

# **MCControl**

Guido Mersmann

<b>COLLABORATORS</b>
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	<i>TITLE :</i> MCControl		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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<b>REVISION HISTORY</b>
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NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

# MCControl

## 1.1 MCControl

MCControl V1.40

-----  
(C) Guido Mersmann in 1997-2000

MCControl IS A MAILWARE PRODUCT

READ THE DISTRIBUTION SECTION FOR INFORMATION ON DISTRIBUTION

Contents

-----

- Introduction
- System Requirements
- Feature List
- Distribution
- How To Install  
MCControl
- MCControl
- The required Hardware
- MemoryCard test list
- Supported Filetypes
- The SGP file format
- FAQS

---

History

Future

Bug List

Thanx

The Author

Bug Reports,Incitements...

\*\*\*\* WANTED \*\*\*\*  
<<<<<<<<<<<<<<<<

My other amiga projects!

## 1.2 Introduction

Introduction  
-----

MCControl is a usefull tool for all PSX owner. Its an hard and software project to read and write your memory cards.

So there is no need to buy new bigger memory cards. Just one card is needed to store all your save games.

MCControl allows to import savegames from internet, so you'll get access to features and stages you've never been before.

## 1.3 Systemrequirements

System requirements  
-----

MCControl (should work) works on all Amigas with OS 2.0 or higher.

The gtdrag.library V3.2+ is required if you want to use the drag and drop features. I suggest to use this library, because the only other way to move save games between windows is to save and reload. The gtdrag.library requires OS3.x+!

A PSX and a MemoryCard should be around, too! (-8

You need an

DexDrive  
, an  
PSXPort  
or build a special  
hardware  
!



That`s all!

## 1.4 Features

### Features

```
-----
\textdegree{} 100% Assembler
\textdegree{} Load and save the following files: MCD, VGS, GME, PSX, MEM
\textdegree{}
    DexDrive Support
        \textdegree{}
    PSXPort Support
        \textdegree{} Very quick MemoryCard access! (Internal Caching)
\textdegree{} Open as much virtual MemoryCards as you need.
\textdegree{} Drag`n Drop allows to move save games very easy between virtual
    MemoryCards.
\textdegree{} A save game converter allows to use any international save game!
\textdegree{} XPK support
\textdegree{} Locale support
```

## 1.5 Distribution

### Distribution

```
-----
This program should be published on every public medium, as long as all
files in the archive are unchanged. If this medium is a CD I expect a
free copy. (AminetCDs excluded)
```

MCControl is Mailware.

I expect from everybody, who uses MCControl regularly, to send me an email or postcard. I think this does not hurt anybody, and I will have more fun to integrate new features.

I am not liable for injures or data loss caused by MCControl or the hardware  
. The use of MCControl is on your own responsibility !!!

---

## 1.6 How to install MCControl

How to install MCControl

-----

Please try to use the original system installer for installation. This allows to create an memory and hard disk optimized installation.

Well, its also possible to drag the MCControl drawer onto your hard disk, but you are wasting hard disk and memory space.

Thats all!

Don't forget to build the  
 CardReader  
 !! (-8

## 1.7 History

History

-----

This text is telling the story of MCControl like a diary.

V0.10 First beta demo version.

V0.11 Many internal changes.

V0.12 Painted some pictures to illustrate how to build the reader.  
 (Thanks to Janne Lumikanta for the original pictures)

V0.13 Manual enhancement.

V0.14 Online help implemented.

V0.15 Some catalog fixes.

V0.16 Fixed some gadget positions.

V0.17 First official Aminet Version!

V0.18 BUGFIX: Fixed frame calculation!

BUGFIX: Shit! The frame caching wasn't working correct! -> No  
 read/write on some frames at the end of the card!  
 Added parallel port allocation.

V0.19 FEATURE: Drag'n Drop implemented! Now it is possible to copy  
 single game savings.

CHANGED: The window title is now more useful.

New

MemoryCard test

Chapter included.

FEATURE: New file Support:

#?.PSX

V0.20 BUGFIX: Forgot to load Card Data before saving to disk!

CHANGED: The process window now opens only if needed!

CHANGED: Menu layout!

BUGFIX: Many small internal fixes!

BUGFIX: Extensions .vgs and .gme are now correct!

V0.21 BUGFIX: fixed memory loss!

V0.22 Many (many many) internal changes. Almost every card handle

| routine changed, but it was worth. Now all possible errors should

V0.98 be captured and most of the routines are likeable.

---

- V0.99 FEATURE:  
Delete  
and  
UnDelete  
implemented.
- V1.00 First true Aminet Version
- V1.01 FEATURE: XPK support for card files!
- V1.02 FEATURE: XPK support for PSX files!
- V1.03 BUGFIX: Sometimes the wrong directory block was updated when writing to card.
- V1.04 FEATURE: Added new (cool) settings window! GadTools only! So why using MUI or an other GUI library!
- V1.05 Many catalog changes!
- V1.06 BUGFIX: Card select doesn't work when using download card
- V1.07 FEATURE: Shell support! Now it is possible to read and write a card by using Shell. (Requested by Alessandro Zummo) ←
- V1.08 Some documentation fixes.
- V1.09 Some catalog changes
- V1.10 Official Aminet Version
- V1.11 CHANGED: Load card is now more logical and easier to use (for me giggle giggle (-8 )
- V1.12 CHANGED: No longer XPK compression when exporting files.  
BUGFIX: Fixed window resizing bug that caused program crashes. (reported by Timo Hegemann)  
CHANGED: Replaced the old directory routine by a new better one. No the directory should be less confusing.  
FEATURE: TV Mode added!
- V1.13 CHANGED: Extension handling.  
BUGFIX: #?.PSX loader fixed.  
BUGFIX: Delete file marked the wrong block as modified.
- V1.14 FEATURE: Save game converter!  
FEATURE: About window added!
- V1.15 BUGFIX: Fixed MungWall Hit!  
CHANGED: Read/Write frame routines are now maximum save! There shouldn't be any damaged card memory areas when timing isn't correct.
- V1.16 CHANGED: Menu dis/enable added.  
BUGFIX: (SGP) Move command is now able to access the last 7 blocks of an save game.  
BUGFIX: Fixed the schematics. (Thanks to Zeljko Vulinovic)  
FEATURE:  
quick format  
V1.17 CHANGED: About Requester!  
BUGFIX: Removed 68000 crashes!  
CHANGED: Card timing is now system independant! This is done via system speed. The new behaviour allows to specify exact delay values for different cards.
- V1.18 BUGFIX: Sony Cards are working again! (reported by Juergen Ofner)
- V1.19 BUGFIX: Fixed settings window size.  
FEATURE: Abort button during card access!
- V1.20 FEATURE: save game name => default save name (requested by Timo Hegemann)  
BUGFIX: Fixed stupid
-

download card  
bug!

V1.21 FEATURE:  
New card configuration method  
.  
FEATURE: Automatic card detection implemented.  
FEATURE:  
New preferences menu  
V1.22 BUGFIX:  
Save Card  
is now creating a  
correct default file name.  
Added some default cards, to make auto detection much easier.  
Added some save game converter. (Thanks to Andrea Favini)  
BUGFIX: Multi slot support is now 100% working. (Reported by  
Zeljko Vulinovic and Andrea Favini)  
FEATURE: Its no longer possible to drag free entries. (Thanks to  
Axel Doerfler for the GTDrag feature!)  
BUGFIX: The preferences window allows to specify the maximum of  
4 Slots.  
FEATURE:  
Delete all  
and  
Undelete all  
implemented. (Requested by  
Jürgen Ofner)  
BUGFIX: Gadgets in a new window were sized wrong. (reported by Timo  
Hegemann)  
BUGFIX: Double click handling in settings window is now correct.  
(reported by Timo Hegemann)

V1.23 BUGFIX: Fixed fout slot mode! (reported by Zeljko Vulinovic)  
BUGFIX: Forgot to implement the english version of the  
SGP file  
documentation.

