

ROMANTIC ROBOT present

multiface two

INTRODUCTION.

MULTIFACE 2 is a true **MULTI**purpose Inter**FACE** for the CPC range with:

- 1) **Fully automatic** back up of *any* program once loaded into **RAM**
- 2) **8K RAM** extension - for software such as our **INSIDER**, or as a *buffer*, etc.
- 3) **MULTI TOOLKIT** to *study/modify/develop* programs, **POKE** infinite lives, etc.
- 4) **TRUE RESET BUTTON** which *clears the first 64K CPC RAM*.

CONNECTING THE MULTIFACE.

The CPC **MUST** be switched **OFF** before attaching/removing the *Multiface*. *Multiface* is best plugged directly on to the **CPC** edge connector; it has a through connector to allow you to connect any other peripherals. Check all connections carefully **before** switching the CPC **ON**, or else **serious damage may occur** and your **guarantee will be VOID**.

A proper attachment is vital for the functioning of the *Multiface* - and a bad contact is the cause of 99% of all problems. If attaching/using the *Multiface* brings random coloured squares or other garbage on the screen, clean the edge connector with an ink eraser and re-connect the *Multiface*. If your system and the *Multiface* should still not work, switch the CPC **OFF**, remove any add-ons except the *Multiface*, and re-read these instructions carefully. Should you really not succeed, please phone us on **081-200 8870** or write to us, but do **NOT** return the *Multiface* until we ask you to. In such case, please use the original packing, state your *name, address, phone number*, and describe the *problem* and the whole *equipment* used. Please read the **guarantee** conditions as well.

USING THE INVISIBILITY SWITCH.

Multiface has a **software switch** to make it **(in)visible**, to prevent possible clashes with other hardware/software. *Multiface* can **ALWAYS** be activated, irrespective if previously set **ON** or **OFF** - a program can **ALWAYS** be frozen, even with the *Multiface* set **OFF**. Upon powering up the CPC, or after pressing the *Multiface* reset button, the *Multiface* is set to **ON**. To set the *Multiface* **OFF**, just press the *stop button*, and press **r** to *return*. If a program fails to load with the *Multiface* attached, simply make the *Multiface* invisible.

USING THE MULTIFACE.

Multiface works on the CPC 464/664/6128. It can be used at *any point*, immaterial of what is currently in the computer at the time, be it loaded from *tape, disc* or *typed in.* *Multiface* doesn't save *programs* as such, but *computer contents* (compressed RAM image). Upon *returning* from the *Multiface*, programs **continue as if never frozen.**

To use the *Multiface* :

- 1) *LOAD* and *RUN* the program you wish to *save/inspect* in the normal way
- 2) Push the *STOP* button to activate *Multiface* and obtain the **MAIN MENU**

return **s**ave **t**ool **j**ump **c**lear (6128 only)

- 3) Select the required *option* from the menu by pressing its relevant key - it is *always* shown in **inverse** and it is usually the first letter (such as **r** for **return**).

PIRACY IS ILLEGAL!

MULTIFACE 2 is NOT designed to encourage piracy!

Please note that you must not use it to copy, reproduce or infringe in any way any copyright material without the clear permission of the copyright owner. ROMANTIC ROBOT neither condones nor authorises the use of Multiface for the reproduction of copyright material - to do so is illegal!

SAVING WITH THE MULTIFACE.

Multiface automatically compresses the contents of the computer before *saving* and **6128** users can further limit the amount of **bytes** to be saved and **speed up** loading by clearing the extra 64K RAM block, provided it is not used by a program to be saved! The CPC original 64K RAM may contain code/garbage from a previous program or after a power-up. It is good practice to reset the *Multiface* before each loading, as this is the only safe way to fully clear the original RAM (remember you may need to press the **STOP** button and then return to make the *Multiface* invisible after resetting it!). If you are certain that a program does **NOT** use the extra 64K, you can press **c** to clear it *before* saving.

Having *loaded* a program, pushed the **STOP** button and possibly having *cleared*, you can proceed to *save* a **program** (or just a **screen**) by pressing **s**.

