6Q

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NOTE

The System I LSI Main PCB is very different from its equivalent (the TTL Main PCB) that was used in older System I cabinets. The LSI Main PCB is used in cabinets made after February 1986. When using this schematic package, make sure that you are working on an *LSI* Main PCB, not a TTL Main PCB.

Schematic Package Supplement to

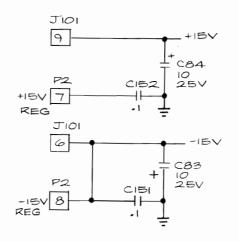
ATARI SYSTEM I™

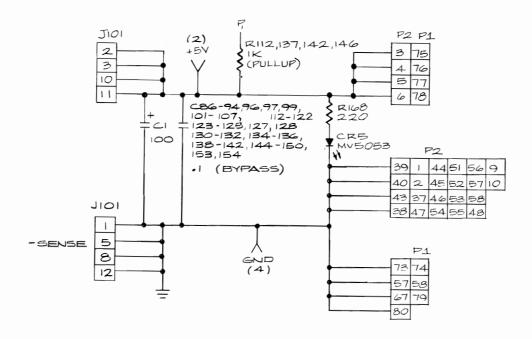
Operators Manual

staple temporarily holds the schematinage together. Remove the staple be using these schematics.







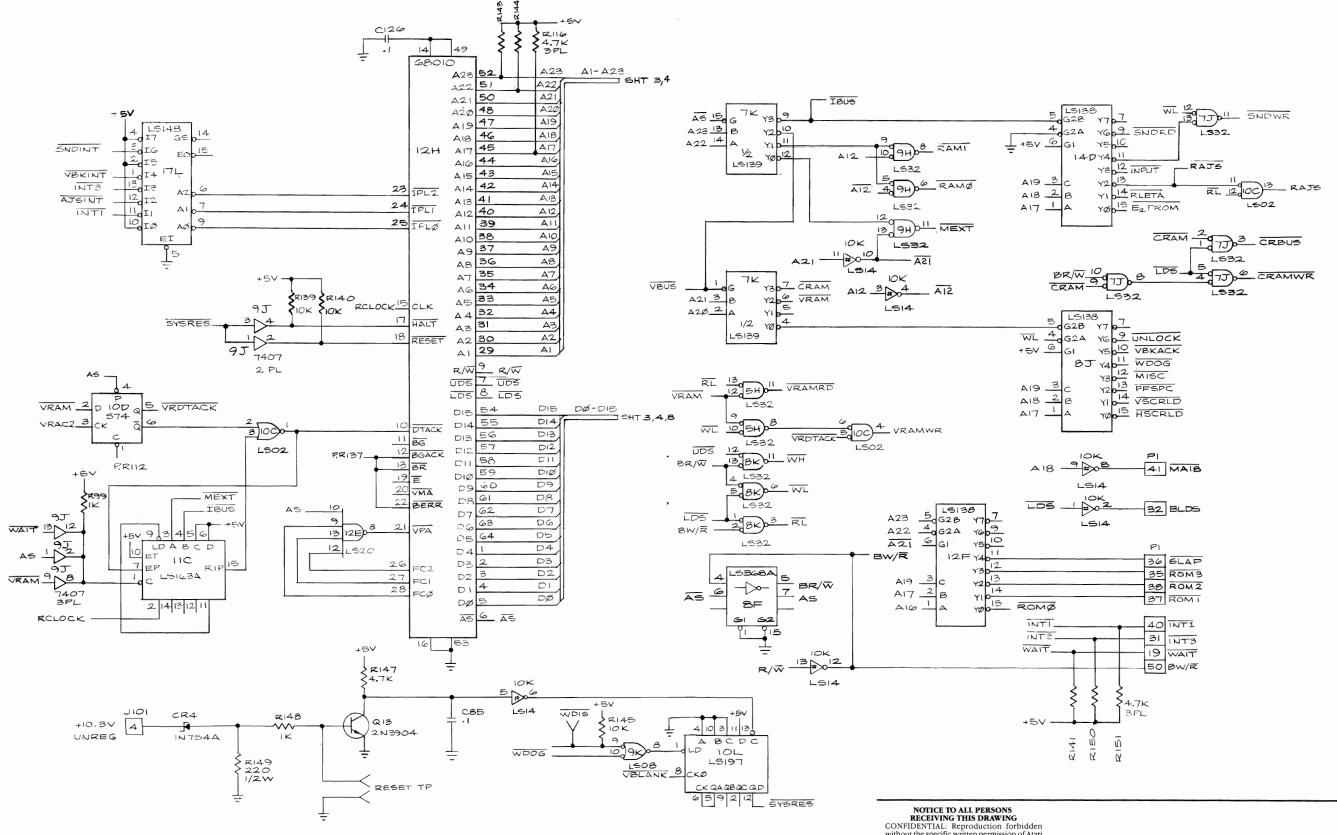


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System I[™] LSI Main PCB **Schematic Diagram**

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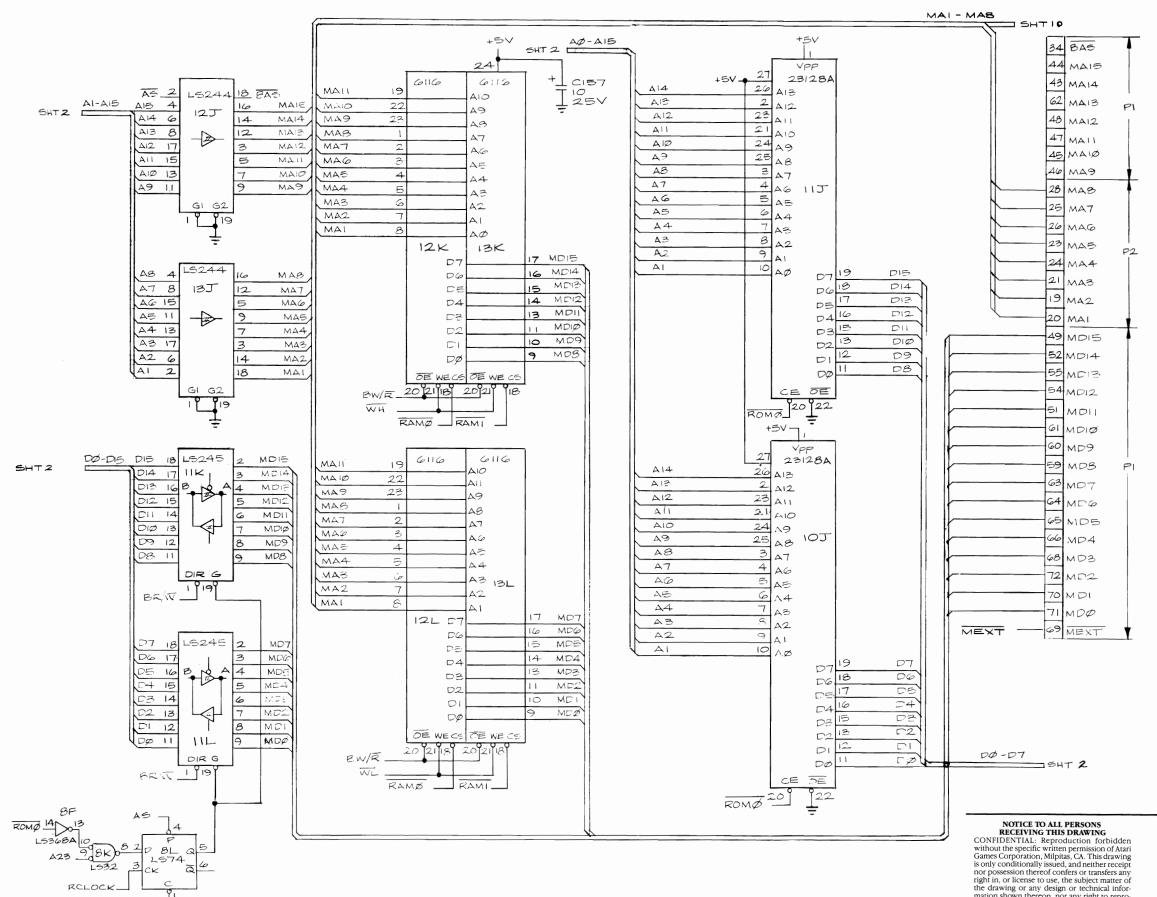
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System I™ LSI Main PCB Schematic Diagram

