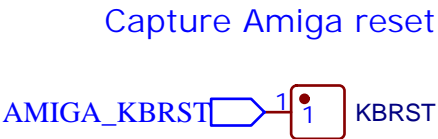
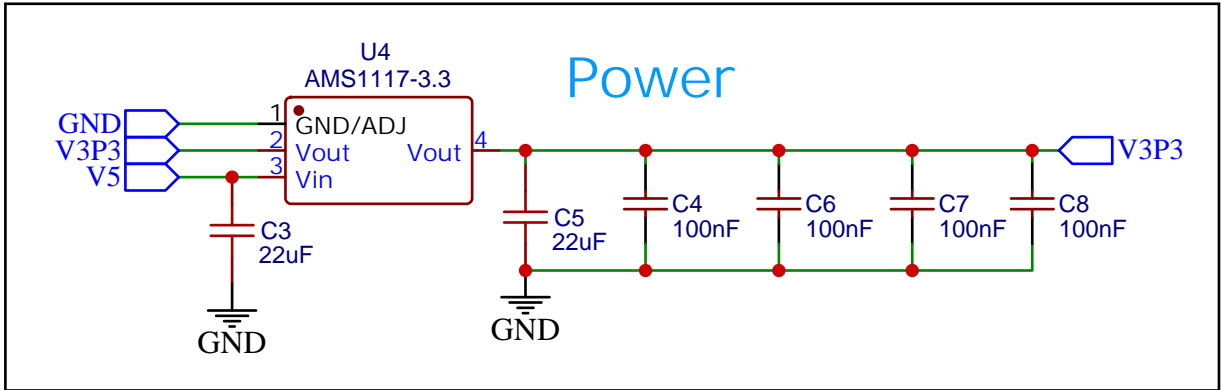
