

?MM!

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*****
*           THE CARD CRUNCHER 3.0           *
*   Copyright 1987 by THE 1001 CREW   *
*           Instructions                   *
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F1 - a simple equal code cruncher to pre-crunch a file.
ONLY USE IF A PROGRAM STARTS FROM \$0800 OR HIGHER! (because this cruncher uses routines at the screen!)

You can also use another cruncher e.g the compressor to pre-crunch!
Only then you must be careful with addresses as \$2d,\$2e,\$ae,\$af.

F2 - Load the directory.

F3 - This is the best part of the whole set! It compacts on equal sequences from \$0800 to the end of the program.
It will ask you for 'blocks' .You can type from \$02 to \$ff. This means how many blocks (of 255 bytes) the cruncher will look forwards to look for equal sequences!

\$02 will be pretty fast and \$ff will take about 6 hours. If you don't want to wait a whole night or day then just choose \$08! The difference between \$08 and \$ff will be only 1 to 8 blocks!

So \$ff will always make the program the shortest!

If you want to compact \$0200 to \$ffff , then first do \$0800 - \$ffff and then write a transfer routine yourself afterwards to replace \$0200 - \$0800!

On the screen you will see-while crunching-;the address where we are searching, than the address on which we are putting the compacted code and than (when you subtract those two) you can see how many bytes the program is already shorter!

When the compacting is finished ALWAYS first save the file with F8.

Of course the compacker will ask for the start-adress and the value of \$01 (both hex!).

F4 - Fills memory with \$00.press restore or reset to get into menu again.

F5 - This flexible code cruncher is only useful for files that are first done with F3! The program will not always be shorter so watch out !!! and save it before using!

A hint is to connect the introscreen to the game before crunching with this one.

So first work with F1 and F3 (or only with F3) , than connect your own intro screen, then save that , and finally crunch that all with F5!.

F6 - Now you can use disk commands, so you can empty disk to save your compacted files on or scratch things.

e.g COM s:prgname or COM n:1001 crew,00 and so on.

F7 - You can load the parts from the directory. press 'Y' if you see a file you need! press space if you don't.After loading a file the 'PROGRAM END' will change. The cruncher will crunch the memory until that address! So load the highest part as the latest part !, or change the 'program end address' with '!'. .

F8 - Saves a compacted file.If there is garbage behind the cursor , just press 'RUN-STOP' then HOME and type the name if you have a speeddos or press HOME and type the name if you don't have a speeddos!

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!! - Press '!' to change the program-end (the address until which the cruncher will crunch)

So in short;

a program from \$0800 -\$????

-fill memory
-load parts
-install highest address
-F1 crunch
-F3 crunch
-Save it (and connect intro?)
-F5 crunch, shorter ? yes ->save
 no ->goodbye

a program from \$0200 -\$????

-fill memory
-load parts higher as \$0800
-install highest address
-F3 crunch (not F1!)
-save it and connect with an own transfer routine to the part from \$0200 to \$0800 (and connect intro?)
-F5 crunch (and check if shorter)

Well, the best thing is trying out all combinations yourself.
Saving and loading goes on turbo-speed.
After crunching you can see the crunching time in hours, minutes and seconds
Leave the listings as they are! So we can see (and all others) that it's our cruncher ,ok?
AND DON'T SPREAD IT! (not even give it to members in your group!).
Tell him that you will crunch it for him.
You all know what can happen if someone spreads it!
The only guys that have it are;

The 1001 crew.
Robin of the Dynamic duo.
Fax of the New Stars.

so let's keep it that way.

End of Instructions
** over & out **