

ADAMTM SET-UP MANUAL

REVISED EDITION

ADAM™ Family Computer System Set-Up Manual

by Deborah J. Miller and Deborah Q. Voosen
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REV 3

WARNING ON CLASS B PRODUCTS

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 type tested and found 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 the 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.

Use of cables other than the Coleco cables (or equivalent) specified in this manual to connect peripheral equipment like printers, modems or video monitors will invalidate the Federal Communications Commission Certification of your computer and may cause interference levels exceeding the limits established by the FCC for this equipment.

WARNING: This equipment has been certified to comply with the limits for a Class B computing device, pursuant to Subpart J of Part 15 of FCC Rules. Only peripherals (computer input/output devices, terminals, printers, etc.) certified to comply with the Class B limits may be attached to this computer. Operation with non-certified peripherals is likely to result in interference to radio and TV reception.

When using any expansion ports for accessory equipment, shielded connecting cable may be required.

Contact the accessory manufacturers for further information.

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SERVICE POLICY

Please read this Set-Up Manual carefully before using the product. If your ADAM™ Family Computer System fails to operate properly, please refer to the troubleshooting checklist in the Set-Up Manual. If you cannot correct the malfunction **after** consulting the troubleshooting checklist, please call Customer Service on Coleco's **toll-free hotline: 1-800-842-1225 nationwide or 1-800-361-2122 in Canada**. This service is in operation from 8:00 a.m. to 5:00 p.m. Eastern Standard Time, Monday through Friday.

If Customer Service advises you to return your ADAM™ Family Computer System, please carry it in or return the entire system postage prepaid and insured, in the original box (if possible), with your name, address, proof of the date of purchase, and a brief description of the problem to the Service Station you have been directed to return it to by the toll-free service information. If your unit is found to be factory defective during the Limited Warranty period, it will be repaired or replaced at no cost to you. If the unit is found to have been consumer damaged or abused and therefore not covered by the warranty, then you will be advised, in advance, of repair costs.

If your computer requires service after expiration of the Limited Warranty period, please call Coleco's toll-free service hotline for instructions on how to proceed: **1-800-842-1225 nationwide or 1-800-361-2122 in Canada**.

IMPORTANT: SAVE YOUR RECEIPTS SHOWING DATE OF PURCHASE

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Welcome!

Your ADAM™ Family Computer System (Expansion Module #3) is a remarkable product. Super games, SmartWRITER™ Word Processing, home information management, and educational programs—ADAM™ has something for every member of the family. And it's all in one package! You can use ADAM™ to play ColecoVision™ game cartridges, write your own programs, manage household expenses, type perfect letters and reports with SmartWRITER™ Word Processing, and much more!

ADAM™ is easy to use. This booklet contains all the information you'll need to hook up your computer and get started. And you don't need any computer experience or training to use your ADAM™ Family Computer System.

Unpacking

You will probably want to set up ADAM™ on a desk or table. For that reason, as you unpack your system, move the various parts to a flat, hard surface. That way, you won't misplace anything, and you can easily identify the various parts of your ADAM™ Family Computer System which are pictured on Page 8, or the parts of Expansion Module #3 which are pictured on Page 10.

Everything You Need to Know

Chapter 1

Setting Up

Everything You Need In One Package!



ADAM™ Family Computer System includes:

- 1 80K RAM Memory Storage with one Digital Data Drive
 - 2 Professional Quality Keyboard with 75 Full-Travel Keys
 - 3 SmartWRITER™ Letter-Quality Printer
 - 4 Pair of Multi-Function ColecoVision™ Controllers
 - 5 Controller Holder to Attach to Keyboard
 - 6 1 Daisy Wheel Printer Element (inside SmartWRITER™ Printer)
 - 7 1 Multistrike Carbon Ribbon (inside SmartWRITER™ Printer)
 - 8 Word Processing Manual
 - 9 BUCK ROGERS™ Planet of Zoom™ by SEGA® Game Play Manual
 - 10 SmartBASIC™ Manual
 - 11 Complete Set-Up Introductory Manual
 - 12 Blank Digital Data Pack
 - 13 SmartBASIC™ Digital Data Pack
 - 14 BUCK ROGERS™ Planet of Zoom™ by SEGA® Super Game Pack
 - 15 3-to-2 Prong Plug Adapter (not provided in Canada)—Connecting Cables
 - 16 Coiled Cord for Keyboard
 - 17 TV/Computer Switch Box
- Built-in SmartWRITER™ Word Processing Program (built-in)
ADAM™ SmartWRITER™ Easy Reference Guide (not shown)

Got Everything for Your ADAM™ Family Computer System?

Check to make sure that you have everything shown in the picture if you just purchased the ADAM™ Family Computer System. If you bought the Expansion Module #3 that attaches to your ColecoVision™ Video Game System, skip this page and turn to Page 10.

1. **Keyboard with two game controllers and a game controller holder**
This is a professional quality typewriter keyboard. The special function keys are color-coded, so they're easier to use. One game controller can be hand-held and the other attached to the keyboard.
2. **Memory Console**
You'll find more memory in this console than in any other home computer system on the market.
3. **Printer**
The SmartWRITER™ is a letter-quality, daisy wheel printer. It prints at the rate of 120 words per minute. You can use regular paper or fanfold computer paper. And you'll find the ribbon cartridge makes changing ribbons easy.
4. **Cords and additional equipment**
All the wires and cords you need are included with your computer. In addition, three digital data packs come with ADAM™ —Buck Rogers™ Planet of Zoom™, SmartBASIC™, and a blank digital data pack. Also, you received several important manuals and cards with your computer. Take the time to read each one of these, and fill in information, if appropriate.
5. **Guides for using ADAM™**
You're reading one of the three manuals that comes with your ADAM™ Family Computer System. A second manual explains how to use SmartWRITER™ Word Processing. The third manual shows you how to write your own programs using SmartBASIC.™ A special SmartWRITER™ Easy Reference Guide has also been enclosed, showing basic word processing commands and functions at a glance.

Everything You Need To Make Your ColecoVision™ Video Game System A Complete Computer!



Expansion Module #3 (connects to your ColecoVision™ Game System) includes:

- 1 64K RAM Memory Add-on with one Digital Data Drive (total 80K RAM)
 - 2 Professional Quality Keyboard with 75 Full-Travel Keys
 - 3 SmartWRITER™ Letter-Quality Printer
- Plus:
- 4 Controller Holder to Attach to Keyboard
 - 5 System interlock Tray
 - 6 1 Daisy Wheel Printer Element (inside SmartWRITER™ Printer)
 - 7 1 Multistrike Carbon Ribbon (inside SmartWRITER™ Printer)
 - 8 Word Processing Manual
 - 9 BUCK ROGERS™ Planet of Zoom™ by SEGA® Game Play Manual
 - 10 SmartBASIC™ Manual
 - 11 Complete Set-Up Introductory Manual
 - 12 Blank Digital Data Pack
 - 13 SmartBASIC™ Digital Data Pack
 - 14 BUCK ROGERS™ Planet of Zoom™ by SEGA® Super Game Pack
 - 15 3-to-2 Prong Plug Adapter (not provided in Canada)—Connecting Cables
 - 16 Coiled Cord for Keyboard
- Built-in SmartWRITER™ Word Processing Program (built-in)
ADAM™ SmartWRITER™ Easy Reference Guide (not shown)

Got Everything for Your Expansion Module #3?

Check to make sure that you have everything shown in the picture if you just purchased the Expansion Module #3 that attaches to your ColecoVision™ Video Game System. If you bought the ADAM™ Family Computer System, turn to page 8.

1. Keyboard and game controller holder

This is a professional quality typewriter keyboard. The special function keys are color-coded, so they're easier to use. One game controller from your ColecoVision™ Video Game System can be hand-held and the other attached to the keyboard.

2. Memory Console

You'll find more memory than in any other home computer system on the market, when you connect the Memory Console to your ColecoVision™ Video Game System.

3. Printer

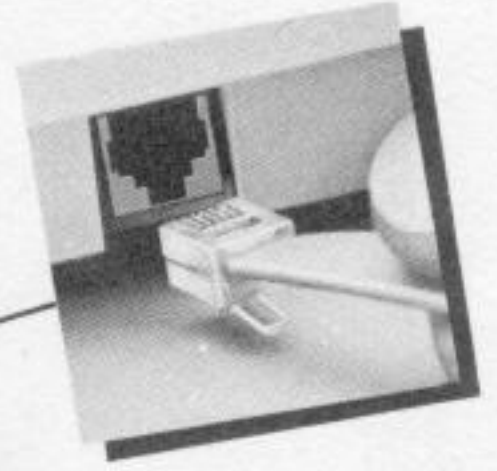
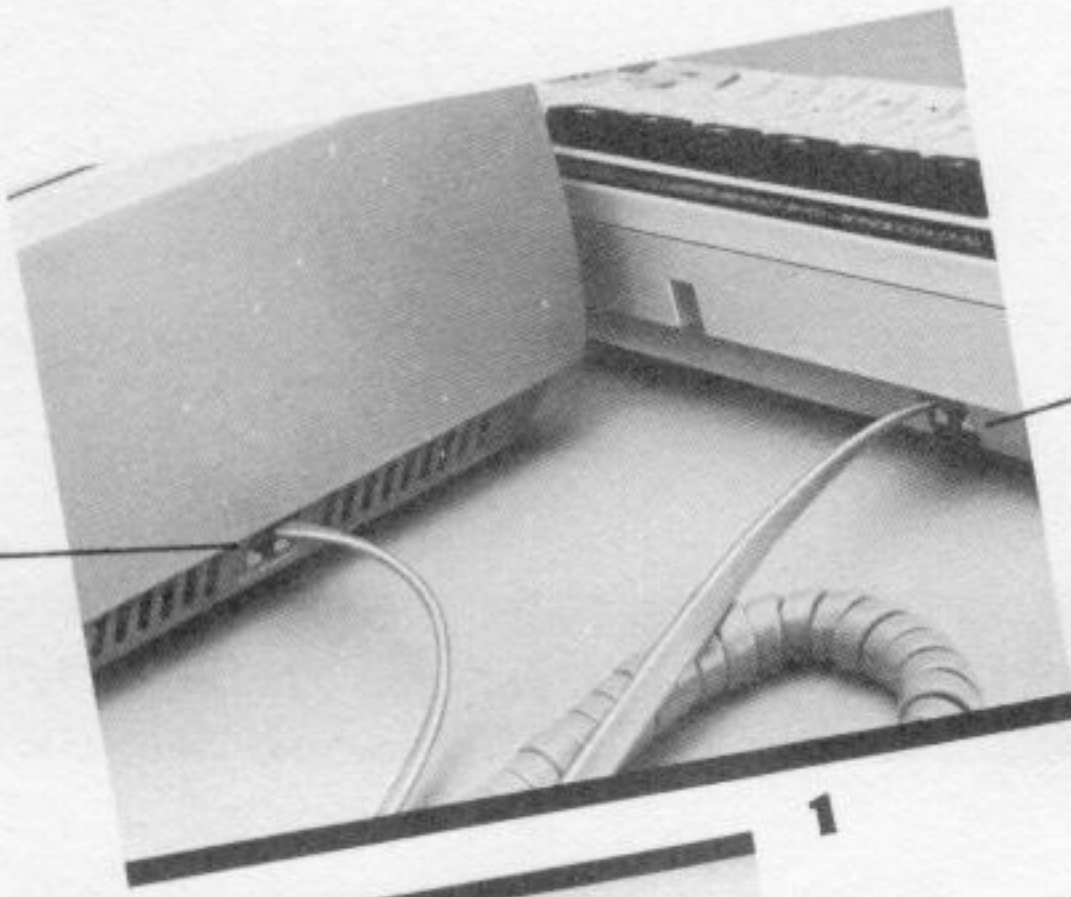
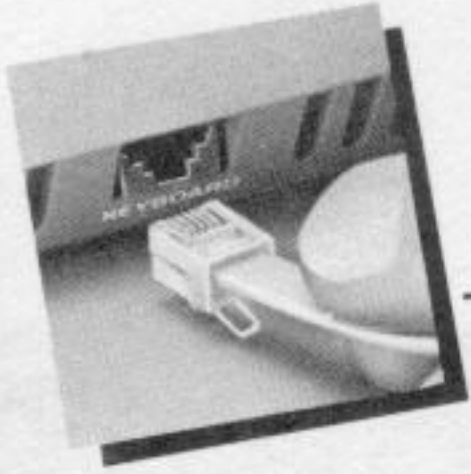
The SmartWRITER™ is a letter-quality, daisy wheel printer. It prints at the rate of 120 words per minute. You can use regular paper or fanfold computer paper. And you'll find the ribbon cartridge makes changing ribbons easy.

4. Cords and additional equipment

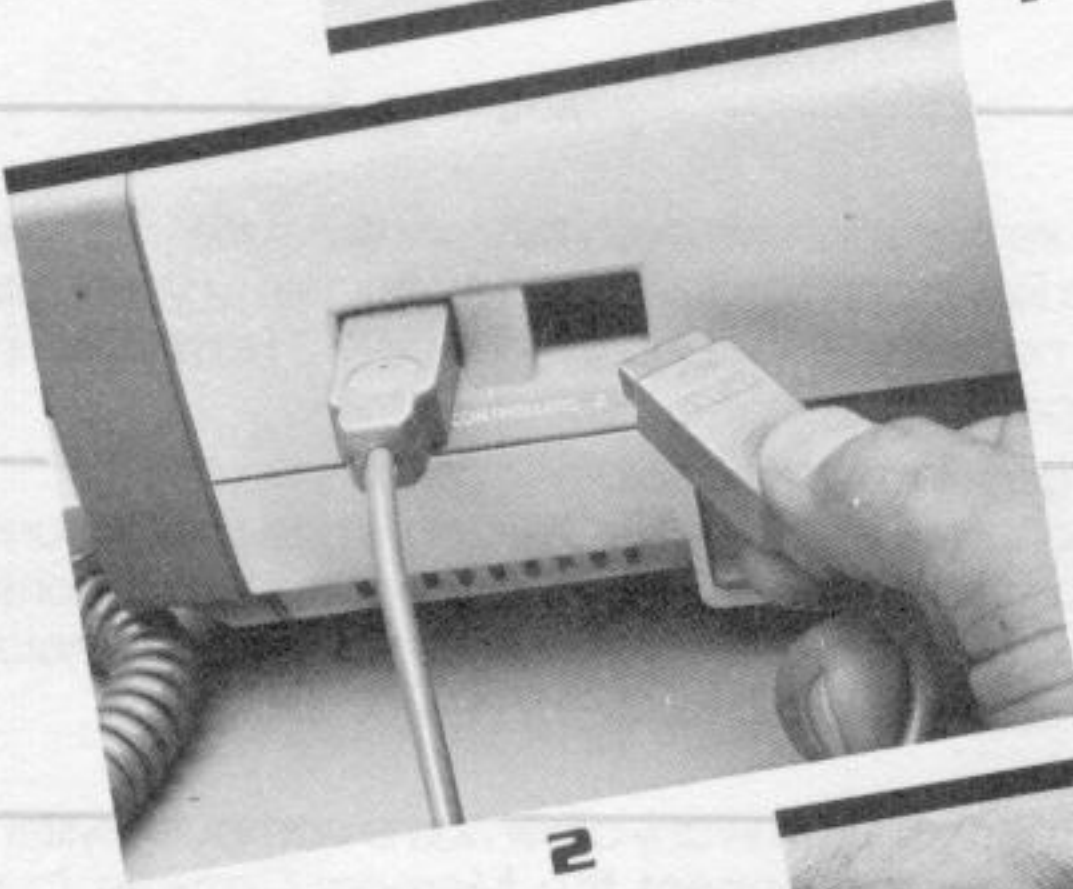
All the wires and cords you need are included with your computer. In addition, three digital data packs come with ADAM™ —Buck Rogers™ Planet of Zoom, SmartBASIC,™ and a blank digital data pack. Also, you received several important manuals and cards with your computer. Take the time to read each one of these, and fill in information, if appropriate.

5. Guides for using ADAM™

You're reading one of the three manuals that comes with your ADAM™ Family Computer System. A second manual explains how to use SmartWRITER™ Word Processing. The third manual shows you how to write your own programs using SmartBASIC™. A special SmartWRITER™ Easy Reference Guide has also been enclosed, showing basic word processing commands and functions at a glance.



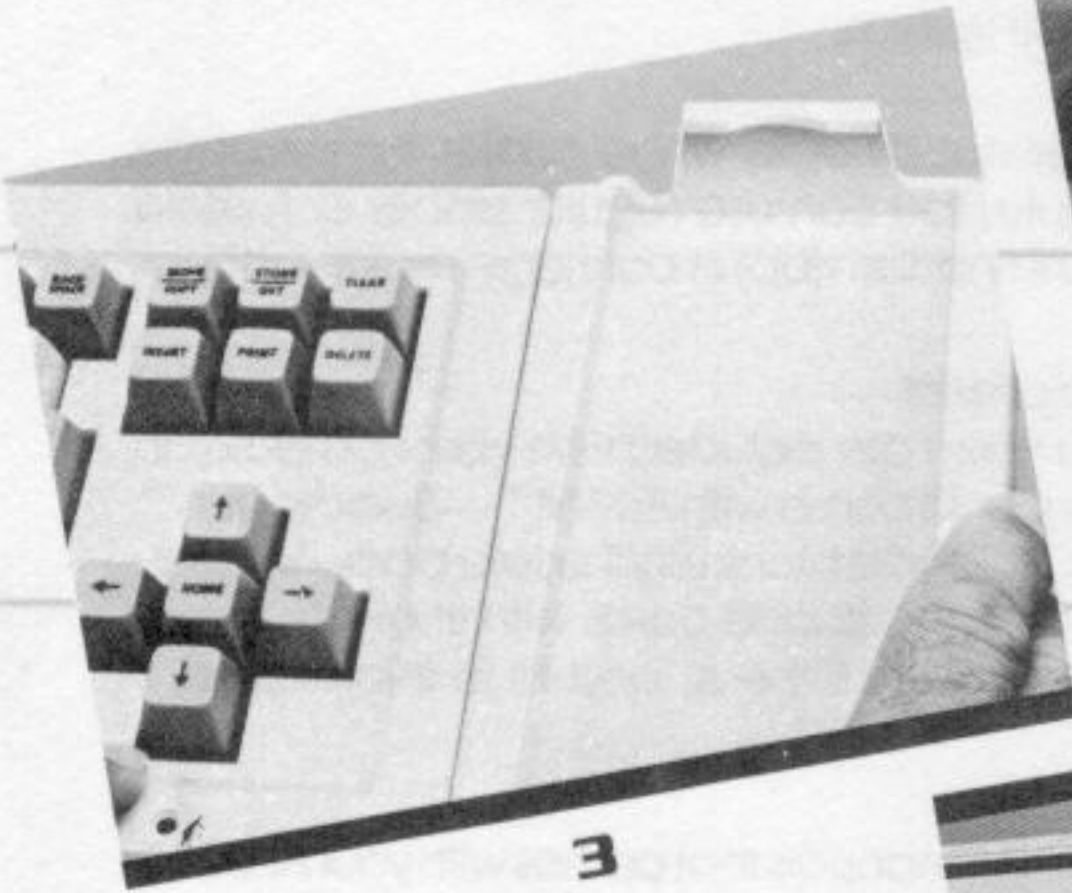
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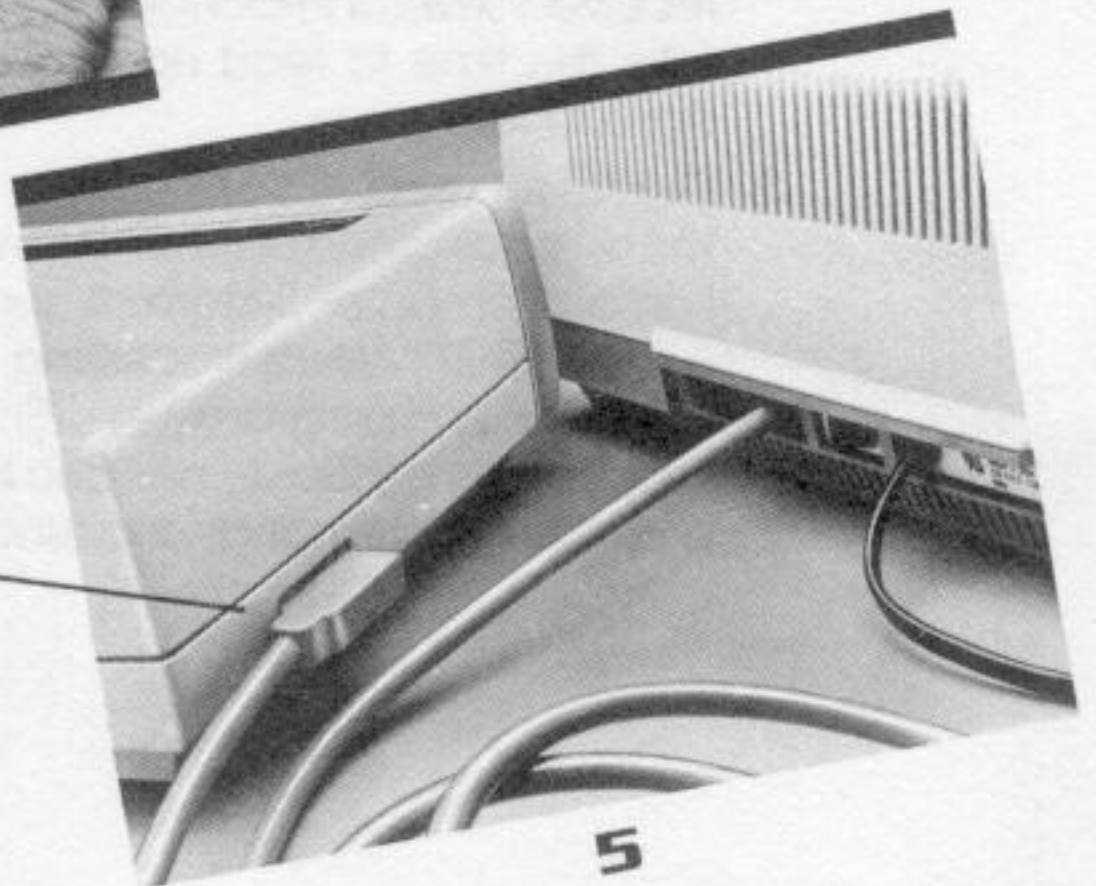
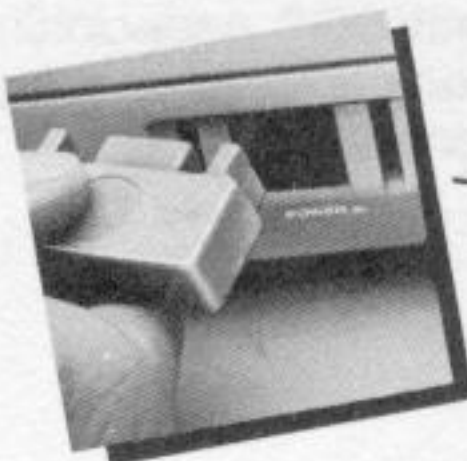
2



4



3



5

Hooking Up Your ADAM™ Family Computer System

Both the ADAM™ Family Computer System and Expansion Module #3 have been designed so that all the parts, or components, can be connected quickly and easily. However, this product should only be assembled by an adult.

