

TEKSKIL 909C PROMPTING COMPUTER

USER'S MANUAL



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For Technical Information Please Call

(604) 589-1100

Technology That Makes You Look Good™

FCC NOTICE

WARNING:

This equipment has been tested and found to comply with the limits for a Class "A" digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment.

This equipment generates, uses, and can radiate radio frequency energy and, if not installed in accordance with the instructions in this manual, may cause harmful interference to radio communications. Operations of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

SETTING UP THE TEKSKIL 909C PROMPTING COMPUTER

CAUTION: *Never insert a Text File Cartridge until after the computer MAIN POWER switch has been turned on. Always remove the Cartridge before turning MAIN POWER off.*

The Minimum Equipment Required:

- 1 909C computer
- 1 12 Vdc power supply, or charged internal batteries (Sony NP1 or equivalent)
- 1 909C remote control unit
- 1 909C field keyboard, or an IBM PC compatible keyboard
- 1 909C Text File Cartridge (TFC)

Optional Equipment

- A second remote control unit (supplied with the 909C)
- A monitor attached to one of three video outputs on the distribution amplifier

Unpacking and Operational Setup

- Unpack the computer and open the front and right side covers of the carrying case to gain access to all switches and jacks.
- Insert the connector (female XLR-4) from your 12 volt d.c. power supply into the 12 Vdc IN connector located on the right side power panel, or install charged batteries into the battery compartment (see diagram page 3). Turn the 12 volt d.c. power supply on.
- Plug a hand held remote control unit into the jack labeled REMOTE 1 on the side video panel (see diagram page 3).
- Plug an IBM PC compatible keyboard, or the Tekskil field keyboard into the front panel jack labeled KEYBOARD (see diagram page 4).
- If desired, connect a preview monitor to a VIDEO OUTPUT located on the video panel (see diagram page 3).

Front Panel Switch Selection and Power-up Sequence

- Set Remote Control Selector Switch to **REMOTE 1** (see diagram page 4).
- Turn the **MAIN POWER** switch on and wait until the computer completes a brief self-check.
- Turn the **DISPLAY POWER** switch on. (If an instruction screen does not appear, push the RESET button located above the 12Vdc IN connector on the right side power panel, or turn the **DISPLAY POWER** switch off and on a second time).
- Set the **TALENT / PROMPT** switch on the remote control to **PROMPT** mode (see diagram page 5).
- Set the Speed / Direction knob on the Remote Control to maximum reverse (rotate knob fully down).

- Insert a Text File Cartridge (Tekstil Logo up) and press the **LOAD** button on the front panel or **F5** on the IBM PC compatible keyboard. The contents of the Cartridge will be read and displayed on the display screen - see example page 6.

DIAGRAM OF THE 909C VIDEO PANEL

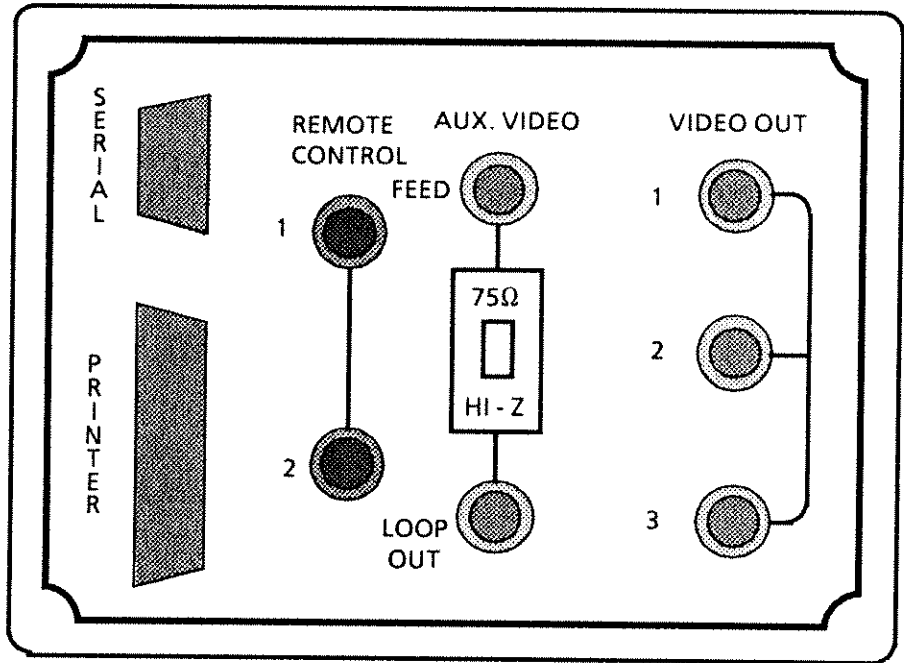


DIAGRAM OF THE 909C POWER PANEL

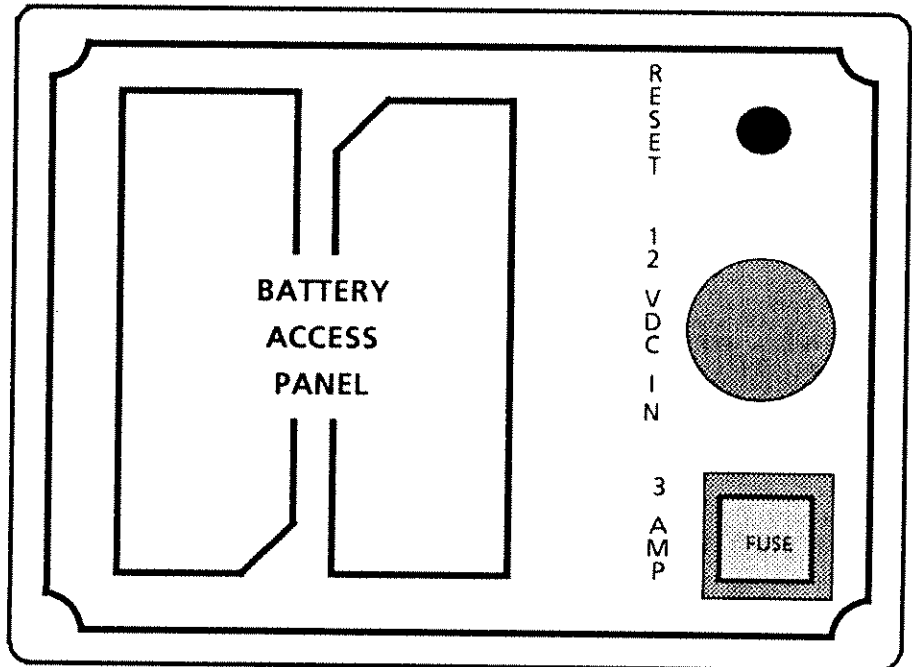
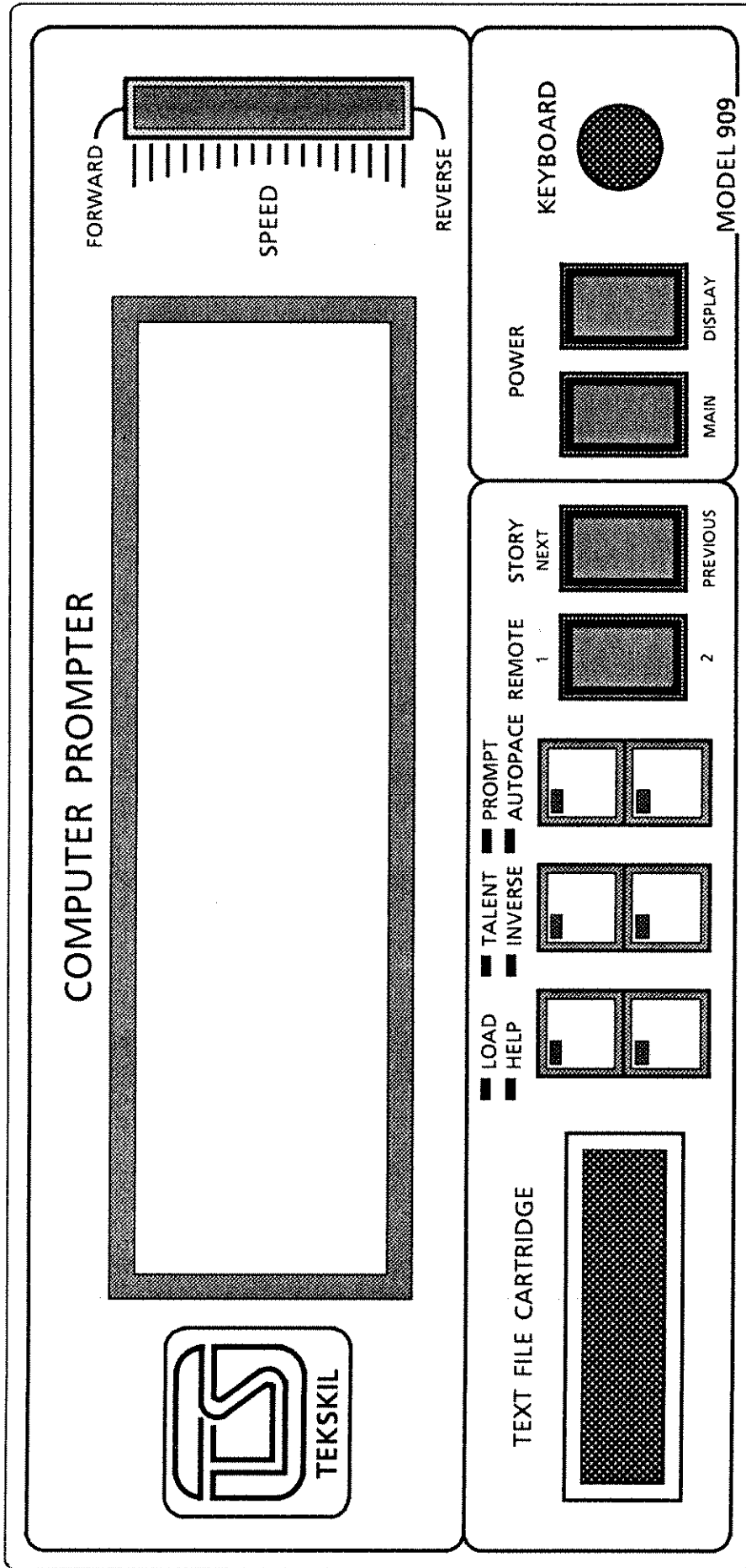


