# Pause

**COLLABORATORS**

| | *TITLE* :<br><br>Pause | |
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| WRITTEN BY | | August 24, 2024 | |

**REVISION HISTORY**

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# Contents

# Chapter 1

# Pause

## 1.1 Pause Switch For Amiga 500

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Pause Switch For Amiga 500/500+

Typed and edited by Craig.
Diagram By Craig.

Purpose:
This is by far the easiest project to make, and it will probably be the
most useful too! Imagine that you can instantly stop any Amiga in it's
tracks - for a minute or an hour - no matter what it's doing the
possiblities are endless.


o   Pause any game or program independently of any pause option in the
    software.

o   Cheat at games by getting a good look at new levels well in advance of
    any nasties.

o   Stop your own programs to examine what they are doing. Useful for
    debugging.


What you will need:

1 On-off toggle switch (perhaps a footswitch for 'hands free' operation).
1 Short length of 0.1 pitch edge connector. It should have at least 32 pins
  on it.
2 Short lengths of wire.

Instructions:

Strip about half a centimetre of the insulation from the wire and tin the
ends with a little solder. With the edge connector in front of you, the
solder pins to the left, and the side which clips onto the Amiga to the
right, count 13 pins away from you. Solder one wire to this pin. Then, from
the start again, count 16 pins and solder the other wire. Check this with
the diagram on this disk.
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The ends of the wires should be soldered to the switch. It makes no difference which terminal of the switch is connected to which wire. To connect the pause switch to your Amiga, first power down. Now remove the edge connector cover on the left hand side of the Amiga. Put the cover in a safe place in case you need it again! Clip on the connector, so that the wires can be seen on the upper surface.

The connector should be as far forward towards the front of the Amiga - as possible. Switch on your Amiga. If nothing happens, flick the switch. If nothing continue to happen POWER DOWN IMMEDIATELY. Check the edge connector and make sure you have soldered the wires to the correct pins and fitted the connector correctly. When you have your normal 'Insert Workbench disk' screen, pop in your favourite game and wait for it to load. Once there is something moving on screen flick the switch - everything should freeze! Although you can freeze the Amiga at any time, it is probably not the best idea to do it when disk access is ocurring. Otherwise feel free to stop anything and everything.

How It Works:

One of the pins in the Amiga's 68000 CPU is call HALT (HLT). When this pin is grounded, the CPU simply stops working. Our switch connects a ground wire and the HALT signal via a switch. When the switch is on, the CPU halts. When the switch is off, the CPU carries on.

Other Amiga Owners:

A1500,2000 and 3000 owners should be able to modify the instructions to allow a freeze switch to be fitted to their computers. Instead of an edge connetor, a piece of 0.1 pitch veroboard can be used, and the wires from the switch soldered to it. The board can then be plugged into one of the Zorro slots inside the Amiga's case, and the switch brought to one of the blanking panels at the rear.

Expansion:

It is possible to expand this project into a slow mode with a minimum of extra components. To slow the computer down instead of actually stopping it, the halt line is pulsed instead of held down. All you need to do this is a simple oscillator circuit.

End.

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