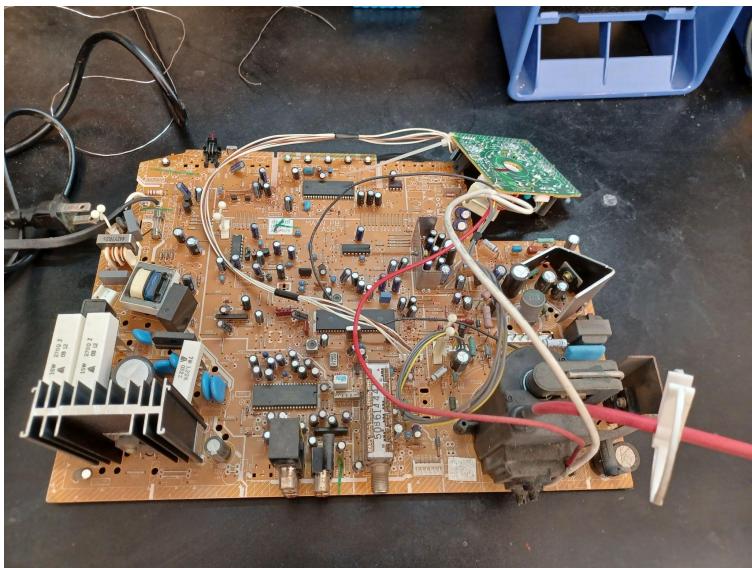
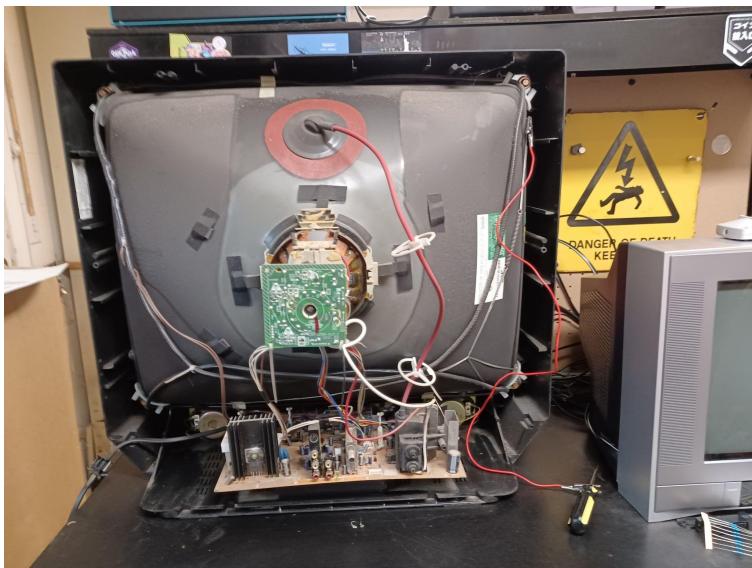


