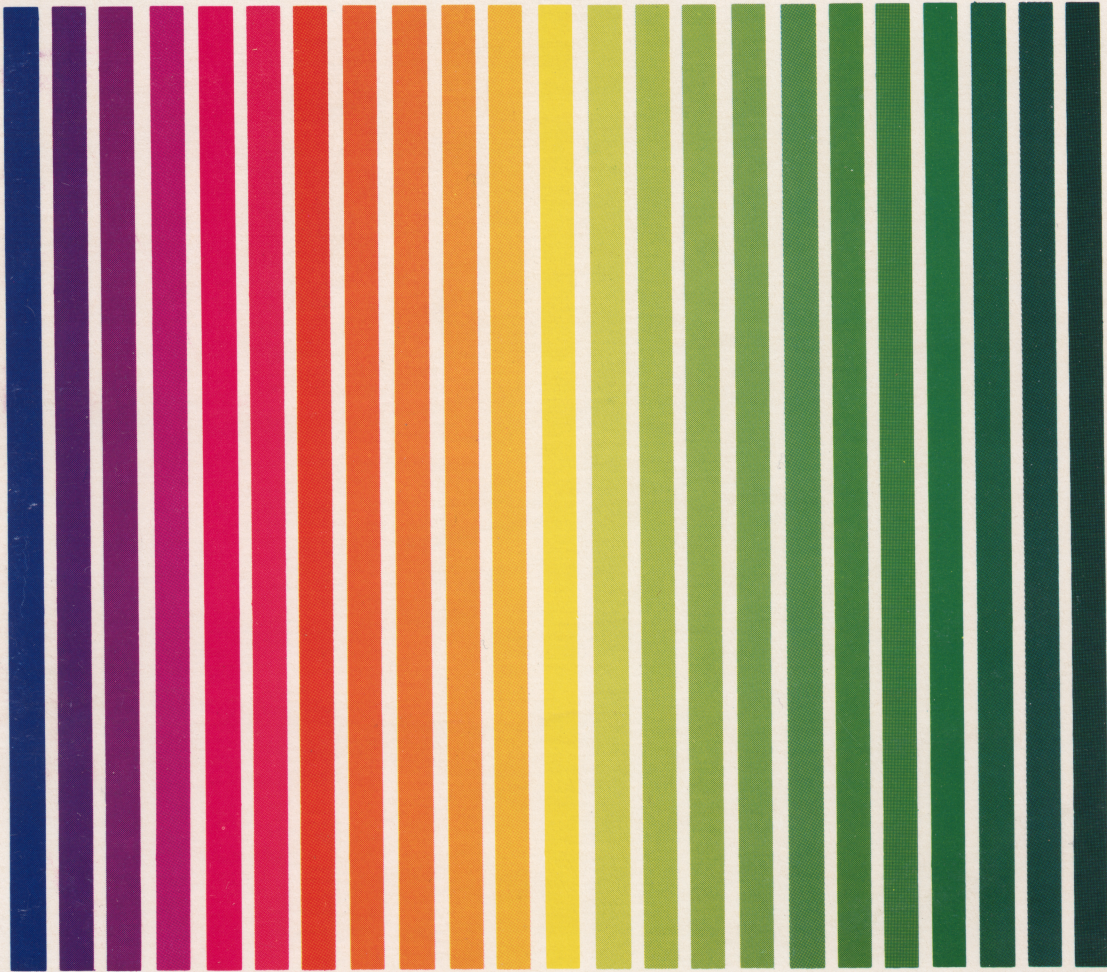


APX ATARI® PROGRAM EXCHANGE



Harry Stewart

EXTENDED WSN

An educational graphics language
for beginning programmers

Cassette: 16K (APX-10026)

Diskette: 24K (APX-20026)

User-Written Software for ATARI Home Computers

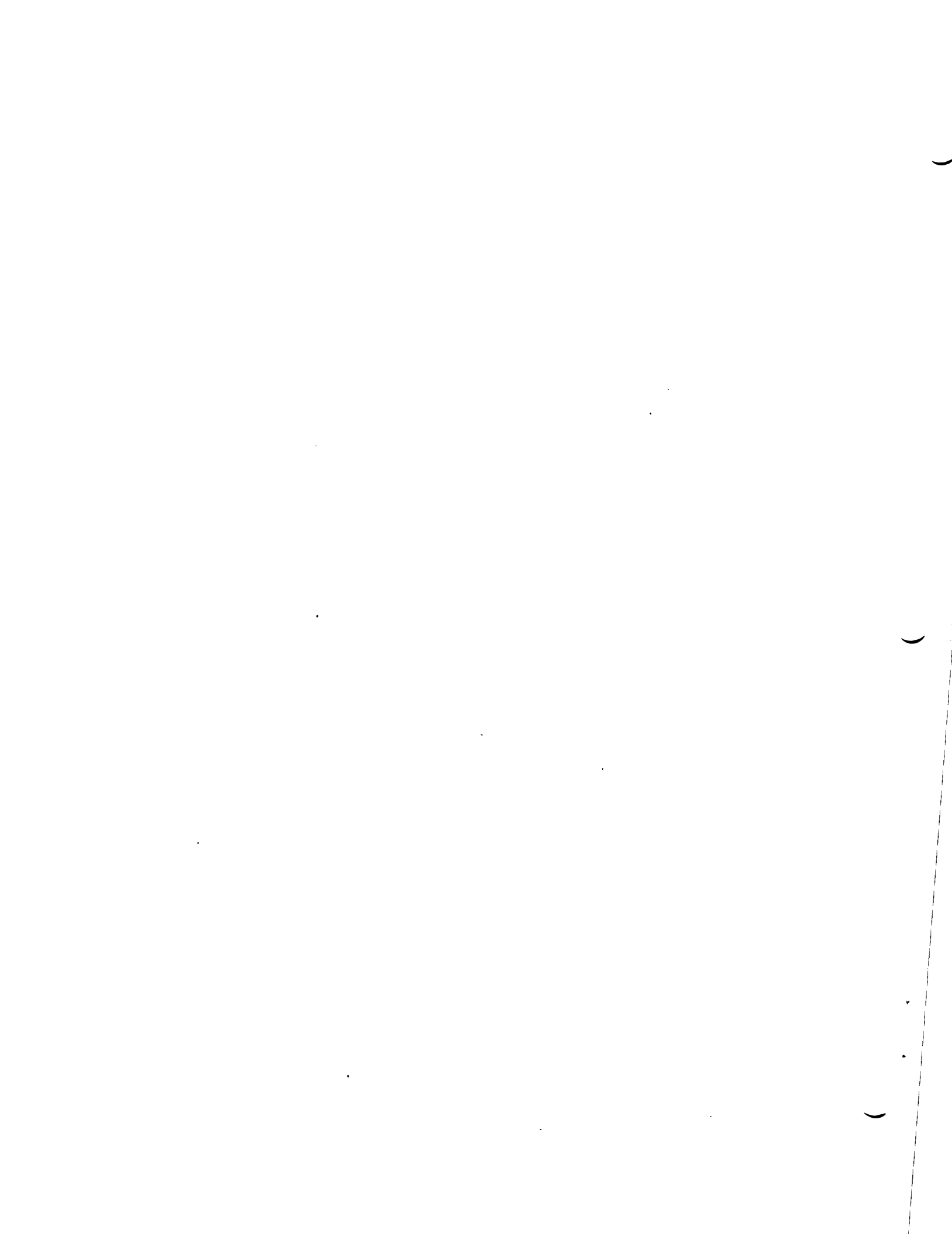
Harry Stewart

EXTENDED WSFN

An educational graphics language
for beginning programmers

Cassette: 16K (APX-10026)

Diskette: 24K (APX-20026)



EXTENDED WSFN

by

Harry Stewart

Program and Manual Contents © 1982 ATARI, Inc.

Copyright notice. On receipt of this computer program and associated documentation (the software), ATARI, Inc. grants you a nonexclusive license to execute the enclosed software. This software is copyrighted. You are prohibited from reproducing, translating, or distributing this software in any unauthorized manner.

Distributed By

The ATARI Program Exchange
P.O. Box 3705
Santa Clara, CA 95055

To request an APX Product Catalog, write to the address above, or call toll-free:

800/538-1862 (outside California)

800/672-1850 (within California)

Or call our Sales number, 408/727-5603

Trademarks of Atari

The following are trademarks of Atari, Inc.

ATARI®

ATARI 400™ Home Computer

ATARI 800™ Home Computer

ATARI 410™ Program Recorder

ATARI 810™ Disk Drive

ATARI 820™ 40-Column Printer

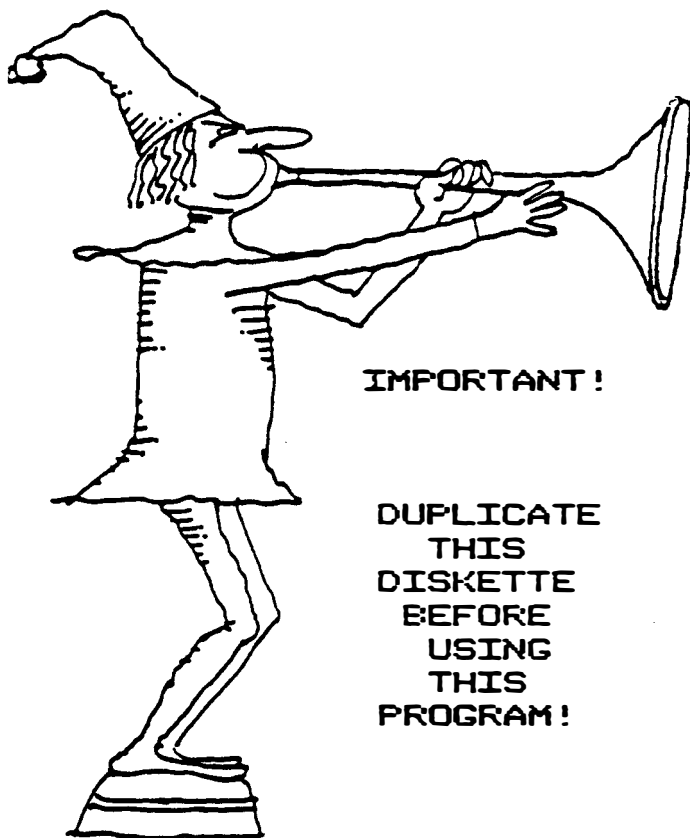
ATARI 822™ Thermal Printer

ATARI 825™ 80-Column Printer

ATARI 830™ Acoustic Modem

ATARI 850™ Interface Module

Printed in U.S.A.

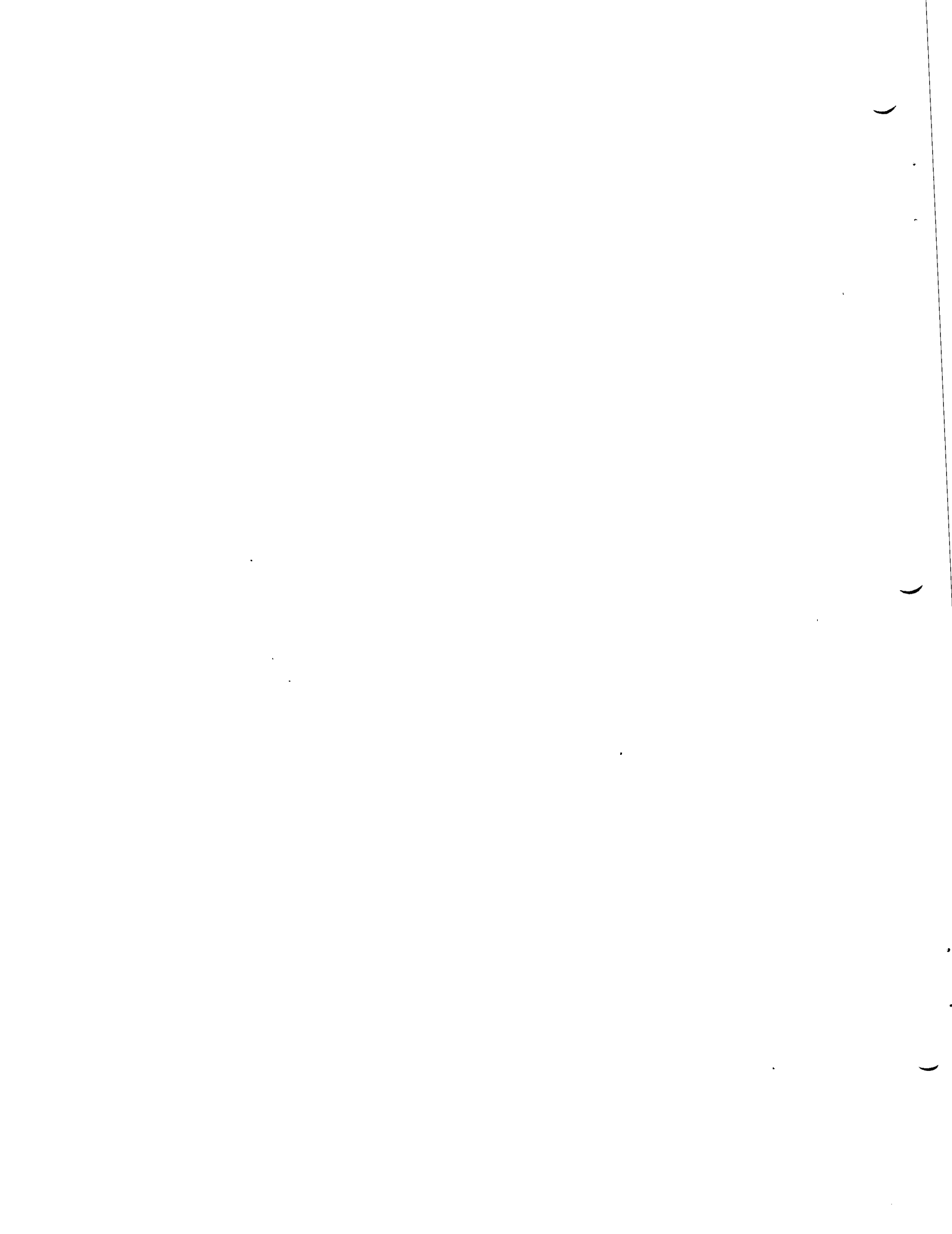


IMPORTANT !

**DUPLICATE
THIS
DISKETTE
BEFORE
USING
THIS
PROGRAM !**

This APX diskette is unnotched to protect the software against accidental erasure. However, this protection also prevents a program from storing information on the diskette. The program you've purchased involves storing information. Therefore, before you can use the program, you must duplicate the contents of the diskette onto a notched diskette that doesn't have a write-protect tab covering the notch.

To duplicate the diskette, call the Disk Operating System (DOS) menu and select option J, Duplicate Disk. You can use this option with a single disk drive by manually swapping source (the APX diskette) and destination (a notched diskette) until the duplication process is complete. You can also use this option with multiple disk drive systems by inserting source and destination diskettes in two separate drives and letting the duplication process proceed automatically. (Note. This option copies sector by sector. Therefore, when the duplication is complete, any files previously stored on the destination diskette will have been destroyed.)



PREFACE

WSFN (TURTLE) was originally planned for release in cartridge form. This version is either on diskette or cassette. Therefore, please substitute the word applying to the version you have whenever you read the word "cartridge" in these instructions.

Two documents accompany TURTLE. ATARI WSFN (TURTLE) is a tutorial. EXTENDED WSFN (TURTLE) is a reference manual.

REQUIRED ACCESSORIES

16K RAM for cassette version
24K RAM for diskette version
ATARI 410 Program Recorder for cassette
ATARI 810 Disk Drive for diskette

GETTING STARTED

If you have the cassette version of TURTLE:

1. Have your computer turned OFF.
2. Insert the TURTLE cassette in the program recorder, press REWIND, and then press PLAY.
3. Turn on your computer while holding down the START key.
4. When you hear the beep, release the START key and press the RETURN key. TURTLE will load into RAM and you'll see the TURTLE display screen.

If you have the diskette version of TURTLE:

1. Turn on your disk drive, insert the TURTLE diskette, and power up your computer.
2. When the READY prompt displays, type DOS to call up the menu.
3. Enter menu selection L (Binary Load).
4. To the LOAD FROM WHAT FILE? prompt, enter TURTLE and press the RETURN key. TURTLE will load into RAM and you'll see the TURTLE display screen.