FEDERAL COMMUNICATIONS COMMISSION REQUIRES THE FOLLOWING:

Do not simultaneously hook up more than one TV set to your computer. Do not use any more flat twin-lead from switch box to TV set than is supplied with the switch box. Do not connect ColecoVision™ or computer cable directly to any TV antenna or cable TV outlet. Avoid attaching loose wires to your TV antenna terminals when using your computer. Doing any of the above may cause interference to nearby TV sets and is against Federal Communication Commission regulations.

The procedure for "hooking up" the ADAM™ Family Computer System begins here. For instructions on connecting Expansion Module #3 to the ColecoVision™ Video Game System, turn to Page 20.

Complete the following steps to assemble your ADAM™ Family Computer System. The pictures show you exactly how to do each step.

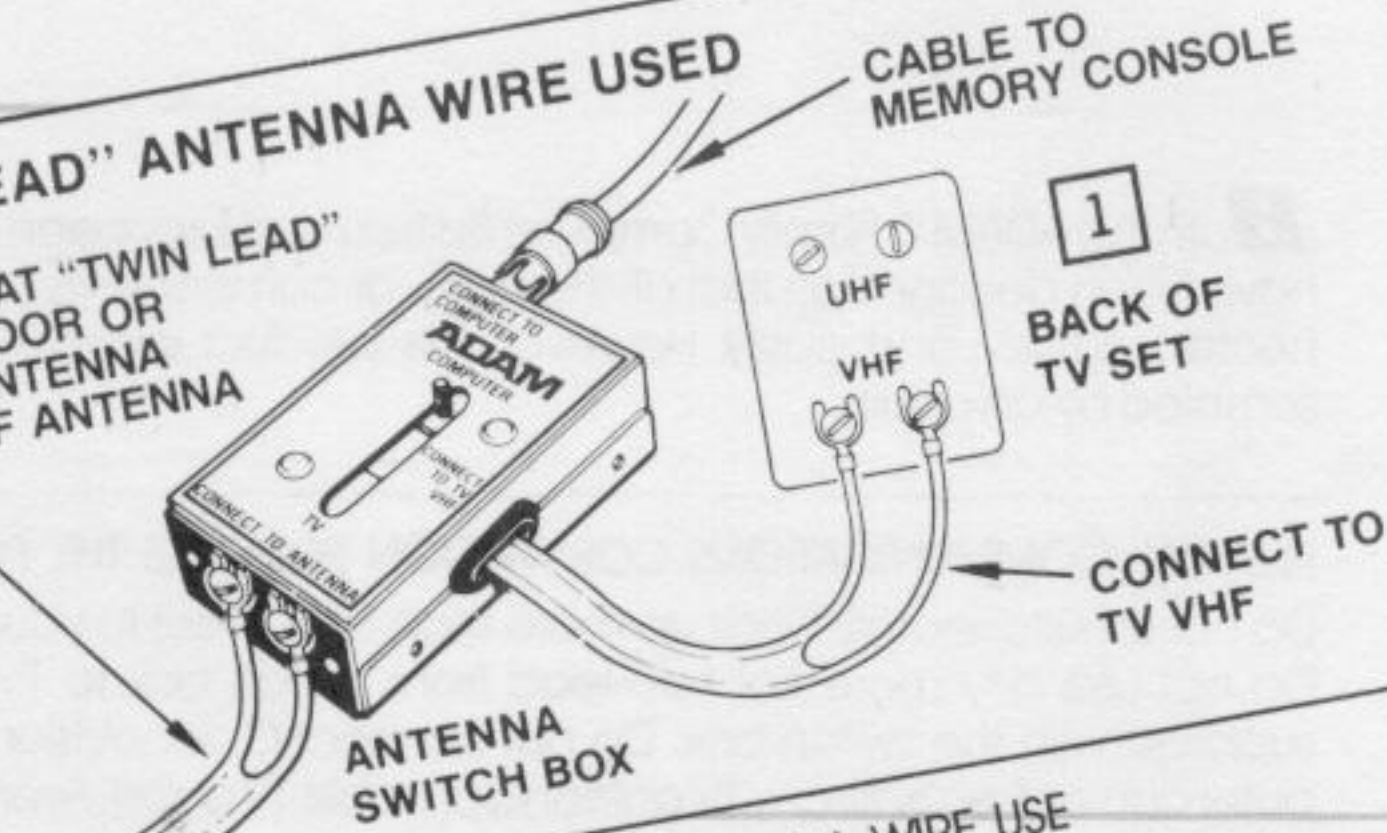
- Make sure your TV is off.
- 1** Plug the coiled keyboard cord into the port on the back of the keyboard. And then plug the other end of the keyboard cord into the front of the Memory Console.
- 2** Plug the joystick cords into the right side of the Memory Console.
- 3** Attach the controller holder to the keyboard, by inserting it in the slots in the bottom of the keyboard and sliding it up.
- 4** Then put one of the game controllers into the holder. Slide the bottom of the game controller in first, then snap the top in place.
- 5** Plug the SmartWRITER™ Printer cord into the side of the Memory Console.

Turn to the next page to continue hooking up your computer.

FLAT "TWIN LEAD" ANTENNA WIRE USED

CONNECT TO FLAT "TWIN LEAD" WIRE FROM INDOOR OR OUTDOOR TV ANTENNA OR BUILT-IN VHF ANTENNA

2



FOR FLAT "TWIN LEAD" ANTENNA WIRE USE

ROUND "COAX" ANTENNA WIRE USED

EXISTING ROUND VHF "COAX" ANTENNA OR ANTENNA SYSTEM WIRE

DISCONNECT BUILT-IN VHF ANTENNA TERMINAL

CABLE TO MEMORY CONSOLE

CONNECT TO BALUN

BACK OF TV SET

VHF COAX CABLE CONNECTOR

CONNECT TO CABLE CONNECTOR

"300 OHM TO 75 BALUN"

ROUND "COAX" TO FLAT "TWIN LEAD" BALUN CONVERTER

ANTENNA SWITCH BOX

FOR ROUND "COAX" ANTENNA OR CABLE USE

Hooking Up Your ADAM™ Family Computer System

- 6** As you may have noticed, an antenna switch box is provided with your computer. This is done as a convenience to allow you to select, by the flick of a switch, either your ADAM™ computer or regular television viewing. Once this switch box is installed, it should not be removed.

Depending on the type of TV antenna, you will use one of four different methods to attach the switch box to your TV. Look at the pictures at the left and on the next page to determine which method you will need to use. Then, attach the switch box to your antenna by completing the appropriate instructions.

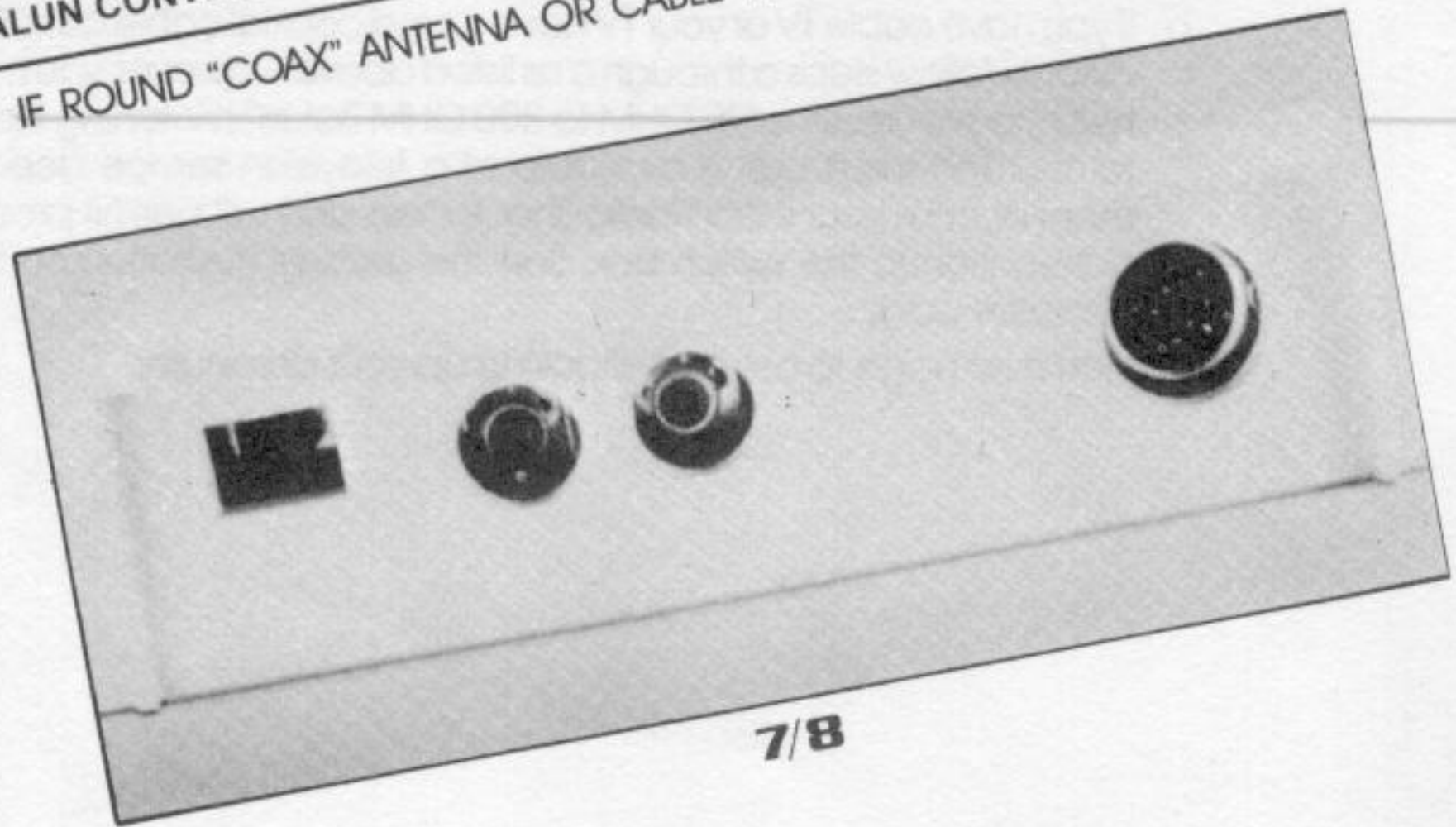
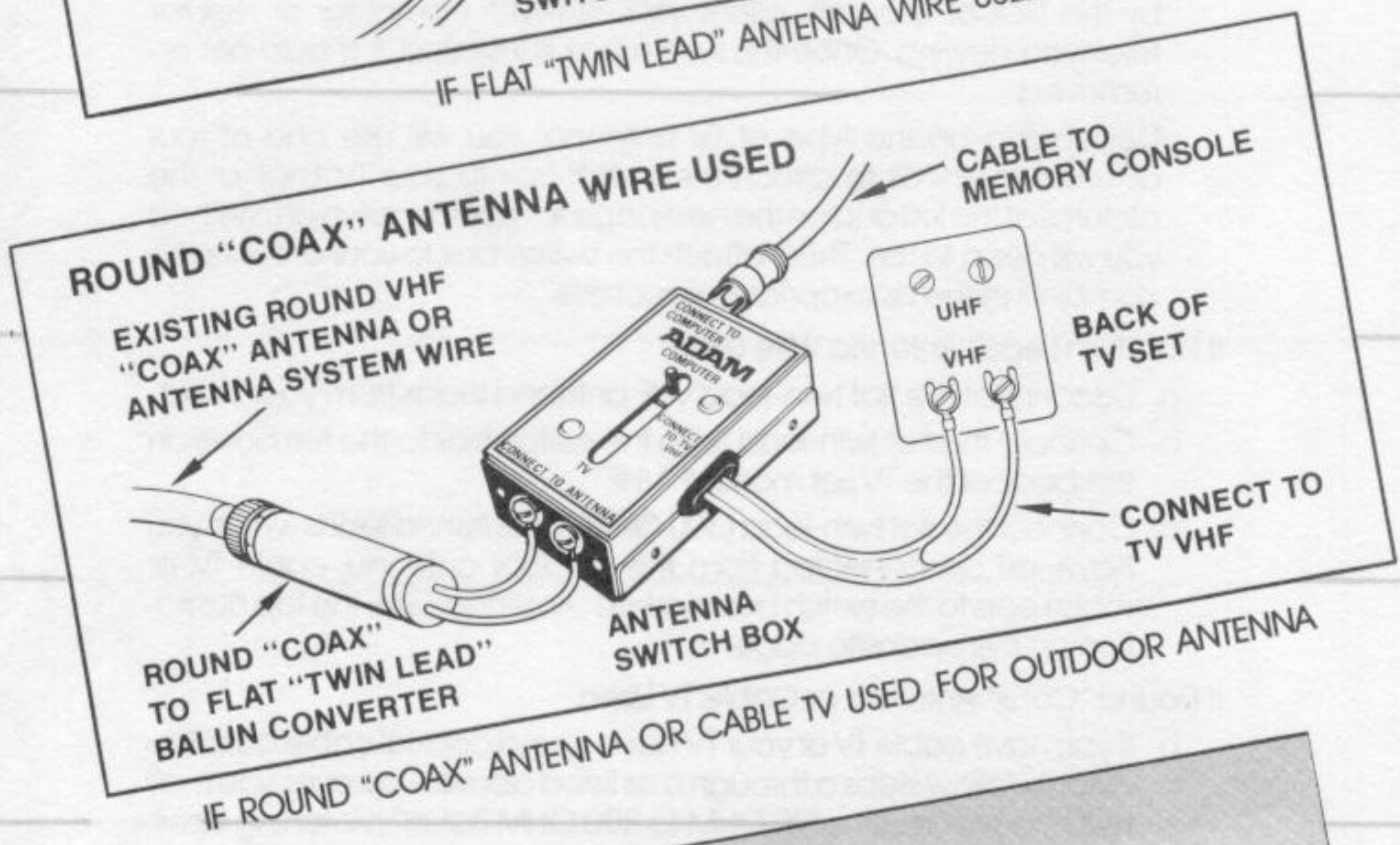
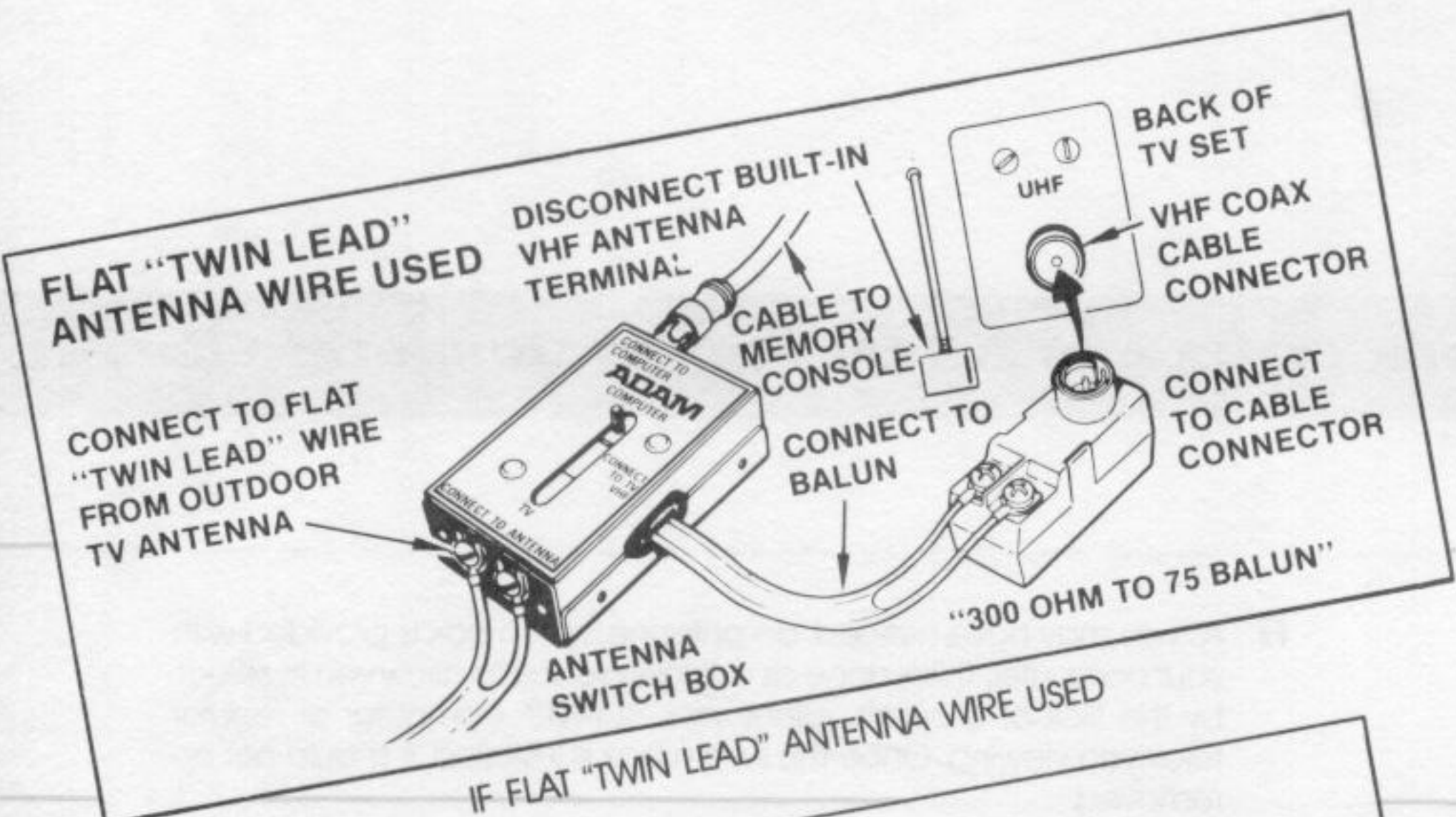
If Flat "Twin Lead" Antenna Wire Used

- a. Disconnect the flat twin-lead VHF antenna leads from your TV set.
- b. Connect the flat twin-lead from the switch box to the terminals on the back of the TV set marked "VHF."
- c. Connect the flat twin-lead (300 OHM) TV antenna leads which you have just disconnected from the outdoor antenna, cable TV, or rabbit ears to the switch box marked "Antenna." See the top illustration on the opposite page.

If Round "Coax" Antenna or Cable TV Used

- a. If you have cable TV or your TV has a round coaxial cable connector only, follow steps a through c as listed above. However, you may need to purchase a "75 OHM to 300 OHM Balun" matching transformer. This small part is available at a television service department or from your local Radio Shack store and will permit proper connection to the switch box. See the second illustration on the opposite page.

Turn to the next page to continue hooking up your computer.



Hooking Up Your ADAM™ Family Computer System

If Outdoor Antenna Used

- a. Disconnect the internal VHF antenna plug from your TV set.
- b. Connect the flat twin-lead from the switch box to screw terminals on your "75 OHM to 300 OHM Balun." (NOTE: This "Balun" is normally supplied with your TV set, or it can be purchased at your local television dealer, TV service department, or Radio Shack outlet.)
- c. Plug the "Balun" onto the VHF antenna terminal on your TV.
- d. Connect the flat-lead (300 OHM) TV antenna leads from the outdoor antenna to switch box terminals marked "Antenna." See the top illustration on the opposite page.

If Cable TV Used

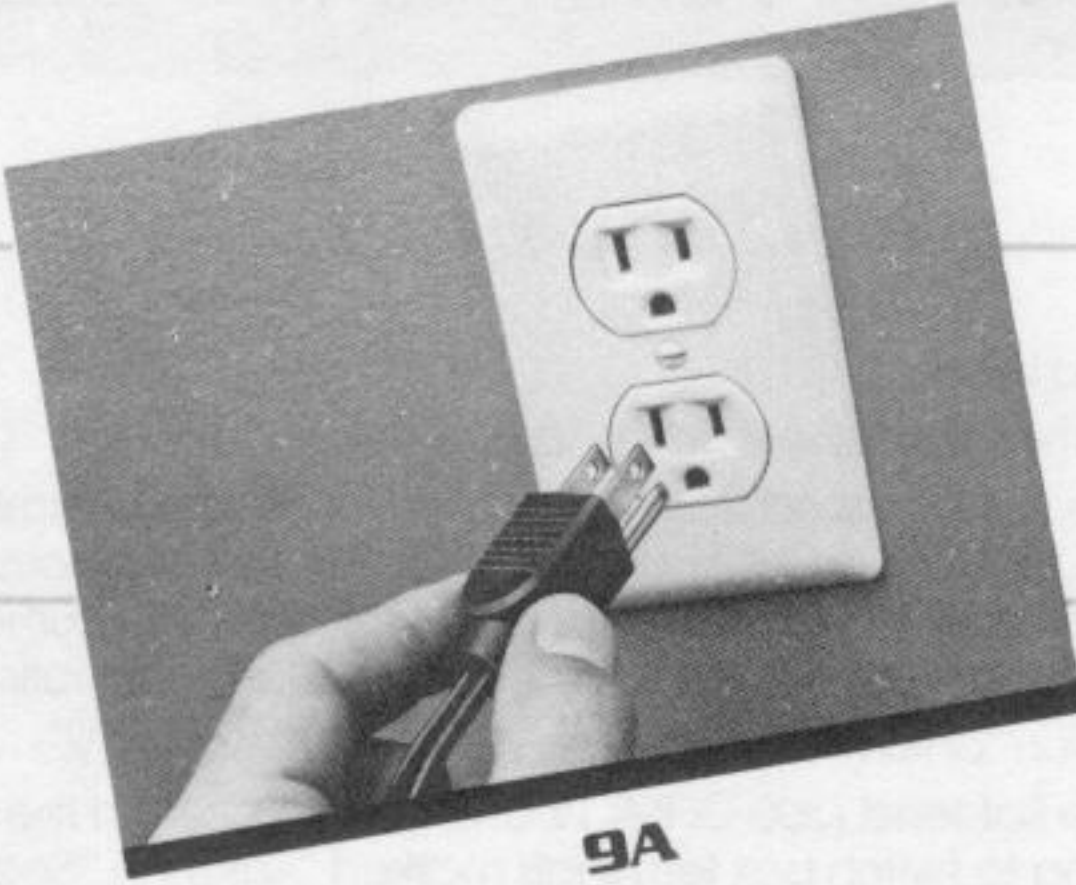
- a. If you have cable TV, follow steps a and b as listed above to connect your "75 OHM to 300 OHM Balun" to the switch box.
- b. Connect existing round VHF coaxial antenna or antenna system wire through a coaxial Balun to the switch box screw terminals marked "Antenna." See the second illustration.

- 7** Plug one end of the cable into the port on the switch box marked "Connect to Computer." Plug the other end of this cable into the port on the back of the console marked "TV."
- 8** Connecting ADAM™ to a monitor requires use of the standard connector cable. This cable, included with ADAM,™ is plugged into the "MONITOR" port on the back of the console. A second cable, with a 5-pin DIN connector at one end and a phono jack at the other end, is also required. The DIN connector is plugged into the port marked "AUX VIDEO" on the back of the console, and the phono jack is plugged into the audio input port on the monitor. If your monitor has only a video port, you will not be able to receive sounds from ADAM.™ Also refer to the ADAM™ Operating Tips Brochure included with this manual.

