



 **Koala Pad**

TouchTablet™ Owner's Manual

Introduction

Your new KoalaPad Touch Tablet is a versatile, state-of-the-art accessory that enhances the capabilities of any home computer system.

With its pressure sensitive surface, the KoalaPad tablet can convert the touch of its stylus — or even your finger — to computer input. Depending on the applications program you are using, the KoalaPad tablet can be used to make menu selections, move game players, make musical notes, draw computer graphics and much more.

In the following sections, you'll learn how to connect the KoalaPad Touch Tablet to your computer, some basics of making it work, and how to ensure continued performance from your KoalaPad Touch Tablet.

Features of the KoalaPad Touch Tablet

Drawing Surface

This surface is pressure sensitive and can be used with either the stylus provided or your finger. The KoalaPad tablet's internal circuitry converts pressure on the surface to location information that is sent to your computer.

Control Buttons

These buttons may be used to confirm menu selections and data entries or as trigger controllers for computer games.

Stylus

The stylus provided with your KoalaPad tablet is specially designed to be used on the pressure sensitive drawing surface.

Care and Feeding of your KoalaPad Touch Tablet

While your KoalaPad Touch Tablet is designed to stand up to ordinary use for a long time, there are a few things to keep in mind while using it.

Give it a pleasant environment. Direct sunlight, excessive heat, submersion in water and other environmental extremes can be hard on it.

Keep it clean. Remove dirt and grease with a soft cloth dampened with a mild soap. Dry with a soft cloth.

Avoid needling it. Use blunt instruments, including the stylus provided or your finger, on its drawing surface. Sharp objects may permanently damage the surface.

Avoid burying it prematurely. Don't stack books, papers, or other objects on it.

Don't yank it around. The cord provides a path for sensitive electrical signals and should not be pulled on or used as a handle.

The KoalaPad Touch Tablet and Your Computer

The next few pages explain how to connect the KoalaPad tablet to your computer and provide some tips on BASIC programming techniques for using the tablet. Before you attempt to connect the KoalaPad touch tablet, check the numbers on the bottom of the unit to make sure your tablet matches the make of your computer.

KoalaPad Number**Computer**

001

Apple II series

002

Commodore 64, VIC-20

003

IBM Personal Computer

004

Atari Home Computers

Connecting the KoalaPad Touch Tablet

Before connecting the KoalaPad tablet, be sure to turn off the power to your computer.

Apple

1. Open the lid of your computer and locate the game controller port in the right rear corner of your computer (see your Apple computer owner's manual for controller port location).
2. Gently but firmly insert the plug from your KoalaPad touch tablet into the game controller port with the tablet's cable towards the rear of the computer.

IBM

1. Locate the 15-pin socket from the game controller card on the back of your computer (if you don't have a game controller card, see your IBM Computer retailer).
2. Gently but firmly insert the plug from your KoalaPad touch tablet into the socket.

Commodore

1. Locate the Controller Ports on the right side of your computer console (one port only on the VIC-20).
2. Gently but firmly insert the plug from your KoalaPad touch tablet into the port (Port 1 on the Commodore 64).

Atari

1. Locate the Controller Ports on your computer console (bottom front on ATARI 400/800, left side on ATARI XL Computers).
2. Gently but firmly insert the plug from your KoalaPad touch tablet into Controller Port 1.

Your KoalaPad touch tablet is now ready to use.

Reading Data from your KoalaPad Touch Tablet

If you want to write your own custom programs to use with the KoalaPad tablet, it's really quite easy. Regardless of which computer you are using, the KoalaPad emulates the game controllers which are designed to be connected to your machine. Here are some specifics:

Apple

The KoalaPad Touch Tablet emulates the standard Apple Joystick — or a pair of paddles. BASIC programs should use PDL (0) and PDL (1) for X, Y coordinates and PEEK locations - 16287 and - 16286 for the Control Buttons.

IBM

BASIC programs should use STICK (0) and STICK (1) for X, Y coordinates.

Commodore

On the Commodore 64, BASIC programs should PEEK locations 54297 and 54298 for X, Y coordinates; on the VIC-20, PEEK locations 36872, 36873.

Atari

The KoalaPad tablet emulates paddle controllers 0 and 1. BASIC programs should PEEK locations 624 and 625 for X, Y coordinates and locations 636 and 637 for the Control Buttons.

For the best results, follow the programming guide for your computer. Additional help is available in the KoalaPad Touch Tablet Programmer's Guide, available from your Koala retailer.

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Commodore and VIC-20 are registered trademarks of Commodore Business Machines Inc.

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CUSTOMER SATISFACTION

The KoalaPad™ Touch Tablet carries a 90-day warranty against defects in material or workmanship, effective from the date of purchase. No other warranties are expressed or implied. In the event of touch tablet failure during the warranty period, simply return your tablet, with the sales receipt, prepaid to the address below. After warranty expiration, defective touch tablets should be returned to Koala Technologies Corporation for repair or replacement. A flat fee of \$20.00 is charged to cover complete repair and refurbishing of the touch tablet plus a \$5.00 handling fee. Send your tablet, check or money order for \$25.00 and a letter with your name and return address, describing the defect, to: Touch Tablet Repair Center, Koala Technologies, 3100 Patrick Henry Drive, Santa Clara, California, 95050

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