

TO DO

- To do:
- Consolidate diode parts (three flavors of 1N4148 used)
- Adjust silkscreens:
 - shrink ziff socket safe space
 - adjust TFT space
- 10pF instead of 47/27pF on crystal circuits, along with 150 instead of 1.5k
- Verify no components without LCSC equiv. part #
- Verify fill on all layers & rebuild
- External transceivers and/or clock distribution ICs needed? (really long traces)

System Block Diagram

Conventions (e.g., naming)

- Signals for secondary (audio-visual co-processor) MCU prefaced with "AV_"
- Tracks more likely needing bodging on bottom layer
- Horizontal tracks - Top, InnerLower
- Vertical tracks - InnerUpper

Memory Map, Native Decode

W65C265SX8 Memory Map				
Start	End	Size	Chip Select	Description
(C0)	(FF)	4 MB	CS7B	USER MEMORY (FOR EXPANSION)
(40)	(BF)	8 MB	CS6B	USER MEMORY (FOR EXPANSION)
(00)	(3F)	4 MB	CS5B	MEMORY <i>See Note 2</i>
(00)E000 (00)8000	(00)FFFF (00)DEFF	8192 B 24320 B	CS4B	ROM MEMORY (<i>Note 1</i>) ROM MEMORY (<i>Note 1</i>)
(00)0200	(00)7FFF	32256	CS3B	Cache Memory <i>See Note 3</i>
(00)FF00 (00)E000 (00)DF80 (00)DF70 (00)DF50 (00)DF40 (00)DF20 (00)DF00 (00)0000	(00)FFFF (00)FEFF (00)DFBF (00)DF7F (00)DF6F (00)DF4F (00)DF27 (00)DF07 (00)01FF	256 B 7936 B 64 B 16 B 32 B 16 B 8 B 8 B 512 B	CS2B	On Chip Interrupt Vectors On-Chip ROM On-Chip RAM On-Chip Comm. Registers On-Chip Timer Registers On-Chip Control Registers On-Chip IO Registers On-Chip IO Registers On-Chip RAM
(00)DFC0	0xDFFF	64 B		External Chip Select 1 (P71)
(00)DF00	0xDF1F	32 B		External Chip Select 0 (P70) <i>See Note 4</i>

Note 1 - When on-chip 8K bytes of ROM are enabled:
a.) Addresses (00)E000-FFFF will not appear in CS4B chip select decode.
b.) On Chip addresses (00)DF00-DFFF never appear in CS4B or CS5B chip select decode.

Note 2 - When on-chip ROM, CS3B and/or CS4B are enabled:
a.) CS5B decode is reduced by the addresses used by same.
b.) CS0B and CS1B address space never appears in CS2B, CS4B or CS5B decoded space.

Note 3 - When SSCR2 is "0" (internal RAM), then CS3B is active for addresses (00)0200-7FFF. When SSCR2 is "1" (external RAM), then CS3B is active for addresses (00)0000-7FFF.

Note 4 - CS0B is inactive when 00DF00-00DF07 are used for internal I/O register select (BCR0-0). When (BCR0-1) external memory bus is enabled CS0B is active for addresses 00DF00-00DF1F.

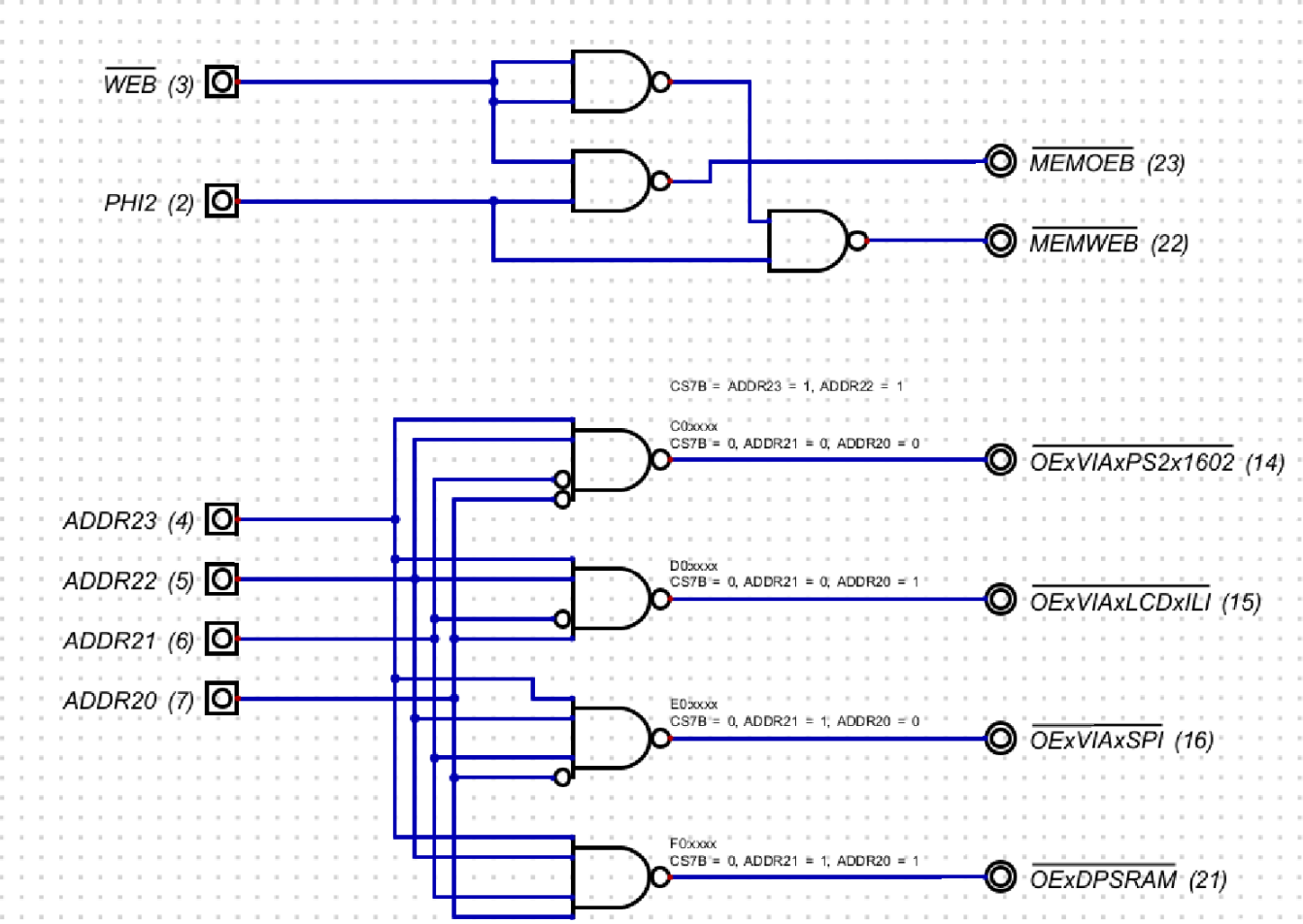
CS7B
C0:0000 to FF:FFFF
(Ex) VIA SPI
(Dx) VIA LCD ILI
(Cx) VIA PS2 1602

