

# Adding a 5 pin DIN to an Amstrad CPC 464

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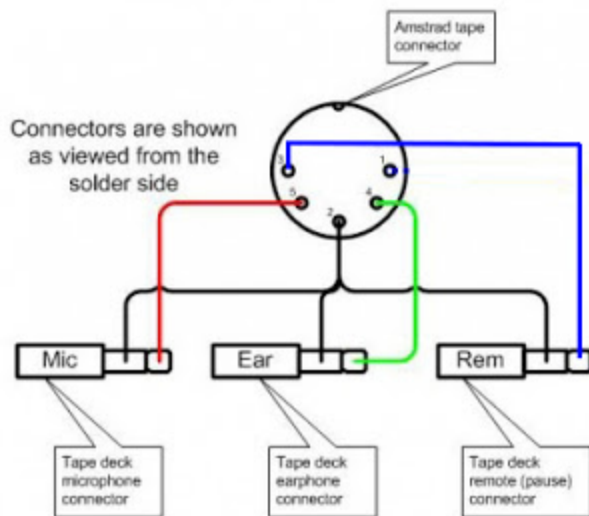
After mentioning that I had gotten a CPC and attached a DIN to it so that I could connect it to the TZXDduino I have had a few requests on how to do it so I thought I'd try a guide.

You will need to purchase 180 degree 5 pin female din that is chassis mountable.



This is the type that I purchased except mine also had a mounting plate too.

The standard 6128 cassette connector is wired like this.



Each pin is numbered on the back so that you know which one you are connecting it too so don't worry if the pins are in different positions as it depends on whether you are looking from the connection side or the soldering side.

I would use different coloured wiring for each type of connection. I used the following

Ground - Black

Data Input - White

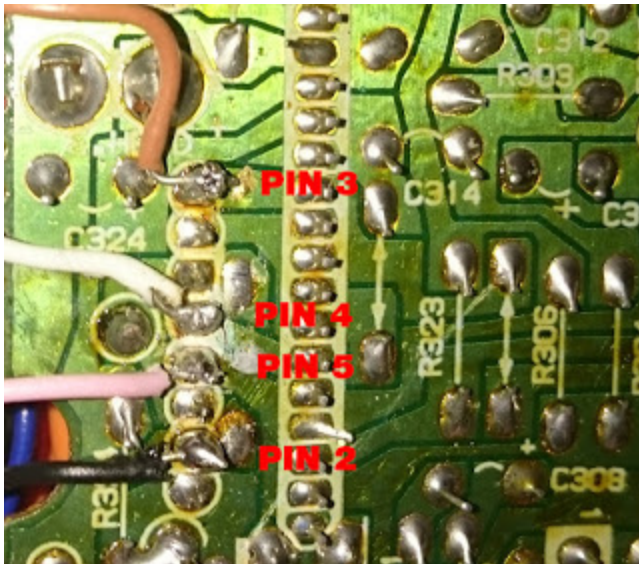
Data Output - Pink

Remote Control - Brown

At this point I added 4 male pins to the end of my wiring so that I could build a connector so that I could easily disconnect the DIN should I need to work on the cassette drive.

Next is connecting the wiring to the cassette drive Make sure that when you solder you do not create any shorts and connect the wiring

as follows.



Close Up your computer and then test to make sure that it all works.

If you want to use the built in cassette recorder you just unplug the cassette leads from the DIN and use it as normal.

Where you place the 5 pin DIN on the case is up to you and the model of 464 that you have.

Here are pictures of the two types I've placed on an early model and a later model.

Remember measure twice and cut once. That 14mm hole is pretty big and permanent once you've drilled it.



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## Popular posts from this blog

Thanks to the help of Rafael Molina Chasserot some new features have been added to the TZXDuino and CASDuino firmwares which has freed up some memory as well, which may lead to more features being added in the future.

A percentage counter and a timer counter have been added to all screens so that you know how much is left of a file to play and how long it has taken to load.

The OLED1306 and PCD8544 use completely new routines for the firmwares saving a lot of memory.

Folder navigation is now different. Rather than using the Menu button on TZXDuino or the Stop button on CASDuino to return to the ROOT directory, if you press the stop button when no file is playing you will go up one folder only making it easier to navigate.

### **TZXDuino**

The TZXDuino has had a menu added so that MSX users can set the Baud rate of TSX files so that they can load faster than normal.

A few more emulator only IDs have been fixed so that they are skipped by TZXDuino.

### **CASDuino**

CASduino has had a Baud Rate of 3675 added to...

Thanks to the work of Kernel Crash we have added uncompressed UEF playback to TZXDuino. This means that Acorn machines can be added to the list of computers that can use TZXDuino. There is standard mode and a Turbo mode that can be switched on in the menu. The turbo mode loads at 1500 baud and does improve the loading time on an Acorn Electron. There is also a 1550 and 1600 option in the TZXDuino.h file but not all Electrons can handle the faster speed.

You can read Kernel Crash's blog [here](#).

You can download the TZXDduino 1.11 from [here](#).

TZXDduino 1.7

This fixes issues with pause lengths that we never noticed before. It should fix games like Top Gun and Street Hawk for the Spectrum and make CDT files behave as they should for the Amstrad CPC.Changes.

\*Maximum pause length of 8.3 seconds due to the TimerOne library has been worked around.

\*ID20 Pause Block fixed.

\*Temporary fix for pause after motor control removed.[https://mega.nz/#!aEt1VJKZ!Zfw-fP3bkNTtiPIbG\\_IIImR94Xni3KvIGUn6Jggfof8](https://mega.nz/#!aEt1VJKZ!Zfw-fP3bkNTtiPIbG_IIImR94Xni3KvIGUn6Jggfof8)