

DOC. NO. : RT17B-PG-012
 REV. : 0
 DATE : 5 Oct., 95

GENERAL PRODUCT SPECIFICATIONS FOR MONTREUX

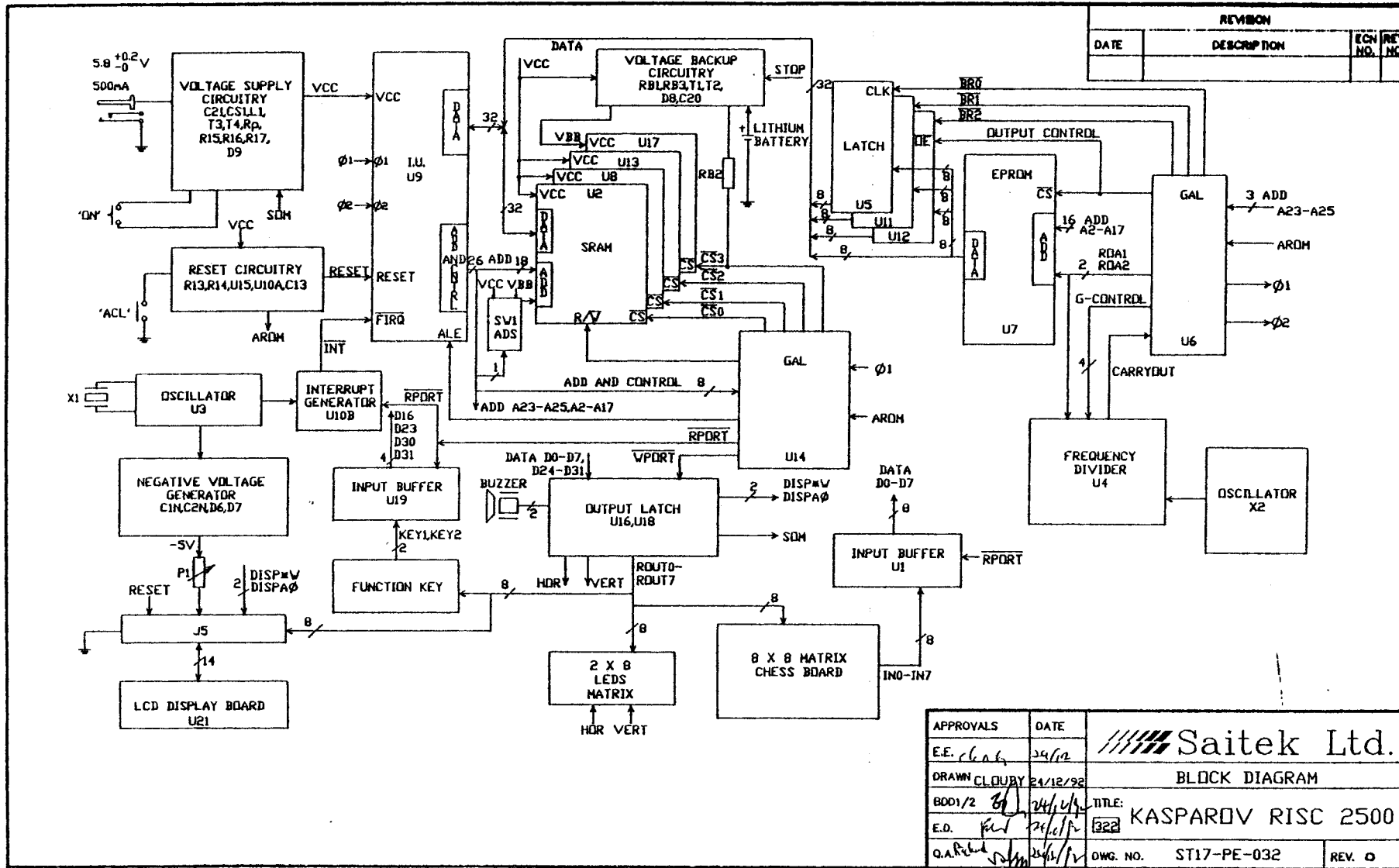
- A Adapter requirement : DC 5.6±0.1V Regulated.
- B Current consumption :
 - a) Normal mode at adapter = 5.6V
300mA typical
500mA max.
 - b) Memory mode at battery terminal = 3.0V
3µA typical
6µA max.
- C Power consumption : 2.8W typical
5.6W max
- D System clock frequency : 28.322MHz ±1% (adapter = 5.6V)
- E Real time clock frequency : 32768Hz ±0.1% (adapter = 5.6V)

PREPARED BY : Daniel Fong
 Daniel Fong

APPROVED BY : [Signature]

DIST : BDM, QAM, SEE, SEA, IEM

Filename : /BDD1/RT17B-PS.Doc



RT17B P 37

5 Oct. 1995

MONTREUX ADJUSTMENT PROCEDURE

Object : To adjust system clock frequency.

Equipment needed : Frequency counter or Oscilloscope capable of frequency measurement up to 30MHz.

- Procedure :**
1. Disassemble unit by removing screws (6) on bottom cover.
 2. Power on unit (Adapter = 5.6V)
 3. Place probe of counter/scope at pin 1 of X2.
If frequency measured is out of specified range (28.04-28.60MHz or the crystal marked value +/-1%), replace X2 until counter/scope reading is within specification.
 4. Reassemble unit.

II. Object To adjust real time clock frequency.

Equipment needed : Frequency counter or Oscilloscope capable of frequency measurement up to 1MHz.

- Procedure :**
1. Disassemble unit by removing screws (6) on bottom cover.
 2. Power on unit (Adapter = 5.6V)
 3. Place probe of counter/scope at pin 11 of U3.
If frequency measured is out of specified range (32736-32800Hz, replace CX1 or X1 until counter/scope reading is within specification.
 4. Reassemble unit.