V1.24 FEATURE: MultiPage support implemented.  
FEATURE: New  
card settings  
window.

V1.25 FEATURE: Export directory (ASCII) (requested by Werner Ammann)  
CHANGED: Some small optimizations.  
BUGFIX: MultiPage support fixed (reported by Zeljko Vulinovic)

V1.26 FEATURE: Separate write delays to allow fast writing on slow cards.  
BUGFIX: Fixed some  
card settings  
bugs.  
BUGFIX: Fixed a problem with the  
SUPPORT  
command. (reported  
by Brice Terzaghi)  
Added some save game patches. (Thanks to Brice Terzaghi)  
FEATURE: New français catalog! (Thanks to Brice Terzaghi)  
FEATURE: Region/ProductID Output in directory list.  
FEATURE: DEL / Backspace keys are deleting/undeleting files.  
BUGFIX: Fixed the spaces in filename problem of some save games.  
BUGFIX: Fixed the window busy bug when using the save game  
patcher. (Reported by Brice Terzaghi)  
FEATURE: Complete

---

- #?.mem support  
!
- V1.27 BUGFIX: Edit card gadget was disabled when opening the settings window even if there was an personal card.  
BUGFIX: The auto generated file names for save games were 3 chars to long. (Dos limit)
- V1.28 CHANGED: Found a new way to code a save game name. It seems to be very rare (see Example.mcd=>Worms). Now all these games should look good, too.  
CHANGED:  
FAQ update  
.  
FEATURE: New function allows to save all save games at once.  
BUGFIX: During saving name fragments of prior saved games were saved, too! Not a real problem, but not very nice (PC like).
- V1.29 BUGFIX: Its was not possible to save the window position of the  
  
Card Settings Window  
and the  
Main Window  
! (Reported by Brice Terzaghi)
- V1.30 FEATURE: New driver system for different card reader hardware. Now it is possible to create an driver for any hardware.  
BUGFIX: Forgot to disable save all menu when there is no file on memory card!
- V1.31 Changed card reader driver system.  
The  
card editor  
gadgets are depending on the current  
driver.  
BUGFIX: Fixed a directory bug that produced unusable, free blocks.  
RamCard driver and source added for development information.  
The driver itself is only useful for playing with MCCControl without owning an card reader.  
FEATURE: Menu and gadget disabling is now depending on driver module!
- V1.32 FEATURE: Now you are able to select the GUI Font.
- V1.33 BUGFIX: Fixed the settings window! MCCControl was unable to store the card settings. (reported by Zeljko Vulinovic)
- V1.34 FEATURE:  
DexDrive  
Support!!!  
CHANGED: Reworked the whole internal driver control!  
FEATURE: Module\_DirectFrame and Module\_DirectPage support!  
(New driver feature)  
BUGFIX: After canceling the settings window the driver wasn't canceled.  
FEATURE:  
Device selector  
!
- V1.35 BUGFIX: Fixed a small frame read/write bug that caused an error when no driver module was loaded!  
FEATURE: Reworked the  
SGP Window
-

! No cheat  
patches are possible!  
FEATURE: Spanish translation included! (Thanks to Victor M. Gutiérrez)  
BUGFIX: Fixed some MCM error messages and added the timer.device failed to open message!  
BUGFIX: Fixed some error in the MCM documentation!  
FEATURE: New and cheat enhanced SGP Files for Spyro, Spyro2, ApeEscape and Wild9!  
FEATURE: Turbo read and write! Increases the speed of most actions by the factor 1000 depending on the mass of changes! (-8  
BUGFIX: Fixed window sizing bug of the main window!  
BUGFIX: Many documentation bugs removed!

V1.36 BUGFIX: Fixed SGP command checksum  
!  
FEATURE: New SGP command:  
Tool  
!  
FEATURE: SGP/SGT Patch for Pitfall3D included!  
FEATURE: SGP Patch for Ruff&Tumble included!  
FEATURE: Some new SGP Strings included!

V1.37 FEATURE: Installer/deinstaller script included!  
BUGFIX: MCCControl is now Y2K fixed! :) Just kidding! Happy new year!!!  
FEATURE: New MCCControl versions for OS2.1 and OS3.x!  
FEATURE: Some code optimizations!  
BUGFIX: Some fixes on the DexDrive.mcm & DexDriveDemo.mcm  
BUGFIX: Fixed some documentation bugs within the modules.doc

V1.38 FEATURE: Added new how to build picture for people with less or no electronic experience.  
BUGFIX: The installer script is able to copy the pictures and the current language preselects the catalogs and docs.  
BUGFIX: Some fixes on the DexDrive.mcm & DexDriveDemo.mcm  
FEATURE: MCM Drivers are now loaded on first use and not on startup. This means no more "No compatible Hardware found" requesters when starting MCCControl if no DexDrive is connected. (Requested by me! Each time this fuc?S"#?....  
FEATURE: The installer script now contains a spanish translation. (Thanks to Victor M. Gutiérrez)  
BUGFIX: The settings menu wasn't working correct when the module setting changed during the operation.  
CHANGED: Removed the useless card type and slot selector. Even if the option is selected the gadgets won't appear anymore.  
FEATURE: Added MCM flag for multi slot support. That's the reason for the updated standard driver (nothing more).  
BUGFIX: The auto generated file name for save games weren't 100% DOS conform. (reported by Michael Jaccoud)  
BUGFIX: The unit selection contained a but that sometimes, depending on the used device caused MCCControl to use Unit 0. (reported by Danny Hamon)  
CHANGED: SGP slots are now auto numbering. (suggested by Brice Terzaghi)  
FEATURE: Dragging is only possible, if more than one window is open. (more logic) In addition to that the select bar of the source

---

window isn't flipping anymore.  
 FEATURE: Added SGP files for Breath of Fire III and Syphon Filter.  
 V1.39 FEATURE: Multi select support for save game loading!  
 FEATURE: New MemoryCard  
     CleanUp  
         function!  
 FEATURE: Added  
     CheckBox  
     and  
     Integer  
     SGP Gadgets!  
 FEATURE: Some new  
     address options  
     (B,W,L,&)  
 FEATURE: Added SGP for Azure Dreams and MediEvil!  
 FEATURE: Patch window is now looking cool!  
 FEATURE: Added and changed some menu hotkeys!  
 FEATURE: SGP for Oddworld: Abe's Exoddus included.  
 V1.40 BUGFIX: DirectFrame and DirectPage mode didn't support multi slot  
     reader!  
 FEATURE: Added PSXPort.mcm and MCControl.mcm.  
 BUGFIX: Small fix on the settings window!  
 BUGFIX: Old driver versions caused MCControl always to crash!  
 FEATURE: New error messages for MC modules implemented.  
 FEATURE: New DirectRaw driver mode replaces old byte mode!  
 FEATURE: HARDWARE CHANGE! Just a little additional bridge between  
     POut (12) and Ack (10) on the Amiga connector! The old version  
     stays full compatible. This IRQ-Bridge allows to handle card as  
     fast as possible and minimizes the processor usage.  
 FEATURE: Driver info in  
     settings window  
         BUGFIX: The  
         CleanUp  
         -function only  
     accessed the last used slot!  
 BUGFIX: MCControl wasn't able to make 1:1 copies of memory cards  
     and nobody found this bug! (reportet by Guido Mersmann ((-8 )  
 BUGFIX: Now all driver specific functions are available before  
     the first card access!  
 BUGFIX: A bug within the menu disabling may caused problems in other  
     parts of the problem.  
 UPDATE: Used new OnlineHelp module. Thats the reason why the docs  
     drawer is called help. This is more system like and the  
     amigaguide.library takes care of finding the docs.  
 FEATURE: New savety requester! (Requested by Brice Terzaghi)  
 UPDATE: New OS3.5 Icons!

