Chipmunk

Atari Disk Copier

COPIES PROTECTED SOFTWARE

by microdaft

Chipmunk

Programmed by

Eli Tomlinson

Atari Disk Copier

microdaft

19 Harbor Drive
Lake Hopatcong, NJ 07849

Table of Contents

Getting Started

Side A

Side B

Troubleshooting

Policies

For those who wish to back-up their disks without reading this manual

1. Sector copy your original disk with any sector copier, or use the one provided on Side A of your Chipmunk program disk.

2. Use option 3 at the main menu to load the parameters program.

3. Choose the parameter corresponding to the program you are backing-up.

If this doesn't seem to work...read the manual.

What is included in this package

You should have received a registration card, a disk, and this manual.

Registration

Please fill out and send in your registration card. As a registered owner you will be able to receive technical support, back-ups of Chipmunk, and any future revisions of the program for a reduced price.

If you are a registered owner of Chipmunk, you may update your version any time you wish. All you have to do is send a check for $14.95 made out to Microdaft. As a registered owner you will recieve information on any major changes, or after a significant number of parameters have been added. If you would like a current list of programs Chipmunk copies, just send a stamped, self-addressed envelope.

Copyright laws

Under the federal copyright laws, you can make back-ups of software for your own use. Some software companies copy-protect their programs to prevent illegal duplication of their programs. Unfortunately, this prevents the owners of software from making legitimate back-up copies. Chipmunk allows you to copy these protected disks. The program is provided only for the copying of disks you own, and not for illegal purposes.

Loading instructions

Your disk has programs on both sides. Side A of the disk contains programs that allow you to back-up your disks. Side B contains several useful utilities.

To load either side, insert the disk, Side A or B, and turn the computer on. Atari 800 and 400 owners should have the BASIC cartridge inserted. The program will then load and give you a menu of options.

Chipmunk main menu

If Side A of the program disk is loaded properly you will see the following menu items:

        1.   Copy XL
        2.   Copy XE
        3.   Parameters

On the main menu there are also three unlisted options:

        S. Setup
        F. Format Disk
        Q. Reboot.

General rules

In most cases the RETURN key is used to execute
anything within the program. The ESCAPE key is
used to back out of anything you realize that you
don't want to do. For example, if you hit Q at
the main menu, you will be asked if you would
like to reboot. If you press RETURN, the
computer will reboot. If you press ESCAPE, the
computer will return to the main menu as if
nothing has happened. In almost all cases these
two keys will act as described.

Anytime Chipmunk asks for a master disk, it is
asking you to insert your Chipmunk program disk.

Setup

By pressing S at the main menu, you will be able
to define Chipmunk to your particular system.
You will be prompted to enter a source drive,
which is the drive you would like to copy from.
Enter the number of the disk drive and press
RETURN. The program will then prompt you for a
destination drive. This is the drive you will
copy to. Enter the number and press RETURN.
Chipmunk will write this data to the disk, and
every time you load the program Chipmunk will
copy to and from the disk drives you specified.
This can be changed at any time by pressing S at
the main menu.

Format

By pressing F at the main menu, you will be able
to format blank disks. This must be done to new
disks if they have never been formatted before.
You can also format disks you have used before,
but formatting will erase all of the information
on that disk. After pressing F, insert, in any
drive, the disk you want to be formatted, and

then press the drive number that it is in. If
you want to format a disk in drive two, insert a
blank disk in drive two and press the number 2.
If you have only one drive, remove the program
disk, insert the disk you wish to format, and
press the number 1.

Reboot

By pressing Q at the main menu, you will be able
to reboot the computer without shutting it off.
This allows you to test any program you copy or
just to run a different program. By pressing
RETURN, at the prompt the computer will load any
disk in the disk drive. If you normally hold
down the OPTION key when you load the program
that is in the disk drive, you will have to do it
here as well.

Copy XL and Copy XE

Copy XL, and Copy XE are sector copiers that you
use to back-up your software. On the list of
software that Chipmunk copies, you will notice
that the third column is called Copy. This
tells you how to back-up your software. An S
indicates that all you have to do is use Copy XL
or Copy XE and a back-up of your program will
work. In the third column, a number indicates
which side of the disk a parameter to copy that
program is on. This means that Chipmunk will
write certain information to your back-up disk so
that it will work properly.