Prepared by : Daniel
Daniel Fong

Approved by : ZA

Dist : ~~QAM~~ SEE, SEA

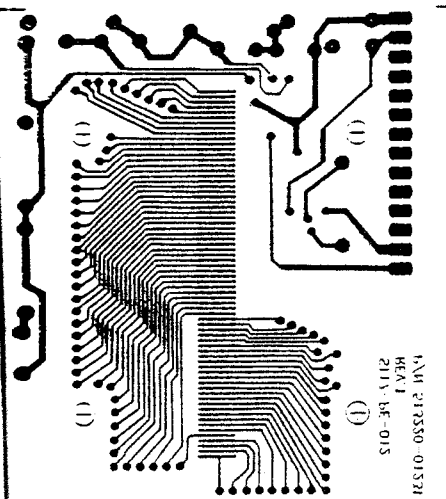
Filename : /BDD1/RT17B-PS.Doc

Montreux Trouble Shooting Chart

Q 3

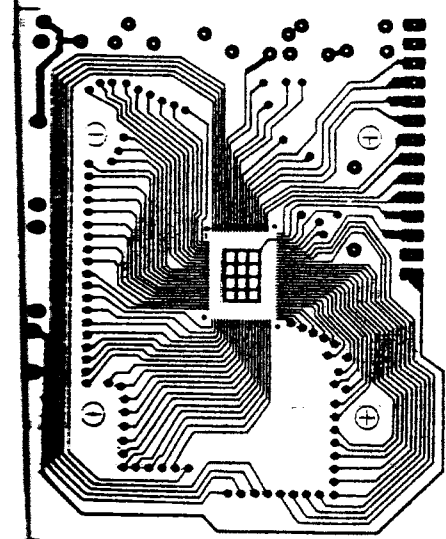
SYMPTOMS	POSSIBLE CAUSES
Unit does not function	<ol style="list-style-type: none"> 1. Check if only adapter provided by Saitek for the Montreux is used. 2. Check if adapter output voltage is between 5.5-5.7V. 3. Check voltage supply to all I.C. (except U17) is $5.3 \pm 0.3V$. 4. Check voltage at U17 is $5.1 \pm 0.3V$. 5. Check if jumper setting is correct. 6. Look for no broken wire connections. 7. Check if X2 is oscillating at $28.322MHz \pm 1\%$. 8. Check if X1 is oscillating at $32768Hz \pm 0.1\%$. 9. Check if 'ACL' switch (SW1) is not short to GND. 10. Check if all the I.C. are functionally good.
LCD malfunction	<ol style="list-style-type: none"> 1. Look for no broken wire connections. 2. Check if the negative voltage supply to LCD driver chip is between -3.6 to -5.3 Volt. 3. Check if heat seal connector to LCD is intact. 4. Check if LCD driver chip is functionally good. 5. Check if U18 is functionally good.
Do not retain game	<ol style="list-style-type: none"> 1. Check for Lithium battery voltage is not lower than 2.7V. 2. Check if T1, T2, D8, C20 are functionally good. 3. Check if U1 & U17 are functionally good. 4. Check if jumper SW1 and ADS setting are correct.
Improper response to chessboard or function key	<ol style="list-style-type: none"> 1. Check for no dust or oxide on sensor and keys. 2. Check for no broken wire connection. 3. Check if U18, U1, U19 are functionally good.
LED malfunction	<ol style="list-style-type: none"> 1. Look for broken trace(s) on PCB. 2. Look for short circuit on PCB. 3. Check if U16 and U18 are functionally good.
No sound	<ol style="list-style-type: none"> 1. Look for broken wire connection. 2. Check if U6 and buzzer are functionally good.
Unit does not turn ON	<ol style="list-style-type: none"> 1. Check if T3, T4 are functionally good. 2. Look for no broken wire connection.
Unit does not turn OFF	<ol style="list-style-type: none"> 1. Check if STOP switch is functionally good. 2. Check if U16 is functionally good.

Dist : BDM, QAM

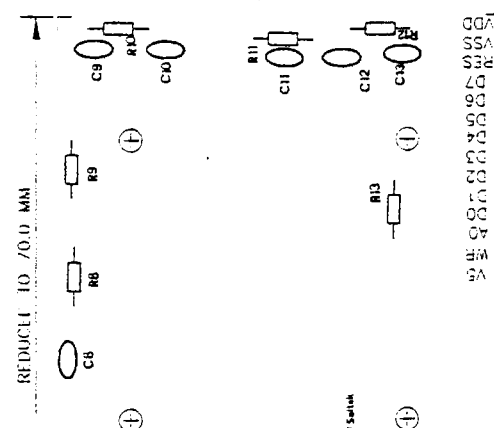


MAN 2173350-01321
REV.1
2111-96-015

REF	SYM	VAL	QTY
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2	RES	100K	1
3	RES	100K	1
4	RES	100K	1
5	RES	100K	1
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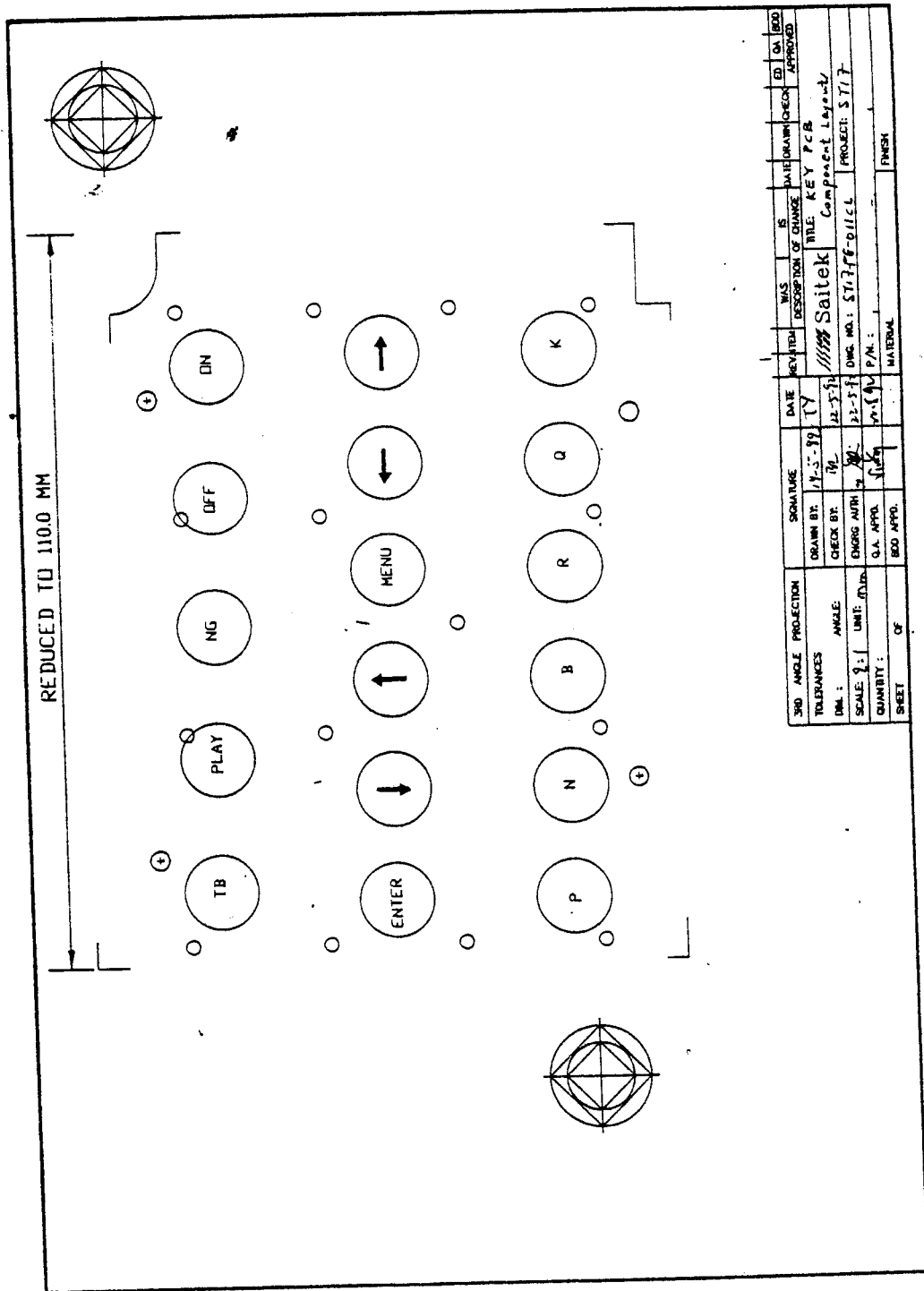