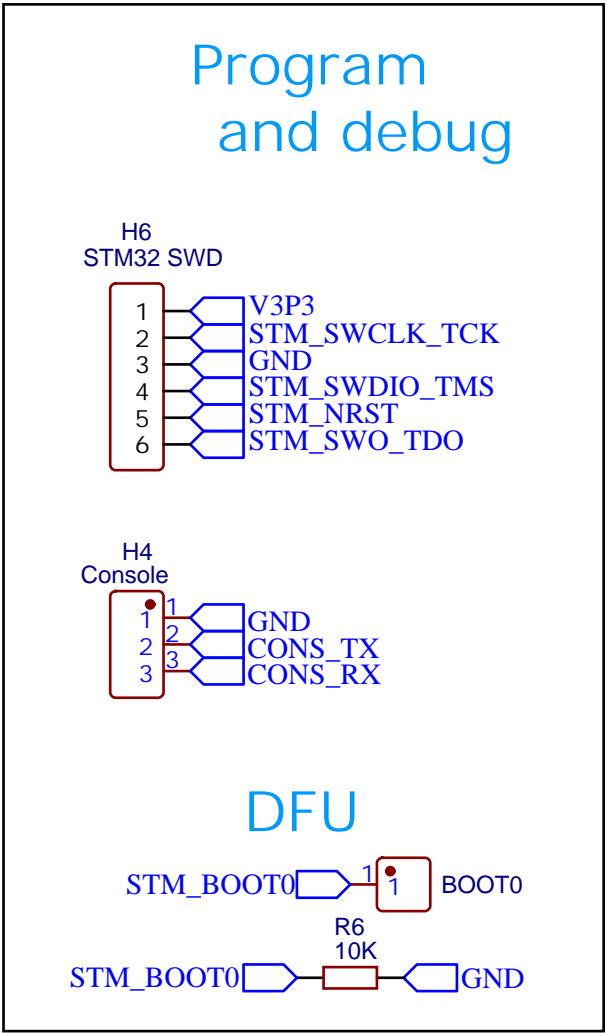
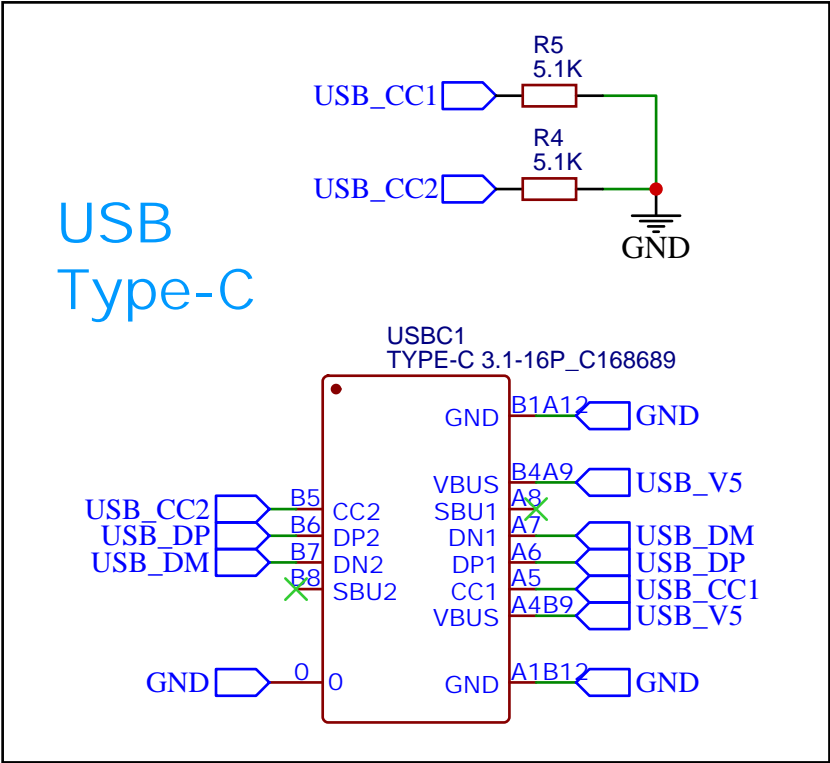
