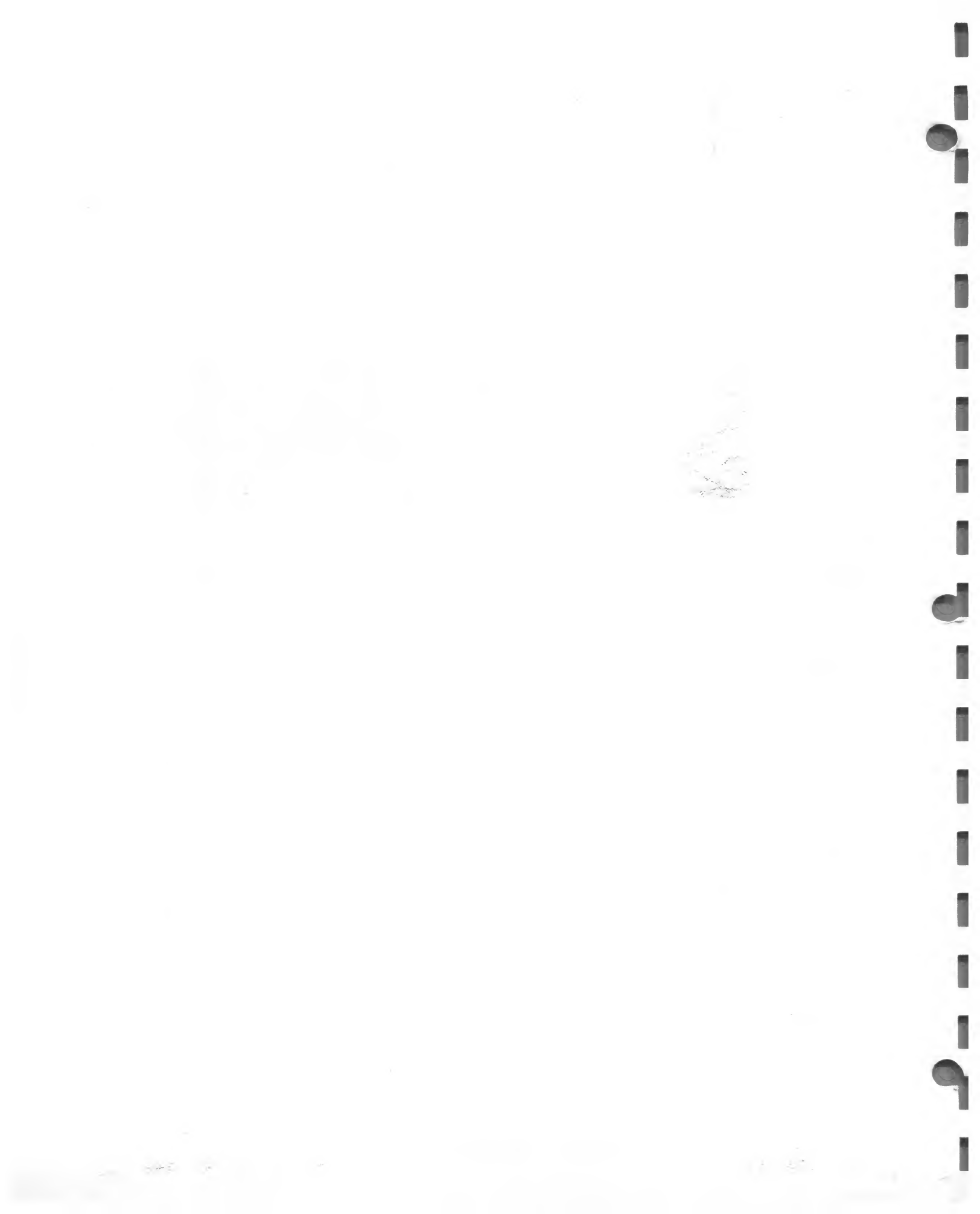




LOCKPIC

ATARI(tm) DISK DUPLICATION
PROGRAM
1 or 2 DRIVES



LOCKPIK



Computer Consultants of Iowa Ltd.
P. O. Box 427
Marion, Iowa 52302
319-373-1306

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THE LOCKPIK

The LOCKPIK is a one- or two-disk drive 'bit copier' for the Atari 400/800 Personal Computer System™. This disk is an auto-boot disk and is self-prompting. The first screen message you see will be "INPUT 1 OR 2 DRIVES". At this prompt, press the appropriate key. The prompt you now see will be "INSERT ORIGINATING DISK". At this prompt, remove the LOCKPIK and insert the disk you wish to copy. Press "START". The screen will now display which sector is being read into system RAM.