Multiface will first ask you to **input** the name of the *program/screen* to be saved with up to **7** characters (or just press **ENTER** to input **RUN** automatically as a default).

Filenames can only be **letters** or **digits**, with all letters automatically being converted to uppercase.

The usual rules for **filenames** apply, only **extensions** cannot be used. These are all **legal** filenames:

DISK	NEVER12	WRIGGLE
These are not:		
DISK.BIN (no extensions allowed)	NEVER M (no spaces allowed)	
WRIGGLER (Too long)	MY,PROG (No punctuation marks allowed)	

If you suddenly decide *not* to save, pressing **ESC** will take you back to the **MAIN MENU**.

SAVING (contd.)

Once you have chosen the *Filename*, press **ENTER** (464) or **RETURN** (664/6128). The display will change to:

<ESC> **h**ypert**t**ape **d**isc **s**creen **p**rogram

Pressing **p** or **s** toggles between saving the *whole program* or *screen only*. The *whole program* is saved by *default*. As from any menu, you can back out with **ESC**.

If saving to *disc*, press **d**; please ensure the disc is *formatted* and has *sufficient space*: theoretically up to 128K on the 6128 with all banks active, but the *automatic compression* should always reduce this.

Multiface has a *full error-trapping* combined with on-screen prompts - thus, for instance, **DISC MISSING** will be displayed if the disc is not *formatted* or *inserted*, **DISC FULL** if there isn't enough space for the program to be saved. You can *abort* or just *swap discs*.

If *saving to tape*, make sure you are using a *long enough tape*, and that it is *in position*. You can choose between the normal *tape* (1000 baud) and *hypertape save* (2000 baud). Press Play & Record on your tape recorder, and then any key on the computer as usual.

When *saving on the Multiface* is complete you will be returned to the **MAIN MENU** and you can either *return* to continue the program or use any other function of the *Multiface*.

RELOADING

Reloading programs.

To reload a *program* saved by the *Multiface*, ensure the *Multiface* is switched **ON** (you can always press the **RESET** button to switch it **ON**), and then type: `RUN"[filename]"`.

Reloading screens.

To reload a *screen* you need to *type in* and **RUN** the following:-

```
10 MEMORY 16384
20 LOAD "[filename]"
30 CALL 32768
40 WHILE INKEY$ < > " ": WEND
50 MODE 1
```

Irrespective of what *screen mode* you are in (0,1,2), the saved *screen will appear properly* with all parameters, colours, etc., because the CRTC chip is *set correctly* by the special code saved along with screen and called by `CALL 32768`. The CRTC and the firmware may not agree over which *screen mode* they are in, hence line 50.

If you want *print the screen to a printer*, using your own special print routines, you have to load them into a convenient memory location *outside the range 16384 to 33000*. You could then modify *line 40* to call the print routine.

THE JUMP COMMAND.

You can *jump* to execute code at any address in *CPC* ROM/RAM or *Multiface* ROM/RAM. You can do so either from the **MAIN MENU** - we call this **INDIRECT JUMP** - or by setting the *Multiface* to **JUMP DIRECTLY** upon pressing the **STOP** button and thus by-pass the *Multiface* **MAIN MENU** completely. The use of **JUMP** requires a **GOOD** knowledge of *m/c!*

INDIRECT JUMP.

The **address to jump to** is poked into **&2000** (the **low byte**) and **&2001** (the **high byte**). A value **&80 - &8E** is poked into **&2002** to set the **screen mode** and **ROM setting** - please refer to **Info (Byte 19)** on Page 5. On a 6128, poke **&2003** with a value **&C0 - &C7** (please see **sel** on Page 5) to select which **bank of RAM** you wish to jump to. Address **&2004** can be ignored. To use any operating system calls, the **Multiface** must be **paged out** by instructions **LD, BC 65258** and **OUT (C),C**. To **page in**, use **LD BC, 65256** and **OUT (C),C**. Having set up these values, pressing **j** from the **MAIN MENU** will cause the code to **execute from the address selected** with all parameters as set up.

