


THE ATARI[®] 800[™] HOME COMPUTER



OWNER'S GUIDE

ATARI[®]



A Warner Communications Company 





Congratulations on your purchase of the ATARI® 800™ Home Computer. You now own one of the most affordable, enjoyable, and easy-to-use computers for the home.

Affordable, because ATARI Computer equipment, programs, applications, and games, are priced within reach of the home computer user.

Enjoyable because not only will you have fun writing your own programs, but there are also many programs, games, and other applications available, so you can start using your ATARI 800 Home Computer right away. Home study, home office, and home entertainment programs can all be purchased from your ATARI Computer retailer.

The ease begins when you set up your system using your own television set as a display unit. All the components easily interconnect with special plugs in a manner similar to connecting stereo equipment.

Of course Atari, being known for the unbeatable graphics and sound capabilities of its Video Computer System™ game, has put these same qualities into its home computer. The graphics capabilities of the computer are demonstrated in all ATARI Computer programs, especially Star Raiders™ and Missile Command™. The computer's sound capabilities include *four* independently programmable sound channels — unique to ATARI Home Computers.

CONNECTING THE ATARI 800 HOME COMPUTER

This guide helps you set up your ATARI 800 Home Computer in ten easy steps. It also briefly introduces you to some of the unique capabilities of your new ATARI Computer.

INSTALLING THE TV SWITCH BOX

The TV Switch Box connects to the VHF antenna terminal at the back of your television set, and converts your television display from regular TV programming to your ATARI 800 Computer. If you also have cable TV, you can connect the switch box to the cable service as well.

1 Disconnect the present antenna or cable from the TV and reconnect it to the side of the TV Switch Box labeled **ANTENNA**. If it is a flat, twin-lead cable, connect it to the terminals marked **300 OHM** on the TV Switch Box. If you have a round cable, attach it to the threaded connector marked **75 OHM**.



2 Now locate the short, twin-lead cable marked **TV** that comes from the TV Switch Box and connect it to the two VHF terminals on your TV set.



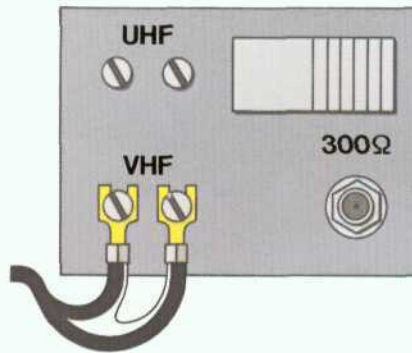
3 Peel off the protective cover sheet from the self-adhesive square on the switch box and press the switch box onto the back of your television so it adheres to the casing.



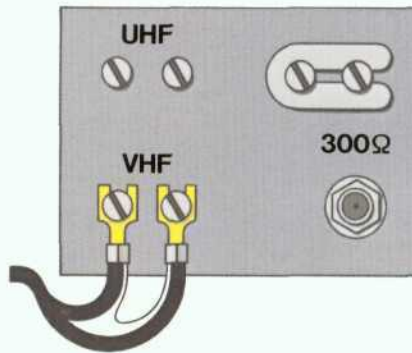
If your TV was connected to the switch box with a flat, twin-lead (300 Ohm) cable, you are finished installing the TV Switch Box.

4 If the cable is round (75 Ohm) you may need to adjust the antenna terminal switch on your TV so it can receive the 300 Ohm signal from the TV Switch Box. Make the necessary adjustments as shown in the illustrations.

If you have a VHF antenna adapter that looks like the one in the photograph below, move the antenna cable from the adapter to the 300 OHM (or 300 Ω) position on the switch box. Connect the short, twin-lead cable coming from the TV Switch Box to the adapter. Slip the adapter onto the threaded connector so the pin-like projection makes contact.



If it looks like this, push the switch to the 300 OHM (or 300 Ω) position.



If it looks like this, loosen the screws holding the U-shaped slider and move it to the position on the switch box marked 300 OHM (or 300 Ω).



CONNECTING THE COMPUTER CONSOLE

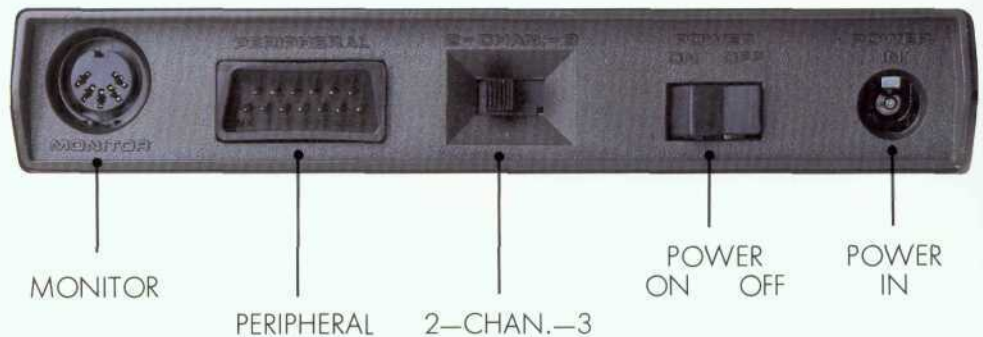
5 Locate the round cord that comes from the back of the computer console. Plug the end of this cord into the terminal on the TV Switch Box labeled **COMPUTER (GAME)**. Then move the switch into the **COMPUTER (GAME)** position.



