

VIDEO GAME READER NOTES

I've seen two table tennis (April 1976) games that have the same flaw: The vertical interval from the vertical sync generator (Fig. 2) is too long. I've seen it as long as 28 lines when it's supposed to be only three horizontal lines. Also, with the components specified, a 60-Hz vertical rate can't be obtained. I've discovered that by increasing the value of $C3$ to 0.15 or 0.12 μF and decreasing the value of $R10$ to 1500 ohms, the problem will clear up, and tearing at the top of the displayed picture will cease.—*Cary Sagady, Lindenwold, NJ*

I couldn't resist building the "Space War" game (April 1976), but when I got it up and running, the space ships remained at the top of the screen and I had little control over their positioning. I discovered that the trailing edge of the 555's output occurred about 1 ms after the vertical sync pulse. By changing the values of $C14$ and $C15$ to 4.7 μF and inserting a 470-ohm resistor in series with each position-control potentiometer's wiper, I solved the problem.—*Charles F. Brillowsky, Southgate, MI*