

# Foundations 1:

# SETTING UP

Initial instructions on the unpacking, interconnecting and switching on your *CPC464* system.

The AMSTRAD CPC464 colour personal computer can be set up using either:

- 1.1 AMSTRAD GT64 Green Tube Monitor
- 1.2 AMSTRAD CTM640 Colour Monitor
- 1.3 AMSTRAD **MP1** Modulator/Power supply and a domestic (UHF) TV receiver.

Please refer to the appropriate section to enable you to connect up your Computer system correctly and proceed onto the operating instructions.

## 1.1 AMSTRAD GT64 Green Tube Monitor

Unpack the monitor and connect a Mains Plug to the Mains Lead as follows:

### IMPORTANT

The wires in this Mains Lead are coloured in accordance with the following code:

Blue: Neutral  
Brown: Live

If a 13 Amp (BS1363) Plug is used, a 5 Amp Fuse must be fitted. The 13 Amp Fuse supplied in a new Plug must NOT be used. If any other Plug is used, a 5 Amp Fuse must be fitted - either in the Plug, or Adaptor or at the Distribution Board. As the colours of the wires in the Mains Lead of this apparatus may not correspond with the coloured markings identifying the terminals in your Plug, proceed as follows:

The wire which is coloured BLUE must be connected to the terminal which is marked with the letter 'N' or coloured BLACK.

The wire which is coloured BROWN must be connected to the terminal which is marked with the letter 'L' or coloured RED.

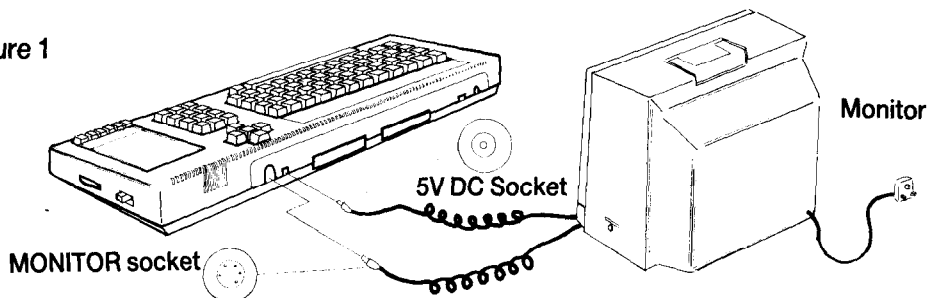
# WARNING

Disconnect the Mains Plug from the Supply Socket when not in use.

No internal connections need to be made, therefore no attempt should be made to gain access to the inside of the equipment.

The computer should be positioned in front of the Monitor on a suitable table close to the Mains Supply Socket. As shown in figure 1, connect the lead with the larger (6 pin DIN) Plug from the monitor to the socket marked **MONITOR** on the back of the computer. Connect the lead with the smaller (DC power) Plug from the monitor to the socket marked 5V DC on the back of the computer.

Figure 1



Ensure that the monitor **POWER** button is set to the **OFF** position (Out). Connect the Mains Plug from the monitor into the Mains Supply (240v AC) Socket.

Now switch on the monitor, and then switch on the computer using the slide switch marked **POWER** on the right hand end.

The red ON lamp at the top centre of the computer keyboard unit should be illuminated, and the monitor will display the following picture:

**Amstrad 64K Microcomputer (v1)**

01984 **Amstrad** Consumer Electronics plc  
and Loconotie Software Ltd.

**BASIC 1.8**

**Ready**

**Cursor**

To avoid unnecessary eye-strain, adjust the control marked **BRIGHTNESS** until the display is adequately bright for comfortable viewing, without glare or blurring of the writing.

You should also adjust the **CONTRAST** control to the minimum setting consistent with comfortable viewing.

The vertical hold control on the GT64 is marked **V-HOLD**, and should be adjusted so that the picture is correctly positioned in the middle of the screen, without jitter or 'roll'.

