

CAT Box Cheat Sheet

CAT Box Pin Out

1	GROUND
2	GROUND
3	GROUND
4	GROUND
5	GROUND
6	CBCLK DIS*
7	ABUS 10
8	ABUS 11
9	ABUS 8
10	ABUS 9
11	ABUS 6
12	ABUS 7
13	ABUS 4
14	ABUS 5
15	ABUS 2
16	ABUS 3
17	ABUS 0
18	ABUS 1
19	ABUS 14
20	ABUS 15
21	ABUS 12
22	ABUS 13
23	DBUS 6
24	DBUS 7
25	DBUS 4
26	DBUS 4
27	DBUS 2
28	DBUS 3
29	DBUS 0
30	DBUS 1
31	GAME ϕ_2
32	GAME R/W
33	GAME VMA ^A
34	NOT USED
35	GAME
36	GAME BA ^A
37	NOT USED
38	NOT USED
39	NOT USED
40	NOT USED
41	NOT USED
42	NOT USED
43	NOT USED
44	NOT USED
45	NOT USED
46	NOT USED
47	NOT USED
48	NOT USED
49	NOT USED
50	NOT USED

Self-Test Procedure

For more information see the CAT Box Manual, Section 7.

INSTRUCTION	IF TEST PASSES
POWER and TESTER SELF-TEST to ON. Press TESTER RESET.	UNSTABLE SIGNATURE, LOOPING and COMPARE ERROR LEDs and all display segments light.
Press DATA SET.	COMPARE ERROR, LOOPING and UNSTABLE LEDs and all display segments are not lighted.
Press DATA SET.	Each display digit, COMPARE ERROR, LOOPING and UNSTABLE SIGNATURE LEDs light one at a time.
Press DATA SET.	Each display segment lights one at a time. UNSTABLE SIGNATURE lights with segment g. COMPARE ERROR lights with decimal point segment. LOOPING lights with segment f.
Press DATA SET. Set each switch to a different position.	A 7. is displayed. The 7. changes to E, or vice versa, with each new position of switch.

Hexadecimal Conversion Chart

DECIMAL	BINARY	HEXADECIMAL
0	0000	0
1	0001	1
2	0010	2
3	0011	3
4	0100	
5	0101	5
6	0110	6
7	0111	7
8	1000	8
9	1001	9
10	1010	A
11	1011	B
12	1100	C
13	1101	D
14	1110	E
15	1111	F

* When connected to an Atari game PCB edge connector, disables the CAT Box internal clock. Thus, the game clock is the CAT Box clock.

Control Panel Description

For more detailed information, see the CAT Box Manual, Section 8.

READ/WRITE CONTROL Section

$\overline{R/W}$ MODE: permits read or write operations
(OFF): key in address
PULSE: continuous read or write operation
 $\overline{R/W}$: reads to or writes from circuit under test
ERROR DATA DISPLAY: data read differs from data comparing to
GAME: DATA display data is from data bus
TESTER: DATA display data was written to circuit under test
BYTES: selects number of bytes you write to or read from circuit under test
DBUS SOURCE: lets you select data when writing to circuit under test, or data compared to when reading from circuit under test
DATA: data written to circuit under test
ADDR, ADDR: data from ADDRESS/SIGNATURE display is written to RAM of circuit under test
COMPARE ERROR LED: lights when data read differs from data compared to

SIG ANALYSIS CONTROL Section

START, STOP, CLOCK: up—chooses rising edge of signal
down—chooses falling edge of signal
UNSTABLE SIGNATURE LED: lights when there is a failure
GATE LED: lights when signatures are being taken from circuit under test

TESTER CONTROL Section

ADDRESS/SIGNATURE Display: indicates address CAT Box writes to or reads, or indicates signatures
DATA Display: displays data
ADDRESS INCR: increments display address by one address
DATA SET: clears DATA display, enter new byte of data with keypad
KEYPAD: press to enter address or data
LOOPING LED: lights when CAT Box is performing a continuous operation
TESTER MODE: activates either Read/Write or Signature Analysis section of the CAT Box
NO CLOCK LED: lights when no clock coming from circuit under test
TESTER RESET: microcomputer of CAT Box goes to start of its program
TESTER SELF-TEST: causes CAT Box to enter self-test program
LOOPING LED: lights when CAT Box is performing a continuous operation

DATA PROBE Section

DATA: with logic probe, determines logic state of signal or probes circuits for signatures
PULSE MODE: UNLATCHED detects repetitive signal, LATCHED detects one-shot signal, RESET clears pulse LED