REF	SYM	VAL	QTY
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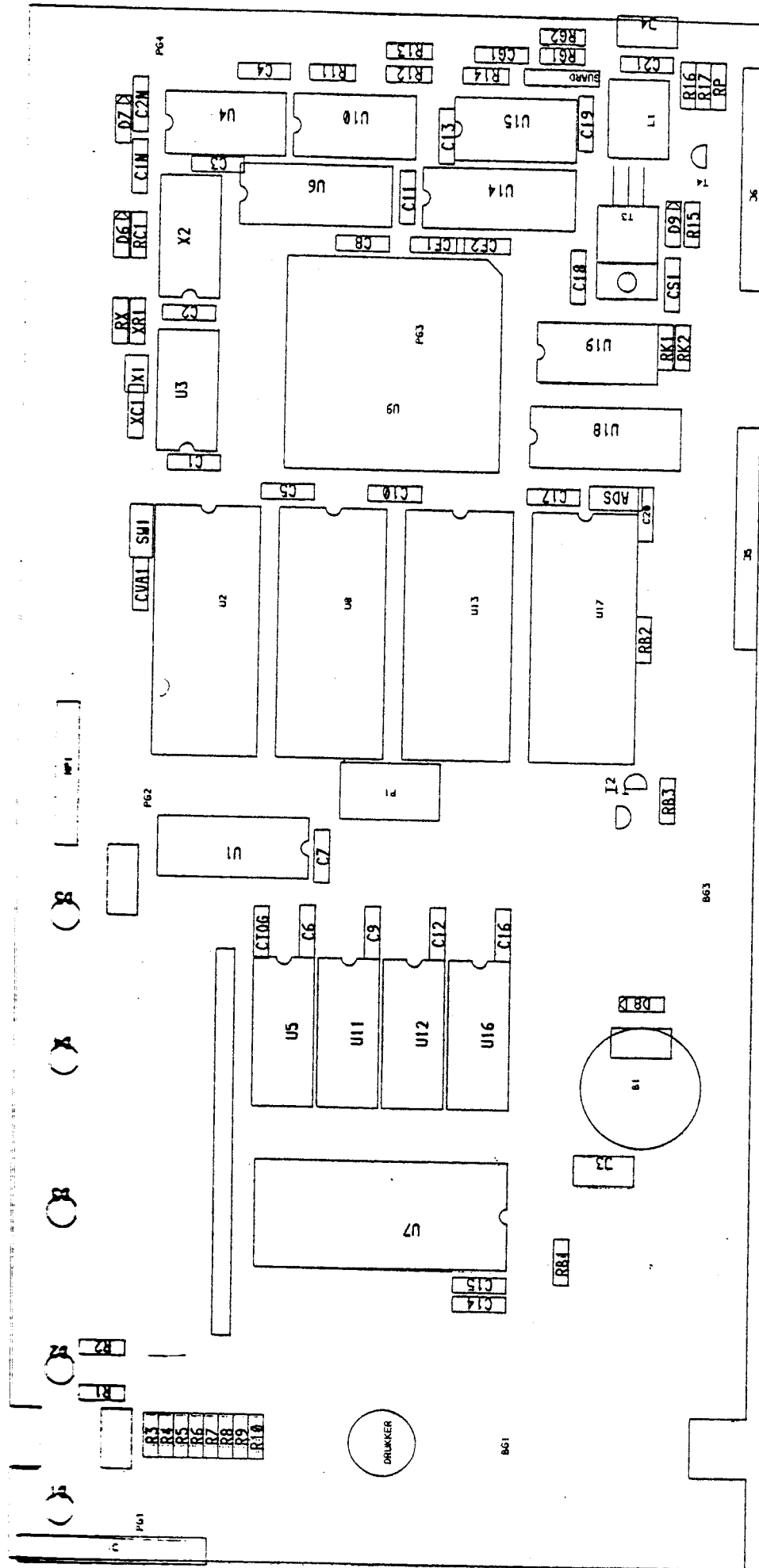


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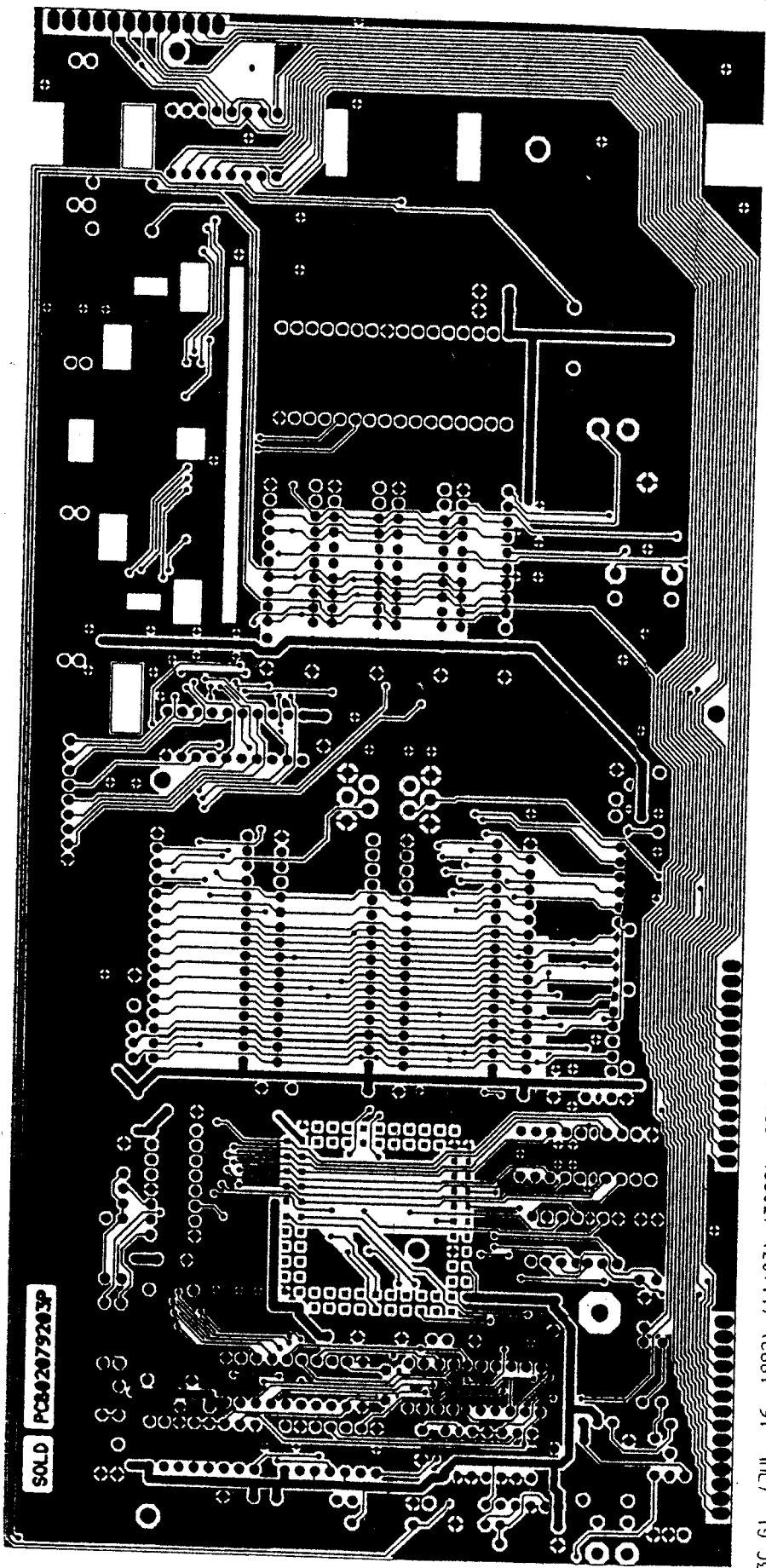


