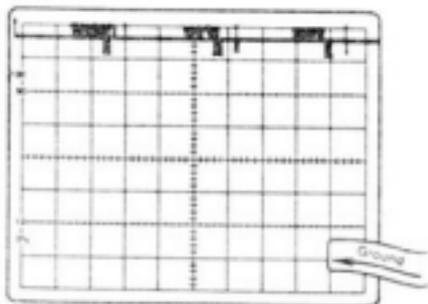


Pictures of Signals

The following pages have illustrated representations of oscilloscope readings. An oscilloscope with a bandwidth of at least 35 MHz is recommended for accurate readings. Adjacent to each diagram are directions of where to probe the circuit board, a signal description, where applicable, vertical and horizontal sensitivity adjustment information and directions to obtain correct signal representations.

COLECO VISION ZONE



C66 (+) R-Y VIDEO

Vertical Sensitivity 1V/Div
Horizontal Sensitivity 0.2mSec/Div

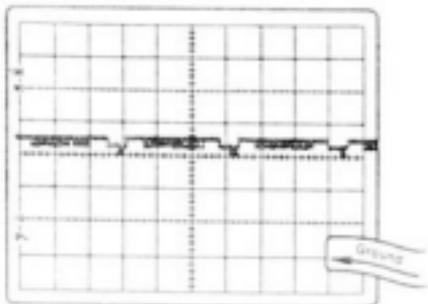
Signal Shown Is During Blue Menu
Screen of Game Cartridge.



C66 (-) R-Y VIDEO

Vertical Sensitivity 1V/Div
Horizontal Sensitivity 0.2mSec/Div

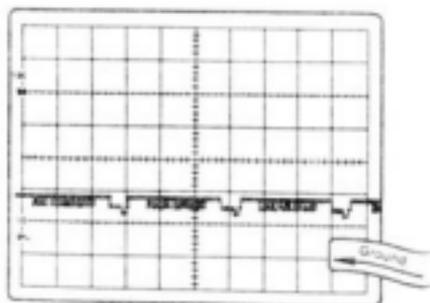
Signal Shown Is During Blue Menu
Screen of Game Cartridge.



C67 (+) B-Y VIDEO

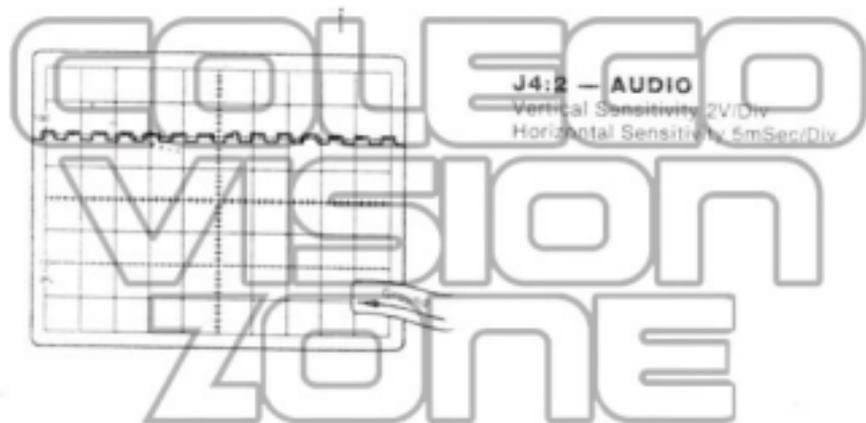
Vertical Sensitivity 2V/Div
Horizontal Sensitivity 0.2mSec/Div

Signal Shown Is During Blue Menu
Screen of Game Cartridge.


C67 (-) B-Y VIDEO

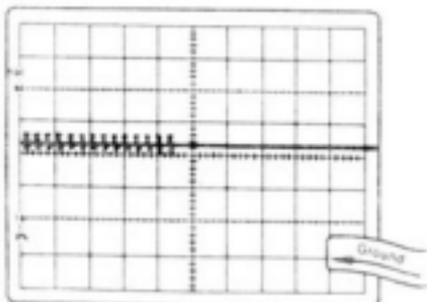
Vertical Sensitivity 2V/Div

Horizontal Sensitivity 0.2mSec/Div

 Signal Shown is During Blue Menu
Screen of Game Cartridge.

