THE ATARI® 1010™ PROGRAM RECORDER

OWNER'S GUIDE

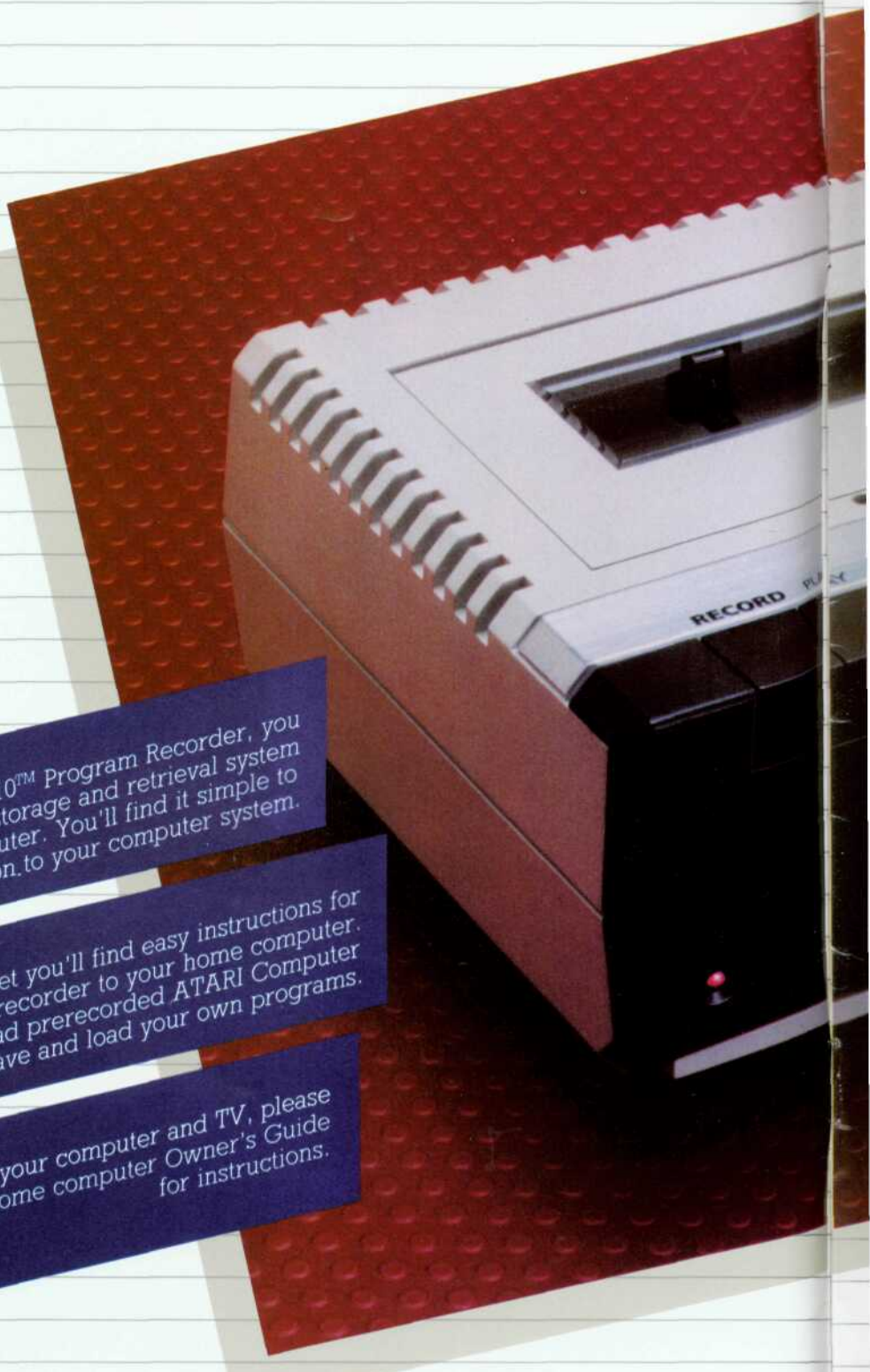
RECORDS PROGRAMS YOU WRITE
USES STANDARD AUDIO CASSETTE TAPES
PLAYS PRERECORDED PROGRAMS, INCLUDING SOUNDTRACKS

