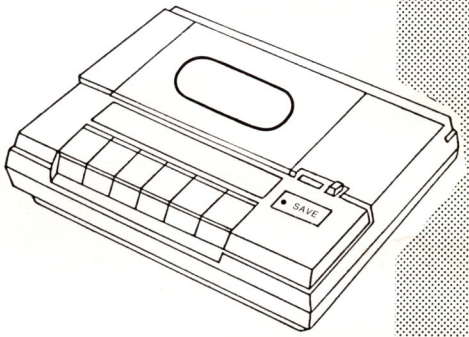
ATARI®
XC12™

PROGRAM RECORDER



For Use With

ATARI® XE,™ 800 XL,™ 600XL,™
800™ and 400™ Computers

OWNER'S MANUAL

Please Note:

Every effort has been made to ensure the accuracy of the product documentation in this manual. However, because Atari Corp. is constantly improving and updating its computer hardware and software, we are unable to guarantee the accuracy of printed material after the date of publication and disclaim liability for changes, errors, or omissions.

Reproduction of this document or any portion of its contents is not allowed without the specific written consent of Atari Corp.

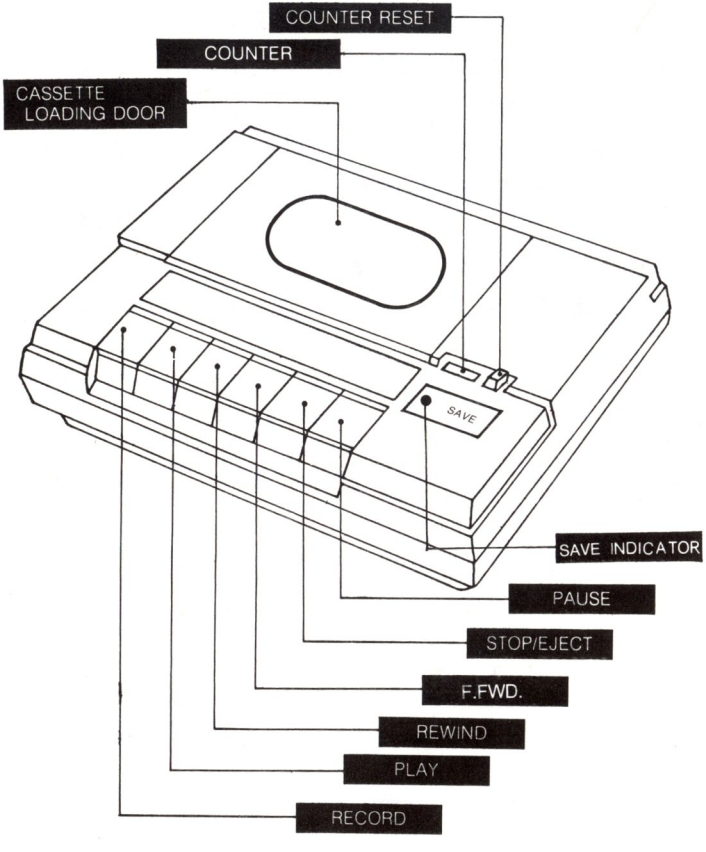
ATARI, XE, XC12, XL, 800, and 400 are trademarks or registered trademarks of Atari Corp.

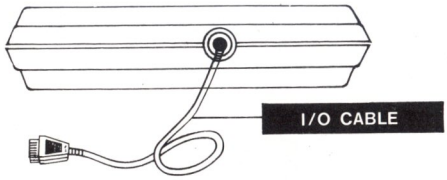
© 1986 Atari Corp.
All Rights Reserved.

TABLE OF CONTENTS

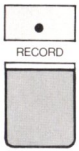
BUTTON/CONNECTOR CONTROL 2
BUTTON FUNCTIONS 3
CONNECTING 4
LOADING CASSETTE PROGRAMS .... 5~6
SAVING PROGRAMS TO CASSETTE ..... 7~8
RADIO AND TELEVISION INTERFERENCE 9

BUTTON/CONNECTOR CONTROL



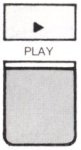


BUTTON FUNCTIONS

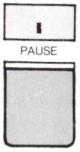


RECORD enables the computer to save (record) programs or data onto a cassette. To start recording, press down the REC button.

