SVI•606

MSX GAME ADAPTER
USER'S MANUAL

SVI™
SPECTRAVIDEO

Published by
SPECTRAVIDEO INTERNATIONAL LTD.

First edition
First printing 1985

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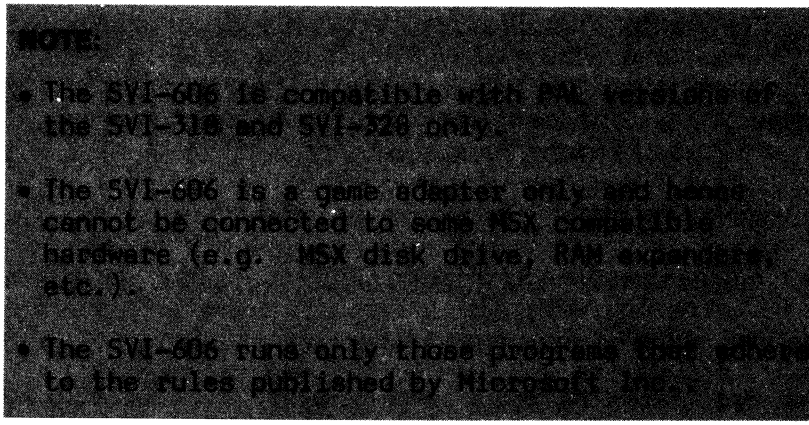
INSTRUCTION MANUAL STATEMENT

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been designed to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the computer with respect to the receiver
- Move the computer away from the receiver
- Plug the computer into a different outlet so that computer and receiver are on different branch circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission

helpful: "How to Identify and Resolve Radio-TV Interference Problems". This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.



- Due to limited random-access memory, the SVI-606 can NOT run programs larger than 16 kilo-bytes.

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1. INTRODUCTION

The MSX standard was established in 1982 to bring a new unity to home computer hardware design. Since then more than 13 leading electronics manufacturers have produced computers that meet the standard and many prestigious software houses all over the world have begun developing MSX compatible software. In fact, MSX is already supported by a wide range of software packages and the future promises to bring even more.

Now you -- the SVI user -- can gain access to the growing library of MSX game software. You can execute the many game programs available on tape or ROM cartridge. The SVI-606 is, indeed, an invaluable addition to your SVI system.

2. UNPACKING

The SVI-606 MSX Game Adapter is securely packed in poly-foam. Save this packing and use it when transporting the MSX Adapter.

The carton should contain the following items:

1. This user's manual
2. The SVI-606 adapter

3. INSTALLATION

Follow the procedure outlined below to connect the MSX Game Adapter to your SVI-328 or SVI-318 computer.

Step 1. Switch off the computer console.

Step 2. Insert the 50-pin edge connector on the front of the adapter into the expansion slot on the rear of the computer console (see figure 1).

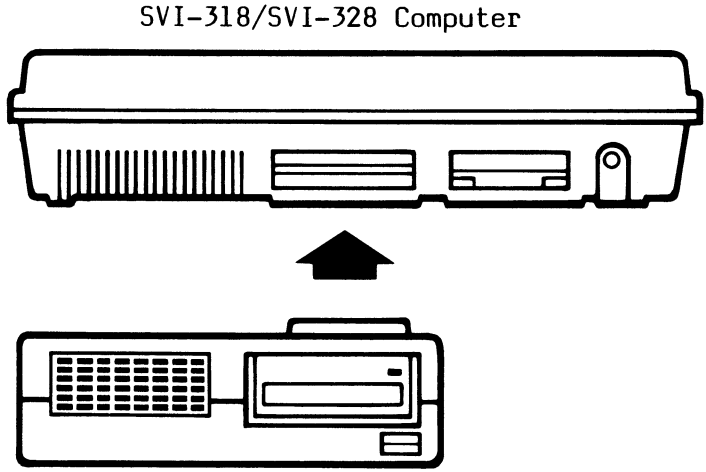

Fig. 1 Connecting the Adapter to the Computer

OPERATIONS

When you want to access any game software, please remember to enter commands from the keypad on the adapter instead of using the keyboard of the SVI-318/SVI-328. The keypad consists of 26 alphabetic (A to Z) keys, 10 numeric (0 to 9) keys, 4 cursor control keys, comma/quotation and period. There are also 6 function keys. Their functions are:

SHT - shift
CTL - control
STP - stop
ENT - enter/return
SP - space
SEL - select

NOTE:
Pressing SHIFT (SHT) and period (.) simultaneously will generate a colon (:).

5. LOADING GAME CARTRIDGES

Cartridge-based MSX software can be executed using the SVI-606 adapter.

Be sure the power on the console is off. Then simply insert the cartridge into the game slot on the adapter, switch on the power to the console, and you're ready to play.

6. CONNECTING OTHER PERIPHERAL

Your system can be connected to an ordinary cassette recorder or a SVI-767 Data Cassette, and up to 2 MSX joysticks. However, instead of connecting these devices directly to the computer, you must connect them to the adapter.

6.1 Connecting to a cassette recorder

If you wish to save MSX programs on tape, or use existing MSX tape-based software, you will need either the SVI-767 Data Cassette or an ordinary cassette recorder.

