

Adding C-Sync back into NTSC N64 that are missing it. Info supplied by
<http://www.retro-access.com> (slightly edited by me - Pete/mmmmonkey)

In reference to your info on the Gamecube SCART cable, there's a bit about N64s using csync instead of composite, which I imagine might be the needed solution for TVs like Samsungs which tend to dislike composite for sync in RGB.

I recently bought 8x moddable N64s. Out of these 8, 7 were board revision 04 with csync removed.

You need to put it back, which involves putting back the circuit that was similarly removed from the board, which is as follows:

```

.           Vcc
.           ---+---
.           |
.           | /c
.  ---1K+---|   Q1
.           | | \e 2CS1815 (or similar NPN transistor)
.           | |
.           10K  +---75R+----o /CSYNC
.           |   |       |
.           |   300R  47pF
.           |   |       |
.  -+-----+-----+-
.           GND

```

You take the sync from the removed resistor R16. There's one side of it that connects to R15, so you don't solder to that side but the other one.

The capacitor used is a ceramic type.

Now this will fix the issues on some TVs, like in this topic:

<http://www.assemblergames.com/forums/showthread.php?t=34083&page=2>

I imagine this is basically every Samsung once again, there's a Samsung pictured in the OP!