

Static RAM

- * Stack area
- * Channel Pointers
- * "VM" vars (i.e. system RAM)
- * Scratchpad area

sram.sch

JAMMA Connector



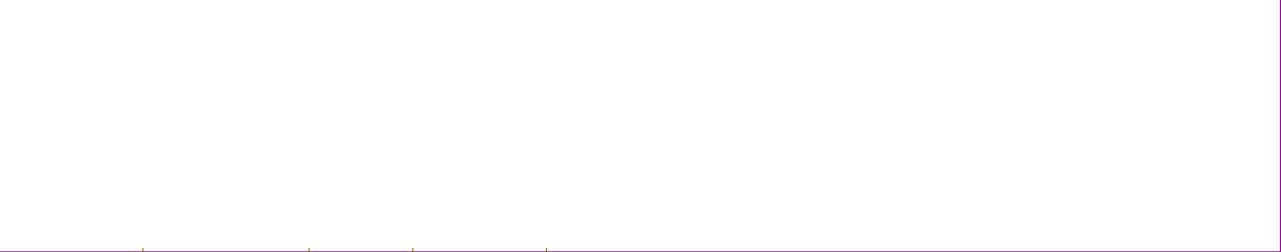
jamma.sch

Arithmetic & Logic Unit

- * 16bit ALU
- * ALU Input Registers
- * ALU Output Latches

