

# KEEP IT SIMPLE!



## THE FINAL CARTRIDGE III®

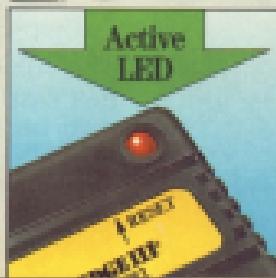
A POWERFUL 64K ROM BASED OPERATING SYSTEM FOR THE C64 AND C128

Easy to use WINDOWS and PULL DOWN MENUS allow you to select with either mouse, joystick or keyboard more than 60 new COMMANDS and FUNCTIONS.

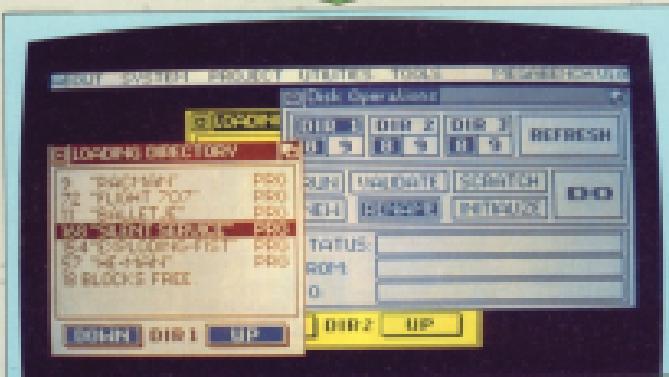
Various PRINTER INTERFACES, a BASIC TOOL-KIT.

Comfortable ML MONITOR including 1541 drive access and sprite-editing, a NOTE PAD/WORDPROCESSOR with proportional characters, 2 DISKLOADERS with speeds, up to 16 times faster and a

state of the art FREEZER. Transform your Commodore into a complete new - AMIGA LOOK ALIKE - system.



# WINDOWS



## THE FINAL CARTRIDGE III®

The high-resolution bit mapped windows are selected from a menu bar. An unlimited number of windows can be open on the screen at the same time. The windows can be freely moved on the screen. The following windows are already implemented in ROM:

### PREFERENCE WINDOW

Selects: mouse port, joystick port, mouse speed, joystick speed, screen colors, pointer colors, keyboard click, keyboard repeat.

### CALCULATOR

Complete simulation of a LCD-calculator. Input either with mouse, joystick or keyboard. The numeric key pad of the C128 can be used in OS4-mode.

### NOTE PAD

Easy to use wordprocessor with proportional characters enables you to store and print small notes, letters, etc.

### DIRECTORY WINDOWS

Enables you to open directories from different



disks and drives, sort and print directories.

### DISK WINDOWS

Load, Run, Rename, Validate, Scratch, Initialize, Fast format disks.

### TAPE WINDOW

Activates fast and normal modes.

### PRINTER WINDOWS

Select different printers, such as Commodore serial, Centronics, RS 232 Color printers.

### REQUESTER WINDOWS

### DISK BASED USER WINDOWS

Design your own windows.

### CLOCK

Real Time Clock, with Alarm.

# FREEZER MENU



## THE FINAL CARTRIDGE III®

Innovative hardware, combined with smart software, allow you to freeze and continue every well-known C64-program. Freezer options include:

### CENTRONICS/SERIAL/RS 232 SCREENDUMPS

- Full A4 printing
- Variable printsize
- Color printing
- Sprite printing
- Reverse printing
- Color changes

### GAMERKILLER

- Kills sprite to sprite
- and/or
- sprite to background collision
- Can be started at any point in your game.

### AUTO FIRE

- Transforms a normal joystick to an advanced auto fire engine.

### JOYSTICK PORT CHANGER

- Never blow up your computer again by changing joystick ports while the C64 is running.

### BACK UPS

- Disk to disk
- Tape to disk
- Disk to tape
- Back up files are packed and reloadable without the Final Cartridge III
- 60K in 15 sec. (disk)
- Exits to Monitor or Basic

### ML MONITOR

Comfortable ML monitor.  
Does not reside in memory.

- Functions include:
- Scrolling up and down
- 64K ROM/RAM access
- Sprite editor
- Character editor
- Drive monitor
- Fast loading and saving
- Printer driver

# PULL DOWN MENU

Line numbers 1350 through 1460 are visible. Line 1350 contains the command 'CLS'. Line 1360 contains 'FOR COUNT = 1 TO 10'. Line 1370 contains 'PRINT COUNT'. Line 1380 contains 'NEXT COUNT'. Line 1390 contains 'END'. Lines 1400 through 1420 show a loop where COUNT is incremented by 1 and printed. Line 1430 contains 'IF ASC(C\$) > 32 AND ASC(C\$) < 127 THEN PRINT COUNT'. Line 1440 contains 'REM DEEL C'. Line 1450 contains 'GOSUB 12300: GO-SUB 200'. Line 1460 contains 'FOR T=1 TO 12000: GO-SUB 20000'.

## THE FINAL CARTRIDGE III®

Almost all commands and functions that are not activated by softkeys can be selected from a menu bar, which appears on top of the screen after pressing the fire button, either in Basic or from the freezer. The following Basic Toolkit and keyboard extra's are included:

- Renumber • Auto • Delete • Old • Help • Kill
- Find • Replace • 2M extra Ram for Basic • Append • DAppend • DSave • DOS • Monitor
- Drive monitor • Sprite editing
- Centronics interface • Fast format • Low Res screen dumps
- Plot • Scrolling up and

- down • Stops and continues listings • Preprogrammed functionkeys • Packer/Unpacker
- Hex to decimal conversion • Pokes, syscalls and variables may all have Hexadecimal values • Trace, Dump, Order, Men.

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