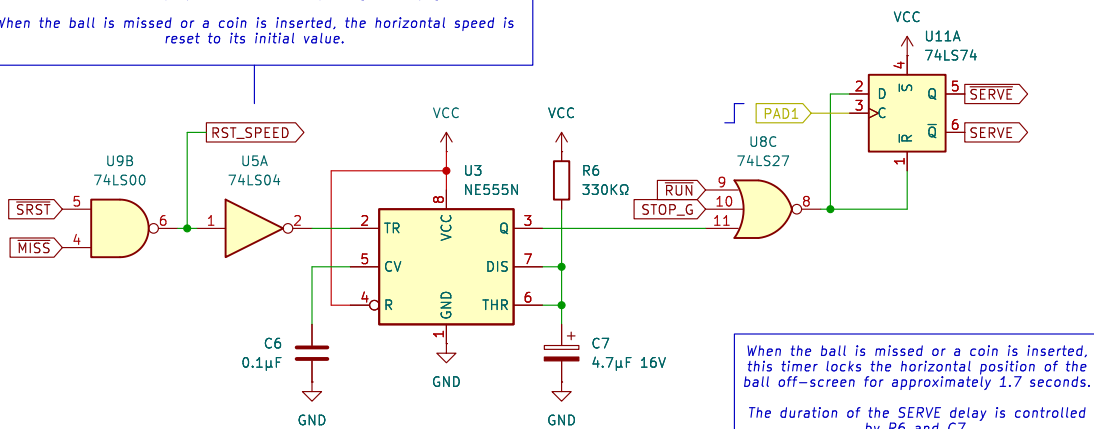


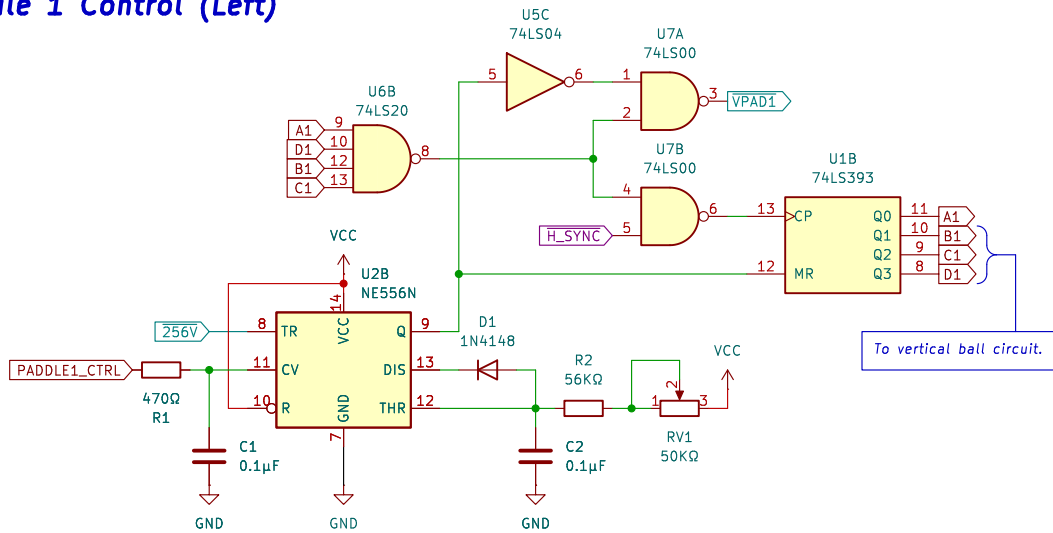
Ball Speed Reset, Serve Timer

As the ball remains in play, its horizontal speed gradually gets faster.  
When the ball is missed or a coin is inserted, the horizontal speed is reset to its initial value.

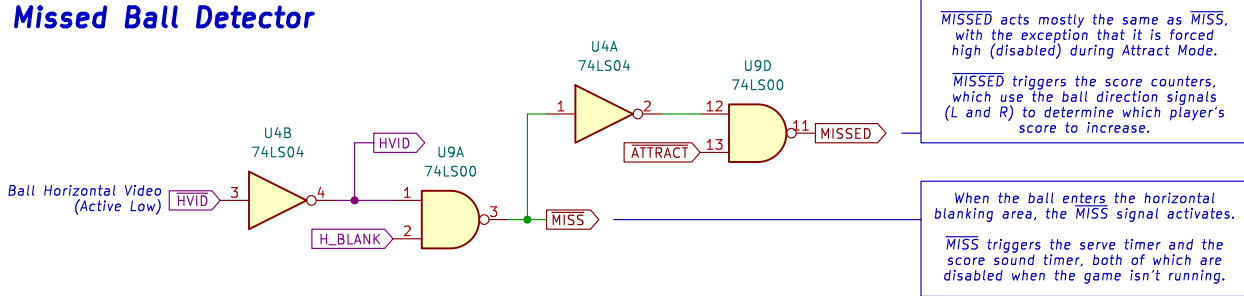


When the ball is missed or a coin is inserted, this timer locks the horizontal position of the ball off-screen for approximately 1.7 seconds.  
The duration of the SERVE delay is controlled by R6 and C7.

