



DB15	SCART
1 RED	15
2 GREEN	11
3 BLUE	7
4 LUMA (Y)	20
5 CHROMA (C)	15
6 LEFT AUDIO	6
7 NONE	NONE
8 NONE	NONE
9 NONE	NONE
10 COMPOSITE VIDEO	20
11 RIGHT AUDIO	2
12 NONE	NONE
13 +5V	8*
14 NONE	NONE
15 SYNCHRO	16*

* A RESISTOR GOES FROM 8 TO 16 LIKE OTHER RGB CABLES

I'm trying to make a universal scart cable (like GAME STATION X webmaster cable; so i use 1 connection cable for all my systems and a small "terminal" connector on the system side) so i have questions and troubles:

1. I get a functionally RGB cable (with audio off course) from a SEGA 32X/CDX but it lacks Red signal (I have used 25v/100μF condenser, 10v/100μF condenser, direct connection and i get no RED signal, the line continuity and connection it's tested and Ok...) some idea?
2. For a general RGB scart cable (PSX, Dreamcast, Saturn, Genesis, Master System, 32x...) there are some kind of general value for the RGB condenser?
3. Due i want an RGB/YC/Composite scart, should i change the resistor? maybe some kind of variable resistor or a small switch with different resistors? some idea?

From HwB:

Pin	Name	Description	Signal Level
8	SWTCH	Audio/RGB switch / 16:9	0-2 V=TV, 5-8 V=WideScreen, 9.5-12 V=AV Mode
16	BLNK	Blanking Signal	1-3 V=RGB, 0-0.4 V=Composite

...some idea?

4. The sync signal on scart it used for? (On my self made RGB scart cable and a stock Saturn cable, the sync line it's a "empty space", just only the 8->resistor->16 connection)
5. Some general improve ideas?
6. I have connected the ground video signal lines to a chassis due the old systems doesn't come with separate ground line? some suggestions about this? (on the scart side have separate ground signals)
7. Putting ferrite cylinders over the end's of the cable give real improve?
8. I have references that it's useful to use a 47 pF non polarize ceramic condenser to get decent YC scart signaling. It's true? i make some, non affordable, RGB/Composite quality/functionality loss?

ThX a lot's!!! and see ya!! (and sorry for my poor English and worst electronic skills)