

### Atari color vector wiring harness tag numbers (for upright cabinets)

Material from <http://arcarc.xmission.com> on 1-17-2013 by Joe Magiera

upright wiring tags	Quantum	Black Widow	Gravitar	Major Havoc	Space Duel	Star Wars & ESB	Tempest
main wiring	A039551-01	A038586 A039990-01	A038586-01	A041336-01	A037938-01	A040466-01	A037775-01
Regulator/Audio II	A038588-01	A038588-01	A038588-01	A041337-01	A037940-01	A040467-01	A037777-01
coin door	A037542-01 D	A037542-01 E	A037542-01 C	A037542-01 E	A037542-01 A	A037542-01 E	036835-01 A
utility panel	A038004-01 E	A038004-01	A038004-01 D	A039254-01 C	A038004-01	A039254-01 C	(none)
fluorescent light	A037457-01	A037457-01	A037457-01	A005493-01	A037943-01	A040469-01	A037457-01
coupler PCB	A035220-02 C	(none)	(none)	A035220-02 D	(none)	(none)	(none)
control panel	A039552-01	A039989-01	A038589-01	A041338-01	A037942-01	A040468-01	A037778-01
on-off switch	A038592-01 A	A038592-01 A	?	?	?	?	?

#### Quantum wiring harness repro comments

<b>general</b>	Green shaded areas are games with wiring components in common with Quantum. (Yellow shading is info still needed).
<b>main wiring</b>	To be completely reproduced, including all connectors (including PCB connector).
<b>Regulator/Audio II</b>	Common among a few games. Needed for game to work. Will be included on reproduction. The main wiring harness is really two separate pieces. One piece connects to the PCB. The other piece connects to the Audio/Reg and goes up the left inside of the cabinet to the marquee light (and supplies power for the monitor). This piece is the "Regulator/Audio II" piece referred to in the chart above (which is how Atari refers to it in documentation).
<b>coin door</b>	Game will work without coin door connected. Can be acquired from several other Atari games. Not reproduced here.
<b>utility panel</b>	Game will work without utility panel connected. Can be acquired from several other Atari games. Not reproduced here.
<b>fluorescent light</b>	Game will work without fluorescent light connected. Can be acquired from several other Atari games. Not reproduced here.
<b>coupler PCB</b>	This is the wiring on the track ball (and roller in Major Havoc). This is provided with the track ball. Not reproduced here.
<b>control panel</b>	Needed for game, however Dokert has reproduced this already. Not reproduced here.
<b>on-off switch</b>	Needed by game, but very common. Should be easily obtained if not present in cabinet. Not reproduced here. Even if you had a cabinet made, I'm guessing you can jumper this at the transformer brick and bypass the need for it. I do not find reference to the tag number in any of the vector manuals. I strongly suspect it is common among many Atari games (not just vector), but I have not confirmed this. If anyone can check the other vectors for this tag number I'd be glad to add it to the chart above. Note, this is a completely separate unto itself wiring harness assembly.
<b>supporting comment</b>	For clarity, further explanation when stated, for example, "Game will work without coin door connected. Can be acquired from several other Atari games. Not reproduced here.". There are two sides to the coin door connection. 1) The connector on the main wiring harness (that would connect to the coin door). This will be present and included in the reproduction. 2) The coin door wiring assembly on the coin door itself with a connector that connects to the main wiring harness. The coin door wiring assembly is a separate item (identified by tag number) and is not included on the reproduction.