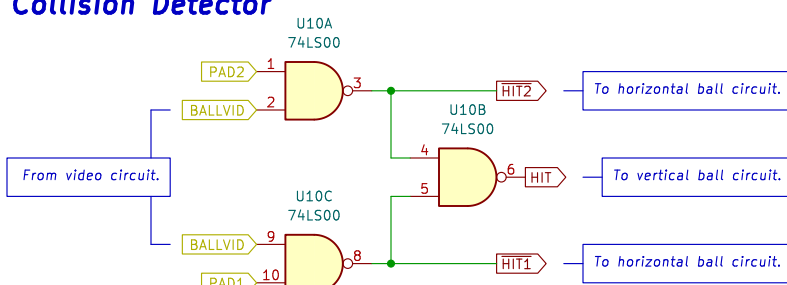
Paddle 1 Control (Left)



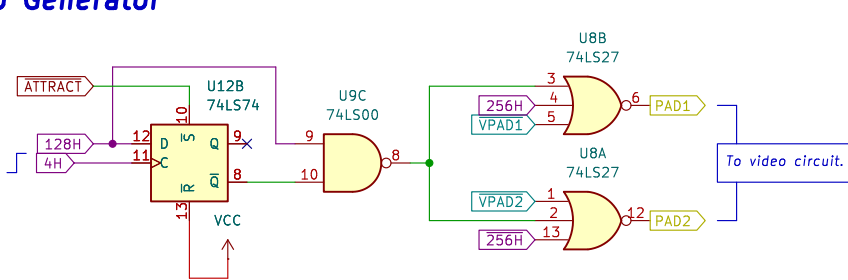
Missed Ball Detector



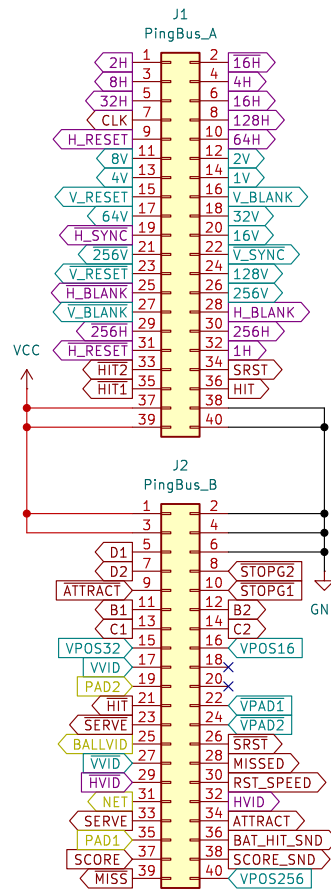
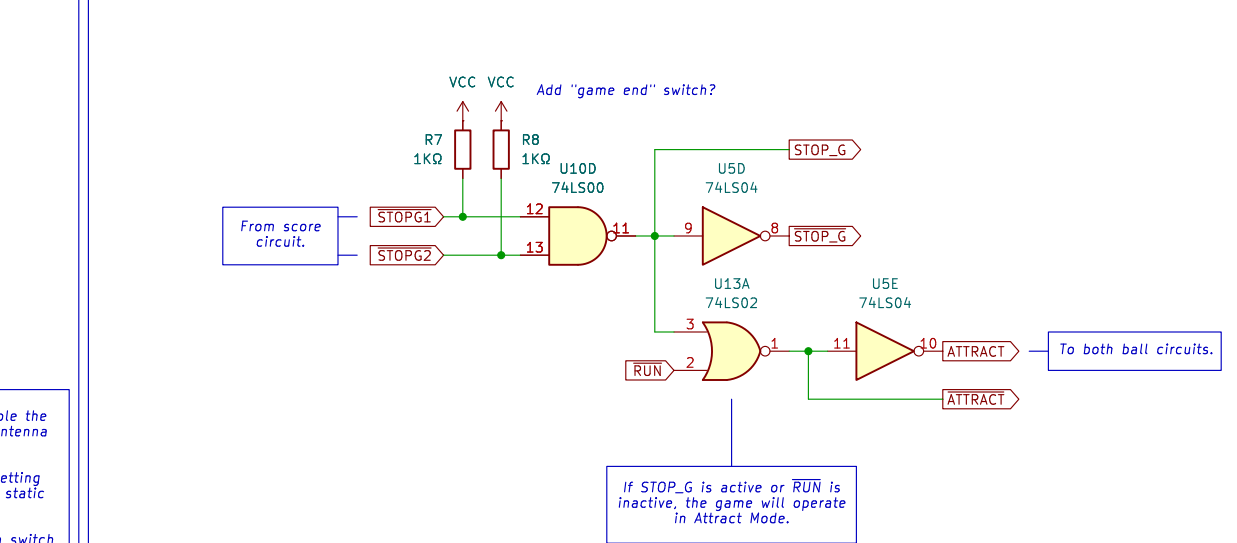
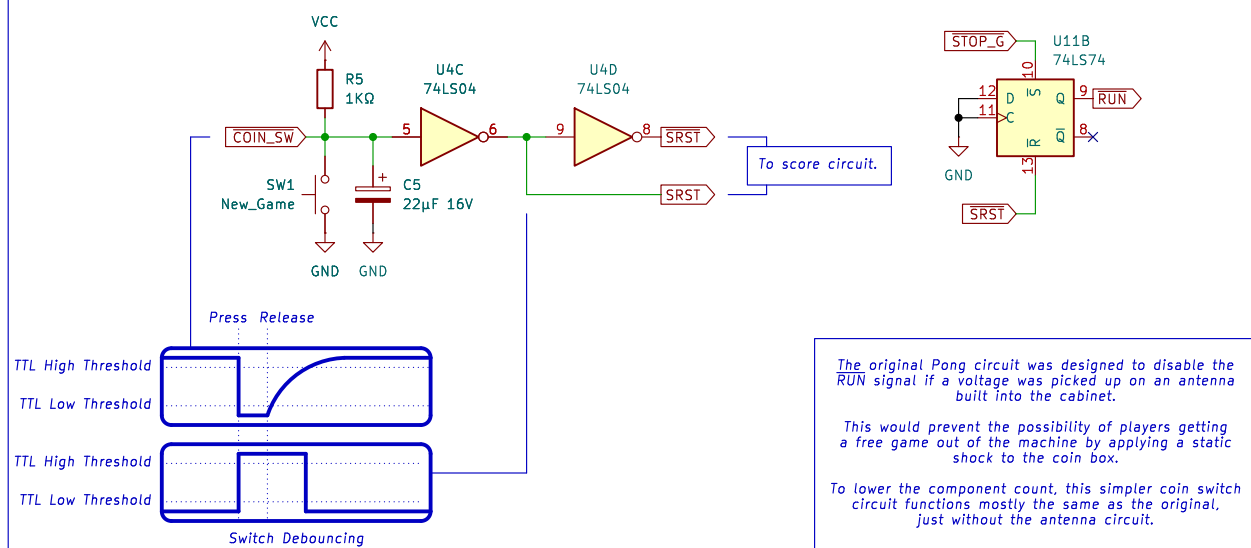
Ball-Paddle Collision Detector