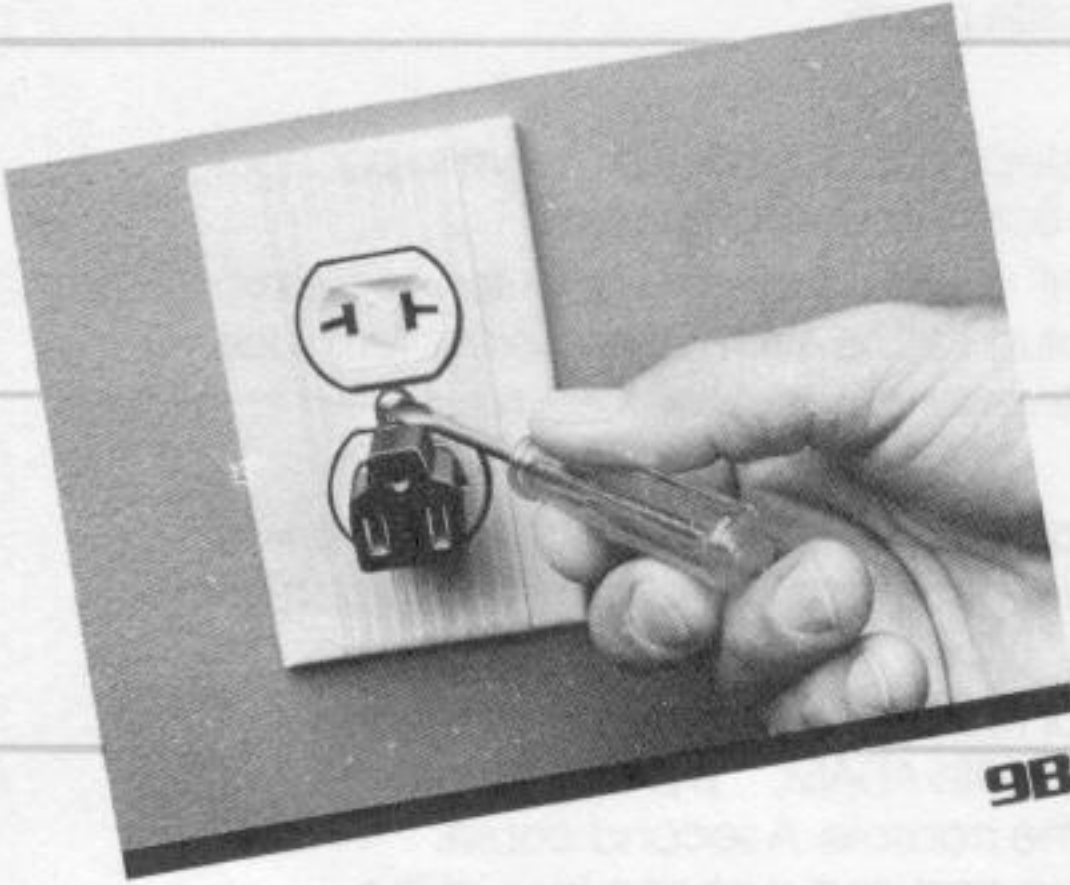
If it is necessary to create your own DIN/phono jack cable, use the following chart for proper wiring:

7-pin DIN	Pin 1 to center of phono jack
	Pin 2 to shield of phono jack

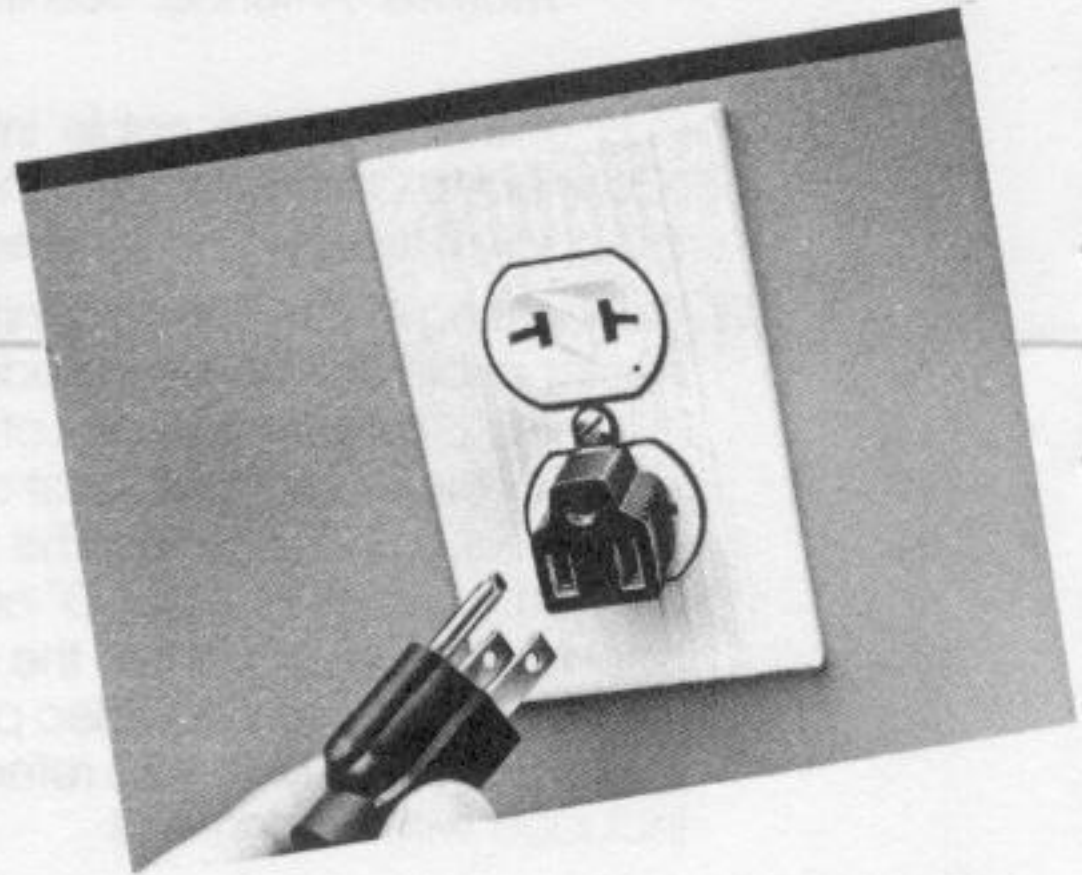
Turn to the next page to finish hooking up your computer.



9A



9B

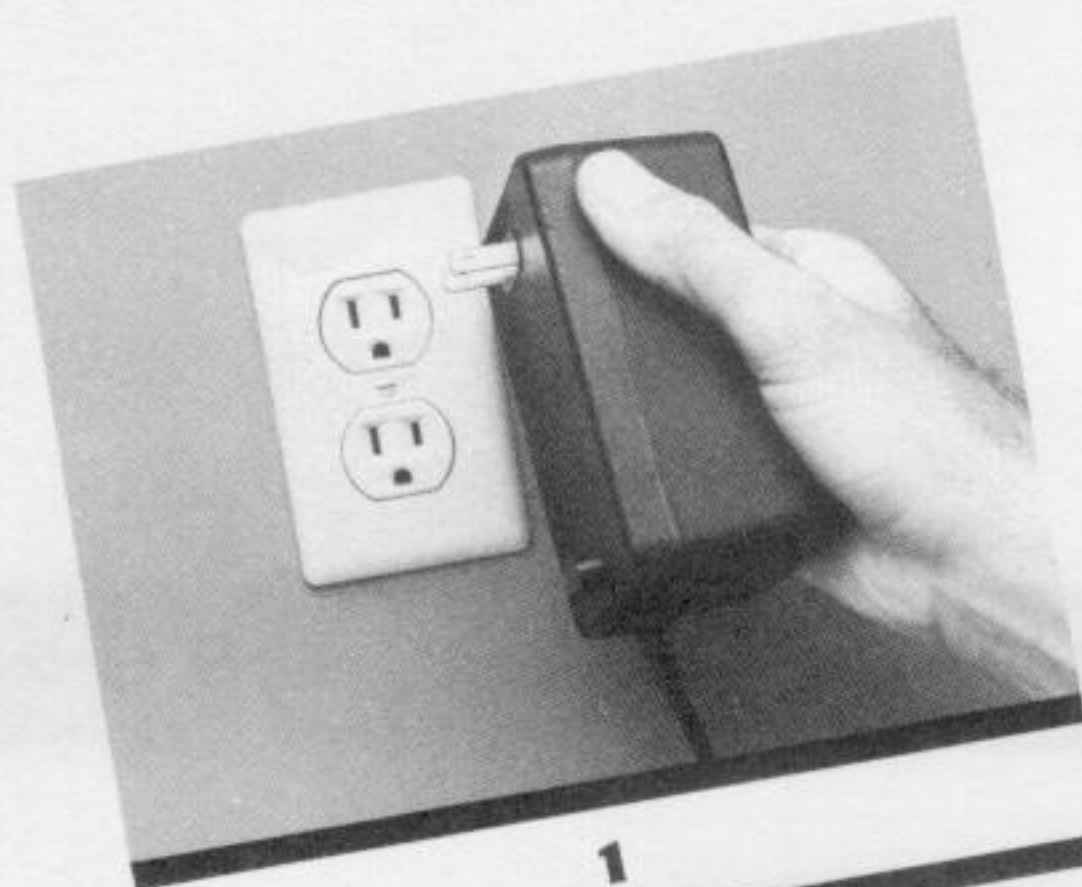


Hooking Up Your ADAM™ Family Computer System

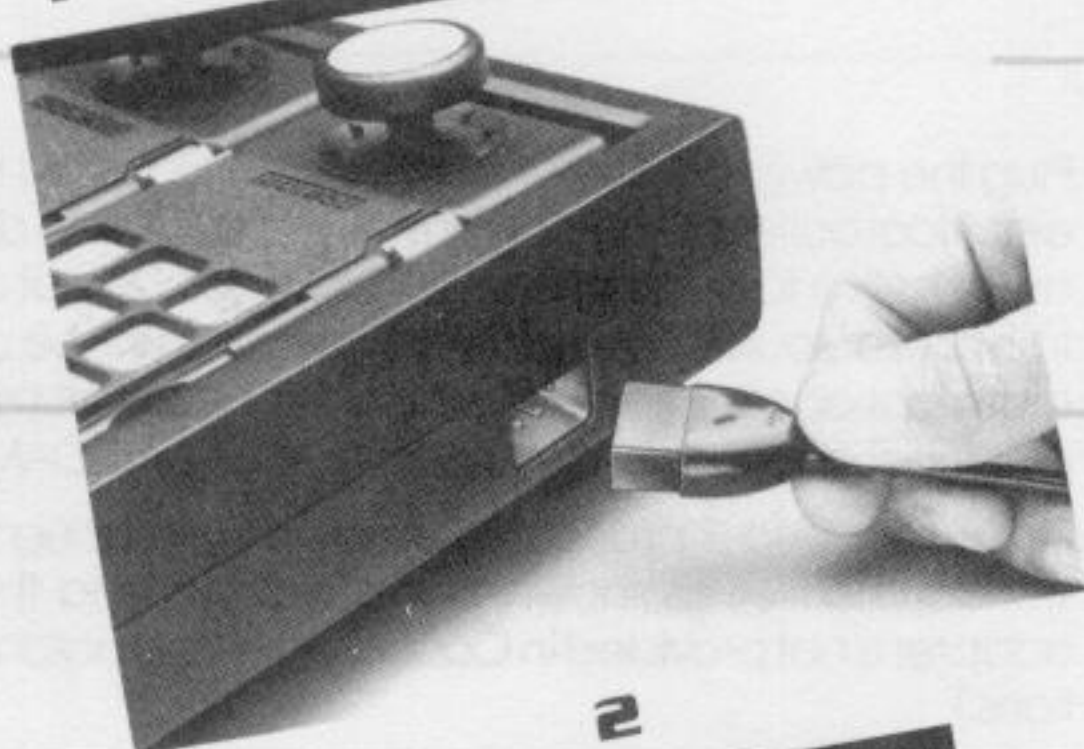
- 9A** Plug the power cord from the back of the printer into a 110/120 volt electrical outlet as shown in the top picture. The digital data packs are sensitive to electrical power changes. Do not connect ADAM™ to a power source that has a refrigerator, furnace or any other large electrical appliance hooked to it. Also, do not use power tools or electrical appliances on the circuit to which ADAM™ is connected.
- 9B** Or, use the 3-to-2 prong plug adapter, and plug the printer into a standard outlet as shown in the second and third pictures. (This adapter is not provided in Canada per Canadian Federal Regulations.)

NOTE: Remember, once you have installed the switch box that came with your ADAM™ Family Computer System, it never has to be removed. Just move the switch back to "TV" for regular viewing.

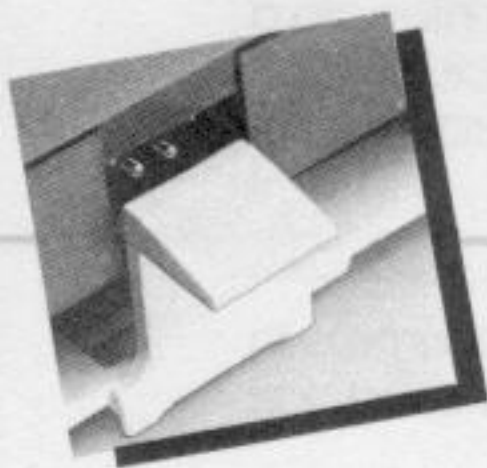
IMPORTANT: DO NOT TURN ON THE COMPUTER SYSTEM YET. Turn directly to Page 28 for those instructions.



1



2



3



4

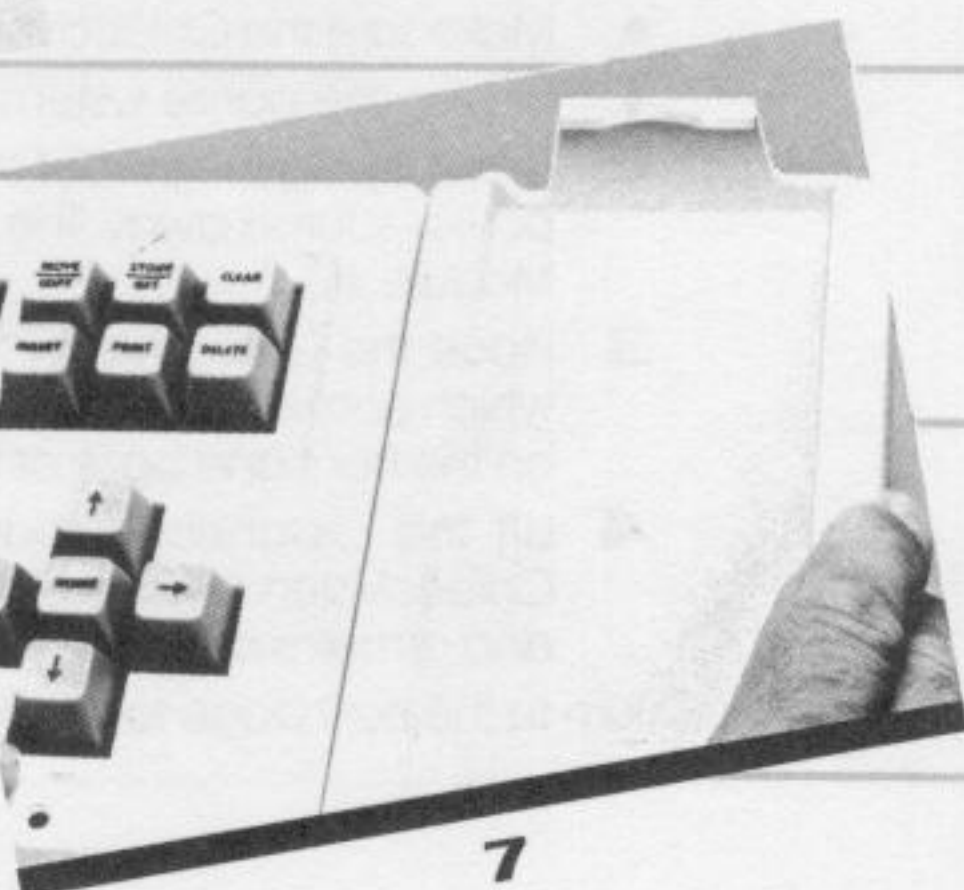
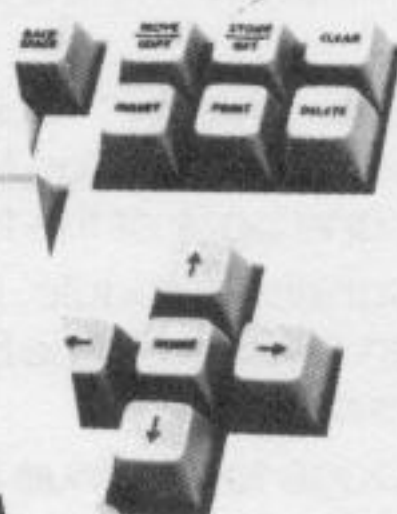
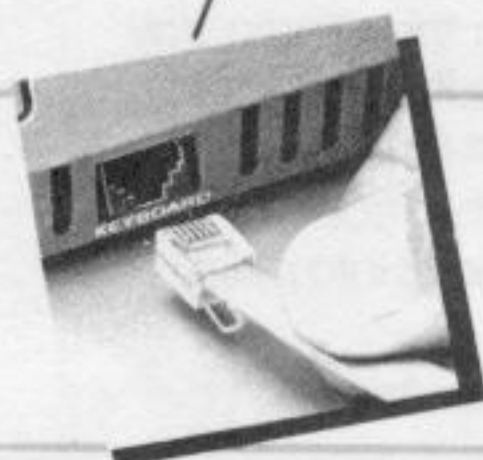
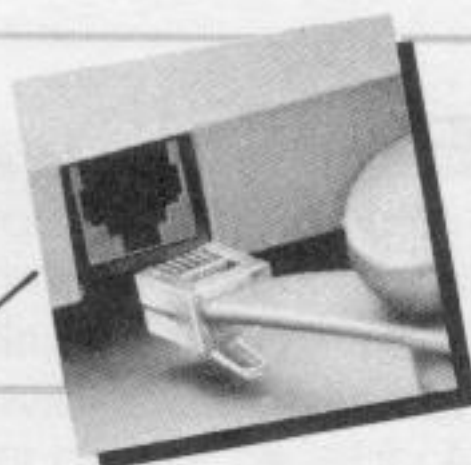
Hooking Up Expansion Module #3 to Your ColecoVision™ Video Game System

Expansion Module #3 turns your ColecoVision™ Video Game System into an exciting computer that the whole family can use. Now you can play arcade-style games, use SmartWRITER™ Word Processing, balance the family budget, write your own programs, and much more.

Complete the following steps only if you have purchased Expansion Module #3 to add to your ColecoVision™ Video Game System. The corresponding pictures show you exactly how to do each step.

- Make sure the TV is off and game cartridges have been removed from the game system.
- Make sure the ColecoVision™ ON/OFF switch is in the off position.
- 1** Unplug the game system power source from the outlet.
- 2** Then unplug the power source from the game system, and put the power source away. The power source is not used with Expansion Module #3.
- 3** Place the ColecoVision™ Video Game System on the plastic tray which comes with Expansion Module #3. Make sure the plastic clips on the front and back of the tray snap into place as shown.
- 4** Lift the Expansion Module Interface Door on the front of the ColecoVision™ Video Game System. Make sure it snaps into position and remains open.

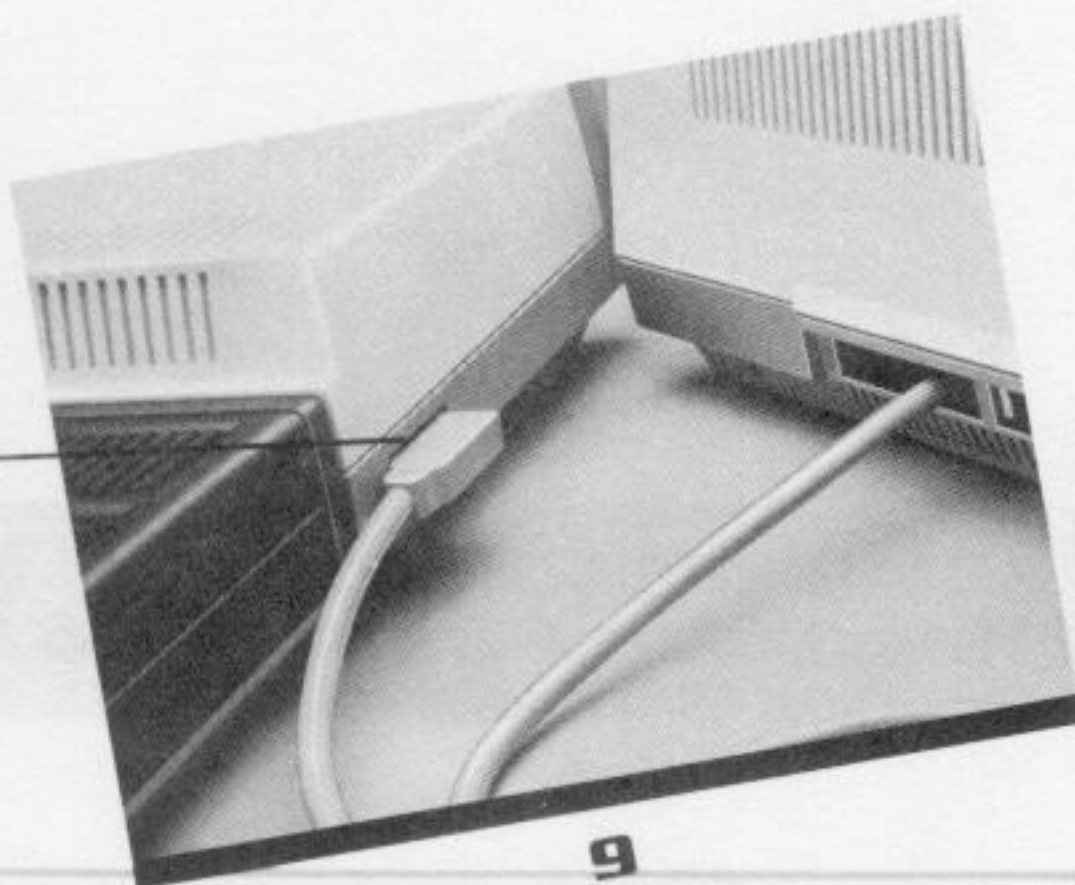
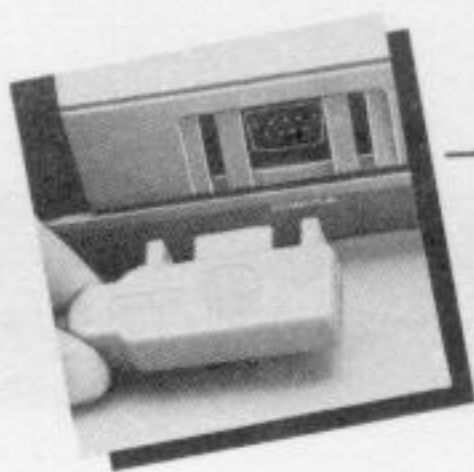
Turn to the next page to continue hooking up your computer.



