

For Ages 5 & Up
Model 91-001

TIGER LEARNING COMPUTER™

Instruction Manual



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Setting up

Setting up your Tiger Learning Computer involves three steps

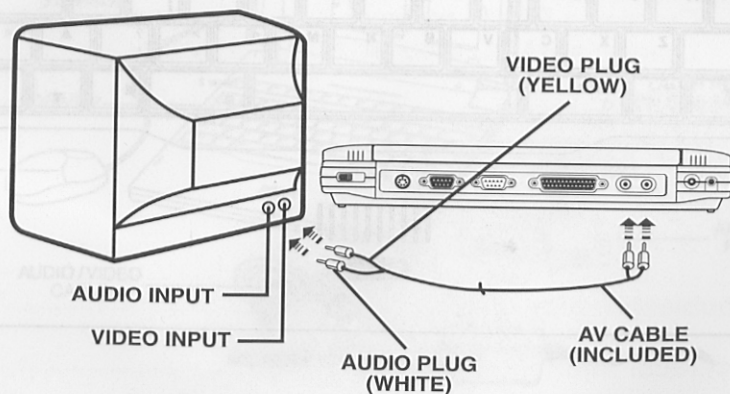
- Connecting your computer to a television or monitor
- Connecting the mouse
- Plugging in the computer

STEP 1: Connect your computer to a television or composite computer monitor

Connecting to a television

If your television has audio/video ports like the ones in below figure, use the audio/video cable provided to connect directly into the audio/video ports on your television.

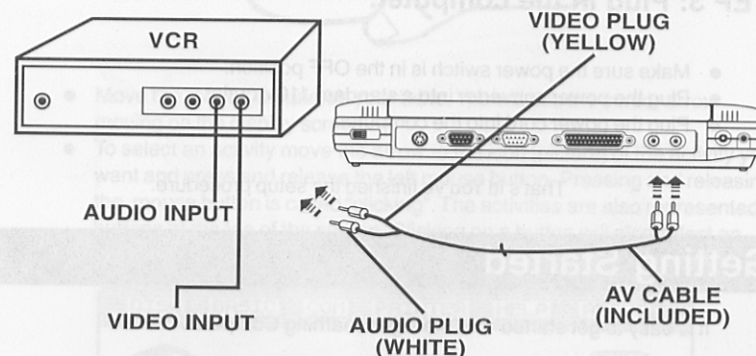
- Plug one set of connectors into the audio/video ports on the back of the computer putting the yellow jack into the video port and the white jack into the audio port.
- Plug the connectors on the other end of the cable into the video in/ audio in ports on your television. The video and audio port should be yellow for video in and white for audio in (some stereo TV's also have a red port for audio). Make sure you have the video plugged into the video port and the audio plugged into the audio port.
- To set TV channel for video input, please refer to the TV manual.



- Once you have connected both ends of the audio/video cable, use the controls on your television or remote control to select the correct input option. The button on your TV or remote will usually have one of the following labels; input, line, video, AV, or AUX, check your TV instruction manual.

If your television does not have audio/video input, you have two options.

- Connect your television to your computer through a VCR. Plug one set of connectors into the audio/video ports on the back of the computer putting the yellow jack into the video port and the white jack into the audio port.
- Plug the connectors on the other end of the cable into the video in/ audio in ports on your VCR. The video and audio ports should be yellow for video in and white for audio in (some stereo VCRs also have a red port for audio). Make sure you have the video plugged into the video port and the audio plugged into the audio port.
- To set TV channel for video input, please refer to the TV and VCR manual.
- Once you have connected both ends of the A/V cable, use the VCR remote control to select the correct input option. The button on your VCR or VCR remote control will usually have one of the following labels; input, line, video, AV, or AUX, check your VCR's instruction manual.



OR

- Use an RF Modulator to convert the video signal to a signal which uses your television's antenna port. These can be purchased at most electronics stores and will include complete instructions.

