

FD27 = Other Audio Bits

B7=shift register bit 11
B6=shift register bit 10
B5=shift register bit 9
B4=shift register bit 8
B3=for Glenn to know and you to find out
B2=last clock state (0->1 causes count)
B1=borrow in (1 causes count)
B0=borrow out (count=0 and borrow in)

FD40 = *ATTENREG0(R/W) reset = 0,0,0,0,0,0,0

FD41 = *ATTENREG1(R/W) reset = 0,0,0,0,0,0,0

FD42 = *ATTENREG2(R/W) reset = 0,0,0,0,0,0,0

FD43 = *ATTENREG3(R/W) reset = 0,0,0,0,0,0,0

*Note: registers only exist on MIKEY rev 2 and later

Four bit attenuation values range from 0000 = silent to 1111 = 15/16 volume

B7-B4=Four bit attenuation for left ear

B3-B0=Four bit attenuation for right ear

FD44 = *MPAN(R/W) reset = 0,0,0,0,0,0,0

*Note: register only exists on MIKEY rev 2 and later

A '1' in the bit enables attenuation of the indicated audio connection.

B7=Audio Channel 3 -> Left Ear

B6=Audio Channel 2 -> Left Ear

B5=Audio Channel 1 -> Left Ear

B4=Audio Channel 0 -> Left Ear

B3=Audio Channel 3 -> Right Ear

B2=Audio Channel 2 -> Right Ear

B1=Audio Channel 1 -> Right Ear

B0=Audio Channel 0 -> Right Ear

FD45 -> FD4F = not yet allocated

FD50 = *MSTEREO(**R/W) reset = 0,0,0,0,0,0,0

*Note: register only exists on Howards and MIKEY rev 2 and later

**Note: Write-only on Howards

A '1' in the bit disables the indicated audio connection.

B7=Audio Channel 3 -> Left Ear

B6=Audio Channel 2 -> Left Ear

B5=Audio Channel 1 -> Left Ear

B4=Audio Channel 0 -> Left Ear

B3=Audio Channel 3 -> Right Ear

B2=Audio Channel 2 -> Right Ear

B1=Audio Channel 1 -> Right Ear

B0=Audio Channel 0 -> Right Ear

Address Summary ... Mikey (dont forget FFF9)

FD00 -> FD03 = Timer channel 0 and Hcount
FD04 -> FD07 = Timer channel 1 and mag0a (read current state of TAPE0 in b7)
FD08 -> FD0B = Timer channel 2 and Vcount
FD0C -> FD0F = Timer channel 3 and mag0b
FD10 -> FD13 = Timer channel 4 and serial rate
FD14 -> FD17 = Timer channel 5 and mag1a (read current state of TAPE1 in b7)
FD18 -> FD1B = Timer channel 6
FD1C -> FD1F = Timer channel 7 and mag1b
FD20 -> FD27 = Audio channel 0, links from timer 7
FD28 -> FD2F = Audio channel 1, links from audio timer 0
FD30 -> FD37 = Audio channel 2, links from audio timer 1
FD38 -> FD3F = Audio channel 3, links from audio timer 2
FD20 = 8 bit, 2's Complement Volume Control
FD21 = Shift Register Feedback Enable
FD22 = Audio Output Value
FD23 = Lower 8 Bits of Shift Register
FD24 = Audio Timer Backup Value
FD25 = Audio Control Bits
FD26 = Audio Counter
FD27 = Other Audio Bits
FD40 = ATTENREG0, Audio channel 0 attenuation; (R/W) reset = 0,0,0,0,0,0,0
FD41 = ATTENREG1, Audio channel 0 attenuation, (R/W) reset = 0,0,0,0,0,0,0
FD42 = ATTENREG2, Audio channel 0 attenuation, (R/W) reset = 0,0,0,0,0,0,0
FD43 = ATTENREG3, Audio channel 0 attenuation, (R/W) reset = 0,0,0,0,0,0,0
FD44 = MPAN, Stereo attenuation selection, (R/W) reset = 0,0,0,0,0,0,0
FD45 -> FD4F = not yet allocated
FD50 = MSTEREO, Stereo channel disable, (R/W) reset = 0,0,0,0,0,0,0
FD51 -> FD7F = not yet allocated
FD80 = INTRST, Interrupt Poll 0, (R/W) reset = 0,0,0,0,0,0,0
FD81 = INTSET, Interrupt Poll 1, (R/W) reset = 0,0,0,0,0,0,0
FD82 -> FD83 = not yet allocated
FD84 = MAGRDY0, Mag Tape Channel 0 ready bit,(R) reset = x
FD85 = MAGRDY1, Mag Tape Channel 1 ready bit,(R) reset = x
FD86 = AUDIN, Audio In,(R) reset = b7,0,0,0,0,0,0
FD87 = SYSCTL1, Control Bits,(W) reset = x,x,x,x,x,x,1,0
FD88 = MIKEYHREV, Mikey Hardware Revision(R)
FD89 = MIKEYSREV, Mikey Software Revision(W)
FD8A = IODIR, Mikey Parallel I/O Data Direction (W)
FD8B = IODAT, Mikey Parallel Data(sort of a R/W)
FD8C = SERCTL, Serial Control Register,(R/W) reset = 0,0,0,0,0,0,0
FD8D = SERDAT, Serial Data ,(R/W) reset = x,x,x,x,x,x,x
FD8E -> FD8F = not yet allocated
FD90 = SDONEACK, Suzy Done Acknowledge, (W) reset = 0 (not acked)
FD91 = CPUSLEEP, CPU Bus Request Disable(W)
FD92 = DISPCTL, Video Bus Request Enable, (W) reset = 0
FD93 = PBKUP, Magic 'P' count, (W) reset = x,x,x,x,x,x,x
FD94 -> FD95= DISPADRL,H , Start Address of Video Display, (W)
FD96 -> FD9B = not yet allocated
FD9C = Mtest0 ,(W) reset = 0,0,0,0,0,0,0
FD9D = Mtest1 ,(W) reset = x,0,0,0,0,0,0
FD9E = Mtest2 ,(W) reset = x,x,0,0,0,0,0
FDA0 -> FDAF =Green (mono) color map, (R/W) reset = x,x,x,x,x,x,x

FDB0 -> FDBF =Blue and Red color map, (R/W) reset = x,x,x,x,x,x,x
FDC0 -> FDCF = not yet allocated
FDD0 -> FDFF = not yet allocated