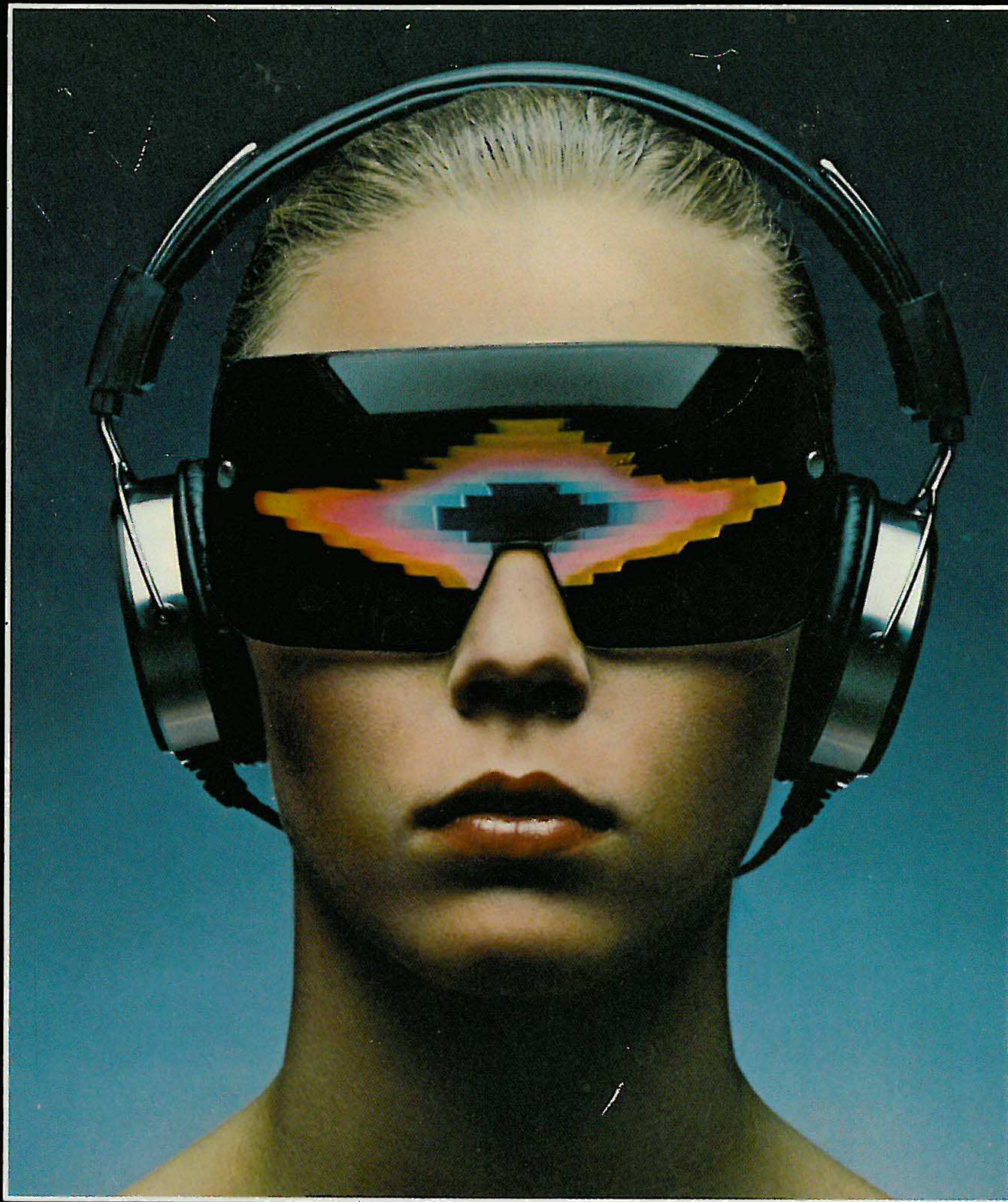
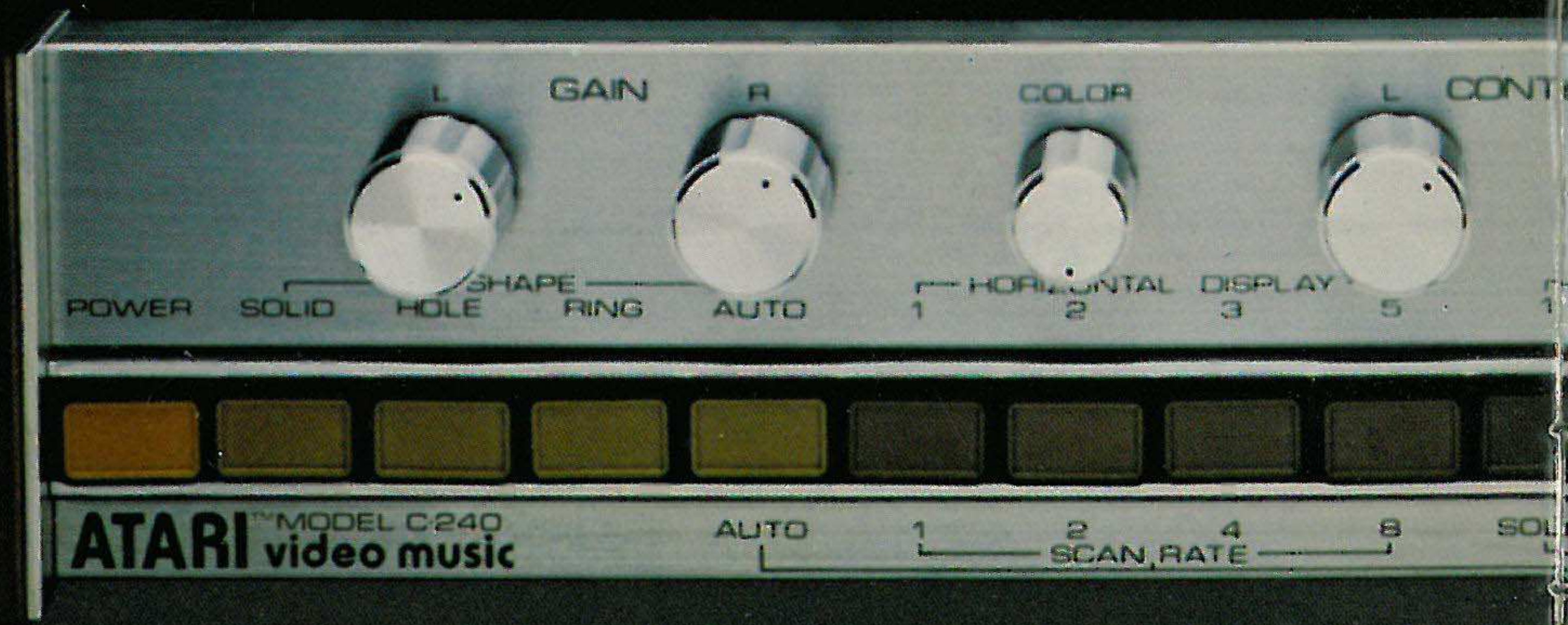
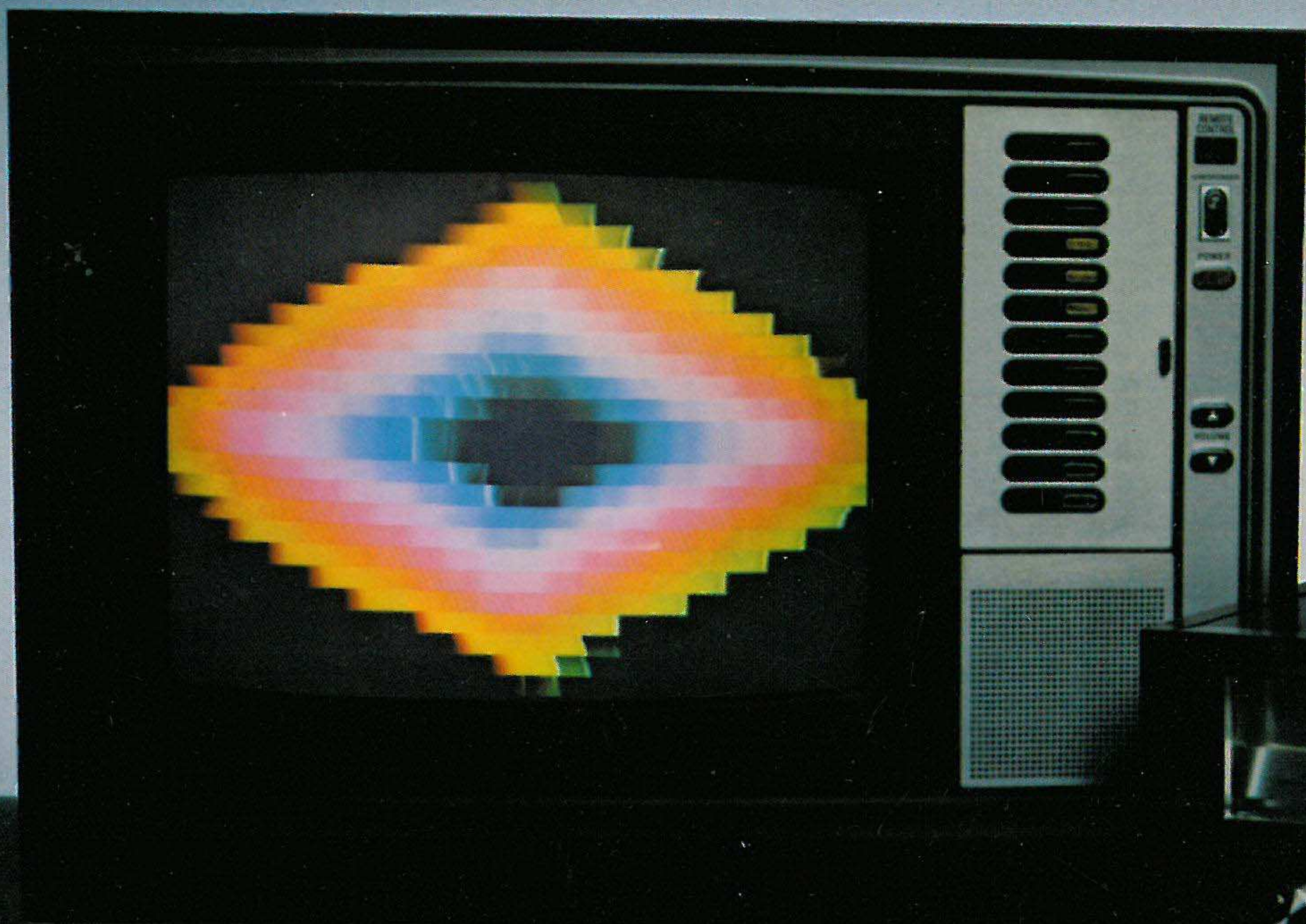


A NEW AUDIO-VISUAL EXPERIENCE FROM ATARI

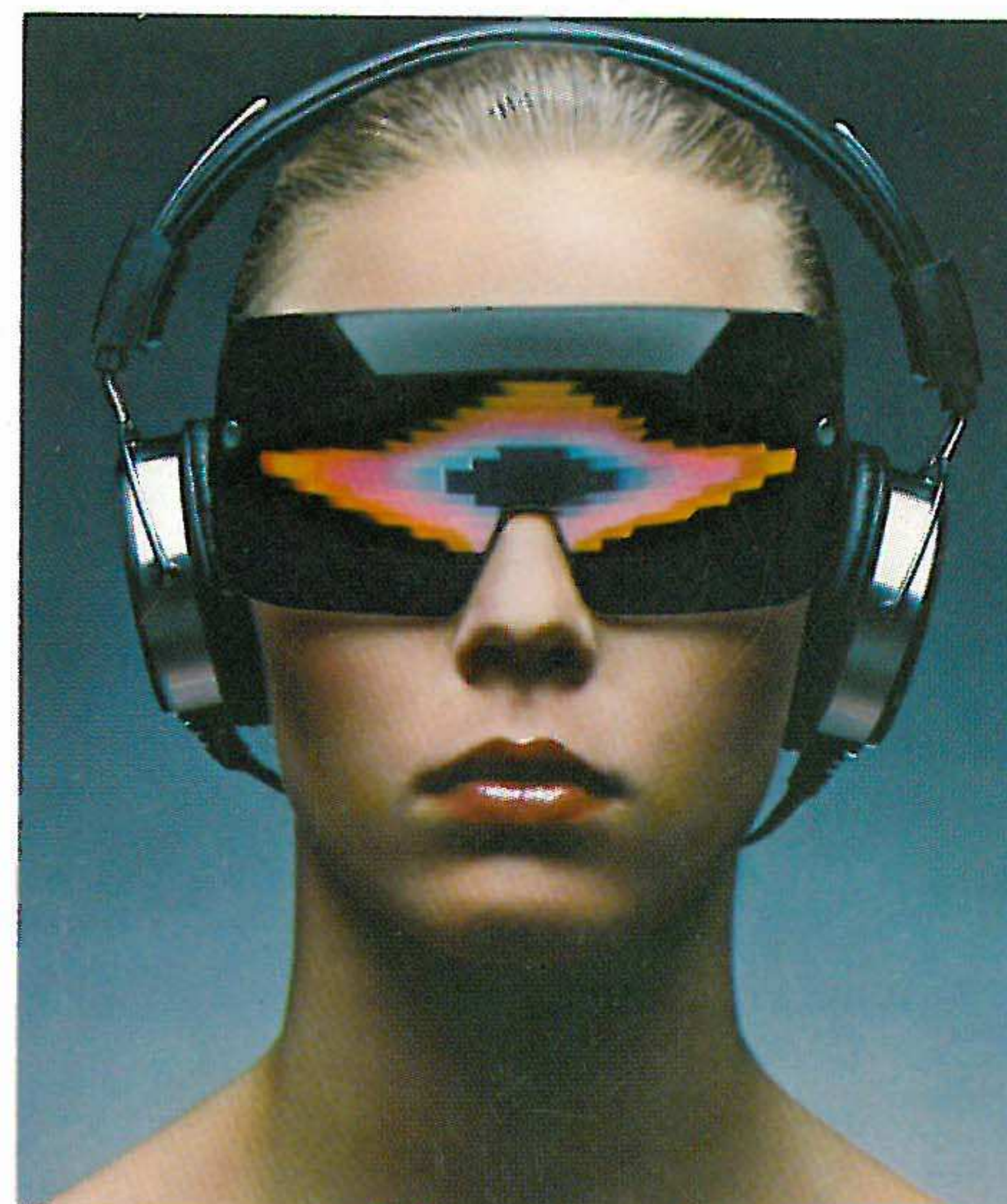




THE VIDEO MUSIC™ EXPERIENCE

Congratulations on your purchase. We at Atari designed Video Music™ for the discriminating individual who expects fine quality in the stereo components he buys. For this reason, Video Music is a superbly crafted product, engineered for reliable performance qualities. It is our expectation that you will be greatly pleased with this fascinating new concept, and that Video Music will provide you with hours of creative, intelligent entertainment. Video Music adds a totally new dimension to the high fidelity listening experience. For the first time ever, you can actually SEE the music you hear. You can explore a limitless range of brilliant shapes, patterns and colors, visually synchronized on your TV screen to the music from your stereo system.

Video Music generates images by digital selection, responding within milliseconds to the intensity and tempo of the music being played. You can control colors, shapes, and patterns while creating an audio-visual concert. Or, set the controls to automatic and let the unit function with its own random selection. Video Music offers fascinating and creative entertainment for any individual interested in enhancing the quality and dimension of his musical experience. "Seeing" music is a new reality that will provide hours of sophisticated home entertainment for the audiophile who appreciates the finest in electronic high fidelity equipment.



VIDEO SET-UP

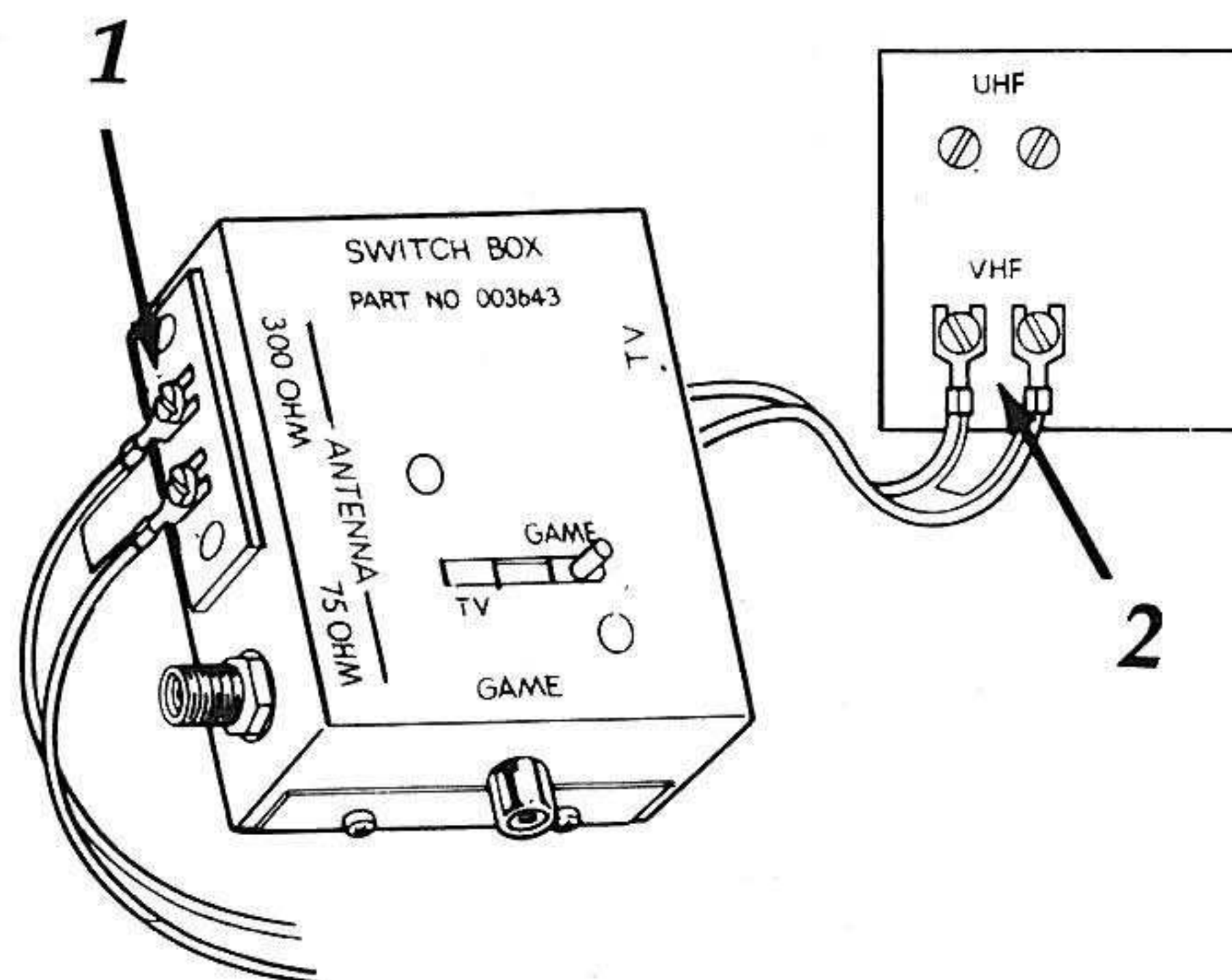
First connect the Video Music™ switch box to the back of your television. The switch box has an adhesive backing for permanent installation to your television and will not impair normal television reception. It can also be used for any other Atari home video products.