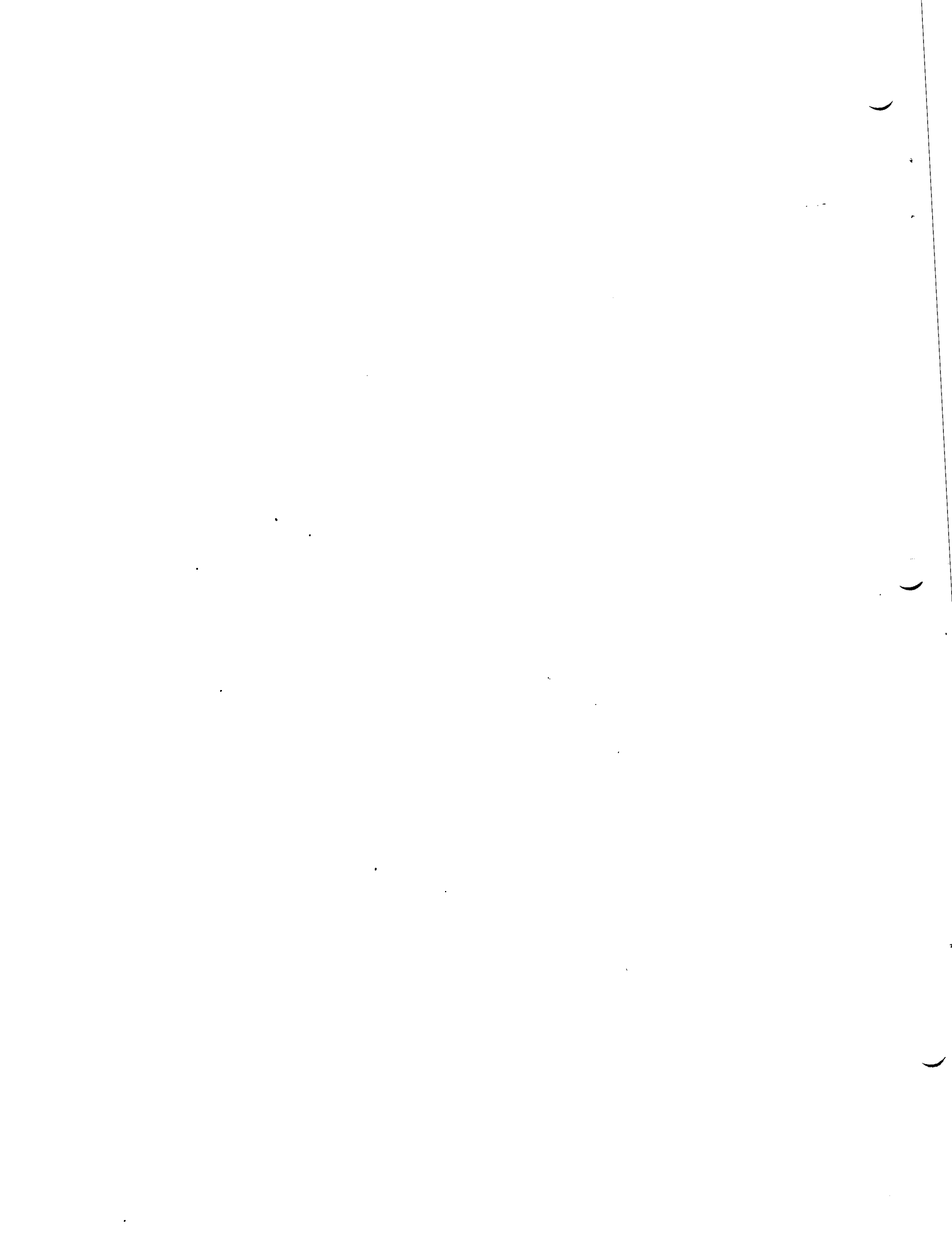


TABLE OF CONTENTS

1. Turtle overview
 - 1.1 Turtle's domain
 - 1.2 Drawing
 - 1.3 Control of turtle
 - 1.4 Keyboard control.
 - 1.5 User defined commands
2. Command forms
 - 2.1 Single letter
 - 2.2 Testing commands
 - 2.3 Iteration
 - 2.4 Nesting
 - 2.5 Command/value
 - 2.6 Definition
3. Specific commands
 - 3.1 Turtle position & orientation
 - 3.2 Turtle "senses"
 - 3.3 Turtle manifestations
 - 3.4 Turtle world
 - 3.5 Turtle arithmetic
 - 3.6 Iteration
 - 3.7 Nesting commands & clauses
 - 3.8 User defined commands & variables
 - 3.9 Random test
 - 3.10 Mode control & options
 - 3.11 No-ops
4. Examples
 - 4.1 Set ACC = \emptyset
Set ACC = 23
 - 4.2 Set ACC = ACC *2
 - 4.3 Set ACC = ACC *7
 - 4.4 Set ACC = ACC / 7
 - 4.5 Set pen color to 1 without altering ACC
 - 4.6 Find upper right corner of screen
 - 4.7 Recurse by number in ACC
 - 4.8 Sierpinski Curve
 - 4.9 Hilbert Curve
 - 4.10 Trinary tree structure

TABLE OF CONTENTS (cont.)

4. Examples (continued)

- 4.11 Spirals
- 4.12 Super spirals
- 4.13 Diagonal plaid
- 4.14 Random pattern #1
- 4.15 Random pattern #2
- 4.16 Random pattern #3
- 4.17 Koch Curve
- 4.18 Hilbert Curve (written in Pascal)

APPENDICES

- Appendix A - List of commands
- Appendix B - Error status codes
- Appendix D - Pen selects (by screen mode)
- Appendix E - Color register values
- Appendix F - Joystick trigger tests
- Appendix G - ROM resident user commands
- Appendix H - Audio select options

1. TURTLE OVERVIEW

The turtle package provides the user with the ability to generate screen graphics using a few simple keyboard commands. The drawing element is called a turtle, which may move around the screen leaving "tracks" (or not, at the user's discretion). His motion and direction are controlled with five commands, each of which is a single keystroke:

H - Place turtle on home position (center of screen).

N - Point turtle north (up).

R - Rotate turtle 45⁰ clockwise.

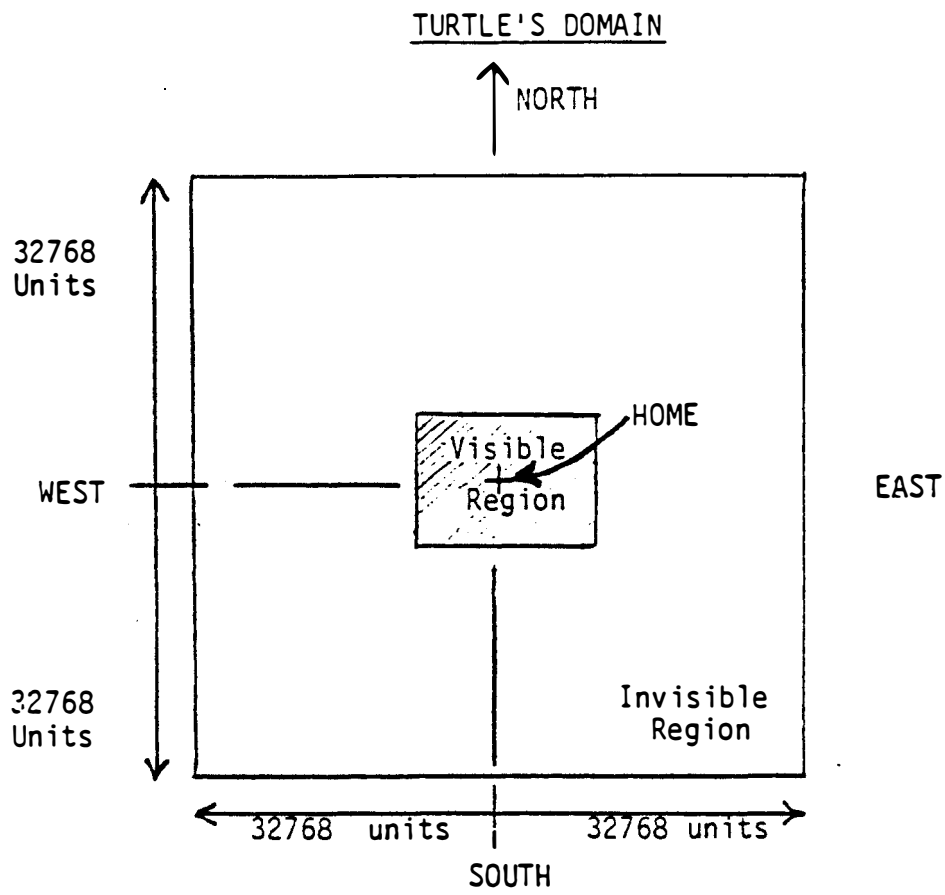
L - Rotate turtle 45⁰ counterclockwise.

F - Move turtle forward one unit.

These commands are sufficient to draw pictures of any degree of complexity, when coupled with other commands and capabilities. Beyond the command set provided by the turtle package, the user may define additional commands which are conglomerations of other system or user commands. Nested and/or recursive command structures may be defined which behave very much like programs in more procedure-oriented languages.

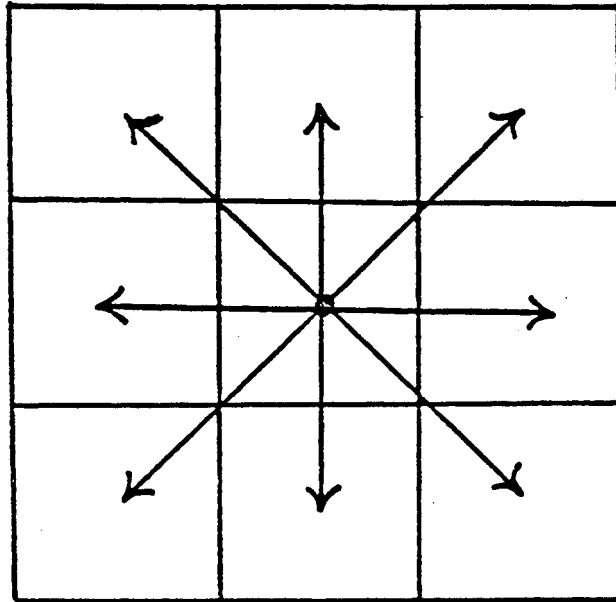
1.1 TURTLE'S DOMAIN

The turtle's domain consists of two regions: (1) the visible region and (2) the invisible region. The domain is fixed in size as a 65536 by 65536 "sphere" with the visible region being variable in size, depending on the current display mode and resolution. The turtle may be confined to the visible region or not, at the user's discretion.



Note that the domain is "spherical" in that the East & West edges are joined as are the North & South edges.

The turtle is always defined by his position and orientation. From his position, he may move to any of 8 adjacent "cells" based upon his orientation, as shown below.



In addition to moving to an adjacent cell, the turtle may also "sense" whether a cell is in the visible region or not, and detect the presence of a "track" in an adjacent cell.

1.2 DRAWING

The turtle draws by leaving "tracks" with a magic marker which is controlled with three commands.

U--which stands for pen up; this allows the turtle to move without leaving tracks.

P--is the pen select command; this selects one of three colors for the pen, or erase (which removes tracks that the turtle crosses).

D--which stands for pen down; this causes the turtle to leave tracks of the current pen color.

The turtle can also detect tracks that are already in his region with the "S" (sense) command.

1.3 CONTROL OF THE TURTLE

The turtle is controlled by keyboard commands, which are executed as they are entered. Command execution may be deferred, however, by using the nesting capability provided by the () and [] matched sets. Thus, if (CHNR999F) is entered, none of the commands within the parens will be executed until the matching right paren is entered--at which time the string of commands will be executed at full speed. The command string above does the following:

C - Clear the screen

H - Home the turtle

N - Face him North

R - Rotate him to the right (now facing NE)

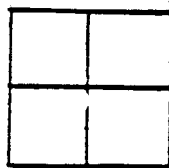
999F - Move forward 999 times (each time leaving a track, if the pen is down).

This example illustrates another feature, that of repetition (or iteration); a number preceding a command indicates that the command is to be executed as many times as indicated by the number. This feature also applies to the nesting brackets; thus, the example below includes nested iterations:

4(2R 4(10F2R))

Draws a square

Draws 4 squares with a common corner:



1.4 KEYBOARD CONTROL

The keyboard is monitored at all times, even while a command is being executed; if a key is pressed, the current command is temporarily suspended, the newly entered command is executed, and then the prior command is resumed. This command interruption may actually be accomplished to any number of levels (commands interrupting commands interrupting commands, etc.).

The BREAK key stops all command activity and puts the turtle into an idle state.

CTRL-⟨key⟩ and lower-case ⟨key⟩ are equivalent.

USER DEFINED COMMANDS

The user may define unused keys to be "macro" commands—conglomerates of intrinsic and/or user defined commands. These commands may recurse, if desired, and may also, in turn, define other commands or redefine themselves.

2. COMMAND FORMS

Turtle commands fall into one of six forms, as will be described in the paragraphs that follow.

2.1 SINGLE LETTER

`<command> ::= <name>`

Many commands are of this form, where a single key stroke (the name) is the command. Examples are: H (Home), C (Clear), F (Forward).

2.2 TESTING COMMANDS

`<command> ::= <name> <then> <else>`

There are four commands of this form, where a test is made and either the <then> clause or the <else> clause is executed, (but not both). Examples are: T (Test Acc.), E (Edge test) and ? (Random test).

2.3 ITERATION

`<command> ::= <value> <clause>`

There are three commands of this form, where a numeric value is used to iterate a following clause. Examples are: A (Iterate by ACC), #v (Iterate by variable), and n (Iterate by number).

2.4 NESTING

$$\langle \text{command} \rangle ::= \langle \text{nesting bracket} \rangle \langle \text{clause} \rangle \dots \langle \text{clause} \rangle \langle \text{matching bracket} \rangle$$

There are two nesting bracket sets: (...) and [...].

2.5 COMMAND/VALUE

$$\langle \text{command} \rangle ::= \langle \text{name} \rangle \langle \text{value} \rangle$$

2.6 DEFINITION

$$\begin{aligned} \langle \text{command} \rangle & ::= \langle \text{name} \rangle \left[\star \right] \langle \text{clause} \rangle \\ & ::= \langle \text{name} \rangle \# \end{aligned}$$

3. SPECIFIC COMMANDS

3.1 TURTLE POSITION & ORIENTATION

- Home Turtle - H

Puts turtle to the center of the screen and leaves his "track" if the pen is down; does not alter turtle orientation.

- Point Turtle North - N

Faces the turtle towards the top of the screen without altering his position.

- Turtle Forward - F

Moves the turtle forward one unit and leaves his "track" if the pen is down; does not alter turtle orientation unless the screen edge is hit in reflect mode.

- Rotate Turtle Right - R

Rotates the turtle clockwise 45° .

- Rotate Turtle Left - L

Rotates the turtle counterclockwise 45° .

3.2 TURTLE "SENSES"

- Sense Color Value - S

Reads the color of the square in front of the turtle and puts it into the turtle accumulator (ACC). Background is read as zero, turtle tracks are read just as they were written, and squares beyond the screen edge are read as zero.

3.2 TURTLE "SENSES" (continued)

- Joystick/Trigger Sense - $\$ \langle \text{select} \rangle \langle \text{on} \rangle \langle \text{off} \rangle$

Tests the selected joystick position, joystick trigger and executes either the $\langle \text{on} \rangle$ clause or $\langle \text{off} \rangle$ clause, based upon the result of the test. See Appendix F for a list of the select codes for the various sensible items.

Joystick position and triggers are continuously sensed; there is no edge detection or reset logic.

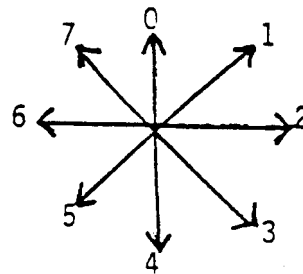
- Pot Controller Read - $\% \langle \text{select} \rangle$

Reads the selected pot controller and puts its value in the accumulator; the controller range is from 0 (full counter-clockwise) to 228 (full clockwise). The $\langle \text{select} \rangle$ values range from 0 to 7 corresponding to the 8 pot controllers.

- Orientation Sense - $;$

Sets the accumulator to one of the values shown below, based on the current orientation:

- 0 - N
- 1 - NE
- 2 - E
- 3 - SE
- 4 - S
- 5 - SW
- 6 - W
- 7 - NW



3.2 TURTLE "SENSES" (continued)

- Edge Test - E <true> <false>

Tests to see if the square in front of the turtle is at or beyond the screen edge; if so, the <true> clause is executed; otherwise, the <false> clause is executed.

3.3 TURTLE MANIFESTATIONS

- Beep - B

Generates an audible tone using the television sound system.

- Pen Up - U

Allows the turtle to move without leaving tracks; this command is countermanded by the "D" command described below.

- Pen Down - D

Lowers the pen, which means that the turtle will leave tracks (or erase), depending upon the current pen color selected.

- Audio Control - CTRL-A <letter>

Allows sounds to be generated as manifestations of internal registers of the turtle program, as shown in Appendix H.

- Wait - W

Causes the turtle to wait for the next 30 HZ clock tick before resuming execution of turtle commands. See also 3.10 for a description of the speed control command.

3.3 TURTLE MANIFESTATIONS (continued)

- Pen Select - P

The value of the turtle accumulator modulo 128 is used as the color select for turtle tracks, until changed. Zero is background (erase) and is not the same as issuing a "PEN UP" command.

- Turtle Representation - CTRL-T <number>

Selects or de-selects a turtle overlay that nondestructively shows turtle position and orientation at all times.

<number> = 0, de-selects the overlay;

<number> = 1, selects an arrow overlay;

<number> = 2, selects a turtle overlay;

<number> = 3, selects a point overlay.

3.4 TURTLE WORLD

- Clear Screen - C

Clears all turtle tracks from the screen without altering the turtle position or orientation.

- Edge Rule Select - CTRL-E <number>

Selects one of four rules to follow when the turtle encounters the edge of the screen.

number = 0, turtle stops;

number = 1, turtle wraps to opposing edge;

number = 2, turtle bounces (reflects) off edge;

number = 3, turtle goes off edge but does not leave tracks until he gets back in screen boundary.

3.4 TURTLE WORLD (continued)

If the turtle isn't in the screen boundaries when an edge rule is selected, he'll be put to the home position.

- Display Mode Select - `[CTRL-D <number>]`

Preselects one of the eight display modes available (see Appendix C for descriptions of each mode). The mode change takes place with the next operating mode select (CTRL-M, see 3.10)

- Color Register Values - `[& <select>]`

Allows the hardware color register selected to be updated with the value in the turtle accumulator. See Appendix D for the utilization of the color registers for each screen mode and see Appendix E for color register values to use to get the desired colors and luminescence.

3.5 TURTLE ARITHMETIC

- Increment Turtle Accumulator - `[+]`

Adds one to the four-digit ACC; won't increment it past all nines.

- Decrement Turtle Accumulator - `[-]`

Subtracts one from the four-digit ACC; will not decrement it past zero.

- Test ACC for = Zero - `[T<true><false>]`

Tests to see if the ACC is greater than zero; if so, the <true> clause is executed; otherwise, the <false> clause is executed.

- Set ACC to Zero - `[@]`

Sets the ACC to zero.

- Set ACC to Number - `[<constant> @]`

Sets the ACC to the value of the constant.

- Set ACC to Variable - `[#<variable> @]`

Sets the ACC to the value of the variable.