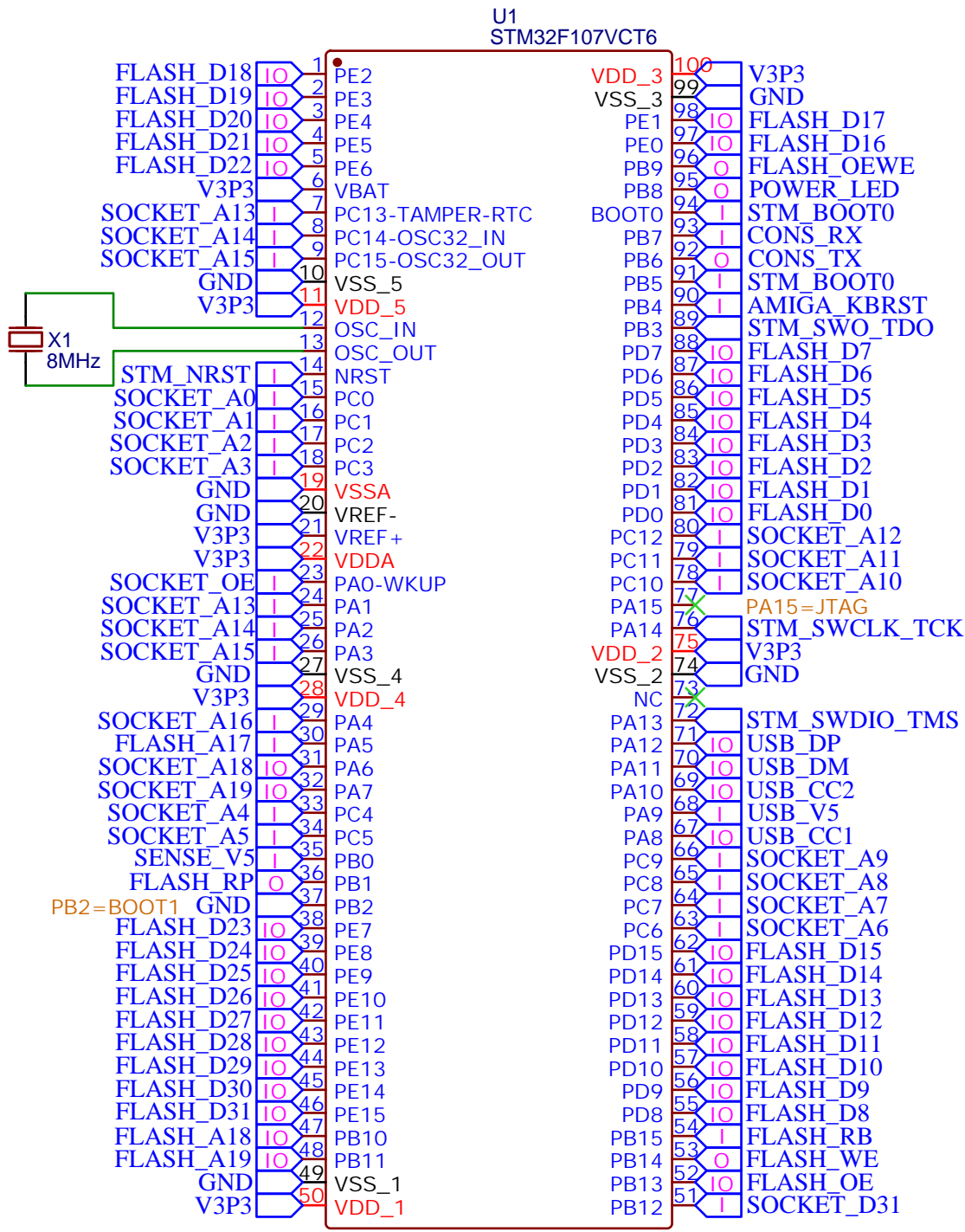
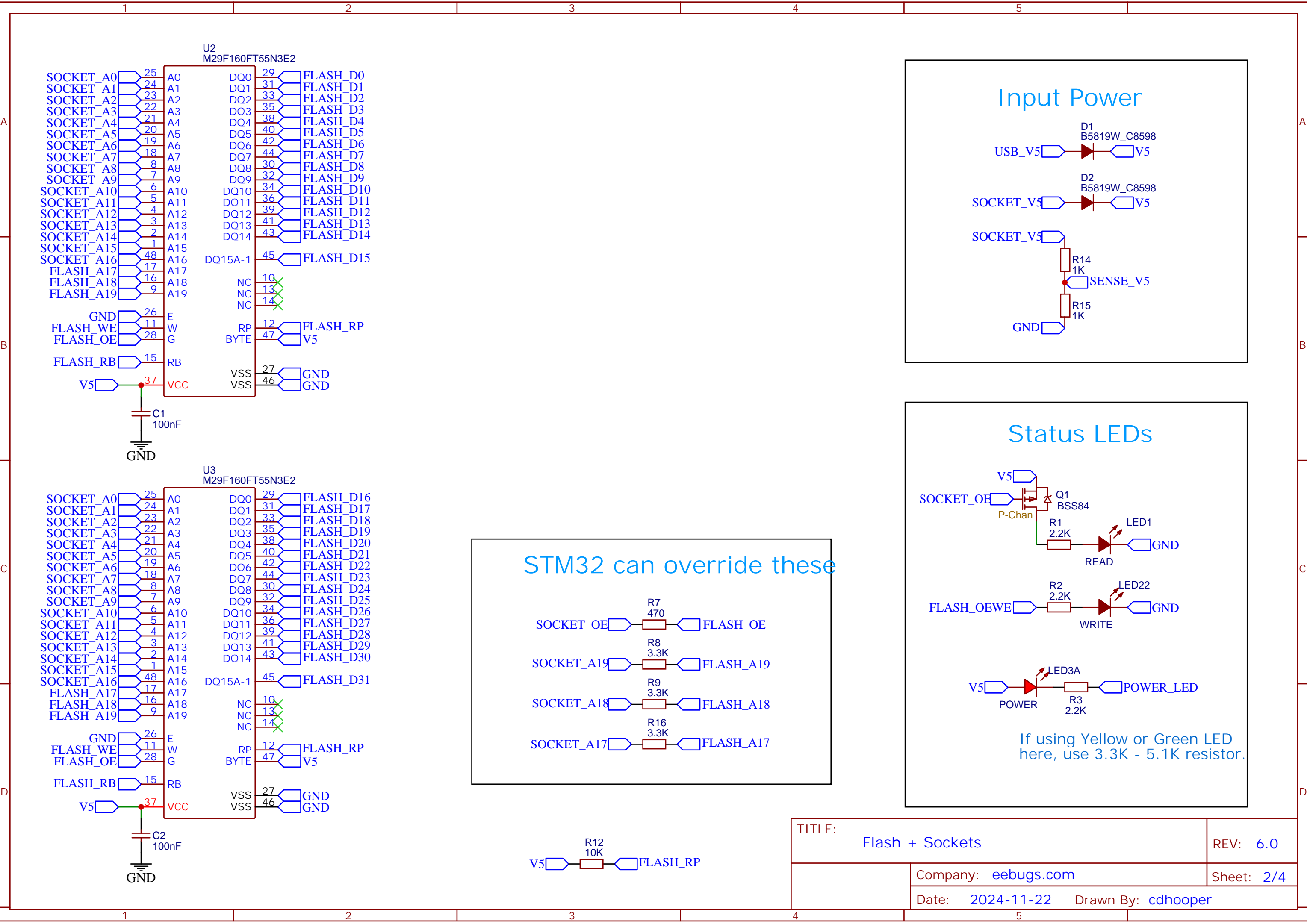