Connecting to a composite monitor

You can also connect your computer to a composite monitor. Not all monitors are composite monitors. A composite monitor has a direct video input port for the video plug of the audio/video cable included with your computer.

- Using the audio/video cable, connect one of the connectors into the video port on your computer. It does not matter which connector you use as long as you use the same color connector to connect to the monitor.
- Connect video connector on the other end of the cable to the video input on your monitor.

NOTE: Your monitor probably does not have a separate audio input. Leave the audio connectors unplugged - your computer has a built-in speaker which will provide the audio.

STEP 2: Connect the mouse.

Plug the mouse cable into the mouse port on the back of the computer. You might want to purchase a mouse pad to use with your mouse. This can provide a better surface for the mouse to roll on.

STEP 3: Plug in the computer.

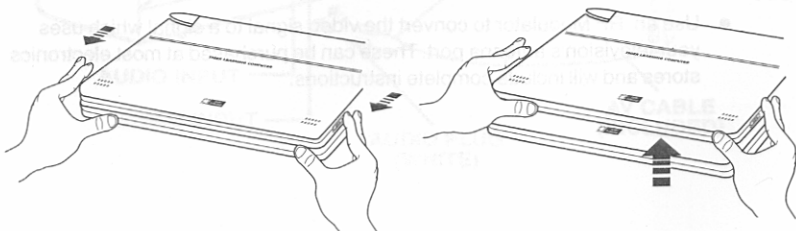
- Make sure the power switch is in the OFF position.
- Plug the power converter into a standard 110V outlet.
- Plug the power cord into the computer.

That's it! You've finished the setup procedure.

Getting Started

It is easy to get started with the Tiger Learning Computer.

- Open the cover of your computer; slide the latches on both sides of the cover towards you and lift.



- Slide the power switch to the ON position.

You will see the Tiger Learning Computer desktop displayed on the monitor or television screen. The computer will ask you to "Please choose an activity."

Getting around the desktop

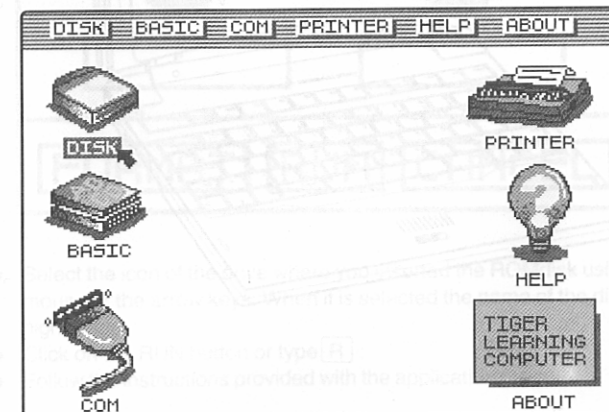
The Desktop shows you the type of activities you can do with your computer. These activities can be selected using your mouse or the keyboard.

Using the mouse

The mouse is a pointing device.



- Move the mouse around on your table. You will see the cursor arrow moving on the display screen.
- To select an activity move the arrow to the icon [picture] of the activity you want and press and release the left mouse button. Pressing and releasing the mouse button is called "clicking". The activities are also represented by buttons at the top of the screen. Clicking on a button will also select an activity.



