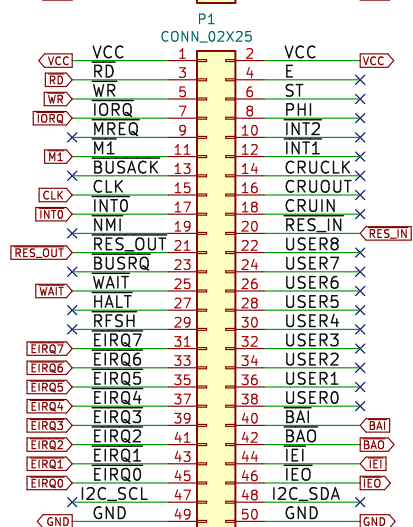
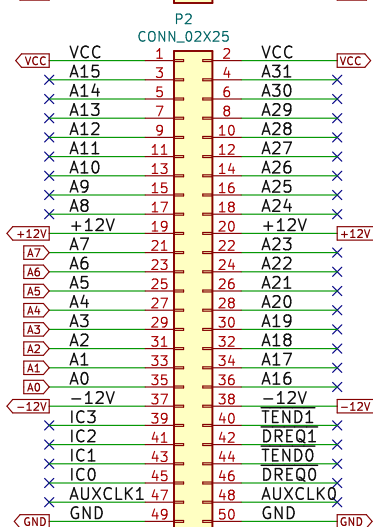
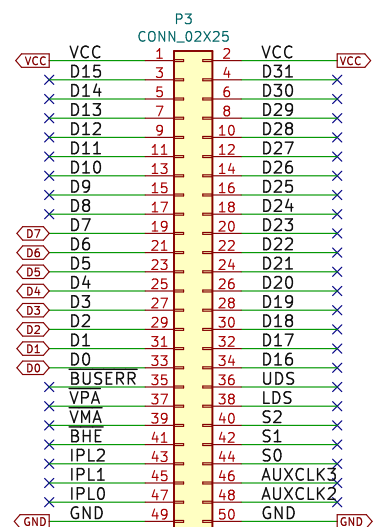
