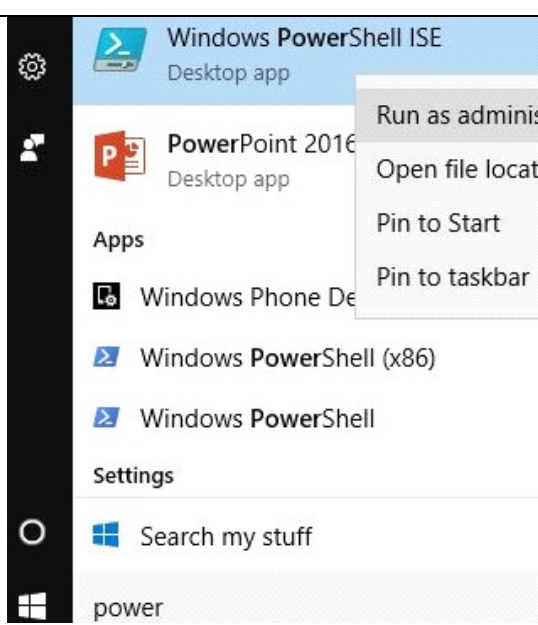


# Atari 2600 BASIC Programming *Quick Start Guide:*

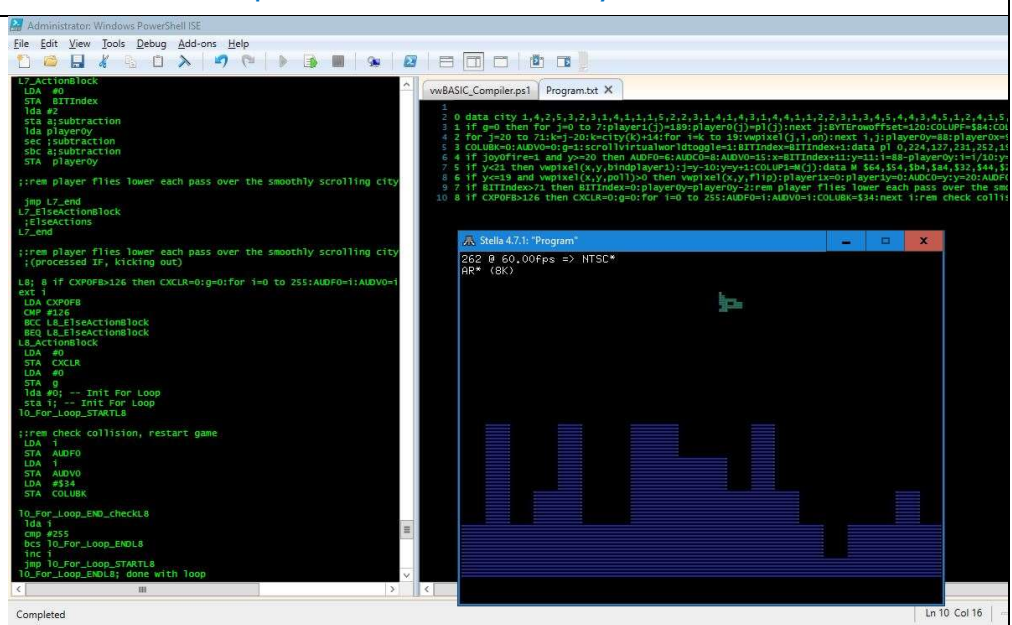
1. Unzip the contents of vwBASIC.zip to c:\vwBASIC

Right click the IDE and run as Administrator:



The IDE is already installed! Search for *Power* to find it.

Load the Compiler and a BASIC program in different tabs. Select the Compiler tab and click Play\*



This example is a game in 9 lines of BASIC that competed in the **2016 Vintage Programming Contest**, placing Atari 2600 BASIC Programming ahead of C-64, TRS-80, ZX-81 and Apple BASIC for the first time ever!

(Note: For more info on **BASIC Programming**, read the manual [vwBASIC\\_readme.txt](#))

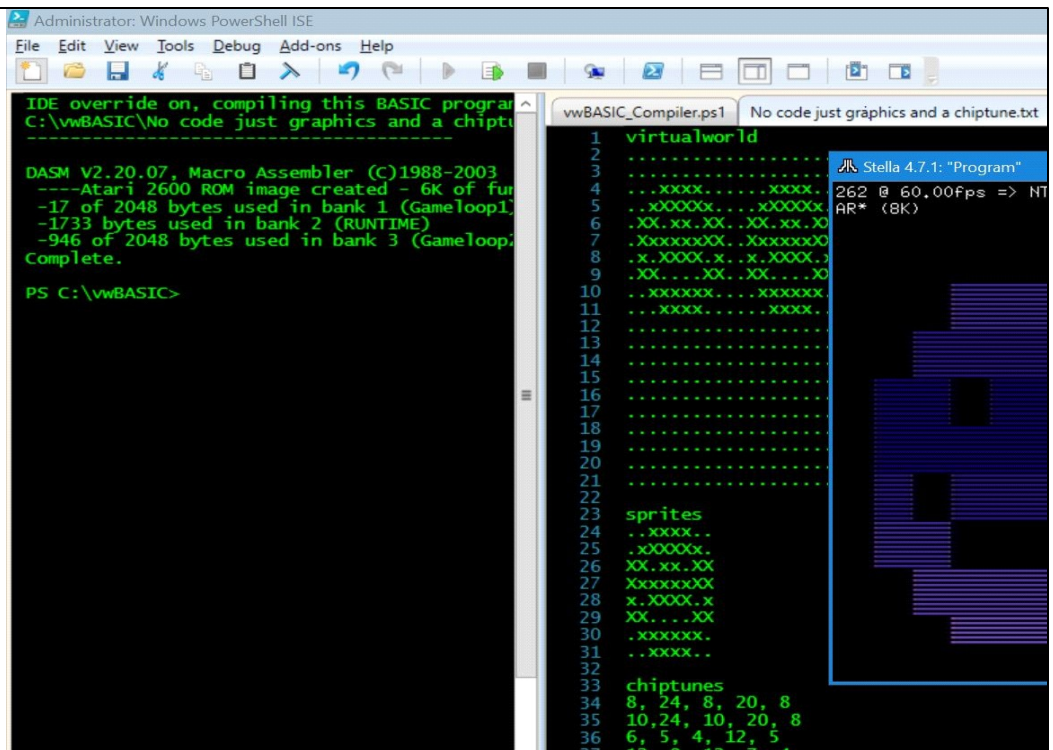


## BASIC Programming meets Big Trek ☺

Many peoples first intro to programming was Big Trek!

Beginners can program the Atari visually by drawing ASCII art and Big Trekking the music with the built in tracker/sequencer to create instruments and sounds! ☺

Try the sample, hear & see!



*No code! Create Atari graphics and music using ASCII art and Big Trek!*

\***Configuration Notes:** You must run the following command one time first to enable PowerShell: `set-executionpolicy -ExecutionPolicy RemoteSigned`  
 Also place a copy of the Stella emulator (Stella.exe and its DLLs) in new folder **c:\vwBASIC\Stella**  
 This is only necessary to launch the emulator; the ROM image still gets created as c:\vwBASIC\program.bin