At "COMPLETION OF SECTOR READ", you will be told to insert destination disk. At this point, remove your original disk and insert a blank formatted disk (DOS 2.0S is recommended). Press "START". Any error messages will be displayed with the sector of which that error occurred. NOTE: Some program manufacturers purposely skip sectors between data. If you should receive an error message, do not be too concerned with it, as this may indicate one of several things; i.e., a bad original disk sector or a blank sector set up to purposely inhibit certain copying techniques. This will in no way affect the duplicate you are making. Just be content with watching the error messages slip by until you receive the "COPY COMPLETED" message. Rest assured that your duplicate is an exact copy of the original, error message or no error message.





PRESS RELEASE



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- LOCPIK** A one-or two-drive 'bit copier' for the ATARI 400/800™. Will allow you to copy virtually any disk - locked, copy-protected, etc. Retail \$49.95.
- MIRROR IMAGE** A dual drive 'bit copier' for the ATARI 400/800™. Retail \$39.95.
- CLONE KIT** A single or dual disk drive APPLE™ 'bit copier' that's so incredibly fast you won't believe it. Full track or half track. This is the KING of all APPLE™ 'bit copiers'. It can duplicate virtually any disk. Retail \$49.95.
- COMMUNICATIONS PACKAGE** Now available for the first time a full modem communications package for the ATARI 400/800™ personal computer. This package will allow the user to send or receive BASIC as well as binary files (user to user). It will also allow the down loading of text from any major data base, such as the SOURCE or COMPUSERVE. All kinds of fantastic features are built in: free sectors, auto file unlocking, message sent, and message received. Retail \$49.95.
- THE BROKER** The most comprehensive stock charting and evaluation program ever designed for the ATARI™ Computer System. This package is by far the most professional of its kind. A 30-page instruction manual is included. Two disk drives and 40K required. Retail \$99.95. Soon available for the APPLE™.
- THE BROKER (DEALER DEMO)** A complete self-running in store Hi-Res demo of THE BROKER. Wholesale only \$10.00. For the ATARI 800™. Disk only.
- NITE FLYER** A real time flight simulator. You're flying at night with only your instruments to guide you. Somewhere far in the distance you see a tiny dot. . .it's the air field! You must successfully land your plane in a given amount of time. Your complete working instrument cluster will help guide you in. Brakes screech, motor drones. This is not a text game, but a real-time flight simulator for the ATARI 400/800™. Joystick required. Retail \$24.95 24K required.

- FRAZZLE** This one will really 'frazzle' your nerves. Drive through the maze and avoid touching any of the walls because if you do. . . ATARI 400/800™. 16K required. Disk only. Retail \$19.95
- MAZE ENCOUNTER** You're lost in a 3-dimensional maze. It's up to you to find your way out - which turn to take, which corridor to go down. ATARI 400/800™. Disk only. Retail \$19.95 16K required.
- MASTER DISK** Here is the disk filing system you've been waiting for. Store up to 125 disks per directory. Search, list, delete, all in RAM. Have you forgotten what the name of that program was? Enter the first letter and all programs with that first letter will be displayed. (Wild carding is automatic). Master Disk contains super fast in-disk sort. ATARI 400/800™. Retail \$24.95. 16K required.
- INTEL TERM** The intelligent terminal program. Full function interactive terminal, upload files from disk or cassette to remote computer. Down load files from disk, printer, or cassette from a remote computer. Choice of 40-60 column display formats. Changeable while on-line. Single-character codes to transmit frequently-used words or phrases. Displays disk-directory while on-line. Joystick input. Compatible with MicroNet "Space War". Written in all machine language. ATARI 400/800™. Disk only. Retail \$49.95. 32K required.
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ALL PROGRAMS ARE NOW AVAILABLE

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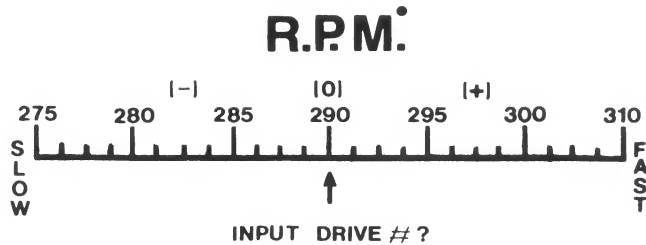


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Well ... it's finally arrived! The RPM Tester for the ATARI #810™ disk drive. How would you like to 'SNUFF' out all of those 138,144 errors due to speed? Here is the solution all of you have been waiting for. All it takes is 'SNUFF,' a screw driver, and a few minutes to bring your drive up to factory spec. Hi-res graphics display a working tachometer on the screen that you can adjust to (1) one rpm. Complete with documentation. So easy a child can do it!