1. CRT Disassembly

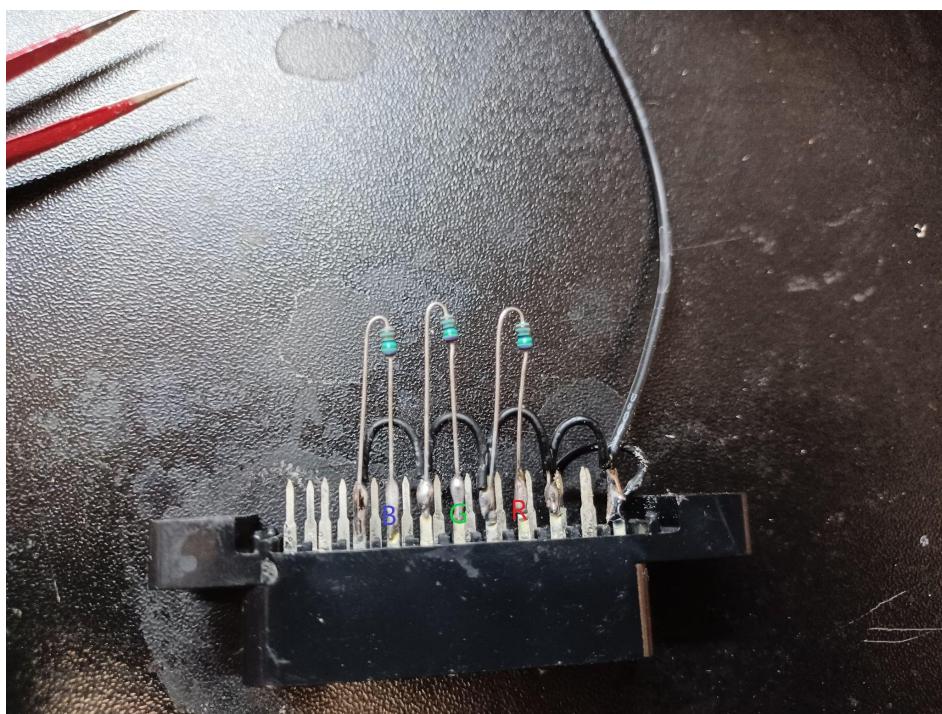
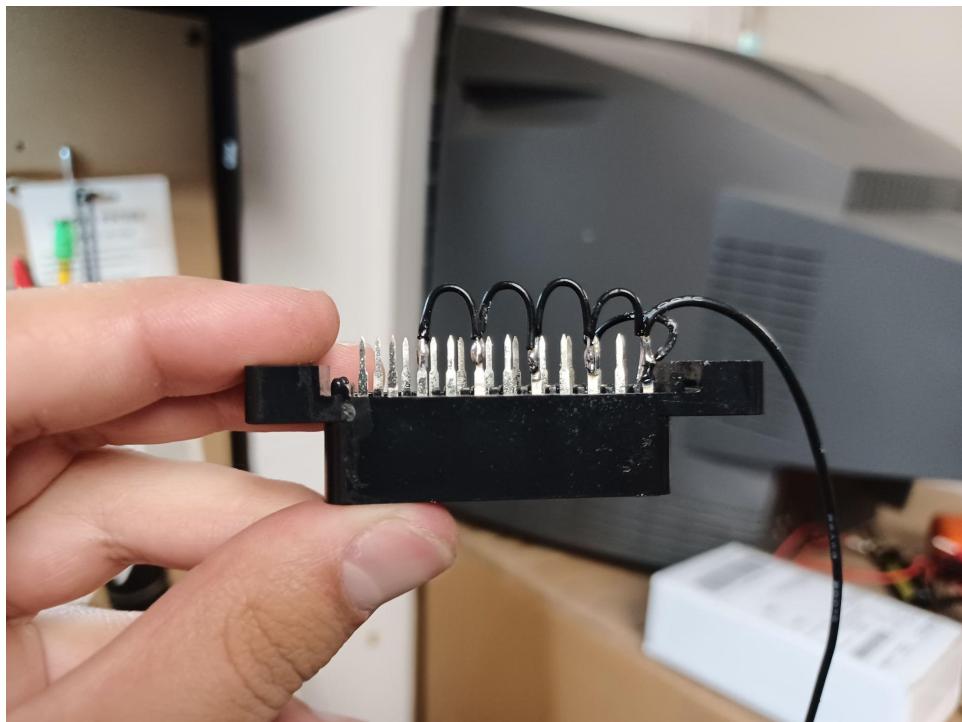
First, remove the chassis from the tube. This includes disconnecting the anode cap from the tube, removing the neckboard from the yoke, and unplugging various cables on the main PCB. I personally only removed the ground wire from the neckboard and left the rest plugged in, taking the neckboard with the rest of the chassis. I find this to be the best option since several wires are directly soldered into the neckboard and would complicate temporary removal.



2. Initial SCART Connector Preparation

Next, I recommend getting the SCART header ready. It isn't necessary to do this step second, but I find it convenient to do so. Wire up the SCART header according to the EURO pinout. This means that pin 21 will be a ground, and so will several others for the RGB, blanking and sync signals. R G and B also require 75 ohm terminating resistors to ground. TubeGaming, the designer of the mod for this set, recommends 220 ohm instead to compensate for brightness if too dark.