11111111111111111111111111111111
(range: top two bits are 11)

1100: VIA0 C0:xxxx C0:0000 to C0:000F -OE_VIA_PS2_1602
1101: VIA1 D0:xxxx D0:0000 to D0:000F -OE_VIA_LCD_ILI
1110: VIA2 E0:xxxx E0:0000 to E0:000F -OE_VIA_SPI
1111: VIA3 F0:xxxx F0:0000 to F0:000F -OE_DPSRAM

Extended Decode (GAL)

PRIMARY 65265



Future Use

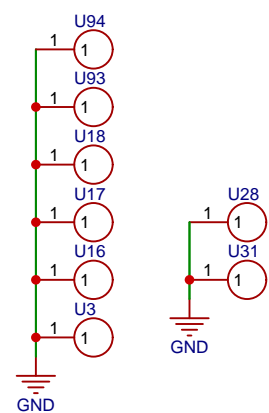
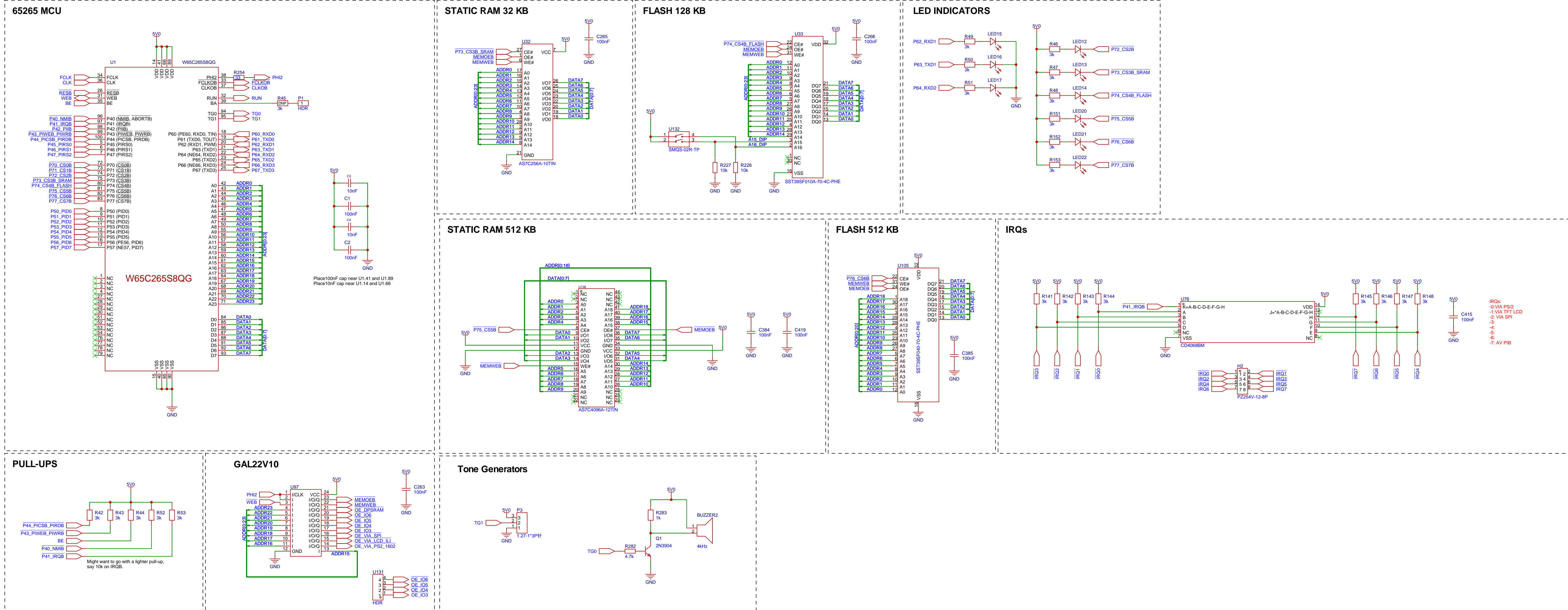
- ADDR19 (8)
- ADDR18 (9)
- ADDR17 (10)
- ADDR16 (11)
- ADDR15 (13)


Future Use

- IO3 (17)
- IO4 (18)
- IO5 (19)
- IO6 (20)

Schematic	Schematic1		Create at	2026-01-21
Board	Board1		Update at	2026-02-07
Drawn		W65C265S Primary v0.11		
Reviewed				
		Version	Size	Page 1 Total 10
EasyEDA		V1.0	A4	EasyEDA.com

MCU (Primary)