If you own an Atari 400, 800, 800XL, 1200XL, or
65XE, use the Copy XL program to back-up your
disks. Chipmunk will not allow you to load the
Copy XE program if you do not own an Atari
130XE. Copy XL is a three-pass sector copier.
If you own an Atari 130XE, you will be able to

back-up your disks in just one pass. You still
have the option of using Copy XL, but there is no
reason to. Copy XL and Copy XE will copy to and
from the drives you specify by using the S
function at the main menu. After the copy is
complete, press RETURN to go to the main menu, or
press SPACEBAR to make another copy.

The actual copying may take a very long time.
Many copy-protection schemes involve writing bad
sectors to your original program disk. Reading a
bad sector takes much longer than reading a
normal sector. Some programs contain hundreds of
bad sectors on the disk, and will comsequently
take a very long time to copy. Waiting for a
disk with many bad sectors to copy can be
extremely boring. While your drive is copying,
try to find something more enjoyable to keep you
occupied.

Make sure you put a write-protect tab on any disk
when you are finished copying and/or writing
parameters on it. Some programs check to make
sure that it is impossible to write to the disk.
If it is possible to write to the disk, the
program will either not work, or it may write
information which will destroy the copy.

Useful Notes

It is possible to make copying disks with many
bad sectors a faster process.

If you are using an Atari 1050 disk drive, and
you know that there is a long string of bad
sectors, you can open the disk drive door during
the reading of those sectors. Quite often, a
company will put the program at the beginning of
the disk and then write bad sectors to the rest
of the disk. In these cases, wait until you
hitsome bad sectors, then open the drive door

until the copy is complete. If you are not sure
whether the entire disk is bad, periodically shut
the door. If it then reads more bad sectors shut
the door again. If it reads data, then let the
copy continue and hope that you didn't miss
anything important.

If you any other disk drive other than the Atari
1050, you can use a similar technique. Instead
of opening the door, remove the disk you are
copying and insert a formatted blank disk. This
will act in the same way as opening the door of
the Atari 1050.

Parameters

The Parameters option from the main menu is the
heart of the Chipmunk program. By pressing 3 at
the main menu you will be asked to insert a
parameters disk. The Chipmunk program disk is a
parameters disk containing information that will
allow you to back-up protected Atari software
programs. Make sure a parameter disk is in disk
drive number one, and press RETURN.

The parameters program consists of nine screens.
Each screen has a list of programs. These
programs are the protected programs that Chipmunk
can currently copy. To move ahead one screen
press the SPACEBAR. To go to a particular
screen, press any number key between 1 and 9.

If you have copied a protected disk using Copy
XL, or Copy XE, and would like to write the
necessary parameters, find that program by going
to the screen it is listed on. The programs are
listed in alphabetical order. To select that
program, press the corresponding letter. Make
sure that either Chipmunk or the Parameters disk
is in the drive when you press a letter. The
program will then read information off of the

disk and ask you to insert a copy of the program
you selected. Insert the copied disk and press
the number of the drive the disk is in. Insert
Side A of any two sided program disk unless the
parameter on the screen says otherwise. Now you
have a back-up of your disk.

It is very important that you insert a **copy**.
Inserting the original may damage the original
disk so that it will not work. If you do write
parameters to an original disk, re-copy the
original to a blank disk. The copied version
should work; the original might not.

If your program is listed more than once on the
Parameters menu, try selecting each until your
copy works. Recopy the program each time before
you write new parameters. The reason a program
may appear more than once is that some software
companies release several versions of a program,
all with different copy-protection schemes.

After you have written parameters to a disk,
re-insert either Chipmunk or the Parameters disk
you are using. You can then write other
parameters, or exit to the main menu by pressing
ESCAPE. To confirm going to the main menu press
RETURN, or else hit ESCAPE again to return to the
Parameters program.

Utilities

This section deals with the utilities on the
second side of your Chipmunk program disk. If
you load the second side properly, you should see
another main menu. This menu contains the
following items:

     1. Unlist
     2. Undelete
     3. Autorun

To choose any of these, press the corresponding number. The program you selected will run.

