

I00	L/T	
I00	Book List	
I00	Magazine List	
WOR	ATARIWRITER (Blurb)	
PAD	Creating Autorun Files	
PAC	Creating Bootable Cassette Files	
E00	Transferring Atari Speed Reading To Disk	
E00	Transfer Touch Typing To Disk	
HHC	Program Recorder (tech. Tips)	
P0V	Strings And Formatting (DEMOPAC #1)	
	1) String Handling	4) Inverting Characters
	2) String Array Emulation	5) Formatting Options
	3) Double-subscript String Arrays	
XFC	Data File Processing ((DEMOPAC #2)	
XFD	1) Storing Data On Cassette	
	2) An Example of Cassette I/O: Cassette Mailing List	
	3) Storing Data On Disk	
	4) Example of Disk I/O: Disk Mailing List	
	5) Random Access	
PSU	Programming Examples (Misc.) (DEMOPAC #3)	
	1) Formatting Dollar Amounts	4) Real-time Clock
	2) Bubble-sort	5) Getting Data From The Keyboard
	3) Rocksort	
CDU	ATARI Color Graphics (DEMOPAC #4)	
RDU	1) Four-color Modes	6) Fill in a Shape
	2) Five-color Text Modes	7) GTIA Graphic Modes
	3) Screenful of Hearts	8) Swirl
	5) Circlez	9) Race
	4) Etch-a-Sketch	10) Bumper
RSU	Advanced Graphics (PM/G & GR8) (DEMOPAC #5)	
	1) Moving a Player	5) String-Player
	2) Setting Priority	6) Color Artifacts
	3) Collision Detection	7) Text in Mode 8
	4) Using Missiles	8) VBLANK Player Move
PSV	Advanced System Features (For Beginning M/L Programmers) (DEMOPAC #6)	
	1) Switching Screens	5) Display List Modification
	2) RAM Shadows	6) Mixed Mode Screen
	3) Display List Interrupts	7) Using Central I/O
	4) Vertical Blank Interrupts	8) Direct Screen Write
PSV	Some Special Features (BASIC Graphics with M/L Subs.) (DEMOPAC #7)	
	1) Redefining Characters	3) Horizontal Smooth Scrolling
	2) Vertical Smooth Scrolling	
PSU	Software and Hardware Timers (BASIC & M/L Subs.) (DEMOPAC #8)	
	1) Software Duration Timers	3) Hardware Timers
	2) Software Background Timer	
I0Y	ATARI Logo InfoPac (DEMOPAC #9)	
	1) Product Information	3) ATARI Logo/Pilot Comparison
	2) Here Comes ATARI Logo	4) ATARI Logo Resource Guide
H0U	Error Messages And How To Recover (see DOS Manual, Appendix C)	
JTB	Using Atari Touch Tablet With Basic	
	1) Embedding an AtariArtist picture in a BASIC program	
	2) Using the ATARI Touch Tablet as an input device (DEMOPAC #12)	
	Atari Macro Assembler - Product Information Sheet II 6/14/83	
→	ATARIWRITER product update-Printer Drivers and Control Codes	

✓ = Have

The following are supplementary materials you may obtain free by calling our 800 numbers and asking for them by name:

DEMOPACS

✓ DEMOPAC #1

Strings and Formatting

Some information on and examples of string handling and formatting options for the ATARI 400/800/1200 Home Computer System

1)String Handling, 2)String Array Emulation, 3)Double-subscript String Arrays, 4)Inverting Characters, 5)Formatting Options (TABbing, commas, columns)

✓ DEMOPAC #2

Data File Processing

Storing data on the ATARI 410 or 1010 Program Recorder and the ATARI 810 Disk Drive

1)Storing Data on Cassette, 2)Example Tape Data File, 3)Example of Cassette I/O: Tape Mailing list, 4)Storing Data on Disk, 5)Example of Disk I/O: Disk Mailing List, 6)Random Access

✓ DEMOPAC #3

Programming Examples

Some miscellaneous examples and discussions of programming on the ATARI 400/800/1200 Home Computer System