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System I™ LSI Main PCB Schematic Diagram

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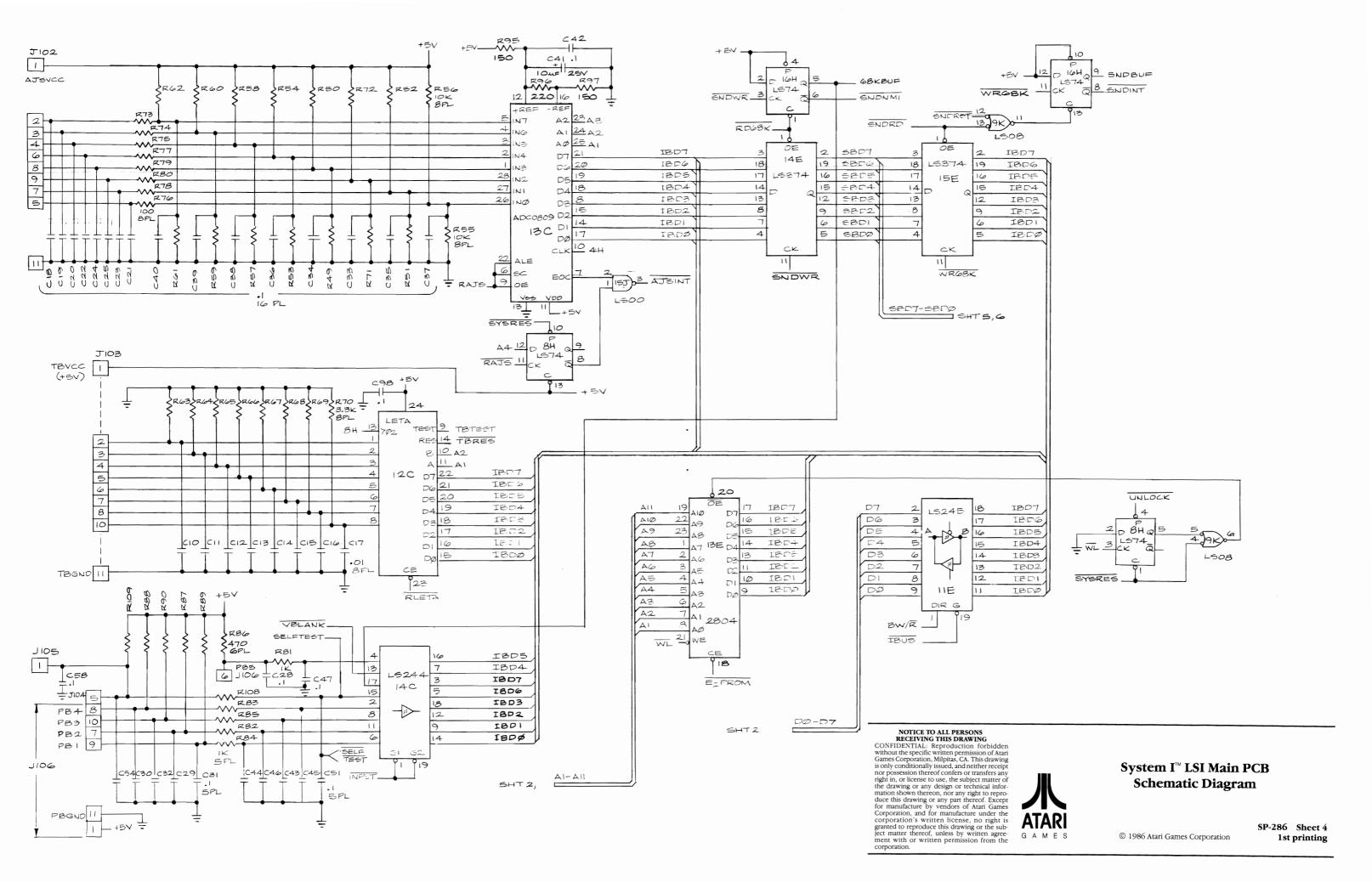
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