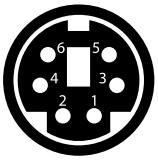

Pin	Keyboard Port	Mouse Port	Keyboard/Mouse Port
1	Keyboard Data	Mouse Data	Keyboard Data
2	Not Connected	Not Connected	Mouse Data
3	Ground	Ground	Ground
4	+5V DC, 275 mA	+5V DC, 275 mA	+5V DC, 550 mA
5	Keyboard Clock	Mouse Clock	Keyboard Clock
6	Not Connected	Not Connected	Mouse Clock

Figure 0.1: PS/2 Connector pin-out. This is a view of the PS/2 socket (female connector on mainboards) from the front.

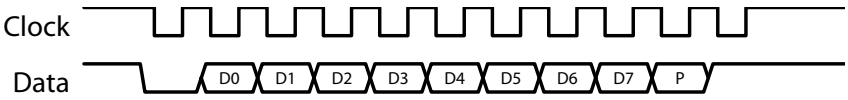

Figure 0.2: Operation of the PS/2 keyboard reader state machine.

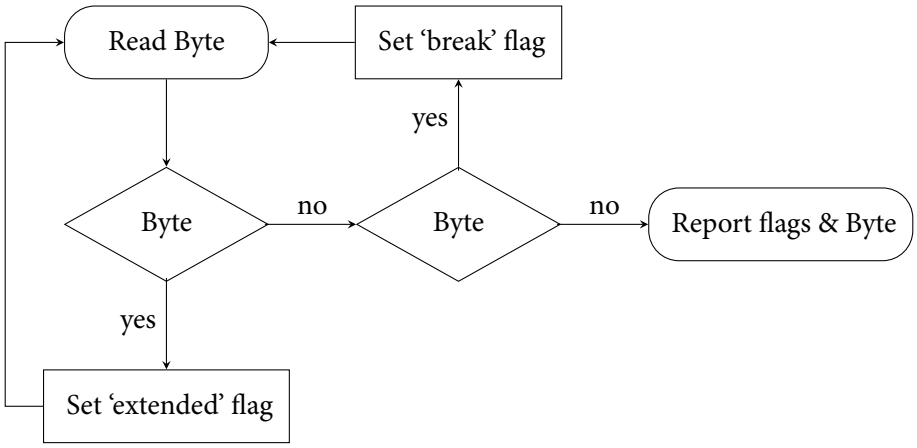

Figure 0.3: Operation of the PS/2 keyboard reader state machine.

Foo bar.

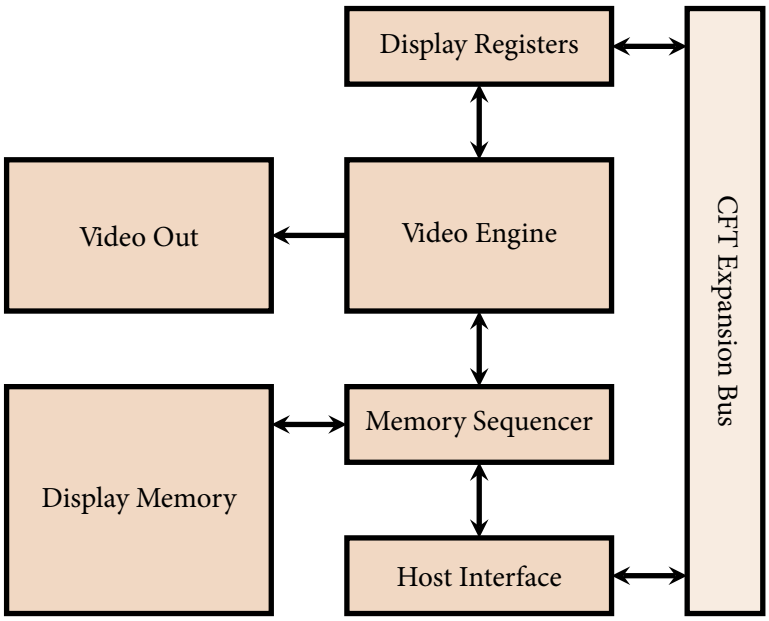

Figure 0.4: High Level Block diagram of the VDU card.

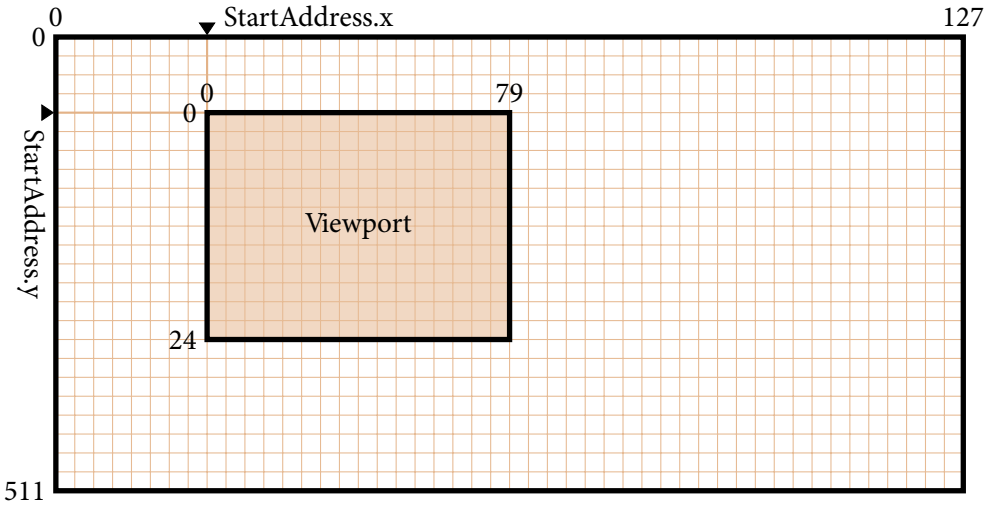

Figure 0.5: Virtual Screen and Viewport. The viewport, which is what the physical screnen displays can be moved arbitrarily around the virtual screen. Please note that the diagram is not to scale.