The procedure for connecting the SVI-767 is similar to that outlined in the SVI-767 User's Guide, except that the DIN plug on the recorder should be connected to the adapter instead of the computer console (see figure 2).

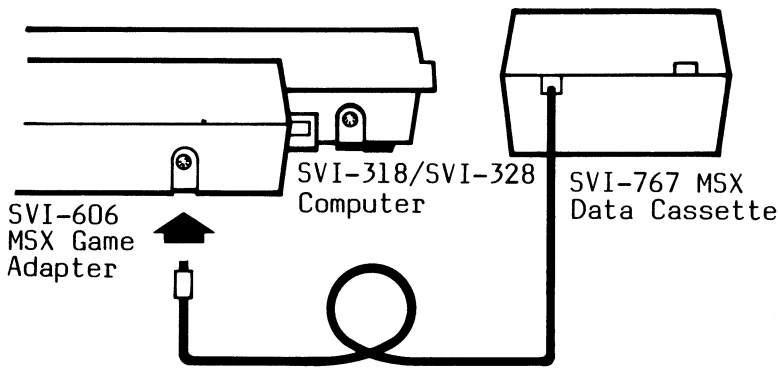

Fig. 2 Connecting the SVI-767 MSX Data Cassette to the Adapter

On the other hand, you can connect your adapter to an ordinary cassette recorder using the SVI-208 cable. Each of the three color-coded plugs at one end of the cable is connected to a different jack on your recorder: the red one to the MICROPHONE jack, the white one to the EAR PHONE jack and the black one to the REMOTE CONTROL jack (see figure 3).

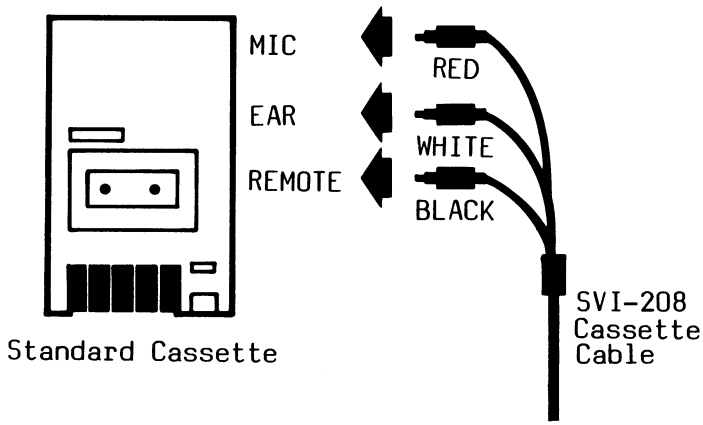

Fig. 3 Connecting the SVI-208 Cassette Cable to an Ordinary Cassette Recorder

Then the 8-pin DIN plug at the other end of the cable is connected to the socket on the rear of the adapter (see figure 4).

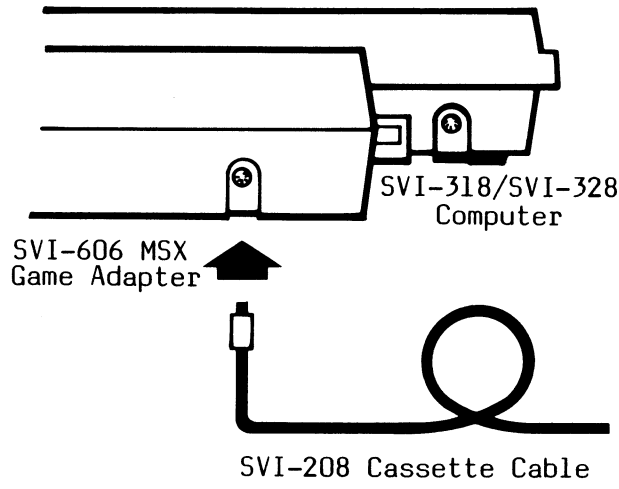

Fig. 4 Connecting the SVI-208 Cassette Cable to the SVI-606 MSX Game Adapter

6.2 Connecting to a MSX standard joystick

On the right-hand side of the adapter there are two joystick ports. These port facilitate connection to either MSX or SVI joysticks (see figure 5).

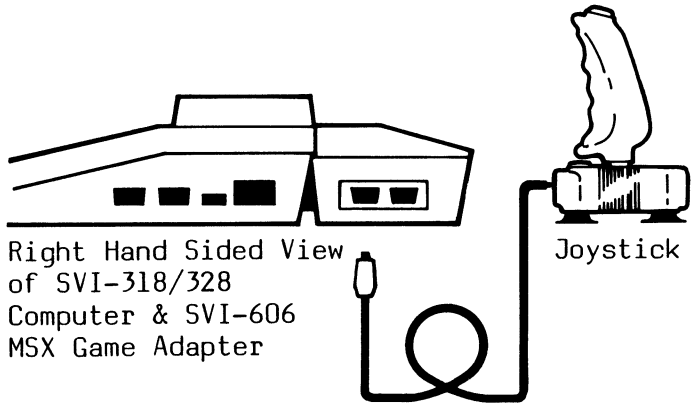

Fig. 5 Connecting to a MSX Standard Joystick

NOTE:

Although an SVI-328/318 compatible joystick can be used with the adapter, it may not, however, support the second fire button that is available on most MSX joysticks.

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