J4:2 - AUDIO

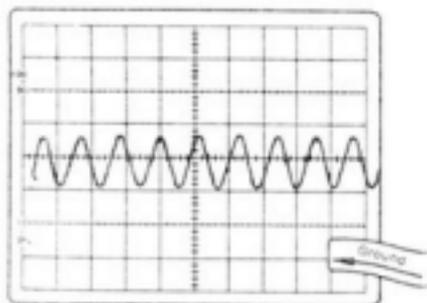
Vertical Sensitivity 2V/Div

Horizontal Sensitivity 5mSec/Div


J4:3 - R-Y VIDEO

Vertical Sensitivity 2V/Div

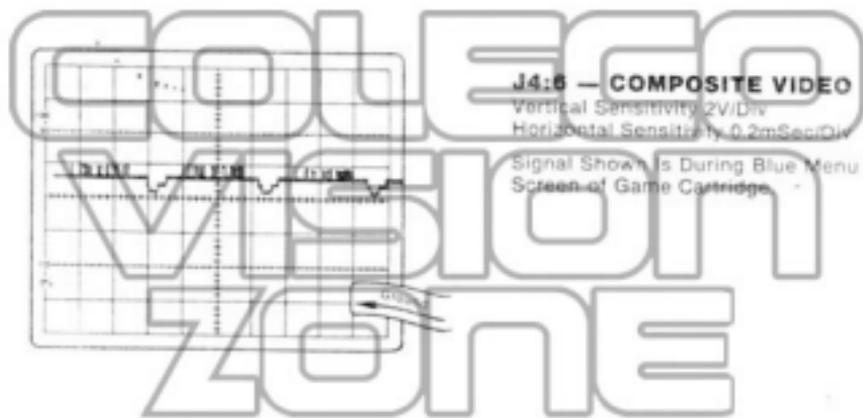
Horizontal Sensitivity 0.5mSec/Div



J4:4

Vertical Sensitivity 5mV/Div
 Horizontal Sensitivity 2 μ Sec/Div
 AC Coupled.

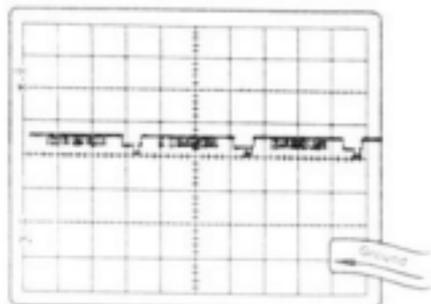
Signal Shown Is Ripple on 12VDC Line.
 DC Level Should Be 12VDC.



J4:6 — COMPOSITE VIDEO

Vertical Sensitivity 2V/Div
 Horizontal Sensitivity 0.2mSec/Div

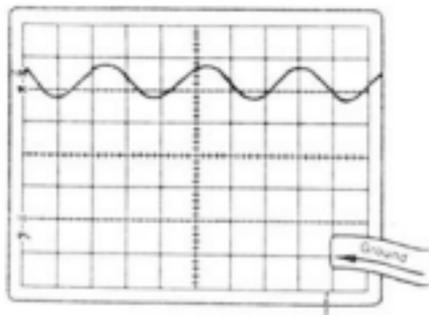
Signal Shown Is During Blue Menu
 Screen of Game Cartridge.



J4:7 — B-Y VIDEO

Vertical Sensitivity 2V/Div
 Horizontal Sensitivity 0.2mSec/Div

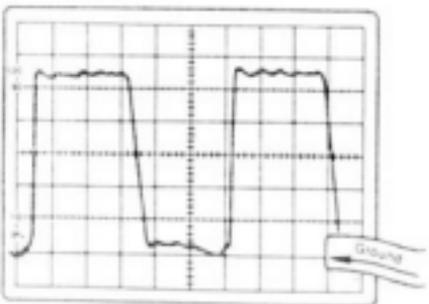
Signal Shown Is During Blue Menu
 Screen of Game Cartridge.