3.6 ITERATION

- Iterate by Constant - <constant> <clause>

Iterates the <clause> by the number indicated in the constant. If the constant is zero, the <clause> is not executed at all. If <constant> exceeds four digits in length, the last four digits are used.

- Iterate by Variable - # <variable> <clause>

Same as above, except current value of the indicated variable is used instead of a constant.

- Iterate by Turtle Accumulator - A <clause>

Same as for CONSTANT, except current value of the ACC is used instead of a constant. The <clause> may modify the ACC without changing the iteration count.

- Stop Iteration - !

When executed, makes the current iteration the last iteration (set the iteration count to zero) within the current iteration level. This command will not affect outer level iteration counts.

- Increment Iteration Count - ^

When executed, increments the current iteration count. Has no effect if not executed within an iteration.

3.7 NESTING COMMANDS & CLAUSES

- Basic Nest - (<clause> ... <clause>)

Any number (including zero) of <clauses> may be nested together creating a single new clause, using matched parentheses. Parens may exist within other parens to any level desired.

3.7 NESTING COMMANDS & CLAUSES (Continued)

- Accumulator Save/Restore Nest - [...]

Behaves the same as above except that the turtle accumulator is saved and restored by the [and] commands.

3.8 USER DEFINED COMMANDS & VARIABLES

- Define User Command - = <name> <clause>
= *<name><clause>

Creates a definition in memory whereby the <clause> may be invoked merely by using the <name>; the optional * allows <name> to be the same as one of the turtle intrinsic commands. If the <clause> consists of a blank character (NOP), the <name> will be removed from the user command directory.

- Invoke User Command - <name>
*<name>

Once defined, a user command may be used exactly as an intrinsic command is used; however, if <name> is the same as an intrinsic command, the * must be used, as intrinsic commands have a higher priority in the name search.

- Get User Command Definitions - CTRL-G "<name>"

This command clears the current set of user commands and reads in a new set from the indicated device. The device name is in the standard format, e.g., "C:", "D:HILBERT", etc.

- Put User Command Definitions - CTRL-P "<name>"

This command writes the current set of user commands to the indicated device. The device name is in the standard format, e.g., "C:", "P:", "D:HILBERT", etc.

3.8 USER DEFINED COMMANDS & VARIABLES

- Load ROM Resident Command Definitions - CTRL-L <character>

This command clears the current set of user commands and reads a new set from ROM. The character following the command indicates which of several sets to load. See Appendix G for a list of command sets and their content.

- Run ROM Resident Command - CTRL-R <character>

This command performs all of the functions of the LOAD command described above, and in addition, executes one of the commands loaded. See Appendix G for more information.

- Clear User Variables - CTRL-C

Removes all user variables from memory.

- Define User Variable - = # <name>

Creates a definition in memory whereby the current value of the turtle accumulator is assigned to the indicated <name>. Any character may be used as a <name>. See section 3.6 for the use of variables.

3.9 RANDOM TEST

- Random Test - [? <then><else>]

Randomly executes either the <then> or the <else> clause, using a hardware random bit generator.

3.10 MODE CONTROL & OPTIONS

- Reset - [CTRL-Z]

Restores WSN environment to the same as after an initial start.

- Edge Rule - [CTRL-E <number>]

CTRL-E 0 = Stop at edge;

CTRL-E 1 = Wrap at edge;

CTRL-E 2 = Reflect at edge;

CTRL-E 3 = Disappear at edge.*

- Speed Control - [CTRL-S <number>]

CTRL-S 0 = Run full speed;*

CTRL-S 1 = Single step (press CTRL-4 to step);

CTRL-S 2-7 = Run with delays:

2 = 30 commands/sec.

3 = 15 commands/sec.

⋮

7 ≈ 1 command/sec.

* power-up default

3.10 MODE CONTROL & OPTIONS (continued)

- Operating Mode - CTRL-M <number>

- CTRL-M 0 = Draw mode (full screen graphics) ;
- CTRL-M 1 = Debug mode (full screen text);
- CTRL-M 2 = Split screen with internal registers;
- CTRL-M 3 = Normal mode (Split screen with input echo only).*

DRAW MODE: In draw mode, the entire screen is dedicated to turtle graphics. Commands are executed as they are entered and the user is typing "blind" (the commands are executed, but there is no echoing of the command name to the screen).

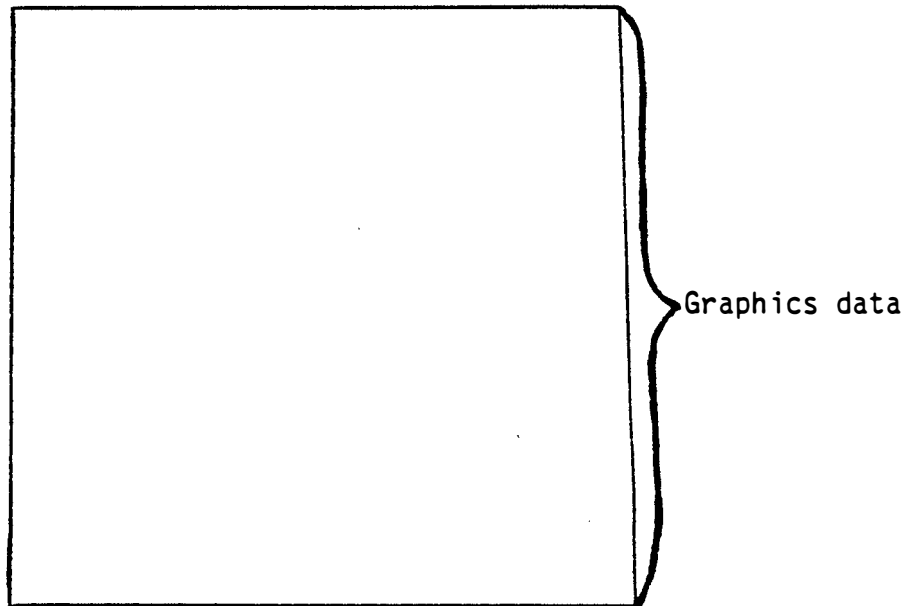
DEBUG MODE: In debug mode, the entire screen is dedicated to text data. Commands to be executed must be entered using the RETURN KEY and line editing may be performed upon input command lines. The screen shows the internal workings of the turtle and also shows all user defined variables and command definitions.

SPLIT-DEBUG MODE: In split-debug mode, the upper portion of the screen is dedicated to turtle graphics and the lower portion contains four text lines. The first two text lines show the turtle registers as in debug mode and the other two text lines are for command entry.

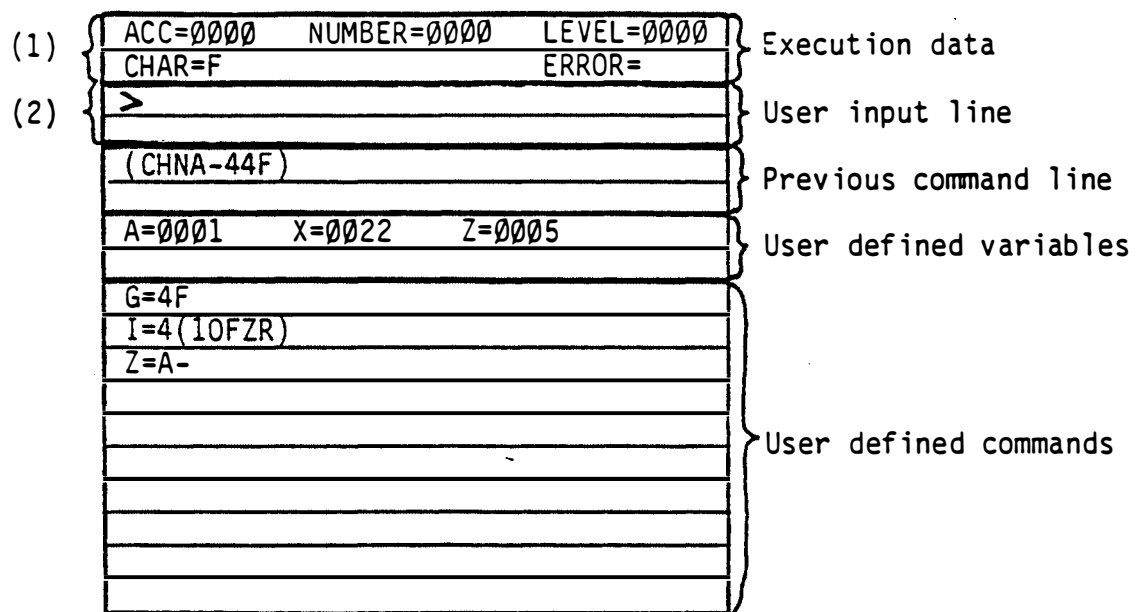
* power-up default

NORMAL MODE: Normal mode is similar to split-debug except that the text portion of the screen is used solely for command entry. When one complete command has been entered, the cursor will move to the beginning of the next line (this may cause the text to scroll); when the command has finished the execution, the cursor will move to the beginning of the next line.

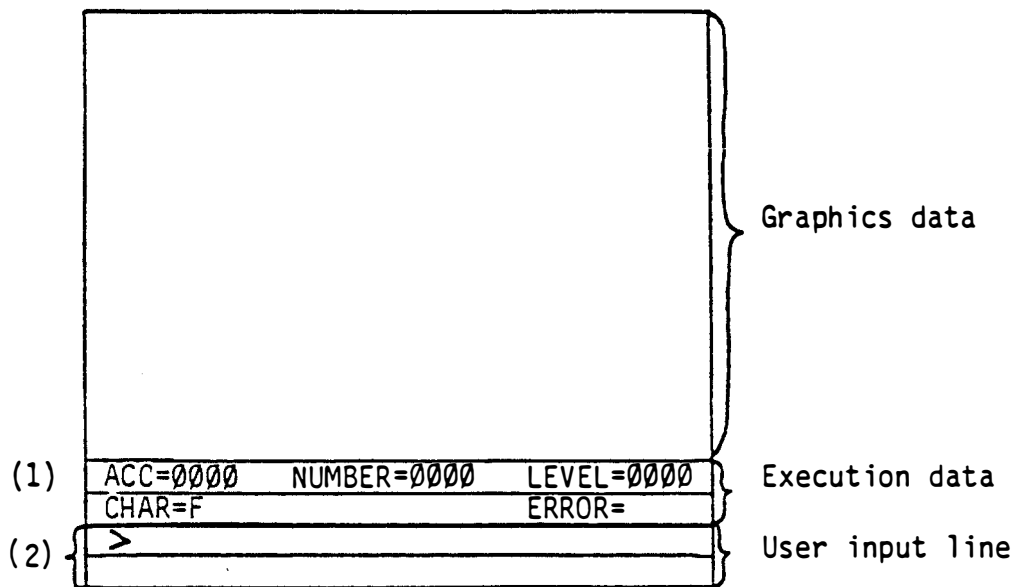
DRAW MODE SCREEN (MODE 0):



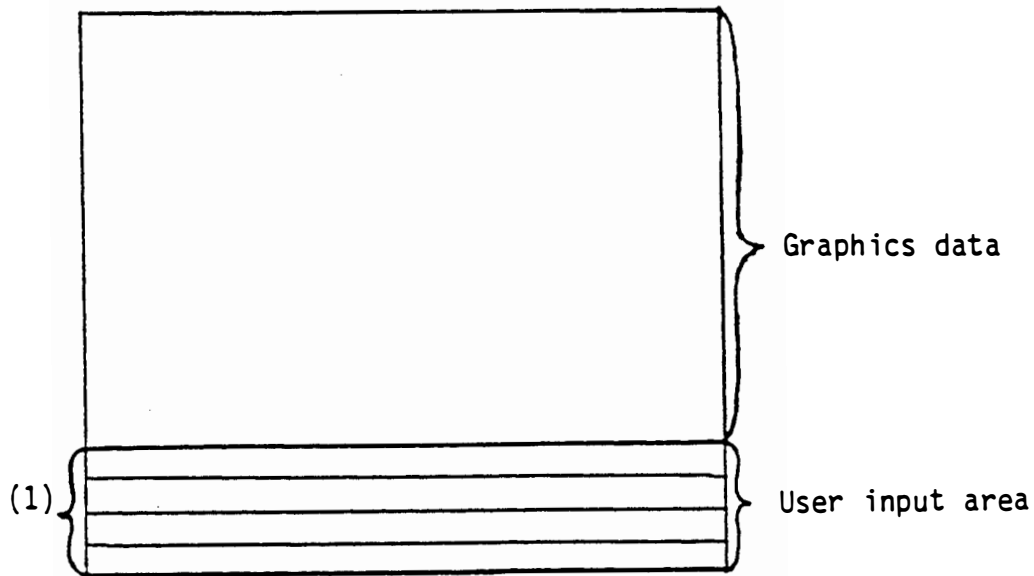
Turtle accepts inputs as typed without echoing them to the screen; no line editing is allowed.

DEBUG MODE SCREEN (MODE 1)

- (1) ACC = Turtle accumulator value
NUMBER = Iteration counter value
LEVEL = User defined command "call" level
CHAR = Current (or last) executed command
ERROR = Command error code (see Appendix B)
- (2) Turtle accepts inputs when ">" is present; ">" disappears while a command is executing. Input lines must be terminated by the RETURN key; line editing is allowed.

SPLIT-DEBUG MODE SCREEN (MODE 2)

- (1) See prior page for explanation.
- (2) Turtle accepts inputs when ">" is present; ">" disappears while a command is executing. Commands are executed as input and no line editing is allowed.

NORMAL MODE SCREEN (MODE 3)

(1) Commands are scanned as input and no line editing is allowed. The cursor moves to the beginning of the line below the input line (or the input line scrolls upward) when a command is accepted and does the same again when command execution is complete.

- Display Mode - CTRL-D <number>

CTRL-D 0 - 7 = Map to O.S. display modes
1-8, where higher numbers
represent increasingly
higher resolution display.

The system defaults to CTRL-D 6 (Display Mode 7).

This command acts as a pre-select; the mode change actually occurs at the next CTRL-M command.

3.11 NO-OPS

Blank, underscore, and all unassigned keys are treated as no-operation codes.

4. EXAMPLES4.1 Set Acc = \emptyset

A-

4.1 Set Acc = 23

A-23+

4.2 Set Acc = Acc * 2

A+

4.3 Set Acc = Acc * 7

A(6+)

4.4 Set Acc = Acc / 7

=ZT(7-Z+) (+Z-)

4.5 Set pen color to 1 without altering Acc

[A-+P]

4.6 Find upper right corner of screen

=XE (FX) (UNX2RXD)

4.7 Recurse by number in Acc

=ZT(-Z+) Z

4.8 Sierpinski Curve

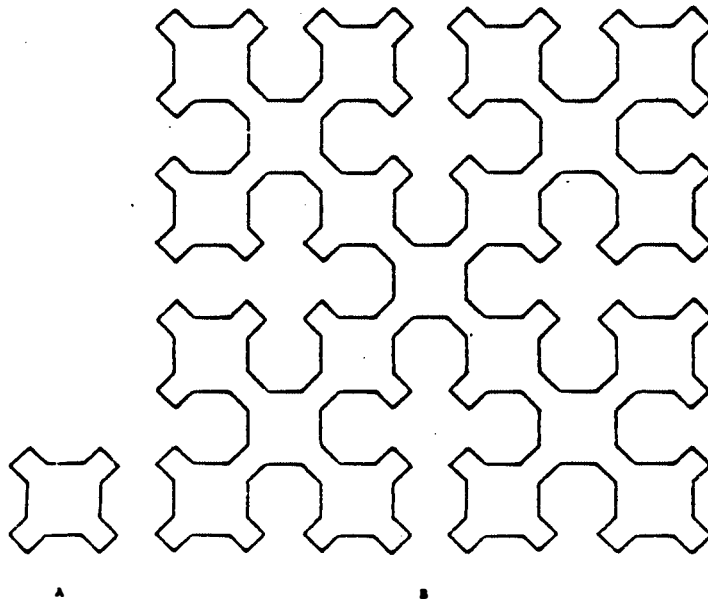
```

=IT(-I2FI3LG3LI2FI+)2R
=G4F
=Y(HNU44F2R44FRC[A-+P]4(2FI))

```

After these are defined, one sets the accumulator to the desired order and types "Y" to draw the curve. Again, "G" can be redefined to a smaller number of "F"s to draw the higher order "Y"s. For "DG0F," the accumulator can be set to 5.

The Sierpinski curve is closed and consists of four identical sides arranged in different directions and connected by a short line "2F." The sides are defined (recursively again) in the macro "I" and the closed curve itself is defined in the last part of the macro "Y," namely: "4(2FI)."

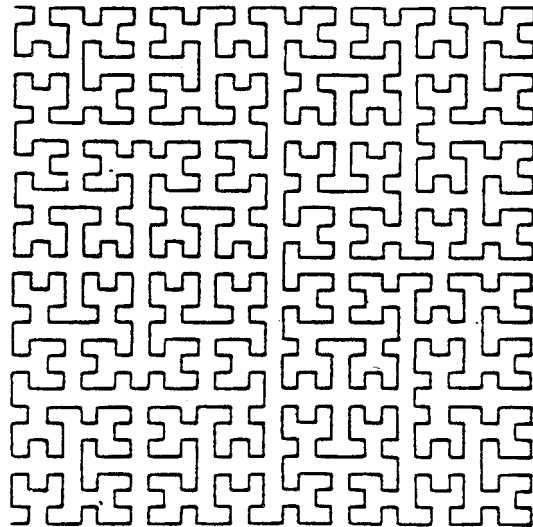


Sierpinski curve of (A) order 1, and (B) order 3.

4.9 Hilbert Curve

```
=ZT(-VG2LZ2RGZG2LV+)2L  
=VT(-Z2RGVG2LVZRGZ+)2R  
=G4F  
=J(HNU44F2R44FC2RDZ)
```

After these are defined, one sets the accumulator to the desired order and types "J" to draw the curve. "G" can be redefined to a smaller number of "F"s to draw higher order curves.