3RD ANGLE PROJECTION	SIGNATURE	DATE	REVISED	WAS	IS	DATE	CHECKED	BY	REVISED
TOLERANCES	DRAWN BY: <i>TS</i>	17.5.99	TY	DESCRIPTION OF CHANGE	TITLE	KEY PCB			
DWG. : ANGLE	CHECK BY: <i>M</i>	22.5.99		SAITEK	Component Layout				
SCALE: 1:1	ENGRG AUTH: <i>TS</i>	22.5.99		DWG. NO.: ST17B-D11CL	PROJECT: ST17				
QUANTITY: 1	O.A. APPR: <i>TS</i>	22.5.99		P.M.:					
SHEET	BOO APPD:			MATERIAL:					FINISH



TASC23C.64 (JUL. 16. 1992) (11:04) (TASC) SCALE: 100%
 DRILL REF PNT: 0.635, 123.190 (MM)

07.12.92

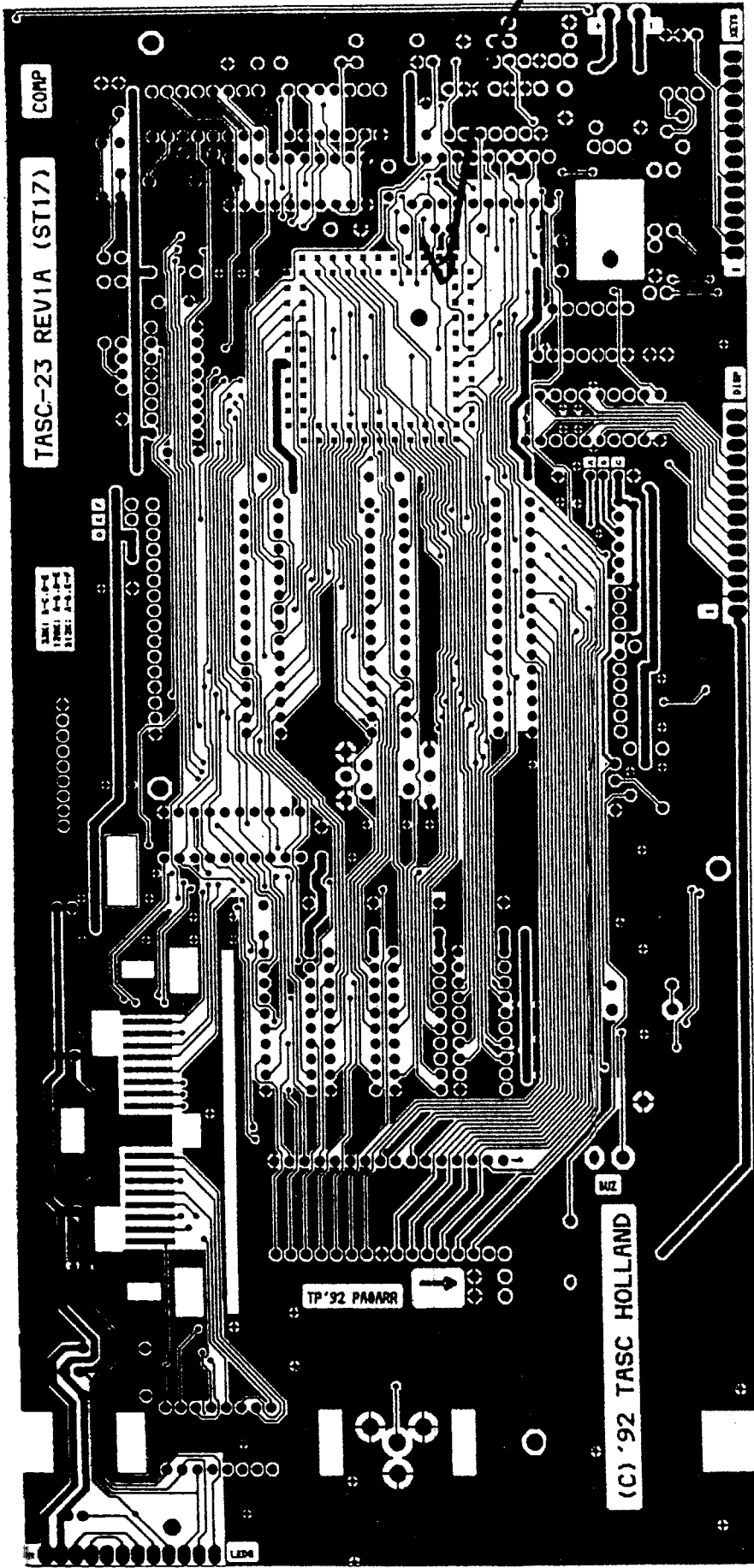


SOLD PCB02079203P

TASC23C.G1 (JUL. 16. 1992) (11:03) (TASC) SCALE: 100% REFLECTED
DRILL REF PNT: Ø.635. 123.190 (MM)

ULTIMATE TECHNOLOGY

RP17B P. 1/2



TASC23C.G0 (JUL. 16, 1992) (11:02) (TASC) SCALE: 100%
 DRILL REF PNT: 0.000, 0.000 (MM)

ULTIMATE
 TECHNOLOGY

RT17B P. 1/7

BILL OF MATERIALS

PROJECT : RT17B (Montreux)
 ART.NO. : 462
 REVISION : 1

REVISION HISTORY

<u>REVISION</u>	<u>DATE</u>	<u>BY</u>	<u>DESCRIPTION OF CHANGES</u>
PI	24.02.95	Leon Wong	New release (BoM based on ST17).
1	19.05.95	Leon Wong	Revise EPROM to ATMEL brand; change DC jack inlay; change key top color to black; revise part nos. for giftbox and manual.

RELATED DOCUMENTS

REV

Schematic dwg : ST17

Prepared By :

Leon
 Leon Wong

Approved by :

[Signature]
 BDMI

Distribution :

