# Perfect Playstation Copying

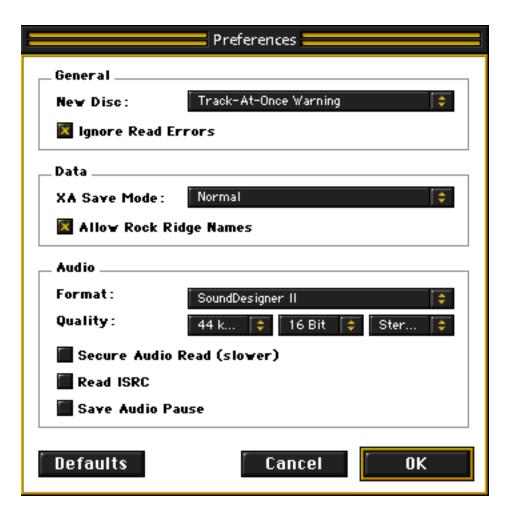
By Technology.With.A.Twist.Softwaré.™

I decided to put together this small manual for the benifit of those Playstation users that have Mac's (as it is quite hard to find correct info on the subject). To begin you will need a few things that are easily found in the folders that come with this manual.....(except the burner)

- 1). Astarte CD Copy (The one and only, there is no substitute)
- 2). Toast (CD Burning Software)
- 3). A CD Burner

# Step One- Correctly Copying A Playstation Game:

Launch Astarte CD Copy. Place the Playstation game you wish to copy into your computers cd rom drive. Go into Astarte CD Copy's preferences and *check* the option "Ignore Read Errors" and *uncheck* the option "Secure Audio Read". Your Astarte CD Copy preferences ought to look like mine do here:

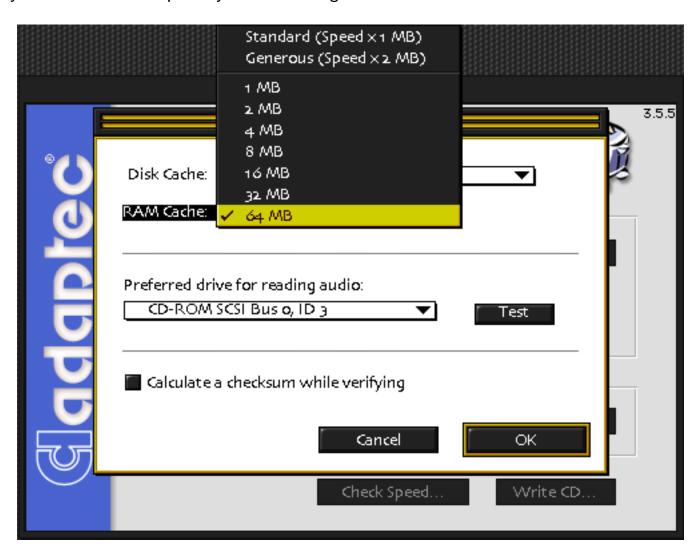


When you are done with this click on the main window of Astarte CD Copy and select all (Command+A) to select all the tracks (Data & Audio) then save this to disk by pressing (Command+S) a dialog box will appear asking you where you want to save the files to. Go to the

Desktop, select "New Folder" and name the folder the name of the game you are copying, then save the files into that folder. This way all the associated files are kept together as some games have only one data track with the music and game combined and others have one data track (the game) and several audio tracks. This should produce a ISO9660 Data Track Image (the icon of the data track will have "ISO9660" written on it) and perhaps several audio tracks depending on how the game data and music where written on the cd.

## Step Two- Successfully Burning A Playstation Game:

Launch Toast (CD Burning Software) and go to the preferences menu and allocate the "RAM Cache" as much of your active memory as you can afford this is the write buffer for Toast to keep your cd's free of skips so you want it large -E.G.:



When you come back to Toasts main window select "ISO9660" as the format of the disc you are about to burn. Open the folder that contains the data and audio tracks and select all (Command+A) to once again grab all the tracks (if you miss a track then your cd will turn out screwed up. Missing audio or whatever you left out.) drag them to the Toast window and drop them on it. Then press write cd in the Toast window, burn the cd at 1X and NO higher burning playstation games at speeds higher than 1X produces copies that skip and sometimes do not play

at all. Burning the disc at 1x will produce a playable cd provided you have a mod-chip or some other device that will enable you to play backup games on your playstation.

## Originals Vs. Backups

Cd's are made up of sectors of information, Playstation burns the first block of every game they create in an unrecognizable manner so your cd copying software will read it as a bad block/sector and attempt to repair the block and so not burn the game correctly. The Playstation console is programmed to look for the trademark "bad-block" at the begining of the cd to verify that it is indeed Playstation bought and made or else not run the cd at all. While Astarte CD Copy does not burn the bad block perfectly on to the cd it is one of the only readily available cd copying utilities capable of copying data and audio as individual tracks instead of a disc images this is the only way to duplicate the way Playstation Games are originally burned. That is: One Data Track consisting of an ISO9660 img and possibly several audio tracks depending on the way the game was created.

## Mod Chips Vs. Game Enhancers

Newer Models of the Playstation Game Console (SCPH-9000 and up) have done away with the I/O port which used to provide the needed opening for such gaming extras as the Gameshark™ game enhancer. If you have a SCPH-7000 model or lower than i suggest you get a Game Enhancer (a modified gameshark) as it will maintain your warranty with playstation and as well you can always get your old playstation refurbished by sony for a price providing you have never screwed with the motherboard (i.e. Soldering required for Mod Chip Installation.). On the other hand if your playstation does not have a I/O port SCPH-9000 and above series) than you need to get a Mod Chip to play copied off games. For the best information on the web regarding installation of Mod Chips and the opportunity to order both Mod Chips & Game Enhancers go to: http://www.modchip.com.

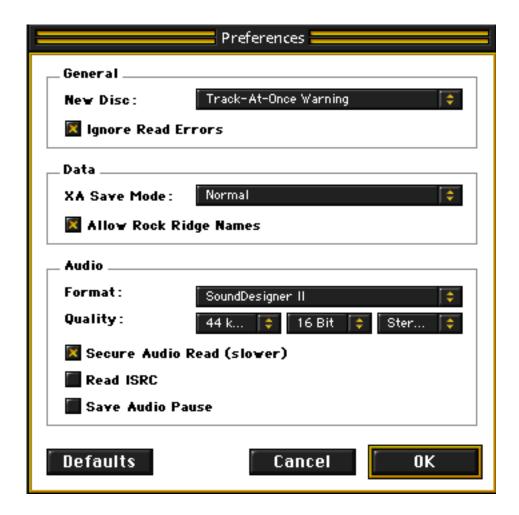
## Copyright Protection

Some games have copyright protection written into the Disc and so you need a crack for the ISO9660 img. These cracks as far as i have seen are for PC's only. MediEvil is the only game i am aware of at this point in time that has that kind of copyright protection.

## Note About Astarte CD Copy

Occasionally you will get a game that refuses to copy (to disk) according to step one. This is

because a very rare few games like to be copied with "Secure Audio Read" on instead of off:



Well i hope all my study in to this subject eases your search........Cheers, T.W.A.T.S.™ http://nip.to/YOU/