6 Turn on your TV set and tune it to Channel 2 or 3 — whichever is weaker in your area.



7 Set the Channel Select Switch on the right side of the computer console to the same channel. After you turn on the computer, you may need to adjust the fine-tuning knob on your TV to improve the reception.



8 Locate the AC Power Adapter that comes with the computer and plug the round end of the power adapter into the connector labeled **Power In** on the side of the computer console.

9 Plug the other end of the power adapter cord into a wall outlet.



10 You are now ready to turn on your computer. Make sure the cartridge door is closed. The main power switch, labeled **POWER ON/OFF**, is located on the right side panel of the computer. As soon as you move the switch to **ON**, the words **ATARI COMPUTER-MEMO PAD** appear on your TV screen. Whatever you type will also be displayed on the screen.

The white square you see on the screen is called a **cursor**, and shows you where you are on the display.

You may notice the colors on your TV screen changing periodically. This is normal and occurs to protect your TV set.



If your TV doesn't display **ATARI COMPUTER-MEMO PAD** or the words you type, check over all the previous steps. If you find the system is connected properly, make sure the cords are plugged securely and power is coming into the system. If you still don't get the proper display, then your computer may need servicing. Contact your **ATARI Factory-Authorized Service Center** listed in the yellow pages of the telephone directory, or call **ATARI Customer Service/Field Support** toll free at 800-538-8543 from anywhere in the continental U.S. (in California, call 800-672-1404).

THE ATARI 800 COMPUTER KEYBOARD

Many of the keys (shown in grey) on the computer keyboard function the same as they do on a typewriter. The tinted keys are used for screen editing; that is, they move the cursor on the screen to the location you want, and allow you to modify the display. These modifications may include insertions or deletions to a program you are writing or other types of text.



The **ESC** (ESCAPE) key function depends on the application with which you are working. For instance, if you are writing programs, the **ESC** key disables the cursor control movements and prints a graphics character instead. Or, if you are working with a word processing program and are in the edit mode, pressing **ESC** often takes you out of the edit mode.

To give you an idea of how the **ESC** key works as a graphics key, turn on the system; after ATARI COMPUTER-MEMO PAD appears, follow these steps:

- Hold down the **ESC** key and you will see the graphics character **E** appear on the screen.
- Refer to the Escape Key Chart for the additional graphics characters you can create by using **ESC** in conjunction with other keys.

Now try the **ATARI** logo key.

- Press the **ATARI** key, then hold down the **2** and you will see 2's typed in inverse video. Inverse video is text being shown in dark letters against a light background.
- To return to regular video display, simply press the **ATARI** key again.

DO THIS

ESCAPE KEY CHART

SEE THIS



You will find it helpful if you take a few minutes to play with the keyboard and familiarize yourself with the different capabilities, particularly the graphics keys.

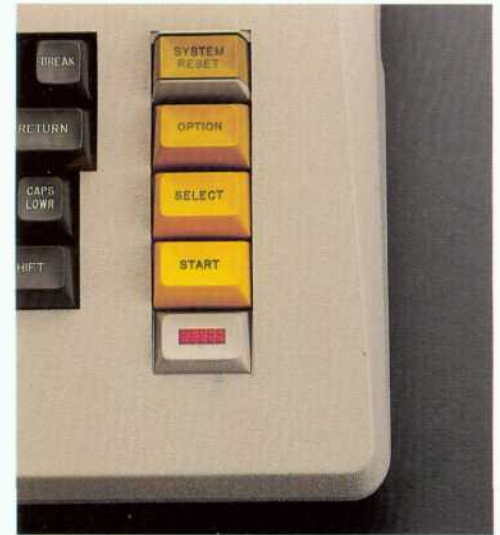
The larger keys to the right of the keyboard are unique to the ATARI 800 Home Computer.

SYSTEM RESET stops the computer from continuing what it is doing and restarts the program from the beginning.

You use the **SELECT** key to select one of several applications or games within a cartridge or program.

The **OPTION** key lets you choose one of the variations available within a game or application.

Pressing the **START** key tells the computer to begin running the game or application.



CONTROL GRAPHICS KEYBOARD



The **CTRL** (Control) key plays an important part in the screen editing functions; however, another key must be pressed while holding down the **CTRL** key for something to happen. The following list tells you what function occurs when the second key is pressed with the **CTRL** key.



Moves the cursor up one line without changing the program or display.



Moves the cursor one space to the right without changing the program or display.



