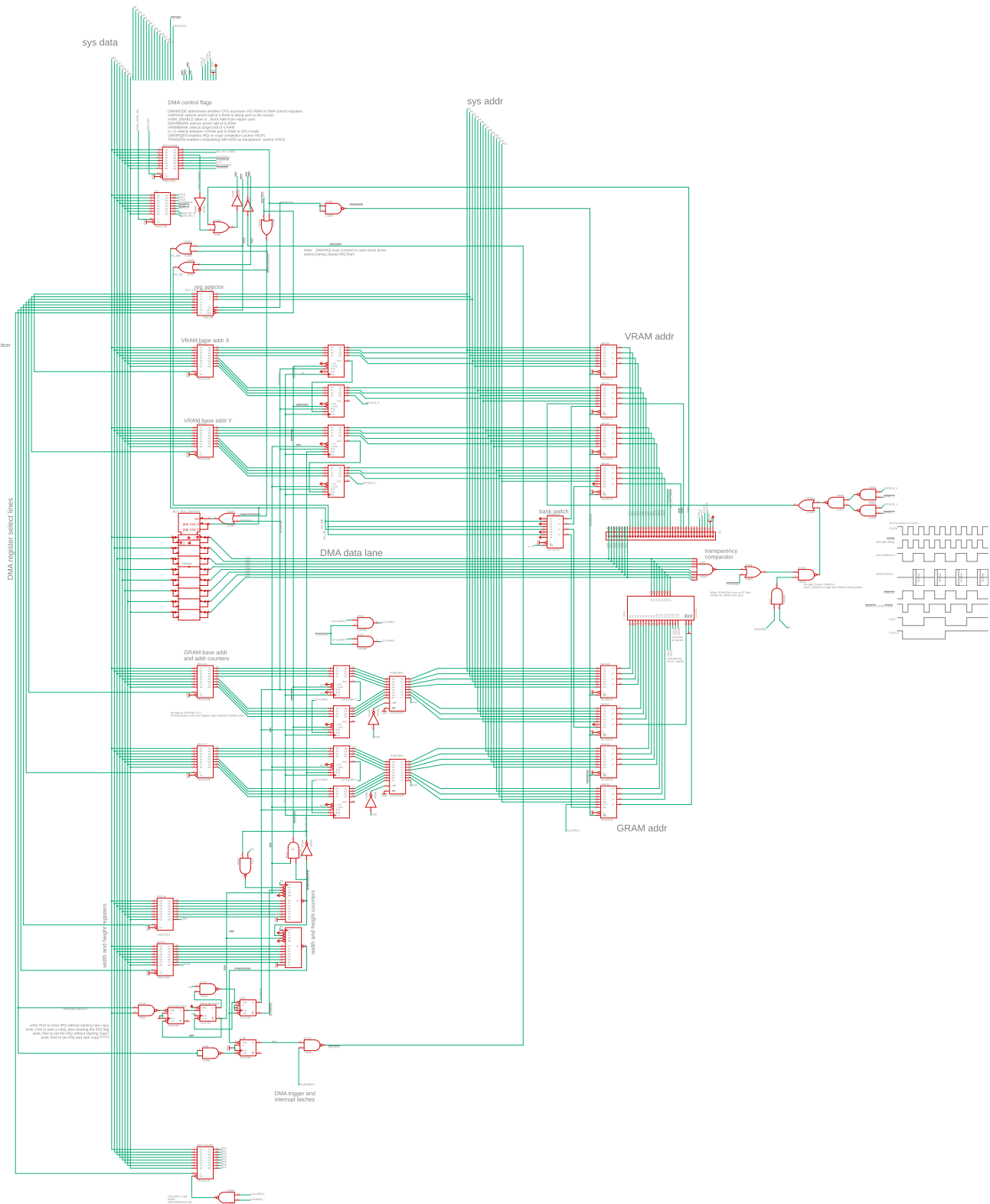
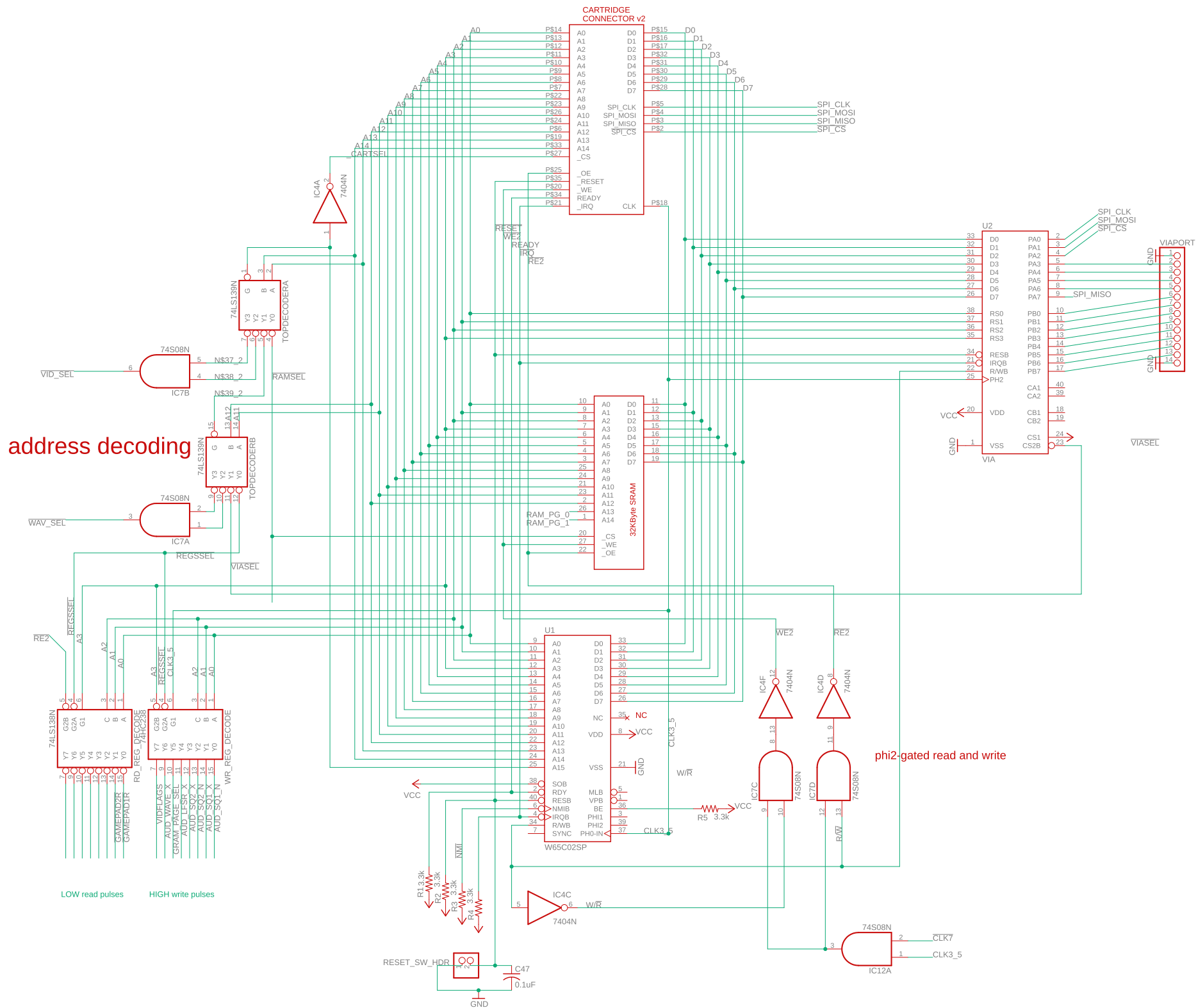
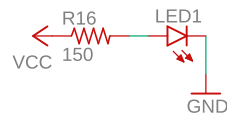
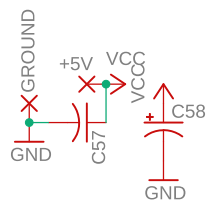
