

GX 4000

USER INSTRUCTIONS
MANUAL DEL USUARIO
MANUALE D'USO
MANUEL DE L'UTILISATEUR

IMPORTANT
CONNECT D. C. PLUG
INTO GX4000
CONSOLE BEFORE
PLUGGING A. C.
ADAPTER INTO
A. C. SUPPLY.

AMSTRAD



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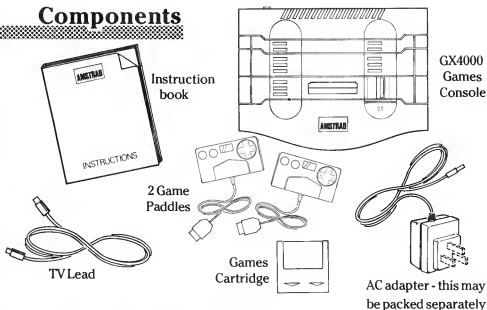
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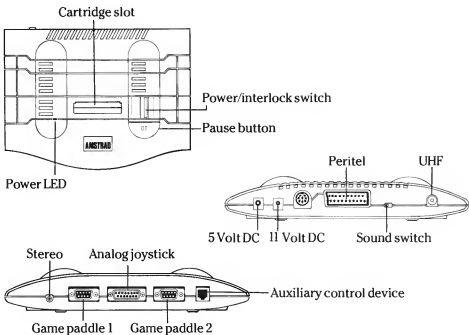
Components



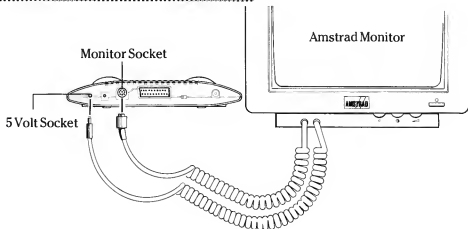
Looking after your GX4000

- ★ *Always turn off the power switch on the console before inserting or removing a cartridge*
- ★ *After use remove the cartridge and unplug the AC adapter from the electrical supply*
- ★ *Never touch the electrical contacts of a cartridge and keep away from dust and dirt*
- ★ *Treat the Game Paddles with reasonable care*
- ★ *Only use the AC Power adapter supplied or the power via an Amstrad MM12 or CM14 monitor*
- ★ *Do not pull at the console with the game paddles or any other control device*
- ★ *When disconnecting any plug from the console pull the plug itself -not the wire*
- ★ *Do not expose any of the components to extreme heat or cold*
- ★ *Do not spill liquids on any of the components*
- ★ *If you insist on cleaning use a soft cloth dampened with water only*

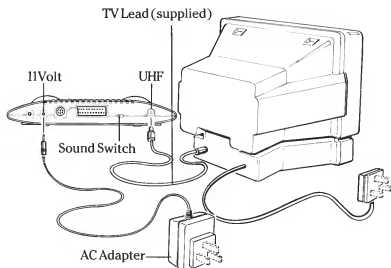
Features



Monitor Connection



TV Connection



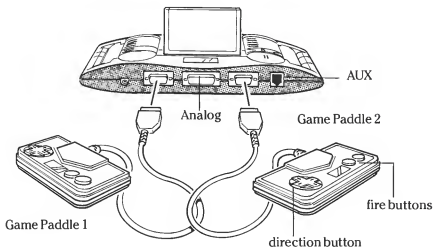
Peritel (alternative television connection)

Instead of using the TV lead supplied a Peritel lead can be bought and used to connect the console to the Peritel socket (sometimes called SCART or Audio/Video) on your television, this may improve the image on the screen.

External amplifier/speakers (alternative sound)

The console may be connected to a stereo amplifier and speaker. The input lead to your stereo amplifier should be terminated with a 3.5 mm stereo jack plug, which should be inserted into the stereo socket on the GX4000.

Games Paddle Connection



Other Control Devices

Note: Control devices other than the supplied Game Paddles will only work with a game written to support them.

Analog - an analog joystick can be connected and used instead of or as well as the games paddles supplied.

AUX - a light gun or other auxiliary control device can be connected and used instead of or as well as the paddles or analog joystick.

Operation

Start

Plug into and switch on the Power Supply

If using an Amstrad CM14 or MM12 - plug in and switch on the monitor.

If using your television - plug in the AC adapter and switch on.

Load the cartridge into the Console

Do not use unnecessary force, check you are not trying to insert the cartridge upside down.

Switch on the Console

Use the power/interlock switch. This switches the console on and locks the cartridge into position. NEVER USE FORCE - SWITCH OFF THE CONSOLE BEFORE LOADING OR UNLOADING A CARTRIDGE.

