

ANDY ATARI-BASIC COMMANDS

Transmit
=====

POKE 54018,48
sets transmit

TR transmit set

POKE 54016,X
where X is below

- 96 - FORWARD
- 80 - BACKWARDS
- 48 - **SPIN** RIGHT
- 64 - **SPIN** LEFT
- 32 - EYES ON

0 - STOP ALL ABOVE

Sensor-Receive
=====

POKE 54018,52
sets receive

RR Receive set

PADDLE(3)=
SOUND VALUE

If STRIG(1)=0
BUMP DETECTED

PADDLE(2)=
LIGHT VALUE

Commands continue until next POKE
PRESS **BREAK** FOR MAIN MENU

DIRECT KEYBOARD COMMANDS

- F**ORWARD
- B**ACKWARDS
- R**IGHT SPIN
- L**EFT SPIN
- E**YES OFF
- V**OICE ON

SELECT LETTER

=====

SENSOR DETECTION SCREEN

SOUND HEARD

PRESS M FOR MAIN MENU

A N D Y the **PERSONALITY** ROBOTS
from **AXLON** Inc

- 1 - Joystick - Joystick in port1
WITH
- 2 - Keyboard - ANDY **ALWAYS** port2
- 3 - How to use ANDY from ATARI BASIC

PRESS 1, 2 OR 3 TO SELECT

15=OFF 7=LF 11=LB 13=RB 14=RF
FORWARD=6
BACK=9
RIGHT TURN = 5
LEFT TURN = 10

STICK 1= 15
TRIGGER 1= 1
STICK 0= 15

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1 T0=54018:T1=54016:BUMP=129:SENS=110:LIGHT=200:SCREEN=300:NOISE=700:DOIT=680:SEN
ND=690:L=0:R=0:SET1=650:TOG=1
2 IF PEEK(1536)<>76 THEN ? "SETTING UP NOW...":GOSUB 2800
3 TRAP 300:A=32:GOSUB SEND:GOSUB SCREEN:REM ** JOYSTICK DRIVE ROUTINE **
4 GOSUB 49:POKE T0,48:POKE T1,A:POKE T0,52:GOTO 4
49 GOSUB SENS:A=32:TOG=0
52 IF STRIG(0)=0 THEN GOSUB 1000:RETURN
55 IF STICK(0)=14 THEN A=96:RETURN
60 IF STICK(0)=7 THEN A=48:RETURN
65 IF STICK(0)=11 THEN A=64:RETURN
70 IF STICK(0)=13 THEN A=80:RETURN
80 POKE 764,154
110 REM ** SENSOR CHECK **
120 IF STRIG(1)=0 THEN GOSUB BUMP
124 IF PADDLE(3)>200 AND TOG=1 THEN GOSUB NOISE
125 IF P=1 AND PADDLE(2)<5 THEN POP :P=0:POSITION 1,18: ? #6;"
GOSUB LIGHT:GOTO SET
126 IF PADDLE(2)<5 THEN GOSUB LIGHT
127 RETURN
128 REM ** BUMP ROUTINE **
129 POSITION 1,19: ? #6;"BUMP DETECTED":GOSUB 2000
130 POKE T0,48:FOR X=1 TO 50:POKE T1,80:NEXT X
150 POKE T1,48+(16*INT(2*RND(0))):FOR X=1 TO 110:NEXT X