When the switch on this Box is in the "GAME" position, the Video Music signal is conducted directly to the TV set. When the switch is in the "TV" position, the TV set can be operated and Video Music is circumvented.

Simply find the illustration below that most closely matches the VHF antenna screw terminals on your TV set, and follow these instructions.

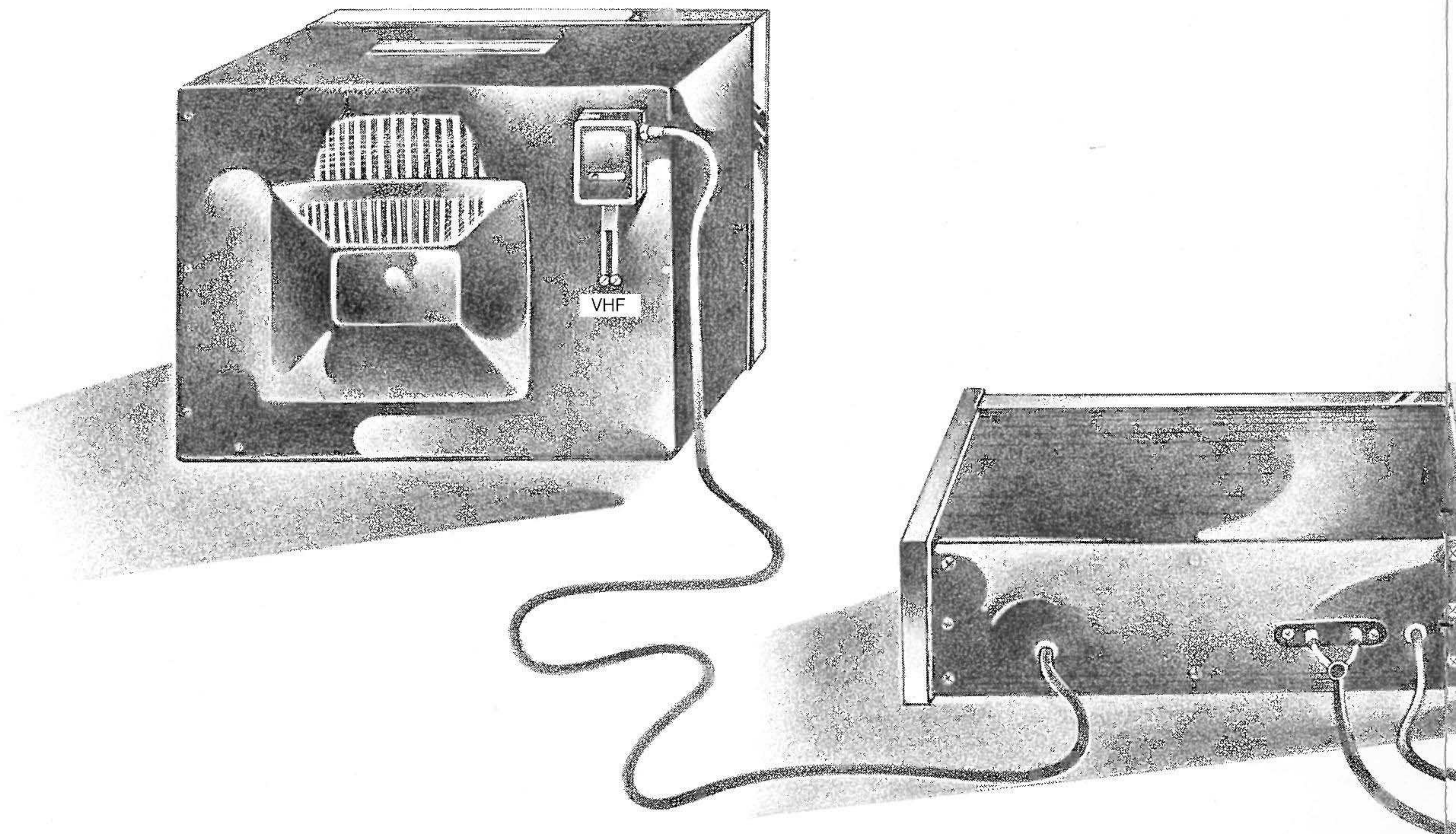
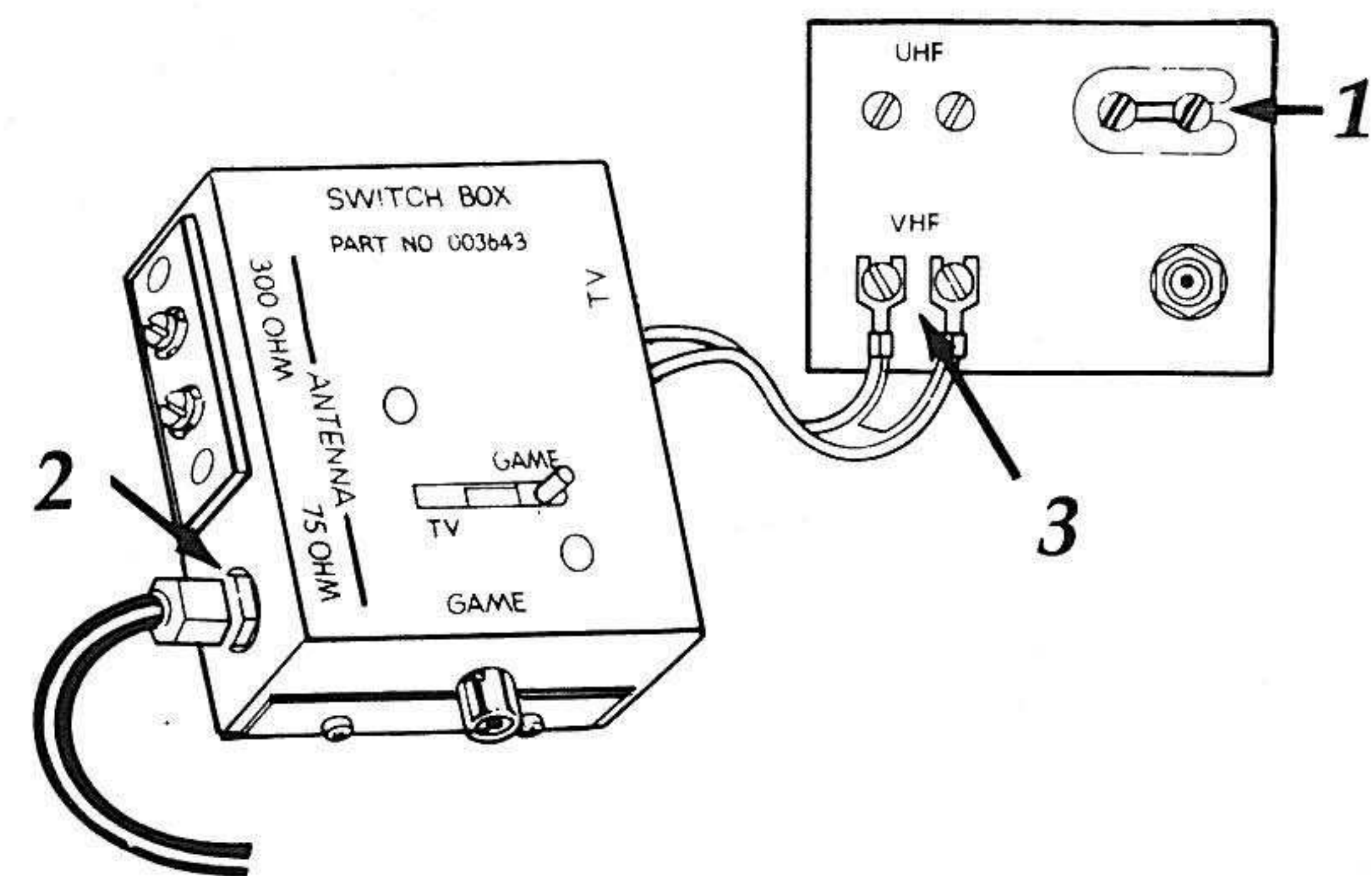
If your television has four screws only:

1. Disconnect twin-lead wire FROM TELEVISION and re-connect to "300 OHM" screw terminals on RF Switch Box.
2. Connect twin-lead wire FROM RF SWITCH BOX to VHF terminals or screws on your television set.



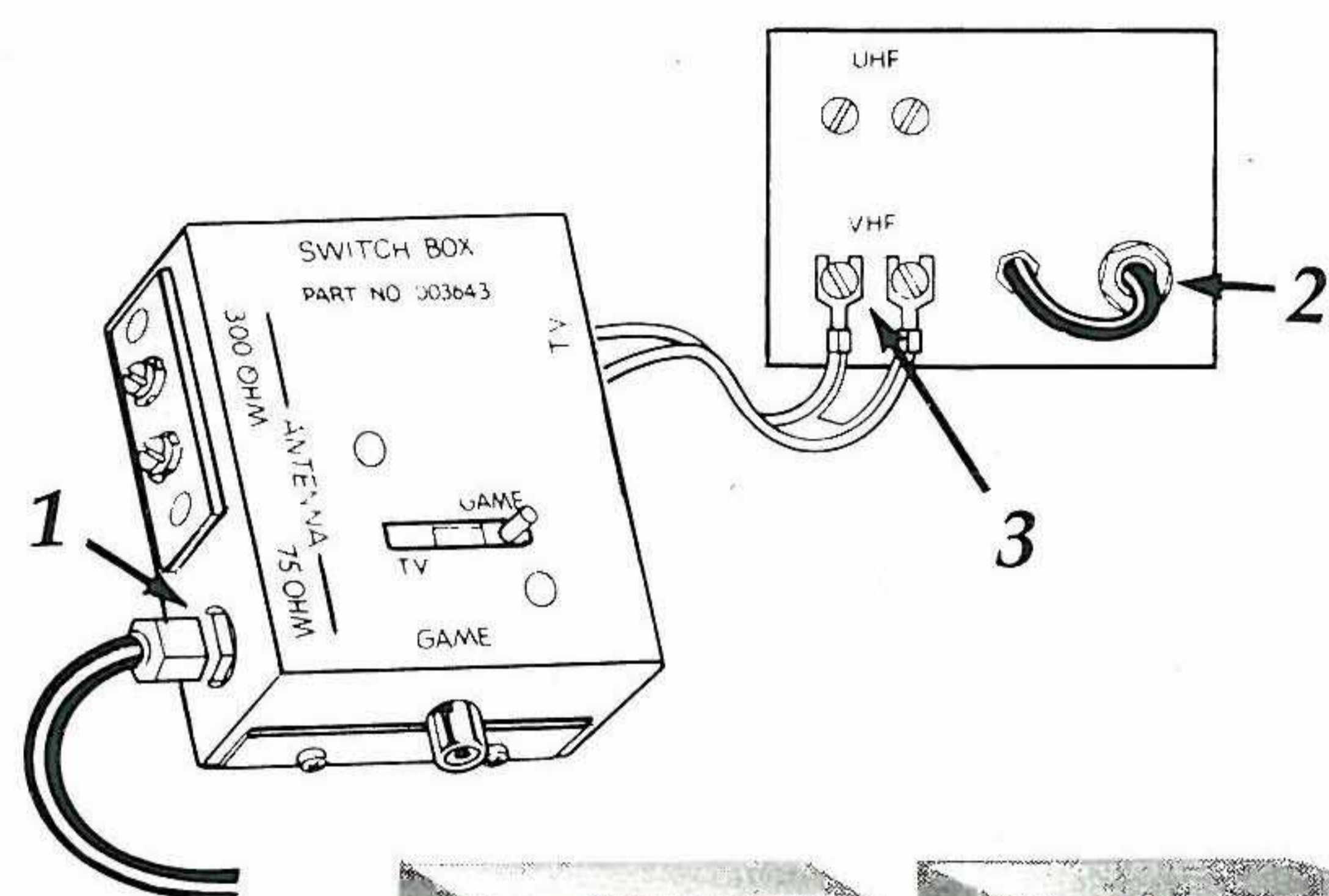
If your television has a "U"-shaped slider or a slide switch:

1. Move slider on back of set to make connection between two screws, OR, push slide switch to the side marked "300 OHM" or "300Ω."
2. If you have a ROUND antenna cable, disconnect cable FROM TELEVISION and screw it into "75 OHM" connector on RF Switch Box. If you have a FLAT, twin-lead antenna wire, remove it from television and attach it to RF Switch Box at "300 OHM" screw terminals.
3. Connect short twin-lead wire FROM RF SWITCH BOX to VHF terminals or screws on your television set.



If your television has a short round cable:

1. If you have a ROUND antenna cable, disconnect this long cable from television and screw it into RF Switch Box at "75 OHM" connector. If you have a FLAT, twin-lead antenna wire, remove it from television and attach it to RF Switch Box at "300 OHM" screw terminals.
2. Connect TV's short loose-hanging cable to the adjoining connector on television set.
3. Connect twin-lead wire from RF Switch Box to VHF terminals on your television set.



Video Music is factory-set to operate on Television Channel 3. However, if Channel 3 is broadcasting a very strong signal in your area, you may receive interference. In that case, you need to change the Video Music unit to Channel 4. The only tool required for this simple change is a small screwdriver or a narrow pen or pencil.

Find the Channel Switch in the small access hole at bottom of Control Unit. It will be set at CH 3. Push Switch over to the side marked CH 4 with a screwdriver or other tool. You should now use the Video Music unit only when your TV is tuned to Channel 4.

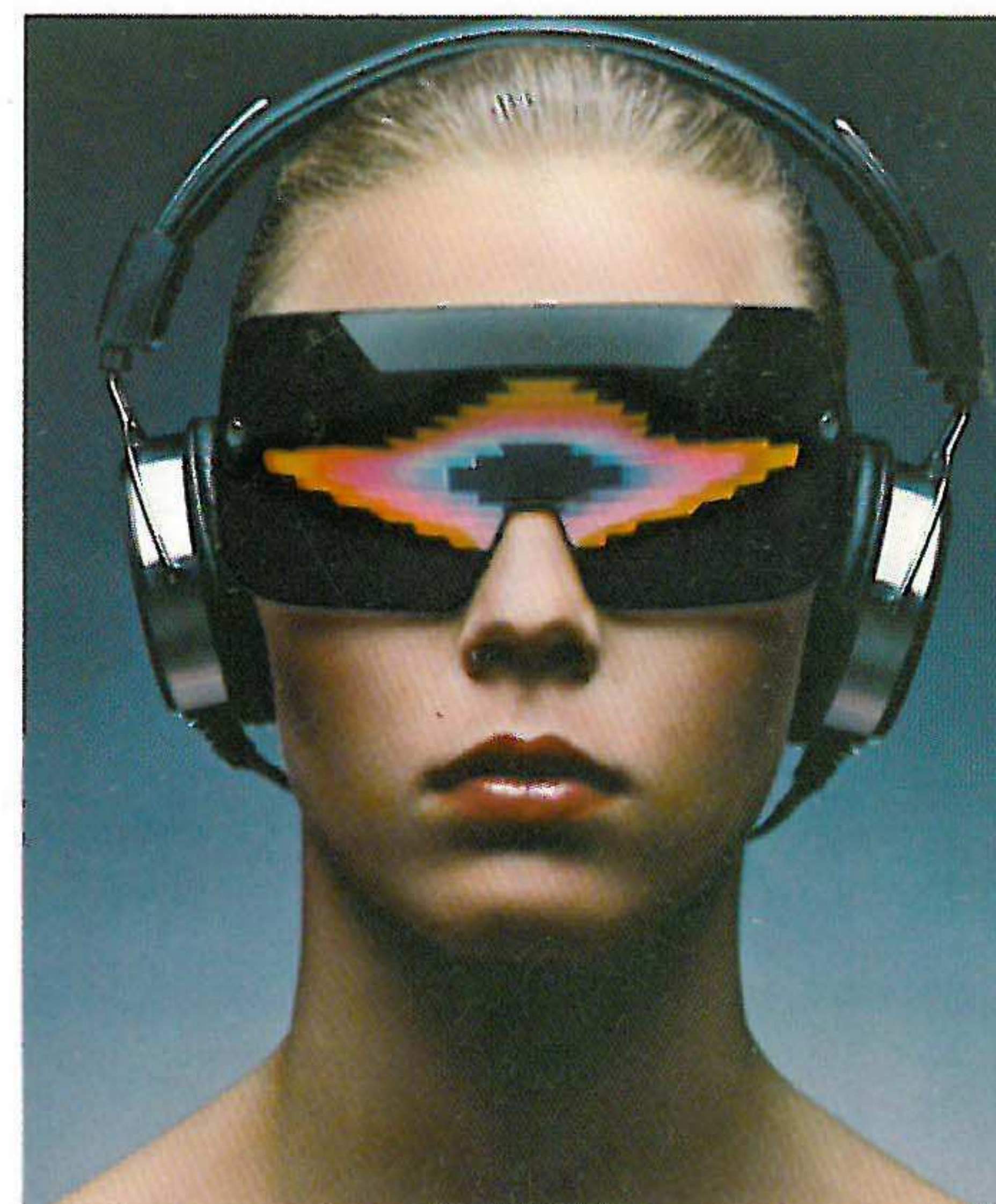
Once the Switch Box is installed, plug the long black single cable from the back of Video Music into the plug marked "GAME" on the Switch Box.

AUDIO SET-UP

Next connect Video Music with your audio source.

A two-channel shielded cable is provided to connect the Video Music to a receiver output, tape recorder output, preamp output or other audio signal source. Most stereo systems have output jacks marked LINE OUTPUT, TAPE OUTPUT or a similar designation. These outputs are generally suitable for connection to the Video Music system. If these outputs are already in use, suitable "Y" or "T" adapters may be purchased from a stereo outlet and used. The input impedance of the Video Music unit is high enough so that it will not load the source. You should, if possible, find an output from the stereo system that precedes the volume or tone controls. Outputs that have been suggested by the stereo manufacturer for making tape recordings are recommended.

Video Music hooks up easily between your stereo and television. A flat screwdriver is the only tool that you will need.



SETTING THE CONTROLS

Make sure the Video Music unit is properly connected to the TV set. The power plug should be plugged into the 120-volt line and Video Music power should be turned on by pushing the leftmost push button.

Play some music or other suitable program material through the stereo. Check connections to the stereo to make sure the audio signal is connected to the Video Music unit.

Turn both contour knobs fully clockwise, and push the buttons marked SOLID, HORIZONTAL DISPLAY 1, and VERTICAL DISPLAY 1.

