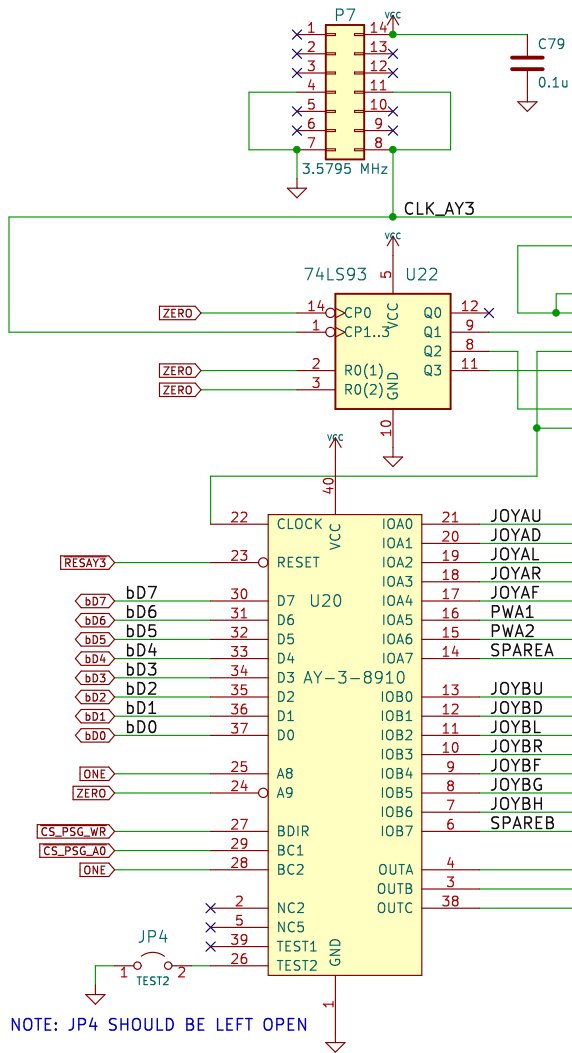


NOTE: AY-3-8910 CLOCK IS MSX  
COMPATIBLE 3.5795 MHz / 2  
MAXIMUM CLOCK IS 2.0000 MHz



NOTE: JP4 SHOULD BE LEFT OPEN

#### P8: Sound Config

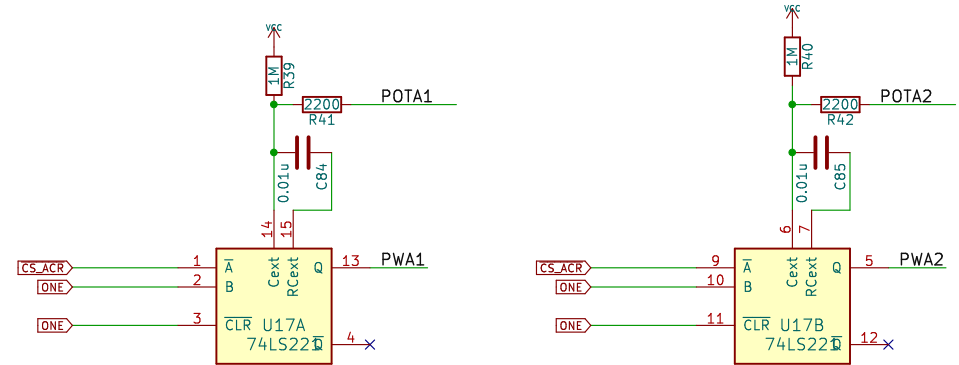
- 1-2: All channels merged onto channel C
- 3-4: All channels merged onto channel A

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

#### MSX joystick

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

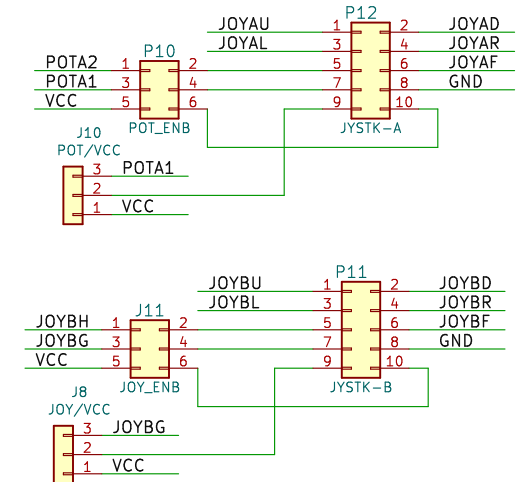
#### JOYSTICK PORTS

#### 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



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**Title:**

Size: B

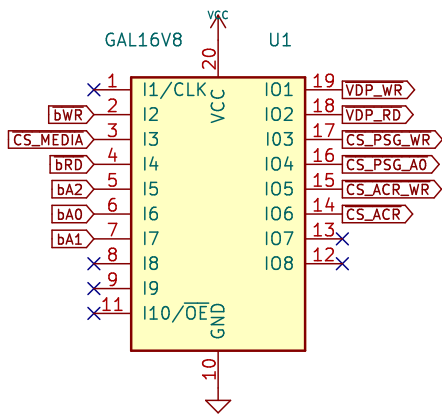
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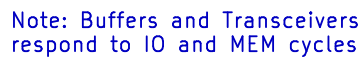
KiCad E.D.A. kicad (6.0.11)

**Rev:**

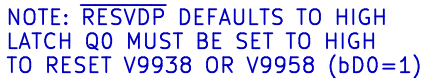
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MEDIA CS V3 GAL16V8





Rev:  
Id: 7/10



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