Using the keyboard

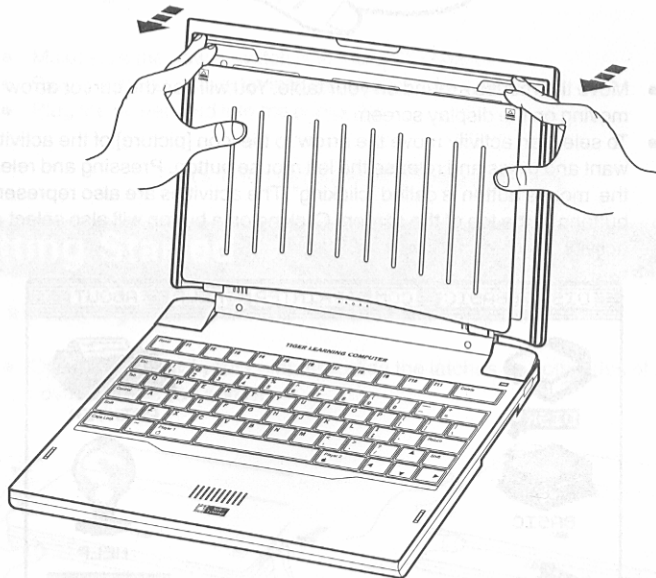
Note: When you first turn on your computer the DISK activity is highlighted, the color will be different from the other activities on the desktop.

- Highlight an activity with the arrow keys. Press the up  and down  arrow keys to move the highlighting up and down the activities. Press the left  or right  arrow key to move to the other side of the desktop.
- Once the desired activity is highlighted press the **Return** key to select the activity.

Running an application program

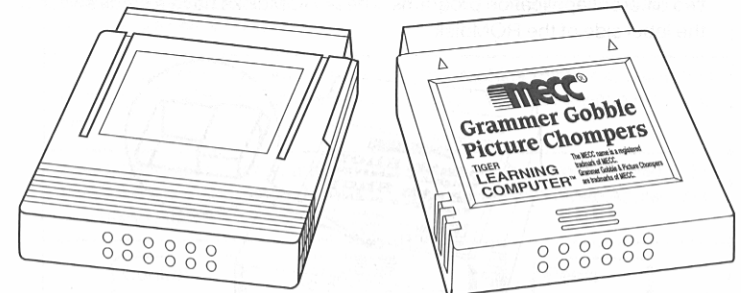
The Tiger Learning Computer comes with several application programs on ROMdisks that are safely and conveniently stored in the lid. Open the storage area by placing your pointer fingers inside the two notches and gently pull forward on both sides of the top edge.

- Slide the power switch to the OFF position.
- Insert one of the ROMdisks in either Drive 1 or Drive 2 of your computer.



Note:

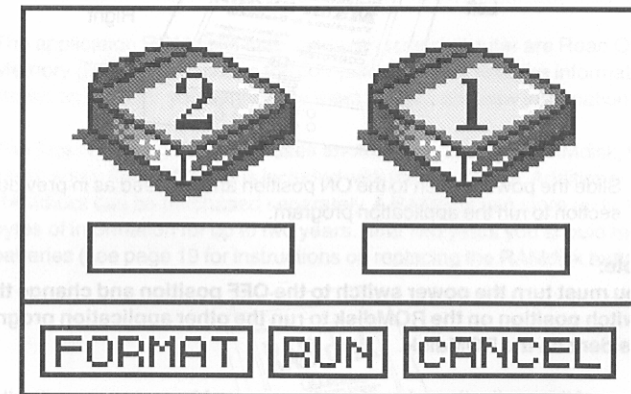
ROMdisks should be inserted with the grooved side up, label side down.



Grooved side up

Label side

- Slide the power switch to the ON position.
- Select the DISK activity from the desktop (remember you can use the mouse or the keyboard).
- You will see this dialog box.



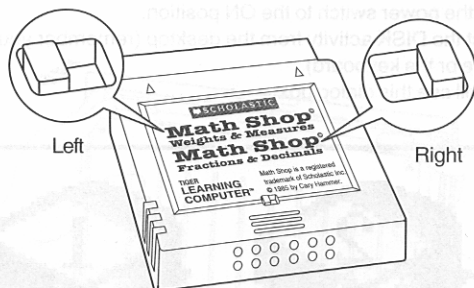
- Select the icon of the drive where you inserted the ROMdisk using the mouse or the arrow keys. When it is selected the name of the disk will be highlighted.
- Click on the RUN button or type **R**.
- Follow the instructions provided with the application program.

