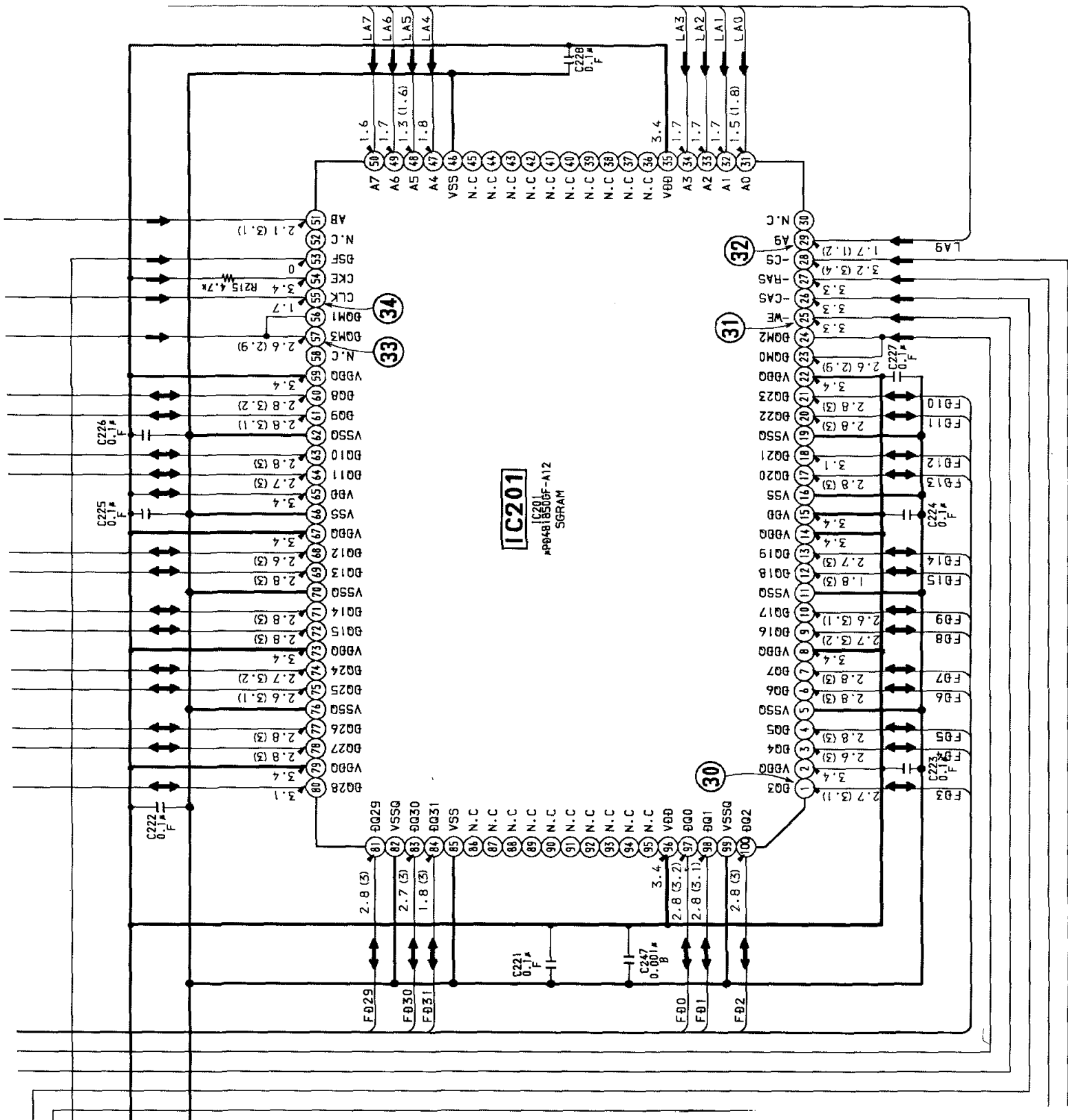


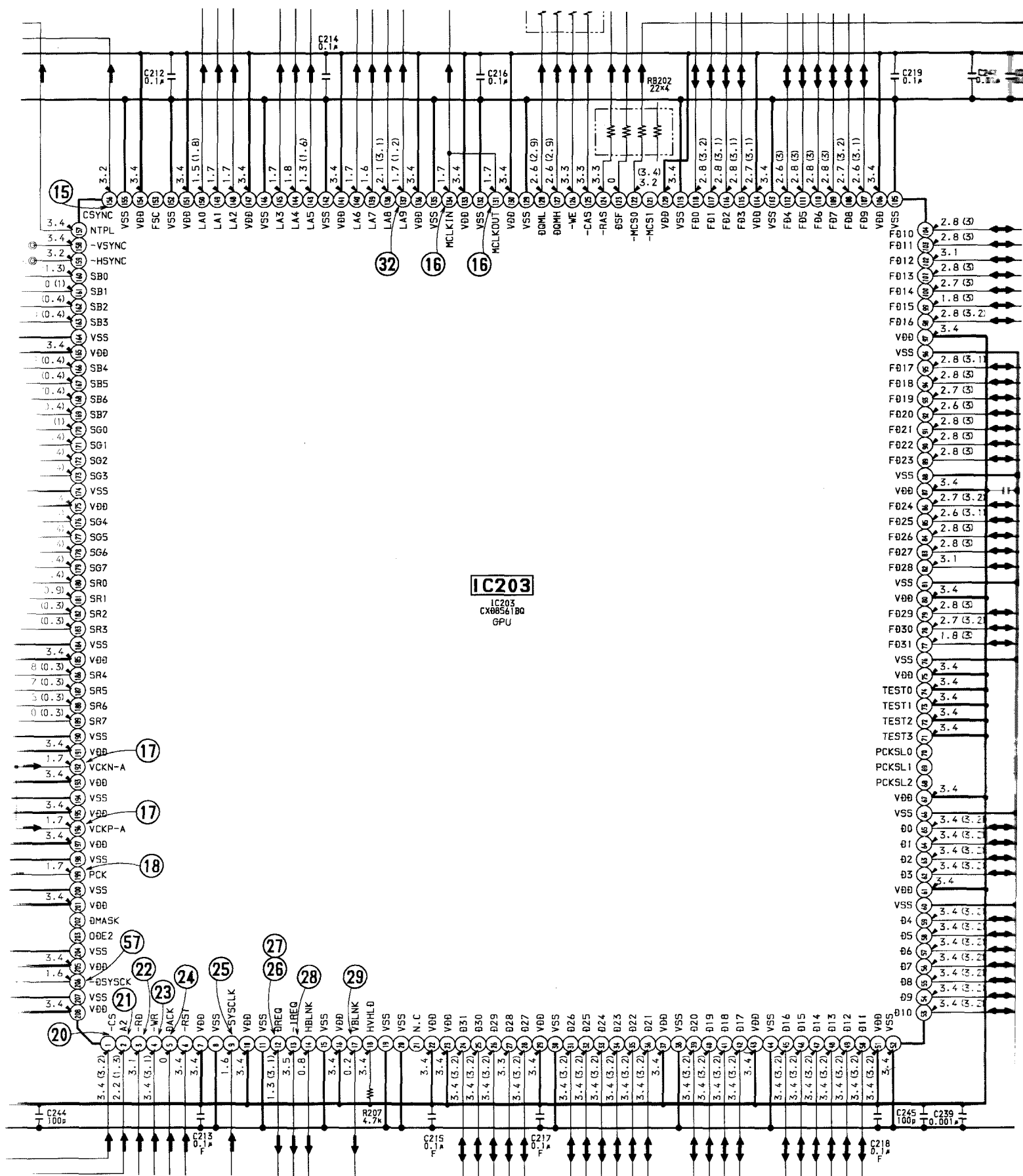
<http://videogames.gigcities.com>