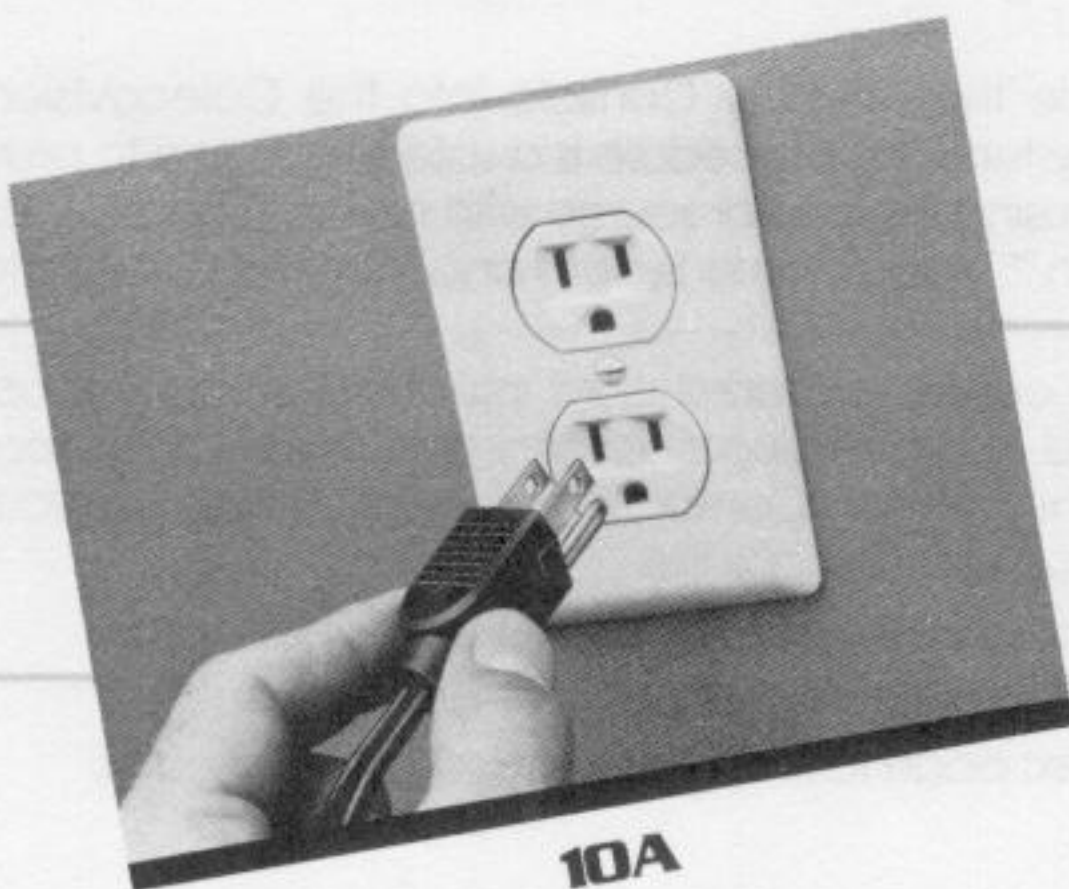
Hooking Up Expansion Module #3 to Your ColecoVision™ Video Game System

- 5** Then slide the Memory Console into the ColecoVision™ Video Game System. This procedure is a safety measure to prevent accidentally using the power source with ADAM,™ and to lock the ColecoVision™ Video Game System and Memory Console together.
- 6** Plug the coiled keyboard cord into the port on the back of the keyboard. And then plug the other end of the keyboard cord into the front of the Memory Console. The picture shows what your properly hooked up units will look like.
- 7** Attach the game controller holder to the keyboard.
- 8** Then put game controller number 1 into it.

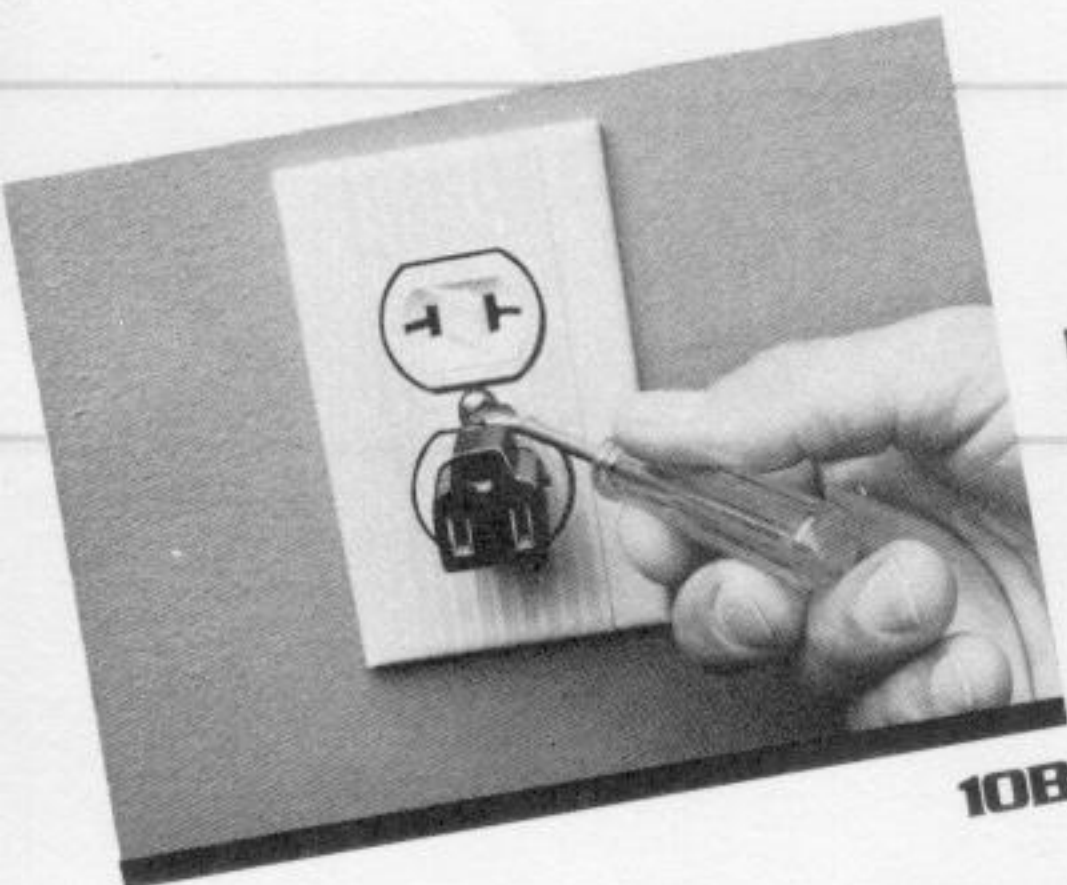
Turn to the next page to finish hooking up your computer.



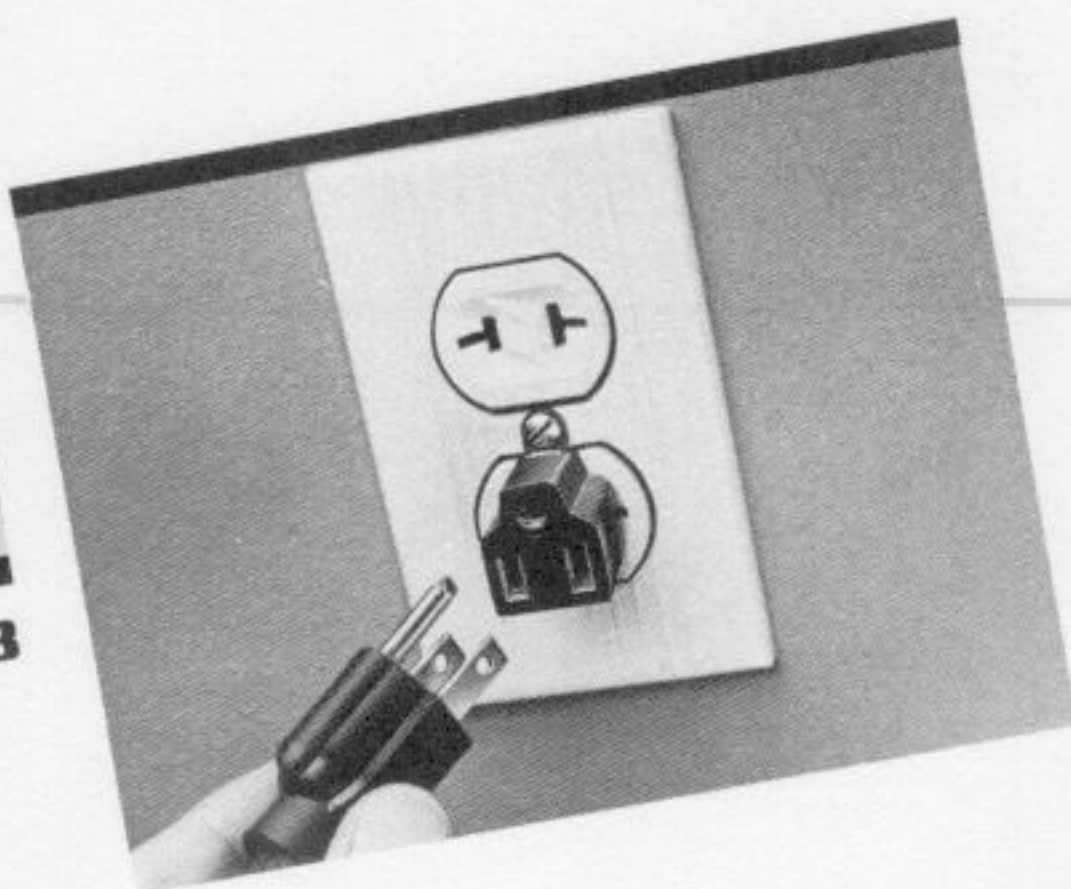
9



10A



10B



Hooking Up Expansion Module #3 to Your ColecoVision™ Video Game System

Chapter 2

- 9** Plug the SmartWRITER™ Printer cord into the side of the Memory Console.

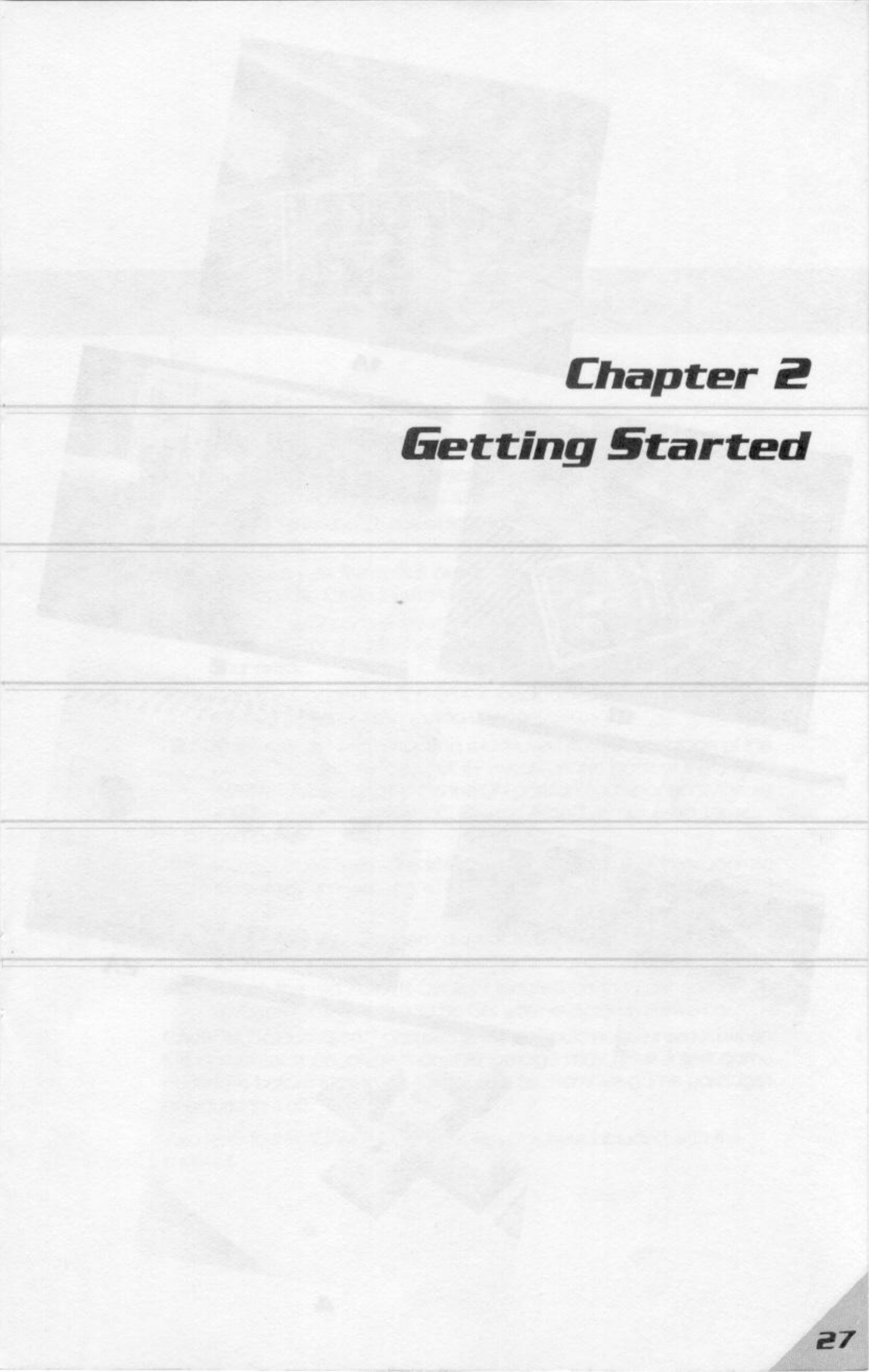
The picture shows what your properly hooked up units will look like.

- Make sure the video cable from the ColecoVision™ Video Game System is connected to the switch box and the switch box to a color TV. This step has probably been done. But if your console is not already connected to a TV, then follow the instructions on Pages 15 and 17 to do this.

- 10A** Plug the power cord from the back of the printer into a 110/120 volt electrical outlet.

- 10B** Or, use the 3-to-2 prong plug adapter, and plug the printer into a standard outlet. (This adapter is not provided in Canada per Canadian Federal Regulations.)

IMPORTANT: DO NOT TURN ON THE COMPUTER SYSTEM YET. Turn to the next chapter for those directions.

The background of the page features a grayscale, semi-transparent image of a laptop and several sheets of paper scattered around it, creating a layered, abstract effect.

Chapter 2

Getting Started



1A



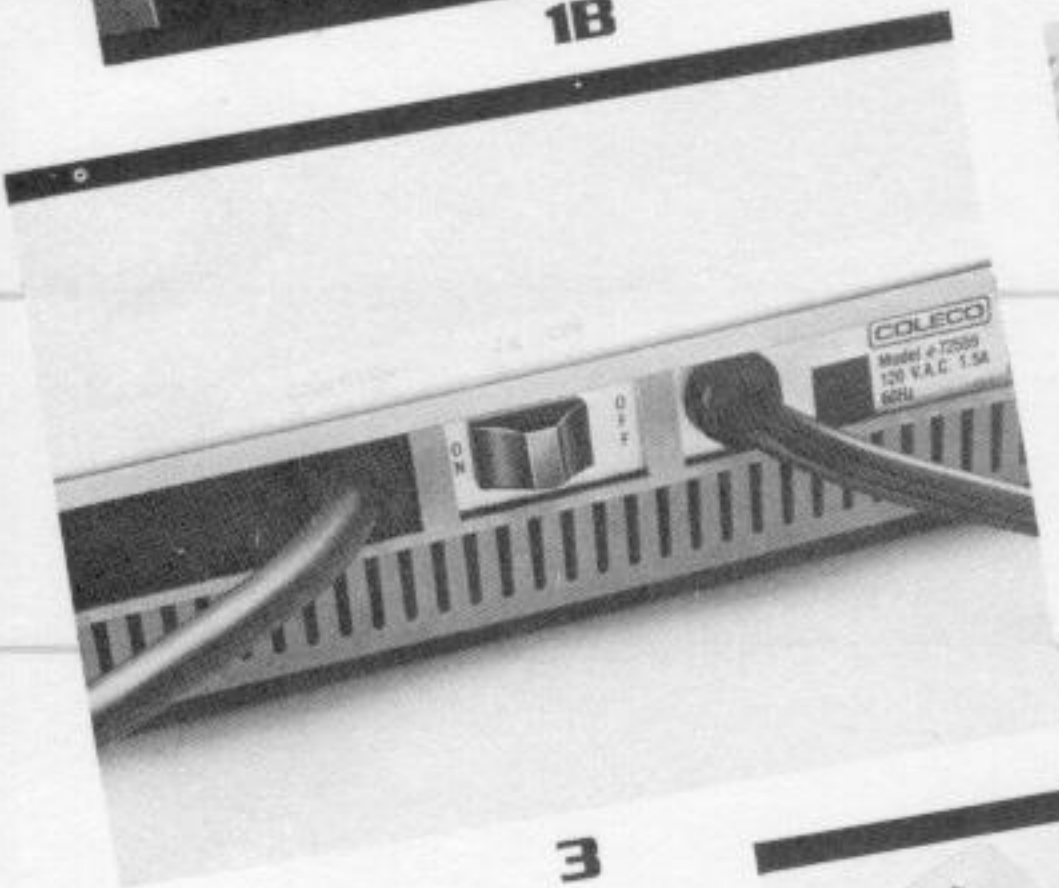
2



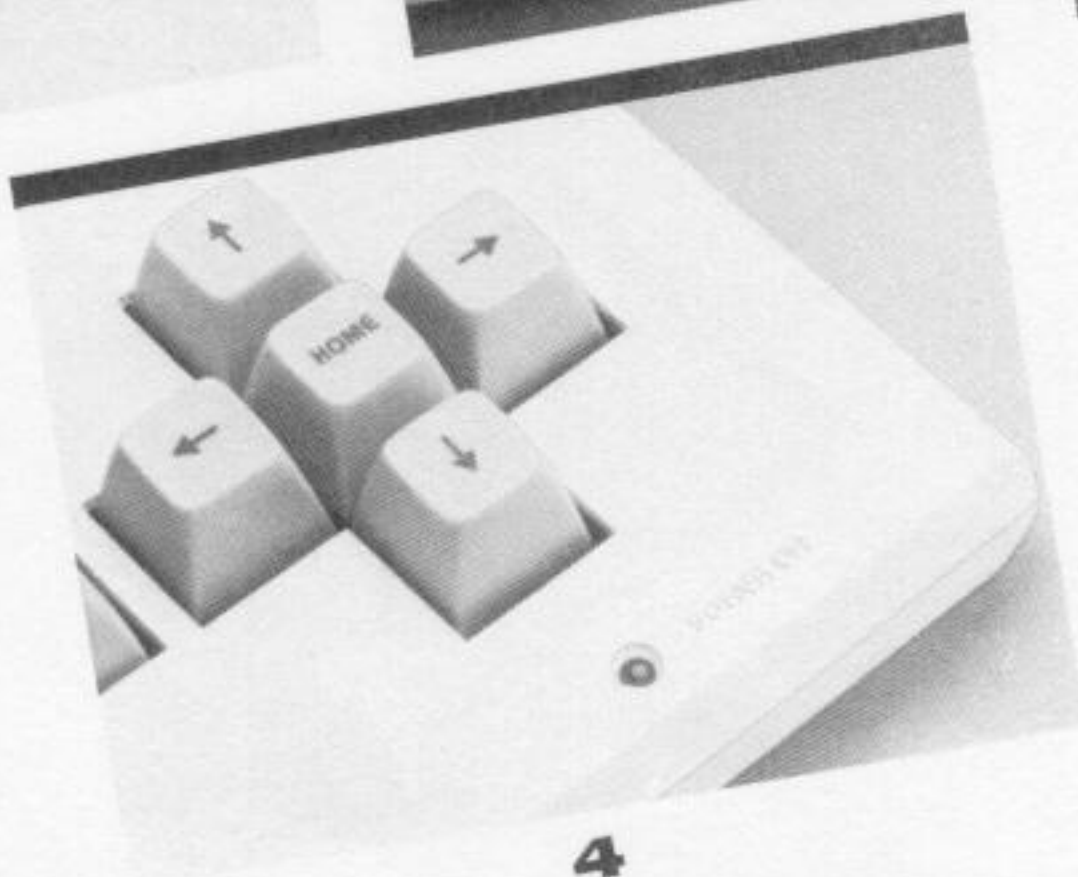
1B



2A



3



4

Turning On Your Computer

Whether you have the ADAM™ Family Computer System or Expansion Module #3, you follow the same steps to turn on your system. Complete the steps listed below to turn on your computer.

1A Make sure the switch box which connects the console to the TV is set at "games."

1B Or, make sure the switch box is set at "computer"—whichever is appropriate for your switch box.

2 Turn on the TV, and set the volume at a moderate level. Then, select Channel 3 or 4—whichever one does not receive a TV station in your area.

2A Push the Channel Switch on the back of the Memory Console or Module to the corresponding channel.

3 Make sure the foam packing is removed from the carriage of the printer, then locate the ON/OFF switch on the back of the Smart-WRITER™ Printer, and flip it to the ON position. For Expansion Module #3, the ON/OFF switch on ColecoVision™ is not used for your computer.

The electronic typewriter screen will appear. You may now operate the system as an electronic typewriter. This is explained on Pages 34 and 35.

IMPORTANT: If your system did not turn on, or the picture on the screen is not clear, you'll find some remedies on the following page.

4 Check the red POWER ON light located on the right side of the keyboard. This light should be ON whenever the system is on.

CAUTION: ColecoVision™ game cartridges should **not** be inserted when the computer is on, or permanent damage may result. Insert game cartridges before turning on your computer. Remove game cartridges after turning it off.

Also refer to the ADAM™ Operating Tips Brochure included with this manual.

TROUBLESHOOTING CHART

Symptom	Cause	Remedy
Indicator Light not "On"	Computer not "On"	Make sure power switch is in "On" position
	Power cable not plugged in	Check power socket for loose or disconnected power cable.
	Power supply not plugged in	Check connection with wall outlet
No picture on TV	TV on wrong channel	Check other channel for picture (3 or 4)
	Incorrect hookup	Computer hooks up to VHF antenna terminals
	TV cable not plugged in	Check TV cable connection
	Computer set for wrong channel	Set computer for same channel as TV (3 or 4)
Random pattern on TV with game cartridge in place	Cartridge not properly inserted	Reinsert cartridge after turning off power
Picture without color	Poorly tuned TV	Retune TV
Picture with poor color	Bad color adjustment on TV	Adjust color/hue/brightness controls on TV
Sound with excess background noise	TV volume up high	Adjust volume of TV
	TV volume too low	Adjust volume of TV
Picture OK, but no sound	Sound turned off through Smart Key	Refer to Chapter 4, Word Processing Manual

Troubleshooting

Sometimes you don't get the result you expected when you turn on your computer. Most difficulties are easy to resolve. Refer to the information listed below or to the chart on the opposite page to help remedy any problem. Also refer to the ADAM™ Operating Tips Brochure included with this manual.