## 1.8 Future

Future

-----

\textdegree{} I don't know. (-8 Your wishes are welcome.

## 1.9 Buglist

Buglist

-----

\textdegree{} Currently there are no known bugs.

## 1.10 Thanx

Thanx

-----

\textdegree{} Many many thanks to Janne Lumikanta! He initiated the PSX ↔  
MemoryCard  
reader project. Most of the pictures used within this project were made  
by him and only adjusted by me!

\textdegree{} Thanks to Joseph Fenton for his information about MemoryCard timing ↔  
!

\textdegree{} Thanks to all the guys lending me games and memory cards for ↔  
testing.

\textdegree{} Danke an Brice Terzaghi und Victor M. Gutiérrez für die ↔  
Übersetzungen.

\textdegree{} Thanks to Timo Hegemann! He found a lot of bugs and he told me how ↔  
to  
make MCControl much better.

\textdegree{} Thanks to Zeljko Vulinovic for extrem beta testing! (-8

\textdegree{} Many thanks to Dmitry Shishkin for the ShineR project!

\textdegree{} Many thanks to all the people spending money.

## 1.11 The Author

The Author

-----

If you find bugs please report them, so that I can correct these bugs  
in the next version.

Any ideas and suggestions are welcome, too.

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Germany

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## 1.12 Other programs!

Other programs!

-----  
BoulderDäsh [game/jump/boulderdaesh.lha]  
-----

Clone of the original Boulderdäsh for Amiga. It is the only version running faster on Amiga than the original. It looks and behaves like the original. I was asked, where the C64 is. (-8 And all this on a 68000 without Fastmem.

SimpleCat [dev/misc/simplecat.lha]  
-----

This tool is for users and users. Using this program you can change catalogues of programs with your favourite text editor in the easiest way. These programs must include a CS file. Search for it in the archive of the catalogues drawer.

Afind [util/misc/afind.lha]  
-----

With this program you can search for programs on your Aminet CDs in the easiest way. It is the same than the original tool on the CD, but here you can use AminetCDs and AminetSets mixed. So you are not forced to search for a program on the first 5 Aminet CDs, that is on AminetSet1 Disk b.

AView [util/misc/aview.lha]  
-----

AView is a great multiview enhancement/replacement! It is working like Multiview, but you are able to specify a special viewer/player for each file type.

Guideformat [text/edit/guideformat.lha]  
-----

GuideFormat is a simple tool. It is easy to format text blocks, even if there are "links" or other guide commands in.

GuideCheck [text/edit/guidecheck.lha]  
-----

GuideCheck ist ein Tool, das es erlaubt ein Guidefile vollständig zu prüfen und alle eventuellen Fehler aufzudecken.

SiedlerBoot [game/patch/siedlerboot.lha]  
-----

This allows to start the Settlers direct via CD and save the scores on

---

HD. There is no hard disk install required. SiedlerBoot requires the "Amiga Plus Sonderheft 9" cover CDROM.

Execute64 [misc/emu/execute64.lha]  
-----

Execute64 allows to transfer file direct into the C64 and to start them. This allows to play games and use the Amiga as a big file server.

R [util/cli/r.lha]  
---

"R" creates an GUI for each DOS Programm. This allows you to use DOS commands even if you aren't very good in reading templates.

DVBControl [comm/misc/dvbcontrol.lha]  
-----

DVBControl is an software project for the Nokia MediaMaster (D-Box) and DVB2000 firmware. It allows to update firmware, edit channel settings and much more. So if you are using DVB2000 and an Amiga DVBcontrol is your only choice!

MCCControl [hard/hack/mccontrol.lha]  
-----

MCCControl (MemoryCard Control) is an card reader for Playstation MemoryCards. It requires a little selfmade hardware (~\$5) and the free software!

VBRControl [util/sys/vbrcontrol.lha]  
-----

VBRControl moves the processor vector base to fastram. This is increasing system speed.

AvailCPU [util/sys/availcpu.lha]  
-----

AvailCPU is a little program that shows the CPU usage by using the PowerLED!

TrackDisplayClock [util/time/trackdisplaycl.lha]  
-----

An hardware track display is very useful, if you need it! The most time these type of hardware is only good for lighting up the room! This will be changed when using TrackDisplayClock! TrackDisplayClock displays the system time on your track display! Its cool, its useful and of course the time is always in visual range. Delete all programs using screens, windows or icons to display the time and of course don't forget to remove your noclick tool! TrackDisplayClock is doing all these jobs and your system will be faster than before! (-8

---

## 1.13 The CardReader Specifications!

The CardReader Specifications!

---

If you're not able to create your own hardware, then you are able to buy an compatible CardReader named DexDrive ! There is also a device called PSXPort , which works together with an MultiTap brilliant as an multi slot reader.

Before you start to create your own hardware take a look on Timo Hegemanns version. Its pretty good. Here another photo without card. My version is build direct into an normal SUB-D25 plug.

There is another hardware created by Dmitry Shishkin. Technically this hardware works like an DexDrive, because a processor handles the communication between MemoryCard and Amiga. You'll find it on aminet: hard/hack/ShineR.lha

First there is the MemoryCard connector! You need an old slot (old PC main board we do not destroy any amiga boards!!). This slot must be modified. This is shown by a little picture.

If this is the first time you build an hardware, or you simply don't understand what's to do, then take a look on his picture! Just place your parts on your table and connect them like shown!

After doing this hard job its much easier! Just choose the card reader version you want to build:

3.6V Only Reader without external Powersupply

---

This is the easiest reader. Its using the 5V Power of the parallel port to create the 3.6V. In the result this reader only supports card using only this power. (just screw the card up and take a look)

This picture shows how to build it. An second easier version is Here

3.6V and 7.6V Reader with external Power Supply

---

This version requires an external power supply , but there should at least one arround to use for a while (DiscMan, Walkman, Mobile,...)

This reader is full hardware compatible to all cards, because both

---

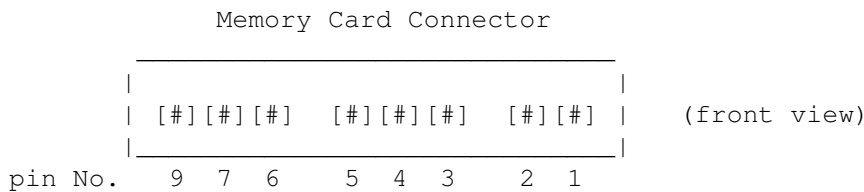
voltages are available.

This picture shows how to build it.

Here you can find an multi slot circuit.

The pictures alone should allow you to build the interface. If you are not sure just read on for further information.

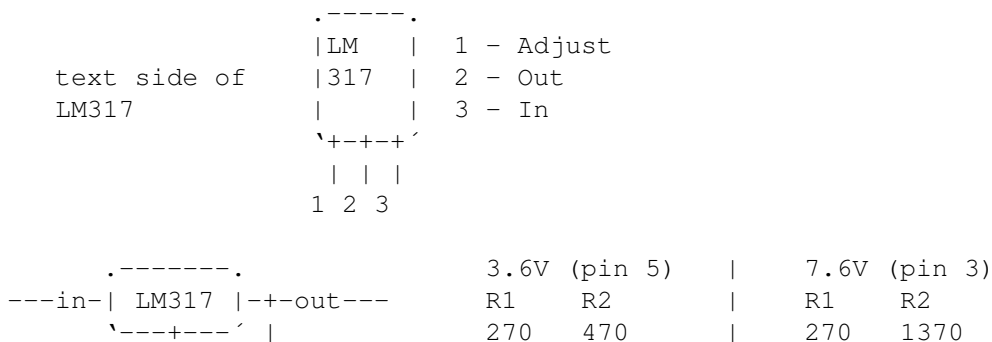
Additional Information



pin No.	signal name	direction	logic	function
1	DAT	in	positive	Serial Output data(open drain)
2	CMD	out	positive	Serial Command data
3	+7V	-	-	+7.6V CD-ROM Drive Power
4	GND	-	-	Signal Ground
5	+3V	-	-	+3.5V System Power
6	SEL-	out	negative	pad/memory select
7	CLK-	out	negative	Serial Clock
8	-	-	-	no use
9	ACK-	in	negative	Acknowledge(open drain)

As you can see the MemoryCard needs two different voltages. I know this is not allways true, but I checked out four 15 block cards and 3 of them need 7.6V. This voltage requires an external powersupply, so why not create a full compatible card reader!

