

## STAR SEARCH

### Directions for Use (Diskette)

Ever wonder what that star is in the sky? Where the planets are? What constellation you're looking at? Congratulations. You have purchased a fine quality product from HARDCORE SOFTWARE that will answer these questions. STAR SEARCH is very "user-friendly" and is basically self-explanatory. However, to get the most out of the program, it is suggested that you read the directions when you first run STAR SEARCH.

#### Preconditions

To run STAR SEARCH, you need an ATARI® computer with 48K of memory and a joystick. In addition, the BASIC cartridge must be inserted into the computer and DOS must be present. The STAR SEARCH diskette has DOS on it so if DOS is not already loaded in, it may be done by powering-up the Disk Drive, inserting the diskette and turning on the computer.

#### Steps to using STAR SEARCH (note: [Return] means: hit RETURN key)

1. YOU: a. Insert STAR SEARCH diskette.  
b. Type: RUN "D:STARS" [Return]

The program starts with a brief graphical introduction. If you want to skip the first few steps, you may go directly to the plotting routine instead by typing: RUN "D:PLOT" [Return]. In this case, proceed now to Step 4. Otherwise, after the introduction, the program asks a question:

2. ATARI: DO YOU LIVE IN NORTH AMERICA? (Y/N)

YOU: Enter Y[Return] or N[Return] and the appropriate map will be drawn.

3. ATARI: +↔move cursor to where you live and press trigger (use joystick 0)

YOU: Put your joystick in controller jack zero and use it to move the cursor. When you've centered on where you live, press the trigger button.

ATARI: - - loading the plot routine - -

It takes a minute for the plotting routine to now load from the disk.

4. ATARI: DO YOU WANT TO ENTER MORE EXACT COORDINATES? (Y/N)

YOU: If you enter: N[Return], the program will take your location from where you placed the cursor on the map in the previous step. Proceed to Step 7.

If you enter: Y[Return], the program will ask for your latitude and longitude instead of using the map. Continue with Step 5.

Note that if you bypassed the first 3 steps, you must enter: Y[Return]. Otherwise, STAR SEARCH will not know where you live (which is necessary for plotting the sky accurately).

5. ATARI: ENTER YOUR LATITUDE IN DEGREES (BE SURE TO ENTER NEGATIVE LATITUDE IF IN SOUTHERN HEMISPHERE)

YOU: Enter your latitude followed by a [Return]. This can be found from



a map, atlas or globe. If you live south of the equator, the latitude will be negative. Approximate latitudes and longitudes are shown on attached map #1.

6. ATARI: ENTER YOUR LONGITUDE IN DEGREES (BE SURE TO ENTER NEGATIVE LONGITUDES IF YOU LIVE IN THE WESTERN HEMISPHERE)

YOU: Enter your longitude followed by a [Return]. If you live in the Western Hemisphere (North & South America), the longitude will be negative.

7. ATARI: ENTER DATE IN FORM: 'mm/dd/yy' (eg. 6/23/84)

YOU: Enter the date as shown followed by a [Return].

ATARI: - - thinking - -

8. ATARI: ENTER THE TIME (hh:mm - such as 7:23 or 11:00):

YOU: Enter the time as shown followed by a [Return].

ATARI: AM or PM?

YOU: Enter AM[Return] or PM[Return].

ATARI: ENTER OFFSET FROM Greenwich Mean Time (see instructions)

YOU: Enter the number of hours that your local time differs from Greenwich Mean Time and [Return]. See the attached map #2 for this offset. Note that the offset is negative if you live West of the Greenwich Prime Meridian.

9. STAR SEARCH now begins plotting the sky. This will take a few minutes. When completed:

ATARI:  ← MOVE CURSOR WITH JOYSTICK 0 TO STAR OF INTEREST AND PRESS TRIGGER TO DISPLAY DATA

YOU: Place the cursor window around the star and press the trigger. STAR SEARCH will identify the planet or star and the constellation that it is part of. If you hold the trigger button down, the constellation will blink on and off for easy identification.

10. You can return directly to Step 5 by pressing the START key.

### Notes

1. If an error ever occurs during the dialog (such as by entering some invalid characters) in steps 5 through 8, you will get a message indicating an improper response and STAR SEARCH automatically sends you back to Step 5.
2. If something unexpected happens, please consult the directions carefully and try again before writing to HARDWARE SOFTWARE.

