

## ATTMR

# Operating Instructions

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**BALDWIN BOXALL**  
COMMUNICATIONS

## GENERAL DESCRIPTION

The ATTMR is a continuous play twin cassette music system. Any number of ATTMR units may be slaved together to form a multi-cassette system.

The basic unit will play tapes in the following sequence:-

Both sides of tape 1 followed by both sides of tape 2. For a single ATTMR, this sequence repeats continuously.

When a number of ATTMR units are connected together, the system will sequence through all tapes and then repeat.

When no tapes are inserted into an ATTMR unit, its audio inputs are connected to its audio outputs. The unit allows for Mono / Stereo operation with the left hand channel allocated to Mono output when selected from the rear panel switch.

The ATTMR unit has been designed to handle 2 or 4 track tapes recorded in both normal and reverse format. Option links are provided on the main PCB within the unit to select the tape format in use.

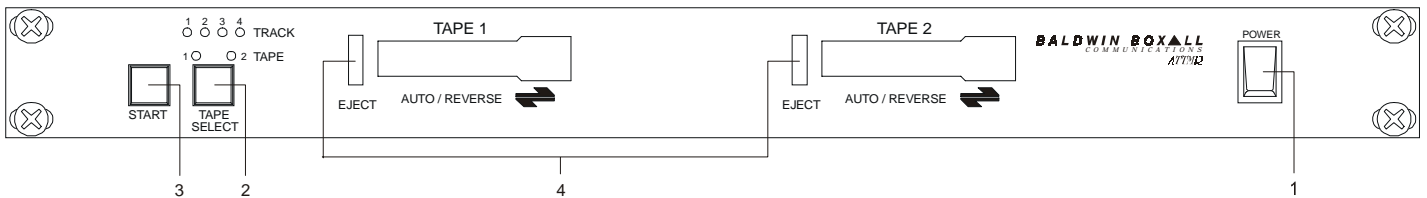
## IMPORTANT SAFETY NOTES

This appliance **MUST** be earthed. Only use a 5A fuse in the mains plug. Refer servicing and maintenance to qualified personnel only.

Do not expose the equipment to liquids and when transferring from a cold to a warm atmosphere, allow the unit to adjust to room temperature before operating. Damage to tape mechanisms and / or tapes could result if this advice is not followed.

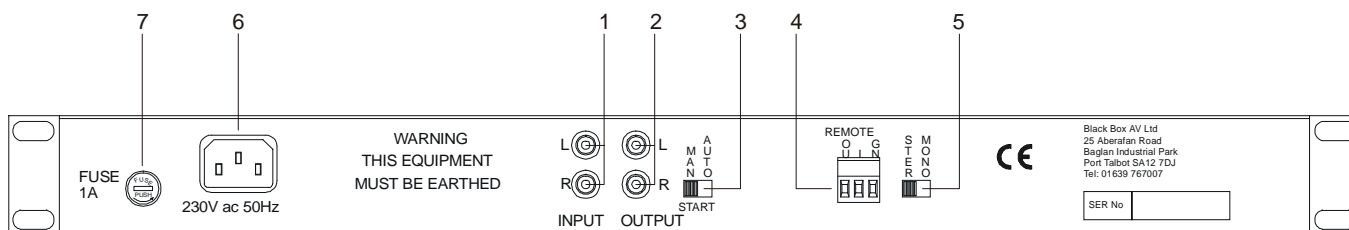
Ensure the equipment is switched off before making any connections to its terminals.

## FRONT PANEL CONTROLS



- 1 Power Button.  
Illuminated when switched On.
- 2 Tape Select (1 or 2).  
Allows selection of the tape decks.
- 3 Start Button.  
Unit will not start until this button is pressed (if the unit is in Manual Mode).
- 4 Eject.  
Tape eject button. Press firmly to eject the tape.

