



CASSETTE STORAGE MODULE

INSTRUCTIONS



Y-1607

Cassette Storage Module

You can further expand your THE DICK SMITH WIZZARD computer system by using THE DICK SMITH WIZZARD Cassette Storage Module. THE DICK SMITH WIZZARD Basic allow you to load and save program which you enter in the computer. By recording a program on a tape, you can save it as a permanent record. Later you can load the program from the cassette tape into the computer's memory if you want to use that program again.

To save and load program in/from the tape. The following steps should be followed:

TO SAVE PROGRAM

1. The Cassette Storage Module is connected to the computer system by a cable, as shown in the fig. 1a-1c.

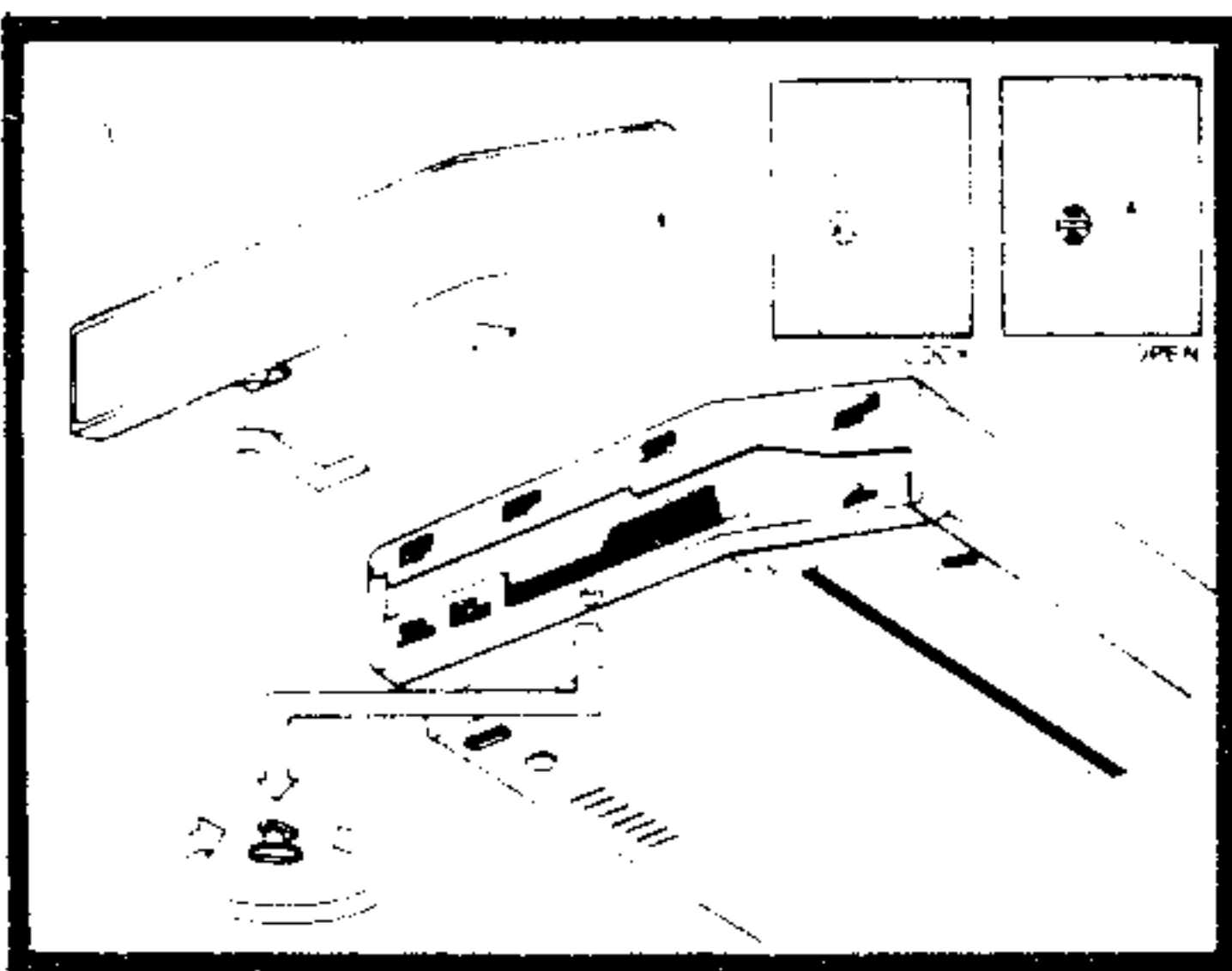


Fig.1a

- UNLOCK THE FASTENER WITH A SCREW DRIVER AT 90°
- SLIDE SIDE PANEL TO THE BACK OF THE UNIT AND PULL IT OUT.