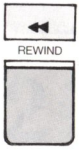
STOP/EJECT stops the tape when pressed once. Press it again to eject a cassette tape.



PLAY positions the tape so the computer can read information from the cassette. However, you must also press a key on the computer console (usually the RETURN key) for the tape to start turning.

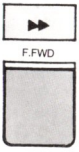


PAUSE temporarily suspends operation of the Program Recorder during record or play. Press the PAUSE button once to suspend operation, then press it again to restart.



REWIND quickly winds the cassette tape backward.

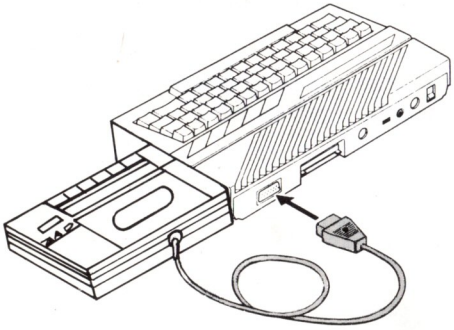
COUNTER RESET resets the tape counter to 000. The tape counter helps you relocate a program on the cassette—provided you made note of the number in the tape counter window when you started recording the program.



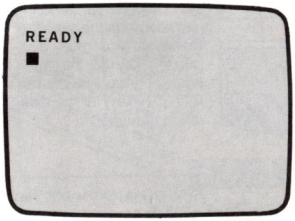
F.FWD. quickly winds the cassette tape forward.

CONNECTING

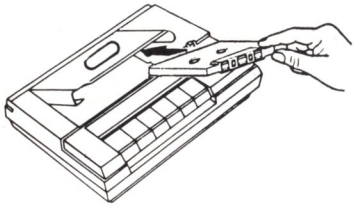
Plug one end of the I/O cable into the jack labeled PERIPHERAL on the rear of your ATARI Home Computer.



Turn on your television and computer. The television screen will display a READY prompt.



LOADING CASSETTE PROGRAMS

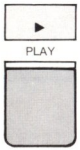


Insert the program cassette in the program recorder.

If you're using a prerecorded cassette, rewind the tape to its beginning and continue with step 1.

If you are using your own cassette program, find the program you want on the tape by pressing either REWIND or FORWARD. Use the tape counter to locate the program (providing you previously made note of its location).

1 Type CLOAD and press RETURN. You'll hear a beep from the computer to remind you to press PLAY on the program recorder.

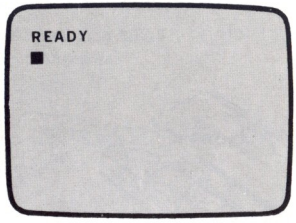



```
READY
CLOAD
■
```

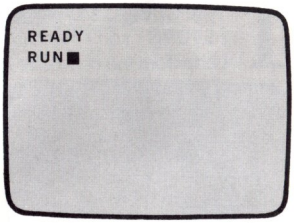
2 After pressing the PLAY button on the program recorder, press the RETURN key again on the computer console. The cassette tape will start turning and your computer will load the program into its memory.

If you get an Error 143 or Error 138 message on your television screen during a loading procedure, your tape leader (the non magnetized strip wound ahead of the actual recording tape) may be tool long. As a result, the computer may be trying to read data where none exists. Rewind the tape to the beginning, then advance it approximately 10 counts, (to 010). Now begin the loading procedure again.

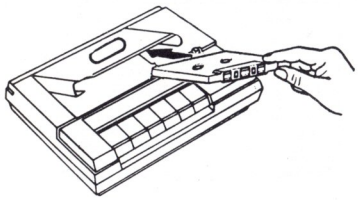
3 When the tape stops, your program has been fully loaded from the cassette to the computer. The television screen will display a READY prompt.



