

CX4101

AN INVITATION TO PROGRAMMING

A FUN INTRODUCTION TO
PROGRAMMING IN ATARI BASIC
FOR ATARI 8-BIT PERSONAL
COMPUTER SYSTEMS
400/800/600XL/800XL/130XE

 **ATARI**[®]
Power Without the Price™

ATARI SOFTWARE[®]

AN INVITATION TO
PROGRAMMING

CX4101

ATARI CORP.

SOFTWARE PRODUCTS DIVISION

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TROUBLESHOOTING

If you encounter an ERROR message whilst loading, first check that your Computer System is set-up correctly and that all parts are switched on. Refer to the booklets that accompany your products for further assistance.

If the computer is set-up correctly, try simply re-loading the program as outlined above in steps 1-9. Remember to rewind the tape back to the number on the tape counter for that lesson.

THIS IS YOUR INVITATION TO PROGRAMMING...

This cassette tape contains a series of lessons that will introduce you to programming, using the Atari BASIC programming language. These lessons won't make you an expert overnight, but will teach you enough to write some simple programs of your own. You may then go on to read further about programming in Atari BASIC for which there are a number of publications available.

WHAT YOU NEED IN ORDER TO USE THIS CASSETTE

First you will need to set-up your Atari Personal Computer System as detailed in the relevant booklets that accompany your

Atari products. **YOU WILL REQUIRE:-** An Atari 8-bit Personal Computer (e.g. Atari 800XL or 130XE), Atari Program/Data Recorder (e.g. Atari 1010), a suitable television or monitor and, of course, this cassette.

BEFORE YOU START

Ensure that your Atari Personal Computer, TV/Monitor and Atari Program/Data Recorder are switched ON. Check that the cassette is fully rewound before you commence Side 1 or Side 2, and that you reset the tape counter on the Program/Data Recorder to '000'. You will find it useful to make a note of the number on the tape counter before you load each lesson, so that you may rewind the tape back to that point should you need to. Adjust the volume on your TV/monitor so that it is loud enough for you to hear.

TO LOAD EACH LESSON INTO THE COMPUTER'S MEMORY

1. Make a note of the number on the tape counter on the Program/Data Recorder.
2. Type the letters CLOAD on the computer keyboard.

3. Press the RETURN key on the computer keyboard.

4. You will hear a short tone. Now press the PLAY button on the Program/Data Recorder

5. Press the RETURN key on the computer keyboard.

6. The cassette will now begin to turn. If you increase the volume of your TV/Monitor, you will hear a series of tones. These indicate that the lesson is loading. When the loading is complete, the word READY will be displayed upon the screen. DO NOT press any other keys on your computer or program/data recorder until loading is complete. (NOTE: If you should get an ERROR message upon the screen, refer directly to 'Troubleshooting').

7. Ensure that the PLAY key on the program/data recorder is still pressed down.

8. Type the letters RUN on the computer keyboard.

9. Press the RETURN key on the computer keyboard.

The lesson will now commence. The above instructions must be followed each time you load a lesson. (Approx. loading time - 2 minutes)