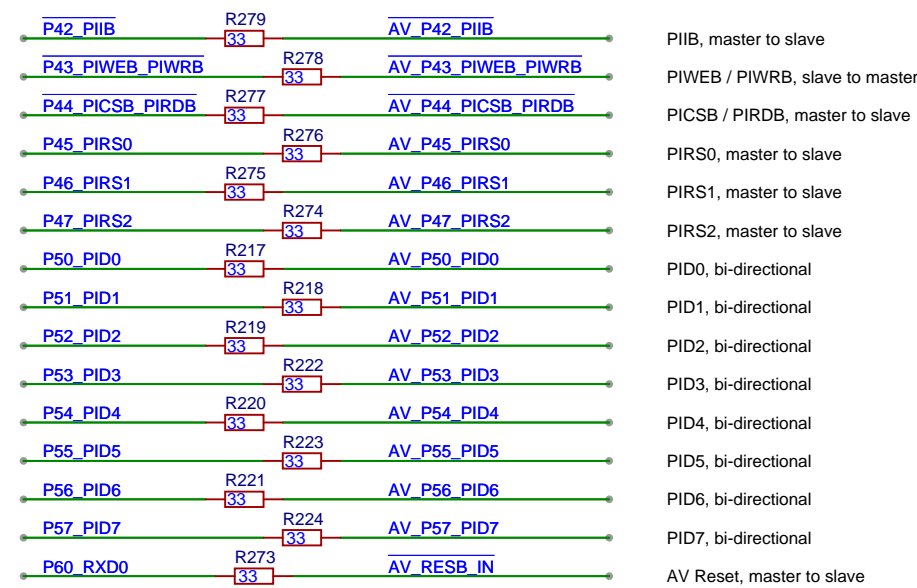


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Board	Board1			Update at	2026-01-21
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Reviewed					
		Version	Size	Page 2 Total 10	
		V1.0	A4	EasyEDA.com	

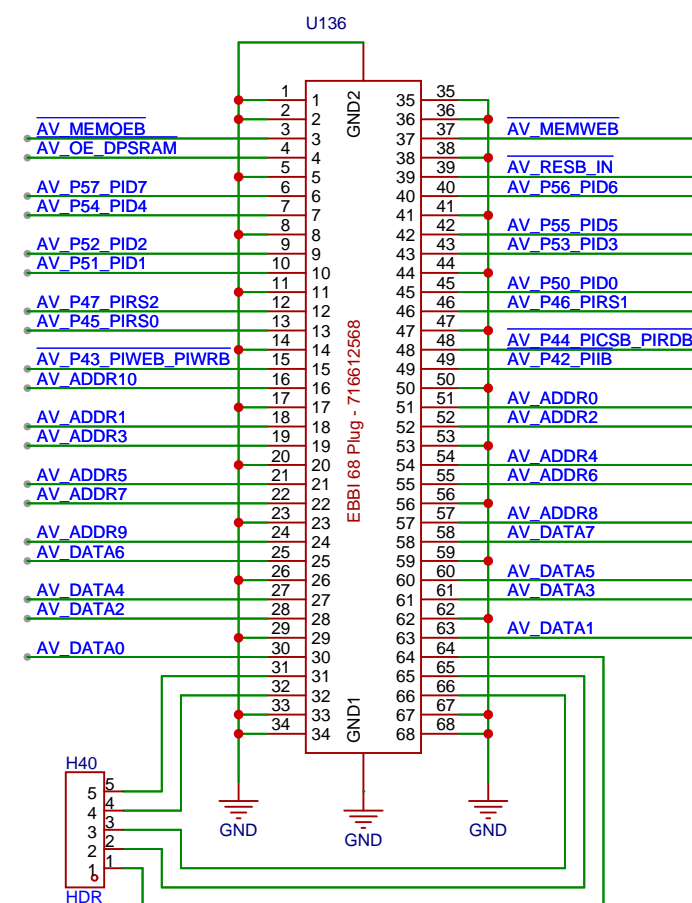
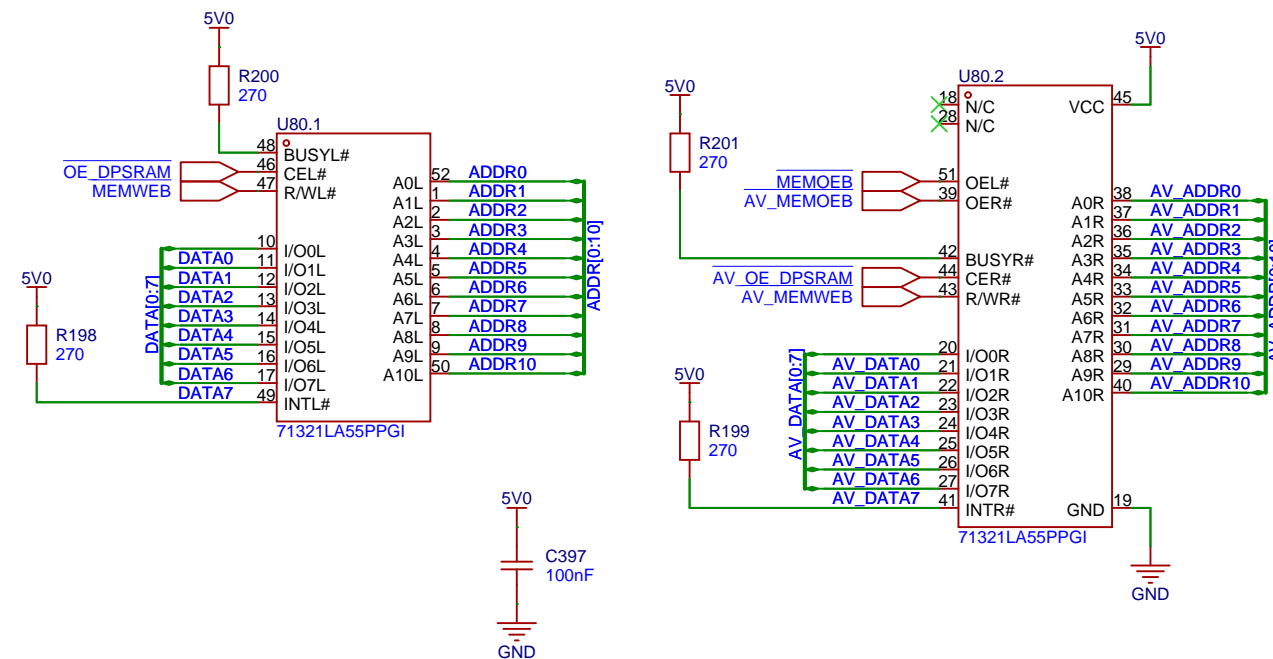
MCU (AV)


