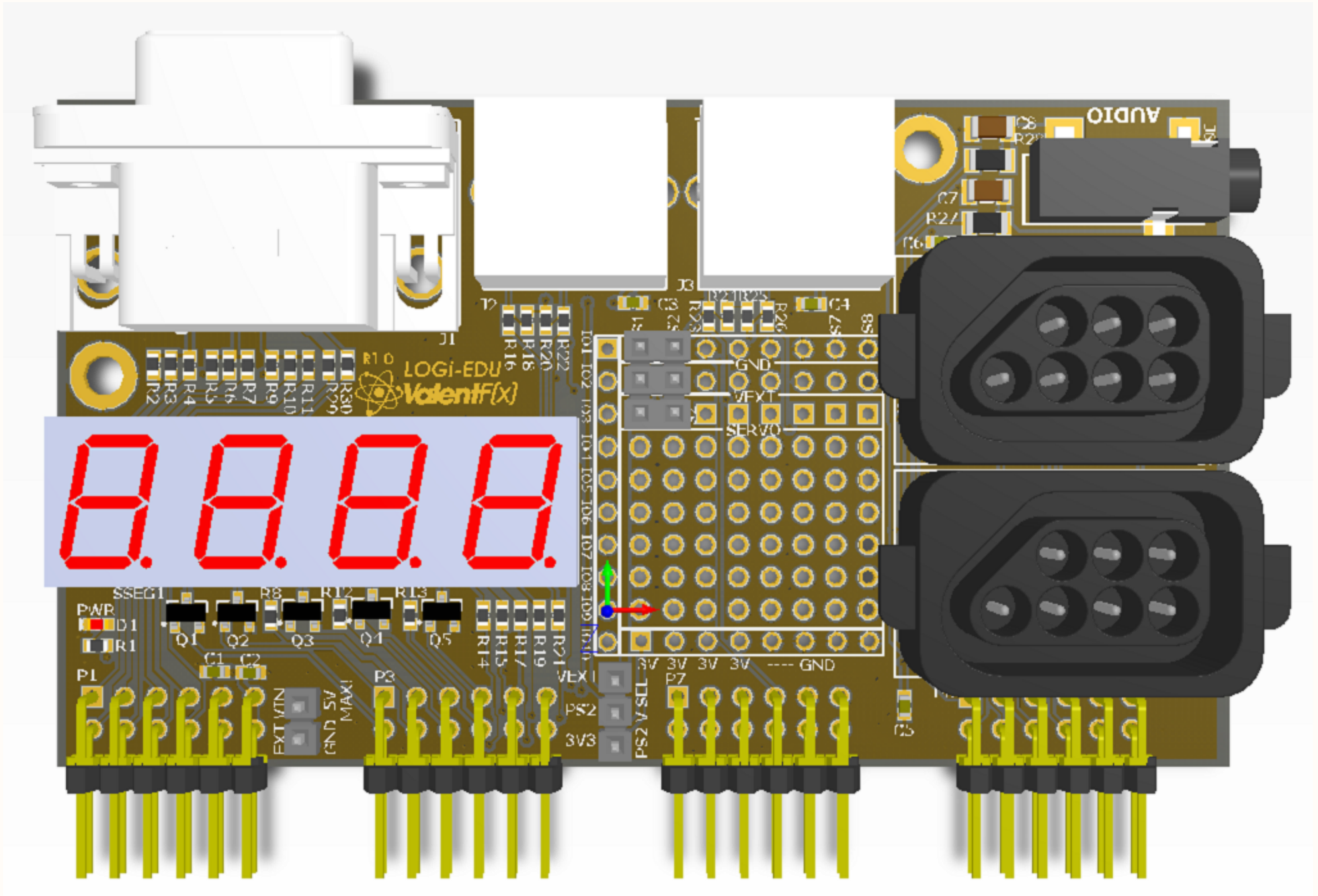

Logo3
LOGI-LOGO-600
Valent Logo 1000

Screw1
M3x7 Nylon

Screw2
M3x7 Nylon

STDOFF1
M3x13 Standoff

STDOFF2
M3x13 Standoff

U_logi-edu
logi-edu.SchDoc

ValentF(X)
ELECTRONICS INNOVATION

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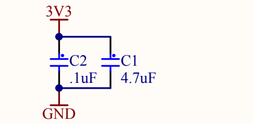
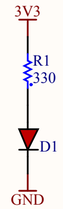
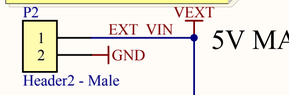


