

# CFT

## 16-bit Mini-Computer

Collected schematics of the entire computer and its peripherals

This is a work in progress.

Sheets being worked on are indicated by the 'TODO' frame

Sheet status is indicated here IN RED.

D: Draft  
U: Untested  
T: Initial Testing

### Notes

VCC is +5V unless otherwise indicated.  
All decoupling capacitors are ceramic, 100nF.  
All ICs are through-hole DIP packages.  
All pull-ups and pull-downs are 4.7 kOhm.

Circuits in need of improvement  
are marked like this.

Circuits known to be incorrect  
are marked like this.

### TODO:

- \* Check Signals
- \* Check Decoupling Capacitors
- \* Clean Up Layout
- \* Write & Verify Verilog Model
- \* Check Packages & IC Families
- \* Bill of Materials
- \* DRC

D

Title: cft
Revision: Rev B
Last Change: 4 Mar 2012 16:42:11
Drawn by: Alexios 1/38
Simulation filename: register.v#reg_L
More Info: <a href="http://www.bedroomlan.org/cft">http://www.bedroomlan.org/cft</a>

# CFT Mini-Computer

Clock generation & control, Reset, Power & indicators

The '253 implements a function of CLKEN and FPUSTEP to allow either clocked operation of manual stepping.

$f(\text{CLKEN}, \text{FPUSTEP}) : (\text{CLK}/2, \overline{\text{CLK}}/2)$

$f(0,0) = (0, 1)$

$f(0,1) = (1, 0)$

$f(1,X) = (\text{CLKIN}/2, \overline{\text{CLKIN}}/2)$

NB: CLK/2, CLK/2 and CLK/4, CLK/4 are critical paths.

Clock Control (run/stop/step)

Divide by 2, generate 4 phases

Raw clock is divided by 4 using 2 FF stages

Raw clock Selector MUX

Divide by 2, generate 2 phases

GUARD phase difference selector

74HC00: 7ns delay per gate, 14ns delay per jumper setting

Install exactly ONE jumper.

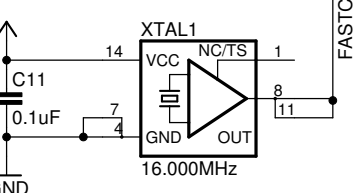
GUARD avoids IBUS contention between processor units of different speed by inhibiting unit decoding immediately before/after CLK rising edges. The delay mechanism will have to be readjusted if the clock speed changes.

Currently, the middle jumper seems right for a 16 MHz raw clock.

Clock Source Selector

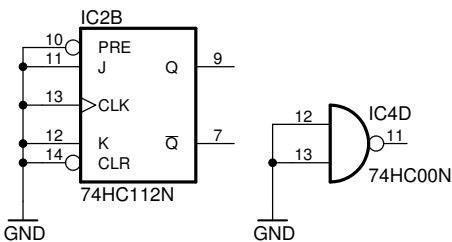
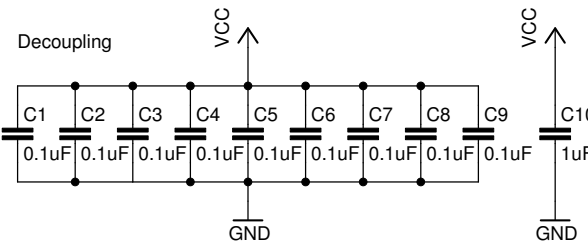
Fast: FPFast=1, FPSLOW=0 (#1)  
Slow 1: FPFast=0, FPSLOW=0 (#0)  
Slow 2: FPFast=0, FPSLOW=1 (#2)  
With no front panel, pull-up/down always selects FASTCLK.

Full-Speed (Fast) Clock Oscillator



Oscillator is 4x system clock speed.  
16 MHz is a hopeful maximum. Testing required.  
Oscillator frequency could drop to 4 MHz if the system is unstable.

Decoupling



TODO:

\* Write & Verify Verilog Model  
\* DRC

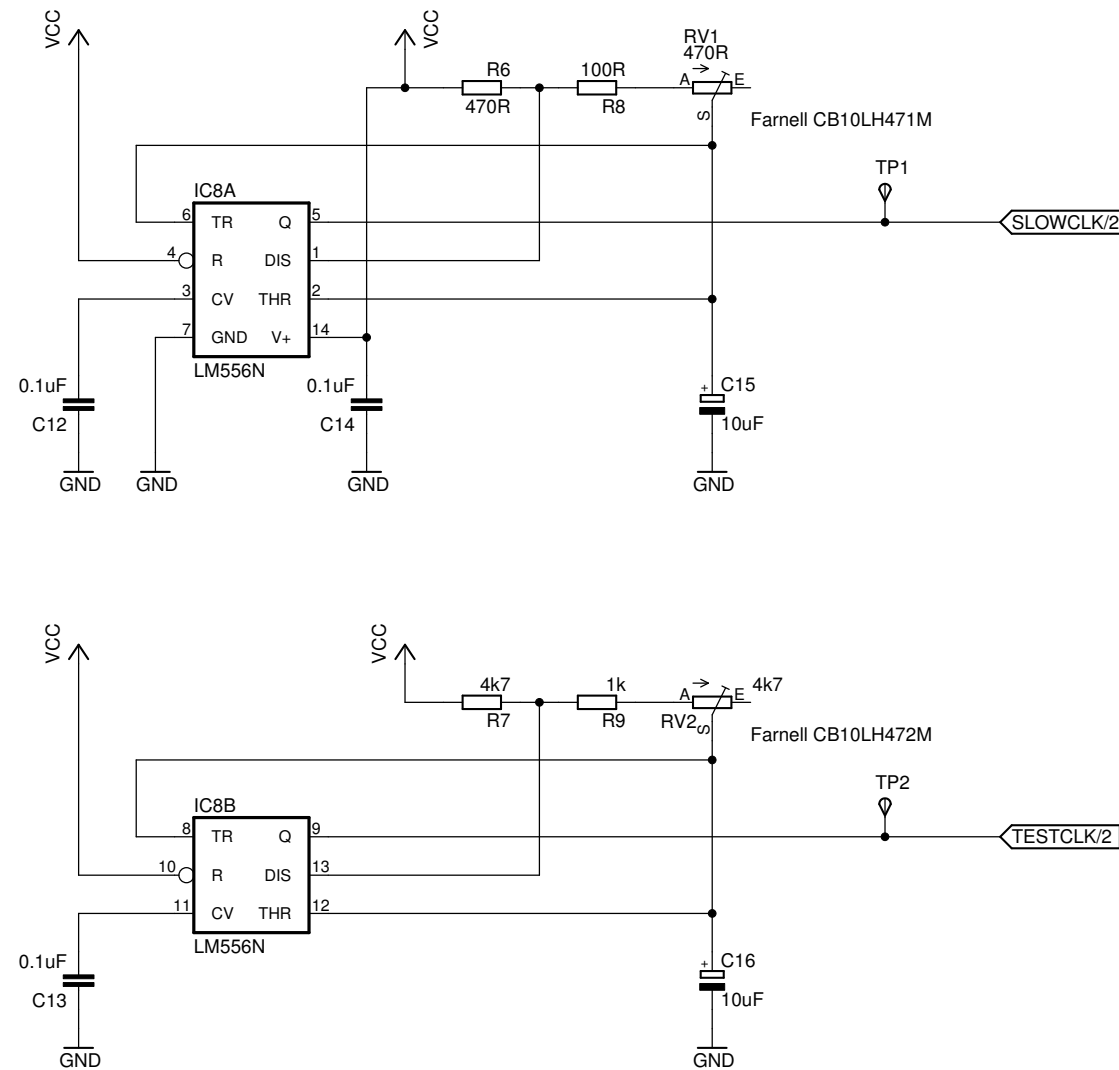
U

Title: cft
Revision: Rev D
Last Change: 4 Mar 2012 16:42:11
Drawn by: Alexios
Simulation filename: clock.v#clock_generator_v3
More Info: <a href="http://www.bedroomlan.org/cft">http://www.bedroomlan.org/cft</a>

# CFT Mini-Computer

Slow Clock Generator

## Slow and Test Clock Generators



TODO: XXXXXXXXXX

\* DRC

U

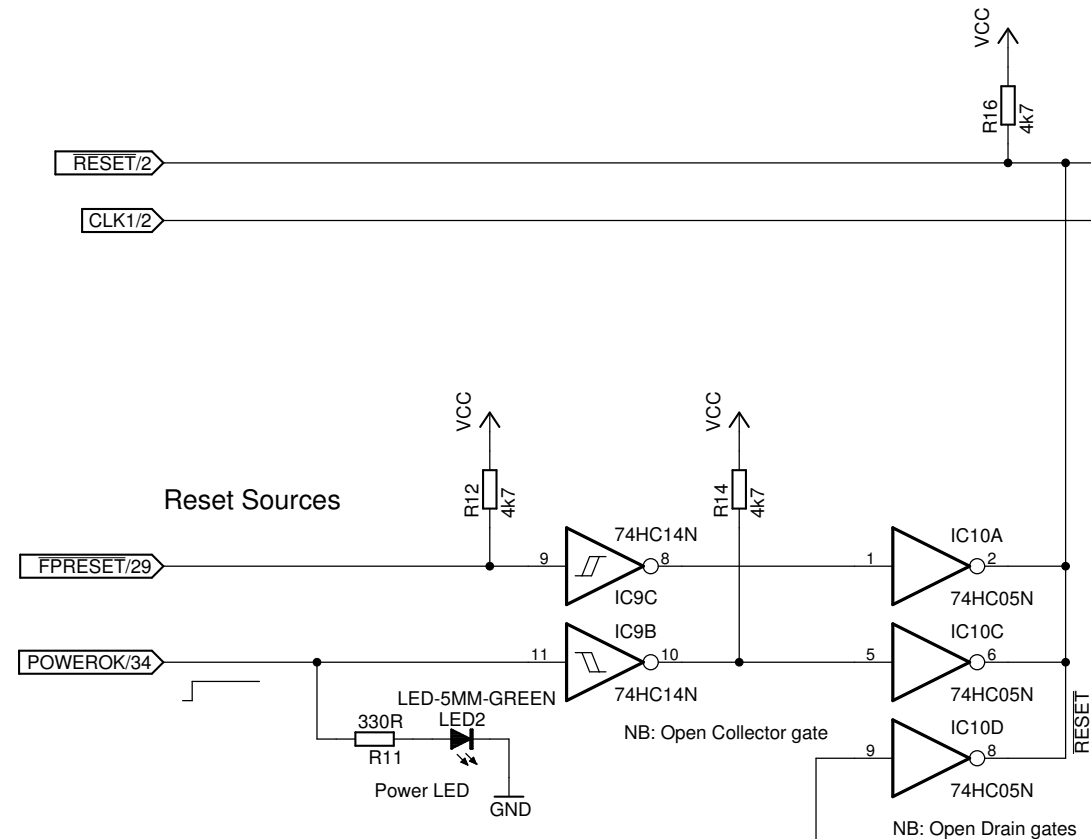
Title: cft	
Revision: Rev D	
Last Change: 4 Mar 2012 16:42:11	
Drawn by: Alexios	3/38
Simulation filename: clock.v#slow_clock_generator	
More Info: <a href="http://www.bedroomlan.org/cft">http://www.bedroomlan.org/cft</a>	

# CFT Mini-Computer

## Reset Handling and Sequencing

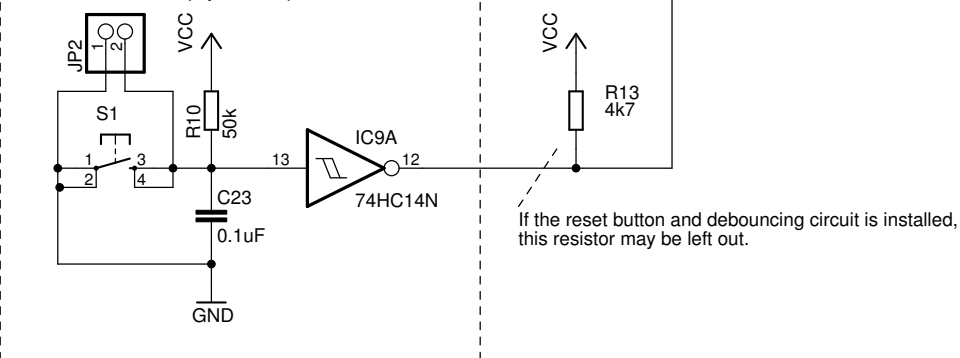
On RESET, the reset timer drives RSTHOLD down for 255 CLK pulses.  
Using a 16 MHz oscillator, this will assert RSTHOLD for 31.875 us.  
Using the slow clock (~400 Hz raw), this will pulse for 1.275 seconds.  
Finally, with the testing clock (~40 Hz raw), RSTHOLD will last 12.75 seconds.  
NB: CLKIN/2 is RAWCLK divided by 2 (obviously).

### Reset Sources

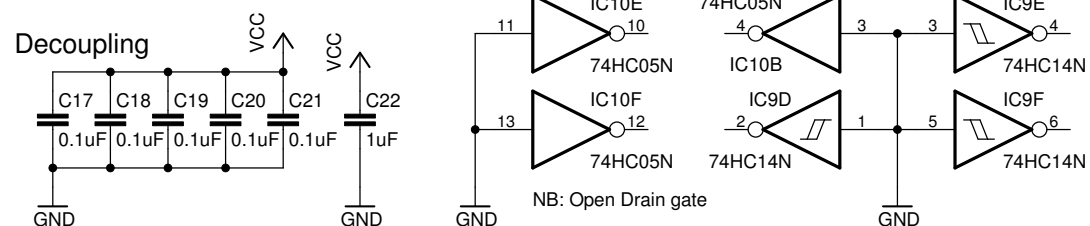


POWEROK comes from the ATX PSU via the front panel.  
The PSU holds POWEROK low at power-up (or during brown-outs), until power stabilises. The computer is expected to reset when POWEROK is low.

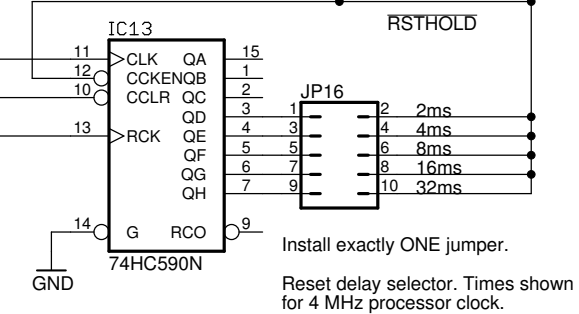
### Reset Button (optional)



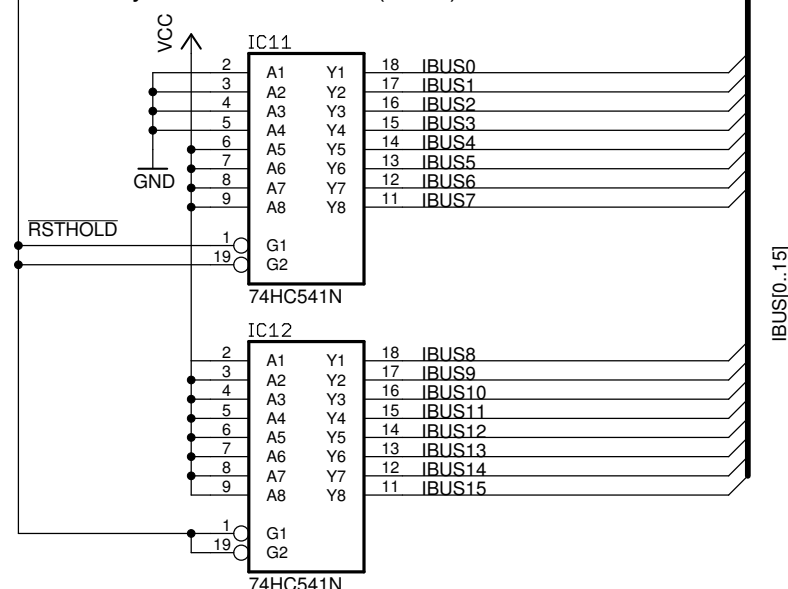
### Decoupling



### Reset timer



### System Reset Vector (FFF0)



Outputs binary 1111'1111'1111'0000 to the IBUS while RSTHOLD is asserted.  
This value is picked up by other units of the processor, including the Program Counter, and becomes the computer's boot address.

TODO:

- \* Write & Verify Verilog Model
- \* DRC

U

Title: cft
Revision: Rev D
Last Change: 4 Mar 2012 16:42:11
Drawn by: Alexios 4/38
Simulation filename: reset.v
More Info: <a href="http://www.bedroomlan.org/cft">http://www.bedroomlan.org/cft</a>

# CFT Mini-Computer

Microcode Sequencer

## Notes

32k x 8 (2x256) ICs required for Microcode v4.  
512k x 8 ICs are cheaper and easier to come by, though,  
so this schematic uses these. Smaller ICs can be substituted.

ROMs to be socketed for easy reprogramming.

Use 70ns or 50ns chips.

