

August 23, 1983

PAT 9000

- Problem** With the PAT 9000 Switch Function switch in the center or down toggle position, the switch under test will not release with one press.
- Solution** On the Switch Interface I PCB in the PAT 9000, locate resistors R1-6 (see pages 18 and 64 of TM-200). Replace these 1k ohm resistors with 470 ohm resistors.
- Problem** The PAT 9000 power breaker trips when testing some 2-PCB systems (such as Pole Position™).
- Solution** On the Regulator/Audio II PCB in the PAT 9000, locate 0.1 ohm power resistor R29 inside the heatsink (see page 88 of TM-200). Parallel this resistor with a 0.1 ohm, 7 W resistor.
- Problem** The video picture is wavy when testing some games (such as Missile Command™).
- Solution** Attach a ground wire between the power supply chassis and the card cage inside the PAT 9000.
- Problem** The -5-volt power supply may trip when other test equipment near the PAT 9000 (such as the CAT Box, soldering iron, or heat gun) are powered up or down.
- Solution** On the Power Trip PCB in the PAT 9000, locate the edge connector (see pages 18 and 82 of TM-200). Place a 0.1-volt bypass capacitor from pin 19 of the edge connector to ground, and place another 0.1-volt bypass capacitor from pin W of the edge connector to ground.
- Problem** When testing black and white games (such as Sprint II™ or Super Breakout™), the PAT 9000 may lose video SYNC.
- Solution** On the Video Interface PCB in the PAT 9000, locate R7 (see pages 18 and 76 of TM-200). Obtain a 100k ohm potentiometer. Short the center leg of the potentiometer to either end connection. Place the potentiometer in series with R7 by lifting one end of R7 and soldering one end of potentiometer to lifted end of R7; solder the other end of potentiometer to pad which R7 was lifted from. When testing older games, adjust the potentiometer to obtain stable SYNC. (See Figure 1 on back side).

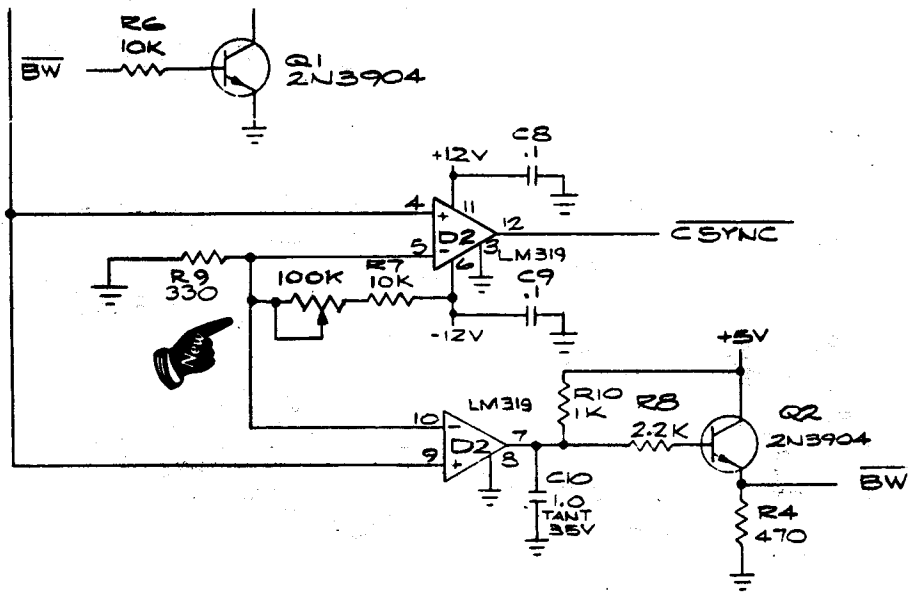


Figure 1