



A BEGINNER'S GUIDE
TO THE ORIC ATMOS

PART ONE

HOW TO CONNECT YOUR HOME COMPUTER SYSTEM

A home computer system requires three basic elements:

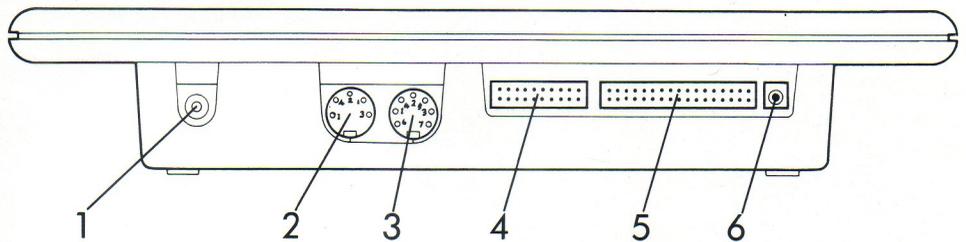
1. The computer itself
2. A colour TV set or RGB Monitor
3. A cassette recorder (fortunately, most makes are compatible with the Oric)

There are several sockets at the back of your Atmos computer. Here's how they should be connected.

(By the way if you have trouble with your colour, just refer to the introduction section in your manual.)

– Connect the cassette recorder to the computer through socket number 3. You need a lead with a three or seven pin DIN plug on one end – and either a DIN plug or 3.5mm jack plugs on the other (according to the sockets on your recorder).

Now you're ready to go, but before you do, just a word or



– First link the computer to your TV using the connecting lead provided – plug one end into socket number 1 and the other end into the UHF aerial socket behind your TV.

– Switch the TV on.

– Plug in the power supply to a mains socket and switch it on.

– Push the power supply lead into socket number 6.

– Your Oric has been fully tested for all functions but all TV sets are different. So you'll need to tune your set to the correct station.

– Select a spare channel – not BBC1 or 2 or ITV 1 or 2 and tune in. (For sets with rotary tuners use channel 36 and for push-button sets, tune in using one of the spare buttons.)

– You should then see the picture above.

two about the remaining sockets.

– Socket number 2. This is used to connect your computer to a RGB Monitor instead of your normal TV set. (A monitor will give you a much better picture.)

– Socket number 4, connects the computer to an external printer, so that you can keep a permanent record of what appears on the screen.

– Socket number 5, allows you to connect up with many other pieces of equipment such as games cartridges, joysticks, modems and micro disc drives.

Finally, we've installed a special feature to help you:

Underneath your Oric computer you'll find the RESET button: it's an emergency device which allows you to stop a program without destroying the contents of the memory.

ORIC EXTENDED BASIC V1.1
© 1983 TANGERINE
x BYTES FREE
READY

N

E

A WORD OR TWO ABOUT COMPUTER LANGUAGE

Computers have a language of their own.

They use special words and short-hand phrases to carry out different functions, operations and manoeuvres.

The more common terms are listed at the back of this booklet.

But don't worry if you can't memorise them all in one go, you can easily refer back to them at a later stage:

You'll need to refer to this list during the next section.

FIRST STEPS

Now you're ready to start home computing.

There are a number of operations which are repeated frequently whenever you use a micro computer and we've outlined them below.

To clear the screen hold the CTRL key down and type the L key.

To begin a new program first type NEW followed by the RETURN key. This removes any fragments of old programs in your memory.

1) Each 'instruction' in your program must start with a line number so that they are kept in the correct order.

2) To change a line simply type the same line number followed by the new instruction. This will then automatically eradicate the old information.

Finish each line of a new program by pressing the

RETURN key. (Just like you do when you're typing.)

To remove a line from your program, simply type the same line number and then the RETURN key. Now when you LIST the program you will find the unwanted line has gone.

At the end of your program type RUN to execute it. Everything will then appear on your TV screen.

To alter your background colour type PAPER followed by a number between 0 and 7 then press RETURN key. (0-7 represents the eight colours available on your Atmos computer.)

SYNTAX ERROR is a message from the computer—it means the computer does not understand what you are asking it. Syntax is the 'grammar' of the computer and must be totally correct for the computer to understand. Try again!

To store your program on tape type CSAVE followed by your choice of name for the program which must be enclosed in quotation marks like this "XXX." Then press the RETURN key when you have set up the recorder correctly.