NOTICE

This computer generates and uses radio frequency energy and if not installed and used properly, that is in strict accordance with the instructions, may cause interference to radio and television reception. It has been type tested and found 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 computer does cause interference to radio or television reception, which can be determined by turning the computer off and on, the user is encouraged to try to correct the interference by one or more of the following measures.

Reorient the TV antenna.

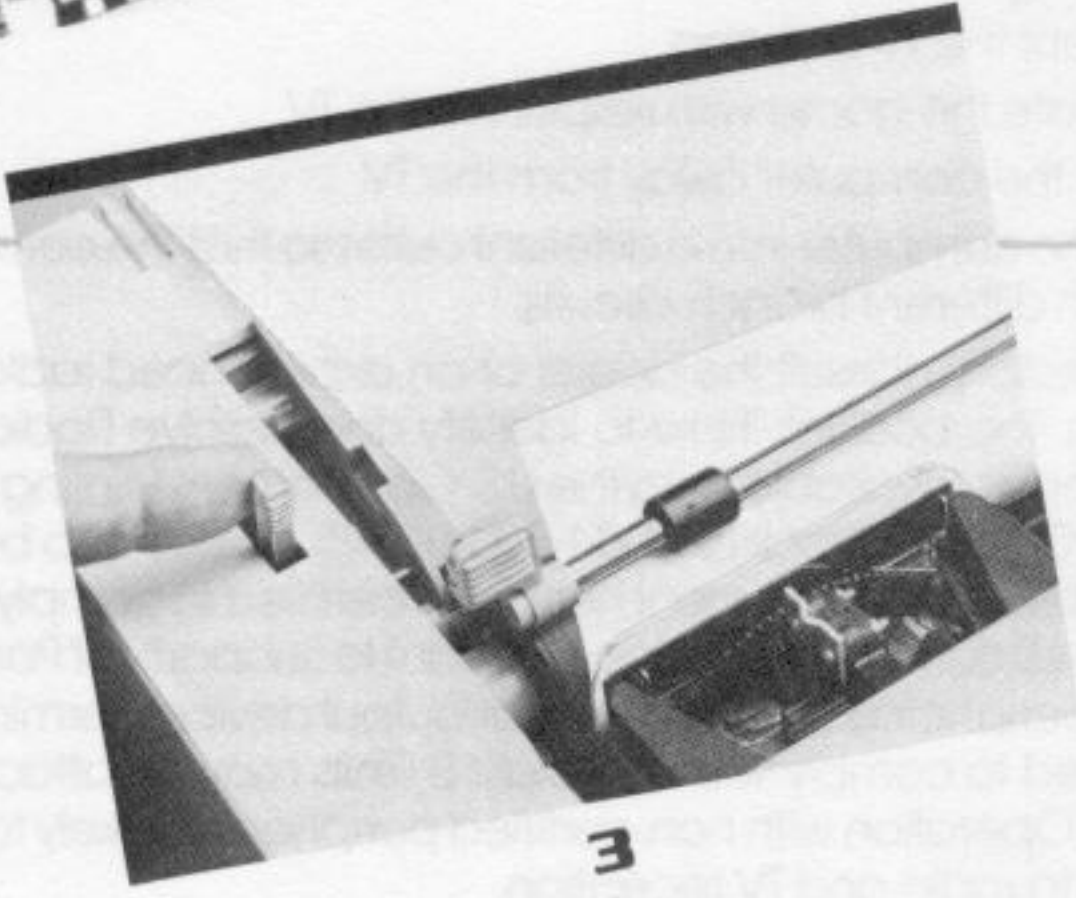
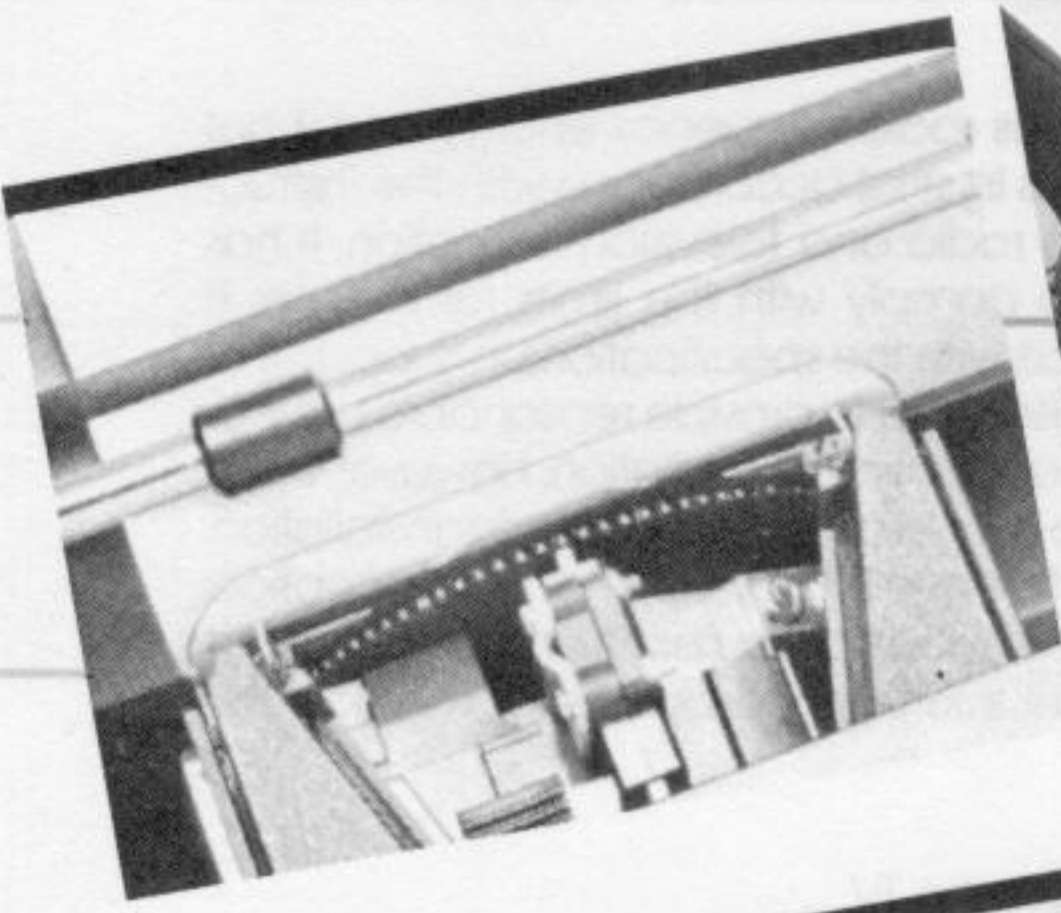
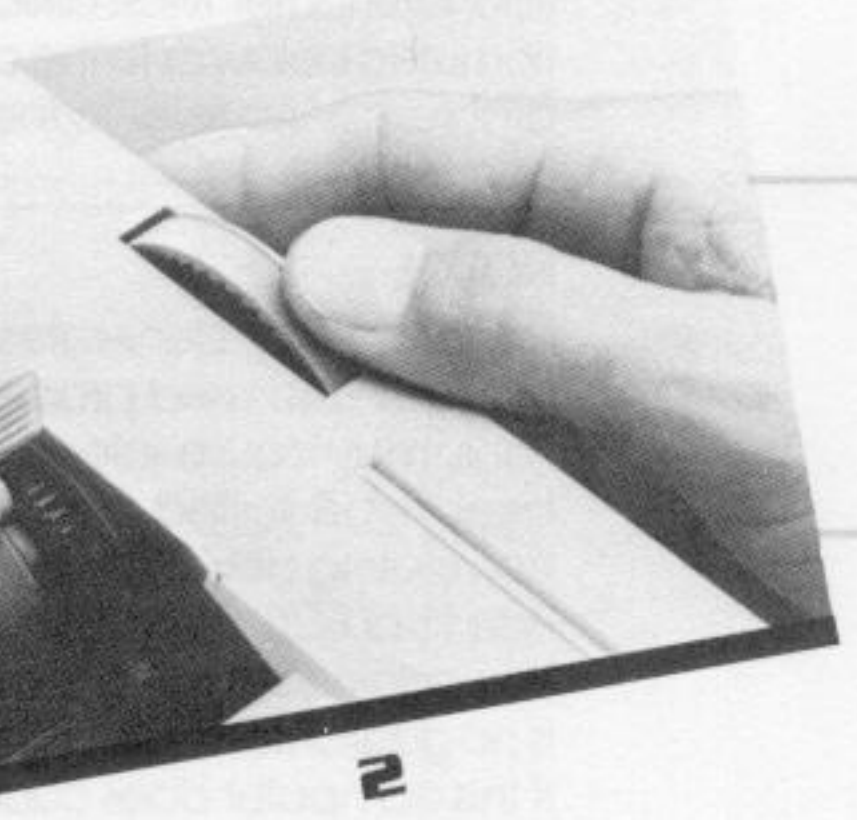
Relocate the game with respect to the TV.

Move the computer away from the TV.

Plug the computer into a different outlet so that the computer and the TV are on different branch circuits.

If necessary, consult the dealer or an experienced radio/television technician. The booklet "How to Identify and Resolve Radio/TV Interference Problems," (available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4) may also be helpful.

WARNING: This equipment has been certified to comply with the limits for a Class B computing device, pursuant to Subpart J of Part 15 of FCC Rules. Only peripherals (computer input/output devices, terminals, printers, etc.) certified to comply with the Class B limits may be attached to this computer. Operation with non-certified peripherals is likely to result in interference to radio and TV reception.



Your SmartWRITER™ Printer

The SmartWRITER™ Printer that came with your computer is a wonderful product. It is a letter-quality printer with its own built-in microprocessor that is comparable to other printers that are much more expensive. The printer can be used with the computer either as an electronic typewriter or as a printer.

The SmartWRITER™ Printer uses any kind of paper—up to 9½" wide, including continuous fanfold paper. If you use continuous fanfold paper, a low-cost, paper-feed mechanism called a "tractor" is expected to be available in 1984. This attachment is not necessary, but it is recommended to keep fanfold paper from slipping or becoming askew in the printer.

A popular daisy wheel is included with your computer. Other daisy wheels can be purchased to change the style of your typeface, but it is recommended that you purchase only Coleco brand daisy wheels for most reliable results.

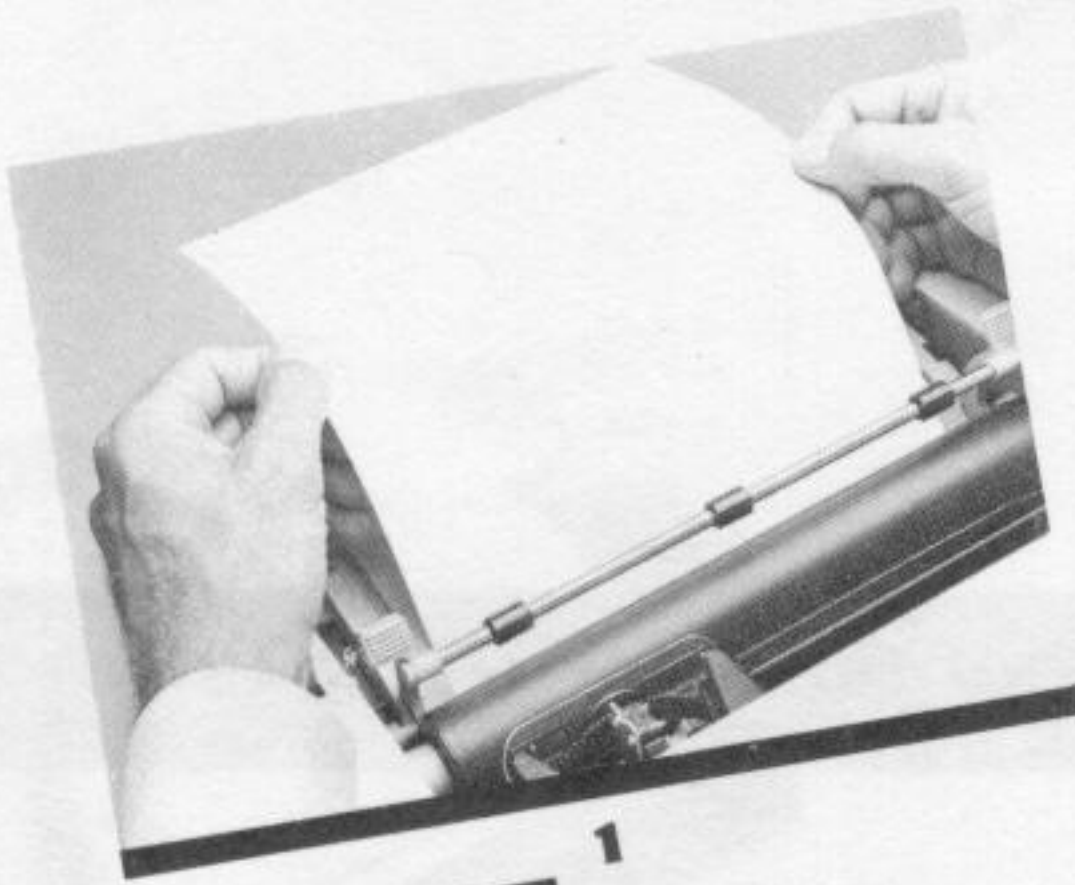
Finally, your SmartWRITER™ Printer uses a special, high-quality, multistrike ribbon cartridge manufactured by Coleco.

You will find information on changing the ribbon and daisy wheel in Chapter 6 of this manual.

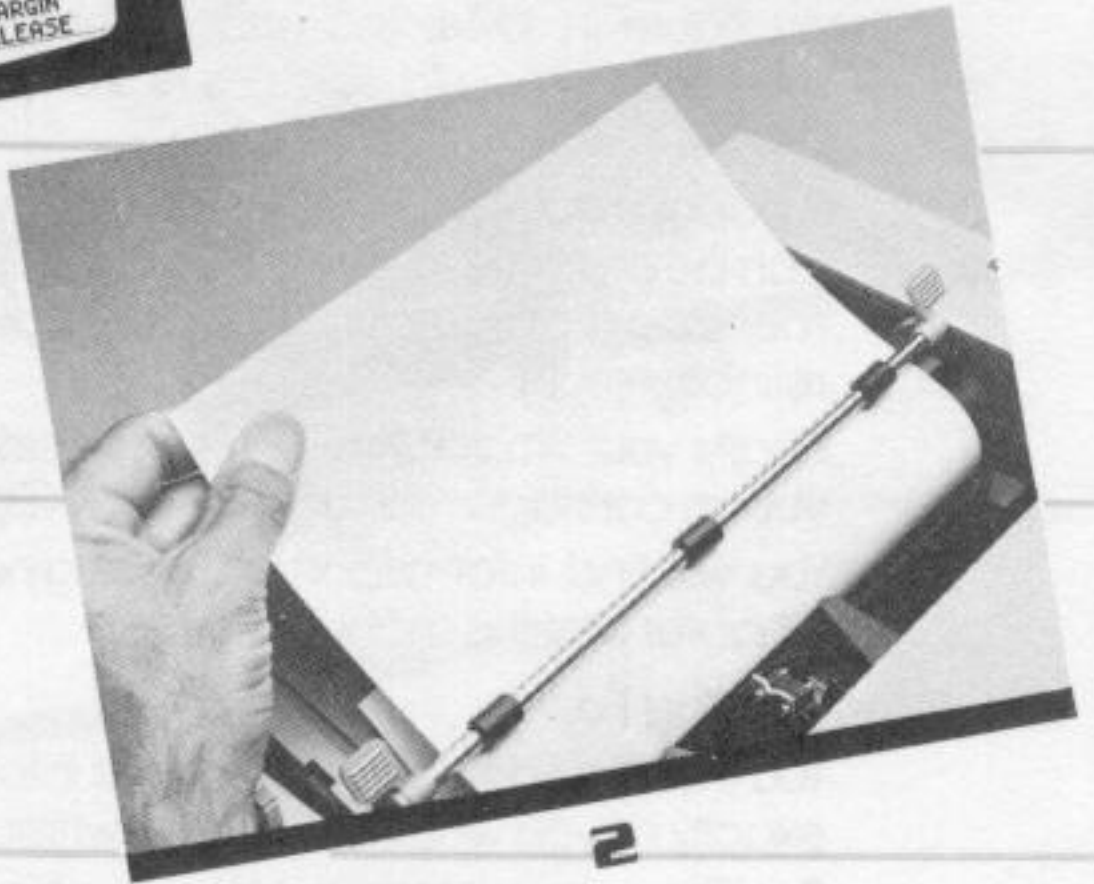
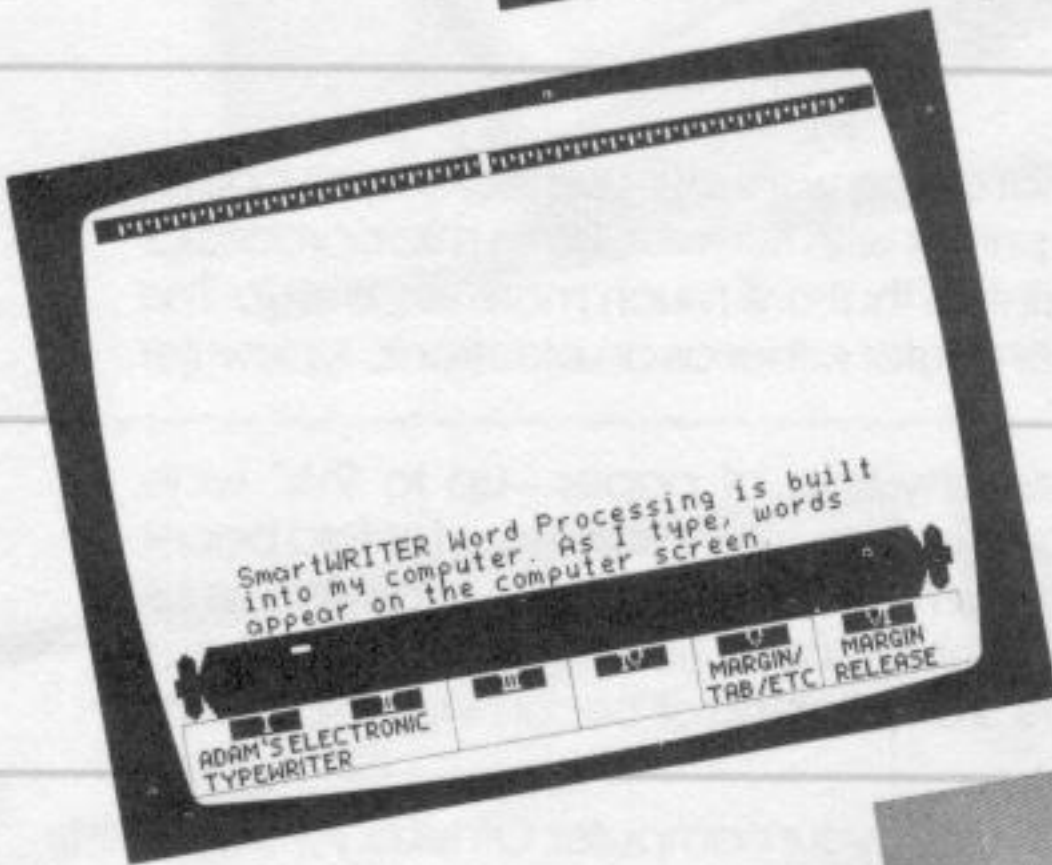
Inserting Paper

You insert a single sheet of paper into the SmartWRITER™ printer almost exactly as you would into a typewriter.

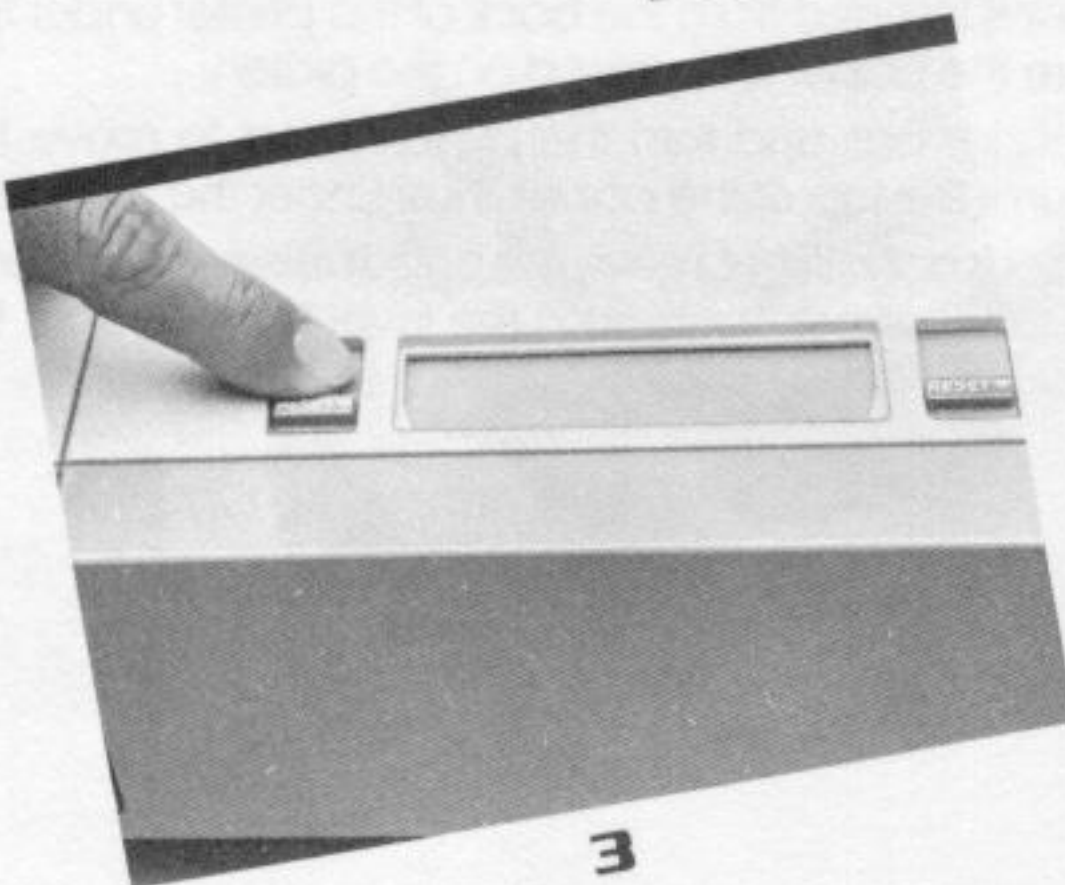
- 1** The paper is inserted from the back of the printer under the platen. Make sure the paper is centered on the platen.
- 2** Lift the paper bar and turn the platen knob to move the paper forward until the top of the paper is just under the paper bar.
- 3** If the paper is not straight, move the paper release lever forward and straighten the paper. Then push the lever back to hold the paper firmly in place.



1



2



3

Using ADAM™ as a Typewriter

When you first turn on your computer, it can be used as an electronic typewriter. As you can see, by looking at your computer screen, typing with ADAM™ is similar to typing on a typewriter. There is a roller at the bottom of your screen—where words appear as you type. And, at the top of your screen, are left and right margin settings.

Practice

To practice using ADAM™ as an electronic typewriter, complete the steps listed below. (Your computer must be on to do this. If it is not on, complete the steps on page 29 first.)

