

Static RAM

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

sram.sch

JAMMA Connector



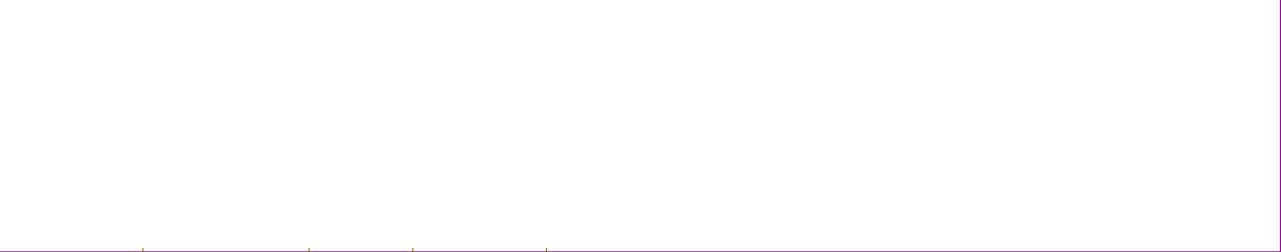
jamma.sch

Arithmetic & Logic Unit

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

alu.sch

Master Clock



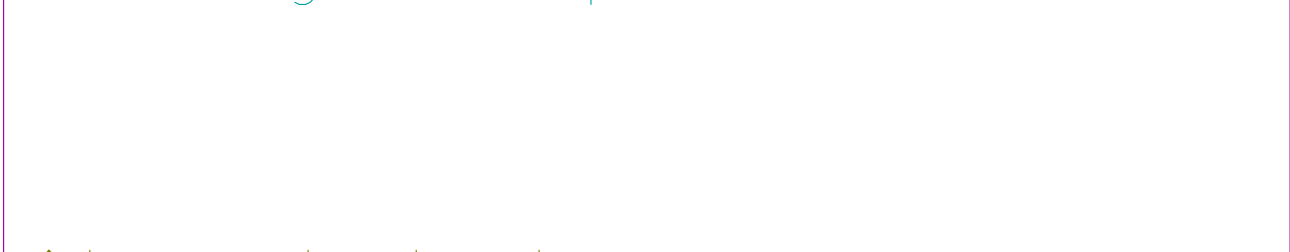
master\_clock.sch

Code ROM Banks

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