Hilbert curve of (A) order 1, and (B) order 5.

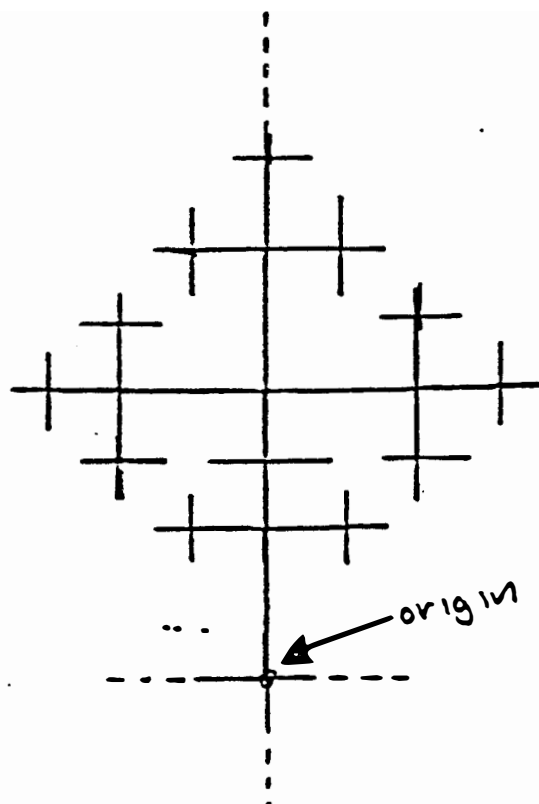
4.10 Trinary Tree Structure

```

=G(-T(++Z-AF2R3(G2R)AFA+)(+4R))
=ZT(2-Z+)_
=J(CHNA-4+99(4(G2R)A+))

```

Type "J" to Start drawing; press the BREAK key to stop.



4.11 Spirals

```

=I(T(--2(2LAF)Z)_
=V(++2(2RAF))
=J[#IY4RU2FD4RZ]

```

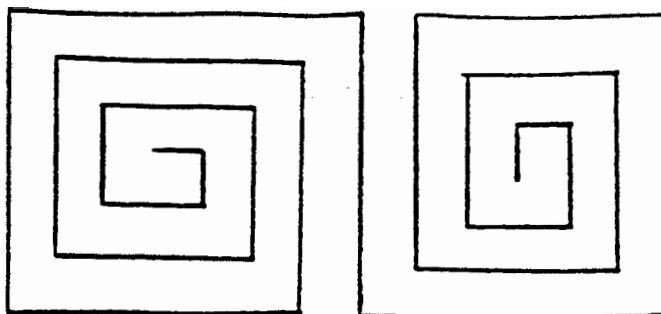
To run: Set accumulator = 0. (Type "A-").

Set #I to spiral iteration count.

(Type "[n+#I]" -- try n=13 first)

Type "Q".

4.11 Spirals (continued)



#I = 7

4.12 Super Spiral

```
=Q (2RIT(LIT(LIT(LIT(LITZ_))_))_)
=I (UFA-2L5TR(SR)RTFD4R)
=Z (B2LY)--initiate backtrack
=Y (2RJT (LJT(LJT(LJT(LJT5B_))_))_)
=J (ST (FY)I)
```

To run: Put obstacles on screen.

Type (HN9999Q)

The command will produce a clockwise spiral figure which avoids all obstacles in its path. It is basically an edge follower with a backtrack algorithm which is invoked when there are no forward moves possible.

4.13 Diagonal Plaid

```
[NR999(10F+P)]
```

4.14 Random Pattern #1

```
(100(8?R2F10F))
```

4.15 Random Pattern #2

```
999?RF
```


4.16 Random Pattern #3

```
100(8?2R_10?F_)
```

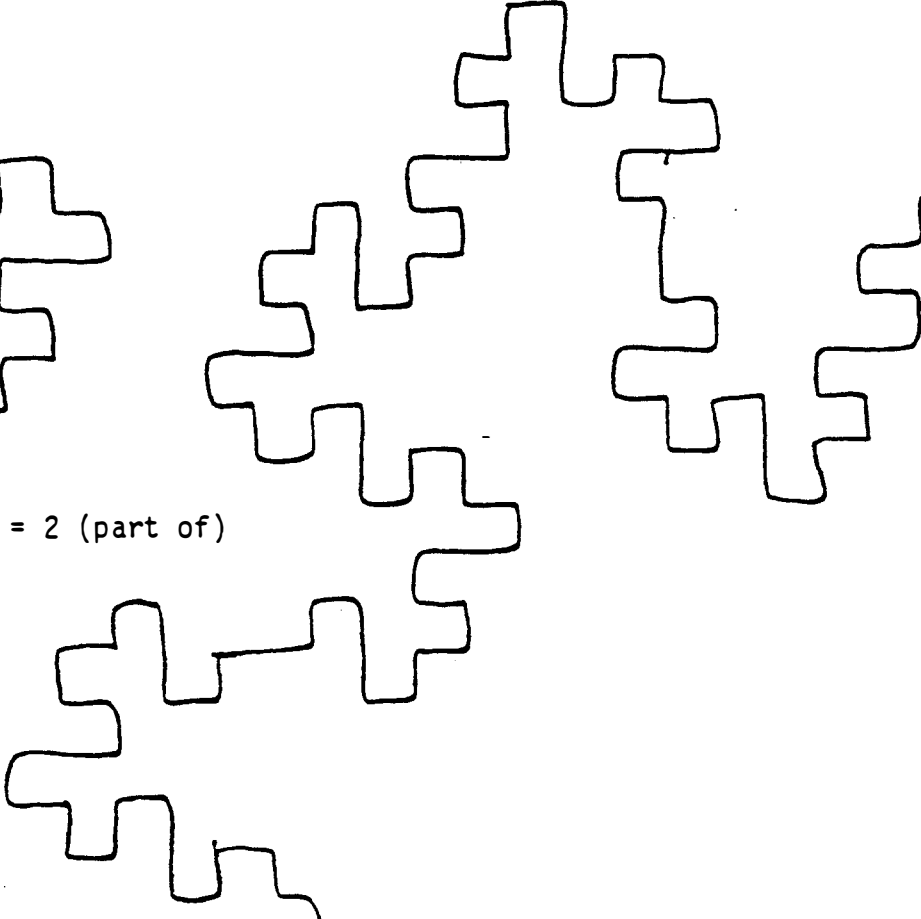
4.17 A Koch Curve

```
=ZT(-ZG4L3(2RGZG)3(GZG2L)4RGZ+)_  
=G2F  
=J4(GZG2R)
```

After those are defined, one sets the accumulator to the desired order and types "J" to draw the curve. "G" can be redefined to a smaller number of "F"s to draw higher order curves.

A = 0 

A = 1 

A = 2 (part of) 

Hilbert Curve (written in Pascal)

```
PROGRAM HILBERT;
VAR SIZE, DELTA, N: INTEGER;
ORDER: INTEGER;
PROCEDURE HIL(I: INTEGER);
VAR A, B: INTEGER;
    PROCEDURE HIL1;
    BEGIN
        TURN(A); HIL(-B); TURN(A);
    END (*HIL1*);
    PROCEDURE HIL2;
    BEGIN
        MOVE(SIZE);
        HIL(B);
        TURN(-A); MOVE(SIZE); TURN(-A);
        HIL(B);
        MOVE(SIZE);
    END (*HIL2*);
BEGIN (*HIL*)
    IF I=0 THEN TURN(180)
    ELSE
        BEGIN
            IF I>0 THEN
                BEGIN
                    A:=90; B:=I-1;
                END
            ELSE
                BEGIN
                    A:=-90; B:=I+1;
                END;
            HIL1; HIL2; HIL1;
        END;
    END (*HIL*);
BEGIN (*MAIN PROGRAM*);
WRITE('SIZE:');
READLN(SIZE); (*ENTER SIZE FOR YOUR SCREEN*)
WRITE('ORDER:'); READLN(ORDER);
PENCOLOR(NONE);
N:=ORDER-1;
DELTA:=SIZE;
WHILE N>0 DO
    BEGIN (*COMPUTE STARTING (X,Y) POSITION *)
        DELTA:=DELTA*2;
        N:=N-1;
    END;
MOVETO(-DELTA, -DELTA);
PENCOLOR(WHITE);
HIL(ORDER);
END.
```

APPENDIX A - LIST OF COMMANDS

Command Character	Command Syntax	Command Semantics	Para-graph
A	A<command>	Iterate command by value of ACC	
B	B	Beep	
C	C	Clear screen	
D	D	Pen down	
E	E<then><else>	Tests for turtle at screen edge	
F	F	Turtle forward one unit	
H	H	Turtle to home position	
L	L	Rotate turtle left 45 degrees	
N	N	Point turtle north	
P	P	Value in ACC is pen color select	
R	R	Rotate turtle right 45 degrees	
S	S	Color select in front of turtle to ACC	
T	T<then><else>	Test ACC for non-zero	
U	U	Pen up	
W	W	Wait for next 30 HZ CLOCK TICK	
<blank>	<blank>	No-op	
!	!	Stop innermost iteration	
#	#<variable><command>	Iterate command by value of variable	
\$	\$<select><then><else>	Test selected joystick position	
%	%<select>	Read selected pot controller to ACC	
&	&<select>	Value in ACC goes to selected color register	
((<command>....)	Binds command as a unit	
@	@	Set ACC to zero	
	<number>@	Set ACC to number	
	#<variable>@	Set ACC to variable value	

APPENDIX A - LIST OF COMMANDS (continued)

Command Character	Command Syntax	Command Semantics	Paragraph
;	;	Sense orientation to ACC	
+	+	ACC = ACC + 1	
-	-	ACC = ACC - 1	
<number>	<number><command>	Iterates <command> by value of <number>	
=	=<name><command>	Defines user command	
	= † <name>	Defines user variable = ACC value	
?	?<then><else>	Random test	
[[<command>....]	Same as () except ACC saved & restored	
-	-	No-op	
^	^	Increment current iteration count	
CTRL-A	<option>	Audio select	
CTRL-C		Clear (remove) all user variables	
CTRL-D	<mode>	Select display mode	
CTRL-E	<rule>	Select edge rule	
CTRL-G	"<device>"	Get user definitions from device	
CTRL-L	<name>	Load user definitions from ROM	
CTRL-M	<mode>	Select operating mode	
CTRL-P	"<device>"	Put user definitions to device	
CTRL-R	<name>	Load and run user command from ROM	
CTRL-S	<option>	Command execution speed select	
CTRL-T	<option>	Select turtle representation	
CTRL-Z		Reset	

APPENDIX B - ERROR STATUS CODES

- A - Operator Abort (BREAK key)
- D - Device name error
- F - User command definition area full
- I - Systems I/O error
- L - Load/Run argument undefined
- N - Nesting error (unmatched right bracket)
- O - Overlength command line input
- P - Incomplete (partial) line input
- R - Reserved name for user command
- S - Stack overflow
- U - Undefined user variable name used

APPENDIX D - PEN SELECTS (BY SCREEN MODE)

Mode	Pen Range	Color Registers Used
0	0 - 127	
1	0 - 127	
2	0 - 3	0 = background 1 = PF0 2 = PF1 3 = PF2
3	0 - 1	0 = background 1 = PF0
4	0 - 3	0 = background 1 = PF0 2 = PF1 3 = PF2
5	0 - 1	0 = background 1 = PF0
6	0 - 3	0 = background 1 = PF0 2 = PF1 3 = PF2
7	0 - 1	0 = PF2 1 = PF1 (luminescence only)

&0 = PF0
 &1 = PF1
 &2 = PF2
 &3 = PF3
 (&4 = background -- someday)

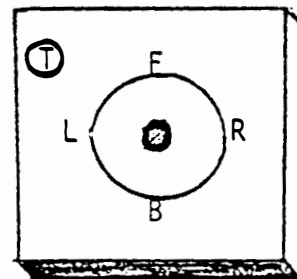
APPENDIX E - COLOR REGISTER VALUES

<u>Range</u>	<u>Mid-Bright</u>	<u>Color</u>
0 - 15	8	
16 - 31	24	
32 - 47	40	
48 - 63	56	
64 - 79	72	
80 - 95	88	
96 - 111	104	
112 - 127	120	
128 - 143	136	
144 - 159	152	
160 - 175	168	
176 - 191	184	
192 - 207	200	
208 - 223	216	
224 - 239	232	
240 - 255	248	

APPENDIX F - JOYSTICK TRIGGER TESTS

Select Code	Direction* Trigger	Device	Select Code	Direction Trigger	Device
A	F	JOYSTICK 0	U	T	POT 4
B	R	JOYSTICK 0	V	T	POT 5
C	B	JOYSTICK 0	W	T	POT 6
D	L	JOYSTICK 0	X	T	POT 7
E	F	JOYSTICK 1	Y	T	JOYSTICK 0
F	R	JOYSTICK 1	Z	T	JOYSTICK 1
G	B	JOYSTICK 1	[T	JOYSTICK 2
H	L	JOYSTICK 1	\	T	JOYSTICK 3
I	F	JOYSTICK 2			
J	R	JOYSTICK 2			
K	B	JOYSTICK 2			
L	L	JOYSTICK 2			
M	F	JOYSTICK 3			
N	R	JOYSTICK 3			
O	B	JOYSTICK 3			
P	L	JOYSTICK 3			
Q	T	POT 0			
R	T	POT 1			
S	T	POT 2			
T	T	POT 3			

* F = Forward
 R = Right
 B = Backward
 L = Left
 T = Trigger



APPENDIX G - ROM RESIDENT USER COMMANDS

(See page 15)

Load/Run Name	Content	Runs	Reference
1	Y = SIERPINSKI CURVE J = HILBERT CURVE	Y	See 4.8, 4.9
2	Y = TRINARY TREE J = SIMPLE SPIRAL	Y	See 4.10, 4.11
3	K = SUPER SPIRAL	K	See 4.12
4	Y = DRAW (CARTESIAN) J = DRAW (POLAR)	Y	
5	Y = WALL BANGER J = BREAKOUT	Y	
6	J = HOLLYWOOD SQUARES	J	
7	Y = KOCH CURVE	Y	See 4.17
8	Y = THE ZAPPER	Y	
9	Y = DRAW	Y	
A	Y = POSIES	Y	
B	J = SUPERTURTLE	J	
C	COLORPOWER		
D	Y = MAGIC CARPET	Y	

FROM
"ATARI
WSFN"
MANUAL

WSFN/TURTLE BUILT IN PROGRAMS

You can access several programs (user commands) built into the Atari WSN/TURTLE cartridge by using the CTRL-L or the CTRL-R commands. These programs are itemized in Appendix G of the language/system specification. The paragraphs that follow elaborate on the information in Appendix G.

1. The column labeled "Load/Run Name" contains the one character name of the program group that's loaded by CTRL-L or CTRL-R. See page 15 of the specification for the semantics of CTRL-L and CTRL-R.

2. The column labeled "Content" specifies the command name(s) and description(s) of the top level command(s) in each group. Note that, in general, each group contains many

low-level user command definitions, and one or two top-level commands.

3. The column labeled "Runs" indicates which of the loaded commands are executed when you invoke the CTRL-L command. For example, CTRL-R 1 is the same as CTRL-L 1 Y.

4. The column labeled "Reference" points out supporting narrative information, when it's available.

The remaining paragraphs give more information about the built-in programs themselves. Note also that you can examine the content of the groups by loading them in the debug mode (CTRL-M 2) or by putting the loaded definitions to the printer (CTRL-P "P:").

SIERPINSKI CURVE -- no additional information required

HILBERT CURVE -- no additional information required

TRINARY TREE -- no additional informaton required

SIMPLE SPIRAL -- no additional information required

SUPER SPIRAL -- first draw a complex, non-closed figure on the screen using DRAW (CARTESIAN), and then invoke SUPER SPIRAL.

DRAW (CARTESIAN) -- joystick 0 is used to produce line drawings; the stick controls the cursor motion and the trigger controls pen up/down.

DRAW (POLAR) -- similar to DRAW (CARTESIAN) but uses spaceship type control; it's very difficult to use.

WALL BANGER -- first draw a complex, closed, maze-like figure on the screen using DRAW (CARTESIAN), and then invoke WALL BANGER.

HOLLYWOOD SQUARES -- no additional information required

KOCH CURVE -- no additional information required.