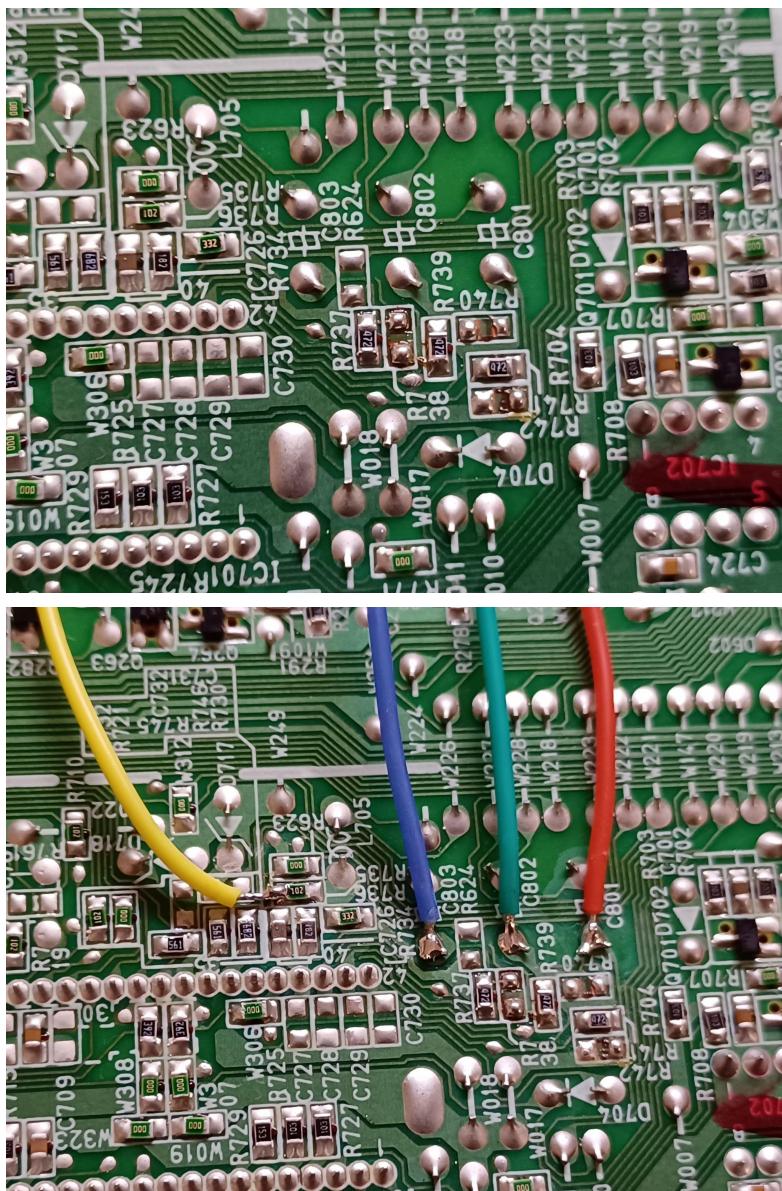


3. Main PCB: Removing Resistors R738/R740/R742

Take note of the area of the main PCB near the on button. This is where the micon chip is, and where we need to remove some resistors. It is on the opposite side of the AV connectors in the back.

