

Format: SETCOLOR integerexpress,integerexpress,integerexpress

Description: The first integerexpression specifies the color register (must be 0, 1, 2, 3, or 4). The second integerexpression sets the color and the third integerexpression sets the brightness. Chapter 13 describes the relationship between these numbers and the colors produced. Note that the particular color register used depends upon the graphics mode. See Chapter 13 for a more complete description.

SETINT@

Type: BASIC command

Format: SETINT@ integerexpr,integerexpr,integerexpr,integerexpr

Description: Works with ATARI's display list interrupt capability. The first integerexpression is an identifying number (0 to 7), which refers to a given interrupt. The second integerexpression gives the display list linenummer where the interrupt occurs. Note that the first three display list lines (0, 1, and 2) are blanks, so that line 3 is the top display line. Also, the changes produced by the interrupt take effect at the start of the next screen line; that is, changes are not made in the middle of a line. The third integerexpression gives the memory location to be changed, and the fourth integerexpression gives the new value. To remove an interrupt, give the SETINT@ command with the last three integerexpressions equal to 0%. Before using SETINT@, you must append DLISTINT.APP. See CINT@ and Chapter 15.

SIN

Type: real function

Format: SIN(realexpression)

Description: Returns the sine of the value of the realexpression. Radians are assumed, unless the DEG command was executed.

SGN

Type: real function

Format: SGN(realexpression)

Description: Returns 1 if the realexpression is greater than 0, returns 0 if it equals zero, and -1 if less than 0.

SOUND

Type: BASIC command

Format: SOUND integerexpr,integerexpr,integerexpr,integerexpr

Description: Sets the sound for one of the four ATARI sound channels. The sound continues until an END command or another SOUND is executed for that channel. The first integerexpression sets the channel and must be 0, 1, 2, or 3. The second integerexpression determines the frequency (see table below). The third integerexpression (0 to 14) must be even and controls