THE #1 MAGAZINE FOR ATARI COMPUTER OWNERS

ANALOG COMPUTING

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   G. School
2. I personally use:
   A. 400/800 B. 130XE C. 600XL
   D. 800XL E. 520ST F. 1040ST
3. I intend to purchase a new Atari computer in the near future:
   A. Yes B. No
   If yes, model I intend to purchase:
   C. Atari XE D. Atari 520 E. Atari 1040
4. Which section do you use most?
   A. 8-bit B. 16-bit C. Both
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   A. Games B. Education C. Other
   D. Graphics E. Utilities/tutorials
7. I spent on software in the past 12 months:
   A. Less than $100 B. $100-$300 C. $300-$600
   D. $600-$1000 E. More than $1000
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   A. Not at all B. Glance at them C. Study them thoroughly
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FOR OUR DISK SUBSCRIBERS

The following programs from this issue are on disk:

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THE A.N.A.L.O.G. #66 DISKETTE CONTAINS 21
MAGAZINE FILES.  THEY ARE LISTED BELOW.

SIDE 1:

FILENAME.EXT  LANG.   LOAD  COMMENTS
------------  -----   ----  --------

POPS1    .BAS  BASIC   LOAD  BITS AND PIECES, L1
POPS2    .BAS  BASIC   LOAD  BITS AND PIECES, L2
POPS3    .BAS  BASIC   LOAD  BITS AND PIECES, L3
POPS4    .BAS  BASIC   LOAD  BITS AND PIECES, L4
SLAVE2   .BAS  BASIC   LOAD  SLAVE II
STREAMER.BAS   BASIC   LOAD  ATARI STREAMERS, L1
STREAMER.AMA   AMAC    (#2)  ATARI STREAMERS, L2
AUTOSECR.M65   MAC/65  LOAD  AUTORUN SECRETS
BOOTCMP1.BAS   BASIC   LOAD  BOOT CAMP, L1
BOOTCMP2.BAS   BASIC   LOAD  BOOT CAMP, L2
BOOTCMP3.M65   BASIC   LOAD  BOOT CAMP, L3
PARSER   .OBJ  DATA          BOOT CAMP DATA
GDWPRG1  .BAS  BASIC   LOAD  GAME DESIGN WORKSHOP
GDWPRG2  .LST  BASIC   ENTER GAME DESIGN WORKSHOP
GDWPRG3  .LST  BASIC   ENTER GAME DESIGN WORKSHOP
GDWPRG4  .LST  BASIC   ENTER GAME DESIGN WORKSHOP
GDWPRG5  .LST  BASIC   ENTER GAME DESIGN WORKSHOP
GDWPRG7  .LST  BASIC   ENTER GAME DESIGN WORKSHOP
GDWPRG7  .LST  BASIC   ENTER GAME DESIGN WORKSHOP
EDITORII.LST   BASIC   ENTER BASIC EDITOR II
MLEDITOR.BAS   BASIC   LOAD  M/L EDITOR


TO LOAD YOUR A.N.A.L.O.G. DISK
------------------------------

1) INSERT BASIC CARTRIDGE (NOT REQUIRED FOR XL
   OR XE COMPUTERS)
2) TURN ON DISK DRIVE AND MONITOR
3) INSERT DISK IN DRIVE
4) TURN ON COMPUTER (XL AND XE OWNERS DO NOT
   HOLD DOWN OPTION KEY!)

WARNING: BEFORE YOU RUN A PROGRAM, READ THE
         APPROPRIATE ARTICLE IN THE MAGAZINE.

NOTE: ONLY PROGRAMS WITH THE ".BAS" OR ".OBJ"
      EXTENTION MAY BE RUN FROM THE MENU.
      OTHER PROGRAMS SHOULD BE LOADED AS
      INSTRUCTED IN THE LOADING NOTES AND MAY
      REQUIRE ADDITIONAL SOFTWARE AS LISTED
      BELOW.  HOWEVER, YOU SHOULD NOT ASSUME
      THAT EVERY FILE WITH THE PROPER FILE
      EXTENSION WILL RUN FROM THE MENU. YOU
      MAY HAVE TO MOVE CERTAIN PROGRAMS TO A
      DIFFERENT DISK TO OBTAIN CORRECT RESULTS.


 EXT  DESCRIPTION
 ---  -----------

.M65  REQUIRES THE OSS MAC/65 ASSEMBLER
.AMA  REQUIRES THE ATARI MACRO ASSEMBLER
.ASM  REQUIRES THE ATARI ASSEMBLER/EDITOR
.ACT  REQUIRES THE OSS ACTION! CARTRIDGE
.LGO  REQUIRES THE ATARI LOGO CARTRIDGE
.SYN  REQUIRES THE SYNAPSE SYN ASSEMBLER
.STB  REQUIRES ST BASIC

LOADING NOTES
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LOAD BASIC PROGRAM:    LOAD "D:FILENAME.EXT"
ENTER BASIC PROGRAM:   ENTER "D:FILENAME.EXT"
LOAD MAC/65 PROGRAM:   LOAD #D:FILENAME.EXT
ENTER ASM/ED PROGRAM:  ENTER #D:FILENAME.EXT
LOAD LOGO PROGRAM:     LOAD "D:FILENAME.EXT"
LOAD SYN/AS PROGRAM:   LOAD "D:FILENAME.EXT"


#1: SEE ACTION! MANUAL.
#2: SEE ATARI MACRO ASSEMBLER MANUAL.
#3: MAY ALSO BE LOADED FROM DOS USING THE "L"
    OPTION OF THE DOS MENU.
#4: THIS FILE SHOULD BE TRANSFERRED TO ANOTHER
    DISK AND RENAMED "AUTORUN.SYS".
#5: SEE ST BASIC MANUAL.
```

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