

PLAYER/MISSILE EDITOR
PRELIMINARY USER'S GUIDE

HARDWARE:

an ATARI 800 with 48K of RAM (no cartridge!)

at least one ATARI 810 disk drive
(up to four disk drives are supported)

an optional joy-stick in port #1

PLAYER/MISSILE EDITOR:

from DOS L(OAD) ~~SOUND~~ ^{PMEDIT}

see HELP screens for instructions

(or read PLAYER/MISSILE EDITOR E.R.S.)

HINTS:

The full range of edit functions is only available with the text-window removed. There are then three (3) HELP screens available which list all the active commands.

The "C"opy command is used to move images from one player to another or to the animation buffers.

To exit the "H"ue or "L"um commands, or the [SHIFT] "H"igh (upper scan area) or the [SHIFT] "L"ow (lower scan area) commands press [BREAK].

The "J"oin (?) command is a toggle to be used with the "H"ue or "L"uminance command to modify the background color.

PMTRANS: (Player/Missile data file "Translator")

This program takes a "raw" Player/Missile data file for input and outputs an AMAC compatible (i.e. - INCLUDEable) file.

from DOS L(OAD) PMTRANS

enter the input file name ("D2:" is the default disk drive number and ".PMG" is the default extension)

enter an output file name ("D2:" is the default disk drive number and ".PMG" is the default extension)

PLAYER/MISSILE EDITOR
FILE FORMATS

description	byte #s	length	data
SWEAT identification	1 - 5	5	S W E A T
period	6	1	.
default extension	7 - 9	3	P M G
SWEAT editor #	10	1	2
file type	11	1	\$00 = all player/missiles \$10 = animation sequence & buffers \$20 = animation buffers \$40 = single player \$80 = missiles
DMA control reg.	12	1	
priority reg.	13	1	

the data that follows is file type dependent

if file type = \$00 (all player/missiles) then

description	byte #s	length	data
missile #3 width	14	1	0 - 3
missile #2 width	15	1	0 - 3
missile #1 width	16	1	0 - 3
missile #0 width	17	1	0 - 3
missile #3 hor. pos.	18	1	0 - 255
missile #2 hor. pos.	19	1	0 - 255
missile #1 hor. pos.	20	1	0 - 255
missile #0 hor. pos.	21	1	0 - 255
playfield #3 color	22	1	
player #0 width	23	1	0 - 3
player #1 width	24	1	0 - 3
player #2 width	25	1	0 - 3
player #3 width	26	1	0 - 3
player #0 hor. pos.	27	1	0 - 255
player #1 hor. pos.	28	1	0 - 255
player #2 hor. pos.	29	1	0 - 255
player #3 hor. pos.	30	1	0 - 255
player #0 color	31	1	
player #1 color	32	1	
player #2 color	33	1	
player #3 color	34	1	
background color	35	1	
end-of-header	36	1	\$FF
missile (#3-0) data		256	if single scan-line resolution
		128	if double scan-line resolution
player #0 data		256	if single scan-line resolution
		128	if double scan-line resolution
player #1 data		256	if single scan-line resolution
		128	if double scan-line resolution
player #2 data		256	if single scan-line resolution
		128	if double scan-line resolution
player #3 data		256	if single scan-line resolution
		128	if double scan-line resolution

if file type = \$10 (animation sequence & buffers) then

<u>description</u>	<u>byte #s</u>	<u>length</u>	<u>data</u>
player width	14	1	0 - 3
player hor. pos.	15	1	0 - 255
player color	16	1	
number of buffers	17	1	1 - 16
sequence length	18	1	1 - 16
sequence (buffer) #			1 - 16
			repeat sequence length times
buffer data			256 if single scan-line resolution
			128 if double scan-line resolution
			repeat number of buffers times

if file type = \$20 (animation buffers) then

<u>description</u>	<u>byte #s</u>	<u>length</u>	<u>data</u>
player width	14	1	0 - 3
player hor. pos.	15	1	0 - 255
player color	16	1	
number of buffers	17	1	1 - 16
buffer data		256	if single scan-line resolution
		128	if double scan-line resolution
			repeat number of buffers times