## 1.2 AMSTRAD CTM640 Colour Monitor

Unpack the monitor and connect a Mains Power Plug to the Mains Lead as follows:

### IMPORTANT

The wires in this Mains Lead are coloured in accordance with the following code:

Blue: Neutral

Brown: Live

If a 13 Amp (BS1363) Plug is used, a 5 Amp Fuse must be fitted. The 13 Amp Fuse supplied on a new Plug must NOT be used. If any other Plug is used, a 5 Amp Fuse must be fitted - either in the Plug, or Adaptor or at the Distribution Board. As the colours of the wires in the Mains Lead of this apparatus may not correspond with the coloured markings identifying the terminals in your Plug, proceed as follows:

The wire which is coloured BLUE must be connected to the terminal which is marked with the letter 'N' or coloured BLACK.

The wire which is coloured BROWN must be connected to the terminal which is marked with the letter 'L' or coloured RED.

### WARNING

Disconnect the Mains Plug from the Supply Socket when not in use.

No internal connections need to be made, therefore no attempt should be made to gain access to the inside of the equipment.

The computer should be positioned in front of the Monitor on a suitable table close to the Mains Supply Socket. As shown in figure 1, on the previous page, connect the lead with the larger (6 pin DIN) Plug from the monitor to the socket marked **MONITOR** on the back of the computer. Connect the lead with the smaller (DC power) Plug from the monitor to the socket marked **5V DC** on the back of the computer.

Ensure that the monitor **POWER** button is set to the **OFF** position. Connect the Mains Plug from the monitor into the Mains Supply (240v AC) socket.

Now switch on the monitor, and then switch on the computer using the slide switch marked **POWER** on the right hand end.

The red ON lamp at the top centre of the computer keyboard unit should be illuminated, and the monitor will display the following picture:

**Amstrad 64K Microcomputer (v1)**

81964 **Amstrad Consumer Electronics plc**  
and **Locomotive Software Ltd:**

**BASIC 1.0**

**Ready**



**cursor**

To avoid unnecessary eye-strain, adjust the control at the side of the monitor marked **BRIGHTNESS** until the display is adequately bright for comfortable viewing, without glare or blurring of the writing.

### 1.3 AMSTRAD MP1 Modulator/Power supply and a domestic (UHF) Colour TV receiver.

The **MP1** is an additional item that you may wish to purchase if you are currently using your CPC464 computer with the GT64 green tube monitor. The **MP1** enables you to use the computer with your domestic colour TV and thereby enjoy the full colour facilities of your CPC464 computer.

Unpack the Modulator/Power Supply (**MP1**) and connect a Mains Plug to the Mains Lead of the **MP1** as follows:

#### IMPORTANT

The wires in this Mains Lead are coloured in accordance with the following code:

Blue: Neutral

Brown: Live

If a 13 Amp (**BS1363**) Plug is used, a 3 Amp Fuse must be fitted. The 13 Amp Fuse supplied in a new Plug must NOT be used. If any other Plug is used, a 5 Amp Fuse must be fitted - either in the Plug, or Adaptor or at the Distribution Board. As the **colours** of the wires in the Mains Lead of this apparatus may not correspond with the coloured markings identifying the terminals in your Plug, proceed as follows:

The wire which is coloured **BLUE** must be connected to the terminal which is marked with the letter 'N' or coloured **BLACK**.

The wire which is coloured **BROWN** must be connected to the terminal which is marked with the letter 'L' or coloured **RED**.

#### WARNING

Disconnect the Mains **Plug** from the Supply Socket when not in use.

No internal connections need to be made, therefore no attempt should be made to gain access to the inside of the equipment.

