**C64 A/V-Adaptor Rev. 0**

**Testing**

# Introduction

The test was conducted with a prototype of the A/V-Adaptor Rev. 0. For the electrical/functional tests a C64G was used.

# Tests

## Assembly

The prototype was assembled, all footprints worked out. The DIN plug was assembled using the spacer, which was cut off the PCB. This worked well, too.

## Mechanical fitting

The A/V-Adaptor was installed on a classic bread bin and a C64C. Both case versions work well with the prototype. It is required to install the DIN plug with a distance to the bottom side of the PCB to get deep enough into the video jack of the C64 to obtain a stabile seating.

## Functional testing

The A/V-adaptor was connected to the C64 and a software was loaded. The jumpers were set to

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| --- | --- |
| **Jumper** | **Setting** |
| JP1 (Chroma Hi) | Open (=330R resistor not bridged) |
| JP2 (Audio in) | Off (audio in → GND) |
| JP3 (mono/stereo) | Mono (both audio channels connected to J2, Pin 3) |

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| --- | --- | --- |
| **Test** | **Result** | **Testing** |
| S-Video cable connected | The displayed image was clear and not distorted | Ok |
| Audio cable | Both speakers had a clear audio output (mono) | Ok |
| Composite video | The displayed image was clear and not distorted | Ok |
| Audio input (JP2 → on) | The audio signal connected was passed through the filter. | Ok |
| Stereo mode | TBD | TBD |
| Chroma high (s-video), 330R resistor bridged | The quality of the displayed imaged changed. The colors got stronger and slightly distorted. This was expected. | Ok |

The stereo mode was **not** tested.

# Test Result

The A/V-Adaptor is fully functional.