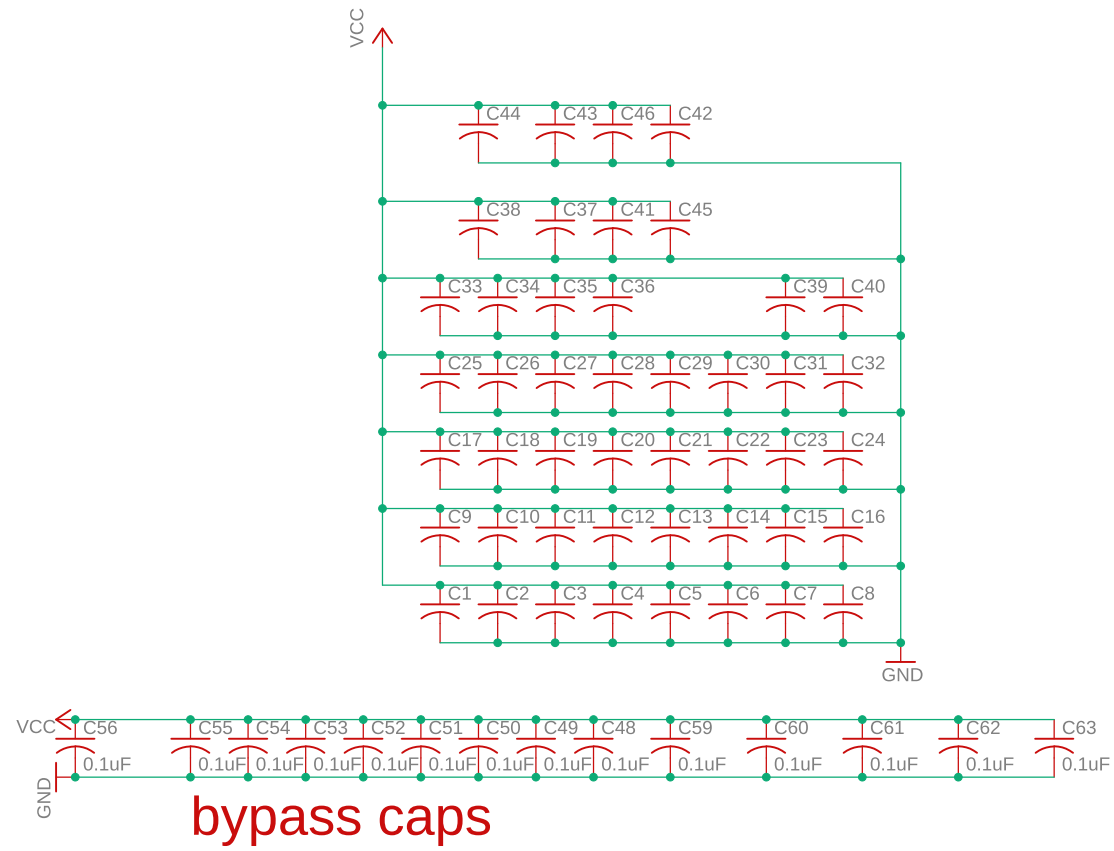


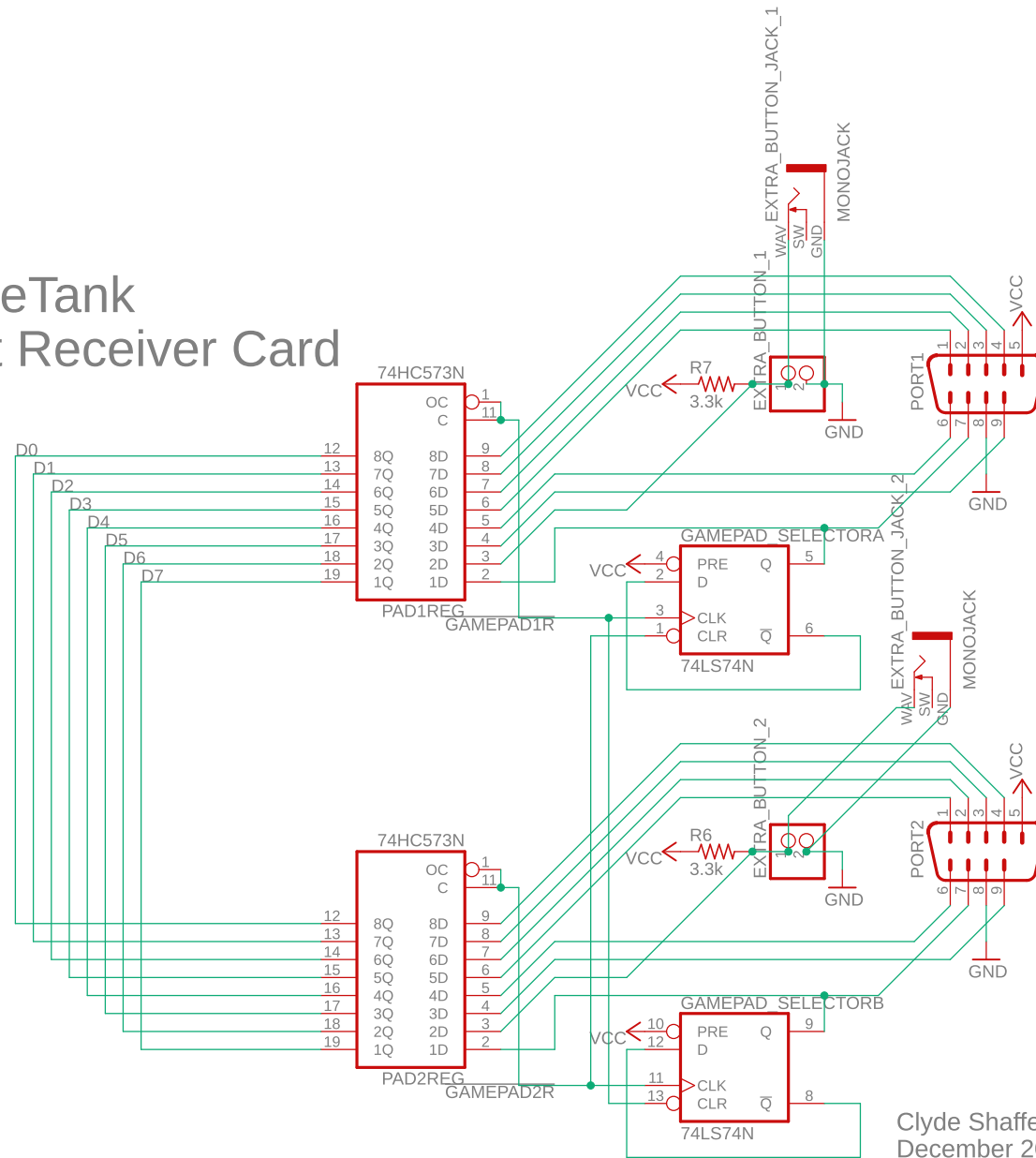
DMA REGISTER MAP:  
 0 - VRAM base X  
