

ATARI 800/XL/XE

Atari® Timepieces



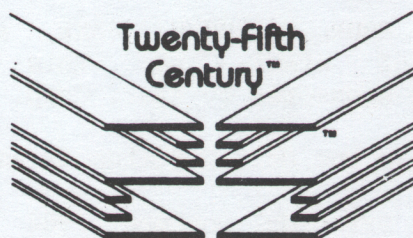
by
Jeff Brenner



SUPERCLOCK is a full screen hands-clock with the digital time in the center. Bands of color stream out from the center of the face. Accurate enough to serve as a real time-piece. When guests arrive, let them be surprised to see your computer screen functioning as an analog clock. It's also a great way to teach time. A 24-hour version of SUPERCLOCK is included on this diskette.

ALARM CLOCK is a machine language utility that places the time on the top line of the screen while you program or use most BASIC programs. The alarm sounds at the time you set it for.

Manufactured and distributed by:



P.O. Box 8042
Long Island, New York 11802

ATD687
ATARI TIME PIECES
GOLD CARD

\$6.99

This instruction manual and accompanying software were written by Jeff Brenner.

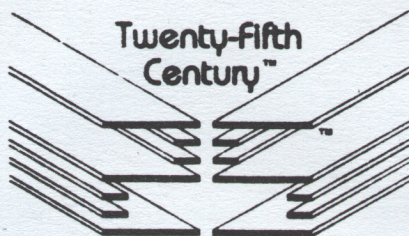
Copyright 1986 Jeff Brenner

ALL RIGHTS RESERVED

This copyrighted document or accompanying copyrighted software may not in whole or part be reproduced in any form, translated or reduced to any electronic medium or machine readable form without the prior written consent of the author.

Twenty-Fifth Century and the program author reserve the right to make corrections, improvements or other changes to this instruction manual, included software, or related items at their discretion without notice or obligation.

Published and distributed by:



P.O. Box 8042
Long Island, New York 11802

ATARI, 800, 800XL, 1200XL, 65XE, and 130XE are trademarks of Atari Corp. This product is not authorized or sponsored by Atari Corp.

Manufactured in the United States of America

#ATA503/First Printing, November 1986

10 9 8 7 6 5 4 3 2 1

Insert the diskette into the disk drive and turn on the computer. An introductory screen will soon appear, followed by a menu screen offering you one of three "timepieces." Press the corresponding key for any of the following clocks:

ALARM CLOCK

This program not only provides a constant display of the time on the screen, but sounds its alarm at any time you select. Enter the current hour and minute and press RETURN after each input. The clock does not until you press RETURN later, so enter a time one minute past the current minute. Next, enter the hour and minute of the time you wish the alarm to sound. When the "PRESS RETURN TO START THE CLOCK" message appears, press RETURN when you want to start the clock. The time will appear on the top line of the screen at zero seconds of the time you entered. You can now program in BASIC and the alarm will sound at the time you set it for. Out of kindness, we'll tell you that you can press the START key to turn off the alarm. Notes: You will not be able to type on the same line as the clock — the internal clock program will automatically move the cursor off this line, so you need not worry about it (you should only use this clock in Graphics mode 0). Also, the clock will slow down while the disk drive or printer is being accessed, so limit these operations if you desire to keep the clock more accurate.

SUPERCLOCK 1 AND 2

First, the clock will be drawn. Enter the hour, minute and second as you would see it on a digital clock (i.e. 4:08:00). The minute and second values must take up two spaces, so if either is less than ten, add a zero (for example, don't enter 4:8:0). As soon as you press RETURN to enter the time, the clock begins. The "hands" are updated every minute, while the digital clock in the center is updated every second. Notice how the hour hand moves along with the minute hand to create a realistic effect. Hence, at 5:30, the hour hand is between the five and the six, as on a real analog clock.

Pressing the space bar lets you enter a new time. This is great for showing kids how different digital times look on an analog clock. Pressing S will speed up the minute hand and can also be used to set the clock.

The second "hands" clock is a 24-hour version of the first.

QUESTIONS, COMMENTS, SUGGESTIONS? Please write to
Twenty-Fifth Century, Customer Service Dept., P.O. Box 8042,
Long Island, NY 11802

LIMITED WARRANTY

TWENTY-FIFTH CENTURY warrants to the original purchaser of this computer software product that the program diskette on which the software is recorded will be free from defects in materials and workmanship for ninety (90) days from the date of purchase. A defective diskette returned by the purchaser during the ninety (90) day period will be replaced without charge, provided that the returned diskette has not been subjected to misuse, damage or excessive wear.

If the program diskette fails to load after the ninety (90) day warranty period, the purchaser may ship the diskette prepaid with a check or money order for \$5.00 to TWENTY-FIFTH CENTURY. TWENTY-FIFTH CENTURY will repair or replace the diskette, at its option, provided that the particular software is still being manufactured.

TWENTY-FIFTH CENTURY or the program author makes NO WARRANTY, EXPRESS OR IMPLIED, with respect to the instruction manual, included software or related diskettes, their quality, performance, merchantability, or fitness for any application. It is solely the purchaser's responsibility to determine the suitability for any particular purpose.

TWENTY-FIFTH CENTURY or the program author will have no liability or responsibility to the purchaser or any other person or entity with respect to any liability, loss or damage caused or alleged to be caused directly or indirectly by the use of this instruction manual and/or software. This includes, but is not limited to interruption of service, loss of business or anticipatory profit, legal action, or other consequential damages.

THIS LIMITED WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE.

IN NO EVENT WILL TWENTY-FIFTH CENTURY OR THE PROGRAM AUTHOR BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES OF ANY KIND IN CONNECTION WITH THIS INSTRUCTION MANUAL AND/OR SOFTWARE. THE USER ASSUMES ALL RESPONSIBILITY ARISING FROM THE USE OF THIS PRODUCT.

Some states do not allow limitations on how long an implied warranty lasts or do not allow the exclusion or limitations of incidental or consequential damages, so the above limitations or exclusions may not apply to you. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.