



INSTRUCTIONS

Operation of "Freeze Frame" is simplicity itself, and apart from a few hints, its use can be covered in a few lines.

- 1...Switch off your computer.
- 2...Plug in the "Freeze Frame" cartridge.
- 3...Switch on your computer. You should now see the welcome screen. If not try switching off and back on again. Once you have the welcome screen displayed you will see that brief instructions are also included on it.
- 4...Press "RETURN" the computer will now clear itself and display the normal start up message.
- 5...LOAD and RUN the program that wish to back up.
- 6...At a convenient point in that program press the button on the "Freeze Frame" cartridge. After a few seconds you will see a flashing screen.
- 7...If you wish to save to disc switch the disc drive off and back on again. (Although recommended this only makes any difference very occasionally)
- 8...If you wish to save to tape put a blank tape in the recorder and press RECORD/PLAY. (make sure the tape is past the leader)
- 9...Press "D" to save to disc.
Or press "T" to save to tape.
- 10...Wait for the save procedure to be completed. In the case of disc saves supply an appropriate file name when requested.

YOUR BACK UP IS NOW COMPLETE

Reload disc saves with the command LOAD"PROGRAM NAME",8,1

Reload tape saves by pressing SHIFT RUN/STOP

HINTS AND TROUBLESHOOTING

- (a) Most computers will complete the start up procedure first time every time, however, due to the different tolerances in different batches of '64s, with some it may be necessary to try again should the computer "hang up".
- (b) Remember when loading from tape that certain programs will not load with the disc drive hooked up. These only check during loading so you can reconnect when ready to save.
- (c) The point at which you press the button is not that important. You may wish to do it at a high level or at a critical point. From the aesthetic point of view it is normally best to choose a still pause or menu screen.
- (d) With certain very long programs you will find that the screen that was displayed when you pressed the button may be corrupted on reloading. This is perfectly normal because if "Freeze Frame" cannot find any spare memory to work in it will use the screen display memory area. (pressing the button on the game over screen just before it moves back to the menu screen is a useful way of disguising this). The screen will only be corrupted once, the next time it is drawn it will be perfect.
- (e) When reloading from tape the final load section has the screen display on. This display may look a mess, don't worry once loading is complete it will return to normal.
- (f) Many disc based programs can be backed up even if they refer to the disc for subsequent information. Use "Freeze Frame" to back up the main part of the program and then use a file copier to transfer the files onto the disc.
- (g) One or two programs have a very fast interrupt running on the menu screen, which can cause strange symptoms when the button is pressed. On these press the button at a different stage. (the only program we know of that this happens with is "Batallyx")