

TO DO

- To do:
- Triple-check decode logic for all ICs
  - Power jumper to second board
  - Pin1 markings on headers
  - 10pF instead of 47/27pF on crystal circuits, along with 150 instead of 1.5k
  - Cutttable connections or 0 ohm resistors for questionable tracks
  - Rename both GAL's OEBs from generic to specific and verify throughout
  - Triple-check decode ranges and enables
  - Verify no components without LCSC equiv. part #
  - Print to scale, test fit (especially TFT LCD & ZIFs)
  - Review all status LEDs to confirm they are on good pins for showing status
  - 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	CS1B	External Chip Select 1 (P71)
(00)DF00	0xDF1F	32 B	CS0B	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.

Extended Decode (GAL)

C0:0000 to FF:FFFF CS7B

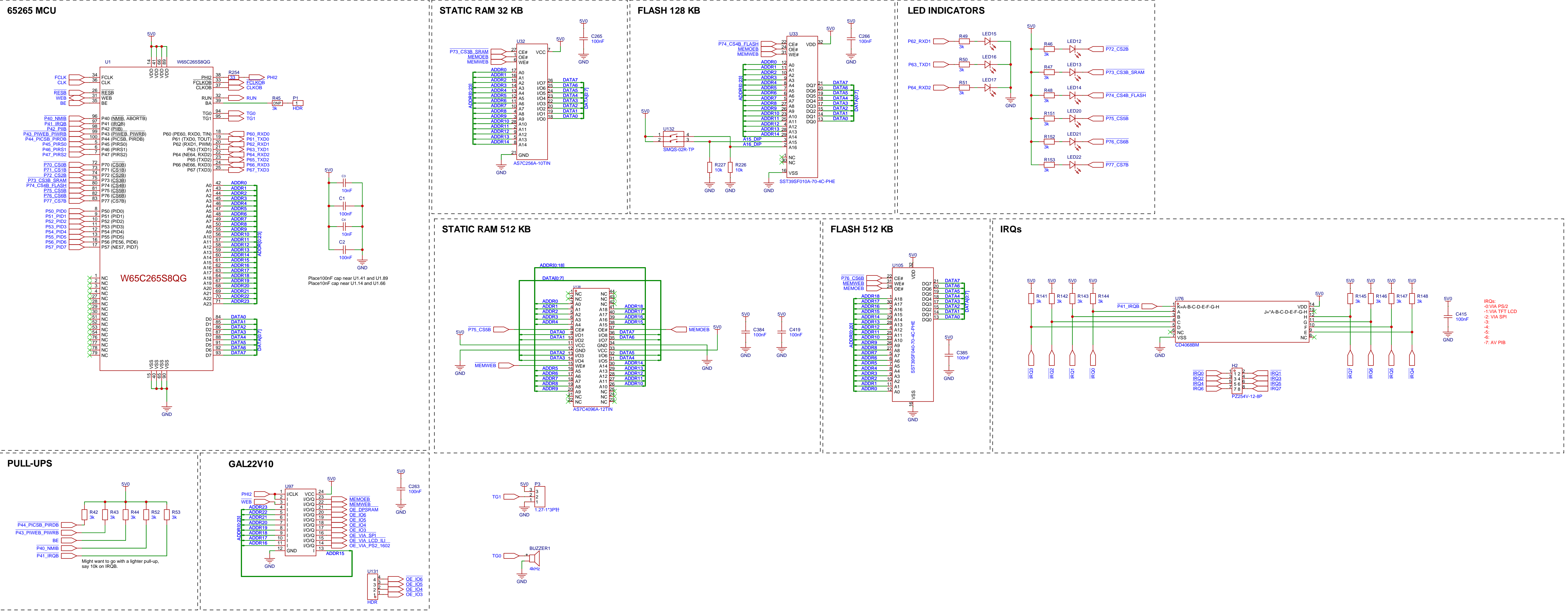
1100:000000000000000000000000 to 1111:111111111111111111111111 (range: top two bits are 11)

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

*\*\*re-map I/O by bringing in additional address lines see Overview page for details*

Schematic	Schematic1			Create at	2026-01-15
Board	Board1			Update at	2026-01-16
Drawn	W65C265S Primary v0.10			Page	Overview
Reviewed					
		Version	Size	Page 1 Total 10	
EasyEDA		V1.0	A4	EasyEDA.com	