The LM317 is an standard element. The additional characters can be ignored. You can use an LM317T as well as an LM317Q oder LM317LZ.



		R1	330	560		330	1680
adj			390	680		390	2000
	\	-----+	470	820		470	2400
			560	1k		560	2800
		R2					
		GROUND					

For more information of LM317 check [www.national.com](http://www.national.com) and get correct PDF-files.

External powersupply  
voltage should be about 9V-18V if you want to get  
7.6V.

If you use  
external powersupply  
for this hardware, DO NOT CONNECT it to  
pin 14 of parallel port

Using parallel port pin 14 is 'very' safe because of low current supply  
<100mA, but remember using Pin 14 doesn't allow to create 7.6V.

## 1.14 Questions, Solutions and Tips!

Questions, Solutions and Tips!

-----

What is a Playstation?

What is a MemoryCard?

What is a DexDrive

What is PSXPort?

What is an MultiTap?

What is the MemoryCard capacity?

The PSX says my card isn't formatted, but...! Why?

What are the external power supply specifications?

What is a Region or Productcode?

What PSX games do you own?

Other

---

This manual is formated with centered blocks. How?

## 1.15 FAQ: What is a Playstation?

What is a Playstation?  
-----

Well, a Playstation is an game system developed by Sony!

If you don't know this, why are you reading this manual? (-8

## 1.16 FAQ: What is a MemoryCard?

What is a MemoryCard?  
-----

A MemoryCard is an storage device for  
Playstation  
game scores.

## 1.17 FAQ: What is a DexDrive?

What is a DexDrive?  
-----

An DexDrive is an commercial version of an MemoryCard reader. You should be able to buy one in your favorite Game Shop.

You want to see it right now? [Click here!](#)

The included driver is shareware and only able to read MemoryCards! This is done, because I spend a lot of time to debug the protocol and I was forced to buy a DexDrive. If you want a full version send

me

10 DM

and you'll get the full working driver. I think this isn't very much!

## 1.18 FAQ: What is PSXPort?

What is a PSXPort?  
-----

PSXPort is an hardware developed by Joseph Fenton!

This hardware allows to use Playstation hardware on your amiga. So

---

you're able to play your amiga games with an PSX Controller.

If you want to use  
MemoryCards  
you'll also require an  
MultiTap

,  
because the PSXPort comes with an controller port.

## 1.19 FAQ: What is an MultiTap?

What is an MultiTap?

-----

An MultiTap is a multi player adapter for  
Playstation

.  
Each MultiTap contains 4 pad and 4  
MemoryCard  
connectors. So, when  
using two MultiTaps you are able to connect 8 Controller and 8  
MemoryCards to one playstation.

You are also able to use MultiTap and all it features on your amiga  
system, by using the  
PSXPort  
hardware.

## 1.20 FAQ: What is the MemoryCard capacity?

What is the MemoryCard capacity?

-----

If we trust some magazines and MemoryCard manuals, then you can store 1  
mega byte on an 15 block MemoryCard.

This is wrong!

A MemoryCard can hold 1 mega bit or 128KB!

1 MegaBit = 1048576 Bit

1048576 Bit / 8 = 131072 Byte

131072 Byte / 1024 = 128 KiloByte

One MemoryCard block contains 8KB! We have 15 blocks. The last block  
contains the directory of the card and some reserved data!

---

## 1.21 FAQ: The PSX says my card isn't formatted, but...! Why?

The PSX says my card isn't formatted, but...! Why?

-----

... MCControl is able to access the card without any problems.

Well, this is a very rare problem. The reason is, that the first frame of an MemoryCard indicates the status. If this frame is invalid the playstation is reporting that the card is unformatted.

MCControl ignores this frame and if the card is unformatted then the directory contains only invalid entries!

Fixing this problem is very easy, but MCControls cache handling makes this a little tricky. The easiest way is to read the directory and use the

```

clean up
    menu function. Now make sure that you disabled the
    quick access
    function and write back your card. Now your card should
work again. You should enable the
    quick access
    again, to protect the
first frame and to speedup your card access.

```

## 1.22 FAQ: What are the external power supply specifications?

What are the external power supply specifications?

-----

The external power supply voltage should be about 9V-18V! The exact voltage isn't important because the LM317 is creating always the correct value by using the resistors.

The power supply should be able to output more than 200mA! The output of a playstation itself isn't more than 100mA per powerline, but the LM317 circuits are consuming some energy, too! If you are only using 15 block cards then 100mA should be enough!

Do not use power supplies with less than 100mA! They may work, but they are producing much heat and may burn out!

If the power supply isn't able to supply enough power, it may happen, that your card must be read much slower than normal. Timo Hegemann is using an normal NoName card, but when using an 9V Battery instead of an external power supply the card turns into an slow SonyNew card!

## 1.23 What is a Region or Productcode?



What is a Region or Productcode?

-----

Well, each game is developed with special feature of the region. Every one knows that a US game isn't working on an european Playstation. To make this work every game becomes an unique code for this region.

Example:

BESLES-00463

-----

0123456789ab

0 The "B" is constant.  
 1 Region of the developer.  
 2 The "S" is constant.  
 3 "L" Licence  
 "C" Computer Sony products only.  
 So 234 on an european sony game results "Sony Computer Europe" or  
 on an licenced game "Sony Licence Europe"  
 4 The Game is only working on Playstations for this region.  
 5 "S" Software  
 "D" Demo (a PSX demo software)  
 "H" Hardware (controller, memory cards, multitaps, light guns)  
 6 Separator, constant, "-"  
 789ab Number of the game (the licence number). Games may have differend  
 numbers for different regions (4).

A german developer for example would get BESLUS-12345 as product id for the US version of a game. The european id of the same game may look like this BESLES-22222.

Save games may contain 8 additional chars to separate types of save games for the same game. Its correct to save these 8 bytes are the file name.

"BESLES-22222Records "  
 "BESLES-22222Settings"

The easiest way to get those IDs is to open the  
 save game patcher

!

You'll find the ID in the

ProductID

Gadget! The first 12 characters

represent the complete product id followed by 8 bytes of file name, if available.

## 1.24 What PSX games do you own?

What PSX games do you own?

-----

---

Well, here is my PSX game list. If you want to sell (gifts are also welcome) any game take a look into my  
want to buy list

Azure Dreams  
Breath of Fire III  
Bubble Bobble also Featuring Rainbow Islands  
Colin MacRae Rally  
Frogger  
Heart of Darkness  
MediEvil  
Nanotek Warrior  
Oddworld: Abe's Exoddus  
Oddworld: Abe's Oddyssey  
Pitfall 3D: Beyond the Jungle  
Ruff & Tumble (aka 40 Winks)  
S.C.A.R.S  
Sentient  
Sentinel Returns  
Spot goes to Hollywood  
Virtual Pool  
Wild 9  
Worms

## 1.25 FAQ: This manual is formatted with centered blocks, How?

This manual is formatted with centered blocks, How?