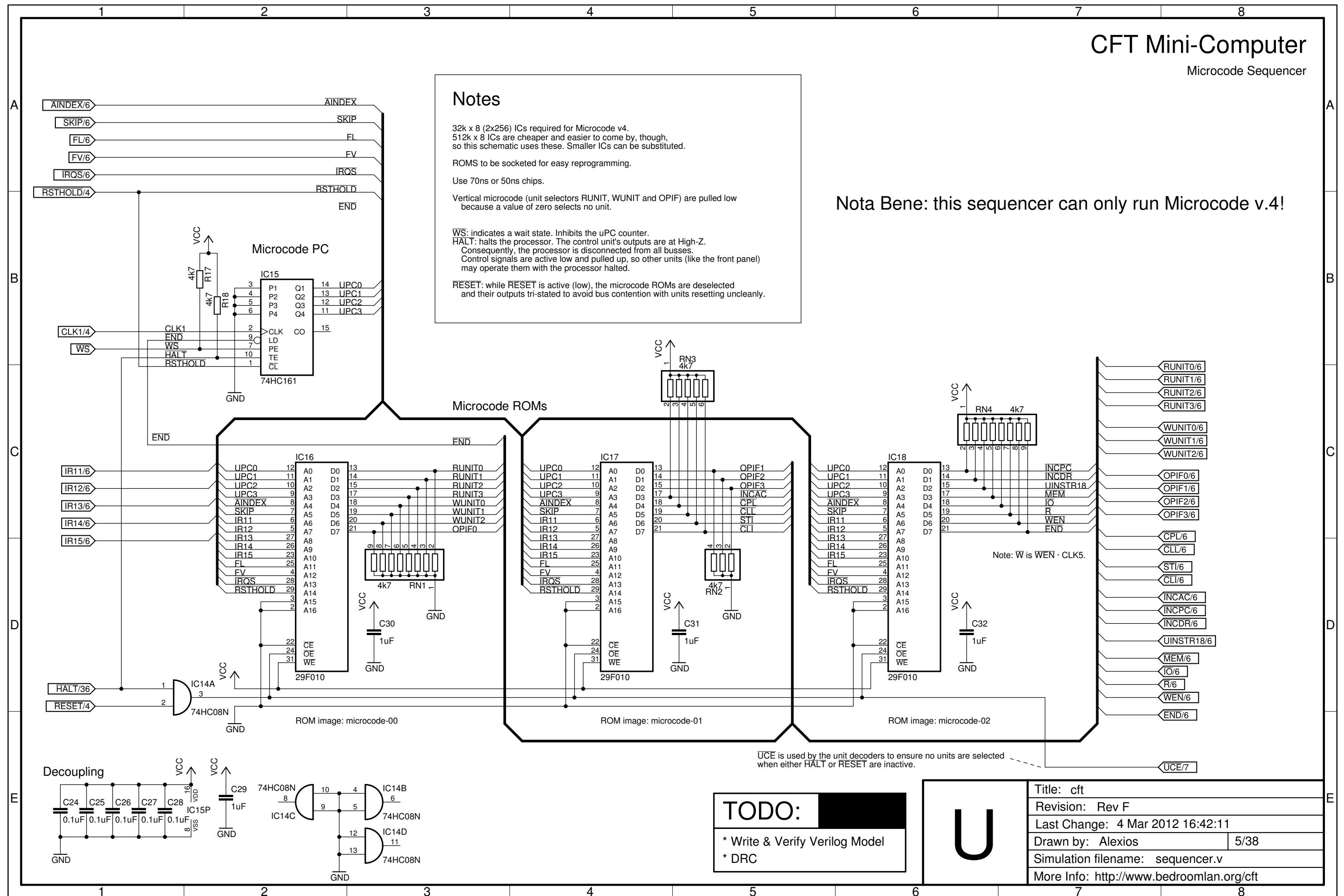
Vertical microcode (unit selectors RUNIT, WUNIT and OPIF) are pulled low  
because a value of zero selects no unit.

WS: indicates a wait state. Inhibits the uPC counter.  
HALT: halts the processor. The control unit's outputs are at High-Z.  
Consequently, the processor is disconnected from all busses.  
Control signals are active low and pulled up, so other units (like the front panel)  
may operate them with the processor halted.

RESET: while RESET is active (low), the microcode ROMs are deselected  
and their outputs tri-stated to avoid bus contention with units resetting uncleanly.

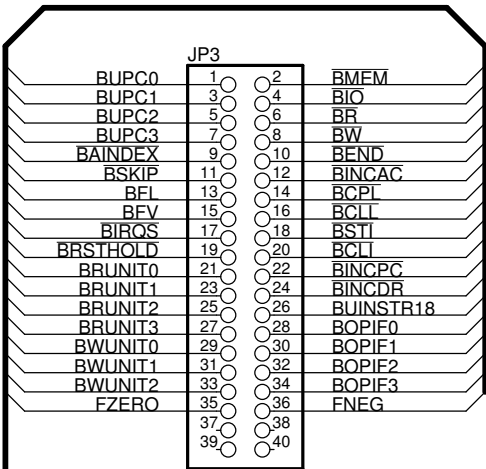
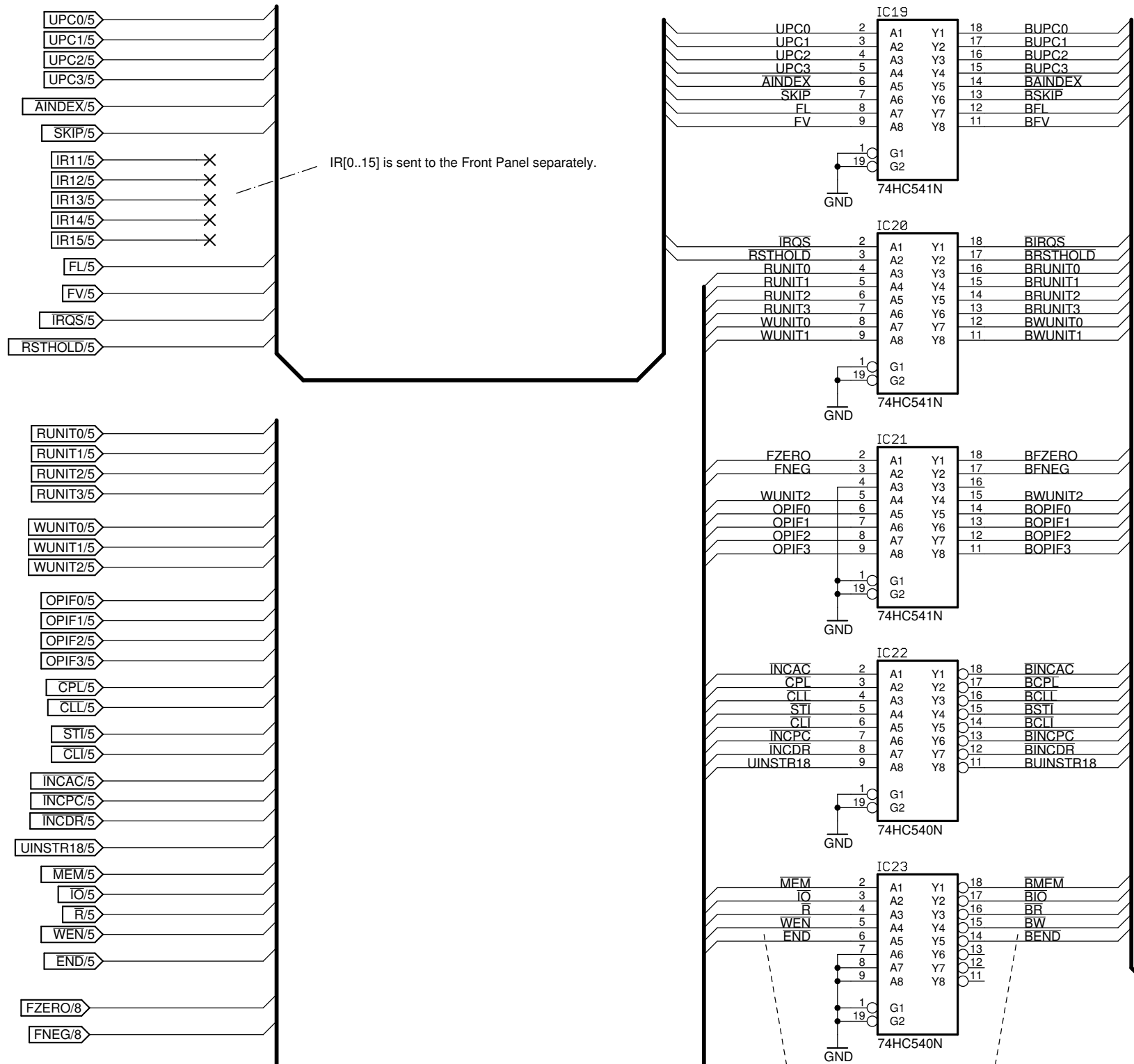
Nota Bene: this sequencer can only run Microcode v.4!

## Microcode ROMs



# CFT Mini-Computer

Microcode Sequencer Front Panel Connections



TODO:

\* DRC

U

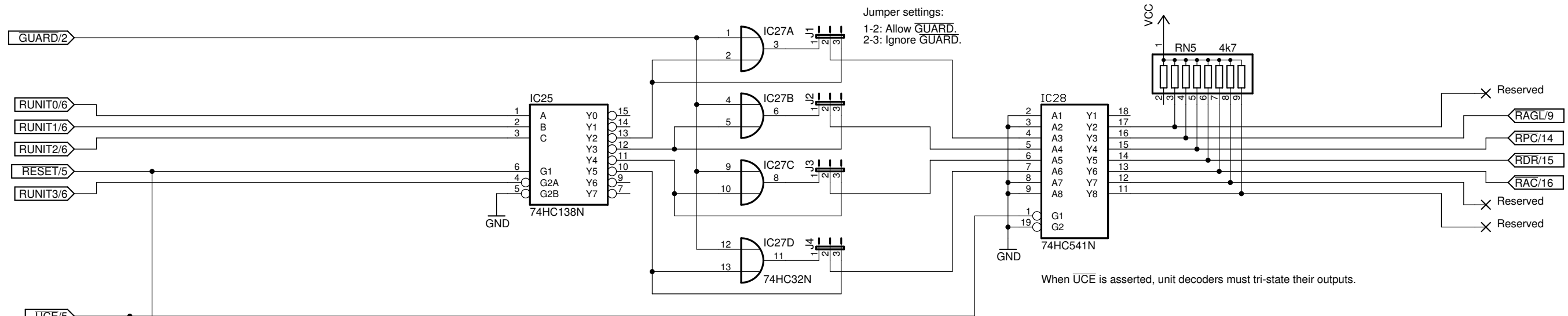
Title: cft  
Revision: Rev F  
Last Change: 4 Mar 2012 16:42:11  
Drawn by: Alexios 6/38  
Simulation filename: N/A  
More Info: <http://www.bedroomlan.org/cft>

Note: BW is really the buffered version of WEN, but the WEN strobe counter-intuitive.

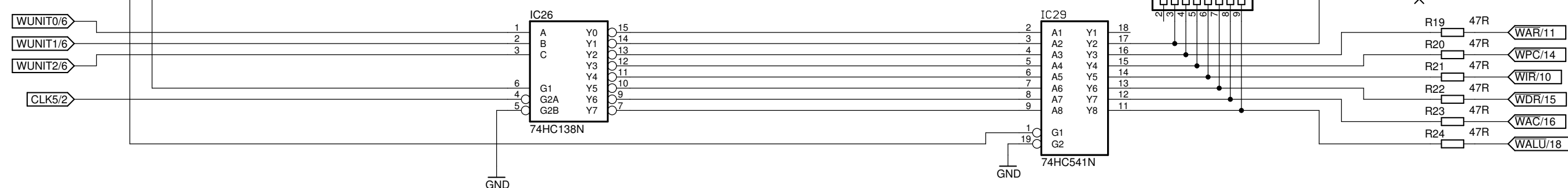
# CFT Mini-Computer

Read & Write Unit Decoding

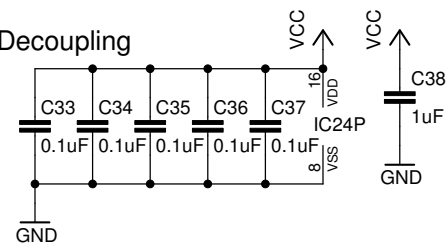
## Read Unit Decoder (partial)



## Write Unit Decoder



## Decoupling



## Write Unit Decoder:

000 = Idle  
001 = Reserved  
010 = Write AR (WAR)  
011 = Write PC (WPC)  
100 = Write IR (WIR)  
101 = Write DR (WDR)  
110 = Write AC & ALU Port A (WAC)  
110 = Write ALU Port B (WALU)  
111 = Reserved

RUNIT is decoded partially: only 0xxx values are decoded here.  
ALU Operation decoding (RUNIT=1xxx) is done on the ALU board.

0000 = Idle  
0001 = Reserved  
0010 = Read from AGL (RAGL)  
0011 = Read from PC (RPC)  
0100 = Read from DR (RDR)  
0101 = Read from AC (RAC)  
0110 = Reserved  
0111 = Reserved  
1XXX = ALU operation or Constant

TODO:

\* Write & Verify Verilog Model  
\* DRC

U

Title: cft  
Revision: Rev F  
Last Change: 4 Mar 2012 16:42:11  
Drawn by: Alexios 7/38  
Simulation filename: unit\_decoder.v  
More Info: <http://www.bedroomlan.org/cft>

# CFT Mini-Computer

Skip/Branch Logic

A

B

C

D

E

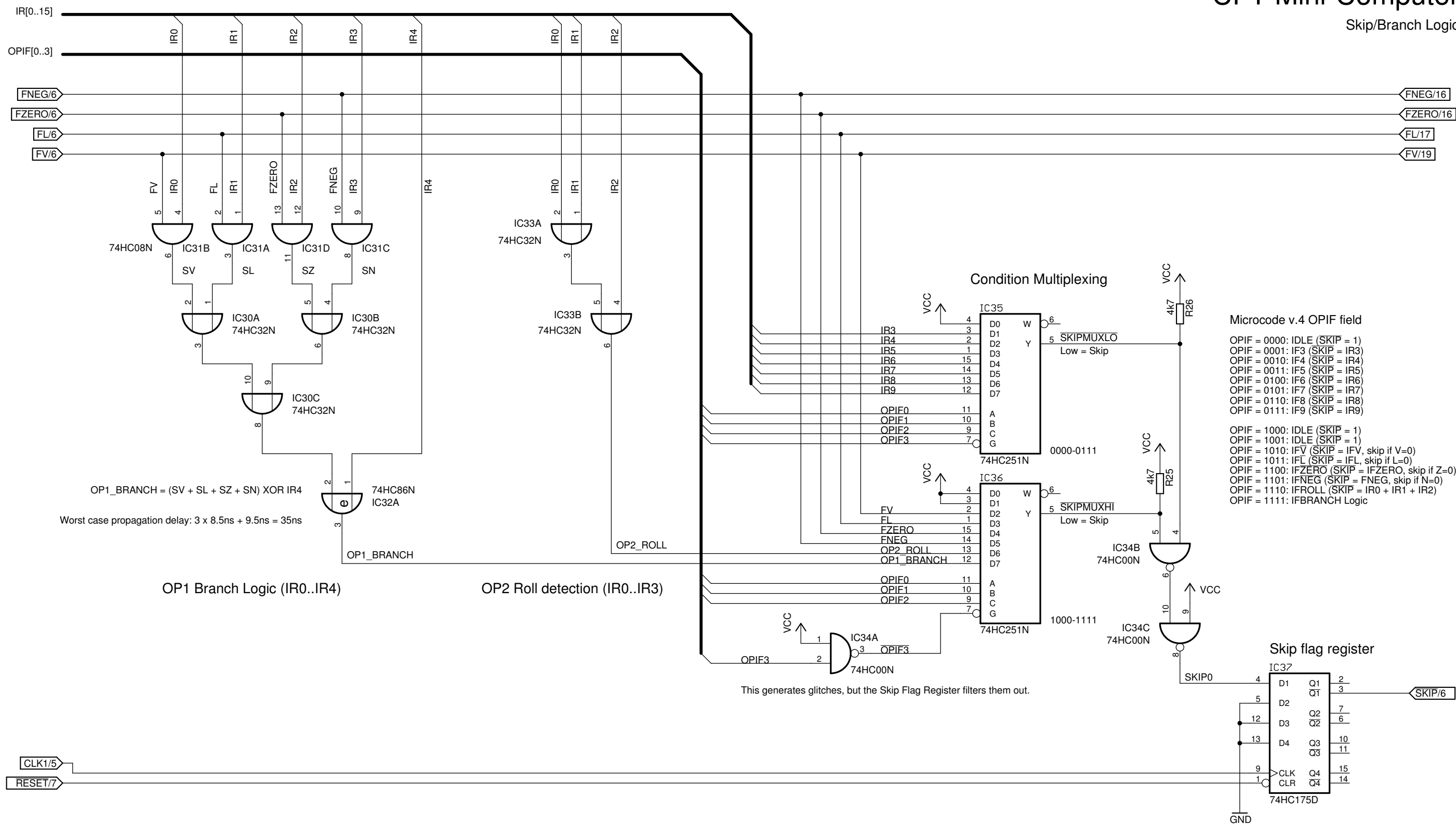
A

B

C

D

E



TODO:

\* DRC

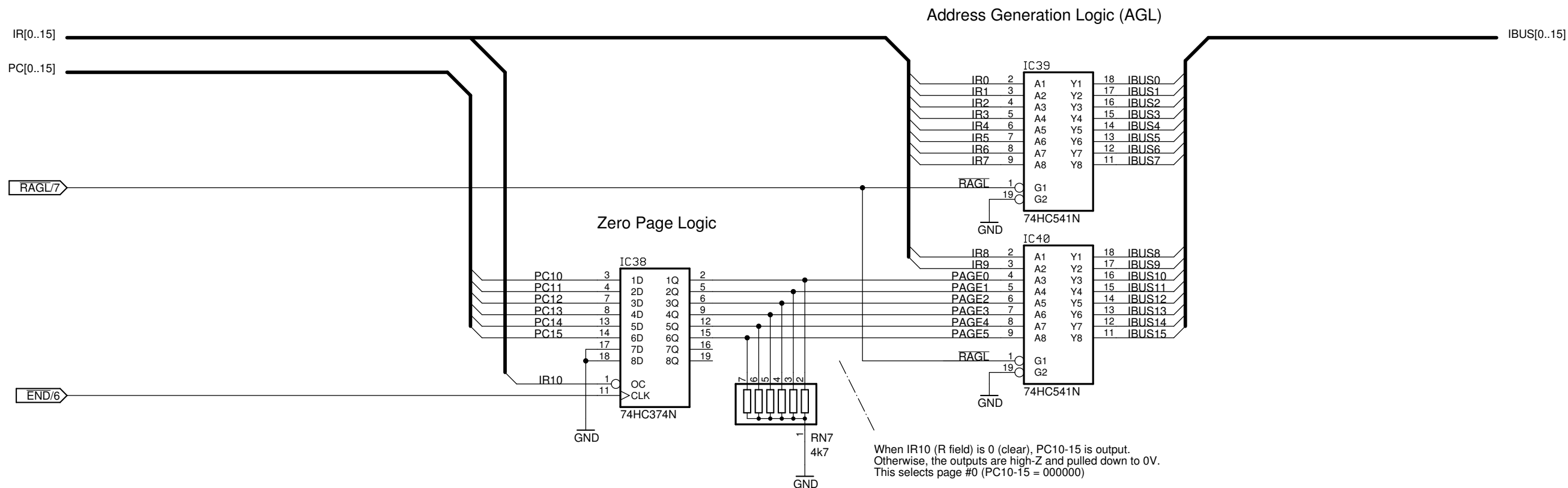
U

Title: cft  
Revision: Rev F  
Last Change: 4 Mar 2012 16:42:11  
Drawn by: Alexios 8/38  
Simulation filename: skip\_unit.v  
More Info: <http://www.bedroomlan.org/cft>



# CFT Mini-Computer

Address Generation Logic



## Notes

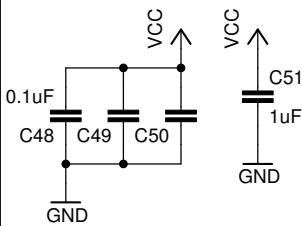
The value of the PC is clocked into the D-Flip Flop on the rising edge of **END**. At that point, the PC holds the value of the instruction about to be fetched.

If this registering doesn't take place, by the time the AGL is read, the PC will have been incremented (at the end of the fetch cycle), and pointing to the next instruction.

Thus, the AGL would generate addresses for PC+1. This works as the user expects for the first 1023 page offsets, and fails on the 1024th, where the AGL produces an address for the next page.

This would make programming with page-relative modes much less intuitive.

## Decoupling



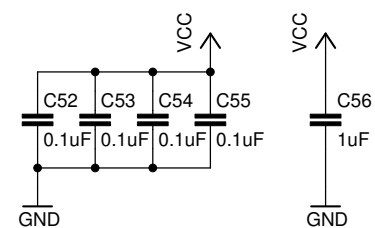
TODO:

\* DRC

U

Title: cft  
Revision: Rev B  
Last Change: 4 Mar 2012 16:42:11  
Drawn by: Alexios 9/38  
Simulation filename: agl.v  
More Info: <http://www.bedroomlan.org/cft>

## Instruction Register

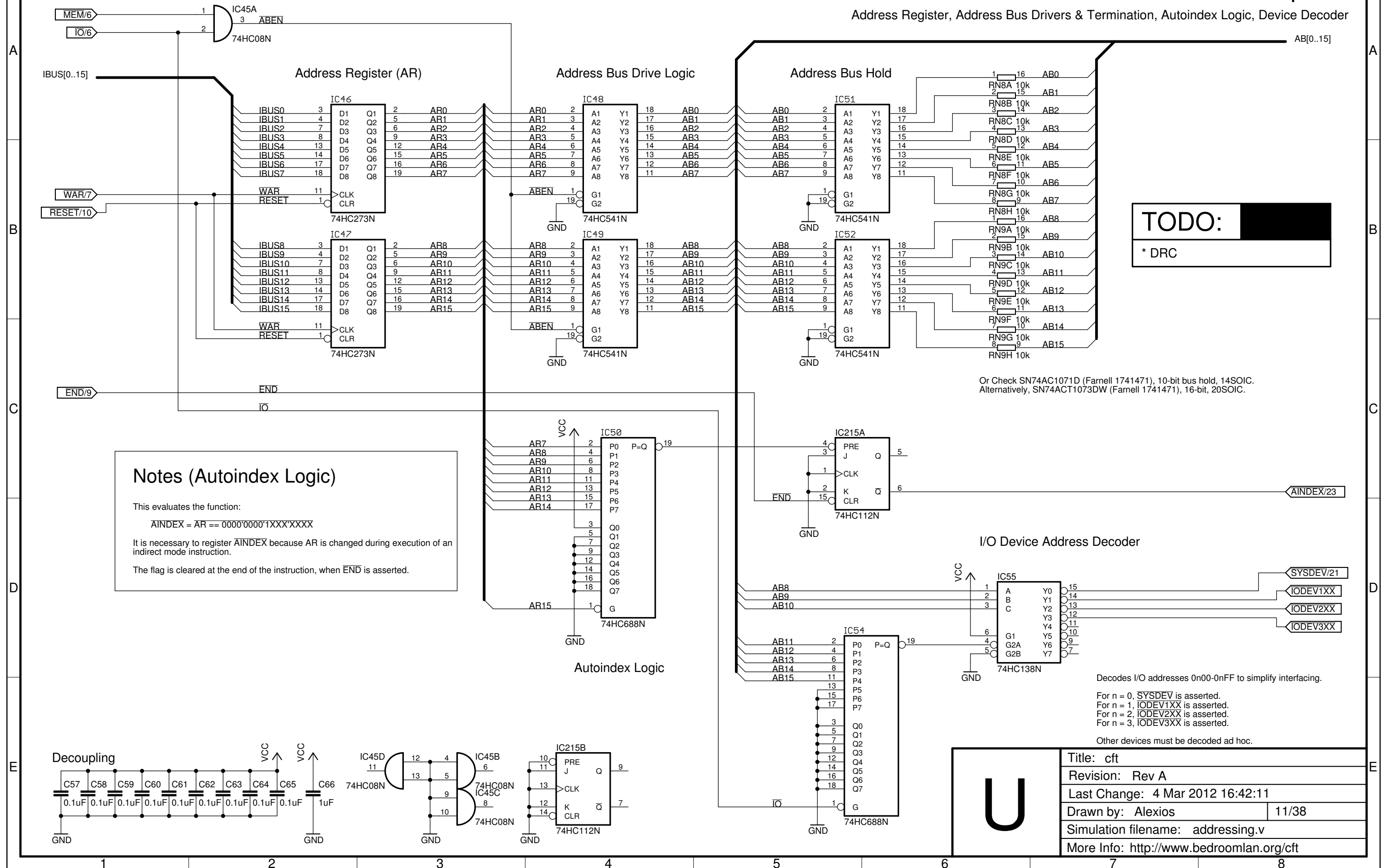


U

Title: cft	
Revision: Rev B	
Last Change: 4 Mar 2012 16:42:11	
Drawn by: Alexios	10/38
Simulation filename: ir.v	
More Info: <a href="http://www.bedroomlan.org/cft">http://www.bedroomlan.org/cft</a>	

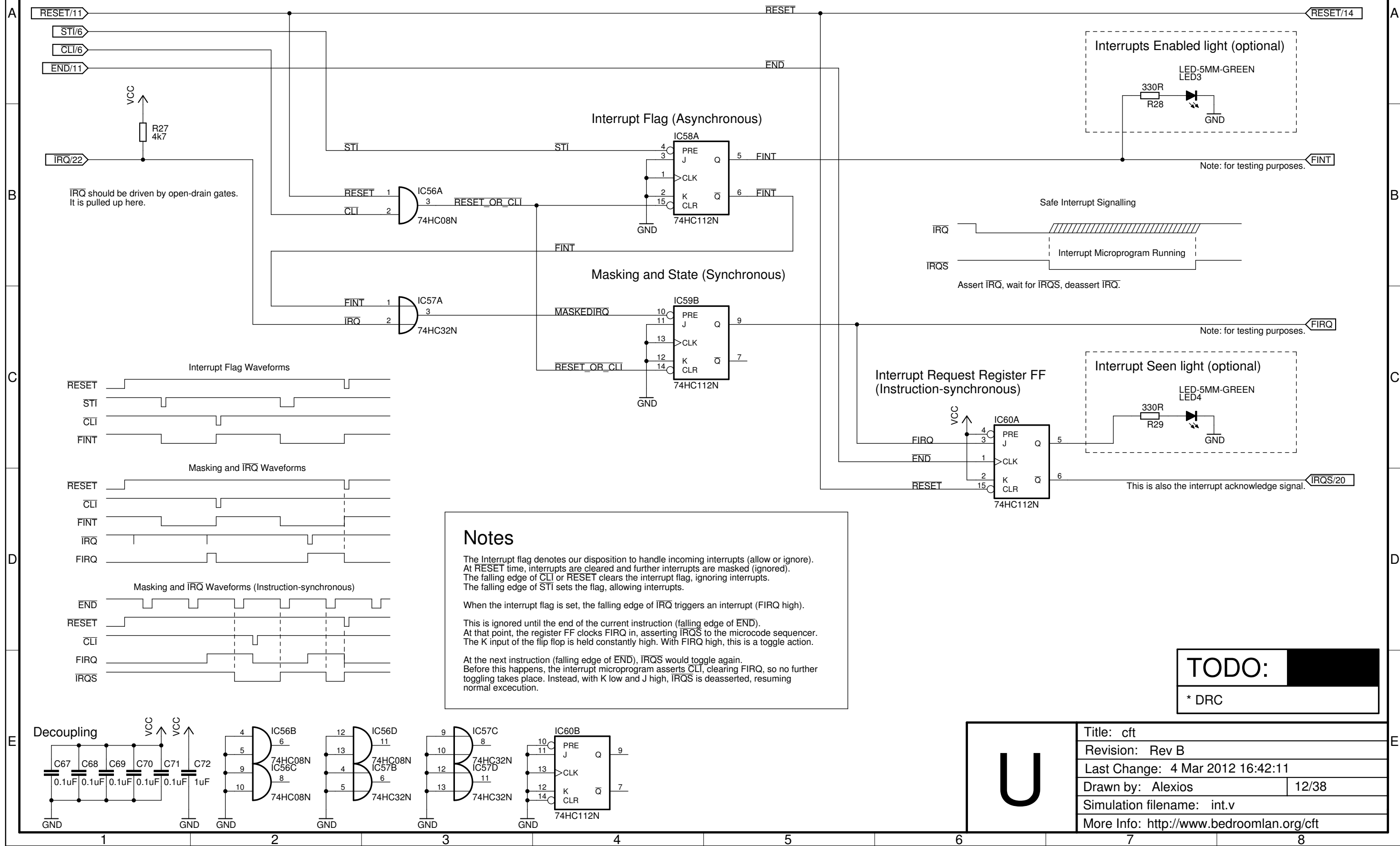
## CFT Mini-Computer

Address Register, Address Bus Drivers &amp; Termination, Autoindex Logic, Device Decoder



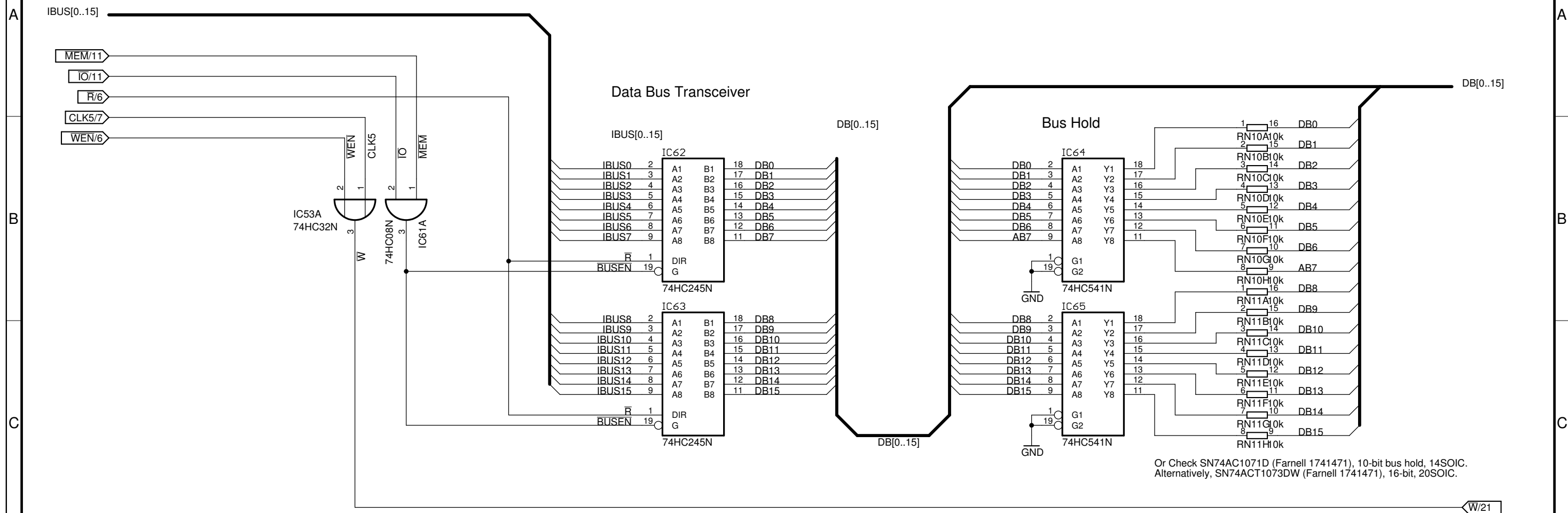
# CFT Mini-Computer

Interrupt State Machine

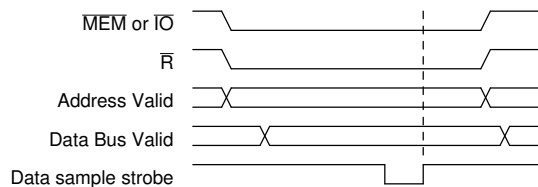


# CFT Mini-Computer

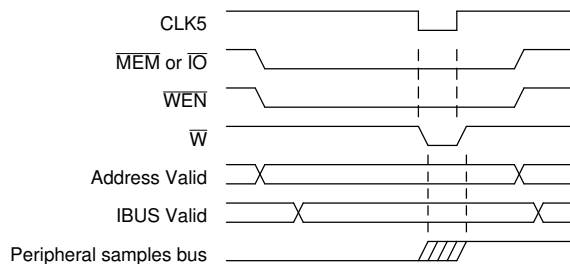
Data Bus Driver & Bus Termination



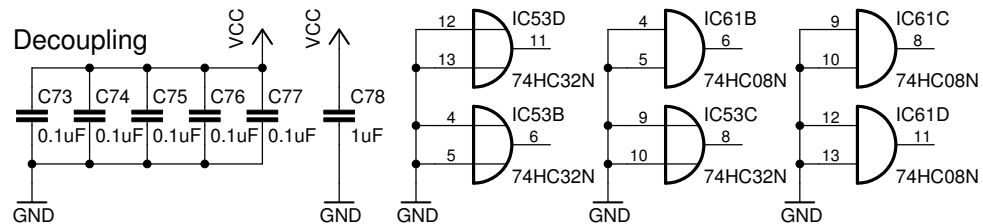
Memory or I/O Space Read Waveforms



Memory or I/O Space Write Waveforms



## Decoupling



TODO:

\* DRC

U

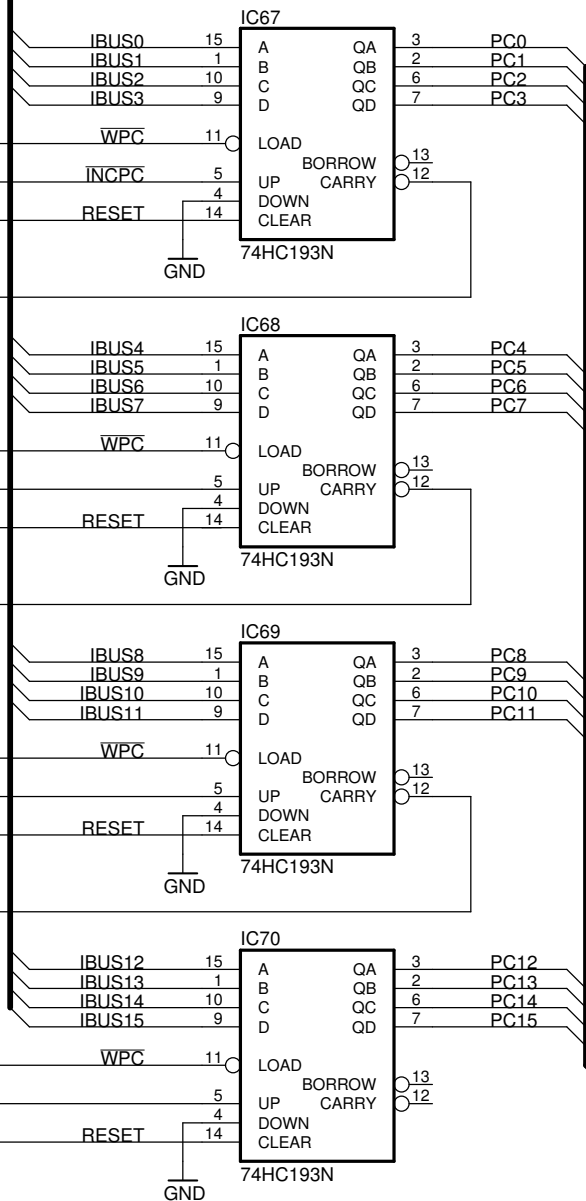
Title: cft  
Revision: Rev B  
Last Change: 4 Mar 2012 16:42:11  
Drawn by: Alexios 13/38  
Simulation filename: control\_unit.v  
More Info: <http://www.bedroomlan.org/cft>

# CFT Mini-Computer

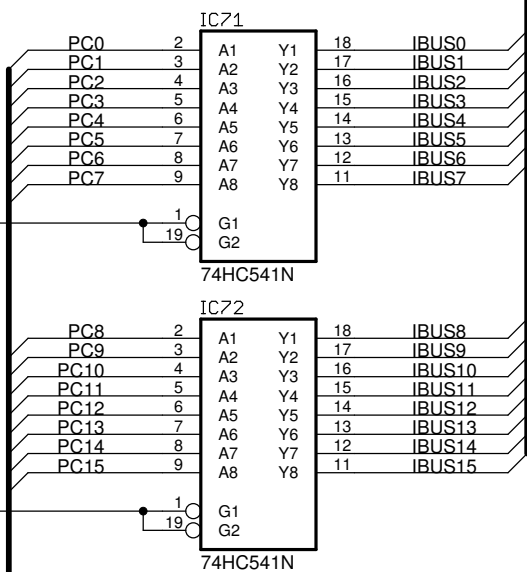
Major Registers: Program Counter (PC)

NB: this is RESET inverted, fed to all 3 major registers' CLEAR signals ('193).

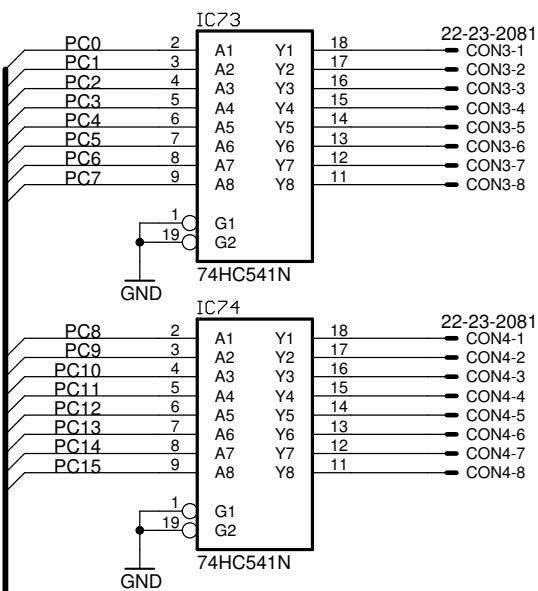
## Register & Increment



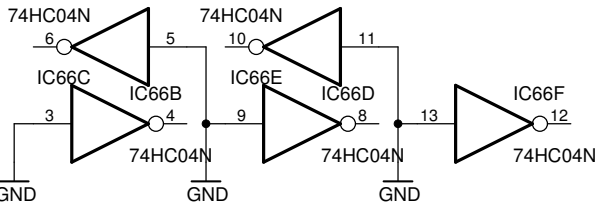
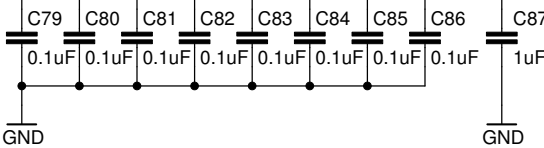
## Tri-State Buffering



## Front Panel Buffers & Connectors



## Decoupling



TODO:

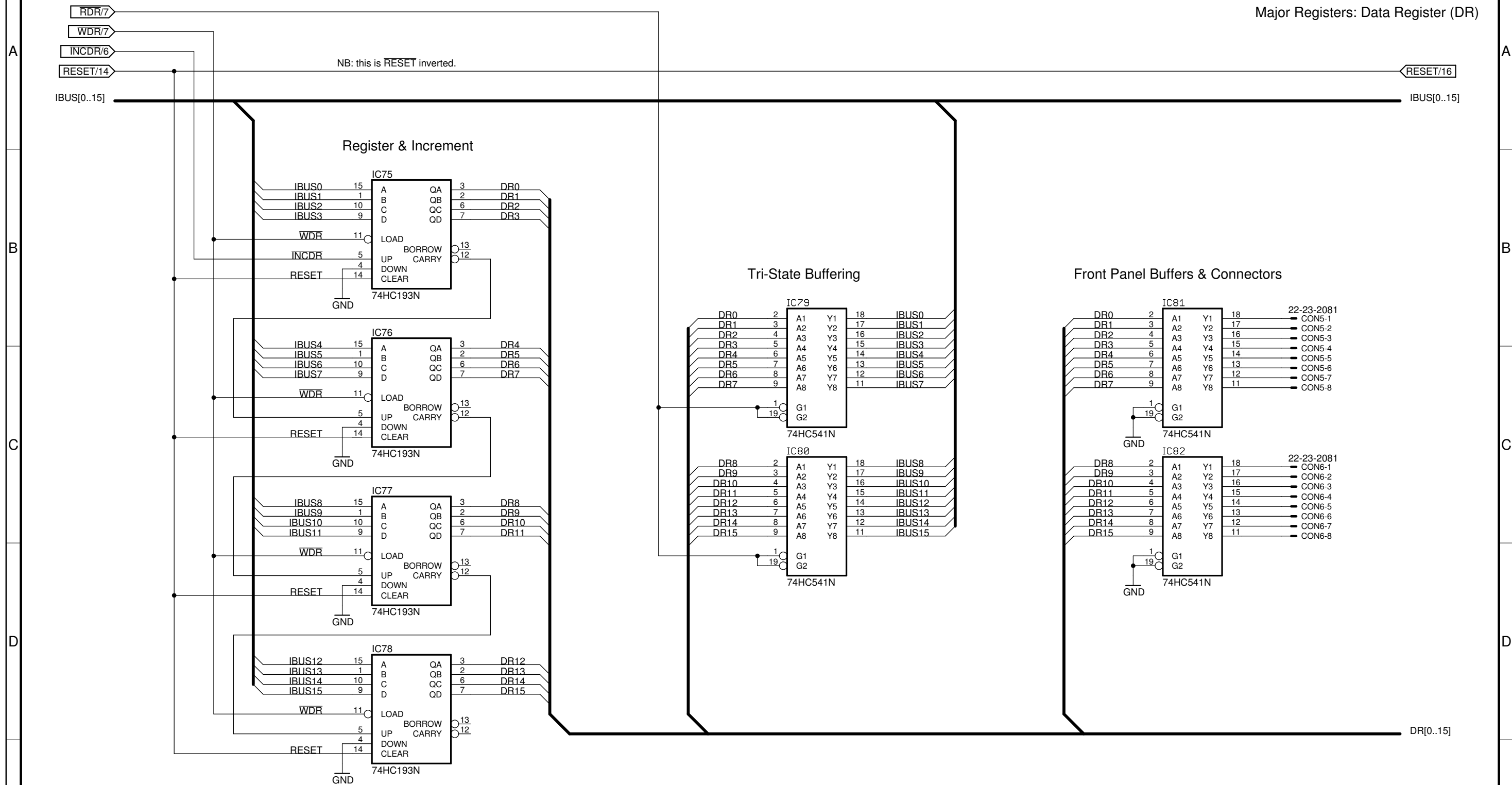
\* DRC

U

Title: cft
Revision: Rev B
Last Change: 4 Mar 2012 16:42:11
Drawn by: Alexios
Simulation filename: register.v#reg_pc
More Info: <a href="http://www.bedroomlan.org/cft">http://www.bedroomlan.org/cft</a>

# CFT Mini-Computer

Major Registers: Data Register (DR)



TODO:

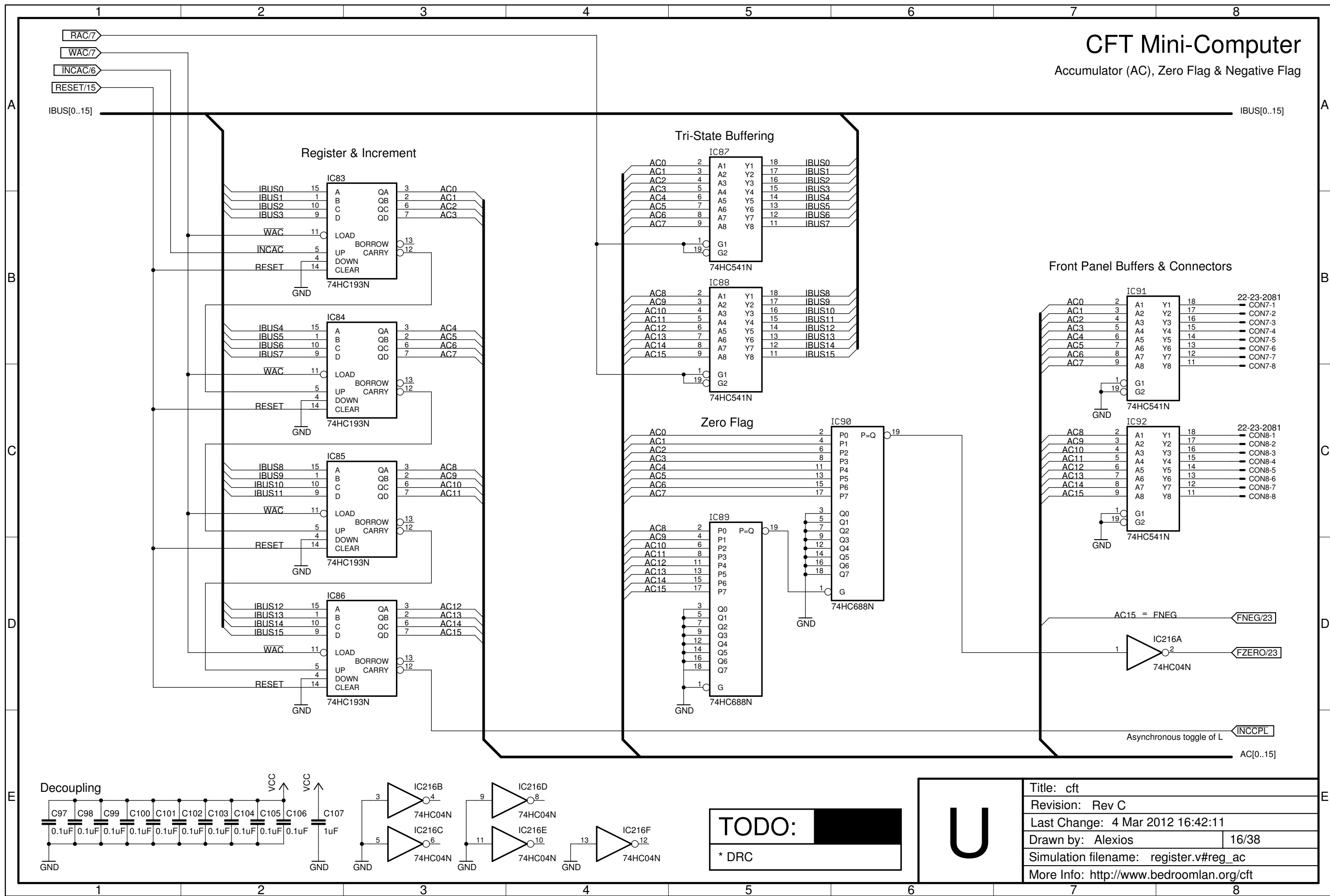
\* DRC

U

Title: cft  
Revision: Rev C  
Last Change: 4 Mar 2012 16:42:11  
Drawn by: Alexios 15/38  
Simulation filename: register.v#reg\_dr  
More Info: <http://www.bedroomlan.org/cft>

# CFT Mini-Computer

Accumulator (AC), Zero Flag & Negative Flag





# CFT Mini-Computer

The L Register



L Register (D flip flop with toggle and reset)

Clears when  $\overline{\text{CLL}}$  or RESET asserted.

## Notes

Clock is the falling edge of CLK5 (the 'write' clock), so all inputs have had time to settle.

Since FLTADD is registered on the rising edge of CLK5, this implies that ADD carry out will toggle L one clock period after the addition itself.

Clear sources (asynchronous):

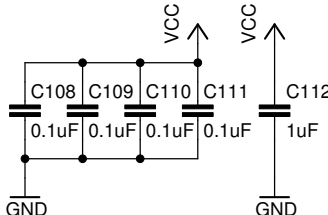
$\overline{\text{CLL}}$  resets it (L=0)  
RESET resets it. (L=0)

Data out from a roll instruction sets the L register explicitly when L\_LATCH is high.

Toggle Sources (synchronous, to avoid glitches):

ALU carry out (FLD)  
CPL toggles it (L=L)

## Decoupling



TODO:

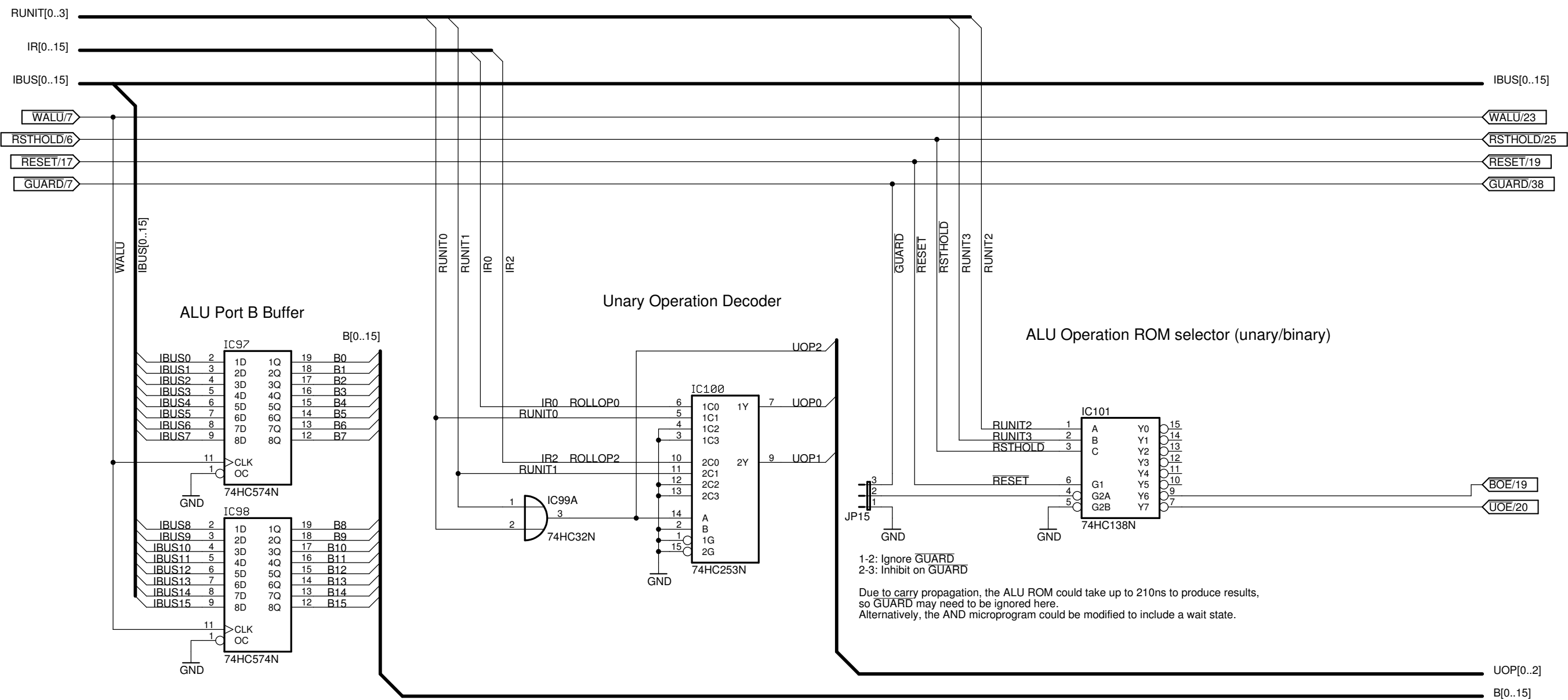
\* DRC

U

Title: cft
Revision: Rev B
Last Change: 4 Mar 2012 16:42:11
Drawn by: Alexios 17/38
Simulation filename: register.v#reg_L
More Info: <a href="http://www.bedroomlan.org/cft">http://www.bedroomlan.org/cft</a>

