Sanyo 14" Color TV Monitor

Operation, Maintenance and Service Manual

Complete with Illustrated Parts List
Sanyo 14" Color TV Monitor

Operation, Maintenance
and Service Manual

Complete with Parts Lists

Monitor manufactured by Sanyo Electric Co., Ltd.
Color TV Receiver Manufacturing Division
Gifu, Japan

Published by:
ATARI INC
1265 Borregas Avenue
P. O. Box 427
Sunnyvale, California 94086

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NOTE

If reading through this manual does not lead to solving a certain maintenance problem, call Tele-Help™ at the Atari Customer Service office in your geographical area, as shown in one of the two maps below. Order all parts from the California office.

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1 Warnings and Cautions

A. Before You Start...

You should never attempt to work on an exposed monitor chassis if you are not familiar with servicing procedures and precautions necessary for high-voltage equipment. Any TV monitor has three sources of possible danger: strong electric shock due to high voltages or unisolated AC line voltages, X-ray radiation, and implosion. Therefore, please read this chapter carefully.

B. Safety Measures

Develop good safety habits, so when you’re rushed with repair work, you’ll still automatically take precautions.

A good practice when working on any TV monitor is to first ground the chassis and use only one hand when testing circuitry. This will avoid the possibility of carelessly putting one hand on the chassis or ground, and the other on an electrical connection. Doing so could cause a severe electrical shock.

If you service this color monitor on a test bench, you must isolate the monitor from AC line voltage! An isolation transformer is mandatory for your own safety. The Sanyo monitor does not contain an isolation transformer on its chassis. It is mounted instead on the game power supply. (It may appear like a regular power transformer, but is really also an isolation transformer.)

C. Picture-Tube Handling

Use extreme care when handling the picture tube, since rough handling may cause it to implode, due to a vacuum inside. Do not nick or scratch the glass, or subject it to any undue pressure when removing or installing it.

Wear safety goggles and heavy gloves for protection when handling the picture tube. Keep others without safety goggles away. Do not lift the tube by the neck.

Figure 1  Overview of Sanyo 14” Color TV Monitor
Discharge the high voltage in the picture tube by shorting the anode connection to chassis ground— *not the cabinet or other mounting parts*. When discharging, go from ground to anode, and use a well-insulated piece of wire.

If you replace the picture tube with another type not specified in the parts list, then avoid prolonged exposure at close range to the unshielded areas of the tube. You may endanger yourself from unnecessary exposure to X-ray radiation.

D. Replacing with Proper Components

It is important to maintain the specified values and failure characteristics of all components in the horizontal and high-voltage circuits, and anywhere else in the monitor that could cause a rise in high voltage, or in operating supply voltages.

Refer to the parts lists in the back of this manual, and use *only exact replacement parts*, especially for the picture tube, semiconductors, transformers, coils, and fuses.

E. Final Testing Before Reinstalling Monitor

Before installing the color monitor back in the game, you must check the following:

1. Inspect all harness wiring on the monitor and be sure none of it is pinched between the chassis and other metal parts in the monitor.

2. Replace all protective devices such as insulating fishpaper, compartment covers and shields.
2  Specifications

A. Power Input and Consumption

Line Voltage  A.C. 100 V ± 10%
Line Frequency  50/60 Hertz
Power Consumption  46 Watts

B. Temperatures and Humidity

Environmental Temp.  5-35°C (41-95°F)
Environmental Humidity  20-95%)
Temp. Inside Game Cabinet  45°C max. (112°F)

C. Currents and Voltages

The CRT anode average current is less than 650 uA.

High voltage is 24 ± 1.5 KV.

B + 1  105 ± 1.0 V
B + 2  19.5 ± 2.0 V
B + 3 (regulated)  12 ± 1.0 V
B + 4 (regulated)  175 ± 5.0 V
Heater Voltage  6.4 ± 0.2 V (RMS)

D. CRT Specifications

Convergence Tolerance—
max. 0.2% of raster width, center of screen
max. 0.5% of raster width, corners of screen

Purity—Color purity should be practically uniform
all over screen after being degaussed with hand-
held degaussing coil

Pull-In Range, Horizontal  15.75 KHz ± 200 Hz
Pull-In Range, Vertical  More than 8 Hz

Type of CRT  #370EBC22, 14-Inch, 90°

Tilt of Deflection Yoke  declination is within 2 mm

E. Connectors

6-Pin Connector for Video Signals:
Pin 1 = Red  Pin 2 = Green  Pin 3 = Blue
Pin 4 = Ground  Pin 5 = Sync

