

MY 5200 CONTROLLER BUTTONS...



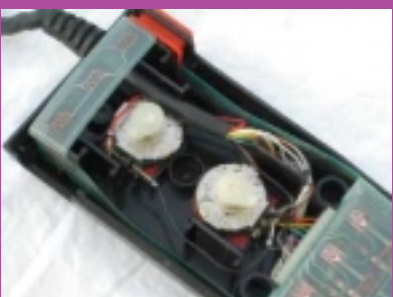
Step 4: Flex Resurface



Step 6: BEFORE



Step 6: AFTER!



Step 8: Alignment

want to consider very gently brushing these flex circuit contacts with a fine fibreglass brush. (PIC 4) DO NOT sand them, or scrub them otherwise. These circuits are only printed on, and can be scratched off. The idea is to make the flex circuits shiny and conductive, not torn or broken. Do not leave any dust or residue behind. As you can see, the contacts in the flex circuit in the photo are much shinier after a gentle brushing.

Now, if you have decided to replace your latex buttons with gold plated ones from Best Electronics, grab them and skip ahead to Step 7. If you've decided to resurface your existing latex buttons read on...

5) Lets bring these old buttons back from the abyss! Take out all of your latex button pieces and turn them face down in front of you. If the latex and black discs are very dirty, clean them. You always clean a

**“Ah, yes,
the Atari 5200.
A truly groundbreaking
system...”**

surface prior to painting it right? That's what we are going to do: paint those discs with a conductive solution. If you have the fibreglass brush handy, you can gently roughen the surface of each black disc, to help the 'paint' bond with it.

6) After prepping the buttons, it's time to shake up that window defogger kit. It should come with a small brush. Paint the bottom contact surface of each black disc with a thin coating of the defogger repair solution. After it dries, apply a second coat. The bottom of all the black discs should take on the color of the defogger repair solution, and be smooth and flat. Let this dry for an hour or so. We want it to be well bonded, as this is a surface that will be seeing friction over time. Any parts that are uneven or bumpy will be prone to premature flaking, especially in the heavy use buttons, like the fire buttons. (PIC 5)

7) Lets put this baby back together! These controllers are VERY particular about proper assembly, so take your time. Put the

fire buttons back in their brackets, and slide them down into their slots. Then place the numeric keypad squarely on the flex circuit.

8) VERY IMPORTANT! You must now re-align the potentiometer posts. DO NOT spin these around, or force them past their turn/stop points. (re-alignment of pots is a different repair and may be addressed in a future article). Simply put the top pot post at the exactly nine o'clock position, and the bottom pot post at the six o'clock position. (PIC 6) Things are about to get tricky...

9) Get the top half of the controller, and thread that flex circuit tab from the bottom half back into the Fire/Pause/Reset slot on the top half. (PIC 2) Orient the joystick to dead center, and lower the top half of the controller back onto the bottom half. This will be tricky, and may take a few tries. Be patient! The key is to be able to line up the non-centering stick plates and the pot posts exactly. A small screwdriver may be handy to make minor adjustments to the position of the numeric keypad, to make everything fit nicely. SNAP! If you've done it correctly, the two halves will fit flush, all of the buttons will be springy, and the non-centering stick will rotate in circles smoothly. If it does not rotate smoothly, you've missed a pot post, and need to start at Step Eight again. My first time doing this took quite a few tries, but it gets easier with practice.

10) Grab the Fire/Pause/Reset button piece, and place it squarely in its space, after ensuring that flex circuit tab is flat and squared in place. Now you can snap in that bezel we started with. SNAP!

11) Replace those three screws on the back of the controller and play! (PIC 7)

Enjoy! Now you should be able to Start and Pause games at will, rapid fire in Missile Command, and pull off jumping and firing in Moon Patrol! Have Fun!!



**Sweet
Victory
At Last!**