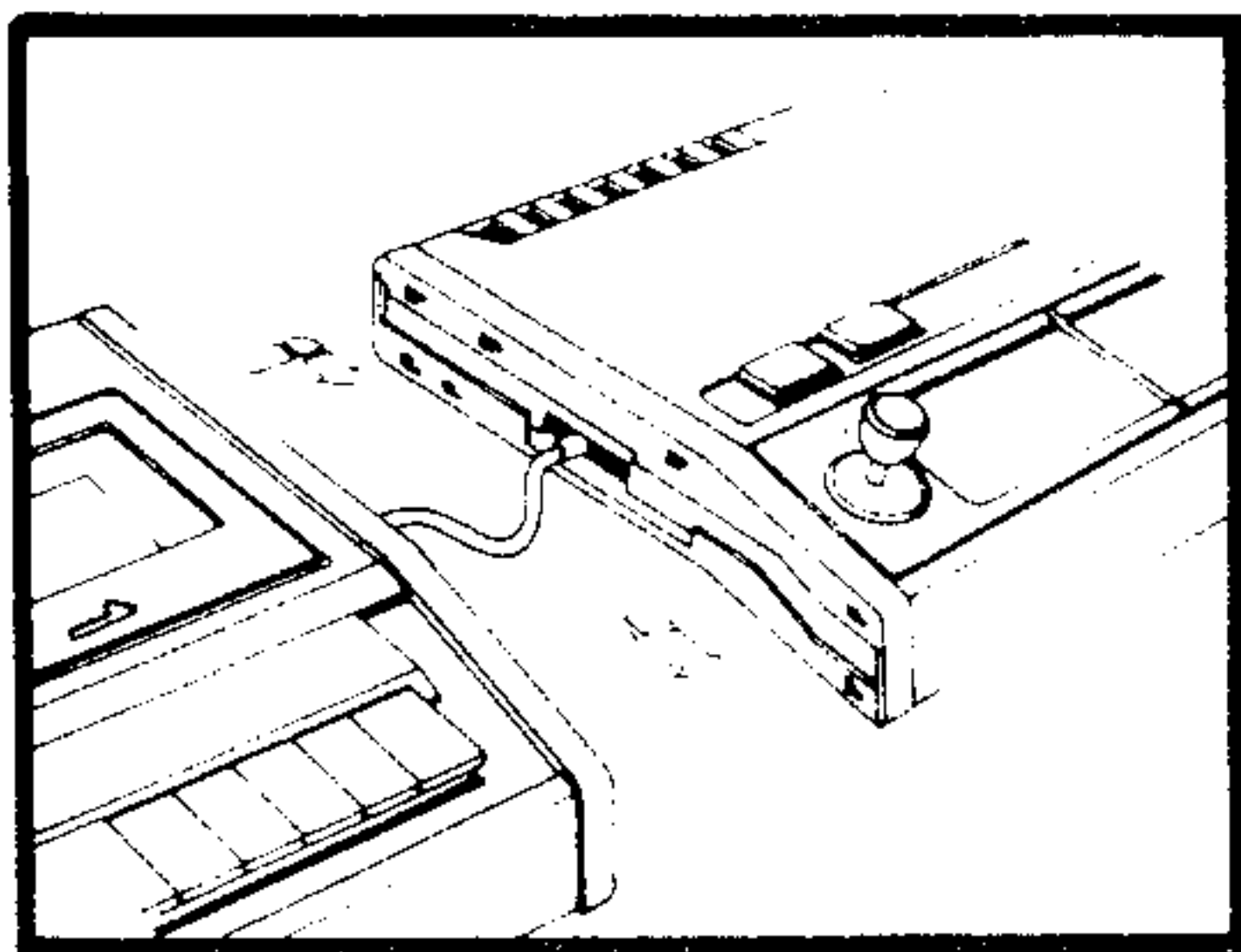


Fig.1b

- PLUG IN THE CASSETTE STORAGE MODULE WITH THE COMPUTER SYSTEM.
- PUSH AND SLIDE THE CASSETTE STORAGE MODULE INTO THE COMPUTER SYSTEM.

