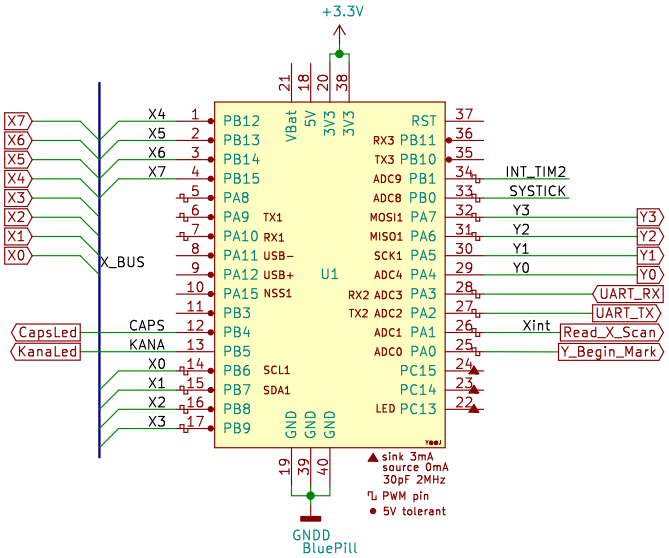

Read_X_Scan pin is low signaling that these Y3:Y0 bits (Y_Scan) are updated and return high when reading X7:X0 (response from PS/2 to MSX Keyboard Converter – or a decoded MSX keyboard itself). It marks a time window to the converter has to answer. This time is also defined by user on console by tunning its time using "<" and ">". Can be used to trigger an external sampling asset, like, for example, an oscilloscope. Details can be found on Tester Technical and Performance Manual.pdf, on project Github Documentation folder. This information can also be used to trigger an external sampling asset, like, an oscilloscope or logic analyzer.

Y_Begin_Mark pin is only low signaling that these Y3:Y0 bits (Y_Scan) are the first colunm to scan, as defined by user on console by Scan –> Begin menu options. Its defaut state is high. Can be used to trigger an external sampling asset, like, for example, an oscilloscope. Details can be found on Tester Technical and Performance Manual.pdf, on project Github Documentation folder. Can be used to trigger an external sampling asset, like, for example, an oscilloscope. Details can be found on Tester Technical and Performance Manual.pdf, on project Github Documentation folder.

MSX Sub system keyboard Emulator
To be controlled by serial console
The Y_Port_Sync is to be used on oscilloscopes as external sync.
It has some test capabilities increased over a real MSX.

No PCB will be done for this one.

Sheet: /		
File: MSX_tester.sch		
Title: PS/2 – MSX Tester		
Size: A4	Date: September, 29th, 2022	**Rev:** 1.4
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