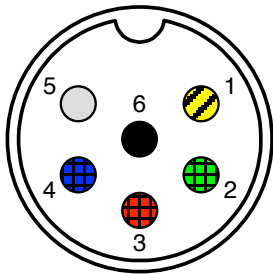


DIN-5 180

TI-99/4A US

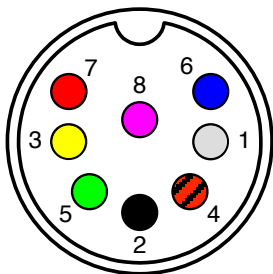
- | | |
|-----------|------------------|
| 1. +12V | 4. Composite |
| 2. Ground | 5. Not connected |
| 3. Audio | |



DIN-6 240

TI-99/4A Europe

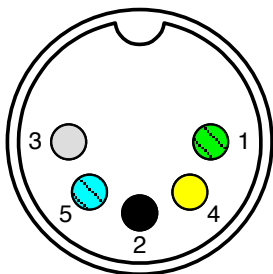
- | | |
|-------------------------------|-------------------------------|
| 1. +12V | 4. P _B (Component) |
| 2. Y (Component) | 5. Audio |
| 3. P _R (Component) | 6. Ground |



DIN-8 262

Sega Master & Genesis

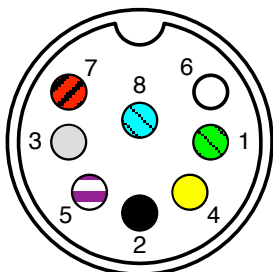
- | | |
|--------------|----------------|
| 1. Audio | 5. Green (RGB) |
| 2. Ground | 6. Red (RGB) |
| 3. Composite | 7. Sync (RGB) |
| 4. +5V | 8. Blue (RGB) |



DIN-5 180

Atari 800

- | | |
|-----------------|-------------------|
| 1. S-Video Luma | 4. Composite |
| 2. Ground | 5. S-Video Chroma |
| 3. Audio | |



DIN-8 262

Commodore 64

- | | |
|-----------------|-------------------|
| 1. S-Video Luma | 5. Audio input |
| 2. Ground | 6. Not connected |
| 3. Audio out | 7. +5V |
| 4. Composite | 8. S-Video Chroma |