# CFT Mini-Computer

Arithmetic/Logic Unit: Decoding Logic

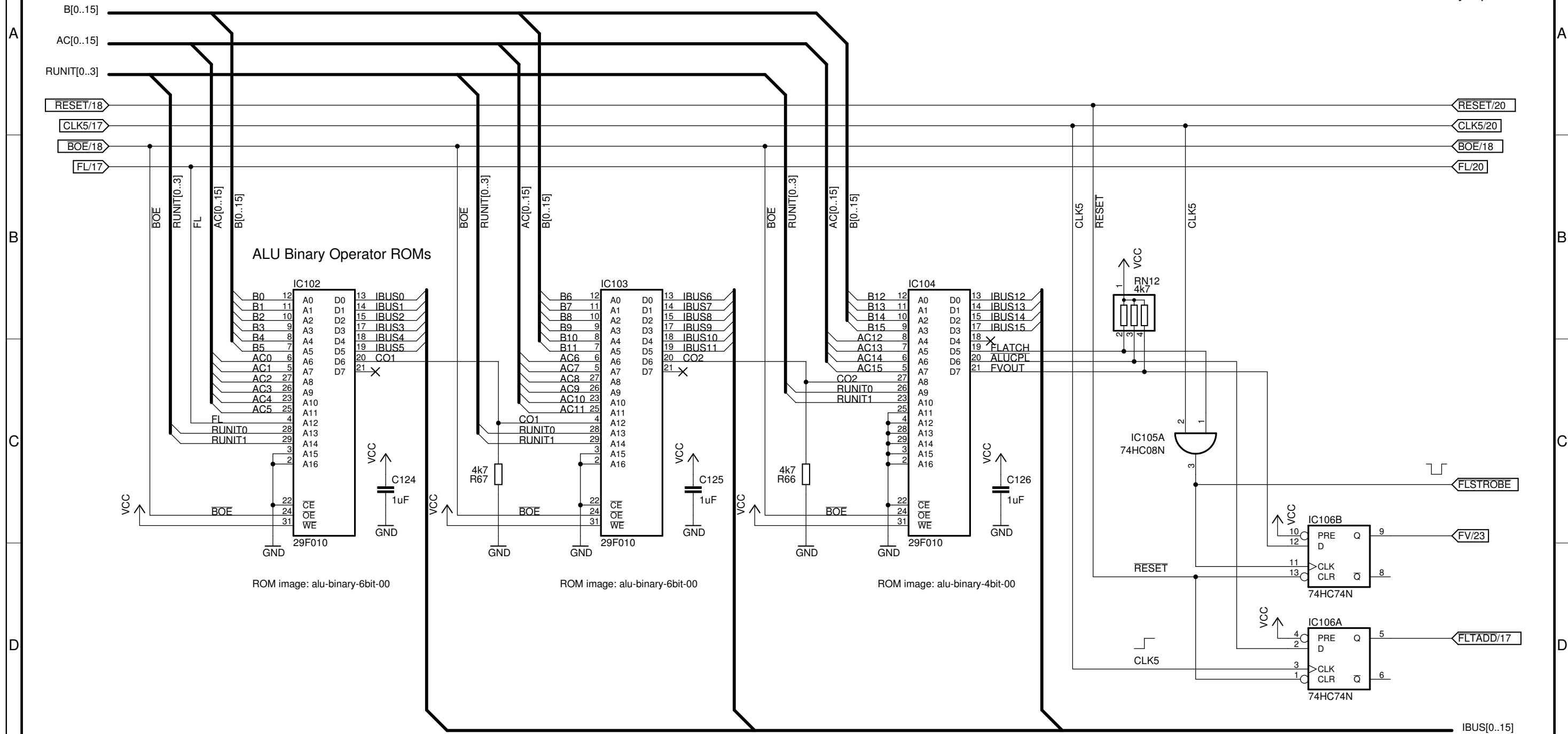


U

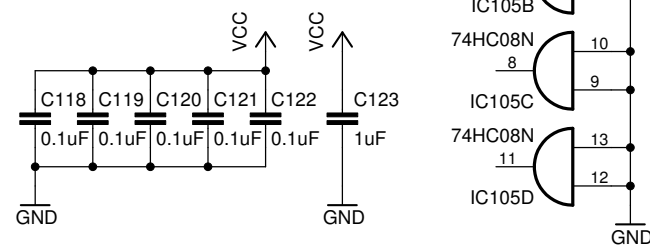
Title: cft	
Revision: Rev B	
Last Change: 4 Mar 2012 16:42:11	
Drawn by: Alexios	18/38
Simulation filename: alu.v	
More Info: <a href="http://www.bedroomlan.org/cft">http://www.bedroomlan.org/cft</a>	

# CFT Mini-Computer

ALU Binary Operators



Decoupling



TODO:

\* DRC

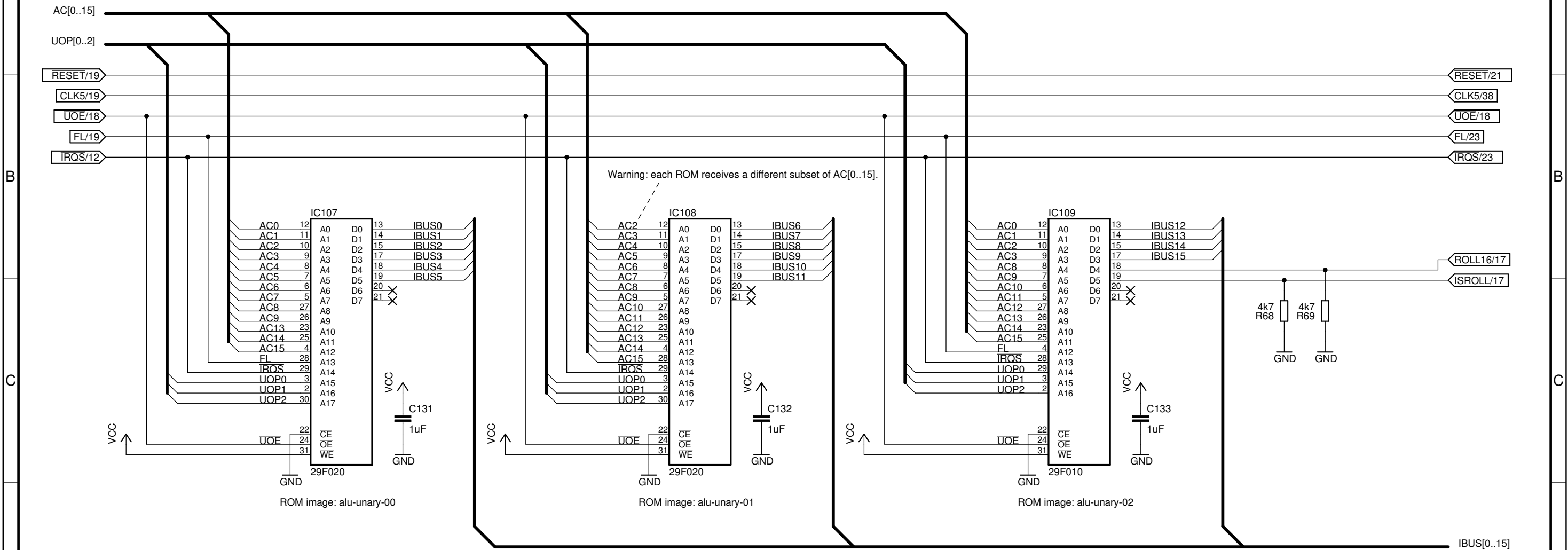
U

Title: cft  
Revision: Rev A  
Last Change: 4 Mar 2012 16:42:11  
Drawn by: Alexios 19/38  
Simulation filename: alu.v  
More Info: <http://www.bedroomlan.org/cft>

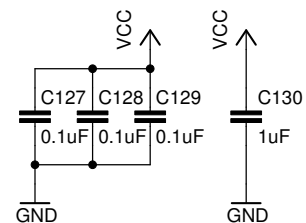
# CFT Mini-Computer

ALU Unary Operators and Constant Store

## Unary Operations and Constant Store



### Decoupling



### Notes

ROMs to be socketed for easy re-programming.

TODO:

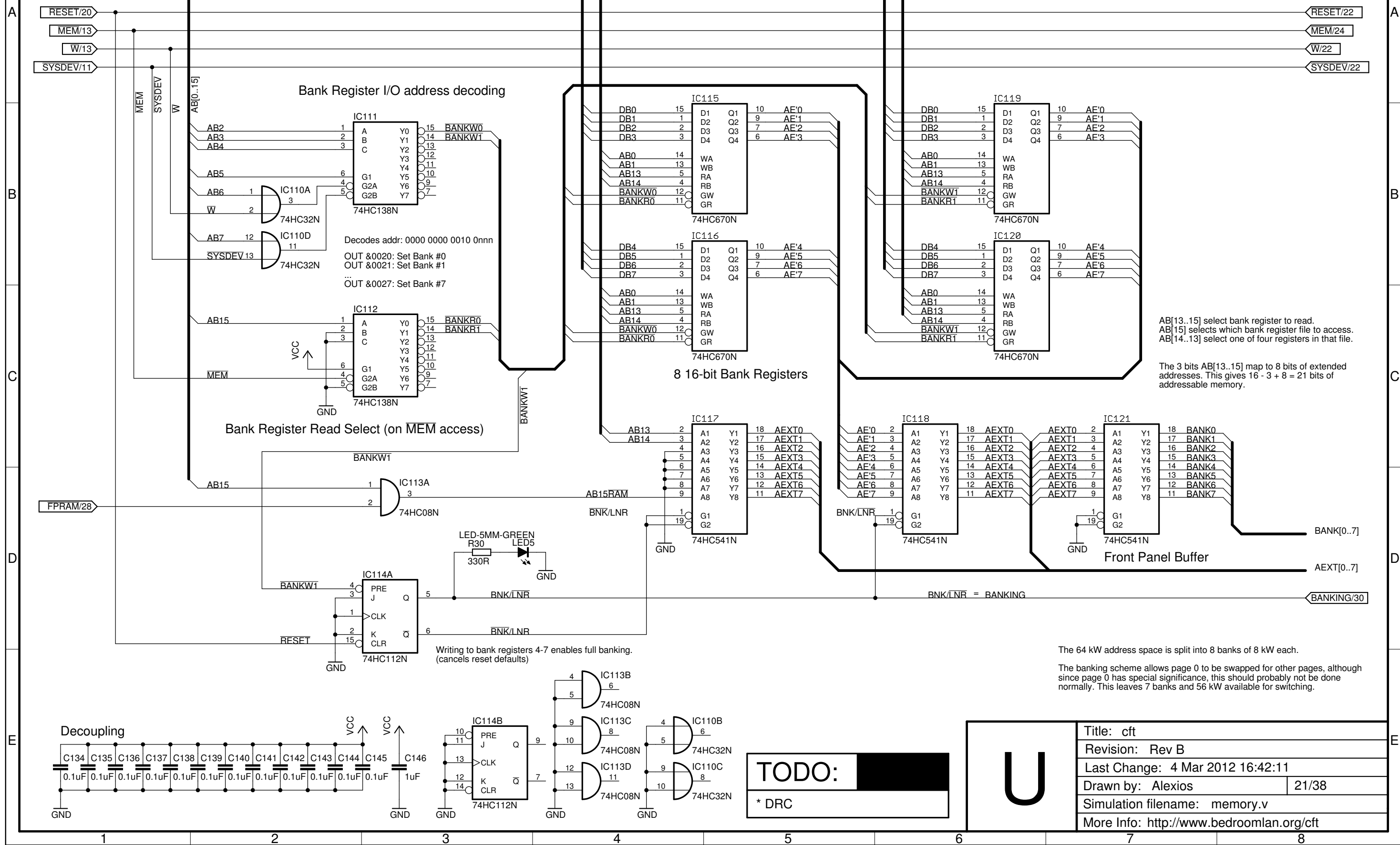
\* DRC

U

Title: cft	
Revision: Rev B	
Last Change: 4 Mar 2012 16:42:11	
Drawn by: Alexios	20/38
Simulation filename: alu.v	
More Info: <a href="http://www.bedroomlan.org/cft">http://www.bedroomlan.org/cft</a>	

# CFT Mini-Computer

8 kW Bank Switching Memory Controller

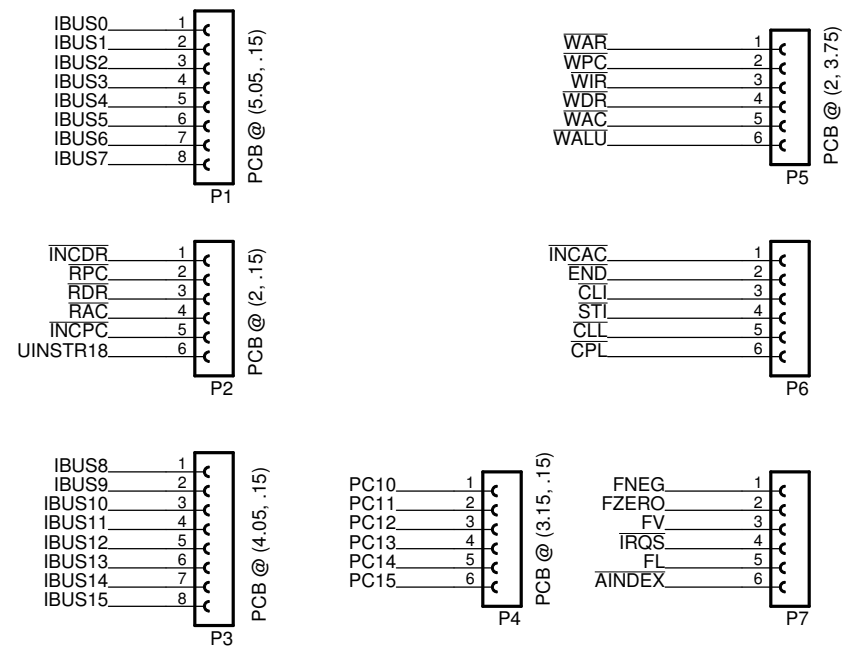




## CFT Mini-Computer

## Control Bus Connectors

## Control Bus Connectors



## Notes

This is only useful for building the processor on separate cards.

