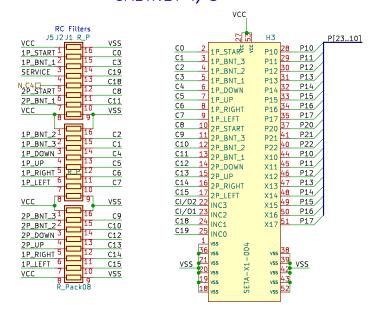
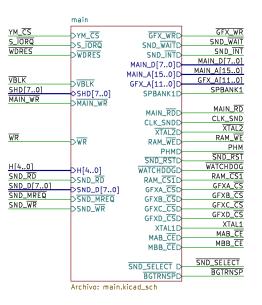


CABINET I/O





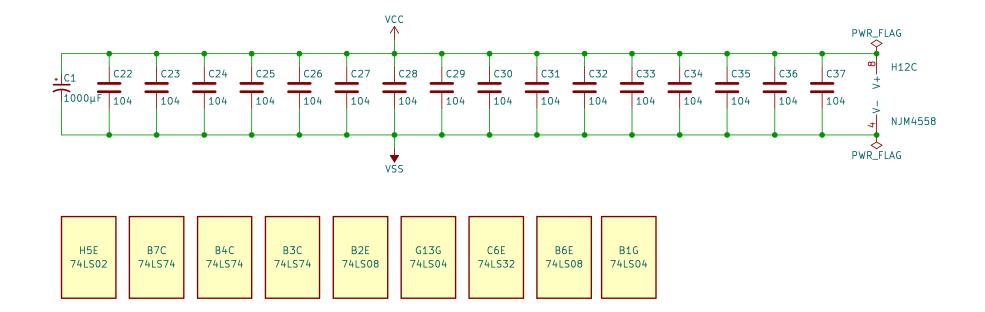
	calmix			
VSYNC	— DVSYNC	SYNCD	SYNC	
GFX_CLK	— DGFX_CLK	REDD-	RED	
BGTRNSP	BGTRNSP	GREEND	GREEN	
DBB[70]	DBB[70]	BLUED-	BLUE	
GDA[70]		BLUED		
GDB[70]	— >GDA[70]			
GDC[70]	→ GDB[70]			
GDD[70]	—⇒GDC[70]			
XTAL1	—⇒GDD[07]			
HBLK	XTAL1			
DATAEN	—⇒ <u>HBLK</u>			
HC[80]				
110[0110]	—>HC[80]			
	Archivo: colmi>	c.kicad_sch		
	watchdog			
WATCHDOG		RESETD	RESET	
+12V	-D+12V	COIN LOCKD	COIN_LOCK	
P26_DRQ	P26_DRQ	COM_LOCKD		
CNN1B	->CNN1A			
CNN1A	—DCNN1B			
	Archivo: watch	dog kicad sch		
Michiel Hatchaug. Nicau_scii				

RESET SND_CS	mcu >RESET ->SND_CS	SND_D[70]D	SND_D[70]
COIN_LOCK CI/O1	>COIN_LOCK >CI/O1	SND_RDD P26_DRQ♦	SND_RD P26_DRQ
CI/O2 XTAL1 XTAL2 N.C0 N.C3 RST SND_A[150] P[2310]	>CI/02 >XTAL1 >XTAL2 =N.C0 =N.C3 >RST >SND_A[150] >P[2310]	SND_WRD CNN1AD CNN1BD COIN_1D COIN_2D COIN_CNT_1D COIN_CNT_2D	SND_WR CNN1A CNN1B COIN_1 COIN_2 COIN_CNT_1 COIN_CNT_2
Archivo: mcu.kicad_sch			