3-Pin Connector for Power:
Pin 1 = 100 VAC  Pin 2 = 100 VAC

F. Pattern Size

You should be able to reproduce the following sizes
of patterns:

Maximum size

Minimum size

CRT
3 Adjustable Controls

A. Brightness

*Remember to observe the precautions regarding high voltages when you make any adjustments on this monitor!*

Note that before you adjust the brightness, the monitor should have been turned on for at least 5 minutes. Keep the game in the attract or play mode. Find the small white knob underneath the screen, located at the far right on the Control Printed-Circuit Board or PCB (see Figure 2). Turn this brightness or screen voltage control until you achieve a pleasing level of brightness.

Too high a brightness causes the retrace lines to show. Too low a brightness causes the entire screen to become dark and obscured.

However, if you cannot achieve the proper brightness by using this white adjustment knob, then you should check the master brightness level adjustment. This potentiometer is located almost dead center on the Main PCB, at VR201.

To reset the brightness level, disconnect the 6-pin video-signal connector from the monitor. Turn the white brightness control to maximum or fully clockwise. Connect a DC voltmeter's plus lead to TP452, and its minus lead to TP451—near the center of the Main PCB.

Set the voltmeter to the 1.5-3 V range. Now adjust the small VR201 potentiometer to 0.5 volts. Reconnect the 6-pin connector on the monitor.

---

**Figure 2  Adjustable Controls on Main PCB and Control PCB**
B. Horizontal Hold

Use this adjustment if the picture drifts sideways across the screen. Find the second potentiometer from the right, on the Control PCB (as you face the monitor’s screen)—see Figure 2. Turn the pot until the black lines no longer slant downwards or upwards, and you obtain a normal screen image.

C. Vertical Hold

Use this adjustment if the picture drifts straight up or down on the screen. The vertical hold control is the second potentiometer from the left, on the Control PCB (as you face the monitor’s screen)—see Figure 2.

Turn this control in either direction until the picture no longer drifts straight up or down on the screen.

D. Vertical Height

If the screen image is not large enough or too large vertically, then you can adjust it very easily with this control. Using this control will stretch or compress the image vertically. The vertical height control affects the spacing between the raster lines equally.

Set the game for the diagnostic that displays the convergence grid and dots. Locate the vertical height control on the monitor’s Control PCB: it is the knob on the far left underneath the screen. Turn this control until the top and bottom grid lines run along the edges of the screen. The lines should not disappear off the edges, which would indicate overscanning.

E. Horizontal Width

Before using this control, be sure the monitor has been turned on for 5 minutes or more. If the screen image is too wide or narrow, you should use this control to adjust it for proper width.

Set the game for the diagnostic that displays the convergence grid and dots. Locate the horizontal width control on the monitor’s Main PCB: it is the coil at the center of this board, directly underneath the yoke. Be sure to use only a non-metal Allen wrench (commonly called a “tweaking” tool) for this adjustment! Turn this control until the right and left grid lines run along the edges of the screen. The lines should not disappear off the edges, which would indicate overscanning.

F. Focus

This control simply changes the sharpness of the screen image. The white focus adjustment knob is located on the plastic bracket above the flyback transformer. Turn this control until you get the optimum screen sharpness possible.

---

Figure 3  Adjustable Controls on Neck PCB
4 Supply Voltages

To test for proper +105V supply, locate the test point TP91 at the front end of the very large 20-watt resistor R609. This resistor is in the center rear area of the Main PCB. Connect a voltmeter at this point and to ground.

Adjust the brightness control on the Neck PCB to maximum. Use the nearby potentiometer (VR601) on the monitor’s Main PCB that is labeled “B+ ADJUSTMENT” in Figure 2. Turn this pot until the meter reads +105V. Then return the brightness control to normal.

5 Signal Test Points

A. RGB Signals

The blue, red, and green signals can be tested at the points labeled ED, EE, and EA, respectively. These are located on the back of the Neck PCB.

B. Horizontal and Vertical Sync

This synchronization signal can be tested at pin 5 of the 6-pin video signal connector. When using a test prod, do not jam it into the connector pin. Otherwise you will stretch the pin, and it could later fall out of the connector housing.
6 Troubleshooting

Figure 4  Block Diagram of Sanyo Monitor
7 Repair

A. Picture Tube Replacement

Be sure to first unplug the power and video-signal connectors. Remove monitor assembly from game.

1. Discharge the high voltage from the tube. Remove the large high-voltage anode connector near the top of the picture tube. Unplug the neck board at rear of picture tube.