code\_banks.sch

Video Signal Output

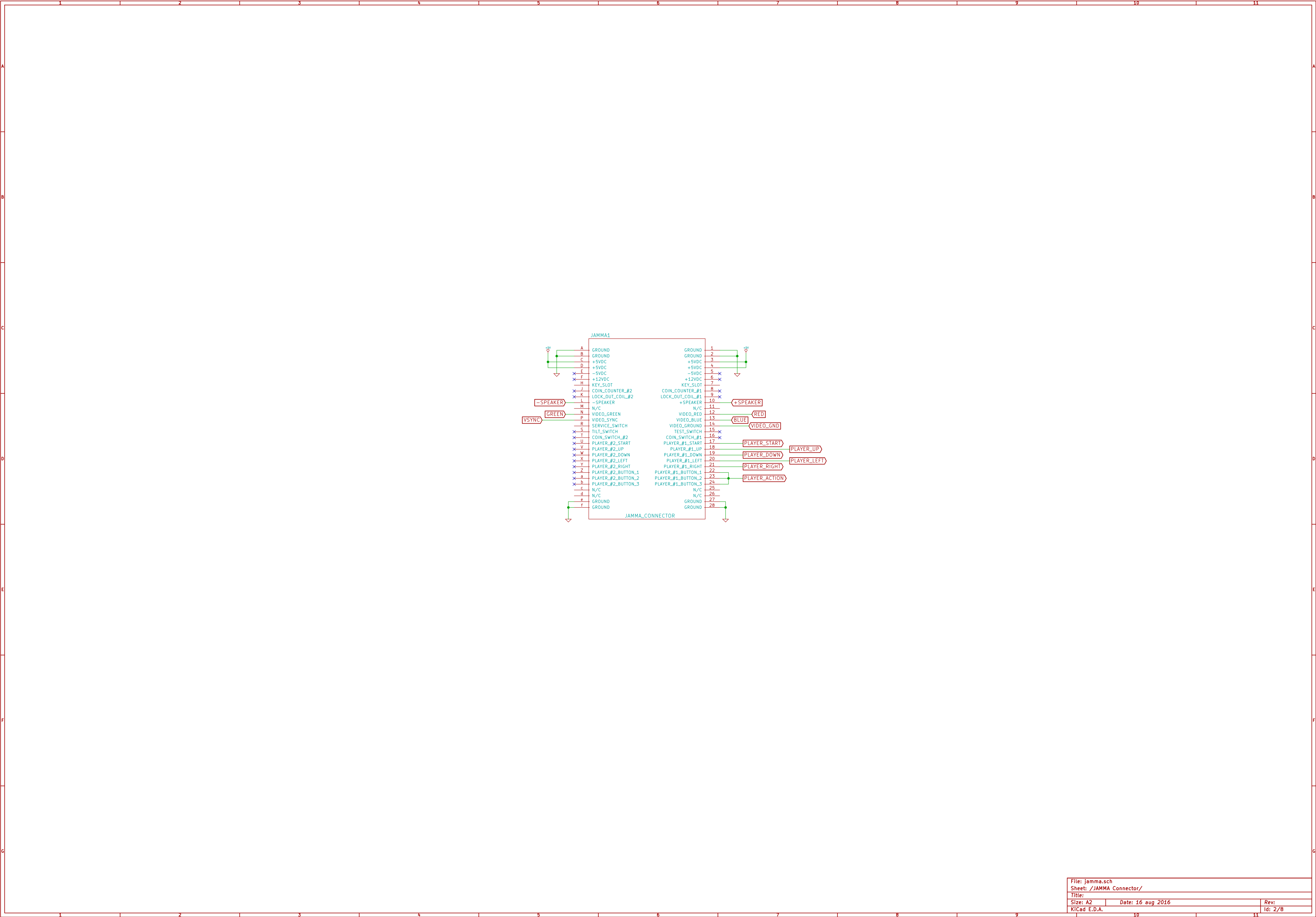


video\_output.sch

