

ABOUT THE PROGRAM

ATC-ROME is a simple program able to assign and manage values to multiple elements on the screen. The program includes a graphic map of the Lazio region in Italy, stored inside the Spectrum memory, which displays some districts beacons along with two main airports.

INSTRUCTIONS

Take control of air traffic over central Italy's sky. Place up to eight flights and guide them to a safe landing, choosing between two Roman airports: Fiumicino ("FCO" double runway, the easiest) and Ciampino ("CIA" single runway, smaller).

1. REGISTER A NEW FLIGHT

It's possible to register up to eight flights.

Each flight has its slot, named from A to H, showing Altitude, Direction, Speed and an Airplane Identification Code.

Press SPACE to register a new flight. An airplane cursor will appear over the map.

ATC radar will automatically assign a progressive slot, in order to identify airplanes. Initial Altitude, Direction and Speed values will be displayed, while the ID value starts empty.

2. SELECT POSITION AND DIRECTION

Use cursor keys (5,6,7,8) to move through the map in order to choose the airplane's starting position.

Use key "9" to select airplane's direction. User can choose between eight different cardinal directions. The relative degree correspondence will be displayed:

UP = 360°
UP-RIGHT = 45°
RIGHT = 90°
DOWN-RIGHT = 135°
DOWN = 180°
DOWN-LEFT = 225°
LEFT = 270°
UP-LEFT = 315°

This way user can define the starting route, which can be changed throughout operative flights.

Finally, press key "0" to accept and make the flight operative.

3. FLIGHT MANAGEMENT AND USER COMMANDS

When a flight is operative, user can assign an ID, alter speed, altitude and direction. A simple five digits command-prompt is placed below the map.

Important: first character defines a command and must be typed in lowercase!

3.1 ASSIGN AN ID

Command: n[slot][custom two-digits ID]

Examples: "naZ7" = assign to flight "A" the ID "Z7"
 "nhX9" = assign to flight "H" the ID "X9"

3.2 CHANGE SPEED

Command: s[slot][50..100]

The minimum value is "50" (slow), the maximum is "100" (fast).

Example: "sa65" = assign to flight "A" a speed value "65"

3.3 CHANGE ALTITUDE

Command: a[slot][0..360]

The minimum value is "0" (low), the maximum is "360" (high).

Example: "ab200" = assign to flight "B" altitude "200"

WARNING: if altitude is too low while airplane isn't positioned over an airport's runway, it will crash on ground.

3.4 CHANGE DIRECTION

Command: d[slot][45/90/135/180/225/270/315/360]

Values can be chosen between eight fixed degrees, as explained in Chapter 2.

Example: "dc45" = assign to flight "C" direction "45°"

WARNING: if an airplane goes out of the map range, the ATC radar will lose its signal and a missing remark will appear.

4. TIPS AND KEYS SUMMARY

It's suggested to place new flights not too close from the airports. This way there'll be enough time to assign commands.

In order to perform a safe landing, while approaching over an airport's runway, slow down the airplane and set the lower altitude.

4.1 KEYS SUMMARY (INOPERATIVE FLIGHTS)

SPACE = declare a new flight
CURSORS = select initial position
9 = select initial direction
0 = accept and make operative

4.2 COMMANDS SUMMARY (OPERATIVE FLIGHTS)

s = change speed
a = change altitude
d = change direction
n = assign an ID

CREDITS

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