

ATARI® 400/800™

COMPUTER PROGRAM CARTRIDGE

PLATOTERM



ATARI®

A Warner Communications Company



CONTAINS ONE CARTRIDGE CXL4028
USE WITH ATARI® 400™ or ATARI 800™
PERSONAL COMPUTER SYSTEMS

OPTIONAL ACCESSORIES
CX77 TOUCH TABLET
Minimum RAM Requirement: 8K

PLATOTERM

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HOW TO USE THIS MANUAL

The PLATOTERM Manual has been structured for two levels of users. The new user will find PLATOTERM explained in well-defined terminology and step by step instruction, while the experienced user will find what they need to use PLATOTERM to access PLATO on-line services quickly and efficiently.

For both levels, explanations are followed by graphics wherever possible. The intention is to present the material in the clearest, most concise way possible for users at each level.

I. GENERAL DESCRIPTION

PLATOTERM is a cartridge which provides the software necessary to send and receive data to PLATO services located on remote computers, connected via the Internet. To connect the ATARI® computer to the Internet, an Internet MODEM is required, which simultaneously connects the ATARI® to the Internet, and appears to the ATARI® like a MODEM. A wide variety of devices can be used to perform this function, and the chapter on MODEM set-up will provide examples of what can be used, and how to connect it all together.

PLATO services provide not only textual information, but also graphical information, and the ability to point and click on textual and graphical elements on-screen. PLATOTERM interprets the information received from the MODEM and presents it on your ATARI® screen, while simultaneously gathering any and all input from your ATARI® keyboard and pointing device; sending it back to the PLATO system for further processing and interaction.

In addition to the ATARI® keyboard, you may also use a joystick, touch tablet, TRAK-Ball, or mouse to act as a pointer device. When you receive a copy of PLATOTERM, the desired touch device is pre-programmed into the ROM inside your cartridge.

PLATOTERM supports any serial device that provides an "R:" to the operating system. This includes the ATARI® 850™, ICD® P:R: Connection™, and R-Verter interface. To facilitate this, the cartridge will load any disk operating system from the first disk drive, allowing any "R:" handler desired to be loaded.

II. OPERATION

This cartridge runs on any ATARI® 400™, ATARI® 800™, ATARI® 600XL™, ATARI® 800XL™, ATARI® 1200XL™, ATARI® 1400XL™, ATARI® 1450XLD™, ATARI® 65XE™, ATARI® 130XE™, ATARI® 800XE™, or compatible system.

To use, insert the cartridge into your computer. For ATARI® 800™ systems, use the LEFT CARTRIDGE slot. Be sure the POWER ON/OFF switch on the console is turned on. The ATARI® 400™ and ATARI® 800™ consoles automatically shut off whenever the cartridge door is lifted. This prevents damage to the computer and the cartridge. If you need a special disk handler (such as for R-Verter or another interface that provides an "R:" handler), then turn on the disk drive, and insert a bootable DOS disk containing the desired handler, before powering on the computer.

This version of PLATOTERM is set to the following terminal parameters:

- 1200 baud
- no parity
- 8 data bits
- 1 stop bit

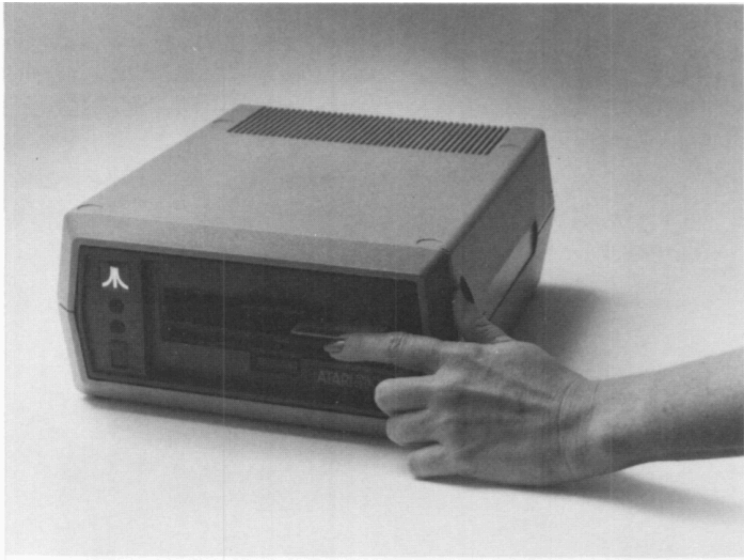
Important

If your MODEM is set to different communication parameters, be sure to set your MODEM configuration parameters in the appropriate setup program, before launching PLATOTERM.

