SWEAT SYSTEM TRANSLATION UTILITY

PRELIMINARY USER'S GUIDE

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The Translation Utility provides the means to convert data files created by the SWEAT Editors into files which may be included in AMAC assemblies. Operation of the utility is very simple. After selecting the TRANSLATE option, enter the name of the data file to be translated. Since the utility will translate data from any of the editors, the input file name must be completely specified. (There is no default extension provided). If the file is a valid SWEAT Editor data file, the contents will be displayed, and loaded when the user presses START to proceed.

The Utility will provide a default output file name (as described below). This can be changed by pressing DELETE and re-entering another output file name. After the translation is completed, the Main Menu is redisplayed.

The default outut file name is formed with the same name as the input file, and an extension which identifies the file as an AMAC-includable SWEAT file. The third character of the name extension is a digit which identifies the SWEAT Editor that created the data.

Editor	Default Output File Name Extension
Display List	.AS1
Player Missile	.AS2
Character	.AS3
Screen	.AS4
Animation	.AS5
Sound	.AS6

NOTE: When the utility generates an 'ORG' statement in an output file, it appears as a comment. (An asterisk is placed in column 1). The user must edit the file in order to 'activate' the 'ORG' statement.

ATARI® PRODUCT PROBLEM REPORT

Number: _____
Version: _____
Priority:

Author: _____

Date Submitted: _____   Product: _____

Phone: _____   Component: _____

Department: _____   Revision: _____

Outside Source: _____

Address: _____

Phone: _____

PROBLEM DESCRIPTION (be specific and list procedures to duplicate problem
    if possible):

ATTACHED MATERIALS:

Configuration Control

Date Received by CCC: _____

Date Reviewed by PCRB: _____   PCRB Chairperson: _____

Assigned to	Date Assigned	Document Title	Authorized Signature	Date Completed

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