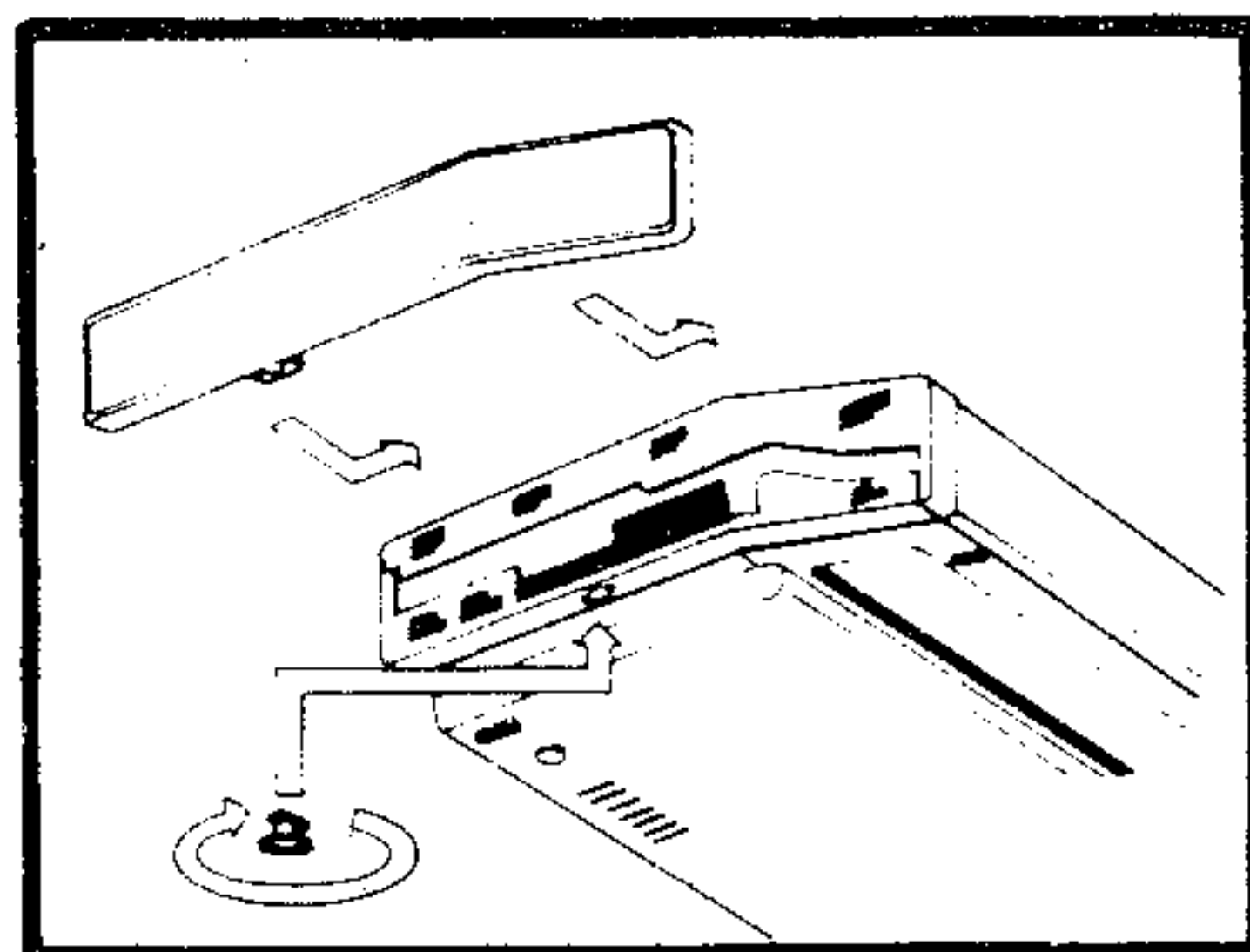
