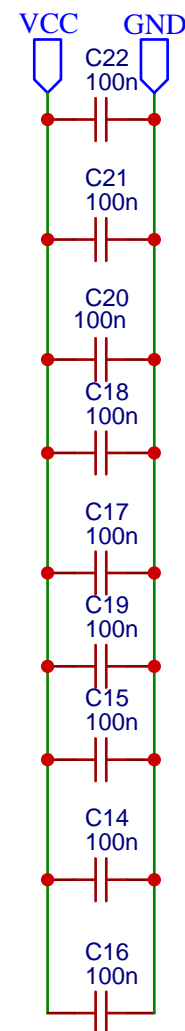
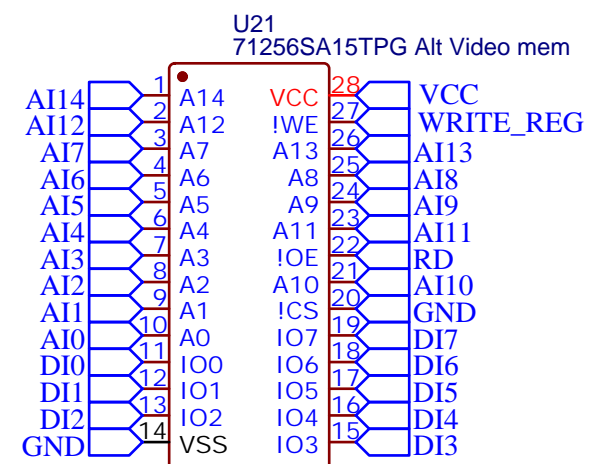
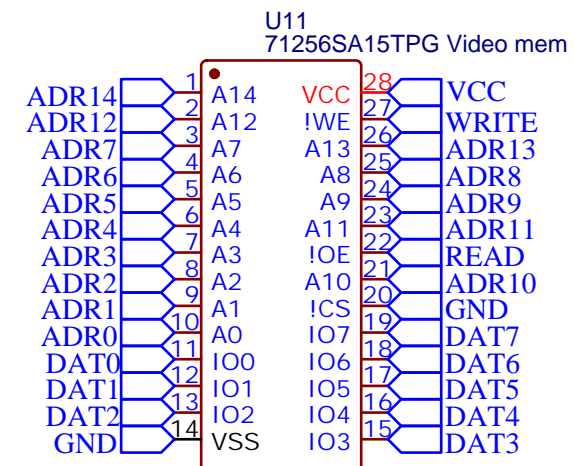
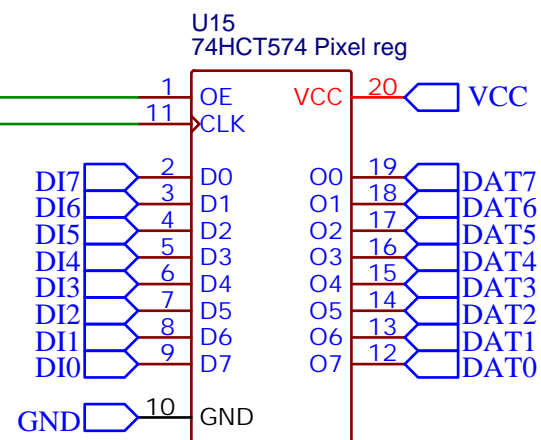
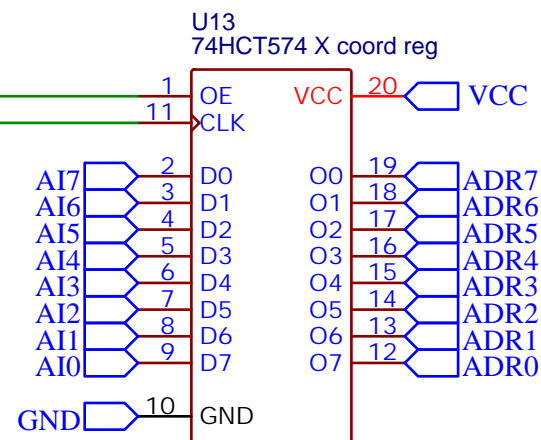
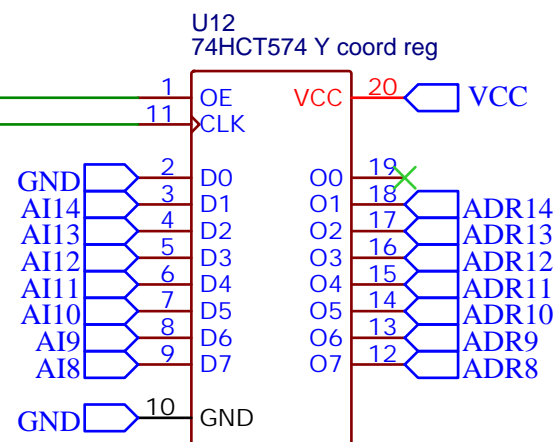
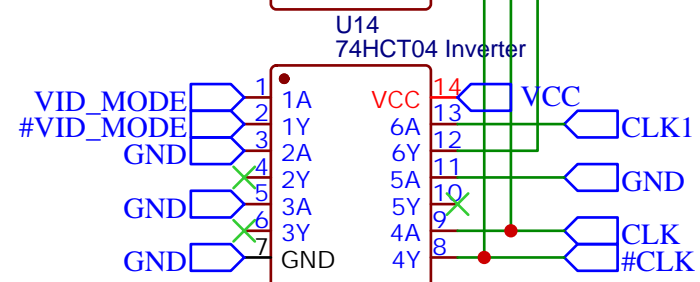
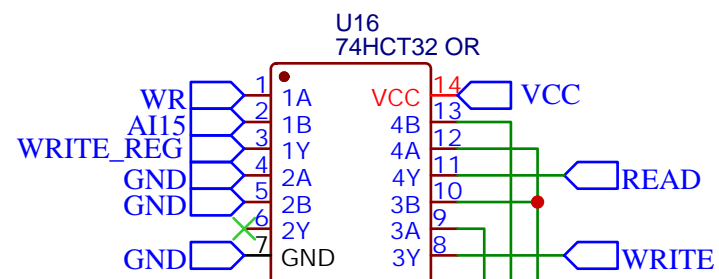
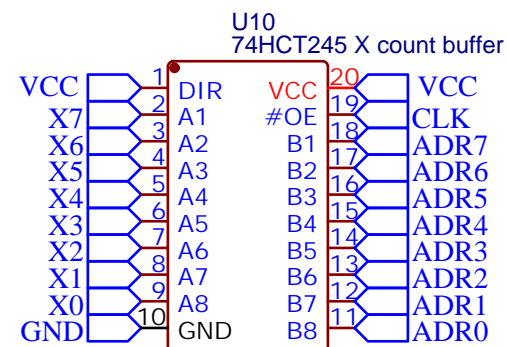
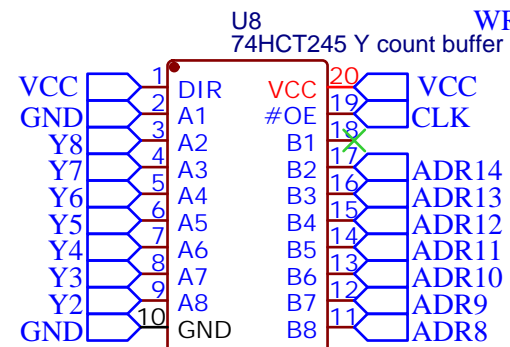
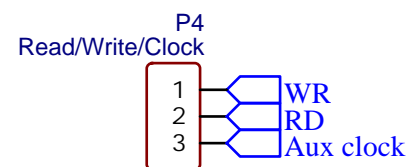
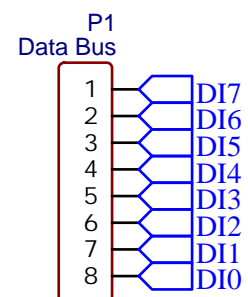
