

HANIMEX
Rameses

For use with
HANIMEX
Rameses
Cassette Drive

HVC6502
Personal
Computer



Rameses DEMO TAPE

HANIMEX

Rameses PERSONAL COMPUTER

Rameses
DEMO TAPE

Brief Instructions:

1. Connect Cassette Drive, Insert Basic Interpreter, switch on, per instructions.
2. Insert tape with side "A" uppermost.
3. Rewind tape start if required.
4. Set counter to 0 (Zero).
5. Press PLAY key.
6. Type: CRUN.
7. Hit: RET'N.
8. Then Watch Programme Load Into Computer, And Follow Instructions on Screen.
9. To stop programme at any time, HIT RESET BUTTON On Console.
10. NO DAMAGE will result to anyComponent of your Rameses Computer system by stopping, starting, etc. of any programme data feed, or by any incorrect data fed in from the keyboard. See further information on reverse side.



CODE NO. 752001

Instructions for using the Rameses DEMO tape

1. Load the tape into the cassette and ensure that the cassette tape is at the starting position.
2. Type CRUN then press the PLAY Button of the cassette.
3. Press the RET'N key. The demo program will now be loading into the computer.
4. The cassette will stop automatically if loading has finished and the program will also stop automatically.
5. After one program has finished, the next program will automatically be loaded into the computer.
6. The computer will repeat (4) and (5) until all the programs have been executed.

The demonstration tape (Side A) consists of the following demo programs:

1. Color Demo 1 (Counter 000)

This computer can generate up to 16 different color. This simple BASIC program allows you to appreciate all the colors at the same time. It is easy to generate color by the COLOR statement.

2. Color Demo 2 (Counter 005)

CREATIVISION BASIC makes it easy to change the color of all characters as well as the background. The user may choose among the 16 available color to suit his taste. In order to return to the normal text color, press the RESET button, type RUN and then press the RET'N key for reenter into the program.

3. Color Bar Chart (Counter 011)

This program can process up to 12 different data. Twelve different color bars with their height depending on the input data are displayed on the screen. Note that the value of input data must be from zero to ten in

order to avoid overflow. Do not input colors 1 & 2 to this program, or the screen will go blank. (IF YOU TRY IT, HIT RESET to revert to program start, then study colors again, and you'll see why this happens.)

4. Calculation (Counter 017)

Since it is a powerful personal computer, it can be used to calculate numerical expressions and print out the final result. The computer will ask you to type in the numerical expression. After you press the RET'N key, the result will be displayed immediately.

5. High Resolution Graphics Program (Counter 021)

Rameses has a very high resolution graphic format (256 x 192 dots). Also the programmer may define his own graphic pattern and make drawings at the position according to his need simply by the CHAR & PLOT statements.

This program shows the graphics capabilities of CREATIVISION BASIC.

6. Educational Program (Counter 042)

The computer displays a figure. Children may find it interesting in naming the object, counting and doing some simple arithmetic.

7. Sound Program (Creativision Music) (Counter 051)

The SOUND statement can be used to generate a wide range of notes and tones. Consequently, it is easy for you to compose your own music and hear it back from the TV speaker.

8. The sound programme continues to a different melody. As you listen you'll also see instructions on the screen as to how to return the whole program back to program No. 1, and run again.

These programs are very simple and they serve only as a demonstration of what the Rameses Computer can do, the graphics & sound capabilities which are not very common in other computers.