

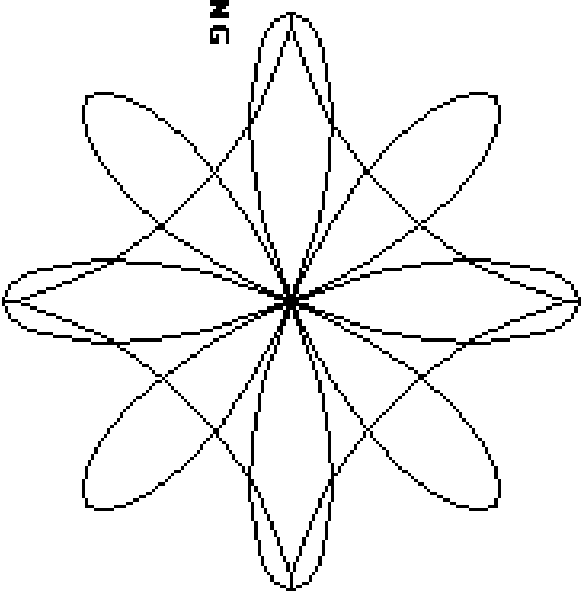
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10 DIM B$(40),C$(128),D$(21)
20 FOR X=1 TO 40: B$(X,X)=CHR$(0): NEXT X:
REM CLEAR OUTPUT STRING
30 D$="POLARPLOTTINGONTHE800"
40 FOR X=1 TO 105: READ A: C$(X,X)=CHR$(A)
:NEXT X: REM LOAD BINARY CODE
50 OPEN #1,8,0,"P: "
60 ? #1: ? #1: ? #1: "          INTRODUCING THE
  ATARI (R) 822": ? #1, "  THERMAL PRINTER"
70 ? #1: ? #1: "          MODE 8 GRAPHICS SCR
EEN COPY": ? #1
80 A=ADR(B$): C=INT(A/256): B=A-C*256
90 POKE 772,B: POKE 773,C: REM SETUP DCB
100 POKE 770,80: POKE 778,76
110 GRAPHICS 8+16: COLOR 1
120 I0=PEEK(560)+PEEK(561)*256
130 MEMST=PEEK(I0+4)+PEEK(I0+5)*256
140 FOR X=1 TO 5: READ U1,U2,PX,PY
150 GOSUB 1000: NEXT X
500 DEG : FUN=600: ST=10
510 T=0: GOSUB FUN: PLOT X,Y
530 T=T+ST: GOSUB FUN: DRAWTO X,Y
550 IF T<360 THEN GOTO 530
555 IF R=0 THEN FUN=700: R=1: ST=3: GOTO 51
0
560 Z=USR(ADR(C$),ADR(B$)+4, MEMST): REM C
ALL ASSY CODE
570 FOR X=1 TO 5: ? #1: NEXT X
580 STOP
600 X=COS(T)*COS(T)*COS(T)
605 Y=SIN(T)*SIN(T)*SIN(T)
610 X=X*90+159: Y=Y*90+95: RETURN
700 X=COS(T)*COS(4*T)
705 Y=SIN(T)*COS(4*T)
710 X=X*90+159: Y=Y*90+95: RETURN
1000 I4=MEMST+PY*40+PX: U3=0
1005 FOR Z=U1 TO U2: I2=57344+(ASC(D$(Z))
-32)*8: I3=I4+U3: FOR U=0 TO 7: POKE I3+U*4
0,PEEK(I2+U): NEXT U: U3=U3+1: NEXT Z
1010 RETURN
2000 DATA 104,208,1,96,201,3,144,1,96,10
,170,104,202,149,203,208,250,165,203,133
,211,165,204,133,212,169,40,133
2010 DATA 210,169,128,133,209,165,211,13
3,203,165,212,133,204,160,24,162,0,169,1
28,133,207,161,203,133,208,24,165
2020 DATA 203,105,40,133,203,144,2,230,2
04,24,165,208,37,209,240,2,169,128,70,20
7,5,207,133,207,144,224,136,145
2030 DATA 205,208,215,169,128,141,3,3,32
,89,228,70,209,208,191,230,211,198,210,2
08,181,96
2040 DATA 1,5,3,70,6,13,2,114,14,15,314,
56,16,18,314,84,19,21,314,112

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INTRODUCING THE ATARI (R) 822
THERMAL PRINTER

MODE 8 GRAPHICS SCREEN COPY



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