

MAGNETIC CARD READER

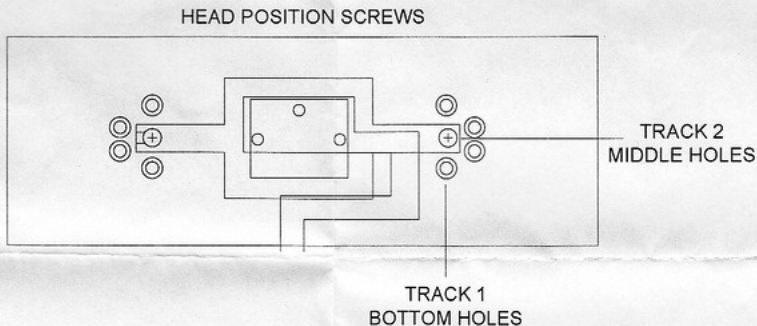
Amiga Version 1.2

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1. Turn the power off on your machine.
2. Plug the Card Reader connector into your joystick port 2. The port is a 9 pin D-type connector found on the back of your Amiga A500,600,1200 or the right hand side of A1000,A3000,A4000 machines.
3. Insert the Amiga Card Reader Software into your disk drive and power up the machine. The software will boot into the normal Workbench screen, so click on the Disk Icon to reveal it contents. You will find a Code Icon draw which contains two files Card1 & Card2. Click on Card2 to run this program.

CARDS AND DATA

On each magnetic card there are two types of data, track 1 and track 2/3. The Card Reader can read both of these types, the reader is shipped set to read tracks 2/3. To read track 1 you will need to open the case using a screwdriver and move the head into it's new position. The diagram below shows the reader set to the track 2 position.



READING A CARD

1. When first activated the screen will display no data, but a ready message will appear over the picture of the card reader.
2. Using any magnetic card, swipe it through the Card Reader in the same way as the arrow shows on the case. The message analyzing data will be display briefly before the screen data is displayed.
3. If the Reader was able to identify the format of the card it will break down the information and display the data in the various categories shown.
If the Reader could not identify the format used on the card, all data that it did find will be displayed in the raw data section at the bottom of the screen.

Track 1 program

Most cards seem to have data on track 2, but some also have data on track 1. This track often uses a higher bit density than track 2, often containing ascii data.

The track1 program reader software contains a different decoder system but functions identically to the track2 software.

You will of course need to reposition the head to read this data.