U

Title:	cft
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Revision: Rev H

Last Change: 4 Mar 2012 16:42:11

Drawn by: Alexios

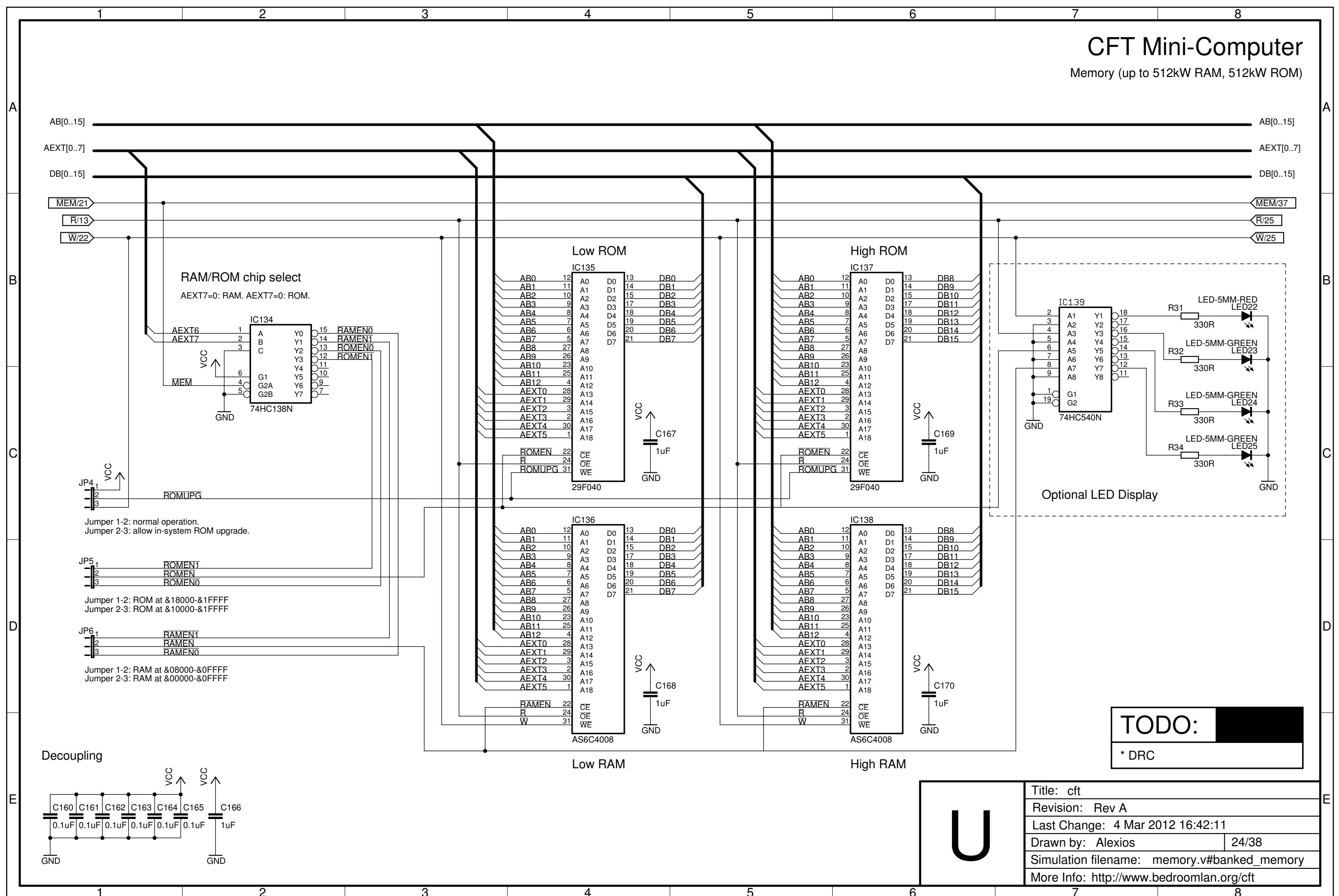
23/38

Simulation filename: N/A

More Info: <http://www.bedroomlan.org/cft>

# CFT Mini-Computer

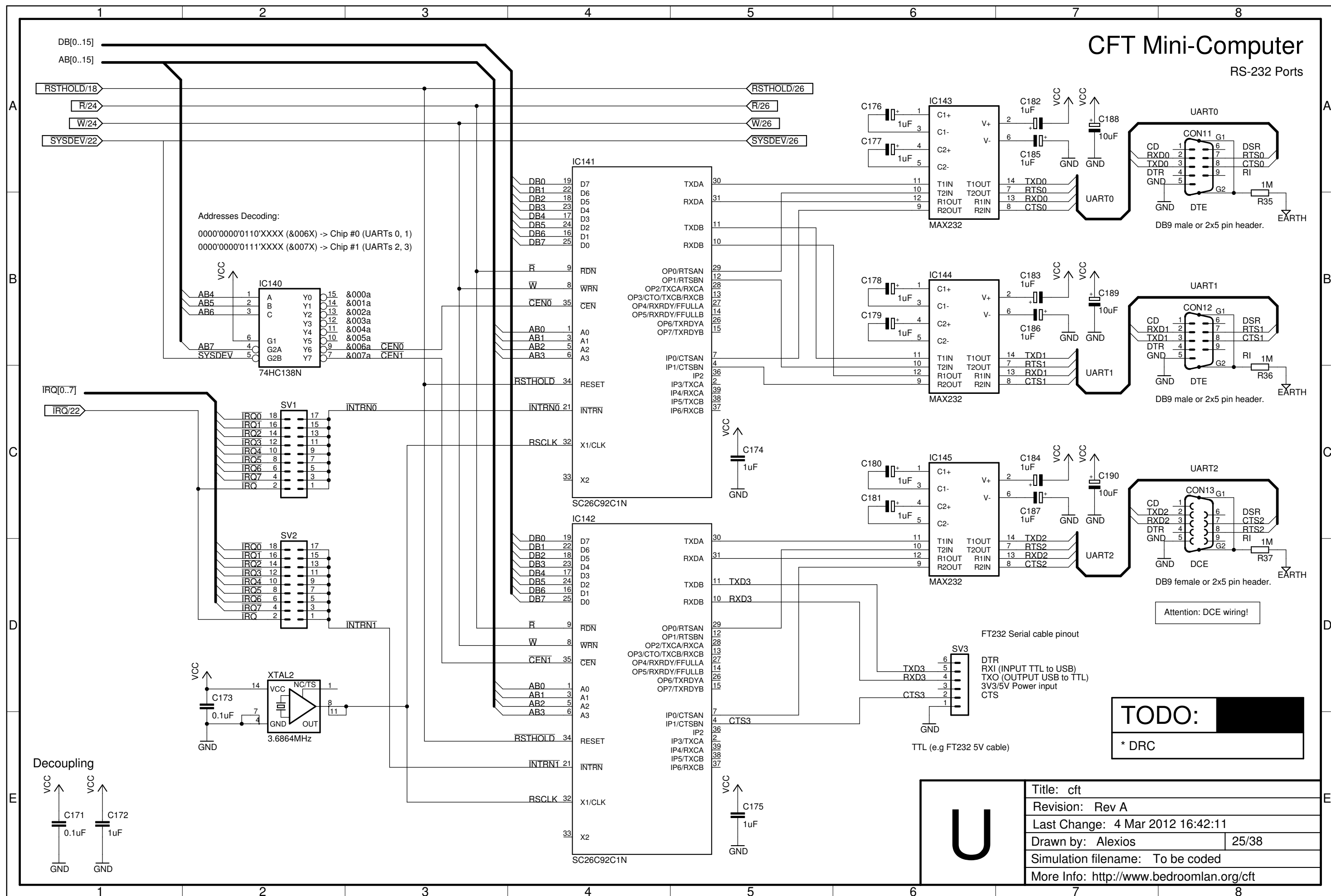
Memory (up to 512kW RAM, 512kW ROM)



TODO: XXXXXXXXXX  
\* DRC

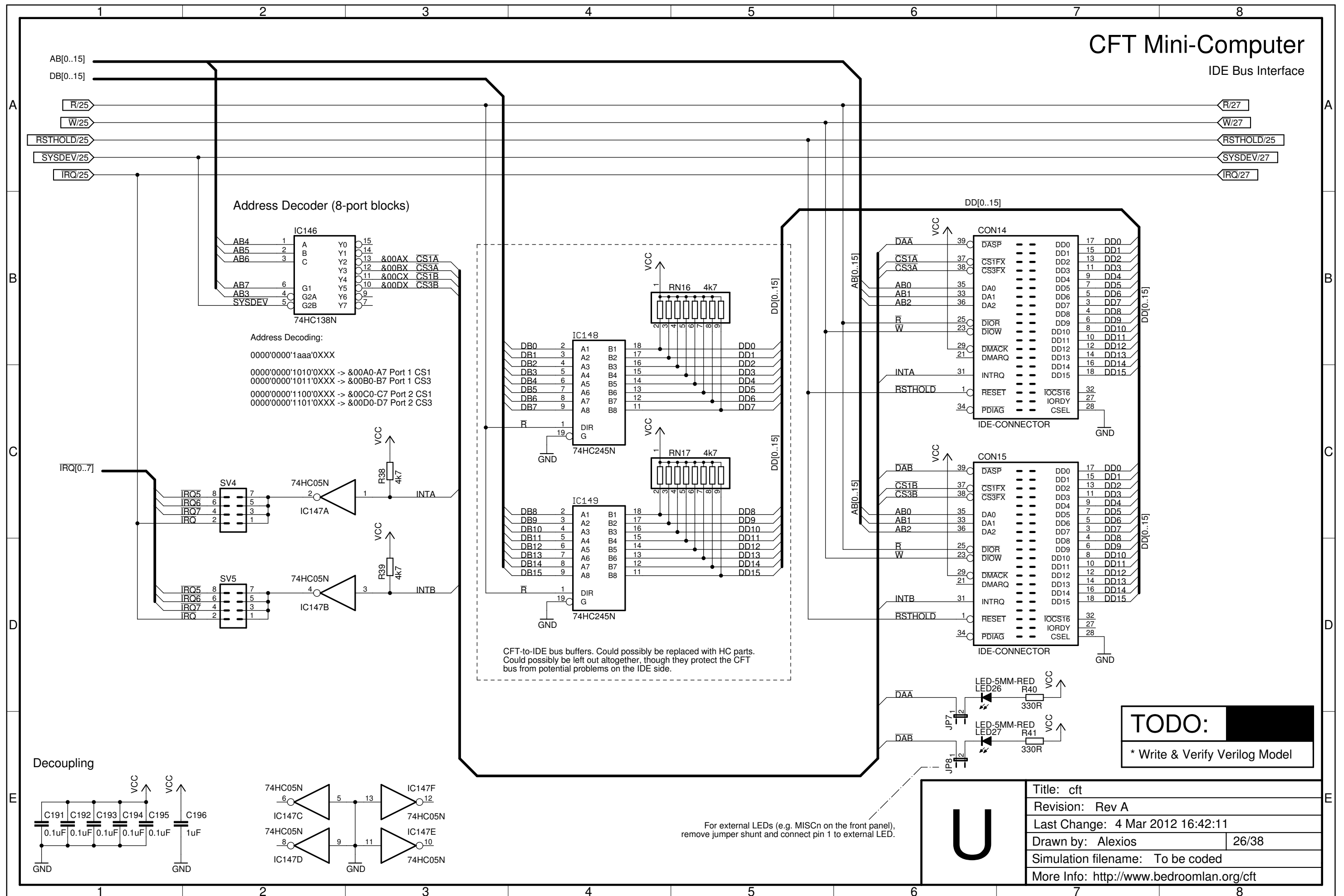
U	Title: cft
	Revision: Rev A
	Last Change: 4 Mar 2012 16:42:11
	Drawn by: Alexios 24/38
	Simulation filename: memory.v#banked_memory
More Info: <a href="http://www.bedroomlan.org/cft">http://www.bedroomlan.org/cft</a>	

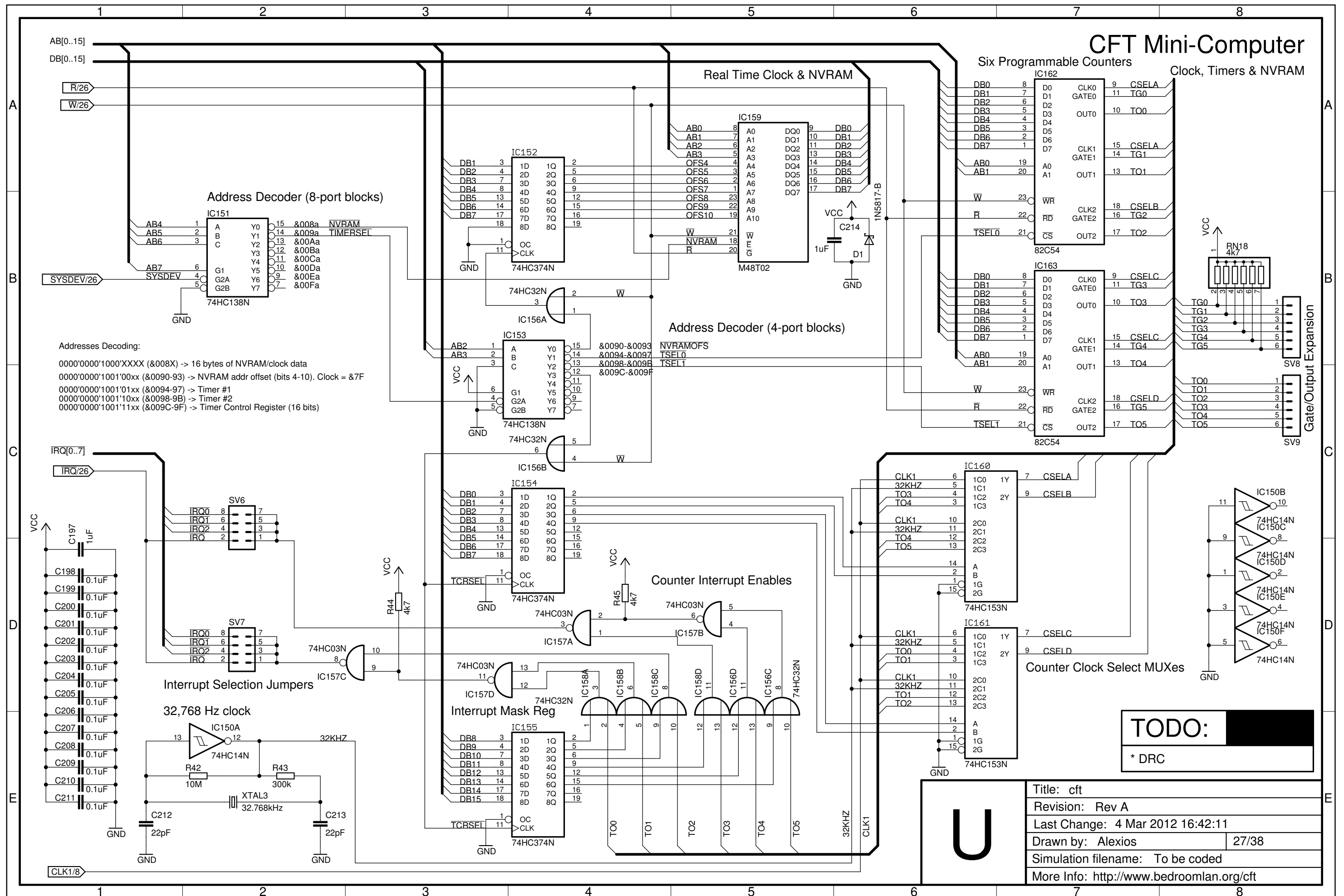




# CFT Mini-Computer

IDE Bus Interface





# CFT Mini-Computer

Front Panel: Switch Register and Switches 1/2

## Switch Register

## Power Key Switch

Position 1: 2-1, 5-4 (off)  
Position 2: 2-3, 5-4 (on, panel lock)  
Position 3: 2-3, 5-6 (on, panel unlock)  
ATX Power Supply Unit assumed.

Keeps power on when a break-before-make key switch moves between ON & PANEL positions.

Activates the Power Supply Unit, turning the computer on.

Disables the panel switches.

Disables many debugging lights to avoid visual overload.

FPRAM & FPRAM are not debounced because they are handled off-board by a clocked J-K flip-flop.

Fast: FPFast=1, FPSLOW=0  
Slow 1: FPFast=0, FPSLOW=0  
Slow 2: FPFast=0, FPSLOW=1

Clock speed latch: clock speed may be changed only when the clock is stopped (CLKEN is high)

Auto-repeat for Step switch

CAUTION: autorepeat freq must be <= 1Hz or STEP mechanism may fail under autorepeat conditions. 180k in-series resistor ensures minimum period is ~1s.

TODO:

\* DRC

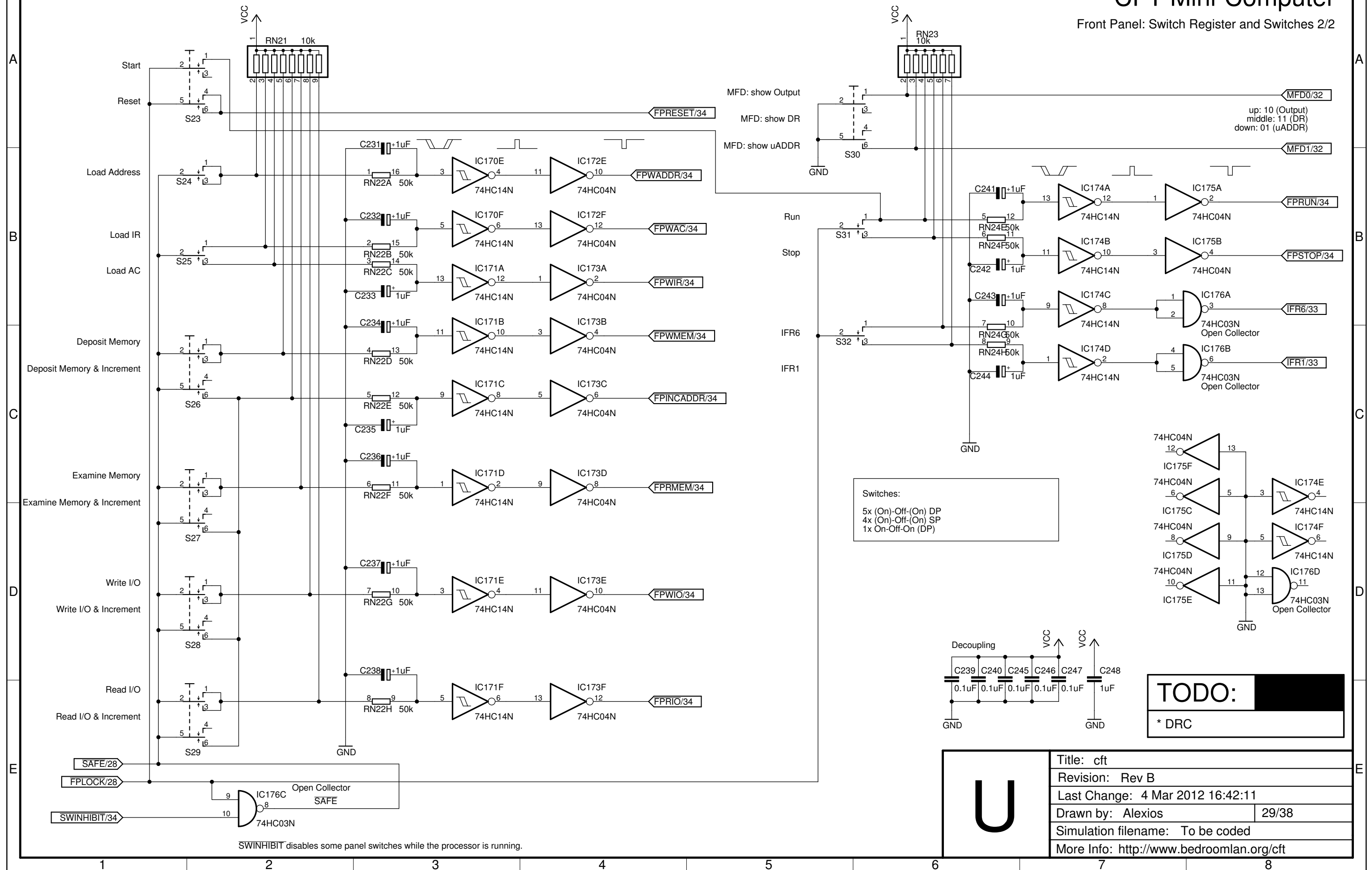
U

Title: cft  
Revision: Rev B  
Last Change: 4 Mar 2012 16:42:11  
Drawn by: Alexios 28/38  
Simulation filename: To be coded  
More Info: <http://www.bedroomlan.org/cft>

Note: some gates shared with next sheet.

