

# **TRUMP CARD ACE CARD and TREY CARD**

**USER MANUAL  
UPDATE**

MIRACLE SYSTEMS LTD

## **THE ACE CARD AND TREY CARD**

### **ACE CARD**

When the ACE CARD is plugged into the QL an extra 256K RAM is added to the QL's own memory to give 384K RAM total.

The only difference between the ACE CARD and the TRUMP CARD is that the ACE CARD has less memory.

### **TREY CARD**

The TREY CARD must be used with the MIRACLE SYSTEMS EXPANDERAM 512K.

When the TREY CARD is plugged into the end of the EXPANDERAM 512K an extra 256K RAM is added to the QL's expanded memory to give 896K RAM total.

The combination of TREY CARD and EXPANDERAM 512K behave exactly the same as the TRUMP CARD.

**THE FUNCTIONS AND USE OF ACE CARD AND TREY CARD ARE EXACTLY THE SAME AS THE TRUMP CARD AND ARE FULLY COVERED IN THE TRUMP CARD USER MANUAL.**

## THE NEW SCREEN DUMP OPTIONS ARE ONLY AVAILABLE ON ROM VERSIONS 1.21 ONWARDS

### Screen Dumps

The screen dump facilities are available in three ways. Screen dumps may be invoked at any time with a user definable hotkey, screen dumps may be invoked using a SuperBASIC command or screen dumps may be made through the IO system from programs written in any language.

### SuperBASIC Commands

There are four SuperBASIC commands for screen dumps. The principal command is SDUMP.

This has three formats, which are self explanatory:

SDUMP	dump whole screen
SDUMP <i>#channel</i>	dump SuperBASIC window
SDUMP <i>width, height, x origin, y origin</i>	dump specified pixel area
SDUMP <i>address of flag</i>	dump save area
SDUMP <i>address, width, height, x origin, y origin</i>	dump window within save area

The last two forms are to dump all or part of a window save area as saved by the QJUMP pointer interface command PSAVE.

The other three commands control the dump facilities. SDP\_KEY sets the single key dump facility. When activated, pressing ALT-and the specified key will invoke the "hotkey" dump routines.

SDP_KEY <i>p</i>	select key "p" for hotkey dump
SDP_KEY <i>'p'</i>	... the same
SDP_KEY	inhibit hotkey dump

SDP\_DEV sets the screen dump device. The default is "SER", this may be changed to any QDOS device or file name.

SDP_DEV <i>'ser2'</i>	dump to SER2
SDP_DEV <i>n2_par</i>	dump to PAR on network node 2
SDP_DEV <i>flp2_dump1</i>	dump to DUMP1 on FLP2

SDP SET sets the printer type, scaling, and print method. You may give between one and four parameters for this command.

SDP\_SET *printer number, scale, inverse, random*

The printer numbers and scales are given in the following table. The "inverse" and "random" parameters are either true or false (non-zero or zero). An "inverse" dump prints black for white and vice versa. A random dump provides some impression of grey scales even at one dot per pixel. If a parameter is not given, the setting remains unchanged.

SDP_SET <i>2, 3, 0</i>	select Epson FX80, scale 3, not inverse (random unchanged)
SDP_SET <i>1, 1, 1, 0</i>	select Epson MX80, scale 1, inverse, not random (This is the default)

## IO Device SDUMP

The SuperBASIC commands all access the screen dump software through the IO device SDUMP.

The screen dump parameters may be set by sending bytes to the device SDUMP using the IO.SBYTES or IO.SSTRG IO calls. A dump is invoked by defining a window using the SD.WDEF call. In the following examples, SuperBASIC is used for simplicity. Similar calls may be made from any language.

To set the various parameters of the screen dump routines, a code byte is sent to the device followed by the parameter.

Code	Parameter	
0	<i>character</i>	sets the screen dump hotkey
0	<i>0</i>	suppresses the screen dump hotkey
1	<i>byte</i>	sets printer number
2	<i>byte</i>	sets scale
3	<i>byte</i>	sets inverse flag
4	<i>byte</i>	sets random flag
8	<i>standard string</i>	sets device name
9	<i>byte length string</i>	sets device name

Note that the streams of bytes 8,0,3,65,66,67 and 9,3,65,66,67 both set the dump device name to "ABC". The bytes may be sent one at a time (IO.SBYTE) using the send multiple bytes (IO.SSTRG) operation.

To dump an area of the screen, a call is made to set the "window" area using SD.WDEF. To dump from the screen, the border width (D2) should be specified as zero.

OPEN #4, 'sdump'	open dump device
BPUT #4, 1, 2, 2, 3	set printer 2, scale 3
BPUT # 4 , 8	set dump device ...
PUT #4, 'n2_ser'	... to "N2_SER"
WINDOW #4, 256, 202, 256, 0	dump window (mode 4 SuperBASIC #1)
CLOSE #4	done

The parameters which have been set remain set until reset by further calls. Closing the SDUMP channel has no effect other than to keep the QL tidy.