2. Unplug the degaussing coil 2-pin connector.

3. Unplug the 4-wire connector on Main PCB. Unhook the spring that holds the braided ground wire (near the bottom corner of picture tube).

4. Using a 5/16" hex socket wrench, remove the four screws that hold the picture tube in the steel frame. Carefully remove the tube by pulling it out towards the front.

B. Yoke Replacement

*You need to reconverge the picture whenever you replace a yoke.*

First unplug the power and video-signal connectors. Remove monitor assembly from game.

1. Discharge the high voltage from the tube. Unplug the neck board at rear of picture tube.

2. Using a thin knife or single-edged razor blade, carefully loosen the rubber wedges from the picture-tube surface.

3. Loosen the Phillips screws that tighten the two neck clamps around the neck. Now slide the magnet assembly, then the yoke assembly off the end of the picture tube.

C. Flyback Transformer Replacement

First unplug the power and video-signal connectors. Remove monitor assembly from game.

1. Discharge the high voltage from the tube. Remove the large anode connector at top of picture tube. Also open the white twist-and-tie anode holder and remove the anode wire from this holder.

2. Unplug the neck board at rear of picture tube. Unplug the two white wires at the very top of the "FOCUS" adjustment bracket.

3. Remove the two small hex nuts and the Phillips screw that secure the flyback transformer cover plate.

4. Unsolder the 9 connections for the transformer on the circuit or bottom side of the Main PCB.

5. Now lift out the transformer. When replacing with a new transformer, be sure to check the picture for sharpness. If it’s not sharp, adjust the white focus knob on the transformer.
8 Adjustments

A. Purity Adjustments

1. Preliminary

First remove the monitor from the game, but leave the connectors still attached. The purity and convergence magnets can be moved without loosening the rear Phillips screw. If you will also be converging the outer area of the picture (see Section 2 on the next page), you should loosen both the deflection yoke and magnet mounting screws at this time.

Turn the picture tube so it faces north or south. Then degauss the picture tube with a hand-held degaussing coil. If the magnets have been secured with a white glue, you will find that its hold can be easily broken when you move the magnets.

2. Red Purity Adjustment

Refer to Figure 3 and turn off the green and blue guns with the G and B bias or cutoff controls, located on the neck board. (Leave the red gun on.) Display any self-test pattern on the screen that shows solid white. Keep this display throughout the purity adjustments.

Rotate and spread the tabs of the purity magnets (the pair farthest towards the front) until you center the screen image vertically and horizontally. You should also obtain a pure red overall.

3. Green Purity Adjustment

Turn off the red and blue guns by using the controls on the neck board; leave the green gun on. Readjust the purity magnets if necessary for a uniformly green screen.

4. Blue Purity Adjustment

Turn off the red and blue guns by using the controls on the neck board; leave the blue gun on. Repeat the purity adjustment for a uniformly blue screen.

5. Final Check

As a final check for total color purity, turn on all guns again. Leave the all-white self-test pattern on the screen. The screen should be pure, clean white—not tinted with other hues.

Finally, reinstall the monitor in the game.

B. Convergence Adjustments

1. Static Convergence (Center Area)

First remove the monitor from the game, but leave the connectors still attached.

If you will also be converging the outer area of the picture (see Section 2 that follows), you should loosen both the deflection yoke and magnet mounting screws at this time.

Display the diagnostics pattern that shows black background with white lines and dots. Keep this display throughout all convergence adjustments.

Refer to Figure 3 and turn off the green gun with the G bias or cutoff control, located on the neck board. (Leave the red and blue guns on.)

Adjust the angle of the 4-pole or center pair of magnets, and superimpose the red and blue vertical lines in the center area of the screen.

Keeping their angles the same, rotate both tabs of the 4-pole magnets to superimpose the red and blue horizontal lines in the center area of the screen.

— — —

Turn on the green gun again. Adjust the angle of the 6-pole or rear pair of magnets, and superimpose the green vertical lines on the red/blue ones, in the center area of the screen.

Finally, keeping their angles the same, rotate both tabs of the 6-pole magnets to superimpose the green horizontal lines on the red/blue ones.
Figure 5  Schematic Diagram of Sanyo Monitor
If you do not need to converge the outer screen areas, you are done with the convergence procedure. (Otherwise, immediately proceed with Section 2 below.)

2. Dynamic Convergence (Outer Area)

Be sure to keep the same convergence pattern on the screen—white lines and dots with black background. Using a razor blade or thin knife, carefully loosen the glue holding the three rubber wedges and remove them. Be sure both the magnet and deflection yoke mounting screws are loosened.