Adjust the picture

Adjust your monitor to get a clear image on the screen, if you are using a television you will need to tune it:

Select a spare or unused channel then adjust the tuning control or if your television has a rotary programme selector knob turn it until the image on the screen becomes steady (the signal will be approximately at channel 36).

Adjust the sound

Adjust the volume control as required. If there are no game sounds -adjust the sound switch on the games console.

Pause

Press the pause button to freeze the game. Press it again to continue.

Stop

When you want to stop a game switch off using the Interlock/Power switch and then remove the cartridge - DO NOT ATTEMPT TO REMOVE A CARTRIDGE BEFORE SWITCHING OFF

Problem Solving

PROBLEM	CHECKS AND ADJUSTMENTS
NO PICTURE BUT SCREEN IS LIT	<p>Check the power/interlock switch is ON.</p> <p>Check the AC adapter is plugged into the electrical supply and the socket is switched on.</p> <p>Check the Console is properly connected to the aerial socket on your television using the TV lead supplied.</p> <p>Check the cartridge is inserted into the console correctly</p> <p>Check the television is set to the correct channel (Channel 36)</p>
PICTURE IS ROLLING OR HAS BARS OR LINES ON IT	<p>Adjust the vertical or horizontal hold controls on your television or monitor until the picture becomes steady</p>
POOR PICTURE	<p>Check all leads are firmly connected.</p> <p>Adjust the fine-tune and contrast controls on your television. If your television has an automatic fine-tuning control turn it off and use the manual control (you cannot do this if your television loses the colour when the automatic fine-tuner is off)</p> <p>Move the console away from the television - it may be positioned too close</p>
NO GAME SOUNDS	<p>Adjust the SOUND switch on the console</p> <p>Adjust the television volume and fine tune control</p>
PROBLEMS RECEIVING TELEVISION PROGRAMMES	<p>Check the power switch on your console is turned OFF and the TV lead is disconnected</p> <p>Check the aerial is connected properly</p>

If you still have a problem contact your dealer or our Customer Services Department.

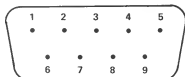
Technical Information - Connectors

Aux



PIN 1	+5V	PIN 4	FIRE 2
PIN 2	COMMON	PIN 5	FIRE 1
PIN 3	LPEN	PIN 6	GND

Game Paddles



PIN 1	UP	PIN 6	FIRE 2
PIN 2	DOWN	PIN 7	FIRE 1
PIN 3	LEFT	PIN 8	COMMON
PIN 4	RIGHT	PIN 9	COM 2
PIN 5	SPARE		

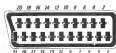
Note: Pin 9 is not COM 2 on Game Paddle 2 connector

Monitor



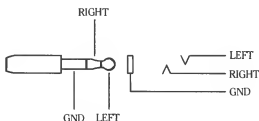
PIN 1	SYNC	PIN 5	BLUE
PIN 2	GREEN	PIN 6	L.SOUND
PIN 3	LUM	PIN 7	R.SOUND
PIN 4	RED	PIN 8	GND

Peritel



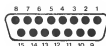
PIN 1	AUDIO RIGHT	PIN 12	NOT CONNECTED
PIN 2	NOT CONNECTED	PIN 13	GROUND
PIN 3	AUDIO LEFT	PIN 14	NOT CONNECTED
PIN 4	GROUND	PIN 15	RED
PIN 5	GROUND	PIN 16	(TIED HIGH)
PIN 6	NOT CONNECTED	PIN 17	GROUND
PIN 7	BLUE	PIN 18	GROUND
PIN 8	(TIED HIGH)	PIN 19	COMPOSITE VIDEO (COMPOSITE SYNC IN FRENCH VERSION)
PIN 9	GROUND	PIN 20	NOT CONNECTED
PIN 10	NOT CONNECTED	PIN 21	SCREEN
PIN 11	GREEN		

Stereo



PIN 1 LEFT CHANNEL
PIN 2 RIGHT CHANNEL
PIN 3 GND

Analog



ANALOG STICK 1		ANALOG STICK 2	
PIN 1	GND (POT COMMON)	PIN 9	GND (POT COMMON)
PIN 2	FIRE 1	PIN 10	FIRE 1
PIN 3	X1	PIN 11	X2
PIN 4	COM1 (SWITCHES)	PIN 12	COM2 (SWITCHES)
PIN 5	+5V	PIN 13	Y2
PIN 6	Y1	PIN 14	FIRE 2
PIN 7	FIRE 2	PIN 15	GND (POT COMMON)
PIN 8	GND (POT COMMON)		



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