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# Zany80 Design Document

This document should have come with an assortment of other files – if it didn't, check [here](#). If you can't find it, [send me an email](#).

# Components

- CPU
- GPU
  - RAM (“Video RAM”)
- MMU
  - Small RAM (not accessible to CPU or any other components)
  - RAM (CPU-accessible)
  - Flash memory (CPU-accessible)
- Sound card
- Screen
  - RAM
- Speakers
- USB device port (connect to PC to transfer programs)
- USB host port (loads programs off of a USB flash drive)
- MicroSD card slot (loads programs off of SD cards)
- A cartridge slot
- A misc. peripheral slot

## CPU

The Zany80 console features an unmodified Zilog Z80 CPU. The Z80 User's Manual should be packaged with this document as **resources/CPU/UserManual.pdf**. A copy of it is located [here](#). If you have this document without it's resources, see [this section](#).

The CPU has 16 address pins (A0 through A15) and 8 data pins (D0 through D7). These are connected to data buses which are also connected to the MMU, GPU, and sound card.

## Where to get files

There are currently two simple ways to get the files this document references.

- You can download the zip from this link.
- You can clone the git repository from <https://github.com/Zany80/Documentation>
  - This has the advantage of making fetching the latest documentation super fast and easy
  - **Important: if you don't know what a "git repository" is, this method is *not* for you.**
  - Note: if you don't want to store the documentation on your computer for whatever reason, you can just view it on GitHub.