INTER-MCU

Inter-MCU PIB Connections



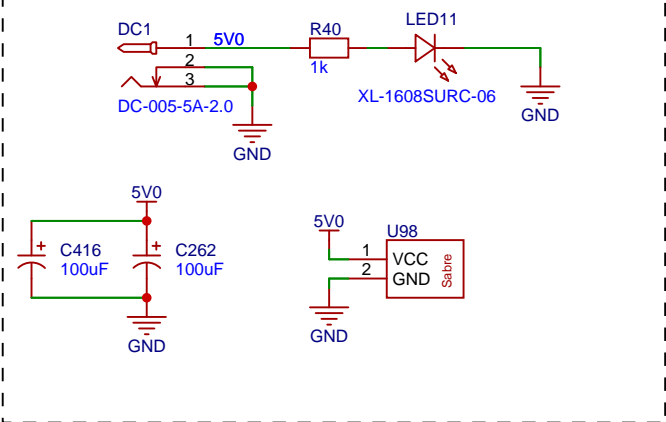
DUAL-PORT STATIC RAM 2 KB



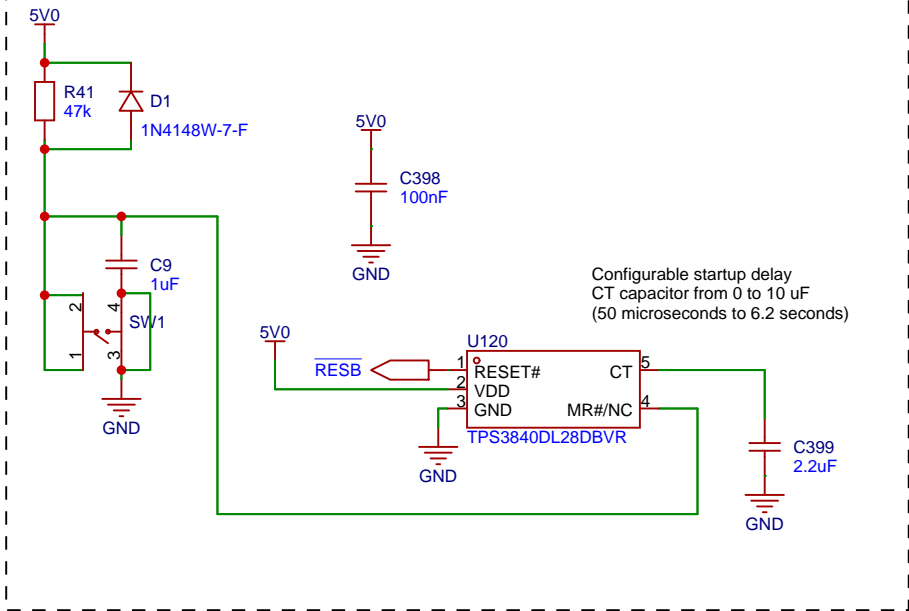
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Board	Board1			Page	Interconnect
Drawn		W65C265S Primary v0.11			
Reviewed					
		Version	Size	Page 3 Total 10	
		V1.0	A4	EasyEDA.com	

POWER

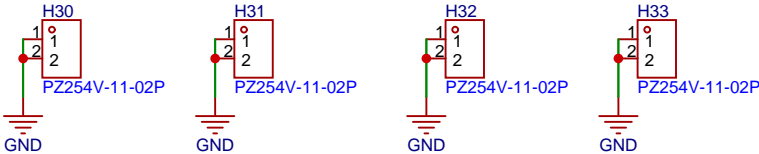
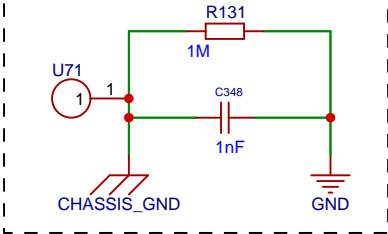
Input