J4:8 — RF CLOCK

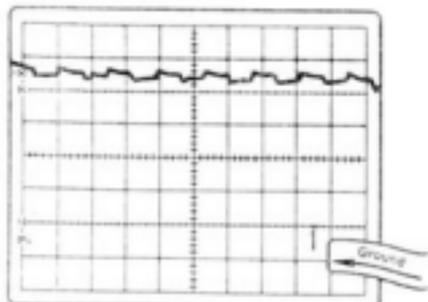
Vertical Sensitivity 2V/Div
 Horizontal Sensitivity 1 μ Sec/Div
 Frequency 3.579545 MHz \pm 100Hz


Q8 BASE Y VIDEO

Vertical Sensitivity 1V/Div
 Horizontal Sensitivity 0.2mSec/Div
 Signal Shows Is During Blue Menu
 Screen of Game Cartridge.


U1:6 — MAIN CLOCK

Vertical Sensitivity — 1V/Div
 Horizontal Sensitivity — 50nSec/Div
 Frequency — 3.579545 MHz \pm 100 Hz

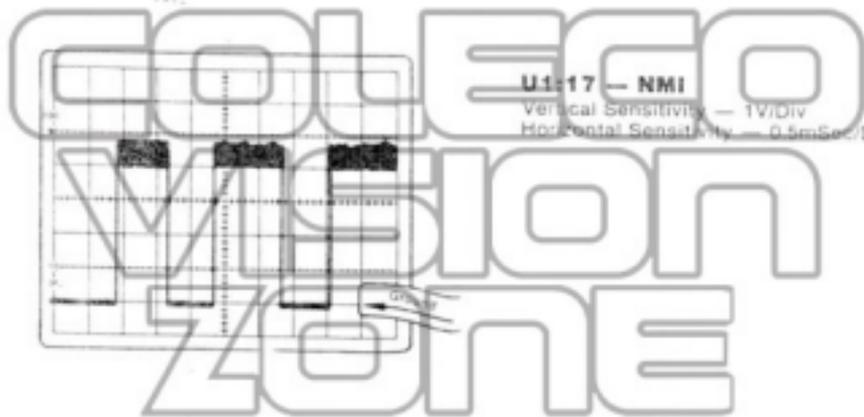


U1:16 — INTERRUPT

Vertical Sensitivity — 1V/Div

Horizontal Sensitivity — 0.2 μ Sec/Div

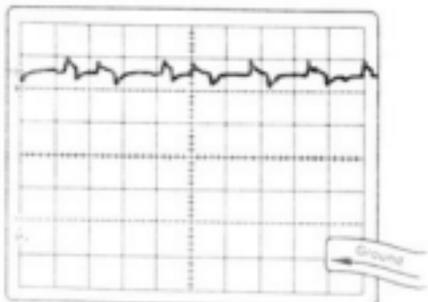
Signal Should Basically Be a 5VDC Level



U1:17 — NMI

Vertical Sensitivity — 1V/Div

Horizontal Sensitivity — 0.5mSec/Div

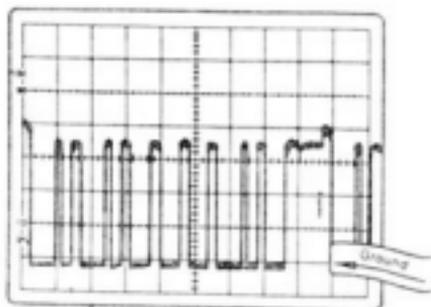


U1:18 — HALT

Vertical Sensitivity — 1V/Div

Horizontal Sensitivity — 0.5mSec/Div

Signal Should Basically Be a 5VDC Level

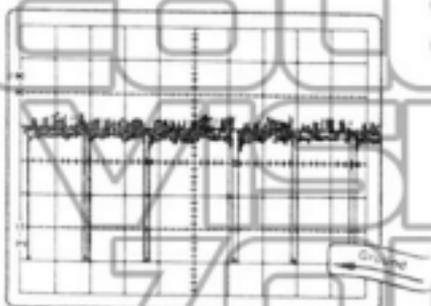
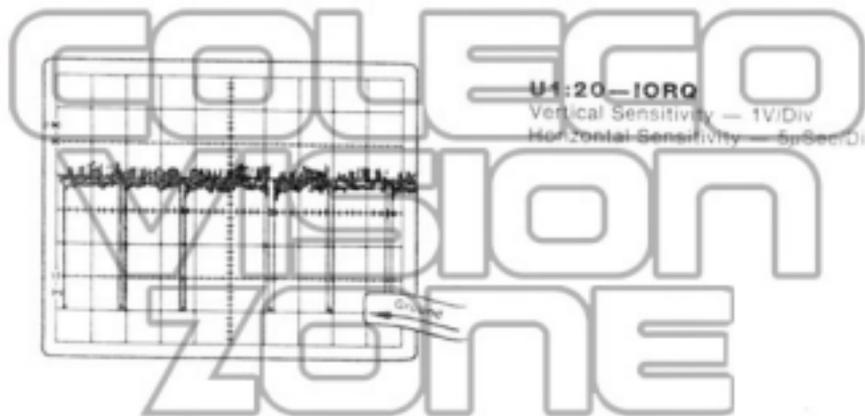


