

Heathkit H-89 MSX Graphics Board Documentation

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Introduction

This document contains notes on the Heathkit H-89 MSX Graphics board designed by Norberto Collado. I have assembled one and made these notes to assist others who may do the same.

Note: The information here was written for the revision 1.1 board. There may be slight differences if you have a different board revision.

Board Features

The H-89 MSX board adds support to the Heathkit H-89 computer (and compatibles like the Zenith Z90) for MSX-compatible graphics, sound, and joysticks, allowing it to run programs (primarily video games) written for that platform.

MSX was a home computer architecture developed by Microsoft and ASCII Corporation in the 1980s as a standard for home computers. It was popular in Japan and several other countries, but not in North America, which a few exceptions such as the Canadian NABU Network machine. Most systems used the Texas Instruments TMS9918 graphics chip and General Instrument AY-3-8910 sound generator.

A loader program has been developed which runs under CP/M (HDOS is not supported) that can load and run MSX programs (ROM files).

Video output is to an HDMI monitor. Line level stereo audio output is provided which can drive amplified speakers or a monitor with a suitable audio input. Two wireless BlueTooth game controllers (joysticks) are supported, as well as wired joysticks. The board is installed in any of the three left side expansion slots of the H-89.

The board was designed by Norberto "Norby" Collado. The design is similar to the MSX board for the Heathkit H8 computer, designed by Les Bird, and leverages some of the work done by him. That board is similar in functionality to the HA-8-3 graphics board that was originally offered by Heathkit for the H-8.

Parts List

See reference [X] for a more detailed bill of materials.

Qty	Designation	Type	Description
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15	C2,C3,C4,C5,C6,C7,C11,C12,C13,C14,C15,C16,C17,C18,C19	Capacitor	0.1uF ceramic disc
2	C1,C10	Capacitor	10uF, 25V, non-polarized
2	C8,C9	Capacitor	47uF 25V tantalum or electrolytic
6	R2,R3,R10,R11,R12,R13	Resistor	4.7K
3	R1,R4,R5	Resistor	470
2	R6,R7	Resistor	1K
2	R8,R9	Resistor	1.8K
1	L1	Inductor	Ferrite bead, 76 Ohm
2	D2,D3	Diode	1N5819
2	D4,D5	Diode	1N4148
1	D1	Diode	BAT48
5	U5,U6,U7,U10,U11	IC	74LVC245
2	U12,U13	IC	74LS540
1	U1	IC	74LS32
1	U2	IC	74LS02
1	U3	IC	74LS74
1	U4,U7	IC	AY-3-8910
1	U8	IC	74LS245
1	U9	IC	ESP32-WROOM (30-pin)
1	U14	IC	74LS125
1	U15	IC	GAL, 16V8
1	-	IC	Tang Nano 9K F18A
1	SW1	Switch	DIP switch, 4-pos.
2	JP1,JP2	Connector	1x3 male header
1	JP5	Connector	1x2 male header
2	J1,J2	Connector	2x5 male header
1	J3	Connector	3.5mm stereo audio jack
2	J4,J5	Connector	1x24 pin socket
1	P507,P508,P509	Connector	25-pin Molex
1	P501,P502,P503	Connector	10-pin Molex
1	J13	Connector	1x6 male header, right angle
1	n/a	n/a	Printed Circuit Board
1	n/a	IC socket	40-pin
4	n/a	IC socket	14-pin
9	n/a	IC socket	20-pin
1	n/a	Cable	HDMI cable
2	n/a	Joystick	Xbox Bluetooth Controllers
2	n/a	Joystick	Wired joysticks
7	n/a	Wires	Dupont jumper wires, female to female

Board Assembly and Test

Install all components on the two boards using the schematic, board layout picture, and PCB silkscreen as guides. See references [X] and [X].

You will also need to assemble a U509 buffer board which is on a separate small PCB and is documented in reference [X].

In general, the recommendation is to install the lowest height parts first, e.g. resistors, small capacitors, IC sockets, etc. Ensure the correct orientation of the electrolytic or tantalum caps, diodes, and ICs.

The 25-pin Molex edge connectors are no longer available. You can use two 10-pin with one 5-pin in the middle. They are available from Digikey, Newark, Mouser, etc. The part numbers are 5-pin: Molex #22-15-2056, 10-pin: Molex #22-15-2106.

The two 10uF capacitors are non-polarized. The recommended part is Murata RCER71E106K3DBH03A (available from Digikey).

The ferrite bead is a Tayda 76 Ohm or similar. I used the Digikey part 1934-1556-ND.

Ensure you obtain the 30-pin version of the ESP-32 WROOM microcontroller. There is also a 38-pin version which will not fit the board footprint.

The board footprint for the audio jack fits Digikey part CP1-3535NG-GR-ND.

The General instrument AY-3-8910 chip is not longer manufactured, but NOS chips can be found on sources like eBay and Amazon. The Yamaha YM2149F may also work, but this has not been verified.

It is highly recommended to use sockets for all ICs. I used tall headers for installing the ESP32 and Tang Nano. See the pictures at reference [X]. Ensure that there is sufficient clearance for the ICs and sockets which are installed underneath them.