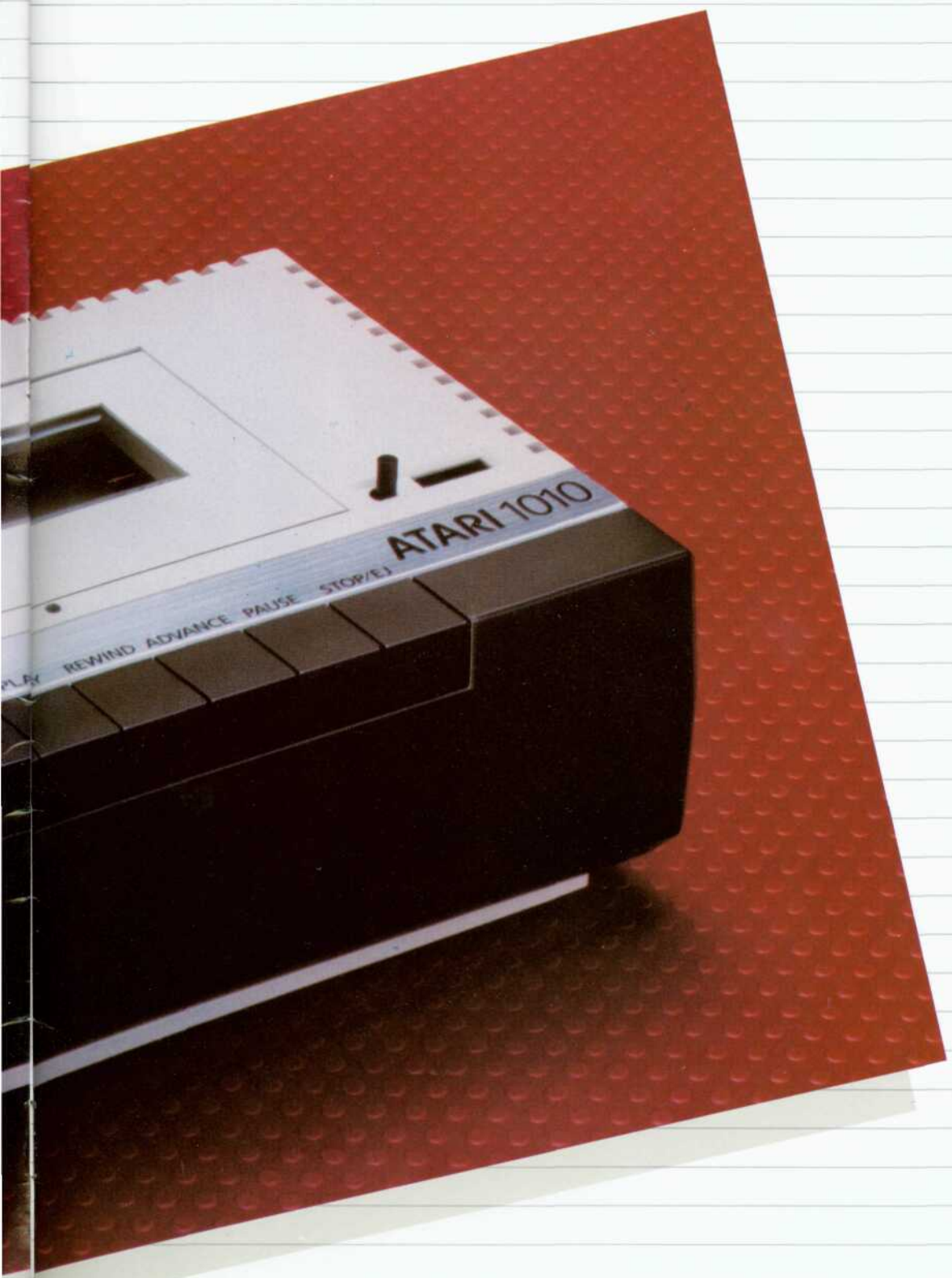
ATARI®

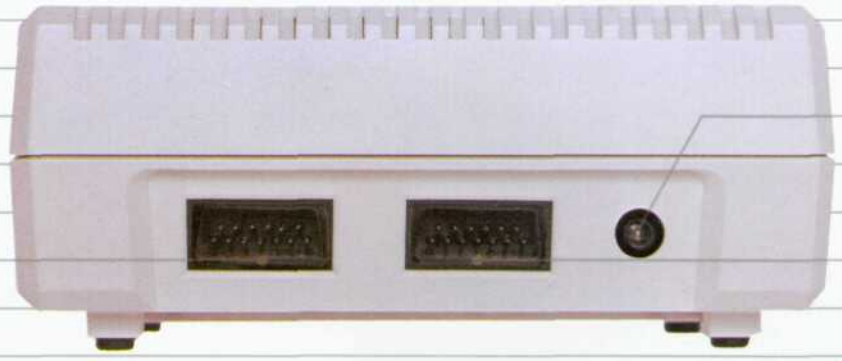
With your new ATARI® 1010™ Program Recorder, you now have an economical data storage and retrieval system for your ATARI Home Computer. You'll find it simple to operate and a convenient addition to your computer system.

In this booklet you'll find easy instructions for connecting the program recorder to your home computer. You'll also learn how to load prerecorded ATARI Computer cassette programs, and how to save and load your own programs.

To connect your computer and TV, please refer to your home computer Owner's Guide for instructions.