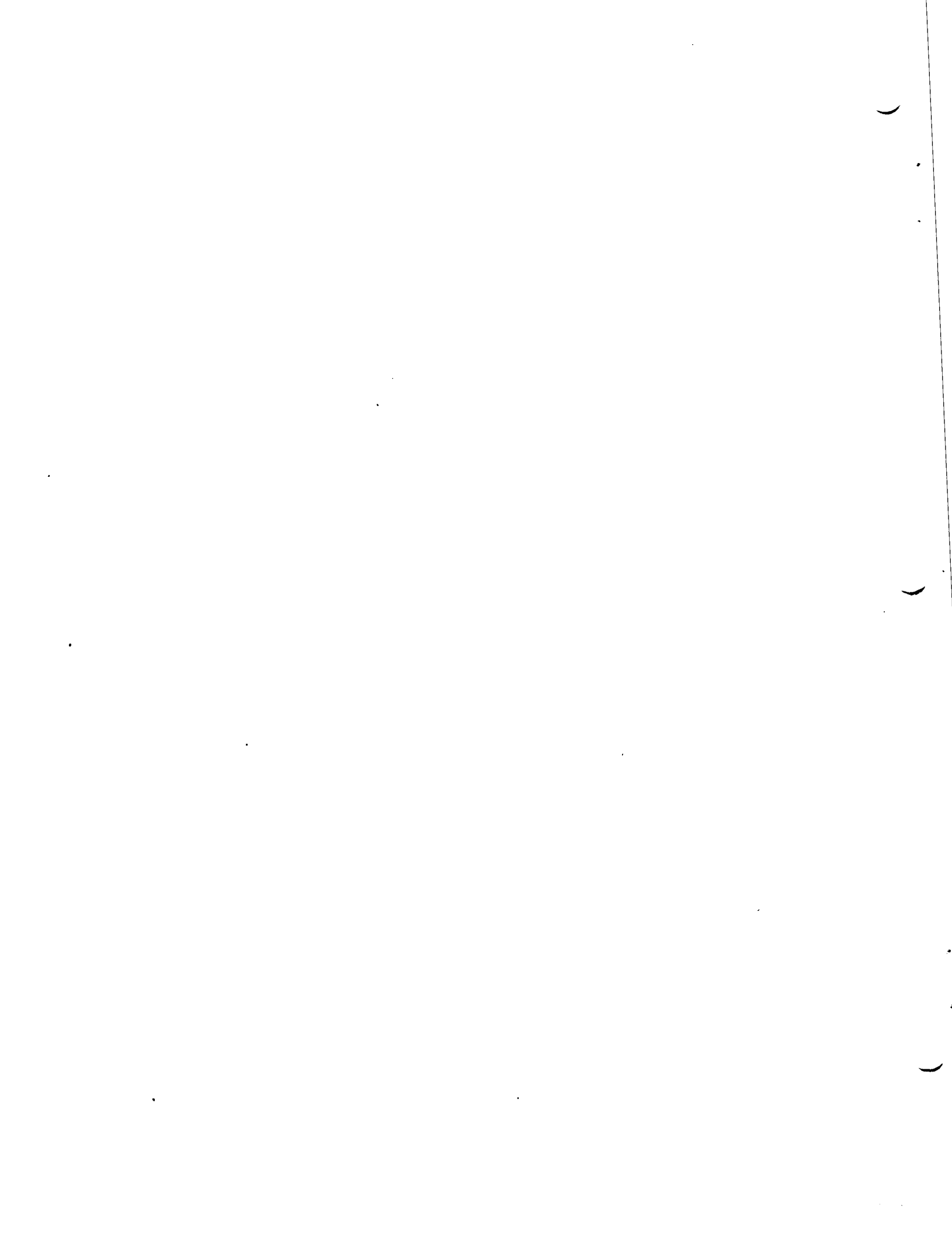
THE ZAPPER through COLORPOWER -- see "ATARI WSN, an introduction....".

Note that you can invoke the audio select command (CTRL-A) while another command is executing, without affecting the operation of that command. The same holds true for the turtle representation selection (CTRL-T).

Note also that you can store additional demonstration programs and load them from a mass storage peripheral such as cassette or diskette using the get (CTRL-G) and put (CTRL-P) commands.

APPENDIX H - AUDIO SELECT OPTIONS

- Ø - audio off
 - A - LSB of horizontal position
 - B - LSB of vertical position
 - C - MSB of software stack pointer
 - D - Pot controller Ø
 - E - Pot controller 1
 - F - value in CHAR (current command)
 - G - (internal)- TEMP
 - H - (internal)- TEMP + 1
 - I - (internal)- COUNT
 - J - hardware stack pointer
 - K - MSB of horizontal position
 - L - MSB of vertical position
 - M - LSB of software stack pointer
 - N - (internal) - INPT +2
 - O - LSB of turtle accumulator
- } relative to upper left corner
- } relative to screen center

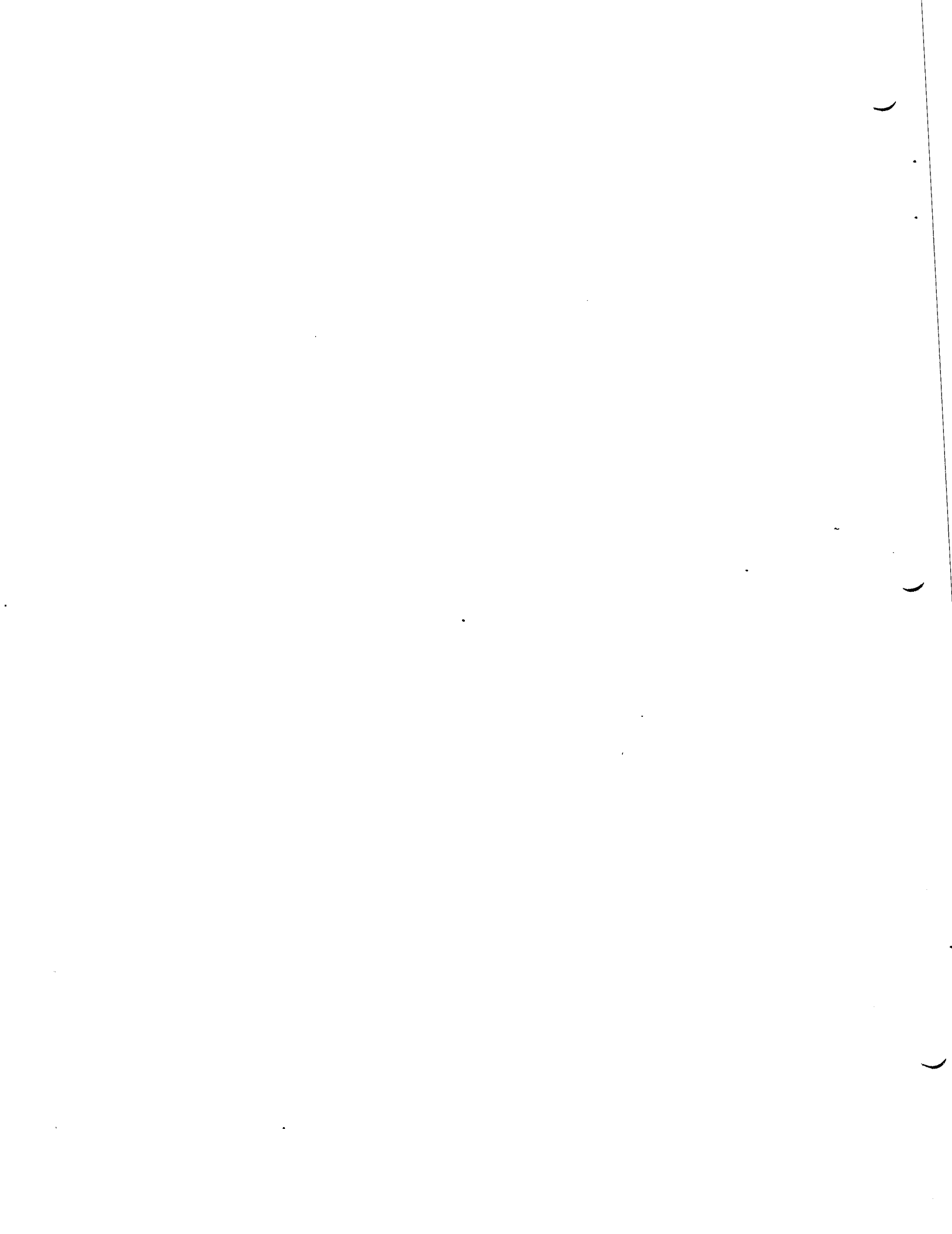


ATARI

WSFN

(TURTLE)

AN INTRODUCTION



ATARI WSFN INTRODUCTORY MANUAL

Prepared by: Gregory Yob

PREFACE (General remarks that are unlikely to appear in the final version of this manual.)

- 1) ATARI WSFN is subject to changes which may require changes to this manual- for example, the representation of the turtle might change.
- 2) It is assumed that the user is familiar with the ATARI keyboard, and knows how to manipulate the SHIFT and CTRL keys.
- 3) Entry of keys will be as typed with these exceptions:

Letter ^C means CTRL-Letter

Letter ^S means SHIFT-Letter

For example, M^C2T^C1HCN is equivalent to:

CTRL-M 2 CTRL-T 1 H C N

WHAT'S WSFN ?????

Have you ever tried to build a house out of toothpicks? Or to bail out a battleship with a teaspoon? That's the situation that the first computer hobbyists were faced with.....

Back in the "old days" of personal computers, you would buy some kits through the mail, and with a soldering iron, a lot of patience, and even more luck, you would end up with your very own personal computer! However, that was only half the story - for a computer without a program is like a car out of gas - or your ATARI 400 (or ATARI 800) without any cartridges. You could turn your computer on - and it would sit there and do nothing.....

Deep inside every computer is the electronic equivalent of a blackboard, and written on the blackboard is a series of instructions for the computer to follow. You might imagine an ordinary blackboard with a gridwork of 1/2 inch squares on it - if you filled some squares with chalk, and erased others, you can draw letters - and then words and sentences. Of course it takes hundreds of little squares to write a short sentence.....

When a computer is turned on, it looks at its memory (that's the blackboard), and the pattern of ones and zeroes (white or black squares) contains the instructions that tell it to do something. Since it is easier and cheaper to build computers that recognize "binary patterns" than to make computers that understand English sentences, the computer's memory will look very strange to you and me.

Now, back in the "old days", the people with big computers had already solved this problem - patterns of ones and zeroes were made which let humans use typewriters and English-like sentences to tell the computer what to do. (This is called programming.) But!! The poor fellow with his personal computer didn't have these computer languages - and his personal computer's memory was very small. In fact, the memory was too small to hold the languages that big computers were used to.

Computer hobbyists soon got tired of flipping switches thousands of times to make their programs - so "tiny" languages were invented. A tiny language couldn't do as much as the languages on big computers, but you can still do a lot more in a tiny language, and do it a lot faster, than making up the ones and zeroes by hand.

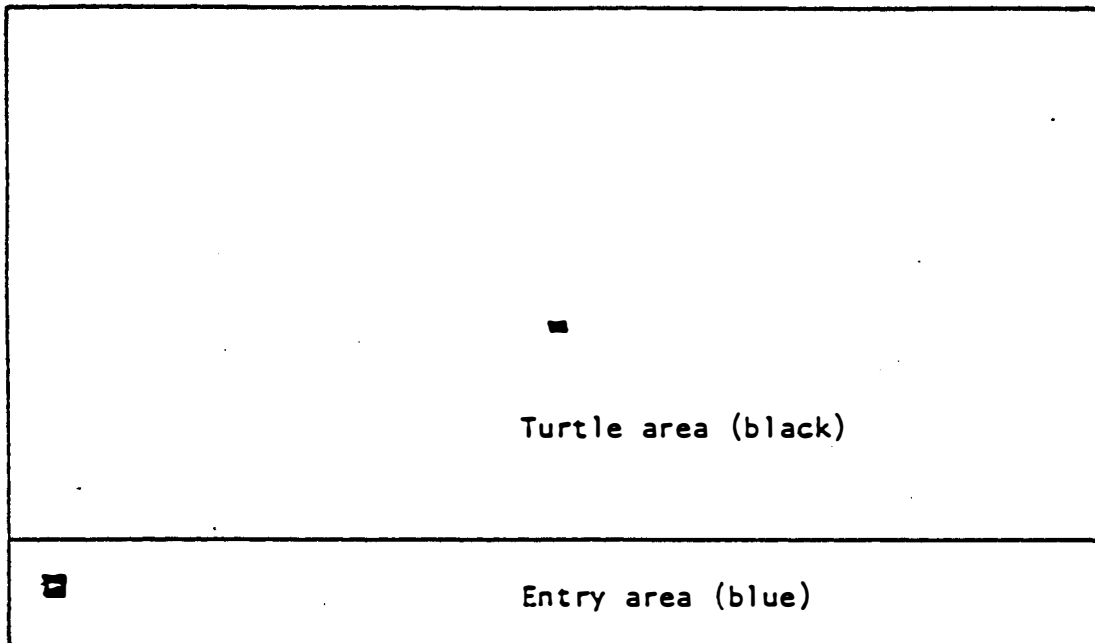
In 1977, Lichen Wang, who had already made a Tiny BASIC, decided to make a tiny language for controlling robots with his computer. When he shared it with his friends, they started to call it different things - since Lichen hadn't given the language a name. When Lichen was asked what to call the language, he said: "If everything has to have an acronym, I would rather call it WSNF (Which Stands For Nothing)."

When Lichen had WSNF ready, he didn't have a robot - but he did have a TV set, and WSNF could be made to draw pictures with the Turtle. (You can think of the Turtle as a video robot if you want to.) Well, let's plug in our ATARI 400 (or ATARI 800), put in the WSNF cartridge, and see what turtles can do.

THE TURTLE

Getting Started

Plug in the WSFN cartridge, and turn on the TV and your ATARI 400 (or ATARI 800). The TV should look like this:



WSFN when the power is turned on.

The top part of the screen will be black, with a bright dot in the center. The bottom part will be light blue, with a bright square near the left side.

The top half is the world of the turtle, and here is where pictures can be made. To draw pictures, you must enter commands with the keyboard, and the blue area will show your last entry and the line you are entering. (Nothing is shown when you start since nothing has been entered.)

How to See the Turtle

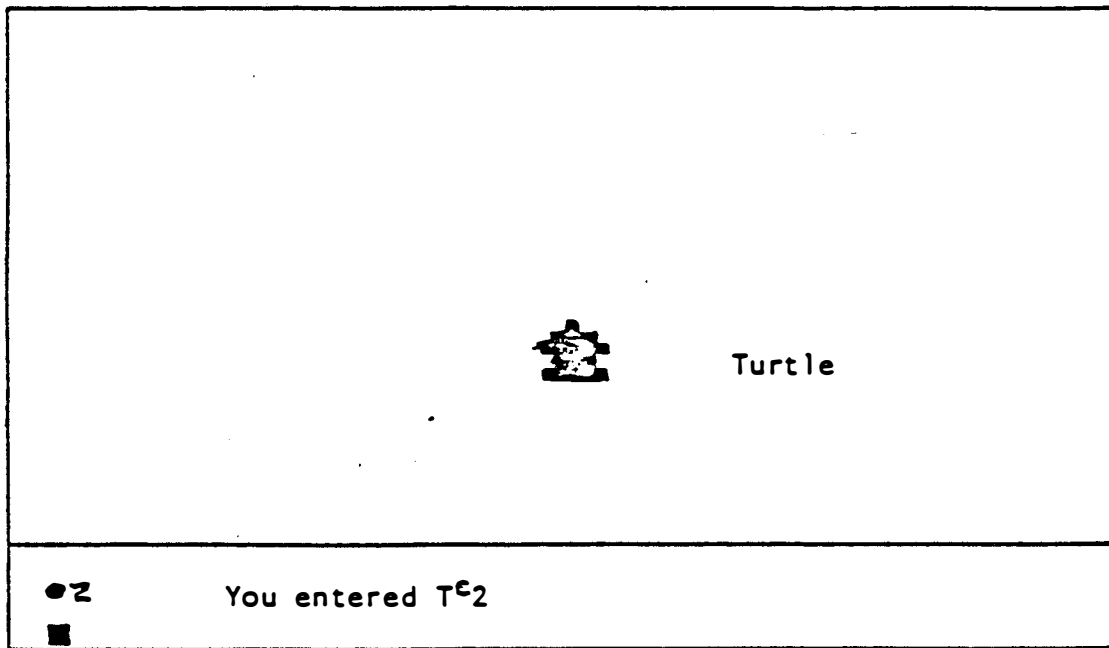
When WSFN starts up, the turtle is the bright dot - which doesn't look like a turtle! To see a better turtle, enter on the keyboard:

CTRL-T 2

Press the CTRL key, and while it is down, press the T key. Then press the 2 key (after releasing the CTRL key.)

NOTE: Instead of spelling SHIFT or CTRL for keystrokes, we will use s or c like this: M^s V^c - these mean SHIFT-M and CTRL-V. The turtle command shown above becomes T^c 2 .

Now the screen will look like this:



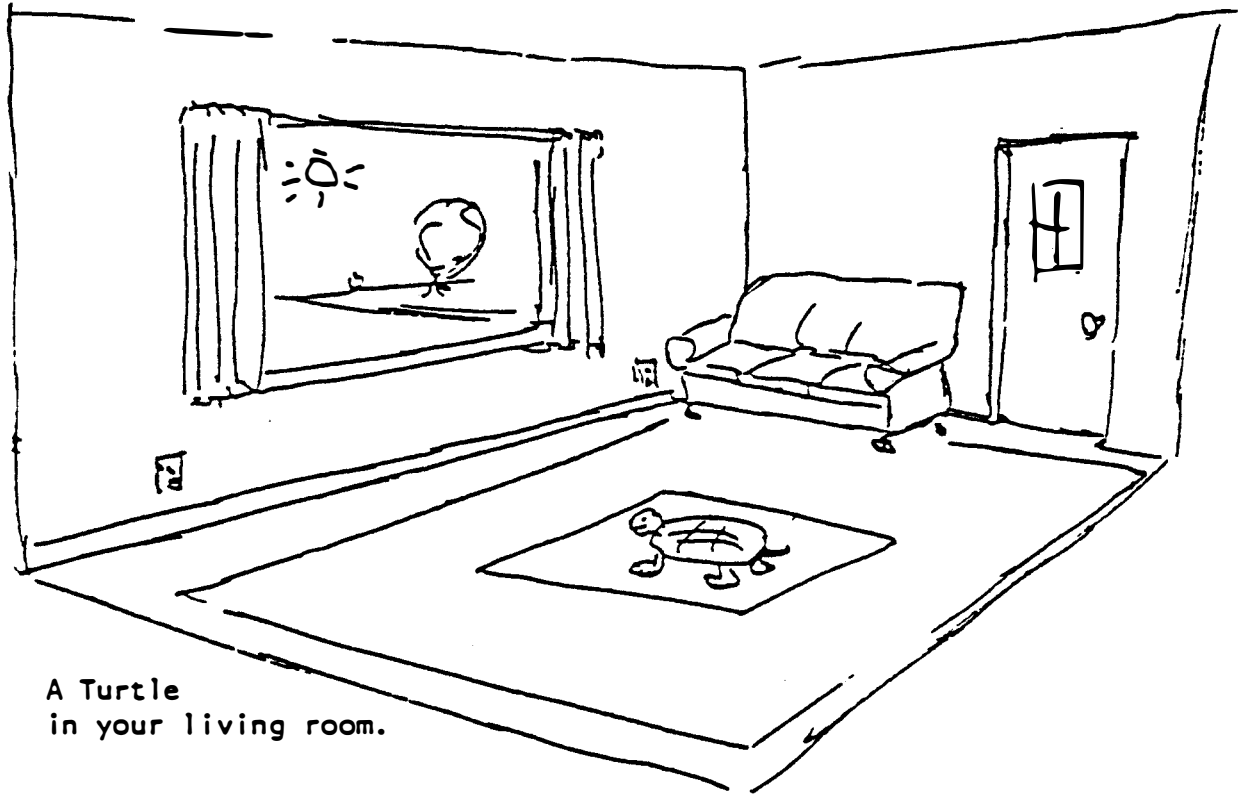
Making the Turtle appear.

