

TECH TIP

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from the ATARI FIELD SERVICE DEPARTMENT

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ROADBLASTER

SYMPTON: Roadway rolls vertically.
You can see this on dedicated games & kits. At first, it looks like a typical vertical sync problem, but actually it is caused by a bad SP CLK pulse which throws off the INT3 (MID SCREEN INTERRUPT) and the roadway starts to roll intermittently at the half-way point.

****REFER TO SHEET 14 OF SP-298, SCHEMATIC PACKAGE****

FIX: Usually very simple and a matter of replacing the socketed speech chip or a transistor on LSI cartridge pcb. The key to diagnosis of this problem is to check -5 volt regulators (Q2 or Q3), 79L05/7905, if output is less than -5 change it. If -5 is ok, then use a scope and look at SP CLK at Pin 6 of 16H (TMS5220), this signal has to be 8 volts P-P and any less than that won't work. If so, try replacing 16H or Q6.

Road Blaster Vertical Roll problem