Use the following procedure to connect to a PLATO™ service:

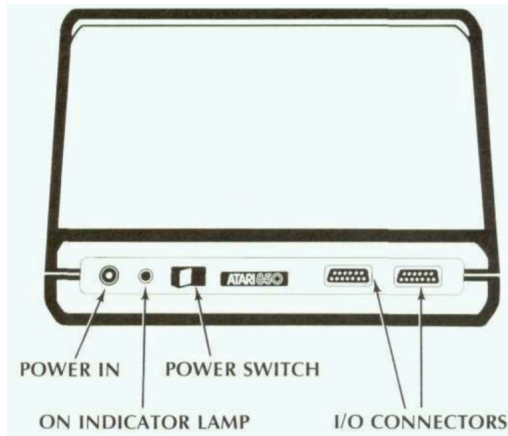
1. If an ATARI® 810™, ATARI® 1050™, ATARI® XF-551, or compatible drive is attached, insert a DOS diskette with an appropriate "R:" handler in the drive. The ATARI® MASTER DISKETTE II contains such a handler, which will automatically load, when booted

OPERATION



2. Switch the ATARI® 850™ Interface Module (or compatible device) power to ON.

OPERATION



3. Switch your MODEM power to ON.
4. Switch the ATARI® computer power to ON. Wait for 1200 Baud. Terminal Ready. to appear.

OPERATION



5. Enter any commands you need, before you dial, such as ATB2, if running APE, or AT&K0&C1 if using TCPSER.
6. Enter your MODEM's command to dial, such as ATDTIRATA.ON-LINE:8005. Wait for the connect message.
7. Follow the prompts to log on to the system.
8. Use the system.
9. When done. Press SHIFT-CONTROL-S, twice, to log off.
- 10 Send any commands to your modem, to hang up, such as +++ATH RETURN
- 11 If desired, press SELECT-X to exit the cartridge, to DOS.

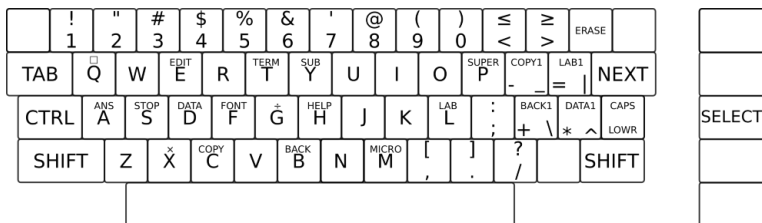
III. USER CONTROLS

PLATOTERM's controls are very simple to use. There are three main keys which alter the operation of the program:

Keys	Function
SELECT T	Selects TTY mode. All incoming data is simply displayed as ASCII text, with no parsing of incoming information. All keys are also sent as ASCII keys. The program, by default starts in this mode. This can be used if you are in PLATO mode, and need to send a command to your MODEM.
SELECT P	Selects PLATO mode. All incoming data is interpreted as PLATO data. This can be used if you are already connected to the PLATO service when PLATOTERM starts.
SELECT X	Exits PLATOTERM. If the computer was booted from the disk drive, it will return to DOS. Otherwise, the computer will default to either the MEMO PAD mode for the ATARI® 400™ and ATARI® 800™ systems, to the ATARI® logo display for the ATARI® 1200XL™ system, or to the SELF TEST for all other compatible computers.

PLATOTERM maps the keys from the PLATO system into appropriate keys on the ATARI® console keyboard, as shown in the following diagram:

USER CONTROLS



The CTRL key is used to press the special PLATO keys, described below:

PLATO Key	ATARI® KEY
ANS	CTRL A
BACK	CTRL B
SHIFT-BACK	CTRL +
COPY	CTRL C
SHIFT-COPY	CTRL -
DATA	CTRL D
SHIFT-DATA	CTRL *
EDIT	CTRL E
SHIFT-EDIT	SHIFT CTRL E
FONT	CTRL F
DIVIDE	CTRL G
HELP	CTRL H
SHIFT-HELP	SHIFT CTRL H

USER CONTROLS

PLATO Key	ATARI® KEY
LAB	CTRL L
SHIFT-LAB	CTRL =
SUPER	CTRL P
SHIFT-SUPER	SHIFT CTRL P
SQUARE	CTRL Q
ACCESS	SHIFT CTRL Q
STOP	CTRL S
SHIFT STOP	SHIFT CTRL S
TERM	CTRL T
MULTIPLY	CTRL X
SUB	CTRL Y
SHIFT-SUB	SHIFT CTRL Y

IV. AN EXAMPLE SESSION

The following procedure shows an example session with IRATA.ON-LINE, a PLATO service for retro-computing users. It assumes that:

- Your ATARI® computer is set up.
- Your ATARI® 850™ Interface Module (or compatible) is connected to your ATARI® computer.
- Your WIFI modem is connected to SERIAL INTERFACE PORT 1 (or other appropriate port) on your ATARI® 850™ Interface Module (or compatible)

Your WIFI MODEM must also be configured with the following connection parameters:

- 1200 baud
- 8 data bits
- 1 stop bit
- no parity

Important

PLATOTERM always runs with the aforementioned parameters. You must change your MODEM parameters to match the above using its configuration tools, before running PLATOTERM.