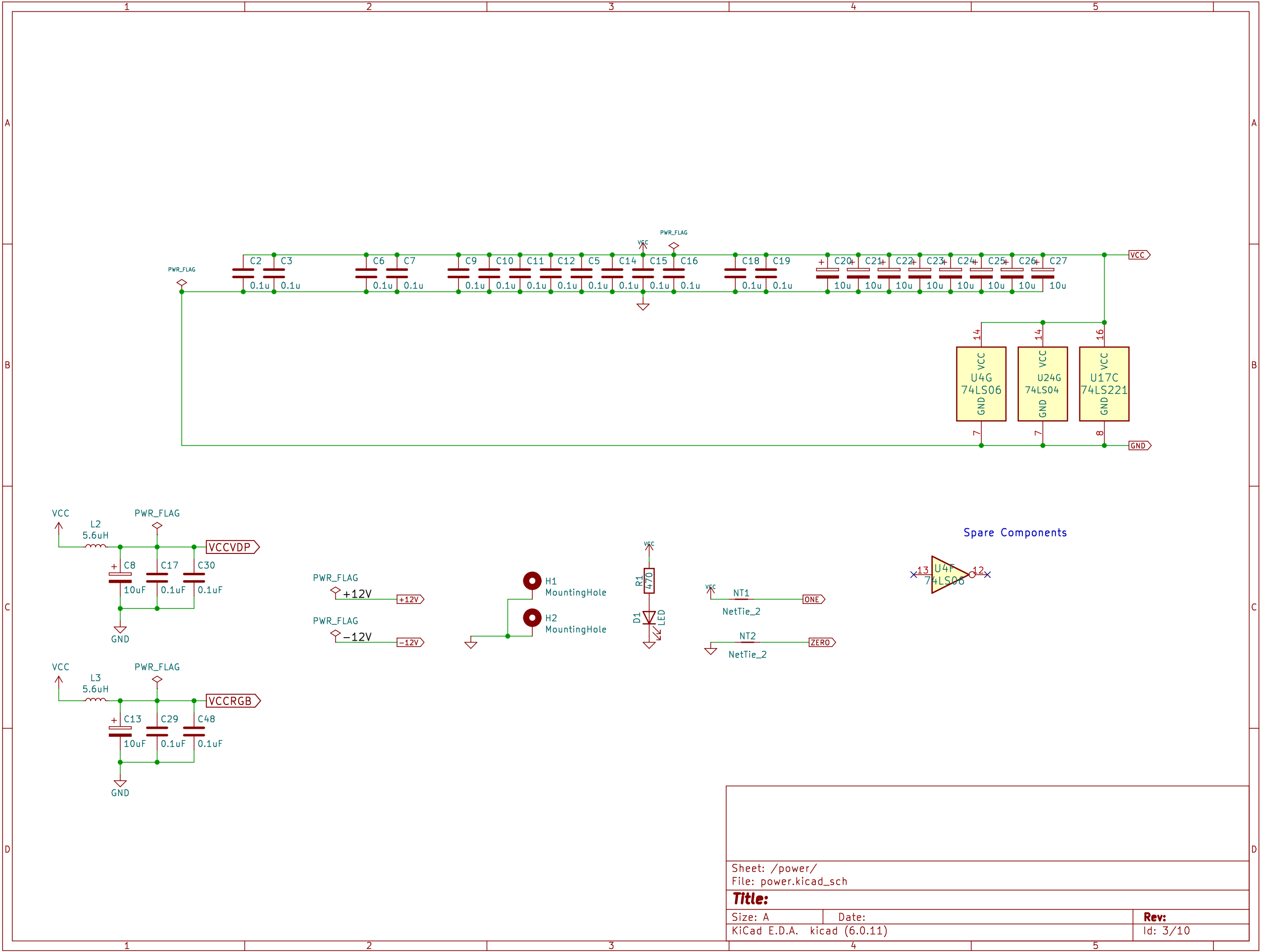
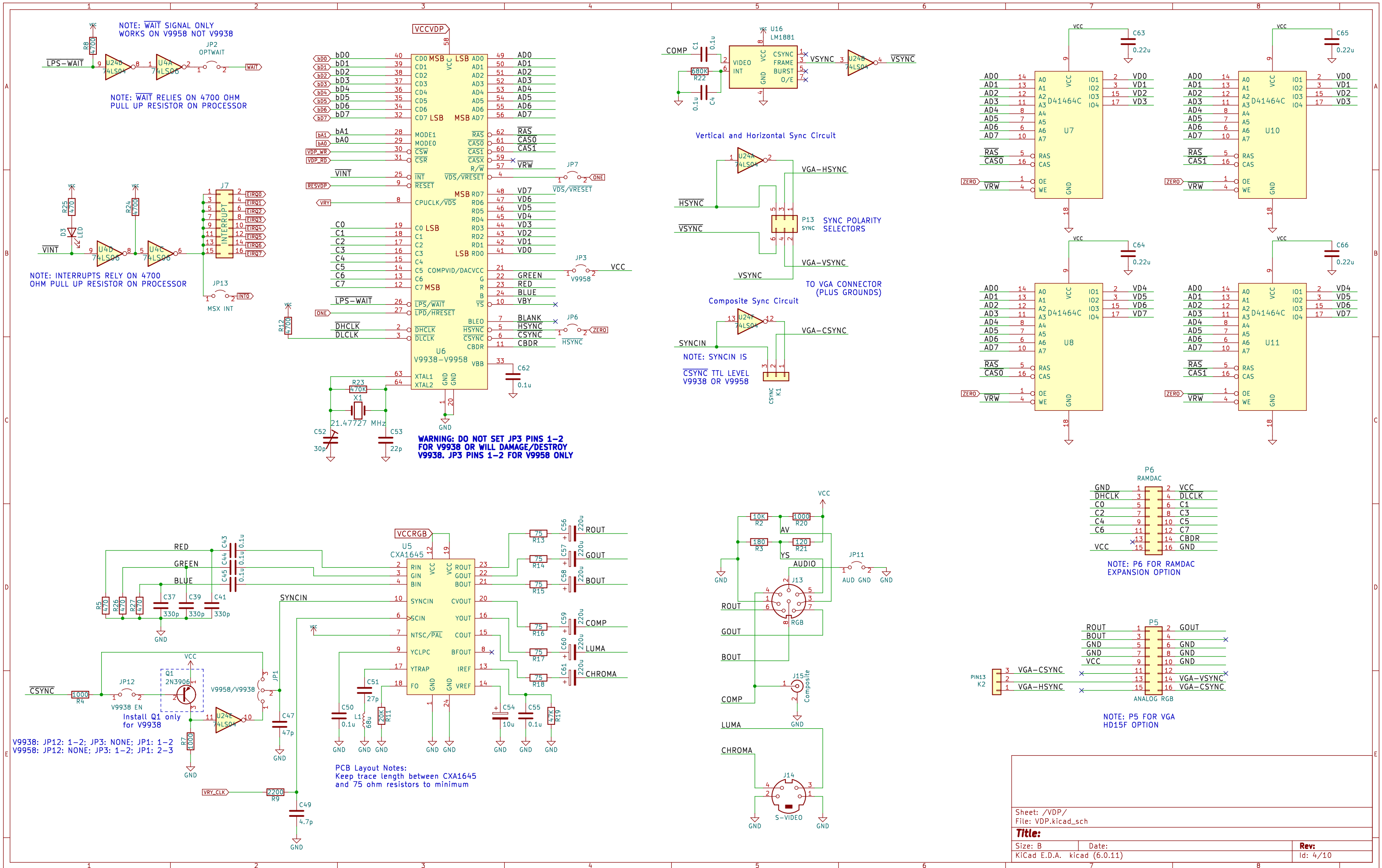


| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|--|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | |
| A | <div>bus</div> <div>File: bus.kicad_sch</div> | <div>VDP</div> <div>File: VDP.kicad_sch</div> | <div>GAL</div> <div>File: GAL.kicad_sch</div> | <div>IO</div> <div>File: IO.kicad_sch</div> | <div>Amplifier</div> <div>File: Amplifier.kicad_sch</div> | | | | |
| B | <div>power</div> <div>File: power.kicad_sch</div> | <div>PSG</div> <div>File: PSG.kicad_sch</div> | <div>buffers</div> <div>File: buffers.kicad_sch</div> | <div>ACR</div> <div>File: ACR.kicad_sch</div> | | | | | |
| C | | | | | | | | | |
| D | | | | | | | | | |
| E | | | | | | | | | |
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | |

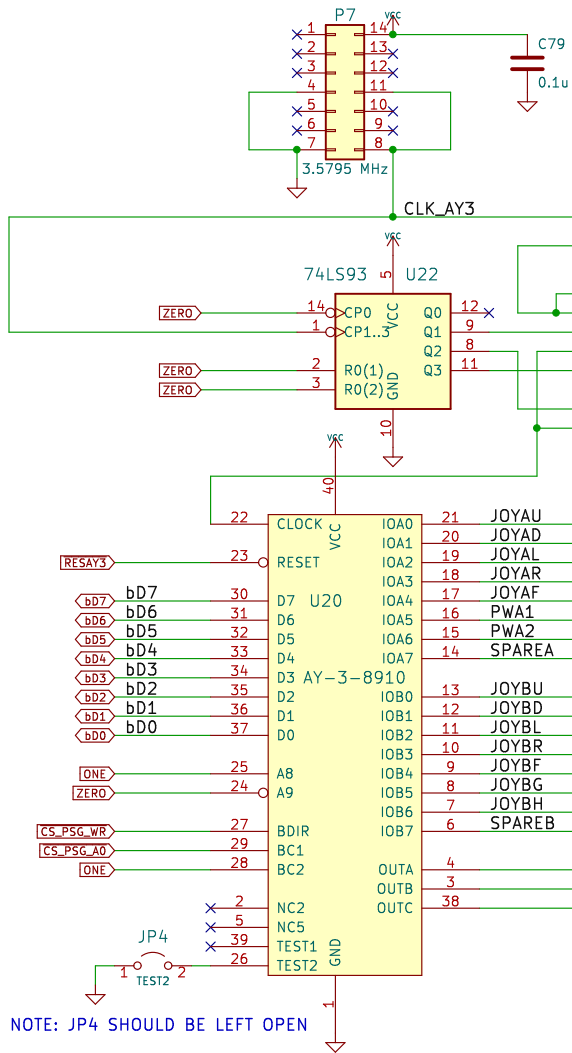
| | | |
|--|----------|------|
| | | |
| Sheet: / File: input-output.Media.kicad_sch | | |
| Title: | | |
| Size: B | Date: | Rev: |
| KiCad E.D.A. kicad (6.0.11) | Id: 1/10 | |







