

- " -" indicates bug or optimization has been handled
- Bugs:
- UART RX buffering is swapped
 - DMA is broken, peripherals will not be selected once something else becomes bus master
 - R/C vals are wrong
 - 10uF caps wrong footprint
 - mounting holes were too small - right size should be ~126 mil (arduino hole size)
 - SDP needs to be turned off - SKIP, hard to fix and SDP isn't required for basic operation
 - adjust silkscreen to rev 1.1 - no new features, just bug fixes
 - use 0.01uF bypass caps on the crystals instead of 0.1uF
 - Output buffer inverts UART signals, need another buffer to turn em back
- fix silkscreen issue with expansion connector
- Falstad simulation with the interrupt signal is wrong
 - Byte selection signals on EEPROM and RAM are backwards
 - UDS and LDS signals on EEPROM and RAM chips can be grounded as they are never accessed on an odd boundary and the UDS and LDS signals on AOs were always low when device was selected

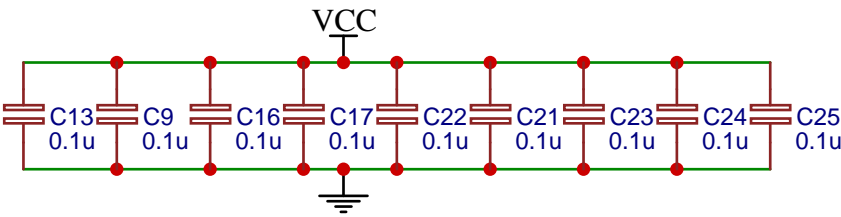
Optimizations:

- Vcc/GND go on the inside, signals go anywhere, because we can't do a 2-layer board and cutting internal traces is a lot more dangerous

Use fancy sockets for everything?

Buy a 68010 once the 68000 works and use that, monitor power consumption increase

Get power consumption back down by using something better than a 7805. Not hard, and a good idea



TODO: print out the final PCB and check that all the components still fit (use 1:1 ratio for actual size)

Byte select issue is going to be really hard to fix on the rev 1 board, check it carefully and move on to rev 2

- since this ~might~ be serious enough to require a respin on its own

test interrupt handling of I/O event to MFP

test interrupt handling of external interrupt source - have to pull the data bus down/up to select the right interrupt vector

test timers on MFP

test DMA

On the software side:

comment check:

- Arduino - DONE
- Assembly - not finished
- Python - NOT DONE
- Make sure everything is commented and there are no TODOs before releasing code

Halt public release until everything is tested and I have a hello world working