Unlist

This utility allows you to list BASIC programs that can't otherwise be listed. This will work for any program that locks up the computer when you type LIST. The Unlist program will ask you to insert the disk with the list-protected file. After you insert the disk press RETURN. You will be shown a directory of the disk and asked to type in the file name. If you insert the wrong disk, just type RETURN instead of a file name and the program will again ask you to insert the disk with the list-protected file. You may also press the ESCAPE key at the Insert Disk With Protected File prompt in order to exit the program.

After you type in the name of the file, Unlist will load that file. Hold down the START key and you will notice that the text turns brighter. At this point the program in memory is listable and can be saved to disk. The saved file, whether it is given the same name as the original file or any other file name, will now always be listable.

To save a program in this particular unlistable format, make the last line of the program you want to protect:

        [LINE #] POKE PEEK(138)+256*PEEK(139)+2,0:
        SAVE "D:FILENAME"

When you are finished, save your program by typing:

        GOTO [LINE #]

LINE # is the last line of your program and the D:FILENAME in SAVE "D:FILENAME" can be any file

name you wish to call your program. Your program
will now be unlistable unless you use the Chipmunk
utility Unlist.

Undelete

The Undelete is a very useful utility that allows
you to recover deleted files. Understand however
that it is able to recover only deleted files
that have not been written over. If you have
re-saved data to the disk after deleting the file
you want to recover, it may not be able to
recover it. After the program loads, you will be
asked to insert a disk with the deleted file you
wish to recover. After pressing RETURN, the
program will display each individual file on the
disk and the file's status. The status letters
are as follows:

        N. Normal
        D. Deleted
        L. Locked

You may change the status of the file displayed by
pressing the letter coresponding to the status you
wish the displayed file to have. If the file is
locked and you wish to unlock it, press the N key.
If it is an unlocked file and you wish to lock
it, press the L key. Any change in status will
be displayed with an inverse letter. To register
the new status and display the next file, press
the RETURN key.

To undelete a file, press the letter N for any
file with a D status. Then exit the program by
pressing the ESCAPE key twice. The first time
you press ESCAPE you will be asked to insert a
disk with files you would like to change. When
you hit ESCAPE again, you will exit the program
and be in Atari BASIC. If the program you
undeleted was written in BASIC, load it and
re-save it. If it was in listed format, ENTER

-12-

the program, and re-list it to disk. If the
program was a machine language program, type
DOS. This will take you to the Atari disk
operating system. At this menu, copy the program
onto itself. This can be done with the copy
function. Press the letter C and answer the
prompt with D:FILENAME,D:FILENAME. FILENAME is
the name of the program you undeleted.

After all this is done, your deleted program
should be completely restored.

Autorun

This program allows you to write an AUTORUN.SYS
file to your disk, which will then run a BASIC
program. The program will greet you with this
display:

1.	MENU	1.	AUTORUN.SYS
2.	GAMES	2.	ADD/REPLACE FILE
3.	BOOT	3.	DEFAULT FILE
4.		4.	CHANGE DRIVE #
5.		5.	FILENAME

The names on the left are default file names that
you can use instead of entering a file name every
time you wish to write an AUTORUN.SYS. The
options to the right allow you to write the
AUTORUN.SYS or to change any default settings.

Your original Chipmunk program disk will be
write-protected on Side B. If you would like to
keep any changes you make in the default
settings, notch Side B of your Chipmunk program
disk. Side B of your Chipmunk program disk is
not protected, so you may also just copy it to
another disk which is not write-protected.

Write AUTORUN.SYS will write an AUTORUN.SYS file
which will automatically run a BASIC program with

the name of the default file. The default file
is the file whose number is in inverse.

Add/Replace File allows you to modify the default
files. You may replace any file or enter a new
name for any number without a corresponding file
name. To add or replace a file, press the number
2. You will be asked for the number you wish to
change. If you enter a number that has a file
name, you will replace that name or delete it.
If you enter a number without a file name, you
will be entering a new name. After entering a
number, you will be asked to enter a file name.
This is the name of the file you wish to put in
the default list.

Default File is the option in which you use to
define the default file. After pressing 3, you
will be asked for a number. The number you enter
will become the new default file. If your disk
is not write protected, all of this information
will be written to the disk. This means that if
you run the program at a later time, the changes
you made will still exist.

Change Drive Number allows you to change the disk
drive number to which the program will write an
AUTORUN.SYS file.