1)Formatting Dollar Amounts, 2)Bubble-Sort, 3)Rocksort, 4)Real-time Clock, 5)Getting Data From the Keyboard

✓ DEMOPAC #4

Atari Color Graphics

Examples and discussions of the use of Color Graphics on the ATARI 400/800/1200 Home Computer System

1)Four-color Modes, 2)Five-color Text Modes, 3)Screenful of Hearts, 4)Etch-a-Sketch, 5)Circlez, 6)Fill in a Shape, 7)GTIA Graphic Modes, 8)Swirl, 9)Race, 10)Bumper

✓ DEMOPAC #5

Advanced Graphics

Examples and discussions of Player-Missile Graphics and features of Graphics Mode 8

1)Moving a Player, 2)Setting Priority, 3)Collision Detection, 4)Using Missiles, 5)String-Player, 6)Color Artifacts, 7)Text in Mode 8, 8)VBLANK Player Move

✓ DEMOPAC #6

Advanced System Features

Examples and discussions of system features for beginning machine-language programmers

1)Switching Screens, 2)RAM Shadows, 3)Display List Interrupts, 4)Vertical Blank Interrupts, 5)Display List Modification, 6)Mixed Mode Screen, 7)Using Central I/O, 8)Direct Screen Write

✓ **DEMOPAC #7**

Some Special Features

Examples and discussions of special graphic features using BASIC with machine language routines

1)Redefining Characters, 2)Vertical Smooth Scrolling, 3)Horizontal Smooth Scrolling

✓ **DEMOPAC #8**

Software and Hardware Timers

Examples and discussions of using Software and Hardware Timers using BASIC with machine language routines

1)Software duration timers, 2)Software background timer, 3)Hardware timers

✓ **DEMOPAC #9**

Atari Logo InfoPac

1) Product Information, 2) Here Comes Atari Logo 3) Atari Logo/PILOT Comparison, 4) Atari Logo Resource Guide (bibliography)

DEMOPAC #10

Atari Logo PrinterPac

1) The Turtle and the 1020 Printer/Plotter, 2)Epson MX-80 Graphics Dump

* **DEMOPAC #11**

Atari Logo Programming Examples

1) Introduction, 2) Video Turtle, 3)SETREAD and SETWRITE, 4) List Processing, a)FRENCHQUIZ, b)TAPETIME, c)FLASHCARDS (with global variables) and d)FLASHCARDS (with local variables), 4) Atari Logo Resource Guide (bibliography)

✓ **DEMOPAC #12 USING ATARI TOUCH TABLET WITH BASIC.**
Also available are (as of 11/23/83):

✓ Assembler/Editor Errata

✓ PILOT Reference Letter

✓ Atari PILOT External Specifications, Revision E

✓ AtariWriter Handout and Tip Sheet (Control Codes)

✓ Macro Assembler Info Sheet #1 & 2

✓ Getting Started in Assembly Language Programming

✓ Creating Bootable Cassette Files

✓ Creating Autorun Files

✓ Programming the 4 Controller Jacks (400/800)

✓ DOS II Manual Pg. 65 Update

✓ Random Access (specify MicroSoft or Atari BASIC)

✓ Product Update (errata & update for Basic Reference Manual)

✓ Redefining CX-85 Function Keys

✓ Tech Tips & 410/1010 Form Letter - understanding the Recorder

✓ Transferring SPEED READING to Disk

✓ Transferring TOUCH TYPING to Disk

✓ Atari 1025 Product Update

✓ Atari 1027 Product Update

✓ Atari Mailing List Product Update

✓ BOOKKEEPER Example Sheet

✓ Telecommunications Help Sheet

✓ XL Supplements:

1) XL Guidelines (memory changes from 800 to XL)

2) XL Memory Map (general)

3) XL New Graphics Modes

4) XL Useful Memory Locations

5) XL Redefinable Keys

10/5 * Are out of stock. She'll send if available later. Printer drivers-??.

X Rec'd. 10-3-84.

* Requested on 9-28-84 (408-745-4851)