The Disk Drive
Generally considered to be the most useful peripheral, the Atari 810 is now beginning to show its age. At only 88 Kbytes per disk, it's rather small, and since it connects to the machine via a serial interface it's also fairly slow. However, it has a sophisticated operating system which has many features derived from other programs

The Cassette Unit
Being a special unit, designed to work with the Atari computers, the Atari 410 Cassette Unit is more reliable and easier to operate than the regular domestic variety. For the same reason, it doesn't have a speaker, which reduces size and weight, and neither can an 'ordinary' cassette be used instead. Shortcomings of the system are principally the lack of named cassette-files

The Atari Joystick
The Atari Joystick is one of the poorer add-ons for the machine. It's a switch-type, so there is no variability. It gives just a push in the required direction, and it's rather stiff, so other makers have produced alternatives

CPU BOARD

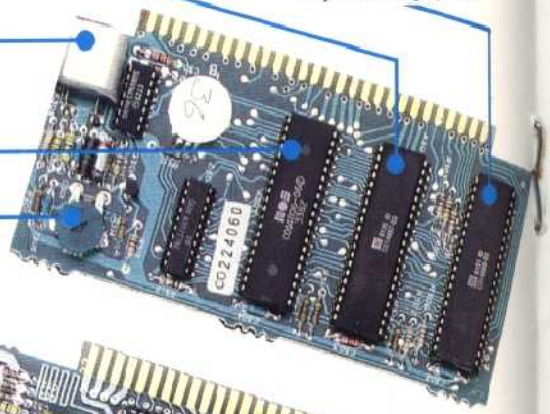
ANTIC
One of the specialised chips that give the Atari its impressive features, ANTIC controls the screen-scrolling, lightpen and one of the interrupts

CTIA or GTIA
This chip, unique to the Atari, handles colour, some miscellaneous I/O and the Player-Missile graphics

Colour Clock
Turning this control will alter the colour. The various graphic resolutions are selected by varying the speed of this clock

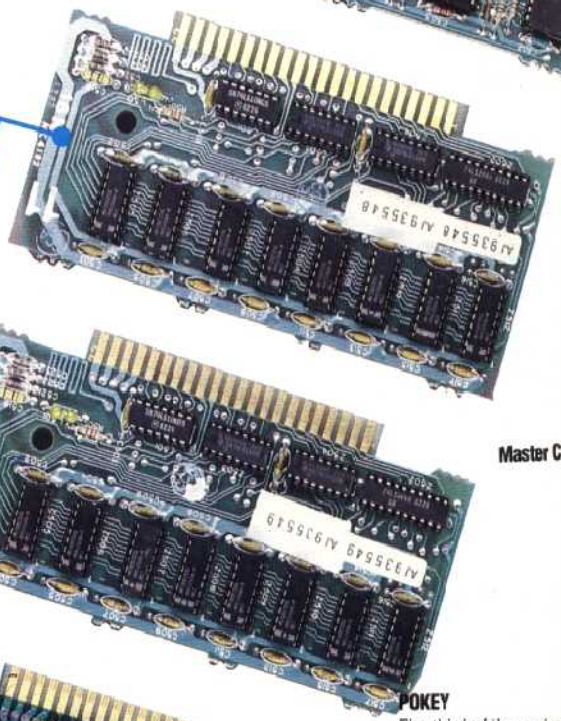
6502 CPU

Colour Adjustment



RAM BOARDS

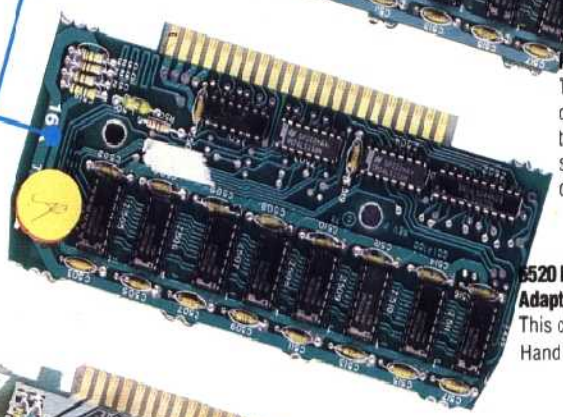
The Atari can hold up to three RAM boards. In this way the memory can be expanded to 48 Kbytes



Master Clock

POKEY
The third of the custom-made chips, POKEY takes care of the keyboard, serial I/O, the system-timers and also controls the sound

6520 Peripheral Interface Adaptor
This chip looks after the Hand Controllers



Speaker

The Atari can be made into quite a different machine by replacing these ROMs with others. For example, alternative languages could be used.

PERSONALITY BOARD