U1:19 M REQ

Vertical Sensitivity — 1V/Div

Horizontal Sensitivity — $0.1\mu\text{Sec}/\text{Div}$

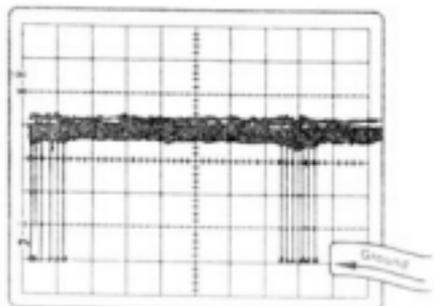
Signal Shown Is During Blue Menu
Screen of Game Cartridge.



U1:20 IORQ

Vertical Sensitivity — 1V/Div

Horizontal Sensitivity — $5\mu\text{Sec}/\text{Div}$

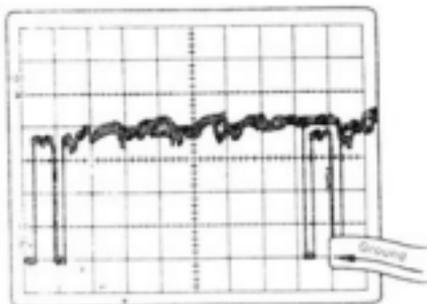


U1:20 IORQ

Vertical Sensitivity — 1V/Div

Horizontal Sensitivity — $50\mu\text{Sec}/\text{Div}$

Signal Shown Is During Blue Menu
Screen of Game Cartridge.

**U1:22 — WR**

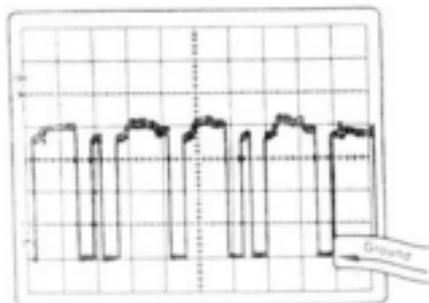
Vertical Sensitivity — 1V/Div
 Horizontal Sensitivity — 1 μ Sec/Div

Signal Shown Is During Blue Menu
 Screen of Game Cartridge.

**U1:24 — WAIT**

Vertical Sensitivity — 1V/Div
 Horizontal Sensitivity — 1 μ Sec/Div

Signal Shown Is During Blue Menu
 Screen of Game Cartridge.

**U1:27 — M1**

Vertical Sensitivity — 1V/Div
 Horizontal Sensitivity — 2 μ Sec/Div

Signal Shown Is During Blue Menu
 Screen of Game Cartridge.