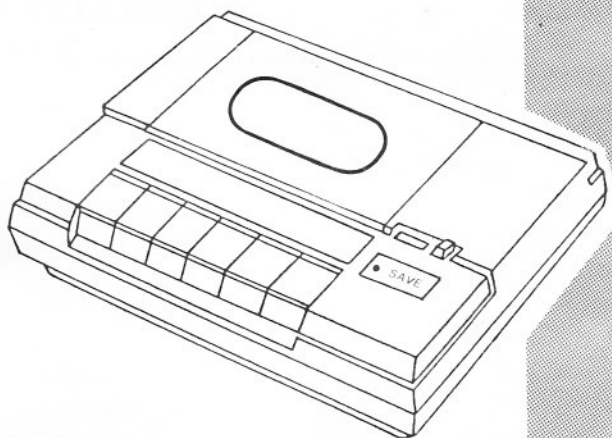


ATARI[®] XC12[™]

PROGRAM RECORDER



For Use With
ATARI[®] XE,[™] 800XL,[™] 600XL,[™]
800[™] and 400[™] Computers

OWNER'S MANUAL

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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.

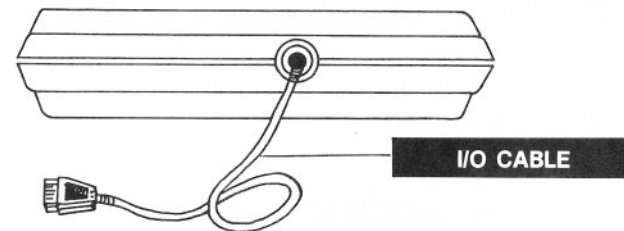
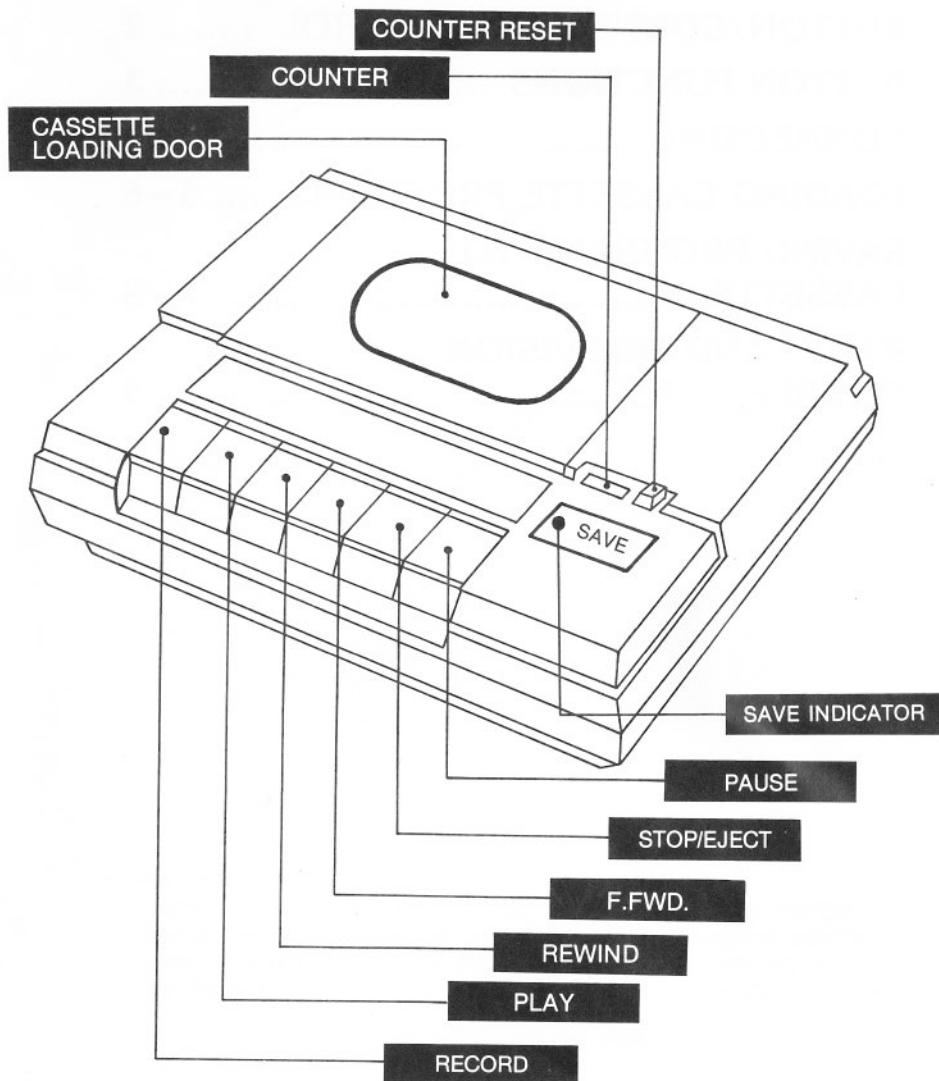
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BUTTON/CONNECTOR CONTROL