## REAR PANEL CONNECTIONS



- 1 Input:** External inputs are connected via phono plugs.
- 2 Output:** External amplifiers can be fed from this socket via phono plugs.
- 3 Manual / Automatic Start Switch.**  
This facility allows the unit to start automatically when tapes are inserted or waits for the master start button (on front panel) to be pressed.
- 4 Remote Connections.**  
Allows the unit to be connected to other units making either a four or 6 deck system etc. There is no limit on the connecting units.
- 5 Stereo / Mono Switch:** Allows the unit to deliver either Stereo or Mono output.
- 6 Mains Input:** Use the IEC connection lead supplied, 230V, 50Hz.
- 7 Fused Inlet:** Use a T1A (1A anti surge) fuse only. Refer to qualified service agent in the event of repeated failure.

## ATTMR SPECIFICATIONS

### CASSETTE DECKS (2 off)

Maximum Play Time	: Limited only by cassette length (normally 90 minutes per tape)
Frequency Response	: 80Hz to 10kHz (+/- 3dB)
Dynamic Range	: 80dB
Channel Separation	: 30dB
Wow and Flutter	: Within 0.3 WRMS
Auto Reverse	: Standard

### FRONT PANEL CONTROLS

Tape deck select – 1 or 2  
Illuminated Power button  
Tape eject buttons  
Tape deck play status via LED Displays

### DIMENSIONS

1U measuring 44H x 445W x 362D (all dimensions in mm). No allowance made for cabling.

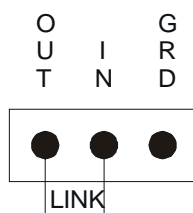
### WEIGHT

Boxed weight 7.5 Kg.

## ATTMR – CONFIGURATION / CONNECTIONS.

### STAND ALONE MODE.

When a single ATTMR is used as a twin deck music system, the REMOTE terminals must be wired as follows:



Internally, link LK3 must be set to its MASTER position.

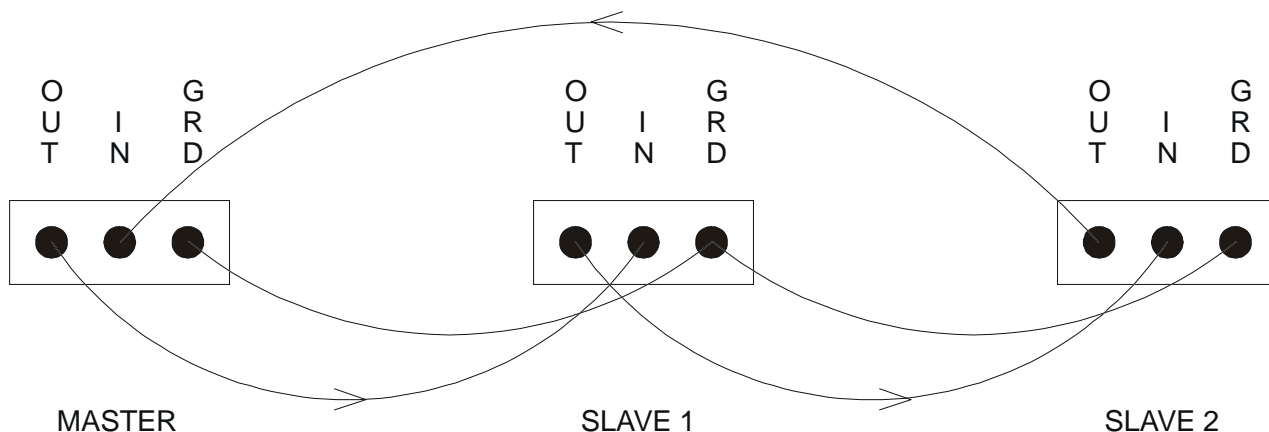
### SLAVE CONNECTIONS

Several ATTMR units may be connected together to form a multi-tape system. One ATTMR acts as a master unit while the remainder are slaved from it.

Internally, the master unit will have LK3 set to the Master position, while the remaining units will have link LK3 set to the Slave position.