if file type = \$40 (single player) then

<u>description</u>	<u>byte #s</u>	<u>length</u>	<u>data</u>
player width	14	1	0 - 3
player hor. pos.	15	1	0 - 255
player color	16	1	
end-of-header	17	1	\$FF
player data		256	if single scan-line resolution
		128	if double scan-line resolution

if file type = \$80 (missiles) then

<u>description</u>	<u>byte #s</u>	<u>length</u>	<u>data</u>
Missile #3 width	14	1	0 - 3
Missile #2 width	15	1	0 - 3
Missile #1 width	16	1	0 - 3
Missile #0 width	17	1	0 - 3
Missile #3 hor. pos.	18	1	0 - 255
Missile #2 hor. pos.	19	1	0 - 255
Missile #1 hor. pos.	20	1	0 - 255
Missile #0 hor. pos.	21	1	0 - 255
playfield #3 color	22	1	
player (missile) #0 color	23	1	
player (missile) #1 color	24	1	
player (missile) #2 color	25	1	
player (missile) #3 color	26	1	
end-of-header	27	1	\$FF
missile (#3-0) data		256	if single scan-line resolution
		128	if double scan-line resolution

ATARI® PRODUCT PROBLEM REPORT

Number: _____
Version: _____
Priority: _____

Author: L. Pyer

Date Submitted: 12-6-82

Product: Screen editor

Phone: x3569

Component: _____

Department: HCD entertainment

Revision: prototype

Outside Source: _____

Address: _____

Phone: _____

PROBLEM DESCRIPTION (be specific and list procedures to duplicate problem if possible):

In COLORS menu, type H (ue) or L (um), and follow with spacebar. Lower text window will revert to its standard menu, and will flash horribly.

* if spacebar pressed while in H or L command

ATTACHED MATERIALS:

Configuration Control

Date Received by CCC: _____

Date Reviewed by PCRB: _____ PCRB Chairperson: _____

Assigned to	Date Assigned	Document Title	Authorized Signature	Date Completed

Add spacebar suppress to colorcmd setup

ATARI® PRODUCT PROBLEM REPORT

Number: _____
 Version: _____
 Priority: _____

Author: Schmidt

Date Submitted: 12/3

Product: _____

Phone: _____

Component: _____

Department: _____

Revision: _____

Outside Source: _____

Address: _____

Phone: _____

PROBLEM DESCRIPTION (be specific and list procedures to duplicate problem if possible):

*Break from Animation Move Copy Display Erase
 — will leave Screen Segment Marked plotted.*

ATTACHED MATERIALS:

Configuration Control

Date Received by CCC: _____

Date Reviewed by PCRB: _____ PCRB Chairperson: _____

Assigned to	Date Assigned	Document Title	Authorized Signature	Date Completed

*Clear SSM on Break from GTSE61
 (Move & Display)*

ATARI® PRODUCT PROBLEM REPORT

Number: _____
 Version: _____
 Priority: _____

Author: G. RIVER

Date Submitted: 11/29/82

Product: SWEAT SCREEN EDITOR

Phone: 942-6743

Component: _____

Department: 40556

Revision: _____

Outside Source: _____

Address: _____

Phone: _____

PROBLEM DESCRIPTION (be specific and list procedures to duplicate problem if possible):

PROMPT WINDOW STARTED FLASHING AFTER THE FOLLOWING STEPS: CHANGED R2 HUE & LUM, PRESSED START. SPACE BAR WOULD REMOVE PROMPT WINDOW, BUT WHEN I BROUGHT IT BACK, IT STILL FLASHED. ALSO, CURSOR

ATTACHED MATERIALS: MOVEMENT WAS VERY SLOW.

