

COMMON COMMANDS & THEIR ABBREVIATION:

BYE	B.
CLOAD	CLOA.
CLOSE	CL.
COLOR	C.
CONT	CON.
DATA	D.
DEG	DE.
DIM	DI.
DOS	DO.
DRAWTO	DR.
ENTER	E.
FOR	F.
GET	GE.
GOSUB	GOS.
GOTO	G.
INPUT	I.
LET	LE.
LIST	L.
LOAD	LO.
LOCATE	LOC.
LPRINT	LP.
NEXT	N.
OPEN	O.
PLOT	PL.
POINT	P.
POKE	POK.
POSITION	POS.
PRINT	PR. or ?
PUT	PU.
READ	REA.
REM	R. or .
RESTORE	RES.
RETURN	RET.
RUN	RU.
SAVE	S.
SETCOLOR	SE.
SOUND	SO.
STATUS	ST.
STOP	STO.
TRAP	T.
XIO	X.

XIO COMMANDS

CODE: OPERATION:

3.....	OPEN
5.....	GET RECORD
7.....	GET CHARACTERS
8.....	PUT RECORD
11.....	PUT CHARACTERS
12.....	CLOSE
13.....	STATUS REQUEST
17.....	DRAW LINE
18.....	FILL
32.....	RENAME
33.....	DELETE
35.....	LOCK FILE
36.....	UNLOCK FILE
37.....	POINT
38.....	NOTE
254.....	FORMAT

SETCOLOR AND POKE EQUIVALENT CHART.

COLOR = 0	GRAY	
Luminance = 0	----	0
Luminance = 2	----	2
Luminance = 4	----	4
Luminance = 6	----	8
Luminance = 8	----	8
Luminance = 10	----	10
Luminance = 12	----	12
Luminance = 14	----	14

THE POKE EQUIVALENT

COLOR = 1	GOLD	
Luminance = 0	----	16
Luminance = 2	----	18
Luminance = 4	----	20
Luminance = 6	----	22
Luminance = 8	----	24
Luminance = 10	----	26
Luminance = 12	----	28
Luminance = 14	----	30

COLOR = 2	ORANGE	
Luminance = 0	----	32
Luminance = 2	----	34
Luminance = 4	----	36
Luminance = 6	----	38
Luminance = 8	----	40
Luminance = 10	----	42
Luminance = 12	----	44
Luminance = 14	----	46

COLOR = 3	RED-ORANGE	
Luminance = 0	----	48
Luminance = 2	----	50
Luminance = 4	----	52
Luminance = 6	----	54
Luminance = 8	----	56
Luminance = 10	----	58
Luminance = 12	----	60
Luminance = 14	----	62

COLOR = 4	PINK	
Luminance = 0	----	64
Luminance = 2	----	66
Luminance = 4	----	68
Luminance = 6	----	70
Luminance = 8	----	72
Luminance = 10	----	74
Luminance = 12	----	76
Luminance = 14	----	78

COLOR = 5	PINK-PURPLE	
Luminance = 0	----	80
Luminance = 2	----	82
Luminance = 4	----	84
Luminance = 6	----	86
Luminance = 8	----	88
Luminance = 10	----	90
Luminance = 12	----	92
Luminance = 14	----	94

COLOR = 6	PURPLE-BLUE	
Luminance = 0	----	96
Luminance = 2	----	98
Luminance = 4	----	100
Luminance = 6	----	102
Luminance = 8	----	104
Luminance = 10	----	106
Luminance = 12	----	108
Luminance = 14	----	110

COLOR = 7	BLUE	
Luminance = 0	----	112
Luminance = 2	----	114
Luminance = 4	----	116
Luminance = 6	----	118
Luminance = 8	----	120
Luminance = 10	----	122
Luminance = 12	----	124
Luminance = 14	----	126

SETCOLOR AND POKE EQUIVALENT CHART.

COLOR = 8	MEDIUM BLUE	
Luminance = 0	----	128
Luminance = 2	----	130
Luminance = 4	----	132
Luminance = 6	----	134
Luminance = 8	----	136
Luminance = 10	----	138
Luminance = 12	----	140
Luminance = 14	----	142

THE POKE EQUIVALENT

COLOR = 9	LIGHT-BLUE	
Luminance = 0	----	144
Luminance = 2	----	146
Luminance = 4	----	148
Luminance = 6	----	150
Luminance = 8	----	152
Luminance = 10	----	154
Luminance = 12	----	156
Luminance = 14	----	158

COLOR = 10	TURQUOISE	
Luminance = 0	----	160
Luminance = 2	----	162
Luminance = 4	----	164
Luminance = 6	----	166
Luminance = 8	----	168
Luminance = 10	----	170
Luminance = 12	----	172
Luminance = 14	----	174

COLOR = 11	GREEN-BLUE	
Luminance = 0	----	176
Luminance = 2	----	178
Luminance = 4	----	180
Luminance = 6	----	182
Luminance = 8	----	184
Luminance = 10	----	186
Luminance = 12	----	188
Luminance = 14	----	190

COLOR = 12	GREEN	
Luminance = 0	----	192
Luminance = 2	----	194
Luminance = 4	----	196
Luminance = 6	----	198
Luminance = 8	----	200
Luminance = 10	----	202
Luminance = 12	----	204
Luminance = 14	----	206

COLOR = 13	YELLOW-GREEN	
Luminance = 0	----	208
Luminance = 2	----	210
Luminance = 4	----	212
Luminance = 6	----	214
Luminance = 8	----	216
Luminance = 10	----	218
Luminance = 12	----	220
Luminance = 14	----	222

