to create an auto booting disk which enters a Dos shell. From this shell you may run programs which are on the current floppy disk especially the ALOAD program, which is used to load Action Replay freeze files independently of the cartridge. There are currently two forms of bootblock number which correspond to the values 0 and 1. The first is a standard bootblock, the second is an anti virus bootblock which can detect many forms of virus before they have chance to damage your valuable data. For example, to install an anti virus bootblock on the current disk in the active drive type the command

INSTALL 1

BOOTPROT (codenumber)

This instruction will protect the bootblock of the disk in the active drive with a unique 8 digit number and make it totally unbootable to normal users who do not possess the code. To boot a protected disk you must use the bootcode instruction. It is not recommended that you attempt to write a protection number to a disk more than once, e.g.

BOOTPROT 1234 { typed in }

SURE TO PROTECT DRIVE IN DF0: { the reply }

Y { typed in }

will code your disk with the unique number 1234 which should be recorded or memorized.

5 DISK BASED INSTRUCTIONS

BOOTCODE (codenumber)

This is the only way to boot a disk that has been protected using the BOOTPROT instruction as above. If you wish to boot a protected disk, first press the Action Replay freeze button, then type BOOTCODE followed by your code number, e.g. to boot the disk that was encoded in the above example use the following

BOOTCODE 1234

Then restart the machine by typing X to exit from the Action Replay, reboot the machine and the disk will start. Note that once a bootcode has been entered it will remain until the machine has been either switched off or a new bootcode has been entered. To show the current bootcode enter the line

BOOTCODE

with no number. To get rid of the bootcode use the value 0. The bootcode value can also be viewed from the F3 preference screen.

DELETE (path) (filename)

This is a simple delete instruction. The file specified will be removed from the current directory if no path is specified e.g.

DELETE WAYNE

will remove the file named wayne from the current directory. If, however, the path is specified the current directory is ignored e.g.

DELETE MAIN/SUB/WAYNE

will remove wayne from the sub directory SUB which is in the main directory MAIN.

TYPE (path/filename)

This will type the contents of a file in ASCII to the screen. An executable file may

5 DISK BASED INSTRUCTIONS

appear as meaningless characters whereas a file from a word-processor may have extra characters which are control codes for text formatting. The path and filename are as the DELETE instruction.

CODE (drive) (code number)

This is another rather complex encryption tool that to get fully to grips with will take some experimentation before you will fully understand it. (drive) is the drive number 0-4 and (code number) is a value in the range 0-!65535. The easiest way to show you how to use this feature is by example.

CODE 0 3

will have the effect of en-coding all disk writes to drive 0 so that they can only be read in future by setting the drive code to 3. All reads from this drive will also be de-coded using this number so normal files will be read as corrupt data. For example the following

```
CODE 0          {remove en-cryption from drive 0}
SA TEST         {save a frozen file to disk}
CODE 0 3        {en-code disk 0 with number 3}
LA TEST         {re-load the frozen file)
```

will load a corrupt file as a different code has been used to load (3) as that used to save (none). The instruction

CODE

will display all the en-coded drives and an encryption number. Note that this number will not be the same as that entered, and whether the drive is protected or not e.g. the status after the previous command would be as follows.

ACTION REPLAY DISK CODER V1.1

```
DRIVE0 CODE:00000005 PROTECTED!
DRIVE1 CODE:00000000 NORMAL
```



```
DRIVE2 CODE:00000000 NORMAL
DRIVE3 CODE:00000000 NORMAL
DRIVE4 CODE:00000000 NORMAL
```

The code of 5 will always correspond to the entered number 3! This is the same for all codes. PLEASE use this feature with care, we would hate you to save your most precious files and forget the code number! The Diskcode values can also be viewed from F3 preference screen.

CODECOPY (source) (destination)

This is used in conjunction with the CODE instruction. It will de-code all data from the source drive using the code number then en-code all the data going to the destination drive using its number. You may use this feature for encoding or de-coding entire disks.

RELABEL (name)

This command will change the name of the disk in the current drive to a new name.

RENAME (path)(oldname), (newname)

Will change the name of the file specified by (path) and (oldname) to (newname).

SAFEDISK (n/b/s/u/v/q/a) *

```
Trackdisk Functions Noclick (n)
                    Bugfix (b)
                    Read damaged tracks (s)
                    Verify writes (v)
                    Update Tracks (u)
                    All above (a)
                    Quit Trackdisk (q)
```

This command depends on the argument supplied. An argument of B will instruct the trackdisk feature to remove the Amiga Dos bugs which can cause files to be damaged and/or lost. The option N will stop the annoying clicking of drives that the Amiga does