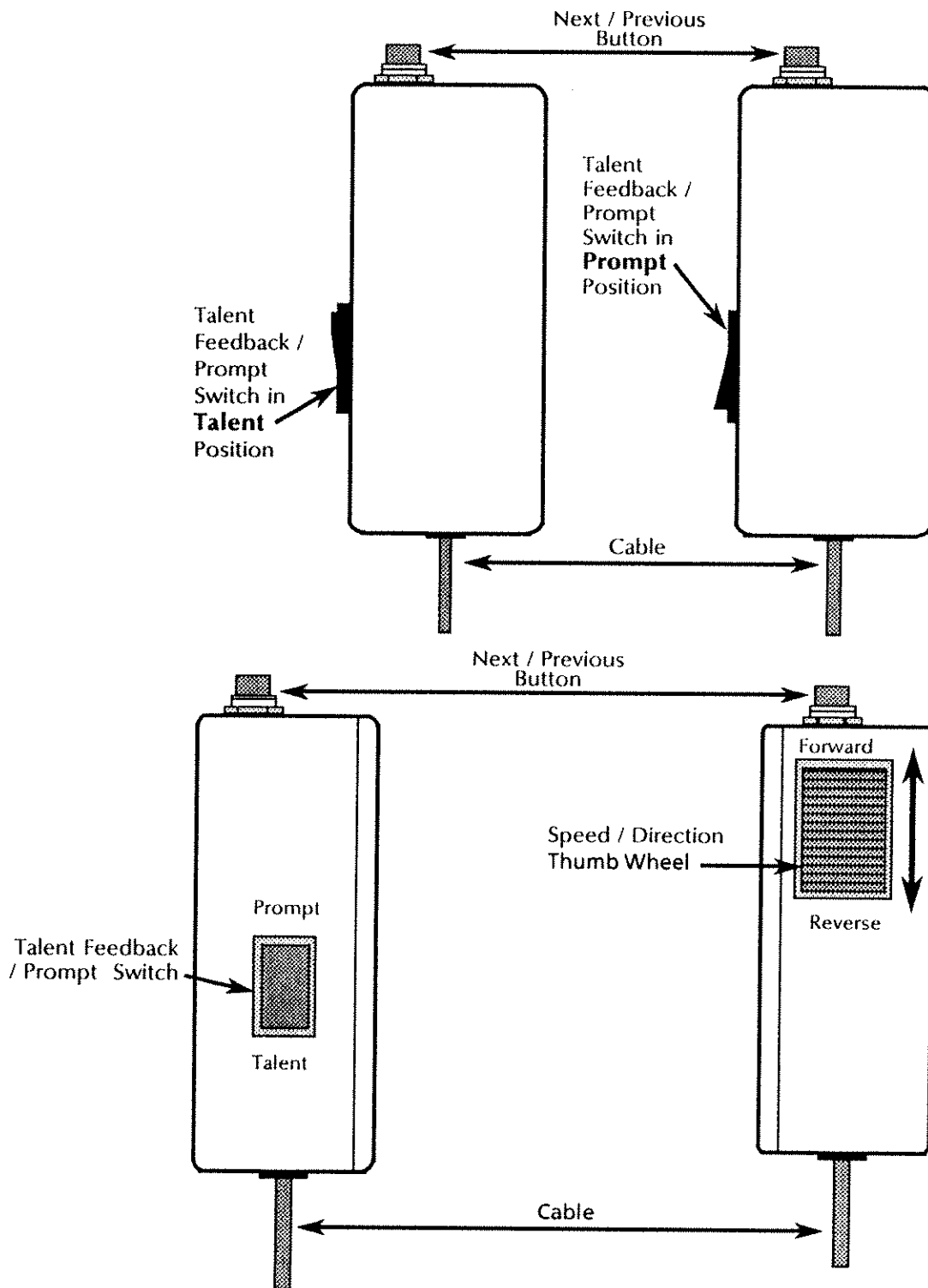
Diagram of the 909C Front Panel



Front Panel Features

- TEXT FILE CARTRIDGE SLOT
- LOAD Button
- HELP Button
- TALENT Button
- INVERSE VIDEO button
- PROMPT Mode
- AUTOPACE Button
- REMOTE 1
- REMOTE 2
- NEXT Story
- PREVIOUS Story
- MAIN Power
- DISPLAY Power
- KEYBOARD Jack

DIAGRAM OF THE HAND-HELD REMOTE CONTROL



KEYBOARDS

The 909C is normally supplied with a PC compatible keyboard. The optional Tekskil Field Keyboard was designed primarily for field edits - hence, the construction and small size. The 909C requires a keyboard that is compatible with the original IBM PC.

* **Keyboards intended for AT type computers will not work.**

All special function keys on the Tekskil Field Keyboard are color-coded and legend-labeled; these same functions are available on the PC style keyboard. Below is a table identifying the PC keys which are equivalent to the Tekskil Field Keyboard special function keys.

Operating instructions in this manual in ***ITALICIZED BOLD TYPE*** identify Tekskil Field Keyboard keys and/or 909C front panel switches. The PC keyboard equivalent is contained in brackets immediately after and is shown in **BOLD TYPE** for ease of identification, i.e. ***PROMPT*** (F2).