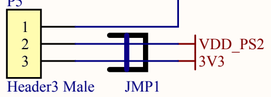


PS/2 Power VDD connect options:
- Standard PS/2 Runs at 5V and will need to be jumpered from the Logi-Pi 5V Connector
- Later PS/2 peripherals run at 3V. This is the default voltage to the PS/2. Make sure the jumper is set correctory

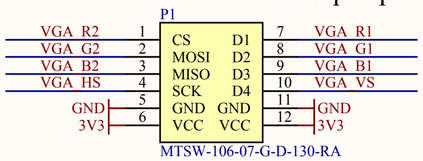


5V MAX!

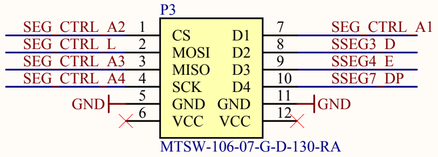
PS/2 Voltage Jumper (Default 3V3)



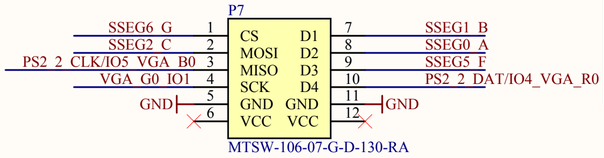
PMOD1 - Host/EDU perspective



PMOD2

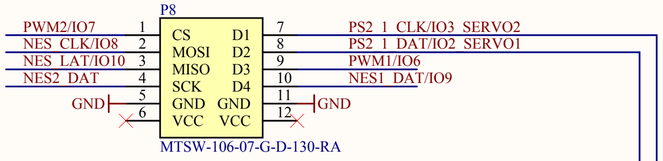


PMOD3

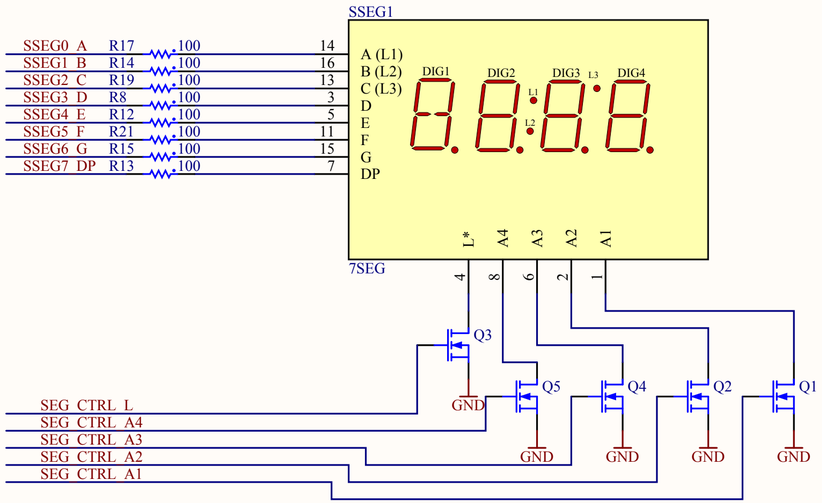


test pattern on pmod4 =
shorts:
pwm2 - pwm1 = p4_0 - p4_4
nesclk - nes_data2 = p4_1 - p4_3
neslat - nes_data1 = p4_2 - p4_7
ps2clk_1 - ps2d_1 = p4_4 - p4_5