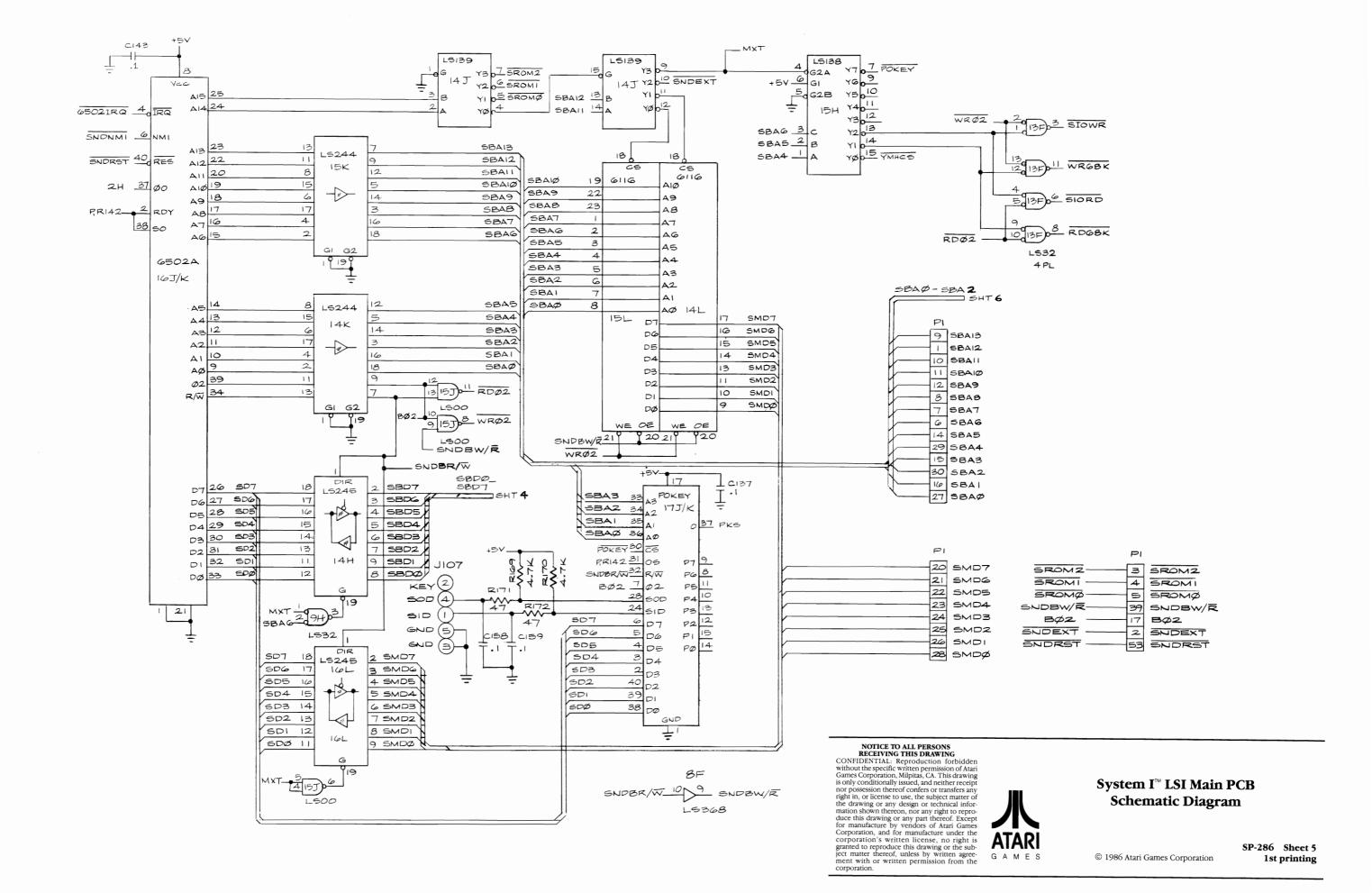
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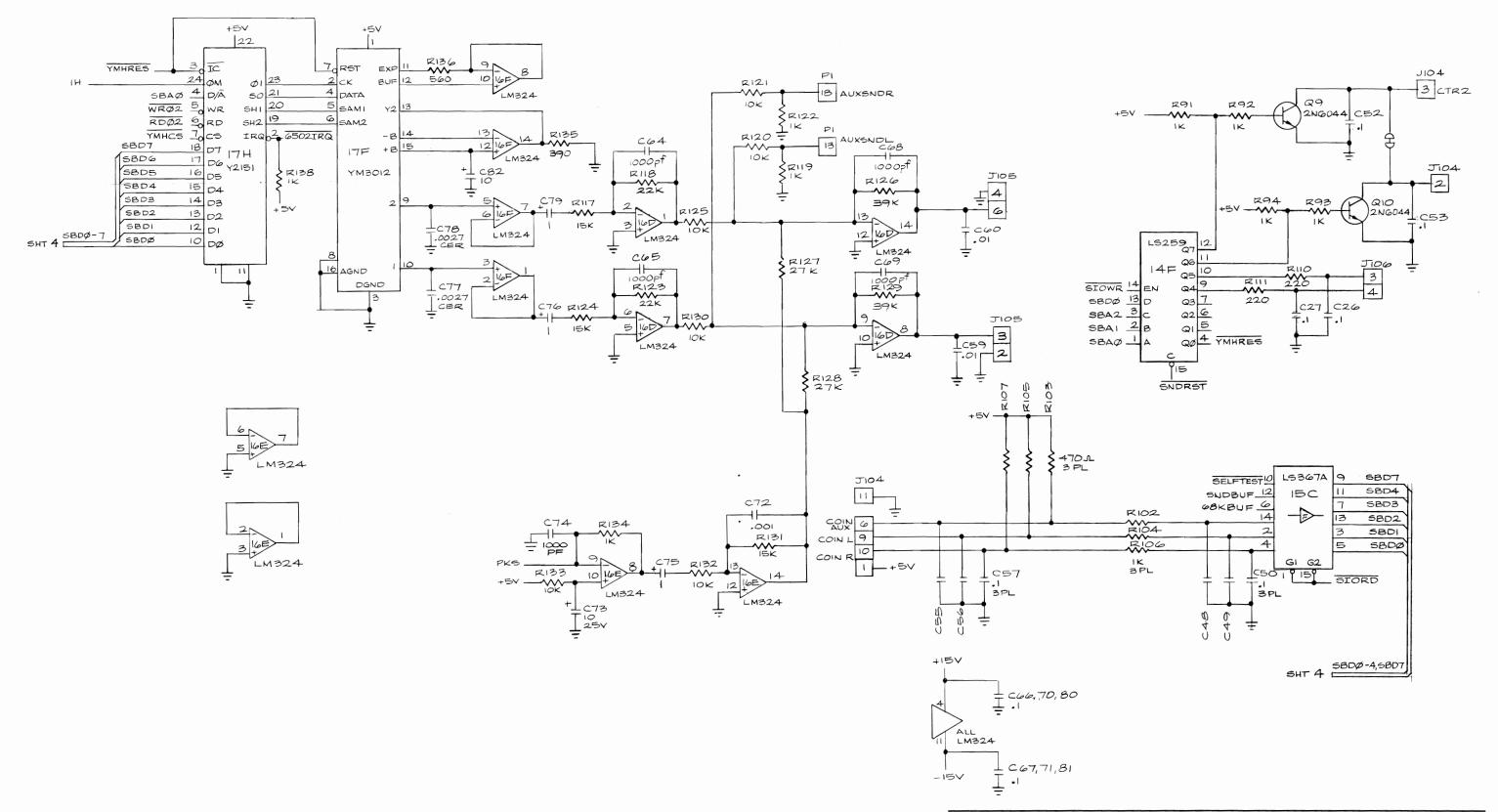
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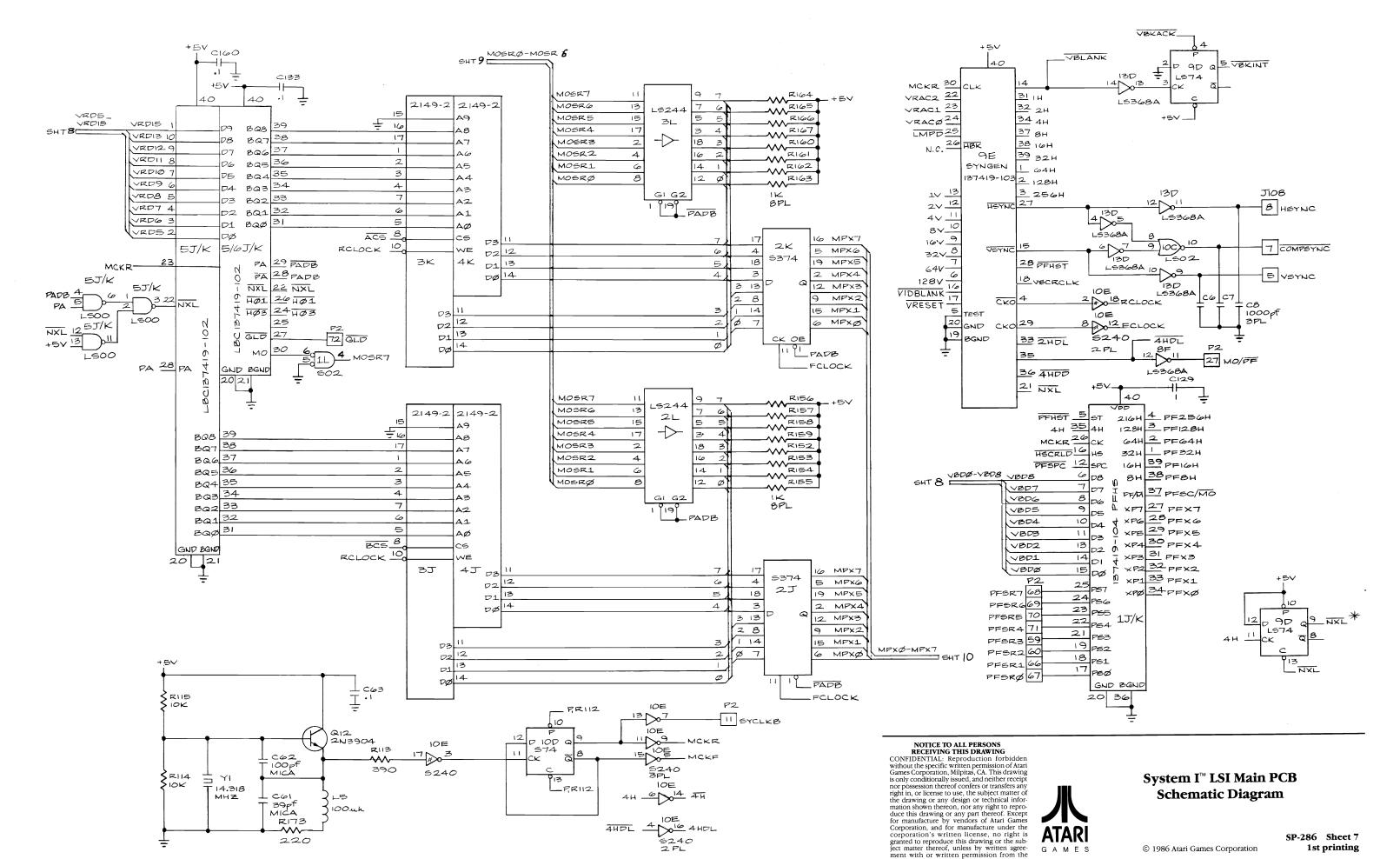


