Area 51 / Maximum Force troubleshooting (Two-board stack) Raymond Jett Arcadecomponents.com

Had a two stack, 68EC020-based board come into the shop and thought that since there's not a lot out there about this boardset, I'd document what I found.

Board had an error in Bank 0. Dug through the RAM datasheets and backtracked the /UCAS, /LCAS, /RAS, /OE, and /W pins to the GAL chips that drove those pins. The fix was to replace the GAL at 4L as the /UCAS signal for the 4th RAM in the 4MB bank was missing. However, there were still sound and graphics problems, yet all the self-tests passed OK.

Note: /UCAS = Upper Column Address Strobe /LCAS = Lower Column Address Strobe /RAS = Row Address Strobe /OE = Output Enable /W = Write GAL = Gate Array Logic

| TMS45160 256K x 16-bit DRAM | | | |
|---|---|--|--|
| DZ PACKAGE (TOP VIEW) | | | |
| V _{CC} C DQ0 C DQ1 C DQ2 C DQ3 C DQ3 C DQ4 C DQ5 C DQ6 C DQ7 C NC C NC C RAS C A0 C A1 C A2 C | 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 | 40 39 38 37 36 37 36 35 34 33 32 31 30 29 28 27 26 25 24 23 24 23 24 23 24 23 24 23 24 23 24 23 24 23 24 23 24 23 24 24 25 24 24 24 24 24 24 24 24 24 24 24 24 24 | V _{SS} DQ15 DQ14 DQ13 DQ12 V _{SS} DQ11 DQ10 DQ9 DQ8 NC LCAS UCAS OE A8 A7 A6 A5 |
| V _{CC} [| 20 | 21 | V _{SS} |

The Cojag system has built-in power-on diagnostics that will test the RAM. Flip the Self-Test switch on the PCB then power on the system to access this diagnostic mode. It will run through Bank 0 and Bank 1 tests, but will only test the *detected amount* of RAM. If there's a RAM bit failure, it will detect it but if it's a whole bank failure, it will show up in the power-on diagnostics as a smaller amount of memory and not be detected.

In this screen shot of the Power On Self Diagnostics, the system detected 2048K of 64-bit wide DRAM for Bank 0 and 1024K of 32-bit wide DRAM in bank 1. This is bad as both banks are normally 2048K 64-bit, but as the screen shows, the system detected 'No errors in DRAM Bank 1'

Once the issue with the bank was addressed, a bad solder joint on the replacement GAL chip causing the /UCAS signal to be missing from the 1st chip in the 4MB bank, the system detected Bank 1 properly as 2048K 64-bit. The tests also passed which showed that the bank of RAM had no bad bits in it.



The game has another set of self-tests that are accessed by flipping the Self-Test switch on the main board after power-on while the game is running.

The memory tests are similar in that they will only test the amount of RAM detected, however, if there's a bank failure in Bank 0 where the full 64-bit isn't available, the system will throw random Bank 0 error messages in text during boot or when trying to run these tests.



The next picture is of the game PCB with the CPU board removed. The RAM banks are labeled with position and bank numbers. The game board is labeled 2M, 4M, 6M, and 8M, but electronically, the system treats the RAM in banks that are different than what is on the silk screen labels. The picture circles which RAMs are electronically in each bank and highlights each programmable logic device along with their part numbers.

Tom and Jerry are Atari's names for the Jaguar CPU and DSP chips. The Area 51 and the Area 51 / Maximum Force Duo manuals only contain a partial schematic for the Cojag hardware. Refer to the Atari Jaguar console schematics found online for pinouts of both Tom and Jerry.

The last picture shows the signals coming from each GAL for the RAM control signals and from the CPU for the Address Bus signals to the RAM. If any signals are missing or stuck (check while running) then replace the associated GAL chip. I did not pin out the data bus. If you're having issues with the data bus, please check the RAM for any cracked solder and then reflow the CPU.

If you're getting watchdog error / reboots, check the power supply for dirty power output or too low of voltage on the +5v line. Next replace the hard drive. If you're getting Three Taps and You're Out messages, replace the hard drive.

Good luck with your repair!