alu.sch

Master Clock



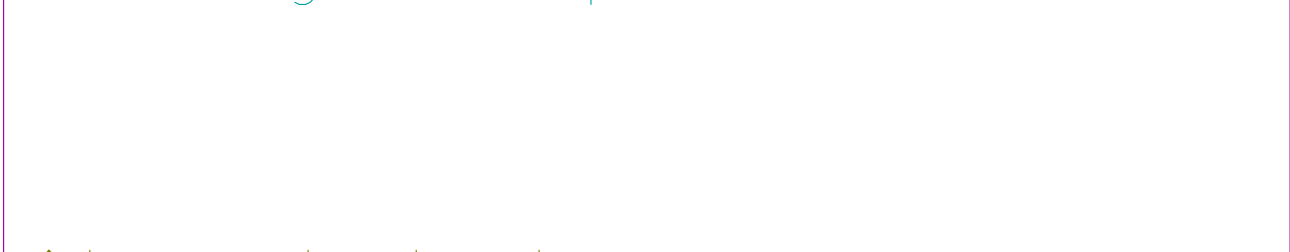
master_clock.sch

Code ROM Banks

- * Code ROM
- * Instruction Pointer Register
- * ROM Bank Register

code_banks.sch

Video Signal Output

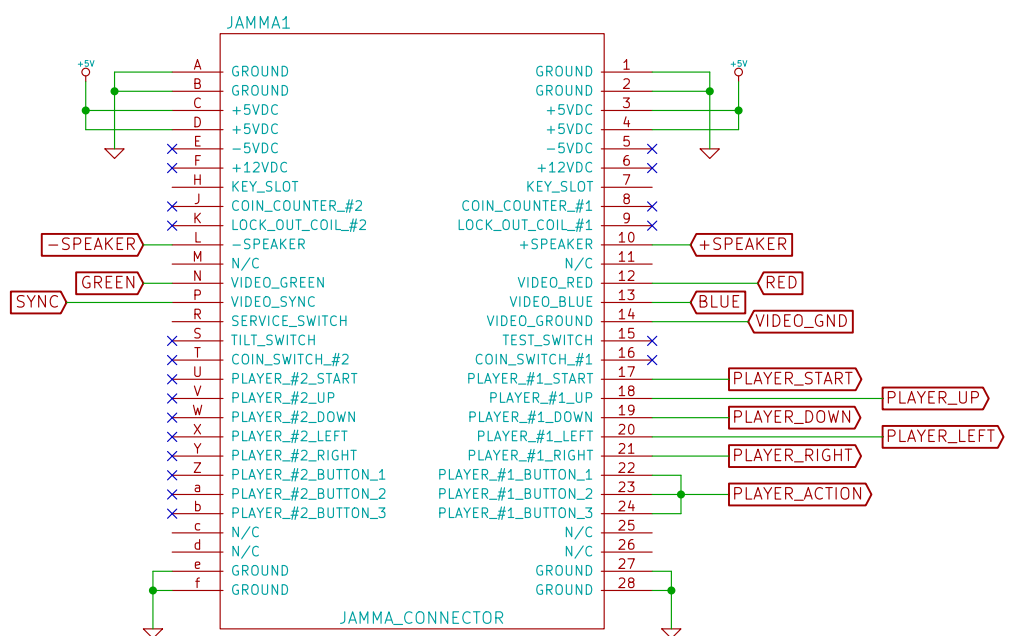


