

daveho hacks

Sheet: /HCount/

File: HCount.kicad\_sch

**Title: Horizontal count**

Size: USLetter

Date:

KiCad E.D.A. 8.0.3

Rev:

Id: 1/7



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Sheet: /VCount/

File: VCount.kicad\_sch

**Title: Vertical count**

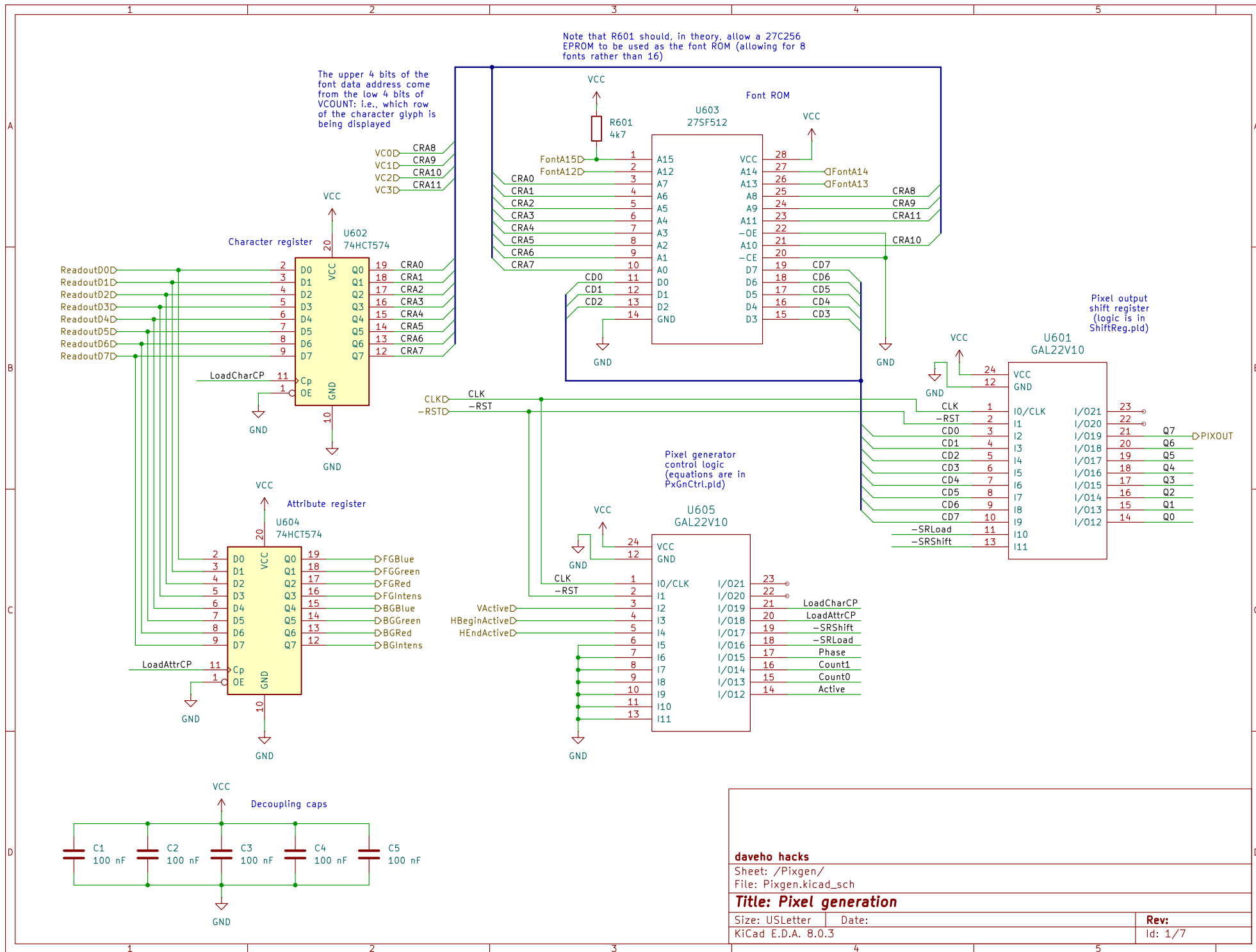
Size: USLetter Date:

KiCad E.D.A. 8.0.3

Rev:

Id: 1/7





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Sheet: /Pixgen/

File: Pixgen.kicad\_sch

**Title: Pixel generation**

Size: USLetter Date:

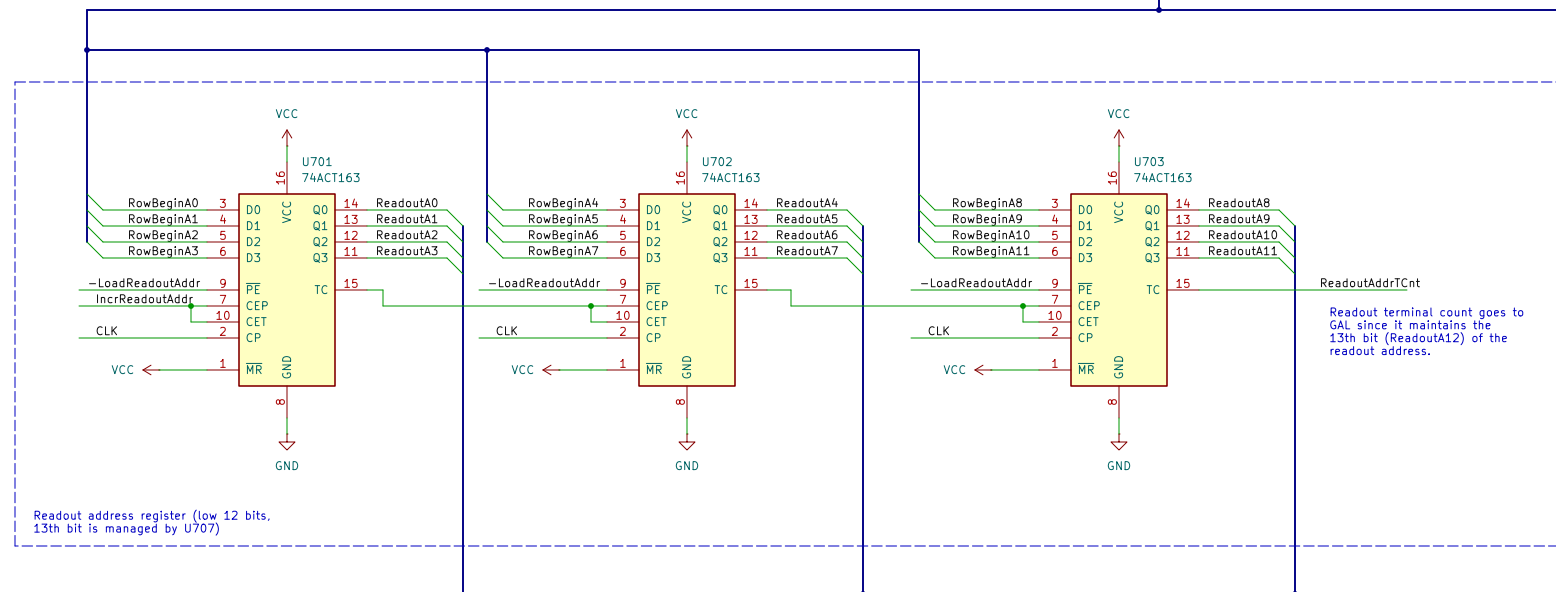
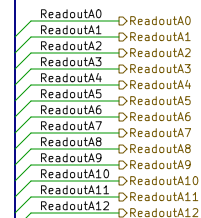
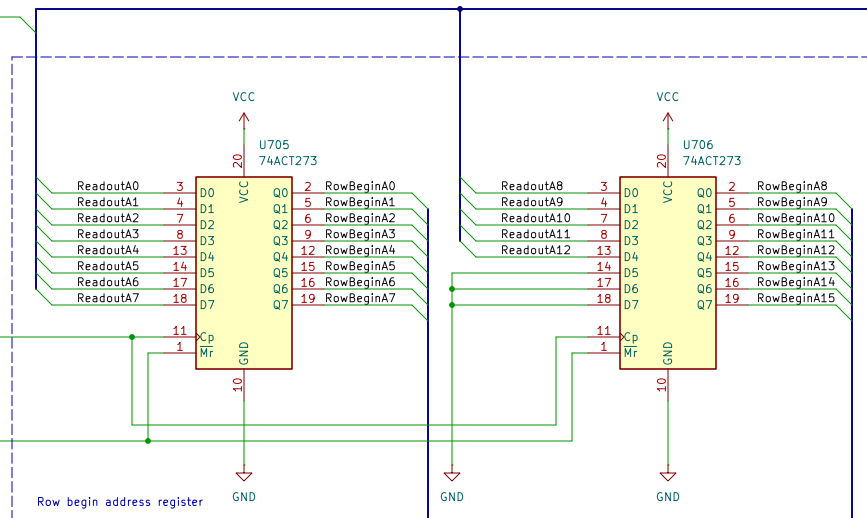
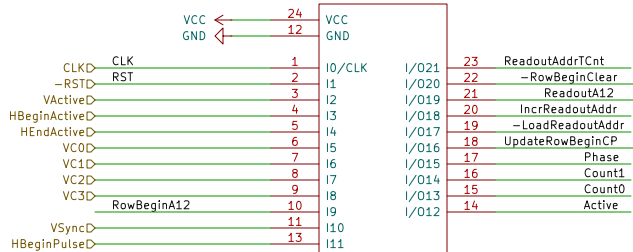
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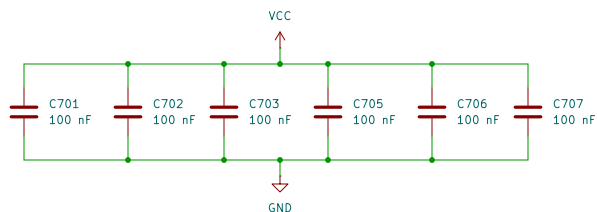
Id: 1/7

Logic is defined in  
R0utCtrl.pld

U707  
GAL22V10



Readout terminal count goes to  
GAL since it maintains the  
13th bit (ReadoutA12) of the  
readout address.



