



Readout module overview...with elevator music

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

incr.  
readout  
address



fetch  
character

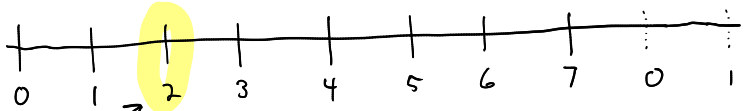
store character  
in register

incr.  
readout  
address



fetch  
attribute

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



Solution: count starts  
at 2 rather than 0