The parameter setting calls will always complete immediately, the window definition call will complete when the dump is finished, If zero timeout is specified, then the dump will continue after the window definition call has returned not complete.

From assembly language, D2 is a key defining the area of memory to be dumped:

If D2 is 0, the dump will be from the screen memory.

If D2 is set to 1, then the partial save area pointed to by A2 will be dumped.

If D2 is 2, then a window (defined by (A1)) within the partial save area will be dumped.

This means that part (or all) of the screen can be saved before duaping. If D2 is non-zero, A2 must be set.

## Screen Dump Formats

Printer	Scale	Dots /in	Lines / in	Dots 512	Max Width	Ratio	Dots 256	Max Width	Ratio
1 Epson MX80 or Similiar	1	120	72	1x1	512	1.23			
	1	60	72				1x1	256	1.23
	2	60	72	1x2	480	1.23	2x2	240	1.23
	3	120	72	2x2	480	1.23	4x2	240	1.23
2 Epson FX80 additional formats	1	90	72	1x1	512	0.92		256	
	1	60	72				1x1	256	1.23
	2	90	72	1x1	512	0.92	2x2	180	0.92
	3	90	72	2x2	360	0.92	4x2		0.92
3 Epson FX100 wide carriage	1	90	72	1x1	512	0.92		256	
	1	60	72				1x1	256	1.23
	2	90	72	1x1	512	0.92	2x2	256	0.92
	3	90	72	2x2	512	0.92	4x2		0.92
4 Epson JX80	1	90	72	1x1	512	0.92			
	1	60	72				1x1	256	1.23
	2	90	72	1x1	512	0.92	2x1	256	0.92
	3	90	72	2x2	360	0.92	4x2	180	0.92
5 Epson LQ2500 8 pin	1	80	60	1x1	512	0.99			
	1	60	60				1x1	256	1.48
	2	120	60	1x1	512	0.74			
	2	80	60				2x1	256	0.99
	3	80	60	2x2	512	0.99	4x2	256	0.99
6 Epson LQ2500 24 pin	1	120	180	1x2	512	0.99	1x1	256	0.99
	2	180	180	2x3	512	1.11	3x2	256	0.99
	3	180	180	3x4	512	0.99	6x4	256	0.99
7 Epson LQ2500 8 pin colour	1	80	60	1x1	512	0.99			
	1	60	60				1x1	256	1.48
	2	120	60	1x1	512	0.74			
	2	80	60				2x1	256	0.99
	3	80	60	2x2	512	0.99	4x2	256	0.99
8 Epson LQ2500 colour	1	120	180	1x2	512	0.99	1x1	256	0.99
	2	180	180	2x3	512	1.11	3x2	256	0.99
	3	180	180	3x4	512	0.99	6x4	256	0.99

9	Brother HR4	1	120	72	1x1	512	1.23				
		1	60	72					1x1	256	1.23
		2	60	72	1x2	480	1.23		2x2	240	1.23
		3	120	72	2x2	480	1.23		4x2	240	1.23
10	Olivetti JP101	1	110	72	1x1	512	1.13				
		1	110	108					1x1	256	0.75
		2	110	108	1x2	512	0.75		3x2	256	1.13
		3	110	72	2x2	440	1.13		4x2	220	1.13
11	Seikosha GP-100A	1	60	63	1x1	480	0.78		1x1	256	1.41
		2,3	60	63	1x2	480	1.49		2x2	240	1.41
12	Seikosha GP-250X	1	60	72	1x1	480	0.61		1x1	256	1.23
		2,3	60	72	1x2	480	1.23		2x2	240	1.23
13	Seikosha GP-700A	1	80	80	1x1	512	0.74		1x1	256	1.48
		2	80	80	1x2	512	1.48		2x2	256	1.48
		3	80	80	1x2	512	1.48		3x2	212	0.98
14	Canon PJ1080A	1	80	80	1x1	512	0.74		1x1	256	1.48
		2	80	80	1x2	512	1.48		2x2	256	1.48
		3	80	80	1x2	512	1.48		3x2	212	0.98
15	Centronics 739	1	75	72	1x1	512	0.77		1x1	256	1.42
		2	75	72	1x1	512	0.77		2x1	256	0.77
		3	75	72	2x2	300	0.77		3x2	200	1.03
16	C.Ioth 7500	1	120	72	1x1	512	1.23				
		1	60	72					1x1	256	1.23
		2	160	72	2x1	512	0.82				
		2	120	72					2x1	256	1.23
		3	120	72	2x2	480	1.23		4x2	240	1.23
17	Toshiba TH 2100H 24 pin	1	180	180	1x2	512	1.48		2x2	256	1.48
		2	180	180	2x3	512	1.11		3x2	256	0.99
		3	180	180	3x4	512	0.99		6x4	256	0.99
18	Brother 8056	1	70	72	1x1	512	0.72		1x1	256	0.72
		2	70	72	1x1	512	0.72		2x1	256	0.72
		3	70	72	2x2	280	0.72		3x2	186	0.96