Moves the cursor one line down without changing the program or display.



Moves the cursor one space to the left without changing the program or display.



Lets you insert a special character or space.



Lets you delete from where you are on a line back to the beginning of that line.



A double-action key combination that stops and restarts the screen display, without leaving the program.



Rings the buzzer.



Lets you indicate the end of a file.



The following keys and combinations of keys are also used for screen editing:



When writing programs (Deferred Mode), this combination lets you insert one line at a time.



When writing programs (Deferred Mode), this combination lets you delete one line at a time. In Direct Mode, pressing **DELETE BACK S** by itself lets you back-space one space at a time, deleting what was typed.



Puts the screen display into uppercase.



Moves the cursor back one space at a time while deleting what was typed.



Switches between normal and inverse video. When using a printer, the text programmed in inverse video will be **underlined** when printed.



Usually interrupts whatever function the computer is performing at the time **BREAK** is pressed. It is necessary for you to refer to the individual program or game instructions for its exact function.

To see what graphics characters are available when the **CTRL** key is used in conjunction with alpha character keys, refer to the Control Graphics Keyboard.

INSERTING CARTRIDGES

1 Pull the release lever down (as shown) to open the cartridge door. Whenever you do this, the computer automatically turns itself off. When you close the door again, the computer turns itself back on.



2 Insert the cartridge into the left slot with the label facing you. Press down on the cartridge gently, but firmly, until the cartridge is in place.

3 When you close the cartridge door, the red power indicator to the right of the keyboard lights up and the TV screen displays the title screen or prompt for the cartridge you selected. Then follow the instructions that come with the cartridge.

When you insert most cartridges (particularly games), many of the keys on the keyboard stop working. The instructions that come with each cartridge tell you which keys you can use.



THE CARTRIDGE

Many programming languages, games, and applications come in the form of a cartridge. These cartridges contain the actual program or programming information required to perform the desired functions.

The programming language cartridges contain the instructions and other types of code making up that particular language. When you write a program, you are organizing these instructions into a meaningful procedure that the computer can understand and then execute.



The game cartridges contain the entire program for that game. To begin playing the game, all you need to do is insert the cartridge, turn on the television, make sure the TV Switch Box is on **COMPUTER (GAME)**, and turn on the computer. Then follow the game directions and have fun!

PERIPHERAL EQUIPMENT AND ACCESSORIES

ATARI PRINTERS

You may eventually require a printer to obtain a copy of programs or data. This might be the case when using programs such as Biorhythm, The Home Filing Manager™, Mailing List, or programs you write yourself. Atari has three printers available which can be easily connected to your computer.

ATARI 822™ THERMAL PRINTER

- Prints 40 characters per line
- Printing speed of 37 characters per second
- Prints upper/lowercase and point graphics
- Plots points one line at a time
- 5 x 7 dot matrix thermal printer

ATARI 820™ 40-COLUMN PRINTER

- Prints 40 characters per line
- Printing speed of 40 characters per second
- Prints upper/lowercase
- 5 x 7 matrix printer

ATARI 825™ 80-COLUMN PRINTER

- Must be used in conjunction with the ATARI 850™ Interface Module

- Printing speed of 50 to 83 characters per second depending on character set
- Prints 80 to 132 characters per line, depending on character set
- Prints three character sets: monospaced, monospaced condensed, and proportional
- All characters can be elongated (printed double width)
- Prints upper/lowercase
- Full and half-line spacing
- Forward and reverse line feed
- Underscoring and back-spacing capabilities
- Right margin justification
- Handles three types of paper: fanfold, roll, and individual sheets



STORAGE DEVICES

The computer runs programs from its RAM, and the RAM retains programs only as long as the computer's power is on. If you want to store programs or data, you do so on cassette tape or diskette; then, when you want to use the programs, you simply LOAD them into RAM and tell the computer to RUN them. Some ATARI Computer programs are available on ROM cartridges, which are faster and easier to load, but also more expensive. Atari makes two program storage devices.

ATARI 410™ PROGRAM RECORDER

The ATARI 410 Program Recorder is an economical way to add storage capacity to your computer system. It attaches easily and directly to your computer console, or to any other ATARI Computer peripherals you may have.

ATARI 810™ DISK DRIVE

The ATARI 810 Disk Drive adds fast, reliable storage capability. Your files can be stored by name, and are more accessible when you want them.

Up to four disk drives can be attached to your ATARI 800 Home Computer. Each unit is capable of storing 88K (88,000 characters) of information on standard, 5 1/4-inch floppy diskettes.


GAME ACCESSORIES AND ADDITIONAL SOFTWARE

Accessories, such as joysticks and paddles, which are required by some of the ATARI Computer games and programs, are available from your ATARI Computer retailer.

Please check the *ATARI Home Computer Product Catalog*, also available at your ATARI Computer retailer, for our full line of programming languages, home study, home office, and home entertainment programs and accessories.





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