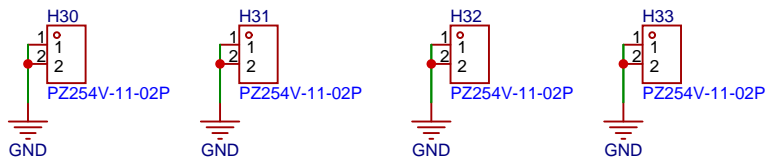
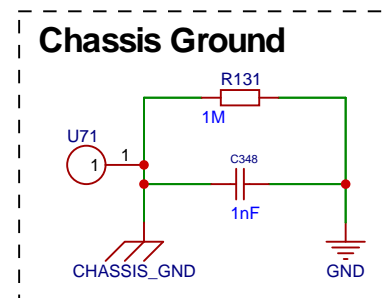
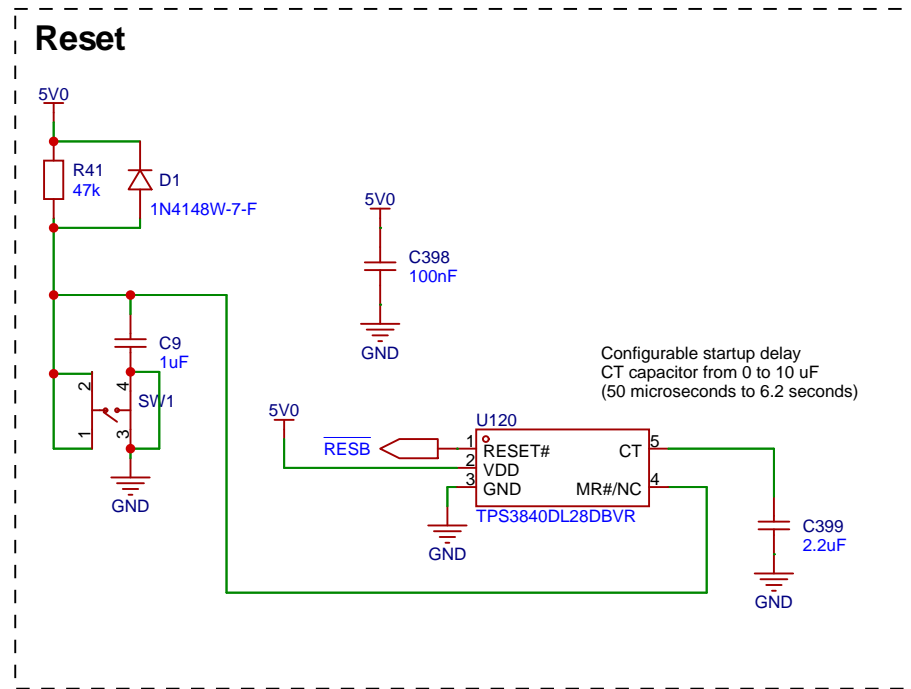
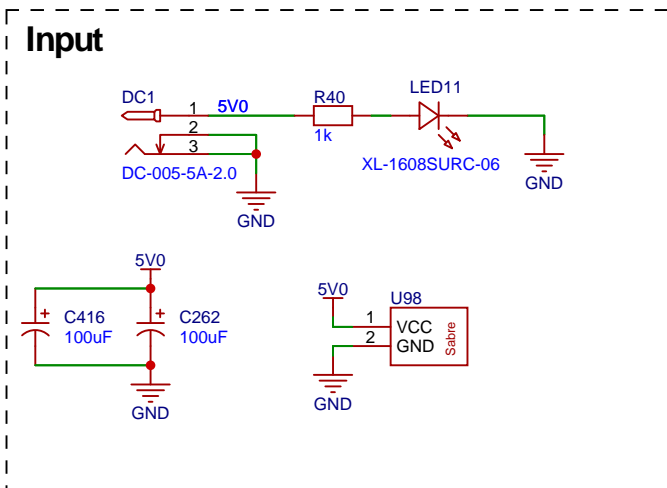
MCU (Primary)



Schematic	Schematic1			Create at	2026-01-15
Board	Board1			Update at	2026-01-19
Drawn				Page	MCU Primary
Reviewed				W65C265S Primary v0.10	
		Version	Size	Page 2 Total 10	
		V1.0	A4	EasyEDA.com	

