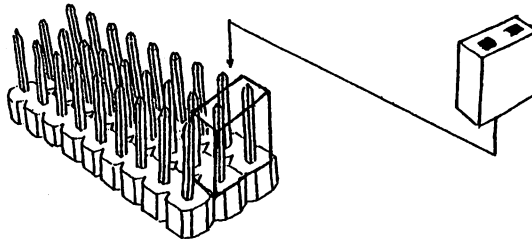


ADDENDUM TO INSTRUCTION MANUAL
DELUXE RS232 INTERFACE
INSTRUCTION REVISION 4.0

On page 17 of this instruction manual, "cut and jump pads" are described. These pads are no longer used, and have been replaced in your interface with a set of connections which will serve the same purpose more conveniently.

Inside the case of this interface are a set of pins and jumpers that look like this:



These jumpers (also known as "shorting blocks" or "shunts") can be moved to achieve the same result as the "cut and jump" pads.

NOTE: When first supplied, the blocks will all be located nearest to the Commodore end of the interface, that is, away from the two switches. For most applications, this is where the jumpers should remain. A majority of users will never need to change these connections.

An earlier version of this RS232 interface had a third switch labeled "NORMAL/INVERT". Some software required this switch to be placed in the "invert" position. If your software requires this, place the jumpers on the pins as shown:

RS232 pin assignments:

4 5 6 8 12 20 22