19	Epson MX100	1	120	72	1x1	512	1.23			
	Or similiar	1	60	72				1x1	256	1.23
		2	60	72	1x2	512	1.23	2x2	256	1.23
		3	120	72	2x2	512	1.23	4x2	256	1.23
20	Tandy DMP 105	1	100	72	1x1	512	1.03			
		1	60	72				1x1	256	1.23
		2	60	72	1x2	512	1.23			
		2	100	72				2x1	256	1.03
		3	100	72	2x2	400	1.03	4x2	200	1.03

## **AMMENDMENTS TO TRUMP CARD USER MANUAL.**

Always switch off the QL before installing or removing the TRUMP CARD.

### **BEGINNERS GUIDE page 2.**

Paragraph 4, one before last sentence should read:

To print, instead of using the default "printer" option, type in \_N1\_SER1

TO USE QUILL FROM DISC INSTEAD OF MICRODRIVE.

If you only have a single disc drive, then use the CONFIG BAS routine on your QUILL cartridge so that QUILL will expect SYSTEM, DATA and HELP information from MDVI\_

1. Reset the QL.
2. Press F1 or F2.
3. Type TK2 EXT then press ENTER.
4. Put a blank disc into FLP1.
5. Type FORMAT FLP1\_QUILL then press ENTER,
6. When the disc has formatted put your QUILL cartridge into MDV1.
7. Type WCOPY MDVI\_ TO FLP1\_ then press ENTER.
8. A message saying MDV1\_nnn TO FLP1\_nnn . . Y/N/A/Q? will appear.  
(Where nnn can be any name eg. BOOT or CLONE .)
9. Press the letter A to copy all the files.
10. When the copying has finished type LOAD BOOT then press ENTER.
11. Once the file has loaded type RENUM then press ENTER.
12. Type 90 FLP\_USE MDV then press ENTER.
13. Type SAVE BOOT then press ENTER.
14. A message saying FLP1\_BOOT EXISTS, OK TO OVERWRITE . . Y OR N? will appear.
15. Press the letter Y to overwrite the file.
16. When the light on the disc drive goes out, the disc is ready to use.
17. After RESET, once the disc has loaded in, any reference MDV will access the disc instead of microdrive.
18. Use the same procedure to copy your other PSION programs to disc.
19. You can also use the WCOPY command to copy data from microdrive cartridge to disc.
20. Refer to the TRUMP CARD USER MANUAL for further information on the use of disc drives.

### **NETWORK DRIVER page 32, section 22. 3**

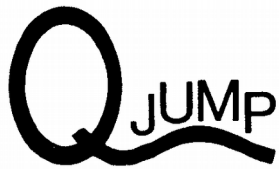
Section 22.3 should include:

FLP\_USE FLP is invoked after reset so if you want to use FLP as the device name in the NFS USE command

(eg. NFS\_USE FLP, N1 MDV1 , N2 MDV2 ) remember to include FLP\_USE XXX.

This will stop the TRUMP CARD from trying to access its own disc port instead of the network.





#### Update record

- V2.01 First full version,
- V2.02 First release version,
- V2.03 Patched to prevent MG initialisation problems.
- V2.04 (Jeaggi only) network eof problems fixed,
- V2.05 Lost channel on OPEN\_NEW (file already exists) fixed.  
EX EW changed so that owner is current job.
- V2.06 EX EW changed for compiled programs: EX jobs owned by 0,  
EW jobs owned by current job and now wait!
- V2.07 (Sandy only) 'bad line' character wrap problem in ED fixed,
- V2.08 Empty line in ED problem (introduced in V2.07) fixed.  
Unset string parameter collapse in PRINT\_USING fixed.
- V2.09 PUTting randomly positioned bytes over the the network should  
not now shuffle the contents of a file.
- V2.10 RENAME with only one name does not now leave file open.  
The file system prompts are now sent to £0 rather than channel 0
- V2.11 Initialisation error causing loss of replacement commands (e.g. OPEN)  
using JM/AH ROHs and CST QDisc V1.17 and V1.18 fixed,
- V2.12 Bad error message return from opening a file name that is too long  
changed to return "bad name",  
"Bad parameter" from special job opening a file specified as a string  
in an EX command fixed.  
"Not complete" from SPL fixed,  
Last line recall changed to reduce problems due to asynchronous  
modification of keyboard queue.