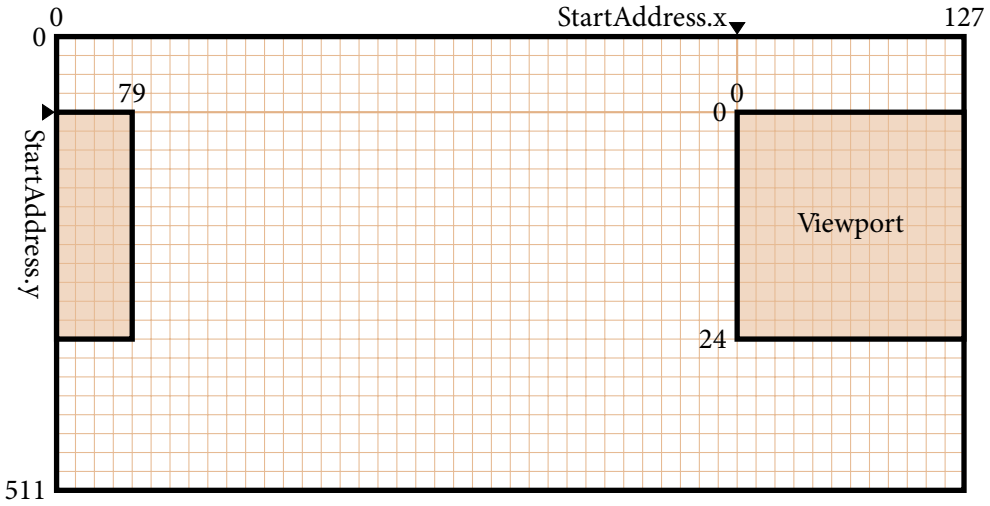

Figure 0.6: Co-ordinates are calculated modulo 128 horizontally, and modulo 512 vertically. Here, the viewport wraps around to the left of the virtual screen, displaying two disjoint sections of the display memory. The viewport also wraps around the bottom, which makes it display four disjoint sections of the virtual screen.

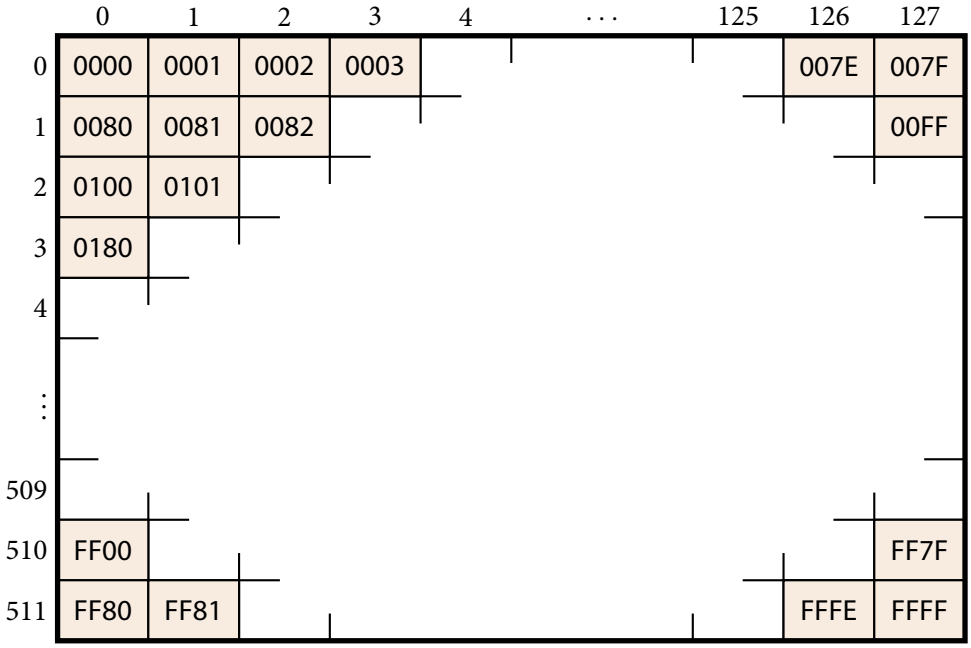

Figure 0.7: Plane organisation and addressing.

Figure 0.8: The 64-colour palette. Each colour swatch is numbered as on the CFT, and includes its X11-style 24-bit hexacedimal RGB triplet for reference. Please note that colours may render slightly differently depending on the medium used. The eight classic video colours are 0 (black), 3 (red), 12 (green), 15 (yellow), 48 (blue), 51 (magenta), 60 (cyan) and 63 (white). There is a four-stage grey ramp with 0 (black), 21 (dark grey), 42 (light grey), 64 (white).