Keyboard Reference Table

Tekskil Field Keyboard	PC Compatible Keyboard
<i>CARTRIDGE</i>	(F1)
<i>PROMPT</i>	(F2)
<i>EDIT</i>	(F3)
<i>PRINT COMM</i>	(F4)
<i>LOAD</i>	(F5)
<i>TALENT FEEDBACK</i>	(F6)
<i>INVERSE VIDEO</i>	(F7)
<i>AUTOPACE</i>	(F8)
<i>PREVIOUS STORY</i>	(F9)
<i>NEXT STORY</i>	(F10)
<i>STORY FILE</i>	(ESC)
<i>HELP FILE</i>	(ALT)

Note: *If the Tekskil Field Keyboard is installed into the front panel KEYBOARD jack with computer power on, the side panel RESET button must be pressed to establish keyboard communications.*

A TYPICAL CARTRIDGE DIRECTORY

THIS IS THE CARTRIDGE TITLE		
01 BUSH VETO	0034 LINES	00:45
02 EAST GERMANY	0174 LINES	03:30
03 FERRY SINKING	0095 LINES	01:59
04 TORNADO KILLS	0215 LINES	02:30
05 PROTEST MARCH	0019 LINES	00:20
06 SENATE DEBATE	0077 LINES	01:00

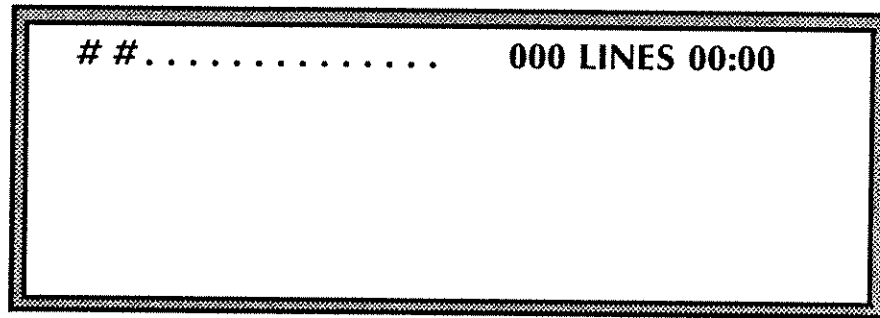
HELP FUNCTION

The 909C has a built-in HELP feature to assist you in the operation of the unit. Pressing the **HELP** button on the Front Panel, or the **HELP (ALT)** key on the keyboard will display a brief set of instructions for the current operating mode. For example, if the 909C is in the Edit Mode, pressing **HELP (ALT)** will bring up a screen of instructions of how to perform various functions in the Edit Mode, such as inserting and deleting characters and lines, selecting the desired story to edit from the Story File, moving the cursor within the selected story, etc. Pressing **CTRL-HELP (CTRL-ALT)** will display a menu of the available Help Screens for all modes. These Help Screens may then be individually selected by pressing the corresponding letter key on the keyboard.

The Help Screens are brief memory joggers, and are not intended to be a substitute for the more complete instructions contained in this User's Manual.

CREATING NEW STORIES

- Press **STORY FILE (ESC)** on the keyboard.
- Press **NEXT STORY** on the front panel or keyboard **CTRL-N (F10)**, until the screen appears as shown below.



- Press **EDIT (F3)** to enter the EDIT MODE. A flashing cursor will appear. Fill in the Story number and Title fields, but leave the LINES and AUTOPACE fields as all 0's. Press **RETURN**, and type in your text. Uppercase is the character default in the 909C, however, pressing **CTRL-U** will select the lower case. **CTRL-U** will allow the user to toggle between upper and lower case characters. In PROMPT MODE, characters will appear in the case they were typed in.
- When you have finished typing your text, press **EDIT (F3)** again to exit EDIT mode.
- Press **STORY FILE (ESC)**.
- Save the new story to Cartridge by pressing **CTRL-CART (CTRL-F1)**. Press **Y** to complete the process, or any other key to abandon the write-to-cartridge sequence. More detailed instructions on **SAVING STORIES** can be found on the next page.

SAVING STORIES

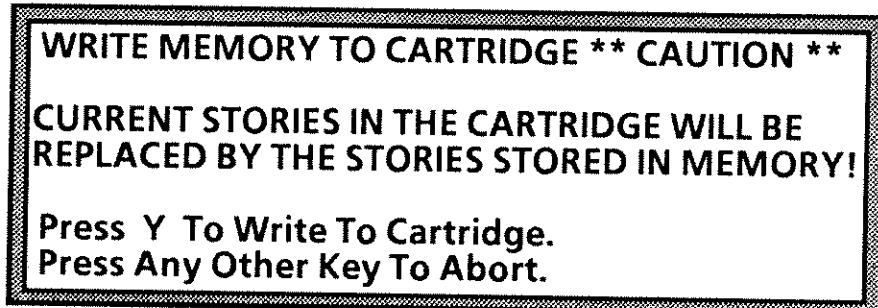
Storing Stories to Cartridge:

The Text File Cartridge is a compact and rugged storage device for your script files, allowing you to save or download text quickly and securely. Each TFC contains a small circuit card with a resident battery, and has a lifespan of 5 years under normal circumstances. The storage capacity of the Extended Cartridge (grey case) is 128K, which is approximately 2 hours of continuous speech (64 double spaced, typewritten pages). Capacity of the Personal Cartridge (black case) is 32K, or approximately 30 minutes of continuous speech. Scripts are created in the Tekskil computer main memory and then moved to Cartridge for permanent storage.

It is important to regularly store story files to Cartridge to avoid loss of text.

Whenever stories are copied from the computer, all existing Cartridge files are overwritten by the incoming text. Only the Cartridge Title (header) is not modified by a storage to Cartridge. It is designed to be a secure reference label for the Cartridge and must be amended separately (if desired).

- Press **STORY FILE (ESC)**.
- Press **CTRL-CART (CTRL-F1)** to write stories to Cartridge. The screen shown below will appear as a caution. Continuing with this operation will replace the current contents of the Cartridge with the stories in main memory. Press **Y** to complete the process, or any other key to abandon the write-to-cartridge sequence.



- If you are using a PC style keyboard, this operation can be verified by pressing **CTRL-F5**. This will display the titles of all stories now stored on the Cartridge.

EDITING STORIES

Selecting the Desired Story

- To select a story for editing, first press **STORY FILE (ESC)** on the keyboard to display the stories in main memory. To advance through the files, press **CTRL-N (F10)**. To move backward through the files press **CTRL-P (F9)**.

Locating the Area You Wish to Edit

- Use the remote control to quickly scroll through the story until you find the spot you want to edit.

Editing the Story

- Press **EDIT (F3)**. A flashing cursor will appear. Use the arrow keys to move the cursor to the location where you want to make edits.
- When **EDIT (F3)** is entered, Insert Mode is in effect. Pressing a key will insert that character to the left of the flashing cursor. Pressing the backspace key will delete the character to the left of the flashing cursor.
- When finished editing, press **EDIT (F3)** again to exit EDIT mode.
- Press **STORY FILE (ESC)**. Save script changes to Cartridge by pressing **CTRL-CART (CTRL-F1)**. Press **Y** to complete the process, or any other key to abandon the write-to-cartridge sequence (*see page 9 for more details*).

The following functions are available in EDIT mode (flashing cursor):

CTRL-D	will delete the character under the cursor.
CTRL-K	will delete the entire line.
CTRL-O	will toggle between Insert Mode and Overstrike Mode.
CTRL-U	will toggle between the uppercase and lower case character sets.
CTRL-F	will invoke FIND (in both the PROMPT and EDIT modes). FIND can be aborted at this time by typing a carriage return. A window will appear at the top of the monitor. Type in the word to be found in the script and press a carriage return or the spacebar. The cursor will move through the script to the selected word and stop, flashing <i>fast</i> . Press the EDIT key once to revert to EDIT mode (<i>slow</i> cursor). Touch the EDIT key again and PROMPT mode is reinvoked. This is a helpful utility for finding a key word, setting markers or start pointers in a long script. FIND is case sensitive.
CTRL-C	will invoke CHANGE (in both PROMPT and EDIT modes). Type in the word(s) to be changed - up to 14 characters and enter a carriage return. Type in the new word(s), enter a carriage return. At the first match, type a carriage return or enter a CTRL-A for automatic change of all matches within the script. Touching the spacebar at a match skips that CHANGE . At the end of script press the EDIT key twice to return to normal operation. CHANGE is case sensitive.