BUTTON FUNCTIONS



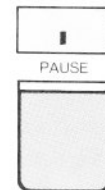
RECORD enables the computer to save (record) programs or data onto a cassette. To start recording, press down the REC button.



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.



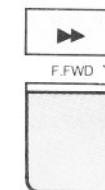
PAUSE temporarily suspends operation of the Program Recorder during record or play. Press the PAUSE button once to suspend operation, then press it again to restart.



REWIND quickly winds the cassette tape backward.



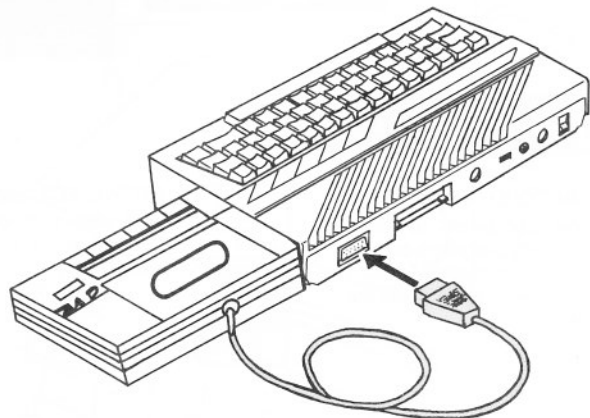
COUNTER RESET resets the tape counter to 000. The tape counter helps you relocate a program on the cassette—provided you made note of the number in the tape counter window when you started recording the program.



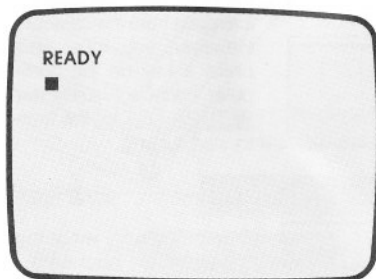
F.FWD. quickly winds the cassette tape forward.

CONNECTING

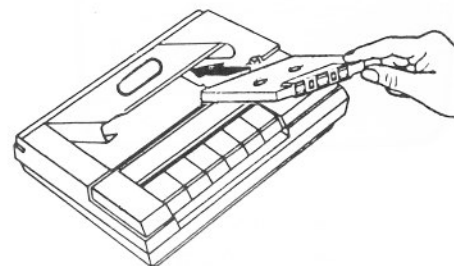
Plug one end of the I/O cable into the jack labeled PERIPHERAL on the rear of your ATARI Home Computer.



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

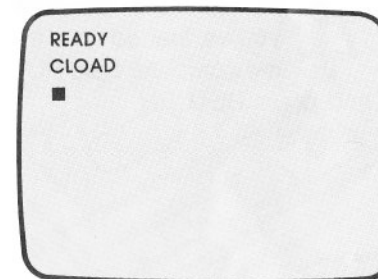


LOADING CASSETTE PROGRAMS



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.



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 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, (to 010). Now begin the loading procedure again.



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