AN EXAMPLE SESSION

1. Turn on your ATARI® 850™ Interface Module, or compatible.
2. Turn on your WIFI MODEM, if needed.
3. Insert the PLATOTERM cartridge into the appropriate cartridge slot in your ATARI® computer console, and close the cartridge door, if needed.
4. If you need to use a "R:" handler loaded from a DOS disk:
 - a. Power on your disk drive.
 - b. Insert your DOS disk into the drive, and close the door.
5. Power on your ATARI® computer console. Wait for the PLATOTERM READY prompt.



6. Type the following to dial IRATA.ONLINE:

ATDTIRATA.ONLINE:8005

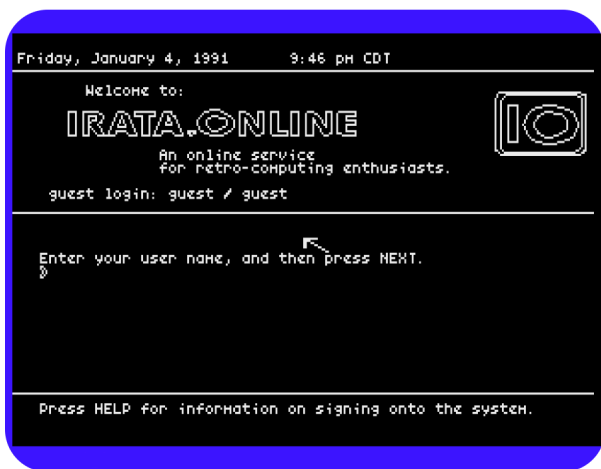
7. After a short moment, you should see something similar to the following:

Connecting to host - please wait ...

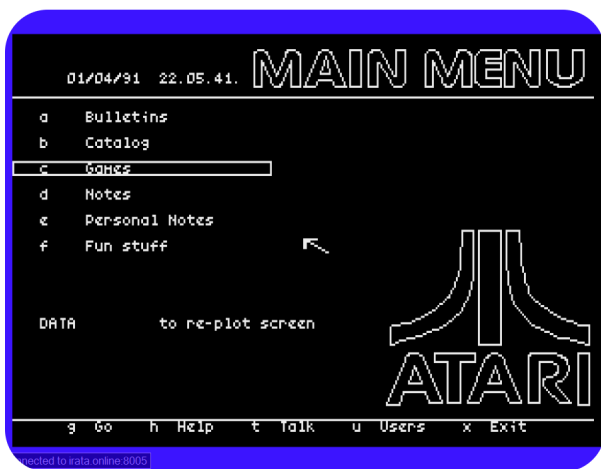
Connected

```
WELCOME TO THE NOS SOFTWARE SYSTEM
COPYRIGHT CONTROL DATA SYSTEMS INC. 1994.
91/01/04. 21.42.16. TE22
NOS CYBIS SYSTEM - CYBDEV. 1.  NOS 2.8.7...
```

8. After a few short moments, you should see the IRATA.ONLINE sign-on screen:



9. Type guest and press RETURN in response to the prompt for user name.
10. Type guest and press RETURN in response to the prompt for group.
11. Once the main menu has finished drawing, press C to navigate to the Games menu. Alternately, you can use your joystick, or other pointing device to move the pointer over the menu entry for Games, and press a device button to select it.



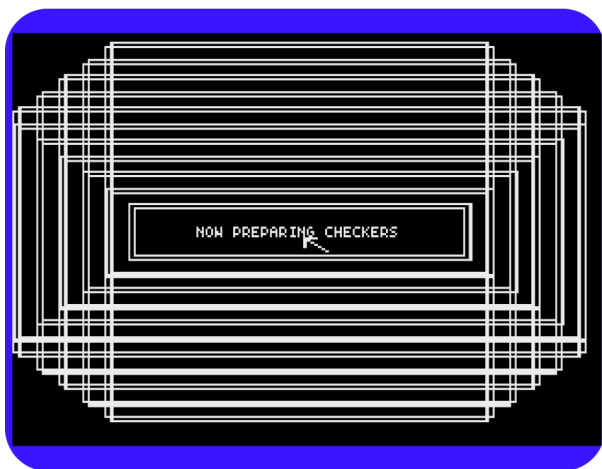
12. Once the games menu has finished drawing, press F to select the Checkers game. The description for Checkers will appear.