FILE MANAGEMENT (Delete and Reorder)

Stories either created from keyboard or downloaded from another computer via the serial port, or loaded from a Text File Cartridge, are temporarily held in computer main memory before being permanently stored to Cartridge. They can be displayed by pressing **STORY FILE** on the Tekskil keyboard, or (**ESC**) on the PC style compatible keyboard. All entries will be displayed, terminated by an * **END OF STORIES IN MAIN MEMORY** * message.

If more than eight stories are in main memory, then use the hand held remote control to scroll up the next screen of entries.

Preferred Method to Delete a Story:

- Press **CTRL-STORY FILE (CTRL-ESC)** to enter the story file edit mode. The story file will be displayed, along with a flashing cursor.
- Use the arrow keys to move the flashing cursor to the story number of the story you wish to delete.
- Change the story number of the story you wish to delete to **DD**.
- To delete additional stories, repeat steps 2 and 3.
- Press **CTRL-STORY FILE (CTRL-ESC)**. Any stories whose numbers were changed to **DD** will be deleted.
- To save the modified story file to Cartridge, press **CTRL-CART (CTRL-F1)** and answer Yes (Y) to the second screen.

Alternate Method to Delete a Story:

- Press **STORY FILE (ESC)**.
- Press **NEXT STORY, CTRL-N (F10)** or **PREVIOUS STORY, CTRL-P (F9)** until the story to be deleted is displayed.
- Press **CTRL-Z (CTRL-Z)**.

To Reorder Stories:

- Press **CTRL-STORY FILE (CTRL-ESC)** to enter the story file edit mode. The story file will be displayed, along with a flashing cursor. The lowest numbered story will be at the top of the screen and the highest numbered at the bottom.
- Select the reorder sequence. Use the arrow keys to move the flashing cursor down and backspace over the old story numbers. Set the "new" first story's number to **01**. Subsequent stories become **02, 03**, etc. up to **39**.
- Press **CTRL-STORY FILE (CTRL-ESC)**. The stories will be reordered as specified, and renumbered from **01** to **39**.
- To save the modified story file to Cartridge, press **CTRL-CART (CTRL-F1)** and answer Yes (Y) to the second screen.

TEXT FILE CARTRIDGE MANAGEMENT

To Display the directory or contents of a Text File Cartridge:

- Insert a Cartridge (Tekskil logo up) into the **TEXT FILE CARTRIDGE** slot on the computer front panel.
- Press **CTRL-F5** on the PC keyboard. The display will indicate the Cartridge Title (header), and list the stories that are stored on the Cartridge. If the Cartridge is empty, then the display will be blank. Pressing **CTRL-F5** at any time, regardless of mode, will display the Cartridge contents. This feature is available when utilizing the Tekskil Field Keyboard by repeatedly pressing **CTRL-P** or by pressing the **PREVIOUS STORY** button on the front panel until the Cartridge Directory is displayed.

To Load a Cartridge into computer main memory:

- Insert a Cartridge (Tekskil logo up) into the **TEXT FILE CARTRIDGE** slot on the computer front panel.
- Press (**F5**) on the PC keyboard, or the **LOAD** button on the computer front panel.
- The contents of the Cartridge will be loaded into computer main memory, and listed on the display.

To Delete all information in a Cartridge (Except the Header):

- Advance to any story resident in computer main memory by pressing the front panel **NEXT STORY** switch or **CTRL-N (F9)**.
- Press **CTRL-X** (erases all text in main memory). Main memory is now blank.
- Press **CTRL-CART (CTRL-F1)** to copy main memory to the Text File Cartridge. When the write-to-cartridge warning message is displayed, press **Y**. Only the protected Cartridge Title (header) will be displayed indicating all text has been deleted from the Cartridge.

Alternate Method of Deleting all Stories in a Cartridge:

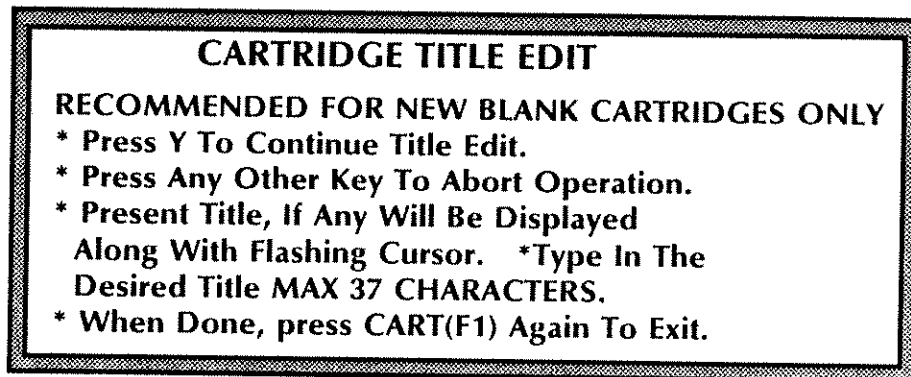
- Turn the 909C **MAIN POWER** switch off, wait 5 seconds and turn on.
- Insert Cartridge, and press **CTRL-CART (CART-F1)**.
- Press **Y (Y)** when the warning screen is displayed. This will write the empty memory of the computer to the Cartridge and delete the contents of the Cartridge.

TO MODIFY YOUR CARTRIDGE TITLE (HEADER)

A Text File Cartridge should be assigned a title (header) for ease of identification.

To create a title, proceed as follows:

- Insert a Cartridge (Tekskil logo up) into the slot on the computer front panel.
- Press **CART (F1)**. The following screen will appear:



- To continue the Cartridge Title edit press **Y**, pressing any other key will abandon the Cartridge Title edit sequence. A flashing cursor will appear at the far left of the display.
- Type in the Cartridge Title.

Caution: *Only one line, or up to thirty-seven (37) characters are allowed for a Cartridge Title. Do not enter a carriage return in the character string.*

- Press **CART (F1)** again to end the Cartridge Title edit. The new Cartridge Title will be displayed along with a list of stories residing on the Cartridge.

PROMPT MODE

- To select a story for prompting, first press **STORY FILE (ESC)** on the keyboard to display the complete story file. Press **CTRL-N, NEXT STORY (F10)** to advance or **CTRL-P, PREVIOUS STORY (F9)** to move backward to the correct story.
 - * PROMPT mode can also be entered directly from EDIT mode. With a single keystroke, you can prompt the same story you were editing by pressing **PROMPT (F2)**.
- Press the **PROMPT (F2)** key on the keyboard, or the **PROMPT** button on the computer front panel. The small edit font will be automatically converted to a center justified large prompting font.
 - * Pushing the top button on the hand held remote control can also be used to skip to **NEXT STORY** or **PREVIOUS STORY**, depending on the scroll direction chosen by the operator or talent.
- The prompter screen display has, in addition to the prompting text, a fixed **Talent Assistance Display**. This consists of an elapsed time clock and a relative "position in script" indicator. The time clock advances in real time if the scroll is in the forward direction, but stops during talent display or reverse. The "position in script" indicator fills as the script is advanced, and resets when the hand-held remote control is set in a reverse mode and the top push button on the remote control is pressed. The **Talent Assistance Display** may be toggled off and on by pressing **CTRL-H (CTRL-H)**.
- Speed and direction of the text viewed by the talent, is controlled by either of the hand-held controls. In most situations where a prompter operator is being utilized, the second (short cord) remote is used by the operator. In cases where two "talents" are each using a remote control, the prompter operator can change from one remote to another by selecting either **REMOTE 1** or **REMOTE 2** on the front panel switch.
- Script size may be toggled between the large prompt font and small edit font by pressing the **PROMPT** button on the computer front panel or the **PROMPT (F2)** key on the keyboard. This control function is available only when in a non-edit mode, i.e. the flashing cursor not visible.
 - * The small edit font allows the operator to view a larger block of text than would be available in the prompt format.