video_output.sch

Microcode Sequencer

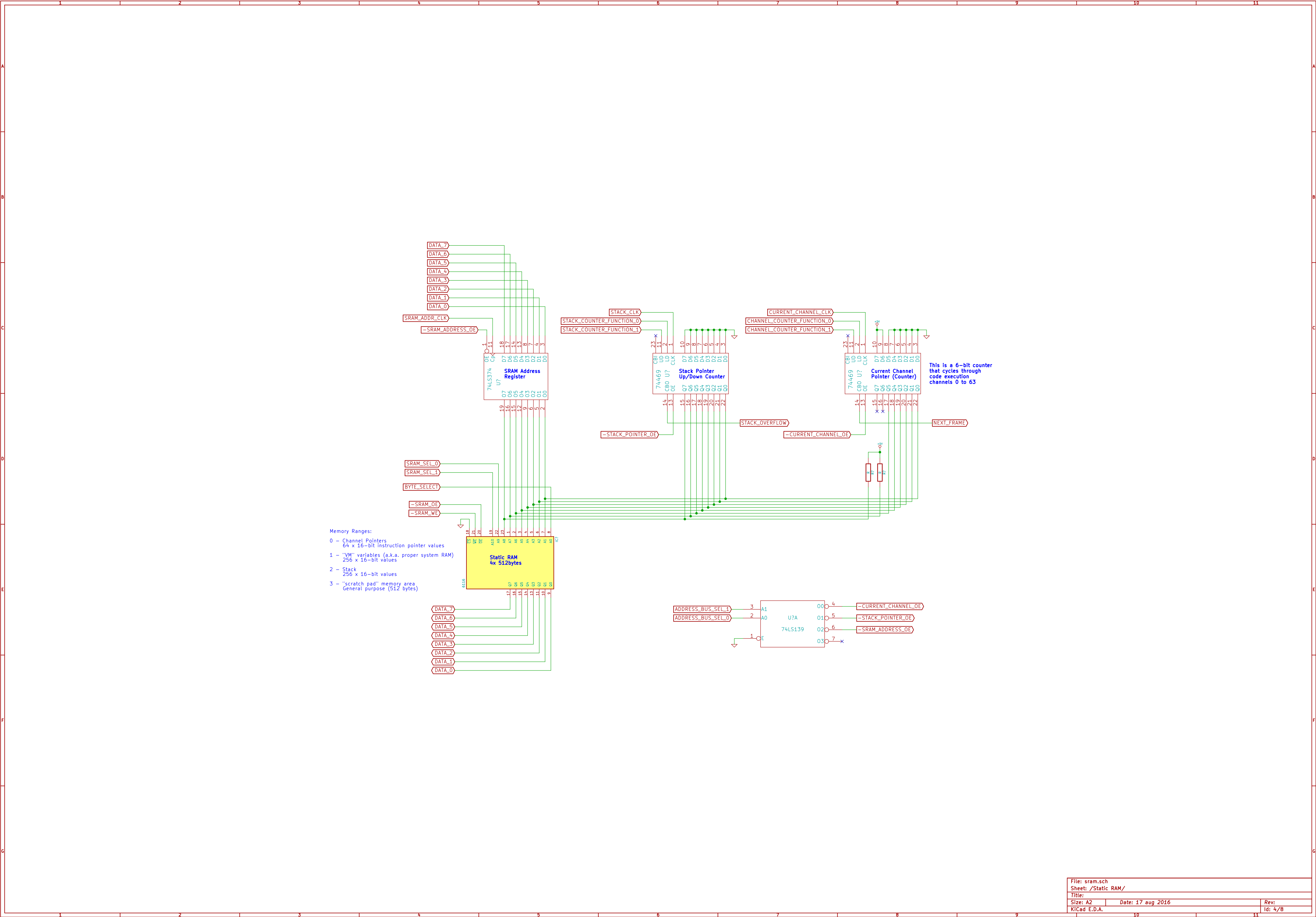
- * Microcode ROMs
- * Opcode Register