ATARI 1010
REWIND ADVANCE PAUSE STOP/EJ

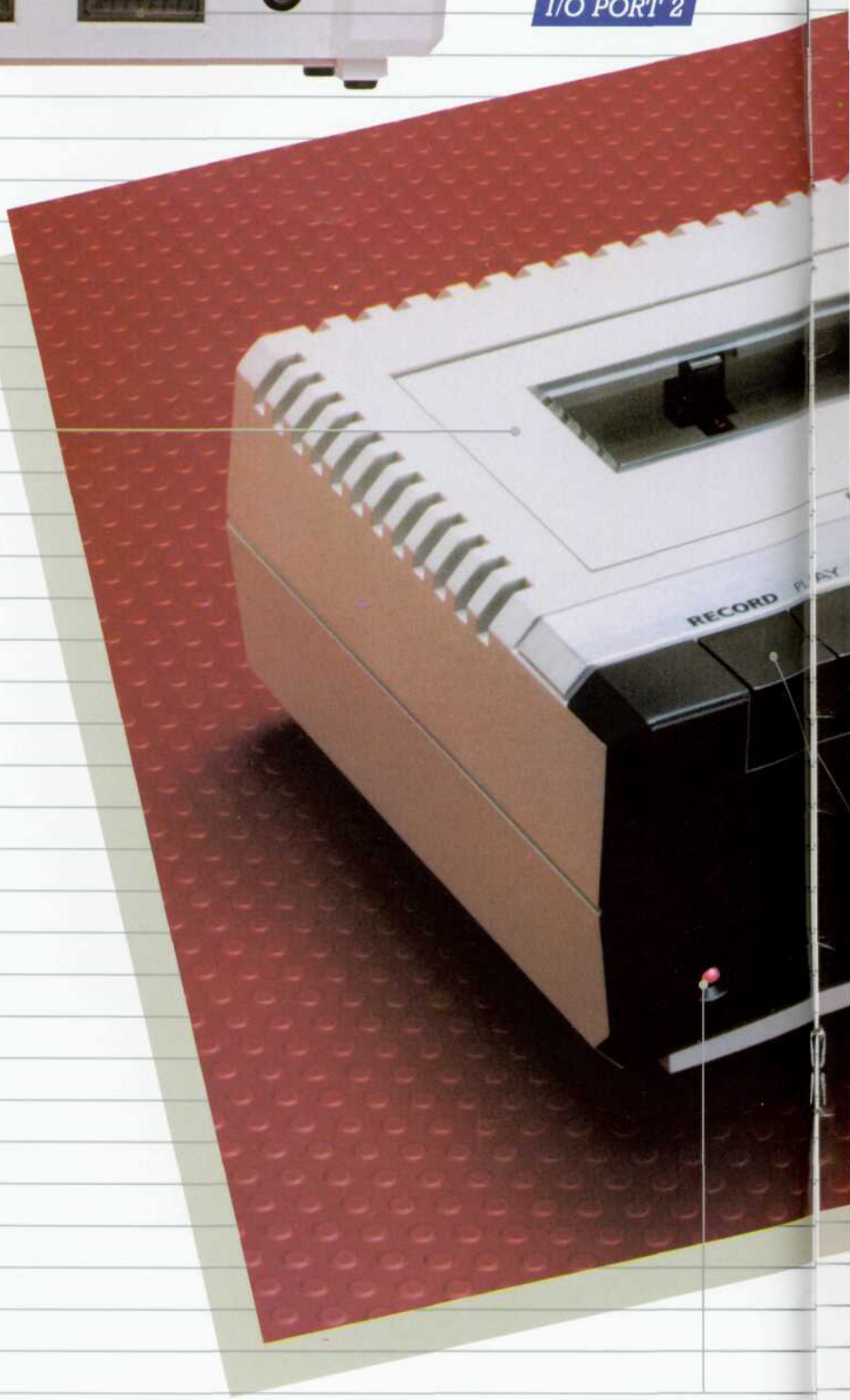


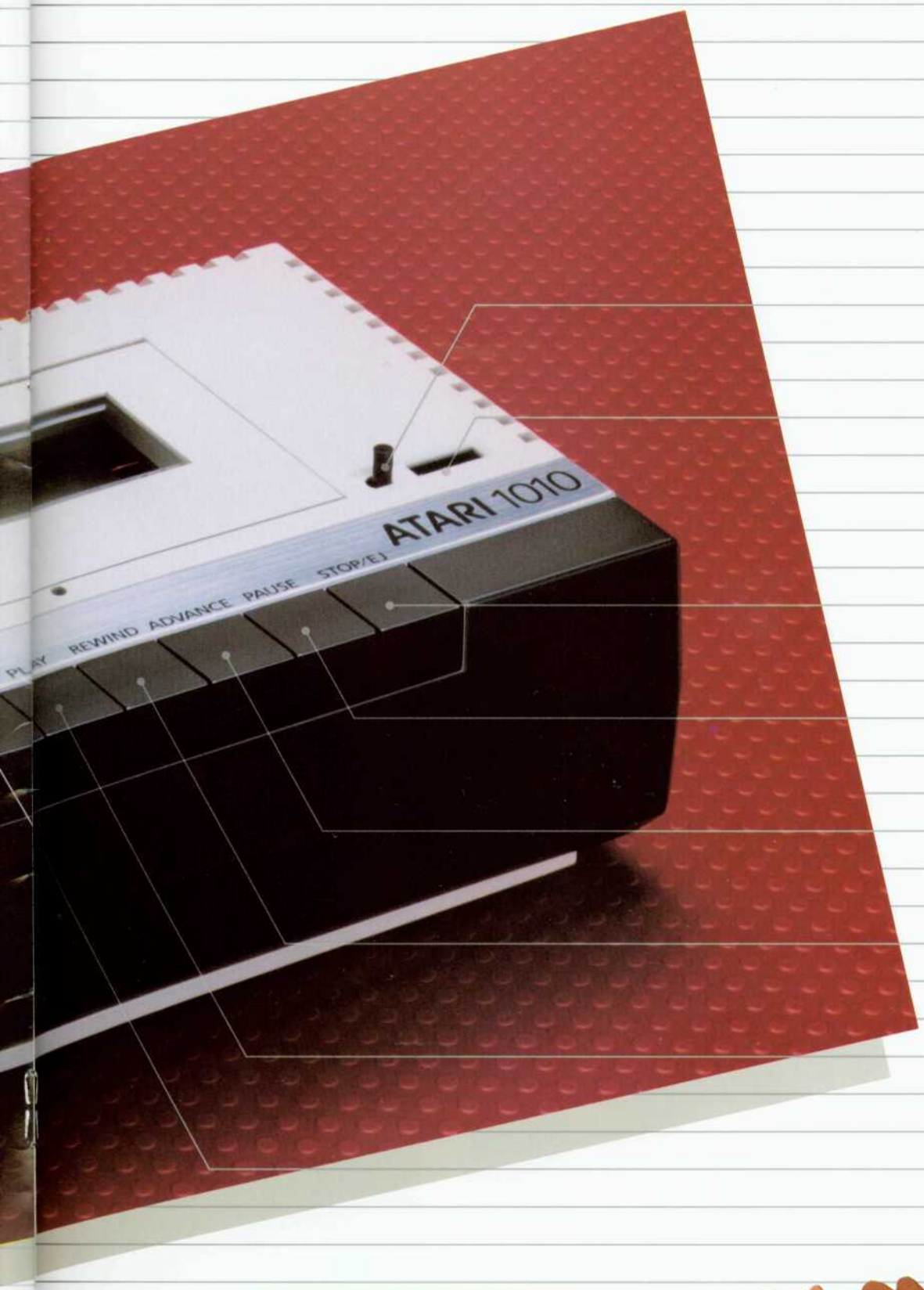
POWER IN

I/O PORT 1

I/O PORT 2

CASSETTE LOADING DOOR





COUNTER RESET

COUNTER

STOP/EJ

PAUSE

(The positions of these two buttons may be reversed on your recorder.)