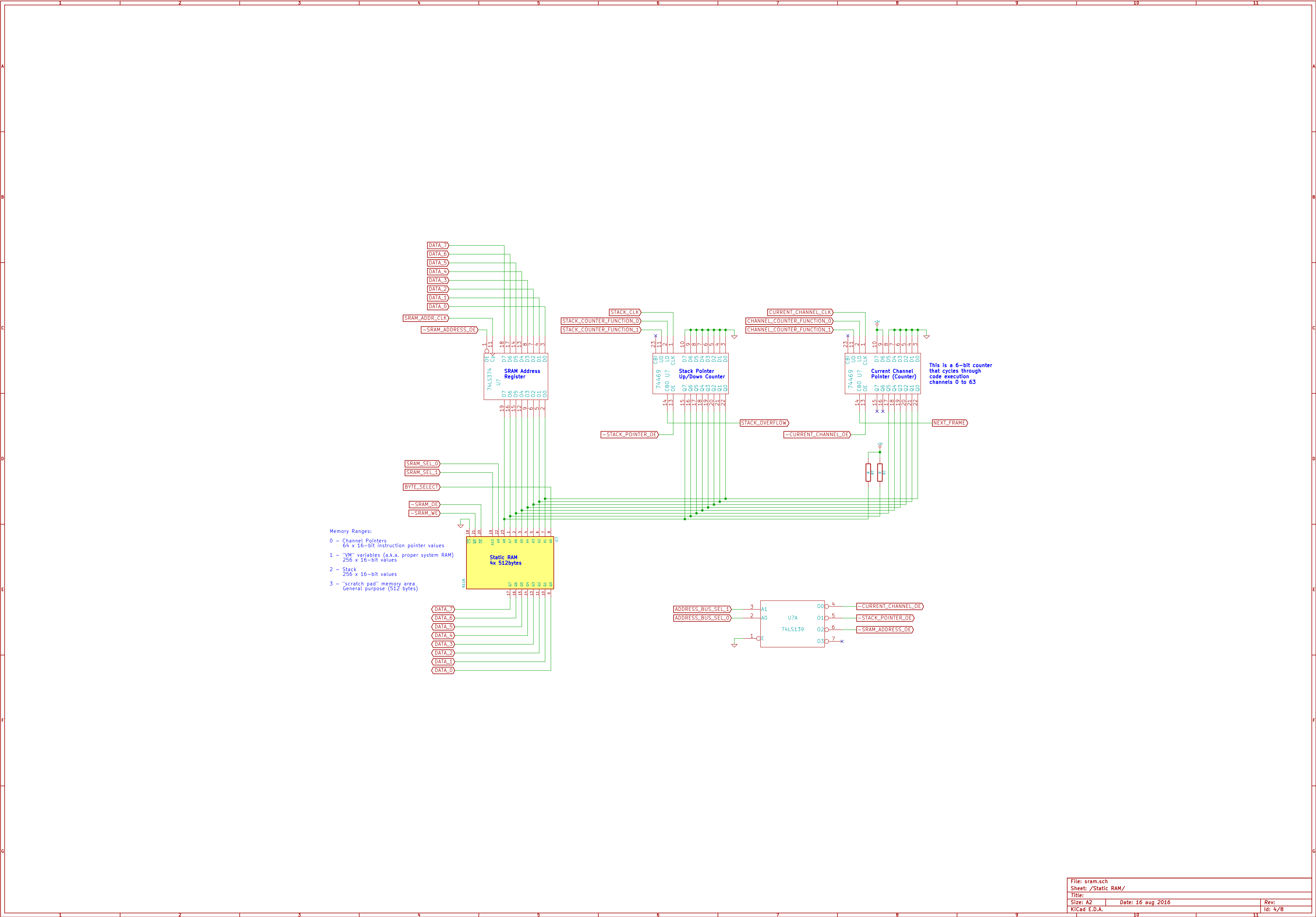
Microcode Sequencer

- \* Microcode ROMs
- \* Opcode Register

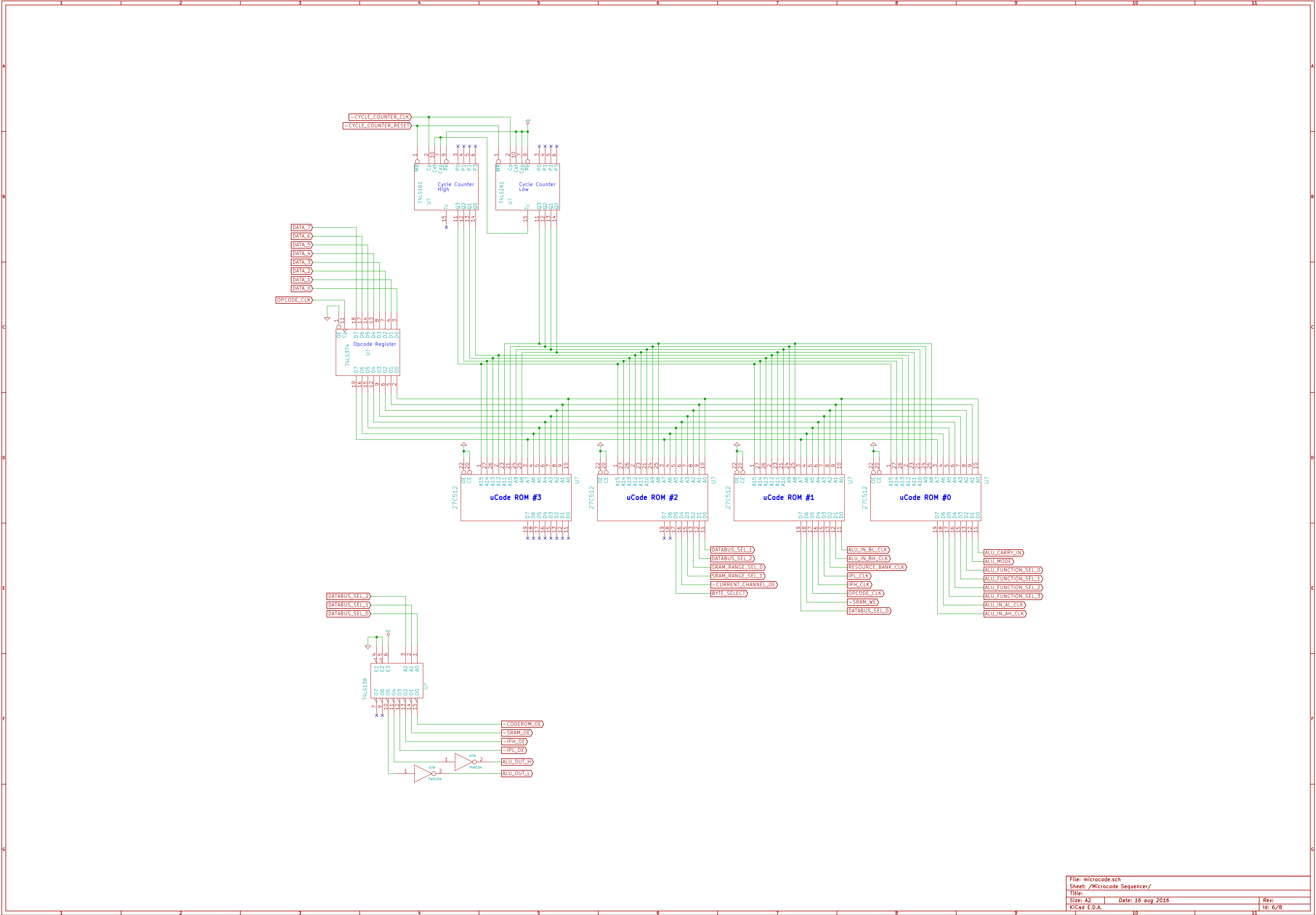