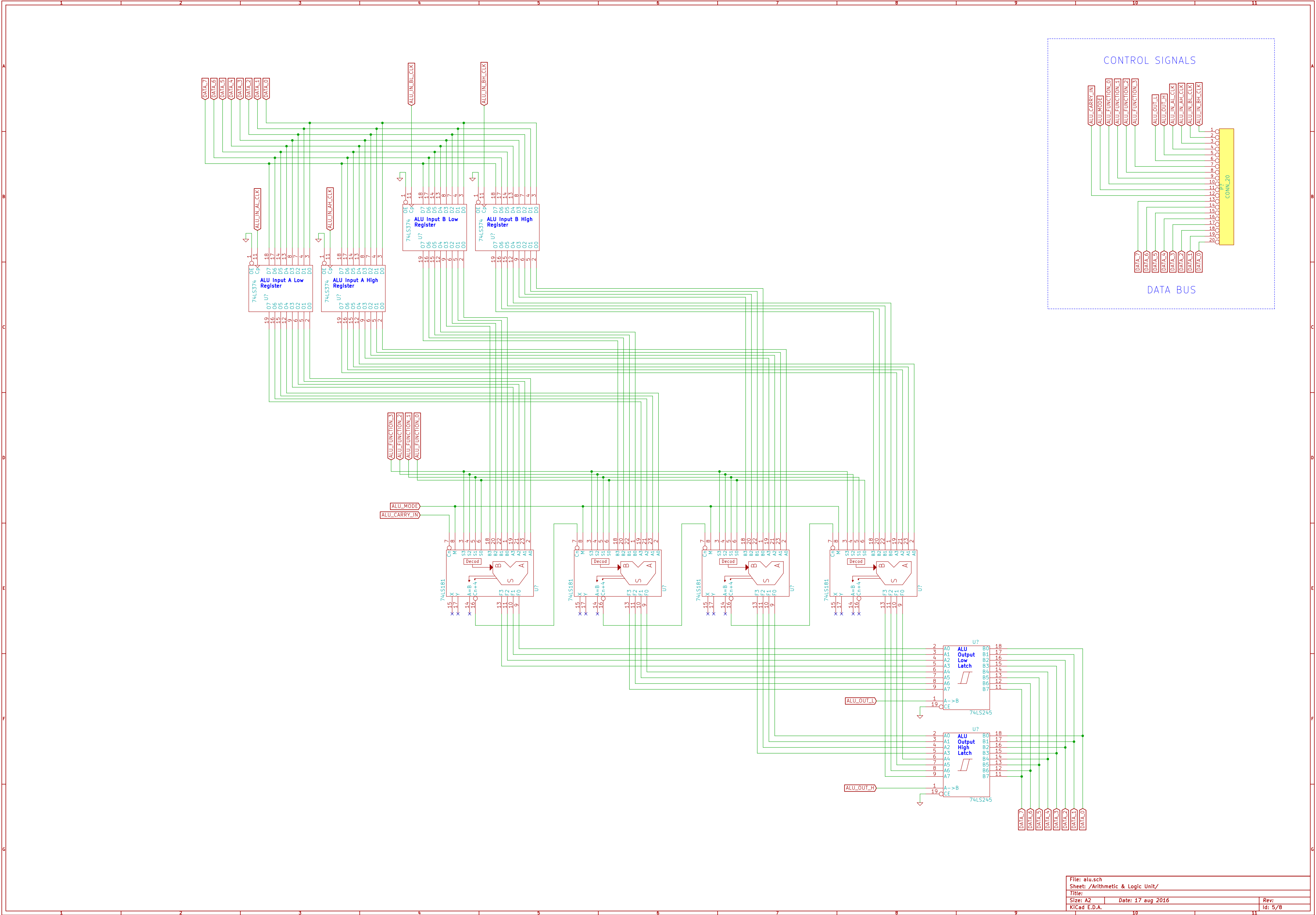
microcode.sch

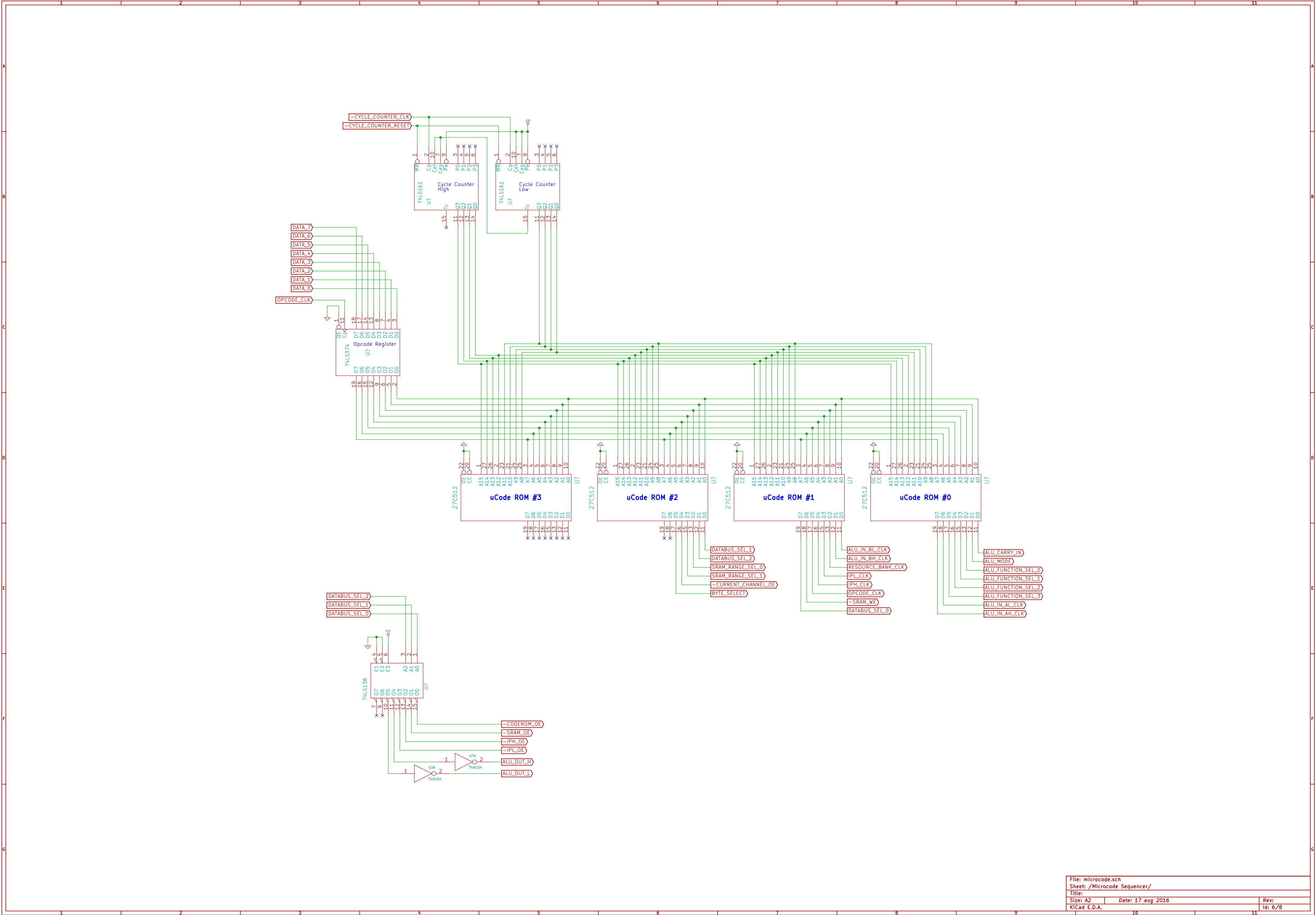


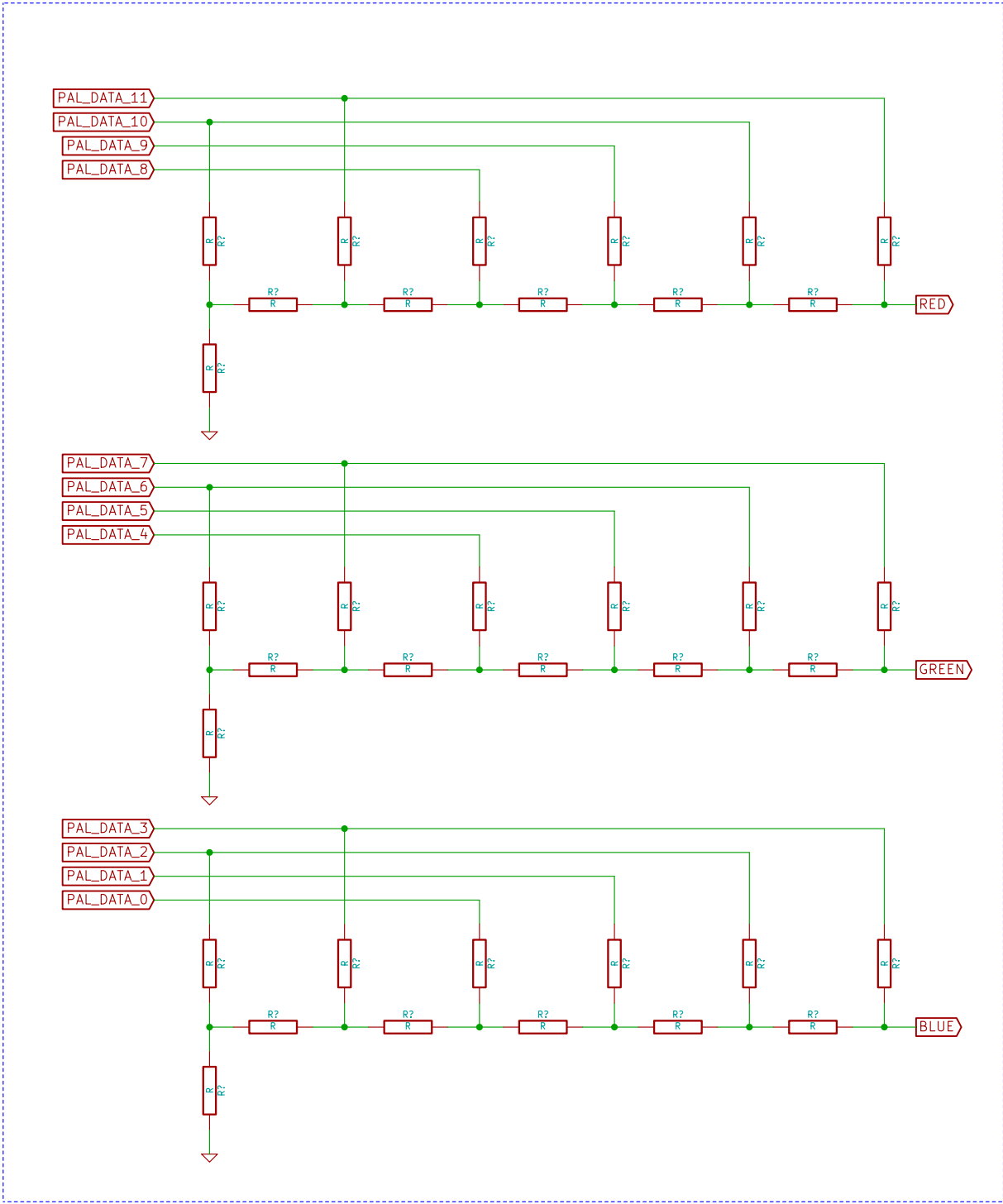
