

The Atari 8-bit DigiDisk player Rev 4.00a User Instructions

All DigiDisk disks should be booted with Atari Basic enabled.

The program is based around the "pull-down" menu system. The program centres on the main menu "bar". This is what appears at the top of the screen when the player is run. This "bar" contains all the functions available.

When the player is run you will see a "bar" of options across the top of the screen. The functions available are:

LOAD - loads a music file into memory
ALTER - alters the speed of the music
PLAY - plays the music
QUIT - quits the player
HELP - quits player and goes to help program

The LOAD function will be in inverse when first run. This means that the LOAD function will operate if the START key is pressed. By pressing the OPTION key you can move the inverse bar across over all the functions. When START is pressed the inverse function will be carried out.

The other parts of this user guide will explain the functions in more detail.

USING THE LOAD COMMAND

When the inverse is on LOAD press the START key. A pull-down menu will appear with these options:

SAMP.1
SAMP.2
SAMP.3
MAIN

The SAMP.1 will be in inverse. By pressing the SELECT key the inverse will move through all the 4 options. The 3 SAMP.s are the actual music files. One of these has to be loaded into memory from a disk file. Each sample is different. The MAIN option is there just in case you pressed the LOAD option by mistake, and this will take you back to the main menu.

USING THE ALTER FUNCTION

The ALTER function allows you to alter the speed of the sample. You can play it faster or slower than normal. Press the START key when ALTER is inverse. A box will appear on the screen, with the words CURRENT SPEED= in it. This will be followed by a number between 2 and 20. The default number is 9, which is the normal sample speed. Pressing the OPTION key will increase this number (i.e., make the sample slower), and pressing SELECT will decrease the number (i.e., make the sample faster). Pressing START when finished will take you back to the main menu, with the PLAY function in inverse ready to play.

USING THE PLAY FUNCTION

Press the START key when PLAY is in inverse. The screen will go blank, and 10 seconds of music will play (10 seconds when speed is 9). *Do not use Play if you haven't LOADED a sample first.*

USING THE QUIT FUNCTION

This should only be used when you want to quit to BASIC. Press START when QUIT is in inverse. The option to quit, or not to quit will be printed in the centre of the screen. Press OPTION not to quit, or press START to quit.

THE CREDITS

The player program and this user guide was written by Dean Garraghty. (www.dgs.clara.net)

Digital samples created with the REPLAY digitiser cartridge from 2-bit Systems Ltd.