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STAR TREK-THE GAME - A real-time space adventure. Hi-res graphics. All the action of the movie. Apple 3.3 - 48K required. \$34.98.

AMMC - The Atari Master Message Center - The Complete and Total Bulletin Board Service for Atari800/Hayes Smart Modem. No additional modules to purchase. Here are just some of the many features: mail, log-on, text and program post, all mail and post(time-and-date stamped as sent). Use up to four 810 Disk Drives as one pool of sectors allocated to user-profiles, mail pieces, or post entries, DYNAMICALLY! We've taken the best of all the bulletin board systems and designed the ultimate program for your Atari. Written completely in 6502. Plus many more features. All users of the 'AMMC' Bulletin Board systems will be checked regularly by CCI,LTD. Introductory price \$129.95 until January 1, 1982, then \$149.95. 48K required. Free Updates.

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SAUCER ATTACK - Here they come again. Those crafty creatures from outer space. That is, the zipons attack your earth fortress. You must prevent them from landing and discharging their deadly cargo. You possess the ultimate weapon. The super laser cannon. But watch out - the zipons have a tendency of hiding behind clouds and mountains before launching their attack. Utilizes player missile graphics. Joystick required. 16K. \$19.95.

BACKMAN - Like the arcade version, but with some new twists. All machine language. TRS-80, Mod I, III. Level II. Cassette only. 16K \$24.95.

SPIDER ATTACK - Similar to pacman, only in this one, the deadly black widows chase you. Atari 24K. \$19.95.

WE WILL TAKE ORDERS ON ALL OF THESE PROGRAMS. THEY WILL BE AVAILABLE DECEMBER 1, 1981.



**THE UTILITY MAN
(C) 1981 BY C.C.I.**



Thank you for your purchase of the Utility Man Program Package for the Atari 800 Personal Computer System. We at Computer Consultants believe this program package to be one of the most usefull set of programs ever developed for the Atari, and we're sure you will agree. The Utility Man contains eight send/recieve programs which will allow you to communicate with other Atari users via the Telephone Lines for the reception and transmission of Atari programs directly to your 810 disk drive. We begin by explaining these 'Modem' programs.

In order to utilize the 'Modem' programs you must have an Atari 400/800 computer system, a minimum of 24K, Atari #850 Interface Module, Atari #830 Modem or Bell 103-compatible (Novation- Cat, D-Cat) Modem, and at least one Atari #810 Disk Drive. If you will refer to your Atari #850 Interface Manual Pg.66 the proceedure for sending and recieving a program are outlined, but let's go over it once again:

Both S/R RUN 'SEND/RECIEVE' programs. "SEND FILE'S FULL NAME"/"RECIEVE FILE'SFULL NAME" will appear on their respective screens. The sender will inform the reciever of the file to be sent exact name and both S/R will then type in D:filename, but do not hit the 'RETURN' key. The reciever will then place his/her handset on the modem and wait for the ready light to come on (modem), at that point he will hit the 'RETURN' key. The sender, as soon as he hears the tone of the reciever's modem as it's placed in the modem, then places his handset in his modem, waits 10 seconds and then hits his 'RETURN' key to send the program.

The only exception to the above proceedure is as follows: I know it's all getting rather complicated, but please try to bear with me. Look at your disk Menu, on it you will see two programs entitled, "SEND" & "RECIEVE" the use of these two programs REQUIRE that the program being sent must have previously been 'LISTED' to disk, the remaining six programs are for programs that have been 'SAVED' to disk and are much simpler to use.