Amiga KickSmash 32 - In-system flash EEPROM

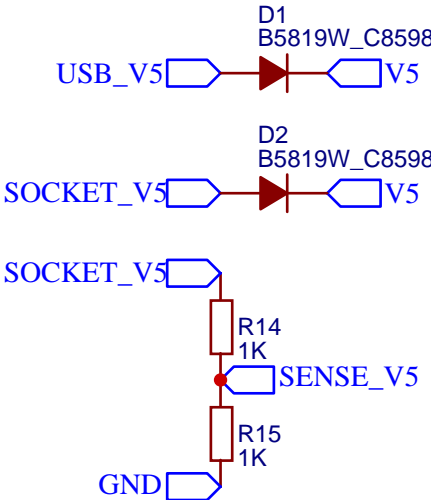
Rev 6 2024-11-22



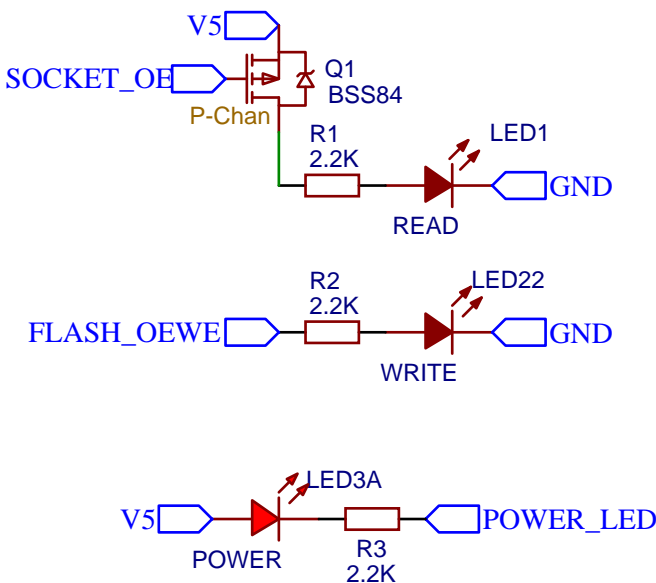
TITLE: STM32		REV: 6.0
Company: eebugs.com		Sheet: 1/4
Date: 2024-11-22		Drawn By: cdhooper



Input Power

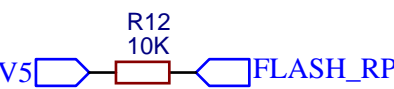
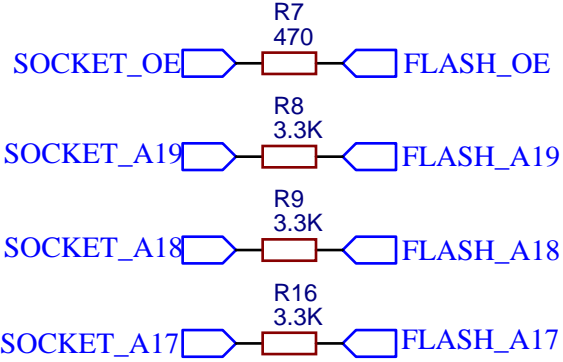