ADVANCE

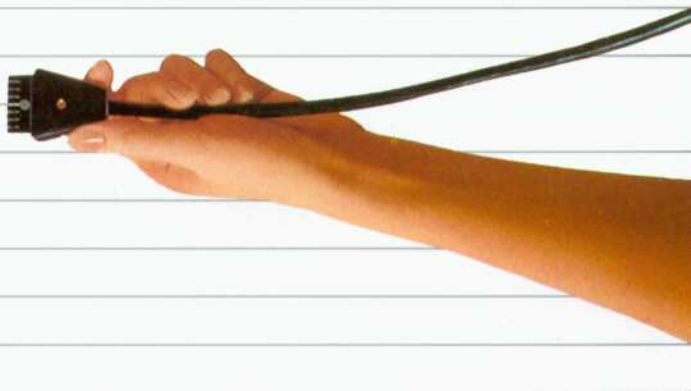
REWIND

PLAY

RECORD

INPUT/OUTPUT DATA CORD

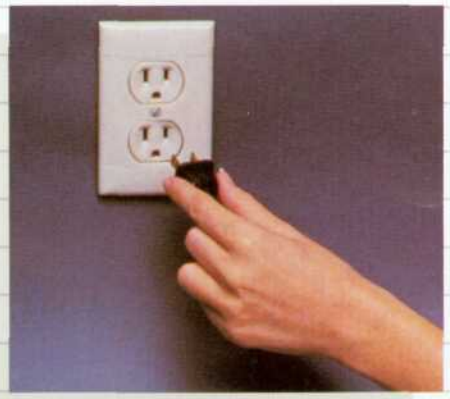
POWER LIGHT



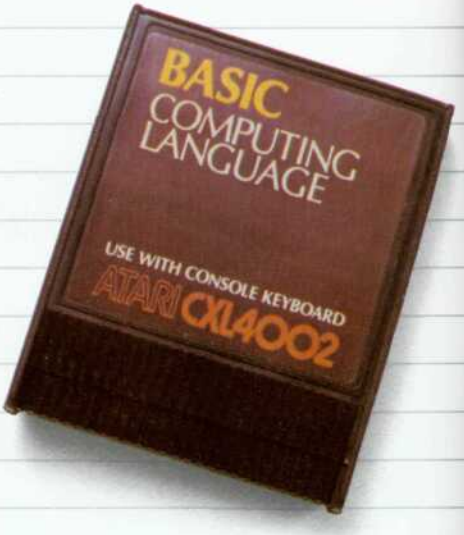
CONNECTING

1 Plug one end of the data cord into either of the jacks labeled PERIPHERAL on the rear of your ATARI Home Computer.

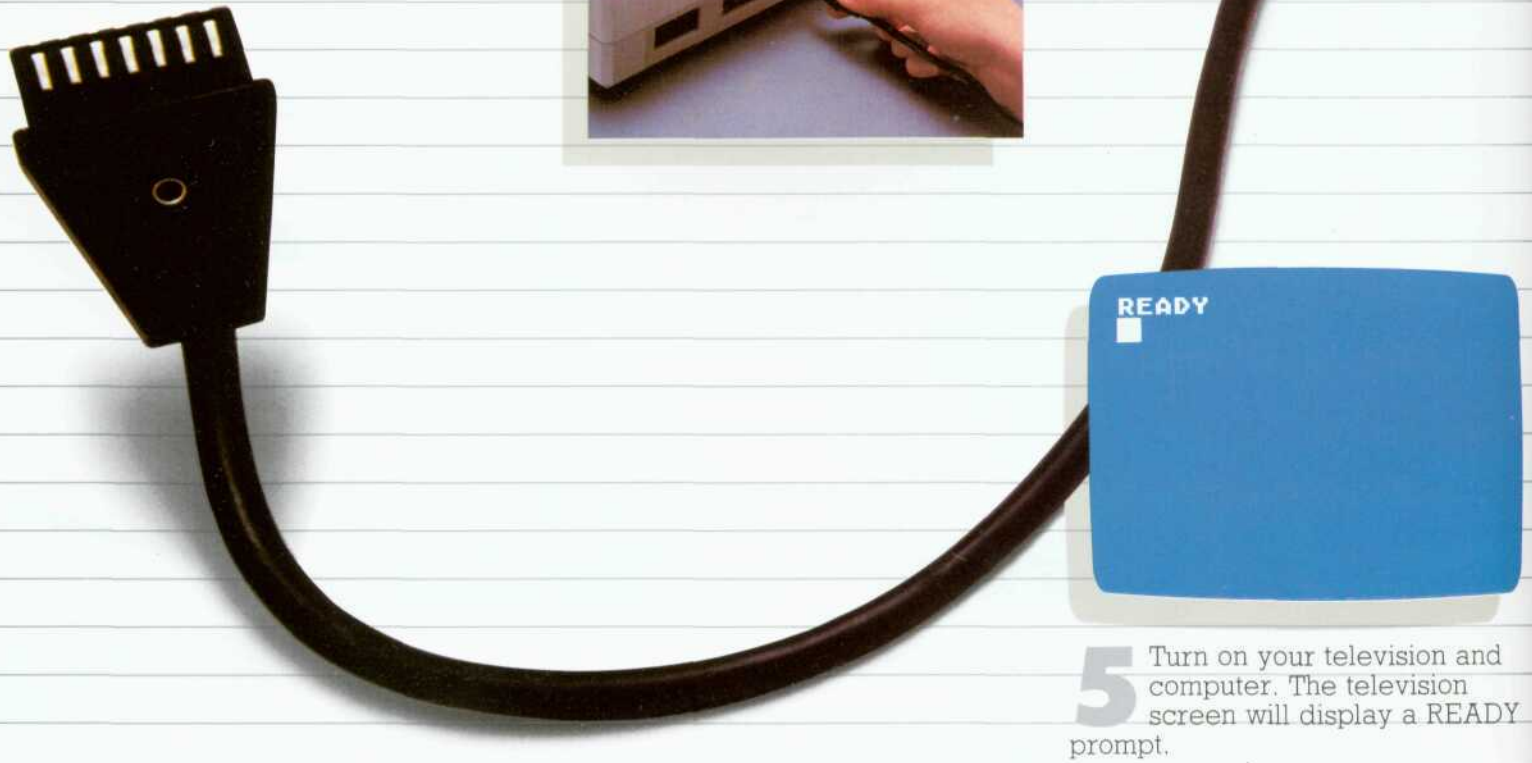
2 Plug the other end of the data cord into either of the jacks labeled I/O CONNECTOR at the rear of your ATARI 1010 Program Recorder.



3 Plug the AC power adapter into a wall socket or power strip. Plug the smaller end into the hole marked POWER IN on the rear of your program recorder.



4 Insert an ATARI BASIC cartridge in your computer.



