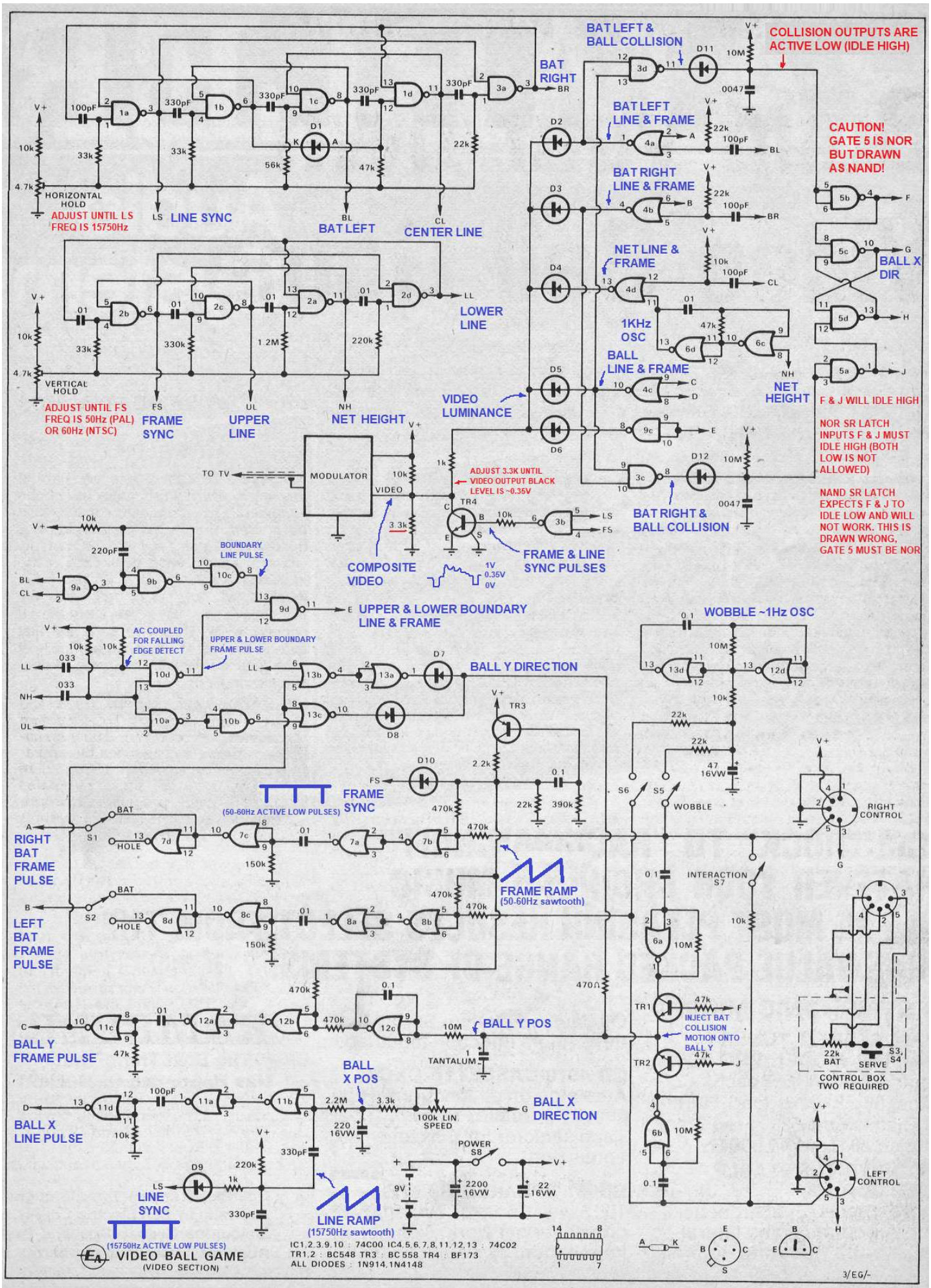
HORIZONTAL HOLD
ADJUST UNTIL LS FREQ IS 15750Hz
LS
LINE SYNC
BL
BAT LEFT
CL
CENTER LINE
BAT RIGHT
BR
BAT LEFT & BALL COLLISION
COLLISION OUTPUTS ARE ACTIVE LOW (IDLE HIGH)
BAT LEFT LINE & FRAME
BAT RIGHT LINE & FRAME
NET LINE & FRAME
1KHz OSC
BALL LINE & FRAME
CAUTION! GATE 5 IS NOR BUT DRAWN AS NAND!
BALL X DIR
NET HEIGHT
F & J WILL IDLE HIGH
NOR SR LATCH INPUTS F & J MUST IDLE HIGH (BOTH LOW IS NOT ALLOWED)
NAND SR LATCH EXPECTS F & J TO IDLE LOW AND WILL NOT WORK. THIS IS DRAWN WRONG, GATE 5 MUST BE NOR
VERTICAL HOLD
ADJUST UNTIL FS FREQ IS 50Hz (PAL) OR 60Hz (NTSC)
FS
FRAME SYNC
UL
UPPER LINE
NH
NET HEIGHT
LOWER LINE
VIDEO LUMINANCE
TO TV
MODULATOR
VIDEO
ADJUST 3.3K UNTIL VIDEO OUTPUT BLACK LEVEL IS ~0.35V
COMPOSITE VIDEO
FRAME & LINE SYNC PULSES
1V
0.35V
0V
BAT RIGHT & BALL COLLISION
BOUNDARY LINE PULSE
UPPER & LOWER BOUNDARY LINE & FRAME
AC COUPLED FOR FALLING EDGE DETECT
UPPER & LOWER BOUNDARY FRAME PULSE
BALL Y DIRECTION
WOBBLE ~1Hz OSC
FRAME SYNC
(50-60Hz ACTIVE LOW PULSES)
RIGHT BAT FRAME PULSE
LEFT BAT FRAME PULSE
FRAME RAMP
(50-60Hz sawtooth)
WOBBLE
INTERACTION S7
RIGHT CONTROL
LEFT CONTROL
CONTROL BOX TWO REQUIRED
INJECT BAT COLLISION MOTION ONTO BALL Y
BALL Y FRAME PULSE
BALL Y POS
BALL X POS
BALL X LINE PULSE
BALL X DIRECTION
100k LIN SPEED
POWER S8
LINE SYNC
(15750Hz ACTIVE LOW PULSES)
LINE RAMP
(15750Hz sawtooth)
IC1,2,3,9,10 : 74C00 IC4,5,6,7,8,11,12,13 : 74C02
TR1,2 : BC548 TR3 : BC 558 TR4 : BF173
ALL DIODES : 1N914,1N4148
VIDEO BALL GAME
(VIDEO SECTION)
3/EG/-