COLOR = 14	ORANGE-GREEN	
Luminance = 0	----	224
Luminance = 2	----	226
Luminance = 4	----	228
Luminance = 6	----	230
Luminance = 8	----	232
Luminance = 10	----	234
Luminance = 12	----	236
Luminance = 14	----	238

COLOR = 15	LIGHT-ORANGE	
Luminance = 0	----	240
Luminance = 2	----	242
Luminance = 4	----	244
Luminance = 6	----	246
Luminance = 8	----	248
Luminance = 10	----	250
Luminance = 12	----	252
Luminance = 14	----	254

GR.0
 Intensity of characters.
 SE.1,____,____ or POKE 709
 Screen color.
 SE.2,____,____ or POKE 710
 Border color.
 SE.4,____,____ or POKE 712

GR.1 & 2
 Intensity of text in the window.
 SE.1,____,____ or POKE 709

Text window.
 SE.2,____,____ or POKE 710

Background.
 SE.4,____,____ or POKE 712

COLOR OF ? #6;"ABCD"
 SE.0,____,____ or POKE 708

COLOR OF ? #6;"abcd"
 SE.1,____,____ or POKE 709

COLOR OF ? #6;"ABCD"
 SE.2,____,____ or POKE 710

COLOR OF ? #6;"abcd"
 SE.3,____,____ or POKE 709

GR. 3,5 & 7
 COLOR 1
 SE.0,____,____ or POKE 708

COLOR 2. Also controls the intensity of Characters in the Text Window.
 SE.1,____,____ or POKE 709

COLOR 3. Also Color of Text Window.
 SE.2,____,____ or POKE 710

Background
 SE.4,____,____ or POKE 712

GR. 4,6
 COLOR 1
 SE.0,____,____ or POKE 708

Intensity of Characters in the Text Window.
 SE.1,____,____ or POKE 709

Text Window
 SE.2,____,____ or POKE 710

Background
 SE.4,____,____ or POKE 712

GR. 8
 NOTE: The color of the text window is the same color as the background.

COLOR 1. Luminance control only. Color is the same as background.
 SE.1,____,____ or POKE 709

Background.
 SE.2,____,____ or POKE 710

Border.
 SE.4,____,____ or POKE 712

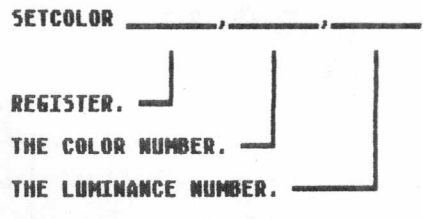
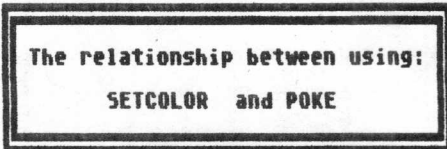
GR. 9,10 & 11 (GTIA)

GR.9
 1 Color and 16 luminances.
 Foreground color register.
 SE.4,____,0
 Always use the register # 4, and a luminance value of 0. A luminance value of 0 will give you a full range of shades.

GR.10
 Background
 COLOR 0:No setcolor. POKE 704
 COLOR 1:No setcolor. POKE 705
 COLOR 2:No setcolor. POKE 706
 COLOR 3:No setcolor. POKE 707
 COLOR 4:SE.0,____,____ or POKE 708
 COLOR 5:SE.1,____,____ or POKE 709
 COLOR 6:SE.2,____,____ or POKE 710
 COLOR 7:SE.3,____,____ or POKE 711
 COLOR 8:SE.4,____,____ or POKE 712

GR.11
 16 Colors and 1 luminance.
 SE.4,0,____
 Always use the register # 4, and a color value of 0. A color value of 0 will give you a full range of colors.

Use an even number 0 - 14 to control the luminance of the 16 colors.



The COLOR number is any number between 0 and 15.
 The LUMINANCE number is any number between 0 and 14. (BRIGHTNESS)

In graphics mode 0 for instance...
 SETCOLOR 2,____,____ OR POKE 710,____
 Will control the background color of the screen.

SETCOLOR 2,6,6 OR POKE 710,102
 Will produce the same color.

CONTROL CHARACTERS:

REGULAR VIDEO:
 Q W E R T Y U I O P - _ = |
 r t y - 0 | _ _ _ +

A S D F G H J K L ; : + \ * ^
 t + i / \ / \ " " +

Z X C V B N M , [.] / ?
 L _ J | | _ - ♣ ♠

INVERSE VIDEO:
 Q W E R T Y U I O P ■ ■ ■ ■
 r t y - 0 | _ _ _ +

A S D F G H J K L ; : + \ * ^
 t + i / \ / \ " " +

Z X C V B N M , [.] / ?
 L _ J | | _ - ♣ ♠

WILD CARDS *.*.*.*.*.*.*.*.*.* ?
 ATARI DOS recognizes 2 "wild cards" that you can substitute for characters in a file name.

1 (*) asterisk
 2 (?) question mark
 Use the ? to substitute for any single character. The * can stand for any valid combination of characters or number of characters.

*.BAS = will find all files that have (BAS) as an extender.

T*.* = will find all files that start with a (T).

T*.BAS = will find all files that start with a (T) & end with (BAS)

T?????.BAS = would look for the file that starts with a (T) & ends with a (BAS).

THAT*.BAS = will find the file that starts with (THAT) and ends with (BAS)

THISTEST.BAS
 THISTEST.OBJ
 THATTTEST.BAS