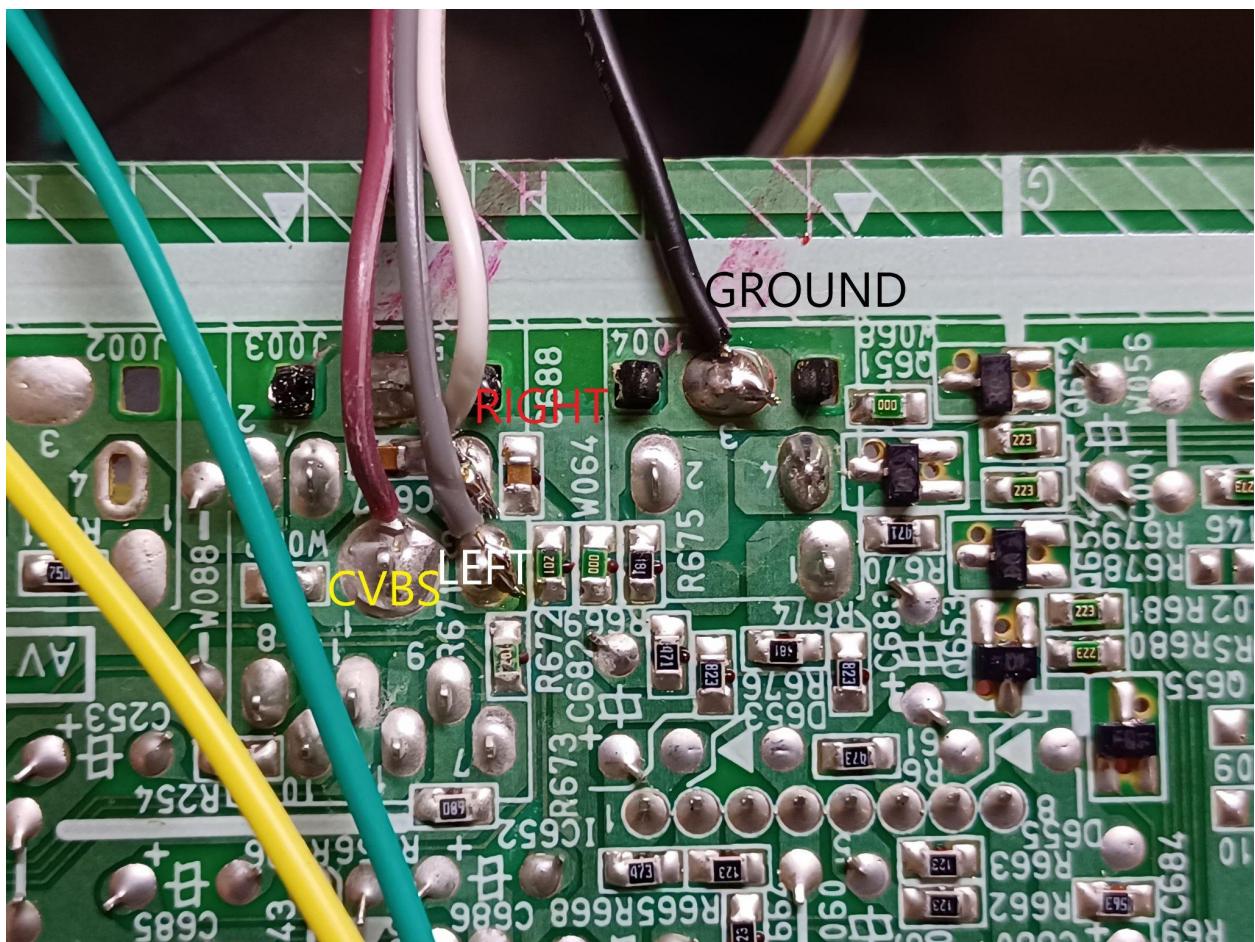
We want to remove R738, R740, and R742. With these gone, we can add our own 750 ohm resistors for external RGB (not seen in pictures). It is worth noting that this set is somewhat dim after removing the original resistors, so in order to have a slightly brighter picture **and** a visible OSD, it might be a good idea to play around with resistor values to your liking.

Add a line for blanking to the left end of R102.