Running an application program on a dual program ROMdisk

The Tiger Learning Computer also comes with several ROMdisks that contain two different application programs. These ROMdisks have a small switch on the label side of the ROMdisk.



- Slide the switch to the left to use the application program listed first on the label or slide the switch to the right to use the application program listed second on the label.



- Slide the power switch to the ON position and proceed as in previous section to run the application program.

Note:

You must turn the power switch to the OFF position and change the switch position on the ROMdisk to run the other application program resident on the ROMdisk.

Many of the applications do not use the mouse. Most programs will tell you on the screen which keys to press. If you have any questions read the application instructions.

When you have finished using the program you can return to the DESKTOP by pressing the reset sequence.

Hold down the **Control** and **Player 1** keys and press **Reset** at the same time.

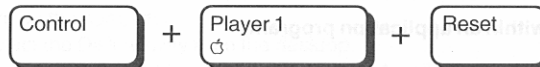
Things to remember when running applications.

Some programs can read ONLY UPPER CASE letters. If you are using one of these programs use the CAPS LOCK key when you run that program.

Many programs do not use the mouse. If you have a problem check the application instructions.

Some programs may not be able to print graphics (pictures) using this computer. Check the application instructions. You can always print text files.

If you get stuck in a program you can always get back to the desktop by using the reset sequence. Hold down the Control and Open Apple Keys and press Reset.

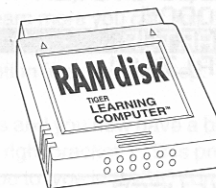


That's the basics, but there is a lot more you can do with your computer. The rest of this manual will discuss other activities and some optional features you may want to use.

Using your RAMdisk

The application ROMdisks that come with your computer are Read Only Memory (ROM). That means the computer can only read the information stored on the disk; you cannot use them to store any new information.

The Tiger Learning Computer uses another type of disk, a RAMdisk, to store information. One RAMdisk is included with your computer. Additional RAMdisks can be purchased separately. A RAMdisk can store up to 128K bytes of information for up to two years. After two years you should replace the batteries (see page 19 for instructions on replacing the RAMdisk batteries).



Formatting a RAMdisk

A RAMdisk must be formatted before you can use it to store information. There are two formatting options, DOS 3.3 and ProDOS. For most applications you will want a ProDOS formatted disk.

To Format a RAMdisk

- Turn off your computer.
- Insert the RAMdisk into either drive and turn on the computer.
- Select the Disk activity from the desktop.
- The label NONAME will appear under the drive icon.
- Select the drive which contains the RAMdisk.
- Select the Format command (use your mouse or type F).
- Type the name you wish to call your RAMdisk (for example MYFILES).
- Select OK.
- The new name should now appear under the disk icon.

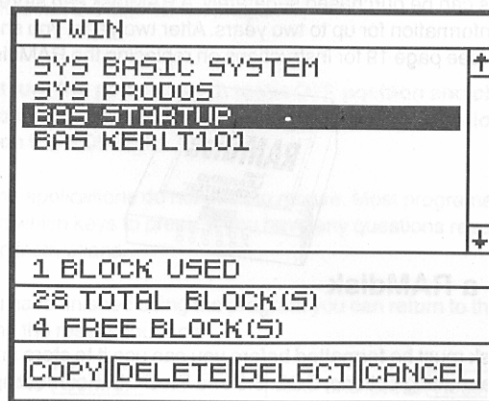
Saving files to your RAMdisk

Saving from within an application program

Some application programs allow you to save while the program is running, check the application program instructions. Pay special attention to whether the RAMdisk must be in a specified drive.

Copying files to your RAMdisk

- Insert the RAMdisk into either drive and turn on the computer.
- Insert the disk you are copying from into the other drive.
- Select the Disk activity from the desktop.
- Select the drive which contains the disk with the file you want to copy and click the mouse again (keyboard: select with the right  and left  arrow keys and press **Return**). You will see a list of the files stored on that disk.
- Highlight the file or files you wish to copy by clicking with the mouse (keyboard: use the up  and down  arrow keys).
- Click on the SELECT button or type **S**. As you select a file a check mark ✓ will appear next to it.