Ultimate Video Game Systems

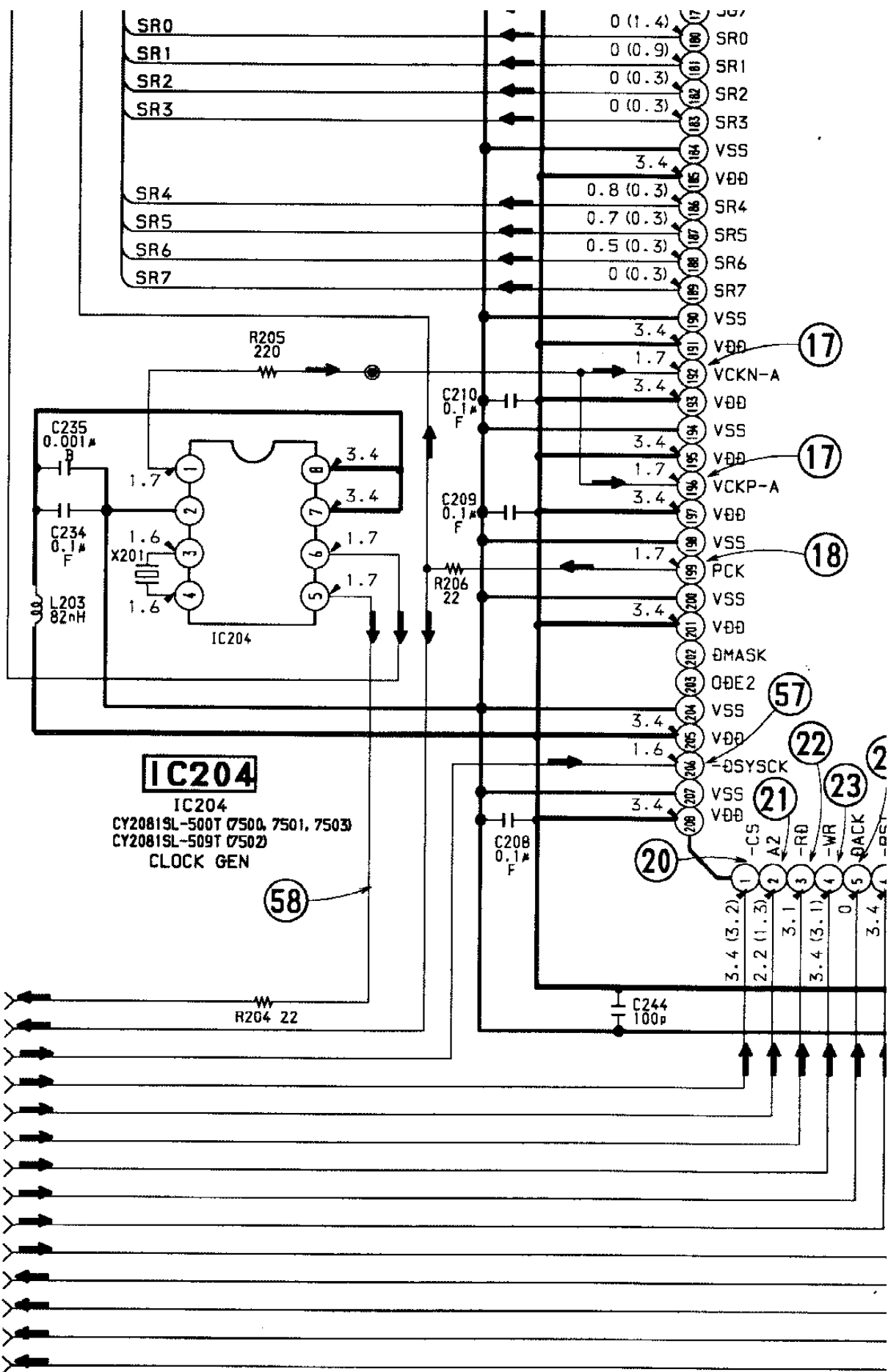
XBox 360, Nintendo Wii, Sony Playstation 3, Sony PSP