The little animal on the screen is the turtle. If you look in the blue area, you will see a ● 2. The T² is a graphics character, ●, so this represents the command you just typed in.

(If you have used a computer before, an unusual thing is going on here: WSFN DOES A COMMAND AS SOON AS IT RECOGNIZES IT. You don't have to press RETURN - WSFN is aware of what you type in as each key is pressed.)

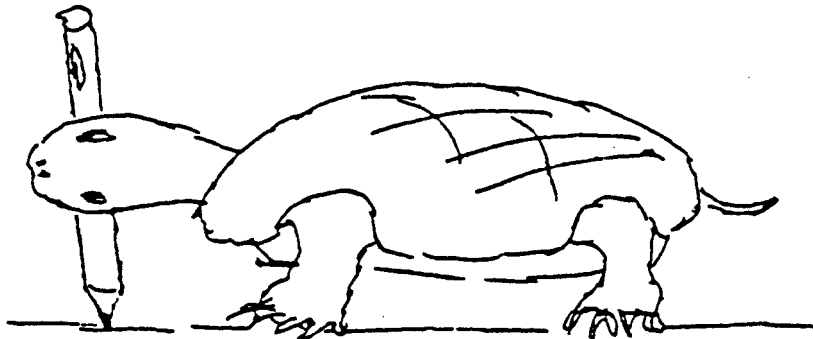
All About Turtles

Suppose you had a trained turtle, and you put him in the living room on a piece of paper:

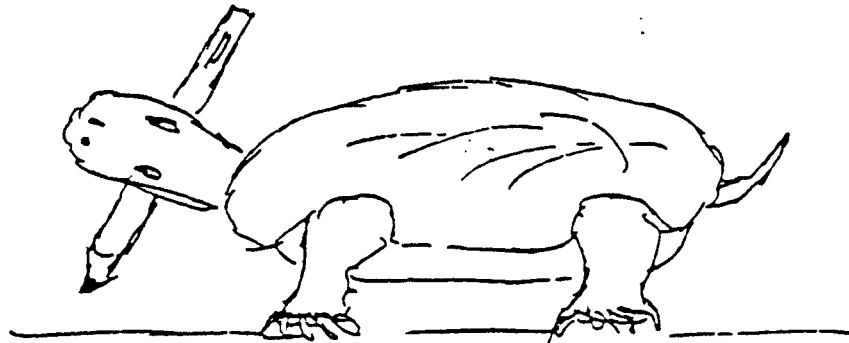


A Turtle
in your living room.

The turtle holds a felt pen in its mouth like this:

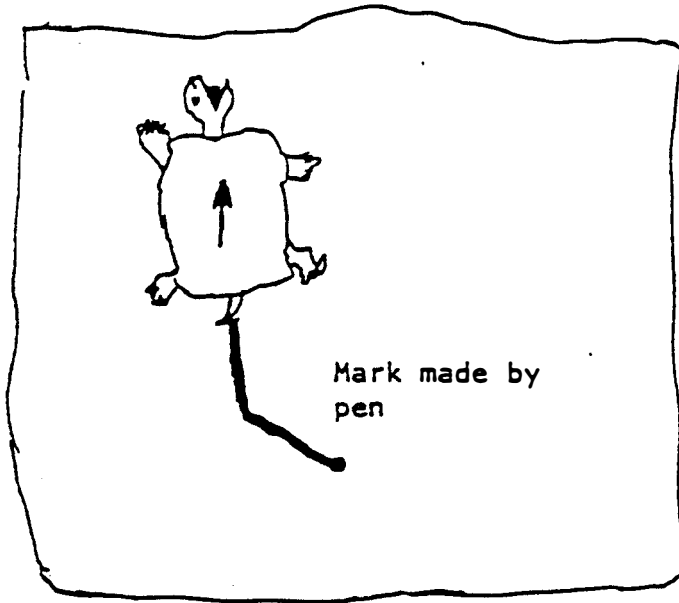


The pen is down.



The pen is up.

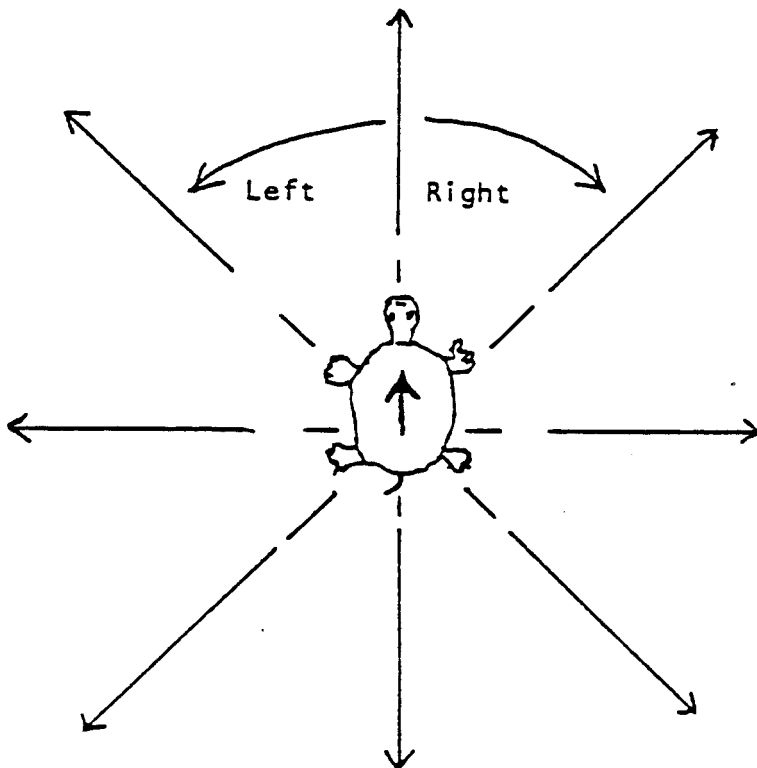
If the turtle walked forward, the felt pen would drag along the floor, leaving a mark on the paper:



Turtle goes for a walk with the pen down.

No mark would be made if the turtle was told to lift its head first.

Since turtles aren't too smart, you can only make him turn to the right or the left by half- turns like this:



How a Turtle changes directions.

Sometimes the turtle might walk off the paper - and you'll have to pick him up and put him back in the middle. If you want, you can tell the turtle to point towards the living room window.....

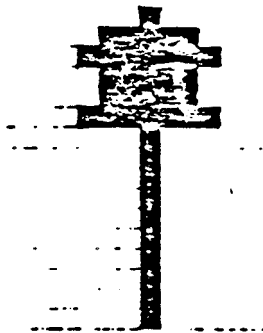
And, of course, when a drawing is finished, it's time to put a clean sheet of paper on the floor.

The WSNF turtle can do all of these things. The commands are:

- U - UP Lift the pen off the floor.
- D - DOWN Put the pen on the floor.
- F - FORWARD Move one step forward.
- R - RIGHT Turn right one half-turn.
- L - LEFT Turn left one half-turn.
- H - HOME Put the turtle in the middle of the screen.
- N - NORTH Point the turtle North (up on the screen).
- C - CLEAR Clear the screen.

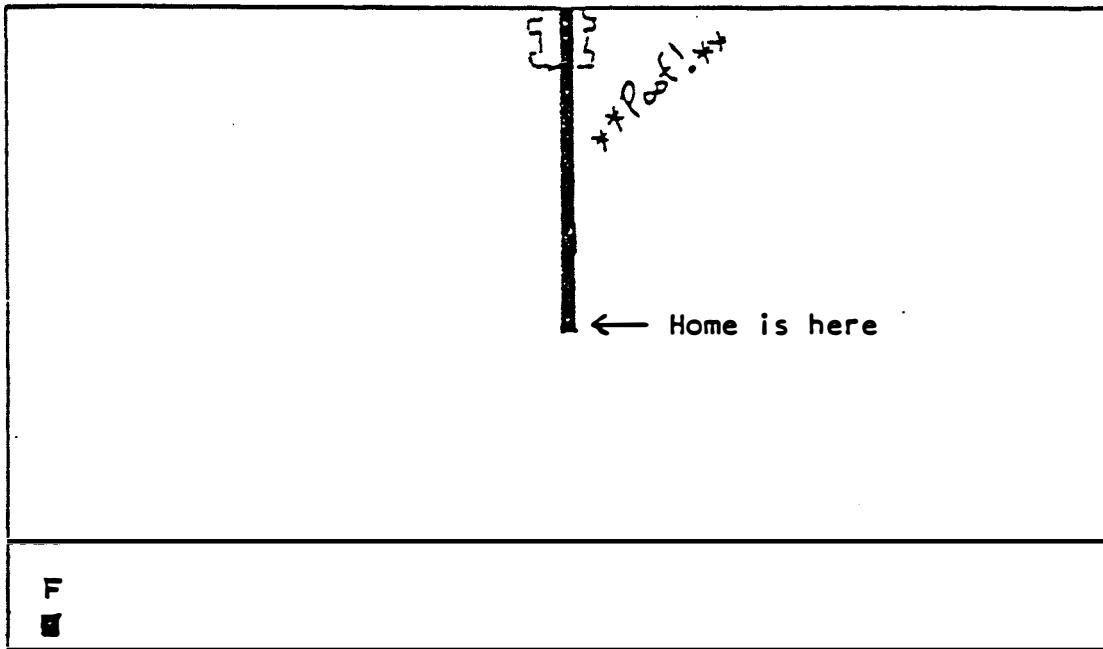
Using the WSNF Turtle

Press the F key (FORWARD) a few times - if you do it enough, the turtle will move upward and a line appears beneath him:



(Here you entered FFFFFFFFFFFFFFFF.)

If you hold the F key down for a while, the ATARI will repeat the key (with beeps for each repeat.). The turtle will travel up the screen and disappear off the top edge.



The Turtle walked off the top of the screen.

To get him back, use H (HOME) - and the turtle will reappear in the center again.

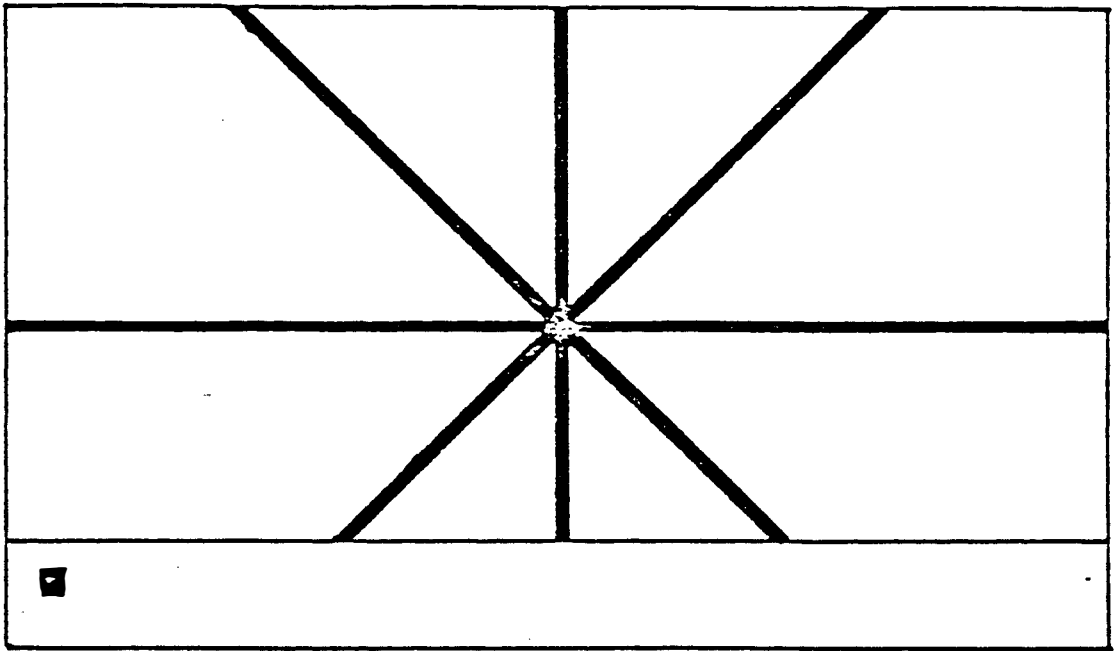
(Each time you press a turtle command key, WSFN does it immediately. This leaves only one letter as the last command shown in the bottom area on the screen.)

Now press R (RIGHT). The turtle will rotate a half-turn to the right. If you hold R down, the turtle will spin like a top! (Try it and see.)


Pressing L (LEFT) turns the turtle to the left by a half-turn.

Here is a challenge for you: See if you can draw the picture shown below:

— ON
NEXT
PAGE —

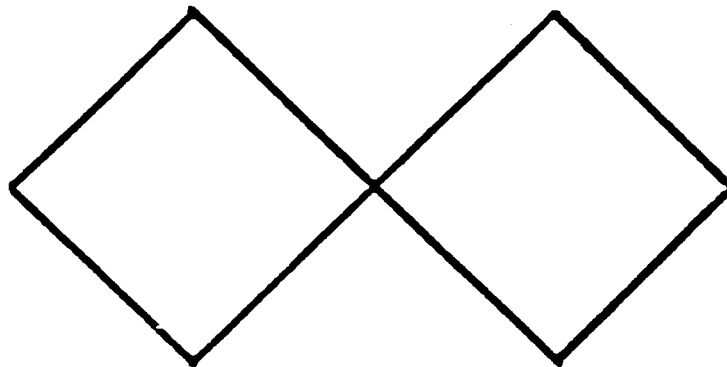


Can you draw this picture?

(Note: Diagonal lines will look like  on the screen.)

(When the turtle goes into the blue area, the turtle is visible, but the line it draws isn't shown.)

To erase the screen, press C (CLEAR). The picture goes away, with the turtle remaining where it was before. Clear the screen and see if you can draw this picture:



Another challenge for the drawing expert - and a small mystery.

How did the turtle get away from the drawing without a line?? Simple! He lifted his pen up - if you press U (UP), the turtle can be moved without making a line. Now see if you can do the drawing and leave the turtle in the spot shown.

(Hint: If you have a hard time making the lines meet in the center, just count the number of F's you entered - and then it's easy. Counting is very important in WSNF.)

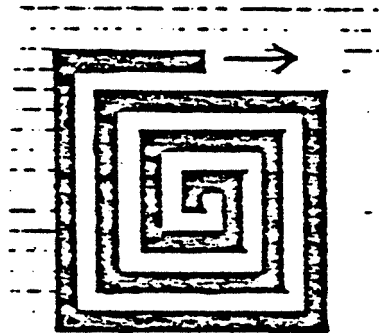
To make the turtle draw again, use D (DOWN), and the pen will now make a line on the screen.

Make the turtle spin around by holding down the R key. Then press N (NORTH) and see what happens. Try this several times.

Some Optional Exercises

If you have a few moments, and want to really know your WSNF, try the exercises in this section. Some of them aren't easy, so feel free to skip them if you want to go on.

- 1) Draw a border around the edge of the screen. Keep count so you know how many "footsteps" high and wide the screen is.
- 2) Draw a square 15 steps on a side, and fill it in by walking around inside in a spiral.
- 3) Draw this figure:



Spend some time making pictures with the turtle, and then go on with the next section.

GETTING FANCIER

Suppose you wanted to draw a checkerboard on the screen. If you draw it one step at a time by pressing F, R and L, it will take a lot of effort! WSN has several ways to save effort - so let's look at a few of these.

Repetition

If you enter a number before any WSN command, WSN will repeat the command. For example, clear the screen, home the turtle, point north, and enter:

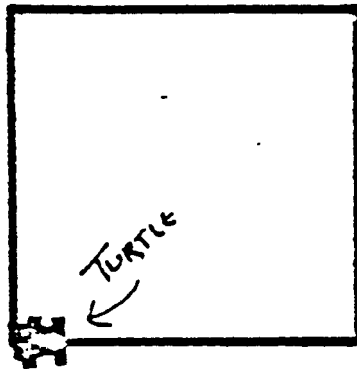
25F

The turtle will move 25 units forward. (Be sure not to put a blank between the 25 and the F. A blank is a WSN command to do nothing, and if you enter 25(blank), WSN will do nothing - 25 times!)

Making a square is easy! Try entering:

HCN25F2R25F2R25F2R25F

If you did that right, you will see:



To twirl the turtle, enter:

9999R

(NOTE: 9999 is the largest number that WSN understands. If you enter a bigger number, WSN will take the four rightmost digits as the repetition value.)

Parenthesis

When you drew the square, did you notice that a square could be made by repeating this command four times?

four of: 25F2R

In WSN, groups of commands can be put inside pairs of parenthesis and then repeated just like one command. Let's draw that square again:

HCN (set up the screen)

4(25F2R) (make the square)

If you look carefully at the screen, the turtle is now pointed up instead of pointing to the left. Why? (Hint: The first time you made the square, was there a 2R at the end?)

The blue area has another surprise - the entire sequence was entered, and then WSN did the command. WSN didn't do each step as you typed them in.

When you enter a parenthesis, WSN will wait until you enter the other parenthesis before doing the command. When you are doing a long set of commands, a parenthesis will let you see the entire line before WSN executes it - if you make a mistake, the BACK S key can be used to erase letters. Let's try an example:

(The object is to make a rectangle 20 units high and 10 units wide.)