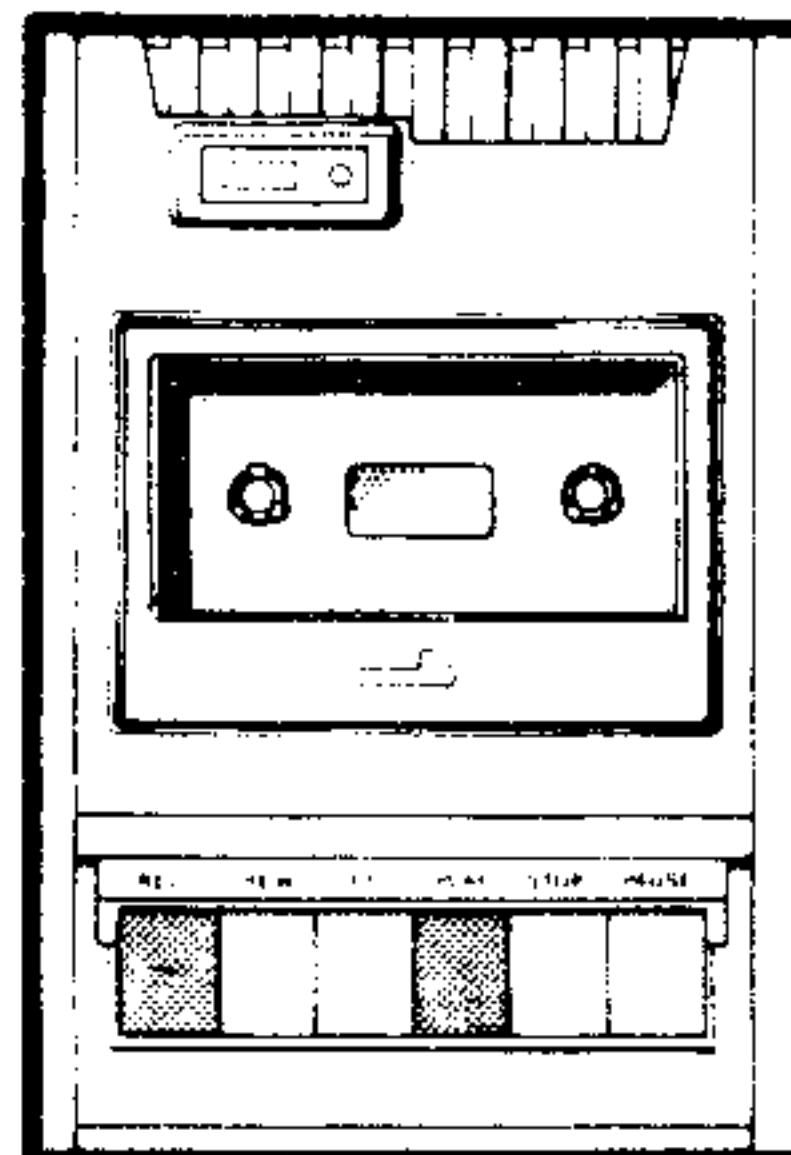