# CFT Mini-Computer

Front Panel: Switch Register and Switches 2/2

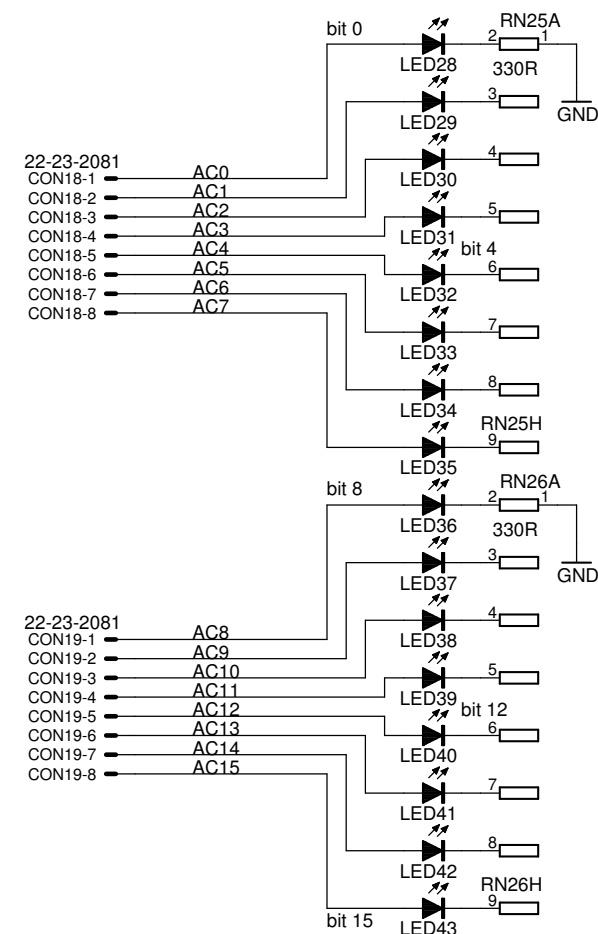


# CFT Mini-Computer

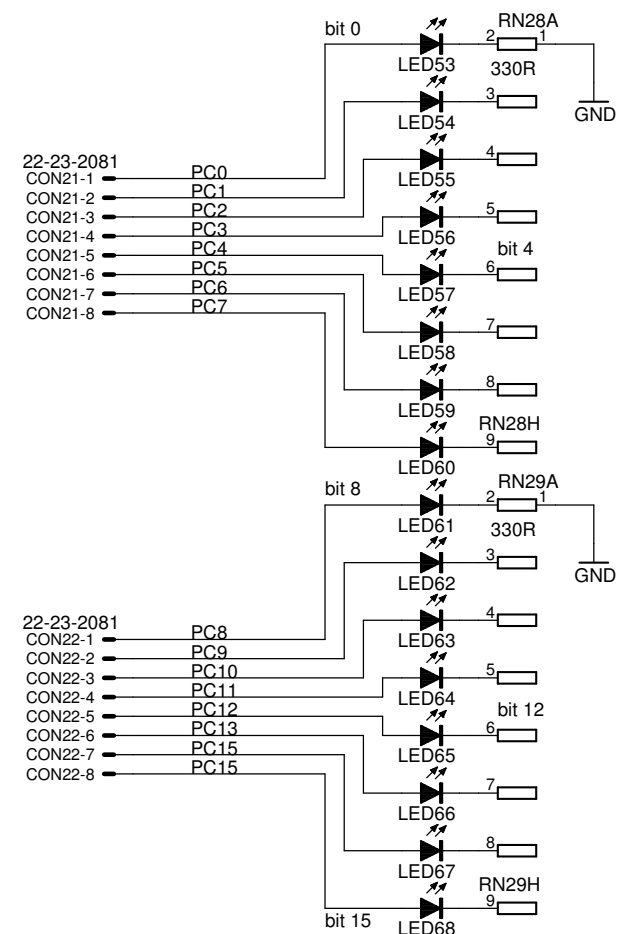
Front Panel: LEDs 1

FPLEDS0N/28

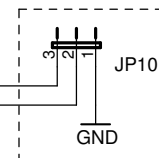
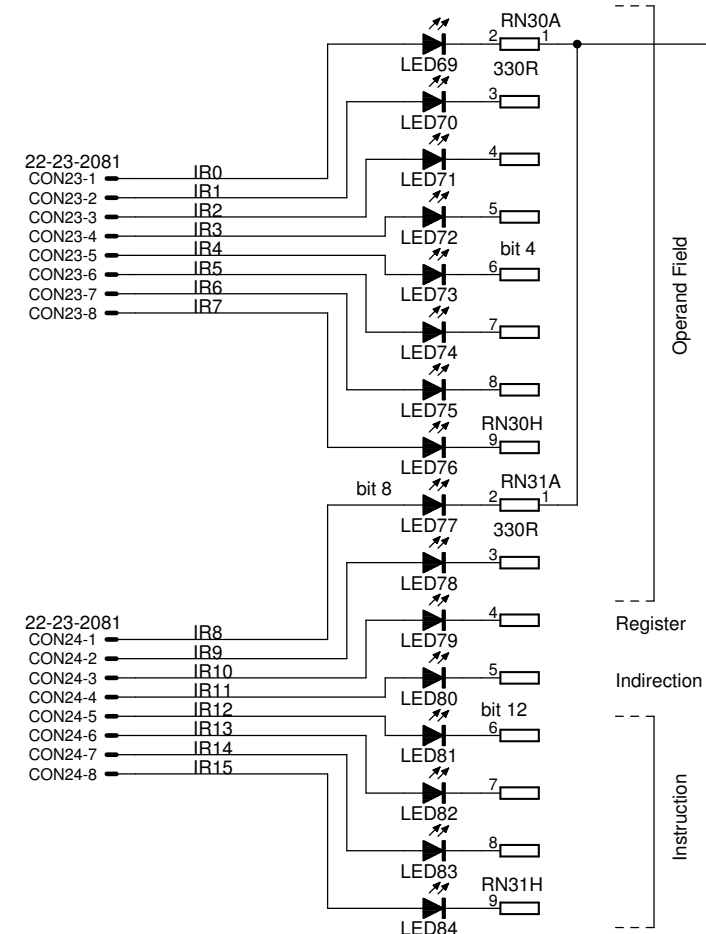
## Accumulator Display



## Program Counter Display

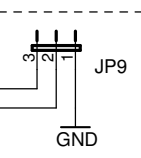
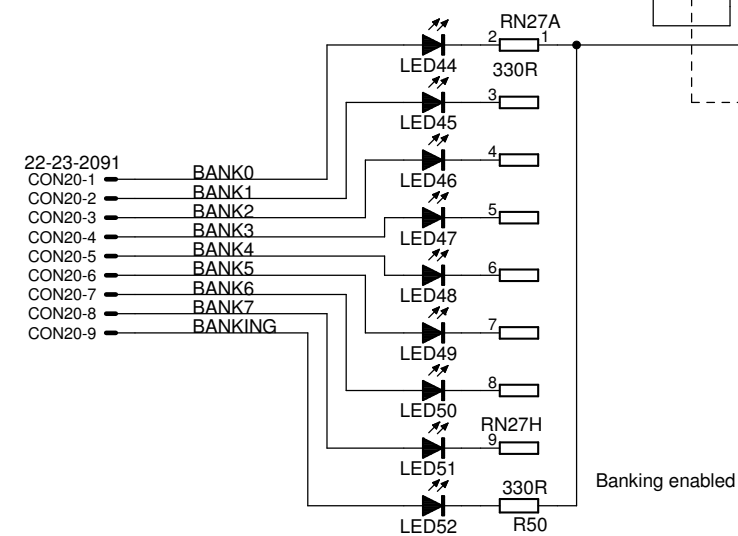


## Instruction Register Display



Terse mode configuration jumper.  
Shunt on 1-2: always enabled.  
Shunt on 2-3: enabled in Verbose mode.  
No shunt: always off.

## Memory Banking Display



Terse mode configuration jumper.  
Shunt on 1-2: always enabled.  
Shunt on 2-3: enabled in Verbose mode.  
No shunt: always off.

TODO:

\* DRC

U

Title: cft  
Revision: Rev B  
Last Change: 4 Mar 2012 16:42:11  
Drawn by: Alexios 30/38  
Simulation filename: N/A  
More Info: <http://www.bedroomlan.org/cft>

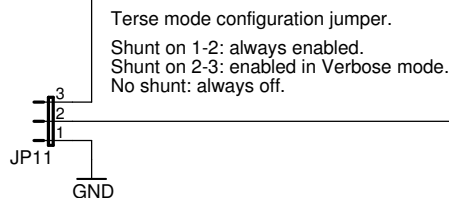
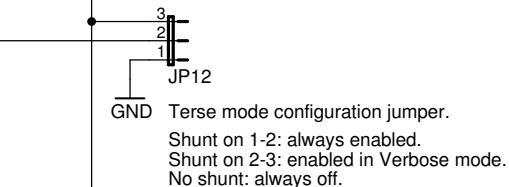
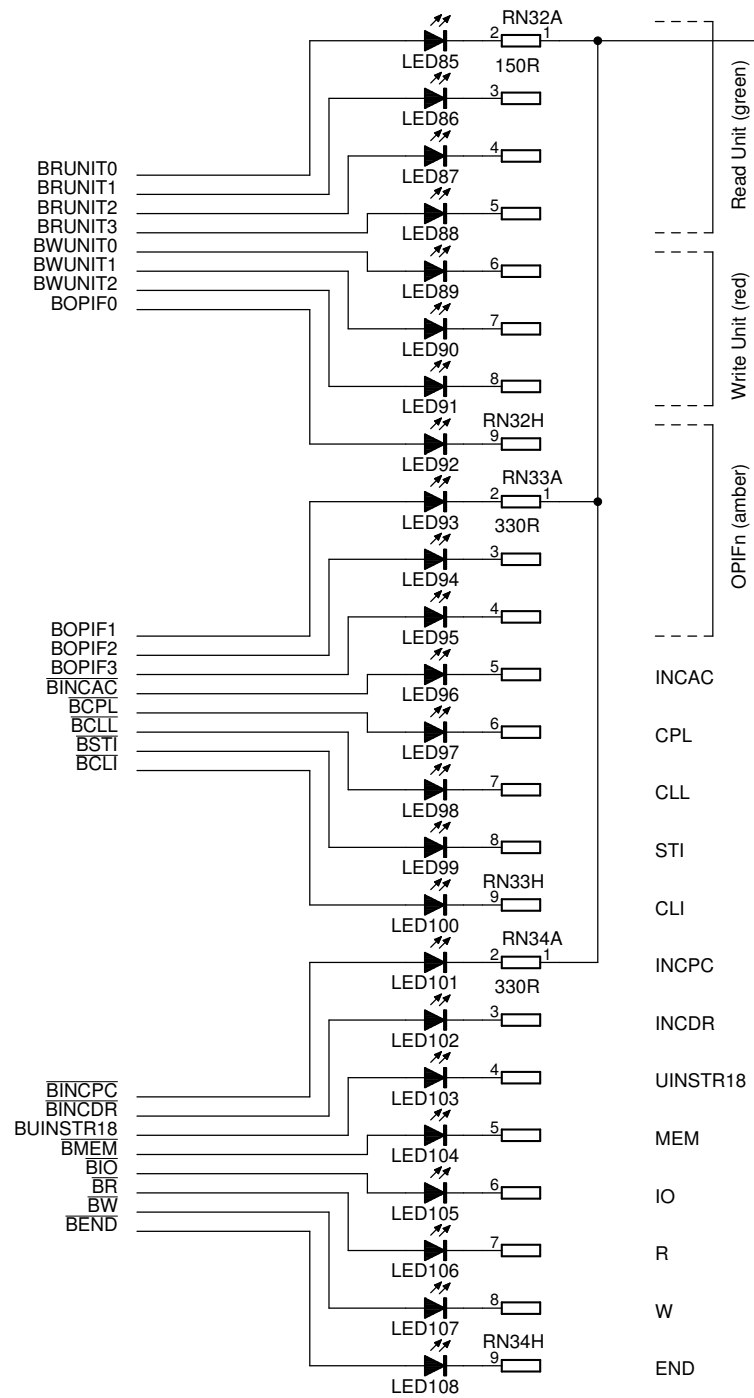
# CFT Mini-Computer

Front Panel: LEDs 2

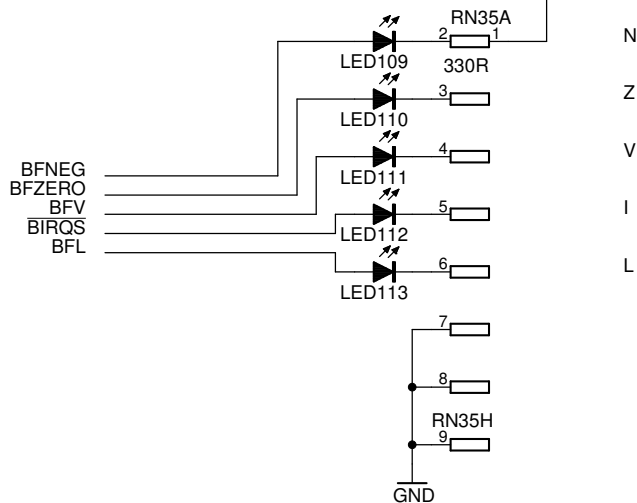
FPLEDSON/30  
FPRUN/34  
FPSTOP/34  
FPFETCH/32  
FPEXEC/32  
BIRQS/6

FPLEDSON/33  
FPRUN/34  
FPSTOP/34  
FPFETCH/32  
FPEXEC/32  
BIRQS/32

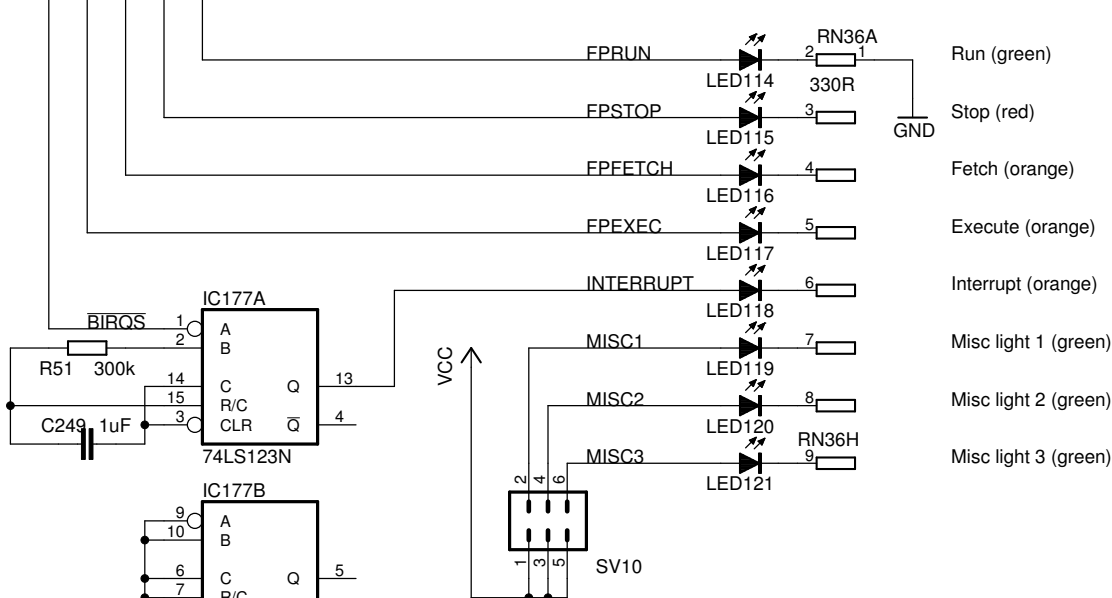
## Microcode Vector Display



## Flag Display



## State & Miscellaneous lights



TODO:

\* DRC

U

Title: cft  
Revision: Rev B  
Last Change: 4 Mar 2012 16:42:11  
Drawn by: Alexios 31/38  
Simulation filename: N/A  
More Info: <http://www.bedroomlan.org/cft>

# CFT Mini-Computer

Front Panel: Multi-Function Display

## Output Register

## Microcode Address

## Data Register (DR)

## Fetch/Execute Decoder

TODO:

\* DRC

Diode logic is acceptable here because it is merely driving a front panel LED (via an 74HCxxx buffer).