+1.00 [] MMM,FAM,IEM, SEE, SEC, SEM; ~~QAM~~
 +0.10 [] ; MMM,FAM,IEM SEE; QAM
 +0.01 [] MMM,IEM

23 MAY 1995

RT17B P. 2/2

REPORTS BILL OF MATERIAL

Run : 18/05/95 16:48 Pag
 Prog: KPSPC/6803

- RT178, MONTREUX

Rev : 1

Eng Stock Code	Rev	Cons Description	Qty Per Reference
984620-00000	1	UNIT ASSEMBLY, FOR RT178	1.000
914620-00001	1	GUTS ASSEMBLY - LOGIC, RT178	1.000
513220-01511		PCB, LOGIC, D-SIDED, 1.6MM, FR4	1.000
860902-40000	RC	MICROPROCESSOR, FOR ST17 (ARM60)	1.000
513220-03570	RC	PCB, CONVERT ARM60 TO ARM2 MICROPROCESSOR	1.000 RUNNING CHANGE
513220-03571		PCB, CONVERT ARM60 TO ARM2 MICROPROCESSOR	.000
370013-216V8	RC	PAL, 16V8-15 AMD FOR ST17 (ARM60) U6	1.000 U6
000140-20254	RC	IC SOCKET, DIP, 20PINS, P=2.54MM	2.000 FOR U6, U14
232080-00256	RC	SRAM, 628256, 32KX8, 80NS, DIP28	4.000 U2, U3, U15, U17
270014-216V8	RC	PAL, 16V8-15 AMD FOR ST17 (ARM60) U14	1.000 U14
X 242150-TMS20	RC	EPROM, 91ANK, TMS27C020, 256KX8 CMOS, 150NS	1.000 U7
740603-00000	RC	TTL, -00, QUAD 2-INPUT NAND GATES, HC	1.000 U15
741233-00374	RC	TTL, -374, OCTAL D-TYPE FLIP-FLOP, HC	5.000 U5, 11, 12, 16, 18
741243-00244	RC	TTL, -244, LINE DRIVER/BUFFER, HC	1.000 U1
741253-04060	RC	TTL, -4060, 14-STAGE BINARY COUNTER, HC	1.000 U3
741263-00074	RC	TTL, -74, DUAL D-TYPE FLIP-FLOP, HC	1.000 U10
741274-00161	RC	TTL, -161, SYNC, BINARY COUNTER, F	1.000 U4
741295-00125	RC	TTL, -125, QUAD BUS BUFFER, 3 STATE, HCT	1.000 U19
643276-80120	RC	CRYSTAL, 32.768KHZ, 20PPM	1.000 X1
642932-23150	RC	CRYSTAL OSCILLATOR, 28.322MHZ, 50PPM	1.000 X2
679255-7C800	RC	TRANSISTOR, PNP, BC557, C, CENTRE B	1.000 B2
679154-7C800	RC	TRANSISTOR, NPN, BC547, C, CENTER B	2.000 Q1, Q4
671130-91200	RC	TRANSISTOR, PNP, BD912, C, CENTRE B	1.000 Q3
680260-00005	RC	BATTERY, LITHIUM 2032, 3.0V, WITH S. LEADS	1.000 B1
676290-00020	RC	JUMPER SELECTOR SET, 3 CKT	2.000
654145-10000		DIODE, SWITCHING, 1N4148	5.000 D6-D9, D10 ONU15
690005-12205	RC	LED, RED, RECT, 2X5MM, TOSHIBA, TLR208	5.000 D1-D5
630003-10000	RC	INDUCTOR, TOROID, 16T	1.000 T1
611025-31102		RESISTOR, FIXED C-FILM, 1K, 5%, 1/4W	3.000 R11, R15, RP
611015-31102		RESISTOR, FIXED C-FILM, 100, 5%, 1/4W	2.000 R1, R2
616815-31102		RESISTOR, FIXED C-FILM, 680, 5%, 1/4W	1.000 R12
612225-31102		RESISTOR, FIXED C-FILM, 2K2, 5%, 1/4W	8.000 R3-R10
612225-31102		RESISTOR, FIXED C-FILM, 2K2, 5%, 1/4W	1.000 R53
611635-31102		RESISTOR, FIXED C-FILM, 10K, 5%, 1/4W	2.000 R13, RG1
611245-31102		RESISTOR, FIXED C-FILM, 120K, 5%, 1/4W	1.000 R14
611015-31102		RESISTOR, FIXED C-FILM, 330, 5%, 1/4W	1.000 R16
611535-31102		RESISTOR, FIXED C-FILM, 15K, 5%, 1/4W	3.000 R17, RB1, RB2
611535-31102		RESISTOR, FIXED C-FILM, 15K, 5%, 1/4W	3.000 RK1, RK2, XRI
616825-31102		RESISTOR, FIXED C-FILM, 6K8, 5%, 1/4W	1.000 RC1
611835-32109	RC	RESISTOR, ARRAY C-FILM, 10KX8, 5%, 1/4W, 9	1.000 RP1
611865-31102		RESISTOR, FIXED C-FILM, 10M, 5%, 1/4W	1.000 RX
000230-00001	RC	SLIDE VOLUME, 50KB, RS10F121A	1.000 PI
611040-0161X		CAPACITOR, MONO, 0.1UF, +/-20%, 16V(+80-20%)	5.000 C1, C2, C5, C7, C8
611040-0161X		CAPACITOR, MONO, 0.1UF, +/-20%, 16V(+80-20%)	6.000 C9, C10, C15-C18
611040-0161X		CAPACITOR, MONO, 0.1UF, +/-20%, 16V(+80-20%)	2.000 C21, C13
611040-01612		CAPACITOR, TAN-CAP, 1UF, +/-20%, 16V	4.000 C1N, C2N, C5, C4
611040-01612		CAPACITOR, TAN-CAP, 1UF, +/-20%, 16V	3.000 C6, C12, CS1
624710-05014		CAPACITOR, C-CAP NPO, 220PF, +/-5%, 50V	1.000 CF1
624710-05014		CAPACITOR, C-CAP NPO, 470PF, +/-5%, 50V	1.000 C28 ADD ON U14
611050-01612		CAPACITOR, TAN-CAP, 1UF, +/-20%, 16V	1.000 CVA1