Status LEDs



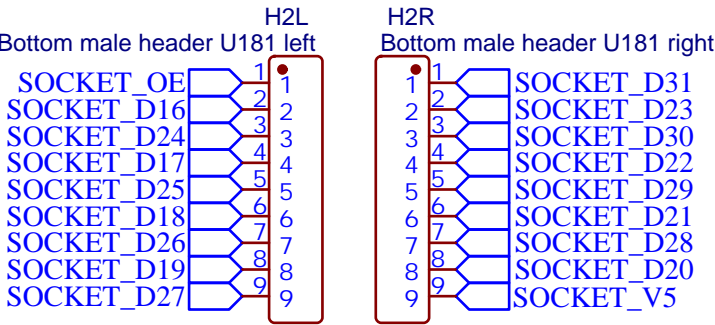
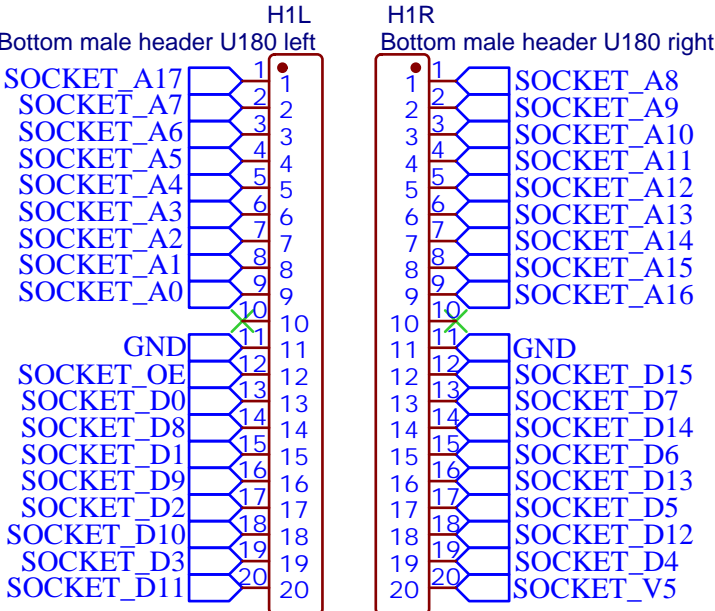
If using Yellow or Green LED here, use 3.3K - 5.1K resistor.

STM32 can override these

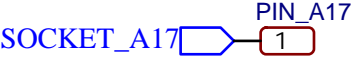
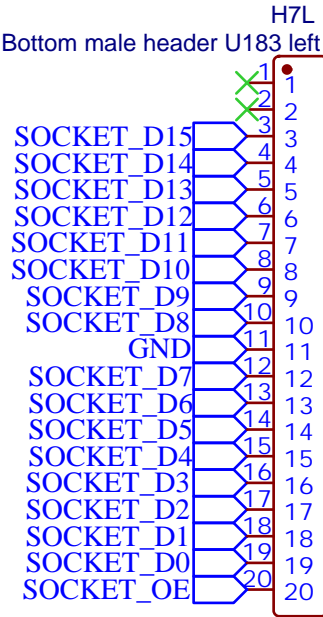
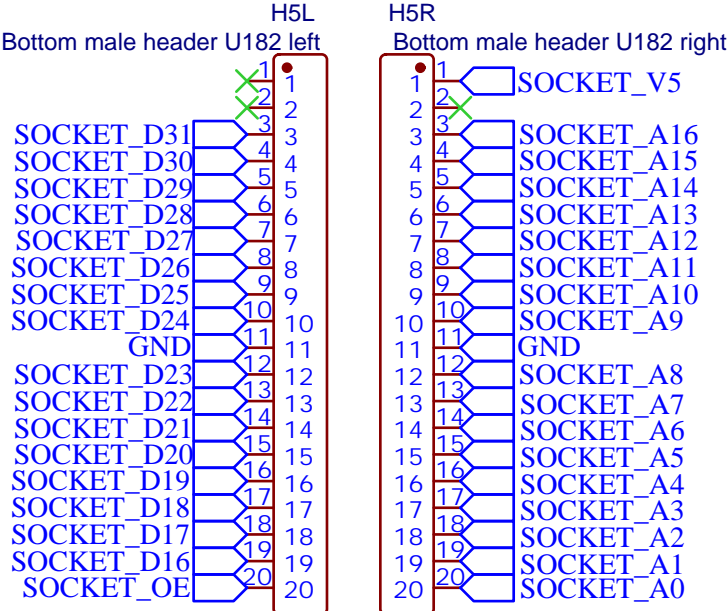


TITLE: Flash + Sockets		REV: 6.0
	Company: eebugs.com	Sheet: 2/4
Date: 2024-11-22		Drawn By: cdhooper