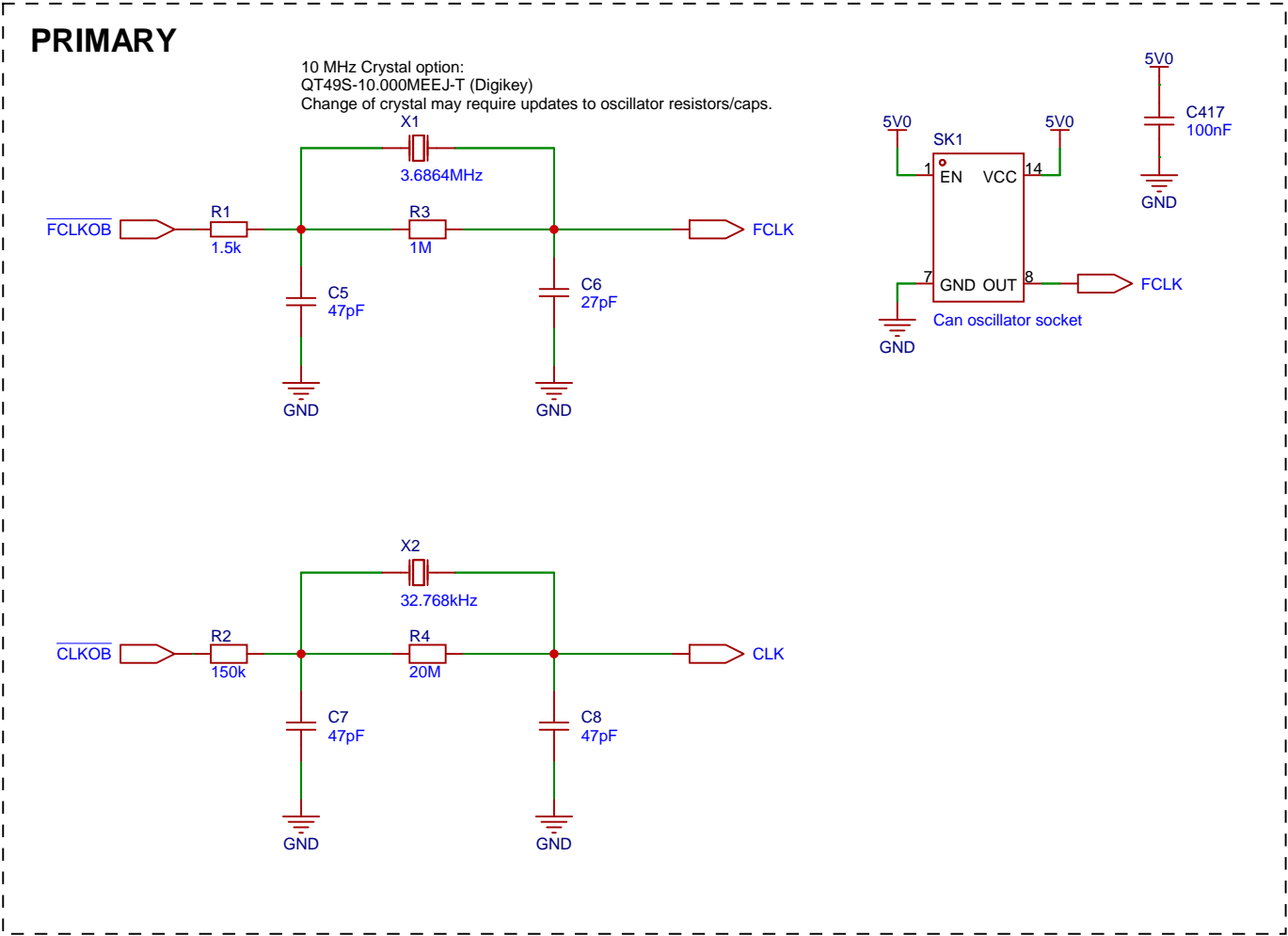


# POWER



Schematic	Schematic1			Create at	2026-01-15
Board	Board1			Update at	2026-01-15
Drawn		W65C265S Primary v0.10			
Reviewed					
		Version	Size	Page 4 Total 10	
		V1.0	A4	EasyEDA.com	