A point to remember, you must both be in FULL DUPLEX, the SENDER MUST BE IN THE 'ORIGINATE MODE' the RECIEVER MUST BE IN THE 'ANSWER MODE'. The six remaining programs may be utilized to send/recieve Basic or Machine language programs. Here is an example:

We are going to use the 'SEND.PUT' program. To recieve use 'RECIEVE.PUT'. Once both of you (sender/reciever) have your programs loaded, it will ask for a name by displaying a '?' type in a file name! D:filename, sender must not hit his 'RETURN' key yet. The reciever will type in the same file name as the sender, and hit return, at that point he will be prompted with:

ASCII
ATASCII

And what key to hit for each mode of transmission. All programs Machine Language or Basic are 'ATASCII'. The reciever then places his handset in the modem. The sender, upon seeing the ready light come on his modem hit's the return key and waits untill the transmission is complete, and he is prompted with the 'READY'. The

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reciever should be informed that this program differs from a standard S/R program in that the data he was sent, is in system RAM and the actual transfer to disk of the program will not take place for at least 30 seconds AFTER actual transmission takes place, don't get excited, it will take place. These S/R programs have been extensively tested and function correctly. For additional information concerning the use of these programs please feel free to contact us and at the same time recieve your four FREE programs via modem.

THE MIRROR IMAGE

The Mirror Image will duplicate 'ANY' disk based program, it is a direct Bit by Bit copy of the original. There is no way of 'FOOLING' the Mirror Image ,the program removes all so-called protection traps and devices set up to counteract a copy. Yes, it will even copy that disk that everyone says can't be copied, and it will copy it exactly. The program is self prompting and very easy to use. We do ask one favor of you. If you intend to make duplicates of Personal Softwares 'Visi-Calc', please purchase the original copy yourself and only make back-up copies for your own use, not for your friends. As previously stated, you will recieve an EXACT copy, which will also include YOUR original 'Visi-Calc' serial number on it and i don't think that you want hundreds of copies of YOUR serial number floating all over the country. The value of this program alone, is worth the price of this package.

THE COMPACTOR

The Compactor will allow you to condense a program into a much shorter version. Some 24K programs may be compacted down to 18K or even less. The obvious advantage here, is that less disk space is required for storage as well as the program running faster in execution. All those unnecessary spaces ,REM statements, and lack of good programming form are taken care of by the compactor.

To use the Compactor, you must follow the instructions carefully. We will begin by compacting a short program, one that YOU have on file. By short, we mean one that already consists of fifteen to twenty lines. Before we actually begin there are certain rules that MUST be observed, all programs that you wish to compact must begin with a line number of 10 or higher ie. 100,1000. This is because once the program is compacted, a special Symbol Table is set up on lines 3 to 6. Lines 0 and 1 may be reentered after compaction for REM Statements. Rule number two, the program for compaction must not contain any line numbers that exceed 25000. This is because these lines are used for an additional program that we will be using in due course. Rule three, Some DATA statements that use control characters in them have to be removed from the body of the program and added after compaction as the last lines of the program. We will test these DATA statements shortly for accepectability by the compactor. Seems like a lot of work does'nt it? Not really, if you just use the other programs on this disk, you will soon see how simple it is.

Okay, we have our 'short' program selected. First of all we make a back-up copy of it, just for insurance purposes. Now 'LOAD' it into RAM, 'LIST' it back to disk under the same name. 'ENTER' it back in again, list it to the screen, what line number does it begin with? It starts with number 1, what do we do now, we certainly don't want to go through every line number and rewrite them do we? Now comes the



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'RENUMBER' program. Type in 'NEW' to clear RAM, and run 'RENUMBER'. Just follow the directions, DO NOT use the same file name for INPUT as well as OUTPUT. 'RENUMBER' will automatically do all renumbering of GOTO, GOSUB, ect. Renumber is a three pass program and very accurate, it may seem slow, but accuracy counts. If the program you are renumbering is a long one, just get everything going and walk away, your Bell will sound at completion.

As a test of how well the renumbering went, we're going to run our renumbered program, do that now, remember, since the program is in 'LIST' format we will have to 'ENTER' it back in. Be sure you use the correct name the OUTPUT name you used for the Renumber, not the original name. List it to the screen, has the renumbering been done? Does the program run without error? Good, getting right along now. Type in NEW, be careful with this one, 'ENTER' your RENUMBERED program back in AGAIN. Next, 'ENTER' the program, VARI.SUB, at the ready, type GOTO 30000, and hit RETURN. What you are now seeing are the variables used in the RENUMBERED program, STOP and write down the number of variables shown, from this number, subtract (2), because the VARI.SUB program itself contains two variables and we don't want these. Remember that we could not use program lines beyond 25000. That was because the VARI.SUB had to have some place to reside.