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

BUTTON FUNCTIONS

RECORD REC (RECORD) enables the computer to save (record) programs or data onto a cassette. To start recording, press down both the REC and PLAY buttons simultaneously.

PLAY 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.

REWIND REWIND quickly winds the cassette tape backward.

ADVANCE ADVANCE quickly winds the cassette tape forward.

PAUSE 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.

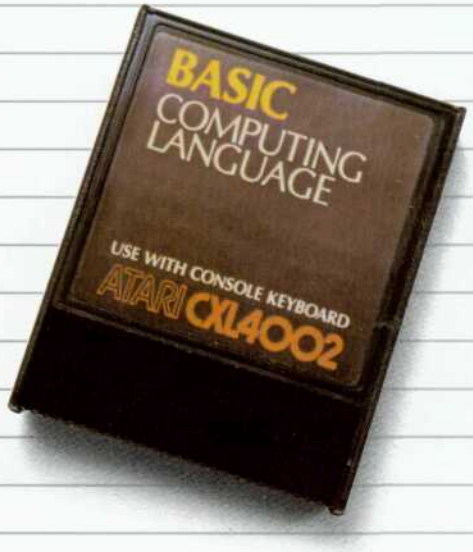
STOP/EJ STOP/EJ stops the tape when pressed once. Press it again to eject a cassette tape.

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.

POWER LIGHT shows that there is power to your program recorder.

