

DICK SMITH

WIZZARD

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MOVING-KEY KEYBOARD

**Another convenient Dick Smith Wizzard
"Plug-Compatible" computer peripheral.**

**This professional Input/Programming Keyboard features positive tactile feedback to
facilitate key-in procedures for programming and data input.**

INSTRUCTIONS



Faster programming.

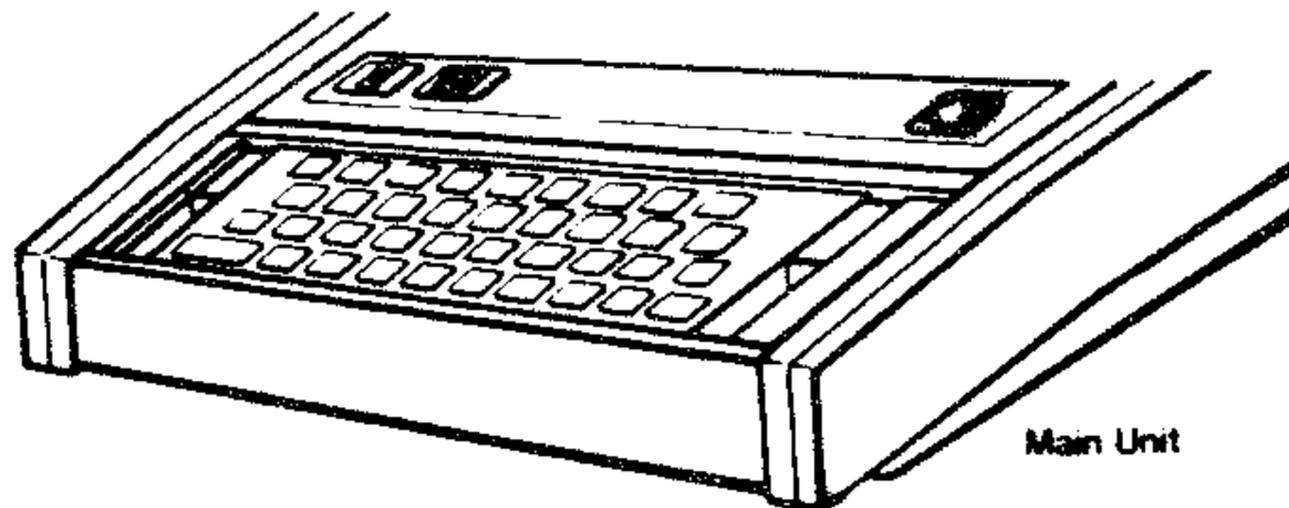
Fewer mistakes.

The Dick Smith Wizzard Detachable Input Keyboard gives you a complete professional ASCII typewriter keyboard with 48 full-sized keys at normal typewriter pitch. The moving keys provide positive tactile feedback so you can be sure you've keyed in the correct data. Therefore you can programme faster and you can avoid making mis-keyings.