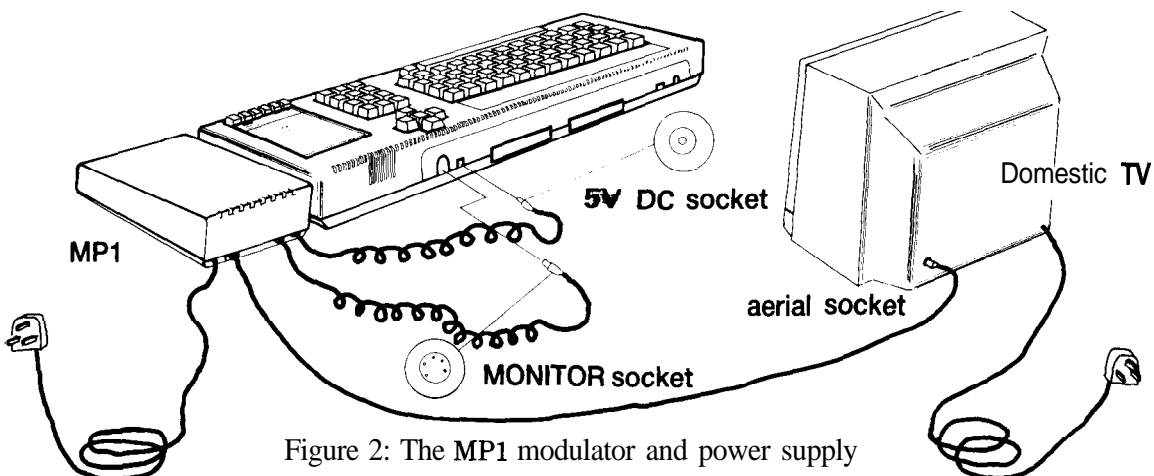


Figure 2: The MP1 modulator and power supply

The modulator/power supply (**MP1**) should be positioned to the right of the computer on a suitable table close to the TV set and the Mains Supply socket. As shown in figure 2, connect the lead with the larger (6 pin DIN) plug from the **MP1** to the socket marked **MONITOR** on the back of the computer. Connect the lead with the smaller (DC power) Plug from the **MP1** to the socket marked **5VDC** on the back of the computer.

Connect the lead with the aerial plug from the **MP1** to the aerial socket of your TV set.

Check that the computer **POWER** switch on the right hand end is set to the **OFF** position and then connect the Mains Plug from the **MP1** into the Supply Socket.

Now reduce the volume control on your TV set to a minimum, switch on your TV, and then switch on the computer using the slide switch marked **POWER** on the right hand end.

The red ON lamp at the top centre of the computer keyboard unit should be illuminated, and you must now tune in your TV set to receive the signal from the computer.

If you have a TV with push-button channel selection, press a channel button to select a spare or unused channel. Adjust the corresponding tuning control in accordance with the TV set manufacturer's instructions (the signal will be approximately at channel 36 if your TV has a marked tuning scale), until you receive a picture that looks like:

**Amstrad 64K Microcomputer (v1)**

**©1984 Amstrad Consumer Electronics plc**  
**and Locomotive Software Ltd.**

**BASIC 1.0**

**Ready**



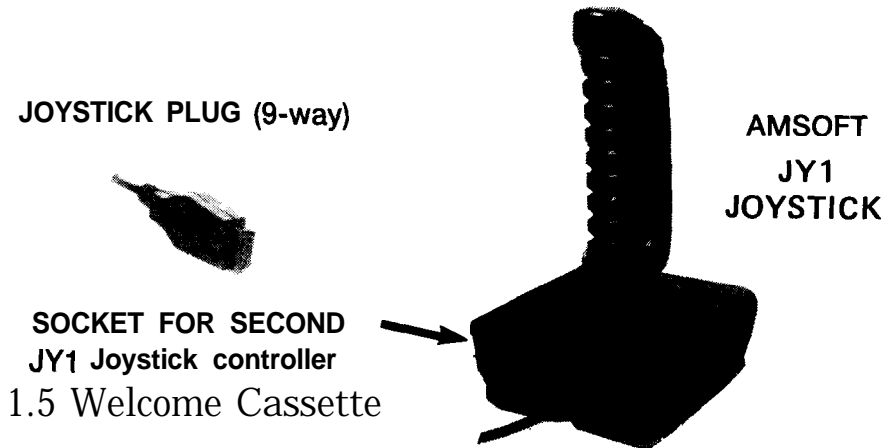
**CURSOR**

Tune in the TV set accurately until the clearest picture is seen. The writing will be gold/yellow on a deep blue background.

If your TV has a rotary programme selector knob, turn the tuning knob until the above picture appears and remains perfectly steady. (Again, at approximately channel 36).

