

$\sim 119 \text{ ns}$

$\sim 119 \text{ ns}$

Readout module overview...with elevator music

store attribute  
in register, store  
glyph pixel row  
in shift register

incr.  
readout  
address



store character  
in register

incr.  
readout  
address



store attribute  
in register, store  
glyph pixel row  
in shift register