- 1** Insert a piece of paper into your SmartWRITER™ Printer—the same way you would put paper in a typewriter. If you need help, turn to the previous page and follow the instructions there.
- Type the following. As you reach the right margin, be sure to listen for the “end of line” bell. Then press RETURN as you would on a typewriter.

ADAM™ is the first home computer system that is easy to operate and understand. ADAM™ thinks like you, so you don't have to think like a computer.

- 2** Remove the paper you had in your printer by turning the platen knob. Notice that what you typed now appears on your screen and on the paper.
- 3** Clear the screen by pulling the COMPUTER RESET slide switch which is located to the left of the cartridge slot or at the right front of Module #3. The command key “CLEAR” will not clear the screen when the system is in the typewriter mode. Then turn off the computer by pressing the switch on the back of the printer to OFF. Finally, turn off the TV.

Clearing the Screen

You can clear the electronic typewriter screen at any time with the COMPUTER RESET switch.

Turning off the Computer

When you have finished using the computer, remember to turn off these two items:

- The power switch on the back of the printer.
- The TV set.

Using Your Keypad Controller for Data Entry

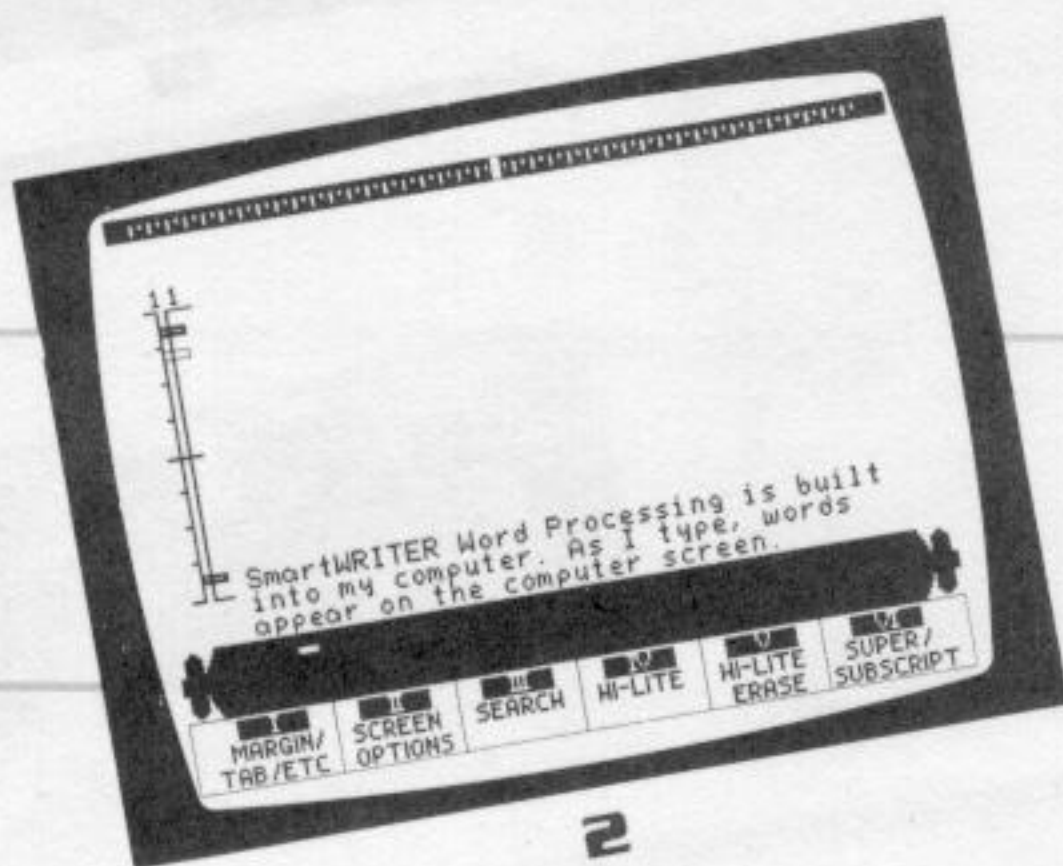
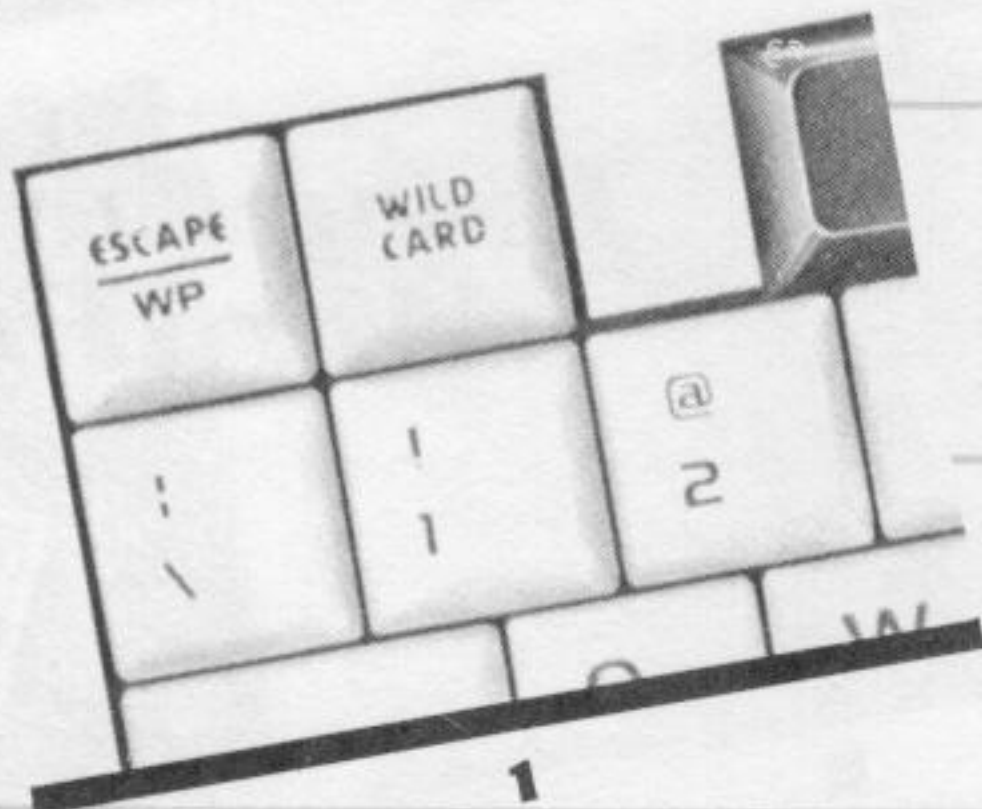


Your keyboard controllers may be used as a handy aid for entering numbers. Just be sure they are attached to their controller ports.

- If you press a number on the keypad, the number will appear on your screen.
- The asterisk (*) yields a period.
- The number symbol (#) yields a carriage return.
- In the word processor mode the side buttons scroll text down.
- In the word processor mode, the joystick allows you to control cursor movement in the same way the arrow keys do. You can also scroll text with the joystick.
- Consult the SmartBASIC™ manual included with your computer to learn how to add, subtract, multiply, divide and perform advanced mathematical tasks with your computer.

Chapter 3

Using SmartWRITER™ Word Processing



Using SmartWRITER™ Word Processing

In Chapter 2, you used ADAM™ as an electronic typewriter. You can also use ADAM™ to do word processing. Using word processing is like using an electronic typewriter—with one important difference.

When you use a typewriter, anything you type immediately appears on paper. If you make a mistake or want to change something, you can't. You have to type the page again.

When you use word processing, anything you type appears on your computer screen. If you make a mistake or want to change something, you can. You correct your work on the computer screen. Then, when everything is perfect, you tell the computer to print a copy of your work.

When using word processing, you don't have to press RETURN at the end of each line. Instead, the computer automatically moves words that don't fit at the end of one line to the beginning of the next line. This "wraparound" feature makes typing easy and fast. The only time you press RETURN when using word processing is to end a paragraph, before indented text, or to create a blank line.

SmartWRITER™ Word Processing is built into your ADAM™ Family Computer System. SmartWRITER™ Word Processing is simple to use and understand. You will find that it makes typing letters, homework assignments, and resumes easy and fun.

Practice

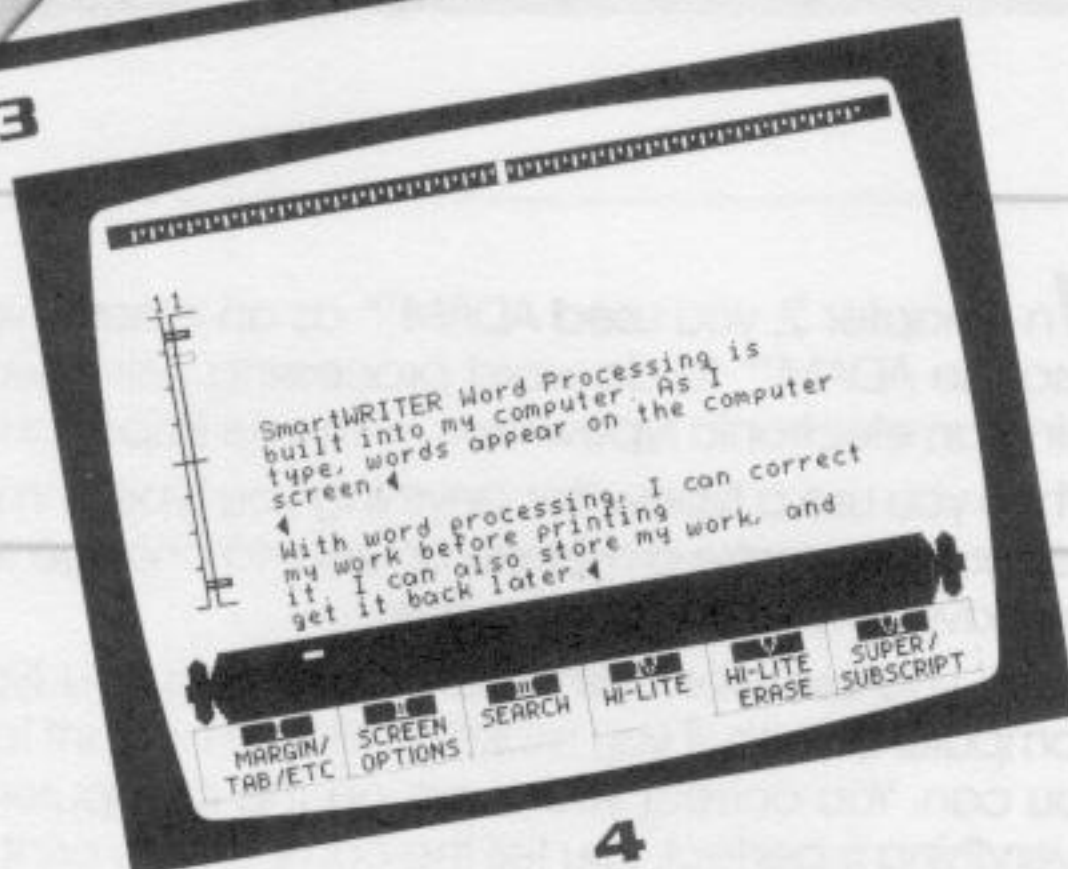
To practice using SmartWRITER™ Word Processing, type the following paragraph:

- 1** To begin, press the key labeled "ESCAPE/WP." This causes the labels on the bottom of the screen to change.
- 2** To practice using with SmartWRITER™ Word Processing, type the following paragraph:

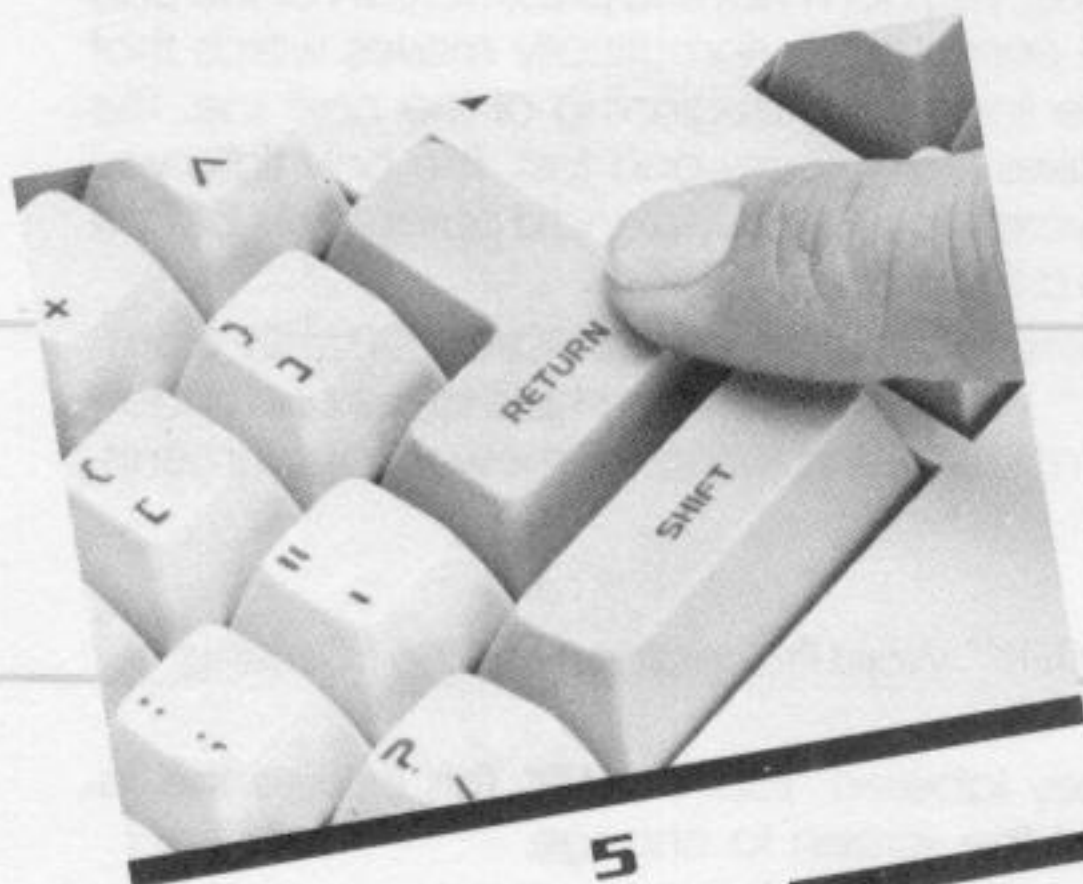
SmartWRITER™ Word Processing is built into my computer.
As I type, words appear on the computer screen.



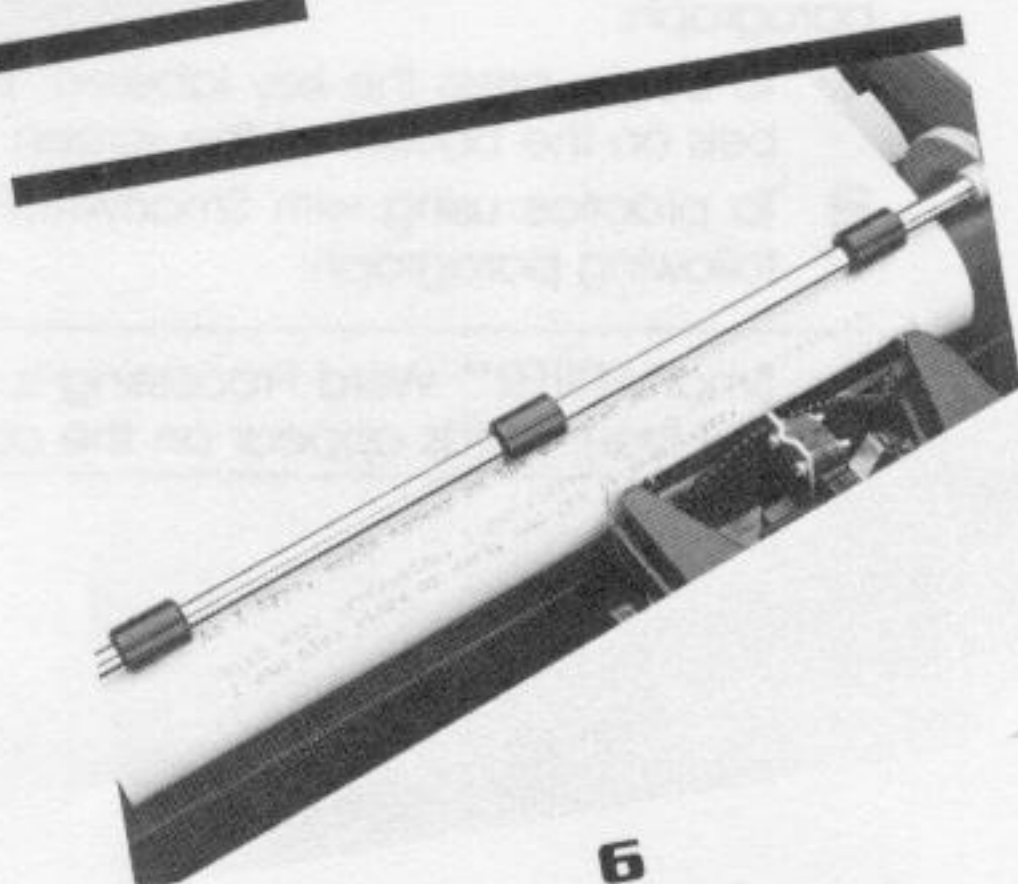
3



4



5



6

Using SmartWRITER™ Word Processing

- 3** To end a paragraph, press RETURN. And then create a blank line by pressing RETURN again. You will see a RETURN symbol (◀) display each time you press RETURN.
- 4** Type the second paragraph:

With word processing, I can correct my work before printing it.
I can also store my work, and get it back later.

- 5** To end a paragraph, press RETURN.
- 6** Notice how the two paragraphs appear on your screen. Print a copy of your work by doing the following:
 - a. Put paper in your printer (again, the same way you would put paper in a typewriter).
 - b. To begin printing, press the key on the right side of the keyboard labeled "PRINT." Notice the information that now appears on the bottom of your screen.
 - c. Press the black key TV labeled "PRINT SCREEN" at the top of your keyboard. Notice the new information that appears on the bottom of your screen.
 - d. To print the information that now appears on your screen, press the black key V labeled "PRINT."

As you can see, SmartWRITER™ Word Processing is easy to use. With SmartWRITER™ Word Processing you can: delete mistakes, insert new material, copy information, move information from one place to another, and store your work on a digital data pack for editing or printing later on.

To learn more about SmartWRITER™ Word Processing, look at one of the manuals that came with your computer—**TYPING WITH ADAM,™** or the SmartWRITER™ Easy Reference Guide.

3. The first part of the paper is devoted to the study of the properties of the function $f(x)$ defined by the equation $f(x) = \int_0^x f(t) dt$. It is shown that $f(x)$ is a constant function and that its value is equal to $f(0)$.

4. In the second part of the paper, we consider the function $f(x)$ defined by the equation $f(x) = \int_0^x f(t) dt$. It is shown that $f(x)$ is a constant function and that its value is equal to $f(0)$.

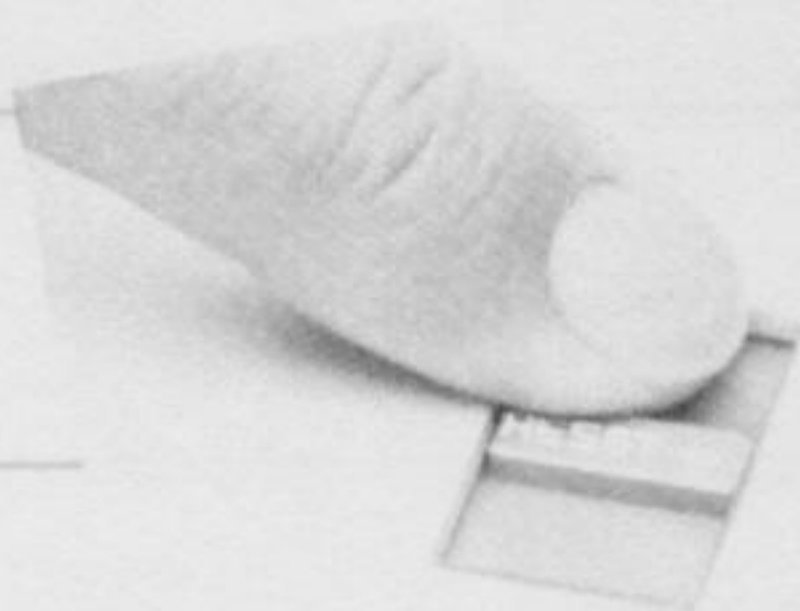
5. In the third part of the paper, we consider the function $f(x)$ defined by the equation $f(x) = \int_0^x f(t) dt$. It is shown that $f(x)$ is a constant function and that its value is equal to $f(0)$.

6. In the fourth part of the paper, we consider the function $f(x)$ defined by the equation $f(x) = \int_0^x f(t) dt$. It is shown that $f(x)$ is a constant function and that its value is equal to $f(0)$.

7. In the fifth part of the paper, we consider the function $f(x)$ defined by the equation $f(x) = \int_0^x f(t) dt$. It is shown that $f(x)$ is a constant function and that its value is equal to $f(0)$.

Chapter 4

Using Ready-To-Run Programs



Using Ready-To-Run Programs

You can choose from a variety of ready-to-run programs when using ADAM.™ You may use any program or game stored on a digital data pack. Also, you can play ColecoVision™ game cartridges.

By adding Expansion Module #1 to ADAM,™ you can also play video game cartridges made for the Atari® 2600 Video Computer System, ActiVision,™ Imagic,™ Parker Brothers,™ and many more. Expansion Module #2 turns ADAM™ into an arcade-style racing machine. In addition, two exciting game controllers are available for ADAM™ —Roller Controller and Super Action™ Controllers.

NOTICE

When using any expansion ports for accessory equipment, shielded connecting cables are required. Contact the accessory manufacturer for further information.

Follow the steps below to use ready-to-run programs and games on your computer.

Programs and Games Stored on Digital Data Packs

To begin using a program stored on a digital data pack:

- 1** Insert the digital data pack into the digital data pack drive (on the Memory Console). Refer to pages 56 and 57 to do this.
- 2** Pull the computer reset switch forward.
 - If there is a digital data pack in Drive A when the computer reset is pushed, the computer will “load” the digital data pack. If there is no digital data pack in Drive A, the computer will reset and come up in the Electronic Typewriter Mode.

Note: If a “blank” digital data pack is in Drive A when computer reset button is pushed, the digital data pack will start to turn, but it cannot be loaded. The computer will come up in Electronic Typewriter Mode.

ColecoVision™ Game Cartridges

To begin playing ColecoVision™ game cartridges, you have to complete only three steps:

- Turn off your computer at the switch behind the printer.
- 3** Insert a ColecoVision™ cartridge in the game cartridge slot (on the Memory Console).
- Turn on your ADAM™ Family Computer System. Pull the cartridge reset or ColecoVision™ reset switch forward.

After Step 3, the name of the game appears on your screen. Then, the game begins.

You can download the game from the Internet or from a CD-ROM. The game is available in both English and Spanish.

For more information, visit the game's website at www.mindgarden.com. You can also call 1-800-888-8888.