-----

This question is very old. I write all AmigaGuide text files by using GoldED. GoldED makes it very easy. Just open the "miscellaneous" settings and setup the fold markings ("@NODE" and "@ENDNODE"). Now you are able to open and close every node as an own document.

But now the question. The problem is the link structure within the text. GoldEDs internal block format is not able to detect them and everything is text and a word wrap within a link is deadly for this link. The other method is to edit the block by hand, but this is not very handy. (-8

This was the reason to write  
GuideFormat  
. GuideFormat is doing this  
job and it takes care about the links. I put it together with some GoldED commands as an GoldED hotkey. Now I can use it even like the internal block center command.

I wrote all dokumentations of  
my programs  
by using GuideFormat. It  
saves years of my life.

---

And the text looks great!

## 1.26 WANTED !!!!

Wanted !!!

I am searching the following games for my PlayStation:

Alundra  
Blaze & Blade  
Bubble Bobble2  
Kula World

If you wanna sell one or more of these games, then let me know!

## 1.27 All MemoryCard checked with MCControl

All MemoryCard checked with MCControl

If one of your MemoryCards is not listed here, than let me know your results.

MemoryCard	Blocks	Status	Tested by
Atomic	15	Ok	Andrea Favini
Blaze 24Mb MegaMemory	360	Ok	MegaByte
GameMedia	15	Ok	Timo Hegemann
Gamester	15	Ok	Guido Mersmann
Joytech	15	Ok	Janne Lumikanta
MemoryCardPlus	120	Ok	Zeljko Vulinovic
Naki	15	Not working	Zeljko Vulinovic
Sony Blue	15	Ok	Timo Hegemann
Sony GreyOld	15	Ok	Guido Mersmann
Tosa	15	Ok	Guido Mersmann

## 1.28 This is a list of all files that can be used with MCControl

This is a list of all files that can be used with MCControl

Well the first PSX MemoryCard Software was designed for PCs and PCs are stupid! So they created many formats for the same shit, because there is no reason for creating a specific format.

MCD - Real MemoryCard Image

This is an 1:1 card read out! It is the best format for storing complete MemoryCards, because its easy to detect and it is small.

If you own other save game types, then send me two files of each type!

GME - Game file  
-----

This file contains a complete MemoryCard!

This is the most stupid card image file type! Its a MCD File using an 3904 Byte header! Most of this Bytes are unused. Even the name is stupid, because this file may contain the storage of up to 15 games.

I was told that these additional bytes are used to contain special information about the MemoryCard and each block. Well, I scanned around 100 files and all of them are only using the general MemoryCard information, so there will no MCControl support for these additional information.

Even some PC tools are not able to write these files correctly! I own some files that are longer than an standard game file. After scanning the file I found the problem. They just saved to much data, so you'll find windows specific strings behind the real image.

VGS - Video Game Strategies  
-----

This file contains a complete MemoryCard!

This format is performing a small header with informations about reading the file. Well, quite useless! It was IMHO created by an organisation named "Video Game Strategies". You'll find them in internet.

PSX - Playstation Game File  
-----

These files contain the savings created by one game. This may be one block, or more.

This format is great for holding only one saved game.

Attention: There are damaged (patched) files around. These files aren't working with MCControl, because important data is missing! If you use AmigaDos and "type Filename hex" you will see, that these files contain a small message, where you get a working version! Don't do this! Get a serious source for PSX save games and do not support such "We spread damaged files to powerup our homepage" suckers!

MEM - Memory File  
-----

This format is the most stupid save game format. It requires two (2!!) different files for holding only one save game. Together these two files are nearly equal to the PSX file.

---

I think someone decided to create this format for saving programming time. I strongly suggest not to use this file format, because it doubles the chance to loose data and it requires more disk space.

## 1.29 The Windows of MCControl

The Windows of MCControl

---

The Main Window

The Preferences

The Card Preferences

The About Window

The Save Game Converter

There is also an  
DOS Template  
!

## 1.30 MCControl - The Main Window

The Main Window

---

Main window isn't correct at all, because you are able to open as much windows as you want. But if you close all you quit MCControl.

Each window contains an independent virtual MemoryCard. This Card can be loaded, saved or even be an readout of an real MemoryCard.

All functions (even the  
format routines  
) are accessing the virtual  
card buffer only! The only way to  
(over)write  
the real card is  
protected by an savety requester!

Don't forget to read about the  
Menu  
!

Gadgets

---

Directory  
Type  
Slot  
Read Directory  
Download Card  
Upload Card

### 1.31 MCControl - Hauptfenster/Verzeichnis

Verzeichnis  
-----

This Gadget is views all MemoryCard files. First a flag and than the block name:

- Block free (may be recovered)  
U Block in use  
L Block link (part of an multi block file)  
I Entry damaged.

### 1.32 MCControl - The Main Window/Read Directory

Read Directory  
-----

This is the fastest way to take a look on the contents of the current inserted memory card.

### 1.33 MCControl - The Main Window/Type

-----  
Type

This button is only visible if you've defined more than one personal card  
.

This gadgets allows to activate the special configuration for the current card.

---

### 1.34 MCControl - The Main Window/Card

-----  
Card

This button is only visible if you have selected a multi slot reader by using the

```
preferences
  gadget
  reader typ
  .
```

This gadget selects the card slot for all read/write actions of this window.

### 1.35 MCControl - The Main Window/Download Card

Download Card  
-----

This button forces the reading the whole MemoryCard.

### 1.36 MCControl - Hauptfenster/Upload Card

Upload Card  
-----

This gadget is updating all modified blocks, or just writes the whole card.

### 1.37 MCControl - The Main Window/Menu

-----  
The Main Menu

Project

New Window

Preferences...

About...

Quit

MemoryCard

Load...

---

Save...  
Export...  
Read Directory  
Download Card  
Upload Card  
Complete Format  
Speed Format  
Clean Up  
Previous Card Page  
Next Card Page  
    Save Games  
  
Load...  
Save...  
Save All...  
Export...  
Delete File  
Undelete File  
Delete all Files  
Undelete all Files  
Patch File...

### 1.38 The Main Menu/Project/New Window

Project/New Window  
-----

Opens a new virtual MemoryCard window!

### 1.39 The Main Menu/Project/Preferences...

Project/Preferences...  
-----

---



This item opens the  
preferences  
window!

## 1.40 The Main Menu/Project/About...

Project/About...

---

Hui! The  
about window  
opens!

## 1.41 The Main Menu/Project/Quit

Project/Quit

---

This item is quitting MCControl!

## 1.42 The Main Menu/MemoryCard/Load...

MemoryCard/Load...

---

Here you can load complete memory card images.

## 1.43 The Main Menu/MemoryCard/Save...

MemoryCard/Save...

---

Here you can save a memory card image. The  
Fileformat  
is #?.MCD and  
the result may be  
compressed  
.

## 1.44 The Main Menu/MemoryCard/Export...

MemoryCard/Export...

---

Here you can save a memory card image. The Fileformat can be specified by the submenu.

MCControl is not compressing files for export.

## 1.45 The Main Menu/MemoryCard/Read Directory

MemoryCard/Read Directory

---

MCControl is only reading the directory.

## 1.46 The Main Menu/MemoryCard/Download Card

MemoryCard/Download Card

---

MCControl is reading the complete card into the window buffer.

## 1.47 The Main Menu/MemoryCard/Upload Card

MemoryCard/Upload Card

---

This item is updating all modified blocks, or just writes the whole card.

## 1.48 The Main Menu/MemoryCard/Complete Format

MemoryCard/Complete Format

---

The window buffer will be initialized like an empty MemoryCard.

You should use this function only to remove any sign of prior usage. If you just want to clear a card for reusing with your PSX than use the much faster

speed format  
function instead!

---

## 1.49 The Main Menu/MemoryCard/Speed Format

MemoryCard/Speed Format

-----

The window buffer will be initialized like an empty MemoryCard.