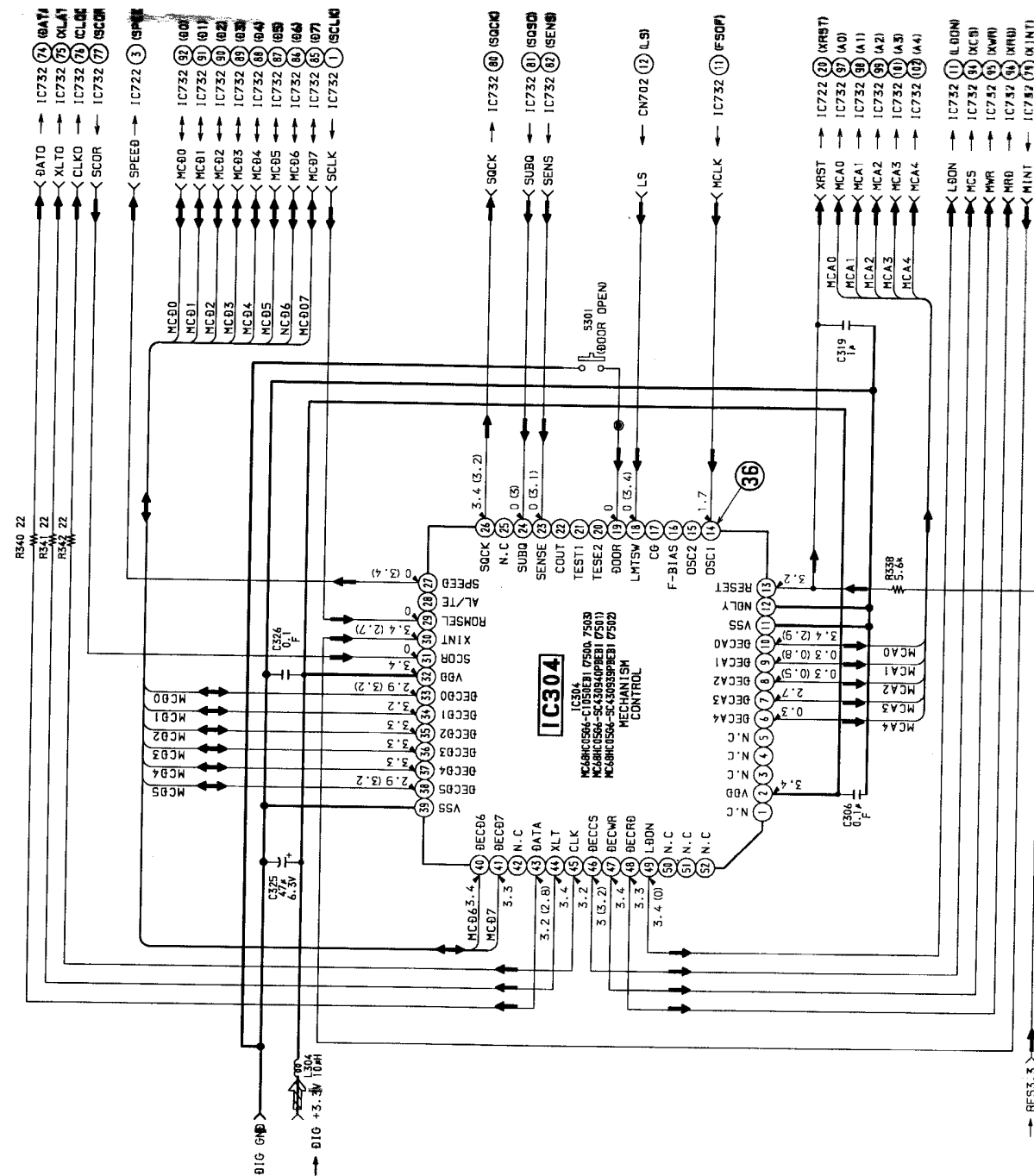


X201
14.32MHz (7500, 7501, 7503)
17.73MHz (7502)

