

SNOOP CAMERA INSTRUCTIONS

USE :INPUT TO LOAD
SELECT SOURCE WITH KN+TR(1)
FOLLOW ON SCREEN INSTRUCTIONS
(NOTE)

- # 1 HOLD [RESET] BUTTON IN WHILE SWAPPING CARTRIDGES
 - # 2 MUST HAVE 64K RAM BOARD WITH RAM IN %(!2000) TO %(3FFF) AND MAKE THIS YOUR FIRST SELECTION IF YOU USE IT. (ONLY 2 SNAPS WITH AN 8K TAPE)
 - # 3 MUST LOAD SNOOP CAMERA TWICE
 - # 4 LOADS AB TITLE SCREENS AS WELL AS SCREENS SAVED FROM DEVELOPER OR SRB
 - # 5 SAME RULES AS #1 (YOU START WITH 3 SNAPS. USE ANY WAY YOU WANT)
- (DEVELOPER FOLLOWS CAMERA PROGRAM ON SAME TAPE)

[TO CHANGE PROGRAM FOR YOUR PRINTER]

REWIND TAPE AND RESET BALLY

LOAD USING :LIST ;:LIST :INPUT ;:INPUT %(!7000)

REWIND TAPE AND ENTER :LIST ;:LIST

PLAY TAPE TILL CURSOR RETURNS (QUING TAPE FOR DEVELOPER PROGRAM)

SET YOUR BLUE RAM TO SAVE AND CONNECT YOUR RECORDER UP FOR TAPING

YOU CAN NOW LIST DEVELOPER PROGRAM, LINES 55 56 57 58 59 75 CONTROL PRINTER

TV=27 TURNS ON DOT MATRIX MODE

PRINT "T0",? CONTROLS LINE FEED AT HALF DOT SPACING

(EXAMPLE) PRINT "T04" SETS LINE FEED AT 2 DOTS

PRINT "S0",?,?,? SETS NUMBER OF CHARACTERS RECIEVED BEFORE DEFAULT OCCURS

(THIS MUST BE 8+4 DIGIT NUMBER IN MY PRINTER)

(LINE FEED CONTROL MUST BE T+2 DIGIT NUMBER AND THEY MUST FOLLOW TV=27)

(IN MY PRINTER THAT IS)

GOOD LUCK!

(U TAPE ENTER :PRINT %(24576),1622;:PRINT %(!7000),2048

[NOTE]

DEVELOPER LOADS AUTOMATICALLY JUST PLAY TAPE

WHITE, BLACK, AND 5 SHADES OF GRAY ARE AVAILABLE

(NOTE) INTERRUPT COLOR CHANGE LINE FALLS IN LOWER COLOR FIELD, UNLESS

GIANT SIZE IS CHOSEN

(NOTE) ZERO IS ON THE LEFT EDGE OF THE PAGE FOR CENTERING, THE HIGHEST NUMBER YOU CAN DIAL IS THE RIGHT EDGE