# CLOCKS



Schematic	Schematic1			Create at	2026-01-15
				Update at	2026-01-19
Board	Board1			Page	Clocks
Drawn	W65C265S Primary v0.10				
Reviewed					
		Version	Size	Page 5 Total 10	
EasyEDA		V1.0	A4	EasyEDA.com	

## A |



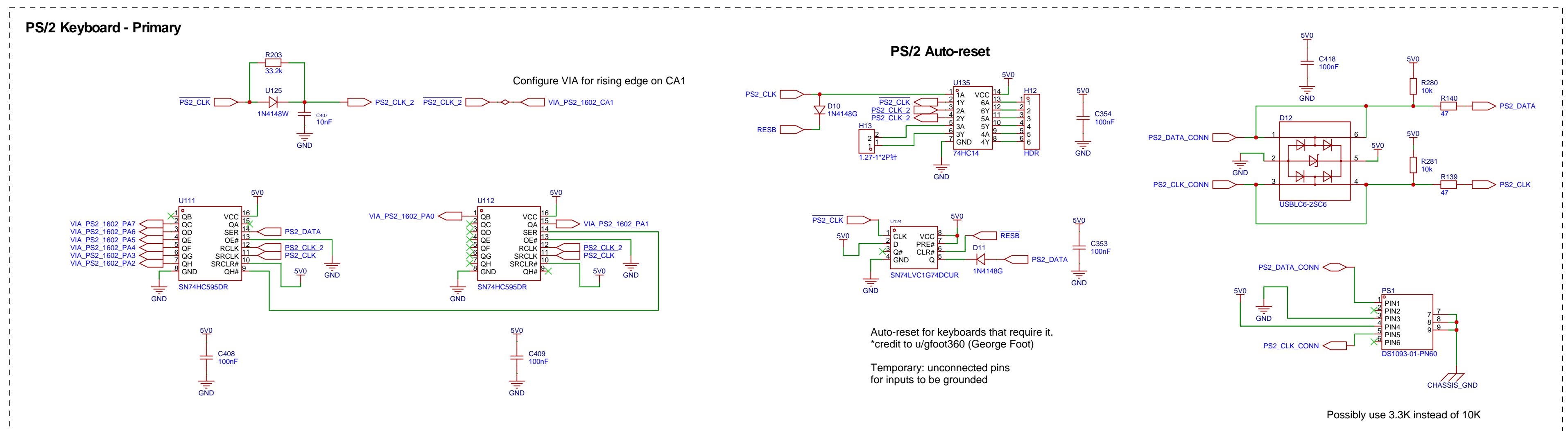
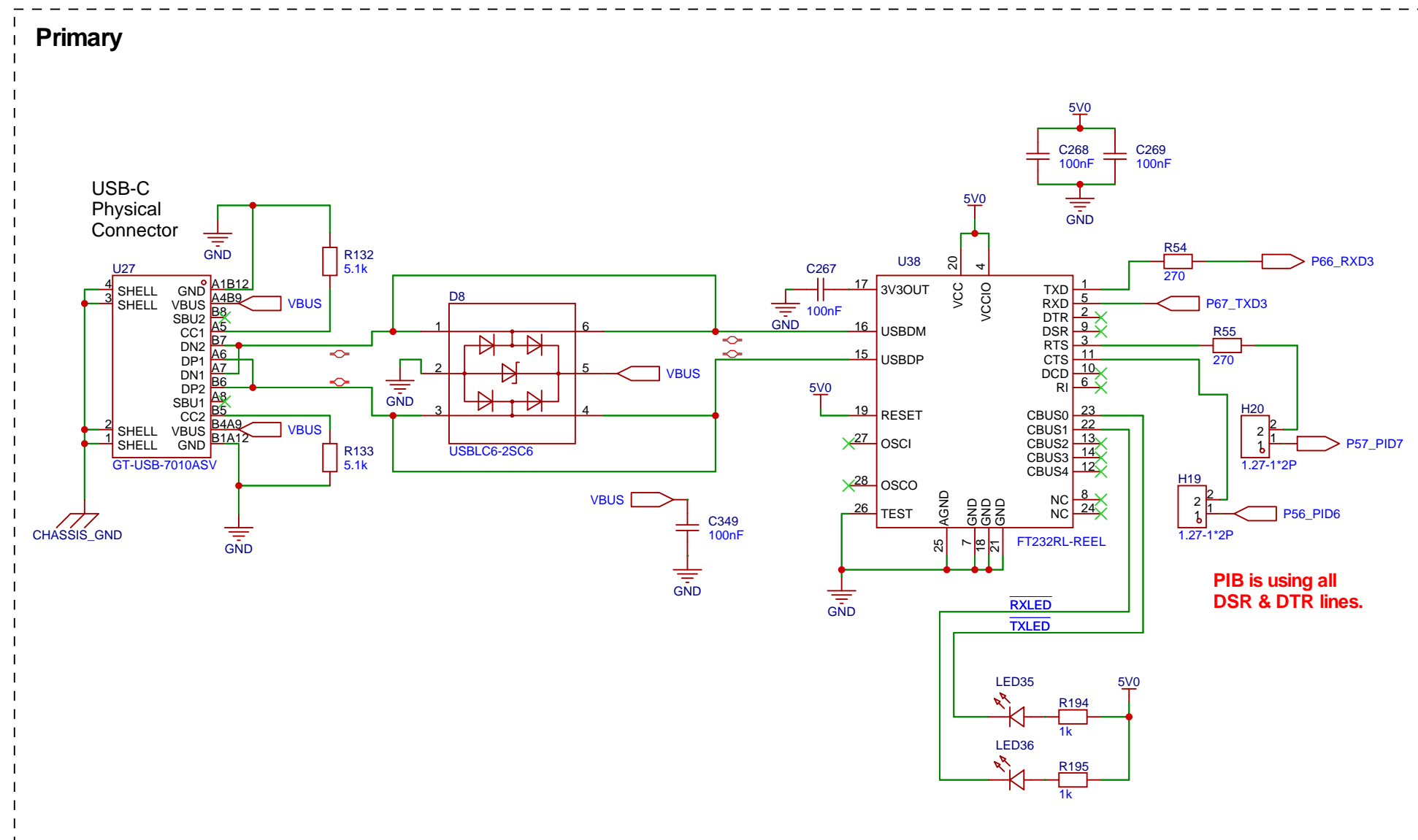
B |