160 FOR X=1 TO 50:POKE T1,96:NEXT X:POKE T1,32:POKE T0,52
162 POSITION 1,19: ? #6;"
":RETURN
200 REM ** LIGHT DETECT ROUTINE **
205 P=1:R=1:FOR SCAN=1 TO 5
210 L=PADDLE(2):POSITION 1,18: ? #6;"I SEE LIGHT! ";SCAN
220 IF R=1 THEN L1=L:A=96:GOSUB SEND:FOR X=1 TO 50:NEXT X:A=32:GOSUB SEND:R=0:GO
TO 285
222 IF L<L1 THEN R=0:NEXT SCAN
225 IF T=0 AND L>L1 THEN A=48:T=1:GOTO 233
230 IF T=1 AND L>L1 THEN A=64:T=0:GOTO 233
232 GOTO 280
233 GOSUB SEND:FOR X=1 TO 70:NEXT X:GOTO 280
280 IF T=1 THEN A=32:GOSUB SEND:FOR X=1 TO 100:NEXT X:A=64:GOSUB SEND:FOR X=1 TO
70:NEXT X:GOTO 285
282 IF T=0 THEN A=32:GOSUB SEND:FOR X=1 TO 100:NEXT X:A=48:GOSUB SEND:FOR X=1 TO
70:NEXT X
285 A=32:GOSUB SEND:FOR X=1 TO 100:NEXT X:NEXT SCAN:POSITION 1,18: ? #6;"
":P=0:TOG=1:RETURN
290 REM *** MAIN MENU ***
300 GRAPHICS 0: ? " )": ? "A N D Y the PERSONALITY ROBOTS": ? "": ? " ";: ? " fro
m AXLON Inc"
302 ? " ": ? " "
310 ? : ? : ? "1 - Joystick - Joystick in port1" ?
320 ? : ? " WITH ": ? : ? "2 - Keyboard - ANDY ALWAYS port2"
330 ? : ? : ? : ? "3 - How to use ANDY from ATARI BASIC"
340 POKE 752,1: ? : ? : ? : ? " PRESS 1, 2 OR 3 TO SELECT"
350 REM *** SELECT KEY ENTRY ***
355 B=PEEK(764):IF B=31 OR B=30 OR B=26 THEN 360
356 TRAP 4000:TRAP 300:GOTO 355
360 IF B=31 THEN POKE 764,154:GOTO 400
361 IF B=26 THEN POKE 764,154:GOTO 500
362 TOG=1:POKE 764,154:GOTO 600
400 SET=4:GRAPHICS 1+16
405 REM *** JOYSTICK SCREEN ***
410 ? #6;" andy JOYSTICK MODE"
415 POSITION 0,21: ? #6;" BUTTON WHISTLES"
420 POSITION 9,4: ? #6;"^"
430 FOR X=0 TO 10:POSITION 9,5+X: ? #6;"":NEXT X
440 POSITION 9,16: ? #6;"V"
445 POSITION 5,10: ? #6;"<":FOR X=0 TO 7:POSITION 6+X,10:PRINT #6;"=":NEXT X:POSI
TION 13,10: ? #6;">"
450 POSITION 0,23: ? #6;"break for main menu":GOTO 4
490 REM *** PROGRAM SCREEN ***
500 ? ">";: ? " ANDY ATARI-BASIC COMMANDS": ? : ? " Transmit"," Sensor-Rece
ive"
505 ? " =====" " ====="
510 ? : ? "POKE 54018,48"." POKE 54018,52": ? "sets transmit"." sets receive"