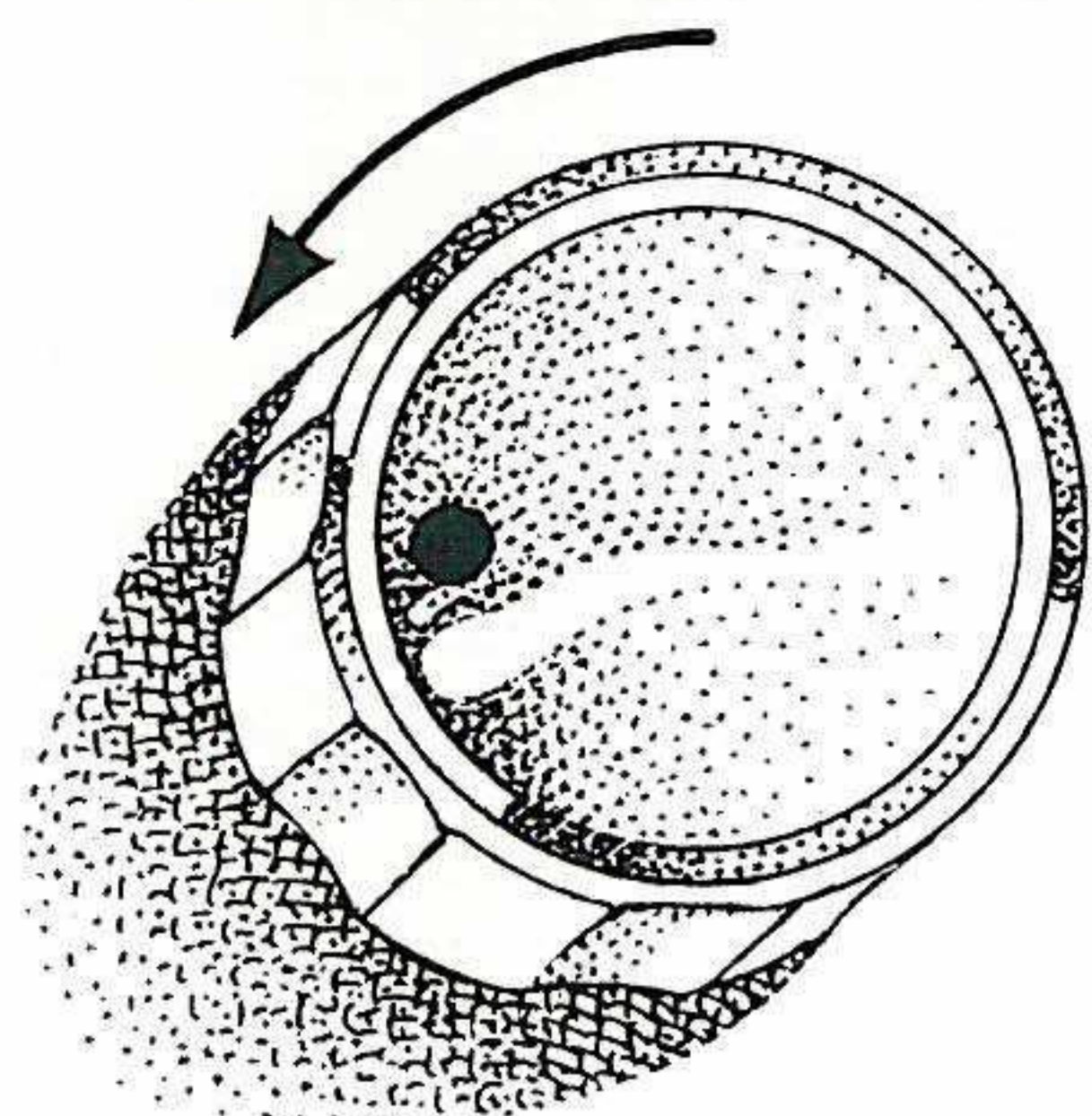
Following are descriptions of Video Music control functions. Since there is an enormous number of possible combinations of program material and control settings, the accompanying pictures are merely suggestions. Be sure to adjust the fine tuning, tint and color controls on the TV set to obtain clean, bright colors.

In general, you will achieve the best display by turning off the automatic fine tuning on your television and by reducing brightness, while increasing the contrast and color settings.

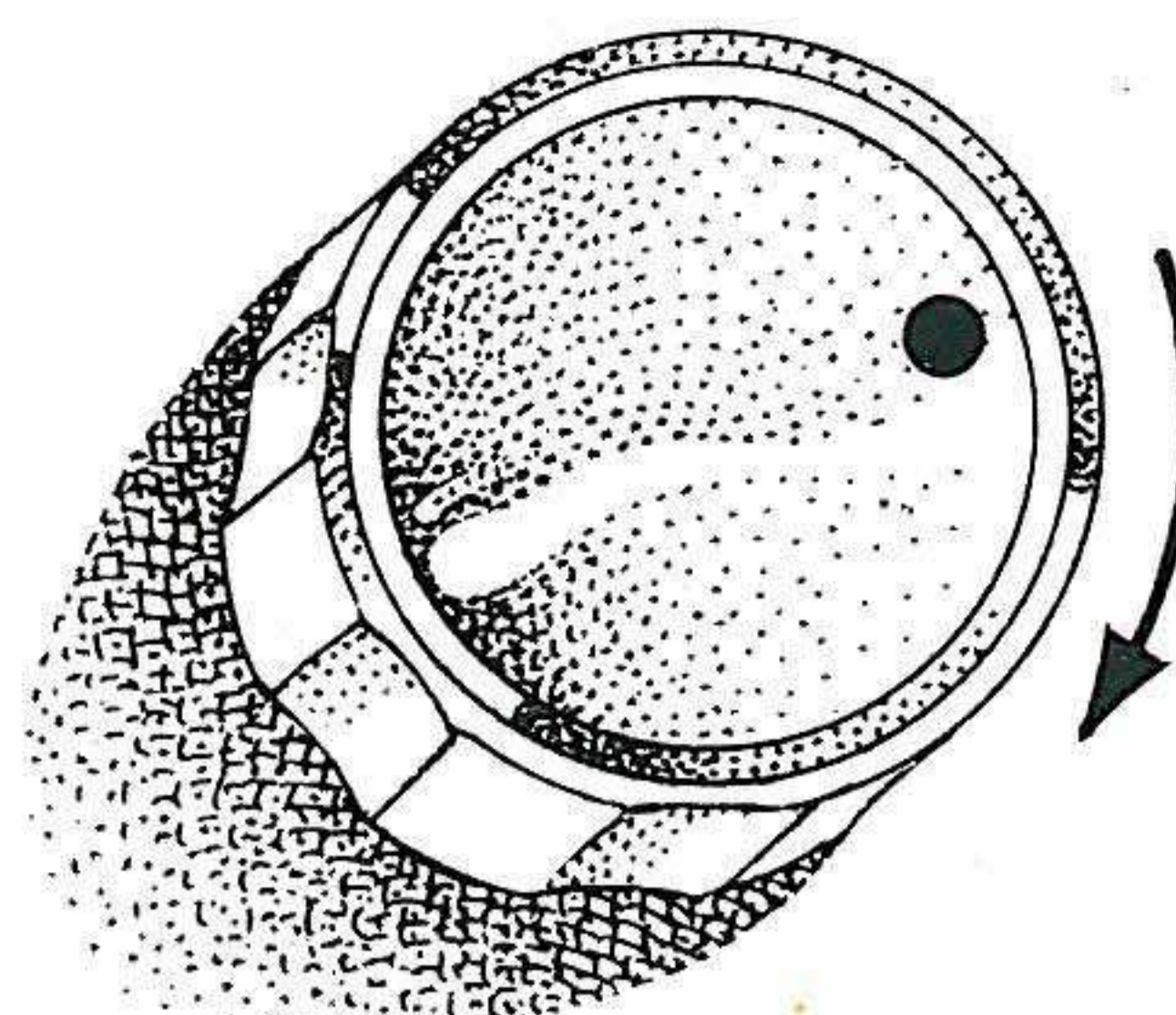
GAIN

LEFT CHANNEL

RIGHT CHANNEL



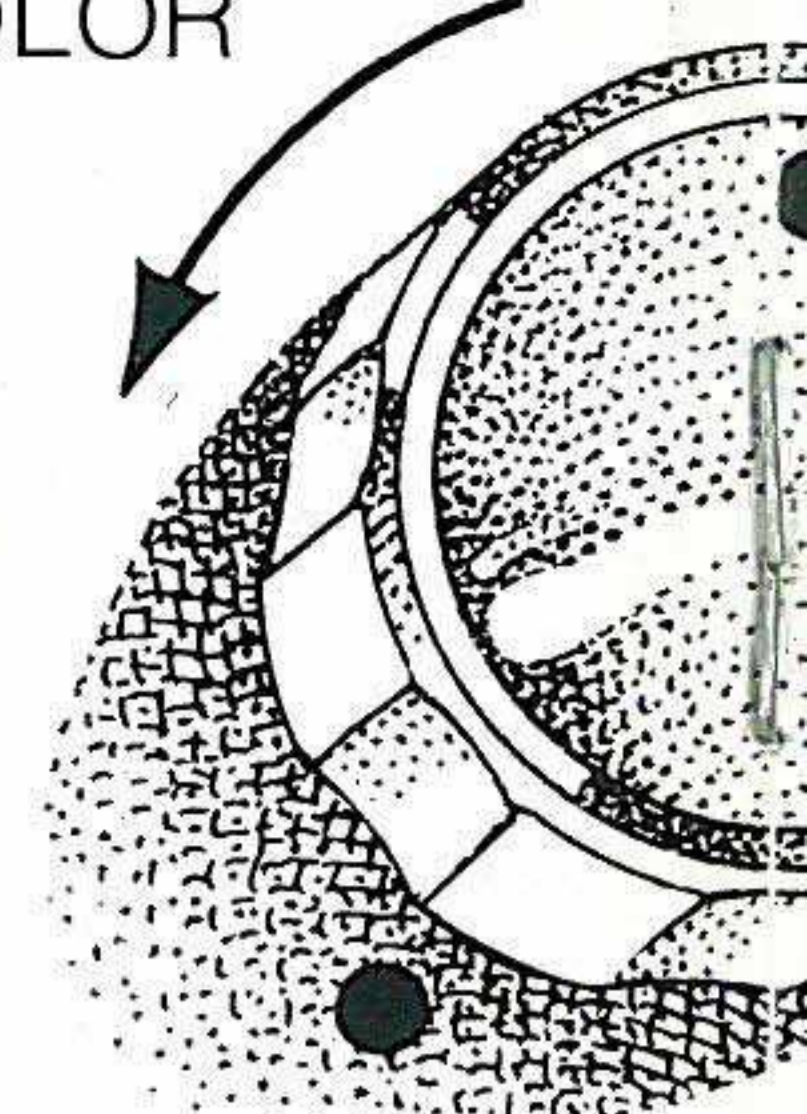
DECREASE
IMAGE SIZE



INCREASE
IMAGE SIZE

COL

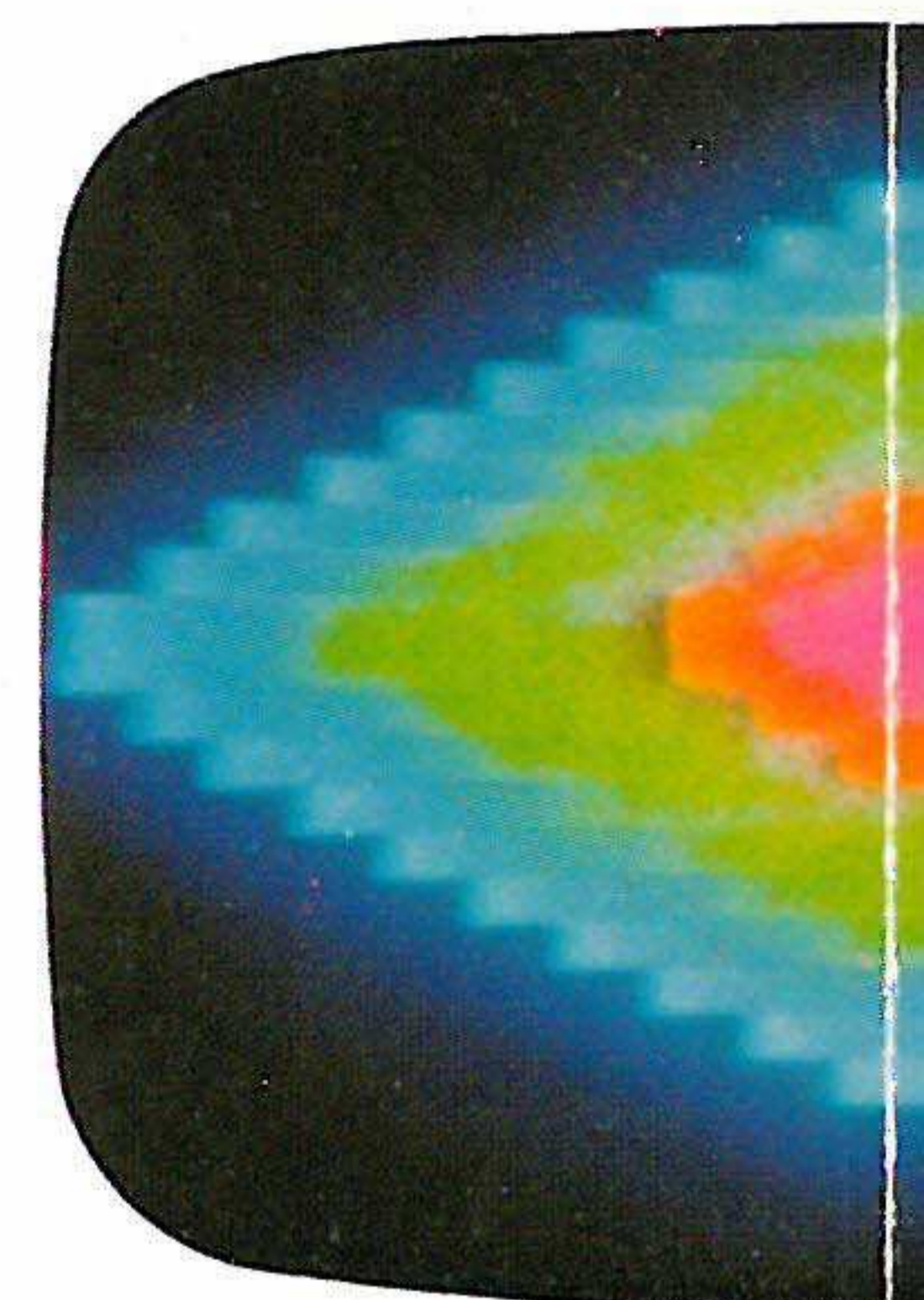
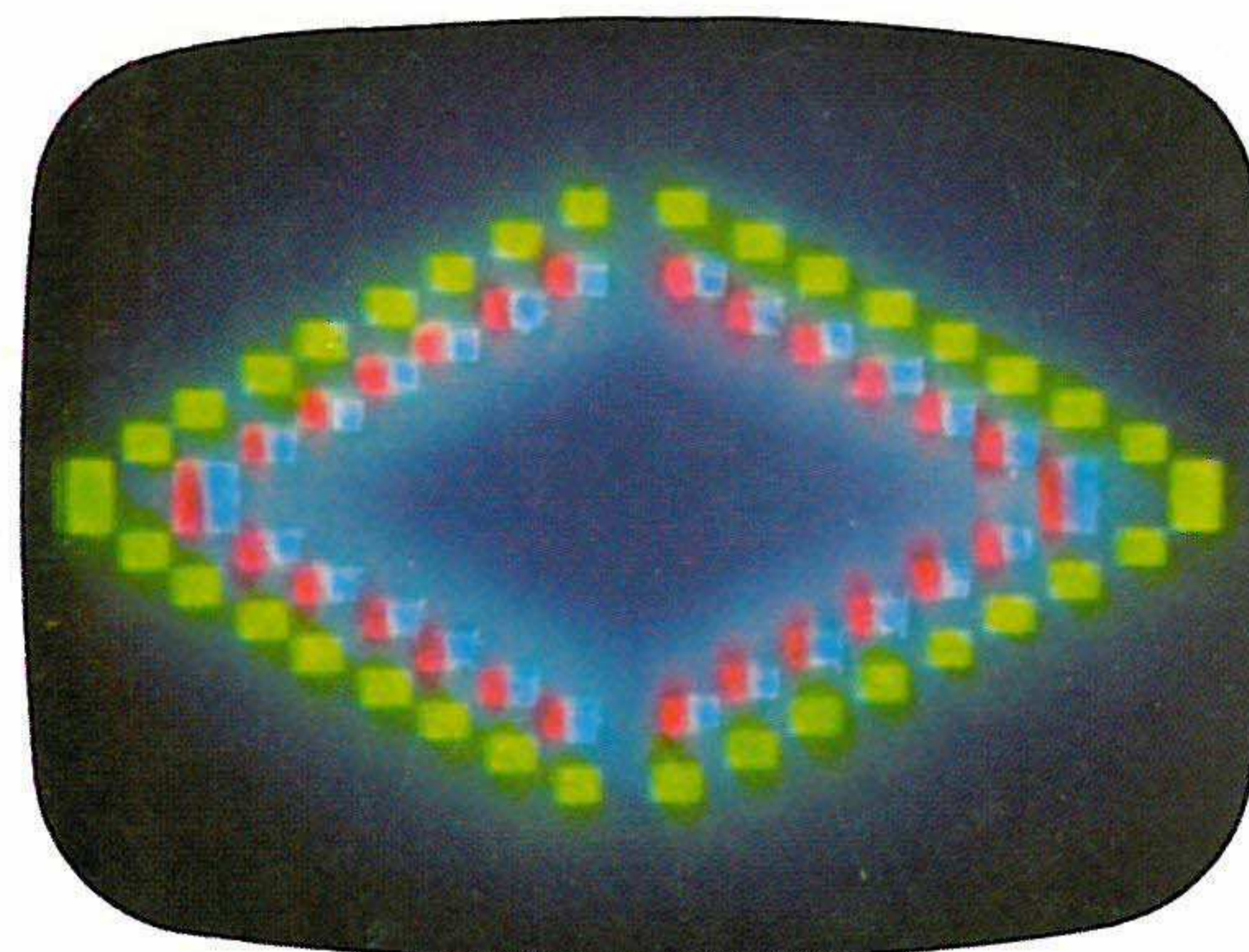
LESS COLOR