Reset

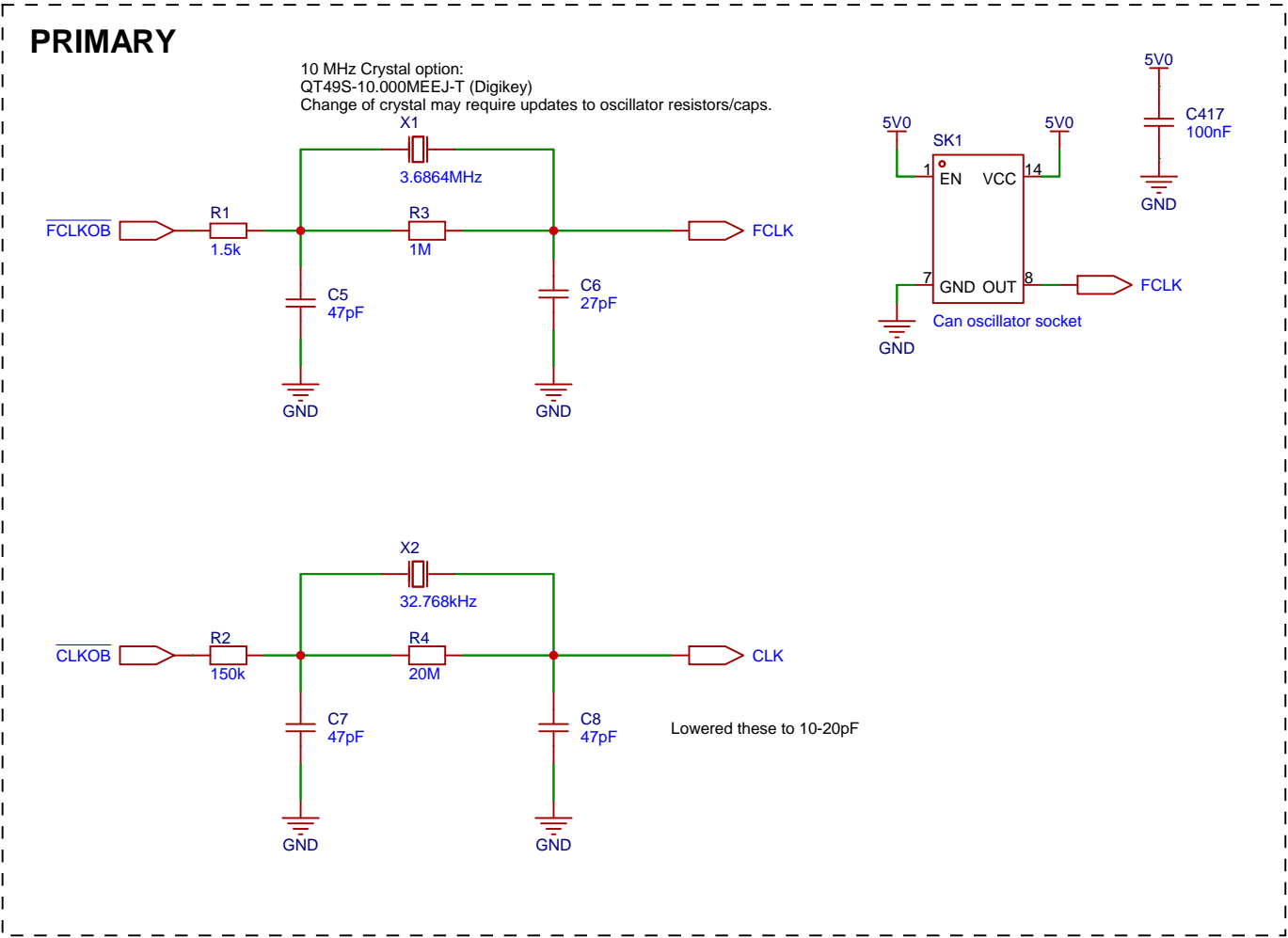


Chassis Ground



Schematic	Schematic1			Create at	2026-01-21
Board	Board1			Update at	2026-01-21
Drawn		W65C265S Primary v0.11			
Reviewed					
		Version	Size	Page 4 Total 10	
EasyEDA		V1.0	A4	EasyEDA.com	

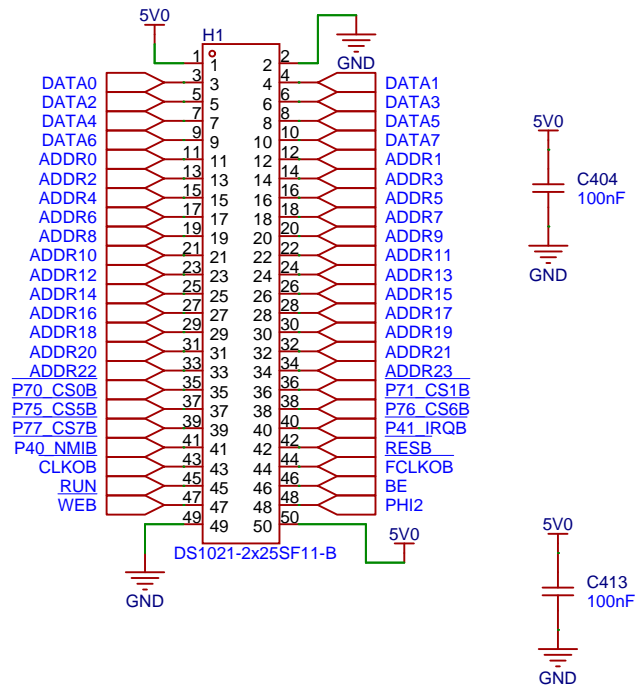
CLOCKS



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Board	Board1			Page	Clocks
Drawn		W65C265S Primary v0.11			
Reviewed					
		Version	Size	Page 5 Total 10	
EasyEDA		V1.0	A4	EasyEDA.com	

EXPANSION

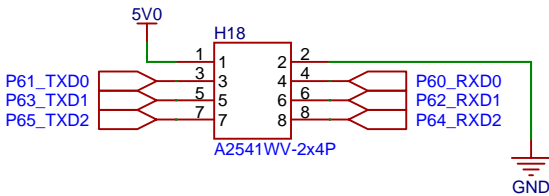
Primary XBus265



Used:

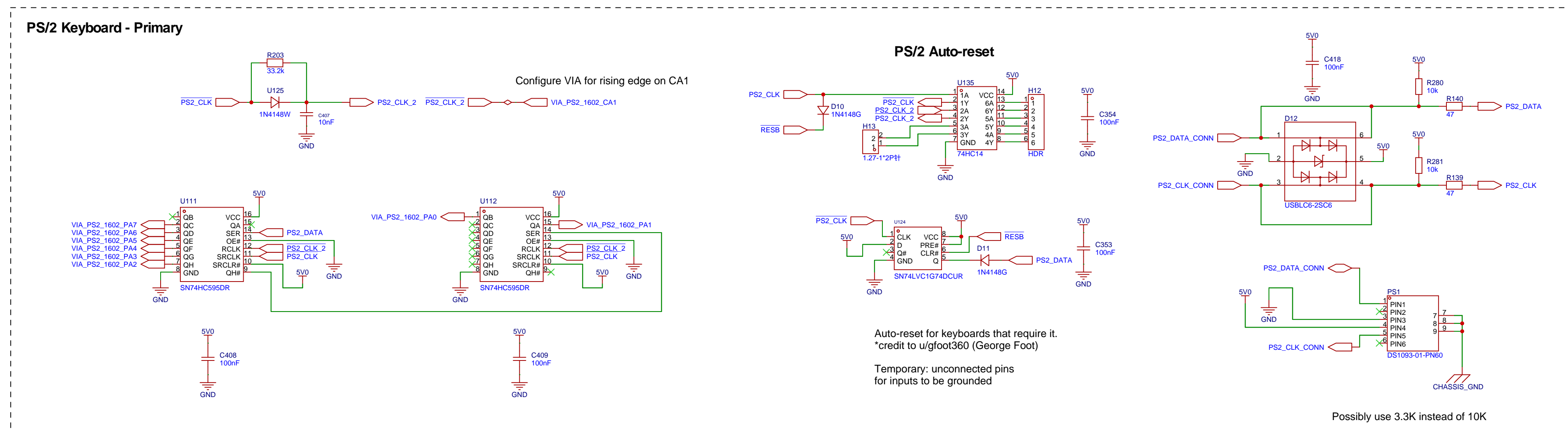
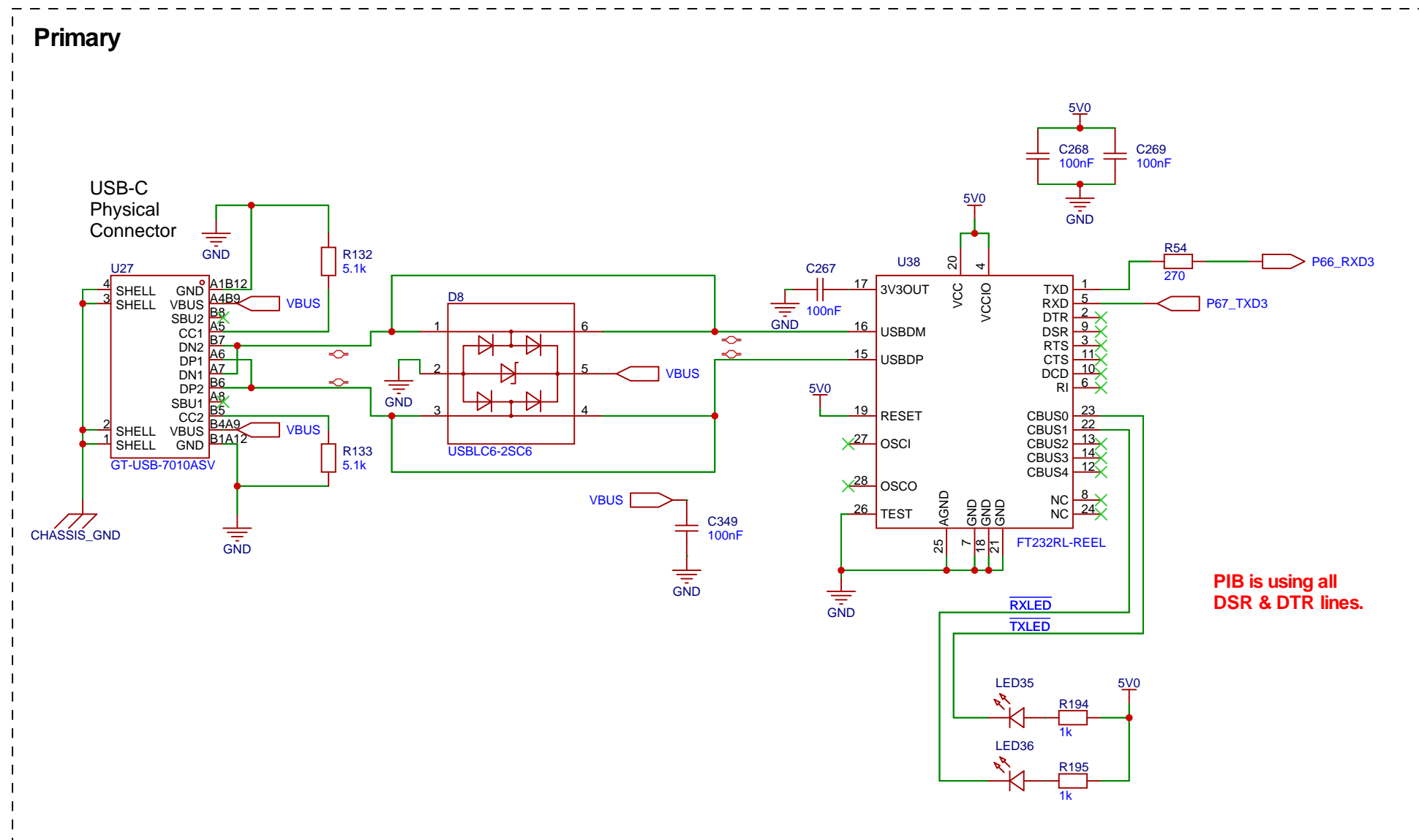
P50:56 - 1602 LCD
P51 - Available


P62 - PS2KBD DATA
P64 - PS2KBD CLK
P66 - RXD3
P67 - TXD3



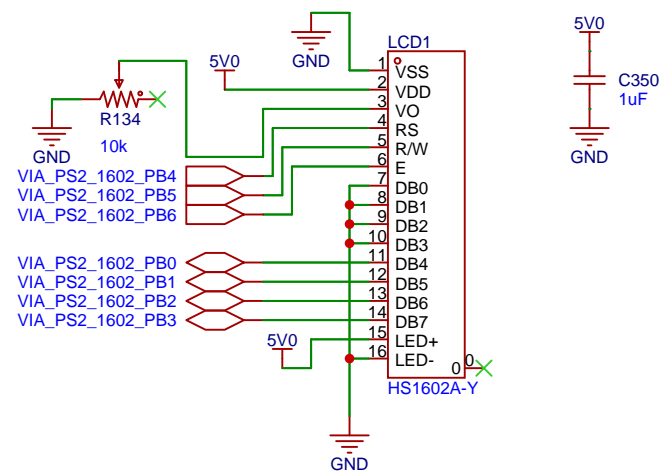
Schematic	Schematic1			Create at	2026-01-21
				Update at	2026-01-21
Board	Board1			Page	Expansion
Drawn		W65C265S Primary v0.11			
Reviewed					
		Version	Size	Page 6 Total 10	
EasyEDA		V1.0	A4	EasyEDA.com	

USB SERIAL, PS/2 KEYBOARD



Schematic	Schematic1			Create at	2026-01-21
				Update at	2026-01-21
Board	Board1			Page	Serial & PS2
Drawn		W65C265S Primary v0.11			
Reviewed					
		Version	Size	Page 7 Total 10	
		V1.0	A4	EasyEDA.com	