HCN

(20F2R10F2R20F3R10F

oops! you want 2R last time

↑
enter 5 BACK-S , and then enter:

2R10F)

(As an exercise, take a look at the picture that would result if you didn't correct the error - that's a mighty strange rectangle!)

No
make
only

Nesting Parenthesis

Pairs of parenthesis can be used to build bigger and better commands out of smaller ones. WSFN will wait until all the parenthesis are "balanced" - that is, the number of) matches the number of (. For example, try:

```
(((((((((20F))))))))))
```

The 20F won't be done until the last) is entered.

Here is a nicer kind of square:

```
8(4(20F2R)R)
```

Once this picture is on your screen (You have to actually do this one - we won't put the picture in this manual!), let's see if it can be figured out.

The way to understand lines with parenthesis is to work from the inside out, starting with the innermost pair. In this case, this is:

```
(20F2R)
```

This draws one side of a square, and turns the turtle 90° to the right. Now lets build up the next layer:

```
4(20F2R)R
```

The first part draws the four sides of the square. Then the turtle is turned once to the right. This means that the next time a square is drawn, it will be tilted diagonally.

Now, the entire thing is done eight times:

```
8(4(20F2R)R)
```

If you trace this out by hand, the turtle ends up at the Home spot after each square - but the turtle is turned once to the right each time. When the square was drawn the first time, the home spot is the lower left corner.....

WSFN tends to draw its pictures rather rapidly - to see how a picture is constructed means you have to slow WSFN down in some manner. The W command tells WSFN to wait for 1/30 second. Let's add this to the fancy square and see how the square is made:

```
8(4(20F2R30W)R)
```

After each side of a square is drawn, the turtle waits for one second - and it's much easier to see how the picture is made!

Just for fun, try these lines, and see if you can figure out how they work. If they go too fast, insert a 30W inside the innermost parenthesis (like we did with the fancy square).

8(8(10FR)R)	(stained glass window)
8(8(5FR)20FR)	(super eight)
8(8(5FR)20FL)	(different for such a small change!)
8(6(5FR)R)	
8(7(5FR)R)	

You can see that small changes can make big differences! Here is a really long line to try:

8(8(8(6(5FR)10FL)15FR)20FL)

Some Optional Exercises

Try the first few of these to see how complicated shapes can be made from simpler ones. It is quite difficult to type all of these in correctly, so feel free to quit when you get frustrated.

The series of entries shown below shows how to construct a checkerboard by making a square, and then adding more and more until a checkerboard is drawn. In the process, some mistakes (which computer programmers call bugs) will appear - and then they will be fixed. If you try to make complicated pictures of your own, you will make mistakes too.

The new parts of each entry will be underlined.

- 1) 4(8F2R) This draws a square
- 2) (4(8F2R)8F) Once a square is made, move the turtle to start a new square.
- 3) 8(4(8F2R)8F) Do eight squares in a row.
- 4) (HCN40F4R8(4(8F2R)8F))

The eight squares ran off the top of the screen, so put the turtle near the top and point him downward. Then do the row of squares.

- 5) (HCN40F4R8(4(8F2R)8F)2R16F2R64F)

After doing a row of squares, put the turtle in position to start a new row.

- 6) (HCN40F2R32F2R8(4(8F2R)8F)2R16F2R64F)

Just putting the turtle over to the right to center the checkerboard on the screen.

7) ((HCNU40F2R32F2RD)8(4(8F2R)8F)(U2R16F2R64FD))

When the turtle is being put into position, it shouldn't draw a line. The pen is lifted before a move and put down afterward. The new parenthesis separate the positioning moves from the square drawing and help make the entry easier to read.

(Note: If you have got this far, your entry will appear on two lines of the screen's lower area. WSN can accept up to character lines.)

8) ((HCNU40F2R32F2RD)8(8(4(8F2R)8F)(U2R16F2R64FD)))

To make a checkerboard, just repeat the row of squares and the move to the next row eight times - but it doesn't work! (When a row is started, the turtle must point down, and we left it pointing up.)

9) ((HCNU40F2R32F2RD)8(8(4(8F2R)8F)(U2R16F2R64F4RD)))

With the turtle's direction fixed, we get a checkerboard, but with the rows too far apart - a new row starts 8 steps to the left instead of 16. Let's fix this and try again.

10) ((HCNU40F2R32F2RD)8(8(4(8F2R)8F)(U2R8F2R64F4RD)))

Wow! It works this time!!!!

MAKING YOUR OWN COMMANDS

Each time you want to draw a small picture, you have to enter the commands for the turtle - for example, to make three squares means you have to repeat:

```
4(12F2R)          (draw the square)
-----          (move the turtle to the next spot)
```

three times - once for each time the square is drawn. A design with a lot of squares could take a lot of typing!

WSFN lets you make new commands - and it will remember the command as long as the ATARI is turned on (or until you change the command's meaning). Here's how to make a "Square" command:

```
=*S4(12F2R)
```

The = tells WSFN that a new command is being named. The name of the command is *S, and the meaning of the command is 4(12F2R) which draws a square.

Drawing the square is easy now - just enter:

```
*S
```

and the square appears. You can also put your new command into other WSFN lines - for example:

```
8(*SR)
```

```
4(8(*SR)24F2R)
```

If you have been doing the examples, you surely have entered this one a lot:

```
HCN
```

Why not make it a command as well - *C, for example:

```
=*C(HCN)
```

You can include commands that you have invented into other commands. Let's take that fancy design and turn it into a command:

```
=*F(*C4(8(*SR)24F2R))
```

Now by pressing just two keys, a complete picture is drawn!

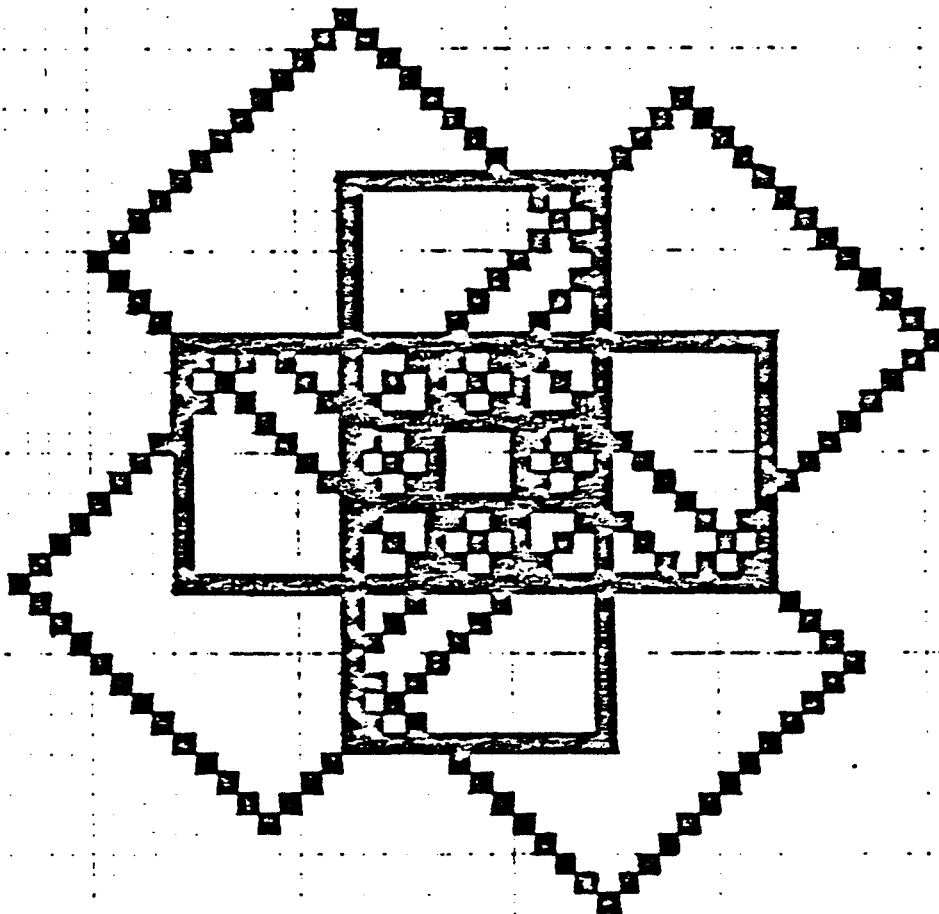
(Notes: 1) WSN uses the * to tell if a command is already in the "canned" commands that it already knows or if you invented it. 2) An invented command will end in the same way a normal WSN command does - for example, if you want *Z to mean 4F3R, you should put some parenthesis around it like this: =*Z(4F3R) If you don't, WSN will think that *Z means 4F. 3) WSN doesn't actually do the command until you tell it to - the = is a command to record new commands. Use the command (such as *S or *Z) to make WSN perform.)

A Command That Lasts Forever (Almost)

Let's make *Q a command with its own name included (This should drive WSN nuts!):

```
=*Q(*SR4F*Q)
```

The turtle draws the design below, and then does it over, and over, and over, and



The command *Q tells WSN to draw the square *S, move the turtle and turn it a little, and then, do *Q again! This is called an infinite loop - the same thing gets done forever....

(Note: Actually, WSFN will do *Q for several minutes, and then quit. The reasons for this are beyond the scope of this manual. It is possible to make true infinite loops in WSFN - again, using features that aren't covered here.)

To make WSFN stop, press the BREAK key - BREAK will always stop WSFN no matter what it is doing.

Enter *Q again, and while it is going, press the R or L keys now and then - the figure will move around. WSFN will stop in the middle of a command to do one that you just typed in (in this case, R or L), and then continue doing the old command.

Looking at Your Commands

Now that we have several new commands, how do we look at them if changes are needed. Just enter:

M^C1 (That's CTRL-M and 1)

The screen will change to:

```
ACC=0000 NUMBER=0000 LEVEL=0000
CHAR=1
>
-1

S=4(12F2R)
C=(HCN)
F>(*C4(8(*ST)24F2R))
Q=(5R4F*Q)
```

The Debug Mode Screen

This is called the "debugging mode". The four lines in the middle are the four commands you entered.

If you want to change a command, you can either type it in again, or use the cursor movements & screen editor to change the command's line directly. (This manual assumes that you know how to use the screen editor.)

There is one big difference in debugging mode - to make WSFN do a line, you must press the RETURN key.

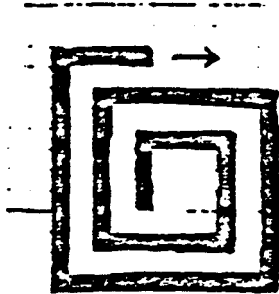
To leave debugging mode, enter:

M^C3 RETURN (CTRL-M, 3, and press RETURN)

(Note: WSFN's debugging mode has many features which won't be discussed in this manual. For the present, just use debugging mode to see your library of special commands, and to make changes to your special commands.)

THE ACCUMULATOR

WSFN has an "accumulator" - which is a counter which can be used to keep track of what you are doing. For example, suppose you want to draw a spiral square like this:



Each side of the square is one step larger than the previous one. If you try to do this with the WSFN you already know, it gets harder and harder to do:

(3F2R)	(one side done)
((3F2R)F(3F2R))	(two sides done)
=*S(3F2R)	(make a side a special command)
(*SF*S2F*S3F*S4F)	(once around)
(*SF*S2F*S3F*S4F*S5F*S6F*S7F*S8F)	
etc	

The accumulator can be used to solve this problem. In WSFN, the commands:

- + adds one to the accumulator.
- subtracts one from the accumulator.
- A repeats the next command as many times as indicated by the number in the accumulator.

Let's see how this works in practice. Starting with the turtle at home, and pointing north, enter:

+++++ (press + ten times)

AF

The turtle will move up 10 steps - that's the number in the accumulator. If you repeat:

AF

the turtle will move another 10 steps forward.

Try entering several -, and then the AF. Now the turtle will move a shorter distance. If you press - enough times, the accumulator will have a zero in it. Now the turtle won't move at all.

The smallest number in the accumulator is zero (and the largest is 9999). If you enter too many -, the accumulator will just stay at zero. Try pressing - 15 times, and then AF - the turtle stays still.

The commands + and - can be repeated like any others. For example,

15+ adds 15 to the accumulator

23- subtracts 23 from the accumulator

If you use A to tell how many + or - to use, you will get:

A- sets the accumulator to zero

A+ doubles the number in the accumulator

(Be sure you understand the A+ and A-. A- is used a lot to "make things ready" - it is easy to enter a command which leaves some junk in the accumulator - and when you try the command again, WSFN will do something different! (and usually not very nice).)

If you want to see what's in the accumulator, go into debug mode and play a bit with the + and - commands. The accumulator is shown in the line that says:

```
ACC=0000
```

in the upper left corner. + and - will change this value, for example,

```
++++++ RETURN
```

will make the accumulator look like this:

```
ACC=0007
```

(Note: M^C1 gets you into debug mode, and M^C3 gets you out.)

Now, back to the square spiral - each side is one unit longer than the previous one, so:

(AF2R+) will draw a side A units long, and add one to the accumulator.

Here is the spiral:

```
HCNA-40(AF2R+)
```

HCN sets up the screen, A- removes any leftover junk, and 40(AF2R+) draws 40 sides to the spiral.

To fill up the screen, enter:

```
120(AF2R+)
```

Note that the spiral continues from where it stopped before - we didn't zero the accumulator or home the turtle!

Just for fun, try these variations on spirals - and see if you understand what they do. (The really serious student is asked to visualize the picture before trying them out.)

Squares:

```
40(4(AFRR)+)
40((4(AFRR))+)
40((4(AFRR))++)
40((4(AFRR))++RR)
```

It is useful to define this command to set up the screen between pictures:

```
=*R(HCNA-)
```

Octagons:

```
40((8(AFR))+)
40(AFR+)
40(7(AFR)+)
40(6(AFR)+R)
```

Remember that you can insert some delay if you put a 30W inside the innermost parenthesis, for example,

```
40(4(AFRR30W)+)
```

Single Step Mode

Sometimes WSFN will do things much too fast, and you will need to have a closer look at what's happening. (If you are just learning WSFN, skip this part until later.)

There are two commands that can help you look more closely:

MC2 This puts the upper part of the debug mode display into the blue area - if you try some of the previous examples, you can see the value of the accumulator change. The line called:

CHAR= _

displays the current character that WSFN is looking at.

If you enter **MC3** you will return to the usual mode. (If you want a screen without any blue area, use **MC8**.)

SC1 This is single-step mode. WSFN will do one action each time you press CTRL-4. For example, enter:

10+ (get into debug mode first)

and the accumulator will increment by one each time you press 4C.

SC has some other options also:

SC0 returns WSFN to normal speed

SC7 makes WSFN do about 1 action per second.

When you are in either debug mode (**MC2** or **MC1**), WSFN will run more slowly - it has the job of writing the debug data on the screen, and this takes some time to do.

Try some of the simpler examples that you already understand with these new commands - and you will see how they can help you understand complicated commands.

TESTING AND DECISIONS

WSFN has several commands which will select between two commands. For example, if the accumulator is zero, one command will be performed. If the accumulator isn't zero, the other command will be done. These commands are known as tests, and they all look like:

```
(test something) (if the result is true, do this one)
                  (if the result is false, do this one instead)
```

The test for the accumulator looks like this:

```
T(10F)(10R)
```

If the accumulator isn't zero, the first action (10F) is chosen. If the accumulator is zero, the second action (10R) is done instead. In both cases, the action that isn't chosen is ignored.

Let's look at some of these in more detail:

The Random Test (?)

The command ? will select one of the two commands following it with 1:1 odds (You can think of WSFN flipping a coin - if the coin is heads, the first command is done, and if it is tails, the second command is done.)

Try the following entry on your ATARI - do it several times. Each time you enter this command, the turtle either moves forward 5 units or turns to the right:

```
?5FR                    (Remember that TC2 sets up your turtle.)
```

Repeating this can make some nice squiggles:

```
1000?5FR
```

Note: If you can't get the ? to work, remember that ? is a shifted character - you must press SHIFT to get a ?.

Parenthesis can be used to build more complicated tests:

```
100?(U5?5FR)(D8(5FR))
```

Try it out, and then let's analyze what this expression does. First, there is 100 repetitions of the expression:

7(U575FR)(D8(5FR))

The first action is U575FR which is selected $\frac{1}{2}$ of the time. This lifts the pen, and moves the turtle randomly five times. (Just the previous examples with the pen up.)

The other action is D8(5FR) which draws an octagon on the screen.

Here are a few other random patterns to play with:

1007(10F7RL)(8(3FL)2R)
1007(H2075F7RL)(2R8(2FR)2L)
1007(H2075F7RL)(107(2R8(4FL)2L)12F)

The Accumulator Test (T)

The command T checks the accumulator. If the accumulator is not zero, the first action after the T is performed. If the accumulator is zero, the second action takes place.

By setting the accumulator, you can make your commands more responsive - they can check the accumulator and select different actions if the accumulator is zero.

Here is an example:

```
=*ET(20F2R)(4(5F2R))
```

HCNA-

Entering *E will draw a small square (That's the 4(5F2R) when the accumulator is zero.)

If you do a +, *E now moves the turtle 10 units and turns it right - doing this four times makes a larger square.

Counting the number in the accumulator can be handy - let's see what can be done with spirals:

```
=*ST(AF2R-*S)(sp) (sp means SPACE)
```

If something is in the accumulator, draw part of the square spiral. If the accumulator is empty, do the sp - space is WSN for "do nothing". Here it means we are done with the spiral.

After the side of the square is drawn, subtract one, and then call *S to do the next side - this will continue until the accumulator is zero.

Try setting the accumulator to different values and see the spirals that can be drawn.

If you want to check if the accumulator is larger than 32, use:

32-T(etc)

First, subtract 32, and then test the accumulator.

The Use of Brackets

If you enclose some WSN commands in brackets [], an interesting thing happens - the accumulator is saved, and no matter what you do to the accumulator inside the brackets, it will be restored to its old value when you come outside. The brackets also work like parenthesis for grouping commands together.