- Select the COPY command (use your mouse or type **P**).
- Select CANCEL or type **C**. Your file is now copied to the RAMdisk you selected. You can check to see if it's there by selecting and looking at the list of files on the disk.

Saving BASIC programs

The instructions for saving your BASIC programs are covered in the "Using BASIC" section of this manual.

Removing a file from the RAMdisk

- Insert the RAMdisk with the file you want to delete into either drive and turn on the computer.
- Select the Disk activity from the desktop.
- Highlight the file or files you wish to remove by clicking with the mouse (keyboard: use the up  and down  arrow keys).
- Click on the SELECT button or type **S**. As you select a file a check mark ✓ will appear next to it.
- Select the DELETE command (use your mouse or type **D**). Your file will be deleted.
- Click on CANCEL or type **C**. The list of files closes.

Using BASIC

The Applesoft BASIC programming language is built into your Tiger Learning Computer. You can use BASIC to write and run simple programs. You can also load BASIC programs that other people have written, and run them.

Creating a BASIC Program

The following is an example of a BASIC program. If you type in this example and run it, you will get a feel for just how easy and fun BASIC programming can be. If you want to learn more you can find many books in your local library.

- Select the BASIC option from the Desktop.

The desktop disappears and you now have a blank screen with a BASIC prompt that looks like a right bracket **]**. This prompt is telling you that the computer is ready for you to type in BASIC commands. Remember to hit the **Return** button at the end of every line, or to send a command to the computer.

After the BASIC prompt type:

NEW

The NEW command clears the computer's memory. It is a good idea to type NEW whenever you start writing a new program.

BASIC programs are made up of lines of code that give the computer instructions. Each line of code starts with a number.

Type in the following 5 lines of code. Pay special attention to quotes, punctuation and spaces when you are typing. Type **Return** at the end of each line. If you make a mistake you only have to retype the line with the error. The computer will automatically replace the old line with the new line. If you see a mistake before you press the return key, you can use the arrow key to move the cursor to where the mistake is and retype the rest of the line. (NOTE: The delete key does not work in BASIC it will put a box character on the line.)

```
10 PRINT "Welcome to the Tiger Learning Computer!"
20 PRINT "Please type your name."
30 INPUT N$
40 PRINT "Hi"; N$; "Nice to meet you!"
50 END
```

After you finish typing line 50 hit **Return** and type:

LIST

You will see the program you just typed in listed on the screen with all of the lines in order. That's it! You just wrote your first BASIC program. Now you can run it by typing:

RUN

Type your name when the program asks for it.

If you get an error message when the program runs, check to see if you have made a typing error. Make sure you have included all quotes, punctuation and spaces.

To stop your program in the middle hold down the **Control** and **C** keys at the same time.

Once your program is running exactly the way you want it to, you can save it to your RAMdisk.

- Put your RAMdisk in Drive 2.
- Type: **SAVE Myprogram, D2, S6**

Myprogram - is the name you are giving your program
D2, S6 - tells the computer which drive the RAMdisk is in
D2 means Drive 2, S6 means Slot 6. Both Drive 1 and Drive 2 use Slot 6, so if the RAMdisk were in Drive 1 you would type "D1, S6". It's a little complicated, but don't worry the computer will only let you save to a RAMdisk you cannot write over or erase any information on the ROMdisks... so if you make a mistake just try again.

Now you have your very own BASIC program saved to your RAMdisk. You can use it over and over now without retyping the code. It will stay on the RAMdisk as you saved it until you delete it from the RAMdisk's memory.