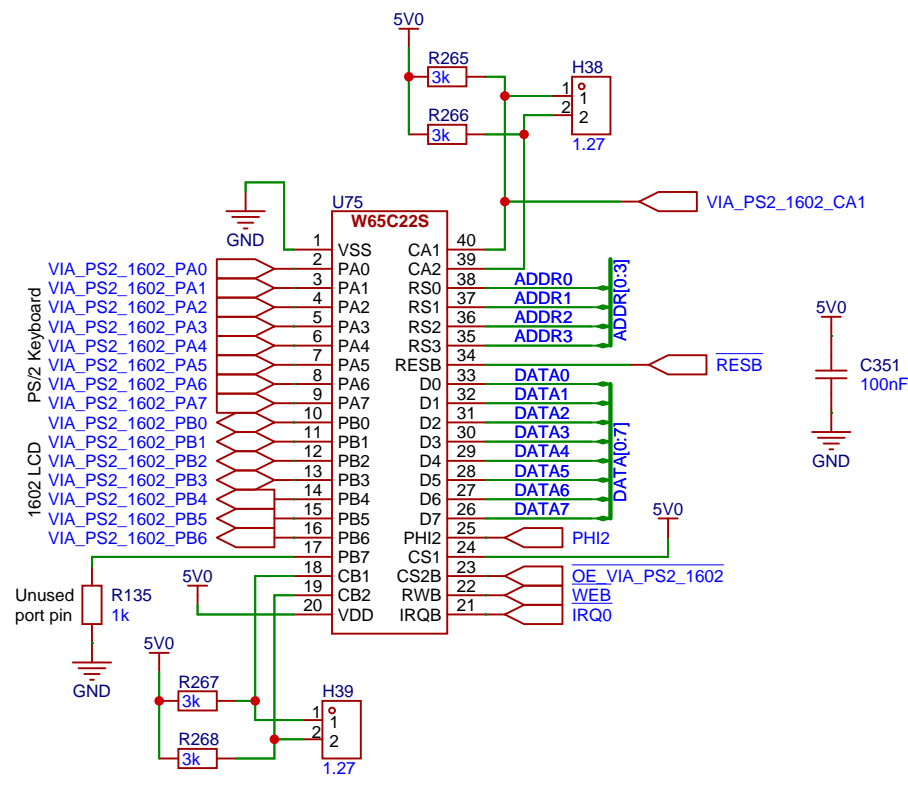
LCD 1602



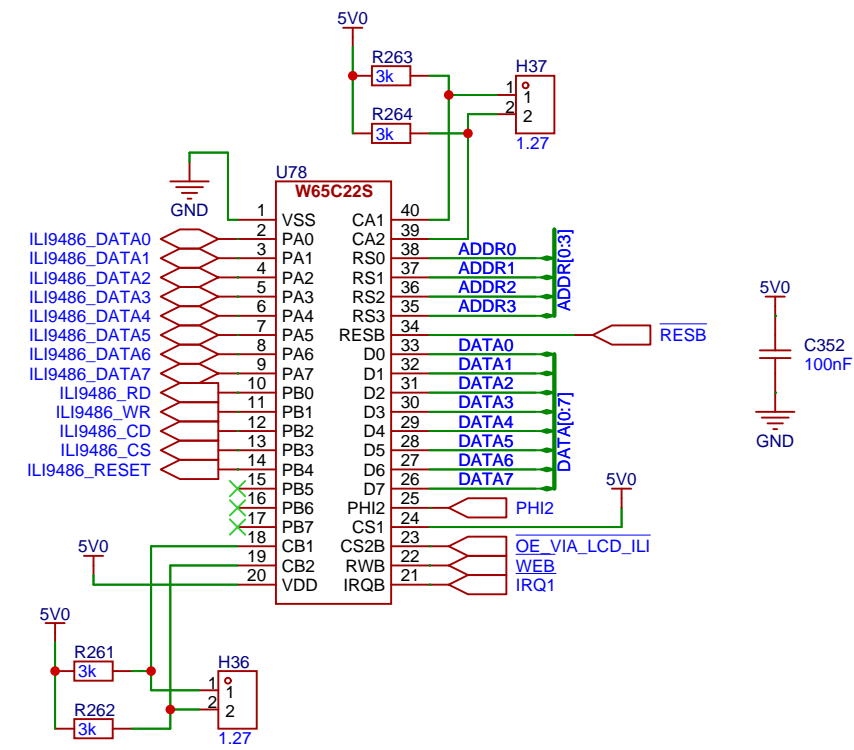
Schematic	Schematic1		Create at	2026-01-21
			Update at	2026-01-21
Board	Board1		Page	LCD_1602
Drawn		W65C265S Primary v0.11		
Reviewed				
		Version	Size	Page 8 Total 10
EasyEDA		V1.0	A4	EasyEDA.com