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Sheet: /Readout/  
File: Readout.kicad\_sch

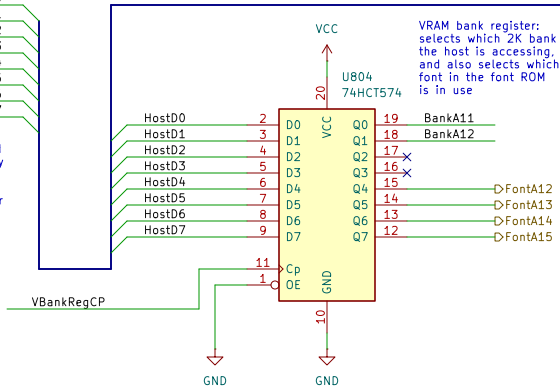
Title: Readout

Size: User Date:  
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HostD0  
HostD1  
HostD2  
HostD3  
HostD4  
HostD5  
HostD6  
HostD7

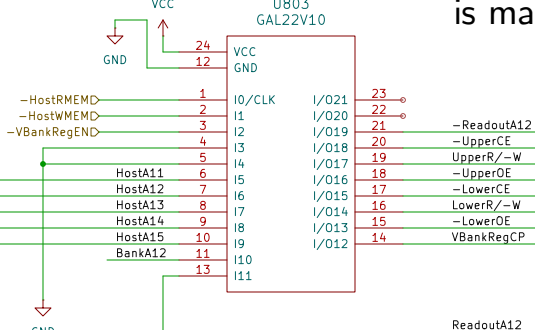
Host can read and write video memory and can write the contents of the VRAM bank register



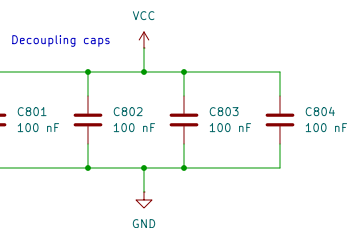
VRAM bank register: selects which 2K bank the host is accessing, and also selects which font in the font ROM is in use

Decode host control signals; generate control signals for VRAM and bank reg; logic is in VRAMCtrl.pld

U803 GAL22V10



All host address lines are used because the VRAM hardware does its own address decoding (to know when video memory is being accessed by the host)

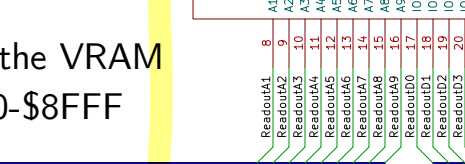
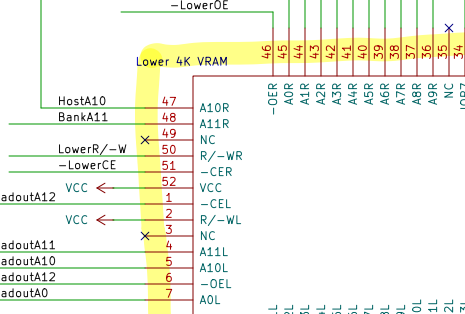


The readout address signals select which byte of video memory the memory fetch hardware wants to access. ReadoutA12 (the highest address line) is used to select the lower or upper VRAM chip.

ReadoutA0D ReadoutA0  
ReadoutA1D ReadoutA1  
ReadoutA2D ReadoutA2  
ReadoutA3D ReadoutA3  
ReadoutA4D ReadoutA4  
ReadoutA5D ReadoutA5  
ReadoutA6D ReadoutA6  
ReadoutA7D ReadoutA7  
ReadoutA8D ReadoutA8  
ReadoutA9D ReadoutA9  
ReadoutA10D ReadoutA10  
ReadoutA11D ReadoutA11  
ReadoutA12D ReadoutA12

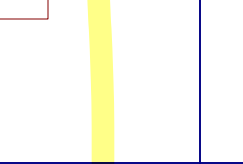
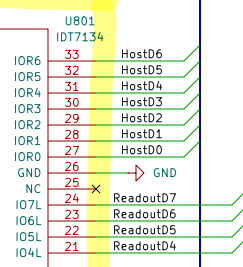
A 2K window into the VRAM is mapped at \$8800-\$8FFF

Note that the "inversion" of ReadoutA12 (generated by the control signal GAL) is used to select the high VRAM chip and enable its output.



Data values read from VRAM (to be used for rasterization)

ReadoutD0 ReadoutD0  
ReadoutD1 ReadoutD1  
ReadoutD2 ReadoutD2  
ReadoutD3 ReadoutD3  
ReadoutD4 ReadoutD4  
ReadoutD5 ReadoutD5  
ReadoutD6 ReadoutD6  
ReadoutD7 ReadoutD7



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Sheet: /VRAM/  
File: VRAM.kicad\_sch

Title: VRAM

Size: User Date:  
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