The game is available in both English and Spanish. It is a free download from the Internet or from a CD-ROM. The game is available in both English and Spanish.

1 Visit the game's website at www.mindgarden.com.
2 Download the game from the Internet or from a CD-ROM.
3 Install the game on your computer.

Visit the game's website at www.mindgarden.com. You can also call 1-800-888-8888.

The game is available in both English and Spanish. It is a free download from the Internet or from a CD-ROM. The game is available in both English and Spanish.

Visit the game's website at www.mindgarden.com. You can also call 1-800-888-8888.

Chapter 5

Writing Your Own Program

Chapter 2

Writing Your Own Program

Writing Your Own Program

There are lots of ready-to-run programs available for your ADAM™ Family Computer System. In addition, you can create your own programs using ADAM's™ SmartBASIC.™

BASIC is a simple computer language designed especially for beginners. SmartBASIC™ is ADAM's™ special version of BASIC. It's especially useful in that the computer "prompts" you when you may have made a mistake, and stops you from going too far before you know something is wrong. When using SmartBASIC,™ you will write a program in numbered lines, like the program shown here.

```
10 INPUT "HOW MANY MILES DO YOU WANT TO DRIVE"; M
20 INPUT "HOW MANY PENNIES DOES A GALLON OF GAS COST"; P
30 INPUT "HOW MANY MILES-PER-GALLON DOES YOUR CAR GET", R
40 PRINT "THE GAS FOR YOUR TRIP WILL COST YOU $"; M*P/(R*100)
```

Each line will contain a word that tells ADAM™ exactly what to do. Then, when ADAM™ reads the lines (in numerical order), it will do what you want it to do.

You don't have to learn SmartBASIC™ to use ADAM.™ Many people, though, enjoy writing their own programs. Just like sewing or carpentry, programming can be a creative and fun hobby.

To learn more about SmartBASIC™ and how you can write your own programs, look at one of the manuals that came with your computer—**Programming with ADAM.™**



THESE ARE THE RESULTS OF THE
ANALYSIS OF THE SAMPLES
COLLECTED DURING THE
FIELD SURVEY.

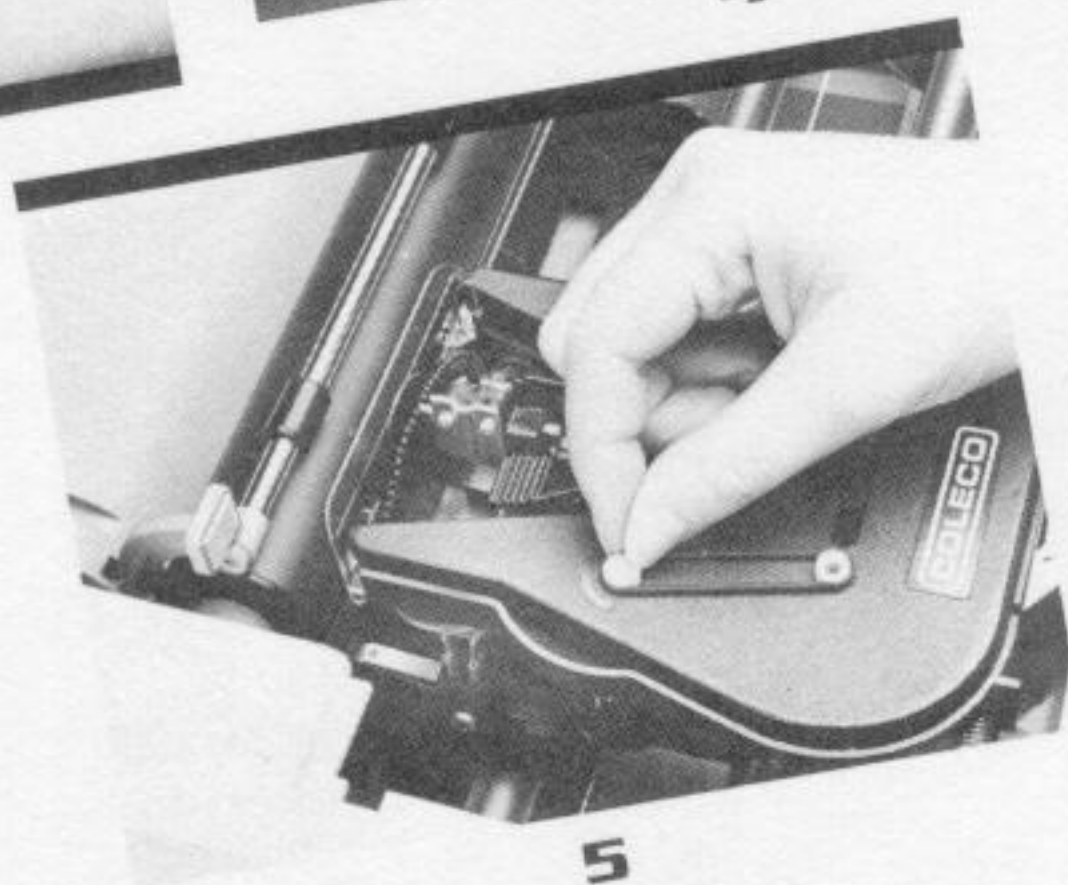
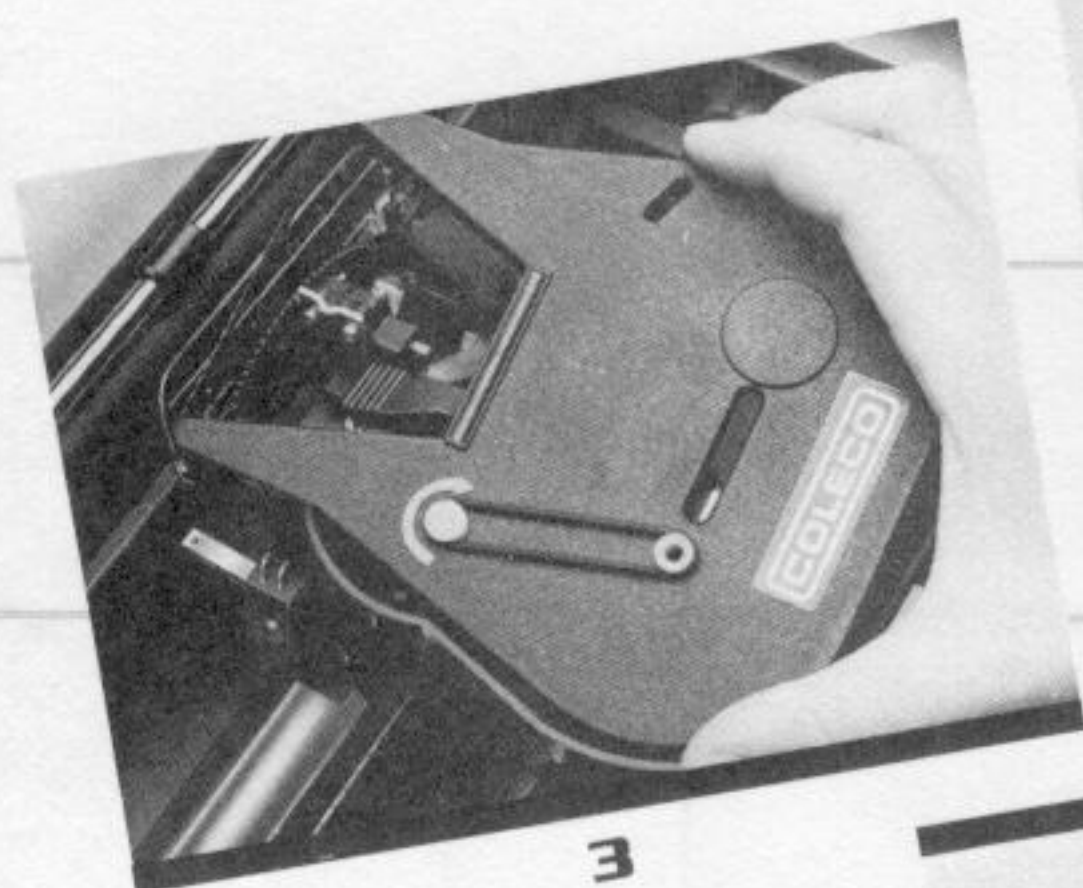
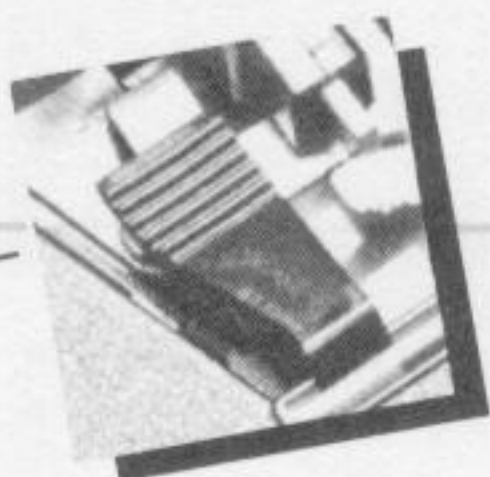
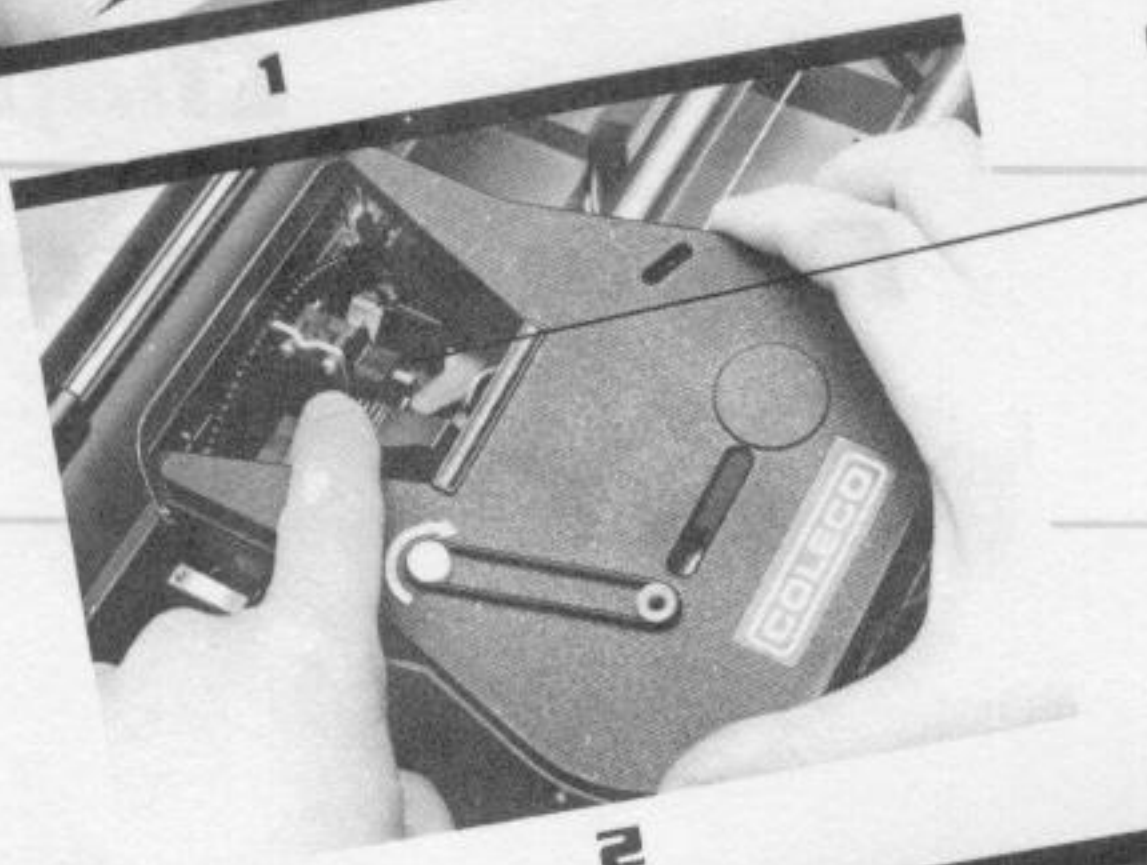
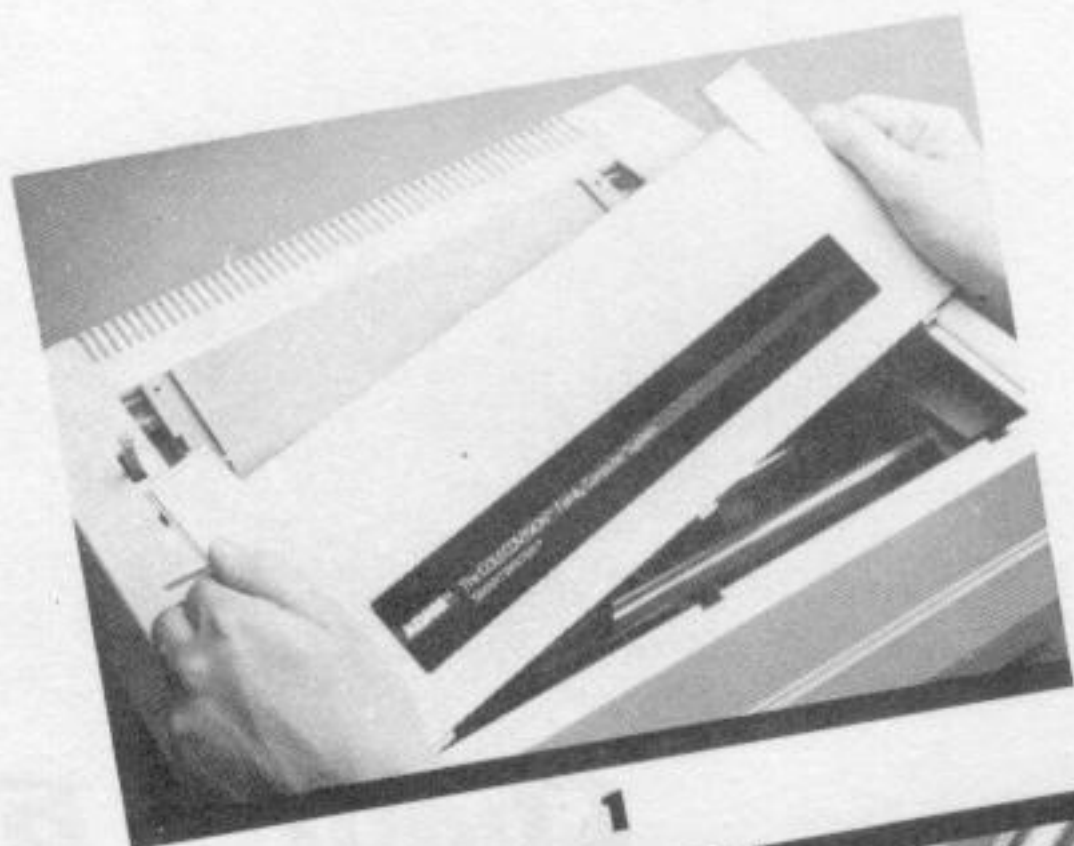
THE DATA INDICATES THAT
THE CONCENTRATION OF
THE SUBSTANCE IS
HIGHER THAN THE
ALLOWED LIMITS.

IT IS RECOMMENDED THAT
FURTHER INVESTIGATION
BE CONDUCTED TO
DETERMINE THE
SOURCE OF CONTAMINATION.

THE FOLLOWING MEASURES
SHOULD BE TAKEN TO
PREVENT FURTHER
CONTAMINATION:



Chapter 6
Routine Procedures



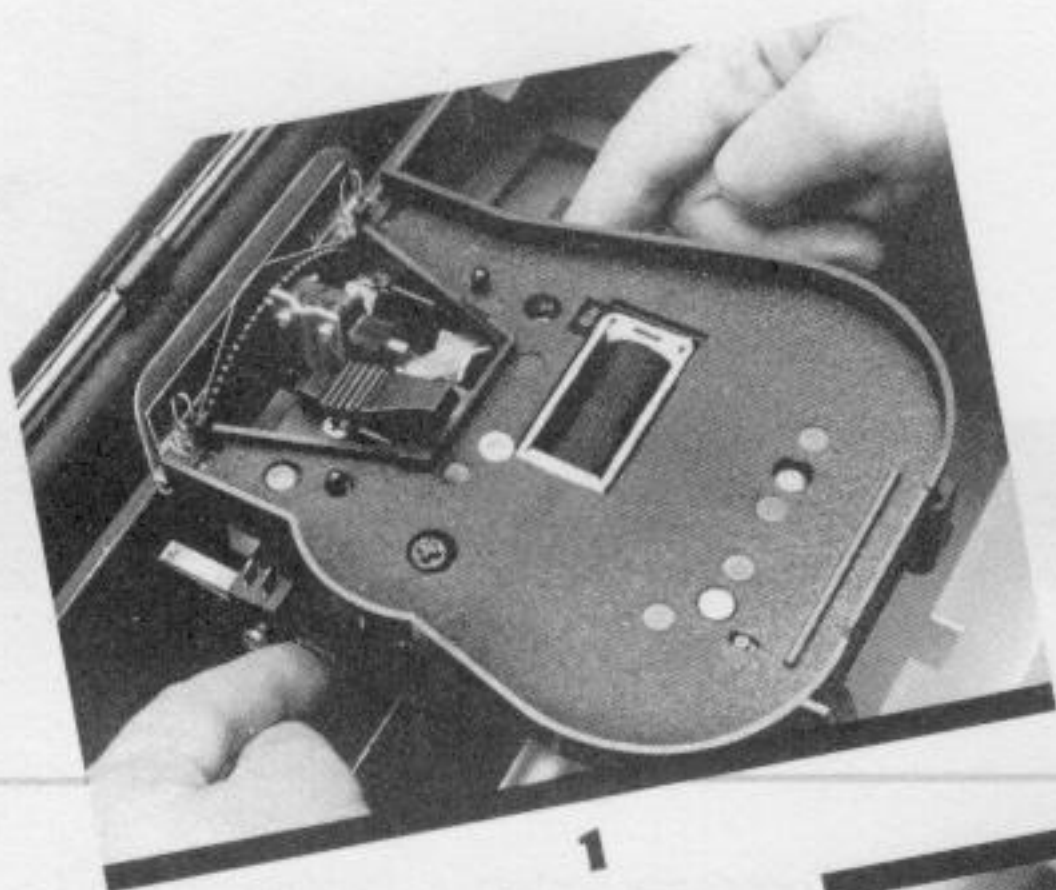
Routine Procedures

As you use your ADAM™ Family Computer System or Expansion Module #3, you will need to perform some common procedures—such as changing the ribbon, changing the daisy wheel, or inserting and removing a digital data pack. Explanations of these procedures follow.

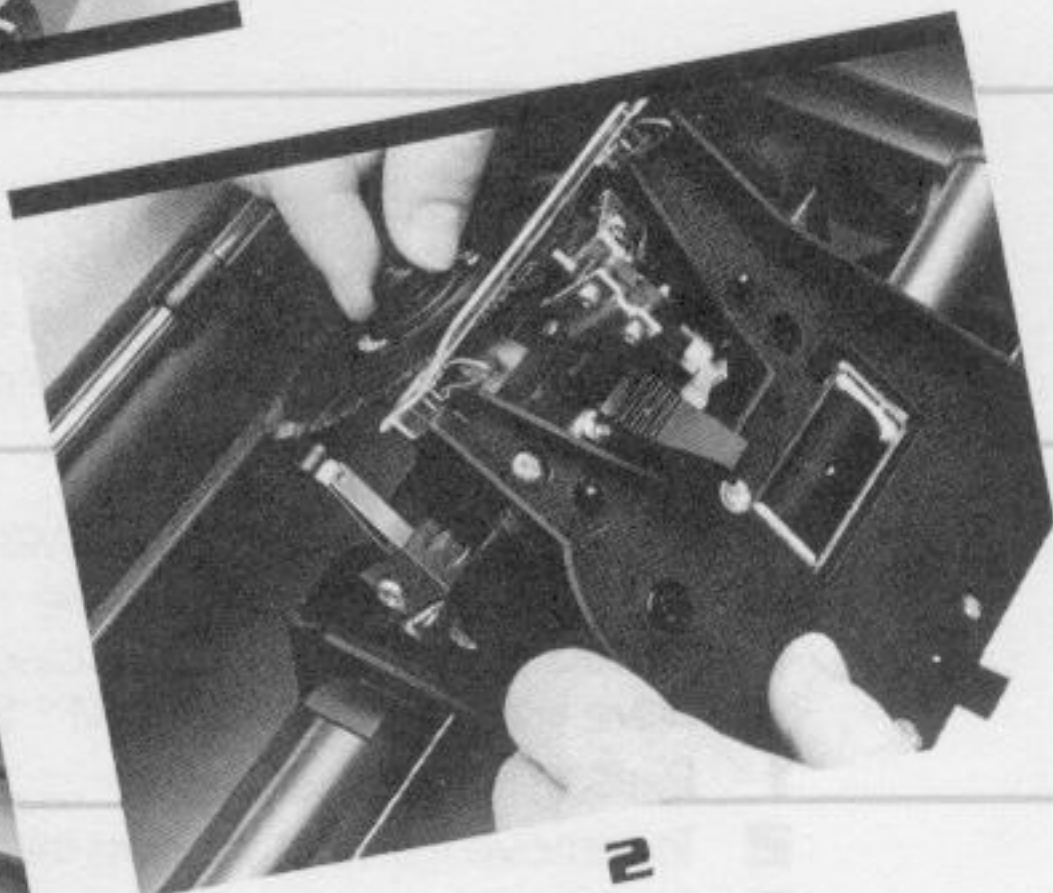
Changing the Ribbon

Ribbons for your ADAM™ SmartWRITER™ printer are manufactured by Coleco and should be available at or through the store where you purchased your ADAM.™ Call Coleco's **toll-free hotline 1-800-842-1225** if you have trouble locating ADAM™ SmartWRITER ribbon cartridges.