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510 ? :? "POKE 54018,48", " POKE 54018,52":? "sets transmit", " sets receive"
514 ? :? "IF transmit set" " IF Receive set"
515 ? :? "POKE 54016,X PADDLE(3)=":? "where X is below SOU
ND VALUE"
520 ? :? "96 - FORWARD If STRIG(1)=0":? "80 - BACKWARDS BUMP
DETECTED"
522 ? "48 - SPIN RIGHT":? "64 - SPIN LEFT PADDLE(2)=":? "32 - EYES
ON LIGHT VALUE"
530 ? " ":? "0 - STOP ALL ABOVE"
540 ? :? " Commands continue until next POKE":? " PRESS BREAK FOR MAIN MEN
U"
598 POKE 764,154:GOTO 598
599 REM ** KEYBOARD CONTROL SCREEN **
600 SET=622
601 ? "3":? " DIRECT KEYBOARD COMMANDS":? :? ," FORWARD":? ," BACKWARD
S":? ," RIGHT SPIN":? ," LEFT SPIN"
609 POKE 752,1:? ," EYES OFF":? ," VOICE ON":POSITION 0,9:? "
"
610 POSITION 8,14:? "SENSOR DETECTION SCREEN":POSITION 9,22:? "PRESS M FOR MAI
N MENU"
611 POSITION 0,9:? " "
612 POSITION 13,9:? "SELECT LETTER"
620 POSITION 0,13:FOR X=1 TO 40:PRINT "=";:NEXT X
622 GOSUB SENS
630 I=PEEK(764):IF I=56 OR I=21 OR I=40 OR I=0 OR I=42 OR I=16 OR I=37 THEN POKE
764,155:GOTO 640
635 GOTO 622
639 POSITION 16,10:? " "
640 TRAP 639:POSITION 2,9:? "NOW ENTER NUMBER REQUIRED AND RETURN":GOSUB SET1
641 POSITION 15,10:INPUT V:POSITION 25,10:? " DOING IT":GOTO DOIT
650 IF I=56 THEN POSITION 12,10:? " F";:A=96:RETURN
652 IF I=21 THEN POSITION 12,10:? " B";:A=80:RETURN
654 IF I=40 THEN POSITION 12,10:? " R";:A=48:RETURN
656 IF I=0 THEN POSITION 12,10:? " L";:A=64:RETURN
657 IF I=42 THEN POSITION 12,10:? " E";:A=0:RETURN
658 IF I=16 THEN POSITION 12,10:? " V";:POKE 1776,30:POKE 1777,20:X=USR(1539):F
OR X=1 TO 50:NEXT X
659 IF I=16 THEN POKE 1776,30:POKE 1777,20:X=USR(1539):POKE 1776,20:POKE 1777,35
:X=USR(1539):GOSUB DOIT:GOTO 622
660 IF I=37 THEN RUN
670 REM *** DETECTION ROUTINES *** DOIT
680 TRAP 40000:TRAP 300
681 GOSUB SEND:FOR X=1 TO V:NEXT X:A=32:GOSUB SEND:POSITION 12,10:? "
":GOTO 611
SEN690 TOG=0:POKE T0,48:POKE T1,A:POKE T0,52:GOSUB SENS:TOG=1:RETURN
700 POSITION 3,18:? #6;" SOUND HEARD ":GOSUB 1000
710 FOR X=1 TO 100:NEXT X
720 POSITION 3,18:? #6;" ":RETURN
900 REM *** SOUND ROUTINES ***
910 INPUT Y:INPUT Z
920 POKE 1776,Y:POKE 1777,Z
940 X=USR(1539)
950 RETURN
960 INPUT Y
970 POKE 1776,Y
980 POKE 1778,10:POKE 1779,255
990 X=USR(1536)
995 RETURN
1000 POKE 1776,30:POKE 1777,20:X=USR(1539):FOR X=1 TO 50:NEXT X
1010 POKE 1776,30:POKE 1777,20:X=USR(1539):POKE 1776,20:POKE 1777,35:X=USR(1539)
:A=32:GOSUB SEND:RETURN
2000 POKE 1776,60:POKE 1777,57:X=USR(1539):FOR Y=1 TO 10:NEXT Y
2010 POKE 1776,57:POKE 1777,60:X=USR(1539):FOR X=1 TO 20:NEXT X:POKE 1776,60:POK
E 1777,70:X=USR(1539)
2020 A=32:GOSUB SEND:RETURN
2700 REM ** VOICE ROUTINE **
2800 TRAP 3:FOR R=1 TO 183:READ Q:POKE 1535+R,Q:NEXT R:RETURN
3000 DATA 76. 6. 6. 76. 84. 6. 169. 0. 141. 14. 212. 141 0 212 141

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