microcode.sch

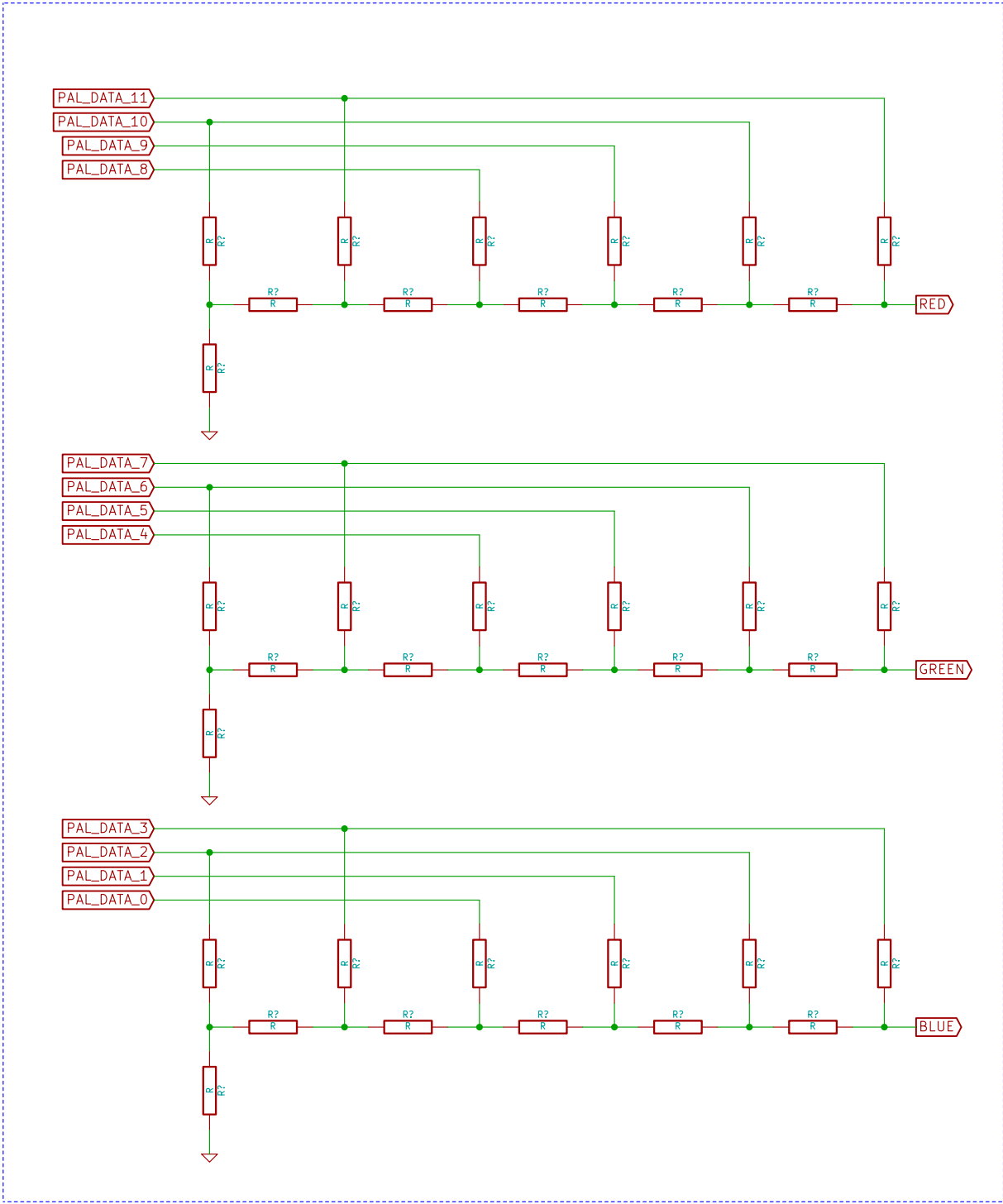
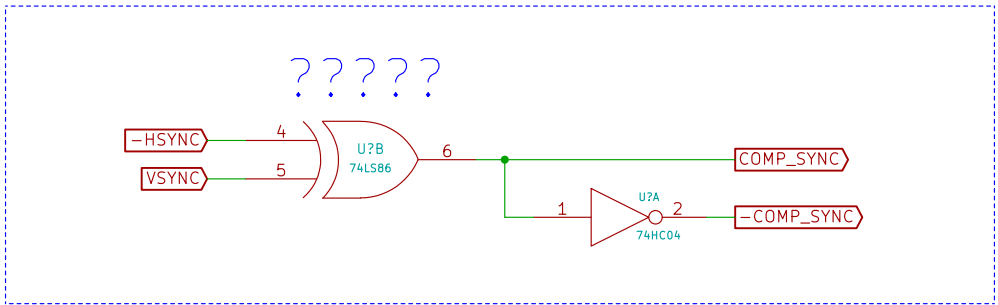
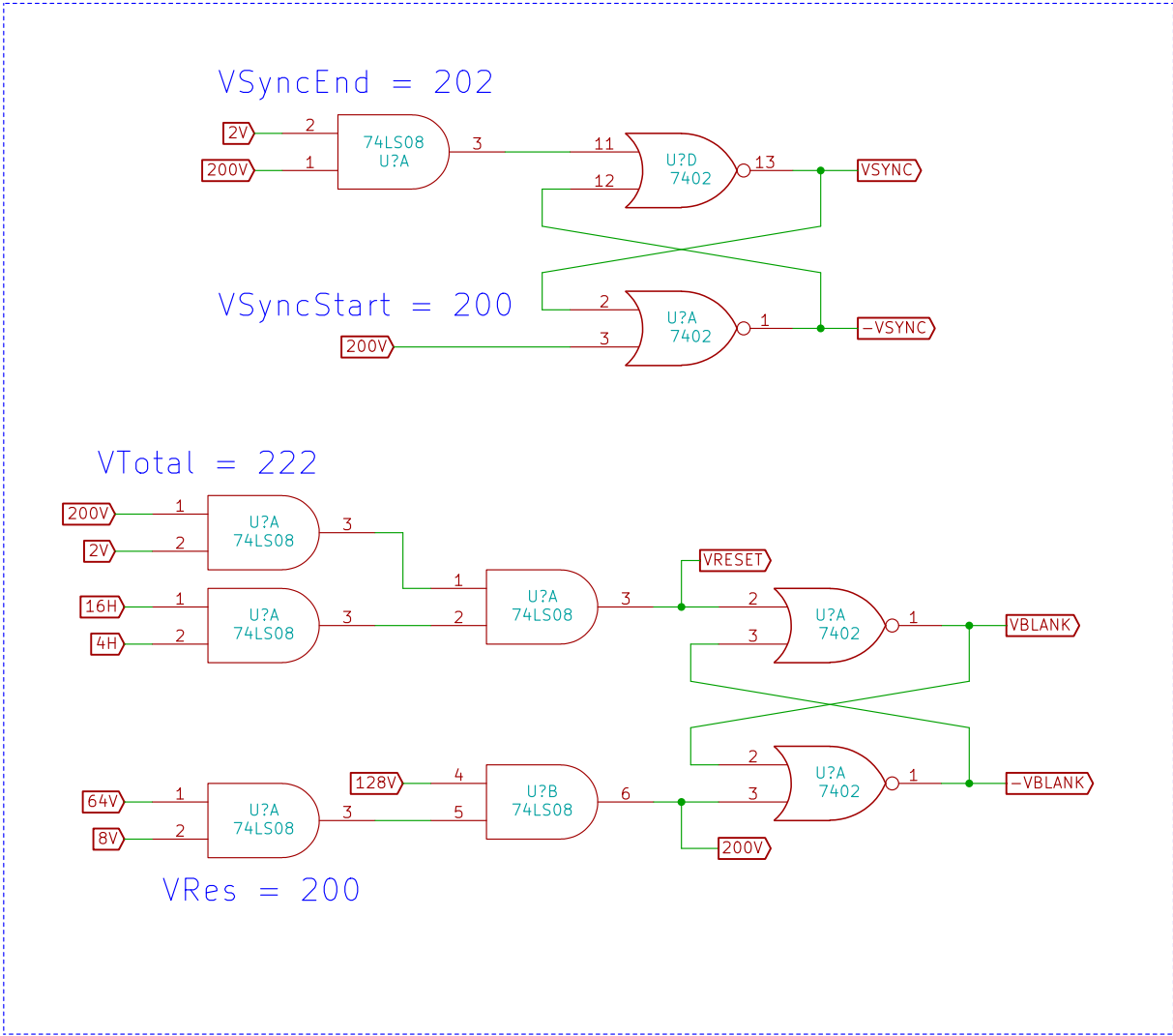