This operation is very similar to the complete format!  
! The only difference is the amount of erased data.

The speed format option is only formatting the 15 directory frames instead of writing all 1024 Frames.

## 1.50 The Main Menu/MemoryCard/CleanUp

MemoryCard/CleanUp

-----

The MemoryCard buffer will be cleaned by this option.

If you use your MemoryCard you delete or upload files. The directory looks unclean, because multi block saving are separated all over the card.

In addition to that the deleted save games are physicaly present. That's the reason why you can undelete them! After cleaning the MemoryCard they are completely wiped out and if the compression mode is enabled the results are much better.

## 1.51 The Main Menu/MemoryCard/Previous Card Page

MemoryCard/Previous Card Page

-----

This function activates the previous card page of your MemoryCard.

## 1.52 The Main Menu/MemoryCard/Next Card Page

MemoryCard/Next Card Page

-----

This function activates the next card page of your MemoryCard.

---

### 1.53 The Main Menu/SaveGames/Load...

SaveGames/Load...

---

Here you can load an saved game file.

### 1.54 The Main Menu/SaveGames/Save...

SaveGames/Save...

---

Here you can save the  
selected  
game file. The  
Fileformat  
is #?.PSX and  
the result may be  
compressed  
.

### 1.55 The Main Menu/SaveGames/Save all...

SaveGames/Save All...

---

Here you can save all files of the current memory card. If a filename already exists, then you can choose the way to proceed.

The  
Fileformat  
is #?.PSX and the result may be  
compressed  
.

### 1.56 The Main Menu/SaveGames/Export...

SaveGames/Export...

---

Here you can save a single game file. The  
Fileformat  
can be specified  
by the submenu.

MCControl is not compressing files for export.

---

## 1.57 The Main Menu/SaveGames/DeleteFile

SaveGames/Delete File  
-----

The  
selected  
game file will be deleted.

The DEL key has the same effect

## 1.58 The Main Menu/SaveGames/Undelete File

SaveGames/Undelete File  
-----

The  
selected  
game file will be undeleted.

The BACKSPACE key has the same effect

## 1.59 The Main Menu/SaveGames/Delete all Files

SaveGames/Delete All Files  
-----

All game files will be deleted. It is possible to  
undelete all  
files

or just  
one by one

.

## 1.60 The Main Menu/SaveGames/Undelete all Files

SaveGames/Undelete all Files  
-----

Undelete all games files of the current memory card.

## 1.61 The Main Menu/SaveGames/Patch File

---

---

SaveGames/Patch File

-----  
The

selected  
game file will be loaded into the  
save game patcher  
!

## 1.62 MCControl - Preferences

Preferences

-----  
This window allows to configurate MCControl. This window also contains  
an

menu

.

Communication

-----  
Driver

Driver info

Device

Your Cards

Default Cards

Edit Card

XPK

-----  
XPK Compression

XPK Method

Miscellaneous

-----  
GUI Font

Multi Card Reader

Directory

Quick Access

Other

---

-----

Use  
 Save  
 Cancel

## 1.63 MCControl - Preferences/Driver

Driver

-----

This gadget specifies the hardware used for reading MemoryCards. If you build my

hardware then "MCControl.mcm" is the right driver. If there are any problems, then try the slower version named "MCControlSlow.mcm"!

The

DexDrive.mcm  
 is an driver for the commercial  
 DexDrive  
 !

The

PSXPort.mcm  
 is an driver for the commercial PSXPort hardware.

The 30 Block (MultiPage) RamCard driver ("RamCard.mcm") is only an example for development. There for the sourcecodes are included. This driver may be useful if you want to use MCControl without an card reader hardware. I use it for programming MCControl without the need of reading and writing real memorycards.

## 1.64 MCControl - Preferences/Driver info

Driver info

-----

This gadget shows information about the current driver.

## 1.65 MCControl - Preferences/Device

### Device

-----

Depending on the used driver this gadget may not be available.

Some driver allow to specify the connector for the device. This is can be done by using this gadget! The value behind the device name specifies the connector number of the IO-Card (aka. unit).

Examples:

```
serial.device,0
vectortex001.device,4
```

## 1.66 MCControl - Preferences/Your Cards

### Your Cards

-----

Use this list to specify all memory cards you own. Just use the default card list to drag all your cards into this gadget.

Use the edit card button to modify card name and multipage settings.

As long as this gadget is empty MCControl is using the default card specifications.

If you are not able to use the gtdrag.library (e.g. you are using OS2.0) it is required to move the entries via double click

## 1.67 MCControl - Preferences/Default cards

### Default Cards

-----

This list contains all pre defined cards. Just drag all needed cards to your personal list.

All cards dragged into this gadget will be deleted.

If you are not able to use the gtdrag.library (e.g. you are using OS2.0) it is required to move the entries via double click



## 1.68 MCControl - Preferences/Edit Card

Edit Card

-----

This gadgets opens the  
card editor  
.

## 1.69 MCControl - Preferences/XPk Compression

XPk Compression

-----

This gadget enables the automatic compression during file save.

The automatic decompression is always working!

## 1.70 MCControl - Preferences/XPk Method

XPk Method

-----

This gadget specifies the compression method! Consult your XPk manual for further information.

Its not required to change the method. I made several tests and in the most cases NUKE got the best results.

## 1.71 MCControl - Preferences/Font

GUI Font

-----

This gadget allows to specify a new GUI Font. The screen font is used if this font isn't available.

## 1.72 MCControl - Preferences/Multi Card Reader

Multi Card Reader

-----

This gadget allows to select the number of card reader slots!

## 1.73 MCControl - Preferences/Directory

Directory  
-----

Here you can specify what the memory card directory should look like.

## 1.74 MCControl - Preferences/Quick Access

Quick Access  
-----

The quick access is done by skipping some MemoryCard parts during read and write actions.

These part are reserved and normaly contain no special data.

## 1.75 MCControl - Preferences/Use

Use  
-----

This button confirms all changes and closes the window.

## 1.76 MCControl - Preferences/Save

Save  
-----

This button confirms all changes, saves the preferences to disk and closes the window.

## 1.77 MCControl - Preferences/Cancel

Cancel  
-----

All changes are lost.

## 1.78 MCControl - Card Preferences

---

### Card Preferences

---

This window allows to configurate MCControl cards.

Name  
MultiPage Settings.

MultiPage Start

MultiPage Next

MultiPage Previous

MultiPage End

Use

Cancel

## 1.79 MCControl - Card Preferences/Name

Name  
-----

Here you can specify the name of your card.

## 1.80 MCControl - Card Preferences/MultiPage Start

### MultiPage Start

---

Depending on the used  
driver  
this gadget may not be available.

This gadget specifies a key sequence! These keys are always used first during page selection.

Examples:

Pressing START and L1, hold for 2 seconds, release L1 and wait for 1/4s:

```
START L1 2s -L1 -1/4s
```

Release START and wait for 3 and an half second:

---

```
-START -1s -2s -1/2s
```

Pressing buttons will be always done before releasing them, so "-START L1 START -L1" is equal to "START L1 -START -L1"!

The timing isn't completely free. Allowed commands are: 2s, 1s, 1/2s, 1/4s, 1/8s and 1/16s

These timings are used after pressing keys! To delay after releasing keys init the time command with an "-" like for releasing keys as shown above.

## 1.81 MCControl - Card Preferences/MultiPage Up

MultiPage Up

-----

Depending on the used  
driver  
this gadget may not be available.

This gadget specifies a key sequence! These keys are only used during the page up command and may be looped if more than 1 page is flipped at once.

Examples:

Pressing START and L1, hold for 2 seconds, release L1 and wait for 1/4s:

```
START L1 2s -L1 -1/4s
```

Release START and wait for 3 and an half second:

```
-START -1s -2s -1/2s
```

Pressing buttons will be always done before releasing them, so "-START L1 START -L1" is equal to "START L1 -START -L1"!