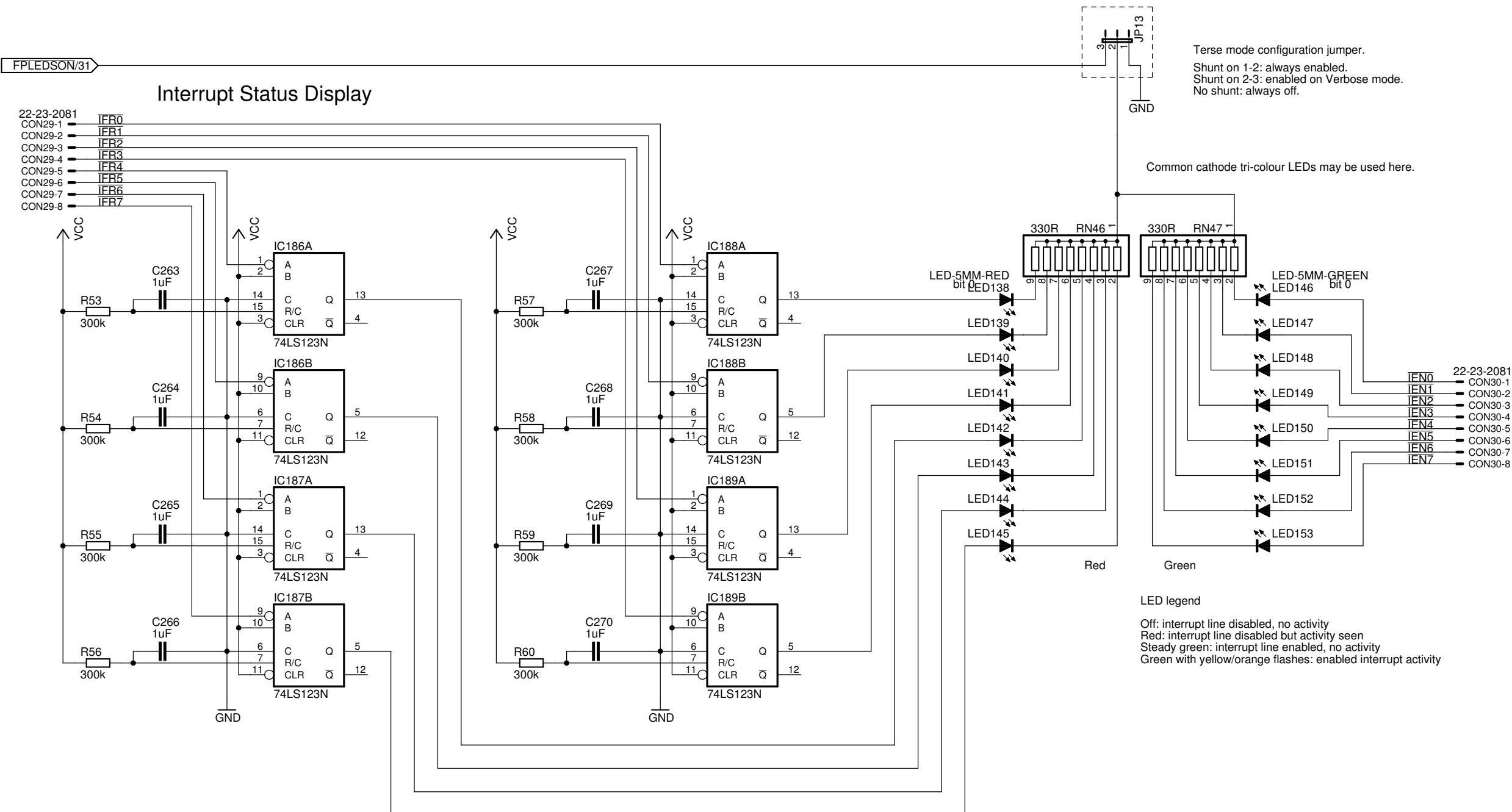
U

Title: cft  
Revision: Rev B  
Last Change: 4 Mar 2012 16:42:11  
Drawn by: Alexios 32/38  
Simulation filename: N/A  
More Info: <http://www.bedroomlan.org/cft>

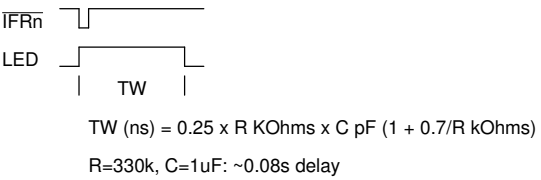
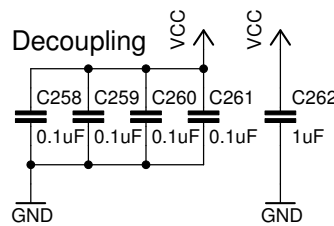


# CFT Mini-Computer

Front Panel: Interrupt LEDs



IFRn pulses are not normally visible to the naked eye.  
\*123 Dual Monostable Vibrators produce pulses for IRQ signals.



TODO: [Redacted]

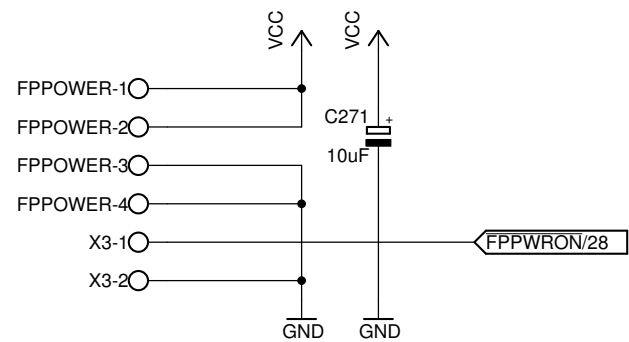
\* DRC

U	Title: cft
	Revision: Rev B
	Last Change: 4 Mar 2012 16:42:11
	Drawn by: Alexios 33/38
	Simulation filename: register.v#reg_L
More Info: <a href="http://www.bedroomlan.org/cft">http://www.bedroomlan.org/cft</a>	

# CFT Mini-Computer

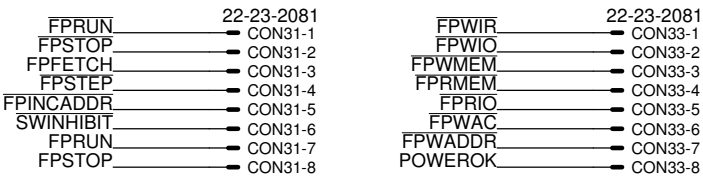
Front Panel: Connectors

## Front Panel Power Input



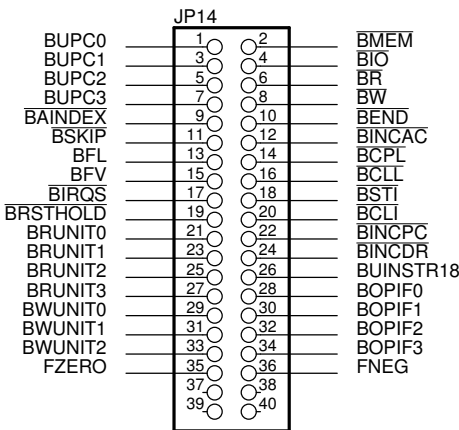
Assumes ATX power supply.

## Front Panel Controller Connections

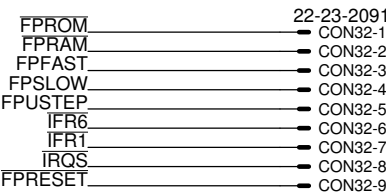


Connector to Front Panel Controller Card.

## Sequencer



## Connections to Other Cards



TODO:

\* DRC

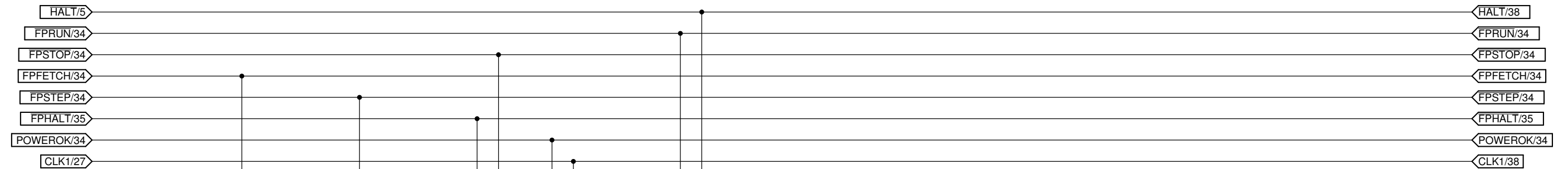
U

Title: cft  
Revision: Rev B  
Last Change: 4 Mar 2012 16:42:11  
Drawn by: Alexios 34/38  
Simulation filename: N/A  
More Info: <http://www.bedroomlan.org/cft>



# CFT Mini-Computer

Front Panel: Run/Stop State Machine



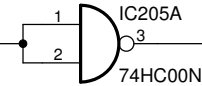
Falling edge detection



Both CLKEN and HALT are driven low when the processor is stopped. CLKEN stops the clock. HALT tristates the Control Unit so the front panel can drive the processor's control signals. Since other units could also assert HALT, CLKEN is the only way we have of knowing we've stopped the processor.

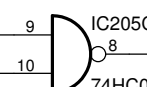
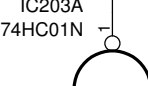
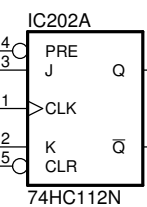
To Clock Generator  $\overleftarrow{\text{FPCLKEN/28}}$

STOP line goes high whenever HALT is active (including wait states, since HALT is open collector).



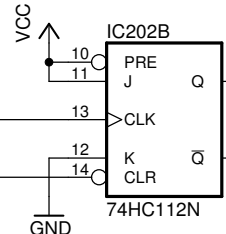
Front Panel LED  $\overleftarrow{\text{FPSTOP/34}}$

HALT (pulled up by Control Unit)



Front Panel LED  $\overleftarrow{\text{FPRUN/37}}$

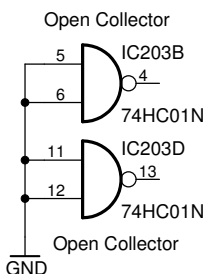
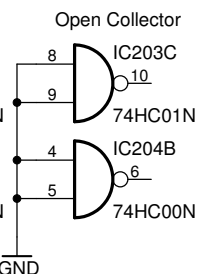
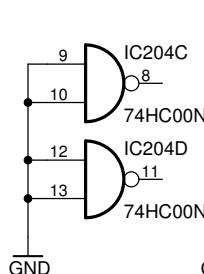
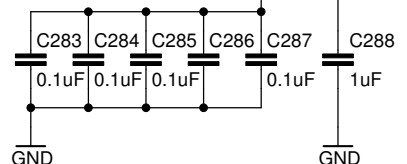
The POWEROK pulse makes the computer power on halted.



Disable Front Panel Switches while running  $\overleftarrow{\text{SWINHIBIT/34}}$

ISRUN = ISRUN1 + IRSUN2  
HALT = ISRUN = ISRUN1 + IRSUN2  
HALT = RUN = IRSUN1 + IRSUN2  
HALT = ISRUN1 NAND IRSUN2  
ISSTOP = ISRUN = HALT

Decoupling

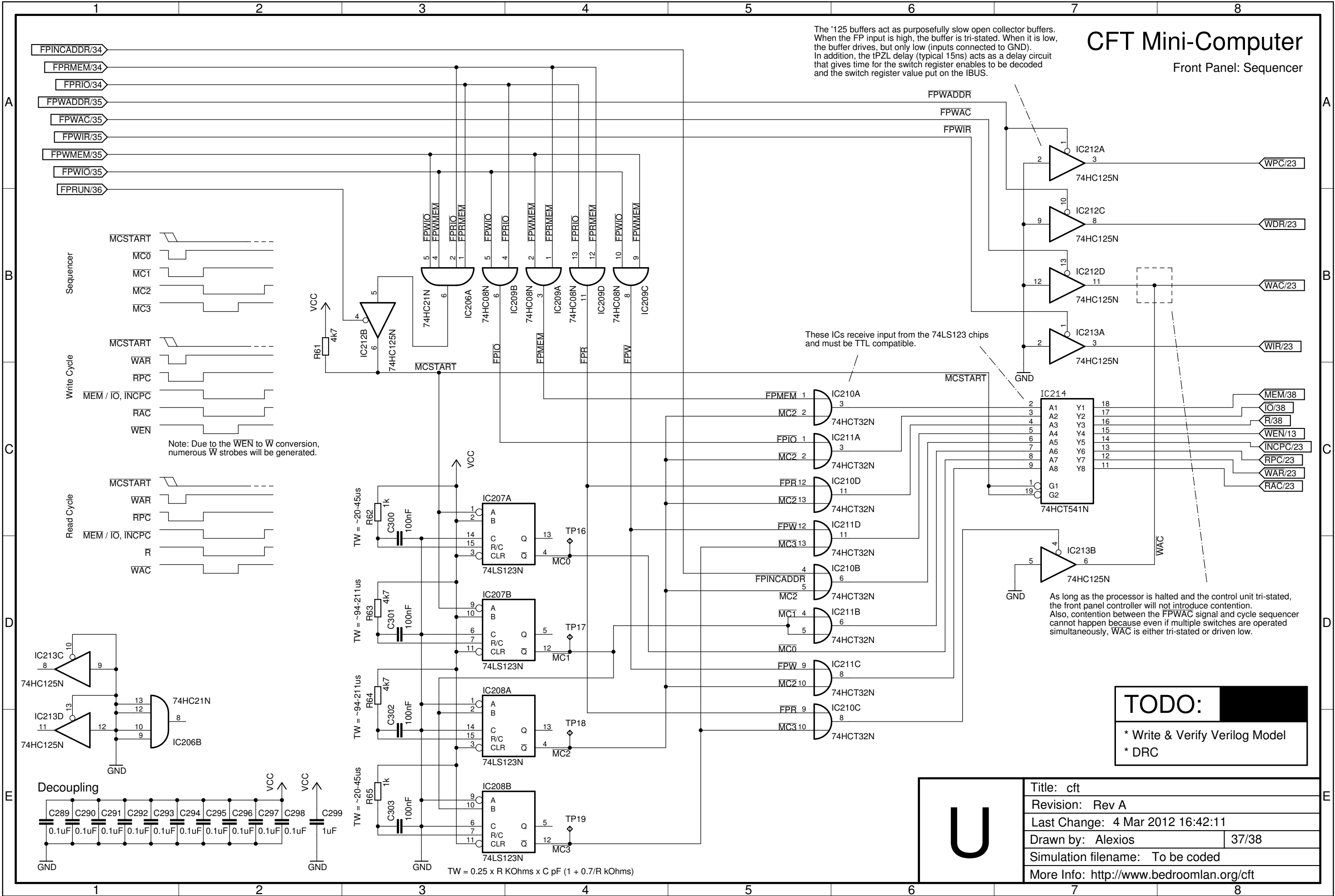


TODO:

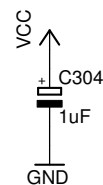
- \* Write & Verify Verilog Model
- \* DRC

U

Title: cft	
Revision: Rev A	
Last Change: 4 Mar 2012 16:42:11	
Drawn by: Alexios	36/38
Simulation filename: register.v#reg_L	
More Info: <a href="http://www.bedroomlan.org/cft">http://www.bedroomlan.org/cft</a>	



## Bus Connectors



- (1) This pin is connected to a bus bar for power distribution, but the CFT does not (yet) require it. It's likely to be connected to another voltage level like +3.3V for easier interfacing. Reserved for now.
- (2) Pins \*TPA and \*TPC are not bussed. They are locally connected to each card's corresponding test pins (A17 & C17) to serve as test points.
- (3) Reserved for future expansion
- (4) Cheaper, 64-pin A+C row DIN41662 Type C plugs may be used for most expansion cards.
- (5) Bit18 of the microinstruction field. Currently unused, reserved for future expansion.

Also:  
Prototyping board, large:  
Prototyping board, Eurocard 3U:  
Solder:  
Enamel wire:  
Power rail wire:

U

Title: cft	
Revision: Rev B	
Last Change: 4 Mar 2012 16:42:11	
Drawn by: Alexios	38/38
Simulation filename: N/A	
More Info: <a href="http://www.bedroomlan.org/cft">http://www.bedroomlan.org/cft</a>	