Introduction

The LP 20 Lightpen is a communication peripheral for the VZ-200 and VZ-300 computers. The information exchange takes place via the screen of the monitor or television set.

Applications include:-
   * Menu Techniques
   * Utilities Management
   * Graphics Design
   * Data Input and Output
and many more.

Installation

1. Turn off the computer.
2. Remove the "PERIPHERAL" cover from the rear of the computer.
3. Plug the Lightpen Interface Module into the peripheral socket slowly and smoothly. Check to ensure that the Module is fully inserted and firmly attached.
4. Turn on the power to the computer. Check that the computer operates as before.

NOTE: If the TV screen does not display the "READY" message, turn off the power, remove the module, and reinsert as before.

Operation

The first requirement for using the Lightpen is an understanding of how the accompanying program operates.

To operate, follow these steps:-

. Take the Lightpen in your hand.

. With the rounded end in the desired place make contact with the screen. The Lightpen should be touching the screen at right angles.

. With correct placement a bright blue line should immediately appear on the screen directly under the Lightpen and it should produce a reaction from the program.
(The accompanying demonstration program produces a beep.)

Possible Errors and Adjustments

The faultless functioning of the Lightpen is also dependent on the optimum brightness adjustment of the TV screen.

- If Lightpen contact on the screen only produces multiple flashes without a positive reaction from the program, then you should make the TV a little brighter.

- If a blue line appears but you still get no result you should try making the TV a little darker.

- If the program always puts the dot to the right of the Lightpen, make the TV a little brighter.

- If the program always puts the dot to the left of the Lightpen, make the TV a little darker.

- If there is still no reaction after all this, you should suspect that the fault lies in your own program.