Fig.1c

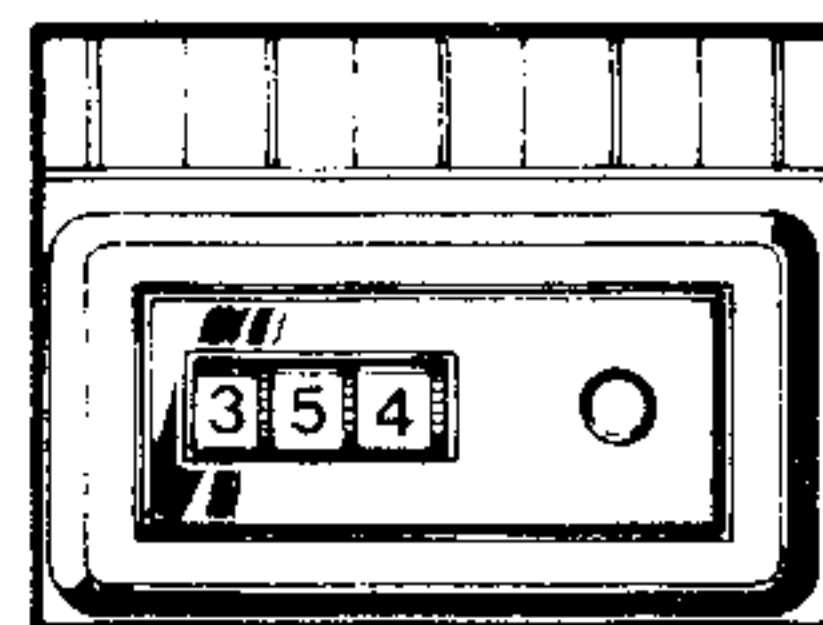
- PUT SIDE PANEL BACK AND LOCK WITH THE FASTENER.

2. Put a good quality tape cassette in place.

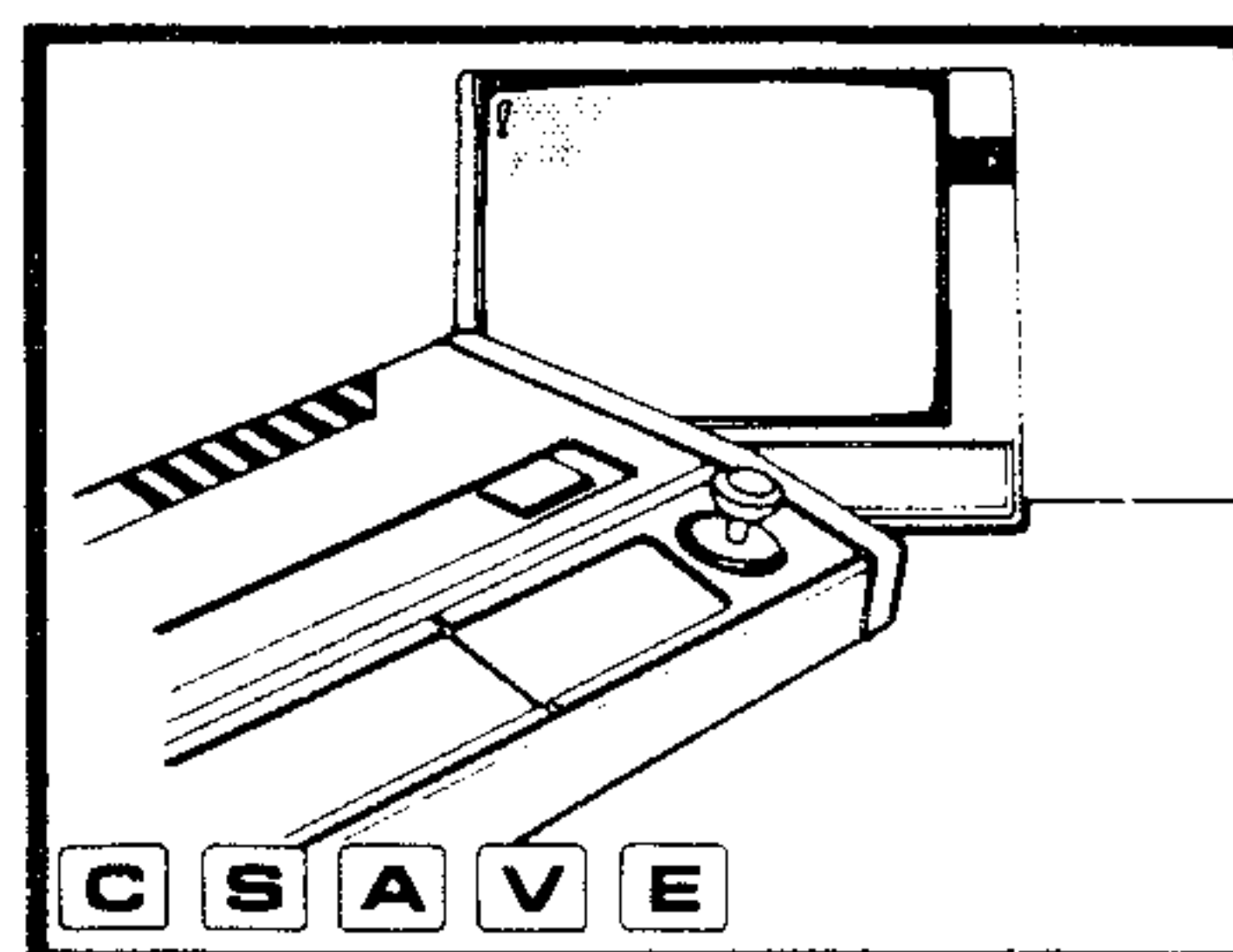
3. Press the "PLAY" and "RECORD" button on the module to select the "RECORD" mode. Notice that the cassette will not start to move. The computer controls the cassette motor power supply. Therefore the tape does not start to move until the computer tell it to do so.