Configuration Control

Date Received by CCC: _____

Date Reviewed by PCRB: _____ PCRB Chairperson: _____

Assigned to	Date Assigned	Document Title	Authorized Signature	Date Completed

Specular in Color

ATARI® PRODUCT PROBLEM REPORT

Number: _____
Version: _____
Priority: _____

Author: Schmidt

Date Submitted: 12/6

Product: _____

Phone: _____

Component: _____

Department: _____

Revision: _____

Outside Source: _____

Address: _____

Phone: _____

PROBLEM DESCRIPTION (be specific and list procedures to duplicate problem if possible):

Load Alt. Char. Set — ACS.CIM → crashes —

Clear ACS with trigger from COD — crashes —

ATTACHED MATERIALS:

Configuration Control

Date Received by CCC: _____

Date Reviewed by PCRB: _____ PCRB Chairperson: _____

Assigned to	Date Assigned	Document Title	Authorized Signature	Date Completed

Test for ACS defined before Clear —

ATARI® PRODUCT PROBLEM REPORT

Number: _____
Version: _____
Priority: _____

Author: G. RIKER

Date Submitted: 11/29/82

Phone: 942.6743

Department: 40556

Outside Source: _____

Address: _____

Phone: _____

Product: SWEAT
SCREEN EDITOR

Component: _____

Revision: _____

PROBLEM DESCRIPTION (be specific and list procedures to duplicate problem if possible):

CLEARING ALL DATA (FROM MAIN MENU)
SOMETIMES LEAVES INVERSE VIDE
BAR ON THE SCREEN.

ATTACHED MATERIALS:

- none -

Configuration Control

Date Received by CCC: _____

Date Reviewed by PCRB: _____ PCRB Chairperson: _____

Assigned to	Date Assigned	Document Title	Authorized Signature	Date Completed

#52(A28) 02/04/82 Cleanup CWD BRK process

ATARI® PRODUCT PROBLEM REPORT

Number: _____
Version: _____
Priority: _____

Author: London Ryan

Date Submitted: 11-22-82

Product: Screen Editor

Phone: 3589

Component: —

Department: HQP SW

Revision: Prototype

Outside Source: _____

Address: _____

Phone: _____

PROBLEM DESCRIPTION (be specific and list procedures to duplicate problem if possible):

"SAVE ANIMATION BUFFERS" option says "Load in Progress" during the save...

ATTACHED MATERIALS:

Configuration Control

Date Received by COC: _____

Date Reviewed by PCRB: _____ PCRB Chairperson: _____

Assigned to	Date Assigned	Document Title	Authorized Signature	Date Completed

ATARI® PRODUCT PROBLEM REPORT

Number: _____
Version: _____
Priority: _____

Author: London Dyer

Date Submitted: 11-22-82

Product: Screen Editor

Phone: 3569

Component: _____

Department: HCD SLW

Revision: # prototype

Outside Source: _____

Address: _____

Phone: _____

PROBLEM DESCRIPTION (be specific and list procedures to duplicate problem if possible):

In "MOVE SCREEN TO BUFFER" option, the ^{starting} $\frac{1}{2}$ corner of the copy area, where the cursor is, will occasionally change:
- if an even number of consecutive MOVES have been done from the same point;
- if the ~~starting~~ starting ~~corner~~ corner is moved ~~so that~~ so that its physical screen address doesn't cross a byte boundary horizontally.

(In Graphics SE)

ATTACHED MATERIALS:

Configuration Control

Date Received by COC: _____

Date Reviewed by PCRB: _____ PCRB Chairperson: _____

Assigned to	Date Assigned	Document Title	Authorized Signature	Date Completed

ATARI® PRODUCT PROBLEM REPORT

Number: _____
Version: _____
Priority: _____

Author: J.S.

Date Submitted: 11/8/82

Product: Screen Editor

Phone: _____

Component: _____

Department: _____

Revision: _____

Outside Source: _____

Address: _____

Phone: _____

PROBLEM DESCRIPTION (be specific and list procedures to duplicate problem if possible):

*Animation - Move Screen to Buffer - INSUFFICIENT BUFFER SPACE
Start to Retry / Break to Abort => CRASH!*

ATTACHED MATERIALS:

Configuration Control

Date Received by CCC: _____

Date Reviewed by PCRB: _____ PCRB Chairperson: _____

Assigned to	Date Assigned	Document Title	Authorized Signature	Date Completed