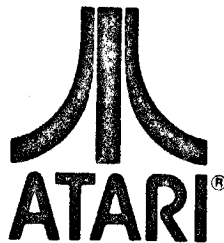


# BULLETIN

From Atari Customer Service



 A Warner Communications Company

B-0058

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## MODIFICATION OF AUTOMATIC ROM/RAM TESTER FOR NEW STYLE ROMS

This modification is to make it possible to test all 8316E ROMS, which are being used from FIRE TRUCK™ to the present.

The purpose of the mod is to give the test unit the capacity to check a different style ROM simply by means of a toggle switch. This is done by connecting pin 18 of ROM test socket 2 to a newly mounted switch that toggles between +5V (through a 1K pullup resistor) and ground.

The procedure for accomplishing this mod is as follows:

Dismantle the test unit by separating chassis from P.C. board and prepare to mount the new switch. The switch is to be placed in the lower right hand corner adjacent to Game/Box switch (see Illustration 1).

Mounting the switch involves drilling four holes: 1 in the metal chassis and 3 in P.C. board 1. First drill the hole in the chassis, making sure the center is lined up with the other switch and that it is spaced evenly apart. Since the thread size of the switch is  $\frac{1}{4}$ " , make the hole a little larger, approximately  $\frac{17}{64}$ ". Secure the switch to the chassis with a mounting nut.

Before drilling the P.C. board, it is necessary to remove a section of the ground trace (see Illustration 2) to prevent any short circuit conditions. Use your Exacto knife for this. Now drill the 3 holes for the switch terminals, using a  $\frac{7}{64}$ " drill bit. The holes do not have to be as precise, but make sure that when you put the board up to the chassis, the switch fits into the holes without any bending. Now epoxy the switch bottom to the P.C. board.

After the epoxy bond sets, you are ready to wire in the new switch. First, isolate pin 18 on ROM test socket 2 (18-2). Since pin 18 is on a common trace with pin 24 on ROM socket 1 (24-1) and pin 21 on ROM socket 2 (21-2) and they are all tied to a common 1K pullup, it is necessary to remove ROM socket 2 to make the proper isolation of pin 18. If there is not a socket of this type available, it will be necessary to put the same socket back in the location, so care should be taken when removing the socket. (See Illustration 3)

Cut the trace that runs between ROM socket 1 and 2 connecting pin 24-1 and 18-2. Cut the trace that connects 18-2 and 1K pullup. Pin 18 should now be isolated from all connections. Replace ROM socket 2.

Using 30AWG wire, run a line from pin 18-2 to middle terminal on switch. Run a line from bottom terminal to the 1K pullup resistor. Run a line from the top terminal to ground. Run a line from 21-2 to 24-1 and up to the 1K pullup resistor. Reassemble the chassis, securing new switch with its mounting nut.

(O V E R)

The mod is now complete and will allow the box to be more versatile in testing various ROMS.

Illustration 1

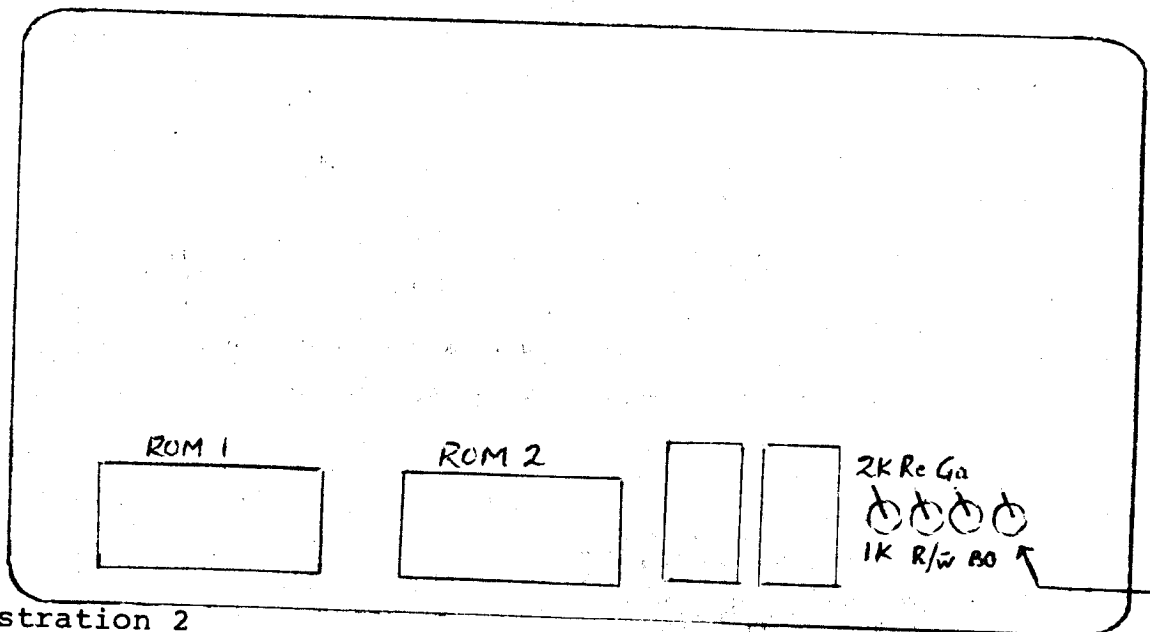


Illustration 2

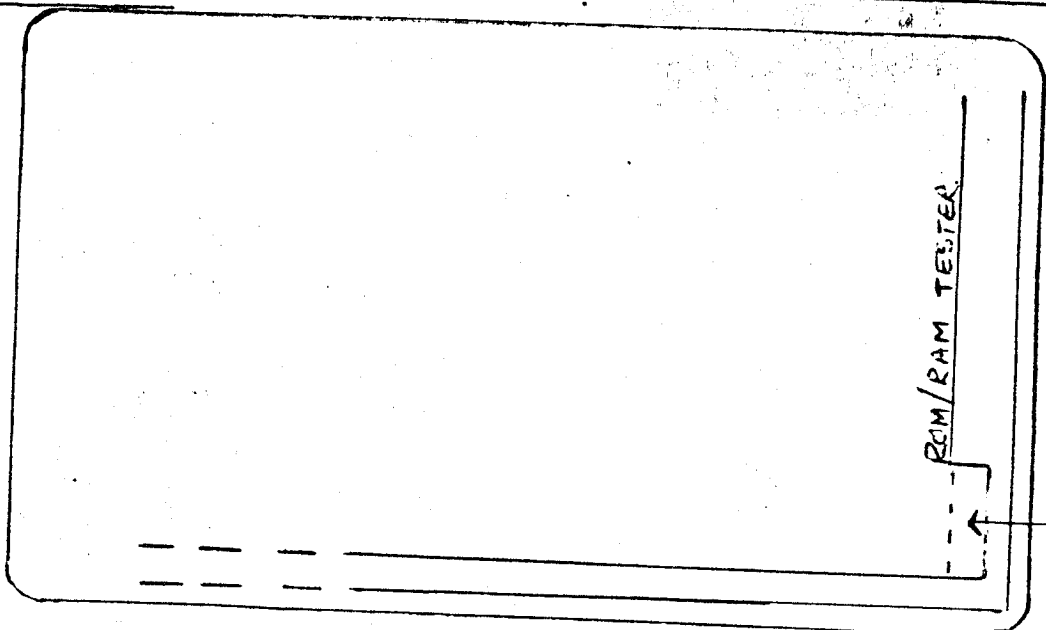


Illustration 3