LOADING CASSETTE PROGRAMS

The following instructions work with most cassettes. However, most prerecorded cassettes come with loading instructions specifically written for that tape. Refer to those instructions when they're included with a cassette.



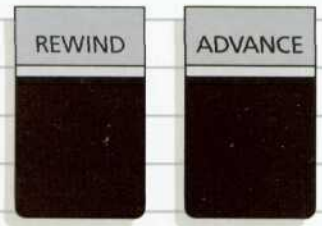
1 Make sure that an ATARI BASIC cartridge is inserted in your home computer.

2 Insert the program cassette in the program recorder.

3 Turn on your television, then your computer. The television screen will display a READY prompt.

4 If you're using a prerecorded cassette, rewind the tape to its beginning and continue with step 6.

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



6 Type **C L O A D** and press **RETURN**. You'll hear a beep from the computer to remind you to press PLAY on the program recorder.

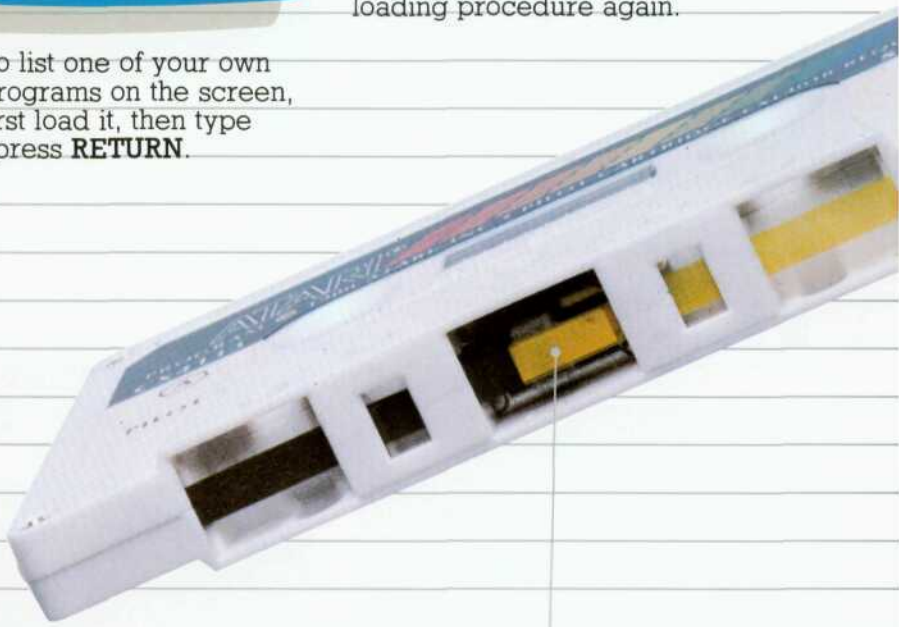
7 After pressing the PLAY button on the program recorder, press the **RETURN** key again on the computer console. The cassette tape will start turning and your computer will load the program into its memory.

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

9 To run the program you've loaded into the computer type **R U N** and press **RETURN**.

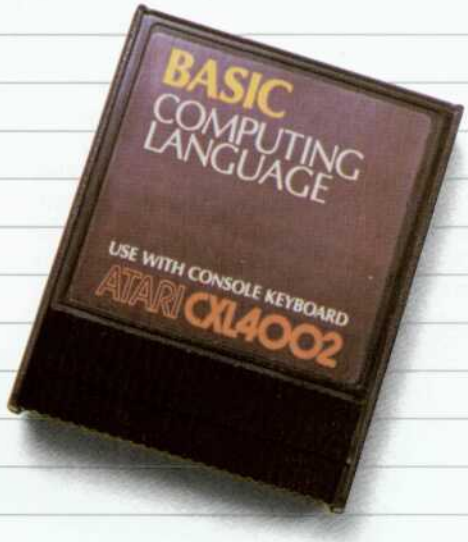
10 To list one of your own programs on the screen, first load it, then type **L I S T** and press **RETURN**.

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 too 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. Now begin the loading procedure again.



Tape Leader

SAVING PROGRAMS TO CASSETTE



1 Make sure that an ATARI BASIC cartridge is inserted in your home computer.

2 Insert a cassette in the program recorder.

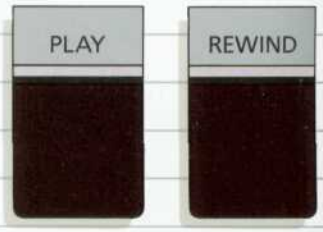
3 Turn on your television, then your computer.

