



# Readout module overview...with elevator music

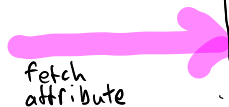
store attribute  
in register, store  
glyph pixel row  
in shift register

incr.  
readout  
address

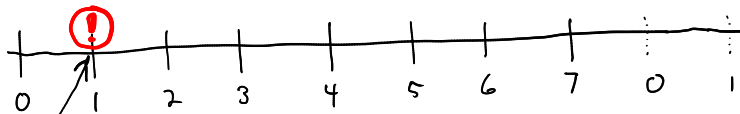


store character  
in register

incr.  
readout  
address



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



$\sim 119\text{ ns}$

$\sim 119\text{ ns}$

We don't want  
to increment the  
readout address before  
the first character byte  
is fetched from VRAM