AUTOPACE

The Tekskil **AUTOPACE** feature is a fully automated talent pacing routine that resides in the computer software. With **AUTOPACE**, a selected story will be automatically scrolled from beginning to end in a preset time. The time parameter can be varied by changing the story file **AUTOPACE** time (up to four digits), and is accessed directly through **EDIT** or **PROMPT** modes.

To SET and PROMPT a story with AUTOPACE time, from EDIT mode:

- Press **STORY FILE (ESC)** on the keyboard to display the story file. Select the desired story by pressing **CTRL-N**. Press **EDIT (F3)** to invoke the flashing cursor. Use the arrow keys to move the cursor to the **AUTOPACE** field in the story title.
- Enter the desired **AUTOPACE** time in the time field (**00:00**). The first two digits set minutes and the last two set seconds, i.e. **00:30** indicates an **AUTOPACE** time of 30 seconds. Press **EDIT (F3)** again to exit the edit mode.
- Press **PROMPT (F2)**. This will calibrate the **AUTOPACE** scroll speed using the length of story and the preset time.
- Press the **AUTOPACE** front panel key or (**F8**) on the PC keyboard. The hand-held remote becomes the controlling device and acts only to start and stop the scrolling when **AUTOPACE** is invoked (forward to start, reverse to stop).
 - * Remember, if changes are made to either the time or story content, you must press **PROMPT (F2)** first to recalibrate the scroll speed before engaging **AUTOPACE (F8)**.
- At the conclusion of the shot, deselect the **AUTOPACE** feature by pressing either the button on the computer front panel, or the (**F8**) key on the PC style keyboard.

To SET and PROMPT a story with AUTOPACE time, from PROMPT mode:

- Press **CTRL-P** and press **EDIT (F3)** to invoke Screen Edit. Use the arrow keys to move the cursor to the time display. Type in the desired scrolling time. Press **EDIT (F3)** again to exit the Screen Edit mode.
- Press **PROMPT (F2)** twice - once to toggle to the edit mode (small font) and the second time to calibrate **AUTOPACE** scroll speed using the length of story and the preset time.
- Press the **AUTOPACE** key on the front panel or (**F8**) on the PC keyboard. The hand-held remote control now acts only to start and stop the scrolling when **AUTOPACE** is invoked (forward direction to start, reverse to stop).
 - * Remember to recalibrate the scroll speed before engaging **AUTOPACE** if the time or the story content have been modified otherwise the software will not recognize the change.
- At the conclusion of the shot, deselect the **AUTOPACE** feature by pressing either the button on the computer front panel, or the (**F8**) key on the PC style keyboard.

OUTPUTING STORIES TO A PARALLEL PRINTER

Hard copies of stories may be obtained by connecting a printer such as one of the EPSON FX or MX series, or any compatible parallel printer, to the 909C parallel PRINTER port with a suitable 25 Pin D connector (see *pinouts page 23*).

To print a story, first select the desired story as described earlier in this manual, (see *page 9*). Once selected, press **EDIT (F3)** to invoke the flashing cursor. Using the down arrow key on the keypad, move the flashing cursor to the first character in the first line of text. Touch your keyboard spacebar to open the file. Now press **PRINT / COMM or Trans Recv (F4)** to display the **COMMUNICATIONS SELECT MENU**.

COMMUNICATIONS SELECT MENU
It Is Necessary To Be Screenediting Or
Editing A Story In Order To Output It.
* **PARALLEL OUT PRESS U AND INDENT**
* **SERIAL OUT PRESS W AND BAUD RATE**
It Is Necessay To Create A Story And
Enter A Title Before Entering Remotely
* **SERIAL IN PRESS V AND BAUD RATE**

See *NOTE*
below for an
explanation of
"INDENT"

Press **U** to select PARALLEL PORT OUTPUT. The parallel printer screen will then be displayed.

**Connect Parallel Printer To 25 Pin
Connector On Right Side Of This Unit.
Ensure Printer Is Turned On, And In
Ready, On-Line Condition. Pressing PRINT
COMM(F4) While Printing Is In Progress
Aborts Printing. You Must Be "In" The
Desired Story, In Either EDIT Or PROMPT
Mode To Print It. Press 9 To Start Print.**

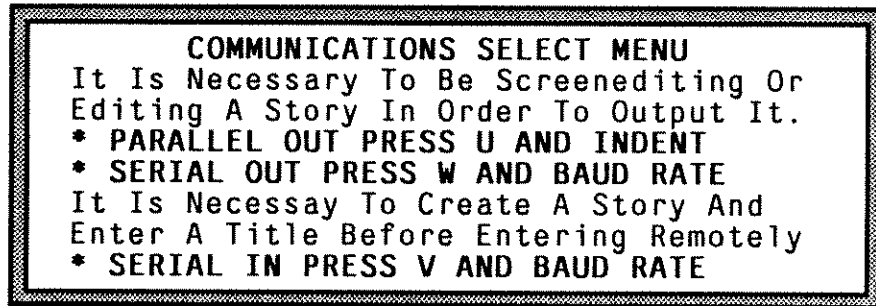
When you are sure that all of the conditions on the screen have been met, press any number **0** through **9** to start printing. Pressing the **PRINT / COMM or Trans Recv (F4)** key again during this process will abort the printing process.

NOTE: *Although the last sentence of the parallel printer screen says "Press 9 To Start Print" the 9 is only a suggestion. Any number key 0 through 9 is valid. When printing is initiated from the large font edit mode, EPSON compatible printers will print in the expanded character mode, and the printout will be indented by the number of spaces corresponding to the key pressed (i.e. pressing 5 will indent the printout 5 spaces). This is the "INDENT" referred to in the COMMUNICATIONS SELECT MENU.*

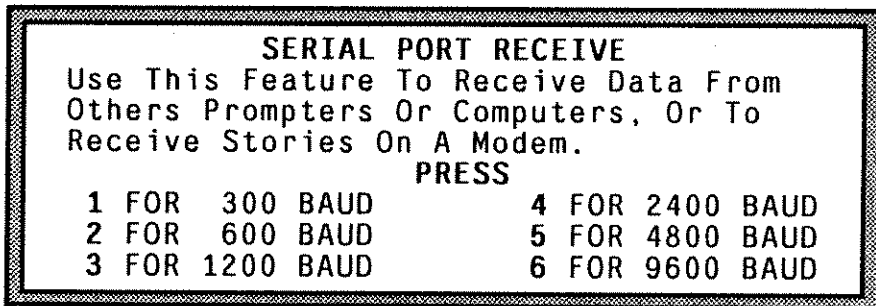
RECEIVING STORIES

NOTE: see pages 21 & 22 for cable configuration.

To receive a story from another prompter or a computer, a new story must first be created (see *CREATING NEW STORIES* on page 8 of this manual). Assign a story number and a title, then enter a carriage return to open the file. Now press **PRINT / COMM** or **Trans Recv (F4)** to display the COMMUNICATIONS SELECT MENU.

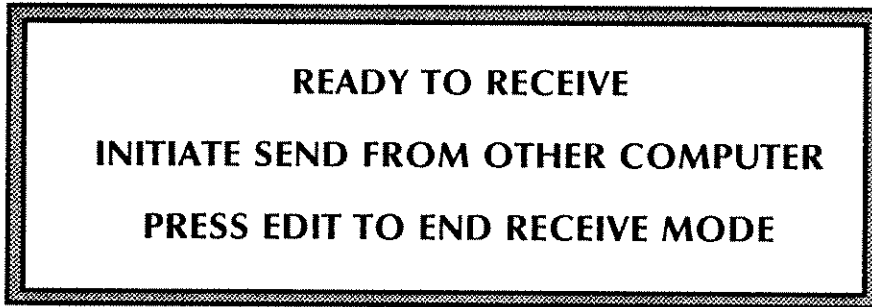


Press **V** to select SERIAL PORT RECEIVE. The BAUD RATE MENU will then appear.