 1 - VRAM base Y  
 2 - GRAM base X  
 3 - GRAM base Y  
 4 - Copy rect width  
 5 - Copy rect height  
 6 - Copy trigger / interrupt clear  
 7 - Control flags



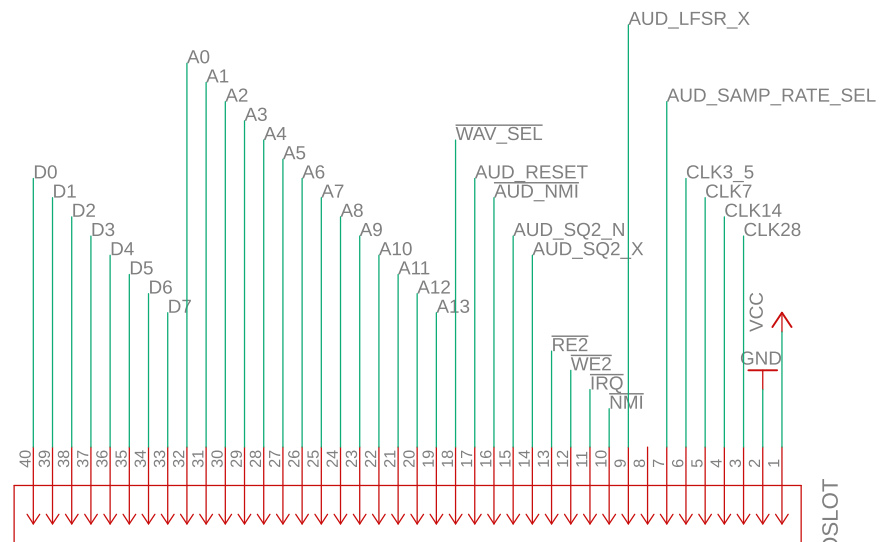




# GameTank Input Receiver Card



Clyde Shaffer  
December 2019



AUDIO PORT

AUDIOSLOT

