

Modele i klony: Amiga Technologies: A1200 (AT)

Connection: Andere

Left side

Right side

Rear

Bottom

[Hi Res Version, Top 1](#) - 286K

[Hi Res Version, Top 2](#) - 214K

[Hi Res Version, Isometric](#) - 242K

[Hi Res Version, Left Side](#) - 104K

[Hi Res Version, Right Side](#) - 123K

[Hi Res Version, Rear](#) - 98K

[Hi Res Version, Bottom](#) - 208K

Modele i klony: Amiga Technologies: A1200 (AT)

[Hi Res Version, A1200 Swedish Keyboard, Image 1](#) - 468K

[Hi Res Version, A1200 Swedish Keyboard, Image 2](#) - 479K

[Image of A1200 LEDs](#) - 557K

[Image of Logo](#) - 285K

[Image of standard A1200 mouse](#) - 146K

[Image of complete A1200 Magic Pack](#) - 407K

Standard Specifications

NOTE: These specifications apply to the A1200 made by Amiga Technologies and do not necessarily apply to the A1200 made by Commodore.

Case Type: Computer in a Keyboard.

Processor: EC020@14Mhz

MMU: None

FPU: None

Chipset: AGA

Kickstarts: V3.1 (Two 40pin ROMs)

Bus Controller: Budgie

Expansion Slots: 1 x 150pin Trapdoor Slot.
1 x PCMCIA Slot (Type II)

Standard CHIP RAM:2MB (Surface Mounted)

RAM sockets: None

Hard Drive Controller: 1 x 2.5" IDE Controller (Unbuffered)

Drive Bays: 1 x Custom Floppy Drive Bay
1 x 2.5" Hard Drive Cradle

Expansion Ports: 1 x 25pin Serial

1 x 25pin Parallel

1 x 23pin RGB Video

1 x 23pin External Floppy

2 x 9pin Joystick/Mouse

2 x RCA Audio (Left/Right)

1 x RF Connector

Composite

Floppy Drive: 1x Internal 880K (Actually a PC 1.44MB drive converted for Amiga use)

Modele i klony: Amiga Technologies: A1200 (AT)

Motherboard Revision: unknown

Battery Backed Up Clock:

When Escom took over the Amiga operation once Commodore went bust, they set up an Amiga subsidiary called Amiga Technologies, which re-released the A1200, in a slightly updated form. It consisted of a slightly newer motherboard with KS 3.1 ROMs (as opposed to 3.0) and a PC floppy drive jumpered down to double density for Amiga use. The floppy drive was suitable for most operations however it did have problems with games which used special track loading techniques as anti piracy measures. Please also see the Commodore A1200

Contributions to this page by:

Greg Scott (National Amiga), Marius Lauritzen, Orjan Lindgren, Takahasi Kasiko

Unique solution ID: #1006

Author: Uwe

Last update: 2009-02-07 14:13