(INCREASED)
LEFT CHANNEL

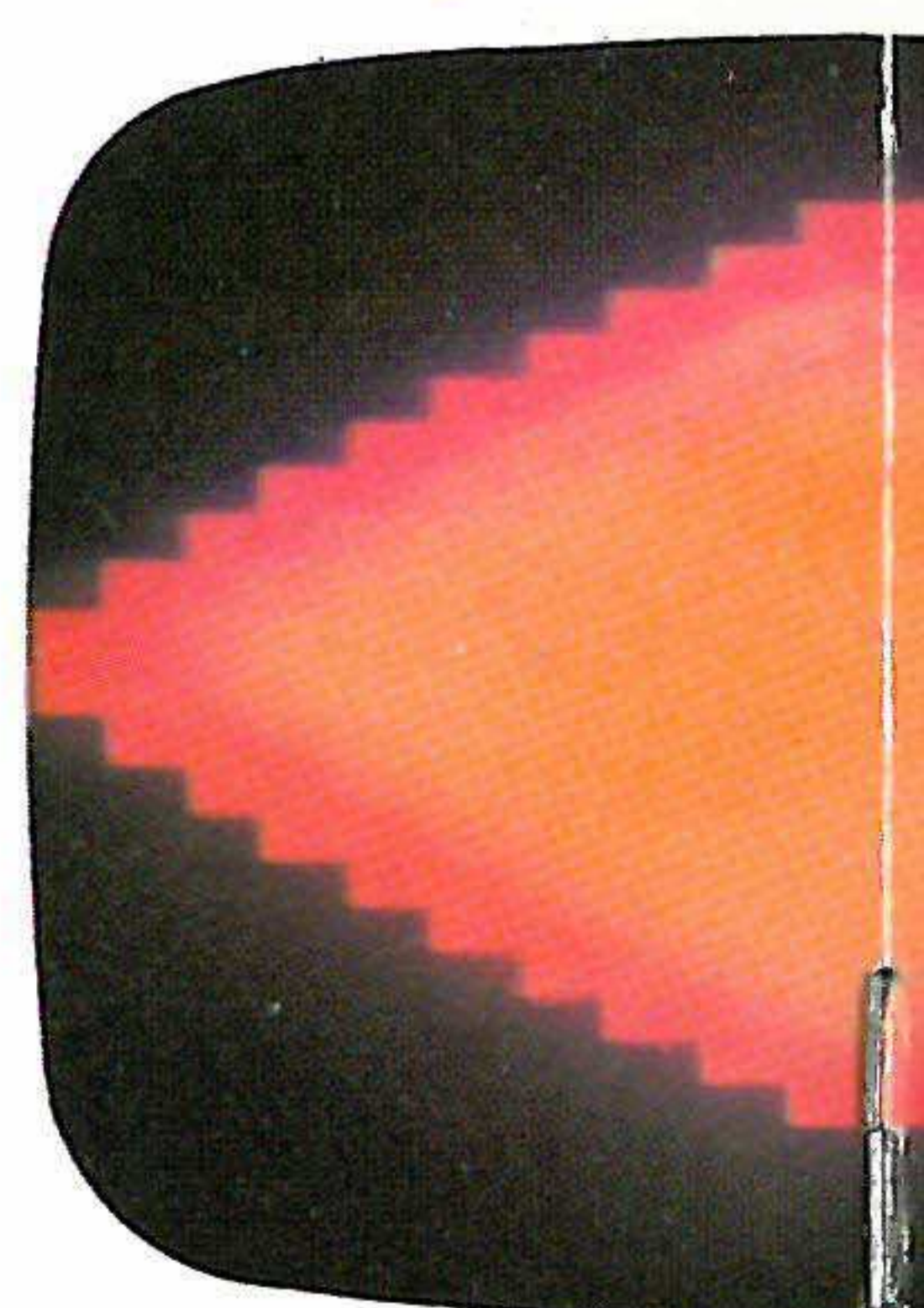
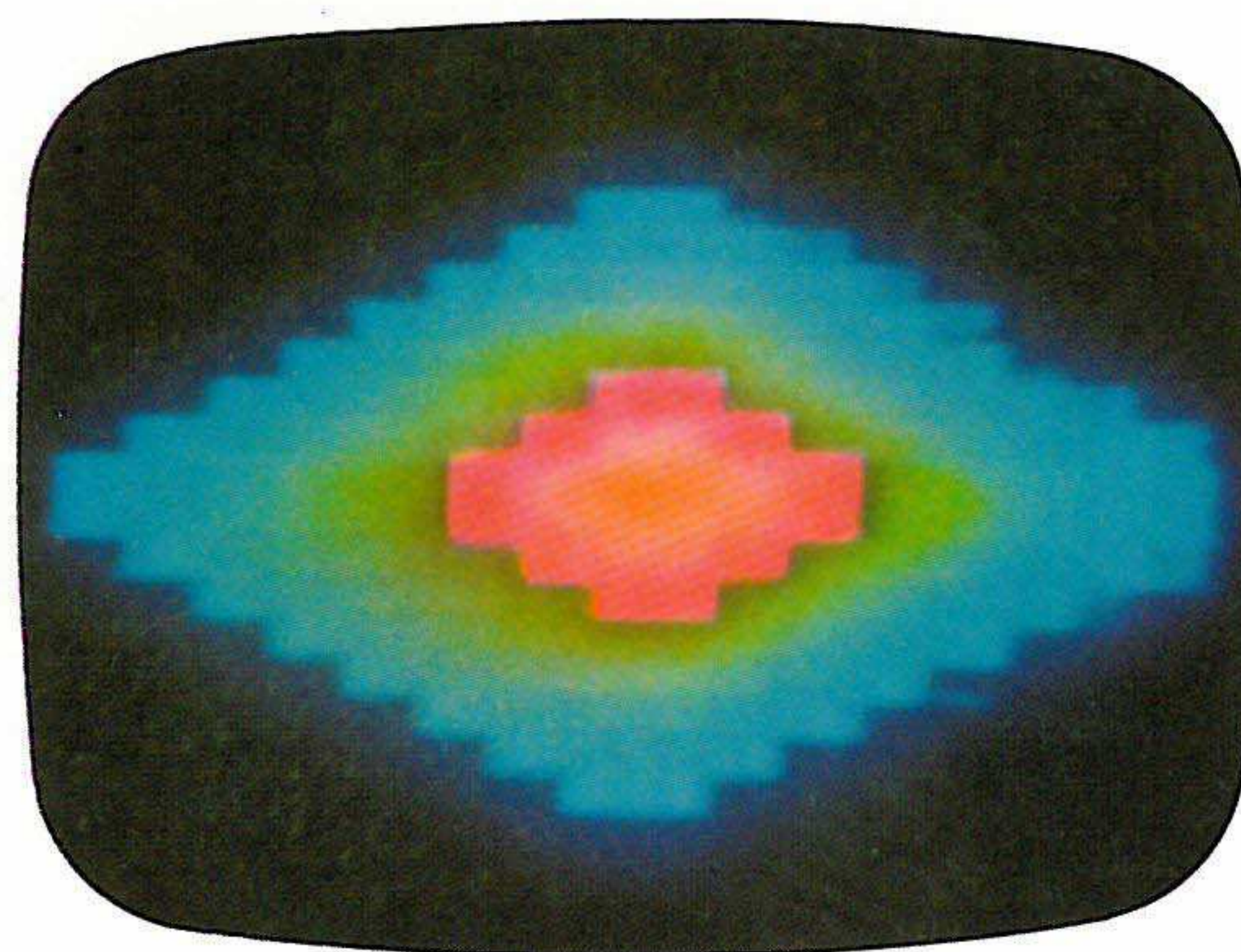
(DECREASED)
RIGHT CHANNEL

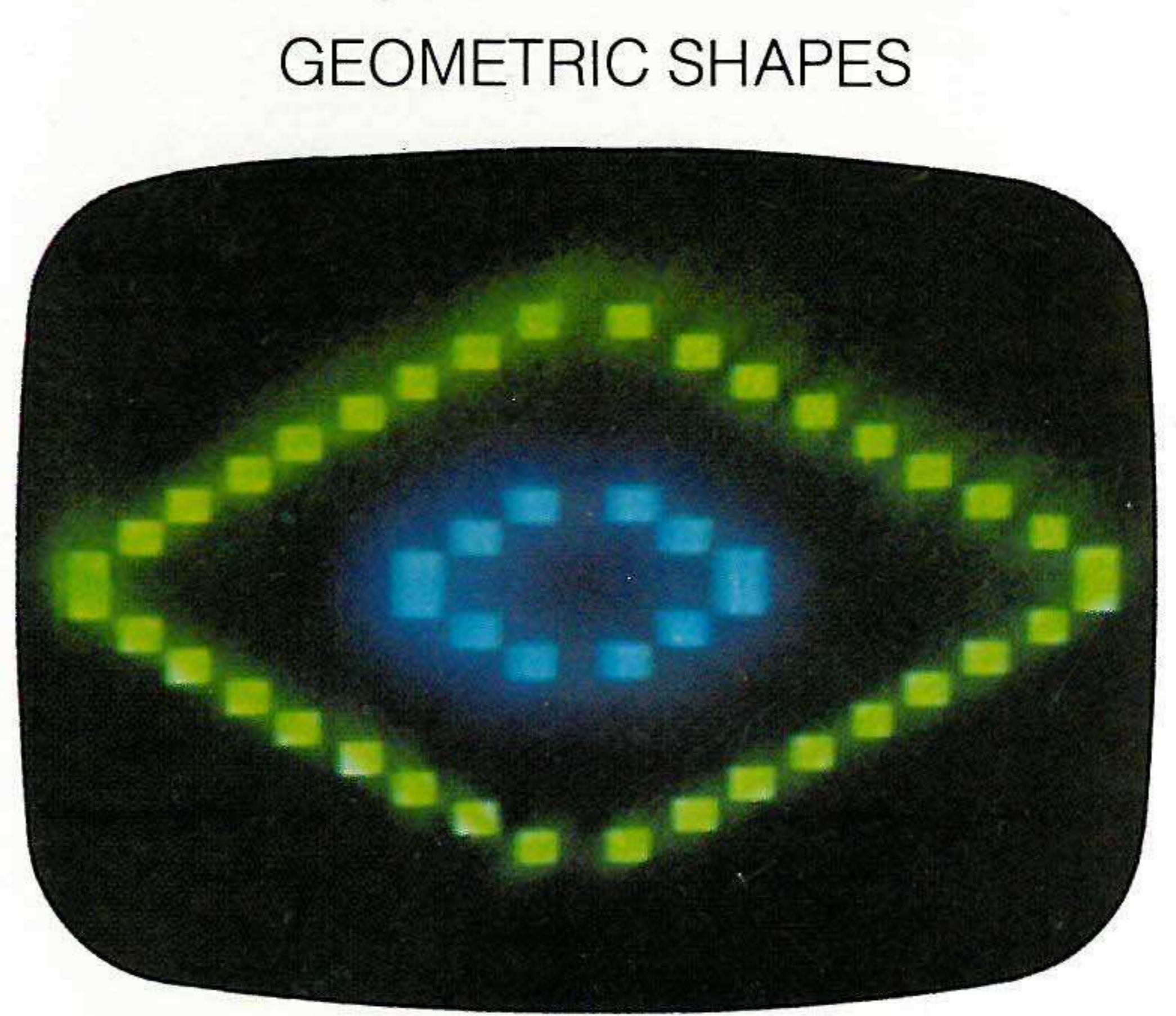
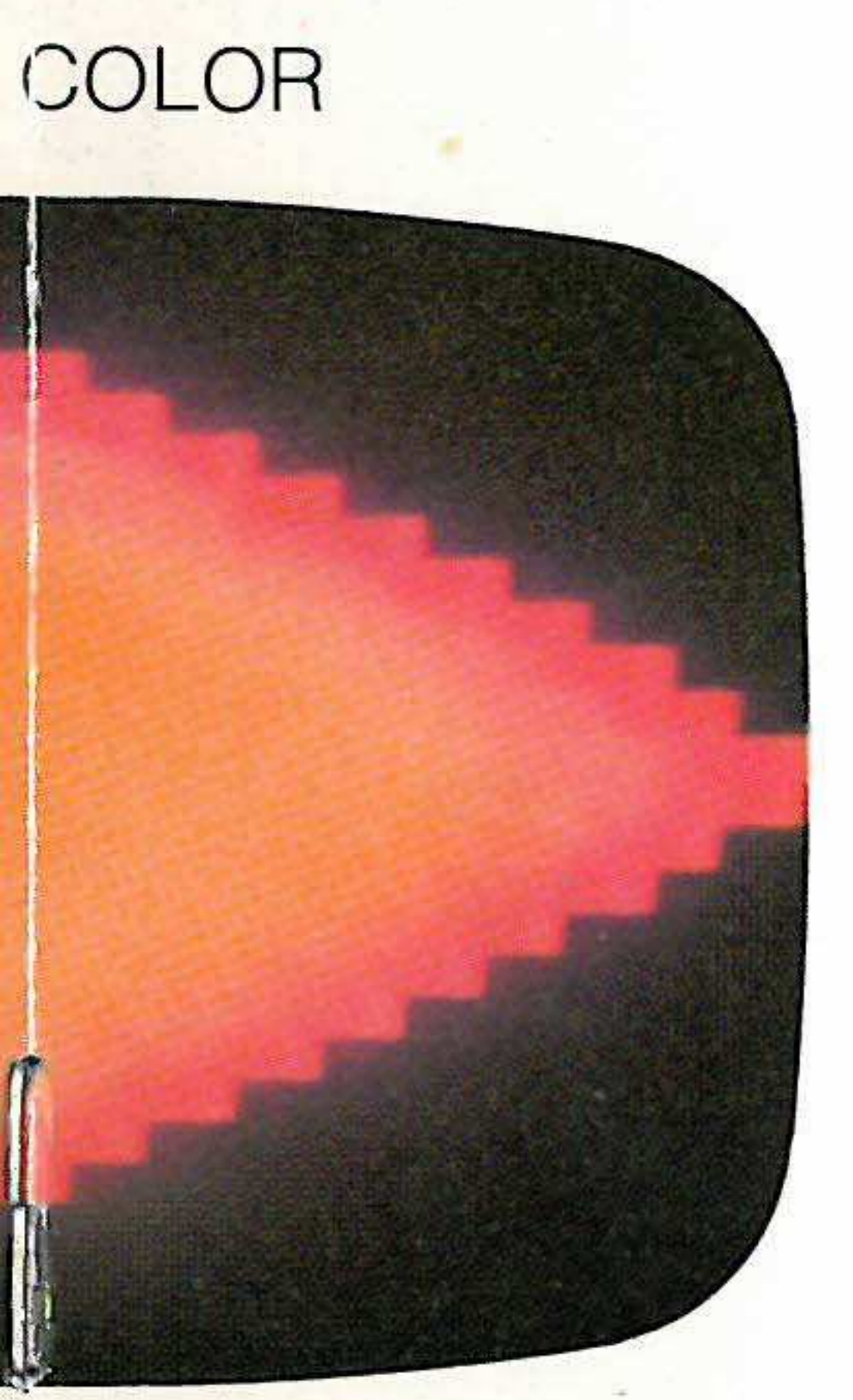
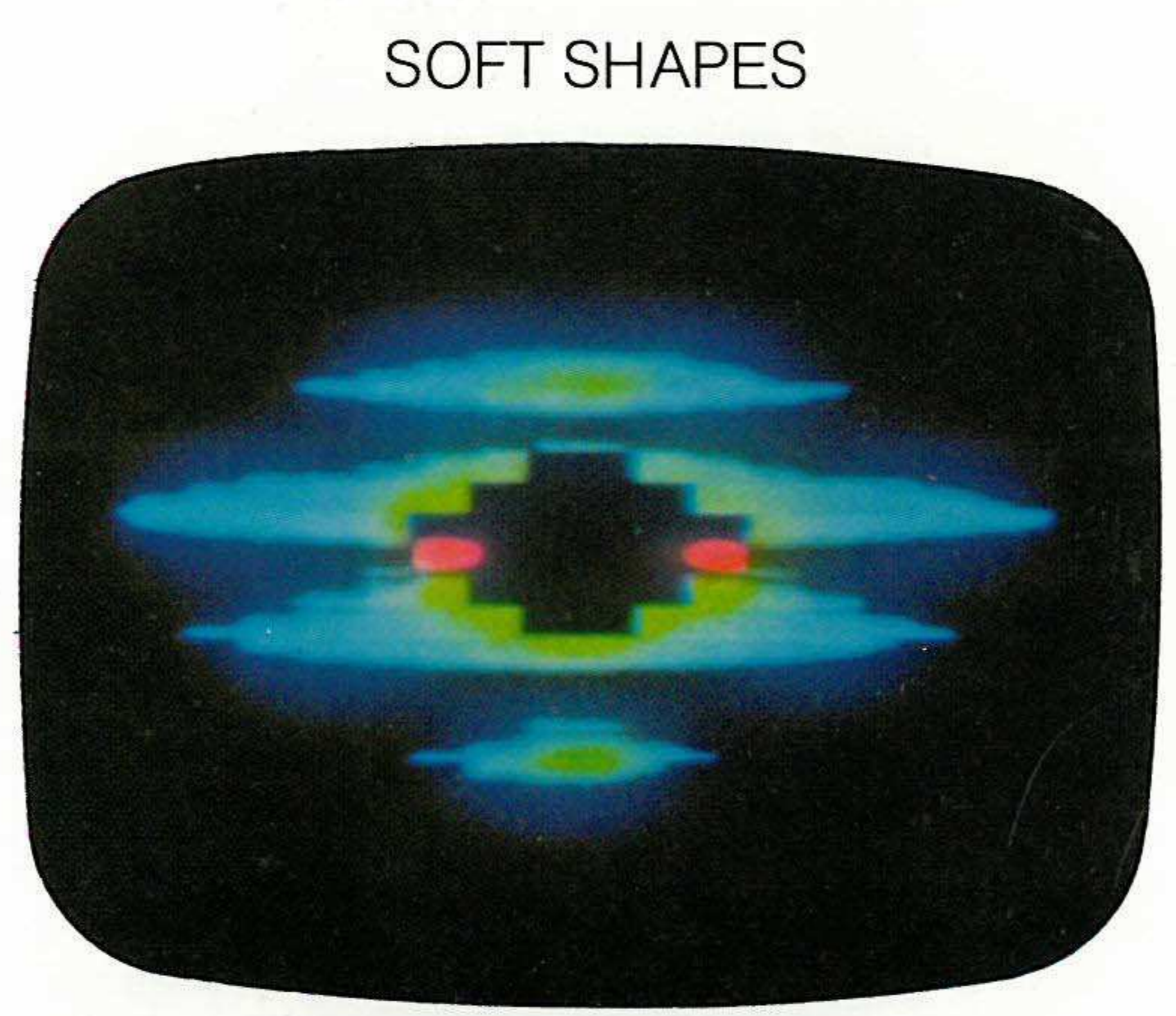
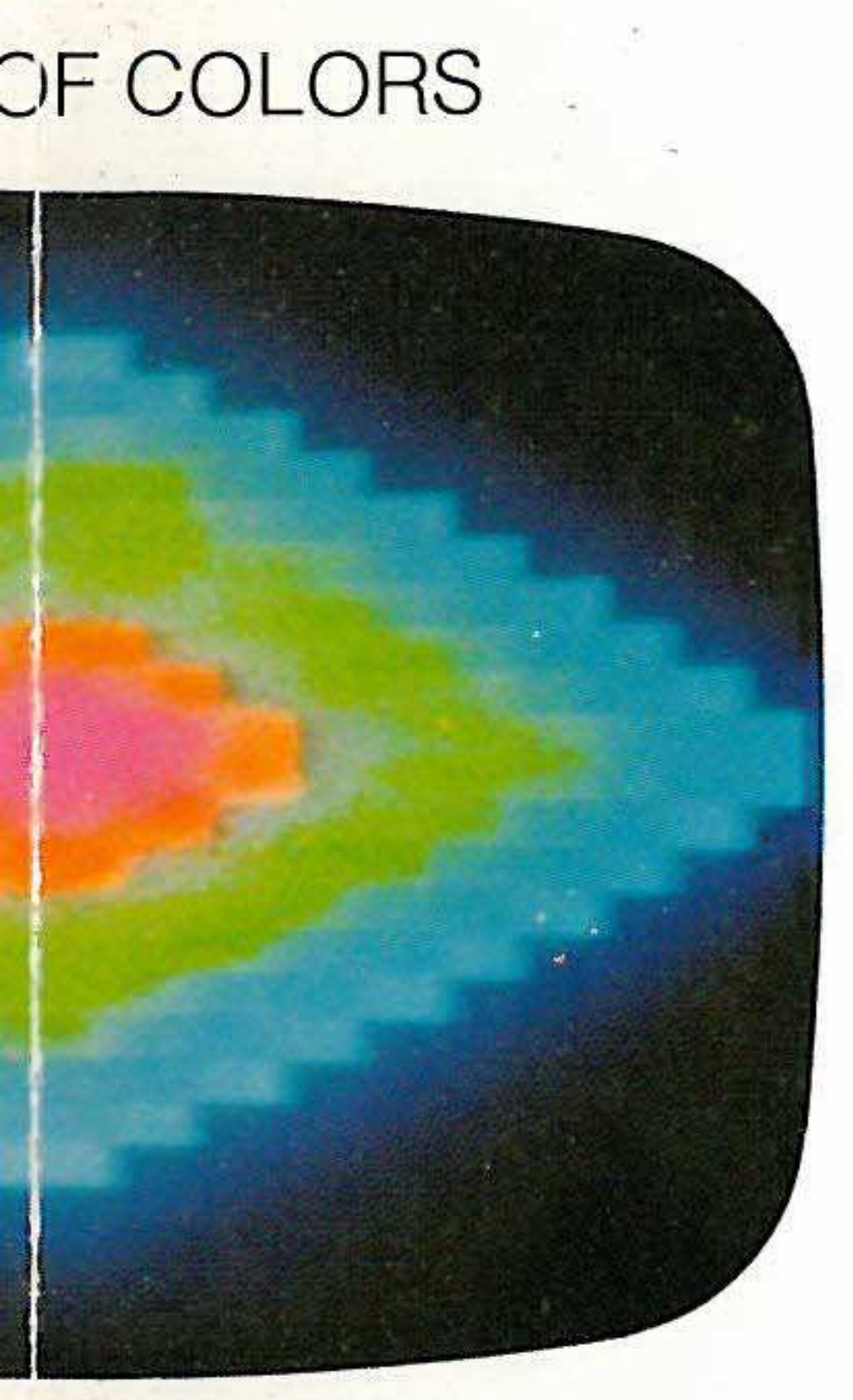
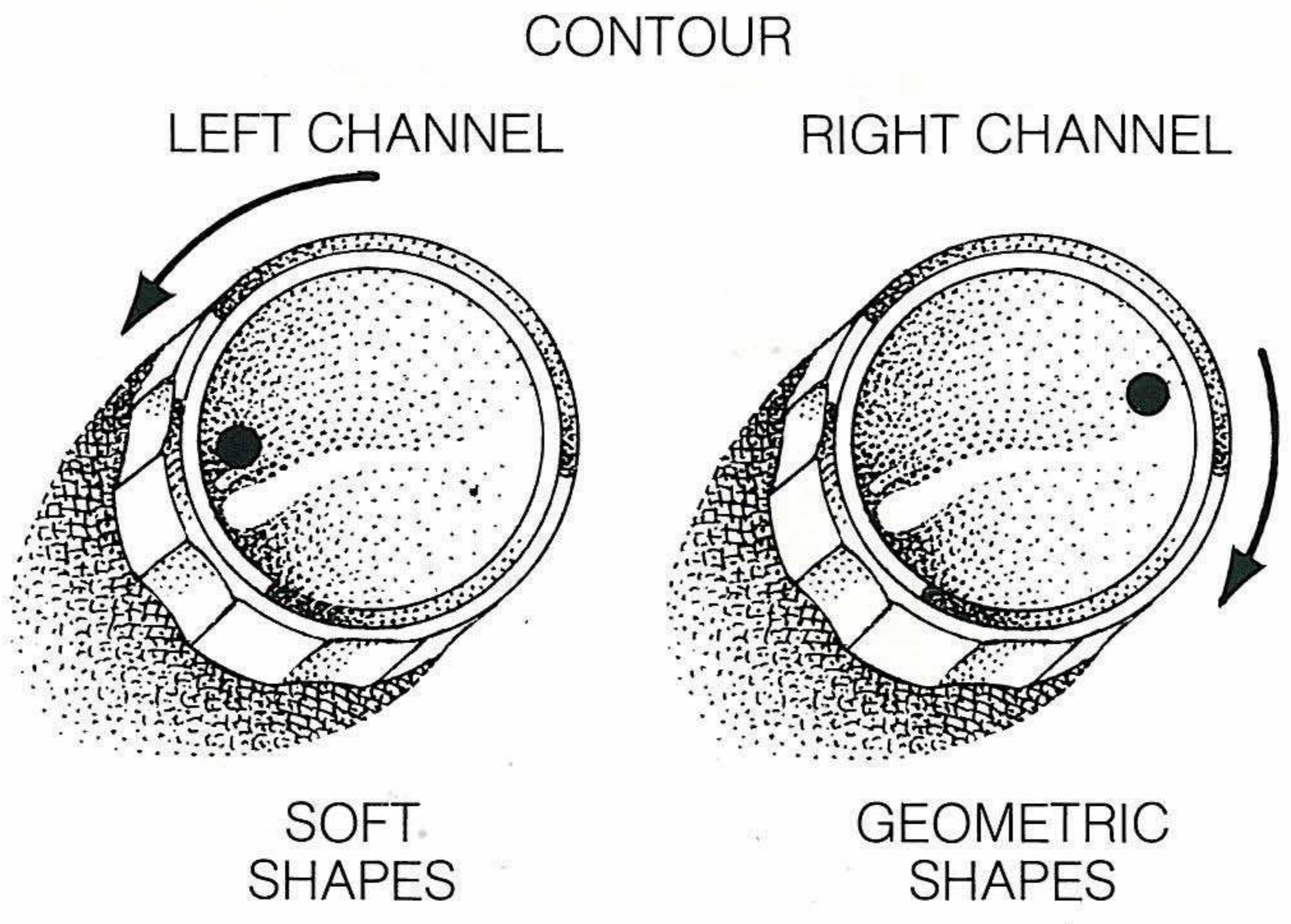
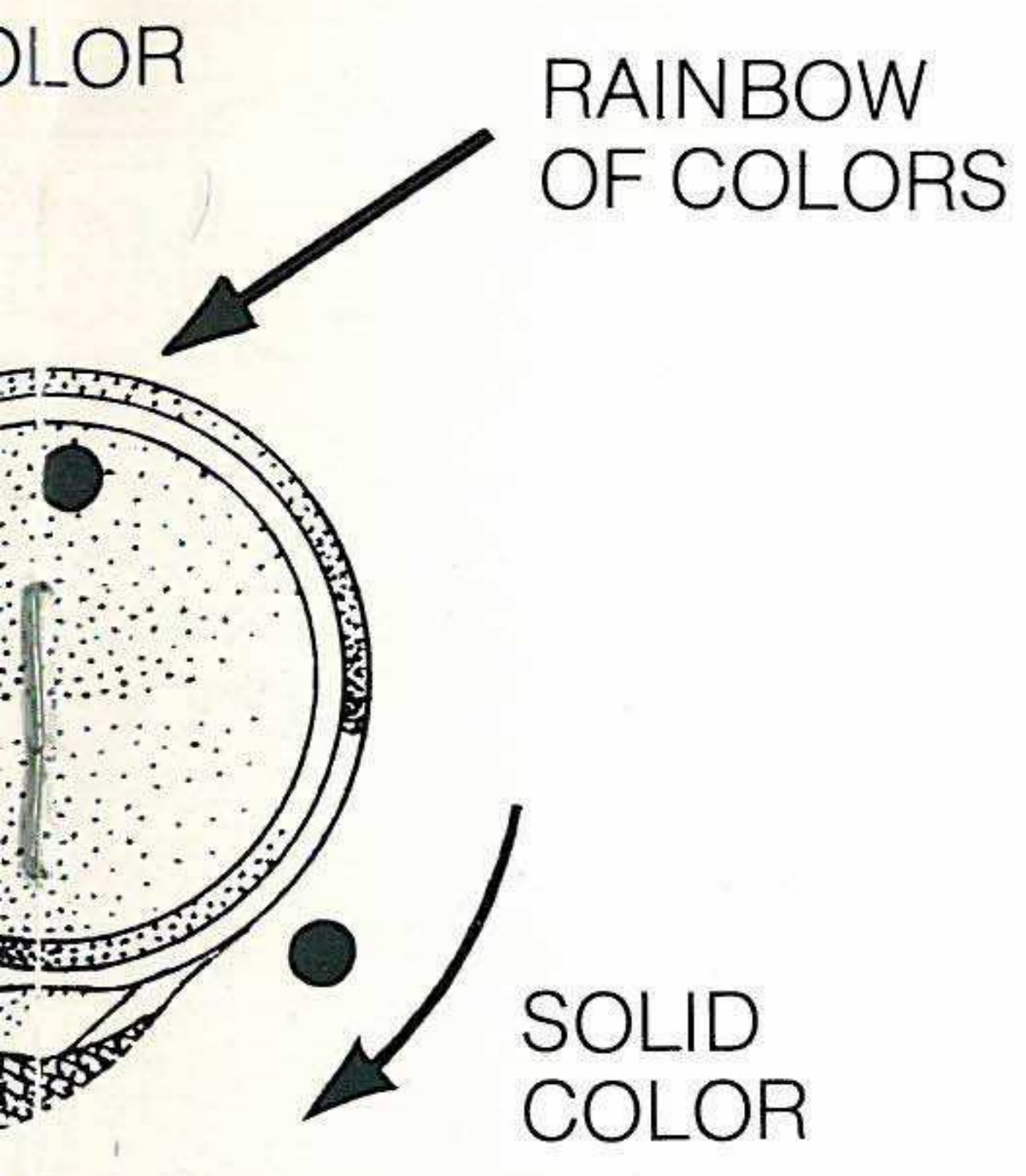
RAINBOW OF



