November 4, 1983

**SERVICE BULLETIN**

**GAME:** ASTRON BELT

**SUBJECT:** DEMODULATOR BOARD (Connectors & Adjustments)

<table>
<thead>
<tr>
<th>Connector</th>
<th>Description</th>
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<tr>
<td>CN (F - Type Conn.)</td>
<td>Chroma Signal Input from Video Disc Player</td>
</tr>
<tr>
<td>CN2 (26 P Conn.)</td>
<td>Logic Signal Input from Game Board</td>
</tr>
<tr>
<td>CN3 (10 P Conn.)</td>
<td>Power Supply 12-5-0V</td>
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<tr>
<td>CN4 (6 P Conn.)</td>
<td>TTL Signal Output to Color Monitor</td>
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<tr>
<td>Dip SW 1 (4 P)</td>
<td>Negative/Positive Switch of Sync Signal (Switch #4 must be ON)</td>
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<tr>
<td>VR1, VR2</td>
<td>Horizontal Sync/Blanking Timing Adjustment</td>
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<tr>
<td>VR3, VR4</td>
<td>Vertical Sync/Blanking Timing Adjustment</td>
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<tr>
<td>VR5</td>
<td>Black Level Adjustment (Laser video brightness)</td>
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</table>
INPUT LEVEL ADJUSTMENT OF LOGIC SIGNAL

VR6   Red Gain
VR7   Green Gain
VR8   Blue Gain
VR9   Output Level Adjustment of Logic Signal
VR10  Image Quality Adjustment (Resolution Control for Laser Video)
VR11  Hue Adjustment (Tint Control)
VR12  Color Level Adjustment
VR13  White Level Adjustment (Contrast Control)

Kevin Moeller
Field Service Technician
KM/dd
November 4, 1983

SERVICE BULLETIN

GAME: ASTRON BELT

SUBJECT: DEMODULATOR BOARD - DIP SWITCH 1

1. The four bank of individual switches on Dip SW 1 are set up so Switch #1, 2, and 3 is in the OFF position. Switch #4 should be kept ON.

2. Dip SW 1 No. 4 determines whether to accept composite negative or positive going SYNC from the logic boards. Since the logic produces a negative going SYNC, the Dip Switch 1 No. 4 is left on.

Dip Switch 1 No. 4
ON - Negative SYNC
OFF - Positive SYNC

Kevin Moeller
Field Service Technician
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