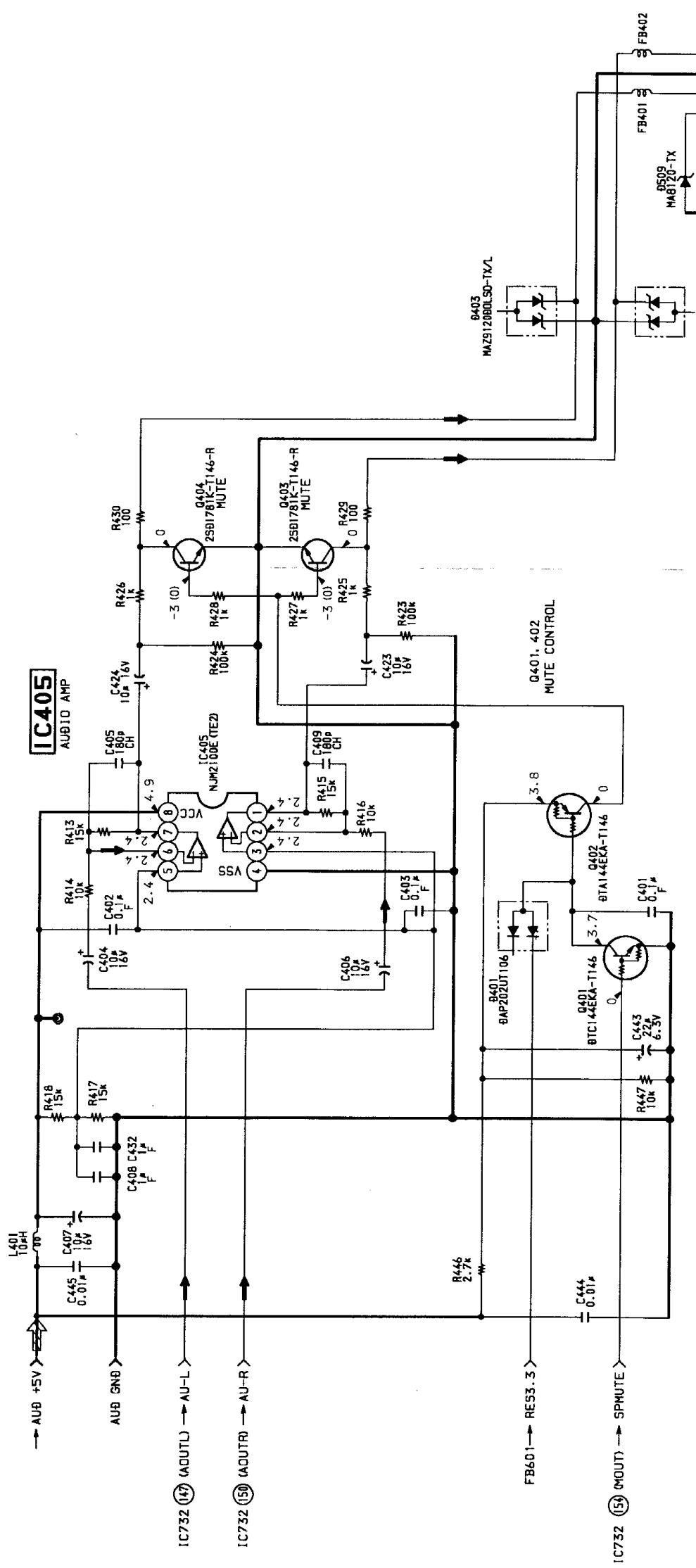


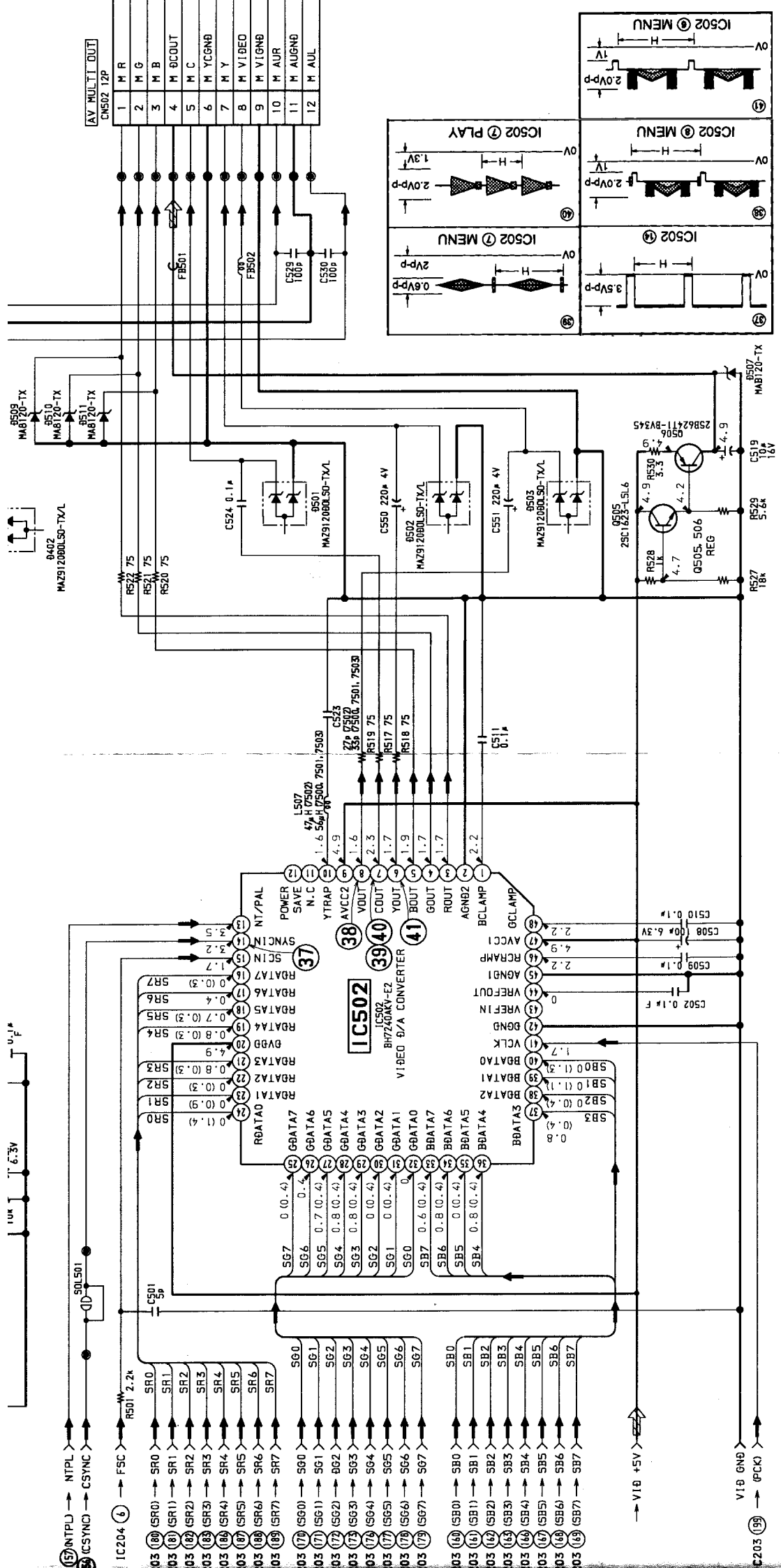