4 Rewind the cassette tape to the beginning.

5 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 6.

If you're saving a program to a cassette tape that already contains other programs, press ADVANCE 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.

6 Type **C S A V E** and press **RETURN** on the computer. You'll hear two beeps to remind you to press both PLAY and RECORD on the program recorder. Finally, press **RETURN** again on the computer. The cassette will begin recording.



MAINTAINING YOUR CASSETTES

Always write down each recorded program's first and last counter numbers for future reference.

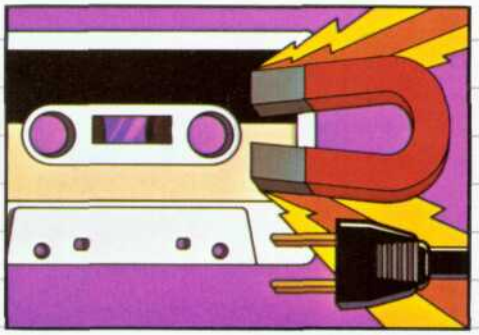
If you are recording on a new cassette, you'll see two tabs on the back edge of the cassette. The tabs make it possible for you to write (or save) programs to the cassette. To keep your programs or data from being accidentally erased, break off these tabs after you've finished recording on both sides of the tape (all prerecorded tapes are sold with the tabs broken off). If you decide later that you want to record over data or programs already stored on the cassette, you can place cellophane tape over the areas where the tabs were.

The following suggestions will help you keep your cassettes and the programs they contain in good condition.

Keep cassettes dry.

Do not expose cassettes to extreme heat or cold.

Avoid touching the tape or pulling it out of the cassette casing.



Keep cassettes away from magnets and electrical or electronic equipment—do not store them on top of or near your TV.

Keep cassettes in their protective boxes when not in use.

Clean the tape path on your program recorder periodically.

CLEANING YOUR PROGRAM RECORDER

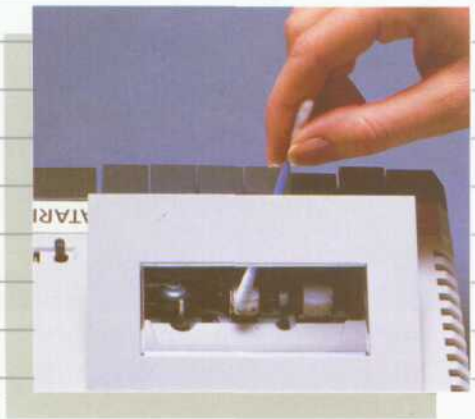
Erase head

Record-playback head

Capstan

Pinch roller

Clean the tape path with a good tape head cleaner (available at most record or stereo shops) or 95 percent denatured alcohol.



Wet a cotton swab with the cleaner and wipe the tape heads, capstan and pinch roller. Be careful not to leave bits of cotton behind. The capstan and pinch roller are best cleaned while they're turning. To do this, turn on your computer with an ATARI BASIC cartridge inserted, press STOP/EJ. to open the cassette door, then press PLAY on the recorder. Type **C L O A D** and press **RETURN** on the computer console. When the computer beeps, press **RETURN** again. The capstan will turn for about 20 seconds.

To clean the exterior of your program recorder, first disconnect it from the computer and the wall socket. Wipe the exterior casing with a damp cloth. Mild detergent may be used, but avoid using strong solvents or cleaners on the plastic case.

PROGRAM RECORD

To keep track of your programs, first number your cassettes. Then record the cassette number and side and beginning and ending counter numbers for each of your programs below.

PROGRAM NAME	TAPE #/SIDE	START #	END #

Warning: Like any electrical appliance, this ATARI Home Computer equipment uses and produces radio frequency energy. If it's not installed and used properly according to the instructions in this guide, the equipment may cause interference with your radio and television reception.

It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of the FCC rules. These rules are designed to provide reasonable protection against such interference when the equipment is used in a residential setting. However, there is no guarantee that interference will not occur in a particular home or residence.

If you believe this equipment is causing interference with your own or your neighbor's 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:

- Reorient 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.
- Plug the equipment into a different wall outlet so the equipment and the radio or television are on different branch circuits.

If necessary, consult your ATARI Retailer or an experience radio-television technician for additional suggestions.

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

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