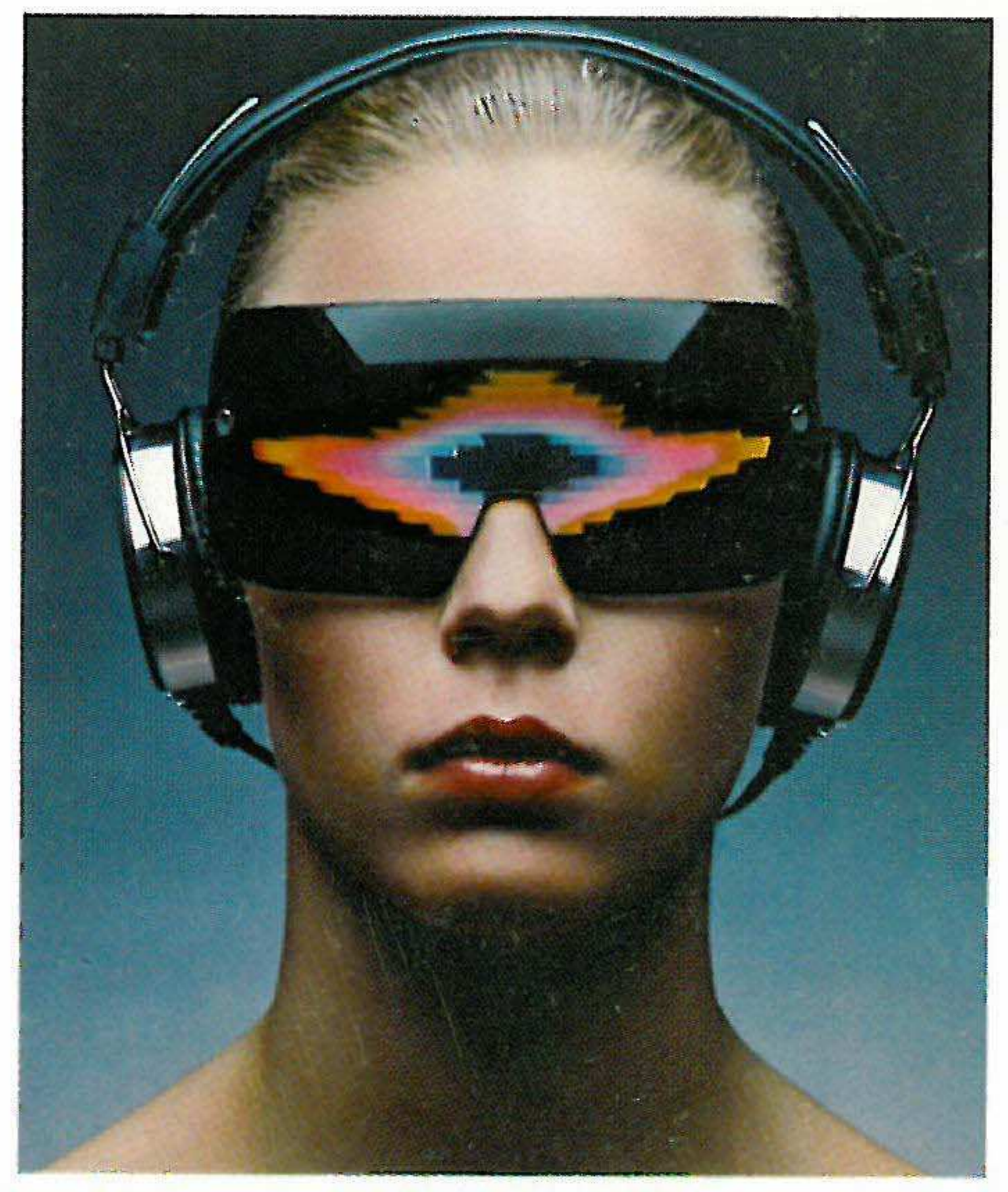
EQUAL GAIN
(BOTH CHANNELS OVERLAP)

SOLID C





Return the contour controls to their fully clockwise position in order to demonstrate the use of the pushbuttons shown on next page.

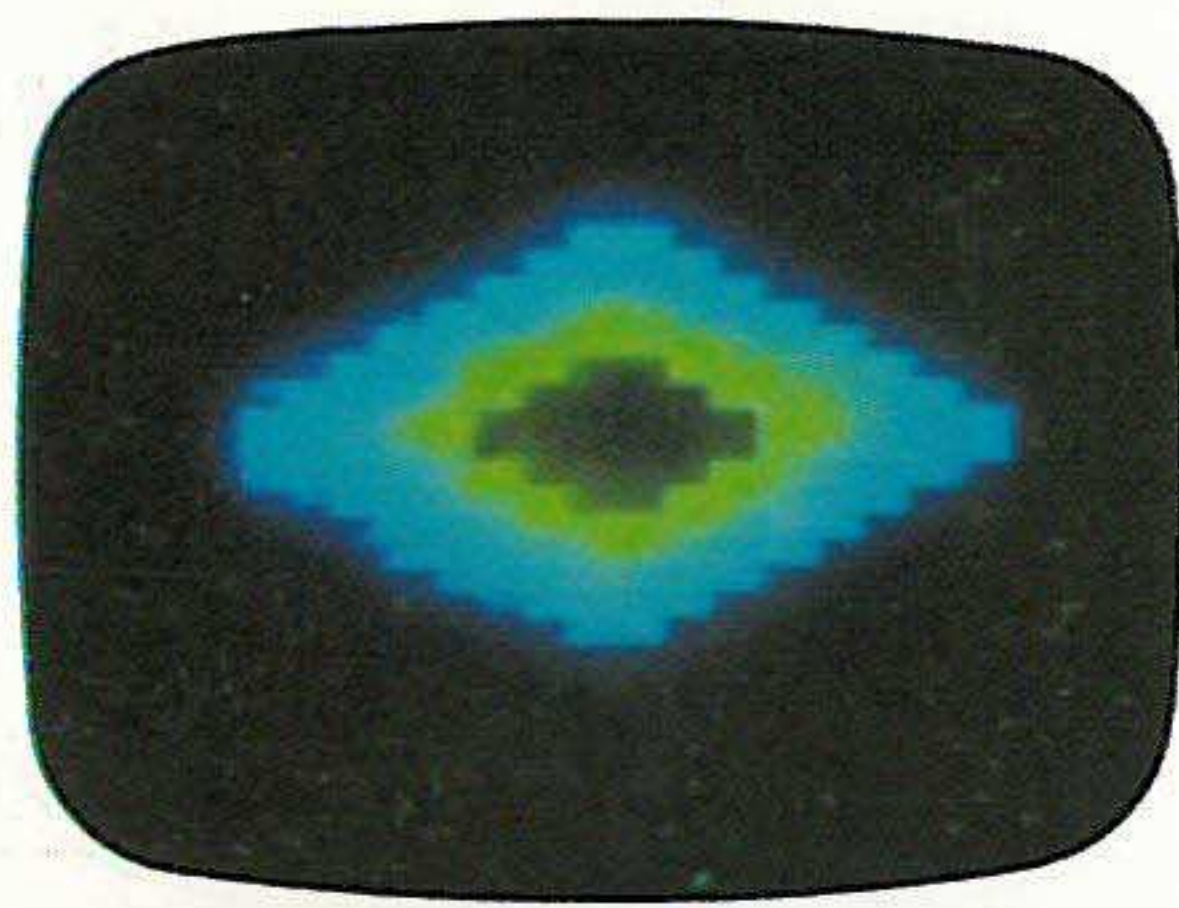


POWER



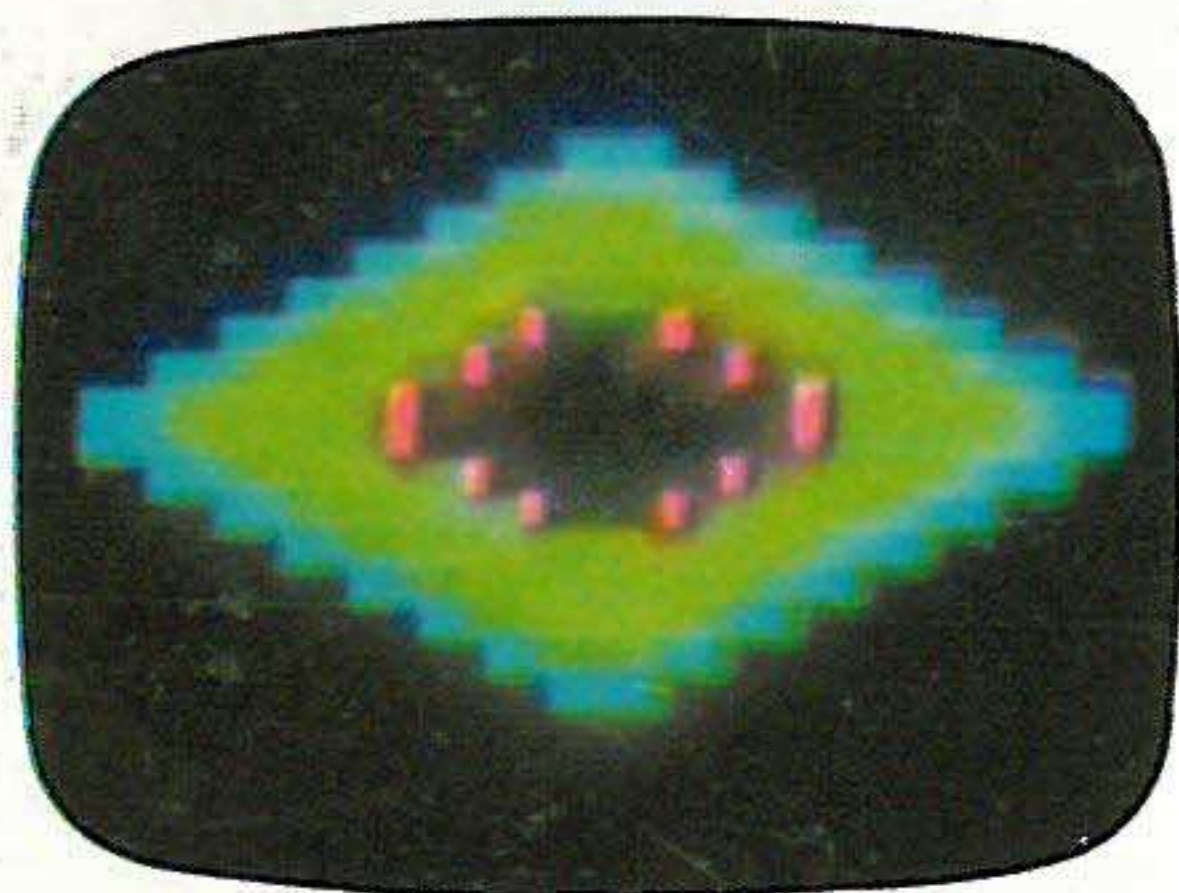
The POWER pushbutton controls power to the Video Music unit only. It will not turn off your stereo receiver or television set. Therefore, when leaving your hi-fi/TV room, remember to turn off the power switches on your Video Music unit, television, and stereo receiver.