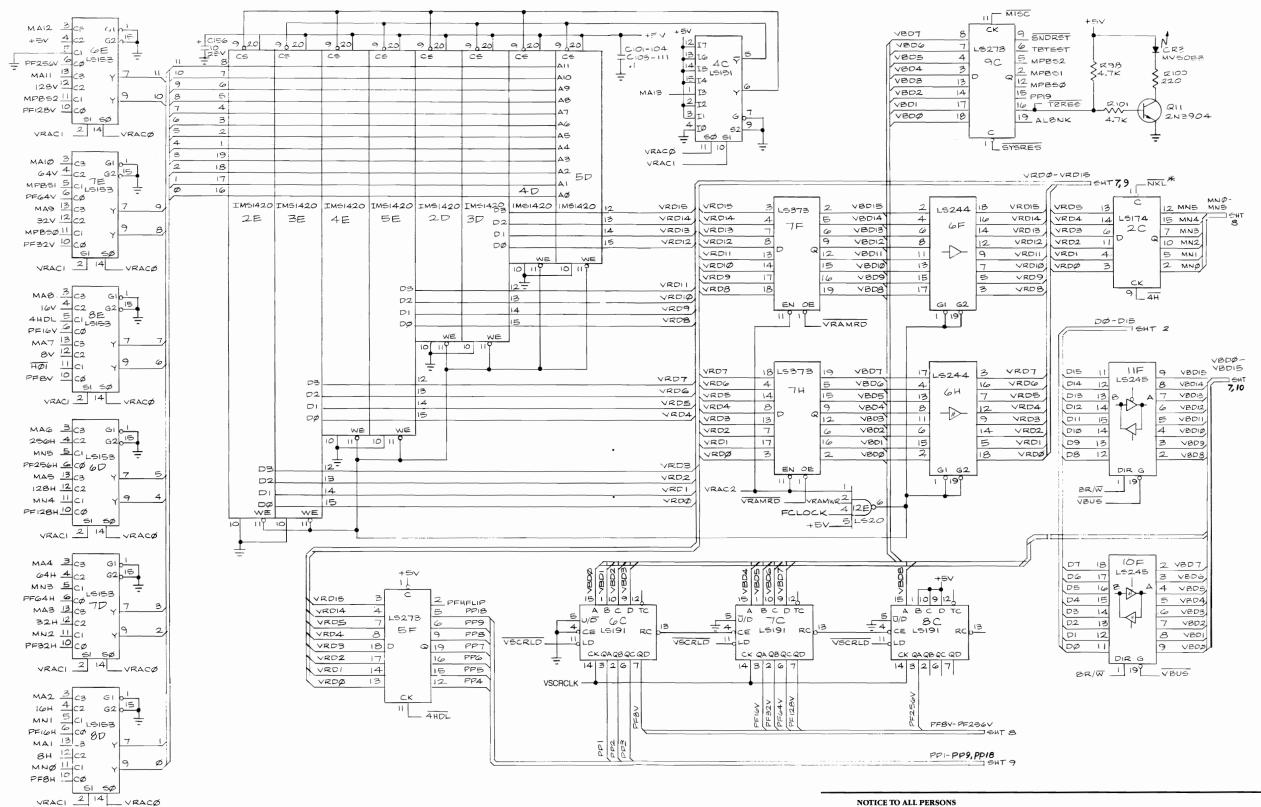
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System I[™] LSI Main PCB **Schematic Diagram**

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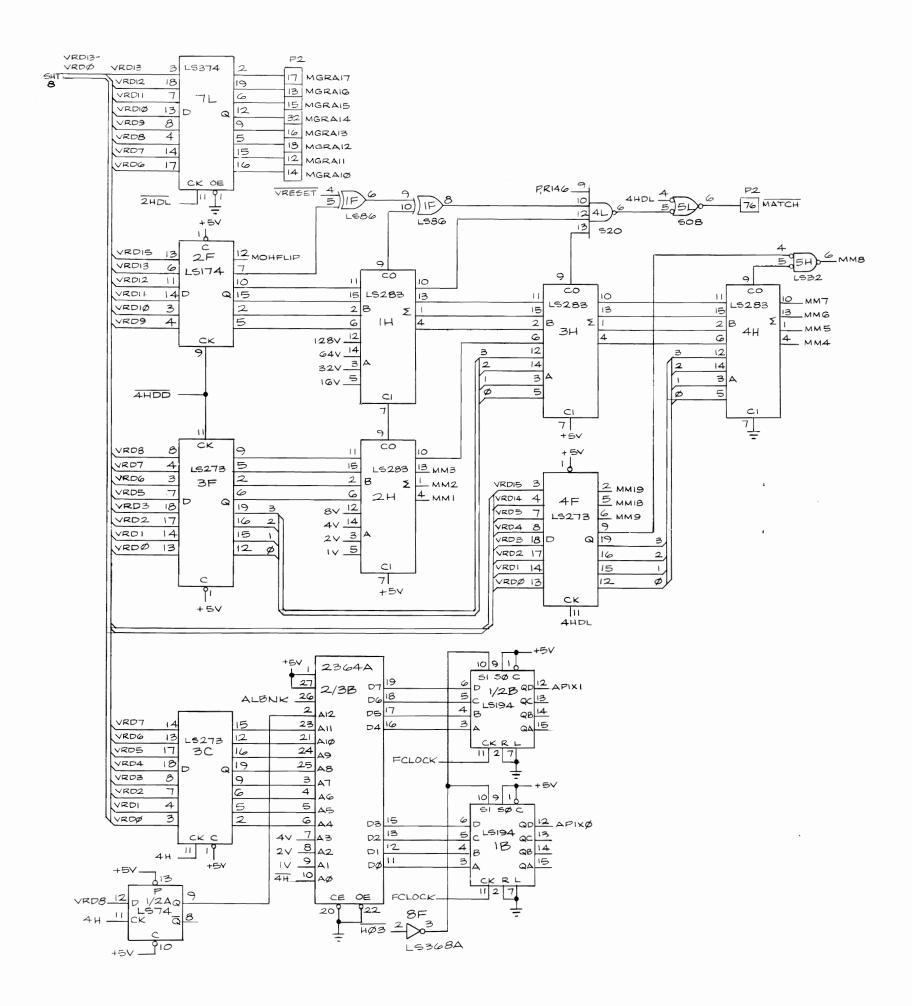
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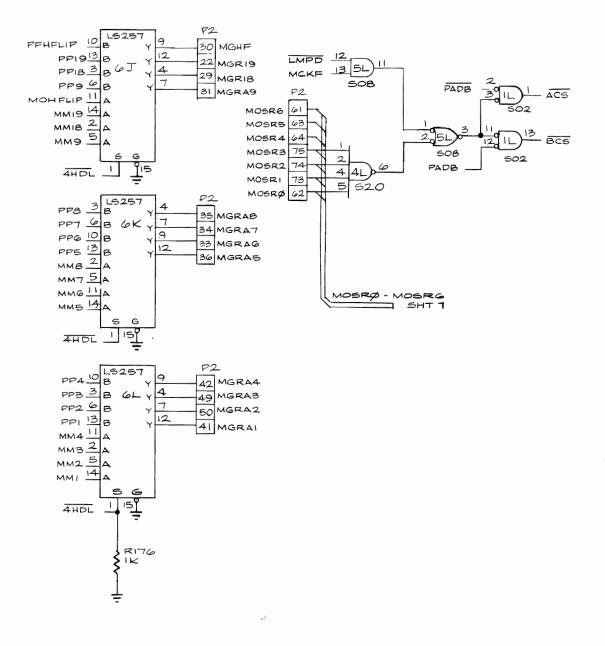


