

This patch detects automatically if there is a PAL Colecovision and adds delay, but not for NTSC

Also added delay to solve bug with controllers in Coleco ADAM (not tested, but it should work)

If anyone publishes a patched ROM, please DON'T give me any credit. It is only my little contribution to the community.

Address

Original byte

New byte

\$000C = \$00 -> \$3A
\$000D = \$00 -> \$69
\$000F = \$00 -> \$FE
\$0010 = \$00 -> \$32
\$0011 = \$00 -> \$20
\$0012 = \$00 -> \$08
\$0013 = \$00 -> \$01
\$0014 = \$00 -> \$BA
\$0015 = \$00 -> \$01
\$0016 = \$00 -> \$0B
\$0017 = \$00 -> \$78
\$0018 = \$00 -> \$B1
\$0019 = \$00 -> \$20
\$001A = \$00 -> \$FB
\$001B = \$00 -> \$C3
\$001C = \$00 -> \$75
\$001D = \$00 -> \$DD
\$0172 = \$75 -> \$0C
\$0173 = \$DD -> \$80
\$020F = \$3E -> \$D3
\$0211 = \$D3 -> \$E3
\$0212 = \$80 -> \$E3
\$0551 = \$3E -> \$D3
\$0553 = \$D3 -> \$E3
\$0554 = \$80 -> \$E3
\$074D = \$00 -> \$E3
\$074E = \$00 -> \$E3
\$2FEB = \$3E -> \$D3
\$2FEC = \$80 -> \$C0
\$2FED = \$D3 -> \$E3
\$2FEE = \$C0 -> \$E3
\$3019 = \$3E -> \$D3
\$301A = \$80 -> \$C0
\$301B = \$D3 -> \$E3
\$301C = \$C0 -> \$E3
\$304B = \$3E -> \$D3
\$304C = \$80 -> \$C0
\$304D = \$D3 -> \$E3

\$304E = \$C0 -> \$E3
\$306D = \$3E -> \$D3
\$306E = \$80 -> \$C0
\$306F = \$D3 -> \$E3
\$3070 = \$C0 -> \$E3
\$324F = \$3E -> \$D3
\$3250 = \$80 -> \$C0
\$3251 = \$D3 -> \$E3
\$3252 = \$C0 -> \$E3
\$327F = \$3E -> \$D3
\$3281 = \$D3 -> \$E3
\$3282 = \$80 -> \$E3
\$32B0 = \$3E -> \$D3
\$32B2 = \$D3 -> \$E3
\$32B3 = \$80 -> \$E3
\$32C7 = \$3E -> \$D3
\$32C9 = \$D3 -> \$E3
\$32CA = \$80 -> \$E3
\$32D6 = \$3E -> \$D3
\$32D8 = \$D3 -> \$E3
\$32D9 = \$80 -> \$E3