**Atari XL/XE A/V-Adapter Rev. 1**

**Module Description**

# Introduction

The Atari XL/XE-Adapter serves as a breakout module for the 5-pin A/V jack, which allows using off the shelve cables of desired length and quality for connecting the Atari XL/XE to video/audio equipment.

The adapter is passive, it does not improve the video quality, but it helps to prevent video degradation. The S-Video jack works with Atari XL (that are modified only) and XE. The adapter does not generate S-Video!

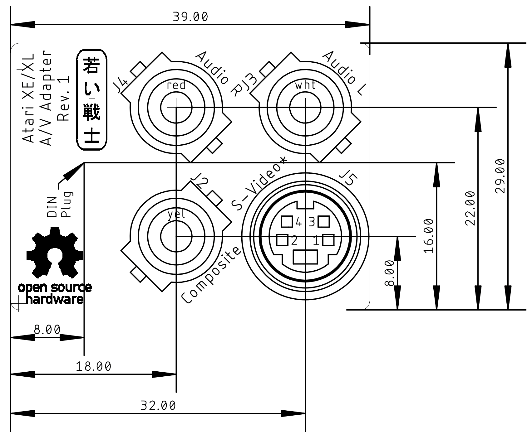


Figure 1: Dimensions of the PCB

The two audio jacks (Audio L and Audio R) are connected to the same signal, the (mono) Audio Out of the Atari.

A 3D printable case can be found in the project folder as well as a label for this case. The case for Rev. 0 is different from the case for Rev. 1.

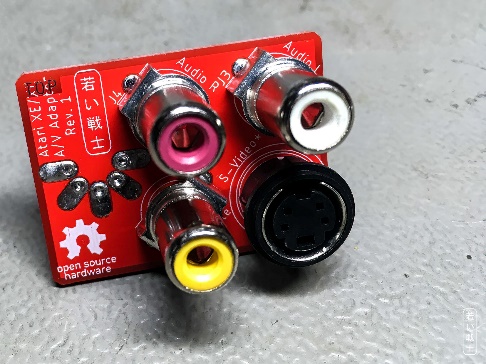


Figure 2: Top and bottom side of the assembled Atari A/V-Adapter



Figure 3: Atari A/V-Adapter installed in the 3D-printed case

# Connectors

## A/V-Plug – J1

The A/V-Plug for the Atari XE (XL) is the inner part of a Lumberg SV 50 DIN-Plug (180°).

|  |  |
| --- | --- |
| Pin | Signal |
| 1 | Luminance\* |
| 2 | GND |
| 3 | Audio Out (mono) |
| 4 | Composite Video |
| 5 | CHROMA\* |

\*XL (with S-Video mod only) and XE

## RCA-Jacks – J2, J3, J4

|  |  |
| --- | --- |
| Connector | Signal |
| J2 | Composite Video |
| J3 | Audio Out L (mono!) |
| J4 | Audio Out R (mono!) |

## Mini-DIN (S-Video) jack – J5

A vertical PCB mount Mini-DIN jack (4 circuits)

|  |  |
| --- | --- |
| Pin | Signal |
| 1 | GND (Luminance) |
| 2 | GND (Chrominance) |
| 3 | Luminance |
| 4 | Chrominance |

# The DIN-Plug

The DIN-Plug is an **essential part** of this development. It is the inner part of a Lumberg SV 50 connector, which is not cheap, but it is definitely worth the money, since the flange is taking the forces introduced by the weight of the adapter and the cables. This way, the set-up is not hanging from the contacts, which might even damage those. Do not use a cheap connector without a flange, here.

# Assembly

First, the DIN connector has to be soldered. The pins should be aligned flush to the top side of the PCB. This can be accomplished by putting the PCB top down on a heat resistant, flat surface. Then solder one pin from the top (the solder pads are shaped in a way, that allows doing so), check, if it is really flush and the connector is perpendicular to the board, then solder the remaining pins.

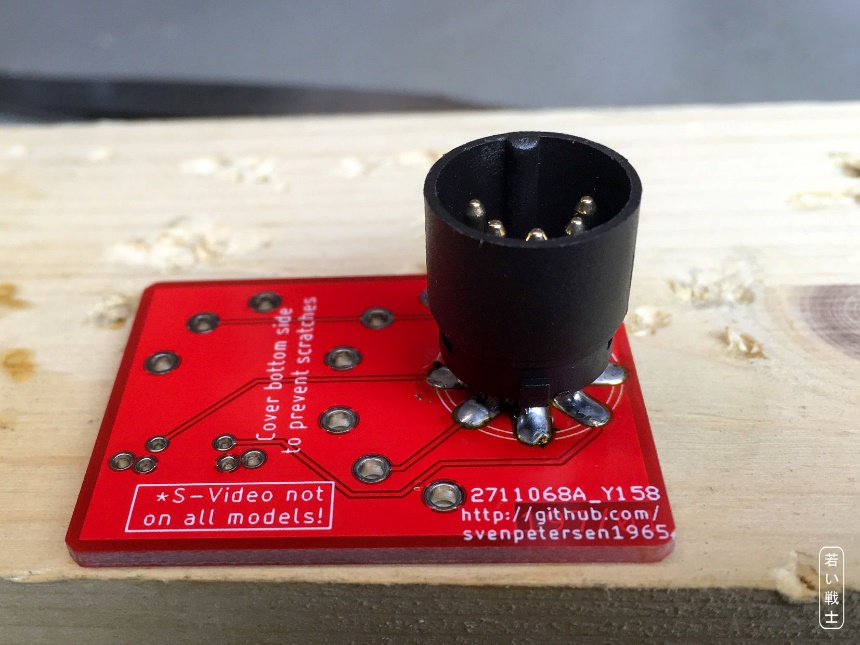


Figure 4: Aligning the DIN-Connector

Now, place and solder the mini-DIN and finally the RCA jacks. They should be well aligned, too. The ground pins might require more energy to be soldered, so the use of a thick solder tip is recommended and may be even a higher temperature (450°C). After soldering, the pins should be trimmed (shorter than 1.5mm), so they fit into the 3D-Printed case. If you do not use a case, cover the pins with something like duct tape or small drops of hot glue to prevent scratching the case of your Atari.

# Compatibility

The A/V Adapter is compatible with the Atari 8-bit computers XL (composite only) and XE and modified XL for S-Video.

# Acknowledgement

I thank my cooperation partner for this project, Michal Polák. He initiated the project, provided me with the information and tested the A/V Adapter with other computers than the 800XL.

# Revision History

## Rev. 0

* Fully functional prototype

## Rev. 0 → Rev. 1

* The device is turned right, the notch of the DIN and mini-DIN connectors points up (again)
* New case (Rev. 1) required