## 1.4 JOYSTICK

The **AMSOFT** joystick model **JY1** is an additional item that you may wish to purchase if you are using the **CPC464** computer with software games which incorporate the facility for joystick control, and 'firing' within the game. The **JY1** can be plugged into the back of your computer using the 9-way socket marked **USER PORTS (I/O)**. The Amstrad CPC 464 computer can be used with two joysticks. The second **JY1** joystick should be plugged into the socket on the first joystick.



## 1.5 Welcome Cassette

Packed into one of the polystyrene end caps in your computer packaging, you will have found the 'Welcome' cassette tape. Open the door on the Datacorder unit by pressing the key marked **[STOP/EJECT]**, and then insert the cassette into the Datacorder of the computer as shown in figure 3 - make sure that the '**SIDE 1**' printing is uppermost:

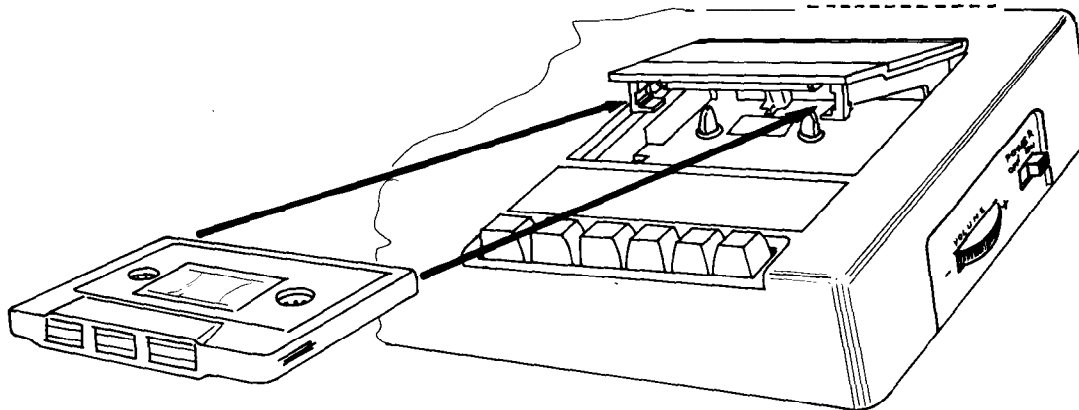


Figure 3 The right way to insert a cassette into the Datacorder

Close the lid until it latches shut, press the **[REW]**ind key on the datacorder to ensure that the tape is rewound to the start. As soon as the tape stops, press the **[STOP/EJECT]** key. Reset the tape counter to 000 by pressing the **COUNTER RESET** button.

Press down the key marked **[CTRL]** (Control), and AT THE SAME TIME press the small **[ENTER]** key at the bottom right of the number-only keypad next to the Dacorder. The screen will respond with the instructions:

**RUN"**

**Press PLAY then any key:**

**Now** press the **[PLAY]** key in the row at the front of the Dacorder until it locks down firmly, followed by pressing any letter, number, or either **[ENTER]** key - or the space bar.

The tape will start to move, and after a short time you will see this message appear on the screen:

**Loading WELCOME 1 block 1**

The tape will take approximately 5 minutes to load, you can see this happening on the screen since 'b L o c k' number will change to 2,3 etc., until the tape stops. At this time the 'Welcome' program will begin to run. Just sit back and watch. The program runs continuously, so when you have finished watching press the **[ESC]** key twice. This stops the program and you can now **[STOP]** and eject the cassette, then turn it over to run side two.

After turning the cassette over ready for Side 2, once again remember to press the **[REW]**ind button on the dacorder to ensure that the tape is rewound to the start.

Press down the key marked **[CTRL]** (Control), and AT THE SAME TIME press the small **[ENTER]** key at the bottom right of the number-only keypad next to the Dacorder. The screen will respond with the instructions:

**RUN"**

**Press PLAY then any key:**

**Now** press the **[PLAY]** key in the row at the front of the Dacorder until it locks down firmly, followed by pressing any letter, number, or either **[ENTER]** key - or the space bar.

The tape will start to move, and after a short time you will see this message appear on the screen:

**Loading WELCOME 2 block 1**

Follow the instructions given on the screen, and the program will invite you to participate by typing instructions as it progresses.