The timing isn't completely free. Allowed commands are: 2s, 1s, 1/2s, 1/4s, 1/8s and 1/16s

These timings are used after pressing keys! To delay after releasing keys init the time command with an "-" like for releasing keys as shown above.

## 1.82 MCControl - Card Preferences/MultiPage Down

---

## MultiPage Down

-----

Depending on the used  
driver  
this gadget may not be available.

This gadget specifies a key sequence! These keys are only used during the page down command and may be looped if more than 1 page is flipped at once.

Examples:

Pressing START and L1, hold for 2 seconds, release L1 and wait for 1/4s:

```
START L1 2s -L1 -1/4s
```

Release START and wait for 3 and an half second:

```
-START -1s -2s -1/2s
```

Pressing buttons will be always done before releasing them, so "-START L1 START -L1" is equal to "START L1 -START -L1"!

The timing isn't completely free. Allowed commands are: 2s, 1s, 1/2s, 1/4s, 1/8s and 1/16s

These timings are used after pressing keys! To delay after releasing keys init the time command with an "-" like for releasing keys as shown above.

## 1.83 MCControl - Card Preferences/MultiPage End

## MultiPage End

-----

Depending on the used  
driver  
this gadget may not be available.

This gadget specifies a key sequence! These keys are only always used after any page command.

Examples:

Pressing START and L1, hold for 2 seconds, release L1 and wait for 1/4s:

```
START L1 2s -L1 -1/4s
```

Release START and wait for 3 and an half second:

```
-START -1s -2s -1/2s
```

Pressing buttons will be always done before releasing them, so "-START L1 START -L1" is equal to "START L1 -START -L1"!

The timing isn't completely free. Allowed commands are: 2s, 1s, 1/2s, 1/4s, 1/8s and 1/16s

These timings are used after pressing keys! To delay after releasing keys init the time command with an "-" like for releasing keys as shown above.

## 1.84 MCControl - Card Preferences/Save

```
Use
```

```
-----
```

This button confirms all changes and closes the window.

## 1.85 MCControl - Card Preferences/Cancel

```
Cancel
```

```
-----
```

All changes are lost.

## 1.86 MCControl - The Preferences Window/The Preferences Menu

```
The Preferences Menu
```

```
-----
```

```
Project
```

```
Open...
```

```
Save
```

```
SaveAs...
```

```
  Edit
```

```
Reset To Default
```

```
Last Saved
```

```
Last Used
```

```
Save Card...
```

### 1.87 MCControl - The Preferences Menu/Project/Open...

Open...

-----

This item allows to load a prefs file.

### 1.88 MCControl - The Preferences Menu/Project/Save

Save

-----

This item allows to save the prefs file.

### 1.89 MCControl - The Preferences Menu/Project/SaveAs...

SaveAs...

-----

This item allows to save the prefs file under a given name.

### 1.90 MCControl - The Preferences Menu/Edit/Reset to Default

Reset To Default

-----

The preferences window will be reseted to the internal defaults.

### 1.91 MCControl - The Preferences Menu/Edit/Last Saved

Last Saved

-----

This menu point forces an reload of the last  
saved  
preferences.

---

## 1.92 MCControl - The Preferences Menu/Edit/Last Used

Last Used

-----

This menu item forces the preferences window to come up with the last used settings. It works like aborting and reopening the preferences window.

## 1.93 MCControl - The Preferences Menu/Edit/Save Card...

Save Card...

-----

Here you can save a single card profile. If you specify the "DefaultCards/" directory the new card will be used as default card.

## 1.94 MCControl - About

About

-----

This window is showing the version of MCControl and my name.

During startup this window opens automatically to pay tribute to me. (-8

If you deserve it then I'll tell you how to remove this window!

Gadgets

-----

Ok

## 1.95 MCControl - About/Ok

Ok

-----

The about window shuts down. Using the ESC or RETURN key has the same effect.

---



## 1.96 MCControl - The Save Game Patcher

The Save Game Patcher

-----

This window allow to patch save games.

The number of options depends on the  
#?.SGP file

.

Gadgets

-----

Name

Author

Select ID

ProductID

Convert

Cancel

## 1.97 MCControl - The Save Game Patcher/Name

Name

-----

Here you can see the name of the game to patch.

## 1.98 MCControl - The Save Game Patcher/Author

Author

-----

The guy shown here created the SGP file.

## 1.99 MCControl - The Save Game Patcher/SelectID

SelectID

-----

Here you can select the  
region id  
for your game version. The selected

ID will be copied into  
ProductID  
gadget!

The number of supported regions are depending on the  
#?.SGP file  
.

## 1.100 MCControl - The Save Game Converter/ProductID

ProductID  
-----

The ProductID of the save game will be overwritten by this ID! This gadget allows to patch the ID manually!

## 1.101 MCControl - The Save Game Patcher/Patch

Patch  
-----

The save game will be patched.

## 1.102 MCControl - The Save Game Patcher/Cancel

Cancel  
-----

Aborts convertation.

## 1.103 The SGP File Format

The SGP File Format  
-----

General:

The patch commandos work like DOS commands. If you want an argument containing a space, then it is required to use "".

Every time numbers are required you are able to specify them decimal or hexadecimal! Hexadecimal numbers can be defined by an leading "\$" character!

By default all commands are working in the byte access mode! This means every read or write access will be only one byte wide and not more. To

---

change this behaviour use an leading "B" (1 Byte), "W" (2 Bytes) or "L" (4 Bytes)!

In addition to that, its also possible to specify a mask, to change only some or even only one bit. Just put a mask behind the address offset leaded by an "&"!

In the command specifications you'll find an "A" if the argument supports setup an access mode and an "M" for mask support.

Examples:

Access two bytes (\$4001/\$4002):

```
W$4001
```

Remember: INTEL like, the first byte will be read as low byte and the second as high byte.

Access four bytes (\$23e,\$23f,\$240,\$241) and the masking of \$7f.

```
L$023e&7f
```

Now let us take a look into the SGP of Heart of Darkness:

```
;--- Begin
SUPPORT EUR BESLES-00463 US BASLUS-00696
NAME "Heart of Darkness"
AUTHOR "Guido Mersmann"
VERSION "$VER: HeartOfDarkness.SGP 1.00 (13.06.99)"
```

```
;--- End
```

This convert file is the lowest level of converting. In many cases the save game is full compatible. It doesn't work because the region isn't the same.

The first command (SUPPORT) specifies all game versions working with this patch.

NAME  
,  
AUTHOR  
and  
VERSION  
are to easy to explain here.

Skip.

Here are all currently supported commands:

```
SUPPORT
```

```
NAME
```

---

Author  
 Version  
 Gadget  
 Checksum  
 Tool

## 1.104 The SGP File Format - SUPPORT

Support

-----

Template:

```
Support EUR/K,ENG/K,GER=DEU/K,FRA/K,SPA=ESP/K,ITA/K,SWE/K,DCH/K,US/K,
ASIA/K,JAP/K
```

Function:

This command must be specified! It contains all  
 region  
 product codes  
 for the game.

How to get these

Product codes  
 ? Very easy! Just take the .PSX file,  
 open an DOS window and type "Type savegamenam.psx hex". At the  
 beginning of the dump you'll find an string starting with "B". This is  
 exactly what we need. Just must deliver this complete string to the  
 support command.

If spaced are present, then it is required to use "".