Id

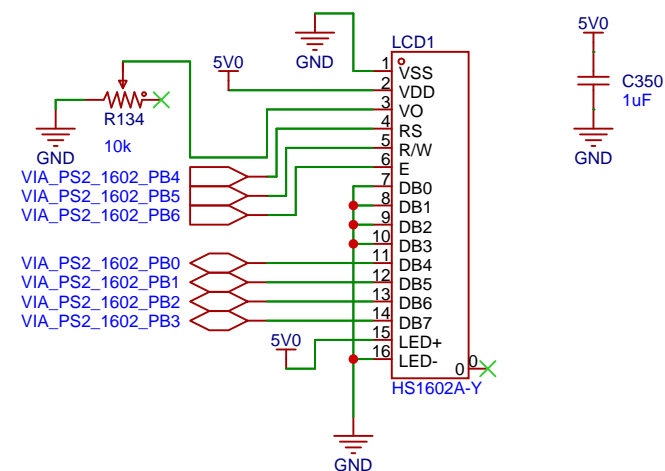


## USB SERIAL, PS/2 KEYBOARD



Schematic	Schematic1			Create at	2026-01-15
				Update at	2026-01-19
Board	Board1			Page	Serial & PS2
Drawn		W65C265S Primary v0.10			
Reviewed					
		Version	Size	Page 7 Total 10	
		V1.0	A4	EasyEDA.com	