AN EXAMPLE SESSION



13 Press CTRL D. This sends the DATA key to the PLATO host, and starts the game.

AN EXAMPLE SESSION



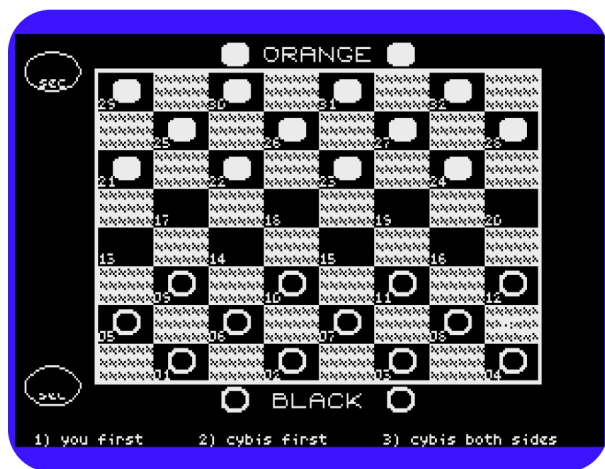
14 Press RETURN, which sends NEXT to the PLATO host, to start the game.

AN EXAMPLE SESSION



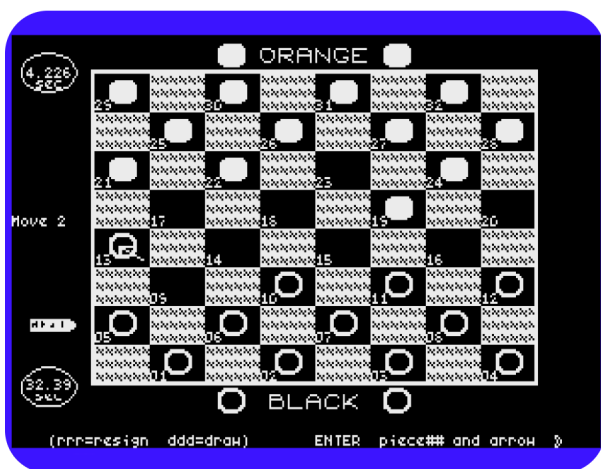
15 Press 1 to start the game with you playing first.

AN EXAMPLE SESSION



16. Use your pointing device to move the pointer over a piece you wish to move. Press the selection, or fire button.
17. Use your pointing device to move the pointer to an adjacent empty square to move the piece. Press the selection, or fire button. The piece should move to where you requested.

AN EXAMPLE SESSION



- 18.Wait for the computer to play its turn and return to you.
- 19.Once you are ready to quit the game, press SHIFT CTRL S which sends SHIFT-STOP to the PLATO host, and presents you with a menu to either continue working in the menu, or to log off.

AN EXAMPLE SESSION



20 Press SHIFT CTRL S once again, to log off the system.

AN EXAMPLE SESSION



21 Hang up the modem by typing +++ ... Waiting a few seconds until you see OK, and type:

ATH

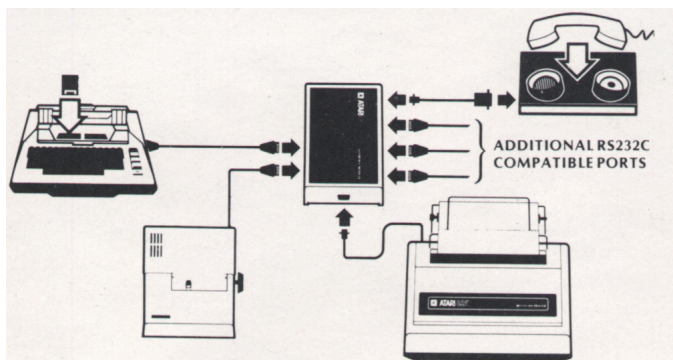
22. The modem should hang up. Followed by the message:

NO CARRIER

Congratulations, you've successfully communicated with a PLATO host using PLATOTERM.

A. EXAMPLE SETUP

The following diagram shows an ATARI® 800™ connected to an RS-232 WIFI MODEM through an ATARI 850™ Interface Module. A common WIFI modem is based on the ESP8266 micro-controller, and provides a connection to the Internet, so that PLATO services can be accessed.



As can be seen from the diagram:

- The PLATOTERM cartridge is inserted into the ATARI® computer.
- The ATARI® 850™ Interface Module is attached via the PERIPHERAL connector.
- The WIFI MODEM is attached via a CX87 MODEM cable to SERIAL INTERFACE PORT 1.