Slide the yoke slightly away from the picture tube. Up/down movement of the yoke causes the outer edges of the screen image to swivel clockwise or counterclockwise. Side-to-side movement causes the lines and dots at the outer screen edges to expand and contract.

Move the yoke in the up/down and side-to-side directions until the outer lines and dots on the screen are pure white.

Then secure the deflection yoke by putting the wedges back in between the picture tube and the yoke's white collar. Secure the wedges with glue. Tighten the screws that secure the deflection yoke clamp and the magnets.

9 Schematic and Illustrated Parts Lists

The purpose of this chapter is to provide you with the necessary information for ordering replacement parts for your Sanyo 14" color monitor. Please note that, for simplicity, common hardware and certain other parts have been deleted from this parts list. This includes screws, nuts, washers, certain connectors and tie wraps, in addition to metal parts, such as heat sinks, shields and supports.

When ordering parts from your distributor, give the part number, part name and serial number of your game. This will help to avoid confusion and mistakes in your order. We hope the results will be less downtime and more profit from your game.
Note:
All diode reference designations Dxxx have been changed to CRxxx, the standard American nomenclature.

Figure 6  Main PCB Assembly
Figure 7  Neck PCB Assembly
## Figure 8  Parts List of Sanyo Monitor

<table>
<thead>
<tr>
<th>Atari Part No.</th>
<th>Description</th>
<th>(Reference Designations in Bold)</th>
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<td>99-160001</td>
<td>Control PCB Assembly</td>
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<td>99-160002</td>
<td>Main PCB Assembly</td>
<td></td>
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<tr>
<td>99-160003</td>
<td>Neck PCB Assembly</td>
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<td>99-160004</td>
<td>Convergence and Purity Magnets</td>
<td></td>
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<td>99-160005</td>
<td>Picture-Tube Socket</td>
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<td>99-160006</td>
<td>14&quot; Picture Tube, Type 370ECB22</td>
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<td>99-160007</td>
<td>Type LA1464 Integrated Circuit (IC401)</td>
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<tr>
<td>99-160008</td>
<td>Type LA5110 Integrated Circuit (IC601)</td>
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<td>99-160009</td>
<td>Pincushion Correction Transformer (T401)</td>
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<td>99-160010</td>
<td>Horizontal Drive Transformer (T451)</td>
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<td>99-160011</td>
<td>Flyback Transformer (T452)</td>
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<td>NPN Transistor (TR902)</td>
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<td>Type IS1555 Diode (CR205-209, 211-213, 401, 402)</td>
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<td>Type EQA01-11 Diode (CR204)</td>
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<td>180 Ohm, 20W Wirewound Resistor (R609)</td>
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<td>99-160301</td>
<td>10 uf, 16V Electrolytic Capacitor (C479)</td>
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*Note: All diode reference designations Dxxx have been changed to CRxxx, the standard American nomenclature.*
### Figure 8  Parts List of Sanyo Monitor, continued

<table>
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<th>Atari Part No.</th>
<th>Description</th>
<th>(Reference Designations in Bold)</th>
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<td>99-160302</td>
<td>100 uf, 16V Electrolytic Capacitor</td>
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<td>0.015 uf, 50V Mylar Capacitor</td>
<td>(C402, 404, 413)</td>
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<td>8200 pf, 50V Mylar Capacitor</td>
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<td>99-160318</td>
<td>2700 pf, 50V Mylar Capacitor</td>
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<td>0.047 mf, 100V Mylar Capacitor</td>
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<td>0.068 mf, 50V Mylar Capacitor</td>
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<td>820 pf, 50V Ceramic Capacitor</td>
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<td>470 pf, 500V Ceramic Capacitor</td>
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<td>1000 pf, 1000V Ceramic Capacitor</td>
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<td>1500 pf, 2000V Ceramic Capacitor</td>
<td>(C465, 466, 468, 481, 482, 485)</td>
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<td>0.082 mf, 50V Mylar Capacitor</td>
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<td>0.47 mf, 400V Polypropylene Capacitor</td>
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<td>2700 pf, 630V Polypropylene Capacitor</td>
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<td>100 pf, 50V Ceramic Capacitor</td>
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<td>Type 8CFRB 500K-Ohm Variable Resistor</td>
<td>(VR452)</td>
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### Figure 8  Parts List of Sanyo Monitor, continued

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<th>Atari Part No.</th>
<th>Description</th>
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<td>Deflection Yoke (L902)</td>
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