DIRECT JUMP.

If you wish the *Multiface* to jump *directly* upon pressing the **STOP** button, **POKE** all the parameters described for the *indirect jump* plus the keyword **RUN (&52, &55, &4E)** into **&2005-7**. To disable the *direct jump*, press *any key* while pressing the **STOP button**.

THE MULTI-TOOLKIT.

Pressing **t** from the main menu produces the following menu:

<ESC> **<RET>** poke **<SPC>** addr **r** eg **h** ex **w** in **pal** **i** nfo **s** el

ESC - pressing **ESCAPE** returns you to the **MAIN MENU**.

RETURN (464 **ENTER** key) - to **PEEK & scroll** through the addresses, or to **POKE**.

If you type in a *number* (**0-255 Decimal, &00-&FF Hex**), **RETURN** will **POKE** it into the current address. If you wish to **PEEK** only, do **NOT** input any number, just press **RETURN**; by **RETURNing** repeatedly you can *step through* successive addresses.

SPACE - to enter a **new address**, in *decimal* or *hexadecimal*!

hex - to toggle between **hexadecimal** and **decimal**.

reg - to point to the **Z80 registers** as they were when the program was *frozen*.

They start from the *IY Register* (low, hi) and can be changed.

window - to open a 56 byte **window** with *full on screen editing* using cursor keys.

The *left/right* cursor keys move the cursor as you would expect; the *up/down* keys move the display up & down through memory, keeping the cursor in the middle line.

The address of the cursor is automatically reflected in the bottom line. The window can be closed by pressing **w** again.

pal - to point to the palette. The colours are the *hardware* colour numbers and are stored in 17 consecutive bytes. If you wish to make a permanent change to your colours, and altering the palette directly is ineffective you will have to alter either the program, or the system variables which control ink colours - a complex task... If you can't work out for yourself how to change the colours of a particular program, please **do not contact Romantic Robot** as we will not be able to help you.

MULTI-TOOLKIT (contd.)

* - The toolkit can only look at 64K of RAM at a time. By default the first 64K CPC RAM is available, except for &2000-3FFF being replaced by the *Multiface* own 8K RAM. The original CPC 8K block &2000-3FFF can be paged in instead by toggling *

sel - to select - on CPC 6128 only - which RAM configuration (0-7) will be in the TOOLKIT. The numbers 0-7 follow the CPC hardware design and may appear slightly illogical.

- 1 puts the additional RAM Bank 4 in place of the original RAM Bank 4 at &C000-FFFF
- 2 puts the entire additional 64K RAM in place of the original 64K RAM (see * above, though!)
- 3 puts the additional Bank 4 at &C000-FFFF and moves the original Bank 4 down to &4000. Instead
- 4 puts the additional Ram Bank 1 at &4000-7FFF leaving the remaining original RAM intact
- 5 puts the additional Ram Bank 2 at &4000-7FFF leaving the remaining original RAM intact
- 6 puts the additional Ram Bank 3 at &4000-7FFF leaving the remaining original RAM intact
- 7 puts the additional Ram Bank 4 at &4000-7FFF leaving the remaining original RAM intact
- 0 restores the default set-up with the entire original 64K RAM being shown (see * above, though)

Press **g** followed by a number. Beneath the display on the bottom line, you will see the number of the currently selected *RAM configuration*.

info - to display a series of bytes relating to the status of the computer at the moment the STOP button was pressed. You can find out crucial information about the CRTIC and some system variables. 23 bytes contain the information and the first 16 of these show the contents of registers R0 to R15 of the 6845 as follows:

R0	Total number of horizontal spaces available (0-255)															
R1	Number of characters displayed horizontally (0-255)															
R2	Horizontal sync position (0-255)															
R3	Length of synchronisation (0-15)															
R4	Total number of rows available (0-127)															
R5	Vertical sync (0-31)															
R6	Number of characters displayed vertically (0-127)															
R7	Vertical sync position (0-127)															
R8	Interlace mode (0-3)															
R9	Scanning (0-31)															
R10	Start line of cursor scan (0-31)															
R11	End line of cursor scan (0-31)															
R12	Most significant byte of starting address of video RAM, offset from 16383 (0-16383)															
R13	Least significant byte of starting address of video RAM, offset from 16383 (0-16383)															
R14	Most significant byte of cursor position															
R15	Least significant byte of cursor position															
Byte 17	Screen start address in the system variables (LSB)															
Byte 18	Screen start address as above (MSB)															
Byte 19	Mode/Rom setting. This is bitwise information with bit 7 always set, bits 6-4 should always be reset, bit 3 controls the selection (0) or de-selection (1) of upper ROM, bit 2 as bit 3 but for lower ROM and Bits 1 & 0 being mode control bits.															
	<table border="0" style="margin-left: 20px;"> <thead> <tr><th>bit 1</th><th>bit 0</th><th>Mode</th></tr> </thead> <tbody> <tr><td>0</td><td>0</td><td>0</td></tr> <tr><td>0</td><td>1</td><td>1</td></tr> <tr><td>1</td><td>0</td><td>2</td></tr> <tr><td>1</td><td>1</td><td>Illegal</td></tr> </tbody> </table>	bit 1	bit 0	Mode	0	0	0	0	1	1	1	0	2	1	1	Illegal
bit 1	bit 0	Mode														
0	0	0														
0	1	1														
1	0	2														
1	1	Illegal														
Byte 20	Information as to RAM page selected (C0-C7)															
Byte 21	Interrupt mode (0-2)															
Byte 22	Interrupts enabled (1) or disabled (0).															
Byte 23	Basic ROM type.															

POKING INFINITE LIVES.

To start with, please ensure that you are not *infringing copyright*. To **POKE**, say, **31000.0**: First **load** and **RUN** a program as usual. Then **push** the **Multiface STOP** button and **select** the toolkit by pressing **t**. When the toolkit menu appears, press **SPACE** and type **31000**. Once you type **5** digits (address is *always* 5 digits in decimal), the cursor automatically moves to the **value** (no need to press **RETURN**), so type **0** (value is 1-3 digits long) and this time press **RETURN**. Finally press **q** to **quit** the toolkit and **r** to **return** to the program.

SOFTWARE AND HARDWARE COLOUR NUMBERS.

Colour	Soft	Hard	Colour	Soft	Hard
Black	0	20	Blue	1	4
Bright Blue	2	21	Red	3	28
Magenta	4	24	Mauve	5	29
Bright Red	6	12	Purple	7	5
Bright Magenta	8	13	Green	9	22
Cyan	10	6	Sky Blue	11	23
Yellow	12	30	White	13	0
Pastel Blue	14	31	Orange	15	14
Pink	16	7	Pastel Magenta	17	15
Bright Green	18	18	Sea Green	19	2
Bright Cyan	20	19	Lime	21	26
Pastel Green	22	25	Pastel Cyan	23	27
Bright Yellow	24	10	Pastel Yellow	25	3
Bright White	26	11			

GUARANTEE.

This guarantee is in addition to and does not affect any statutory rights of consumers or purchasers. **ROMANTIC ROBOT** guarantee that if within **6 MONTHS** of the date of purchase the **Multiface** proves to be defective by reason of faulty design, workmanship or materials, it will be repaired or replaced free of charge provided that:

- 1) It has not been in any way misused, used with unsuitable equipment or subjected to deliberate accidental or consequential damage.
- 2) No unauthorised modifications, repairs or adjustments were made to the **Multiface**
- 3) A dated proof of purchase will be provided to confirm that the **Multiface** is still under guarantee; for units ordered directly from us, please supply details of the original order instead.

The purchaser's sole and exclusive remedy under this guarantee is the **Multiface** repair or replacement. No other remedy, including but not limited to, incidental or consequential damage or loss of whatsoever nature shall be available to the purchaser.

Designed and manufactured by **ROMANTIC ROBOT**.
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