Loading a BASIC program from the RAMdisk

To load your BASIC program into the computer's memory from the RAMdisk:

- Select the BASIC activity from the desktop.
- At the BASIC prompt type **LOAD** followed by the name of your program, the drive and slot number, and press the **Return** key.

To load the program you just saved type:

LOAD Myprogram, D2, S6

To learn more about programming in BASIC, you should go to your public library or local bookstore. Any BASIC programming book will give you more information. There are also publications written specifically for Applesoft BASIC and the Apple IIe.

Options

Printing

Your Tiger Learning Computer comes with a standard 25 pin parallel port (female D-Type) for connecting a printer. Most standard printers will be able to print text files from your computer. Some applications have special software to allow you to print graphic files as well, check the application instructions to see if it allows you to print graphics with your particular printer.

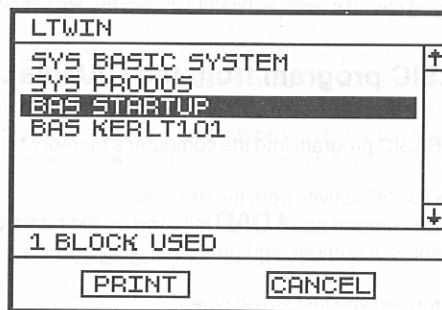
Connecting a printer

- Connect one end of the printer cable to your printer.
- Connect the other end of the printer cable to your computer's parallel port.

IMPORTANT: ALWAYS CONNECT THE PRINTER CABLE AFTER YOU HAVE TURNED ON YOUR COMPUTER. YOUR COMPUTER WILL NOT WORK IF THE PRINTER CABLE IS ALREADY CONNECTED WHEN YOU TURN IT ON.

Print a text file stored on a ROMdisk or RAMdisk

- Insert the disk with your text file into one of the drives.
- Select the printer from the desktop.
- Select the disk which holds the file you want to print. A list of the files stored on that disk will appear.



- Highlight the file you want by clicking with your mouse or use the up and down arrow keys.
- Click on PRINT or type to send it to the printer.
- When you have finished printing click on the CANCEL button or type .
- Click on CANCEL or type to return to the desktop.

Communicating

Your computer comes equipped with a standard serial port which can be used to connect a modem. A modem is a device used to send signals from your computer over a telephone line to another computer also equipped with a modem. You can connect directly to another computer to exchange files or you can connect to an internet service provider and use their **text based** services.

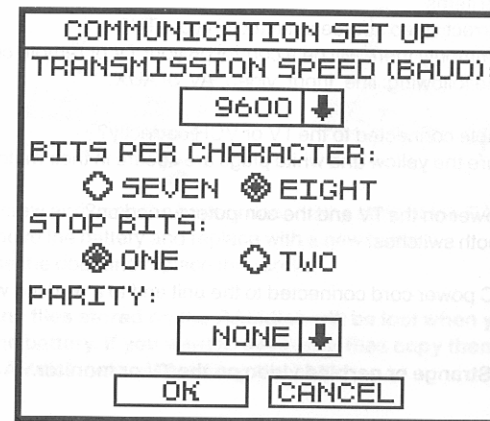
Note: You will have to purchase additional software for e-mail, internet browsing, and modem to modem communication. For more information about the Tiger Learning Computer Internet software call 1-800-TIGR-SOS.

To connect your modem

- Make sure you have the correct cable. The Tiger Learning Computer has a 9 pin serial connector (male D type). If your modem cable does not have this type of connector you can buy a new cable or adapter in most computer or electronics stores.
- Connect both ends of the cable.

Communication Settings

- Select the COM activity from the desktop. The following dialog box will appear. The instructions which came with your modem will tell you what settings to use.