To load program from tape type CLOAD followed by the name of the program enclosed in quotation marks. After you have set up the cassette recorder press the RETURN key.

Learning to use a computer involves a great deal of time and effort. If you get stuck don't panic, just refer to the manual—it's all in there.

What more is there to say, except have fun.

T

W

O

PART
TWO

C O M P U T E R L A N G U A G E

ACCESS TIME

Time taken for a computer to get from its memory information which is stored on disc or cassette.

BASIC

'Beginner's All-purpose Symbolic Instruction Code' - the most common 'language' used by computers. It is also very easy to learn.

BINARY

The numbering system understood by computers. But don't worry, this is all absolutely automatic within the computer.

BIT

The simplest possible piece of information. It is either 0 or 1, or in electrical terms, on or off.

BOLT-ONS (Peripherals)

Any piece of equipment which can be attached to a computer to give extra facilities, such as a printer or a disc drive.

BUG

A programming mistake or malfunction.

BYTE

A set of 8 bits is called a byte. One byte normally holds one letter of the alphabet or one or two digits. 1,024 bytes = 1K.

CHIP

Thin sliver of silicon on which electronic circuits are formed.

COMMANDS

Instructions for the computer to do something.

COMPATIBLE

Program or piece of equipment for one micro which will work on another micro.

CPS

Character per second, for example the speed of a printer.

CRASH

When the micro stops responding to your commands or stops running a program because something has gone wrong.

CURSOR

Movable marker on the screen which shows where the next letter or number you type will appear.

FLOPPY DISC

Flexible disc coated with magnetic film on which information and programs are stored within micro drives. They hold much more information than the ordinary cassette and are far quicker to load.

FUNCTION KEYS

Keys added to the standard typewriter layout to give special commands to the micro.

GRAPHICS

Information displayed in pictures, diagrams and symbols.

GRAPHIC CHARACTERS

Standard shapes, such as squares and triangles which can be printed next to each other to produce recognisable shapes.

HARD COPY

The results of your work with a computer can be printed onto paper as a 'hard copy'. For this you will need a printer unit.

HARDWARE

Parts of a computer system such as the micro, printer and TV screen. i.e. all the machinery.

HIGH RESOLUTION GRAPHICS

Finely-detailed drawings and diagrams.

INTERFACE

Additional technology which allows you to connect micros to external peripherals. Usually built into the computer.

K OR KILOBYTES

Measurement of memory capacity generally taken to mean 1,000 bytes (though it's strictly 1,024).

LANGUAGES

Computers have their own 'languages' which have been developed so you can give instructions the computer will understand. The language used by the Atmos is Microsoft BASIC. This is the most commonly used language.

LISTS

When you type 'LIST' on your computer the full program being used will appear on the TV screen (alternatively you can use your printer to make a permanent copy).

MEMORY CAPACITY

The amount of information which can be stored in the memory, measured in Kilobytes or K. The Atmos is available in 16K or 48K.

MICRO PROCESSOR

Single chip which holds all the main circuits of a computer.

MICRO DISC DRIVE

A machine that is used instead of a cassette recorder. They are much faster to load and hold much more information. Programs are much faster to locate.

MONITOR

An RGB Monitor is similar to a TV set but produces a much clearer picture for graphics because it's driven directly by the computer.

PEEK

A basic command used to examine the content of a particular memory address.

POKE

A basic command used to 'poke' (or type) a value directly into desired memory location.

PRINTER

Part of a standard computer system. This piece of 'hardware' enables you to produce a print-out on paper of your various programs and listings.

PROGRAM

Instructions which tell the micro what to do with information.

RAM

Random Access Memory: storage space which can be filled with instructions and information (including a program) by the user.

ROM

Read Only Memory: the part of the computer's memory which contains all its operating instructions and language. This part of the memory cannot be overwritten, as to do so would lose all the computer's "brains."

SOFTWARE

The programs used by the computer. Usually stored on discs or ordinary cassette tape. A large selection of prepared programs and games can be purchased for immediate use.

USABLE MEMORY

The amount of memory for programming and games after performing functions such as text, colour, sound and high resolution graphics.

WORD PROCESSOR

Computerised version of a typewriter, where the text appears on the screen instead of paper and mistakes can be written over.

The logo for ORIC, featuring the word "ORIC" in a bold, sans-serif font. A thick red diagonal line crosses through the letter "O" from the top-left to the bottom-right. Below the word "ORIC", there is a thick red horizontal bar.