The remote terminals of the unit are 'Daisy Chained' which sets the priority of play of the ATTMR units. The OUT terminal of the Master unit is wired to the IN terminal of the first slave. The OUT terminal of the first slave wires into the IN terminal of the next slave. These connections are repeated up to the last slave unit. The OUT terminal of the last slave is wired into the IN terminal of the master. The Ground (GRD) terminals of all units are wired together.

An example of the remote connections for a Master and two Slave units is as follows:



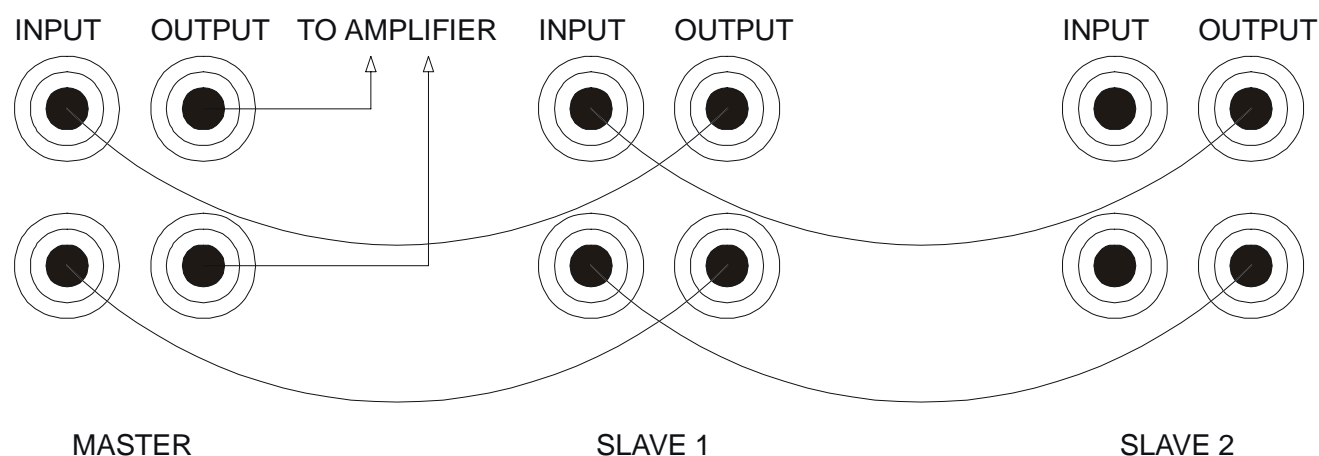
The tape play sequence for these connections will be:

Master Tape 1 – Master Tape 2 – Slave 1 Tape 1 – Slave 1 Tape 2 – Slave 2 Tape 1 – Slave 2 Tape 2 – Master Tape 1, etc.

## OUTPUT / INPUT CONNECTIONS

The outputs of the last slave unit must be connected to the inputs of the preceding unit, and so on until upto the Master unit. The outputs of the Master unit are then connected to an amplifier.

An example of the output / input connections for a Master and two Slaves are as follows:



## MANUAL START BUTTON

The front panel 'MANUAL START' button only operates on the Master unit either in stand alone or multi-unit modes. The button on any slave units is ignored. The manual push button may be overridden to provide automatic start up by the rear panel MAN / AUTO Switch.

## INTERNAL LINK SETTINGS

There are three links inside each ATTMR unit which determine if the unit is to be operated as a master or slave unit (LK3) and the cassette format in use.

The unit can handle 2 or 4 track recordings in both normal and reverse recorded formats.

For 2 track tapes, the rear panel 'Mono / Stereo' switch determines the audio outputs. In the stereo position left and right channels are available. If mono is selected, the left output channel provides the mono output. The right channel remains operative but should be ignored.

For 4 track tapes, only a mono output from the left channel applies and any output from the right channel should be ignored.

*Please note:* if two or more ATTMR units are connected together in mono then the Master unit should be set to "Stereo" and the Slave units set to "Mono". If this is not done then a low level pulse will be heard when tapes are not playing.