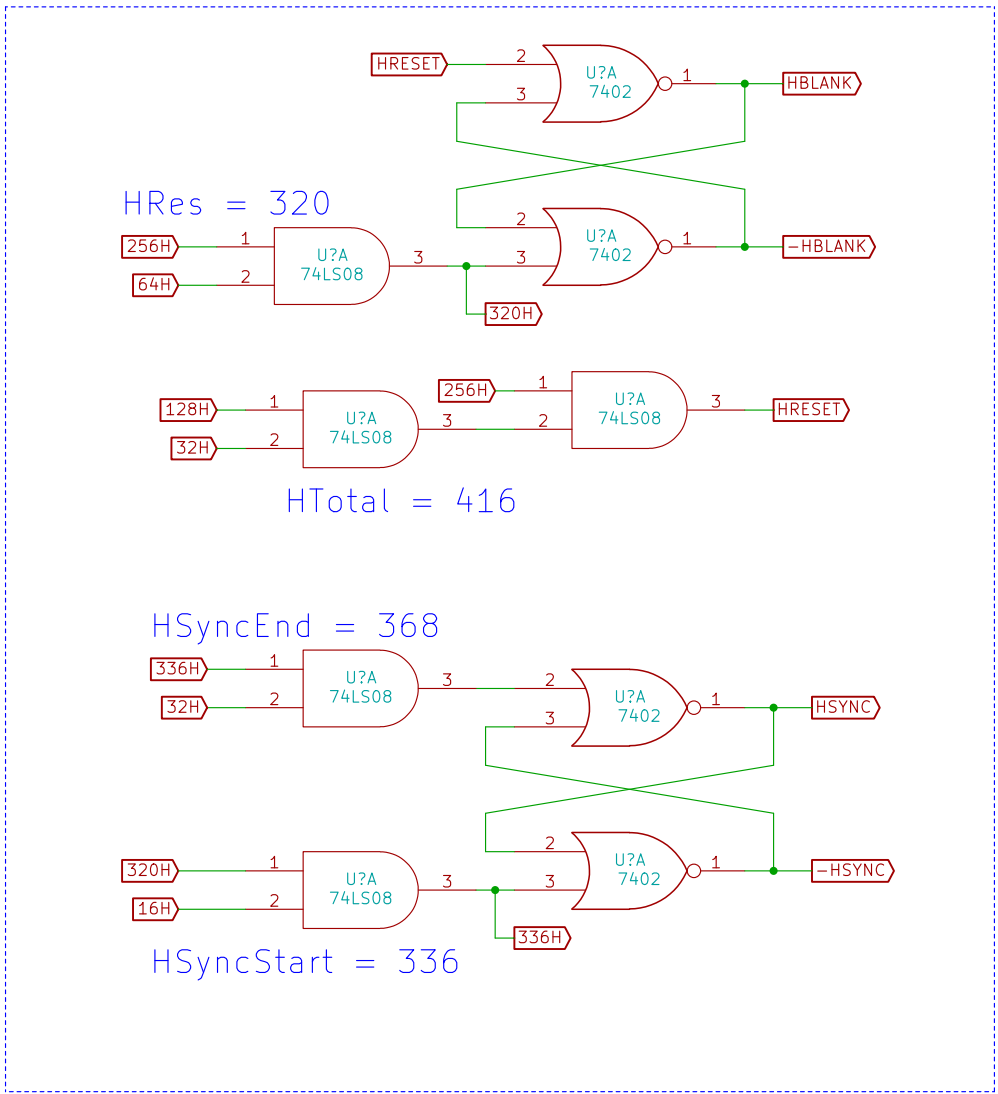
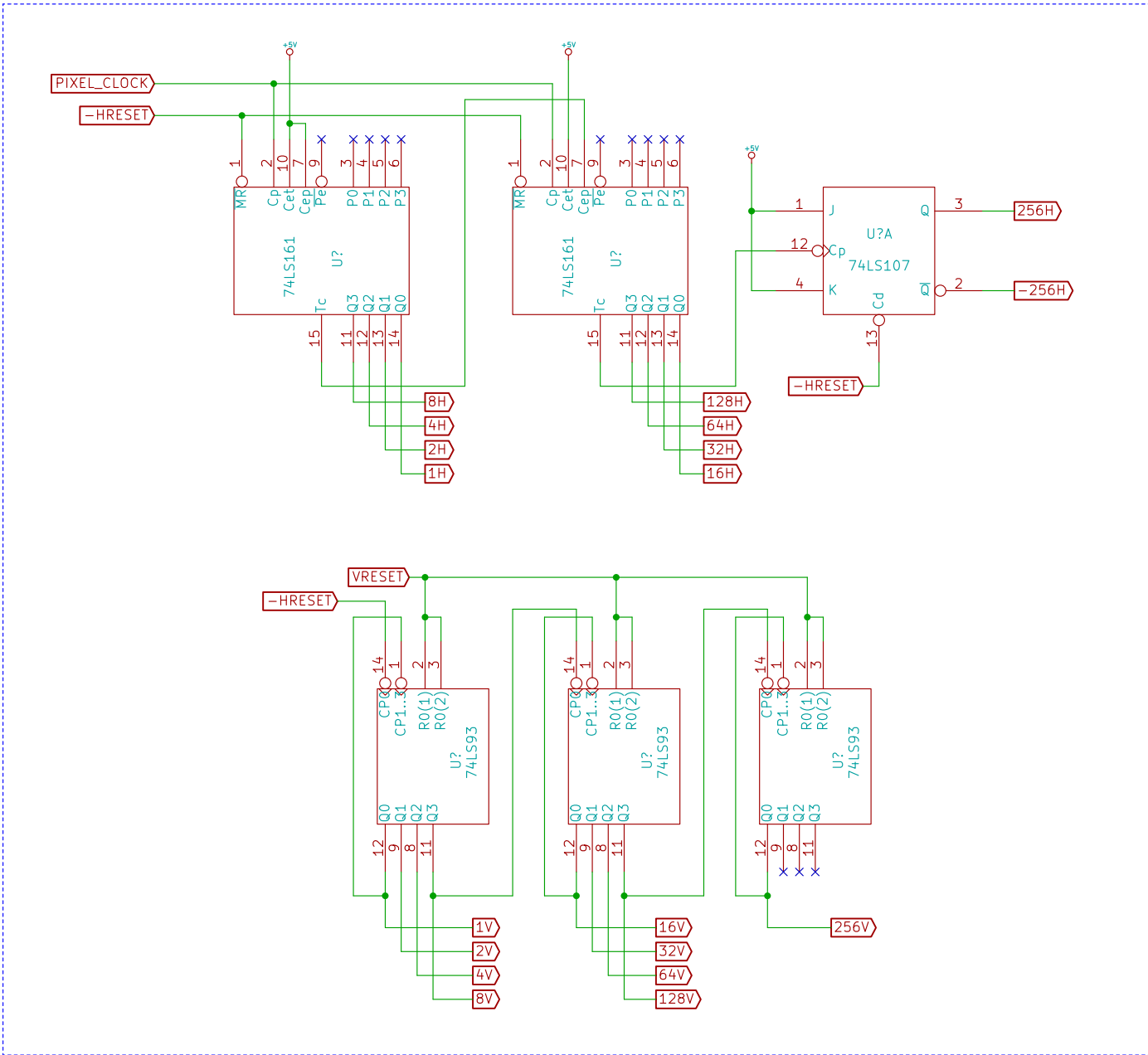












TO-DO:  
VIDEO  
SRAM