SHAPE MODE



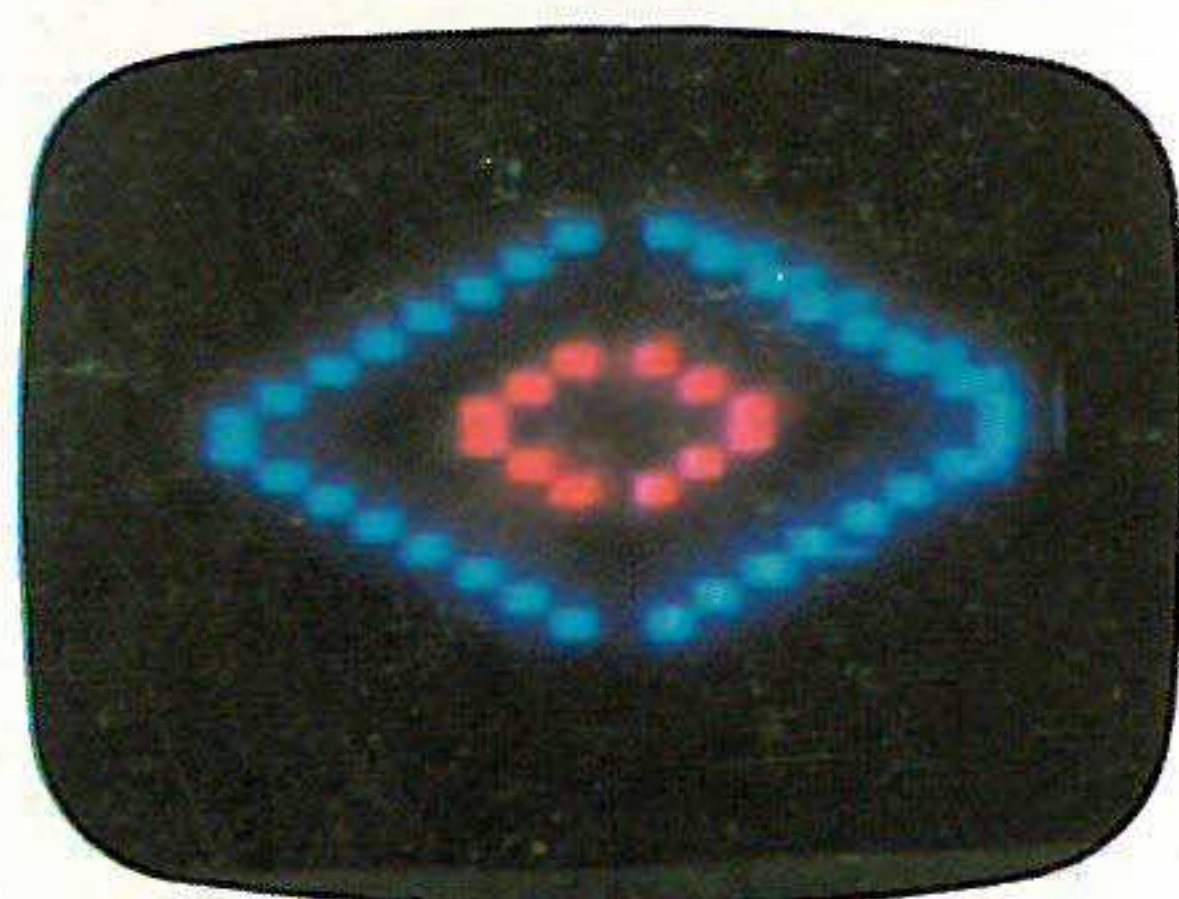
SHAPE..... SOLID
HORIZONTAL DISPLAY..... 1
VERTICAL DISPLAY..... 1

Pushing the SOLID button means that any shape being displayed will be a solid, filled-in image. The shape may not look exactly like that shown on the illustration at the left, nor may the colors be the same, but its general shape will be as shown at the left.



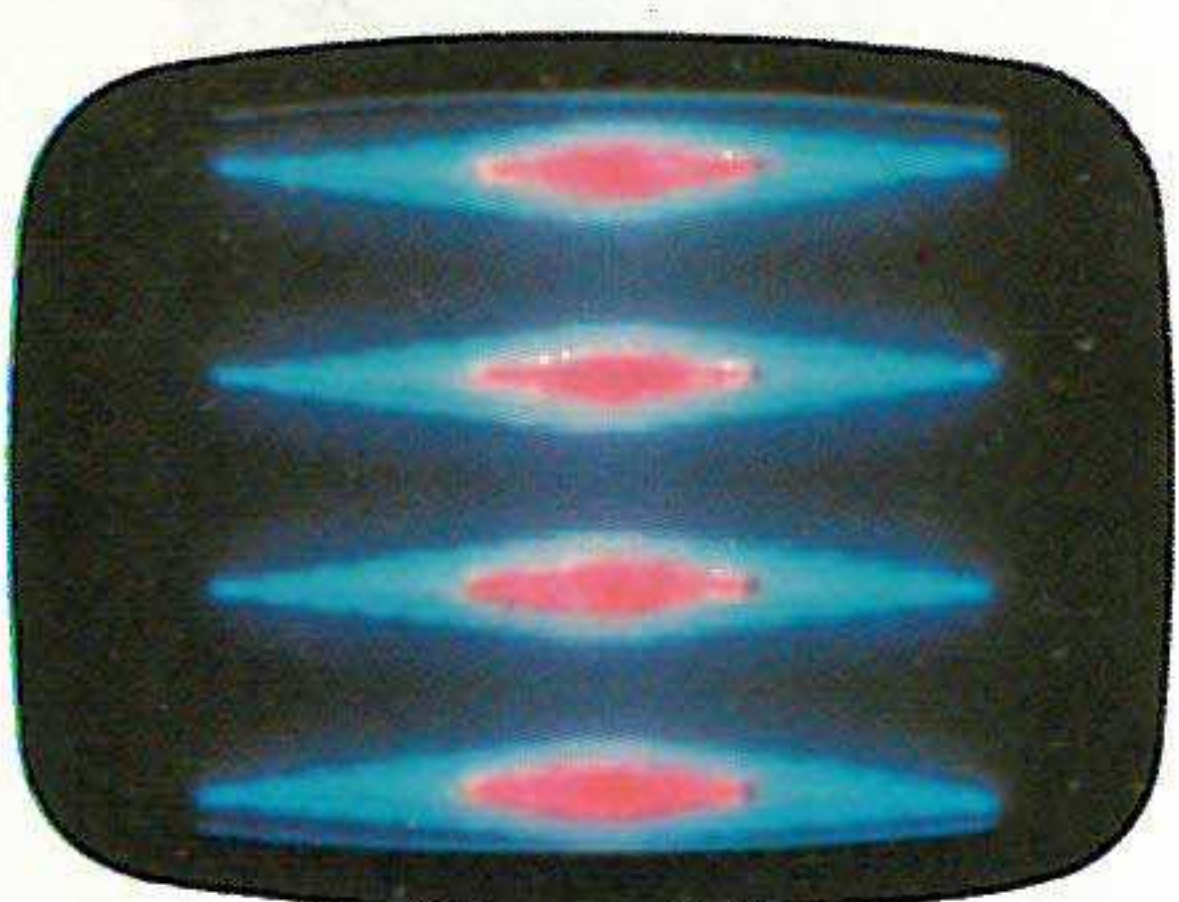
SHAPE..... HOLE
HORIZONTAL DISPLAY..... 1
VERTICAL DISPLAY..... 1

Pushing the HOLE button means the image that appears will be generated by one stereo channel, with a hole inside generated by the other channel. The lines around the hole vary in thickness as the image pulsates.



SHAPE..... RING
HORIZONTAL DISPLAY..... 1
VERTICAL DISPLAY..... 1

Pushing the RING button means any shapes being displayed will be in outline form. The rings will remain equal in thickness as the image pulsates.

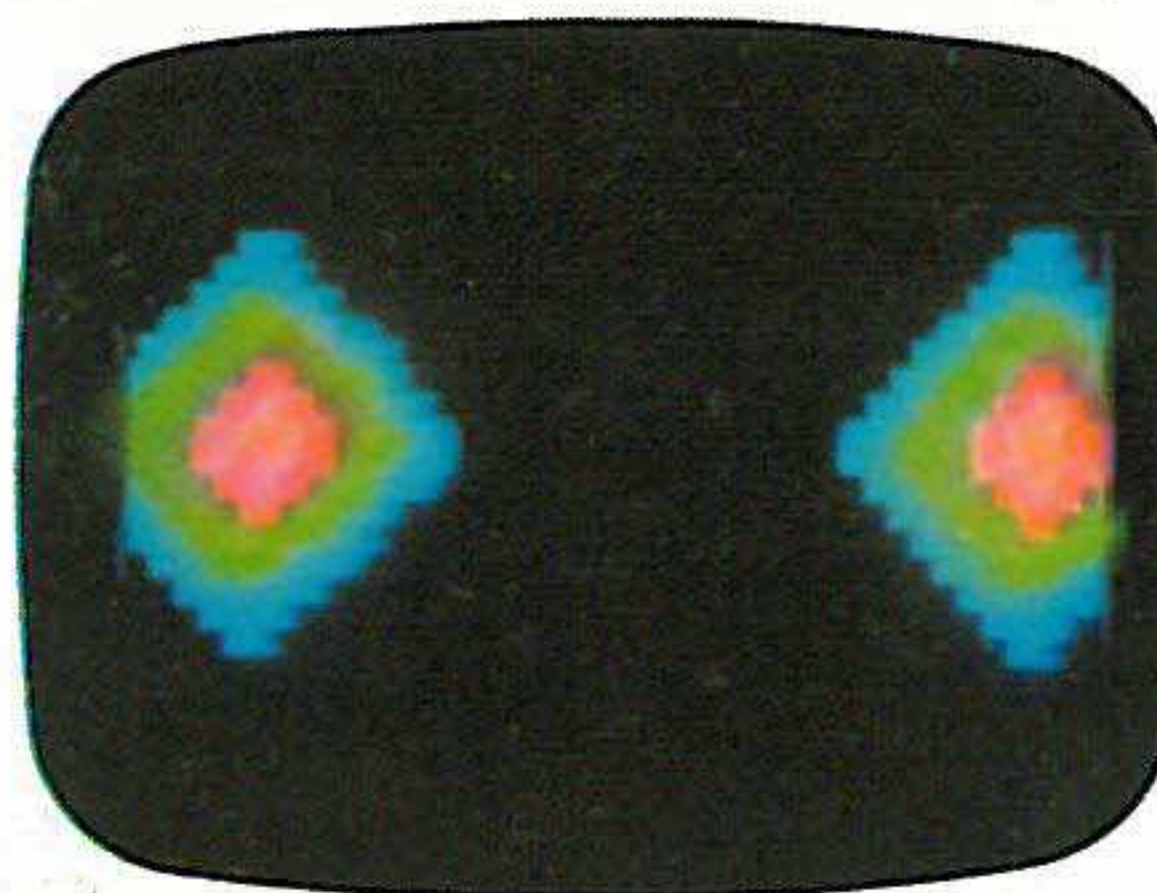


SHAPE..... AUTO
SCAN RATE..... 1
AUTO SCAN..... SOLID

Pushing the AUTO button results in the system automatically selecting the mode and array of sizes being displayed. It also changes the functions of the rightmost eight buttons from HORIZONTAL and VERTICAL DISPLAY to SCAN RATE and AUTO SCAN functions. (Scanning rate and automatic scanning are functions explained later.)

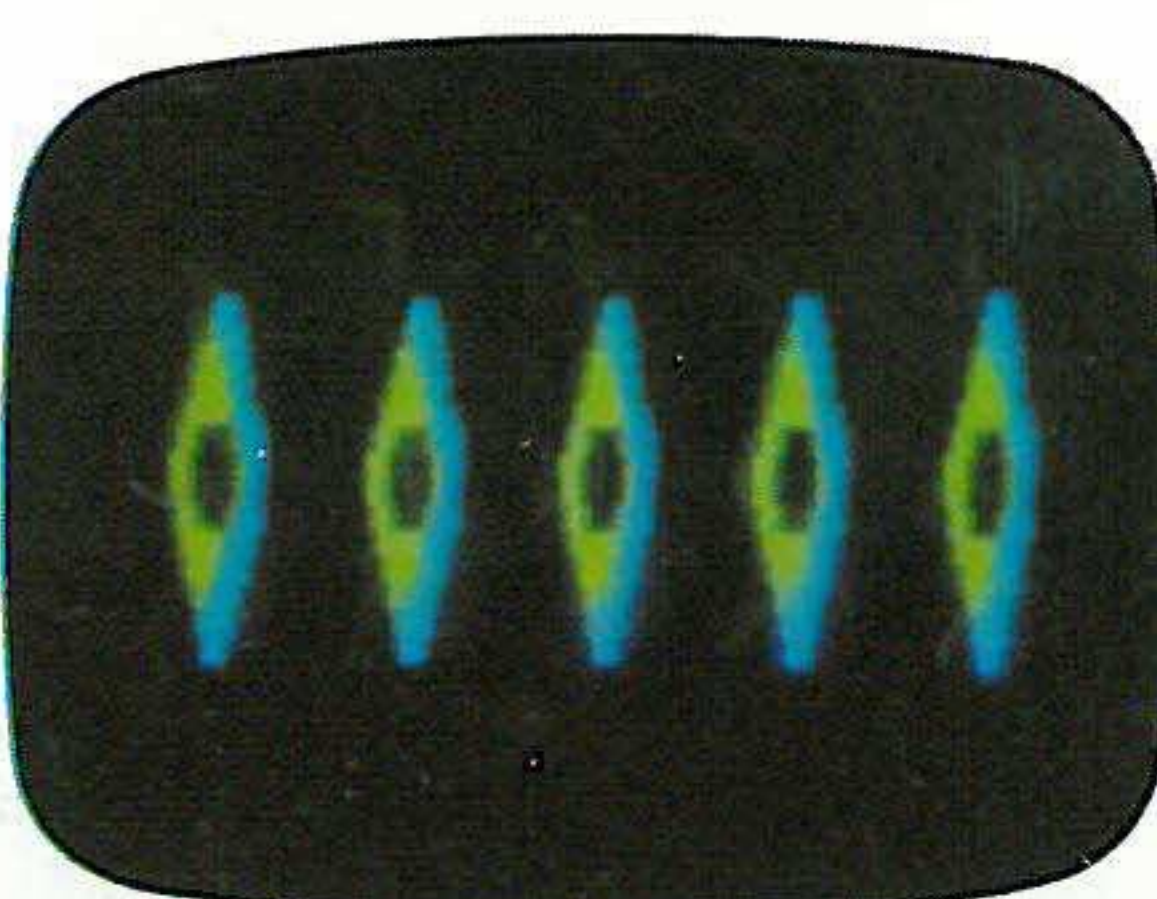
HORIZONTAL DISPLAY OR SCAN RATE (WHEN SHAPE MODE IS SET AT AUTO)

Four light brown buttons have dual functions



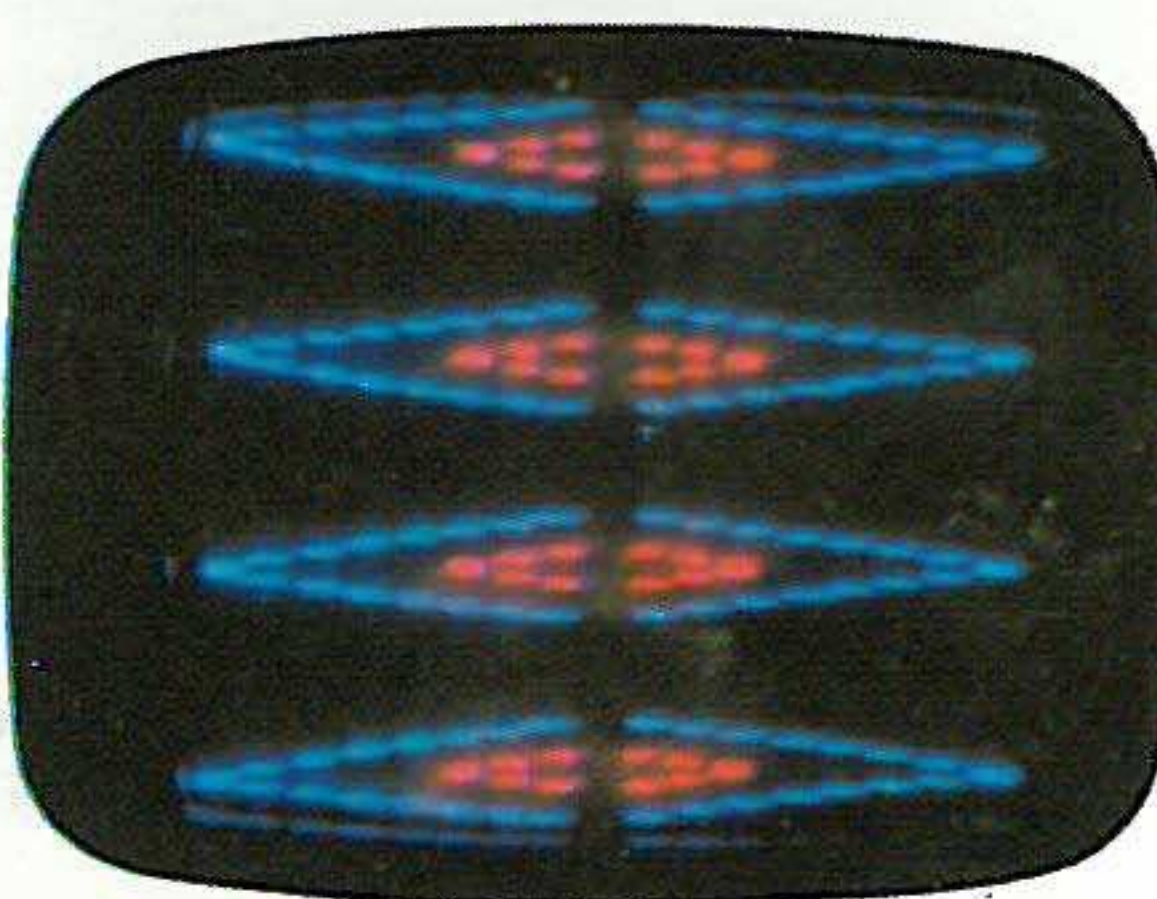
SHAPE..... SOLID
HORIZONTAL DISPLAY..... 2
VERTICAL DISPLAY..... 1

Pushing the HORIZONTAL DISPLAY buttons means any image will be multiplied 1, 2, 3 or 5 times across the screen, depending on which of these four buttons you select. In the example at the left, 2 has been pushed, meaning that two solid shapes are displayed across the television screen.



