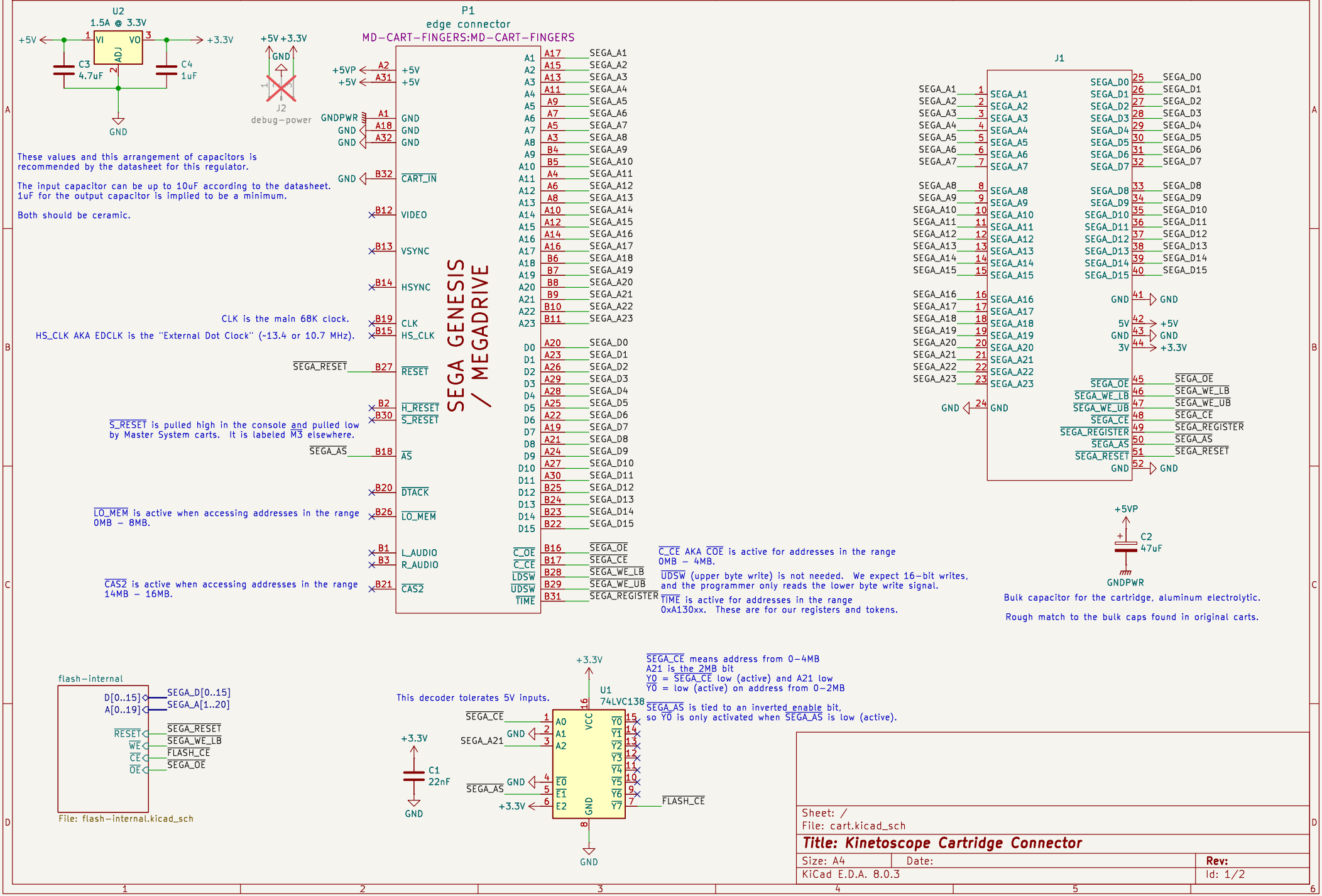
U2
1.5A @ 3.33V
+5V
VI
VO
+3.33V
ADJ
C3
4.7uF
C4
1uF
GND
These values and this arrangement of capacitors is recommended by the datasheet for this regulator.
The input capacitor can be up to 10uF according to the datasheet.
1uF for the output capacitor is implied to be a minimum.
Both should be ceramic.
+5V +3.33V
GND
J2
debug-power
P1
edge connector
MD-CART-FINGERS:MD-CART-FINGERS
SEGA GENESIS / MEGADRIVE
+5VP
+5V
GNDPWR
GND
CART_IN
VIDEO
VSYNC
HSYNC
CLK is the main 68K clock.
HS_CLK AKA EDCLK is the "External Dot Clock" (~13.4 or 10.7 MHz).
CLK
HS_CLK
SEGA_RESET
RESET
H_RESET
S_RESET
S_RESET is pulled high in the console and pulled low by Master System carts. It is labeled M3 elsewhere.
SEGA_AS
AS
DTACK
LO_MEM is active when accessing addresses in the range 0MB - 8MB.
L_AUDIO
R_AUDIO
CAS2 is active when accessing addresses in the range 14MB - 16MB.
C_OE AKA COE is active for addresses in the range 0MB - 4MB.
UDSW (upper byte write) is not needed. We expect 16-bit writes, and the programmer only reads the lower byte write signal.
TIME is active for addresses in the range 0xA130xx. These are for our registers and tokens.
J1
Bulk capacitor for the cartridge, aluminum electrolytic.
Rough match to the bulk caps found in original carts.
C2
47uF
flash-internal
File: flash-internal.kicad_sch
This decoder tolerates 5V inputs.
U1
74LVC138
SEGA_CE means address from 0-4MB
A21 is the 2MB bit
Y0 = SEGA_CE low (active) and A21 low
Y0 = low (active) on address from 0-2MB
SEGA_AS is tied to an inverted enable bit, so Y0 is only activated when SEGA_AS is low (active).
C1
22nF
FLASH_CE
Sheet: /
File: cart.kicad_sch
Title: Kinetoscope Cartridge Connector
Size: A4
Date:
Rev:
KiCad E.D.A. 8.0.3
Id: 1/2