## 1.6 LOADING OTHER SOFTWARE CASSETTES

THE WELCOME TAPE CAN ONLY BE LOADED AND RUN as described in the previous section (1.5). Unprotected BASIC programs can be loaded by the following alternative methods. Rewind the tape that you have inserted by pressing the **[REW]** key on the datacorder until the spools stop turning, when you must immediately press the **[STOP/EJECT]** key.

Reset the computer to clear the memory by pressing the **[CTRL]**, **[SHIFT]** and **[ESC]** keys in order - but holding each key down until the **[ESC]** key is finally pressed - the screen will clear and the original message will reappear as if you had just switched on.

The expression **[ENTER]** in the following instructions indicates that you must press either of the two keys marked **[ENTER]** - do not type the word ENTER! The " symbol is obtained by pressing either **[SHIFT]** key together with the 2 key on the top row of the keyboard.

Type in:

```
load "" [ENTER]
```

The computer asks you to., ..

***Press PLAY then any key:***

Now press the **[PLAY]** key in the row at the front of the Datacorder until it locks down firmly, followed by pressing any letter, number, or either **[ENTER]** key - or the space bar.

The tape will start to move, and after a short time you will see this message appear on the screen:

***Loading*** ‹program name› block 1

The block numbers will continue to increase until the tape has finished loading, and the message:

***Ready***

. ..will appear on the screen.

Alternatively, you may specify the name of the program that you wish to load. To do this, type in:

```
load "title" [ENTER]
```

The computer asks you to.. ..

**Press PLAY then any key:**

Now press the **[PLAY]** key in the row at the front of the Datacorder until it locks down firmly, followed by pressing any letter, number, or either **[ENTER]** key • or the space bar.

The tape will start to move. If the program you have asked the computer to load is not at the beginning of the cassette, the computer will search through the **tape** until it finds the exact title that you have asked it to load. Be careful to type in **the** program title correctly.

If, while searching for your program, the computer finds a different title to the one that you have typed in, you will see this message appear on the screen:

**Found <other title> block 1**

The computer will not load this program, but will continue to search through the tape until the exact program title that you have typed in is found, or until you press the **[ESC]** key to stop the computer searching the tape.

When the program has been found, you will see this message appear on the screen:

**Loading <title> block 1**

The block numbers will continue to increase until the tape has finished loading, and the message:

**Ready**

...will appear on the screen.

Then type:

**r u n [ENTER]**

...and the program you've just, loaded will run. If there was already a program in the memory, this will be discarded and the newly loaded program will take it's place.

To run a program **directly**, without first asking the computer to load it, simply type in:

**RUN " " [ENTER]**

...the computer will respond with the words:

**Press PLAY then any key:**

...after pressing **[PLAY]** followed by any letter, number, the space bar or either **[ENTER]** key, the computer will search for, then load the program and run it without further instructions from the keyboard. You can stop the sequence at any time by pressing **[ESC]** as usual.

## 1.7 Loading pre-recorded software cassettes

The instructions given so far will allow you to load any of the many titles of software available for the CPC 464 computer.

However, please also refer to the correct loading instructions printed in each software package.

## 1.8 SAVE

A program can be saved (recorded) for later use. Insert a cassette the correct way and close the cassette door (the record protection tabs in the rear of the cassette must not have been removed). Press **[REW]** to rewind tape to the start, remembering to press the **[STOP/EJECT]** button when the tape stops. Type in:

```
save " (program title) " [ENTER]
```

The computer will respond with:

**Press REC and PLAY then any key:**

Now press the **[REC]** and **[PLAY]** keys on the Datacorder until they lock down firmly, followed by any key (letter, number, space or **[ENTER]** keys).

The computer will then respond with:

**Saving** <program title> **block 1**

When the program has been saved, the cassette spools will stop and you will see the word: **Ready** appears on the screen. Now press the datacorder **[STOP/EJECT]** key and your program has been saved.

Note that you will not be able to save prerecorded software and games on to your own blank cassette.

Such programs are protected against unauthorised copying.