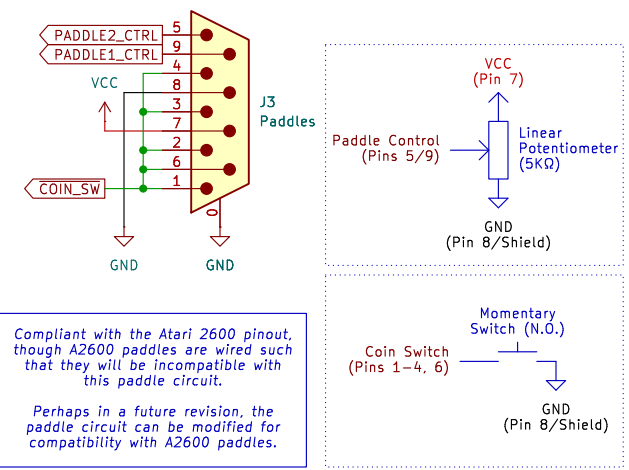
Paddle Video Generator



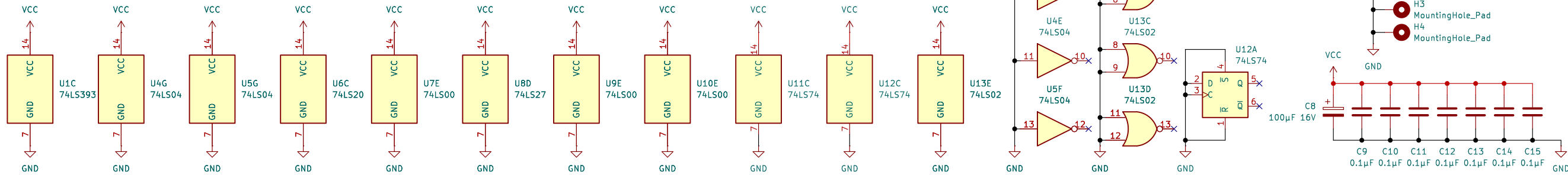
Coin Switch, RUN Latch



Paddle Connector



Compliant with the Atari 2600 pinout, though A2600 paddles are wired such that they will be incompatible with this paddle circuit.  
Perhaps in a future revision, the paddle circuit can be modified for compatibility with A2600 paddles.



Original circuit designed by Allan Alcorn.  
Circuit improvements by Dr. Hugo R. Holden.  
PCB designed by Alex J. Lowry.

Alex J. Lowry (alex-j-lowry.github.io)

Sheet: /  
File: Modular\_Ping\_Paddles\_GameCtrl.kicad\_sch

Title: Modular Ping (Paddles, Game Control)

Size: User Date: 2025-07-25

KiCad E.D.A. 9.0.0

Rev: 1

Id: 1/1