NOTE: AY-3-8910 CLOCK IS MSX
COMPATIBLE 3.5795 MHz / 2
MAXIMUM CLOCK IS 2.0000 MHz



NOTE: JP4 SHOULD BE LEFT OPEN

P8: Sound Config

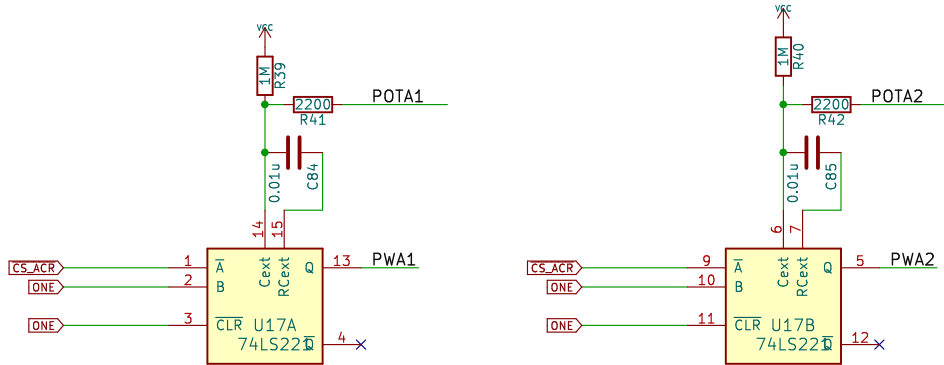
- 1-2: All channels merged onto channel C
- 3-4: All channels merged onto channel A

The sound chip drives a total of three audio channels (A-C). The center channel (B) is hard-wired to mix it's output into channels A & C (left & right). If you want to bridge all three channels to produce monophonic output, you can short pins 1-2 and/or 3-4.

- * 5-7: Audio Oscillator / 2
- 7-9: Audio Oscillator / 8
- 6-8: Audio Oscillator / 1
- 8-10: Audio Oscillator / 4

You must short one (and only one) set of pins above. These pins allow scaling the audio chip oscillator input. The default configuration is 1/2 scaling with an oscillator frequency of 3.5795 MHz which is the MSX compatible frequency. The maximum frequency allowed by the AY-3-8910 chip is 2.0000 MHz. Incorrect setting of the oscillator frequency will result in distorted sound output.

RV1 and RV2
Potentiometer
Bourns 3386P
5K ohm



ATARI joystick

- 1:U
- 2:D
- 3:L
- 4:R
- 5:N/C
- 6:B1
- 7:N/C
- 8:GND
- 9:B2

MSX joystick

- 1:U
- 2:D
- 3:L
- 4:R
- 5:N/C
- 6:B1
- 7:B2
- 8:GND
- 9:VCC

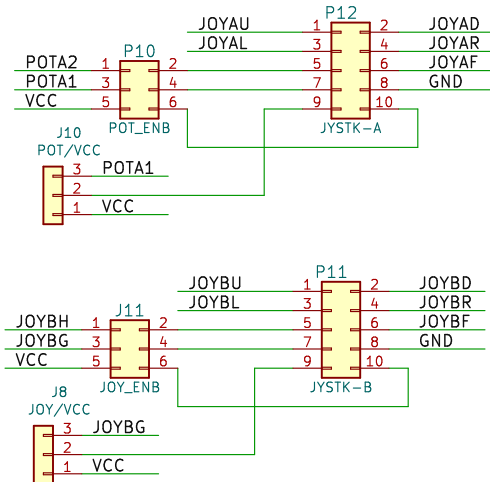
JOYSTICK PORTS

DEFINITIONS JOY A

- U=JOYAU
- D=JOYAD
- L=JOYAL
- R=JOYAR
- B1=JOYAF
- B2=POTA1
- B3=POTA2

DEFINITIONS JOY B

- U=JOYBU
- D=JOYBD
- L=JOYBL
- R=JOYBR
- B1=JOYBF
- B2=JOYBG
- B3=JOYBH



Sheet: /PSG/

File: PSG.kicad_sch

Title:

Size: B

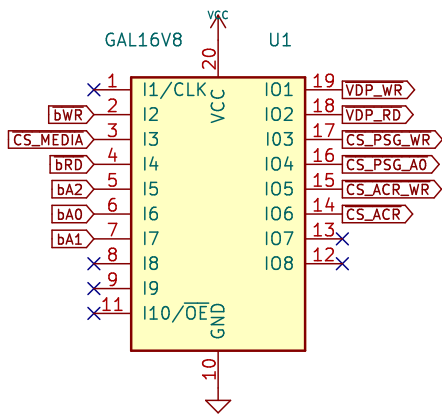
Date:

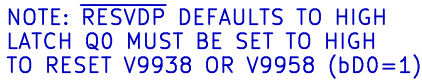
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Rev:

Id: 5/10

MEDIA CS V3 GAL16V8





| | | |
|-----------------------------|-------|-------------|
| Sheet: /ACR/ | | |
| File: ACR.kicad_sch | | |
| Title: | | |
| Size: A | Date: | Rev: |
| KiCad E.D.A. kicad (6.0.11) | | Id: 8/10 |

