

# DRAGON 32

DATA LIMITED

ADDITIONAL INFORMATION

## DRAGON 32 - ADDITIONAL INFORMATION

This booklet contains some extra information which we hope will enable you to get the best out of your Dragon 32 microcomputer. Particularly important is the paragraph concerning the cassette recorder lead, as this differs from the information given in your Dragon 32 "Introduction to Basic Programming" manual.

Information on the connection and adjustments of your television is also included with details of the printer connection and a copy of the Dragon 32 memory map.

### TELEVISION

Once you have connected your computer to a television and switched on, select a spare channel control and tune in, as given in the "Introduction to Basic Programming" manual. If the television picture is not stationary then it is necessary to adjust to vertical hold on the television set. If there is no external control for the vertical hold, contact your television service engineer for assistance.

To obtain a picture of clarity adjust the contrast, brightness and colour according to personal choice.

### CASSETTE

To connect the cassette recorder to the computer using a Dragon Data cassette lead, put the DIN plug into the socket marked TAPE on the left side of the computer. The three plugs on the other end of the lead are connected to the cassette recorder as follows:

- (i) The smallest jack plug with blue wire fits into the small jack socket usually marked REM and next to the microphone socket.
- (ii) The jack plug with the red wire fits into the socket usually marked AUX or MIC or LINE IN. If there is choice of socket between AUX and MIC, always use AUX.

(iii) The jack plug with the white wire fits into the socket marked EAR or MONIT,  
or L/S or SPKR.

When using the rewind or forward wind controls on the cassette recorder, it may be necessary to remove the jack plug from the REM socket for these controls to operate.

Always ensure that this plug is reinserted afterwards.

Alternatively, type MOTOR ON and press ENTER before using the rewind or forward wind control. Afterwards type MOTOR OFF and press ENTER to continue using the cassette recorder in conjunction with the computer.

If you wish to reuse a cassette tape it is recommended that the complete tape is erased before re-recording.

### PRINTER

The printer point provided on the left hand side of the Dragon 32 computer is for a printer using a parallel centronics type interface (socket 6 in illustration of "Introduction to Basic Programming" manual). The pin connections are as follows:

PIN 1	Print Strobe	PIN 2	+ 5 volts
PIN 3	Data bit 0	PIN 4	+ 5 volts
PIN 5	Data bit 1	PIN 6	0 volts
PIN 7	Data bit 2	PIN 8	0 volts
PIN 9	Data bit 3	PIN 10	0 volts
PIN 11	Data bit 4	PIN 12	0 volts
PIN 13	Data bit 5	PIN 14	0 volts
PIN 15	Data bit 6	PIN 16	0 volts
PIN 17	Data bit 7	PIN 18	0 volts
PIN 19	ACK	PIN 20	BUSY

The position of the odd numbered pins are on the top line of the connector part with

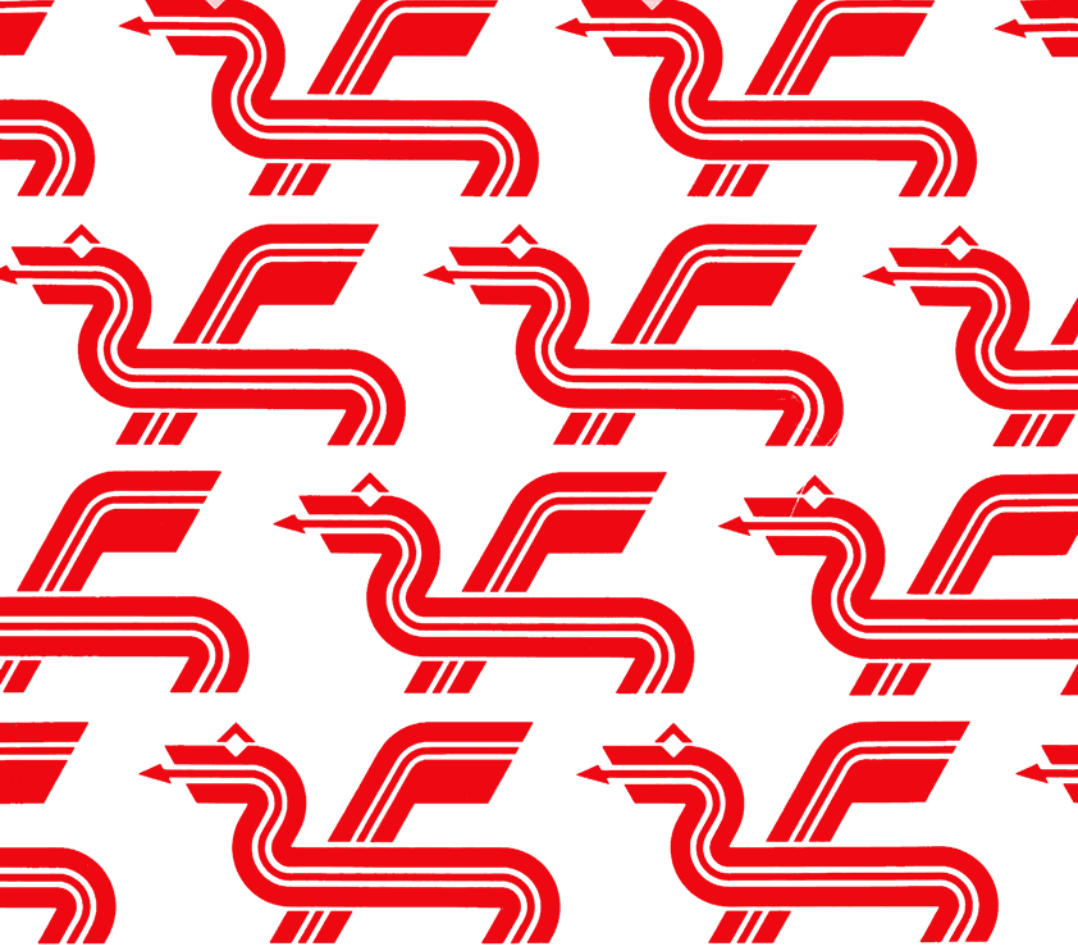
PIN 1 situated on the right (viewed end on). The even numbered pins are on the bottom line with PIN 2 situated on the right.

### CARTRIDGE

It is advisable to ensure that the power is switched off when inserting or removing a cartridge from the port on the right hand side of the computer.

## DRAGON 32 MEMORY MAP

<u>Decimal Address</u>	<u>Contents</u>	<u>Hex Address</u>
0-1023	System Use	0 - 3FF
255	Direct Page RAM	0FF
1023	Extended Page RAM	3FF
1024 - 1535	Text Screen Memory	400 - 5FF
	Graphic Screen Memory	
1536 - 3071	Page 1	600 - BFF
3072 - 4607	Page 2	C00 - 11FF
4608 - 6143	Page 3	1200 - 17FF
6144 - 7679	Page 4	1800 - 1DFF
7680 - 9215	Page 5	1E00 - 23FF
9216 - 2559	Page 6	2400 - 29FF
2560 - 12287	Page 7	2A00 - 2FFF
12288 - 13823	Page 8	3000 - 35FF
13824 - 32767	Program and Variable Storage	3600 - 7FFF
32768 - 49151	Basic Interpreter	8000 - BFFF
49152 - 65279	Cartridge Memory	C000 - FFFF
65280 - 65375	Input/Output	FF00 - FFSF
65376 - 65503	SAM Control bits	FF60 - FFDf
65504 - 65535	MPU vectors	FFE0 - FFFF



Dragon Data Ltd.  
Queensway, Swansea Industrial Estate,  
Swansea, SA5 4EH.

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