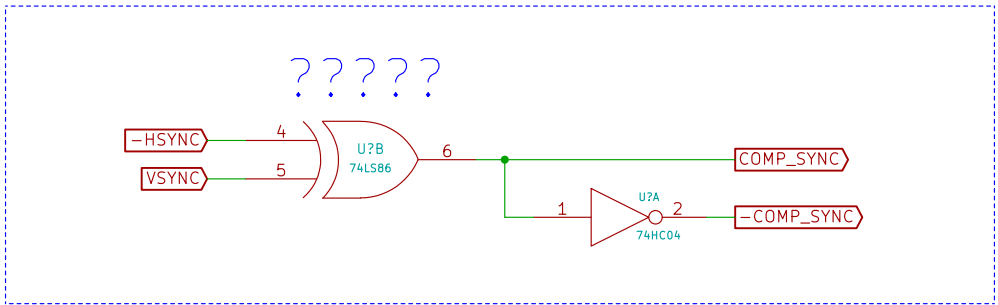
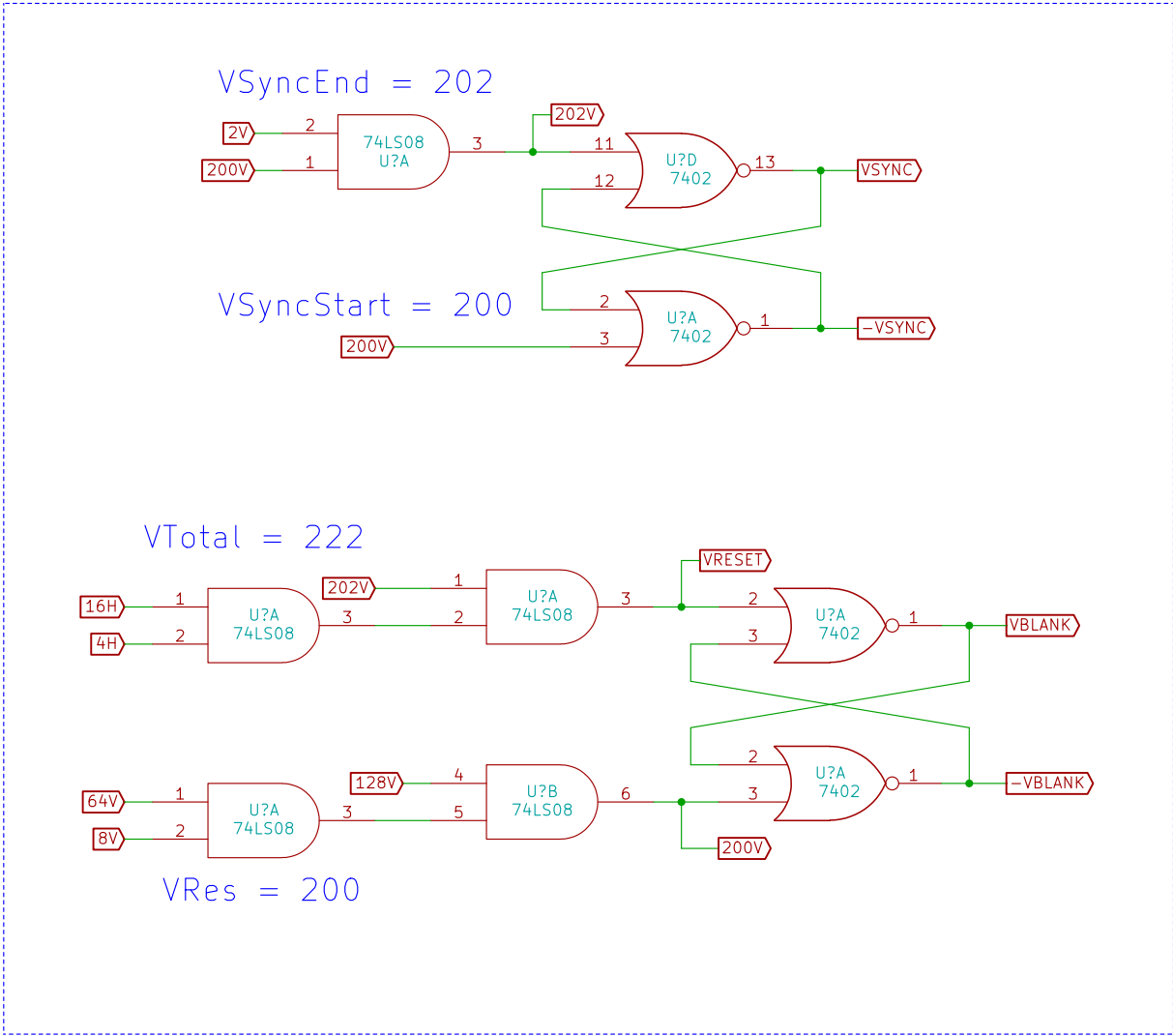
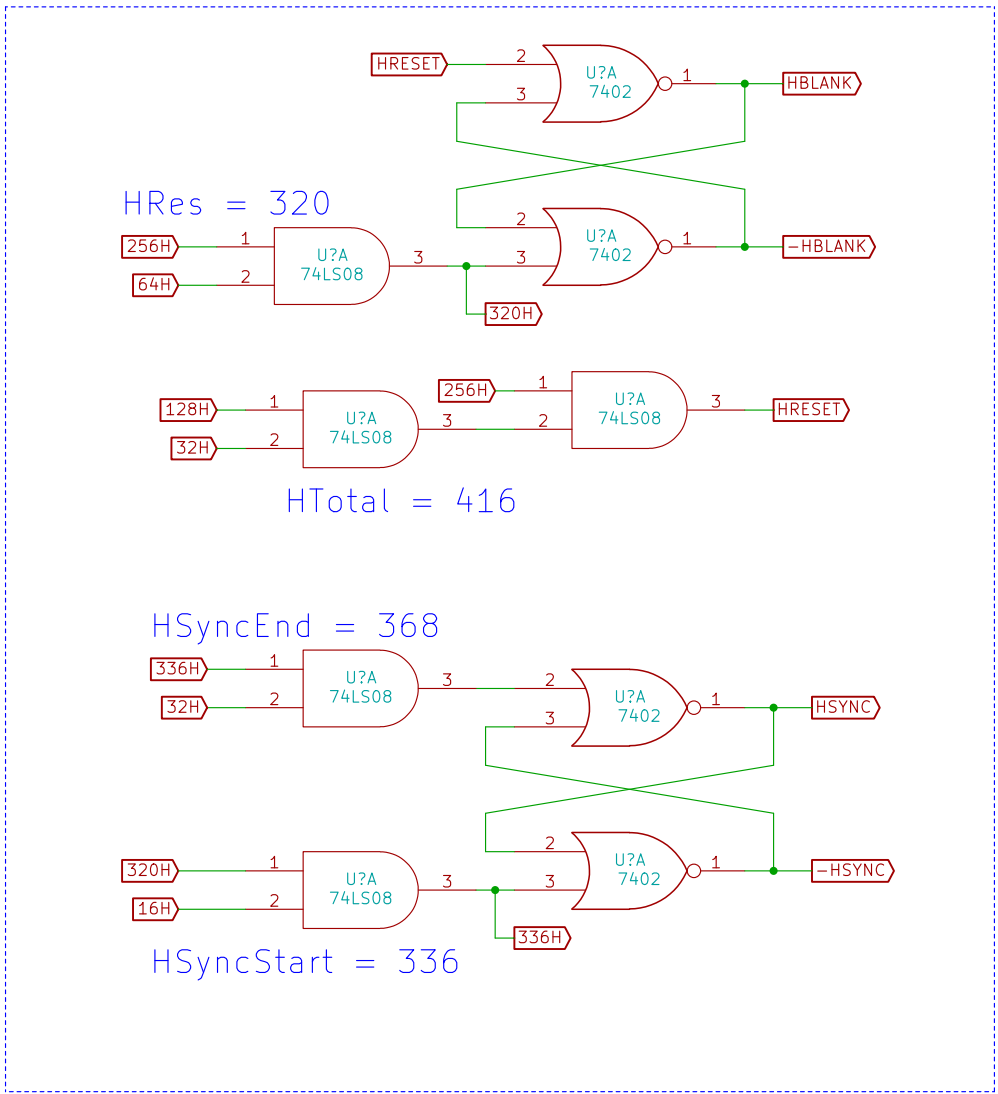