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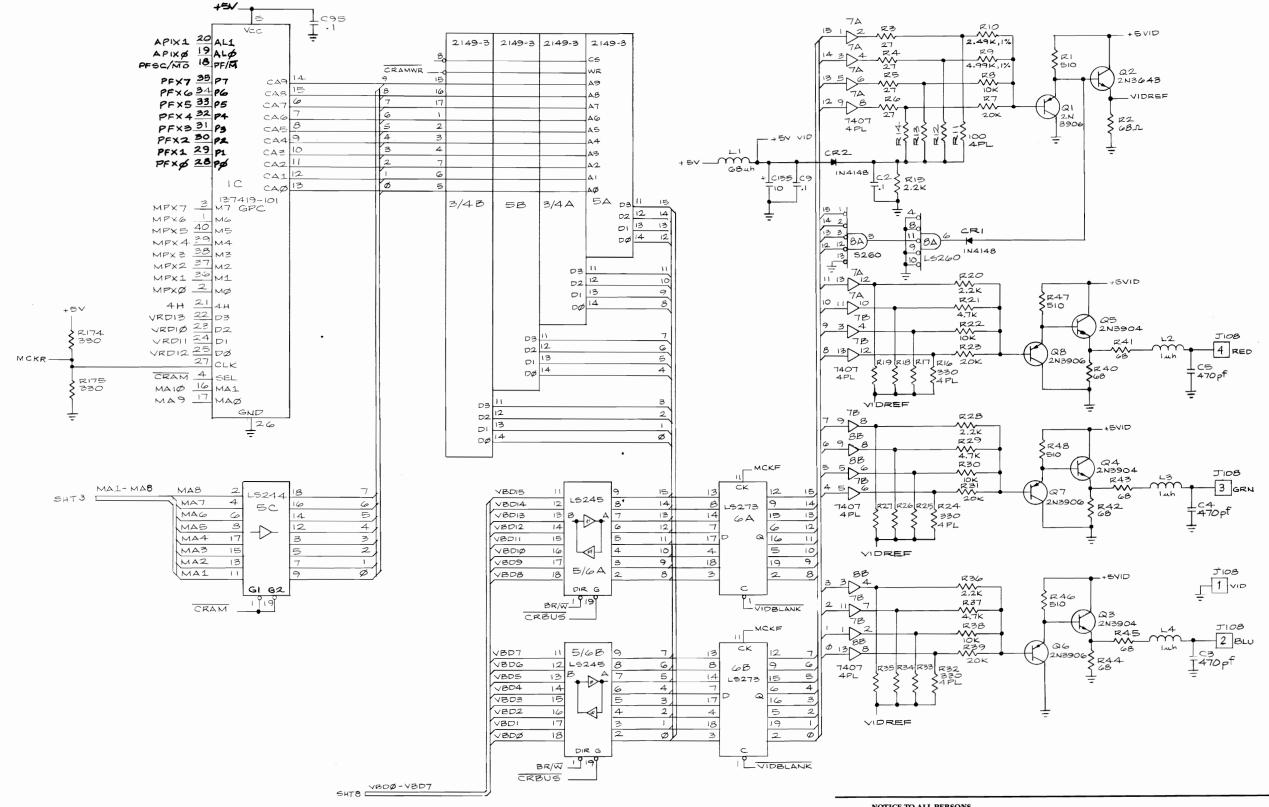
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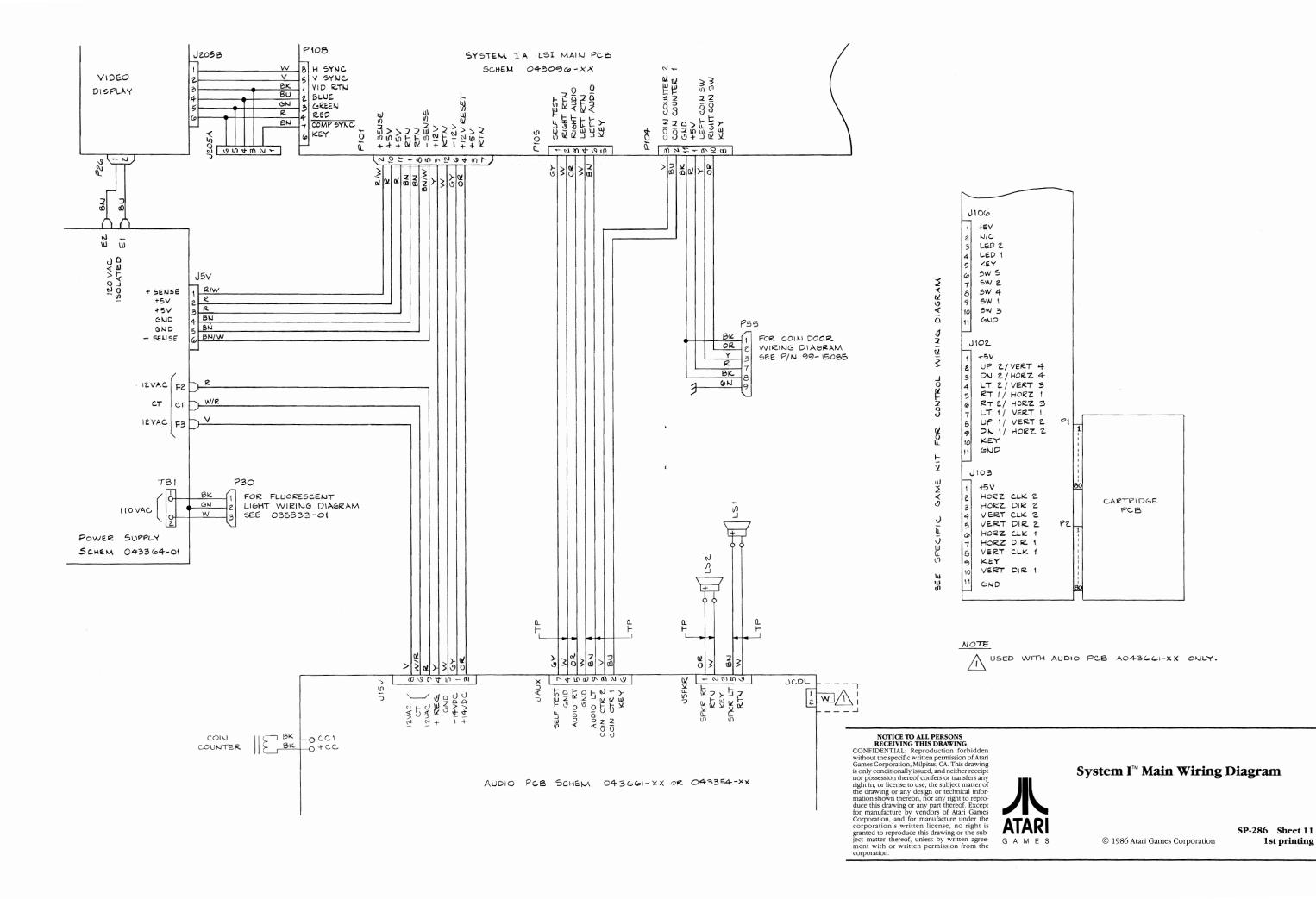
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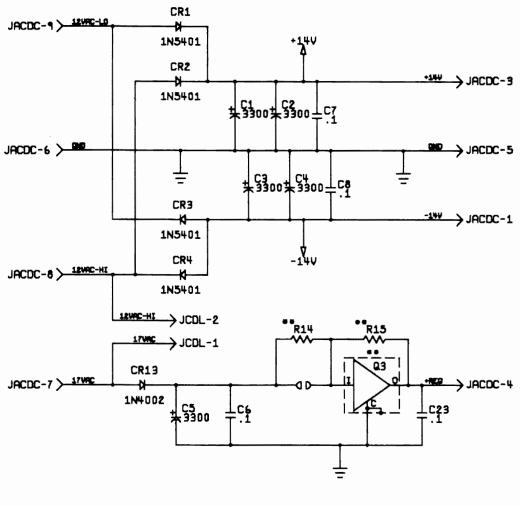
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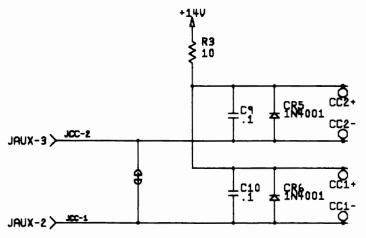