Here is an example - we will move the turtle forward by the number in the accumulator, draw the spiral with *S, turn right, subtract 5 from the accumulator, and repeat until the accumulator is empty.

If we used parenthesis around *S, only one spiral would be drawn - why? - the command *S leaves the accumulator at zero. The cure is to put brackets around *S which preserves the accumulator while *S is performed. Let's try it:

(be sure *S is already entered)

=*QT(AF[*S]2R5-*Q)(sp)

To try this out, enter:

HCNA-30+*Q

It's fun to try different values of the accumulator and see what *Q does.

Some Last Optional Exercises

- 1) Change *S to some of the other spirals and octagons in the section on the accumulator.
- 2) Change *Q to move about randomly, and then to set the accumulator at random (from 2 to 20) and call *S - and do this 20 times.
- 3) Look at the optional exercises that draw a checkerboard. Break the expressions down into several * commands which A) draw the square, B) move the square one unit, C) draws a row of squares, D) moves to the next row, and E) does the entire board. Notice how much easier it is to check each part and to fix bugs (mistakes that you made, being a fallible human being).

SOME FINAL COMMENTS

Now that you have survived this introduction to WSN, there's a lot more to cover. (Get the reference manual for details.)
WSN can:

- 1) Check the joysticks position and triggers.
- 2) Check the paddle pots and triggers.
- 3) Make sounds - both beeps and via the TV set.
- 4) Change the colors in the display.
- 5) Check if the square in front of the turtle has been drawn on.
- 6) Save and load your commands from discs and tapes.
- 7) Load "canned" commands from the cartridge ROM.
- 8) Control repetition in several other ways.
- 9) Represent the turtle - or make it go away in different ways.
- 10) Control how the turtle treats the edge of the display.
- 11) Save the accumulator in "variables" for later use.
- 12) Report some errors in debug mode.

SOME DEMONSTRATION PROGRAMS

The following demonstrations illustrate some of the extra features in WSN and are fun to play with.

Please take care to see that you have entered them correctly - an error in entry usually means the program won't work. Each group is separate unless stated otherwise.

The Zapper

The Zapper illustrates the use of sound and color options in WSN. Three procedures, *A, *C, and *D are required.

Z
= *A(MC0ACGA-1(+P&1(0))
= *C(00[A+&1][T(AF0&2-0&3)H])
= *D(3R2F2R)
G *Z*

Start the Zapper with *A.

Variations of the Zapper involve changes to *D:

= *D(? (3R2F2L) (3L2F3L))
= *D[?? (AFR-) (L)]
= *D[T (7 (AF2R) FR-) sp] sp means SPACE

Several of the shapes in the manual, such as the octagonal and square spirals, can be used. Enclose these procedures in square brackets [] to preserve the accumulator.

Some Joystick Exercises

WSFN can look at the joysticks, and these examples show a few possibilities. The joystick is to be plugged into Port 0 (the left-most port in front.)

Each of these joystick programs are started with *J.

Draw Program

This makes the joystick like a turtle. UP moves the turtle forward, RIGHT turns the turtle R, LEFT turns the turtle L, and DOWN puts the turtle at home (H).

```
=*J(MC0TC21(*K^))
=*K($A(FB)sp$B(RB)sp$D(LB)sp$E(H5B)sp)
```

Planting Posies

```
=*J(MC0TC2HN1(*K^))
=*K(US$A(FB)sp$B(RB)sp$D(LB)sp$E(D*PB)sp2W)
=*P(8(3FR)3L6F)
```

I Here, DOWN plants a "posie", and the other controls move the turtle around with the pen up. An alternate "posie" is:

```
Z *P(8(8(3FRACAW)3L6F2RAC0))
```

and each "posie" makes a sound!

The Superturtle

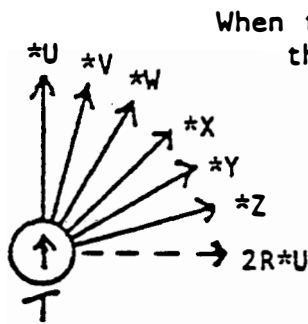
Since the WSFN turtle has only 8 directions, here is a "high resolution" turtle with 24 directions. The commands *F, *R, and *L perform the Superturtle equivalents of F, R, and L. *F will move the turtle about 4 units horizontally/vertically and about 3 units diagonally. (Surely you have noticed that F on the diagonal is longer than F off the diagonal. *F tries to correct this distortion.)

The Superturtle commands will not change the accumulator and can be substituted into other figures. (ie, change F to *F, etc.)

DC7MC0 will set up a high resolution display (2 colors only) in which Superturtle can be used nicely.

```
=*U4F
=*V(2FRFLF)
=*W(FR2FLF)
=*X(R3FL)
=*Y(2RFL2FRF2L)
=*Z(2R2FLFRF2L)
```

*U to *Z draw in each Superturtle direction.



When the turtle is pointed North, the procedures *U to *Z will move as shown. The turtle remains pointed North. To move in the other directions involves using 2R or 2L to get into the next quadrant.

Superturtle Directions

The individual directions should be checked by homing the turtle and entering 8 or 10 repetitions for each line. For example, H8*V to check *V.

```

=*F[A-#Z+T(-T(-T(-T(-Tsp*Z)*Y)*X)*W)*V)*U]
=*R[A-#Z+4-T(A-#Z2R)(#Z+#Z)]
=*L[A-#Z+T(-#Z)(5+#Z2L)]

```

define #2

If the six direction primitives are correct, this expression will draw a nice circle:

```

(4) (6) *U*V*W*X*Y*Z2R) (Be sure Turtle is not on a diagonal.)

```

Here are some pictures to do with Superturtle - most are variations of the same idea:

```

24(H*R12*F)
24(H4(*R3*F)3*L)
24(H12(*R*F)11*L)
24(12*F11*R)
(A-30(24(A*F*R)+*R))
24(24(*F*L)*R)
3(24(24(*F*L)*R)3*F)
4(6(H12(*L*F)+P11*R))

```

*can G... CTRL-T
circle 9
CTRL-D 2
CTRL-T
5=*

The Superstick

If you have the Superturtle entered, here is a superjoystick which does the Superturtle's version of the draw program. *J will get things going.

```

=*J(HCNMCØ1($A*Fsp$B*Rsp$D*Lsp$Ehsp^2W))

```

The Superstick can be "flown" quite nicely.

Colorpower Machine

Control of the color registers can create some nice effects. The procedures offered here permit the use of two joysticks to control the colors in a drawing.

```
=*A(A-#A++=#A&1)
=*B(A-#B++=#B&2)
=*C(A-#A+-=#A&1)
=*D(A-#B+-=#B&2)
=*E(A-#C++=#C&3)
=*F(A-#D++=#D&0)
=*G(A-#C+-=#C&3)
=*H(A-#D+-=#D&0)
```

Note: If WSFN had @1 mean load acc with color in color reg 1, these procedures would be much shorter. (ie, =*A(@1+&1) .)

A nice test figure is drawn by invoking *M:

```
=*M(MCØTØHCNA-=#A=#B=#C=#D*N)
=*N8(3+P[32(8(AFR+)]R)
```

If you enter the joystick control, invoke *M and then *J, the joysticks will change the colors. Opposite directions (UP - DOWN, RIGHT-LEFT) change a single color.

```
=*J1($A*Asp$B*Bsp$C*Csp$D*Dsp$E*Esp$F*Fsp$G*Gsp$H*Hsp3W^)
```

The color control routines can make some nice effects by being included in other WSFN expressions. Change *N as follows, invoke with *M, and then try: (You might want to use MC3 in *M instead)

```
=*N(150?(+PH)(20(3F7RL)))
1(?(*A*B)(*C*D)W^
(A-1(A[*A]+A[*B]+A[*C]+A[*D])^))
1(????????*A*B*C*D*E*F*G*Hspspspsp^
1(^?(?(*A*B)(*C*D))(?(?E*F)(?G*H)))
1(^?(?(16*A)(16*B))(?(16*C)(16*D)6W))
```

NOTES FOR DEMONSTRATIONS

These brief notes will help explain how the various demonstrations operate and the special features used.

The Zapper: *A sets up the screen in full graphic mode (MCØ) and turns on the sound (ACG) and zeroes the accumulator. It then repetitively calls *C. The caret increments the iteration counter. When this is inside a parenthesis preceded by 1 or more, the result is a true infinite loop. The command P sets the turtle's pen color to the value in the accumulator - in WSFN, this is the 4 values selected by the 2 LSB of the accumulator.

*C plays with the color registers &0, &1, &2, and &3. The & sets the indicated color register to the accumulator's value. Each color register may have a value from 0 to 255, and the color selected will appear on any lines drawn with the corresponding pen selection (P). *C then moves the turtle A units, invokes *D, and then invokes itself recursively. When the accumulator zeroes, the turtle is homed, and *C is at last finished.

*D is used to draw any convenient figure to embellish the plot.

Joystick Exercises *J sets up the screen with a turtle and repeatedly calls *K with the caret trick.

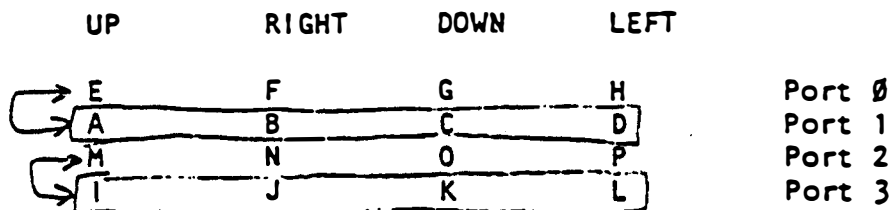
*K tests each position of the joystick and then the turtle is moved appropriately (ie, FB, RB, etc). The beep is included to provide feedback, and to slow things down to human speed. Home gives a longer beep.

In the posies, *J is a little better with setup of the screen. *K lifts the pen and moves the turtle - except with the DOWN option which puts the pen down and draws the posie. The 2W is needed to slow things down.

The first *P is clear enough. The second one turns the sound on, and then off. (A^C followed with A-P makes some "artifact" sounds with the letter selecting the artifact. A^C0 turns the sound off. Try it with other WSN drawings.)

\$ followed by a letter tests a joystick position and does the first command if the joystick is moved, and the second if it is not. For example, \$EFH would move the turtle if the joystick is UP, and home the turtle if the joystick wasn't UP.

The joystick positions are:



Superturtle: *U to *Z draw one of the 6 directions in each quadrant. Turning the turtle 90 degrees permits re-use of these procedures in the three other quadrants.

*F tests the value of a variable #Z which stores the superturtle's "direction" which is from 0 to 5. It then calls the appropriate drawer from *U-*Z.

*R checks #Z, and does one of:
If #Z is 5, set #Z to zero and turn the turtle
right 90 degrees.
Else add 1 to #Z.

*L checks #Z, and does one of:

IF #Z is sero, set Z to 5 and turn the turtle
left 90 degrees.
Else subtract one from #Z.

WSFN permits the storage of the accumulator's value
into variables, identified by # (#A to #Z). The two operations
on variables are:

=#var Set var to value in accumulator
A-#var+ Set accumulator to variable's value

Variables can also be used for repetitions (as shown in setting
the accumulator above.)

Superstick: Done by substituting the Superturtle *F, *R and *L
into the draw program and putting the loop & setup into *J also.

Colorpower Machine: Procedures *A through *H increment or
decrement the color registers. Variables #A to #D hold the
color register values.

*M is used to set up the screen - and! to initially define
the variables used. *N draws an abstract pattern which has many
textures.

*J is an extended version of the usual joystick text -
now handling two joysticks in Port 0 and Port 1. When running,
three of the colors will be changed. One set is the background,
and cannot change (at present). As the values in #A to #D
increase, the program runs more slowly due to the #A+ (etc)
needed to set up the accumulator. The colors in the color registers
are arranged in a way that changes brightness faster than hue
which takes getting used to.

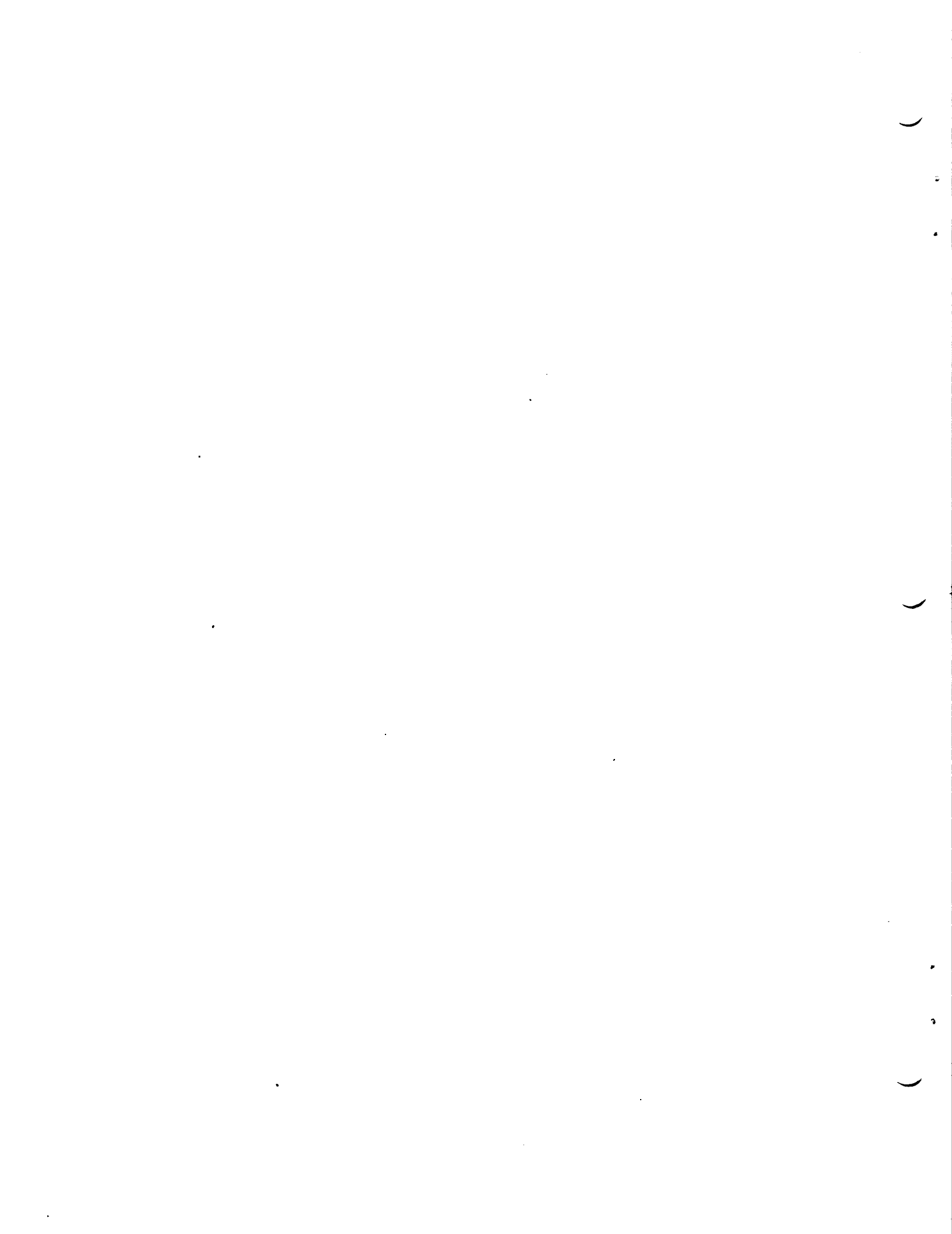
The various expressions randomly change the color values
by different ruses and will run indefinitely. *N was changed
for the heck of it.

Limited Warranty on Media and Hardware Accessories. We, Atari, Inc., guarantee to you, the original retail purchaser, that the medium on which the APX program is recorded and any hardware accessories sold by APX are free from defects for thirty days from the date of purchase. Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are also limited to thirty days from the date of purchase. Some states don't allow limitations on a warranty's period, so this limitation might not apply to you. If you discover such a defect within the thirty-day period, call APX for a Return Authorization Number, and then return the product along with proof of purchase date to APX. We will repair or replace the product at our option.

You void this warranty if the APX product: (1) has been misused or shows signs of excessive wear; (2) has been damaged by use with non-ATARI Home Computer products; or (3) has been serviced or modified by anyone other than an Authorized ATARI Computer Service Center. Incidental and consequential damages are not covered by this warranty or by any implied warranty. Some states don't allow exclusion of incidental or consequential damages, so this exclusion might not apply to you.

Disclaimer of Warranty and Liability on Computer Programs. Most APX programs have been written by people not employed by Atari, Inc. The programs we select for APX offer something of value that we want to make available to ATARI Home Computer owners. To offer these programs to the widest number of people economically, we don't put APX products through rigorous testing. Therefore, APX products are sold "as is," and we do not guarantee them in any way. In particular, we make no warranty, express or implied, including warranties of merchantability and fitness for a particular purpose. We are not liable for any losses or damages of any kind that result from use of an APX product.

**For the complete list of current
APX programs, ask your ATARI retailer
for the APX Product Catalog**



Review Form

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many of our authors are eager to improve their programs if they know what you want. And, of course, we want to know about any bugs that slipped by us, so that the author can fix them. We also want to know whether our

instructions are meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program.

2. If you have problems using the program, please describe them here.

3. What do you especially like about this program?

4. What do you think the program's weaknesses are?

5. How can the catalog description be more accurate or comprehensive?

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program:

- _____ Easy to use
- _____ User-oriented (e.g., menus, prompts, clear language)
- _____ Enjoyable
- _____ Self-instructive
- _____ Useful (non-game programs)
- _____ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

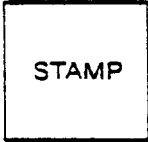
8. What did you especially like about the user instructions?

9. What revisions or additions would improve these instructions?

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

11. Other comments about the program or user instructions:

From



ATARI Program Exchange
P.O. Box 3705
Santa Clara, CA 95055

{seal here}