What have we got now? A renumbered program starting at line number (10)?? And the number of variables it contains. Here comes the good stuff, type in NEW, run 'COMPACT', it asks you for an INPUT NAME, once again, the NEW RENUMBERED NAME, and an OUTPUT NAME now you can revert back to the ORIGINAL name of the program. At this point i feel we should remind you, we are all guilty of this fault, but PLEASE let your drive time-out (busy- light off) before you do anything else. When you see the prompt ENTER NUMBER OF VARIABLES USED IN PROGRAM, type in the number you recieved from the VARI.SUB routine (minus 2). From this point on there is nothing to do except sit back and relax, it's going to take awhile to rewrite an entire program. When the compaction is complete the screen will notify you. After compaction, turn off your 800, and power-up again. Now, 'ENTER' in the compacted program and 'SAVE' it back to disk.

THE PROTECTOR

Now comes the fancy footwork, we are going to PROTECT the program that we have just Compacted so that NO ONE can get a listing of it. There is no way anyone can list your program to the screen or to the printer. You will see what we mean in just a moment. RUN"D: PROTECT. It's asking for a file name AGAIN (INPUT), (OUTPUT). It helps to keep a pencil and paper handy just to keep track of all these names. Answer 'Y' to the question, and you may now enter a numeric value from 1 to 0, try 5 it looks good on the screen. Hit RETURN. If for some reason you forgot to 'SAVE' the program you are now trying to Protect you will get an error message. So remember, after compaction is complete, to 'SAVE' that program. The protection phase will only take a short time to complete and it will notify you of its completion. Power down and power back up again. Run your compacted protected program, BREAK it and try to get a listing. How about that!!!!

THE BLINKER





Here's a nifty little program that will allow your cursor to blink on and off, just like some other (unmentionable) machines we know of. But lets look a little deeper into the concept of this program. If we can blink the cursor independently of anything else at these memory locations, what else can we insert way up there in memory that will enable our 800 to perform all kinds of magical things. Think about it when you run the 'SYSTEM STATUS' and you'll see what we mean.

SYSTEM STATUS

System Status will give you a complete system ON LINE check on Power-up. You will notice that on this disk is an 'AUTORUN.SYS' this autorun is intended for use by the Modem programs ONLY, it contains the RS-232 handler needed by the #850 Interface Module. We mention this for a very specific reason. If you were to transfer the two SYS.TAT programs to a new disk and have them Autoboot under any version of DOS.II, upon Bootup you would have the option of calling the System Status and keeping it in RAM for when ever you desired it's use. Here's how it works: place the two SYS.TAT files on a new DOS.II disk, run AUTOBOOT.D2S, when prompted for a 'COMMAND' type: RUN"D: SYSTAT.BAS", and 'RETURN'. Power down, boot up again and there it is, 'DO YOU WISH SYSTEM STATUS' answer 'Y' and up it comes, you will also notice that up in the right top corner of your screen is a 'REAL-TIME-CLOCK', this clock will remain in effect untill you hit SYSTEM RESET. To break out of the System Status, simply hit the 'ESCAPE' key, programs loaded into RAM will not effect System Status. To rerun SYSTAT, just clear RAM and type in 'RUN', it's still there. If you wish to see the menu for Drive #2, type the number two. Remember the Blink Program, how do you think we did THIS? Think of the possibilities!!!!

SYNTAB

SYNTAB will require that your printer be turned on. Remember 'VARI.SUB'? Well, SYNTAB will do even more for us. This program will provide you with a complete Cross-Reference Table of Variable (frequency of use, name, type, and size). The number of Bytes in the program, Bytes in the Variable Table, Bytes for the Constant Table, Bytes in the Array/String Area, and all Line References by Name and Line Number, in a complete printout sheet for future use.

The remainder of the programs on this Disk are self-prompting, never the less , if you have any questions concerning this software package please telephone us at our offices, Monday through Friday, between the hours of 10 AM. and 5 PM. CDT, at (319)377- , and we will endeavor to answer any questions for you. We here at Computer Consultants wish to thank you for your purchase of the 'UTILITY MAN' and hope you get many long hours of enjoyment out of this package. Remember, this Disk is FULLY WARRENTED.....if for some reason you experience a problem with it, return the 'ORIGIONAL' Disk to us with \$3.00 to cover postage and handling and we will replace it, this offer is good for a period of 90 days from date of purchase. You MUST fill out and return your Registration Card as soon as possible. There are still FOUR MORE FREE PROGRAMS waiting for you.

HAPPY PROGRAMMING!!!!





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