A3000/A4000

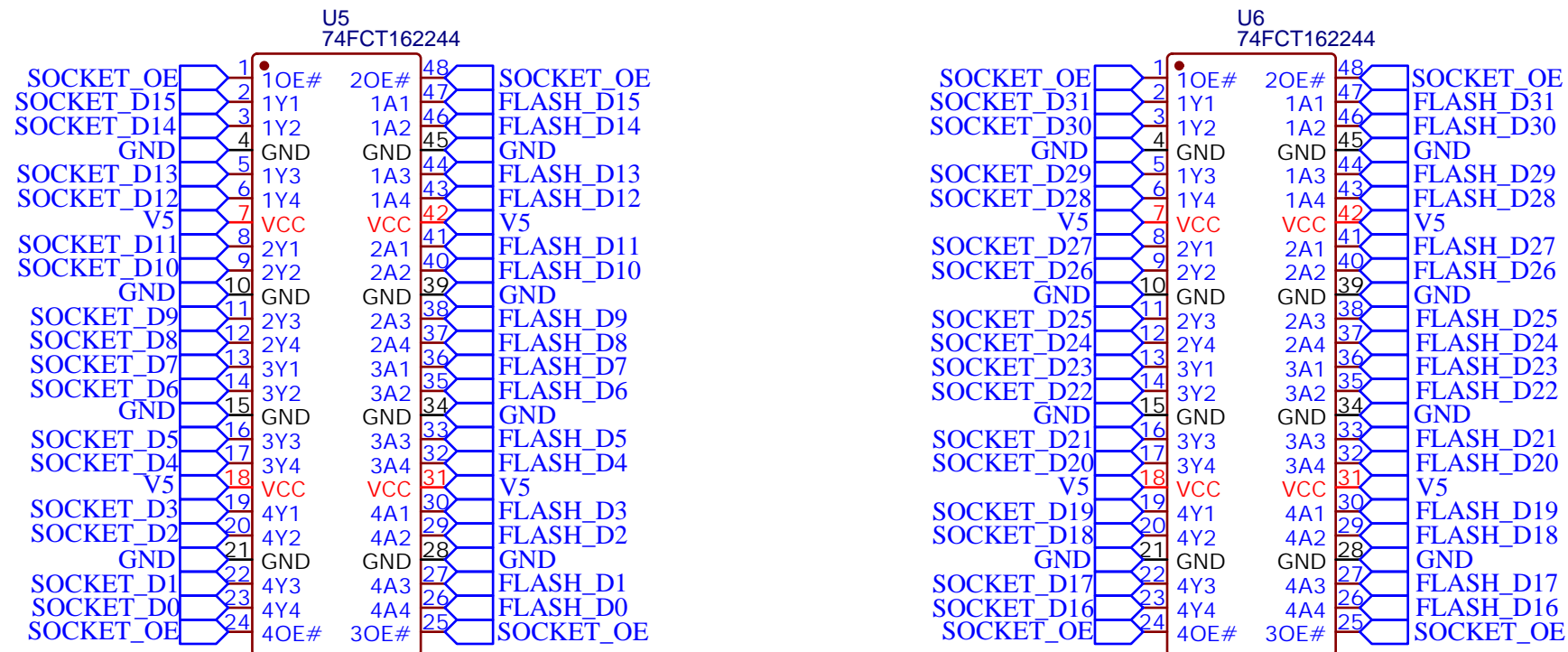


A3000 U182/U183
ROM Tower

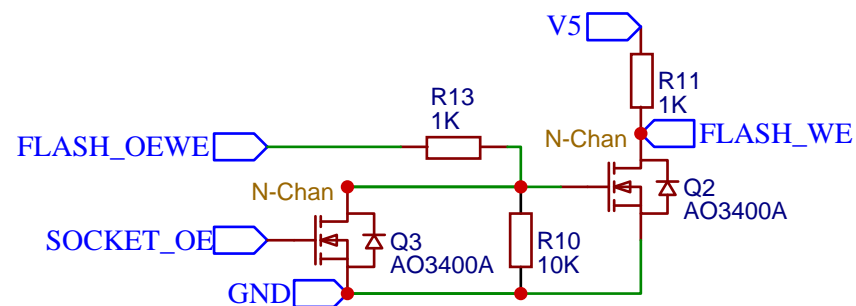


TITLE: Sockets		REV: 6.0
	Company: eebugs.com	Sheet: 3/4
Date: 2024-11-22		Drawn By: cdhooper

Bus drivers are used to decouple STM32 putting response and flash write data on the bus from when the Amiga CPU does a read.



When FLASH_OEWE is high, FLASH_WE will be driven low when SOCKET_OE is low. Otherwise, FLASH_WE is managed by the STM32. This will allow the Amiga CPU to terminate a flash command write at the end of a bus cycle.



TITLE: Buffer		REV: 6.0
	Company: eebugs.com	Sheet: 4/4
	Date: 2024-11-22 Drawn By: cdhooper	