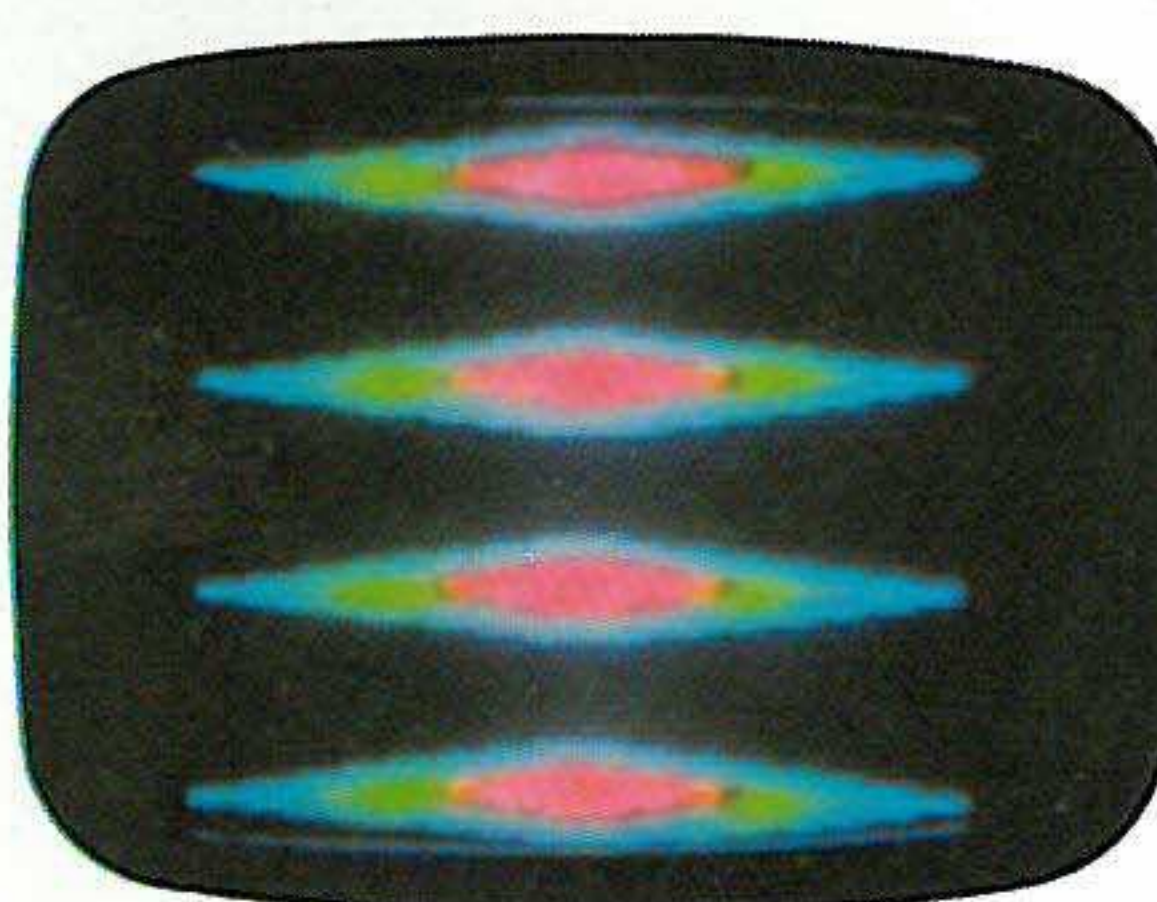
SHAPE..... HOLE
HORIZONTAL DISPLAY..... 5
VERTICAL DISPLAY..... 1

In this example, five hole shapes are displayed, since the 5 button under HORIZONTAL DISPLAY was pushed.



SHAPE..... AUTO
SCAN RATE..... 1
AUTO SCAN..... RING

If the SHAPE mode is set at AUTO, then the four light brown buttons change their functions and instead control the scan rate. This means that a given image pulsates and continues to be displayed on the average for approximately 1, 2, 4 or 8 seconds, (depending on which button is pushed) and then a new display is selected. In the example at the left, the SCAN RATE was set at 1, so that the rings change at the fastest rate. (In addition, only the ring shapes are displayed in various numbers, because the AUTO SCAN/RING button was pushed as described in the next section.)

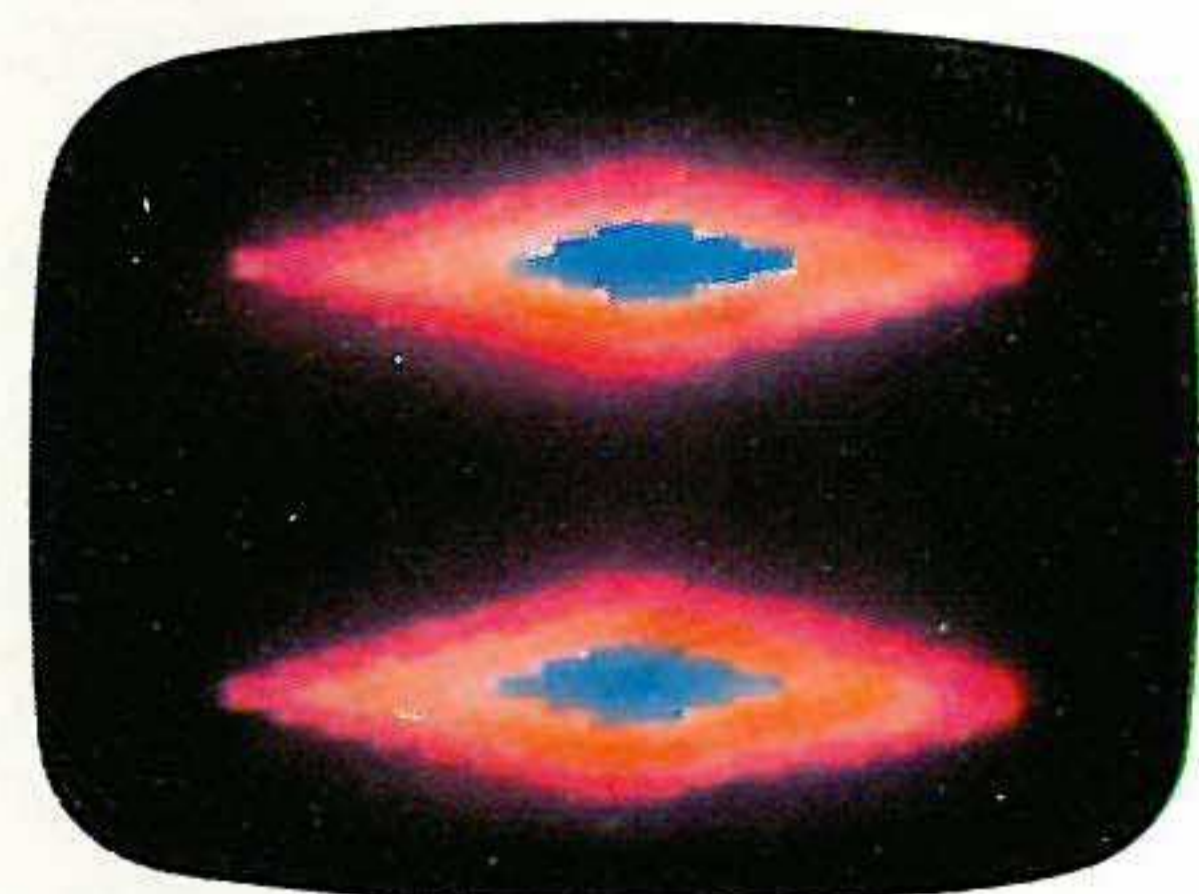


SHAPE..... AUTO
SCAN RATE..... 2
AUTO SCAN..... SOLID

In this case, the SCAN RATE is set at 2, which means the solid shapes remain twice as long on the television screen, as compared to the 1 setting of the SCAN RATE.

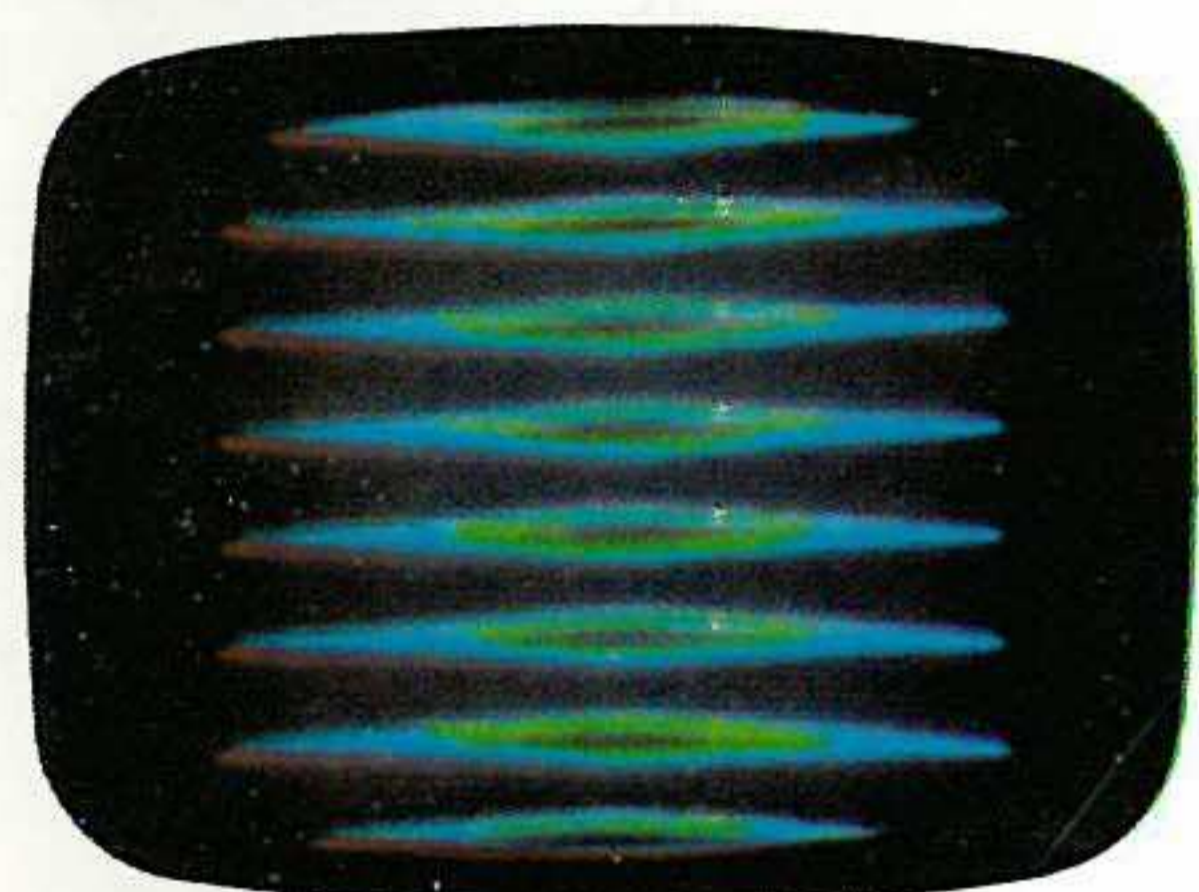
VERTICAL DISPLAY OR AUTO SCAN (WHEN SHAPE MODE IS SET AT AUTO)

Four dark brown buttons have dual functions.



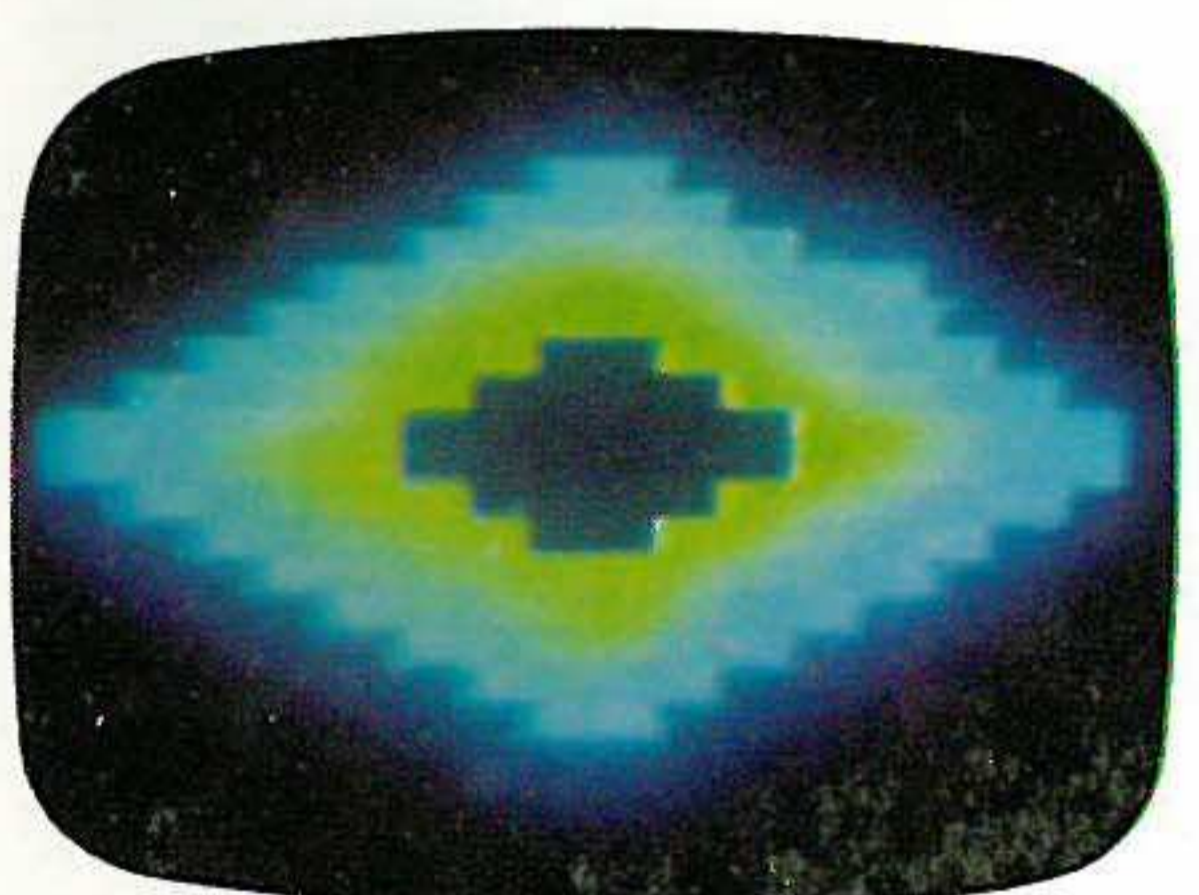
SHAPE.....SOLID
HORIZONTAL DISPLAY.....1
VERTICAL DISPLAY.....2

Pushing the VERTICAL DISPLAY buttons means any image will be multiplied 1, 2, 4 or 8 times down the screen, depending on which of these four buttons you select. In the example at the left, 2 has been pushed, meaning that two solid shapes are displayed down the television screen.



SHAPE.....HOLE
HORIZONTAL DISPLAY.....1
VERTICAL DISPLAY.....8

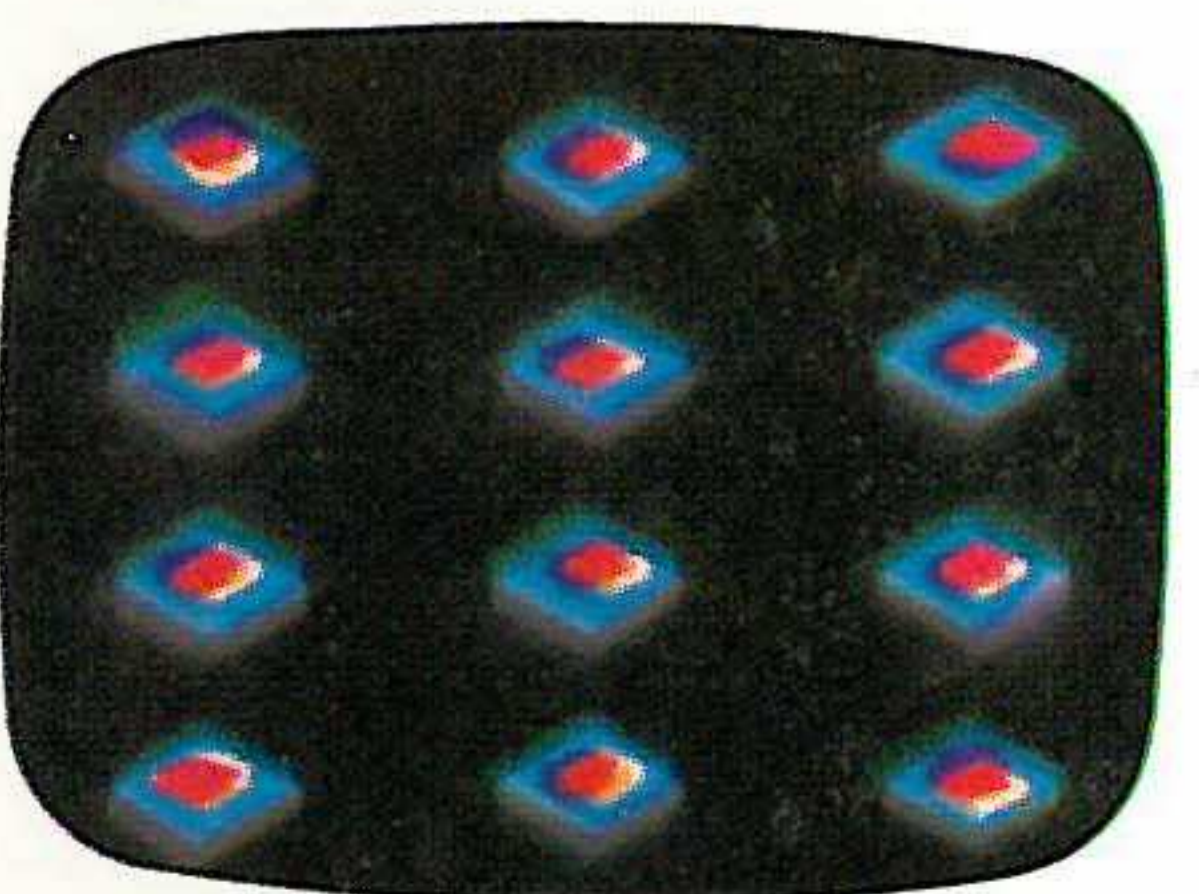
In this example, eight hole shapes are displayed, since the 8 button under VERTICAL DISPLAY was pushed.