# LCD 1602

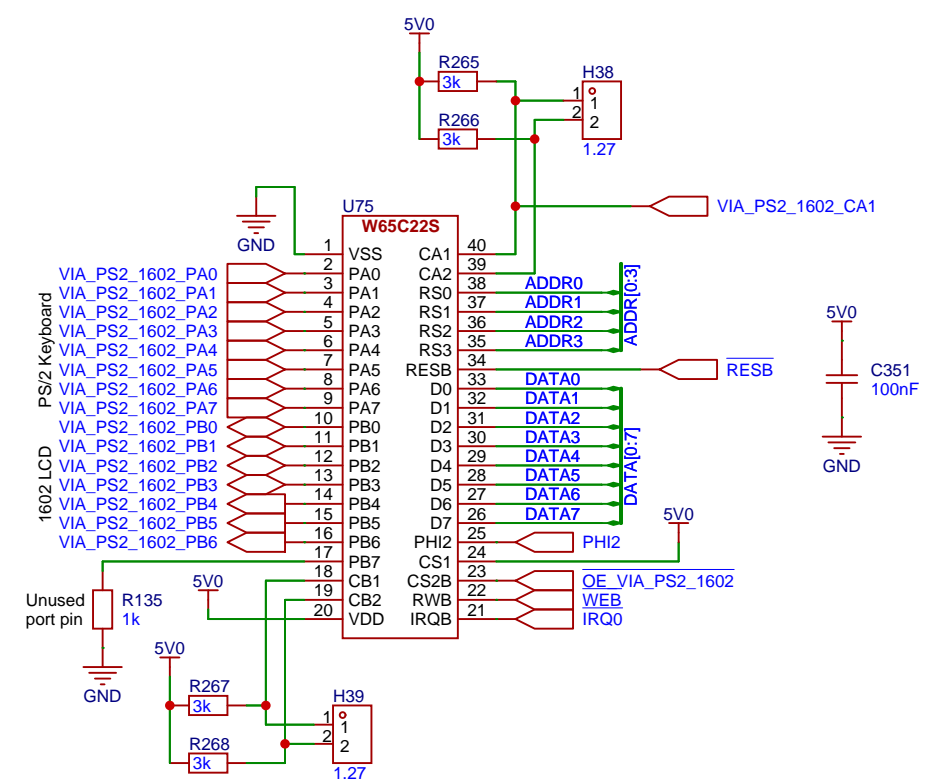


Schematic	Schematic1		Create at	2026-01-15
			Update at	2026-01-15
Board	Board1		Page	LCD_1602
Drawn		W65C265S Primary v0.10		
Reviewed				
		Version	Size	Page 8 Total 10
EasyEDA		V1.0	A4	EasyEDA.com

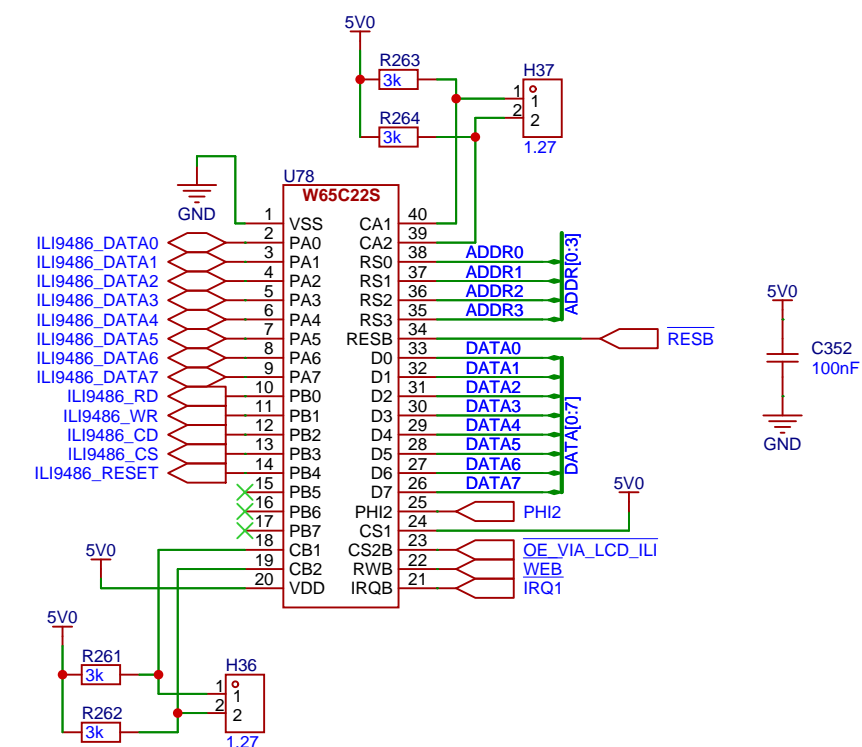


# VIAs

## PS/2 Keyboard, 1602 LCD



TFT LCD (ILI)