Press the number corresponding to the baud rate you wish to use. Remember that the prompter or computer that is transmitting to you must use the same baud rate and data format as the receiving 909C. The 909C uses a data format of 8 data bits, no parity, 1 stop bit.

When the baud rate has been selected, the display will show the following:



This indicates that the 909C is ready to receive text. You may now initiate the send operation from your host computer.

The incoming text will be displayed by the 909C as it is received. When the receive operation is complete, press the **EDIT (F3)** key again to close the story.

If desired, the story may now be saved to cartridge using the normal save-to-cartridge procedure.

TRANSMITTING STORIES

NOTE: see pages 21 & 22 for cable configurations.

To transmit a story to another prompter, or a computer, the desired story must first be selected (see *EDITING STORIES* on page 9 of this manual).

Once selected, press **EDIT (F3)** to invoke the flashing cursor. Using the down arrow key move the flashing cursor to the first character in the first line of text. Touch your keyboard spacebar to open the file. Now press **PRINT/COMM or Trans Recv (F4)** to display the COMMUNICATIONS SELECT MENU.

COMMUNICATIONS SELECT MENU
It Is Necessary To Be Screenediting Or
Editing A Story In Order To Output It.
* PARALLEL OUT PRESS U AND INDENT
* SERIAL OUT PRESS W AND BAUD RATE
It Is Necessay To Create A Story And
Enter A Title Before Entering Remotely
* SERIAL IN PRESS V AND BAUD RATE

Press **W** to select SERIAL PORT TRANSMIT. The BAUD RATE MENU will then appear.

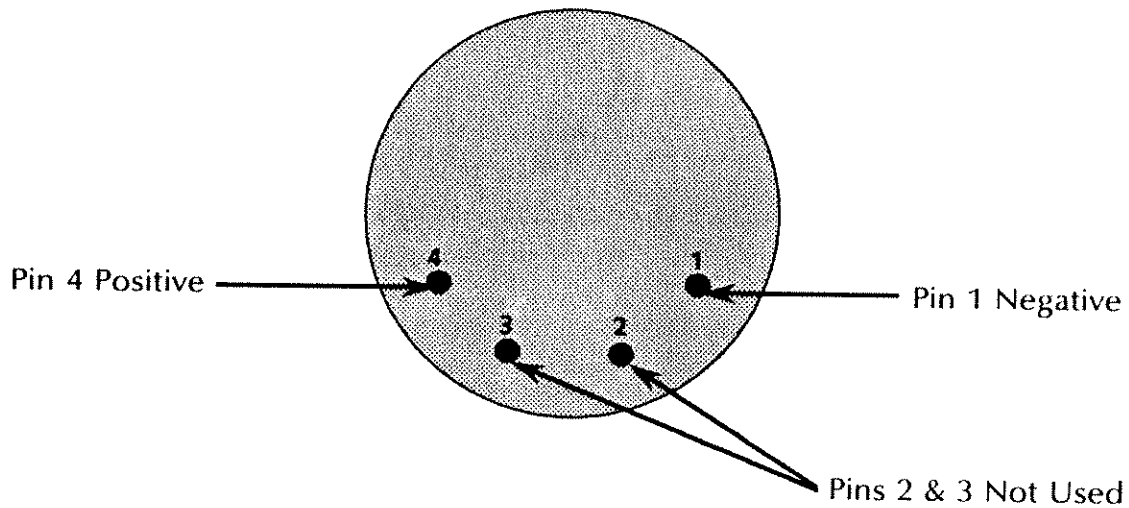
SERIAL PORT TRANSMIT
Use This Feature To Transmit Data To
Others Prompters Or Computers, Or To
Print Stories On A Serial Printer.
PRESS

1 FOR 300 BAUD	4 FOR 2400 BAUD
2 FOR 600 BAUD	5 FOR 4800 BAUD
3 FOR 1200 BAUD	6 FOR 9600 BAUD

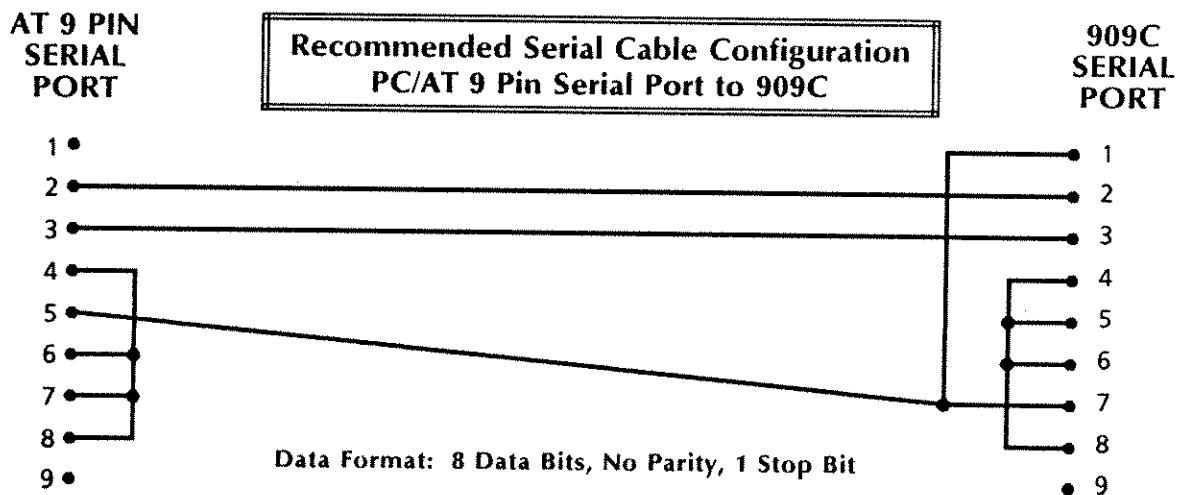
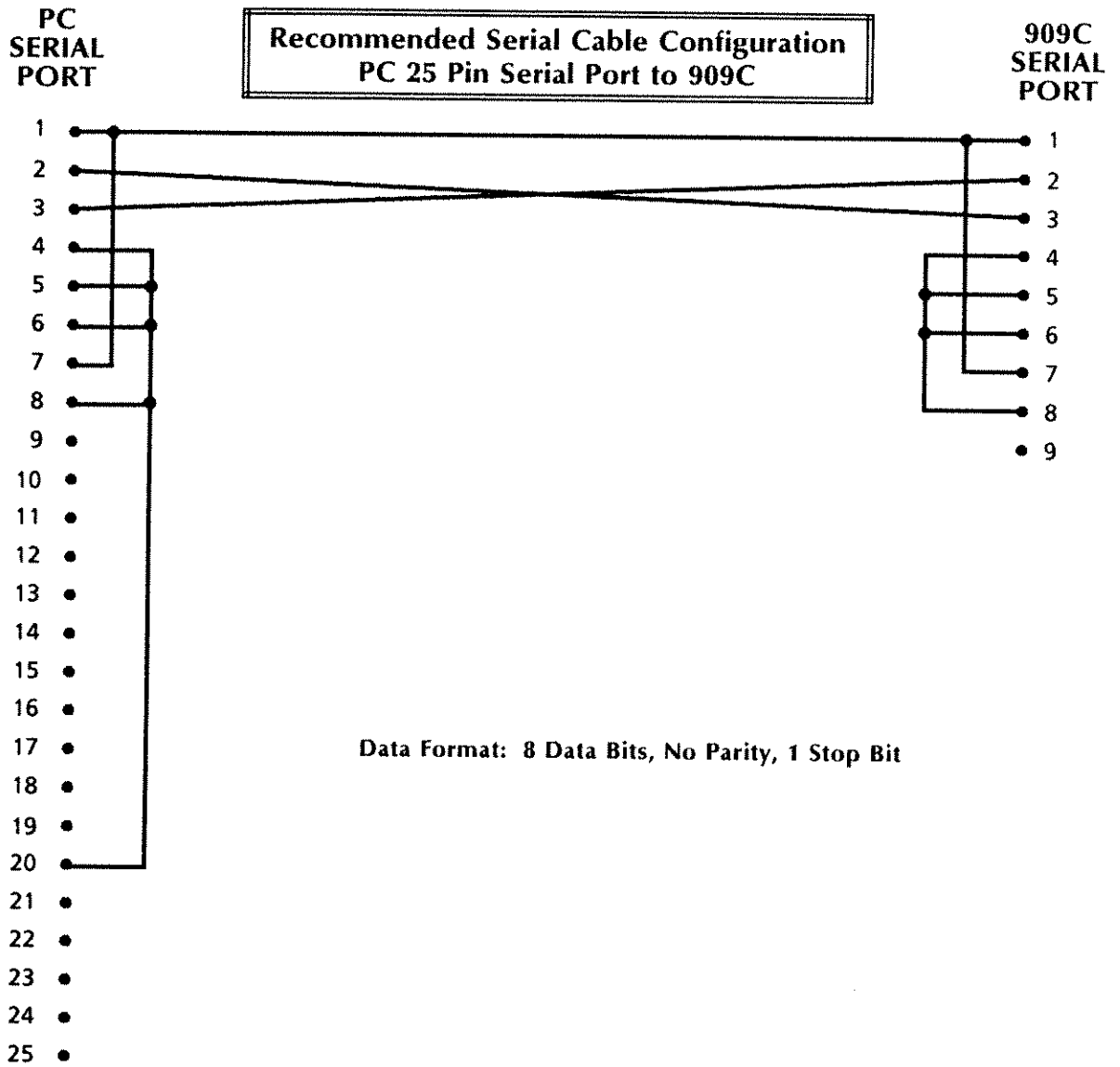
Press the number corresponding to the baud rate you wish to use. Remember that the prompter or computer that is receiving from you must use the same baud rate and data format as the transmitting 909C. The 909C uses a data format of 8 data bits, no parity, 1 stop bit.