RT178 B. 7/2

- RT178, MONTREUX

Rev : 1

Qty	Stock Code	Rev	Cons	Description	Qty Per Reference
	62225M-01612			CAPACITOR, TAN-CAP, 2.2UF, +/-20%, 16V	2.000 C14, C19
	62820K-01614			CAPACITOR, C-CAP, NP0, 82PF, +/-10%, 16V	2.000 C11, CF2
	62330J-05014			CAPACITOR, C-CAP, NP0, 33PF, +/-5%, 50V	1.000 C22 ON U2
	62101M-01611			CAPACITOR, C-CAP, 100PF, +/-20%, 16V	1.000 C10G
	62106Z-01616			CAPACITOR, E-CAP, 10UF, +80-20%, 16V, L.L	1.000 C20
	62151M-01611			CAPACITOR, C-CAP, 150PF, +/-20%, 16V	2.000 C26-27 ON U14
	62471M-01611			CAPACITOR, C-CAP, 470PF, +/-20%, 16V	1.000 XC1
	62105K-01012			CAPACITOR, TAN-CAP, 1UF, +10%, 10V	3.000 C23-25 MCU PCB
	67032S-C1623	RC		TRANSISTOR, NPN, 2SC1623-L7, CHIP TYPE	1.000 Q5 ON MCU PCB
	611035-A4102			RESISTOR, CHIP, C-FILM, 10K, 5%, 1/10W	1.000 R18 ON MCU PCB
	613315-A1102			RESISTOR, CHIP, C-FILM, 330, 5%, 1/10W	1.000 R19 ON MCU PCB
	600010-00100			ACL, RESET CONTACT, D=10MM, CR STEEL	1.000
	600140-32254			IC SOCKET, DIP, 32PINS, P=2.54MM	5.000 FOR RAM & EPROM
	600110-00040			NUT, M2.6XPO.45X1.6MM, MILD STEEL	1.000 FOR Q3 (T3)
	600071-20424			SCREW, M/S, +PAN, M2.6XPO.45X6MM, FLAT	1.000 FOR Q3 (T3)
	600030-01220			CONN ARRAY, N=11, L=20MM, P=2.54MM, E=11MM	4.000 FOR MCU PCB
	600030-01230			CONN ARRAY, N=10, L=20MM, P=2.54MM, E=11MM	4.000 FOR MCU PCB
	614103-00002	1		GUTS ASSEMBLY - LED	1.000
	614103-02520			PCB, LED, S.S, 1.6MM, PAPER PHENOLIC	1.000
	600005-12205	RC		LED, RED, RECT, 2X5MM, TOSHIBA, TLR208	11.000 LED1-8, A-C
	600030-00150			CONN ARRAY, N=12, L=17MM, P=2.54MM, E=3.5MM	1.000
	613000-00003	1		GUTS ASSEMBLY, LCD, FOR ST17	1.000
	613000-00720	1		MODULE, MICROPROCESSOR ON PCB, FOR ST17	1.000
	613000-01231			PCB, LCD, DS.1.6MM, FR4	1.000
	613000-01520	RC		IC, LCD DRIVER, SED1520, DIE FORM	1.000 U21
	613000-00730C			BONDING CHARGE FOR ST17 LCD DIE	1.000
	611535-31102			RESISTOR, FIXED C-FILM, 15K, 5%, 1/4W	5.000 R8-R12
	621047-01611			CAPACITOR, C-CAP, 0.1UF, +80-20%, 16V	6.000 C8-C13
	611455-31102			RESISTOR, FIXED C-FILM, 1M4, 5%, 1/4W	1.000 R13
	600030-01100			CONN ARRAY, N=14, L=50MM, P=2.54MM, E=3.5MM	1.000
	613000-00004	1		GUTS ASSEMBLY - COMMAND, FOR ST17	1.000
	613000-01140			PCB, COMMAND, 1.6MM PAPER PHENOLIC	1.000
	620710-01000	RC		RUBBER, CONDUCTIVE RUBBER, GREY, ST8	1.000
	600030-00950			CONN ARRAY, N=14, L=30MM, P=2.54, E=3.5MM	1.000
	613000-00005	1		GUTS ASSEMBLY - RFI, FOR ST17	1.000
	613000-02150			PCB, RFI, S.S, 1.6MM PAPER PHENOLIC	1.000
	630005-10000	RC		INDUCTOR, TOROID, 16T	1.000
	600051-25155			JUMPER, L=12.5MM, LL=15MM, D=0.5MM	2.000
	600020-00002			SOCKET, DC POWER JACK, TC 18-014	1.000
	600062-22043			STRAND WIRE, RED, L=220MM, E=3.5MM, AWG28	1.000
	600063-22043			STRAND WIRE, BLACK, L=220MM, E=3.5MM, AWG28	1.000
	600020-00000	1		CASING ASSEMBLY, FOR RT178	1.000
	620710-05201	RC		SENSOR, CHESSBOARD, COMBO ST8, AG	1.000
	620710-06500	RC		OVERLAY, FOR RT178, CHESSBOARD, COMBO, LEXAN	1.000

- RT178, MONTREUX

Rev : 1

Stock Code	Rev	Cons Description	Qty	Per Reference
22000-00605	RC	METAL, PLATE, 191.2X191.2, W/D-TAPE, STE	1.000	
354620-00300	RC	INLAY, FOR LCD, PVC, GOLDEN S. SCREEN, RT178	1.000	
354620-00100	RC	INLAY, FOR TOP CAB, PVC, GOLDEN S. SCN, RT178	1.000	
344620-00200	RC	NAME PLATE, AL, ARM6 RISC, SILKSCREEN, RT178	1.000	
* 354620-00800	RC	INLAY, FOR JACK, LEXAN, GOLD, RT178	1.000	
333220-00310	RC	LCD, FOR ST17	1.000	
292720-03000	RC	DOUBLE SIDED TAPE, FOR ST12 LCD LENS	1.000	
300090-00210	RC	FOAM PAD, FOR ST12, 52X24.8X2.7MM	1.000	
300931-00930	RC	CONN, HEAT SEAL, JS, N=70, L=30MM, P=0.68	1.000	
130000-00150	RC	RUBBER ROD, 48X2.9X2.5MM, COMPRESS KE951U	1.000	
215120-02502	RC	PLASTIC, SENSOR CLAMP LARGE, PC, CLEAR	1.000	
214210-03500	RC	PLASTIC, LOCK PIN, NYLON 66, WHITE	1.000	
214103-06000	RC	PLASTIC, ACL SW. PIN, HIPS, BLACK	1.000	
300130-00270		BUZZER, D=27MM	1.000	
300921-00010		RUBBER FOOT, 3M, D12X3.2MM, ADHESIVE	4.000	
300101-01003		SPONGE, 10X10X3MM	1.000	FOR ACL
300990-00251		FOAM PAD, 80X20X4.0MM, ADHESIVE, ST17-PH-29	1.000	FOR SRAM
300290-00260		FOAM PAD, 20X15X2.5MM, ADHESIVE, ST17-PH-30	1.000	FOR EPROM
154103-06700	RC	INLAY, FOR LCD CONTRAST(DIM), PVC, YOIGA	1.000	
154103-06800	RC	INLAY, FOR LCD CONTRAST(BRIGHT), PVC, YOIGA	1.000	
300066-18043		STRAND WIRE, GREY, L=180MM, E=3.5MM, AWG28	2.000	FOR BUZZER
300073-21544		SCREW, S/T, +PAN, M3.0X10MM, A	6.000	FOR CABINET
300073-21424		SCREW, S/T, +PAN, M2.6X6MM, A	4.000	FOR LCD PCB
300073-21434		SCREW, S/T, +PAN, M2.6X8MM, A	4.000	FOR KEY BOARD
300073-21434		SCREW, S/T, +PAN, M2.6X8MM, A	2.000	FOR LOGIC PCB
300073-21434		SCREW, S/T, +PAN, M2.6X8MM, A	2.000	FOR PANEL
354620-00000	1	CABINET SET, FOR RT178	1.000	
212710-00119	RC	PLASTIC, T. CAB, HIPS, SPY, BLACK	1.000	
212710-00218	RC	PLASTIC, B. CAB, HIPS, BLACK, CHINA	1.000	
212720-00250	RC	PLASTIC, PANEL, HIPS, SPY BLACK, RT178 S. SCN	1.000	
212710-00700	RC	PLASTIC, BATT. LID, HIPS, BLACK	1.000	
212710-00600	RC	PLASTIC, PIECE DOOR, HIPS, BLACK	1.000	
212710-00102	RC	PLASTIC, EPROM COVER, HIPS, BLACK	1.000	
214103-03300	RC	PLASTIC, SWITCH ADAPTER, ABS, BLACK	1.000	
214103-03400	RC	PLASTIC, SWITCH CAP, ABS, BLACK	1.000	
* 212710-00501	RC	PLASTIC, KEY TOP, SMALL	12.000	
* 212710-00901	RC	PLASTIC, KEY TOP, LARGE	5.000	
354620-10000	1	PACKING ASSEMBLY, FOR RT178	1.000	
300000-00240		LABEL, FOR SERIAL NO, ADHESIVE PAPER H+G	1.000	
300123-00200		POLYBAG, 300X200X0.045MM	1.000	FOR MANU, OPTION
300123-40320		POLYBAG, 540X320X0.045MM	1.000	FOR UNIT
354620-00600		CARTON, FOR RT178, SPCS/CTN	.200	
354620-01900		INSERT, FOR ST17, PAPER, FOR UNIT	1.000	
354620-02000		INSERT, FOR ST17, PAPER, FOR ADAPTER	1.000	STANDARD
354620-02800		INSERT, FOR ST17 UL-8S, CORRUGATED PAPER	.000	UL-9S
300270-19000	1	CHESSMEN SET, ST17, 178+184, RUB. MAG	1.000	
300270-18411	RC	CHESSMEN, YOIC, 16, SPRAY GOLD, RUB MAGNET	1.000	
300270-17811	RC	CHESSMEN, YOIC, 16, BLACK, RUB MAGNET	1.000	