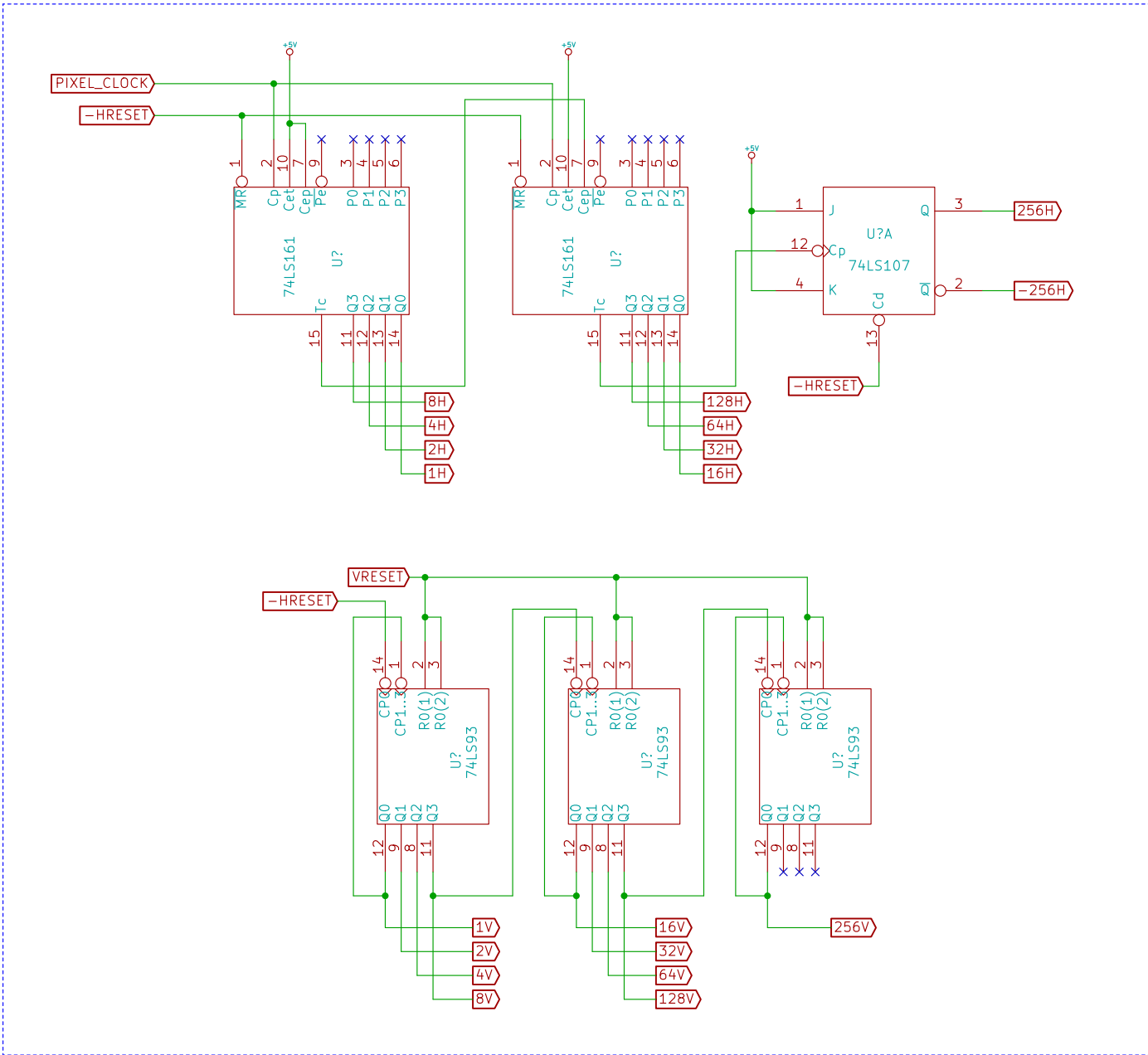
TO-DO:
? MHz
MASTER_CLOCK
(CRYSTAL
OSCILATOR)

TO-DO:
15.75MHz
PIXEL_CLOCK









TO-DO:
VIDEO
SRAM