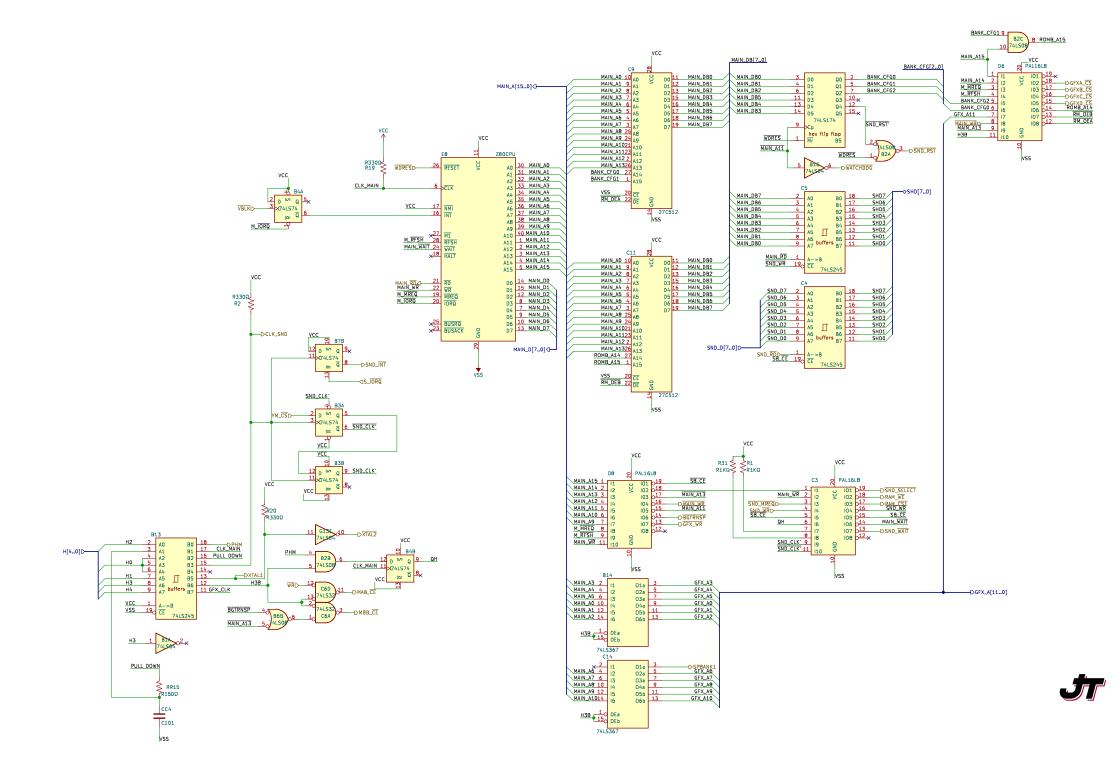
	gfx			
MAIN_WR	→MAIN_WR	VSYNCD	VSYNC	
GFX_WR	GFX_WR	DATAEND	DATAEN	
GFXA_CS	GFXA_CS	GFX_CLKD	GFX_CLK	
GFXB_CS	OGFXB_CS	VBLKD	VBLK	
GFXC_CS	OGFXC_CS	H[40]D	H[40]	
GFXD_CS	OGFXD_CS	DBB[70]D	DBB[70]	
MAIN_RD	MAIN_RD	GDA[70]D	GDA[70]	
MAB_CE	MAB CE	GDB[70]D	GDB[70]	
MBB_CE	MBB CE	GDC[70]D	GDC[70]	
SPBANK1	SPBANK1	GDD[70]D	GDD[70]	
MAIN_A[150]	OMAIN_A[150]	HBLKD	HBLK	
MAIN_D[70]	→MAIN_D[70]	WRD	WR	
	GFX_A[110]	WDRES ♦	WDRES	
	DOI Y-V[11"0]	HC[80]D	HC[80]	
Archivo: gfx.kicad_sch				

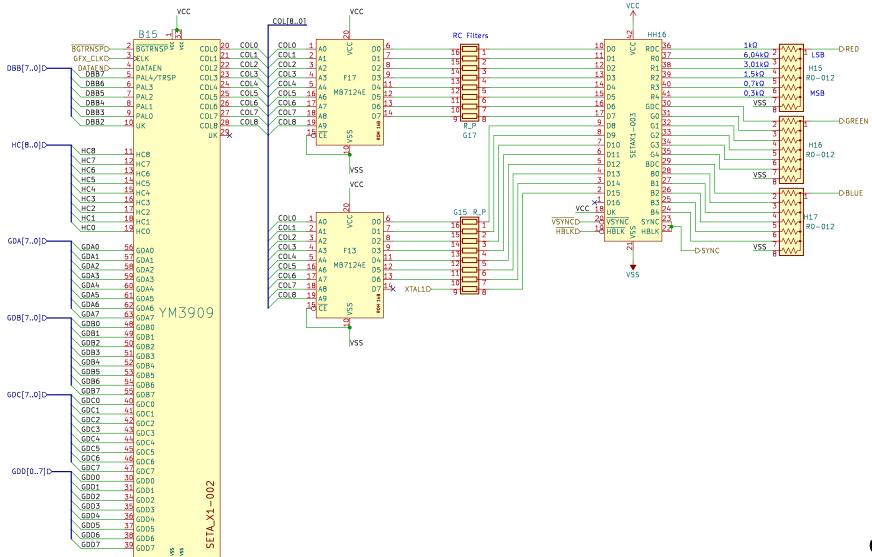
	sound		
SND_A[150]	DSND_A[150]		
SND_D[70]	♦5ND_D[70]	SHD[70]D	SHD[70]
SND_SELECT		SND_MREQD	SND_MREQ
SND_WR	SND_WR	5_IORQD	S_TORQ
SND_RD	SND_RD	YM_CSD	YM_CS
CLK_SND	->CLK_SND	SND_CSD	SND_CS
SND_RST	SND_RST	RSTD	RST
SND_WAIT	SND_WAIT	KSID	
SND_TNT	->SND_WAIT		
MAIN_RD	->MAIN_RD		
N.C1	-TN.C1		
SPEAKER(-)	□SPEAKER(-)		
SPEAKER(+)	USPEAKER(+)		
MAIN_A[130]	→ MAIN_A[130]		
PHM	DHAIN_A[130]		
RAM_WE	DRAM_WE		
RAM_CS1	DRAM_WE DRAM_CS1		
	Archivo: sound.kicad_	sch	











VSS