System I[™] LSI Main PCB Schematic Diagram

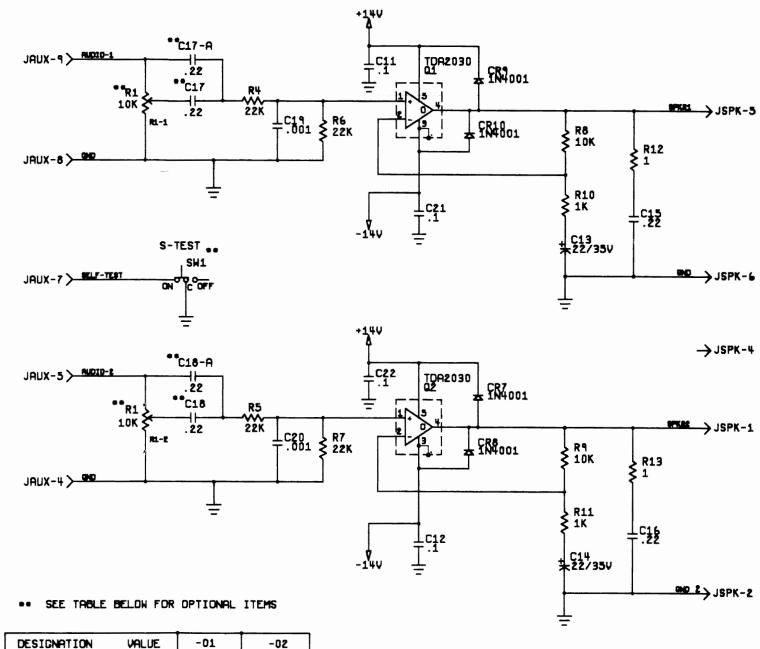
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10K POT

ON/OFF

SEE VER COL

SEE VER COL

C17, C18

SW1

Q3

R14

R15

C17-A, C18-A

.22 .22

0

YES

YES

NO

YES

LM7815

0 OHM

NO

YES

YES

NO

YES

LM7812

NO

0 DHM

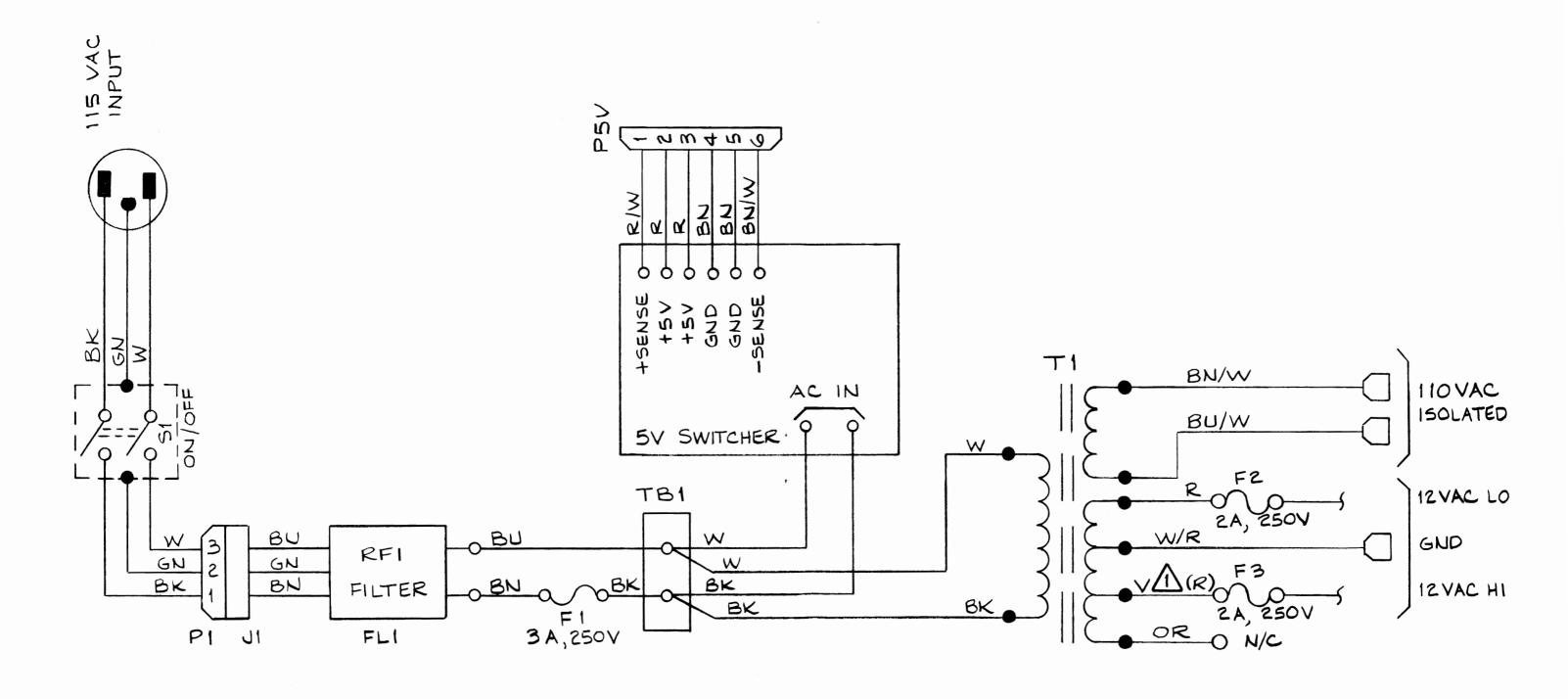
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System I™ Audio II PCB **Schematic Diagram**

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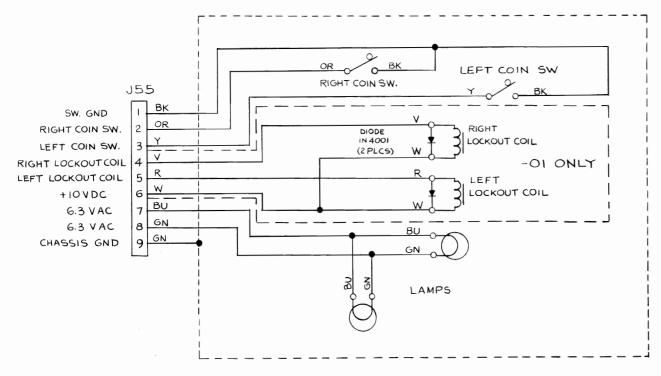
NOTE ALTERNATE WIRE COLOR SHOWN IN PARENTHESIS .