1 2 3 4 5 6 7 8 9

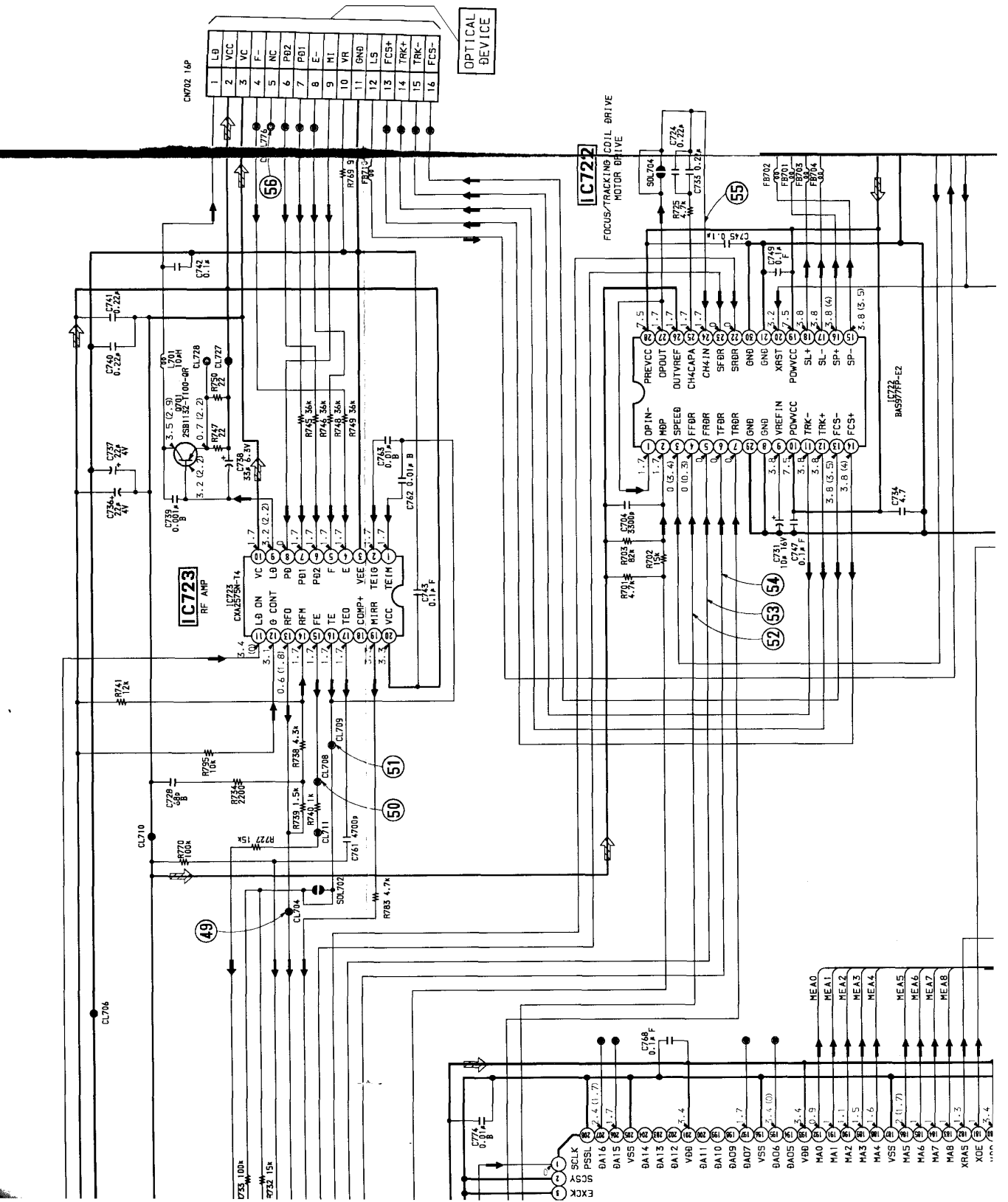
