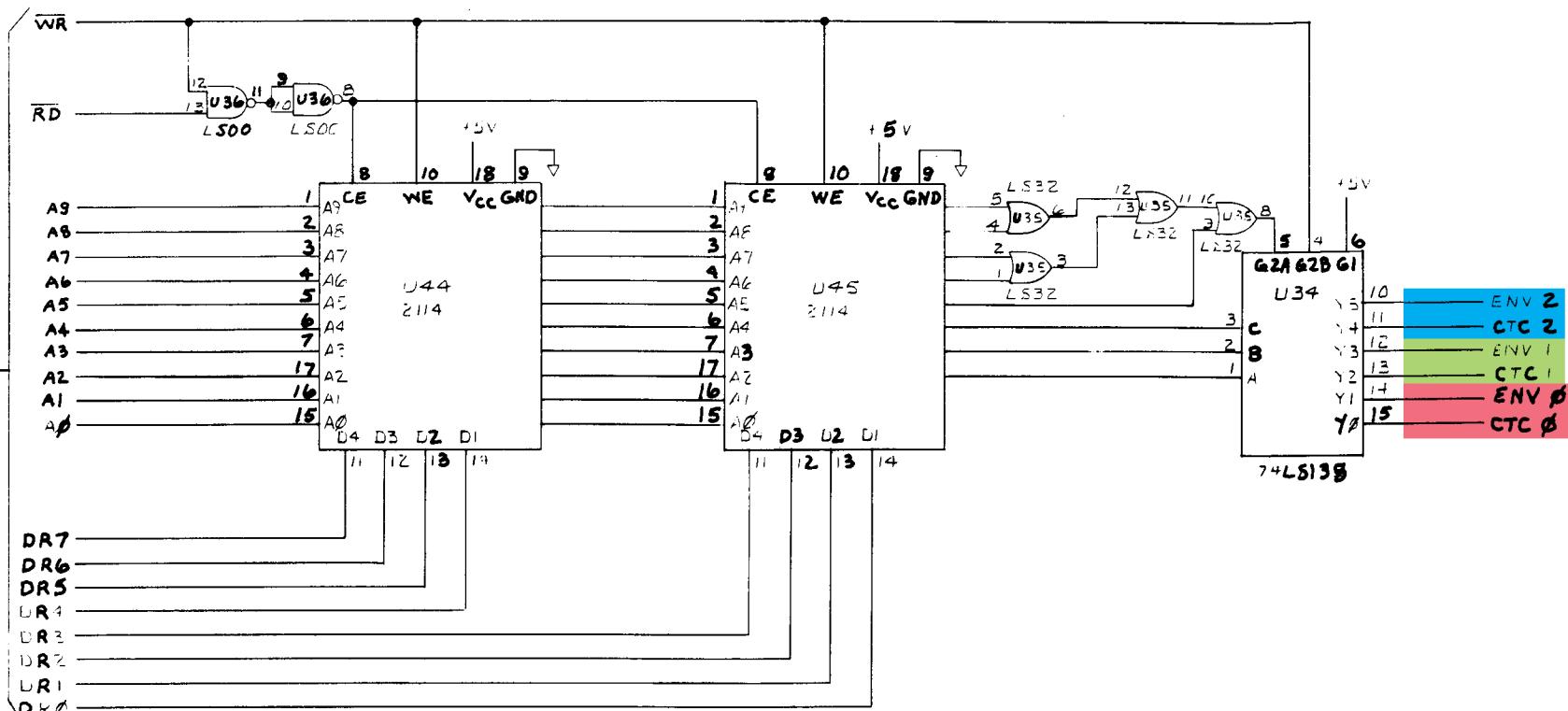


REVISIONS		DESCRIPTION	DATE	APPROVED
ZONE	LTR	- SEE SHT 1	WJB	

STAR TREK SOUNDS

11/23/82

2 ms. clock rate (USB jumper P2 set at pin #5)



UNIVERSAL SOUND BOARD

SOUND BLOCK IC ASSIGNMENTS

Sound Block 0Sound Block 1Sound Block 2

P. I. Timer (8253's)	U41	U42	U43
Channel A	U26, U19	U12, U3	U27, U20
Channel B	U25, U18	U13, U4	U28, U21
Channel C	U24, U17, U7	U14, U5, U16	U29, U22, U31
Filter Network	U8, U9, U7	U16, U6, U15	U30, U23, U31
Controller IC for Filter Network	U38	p/o U2	p/o U2
Decoder Multiplexer	U10	p/o U11	p/o U11
Summing Amp	U9	U6	U23

- Enterprise Impulse Drive uses S80, channel A, switch=1
- Enterprise Warp Drive uses S80, channels A, B and C, switch=1
- Enterprise Phaser uses S81, channels A, B and C, switch=0
- Enterprise Photon Torpedo uses S80, channels A, B and C, switch=1
- Enterprise Red Alert uses S81, channel B, switch=0
- Enterprise Targeting uses S82, channels A and B, switch=0
- Enterprise Command Deny uses S81, channel A, switch=0
- Enterprise Shields Hit uses S82, channel B, switch=0
- Enterprise Hit uses S82, channels A, B and C, switch=0
- Enterprise Explosion uses S81, channels A, B and C, switch=0, S82, channel C, switch=0
- Enterprise Introduction uses S80, S81 and S82, channels A and B, switch=1
- Klingon Photon Torpedo uses S8 , channel B, switch=0
- Klingon Explosion uses S81, channels A, B and C, switch=0, S82, channel C, switch=0
- Klingon Introduction uses S80, S81 and S82, channels A and B, switch=1
- Star Base Dock uses S80, channels A and B, switch=1
- Star Base Hit uses S82, channels A, B and C, switch=0
- Star Base Damage Critical uses S81, channel A, switch=0
- Star Base Explosion uses S81, channels A, B and C, switch=0, S82, channel C, switch=0
- Star Base Bonus Used uses S81, channel A, switch=0
- Star Base Bonus Unused uses S81, channel A, switch=0
- Star Base Introduction uses S80, S81 and S82, channels A and B, switch=1
- Saucer Warp Suck uses S82, channel B, switch=0
- Saucer Exit uses S82, channel B, switch=0
- Saucer Warp Suck/Exit Off uses no channels
- Nomad Moving uses S82, channel B, switch=0
- Nomad Stationary uses S82, channel B, switch=0
- Nomad Movement/Stationary Off uses no channels
- Player Change uses S80, channel B, switch=0
- Game End uses S82, channel B, switch=0
- High Score Music uses S80 and S81, channels A and B, switch=1, S82, channel A, switch=1
- Coin Drop Music uses S80 and S81, channels A and B, switch=1, S82, channel A, switch=1

QTY REQD	CODE IDENT	PART OR IDENTIFYING NO.	NOMENCLATURE OR DESCRIPTION	ITEM NO.
PARTS LIST				
UNLESS OTHERWISE SPECIFIED DIMENSIONS ARE IN INCHES TOLERANCES ARE: FRACTIONS DECIMALS ANGLES ± XX ± XXX ±		CONTRACT NO. <i>Gremlin/SEGA</i> San Diego California 92123		
MATERIAL		APPROVALS	DATE	
FINISH		<i>Wynema</i>	4-14-82	
ELEC		<i>Wynema</i>	4-22-82	
MECH				
MFG				
PROJECT				
SHEET 8 OF 8	SIZE CODE IDENT NO.	DRAWING NO.	REV	A
	D	800-0377		
APPLICATION	DO NOT SCALE DRAWING			SCALE NONE