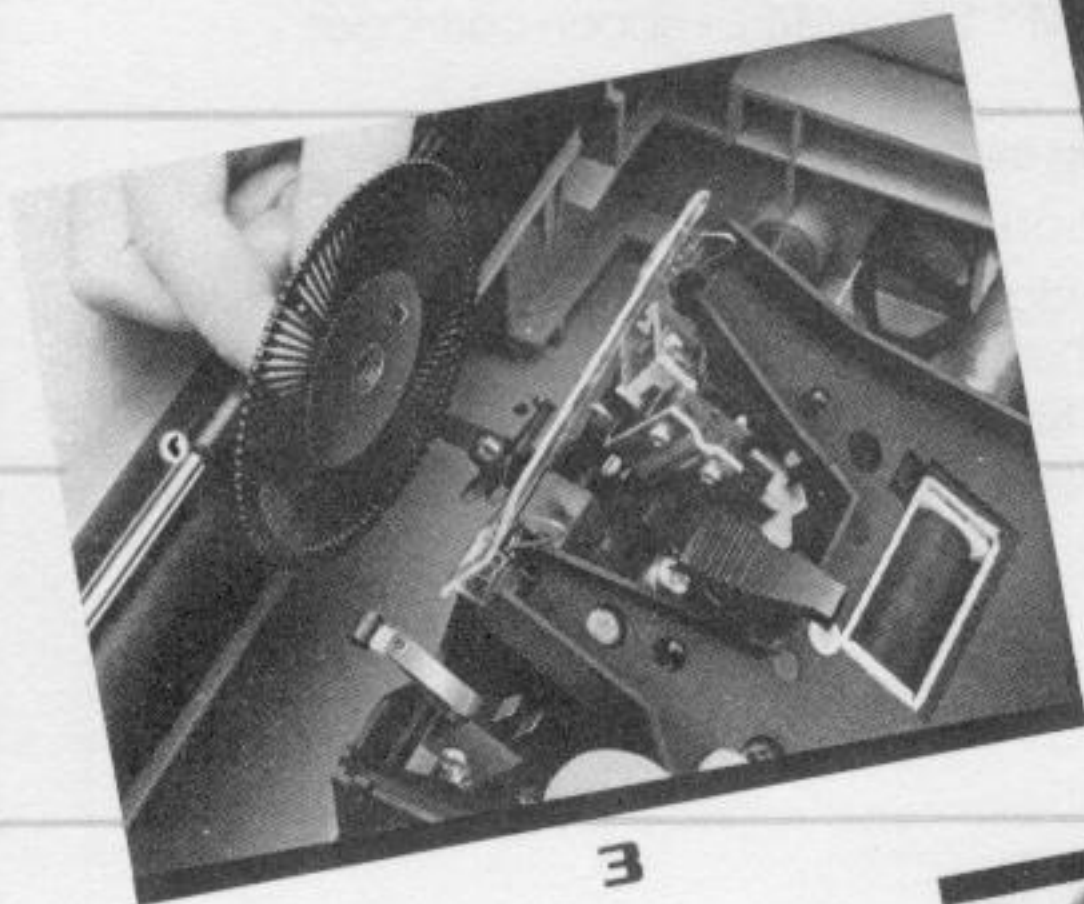
- 1** Remove the printer cover.
- 2** To remove the ribbon, press the notched latch.
- 3** Pull the ribbon cartridge up and out.
- 4** Snap the new ribbon cartridge into the ribbon tray. Then make sure the ribbon feeds around the right spring, between the daisy wheel and the plastic paper guide, and around the left spring.
- 5** Turn the ribbon advance clockwise until there is no slack in the ribbon.
 - Replace the printer cover.



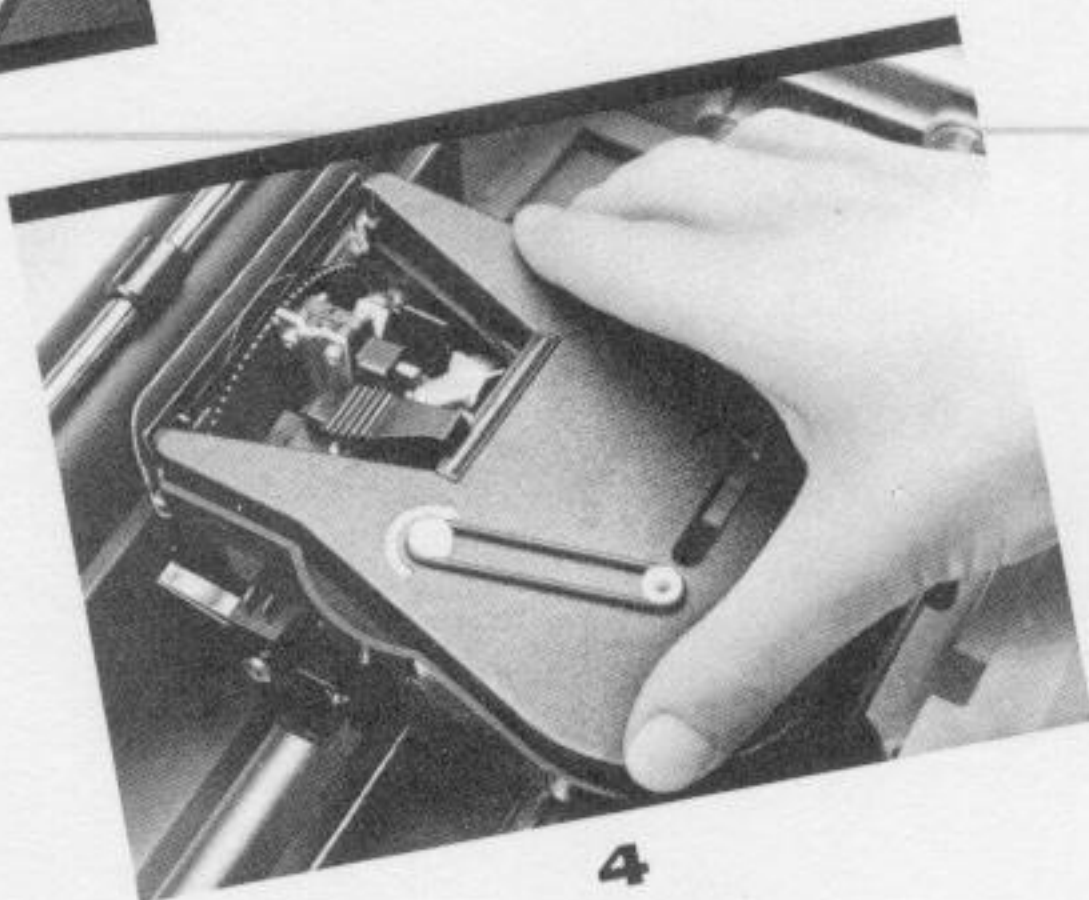
1



2



3



4

Routine Procedures

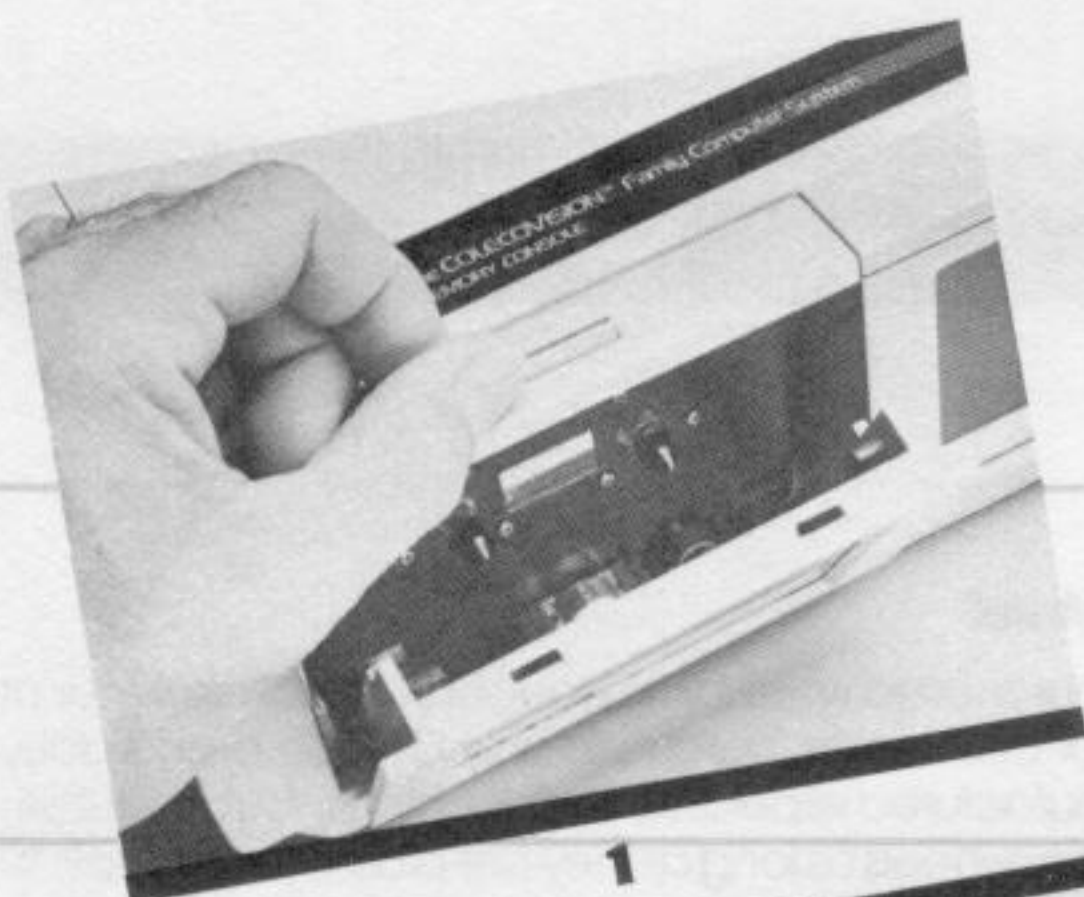
Changing the Daisy Wheel

Daisy wheels can be purchased where you bought your computer or at office supply stores. For best results, purchase only Coleco brand daisy wheels which are manufactured especially for this system. You can substitute other brands of daisy wheels as long as they are plastic (not metal), 10 pitch, 96 characters, non-proportional spacing, and have the same sequence of characters as the daisy wheel included with your printer. Coleco will make multiple styles available.

The steps for changing a daisy wheel are listed below and illustrated on the left.

(**WARNING:** The power plug must be removed before a daisy wheel is changed.)

- Remove the cover. Then, remove the ribbon cartridge. (For instructions, see Page 53.)
- 1** Press in the two latches located on either side of print mechanism, under the ribbon tray. (The latches are approximately midway from the roller to the rear of the tray.)
- 2** Tilt the print mechanism toward you.
Pull the daisy wheel up and off, being careful not to bend the delicate spokes of the daisy wheel.
- 3** Place a new daisy wheel on the spindle, making sure the square hole in the daisy wheel lines up with its post. Push the print mechanism back down firmly, insuring that the daisy wheel does not catch on the shield and bend the character stems.
- 4** Replace the ribbon cartridge.
- Finally, replace the cover.



Routine Procedures

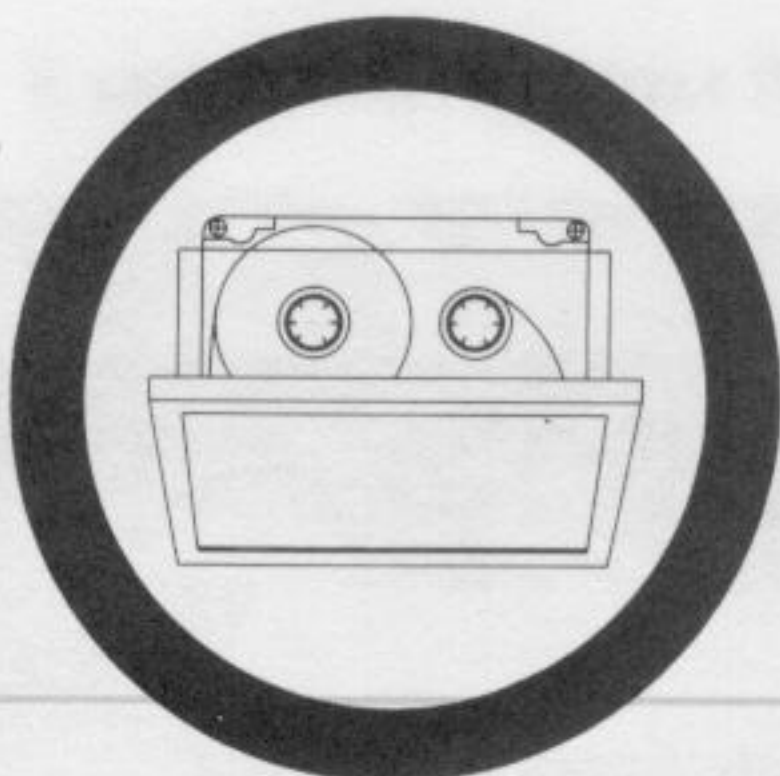
Inserting and Removing Digital Data Packs

Digital data packs are specially designed for your computer. Although they may look like audio cassette tapes, digital data packs are very different. Do not attempt to use audio cassette tapes in place of digital data packs. Blank digital data packs are available at, or through the store where you purchased your ADAM™ Family Computer System, or call Coleco's toll-free hotline 1-800-842-1225.

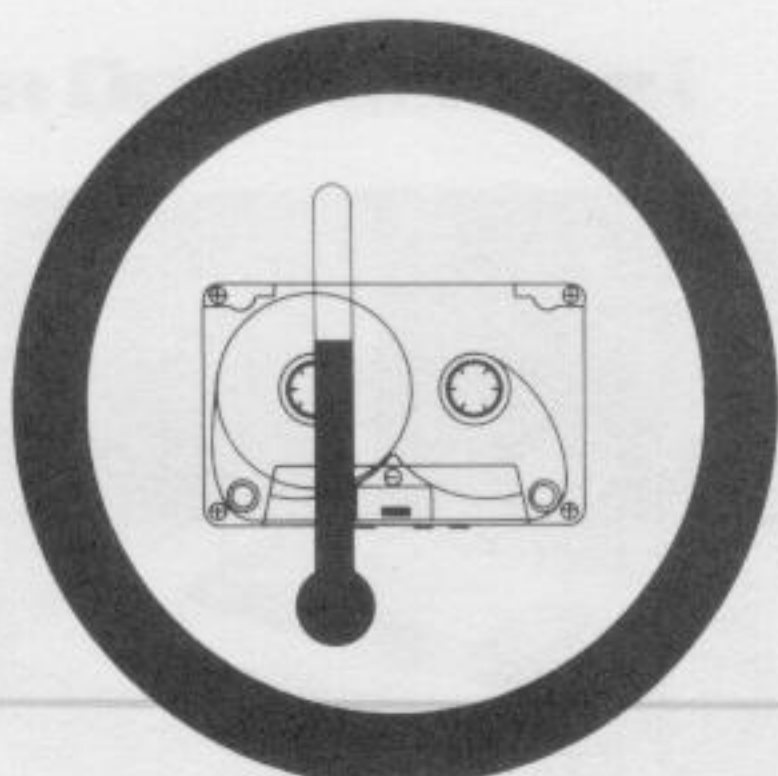
To insert or remove a digital data pack, follow these steps.

IMPORTANT: DO NOT TURN THE POWER ON OR OFF, OR UNPLUG THE COMPUTER WHILE A DATA PACK IS IN THE DRIVE.

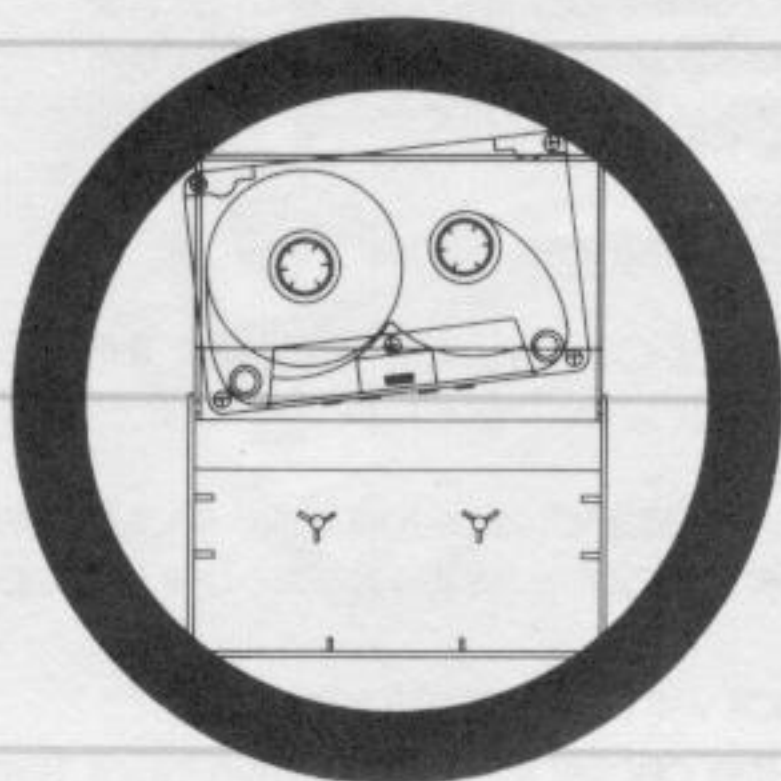
- 1** Make sure the drive is not moving—the spindles of the drive should be stationary. To open the drive door, push back the tape release bar (on top of the door).
 - 2** Insert or remove the digital data pack with the label facing out.
 - 3** Close the drive door by pushing on the center top of the drive door. The data pack must be securely in place or the tape will not load/move correctly. If the data pack is inserted incorrectly, the door will not close.
- Never try to remove a moving digital data pack. Damage will result.



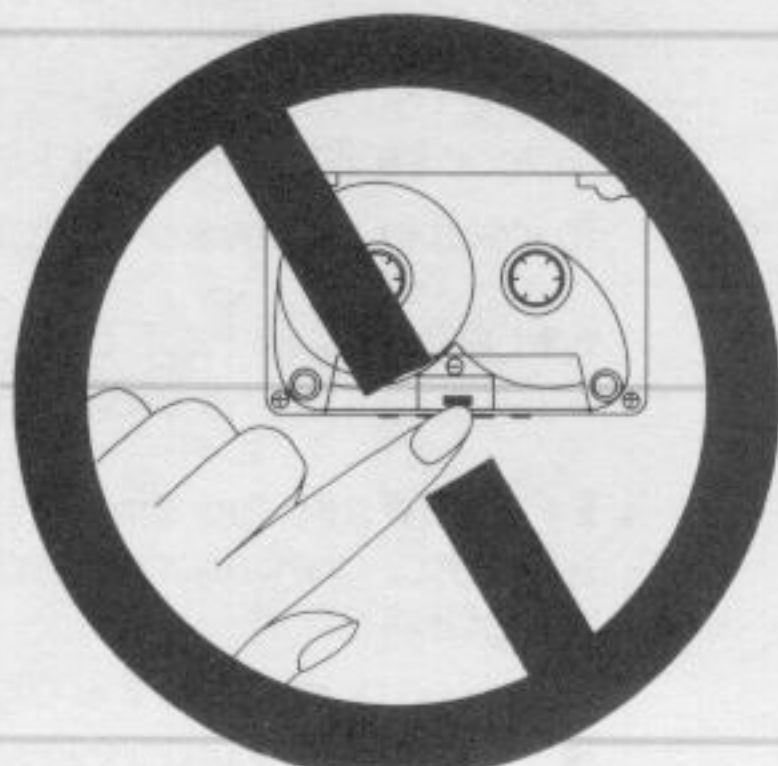
Protect



10°C-52°C



Insert Carefully



Never



No



No

Hints on Taking Care of Your Computer

Using your ADAM™ Family Computer System is easy. The suggestions listed will help you keep ADAM™ in tip-top condition.

Screen

- To clean your screen, use any glass or window cleaner.

Keyboard and Memory Console

- Keep food, liquids, and smoke away from the computer.
- Clean your keyboard and Memory Console with a dry cloth.
- Do not connect a telephone line directly to an expansion port on your computer. Damage will result.

SmartWRITER™ Printer

- Keep fingers, clothing, hair, and jewelry away from the printer.
- Clean your printer with a dry cloth.

Digital Data Packs

- Keep digital data packs away from magnetic fields, such as televisions, vacuum cleaners, refrigerators, power tools and other electrical appliances.
- Keep digital data packs off printer, memory console and TV.
- Store and use digital data packs away from extreme heat or cold.
- Store digital data packs in their plastic cases, away from dust, temperature extremes, and electrical currents.
- Never remove a moving digital data pack from its drive as damage may result to the tape.
- Never turn off the system (or pull the plug) while a digital data pack is moving, erasure may occur on data pack.

Operating Hints

1. **Line Voltage:** ADAM™ operates on 108-132V—normal household voltage and should not be used on the same electrical line with appliances containing electric motors such as vacuum cleaners, refrigerators, etc. (televisions or monitors are fine).

Your ADAM™ may not operate properly if either:

- a.) the line voltage in your area falls outside the 108-132V range, (storms or brownouts), or;
- b.) you are in an area susceptible to line transients.

Neither of these should generally be problems, but if you encounter intermittent difficulties with your ADAM™, an electrician can test for these conditions. If either exists, a line regulator/transient suppressor, available in most computer retail stores, can be used.

2. **Digital Data Pack Drive:** ADAM's™ digital data packs use a magnetic medium that is adversely affected by magnetic fields.
 - a.) Do **not** place your digital data pack on your TV set, ADAM™ computer or any household appliance.
 - b.) Do **not** leave the digital data pack in the drive when turning the ADAM™ unit on or off.

Failure to observe these points may damage your data packs.

3. **If your ADAM™ unit fails to operate correctly,** call Coleco's toll-free ADAM™ number: (800) 842-1225. Trained operators will answer your questions from 8:00 a.m.-10:00 p.m. Eastern Standard Time.

If you do encounter a problem, it is usually one of the above.

Chapter 7

Glossary of Computer Words

Glossary of Computer Words

You don't need to know any special computer words to use your ADAM™ Family Computer System. However, you might find the definitions listed below helpful.

BASIC: A computer language designed for beginners. BASIC stands for—Beginner's All-purpose Symbolic Instruction Code. ADAM's™ version of BASIC is called SmartBASIC™. SmartBASIC™ is easy to learn and use.

COMPUTER: A machine that organizes and processes information.

CURSOR: The small, bright "underline" character that appears on your screen. The cursor on a computer is like the point of a pencil—wherever the cursor is positioned is where your computer will be "writing" next.

DIGITAL DATA PACK: The special tape used to store programs and other information typed on your ADAM™ Family Computer System.

MEMORY: The part of a computer where numbers, words, and other information is stored.

RAM: Memory space within a computer where you can store and recall information. RAM stands for Random Access Memory.

ROM: Memory space within a computer where you can only recall information. ROM stands for Read Only Memory.

WORD PROCESSING: SmartWRITER™ Word Processing is built into your ADAM™ Family Computer System. Using SmartWRITER™ Word Processing, you can type and see information on your screen. Then, before printing your letter or report, you can make any necessary corrections. After printing, you can store a copy of your work. Stored work can be recalled, changed, and printed later.

Learning More

Two other manuals and one reference guide are included with your ADAM™ Family Computer System.

TYPING WITH ADAM™ explains how to use the SmartWRITER™ Word Processing system that is built into your computer. SmartWRITER™ Word Processing can help you type notes, letters and reports. In addition, you can store copies of your work on the blank digital data pack that came with your computer. Then, later, you can recall and print the information you typed earlier.

PROGRAMMING WITH ADAM™ explains how to use SmartBASIC™ to write your own computer programs. SmartBASIC™ is a simple, easy-to-learn computer language that you can use to write your own programs. SmartBASIC™ is stored on one of the digital data packs that came with your computer. After writing a program, you can store it on the blank digital data pack. Then, later, you can recall it and use the same program again.

ADAM™ SmartWRITER™ Easy Reference Guide is a handy reference card that explains all SmartWRITER™ word processing commands. You may want to keep this card next to your ADAM™ Family Computer System as a quick and easy guide to SmartWRITER™ word processing.

Doing More

The expansion ports on your ADAM™ Family Computer System (see photo below) are reserved for the addition of future peripherals and modules currently under development by Coleco. Watch for news of these new products. You will want to take advantage of the free ADAM™ Family Computing Magazine offer included with your computer. It will keep you in touch with the latest hardware and software developments for ADAM,™ and provide useful information and suggestions for getting the most out of your system.

