

ERRATA

The CREATE command as described on pages 11 and 69 does not produce an AutoBooting disk. This command produces a disk which contains your Toolkit BASIC Program along with the Toolkit BASIC support code. However, the disk will not automatically boot and run. Instead, to run your program type: LOAD"*", 8, 1.

If the "created" disk's program needs access to any additional files (like sprite or background files produced by the editors) they need to be copied onto the disk afterward.

Addendum/Errata

1. The sprite shape numbering starts at "0" in the sprite editor and at "1" in Toolkit BASIC.
2. The x,y coordinate system for positioning sprites on the screen starts at (0,0) in the lower lefthand corner in Toolkit BASIC and at the upper lefthand corner in the sprite editor.
3. On the disk screens of both the sprite editor and background/font editor the commands named "init" and "new disk" have been renamed as "format" and "dir" respectively.
4. The "create" command formats the disk placed in the drive before installing the Toolkit BASIC support code and your Toolkit BASIC program. The "create" command produces a disk that will run on any Commodore 64 even one without Toolkit BASIC.
5. The "+" and "-" keys can be used in the sprite editor to increase and decrease animation speed. Also the shifted "+" and "-" will increase and decrease movement speed. Use these keys while the animation is running to fine-tune it. "Repeat last" will then contain the modified speeds.