909C EXTERNAL POWER SUPPLY CONNECTION

External power, 11 to 14 VDC, is supplied to the 909C through an XLR-4 male connector on the right side of the unit. Pin assignments are as shown in the diagram below. The external power supply must be capable of supplying 11 to 14 VDC at 5 amps. Although normal running current of the 909C is less than 2 amps, power supplies with less than 5 amps starting surge output will cause unreliable operation of the 909C vacuum fluorescent display, i.e. poor contrast, erratic restart, and lockups.



909C SERIAL CABLING

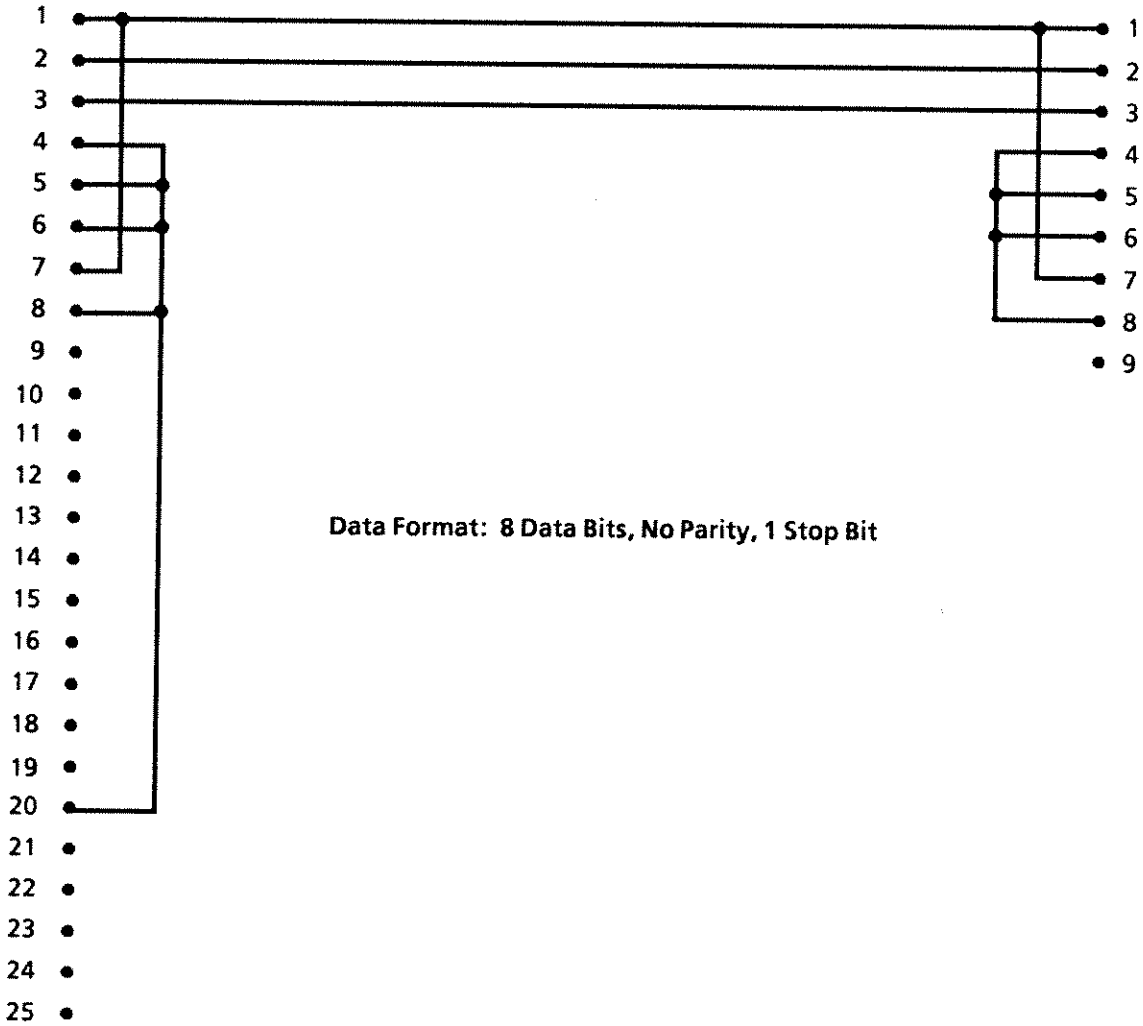


909C SERIAL CABLING

MODEM
SERIAL
PORT

Recommended Serial Cable Configuration
MODEM to 909C

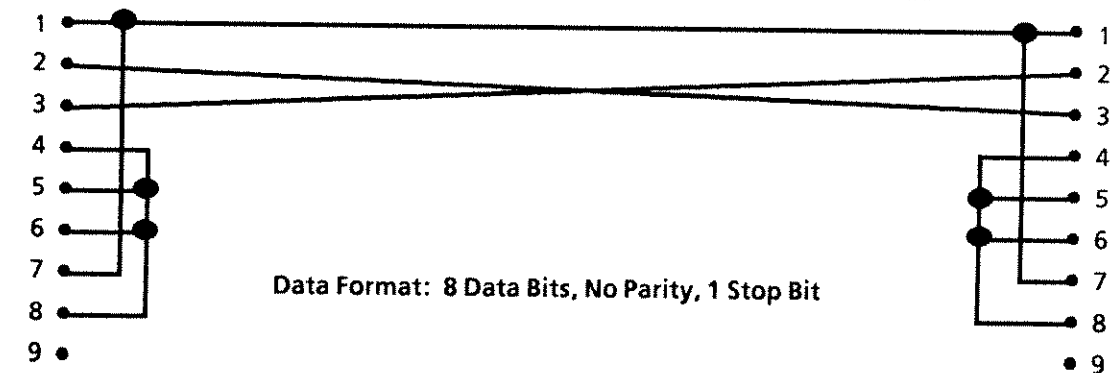
909C
SERIAL
PORT



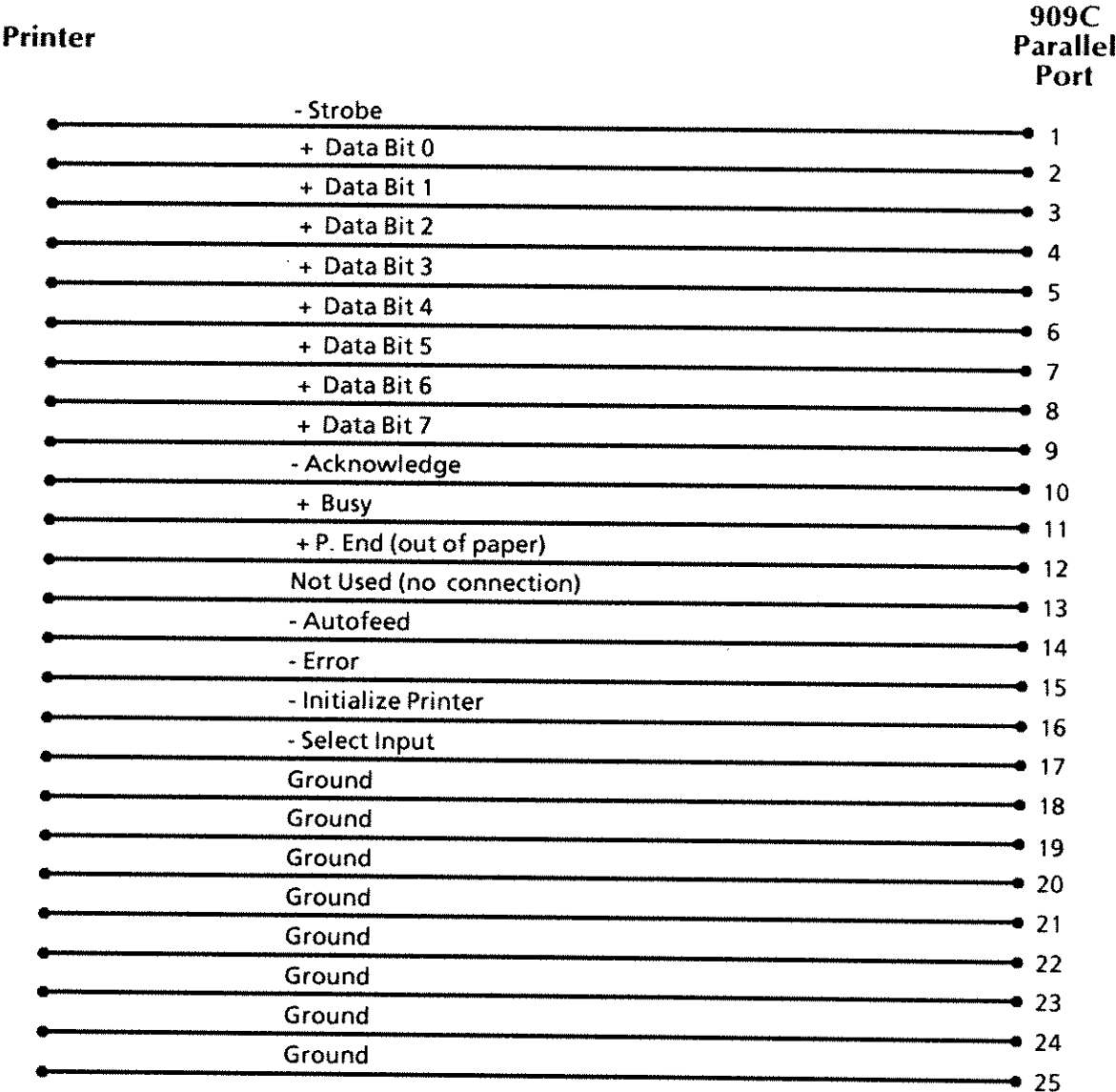
909C
SERIAL
PORT

Recommended Serial Cable Configuration
909C to 909C

909C
SERIAL
PORT



909C PARALLEL PRINTER CABLING



Recommended Parallel Printer Cable Configuration

PROBLEM SOLVING

PROBLEM	SOLUTION
909C does not respond to the Tekskil Field Keyboard.	Press RESET at the upper rear corner of power panel. This must be done if the Field Keyboard is plugged in with the 909C powered on. Note: Pushing RESET will result in the loss of all text stored in Computer Main Memory at that time.
909C Built-in display does not scroll smoothly.	This is normal operation. The built-in display is designed as an operator aid only, and is not intended to scroll in the same smooth manner as the outputs from the video panel.
Parallel printer will not operate.	Check the Power Up Display Screen of 909C for Version number. If version is 2.1 or lower , ensure that no connection is made to pin 16 of the 909C printer port. Many printers use this line to allow the computer to initialize the printer by pulsing this line low. Versions 2.1 and below of the 909C hold this line constantly low, therefore most printers <u>will not work</u> if this line is connected to the 909C. Versions 2.2 and above should have pin 16 connected.
What is the storage capacity of the 909C Text File Cartridge?	The High Capacity Cartridge (grey case) holds 128,000 characters (approx. 2 hours of script). The Personal Cartridge (black case) holds 32,000 characters. This corresponds to approximately 16 pages, or about 30 minutes of script under normal conditions.
The 909C does not respond to a PC style keyboard.	The keyboard used must be compatible with the original IBM PC. Keyboards designed for use with PC/AT will not work.
Cannot enter more than 13 - 14 lines into a story.	This is normal operation if typing in the OverStrike Mode. Press CTRL-O (CTRL-O) to select Insert Mode and continue typing.