3. The color of the stars are not necessarily representative of their true colors. However, their color does indicate their relative magnitude as follows:

Magnitude	Color
<1	Double sized white (horizontal)
1-2	White
2-3	Yellow
>3	Blue

The planets have the following colors to make them easy to spot:

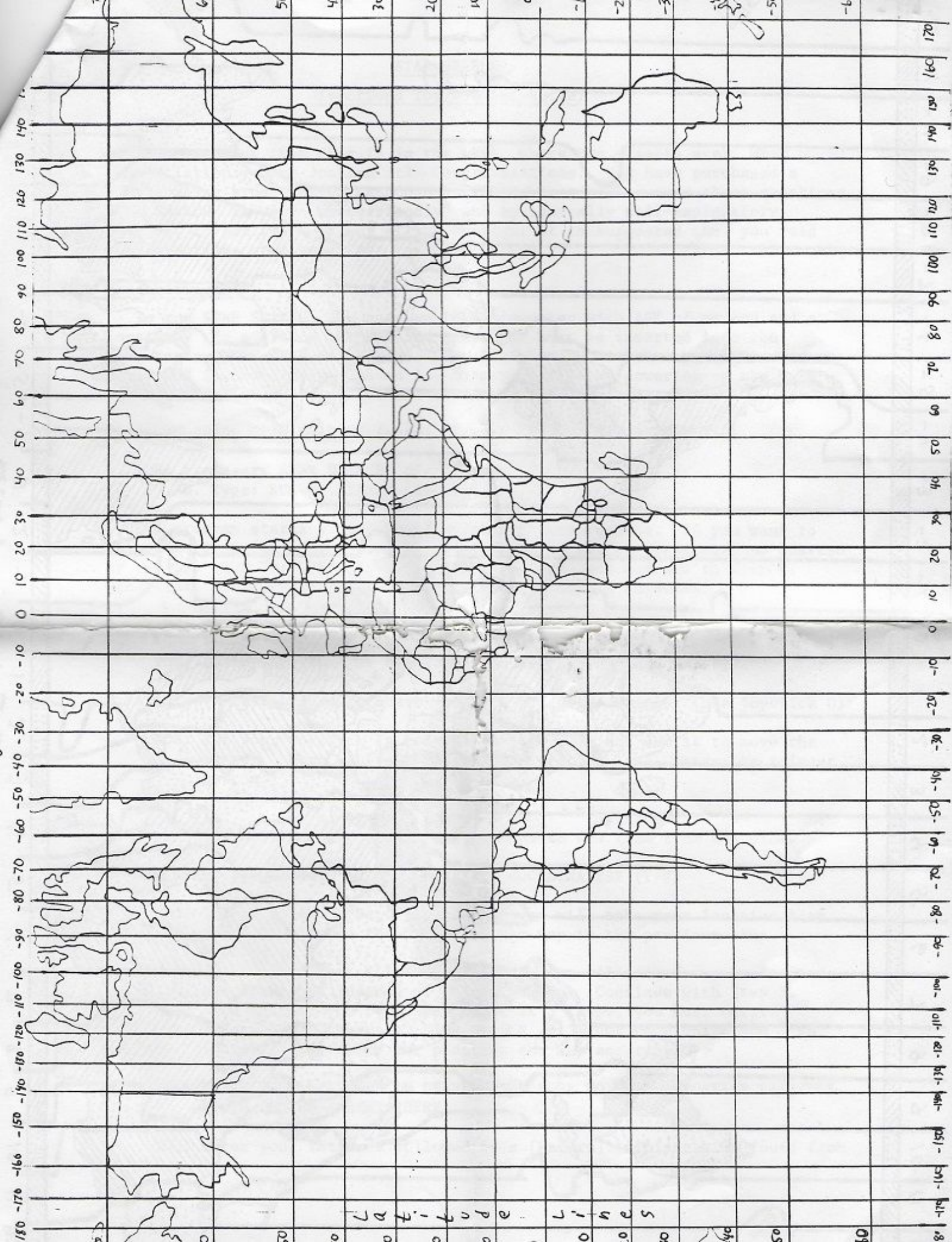
Planet	Color
Mercury	Yellow
Venus	Double sized white (vertical)
Mars	Red
Jupiter	Light Blue
Saturn	Double sized yellow (vertical)

4. STAR SEARCH uses some very advanced software techniques, but the ATARI's resolution will limit the exactness of the shape of the constellation. With some practice, though, you'll have no trouble recognizing stars, planets and constellations on the screen and in the sky.