VIAs

PS/2 Keyboard, 1602 LCD

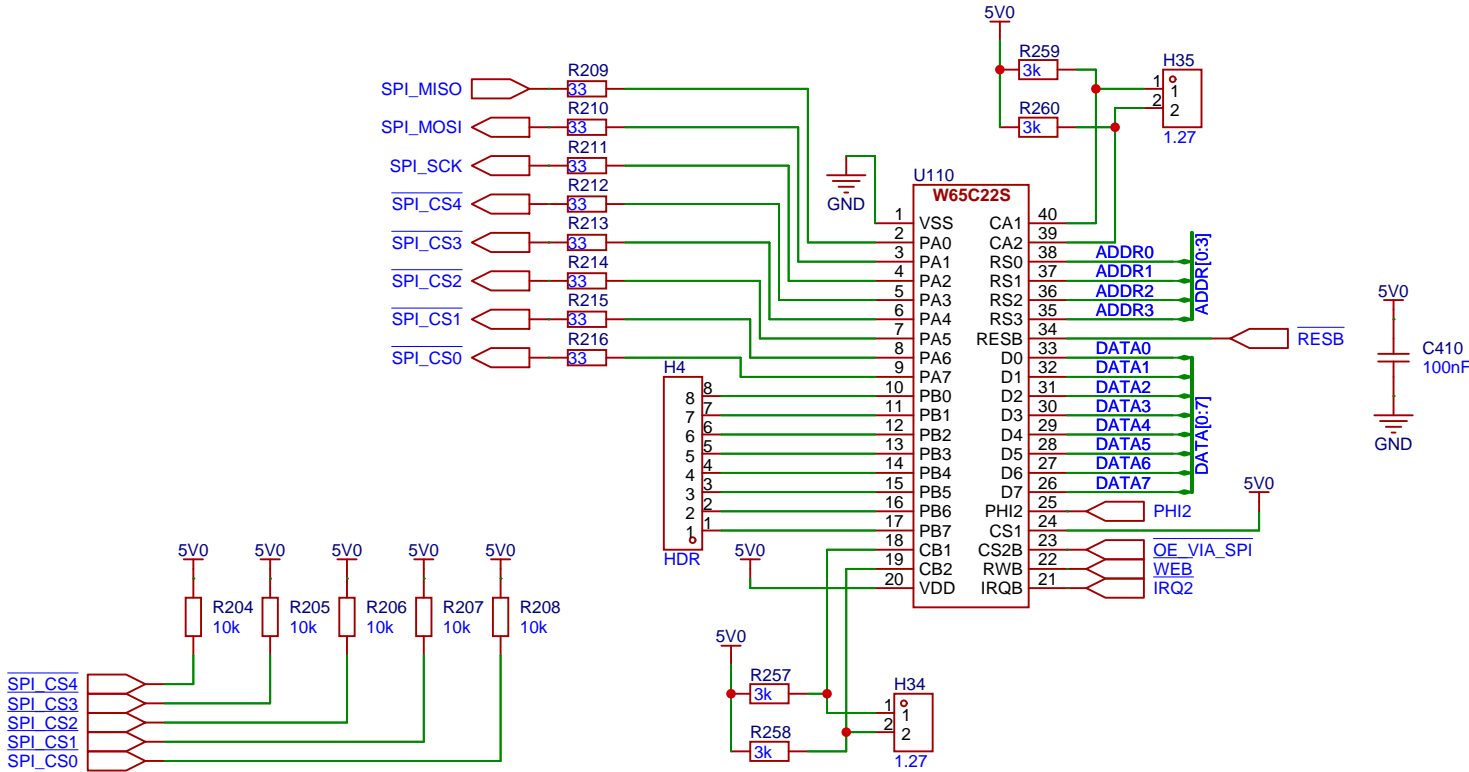


TFT LCD (ILI)



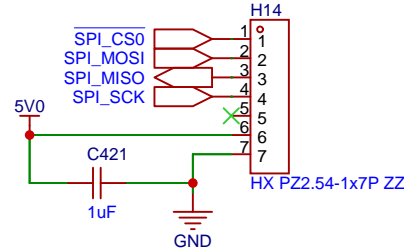
C0:0000 to FF:FFFF CS7B
1100:00000000000000000000 to
1111:1111111111111111111111
(range: top two bits are 11)
1100: VIA0 C0:xxxx C0:0000 to C0:000F
1101: VIA1 D0:xxxx D0:0000 to D0:000F
1110: VIA2 E0:xxxx E0:0000 to E0:000F
1111: VIA3 F0:xxxx F0:0000 to F0:000F

SPI, Expansion

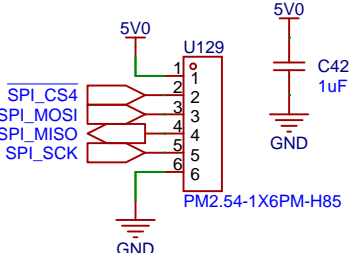
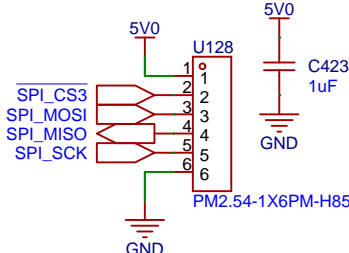
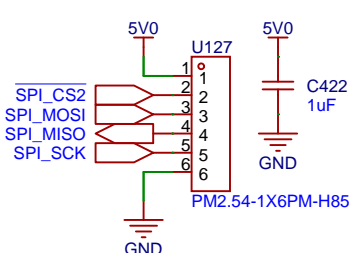
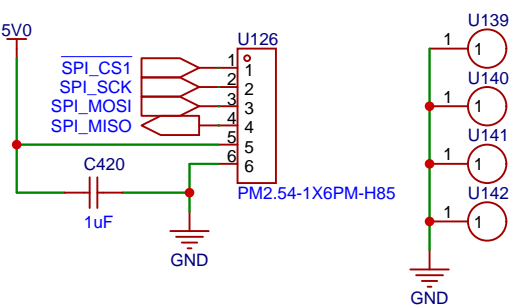


SPI CS:
-0:RTC
-1:SD Card Reader
-2:?
-3:?
-4:?

CS0: RTC



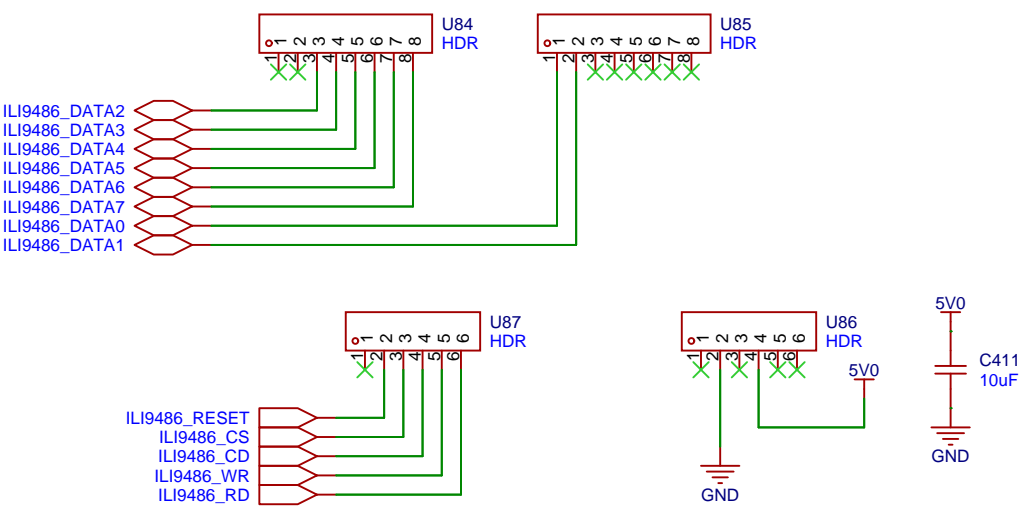
CS1: SD Card



Schematic	Schematic1		Create at	2026-01-21
Board	Board1		Update at	2026-01-21
Drawn			Page	VIAs & SPI
Reviewed			W65C265S Primary v0.11	
		Version	Size	Page 9 Total 10
		V1.0	A4	EasyEDA.com

LCD - ILI

Arduino-style header for DIYables TFT LCD



Schematic	Schematic1			Create at	2026-01-21
				Update at	2026-01-21
Board	Board1			Page	LCD_ILI
Drawn		W65C265S Primary v0.11			
Reviewed					
		Version	Size	Page 10 Total 10	
		V1.0	A4	EasyEDA.com	