SHAPE.....AUTO
SCAN RATE.....4
AUTO SCAN.....HOLE

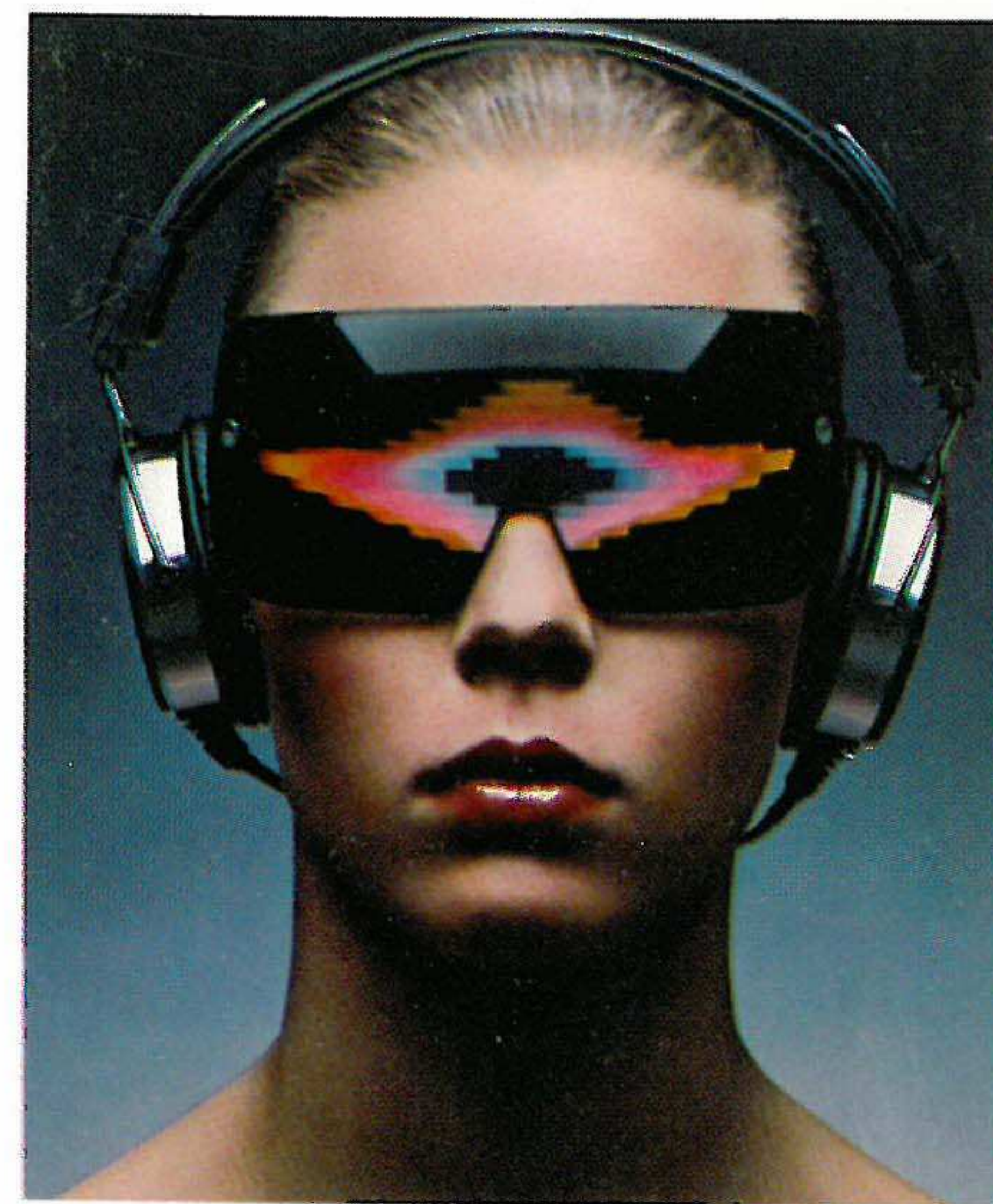
If the SHAPE mode is set at AUTO, then the four dark brown buttons change their functions and instead control the automatic shape scanning (see buttons labeled AUTO SCAN). For example a given image will always be displayed in the hole shape if the AUTO SCAN HOLE button is selected as in the photo on the left. Likewise, AUTO SOLID and AUTO RING will keep the display always in the SOLID and RING mode respectively. In all cases, various numbers of images will be displayed across and down the screen.

Also, in this example, selecting a SCAN RATE of 4 means that any image will be displayed on your screen for approximately 4 seconds before changing to a new pattern.



SHAPE.....AUTO
SCAN RATE.....8
AUTO SCAN.....AUTO ALL

In this case, the SCAN RATE is set at 8, which is the longest amount of time a Video Music pattern will be displayed on the television screen. Choosing AUTO ALL means that Video Music will cycle through all three shapes, digitally selecting various shapes. This combination of switches is the most automatic mode of all, with Video Music choosing shapes, vertical display, and horizontal display as a function of the music played.



TROUBLESHOOTING CHECKLIST

SYMPTOM	CAUSE AND REMEDY
<i>No Video Music patterns on TV screen or whitish-grey screen.</i>	<ul style="list-style-type: none">• <i>Video Music accidentally hit or dropped, causing Power Switch to spring to its "off" position. Simply push in Power Switch again.</i>• <i>Tape output could be switched off on stereo receiver's front panel. Turn on, so audio signal from receiver can be sent to Video Music unit.</i>• <i>Switch Box set at "TV." Change to "GAME."</i>• <i>RF Cable not properly plugged into Switch Box.</i>• <i>Twin-lead wire from Switch Box not properly attached to rear of TV.</i>• <i>Power cord for Video Music not plugged into wall.</i>• <i>TV not turned to Channel 3 or Channel 4.</i>
<i>No regular TV programs.</i>	<ul style="list-style-type: none">• <i>Switch Box set at "GAME." Change to "TV."</i>• <i>Twin-lead wire from Switch Box not properly attached to rear of TV.</i>• <i>Antenna wire not properly attached at "ANTENNA" screws on Switch Box.</i>
<i>Buzzing sound from TV loudspeaker.</i>	<ul style="list-style-type: none">• <i>Television volume on. Turn volume control all the way down.</i>
<i>Video Music patterns clean and sharp, but bars or line move across TV screen.</i>	<ul style="list-style-type: none">• <i>Local TV station broadcasting on same channel as Video Music is operating. Change Channel Switch in bottom of Video Music unit to the other channel (see page 0).</i>• <i>In rare cases, cable TV or community antenna leads in room or nearby are carrying both Channel 3 and 4 programs. Choose the weaker of these two channels, and set the Channel Switch inside the Video Music unit accordingly. You should now have clear patterns on your TV screen.</i>
<i>Video Music patterns unsharp, unsteady, or no color (like weak TV station).</i>	<ul style="list-style-type: none">• <i>Poor connections at antenna terminals of TV set or Switch Box. Make sure all screws are tightened securely. Adjust TV set's fine-tuning knob.</i>
<i>Hum from stereo's speakers when Video Music is connected to TV.</i>	<ul style="list-style-type: none">• <i>Remove your TV set's electric cord from wall outlet, turn plug 180°, and re-insert into outlet.</i>

FCC INFORMATION

FEDERAL COMMUNICATIONS COMMISSION REGULATIONS REQUIRE THE FOLLOWING: Avoid using any more twin-lead wires from Switch Box to television set than supplied with Video Music™ Switch Box. Avoid connecting twin-lead wire coming from Switch Box to any television antenna or cable television outlet. Avoid attaching loose wires to your television antenna terminals when using Video Music™. Doing any of the above may cause interference to nearby television sets and is against Federal Communications Commission (FCC) regulations.

MODEL INFORMATION

The Model Number of your Video Music™ unit is printed on the bottom panel. Always mention Model Number when requesting service or repair parts for your Video Music™.

Part No.	Part Name
CA010112	Switch Box
51-8001	Stereo Connector Cable
88-1003	Rubber Foot
73-813	Large Control Knob
73-814	Small Control Knob

The parts listed above should be ordered directly from Atari, Inc., Consumer Division, Parts Department, 1195 Borregas Avenue, Sunnyvale, CA 94086. When ordering replacement parts, always give the following information:

1. Part number
2. Part name
3. Model number
4. Name of product

SPECIFICATIONS

Power Required:

108 to 130 volts AC, 6 watts maximum consumption.

CAUTION: The power transformer is molded integral to the line plug, and is a special UL approved Class 2 design. Do not attempt to replace or repair. If damaged, the cord and plug unit will be replaced by Atari, Inc., when returned for servicing.

Input Required:

Audio signal for two channels: 250mV nominal, 10 volts peak maximum.

Input Impedance:

47 K Ω nominal, each channel.

Output:

Radio frequency carrier suitable for NTSC. Standard color TV sets operating on Channel 3 (Channel 4 may be selected via a recessed switch). Output level is 0 dBmV +6 dB, -3 dB across 75 Ω .

Controls:

Control of visual patterns is provided by five potentiometers and twelve pushbutton switches, all on the front control panel. There are no internal controls.

Cabinet:

4" high, 14½" wide, 8½" deep, of clad steel, aluminum and easy-care, simulated walnut high pressure laminate.

Semiconductor Complement:

5 integrated circuits, 2 transistors, 12 diodes.

Storage Temperature Range:

-20° C. to +65° C.

Operating Temperature Range:

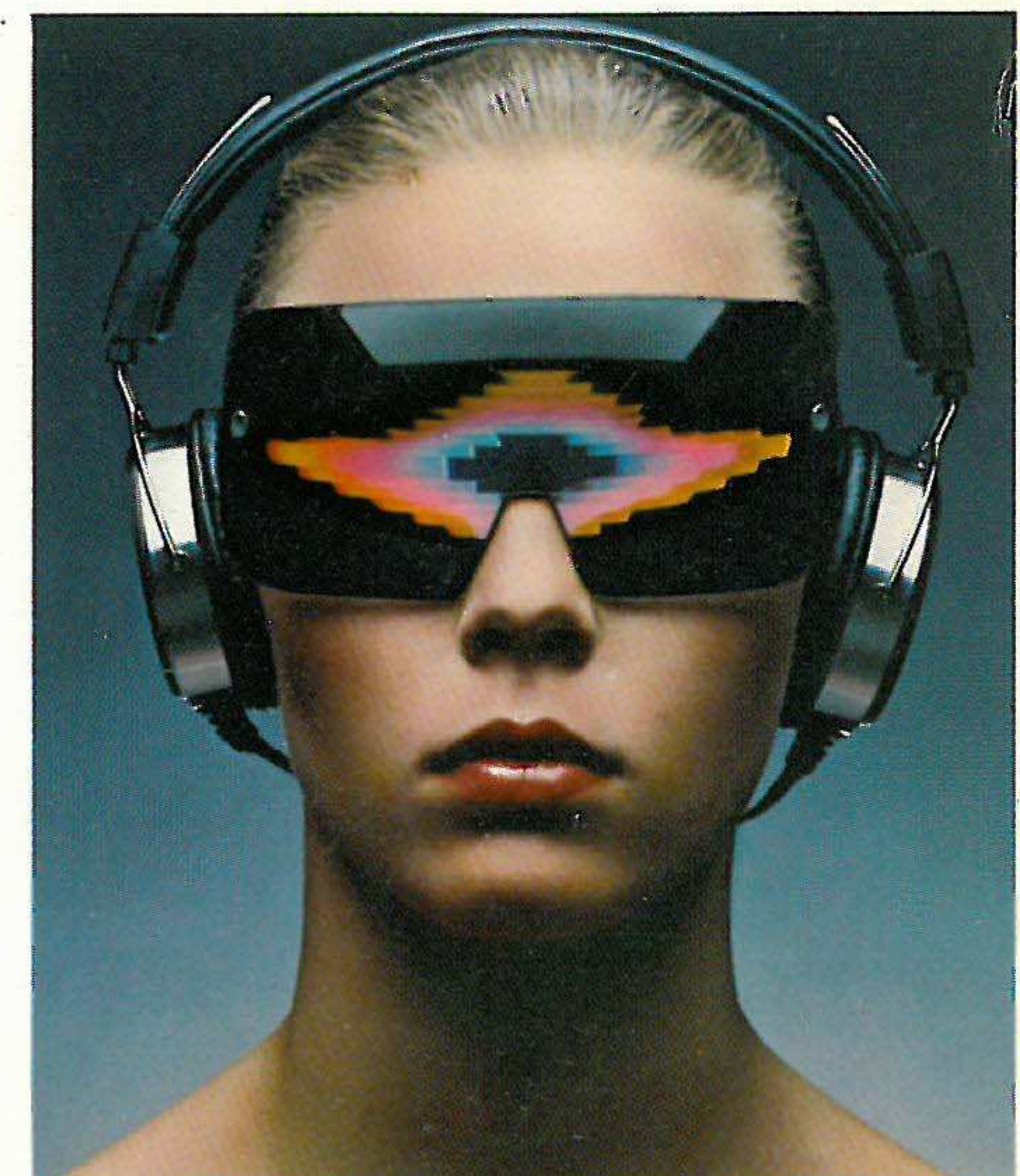
15° C. to 35° C.

Relative Humidity Range:

0 to 80% without condensation.

Accessories Provided:

Interconnect RF Switch Box and 2-channel audio cable, terminated with RCA-type phono plugs.

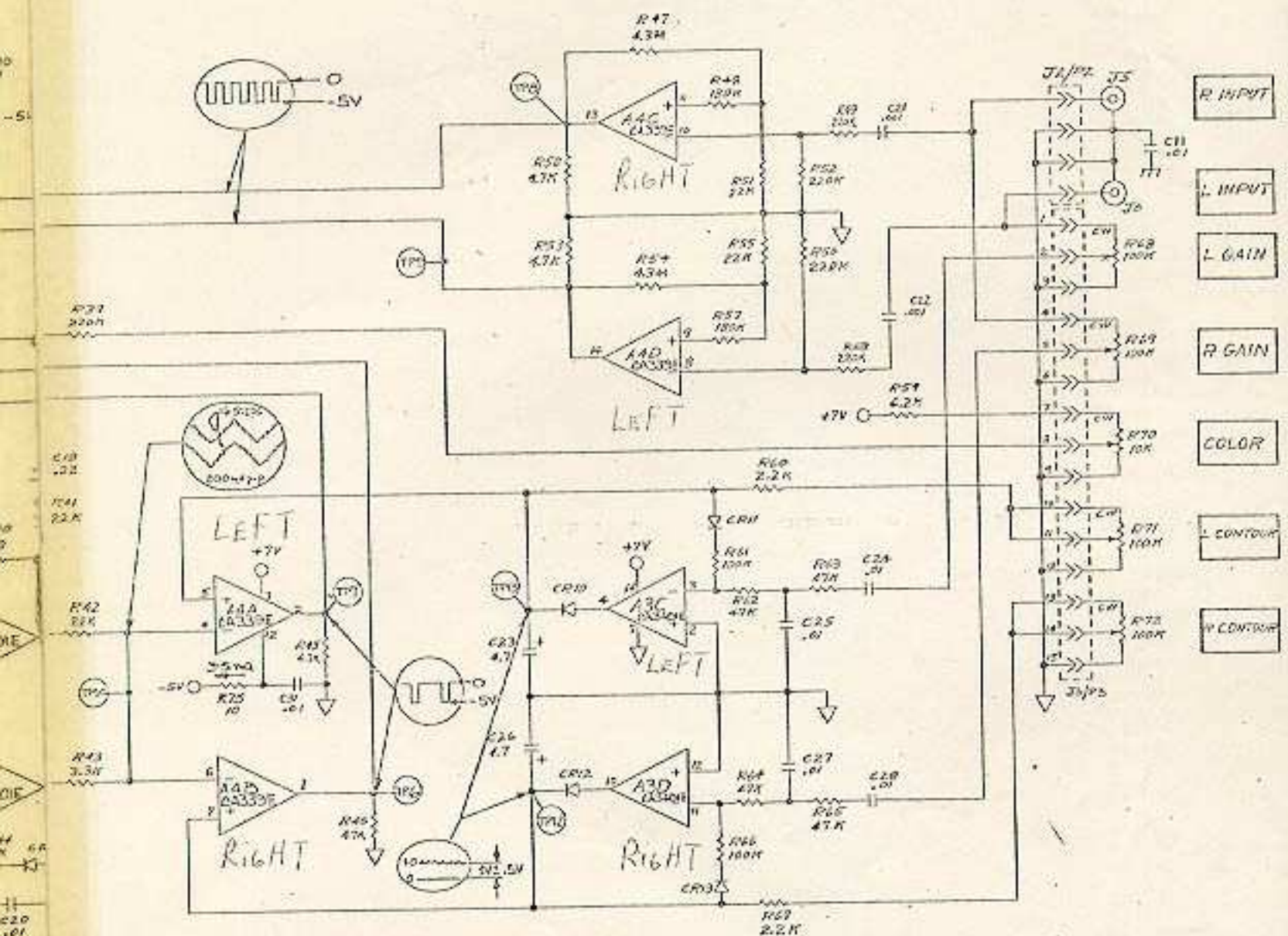


*VIDEO MUSIC*TM



Atari, Inc. • Consumer Division • 1195 Borregas Avenue • Sunnyvale, CA 94086

REV	DATE	DESCRIPTION	BY	APPROVED
1		PROTO. REL.		
2		UPDATE	MM/86	LR
3		REVISED - SEE HISTORY REV 2	MM/86	LR
4		SEE HISTORY COPY REV. 3	MM/86	LR
5		DETAIL A; CAP. POSITIONING ADDED TO ASSEMBLY DWG	MM/87	LR



OUTSTANDING ECNs

LAST USED

AS	P3
C1	Q2
CR12	R75
T6	S5
LA	T2
	V1

UNLESS OTHERWISE SPECIFIED, RESISTORS ARE 1% 5% ; CAPACITORS ARE IN pF
 CAPACITORS CR2, CR3 THRU CR13 ARE ATARI PART 31-10514.
 ALL PINS REFERENCED TO COMMON GROUND (GND)

CA010270	C240
DATE	REV
DATE	REV
DATE	REV

UNLESS OTHERWISE SPECIFIED, DIMENSIONS ARE IN INCHES TOLERANCES ARE:	DO NOT SCALE DRAWING
ANGLES ±.01°	DRAWN BY
FINISHES ±.001	DATE
MATERIAL:	CHECKED
SEE P/L CA010270	BY
	ENGINEER
	DATE
	PROJECT ENGINEER
	DATE
	REVISIONS



ATARI INCORPORATED
 1450 Woodhurst Drive
 Redwood City, California 94061

TITLE
 SCHEMATIC LAYOUT
 FOR MOD. # C240

DRAWING NO.
 CA010270

DATE

SHEET 1 OF 1