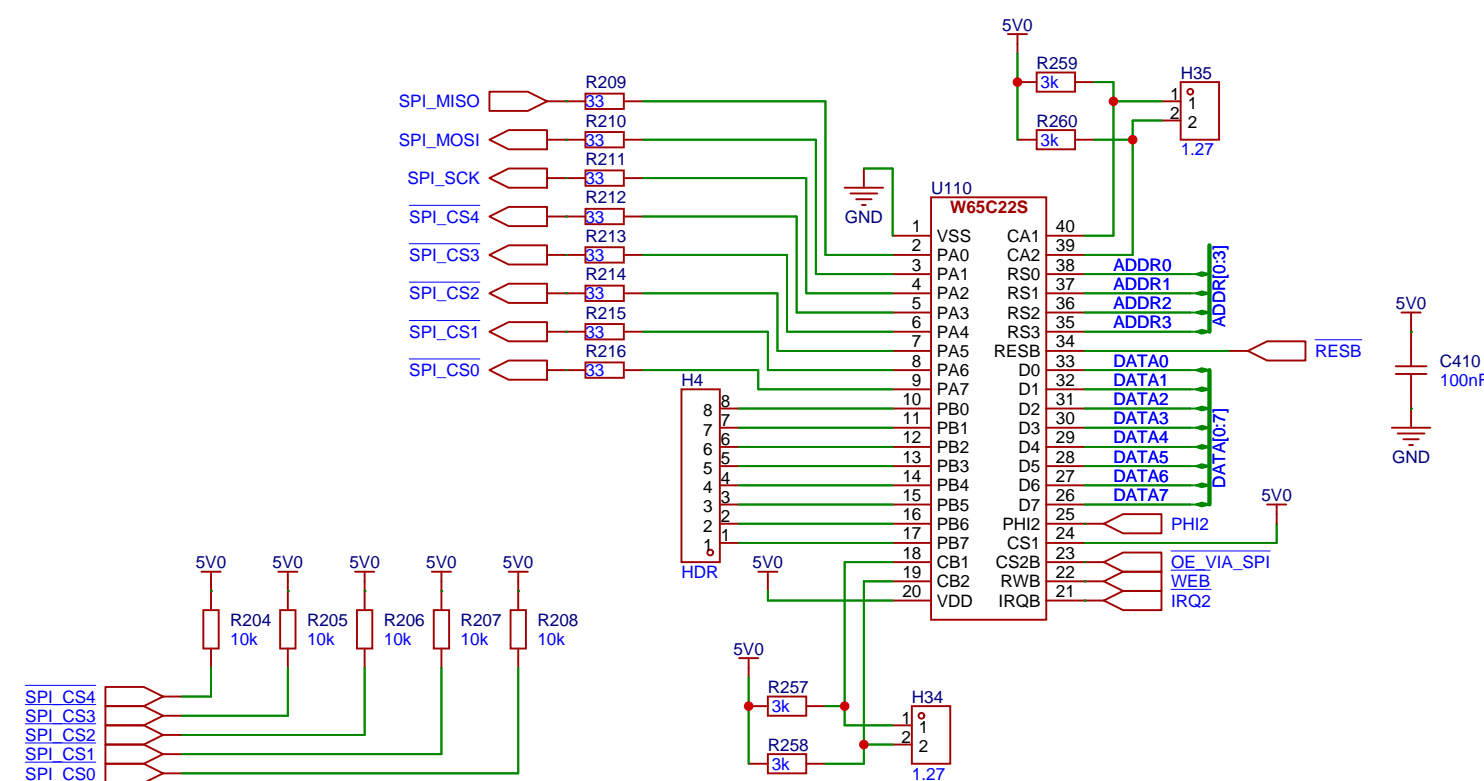


```
C0:0000 to FF:FFFF  CS7B

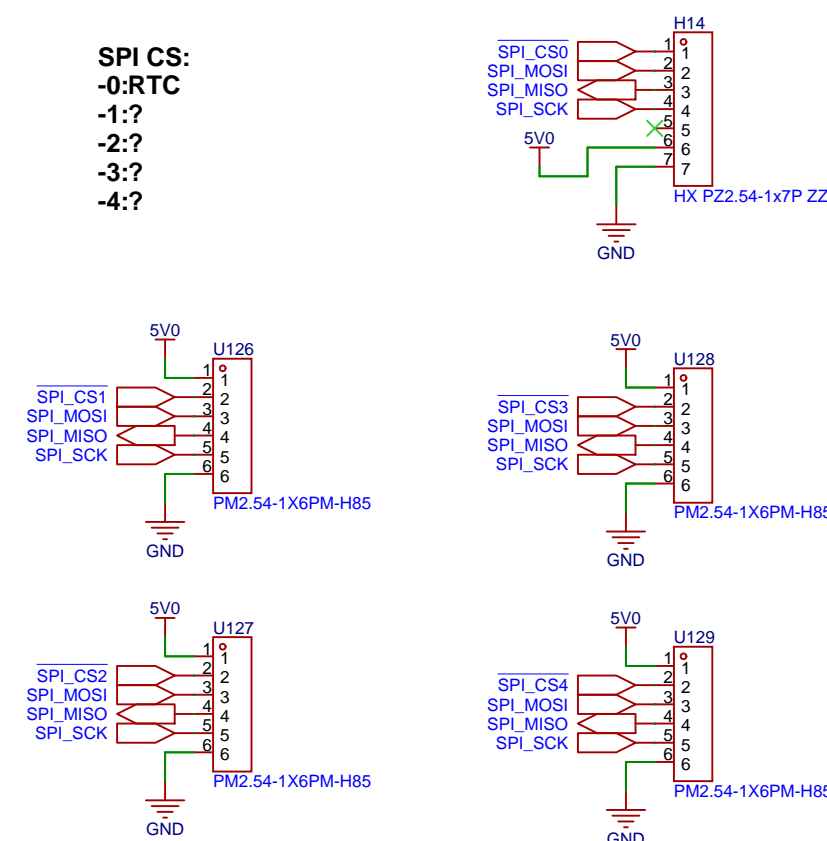
1100:000000000000000000000000 to
1111:111111111111111111111111
(range: top two bits are 11)


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



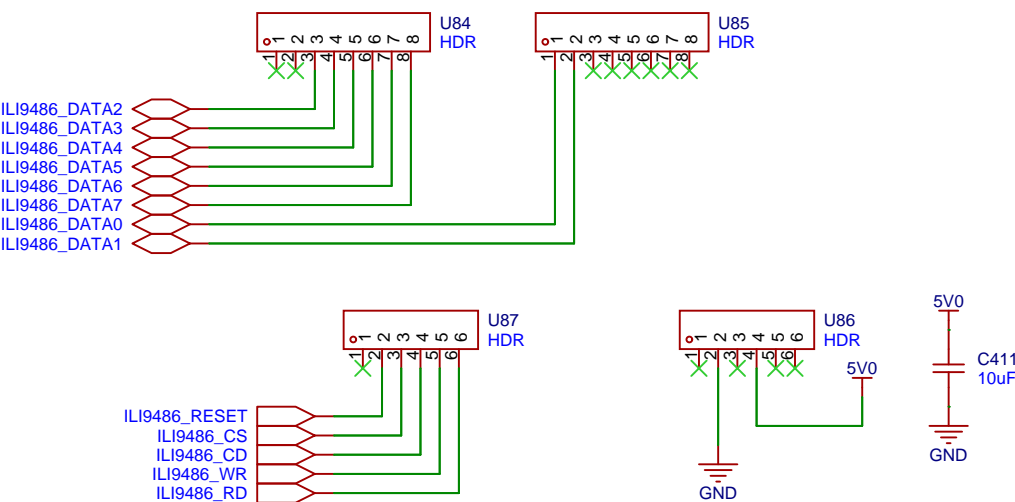
**SPI CS:**  
-0:RTC  
-1:?  
-2:?  
-3:?  
-4:?



Schematic	Schematic1			Create at	2026-01-15
				Update at	2026-01-19
Board	Board1			Page	VIAs
Drawn		W65C265S Primary v0.10			
Reviewed					
		Version	Size	Page 9 Total 10	
		V1.0	A4	EasyEDA.com	

# LCD - ILI

## Arduino-style header for DIYables TFT LCD



Schematic	Schematic1			Create at	2026-01-15
				Update at	2026-01-15
Board	Board1			Page	LCD_ILI
Drawn	W65C265S Primary v0.10				
Reviewed					
		Version	Size	Page 10 Total 10	
EasyEDA		V1.0	A4	EasyEDA.com	