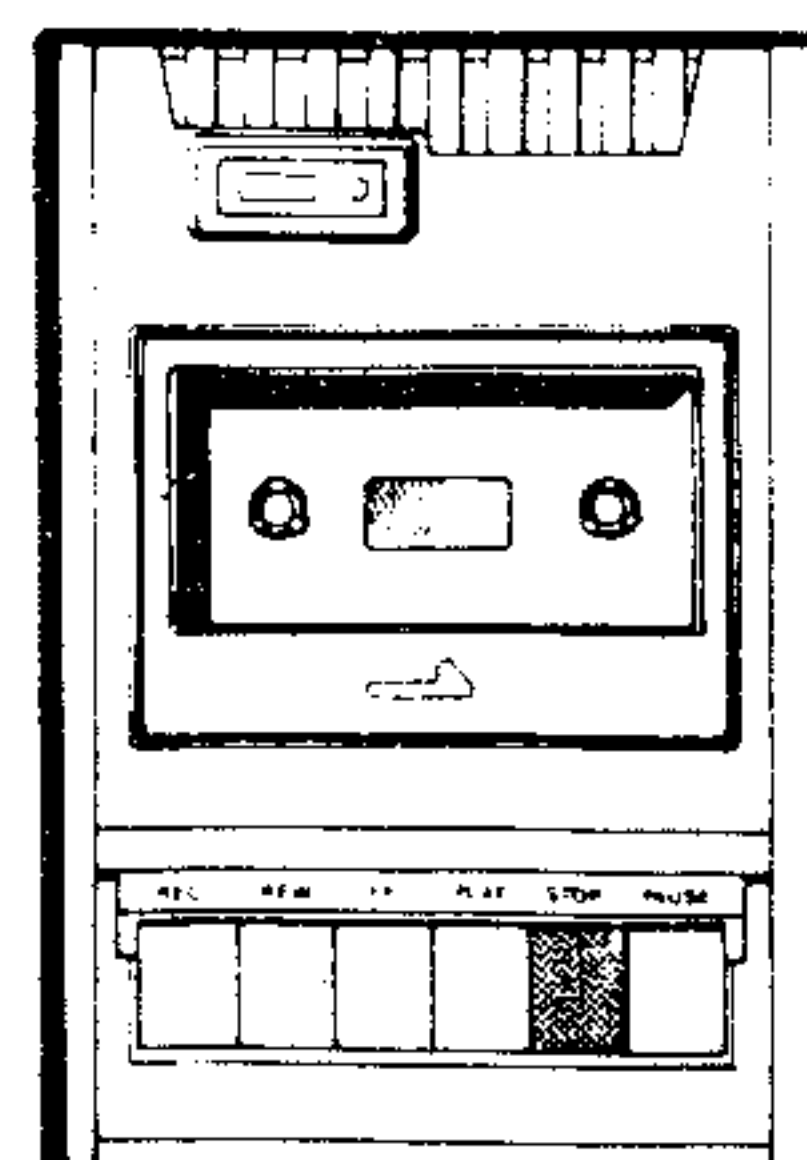
4. Record the reading of the Digital tape counter in the module. This is for you to easily locate the correct tape position when you want to load your program into the computer.



