October 27 1983

THE ATARI CAT BOX

Z8002 INTERFACE POD

RAM TEST

To test the RAM you must remove the Z8002 (DUT) from its socket. Then place the interface's harness into the MPU socket. Ground the RESET test point.(RESET line of the sound MPU)

The CAT BOX SWITCH SETTINGS;

R/W MODE ----------= (OFF)
R/W ----------= WRITE
ERROR DATA DISPLAY ------= GAME
BYTES ----------= 1024
DBUS SOURCE ----------= ADDR
** CHECKSUM ----------= (OFF)
TESTER MODE ----------= R/W

Z8002 INTERFACE SETTING

RAM/ROM ----------= RAM
LBYTE/HBYTE ----------= NOT USED

Step 1)
SELECT ADDRESS 8000.(USING THE HEX KEY PAD ON CAT BOX.)

STEP 2)
R/W MODE TO PULSE, THEN OFF.

STEP 3)
R/W TO READ

STEP 4)
R/W MODE TO PULSE, THEN OFF.
IF GOOD: THEN ADDRESS DISPLAY WILL SHOW 8400.(GO TO NEXT STEP)
IF BAD: THEN COMPARE ERROR LED WILL LIGHT. (SEE TROUBLE SHOOTING RAM TEST)

STEP 5)
R/W TO WRITE

STEP 6)
R/W MODE TO PULSE, THEN OFF.

STEP 7)
R/W TO READ

STEP 8)
R/W MODE TO PULSE, THEN OFF.
IF GOOD: THEN ADDRESS DISPLAY WILL SHOW 8800.(GO TO NEXT STEP)
IF BAD: THEN COMPARE ERROR LED WILL LIGHT. (SEE TROUBLE SHOOTING RAM TEST)

STEP 9)
R/W TO WRITE

STEP 10)
R/W MODE TO PULSE, THEN OFF.

STEP 11)
R/W TO READ

STEP 12)
R/W MODE TO PULSE, THEN OFF.
IF GOOD: THEN ADDRESS DIPLAY WILL READ 8C00. (GO TO NEXT STEP)
IF BAD: THEN COMPARE ERROR LED WILL LIGHT. (SEE TROUBLE SHOOTING RAM TEST)

STEP 13)
R/W TO WRITE

STEP 14)
R/W MODE TO PULSE ,THEN OFF.

STEP 15)
R/W TO READ

STEP 16)
R/W MODE TO PULSE, THEN OFF.
IF GOOD: THEN ADDRESS DISPLAY WILL READ 9000. (GO TO NEXT STEP)
IF BAD: THEN COMPARE ERROR LED WILL LIGHT. (SEE TROUBLE SHOOTING RAM TEST)

STEP 17)
R/W TO WRITE

STEP 18)
R/W MODE TO PULSE, THEN OFF.

STEP 19)
R/W TO READ

STEP 20)
R/W MODE TO PULSE, THEN OFF.
IF GOOD: THEN ADDRESS DISPLAY WILL READ 9400. (GO TO NEXT STEP)
IF BAD: THEN COMPARE ERROR LED WILL LIGHT] (SEE TROUBLE SHOOTING RAM TEST)

STEP 21)
R/W TO WRITE.

STEP 22)
R/W MODE TO PULSE, THEN OFF.

STEP 23)
R/W TO READ

STEP 24)
R/W MODE TO PULSE, THEN OFF.
IF GOOD: THEN ADDRESS DISPLAY WILL READ 9800. (GO TO NEXT STEP)
YOU SHOULD BE ABLE TO SEE ORGANIZED CHARACTORS ON THE TOP HALF OF YOUR MONITOR DISPLAY.
IF BAD: THEN COMPARE ERROR LED WILL LIGHT. (SEE TROUBLE SHOOTING RAM TEST.)

STEP 25)
R/W TO WRITE

STEP 26)
R/W MODE TO PULSE, THEN OFF.

STEP 27)
R/W TO READ

STEP 28)
R/W MODE TO PULSE, THEN OFF.
IF GOOD: THEN ADDRESS DIPLAY WILL READ 9C00. (GO TO NEXT STEP.)
IF BAD: THEN COMPARE ERROR LED WILL LIGHT. (SEE TROUBLE SHOOTING RAM TEST)

STEP 29)
R/W TO WRITE

STEP 30)
R/W MODE TO PULSE, THEN OFF.

STEP 31)
R/W TO READ

STEP 32)
R/W MADE TO PULSE, THEN OFF.
IF GOOD: THEN ADDRESS DISPLAY WILL READ A000. (GO TO NEXT STEP)
IF BAD: THEN COMPARE ERROR LED WILL LIGHT. (SEE TROUBLE SHOOTING RAM TEST)

STEP 33)
R/W TO WRITE

STEP 34)

R/W MODE TO PULSE, THEN OFF.

STEP 35)
R/W TO READ

STEP 36)
R/W MODE TO PULSE, THEN OFF.
IF GOOD: THEN ADDRESS DISPLAY WILL READ A400.(GO TO NEXT STEP)
IF BAD: THEN COMPARE ERROR LED WILL LIGHT.(SEE TROUBLE SHOOTING RAM TEST)

STEP 37)
R/W TO WRITE

STEP 38)
R/W MODE TO PULSE, THEN OFF.

STEP 39)
R/W TO READ

STEP 40)
R/W MODE TO PULSE, THEN OFF.
IF GOOD: THEN ADDRESS DISPLAY WILL READ A800. (GO TO NEXT STEP.)
IF BAD: THEN COMPARE ERROR LED WILL LIGHT. (SEE TROUBLE SHOOTING RAM TEST)

STEP 41)
R/W TO WRITE

STEP 42)
R/W MODE TO PULSE, THEN OFF.

STEP 43)
R/W TO READ

STEP 44)
R/W MODE TO PULSE, THEN OFF.
IF GOOD: THEN ADDRESS DISPLAY WILL READ AC00. (GO TO NEXT STEP)
IF BAD: THEN COMPARE ERROR LED WILL LIGHT.(SEE TROUBLE SHOOTING RAM TEST)

STEP 45)
R/W TO WRITE

STEP 46)
R/W MODE TO PULSE, THEN OFF.

STEP 47)
R/W TO READ.

STEP 48)