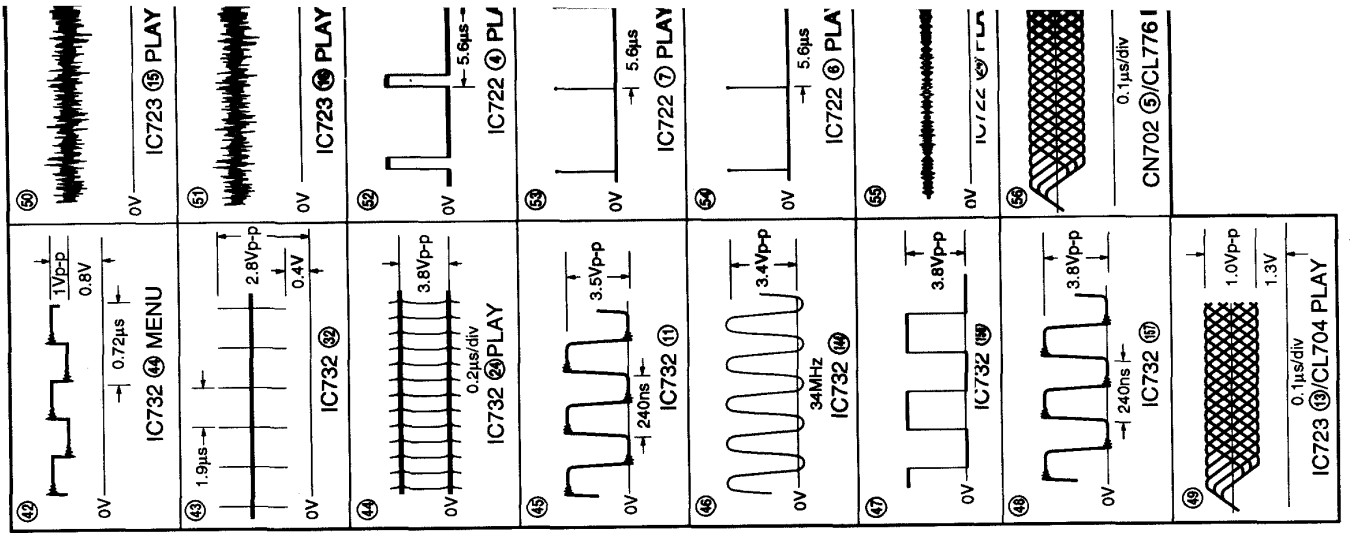
1:U-22 B(

