

SOFTWARE DEVELOPMENT
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TO: Distribution

SUBJECT: UPMICE - Update to uploading MICE

The MICE uploader, previously MUP, has been upgraded. It now is able to upload information for MICE and MICE-II. There is online documentation that can be displayed by typing

man upmice

Note that this can be used for reverse engineering or for recovering graphics, sounds, music, etc. from MICE.

Attached for your convenience is the the online manual page and a copy of the step by step directions on how to use the uploader.

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NAME

upmice - MICE upload program

SYNOPSIS

upmice file

DESCRIPTION

Upmice stores the text, that the MICE normally displays on the terminal, into the UNIX file "file". This allows one to disassemble code accessible to the MICE. Thus far, the main use of the program has been to display memory in hex-ascii (MICE command "Maddr addr"). This hex-ascii information can automatically be converted into Nuvatec (6500as, z80as) data statements that can be assembled. See the documentation on "mup2s" for details about this conversion. This program supercedes "mup" in that it works with both the MICE and MICE-II. Also, lower case commands are upcased before transmitted to the MICE; so lower case is now allowed.

When the program starts, it prompts the user with the \$ character. When the first \$ is displayed, the user has to modify the terminal set-up (which should be undone at the end of the upload by a terminal reset, SET-UP 0). This modification is to set the Auto XON-XOFF to On in SET-UP D. This keeps the text from being transmitted too quickly from the MICE to the CIT-101 terminal. When finished typing MICE commands to the \$ prompt, one should type "bye" to stop "upmice". Do not forget to reset the terminal.

SEE ALSO

mice(1), mup2s(1)

PREPARATION BEFORE UPLOADING FROM A MICE

Because the MICE uploader does not show you what the MICE responds with you must know what you want to type before entering the MUP program. To do this, type

"mice"

with no parameters. This will connect you to the MICE. You can then use the "U" "Z" and "M" and so forth commands to reverse engineer or upload whatever you want. When you have all the addresses figured out, then use the MUP program to get it to the VAX.

By the way, reverse engineering is quite legal. Infact, Mattel has taken pains to fully document the reverse engineering of one of the Atari produced cartridges so that Atari can't sue us. The way Atari has sued other companies in the past is on the basis of theft of trade secrets, like by hiring ex-Atari employees. So reverse engineer all you want. Just don't copy code line for line and incorporate it in a Mattel game because then there may be copyright problems.

HOW TO USE THE MICE UPLOADER ON THE VAX

1. Find a CIT-101 that is connected to a MICE.
2. Hit SETUP.
3. Hit the A/B/C key ("5") three times to get into setup D.
4. Use the right arrow to skip to section 2 - third bit. This is the "Auto XON-XOFF: On/Off" switch.
5. Hit Toggle I/O ("6") to turn this feature on.
6. Hit SETUP to get back.
7. Type "mup filename".
8. You will get connected to the MICE. The \$ is the prompt.
9. Type whatever command to the MICE that you want. You will not see the MICE respond. It will go to the file instead. The KBD LOCKED light will blink on and off if the upload is proceeding normally. It is stays lit constantly, you probably forgot to do steps 1-6. You will get the \$ prompt when finished.
10. After you have dis-assembled and uploaded to your hearts content, use
BYE
to exit back to the VAX.