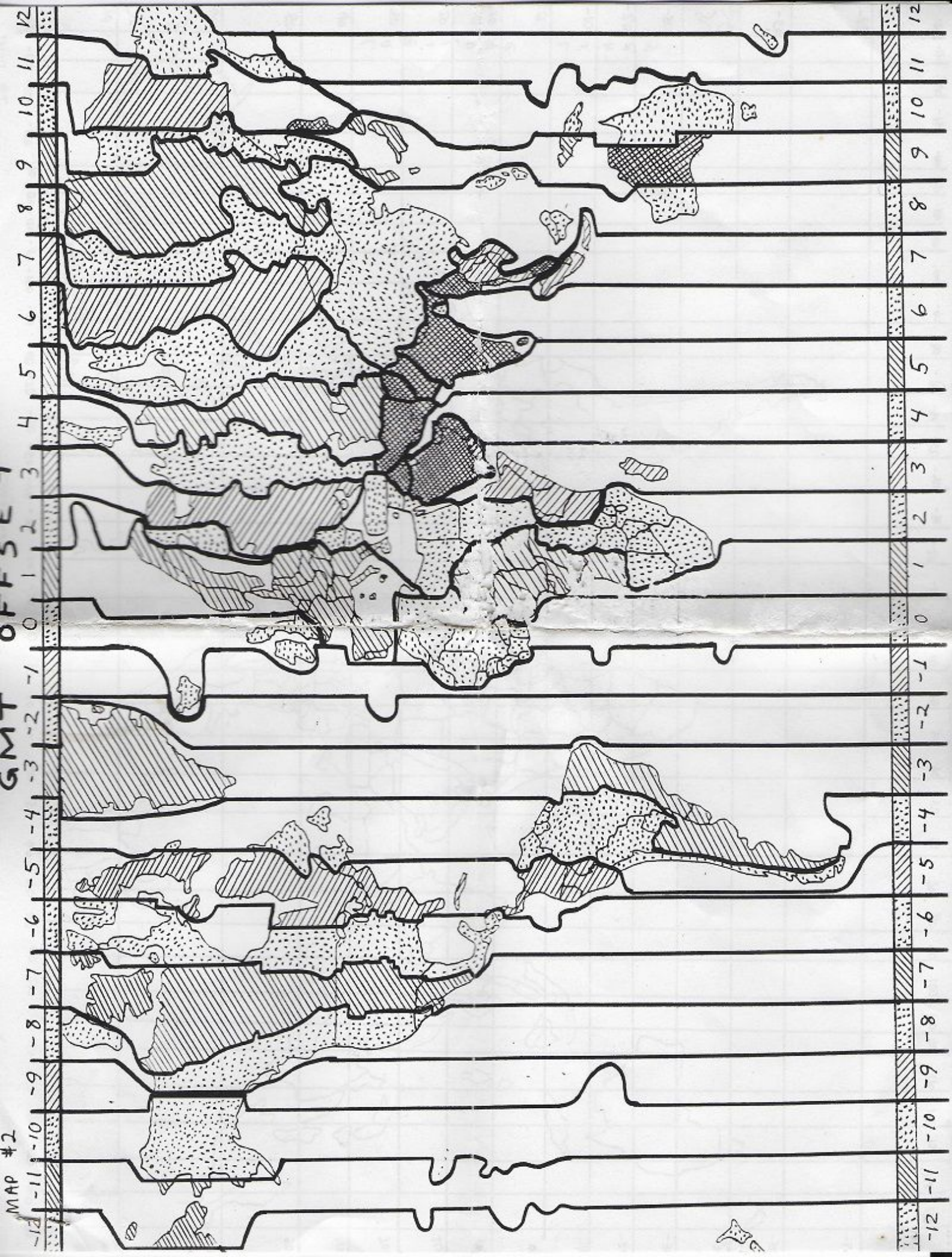
THANK YOU FOR PURCHASING STAR SEARCH AND

HAPPY "STAR-GAZING"









GMT OFFSET

MAP #2

12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12

12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11 -12