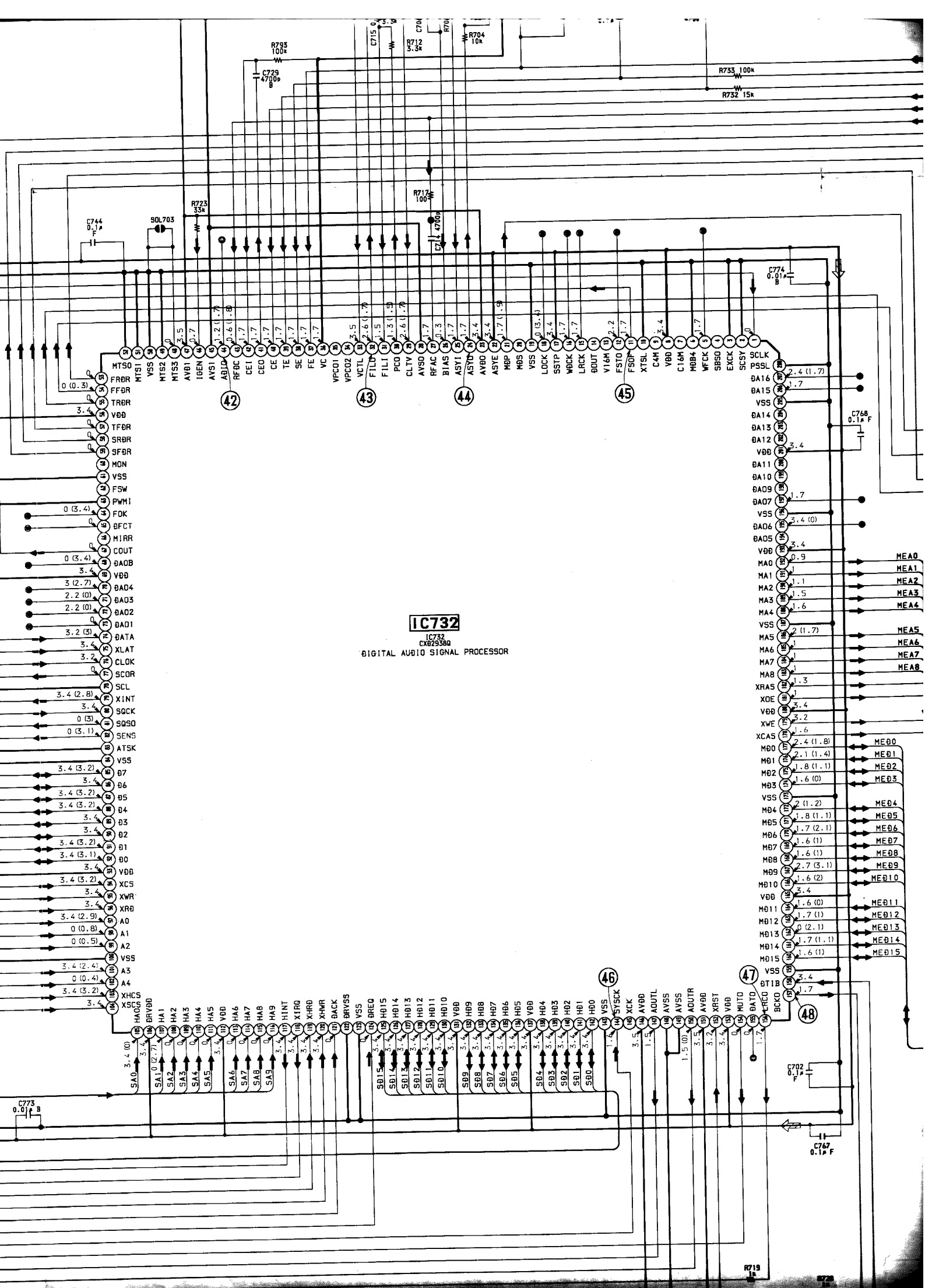


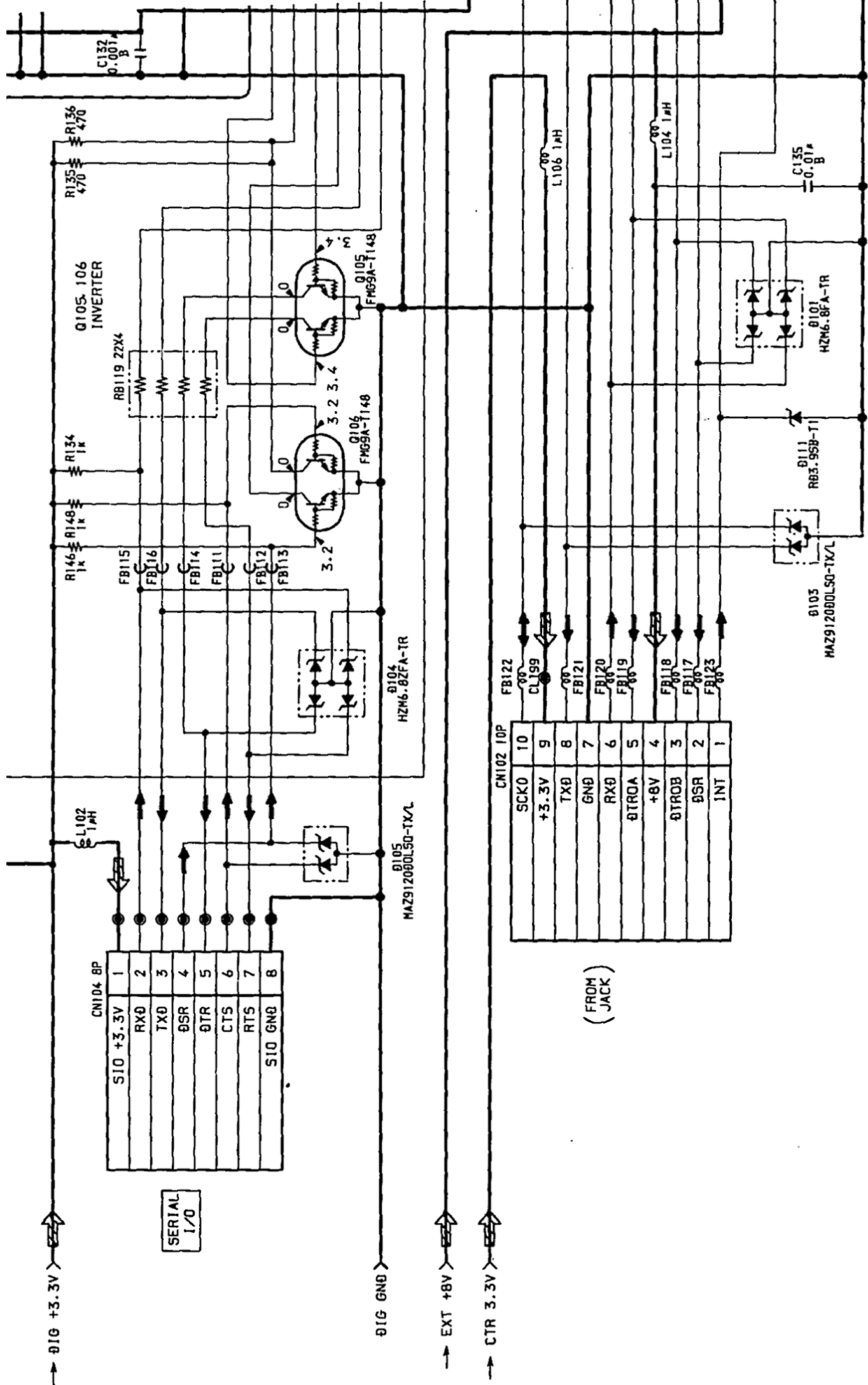
RF53.3









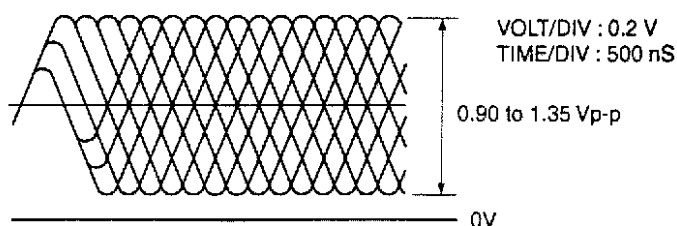


SECTION 3 ADJUSTMENTS

3-1. CHECK SPECIFICATION

RF level 0.90 to 1.35 Vp-p (Check point : Between CL704 (HOT) and CL710 (VC).)

- RF signal waveform (eye pattern)



Use SCD-2700 DISC when measured RF level.

Use the oscilloscope with input impedance more than 10 M Ω .

RF Jitter Below 9.0 nS (Measuring by KJM-6135S JITTER METER.)

Below 27.0 nS (Measuring by KJM-6235S JITTER METER.)

PP level 1.1 ± 0.6 Vp-p (Check point : Between CL776 (HOT) and CL710 (VC).)

Use LPF ($f_c = 10$ kHz)

Tracking level 1.25 ± 0.65 Vp-p (Check point : Between CL709 (HOT) and CL710 (VC).)

Caution. Vc Line (CL710) do not make common use with GND line.

Check Point for PU-22 Board.