If using any NOS ICs, clean the pins if they look tarnished or oxidized.

The GAL, ESP32, and Tang Nano need to be programmed. See the separate instructions below.

Programming the GAL

The GAL is a programmable device of type is 16V8. I used Atmel part number F16V8B-15PU.

You will need a suitable device programmer to program it. I programmed mine with a TL866II Plus programming using the Linux Minipro software. Extract the files from h89-msx-ls-gal.zip from reference[X] and program it using the provided JED file, e.g. MSX-H89-DECODER.jed.

Programming the ESP32

You need to program the ESP32 over the USB port. It can be programmed out of the circuit. You can use the Flash Download Tool Windows application from reference [X]. You may need to install the Windows CP102 USB to UART driver if the ESP3 is not found on a COM port. Use the files and settings shown in the screen shots below:

- Select ChipType ESP32
- Select three .bin files, enter addresses and enable checkboxes
- Check other settings (defaults)
- Set COM port (mine appeared on COM5).
- Click on START
- It should program the ESP32 and complete in a minute or so

Programming the Tang Nano

Program the Tang Nano over USB using the instructions at reference [X]. It can be programmed out of the circuit.

Joystick Support

Two multifunction Bluetooth game controllers such as those at reference [X] are supported. Alternatively you can connect wired “Atari type” joysticks to the joystick headers on the MSX board. You will need to make suitable cables or connectors and wire the joystick switches correctly.

CP/M Software

You will need to obtain the CP/M MSX loader program from reference [X] and some MSX games from reference [X] and transfer them to your H-89.

Installation

The MSX board can be installed in any of the three left slide slots of the CPU board, using connectors P501/P507, P502/P508, or P503/P509. Note that there is no keying on the connectors for the board, so take care not to offset the pins or you may damage the MSX board and/or H-89 CPU board or power supply.

If your H-89 has a guide bracket on the left side with plastic guide pins for each slot, you should adjust the guide pin for the position of the VDIP board. The three guide pins holes are for boards with components facing left; you can have three different boards. The other holes for the

guide pins are only for boards with components facing to the right; you only can have two. You can also have combinations of both setups. Refer to this picture:

<https://github.com/jefftranter/Z80/blob/master/H89VDIP1/pictures/guidebracket.png>

The U509 buffer board must be installed as described in reference [X]. You need to connect seven jumper wires from J13 the MSX board to the corresponding pins on the buffer board. If you are using an H-89 VDIP board which is already connected to the U509 buffer board, you can connect the MSX jumpers to the signals at J5 on VDIP board.

Connect the HDMI connector of the Tan Nano to an HDMI monitor. There is a known issue with the Tang Nano 9K where it will not work with some HDMI TVs. If you plug in your graphics board and you don't see anything on the screen, try plugging it into a different monitor/TV.

Connect the audio out jack from J3 to amplified speakers or the audio line input of your monitor, if present.

DIP Switch and Jumper Settings Reference

Switch	Normal Setting	Description
32SPR	OFF	32 sprites per line
SCANL	OFF	Simulated scan lines
GCLK	ON	GROM clock
CCLK	ON	CPU clock

Jumper	Description
JP2	Jumper in upper or lower position depending on whether you are using wired joysticks or ESP32 (BlueTooth) joysticks.
PS_CTL	Normally jumpered in upper (A0) position.
MSX_8_PORT_SEL	Use same port as on H8. Normally not installed.

Connector Reference

Connector	Description
J1	First wired joystick.
J2	Second wired joystick.
J3	Line level stereo audio out to headphones or amplified speakers.

J13	Jumpered to corresponding pins on U509 buffer board or VDIP board (if present).
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Operation

Power up the system. You should see a display on the HDMI monitor when the Tang Nano boots up.

If using BlueTooth controllers, pair them with the ESP32. Typically this is done by pressing the A and HOME buttons at the same time for three seconds to get the controller to pair. The LEDs will blink and it will vibrate when paired. See the documentation that came with the controller(s).

Run the CP/M program MSX89.COM, specifying a ROM file, e.g.

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> MSX89 GALAG204 .ROM
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Verify that video, audio, and controllers are working. Download and load more MSX programs and have fun!

Board Images

Some pictures of the assembled board can be found at reference [X].

References

1. https://docs.espressif.com/projects/esp-test-tools/en/latest/esp32/production_stage/tools/flash_download_tool.html#regular-download
2. <https://github.com/jefftranter/Z80/tree/master/H89MSX>
3. <https://github.com/jefftranter/Z80/tree/master/H89VDIP1>
4. <https://github.com/lesbird/MSX8/blob/main/romlist.md>
5. <https://github.com/lesbird/MSX8/tree/main>
6. https://github.com/sebhc/sebhc/blob/master/wiki/F18ACLONE/Programming_Tang_Nano_9K_for_H8-8-3.txt
7. <https://github.com/sebhc/sebhc/wiki/F18A-TMS9918-FPGA-EMULATOR>
8. <https://github.com/sebhc/sebhc/wiki/HA-8-3>
9. <https://koyado.com/heathkit/New-H8-Website/download/h89-msx-ls-gal.zip>
10. https://koyado.com/heathkit/New-H8-Website/h89-msx_graphics_board.html