Examples:

```
SUPPORT EUR "BESCES-01078BOMBER " US "BASLUS-00680BOMBER " JAP "BISLPS-01155 ←
BOMBER "
SUPPORT EUR BESLES-00486TOMBRAID US BASLUS-00152TOMBRAID
SUPPORT EUR "BESLES-00720TOMB2" US "BASLUS-00437TOMB2"
```

Its not always required to specify the complete ID string.  
 "BESCES-00808GMEDAT01","BASLUS-00707GMEDAT03" As you can see is the

file name

of this game different. The contents is compatible. This is  
 made by games using a whole block for saving the data for one player.  
 The next player get an different number. Sometimes the filename is  
 equal to the player name. To convert such save game its required to  
 setup this command line:

SUPPORT EUR BESCES-00808 US BASLUS-00707

All bytes after these IDs stay unchanged.

## 1.105 The SGP File Format - NAME

Name

-----

Template:

Name Name/A

Function:

This command is required! It contains the name of the game. This name will be shown later in the patch window

The name should be correct and readable. Do not use upper case ←  
or lower  
case at all. "HEARDOFDKAKNESS" is wrong! "Heart of Darkness" is fine!

Examples:

NAME "Tomb Raider II"  
NAME "Colin McRae Rally"  
NAME "Spyro The Dragon"

## 1.106 The SGP File Format - AUTHOR

Author

-----

Template:

Author Name/A

Function:

This command is required! It contains the name of the author of the converter. This name will be shown later in the patch window

Examples:

NAME "Testy Testman"  
NAME "Guido Mersmann"

## 1.107 The SGP File Format - VERSION

VERSION

-----

Template:

VERSION String/A

Function:

This command is required! It contains an amiga standard version string.

Example:

VERSION \$VER: HeartOfDarkness.SGP 1.00 (13.06.99)

## 1.108 The SGP File Format - GADGET

GADGET

-----

If you use one of the following words for the gadget name there will be an automatic translation into your language! (If an catalog for your language exists)

Normal Gadgets:

"Level", "Lives", "Money", "Gold", "Ammo", "Coins", "Pieces", "Stars", "Energy", "FullEnergy", "AllWeapons" and "AllKeys"

Barlabel:

"Slot" (The slot entries will be auto numbered)

Slider

Integer

Checkbox

Barlabel

## 1.109 The SGP File Format - GADGET/Slider

Slider

-----

This gadget allows to insert an slider gadget!

---

Template:

TYPE/A/K, NAME/A/K, MIN/A/K, MAX/A/K, ADDRESS/A/K

Inputs:

TYPE: Must be SLIDER!  
 NAME: Here you can specify the gadgets name. If you use one of the pre defined words the gadget name will be automatic translated into your language!  
 MIN: Minimum value!  
 MAX: Maximum value!  
 ADDRESS: AM Location within the PSX file!

## 1.110 The SGP File Format - GADGET/Integer

Integer

-----

This gadget allows to insert an integer gadget!

Template:

TYPE/A/K, NAME/A/K, MIN/A/K, MAX/A/K, ADDRESS/A/K

Inputs:

TYPE: Must be INTEGER!  
 NAME: Here you can specify the gadgets name. If you use one of the pre defined words the gadget name will be automatic translated into your language!  
 MIN: Minimum value!  
 MAX: Maximum value!  
 ADDRESS: AM Location within the PSX file!

## 1.111 The SGP File Format - GADGET/Checkbox

Checkbox

-----

This gadget allows to insert an checkbox gadget!

Template:

TYPE/A/K, NAME/A/K, OFF/A/K, ON/A/K, ADDRESS/A/K

Inputs:

---

TYPE: Must be CHECKBOX!  
 NAME: Here you can specify the gadgets name. If you use one of the pre defined words the gadget name will be automatic translated into your language!  
 OFF: Value to write into ADDRESS if switch is deactivated!  
 ON: Value to write into ADDRESS if switch is activated!  
 ADDRESS: AM Location within the PSX file!

## 1.112 The SGP File Format - GADGET/Barlabel

Barlabel

-----

This gadget allows to insert a titled bar!

Template:

TYPE/A/K, NAME/A/K

Inputs:

TYPE: Must be BARLABEL!  
 NAME: Here you can specify the barlabels name. If you use one of the pre defined words the gadget name will be automatic translated into your language!

## 1.113 The SGP File Format - CHECKSUM

CHECKSUM

-----

Many save games require no checksum and may be manipulated very easy! If you don't understand how this command is working then skip it. You need knowledge of programming and a lot of experience to do the right. Just playing around makes no sense.

Template:

START/K/A, END/K/A, DEST/K/A, ADD/K, SUB/K, EOR/K, ADDCARRY/K, SUBCARRY/K, STARTVALUE/K

Function:

This command calculates the checksum of an specified area within the



save game. This sounds easier than it is! It will never possible to implement all possible checksum combinations.

Why there is a checksum? Well, programmers of games are saving time by calculating all data by an specific formula. This will be checked during save game loading and if its not correct the game is reporting the savegame is defect or empty. The reason is very easy. For example its possible to collect an maximum of 99 coins. Why should the programmer take care of a value bigger than 99? During the display operation no further check is done. A patched (or just damaged) save game may cause a game to crash. A nice side effect is that the game is working a little faster, because there are no savety checks.

I implemented this command to cheat the game by recalculation the checksum!

Inputs:

```

START      A Offset of the first byte of the checksum area.
END        Offset of the first byte after the checksum area.
DEST       A Offset of the checksum
ADD        A Add values
SUB        A Sub values
EOR        A EOR values
ADDCARRY   A Value to add on carry. (default=0)
SUBCARRY   A Value to subtnact on carry. (default=0)
STARTVALUE Start value for ADD, SUB and EOR mode (default=0)

```

Examples:

```
CHECKSUMM START L$1000 END $2000 DEST L$1004 ADD L0 ADDCARRY W1
```

Activates an four byte read mode from address \$1000 (START L\$1000) to \$2000 (END \$2000) and added with an 32 bit add (ADD L0). Each carry overflow one is added to the lower word (ADDCARRY W1). The result will be stored within the four bytes beginning at address \$1004 (DEST L\$1004).

```
CHECKSUM Start L$023A End $6036 Dest L$023A EOR L0
```

Four byte read mode (START L\$023a) and four byte eor (EOR L0) of each value until \$6036 is reached (END \$6036). The result will be stored from \$023a to \$023d (DEST L\$023a).

```
CHECKSUM Start B$0236 End $0836 Dest W$07de Add W0 SUBCarry B1
```

Byte by byte Mode (START B\$0236). Add bytes word wise (Add W0) and subtract one for each carry overflow (SUBCarry B1). Destination for the checksum is the word starting at \$7de (Dest W\$07de).

## 1.114 The SGP File Format - TOOL

TOOL

-----

Many save games require no checksum and may be manipulated very easy, but some are very complex or contain an special checksum. For this games I implemented the tool command!

Template:

FileName/A

Function:

This command is running an  
external program  
to patch the savegame.

Inputs:

FileName      Name of the  
                 SGT File  
                 without path!! The SGT File must be  
                 located within "Patches/SGT/" drawer!

## 1.115 The SGT File Format

The SGT File Format

-----

SGT files are standard DOS Executables with a little header! For more information about the file format consult the documentation "Patches/SGT/SGT.doc"

## 1.116 Using MCControl DOS Only

Using MCControl DOS Only

-----

READ/K  
,  
WRITE/K  
,  
SLOT/N  
,  
PROGRESS/S

## 1.117 The DOS Arguments - Read/K

Read/K

-----

Here you can specify the filename to save the MemoryCard as. The file format is

MCD  
!

### 1.118 The DOS Arguments - Write/K

Write/K

-----

This gadget specifies the filename of the card image to store on MemoryCard. Any memory card file format is valid, as long its holding a complete card!

It is possible to use

Read

and Write arguments together! In this case first the MemoryCard is read and then overwritten by the new data.

### 1.119 The DOS Arguments - Slot/N

Slot/N

-----

Here you can select the slot number for read/write action!

### 1.120 The DOS Arguments - Progress/S

Progress/S

-----

This switch enables the progress bar for reading and writing!

---