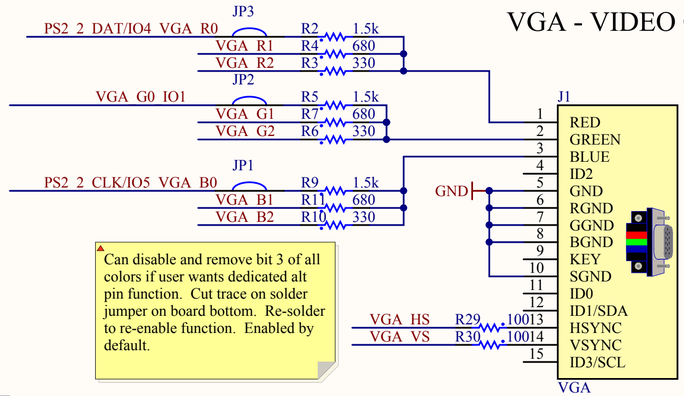
PMOD4



SEVEN SEGMENT DISPLAY - 4 CHARACHTERS

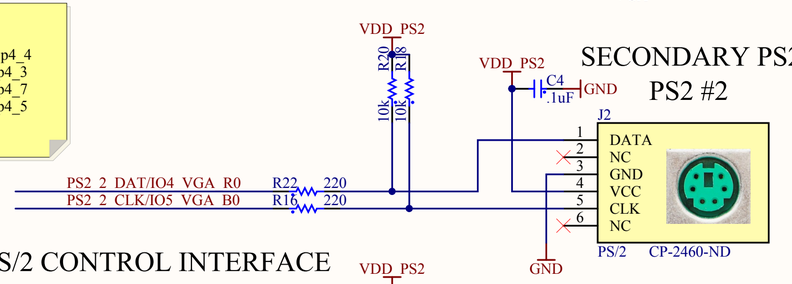


VGA - VIDEO OUTPUT

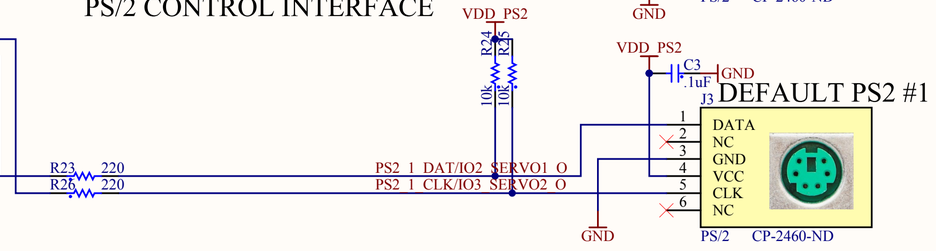


Can disable and remove bit 3 of all colors if user wants dedicated alt pin function. Cut trace on solder jumper on board bottom. Re-solder to re-enable function. Enabled by default.

SECONDARY PS2
PS2 #2



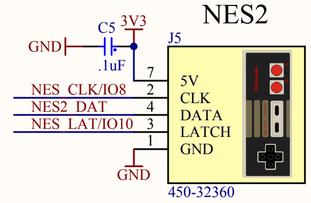
PS/2 CONTROL INTERFACE



Pong Chu Book does not use 2 ps/2 ports simultaneously. These PS/2 pins will be optinally used as 3rd bits of RGB(3,3,3)colors. User can optionally use this port and only use RGB (2,3,2) to run simultaneosly the solder jumper short will need to be cut.

NINTENDO CONTROLLER INTERFACE

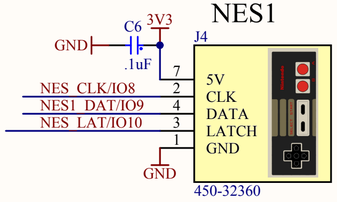
NES2



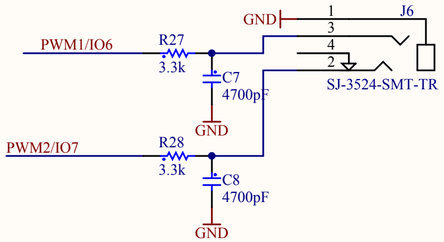
For a guide on Delta Sigma See Xilinx xapp154.pdf

Hamsters guide:
http://hamsterworks.co.nz/mediawiki/index.php/Module_13

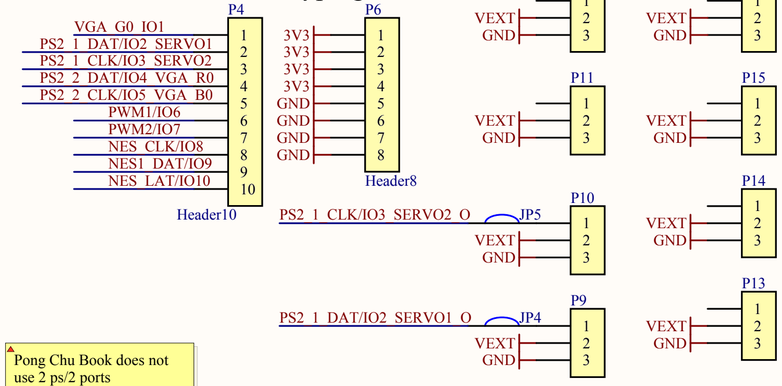
NES1



PWM/SIGMA DELTA AUDIO OUTPUT



Breadboard Prototyping Area



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