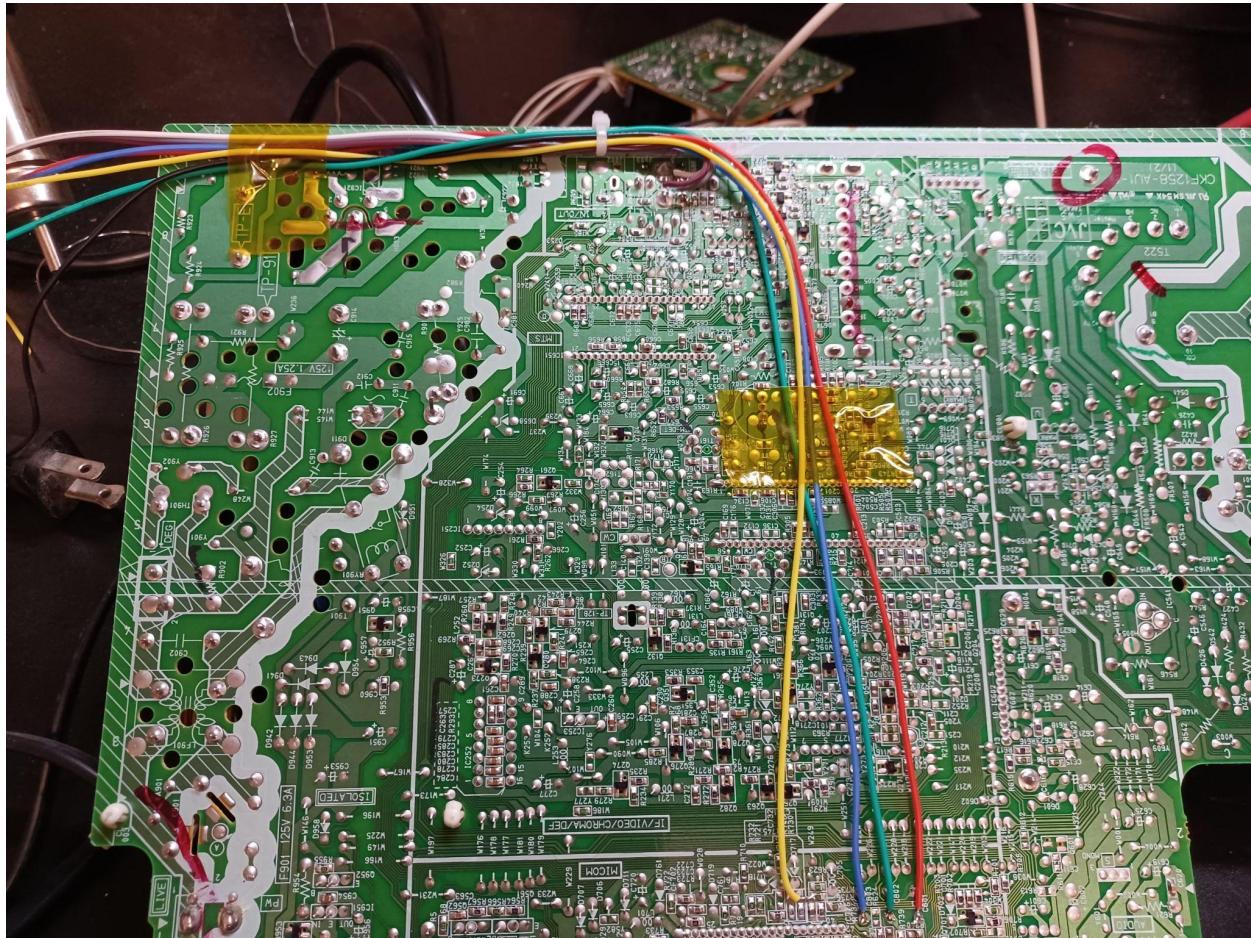
4. Getting Sync, L/R Audio and Ground from the AV Port