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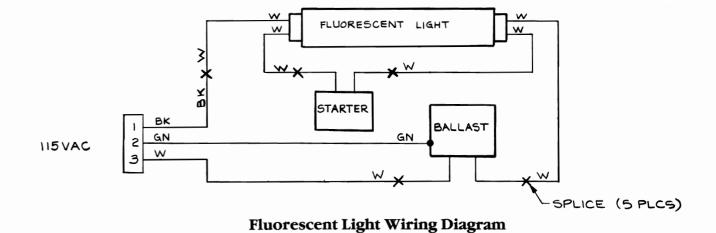


System I[™] Switching/Linear (SL) **Power Supply Wiring Diagram**

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Coin Door Wiring Diagram



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System I[™] Game Interfaces

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Video Microprocessor Memory Map

Program RAM 60000-401FF 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	FUNCTION	HEXA- DECIMAL ADDRESS	A23	3A22	A21	A20	A19 A	18 A	17 A10		DDR 5 A14							A7	A6 .	A5 A	A4 A	A3 A	12 A	.1 A0	READ		5 D14	í D13	D12	D11	DATA D10	BU D9	S SIC	SNAI D7 1	L LIN	NES D5 1	D4 1	D3 1	D2 1	D1 1	_ D0
Plyminid Montanenial Serval 800000 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	Program ROM	000000-087FFF	0	0	0	0	A A	A /	A A	A	A	A	A	A	A	A	A	A	A	A	A	A	A A	A A	R	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
Plyshed Methods Section Sectio	Program RAM	400000-401FFF	0	1	0	0	0 (о (0	0	0	0	A	A	A	A	A	A	A	A	A	A	A A	A A	R/W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
Play field price of	Playfield Horizontal Scroll	800000	1	0	o	0	0 () (0 0	0	0	0	0	0	0	0	0	0	0	0	0	0	0 (0 0	W								D	D	D	D	D	D	D	D	D
Playment of Septical Princity Color 840000 1		820000	1	0	0	0	0 ()	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0 (0 0	W								D	D	D	D	D	D	D	D	D
Sound Processor Recet 860000 1 0 0 0 0 1 1 0 0 0 0 0 1 1 1 0	Playfield Special Priority Color	840000	1	0	0	0	0 1	1 (0 (0	Ó	0	0	0	0	0	0	0	0	0	0	0	0 (0 0	R								_							D	D
Tark-Bull Right Frame thiffer sleet 1.	Sound Processor Reset	860000	1	0	0	0	0 1	1 :	1 0	0	0	0	0	0	0	0	0	0	0	0	0	0	0 (0 0											_	_		_	_	_	
Motion Object Parameter Buffer Select 1 0 0 0 0 0 1 1 0 0 0 0 0 0 1 1 0 0 0 0	Trak-Ball Test		1	0	0	0	0 1	1	1 0	0	0	0	0	0	0	0	0	0	0	0	0	0	0 (0											D						
Playment file My Bank Select	Motion Object Parameter Buffer Select		1	0	0	0	0 1		. 0	0	Õ	Õ	0	•	0	Õ	0	0	•	•	0	-	•													D		D			
Tak-Ball Resolution and Test LED 1	Playfield ROM Bank Select		1	0	0	~	0 1				-	•	0	•	•	•	0	0	•	•	•	0														D			D		
Alphanumerics SOM Bank Select SOMOOD 1 0 0 0 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0			1	0	0	-	0 1		. 0	-	-	•	•	•	v	0	0	•	•	•	•	0	•																	D	
Wachdog 880000 1 0 0 0 0 1 0 0 0 0 1 0 0 0 0 1 0		860000	1	0	0	-	0 1	1 1	. 0	•	-	•	•	•	0	•	0	•	•	0	0	0	•		• • • • • • • • • • • • • • • • • • • •																n
Methical Blanks Roy Acknowledge Unstand Position of Motion Object Vertical Posit			1	•	0	-	1 () 0	•		•	•	•	0	0	0	0	O	0	0	0																			D
Unlock SCO000 1 0 0 0 1 1 0 0 0 0 1 1 0 0 0 0 0 1 1 0			1	0	0	-	- \	, ,			•	•	•	-	v	0	•	•	0	•	•	0	•																		
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Motion Object Vertical Position Motion Object Vertical Position Motion Object Picture Mo				-		1																											_								
Motion Object Picture Modion Object Picture	1 laylicid KAW	AUUUUU-AUIFFF	1	0	1	0	0 () () 0	0	0	0	Α	Α	Α	Α	Α	Α	Α	Α	Α	A .	A A	A A	R/W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
Motion Object Picture Modion Object Picture	Motion Object Vertical Position	A02000-A0207F	1	0	1	0	0 () () ()	0	0	1	0	0	0	0	0	0	A	A	A	Α .	A A	A A	R/W/	D	D	D	D	D	D	D	D	D	D	D	D	D	ח	D	D
Motion Object Horizontal Position Motion Object Link A02190-A0227F 1 0 1 0 1 0 0 0 0 0 0 1 0 0 0 0 1 0 0 0 0 1 0 0 0 0 1 0 0 0 0 1 0 0 0 0 1 0 0 0 0 1 0 0 0 0 0 1 0 0 0 0 0 1 0 0 0 0 0 0 0 1 0	Motion Object Picture			0	1	0	0 () () ()	0	0	1	0	0	0	0	-	-										_	_			_	_			_	_	_	_		_
Motion Object Link Motion Object Cytrical Position Motion Object			1	-	1	-		, ,			-	1	•	-	-	-	•																								
Motion Object Vertical Position Motion Object Picture A02290-A0222F 1 0 1 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0			1	-	1	-		•		_	-	1		-	-	-	_	-																					_		_
Motion Object Picture 002280-00228F 1 0 0 1 0 0 0 0 0 0 0 1 0 0 0 0 0 0 1 0 0 0 1 0 0 0 0 0 0 0 1 0 0 0 0 0 0 0 0 1 0			1	-	1	-		•	, ,		_	1	•		-	•	-																								_
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Motion Object Link A02380-A023FF 1 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0				-	1	-			-	_	-	1		-	-	_	-													_									_		_
Motion Object Vertical Position Motion Object Vertical Position Motion Object Vertical Position Motion Object Picture A02E90-A02EFF 1 0 1 0 0 0 0 0 0 0 1 1 1 1 0 0 1 1 1 0 0 0 A A A A		-		-	_	-				-				-	-	-	-	-															_								_
Motion Object Picture A02E80-A02EFF 1 0 1 0 0 0 0 0 0 0 1 0 1 1 1 1 0 0 1 0	Motion Object Link	AU238U-AU23FF	1	0	1	0	0 () () 0	0	0	1	0	0	0	7.	1	1	Α	Α	A	A .	A A	A A	R/W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
Motion Object Picture Modion Object Link Motion Obj	Motion Object Vertical Position	A02E00-A02E7F	1	0	1	0	0 () (0	0	0	1	0	1	1	1	0	0	Α	Α	Α	Α .	A A	4 A	R/W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
Motion Object Horizontal Position A02F80-A02FFF 1 0 1 0 1 0 0 0 0 0 0 1 0 1 1 1 1 1	Motion Object Picture	A02E80-A02EFF	1	0	1	0	0 () (0	0	0	1														_	_	D	_	_	D	_	_	_		_			_	_	_
Motion Object Link A02880-A028FF 1 0 1 0 1 0 0 0 0 0 0 1 0 1 1 1 1 1 1	Motion Object Horizontal Position																																								
Alphanumerics Color RAM B00000-B001FF 1 0 0 1 1 0 0 0 0 0 0 0 0 0 0 0 0	Motion Object Link				_	-			-			_	-	-		_																									
Alphanumerics Color RAM B00000-B001FF 1 0 0 1 1 0 0 0 0 0 0 0 0 0 0 0 0	Alphanumerics RAM	402000 A02EEE	1	0		0	0 0			•	•														D ///		-	_			_	_	_		_	_	_		_	_	_
Motion Object Color RAM B00200-B003FF 1 0 1 1 0 0 0 0 0 0 0 0 0 0 1 A A A A A				0	1	1				-	_	1																_				_		_							_
Playfield Color RAM B00400-B005FF 1 0 0 1 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0				-	1	1	-	'		-	-	-	-	-	-	-												_					_								
Translucent Color RAM B00600-B0061F 1				0	1	1	0 (-	-	0		-	0	_																	_						_		_
EEPROM F00000-F00FFFF 1 1 1 1 1 1 0 0 0 0 0 0 0 0 0 0				0	1	1	0 (•	0	-	-	1	-																									_
Trak-Ball F20000-F20006 1 1 1 1 0 0 1 0 0 0				0	1	1			, ,		_	-	•	-	-	•	~	•	-							D	D	D	D	D	D	D	D								
Analog Joystick F40000				1	1	1	-																																		
Analog Joystick IRQ Disable F40010 1 1 1 1 1 0 1 0 0 0 0 0 0 0 0 0 0				1	1	1	0 () 1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	A A	A A	R									D	D	D					
Output Buffer Full (@ FE0000) F60000 1 1 1 1 1 0 0 1 1 0 0 0 0 0 0 0 0			1	1	1	1	0 1	() 0	0	0	0	0	0	0	0	0	0	0	0	0	A A	A A	A A	R									D	D	D	D	D	D	D	D
F60000			1	1	1	1	0 1	. () 0	0	0	0	0	0	0	0	0	0	0	0	1	0	0 (0 0	R																
Switch Input F60000 1 1 1 1 1 0 0 1 1 0 0 0 0 0 0 0 0			1	1	1	1	0 1	. 1	. 0	0	0	0	0	0	0	0	0	0	0	0	0	0	0 (0 0	R									D							
Vertical Blank F60000 1 1 1 1 1 0 0 1 1 0 0 0 0 0 0 0 0			1	1	1	1	0 1	. 1	. 0	0	0	0	0	0	0	0	0	0	0	0	0	0	0 (0 0	R										D						
Witch Input F60000 1 1 1 1 1 0 0 1 1 0 0 0 0 0 0 0 0			1	1	1	1	0 1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0 (0 0	R											D					
witch Input F60000 1 1 1 1 1 0 0 1 1 0 0 0 0 0 0 0 0			1	1	1	1	0 1	. 1	. 0	0	0	0	0	0	0	0	0	0	0	0	0	0	0 (0 0	R												D				
witch Input F60000 1 1 1 1 1 0 0 1 1 0 0 0 0 0 0 0 0	Switch Input	F60000	1	1	1	1	0 1	. 1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0 (0 0	R													D			
Switch Input F60000 1 1 1 0	Switch Input		1	1	1	1	0 1	1	. 0	0	0	0	0	0	0	0	0	0	0	0	0	0	0 (0 0															D		
Witch Input F60000 1 1 1 1 1 0 0 0 0 0 0 0 0 0 0 0 0	Switch Input		1	1	1	1	0 1	1	. 0	0	0	0	0	0	0	0	0	0	0	0	0	0																		D	
lead Sound Processor (6502) FC0000 1 1 1 1 1 1 0 0 0 0 0 0 0 0 0 0 0	Switch Input		1	1	1	1	0 1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0 (D
			1	1	1	1	1 1	() 0	0	0	0	0	0	0	0	0	0	0	0	0	0	0 (D	D	D	D	D	D		
	Write Sound Processor (6502)		1	1	1	1	1 1	1	. 0	•	0	0	0	0	0	0	0	0	0	0	0	0		-																	