This is where the cartridge "ROM" image is stored. Not an actual ROM, or EPROM, but Flash RAM, which is way cheaper.

Maximum ROM size is 2MB.

The flash chip is compatible with the Krikzz Flashkit MD Programmer. This chip gets its own voltage regulator so that this base cartridge board can be programmed directly without any other boards attached.

This 3.3V chip talks through a series of level translators. Because the FlashKit programmer uses 3.3V logic, all inputs to this sheet must work as either 5V or 3.3V. The translators will tolerate 5V input at all supply voltages, so we supply both sides with 3.3V.

If we used 5V for VccA, then the minimum high level for input would 3.5V (VCC * 0.7), and the levels from our 3.3V programmer would not work.

This arrangement allows for compatibility with both 3.3V signals from the FlashKit Programmer and 5V signals from the Sega.

A[0..19]

U6
S29AL016J55TFIR20

U3 74LVC8T245

U4 74LVC8T245

U5 74LVC8T245

U7 74LVC8T245

U8 74LVC8T245

D[0..15]

This outputs at 3.3V logic levels, which are compatible with the Sega's 5V TTL system. We rely on this fact so that the cart can remain compatible with both the Sega and the FlashKit programmer. If we made the right side 5V, then the minimum high level for data input would be 3.5V (VccB * 0.7), which would cause 3.3V inputs not to work right.

J3
debug-flash

jumper-bridged

These bridges can be cut with a knife to hijack these signals through the pin header labeled "debug-flash".

C6 22nF
C7 22nF
C8 22nF
C9 22nF
C10 22nF
C11 22nF
C12 22nF
C13 22nF
C14 22nF
C15 22nF
C16 22nF

Sheet: /flash-internal/
File: flash-internal.kicad_sch

Title: Kinetoscope Flash chip and related support circuits

Size: A4	Date:	Rev:
KiCad E.D.A. 8.0.3		Id: 2/2