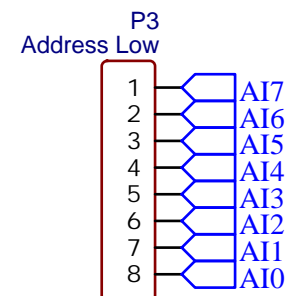
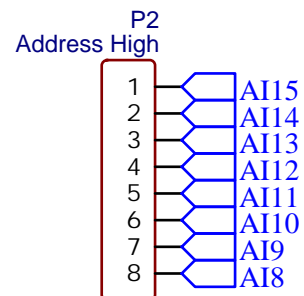
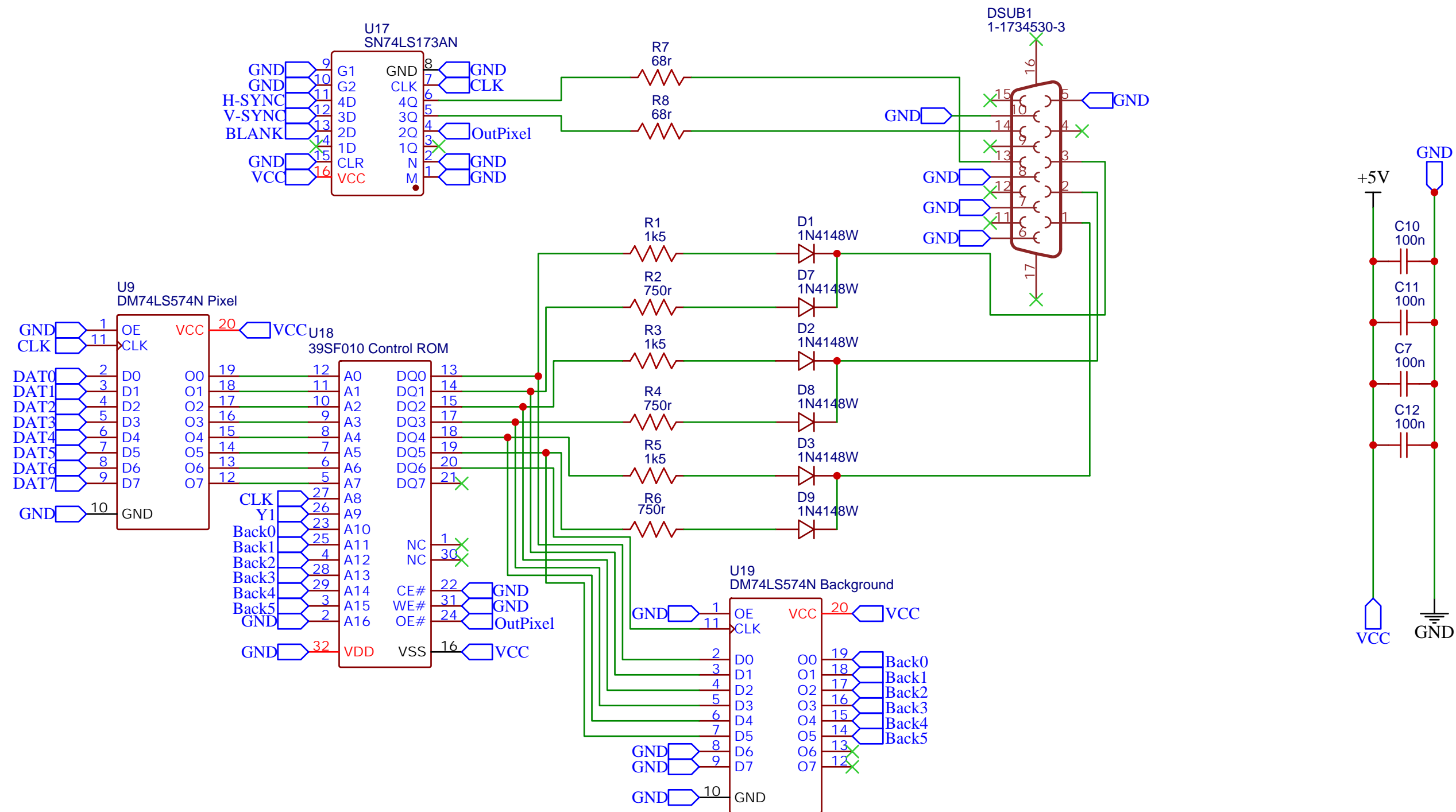


Generates the X and Y coordinate counts and feeds them into the control ROM and internal bus.
 The control ROM generates the H/V sync signals, the resetting of the counters, the Y counter increment and the blanking time for the pixels.

TITLE: Count and Control		REV: 3.0
	Company:	Sheet: 1/3
	Date: 2020-08-09 Drawn By: David Clifford	



Controls when the video memory is addressed by the XY counters or the XY registers, writing to the XY and Pixel registers from the CPU bus and when the video RAM is updated by the pixel register.



Stores the pixel and sync signals and outputs them to the VGA socket via a resistor diode DAC

There are 3 pixel modes. 0) 64 colours 4x4 1) 64 colours 4x4 + set background colour 2) 8 colours foreground, use background 2x2

TITLE: VGA output		REV: 3.0
	Company: David Clifford	Sheet: 3/3
	Date: 2020-08-09	Drawn By: David Clifford