- Set the modem transmission speed by clicking with your mouse on the box showing the speed. (From the keyboard use the key until the speed is highlighted and press the down arrow). The window expands showing you the speed options. Click twice on your modem speed (from the keyboard use the up and down arrow keys and press the key to close the menu).
- Set the bits per character by clicking with the mouse on the 7 or 8 (key board - use the key to highlight the bits per character option and use the left and right arrows to select 7 or 8 bits).
- Set the stop bits by clicking with the mouse on the 1 or 2 (keyboard - use the key to highlight the stop bits option and use the left and right arrows to select 1 or 2 bits).
- Parity is selected the same way you selected the modem speed.
- Once the settings are correct for your modem click OK with the mouse (keyboard - use the key to select OK and press .

Joystick

Some application programs recommend the use of a joystick. A joystick is available separately from Radio Shack, part # 270-1707. Instructions for using the joystick are in the application program instructions.

Troubleshooting

Problem: No video on the television screen.

Check these items.

- 1) Is the correct video source selected on your TV?
 - Most commonly there will be a control on your TV or remote control labeled one of the following: line, input, video, AV, or AUX.
- 2) Is the cable connected to the TV or VCR correctly?
 - Make sure the yellow and white plugs are secure in their matching sockets.
- 3) Is the power on the TV and the computer turned on?
 - Check both switches.
- 4) Is the AC power cord connected to the unit and to a working wall outlet?

Problem: Strange or garbled video on the TV or monitor.

Check these items:

- 1) Is the ROMdisk inserted properly?
 - Grooved side up/labeled side down.
 - Take out the ROMdisk and reinsert.
- 2) Is a printer connected to the parallel port?
 - Turn off the computer, disconnect the printer and turn on the computer.
- 3) Use the reset sequence, **Control** + **Player 1** + **Reset**.

Problem: Application program does not respond to keyboard commands when first started.

- 1) Is it a DOS 3.3 program?
 - Press the CAPS LOCK key so you will only type upper case characters.
- 2) Use the reset sequence, **Control** + **Player 1** + **Reset** and re-select the program from the desktop.

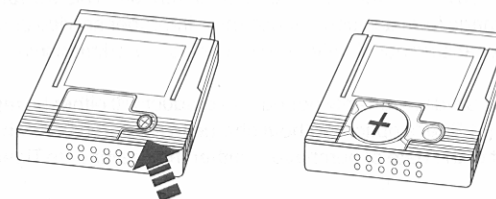
Problem: Application program "freezes" when running and does not respond to keyboard commands.

- Use the reset sequence, **Control** + **Player 1** + **Reset** and re-select the program from the desktop.

Changing the battery in the RAMdisk

Battery life: 870 days

Battery type: CR2032 x 1pc



- Unscrew and open the battery door on the back of the RAMdisk.
- Remove the battery and replace with a new battery.
- Close the door and replace the screw.

Note: Any files stored on the RAMdisk will be lost when you remove the battery. If you want to save your files copy them to another RAMdisk before replacing the battery.

Technical Specs

Ports

Mouse.....	6 pin DIN connector
Joystick.....	9 pin female D-type
Serial.....	9 pin male D-type
Parallel.....	25 pin female D-type
Audio.....	white RCA
Video.....	yellow RCA connector
Headphone.....	mono mini RCA connector
AC Power.....	male 6.3 x 2.1mm

Graphics Display Modes

Low resolution.....	48 rows x 40 columns, 16 colors
High resolution.....	192 rows x 140 columns, 6 colors
Double High resolution.....	192 rows x 140 columns, 16 colors

Text Display Modes

40 or 80 columns

Non-Apple Modes

190 rows x 270 columns, 16 colors

90-DAY LIMITED WARRANTY

Tiger Electronics, Inc. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damage from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S.\$ 30.00. Payments must be by check or money order payable to Tiger Electronics, Inc.

The foregoing states the purchaser's sole and exclusive remedy or any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Inc. Repair Dept.
980 Woodlands Parkway
Vernon Hills, Illinois 60061 U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TIGER IN ANY WAY. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TIGER BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS TIGER PRODUCT.

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This warranty gives you specific rights, and you may also have other rights which vary from state to state.