REPORTS BILL OF MATERIAL

Run : 18/05/95 16:48 P
 Prog: KPSPC/6603

RT178, MONTREUX

Rev : 1

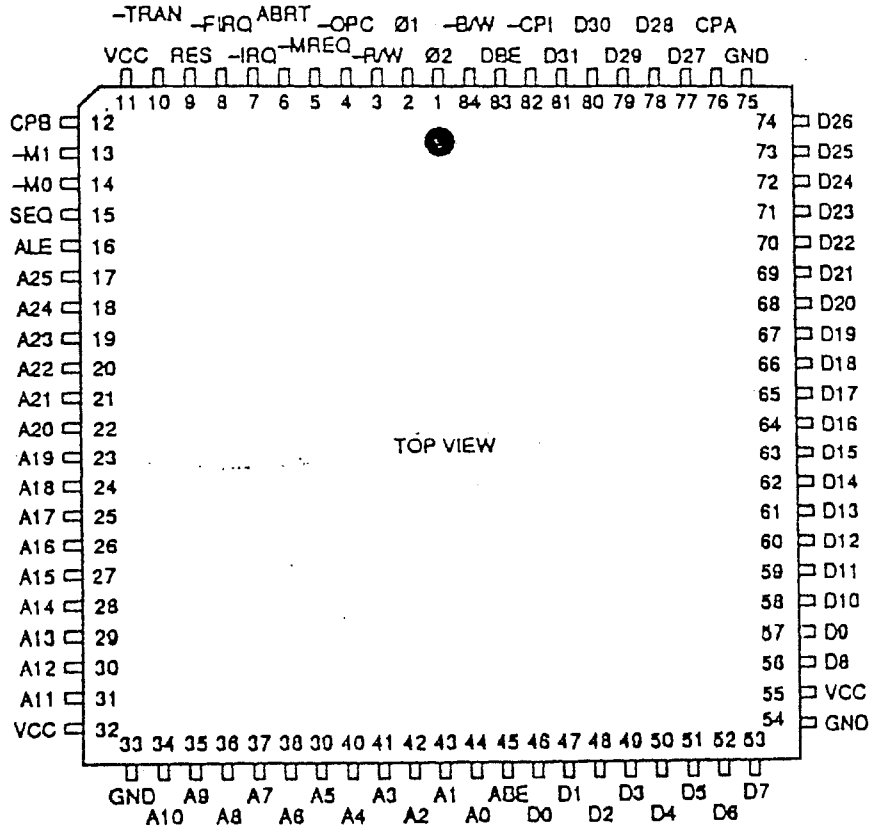
Qty	Stock Code	Rev	Cons Description	Qty Per Reference
	RT4620-00000	1	OPTIONS ASSEMBLY, FOR RT178	1.000
	RT4620-00700	RC	RATING PLATE, FOR RT178, PVC, H&G, CN	1.000
*	RT4620-41100	RC	MANUAL, FOR RT178, E/G/F/D, H&G	1.000
*	RT4620-61100	RC	GIFTBOX, FOR RT178, E/D/F/G/S/I, H&G	1.000
	RT0010-02000	RC	CARD, GUARANTEE, GERMAN, H&G	1.000
	RT0000-00390	RC	ADAPTER, VDE, 5.8V, 500MA, C+, BARREL, SWL	1.000
	RT1000-00410	RC	ADAPTER, UL, 5.8V, 500MA, C+, BARREL, SWL	.000 UL
	RT2000-00420	RC	ADAPTER, BS, 5.8V, 500MA, C+, BARREL, SWL	.000 BS
	RT0000		ASSEMBLER MATERIAL CHARGE	
	RT0000		ASSEMBLER LABOUR CHARGE	

Material Subtotal
 Assembler Charge
 Assembler Labour Charge
 Non-consigned material Cost
 Material Discrepancy Allowance

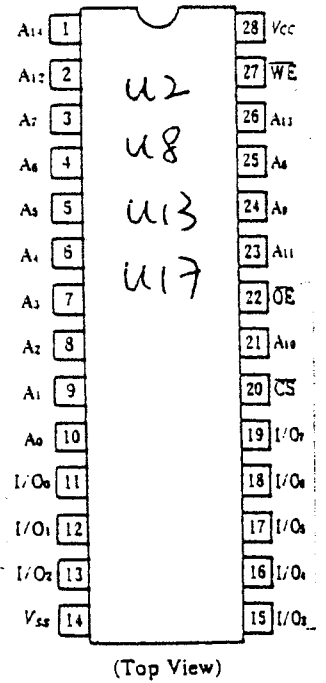
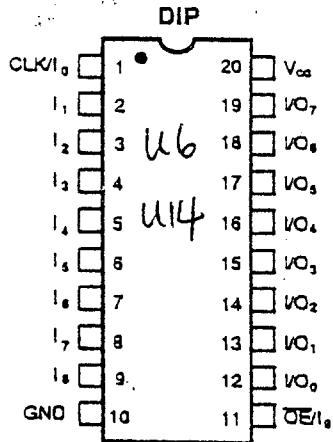
C.O.G.

PIN DIAGRAM

PLASTIC LEADED CHIP CARRIER (PLCC)



CONNECTION DIAGRAMS
Top View



MONTREUX FUNCTIONAL TEST PROCEDURE

Purpose

Procedure

Observation

1. Power up

- Insert an adapter with output voltage = 5.6V
- Press GO while keeping the BACK key pressed

- No response
- Row LEDs 8 and 7 light up then row LED 4-6 also light up.
- After a while, all 16 LEDs will light shortly and new game sound is given out.
- LCD shows

- Montreux -

← →

- then

RAM cleared

01. 00:00 00:00

()

2. QC test mode

- Press ACL while keeping ←, → keys pressed

- LCD shows

QC Test Mode

← →

and starts scanning as in Table 1

- Press function keys as shown in Table 2
- Press 64 chessboard square in sequence

- See Table 2

- Corresponding square LEDs are on and LCD show corresponding square coordinates in the format of

key =

3. Reset unit

- Press ACL

- Row LEDs 8 and 7 light up then row LED 4-6 also light up.
- After a while, all 16 LEDs will light shortly and new game sound is given out.

Purpose

Procedure

Observation

4 Multimove

- Press MENU

- LCD shows
- Montreux -
← →

- then
RAM is empty
01. 00:00 00:00
()

- Press ↓

- LCD shows
Γ game
()

- Press ENTER

- LCD shows
┌ settings
()

- Press ENTER

- LCD shows
Γ oppo = norma
() →

- Press ↓

- LCD shows
= Γ normal
()

Note: = is blinking

- Press ENTER

- LCD shows
= ┌ 2 players
()

Note: = is blinking

- Press MENU

- LCD shows
Γ oppo = 2 pla
() →

- LCD shows
RAM is empty
01. 00:00 00:00
()

Purpose

Procedure

Observation

- Press F2, F4

- F2 then F4 LEDs turn on respectively
- All LEDs are off, LCD shows

Your Move
01. 00:00 00:03
(●)

Note: Clock on the right side is counting up.