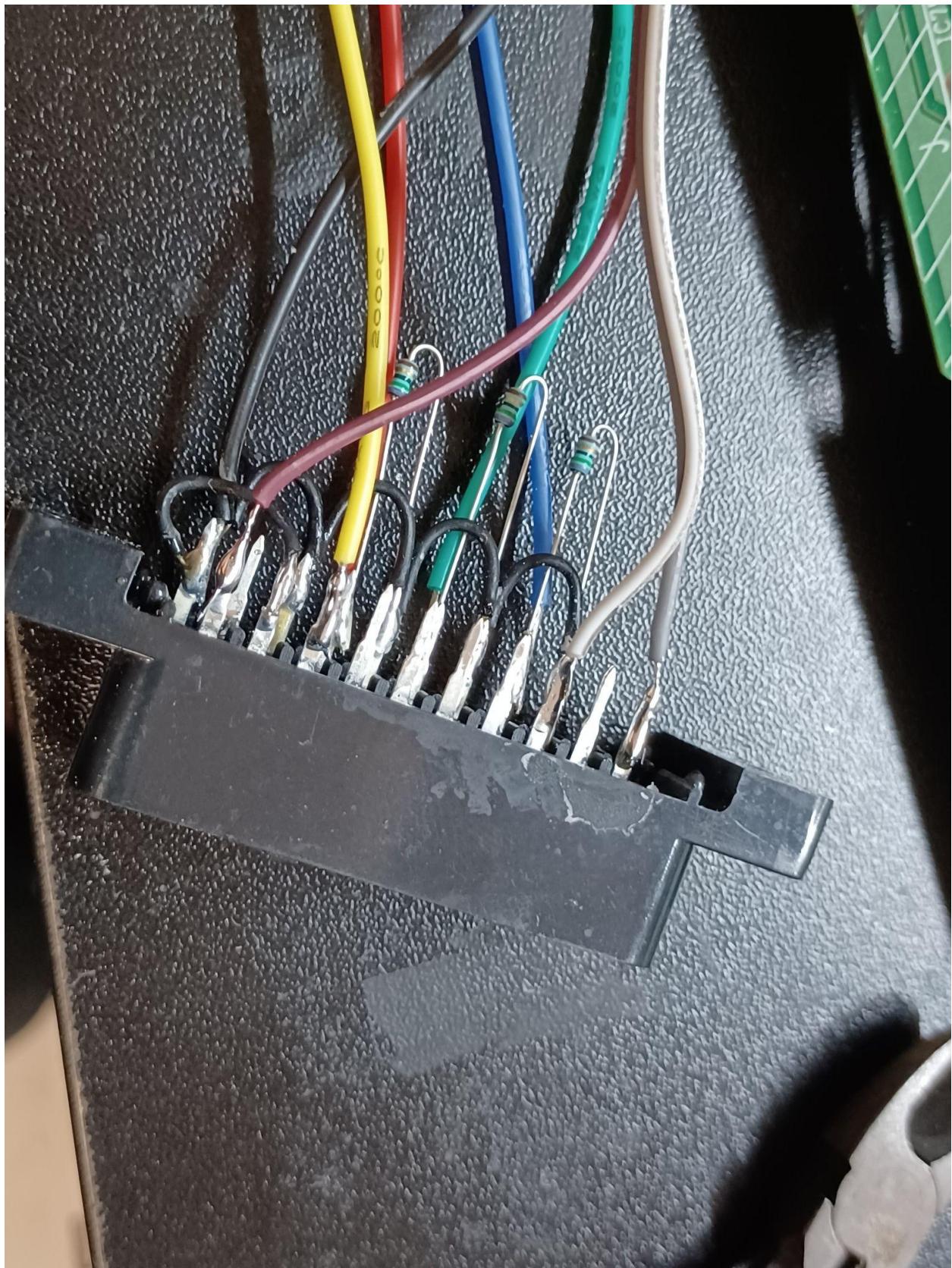
Now we should grab sync, audio and ground. You can use composite as the sync signal, but the horizontal position will need to be adjusted in the service menu to account for some shift. This was how I did it, although others have used s-video to acquire sync. Use a multimeter by sticking one probe into composite, left audio and right audio to find their spots on the PCB. Ground can be grabbed from several locations, but I chose to grab it near the AV ports.