Filename, which is the fifth option, allows you
to enter a file name that the AUTORUN.SYS will
run without using any of the default settings.

Troubleshooting

Program won't load:

1. If you are using an Atari 400 or 800, is the
    BASIC cartridge inserted? It should be.

2. If you are using an Atari 600XL, 800XL, 65XE,
    130XE, are you holding down OPTION when you
    turn the computer on? You shouldn't be.

Copy doesn't work:

1. Are you loading the copy as you would
    normally load the original?
2. Did you write the proper parameters?
3. Do you have a version of the program we have
    never seen. It's possible. Some programs,
    such as Jawbreaker were sold in many
    different versions. If you think that is the
    problem contact Microdaft and we will try to
    find a solution.

**After writing an AUTORUN.SYS, the BASIC program
doesn't run:**

1. Was the BASIC program in LISTED format rather
    than SAVE format? Only SAVED programs will
    run.
2. What Disk Operating System are you using?
    Disk Operating Systems other that DOS 1.0,
    2.0, 2.5, 3.0, Mydos, or Smart DOS may not
    work.
3. Was DOS written to the disk you are trying to
    make work? An AUTORUN.SYS file will not
    run unless DOS is on that same disk.
4. Are you sure that the file AUTORUN.SYS is
    trying to run is on the disk you wrote the
    AUTORUN.SYS to?

Contacting Microdaft

Microdaft is a small company that operates during
very strange hours. Call **(201) 663-0202** whenever
you wish. If nobody answers, call back some
other time. If someone answers, and they can't
help you, make sure they take down your telephone

number, a name, and a good time to have us call
you back. You can also write to Microdaft at:

19 Harbor Drive
Lake Hopatcong, NJ 07849

Obtaining back-ups of Chipmunk

Chipmunk is not copy protected. Feel free to
make back-up copies for your own use. If you do
lose or destroy the program by mistake, and you
are a registered owner, just send a check for
$3.00 made out to Microdaft, and we will mail you
a replacement immediately.

Please do not give away copies of any program you
back-up. If you would like to see new software
written for the Atari, then please support the
people who write new software.

Suggestions

Any suggestions or comments will be appreciated.
If you have any ideas or would like some sort of
utility to be included on side B of future
revisions, please let us know.

Attention, programmers

If you have written a program for the Atari
computer, which you consider to be marketable,
send it to us. We are very interested in
marketing programs for the Atari computers.

Thank you

Microdaft would like to thank the following
people for their contributions to Chipmunk:

Brian Casper, Rich Gans, Sean Quinn, Gerald
Tomlinson, Lou Wojcik, and Brian Young.

microdaft

19 Harbor Drive
Lake Hopatcong, NJ 07849

System Requirements:

Atari 800XL, 1200XL, 65XE, 130XE, or
400, 800, 600XL with 48K.
Any disk drive.

CHIPMUNK

1. COPY XL
2. COPY XE
3. PARAMETERS

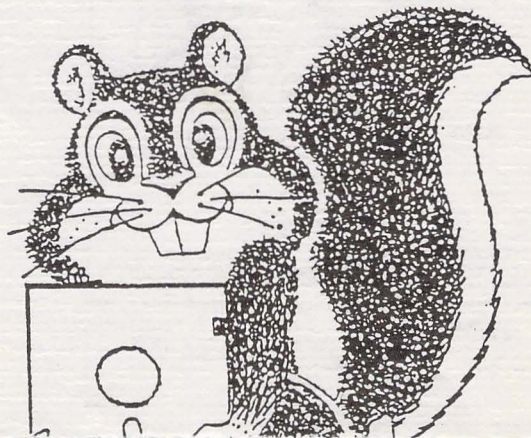- Protects against the accidental loss of expensive software.
- Unprotects hundreds of copy-protected software programs.
- No hardware modification.
- Works on any disk drive.
- Unprotected software will run on disk drives that the originals won't.
- Includes copiers for the Atari 800, 800XL, 1200XL, 65XE, and a one-pass copier for the Atari 130XE.
- Comes with useful undelete, unlist, and autorun utilities.
- New parameters will continue to become available to unprotect new software.
- Chipmunk is not copy-protected.
- Only Atari program of its kind.

Important License Provision:

Atari is a registered trademark of Atari Corp.