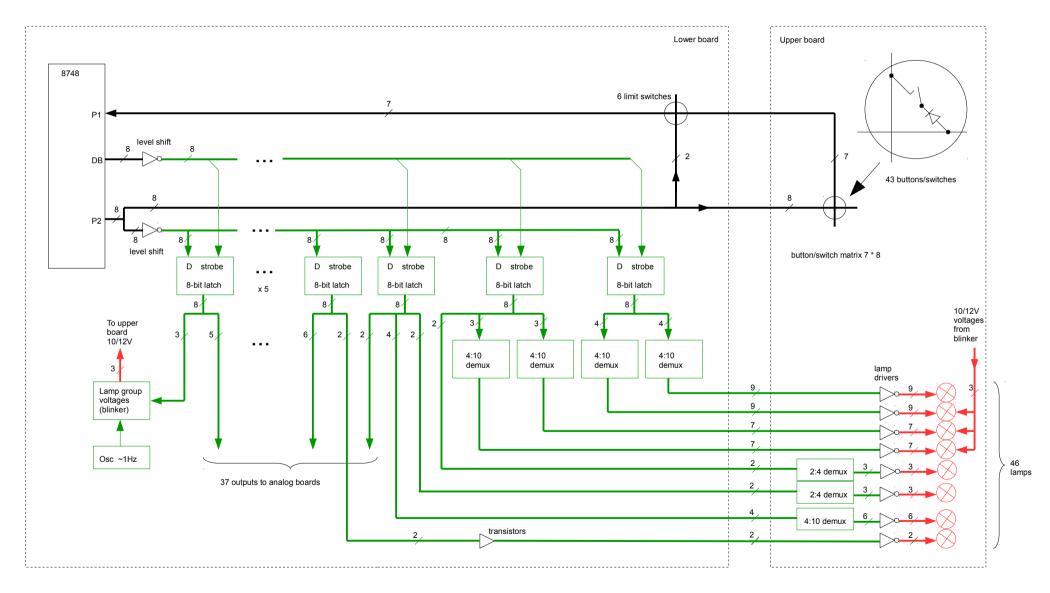
Sony SEG-2000 block diagram

- reverse engineered, not complete



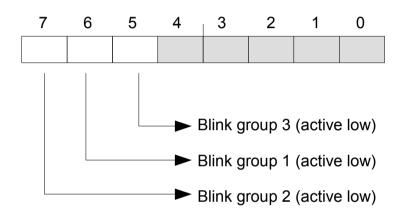


Latch IC10: lamp blinking + output control

Lamp blinking:

- three of the lamp groups can be blinked slightly, varying the voltage between 10V and 12V
- groups are
 - i. S1...S7
 - 2. S8...S14
 - 3. S15...S23





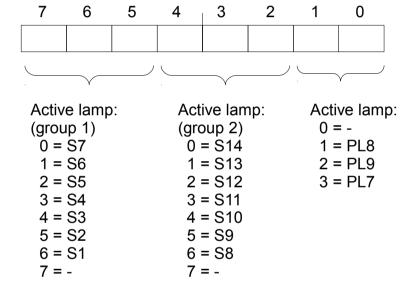
= output control -> video cards

Latch IC12: lamp control

Control lamps:

- buttons S1...S7 (blink group 1), 1-of-7
- S8...S14 (blink group 2) ,1-of-7
- lamps PL7...PL9 (1-of-3)

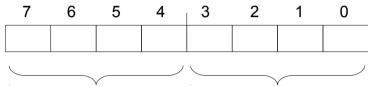
Strobe: DB1 (active low)



Latch IC13: lamp control

- Control lamps:
 buttons S15...S23 (blink group 3), 1-of-9
 lamps PL1...PL6,PL10,PL11, 1-of-8

Strobe: DB2 (active low)



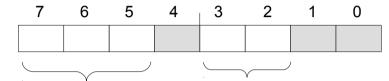
Latch IC9: lamp control + output control

Control lamps:

- buttons \$24...\$26 (1-of-3)

- buttons S27...S32 (1-of-6)

Strobe: DB3 (active low)



Active lamp:

Active lamp: 0 = S26 (disable upper bits)

1 = S25 (enable upper bits)

2 = S24 (disable upper bits)

3 = - (enable upper bits)

0 = -

1 = S32

2 = S29

3 = S28

4 = S27

5 = S306 = S31

7 = -

Note:

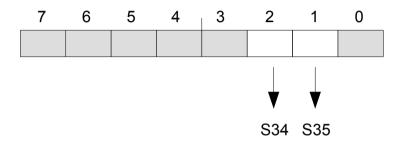
Lamps in buttons S27...S32 are always off when lamp S26 or S24 is on!

= output control -> video cards

Latch IC6: lamp control + output control

Control lamps: - buttons S34,S35

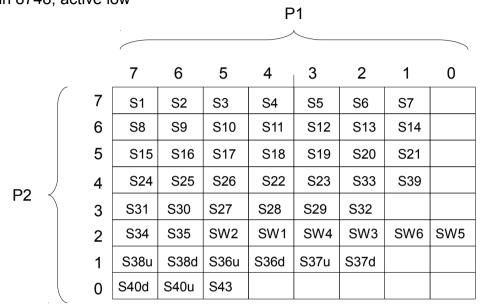
Strobe: DB6 (active low)



= output control -> video cards

Keyboard matrix

P2 = output in 8748, active low P1 = input in 8748, active low



3-position switches:

u = up

d = down

center = not up or down

SWn = slide pot limit switches

Notes

- * S41 and S42 are not wired to CPU
- * None of the pots are wired to CPU
 * PL12 and PL13 are not controller by CPU

