



CASSETTE OPERATION WITH YOUR LYNX

The Lynx computer has been designed to work with a wide range of cassette recorders, but not all recorders work the same way. This leaflet is intended to help you select a compatible recorder.

- (1) First of all, if you own a tape recorder that performs very badly recording or replaying music, then do not use it for recording programs.
- (2) The standard lead supplied with the Lynx will fit most mono recorders with miniature jack sockets, usually in the price range of £20 to £40. If you have a "Hi-Fi" recorder or one of the more sophisticated portable units, which do not use miniature jacks, you will have to make up a special lead (see note A).
- (3) Your cassette recorder should have two or three sockets:
 - MIC — This is where the program signal enters the tape recorder.
 - EAR — (or a similar word e.g. speaker) which shows where the signal comes out.
 - REM — the remote control. The Lynx will function without this however.
- (4) The colours of the Lynx cassette lead may vary according to our suppliers.
 - MIC — always has white or light coloured cable immediately connected to plug, or has lighter coloured plastic part of plug.
 - EAR — Usually black cable.
 - REM — The plug with the narrowest silver part.

IF YOU'RE HAVING PROBLEMS LOADING AND SAVING, CHECK YOUR TAPE RECORDER LIKE THIS:

- (1) First, check that you are using the correct volume setting — you will find a guide to this in Chapter 1 page 2 of the User Manual. When you find the right setting, don't forget to make a note of it!

- (2) If you are still having problems with loading and saving, disconnect your cassette player from the Lynx and test it like this:
 - (a) Without any cassette tape in the recorder, 'PLAY' at maximum volume. Any hissing sound should be barely audible, and if there is a noticeable low frequency 'hum', try using fresh internal batteries only — no mains lead!
 - (b) To test the MIC socket, you should record some music from undistorted radio or record player through a microphone plugged into the MIC socket, then play back. The sound should not be distorted with the volume control set at 7 (or $\frac{3}{4}$ of the range).
 - (c) To test the EAR socket, insert an earpiece or headphones into "EAR" and listen whilst moving the "EAR" plug about slightly in the socket; there should not be any crackling sounds or breaks in the music as you do this.

 - (d) Test the REM like this. Connect the REMOTE plug into the REM socket but leave the other plugs loose. Insert a music cassette into the player, press PLAY, and type SAVE "X" (RETURN). If the music starts playing and sounds normal, and stops when the prompt appears, then the remote control is suitable.

 - (e) Make sure when recording programs that you use a good quality tape: either a computer tape or a high quality audio tape. Be sure to wind it past the leader before recording a program.

- (f) If your cassette recorder has an internal microphone, the recorder should automatically disconnect it when you plug the Lynx lead into the MIC socket. If it does not, your programs will be corrupted by the extra noises recorded.

To test whether this is happening, take out the REM plug but leave the MIC and EAR connected, press "PLAY" + "RECORD" and talk into the internal microphone. Then rewind the tape and play it back. If you can hear your voice then the microphone is not being disconnected, and the player is not suitable for recording programs.

- (g) To check the reliability of your tape recorder's speed control, pinch wheels etc., record a dummy program (see chapter 1 page 2 of the User Manual). Then rewind the tape, disconnect the EAR plug and play the program back.

You will hear first a continuous tone: if this is distorted, or varies in pitch or volume in any way, your cassette recorder may not be suitable for recording programs.

The Lynx will accept minor variations but cannot cope with breaks or wobbles caused by dented pinch wheels, tape slip or poor speed control of the capstan motor.

- (h) Some cassette players have their EAR socket wiring reversed. To test if this is the problem, disconnect the Lynx cables from the cassette recorder, insert the earpiece or headphones, and listen to any recorded tape through the earpiece/headphones. Take a short piece of wire (an unfolded paper clip is usually suitable) hold one end firmly against the outer metal ring of the EAR socket, and touch the other end to the similar outer ring of the MIC socket. If the sound volume is reduced or stops when you do this, then the wiring of your cassette recorder is reversed, and the cassette player is not compatible with a computer.

HOW TO ESCAPE FROM LOAD, VERIFY AND APPEND

- (1) When **LOADing** and **VERIFYing** or **APPENDing**, you can escape at any time by pressing **ESC**, *providing* there is a signal coming in from the tape recorder.
- (2) When powered up, your Lynx defaults to **TAPE 0** i.e., the slowest baud rate. Try **SAVEing** and **LOADing** with faster baud rates (say **TAPE 3**) as this suits some recorders better than others. See chapter 9 of the manual. Remember to mark your tapes with the tape rate at which they were recorded as **SAVE** and **LOAD** rates must match.
- (3) Unlike some other computers, the Lynx will not load the first program it finds if you type **LOAD " "**: you must include the programme name.

NOTE A

You should use the **MIC** and **EAR** equivalent connections; **LINE IN/OUT** or **DIN** levels may not be suitable. On stereo units, it is preferable to use only one channel for replay, not a mono output derived by mixing left and right together. Wiring details for the Lynx **DIN** connector are given on page 83 of the Manual.