



## Making Connections

There are two different types of monitor signal: composite video and RGB. RGB signals consist of separate red, green and blue signals plus a 'sync' signal. RGB monitor outputs and inputs use multipin (usually DIN) sockets. A composite video signal has all the colour signals and the sync combined into just one signal. Composite video input and output sockets are usually phono or BNC (bayonet-type) sockets. However, some computers include the sound output from the same socket as the video signal; in these cases, multipins must be used.

The diagrams show the connections to be found on home computers. If your television/monitor has one of the common connections shown, all you have to do is make up a cable with the two plugs, according to the connections given — e.g. R to R, sync to sync, and so on.

Television/monitors with Peri-TV sockets require the switching from television to monitor mode to be done by the plug. These usually require a five volt output from the computer (as the BBC has) and some form of switching circuit like the one shown.

Two important computers, the Sinclair Spectrum and ZX81, are missing from the list because they lack monitor interfaces, although it is possible to modify them to give a composite video signal. At least one company produces an adaptor for the Spectrum to give a better quality RGB signal. This adaptor plugs into the micro and so does not invalidate the guarantee.

The Commodore Vic 20, Atari, Spectravideo and early versions of the Commodore 64 all use the same input for composite video. Recent models of the Commodore, however, use an eight-pin DIN plug. These should be wired with pin two as earth, pin three as sound and pin four as video