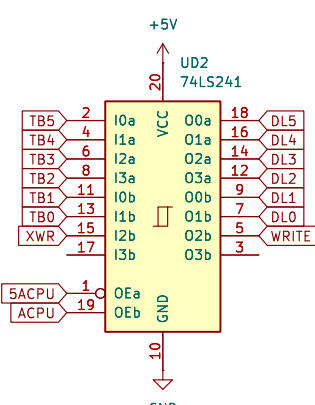
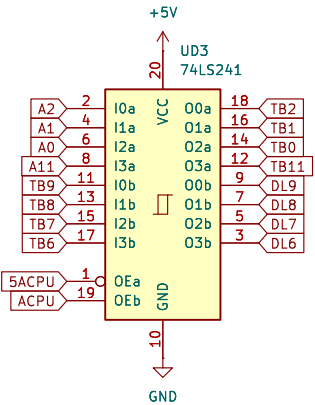
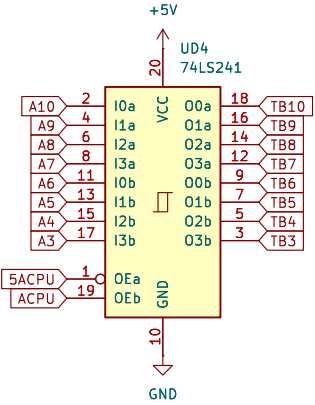
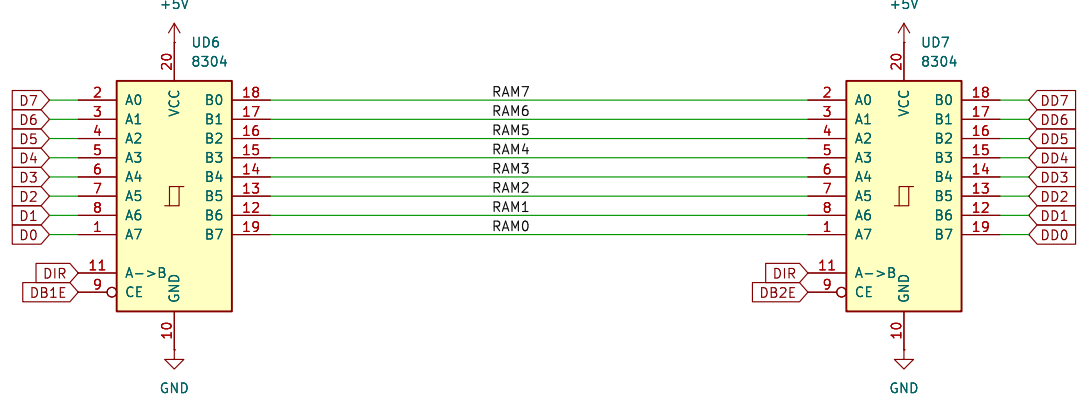




