

1. The BASIC program (PLY.ZZP) can play version 1 (.DVO) video files as documented at: <http://divideo.zxdemo.org> , on 128k ZX Spectrum machines, equipped with an 'Interface 1bis', in USR 0 mode. Videos can also be played on 48k machines, but without sound.

2. The player must be loaded from a flash drive volume that contains a partition for large, sequential-access files, created by reserving space via the command: `FORMAT #<r>;0` where <r> = (0..127) the number of reserved logical drives. Besides these, the partition includes also the entire SD card storage space exceeding 8 GB

3. Only video files stored on a flash drive can be played.

4. In order to be copied to the flash drive the (.DVO) video files must be first downloaded to the local working directory of the WOS game launcher (c:\WOS, if not otherwise specified)

5. Video files can also be transferred directly from a PC running Microsoft Windows to a SD card, using the LDC32.EXE 'Logical Disk Copier':

LDC32 [<Nam> [<Sze> [<Clu> [<SDC>]]]]

<Src> = Name of the file to be copied

<Sze> = Partition size: (1 - 127) Default: 1/4 of volume size

<Clu> = Logical disk 1 cluster size Default: 8 sectors/cluster

<SDC> = SD card drive letter Default: S:

The utility creates a 'Large Sequential Files' partition, if it does not already exist, and adds the (.DVO) file(s) without duplicating existing ones, up to a maximum of 128, or until the capacity of the partition is exceeded.

6. Deleting a video file from the flash drive will delete also all subsequent ones, because compacting the partition would be too time-consuming.

7. Playing a video is started by pressing the SPACE bar or the ENTER key and can be terminated by pressing the CAPS SHIFT key.

8. Pressing the 'X' key exits the program (recommended method).