5. Key the CSAVE command into the computer system. As soon as you do, your program will begin recording on the tape, and the screen will list the program which is recording in tape.



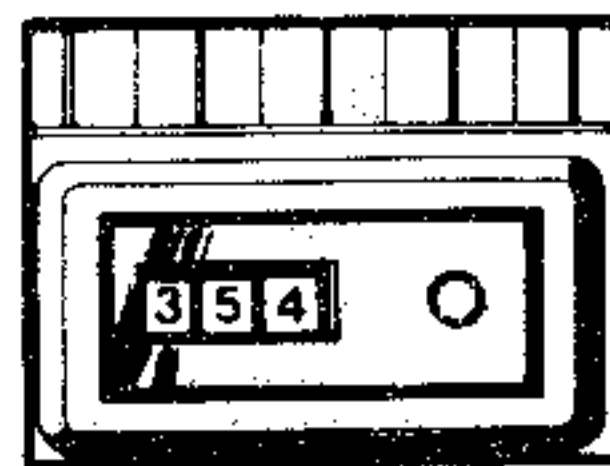
6. When the program has been recorded, ie. the prompt sign appears on the screen, press the "stop" button on the module.



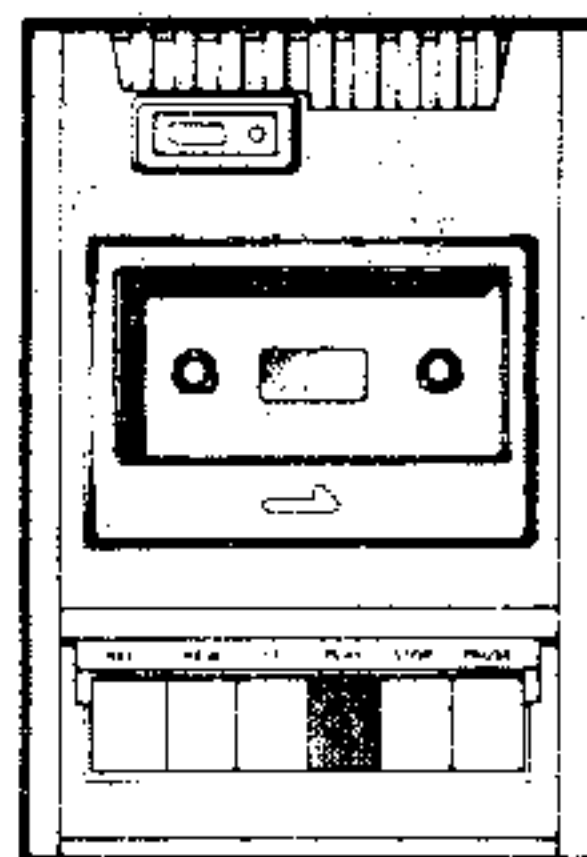
TO LOAD PROGRAM

1. Connect the cassette interface module with the computer system by the cable.

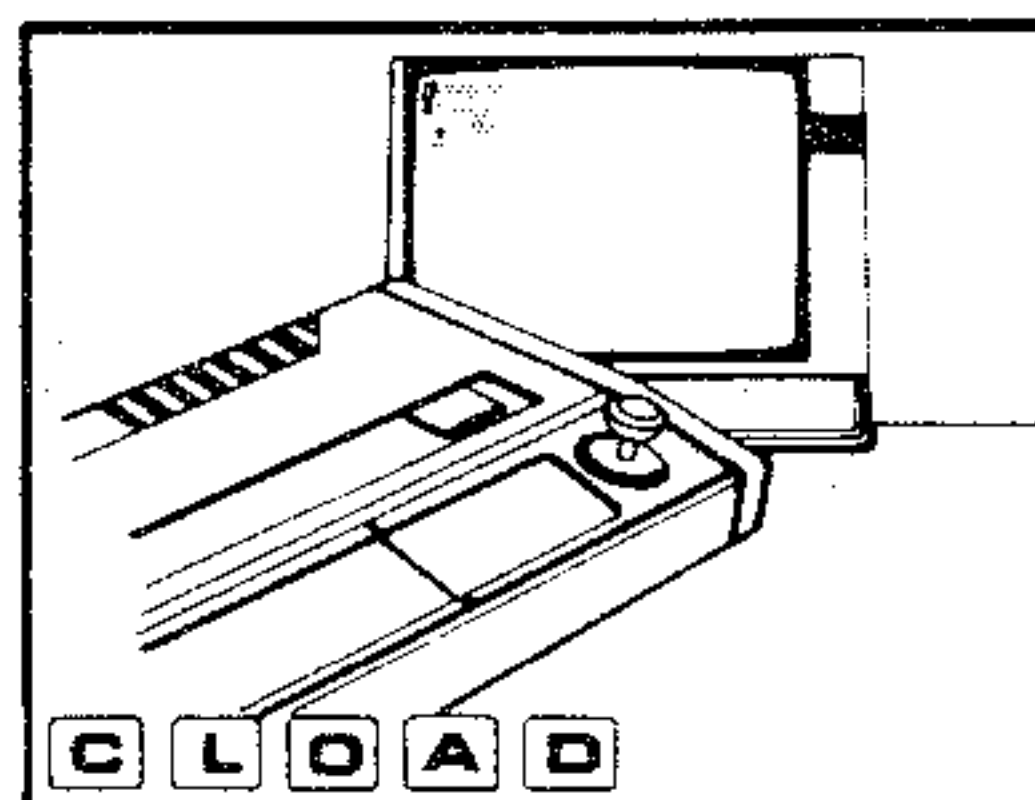
2. Put the tape cassette in place and rewind it to a correct location.



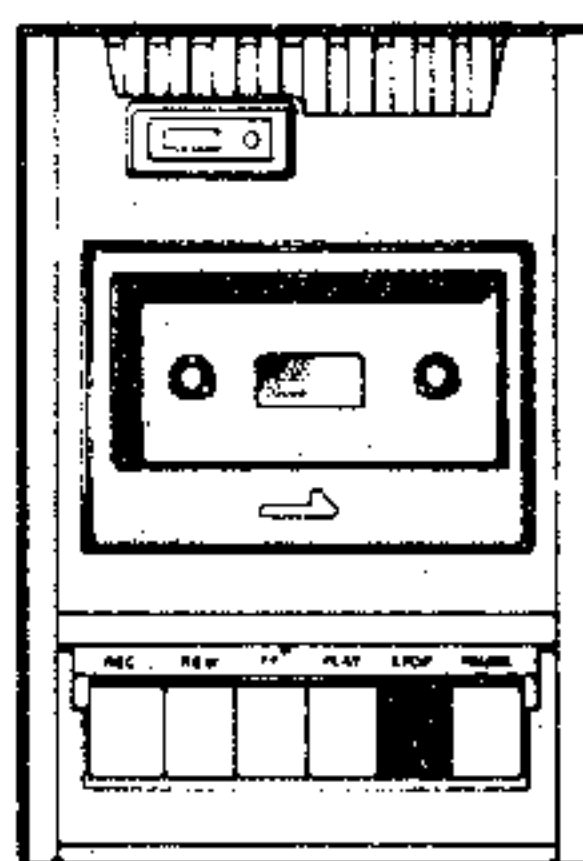
3. Press the play button only to select the "LOAD" option of the module.



4. Key the CLOAD command. As soon as you do so, the recorded program will begin to load into the computer system, and the screen will list this program.



5. After the program has been loaded, press the "stop" button on the module.



N.B. If the program in tape is from THE DICK SMITH WIZZARD tap library, there will be the speech and the sound effect coming out from the TV set during loading of the program.

TIPS ON HANDLING CASSETTE TAPES

1. Don't touch the tape with your fingers.
2. Don't expose your tape to dust, keep it in its plastic box when it is not in use.
3. Don't expose your tape to excessive heat, humidity, direct sunlight and strong magnetic fields (examples are furnace, TV set and similar appliances).
4. Do keep the Cassette recorder head and roller clean by using appropriate cassette head cleaner set.