4 To run the program you've loaded into the the computer type RUN and press RETURN.

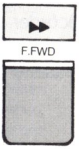


SAVING PROGRAMS TO CASSETTE

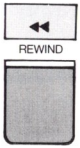


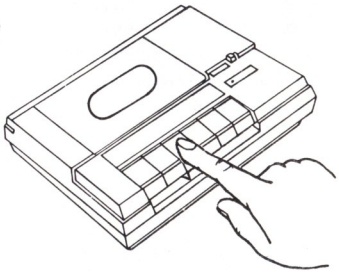
Insert a cassette in the program recorder.

If you're saving a program to a cassette tape that already contains other programs, press F.FWD. on the program recorder to wind the tape forward to the end of the last program recorded. Then wind the tape forward about 10 more counts (to make sure that you don't record over anything) and make note of the tape count. Now you're ready to record the next program.

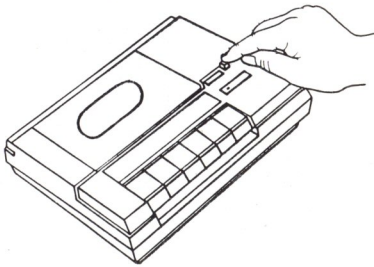


1 Rewind the cassette tape to the beginning.

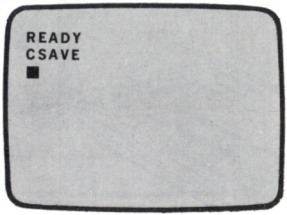


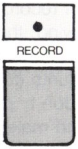


2 If you're saving a program to a blank cassette tape, set the counter to 000. Advance the tape approximately 10 counts (to 010) in order to get past the tape leader. You're now ready to record. See step 3.

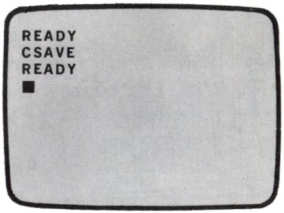


3 Type CSAVE and press RETURN on the computer. You'll hear two beeps to remind you to press RECORD on the program recorder. Finally, press RETURN again on the computer. The cassette will begin recording.

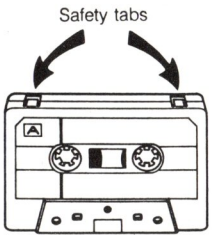




4 When the tape stops, your program has been fully saved to the cassette tape from the computer. The television screen will display a READY prompt.



If you are recording on a new cassette, you'll see two tabs on the back edge of the cassette. The tabs make it possible for you to write(or save) programs to the cassette. To keep your programs or data from being accidentally erased, break off these tabs after you've finished recording on both sides of the tape (all prerecorded tapes are sold with the tabs broken off).



RADIO AND TELEVISION INTERFERENCE

Like any electrical appliance, this ATARI Computer equipment uses and produces radio-frequency energy. If not installed and used according to the instructions in this manual, the equipment may cause interference with your radio and television reception.

If you believe that this equipment is causing interference with your radio or television reception, try turning the equipment off and on. If the interference problem stops when the equipment is turned off, then the equipment is probably causing the interference. With the equipment turned on, you may be able to correct the problem by trying one or more of the following measures:

- Adjust the position of the radio or television antenna.
- Reposition the equipment in relation to the radio or television set.
- Move the equipment away from the radio or television set.
- Plug the equipment into a different wall outlet so that the equipment and the radio or television set are connected to different branch circuits.

If necessary, consult your ATARI Computer retailer or an experienced radio-television technician for additional suggestions.

A resource that you may find helpful is a booklet prepared by the Federal Communications Commission. *How to Identify and Resolve Radio-TV Interference Problems.* This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

Atari Corp., Sunnyvale, CA 94086
© 1986 Atari Corp. All Rights Reserved.

PRINTED IN TAIWAN
C070347/A REV. B