Coin Operated Games Division



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CHECK SUM MOD FOR THE ATARI CAT BOX

A CHECK SUM FEATURE CAN EASILY BE INCORPERATED INTO THE CAT BOX. THIS IS ACCCOMPLISHED BY MOUNTING A SWITCH ON THE CAT BOX CONTROL PANEL. IT SHOULD BE LOCATED DIRECTLY ABOVE AND CENTERED ON THE LABEL FOR THE "ERROR DATA DISPLAY" SWITCH. THIS AREA IS OPEN INSIDE THE CAT BOX SO THE LOGIC BOARDS DON'T NEED ANY MODIFICATION. THIS SWITCH IS CONNECTED BETWEEN GROUND AND IC LOCATION B2 PIN 15. LABEL IT CHECK SUM SWITCH.

CHECK SUM TEST PROCEDURE

- 1. POSITION "CHECK SUM SWITCH" TO THE ON POSITION.
- 2. USE THE "BYTES" SWITCH TO SELECT THE PRPER SIZE MEMORY BLOCK FOR THE CKT. UNDER TEST.

1 = 2K BYTES

256 = 4K BYTES

1024 = 8K BYTES

3. SELECT THE DESIRED TEST USING THE "DBUS SOURCE" SWITCH.

DATA = 2 BYTE ADDITIVE CHECK SUM

ADDRESS = 1 BYTE ADDITIVE WITH CARRY

ADDRESS BAR = 1 BYTE EXCLUSIVE OR

NOTE: THE DATA I/O PROM BURNER USES THE 2 BYTE ADDITIVE CHECK SUM.

- 4. TYPE IN THE STARTING ADDRESS OF THE BLOCK OF ROM TO BE TESTED.
- PUSH THE "R/W MODE" SWITCH TO PULSE, AND THEN TO OFF
- 6. THE "ADDRESS/SIG" DISPLAY WILL NOW SHOW A FOUR DIGIT CHECK SUM. THE "DATA" DISPLAY SHOW THE NUMBER OF BYTES TESTED IN 1K INCREMENTS.