**Expanded character content
means expanded programming possibilities**

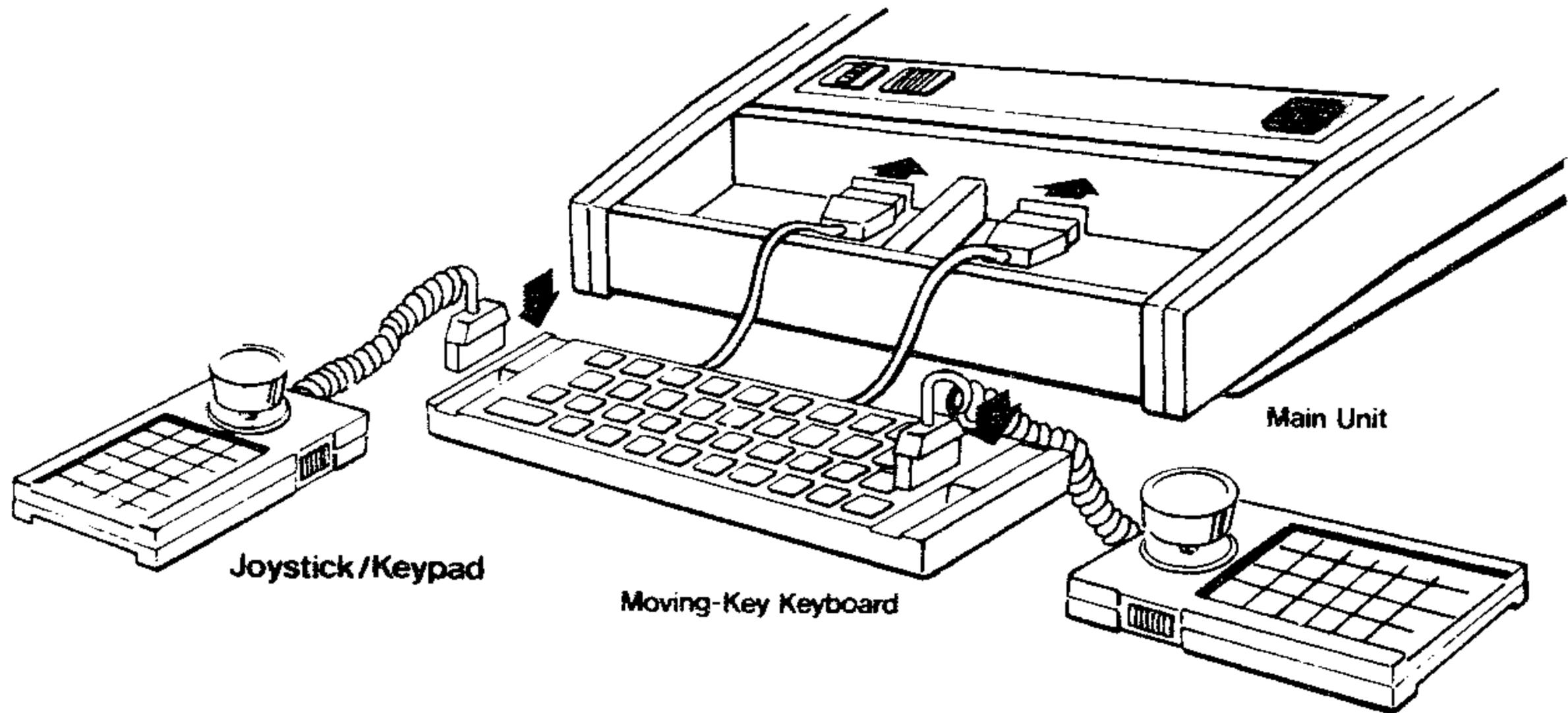
With over 60 characters and numbers you can do more complex and more technical types of programmes and input more hi-tech data. So the only limits to the programmes you write becomes your imagination.

How to connect your 'Plug-Compatible' keyboard



Like any other DICK SMITH WIZZARD 'Plug-Compatible' equipment, this keyboard needs no special interfaces or connections. You simply plug it in to the main unit. Follow these simple steps to make the right connections:

- 1) Switch Main Unit power to "OFF"
- 2) Remove Joystick/Keypad units from Main Unit
- 3) Detach Joystick/Keypad units by pushing down on plug tab and pulling as shown in diagram.



- 4) Connect two keyboard cables by pushing plugs into sockets vacated by Joystick/Keypad units.

That's all there is to it. Make sure that you connect the left-side keyboard cable to the left-side socket and the right-side cable to the right-side socket.

Connect joysticks to the keyboard

You don't have to assemble and disassemble your computer everytime you want to switch from video games to programming. The joysticks can be connected right to the keyboard, so you have all functions all the time. Follow these simple steps to connect the joysticks.

- 1) Uncover the communication ports on each end of the keyboard as shown in the diagram.
- 2) Plug the joysticks into the communication ports.

Simple as that. Now you can programme, play games and do everything without having to make any more connections at all.

Begin programming

To use your new keyboard, make sure you have followed these two important steps:

- 1) Insert basic cartridge into main unit.
- 2) Switch Main Unit power to "ON" position.

Make sure you are familiar with the location and operation of all the KEYS on your keyboard, then begin to input your programme.