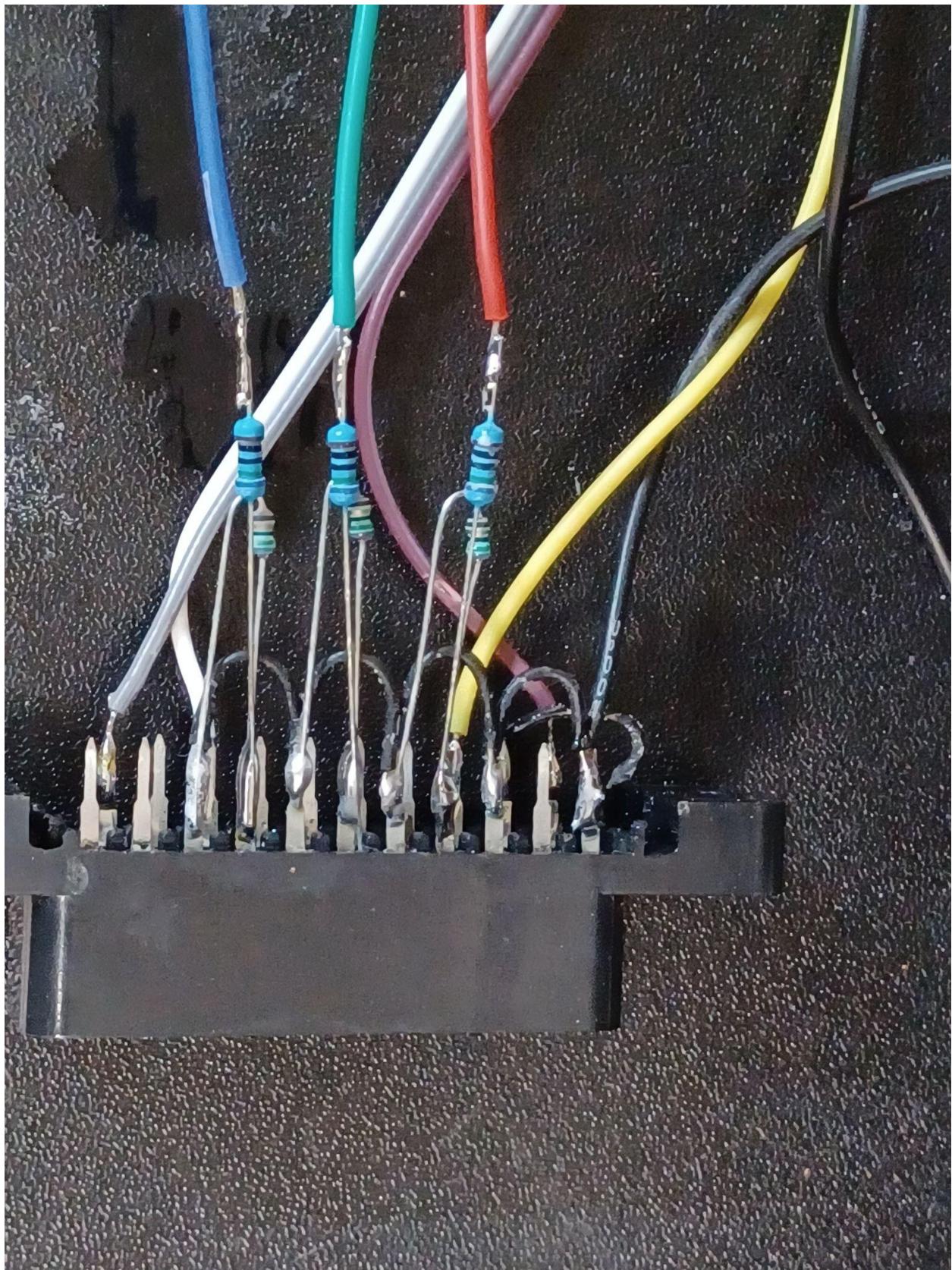


5. Putting It All Together

Now it's time to solder the RGB, blanking, sync (from composite), ground, and audio to the SCART header. This can be a real hassle. I recommend using tweezers to hold the wire in place with one hand and soldering with the other. Follow the EURO pinout for correct connections. When soldering the RGB resistors, I recommend using heat shrink tubing to prevent any shorts.







6. Making the SCART Hole

This can also be a headache. I recommend getting a template (can be bought at Console5.com) and using that to trace a SCART hole. Then, use a drill to drill small holes within the space of the traced hole. Clip out the plastic with wire cutters. Use a file kit to file down the excess plastic until the hole is fits the SCART plug.



7. Where to Get Materials

I recommend using Console5.com to get the necessary materials. This includes the SCART header, 75 ohm resistors, 750 (or otherwise) ohm resistors, SCART outline print, etc.

<https://console5.com/store/>