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System $I^{\scriptscriptstyle{\mathsf{TM}}}$ **Video Microprocessor Memory Map**

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I/O and Sound Microprocessor Memory Map

	HEXA-								DIIC	CY C			T 0					22121								
FUNCTION	DECIMAL ADDRESS	A15	A14	A13	A12				BUS A8					A3	A2	A1	A0	READ/ WRITE						AL LI D2		
Program RAM	0000-0FFF	0	0	0	0	A	A	A	A	A	A	A	A	A	A	A	A	R/W	D	D	D	D	D	D	D	D
Cartridge External	1000-1FFF	0	O	O	1	A	A	A	A	A	A	A	A	A	A	A	A	R/W	D	D	D	D	D	D	D	D
Music	1800-1801	0	O	0	1	1	O	O	0	O	0	0	O	0	0	0	\mathbf{A}	R/W	D	D	D	D	D	D	D	D
Read 68000 Port	1810	0	O	0	1	1	O	O	0	0	0	0	1	0	0	0	0	R	D	D	D	D	D	D	D	D
Write 68000 Port	1810	O	0	0	1	1	0	0	0	0	0	0	1	0	0	0	0	W	D	D	D	D	D	D	D	D
Self-Test	1820	0	O	0	1	1	0	O	0	O	0	1	O	0	0	0	0	R	D							
Buffer Output Full (@ 1810)		O	O	0	1	1	0	O	0	0	0	0	1	0	0	0	0	R				D				
Data Available (@ 1810)		0	O	0	1	1	O	O	0	O	O	0	1	0	0	O	0	R					D			
Auxiliary Coin Switch		O	0	0	1	1	O	0	0	0	0	0	1	0	0	O	0	R						D		
Left Coin Switch		O	0	0	1	1	0	0	0	0	0	0	1	0	0	O	0	R							D	
Right Coin Switch		O	0	0	1	1	0	0	0	0	0	O	1	0	0	0	0	R								D
Music Reset	1820	O	0	0	1	1	0	0	0	0	0	1	0	0	0	0	0	W								D
Light-Emitting Diode	1824	0	O	0	1	1	0	0	0	0	0	1	O	0	1	0	O	W								D
Light-Emitting Diode	1825	O	0	0	1	1	0	0	0	0	0	1	O	0	1	0	1	W								D
Right Coin Counter	1826	0	O	0	1	1	0	0	Œ	O	0	1	O	0	1	1	0	W								D
Left Coin Counter	1827	0	O	0	1	1	0	0	ù	O	0	1	0	0	1	1	1	W								D
Sound Effects	1870-187F	0	O	O	1	1	0	0	C),	0	1	1	1	\mathbf{A}	\mathbf{A}	\mathbf{A}	Α	R/W	D	D	D	D	D	D	D	D
Program ROM	4000-FFFF	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	R	D	D	D	D	D	D	D	D

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System $I^{\scriptscriptstyle{\mathsf{IM}}}$ I/O and Sound **Microprocessor Memory Map**

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