



the Atari 2600 testing cartridge

Atari 2600 Testcart

The Testcart is an Atari 2600 cartridge designed to test an Atari 2600 console and controllers. The cartridge allows you to test color, sound, the console switches, and several controllers.

Color Test Screen

When you insert the cartridge and turn on the console, a color test pattern will be displayed and a short song will be played. This will allow you to verify that the sound and color are working. The colors are labeled. Note that color saturation and hue will vary from Atari to Atari, so if the colors are a little off, it is normal. No color at all, or completely mixed up colors may indicate a problem. After the song plays for a few seconds, the Controller Test Screen will be displayed. Pressing the Game Select switch or moving the left joystick will skip the Color Test Screen.



Controller Test Screen

This screen allows you to test the console switches and several controllers. It simultaneously displays the position of the switches and controllers, so all you have to do is flip the switches or insert a controller and test it.

Console Switches:

DFL - position of the Left Difficulty switch (A/B)
DFR - position of the Right Difficulty switch (A/B)
SEL - position of the Game Select switch (0/1)
RES - position of the Game Reset switch (0/1)
BW - position of the Color/B&W switch (BW/COL)

Joysticks:

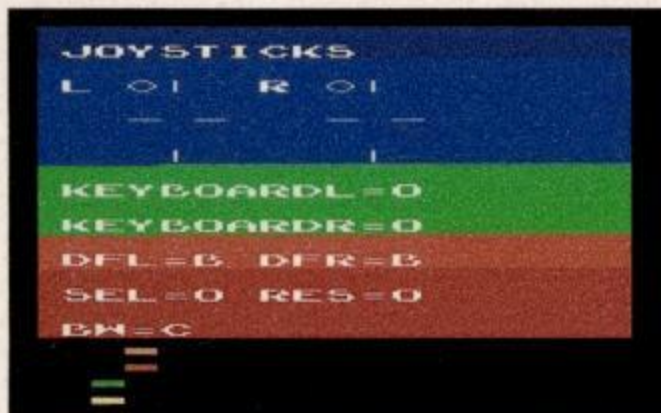
The diagram at the top indicates the status of the left and right joysticks. When a joystick is inserted and moved, an arrow will appear showing the direction moved. The circle will become solid when the button is pressed. A trackball can also be tested.

Keyboards:

The KEYBOARDL and KEYBOARDR indicate the button pressed on the left and right keyboard controllers. Video touch pads can also be tested this way. The keyboard indicators may show odd values when testing other controllers. This is normal.

Paddles:

The two left and two right paddles control the four colored bars at the bottom of the screen. The left and right arrows on the joystick indicators will appear when the paddle buttons are pressed.





Programmed by Paul Slocum
Stellar Track text by Atari
6011 Ross Ave
Dallas, TX
75206
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