What is normal operating time on internal batteries.	The 909C will operate for approximately 1 hour on 2 fully charged NP-1's (or equivalent). However, batteries that have been recharged without being completely discharged, may develop a "memory" and not give fully rated operation. * Note: The batteries are wired in parallel, so they can be changed one at a time without loss of computer power. * Note: Turning off the Operator Display will conserve battery power and extend computer operation.
Part of a story disappears when loaded from the Text File Cartridge.	909C Main Memory has been over filled. Press LOAD only once per Cartridge. Multiple Cartridges can be loaded in sequence, but beware that memory can be overfilled with unpredictable results. If memory becomes overfilled, remove the Cartridge and turn MAIN POWER off then on. DO NOT WRITE BACK TO THE CARTRIDGE when memory is overfilled. To do so will save the corrupted text to the Cartridge.

LIMITED WARRANTY

Tekskil industries, Inc. ("Tekskil") warrants this product against defects in material and workmanship for a period of three (3) years from the date of purchase. This warranty applies only to products and components manufactured and supplied by **Tekskil**, which can be identified by the **Tekskil** trademark or logo affixed to them. Tekskil does not warrant products not manufactured and supplied by them.

During the warranty period, **Tekskil** will repair (or at it's option replace) this **Tekskil** product, or any **Tekskil**-supplied components that prove to be defective, provided that the **Tekskil** product is returned, all shipping charges prepaid, to an authorized **Tekskil** distributor.

This warranty does not apply if the product has been damaged by abuse, misuse, or misapplication, or as a result of service or modification by other than an authorized **Tekskil** service facility.

Tekskil is not responsible for damages resulting from the breach of any express or implied warranty, including damage to property and, to the extent permitted by law, damages for personal injury. Some states and provinces do not allow the exclusion of incidental or consequential damages, so the above limitation may not apply to you.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES. ANY IMPLIED WARRANTIES, INCLUDING IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THREE (3) YEARS FROM THE DATE OF RETAIL PURCHASE OF THIS PRODUCT. Some states and provinces do not allow limitation of how long an implied warranty lasts, so the above limitation may not apply to you.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state, provincial, or municipal law that cannot be preempted. This warranty gives you specific legal rights, and you may also have other rights that may vary from state to state, and province to province.

Tekskil Industries Inc.