

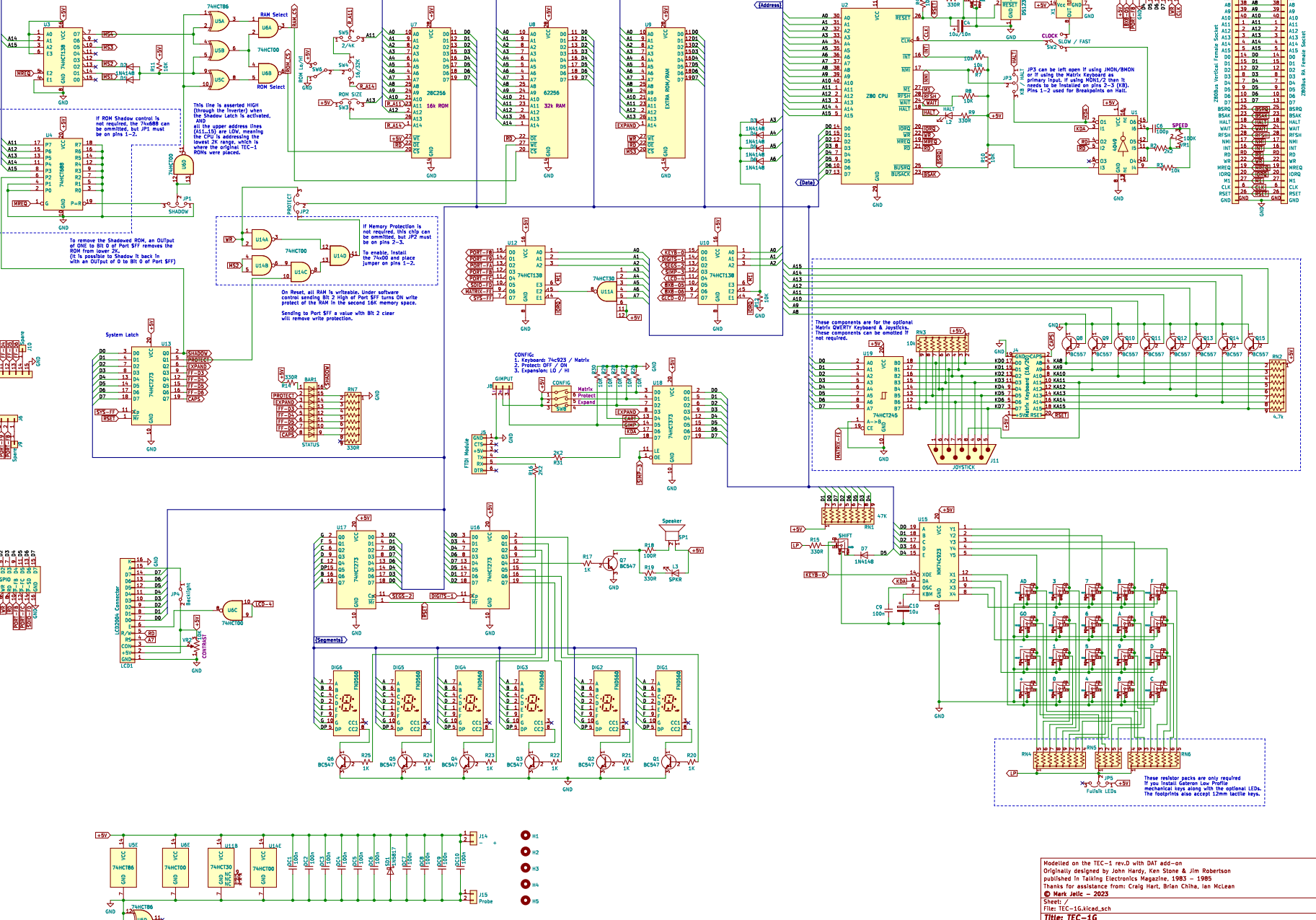
# TEC-1G

With the Shadow ROM switch ON (on Reset or OUT FF.501), the lower 2K of the 16K ROM is mapped to the lowest 2K of the memory map. This is to provide backward compatibility to older TEC-1 machines and their monitors.

The ROM is selected (asserted LOW) if:  
Any address in the lower 2K is requested (with Shadow ON)  
OR  
An address is within the top 16K of 64K.  
Otherwise:  
The RAM is selected if the address falls within the upper half (32K) of the memory map.

This ROM socket can also be used to hold a 2K/4K ROM (the original TEC-1, by moving all 3 jumpers).  
The RAM is selected if the address falls within the upper half (32K) of the memory map.

The lower 32K is all RAM in a single chip.  
The upper 16K of the memory map is reserved for the system ROM, although it is made up of a 32K EPROM to allow one of two monitors to be selected by the user with a switch.



Modelled on the TEC-1 rev.D with DAT add-on  
Originally designed by John Hardy, Ken Stone & Jim Robertson  
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