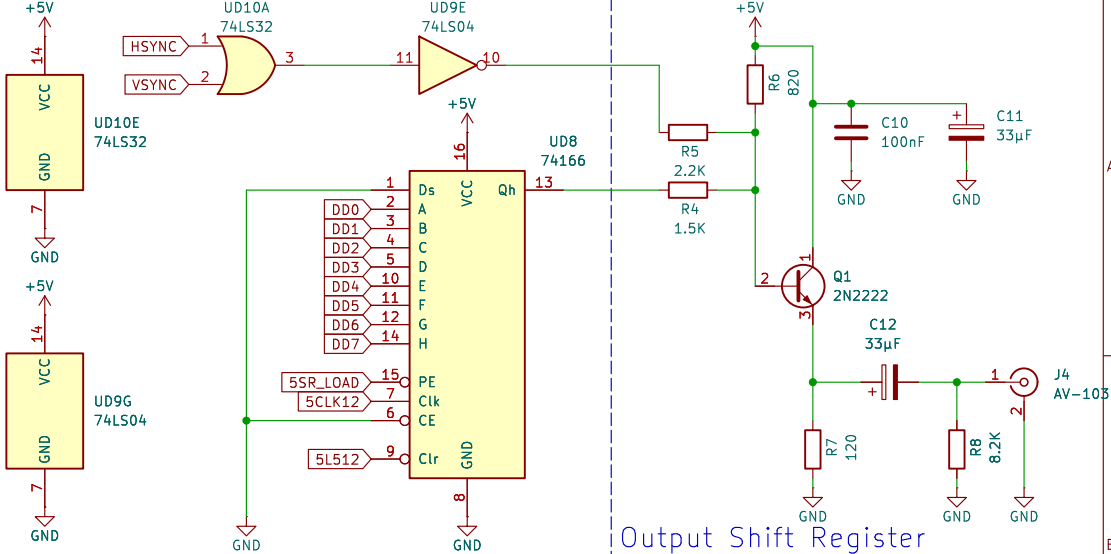
Screen Address Multiplexing



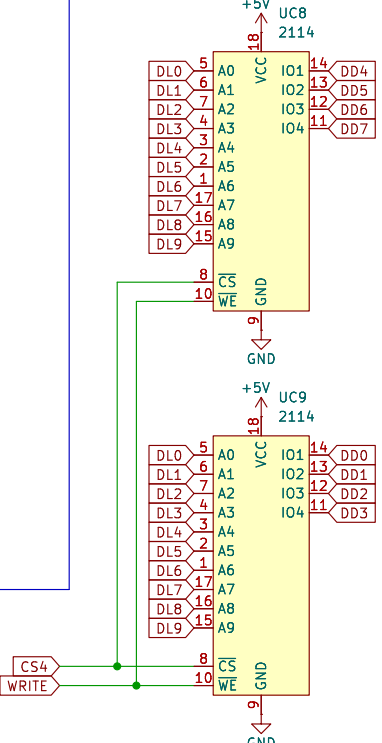
Bidirectional Data Bus Buffers



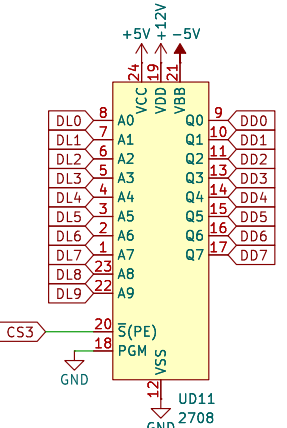
Output Shift Register



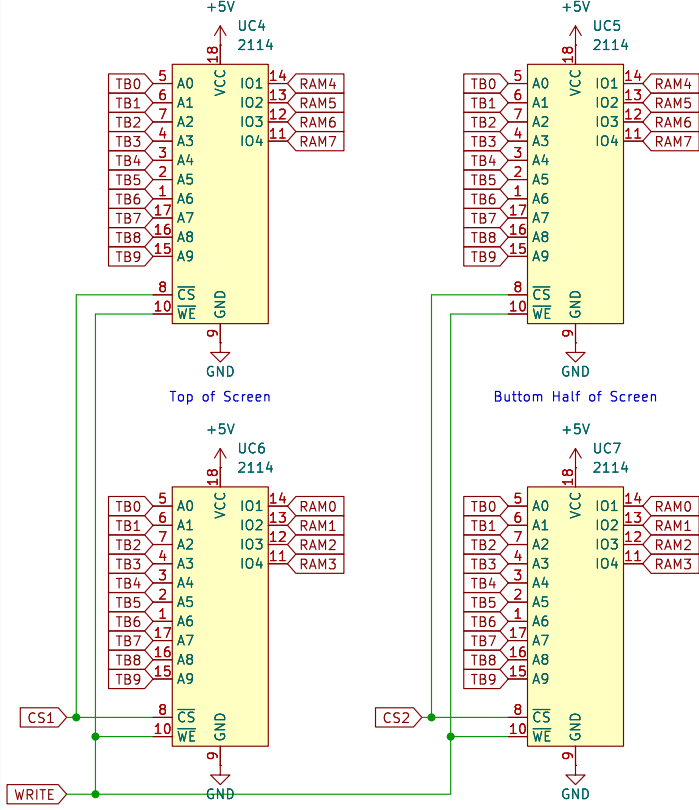
User Definable Character Generation



Character Generation



Screen Rams



Screen Controller