- Press E7, E5

- E7 then E5 LEDs turn on respectively
- All LEDs are off, LCD shows

Your Move
02. 00:05 00:19
()

Note: Clock on the left side is counting up

- Press G2, G4

- G2 then G4 LEDs turn on respectively
- All LEDs are off, LCD shows

Your Move
02. 00:06 00:30
(●)

- Note: Clock on the right side is counting up

- Press PLAY

- LCD shows

Thinking
02. 00:12 01:13
(●)

- Note: Clock on the right side is counting up

- then

Move ♘ d8-h4 ≠
02. 00:12 01:13
(●)

- d8 LEDs are on
- h4 LEDs are on and LCD shows

- Press d8

Move ♘ d8-h4 ≠
02. 00:12 01:13
(●)

<u>Purpose</u>	<u>Procedure</u>	<u>Observation</u>
	- Press h4	- LCD shows <div style="border: 1px solid black; padding: 2px;"> Checkmate 03. 00:12 01:13 () </div>
5 Check jumper	- Press OFF	- LCD shows <div style="border: 1px solid black; padding: 2px;"> Off? (Y N) 03. 00:13 01:13 -- () </div> Note: "Y" is blinking
	- Press ENTER	- LCD shows nothing
	- Press NEWGAME twice	- No response
	- Press GO	- Row LEDs 8, 7 light up, then row LEDs 4-6 also light up.
		- After a while, all 16 LEDs will light shortly and new game sound is given out.
		- LCD shows <div style="border: 1px solid black; padding: 2px; text-align: center;"> - Montreux - ← → </div> then <div style="border: 1px solid black; padding: 2px;"> Game 2 moves 03. 00:12 01:13 () </div> Note: if LCD shows <div style="border: 1px solid black; padding: 2px;"> Game cleared 01. 00:00 00:00 () </div> or / <div style="border: 1px solid black; padding: 2px;"> RAM is empty 01. 00:00 00:00 () </div> it indicated that wrong jumper selection for SRAM

Remarks:

The time shown on the clocks may be different from the diagrams on this functional procedure.

Procedure

Observation

- Press BACK

- LCD shows

```
Back Y d8-h4 ≠
02. 00:12 01:13
(●)
```

and h4 LEDs are on

- Press h4

- d8 LEDs are on

- Press d8

- LCD shows as above

- LCD shows

```
Your move
02. 00:12 01:42
(●)
```

Note: black clock starts counting up

Check High voltage

- Repeat step 1 to 5 with input voltage at adapter socket (skip step 2) = 5.7V

Check memory

- Press OFF

- LCD shows

```
Off? (Y N)
02. 00:14 01:14
(●)
```

Note: Y is blinking and the black clocks count up

- Press ENTER
- Remove the adapter
- Wait for 10 minutes or longer
- Reinstall the energized 5.7V adapter

- LCD is blank

Purpose

Procedure

Observation

- , Press GO

- Row LEDs 8, 7 light up, then row LEDs 4-6 also light up.
- After a while, all 16 LEDs will light shortly and new game sound is given out.
- LCD shows

```

- Montreux -
      ←           →
    
```

then

```

Game 2 moves
03. 00:12 01:13
( )
    
```

Note: if LCD shows

```

RAM is empty
01. 00:00 00:00
( )
    
```

it indicated a problem with the memory backup circuit.

7 Burn-in test (A)
(burn for 50 hours)

- ACL

- Row LEDs 8 and 7 light up then row LED 4-6 also light up.
- After a while, all 16 LEDs will light shortly and new game sound is given out.
- LCD shows

```

- Montreux -
      ←           →
    
```

then

```

Game cleared
01. 00:00 00:00
( )
    
```

- Press MENU

- LCD shows

```

┌ game
( )
    
```

Procedure

- Press ↑
- Press ENTER
- Press ENTER

Observation

- LCD shows

L special
 ()
- LCD shows

▣ demo play
 ()
- LCD shows

Demo play
 01. 00:00 00:00
 ()

then starts playing
automatically

Computer is defective if

LCD shows

Err X
 01 YY:YY ZZ:ZZ

where X is a number

No move is given out when the PLAY key is pressed at the end of the burn-in

Improper LEDs lights up.

LCD is blank.

The move number of the left hand side of the LCD always shows "01"

Every 8 to 15 hours, follow the procedure below to test the unit

Press BACK key, press the chessboard squares according to the LEDs light up.
 Then press PLAY key and press the chessboard squares according to the LEDs
 light up.

Repeat step 2.

Press MENU, ↑, ENTER, ENTER to continue the burn-in test.

<u>Purpose</u>	<u>Procedure</u>	<u>Observation</u>
1 Burn-in test (B) (2 hours)	- Press ACL while keeping ↑, ↓ keys pressed	- LCD shows <div data-bbox="1324 358 1588 481" style="border: 1px solid black; padding: 5px;"> self test ← → </div> then <div data-bbox="1324 515 1588 638" style="border: 1px solid black; padding: 5px;"> t 00 00 00 00 c 00 00 00 00 </div> the number adjacent to character C is counting - LCD shows <div data-bbox="1324 750 1588 873" style="border: 1px solid black; padding: 5px;"> e 00 00 00 00 c 00 00 00 12 </div> (the number on e & t must be zero through the test)
	- Press any key once (press any key once will toggles between error type menu and error count menu)	

- Note:** The computer is defective if
- 1 The number on the upper row (e or t) is not zero.
 - 2 Improper LEDs lights up.
 - 3 LCD is blank.

- Conditions:**
- 1 During the function test, the power supply must be connected to a stabilizer.

Table 1:

- 1 All DMZ of row 1, all f-segment of 7-segment digit and white symbol
- 2 Same as 1 + row 2 of DMZ, a-segment and king symbol
- 3 Same as 2 + row 3 of DMZ, b-segment and queen symbol
- 4 Same as 3 + row 4 of DMZ, g-segment and rook symbol
- 5 Same as 4 + row 5 of DMZ, c-segment and bishop symbol
- 6 Same as 5 + row 6 of DMZ, d-segment and knight symbol
- 7 Same as 6 + row 7 of DMZ, e segment and pawn symbol
- 8 Blank
- 9 The LCD scans from column 1 of DMZ 1 to column 5 of DMZ 12, following symbol will be turn on during above scanning are left arrow, dot, black symbol, colon1, colon2 and right arrow
- 10 Blank
- 11 DMZ (1,3,5,7,9,11), 7-segment digit (2,4,6,8,10,12), right arrow, left arrow, white symbol, Queen, Knight, dot and colon 1 will be turn on at the same time.
- 12 DMZ (2,4,6,8,10,12), 7-segment digit (1,3,5,7,9,11), black symbol, King, Rook, Bishop, Pawn and colon 2 will be turn on at the same time.
- 13 All segment turn on
- 14 Blank
- 15 LCD shows

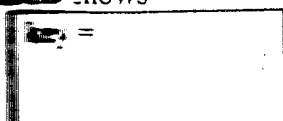








Table 2:

Key pressed	LCD shows	Key pressed	LCD shows
OFF	key = OFF	↓	key = ↓
NEWGAME	key = N. GAME	ENTER	key = ENTER
PLAY	key = PLAY		key = K
BACK	key = BACK		key = Q
←	key = ←		key = R
→	key = →		key = B
MENU	key = MENU		key = N
↑	key = ↑		key = P

