

Mini Colecovision Compatible Portable

SPARKLETRON

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1 Introduction

Mini Colecovision Compatible Portable is a portable console version of the original Colecovision. Much of the TTL and Analog Monostable circuits are emulated by a CPLD. The full PCB and CPLD code is in this repository. It emulates the original Colecovision with the additional super game module. No 3D printed case is included at the moment, but has been designed and tested. This manual is not a step by step document of how to build the unit, more of a highlight of aspects of the project.

1.1 Fix for opcode games

Opcode super game module mega cart games have a particular check for the sound chip in their startup routine.

1. Set AY register address to 0x00
2. Write the value 0xAA to AY (register 0x00).
3. Set AY register address to 0x02
4. Write the value 0x55 to AY (register 0x02).
5. Set AY register address to 0x00
6. Read the value from AY (register 0x00).
7. Compare to value originally written (0xAA), fail if not matching
8. Set AY register address to 0x02
9. Read the value from AY (register 0x02).
10. Compare to value originally written (0x55), fail if not matching.

The hack fix for my setup is to only have 4 8 bit registers for 0,1,2,3,4,5,6, and 7. The mapping is AY Software Register ADDRESS => Cache Register ADDRESS

- 0 => 0
- 1 => 0
- 2 => 1
- 3 => 1
- 4 => 2
- 5 => 2
- 6 => 3
- 7 => 3

1.2 Specifications

- Z80 CPU
- 32 KiB of RAM
- 32 KiB of ROM
- SN76489 Sound Chip
- YMZ284 Sound Chip
- TMS9118 Video Display Processor with 16 KiB of VRAM
- MAX7000S CPLD (EPM7128SLC)
- Main PCB, four layer
- Right Angle PCB, two layer

1.3 Parts List

1.3.1 main pcb

Item	Qty	Reference(s)	Value
1	13	C1, C7, C8, C10 to C14, C18, C19, C23, C25, C29	100nF
2	1	C2	330uF
3	4	C3, C5, C24, C30	10uF
4	1	C4	100pF
5	1	C6	270pF
6	8	C9, C17, C22, C31 to C35	100nF
7	2	C15, C16	33pF
8	2	C20, C21	10nF
9	1	C26	0.47uF
10	1	C27	0.1uF
11	1	C28	2.2uF
12	1	D1	LED
14	1	J1	Conn_01x07
15	3	J2, J10, J11	Conn_01x02
16	1	J3	Conn_Coaxial
17	1	J4	Cartridge Port
18	1	J5	DB9 Male
19	1	J6	Conn_02x05_Odd_Even
20	1	J7	DB9 Male
21	1	J9	SJ1-3525NG
22	3	L1, L2, L3	4.7uH
23	1	Q1	2N3904
24	1	R1	4k7
25	1	R2	470R
26	2	R3, R28	100k
27	2	R4, R27	100K
28	2	R5, R6	2k2

29	3	R7, R8, R9	3K3
30	1	R10	75R
31	1	R11	510R
32	1	R12	100R
33	1	R13	3k3
34	4	R14, R15, R16, R17	1k
35	2	R18, R19	10k
36	1	R20	1K
37	1	R21	1k
38	1	R22	220R
39	1	R23	10K
40	2	R24, R26	1K
41	1	R25	68K
42	2	RN1, RN2	10k
43	1	RV1	10K
45	1	SW1	SW_Push
46	1	SW2	SW_SPDT
47	1	SW3	SW_SPDT
48	1	U1	TPA711D
49	1	U2	SN76489AN
50	1	U3	Z84C0010AEG
51	1	U4	CY62256-55PC
52	1	U5	27C256
53	1	U6	TMS9118NL
54	2	U7, U8	TMS4416
55	1	U9	EPM7128SLC
56	1	U10	74ABT125
57	1	U11	YMZ284
58	5	U12, U13, U14, U15, U16	74AHCT1G08
59	1	Y1	10.738635 MHz

1.3.2 right angle adaptor

Item	Qty	Reference(s)	Value
1	1	J	Cartridge Port

1.3.3 misc electronics

Item	Qty	Reference(s)	Value
1	1	C1	Colecovision Controller, github.com/sparkletron/Colecovision_Controller
2	1	LS1	LCD, LQ035NC111
3	1	LC1	LCD Controller, VSD1612N3 type with SS0101 controller chip or BIT1612
4	1	Battery	3 Cell 10050 mAh Adafruit 5035
5	1	Battery Charger	500 mA charger Adafruit 1944
6	1	Speaker	CMS404928S

1.3.4 hardware

Item	Qty	Reference(s)	Value
1	22	S1	#4-24 x 1/4 Fastenal 0142972, screw
2	9	S2	#4-24 x 1/2 Fastenal 0173613, screw
3	4	S3	#2-32 x 1/4 Fastenal 0148209, screw
4	8	S4	#4-24 x 1/2 Fastenal 0149046, screw black

1.3.5 3D printed hardware

Item	Qty	Reference(s)	Value
1	1	P1	back.stl 100.5
2	4	P2	button.stl 100
3	1	P3	cart_back.stl 100.5
4	1	P4	dpad_large.stl 100
5	2	P5	firebutton.stl 100
6	1	P6	front.stl 100.5
7	1	P7	lcd_hold_mount.stl 100.5
8	12	P8	numpad.stl 100
9	4	P9	serial_strip.stl 100
10	1	P10	speaker_mount.stl 100.5
11	1	P11	speaker_spacer.stl 100

2 Building

This document assumes some Electrical Engineering knowledge. Building circuits is not trivial due to the mix of SMD and through hole components. What follow are general steps to build the Mini Colecovision

- Create main PCB from schematic/gerber/coleco_original.zip
- Create Right Angle PCB from schematic/gerber/right_angle/right_angle.zip
- Program ROM with BIOS
- Populate main PCB
- Populate right angle PCB
- Power up and program CPLD
- Build your own case

2.1 Dependencies

The following are the dependencies needed to build the firmware and PCB for the system.

- Quartus 13.0 sp1
- python 3.X
- KiCAD v7.X

2.1.1 Protable Coleco Glue File List

- src
 - 'src/porta_glue_coleco.v': 'file_type': 'verilogSource'
- constr
 - 'constr/porta_glue_coleco.sdc': 'file_type': 'SDC'
- tb
 - 'tb/tb_porta_glue_coleco.v': 'file_type': 'verilogSource'

2.1.2 Fusesoc

Fusesoc is used for the simulation target only. There are no build targets due to the use of Quartus 13.0sp1. This makes the use of it a bit silly. It does make it easier to use in future projects where the RAM,ROM,CPU,VDP, and Sound chips are also IP cores.

2.1.3 Protable Coleco Glue Targets

- default
 - Info: Default IP target for future tool intergration.
 - src
 - constr
- sim
 - Info: Simulation target for basic test bench.
 - src
 - tb

2.1.4 Quartus

This project uses the last version of Quartus that supports the MAX7000S series. The version is 13.0sp1. The project is located at src/quartus13sp01/. Once you have the project open please follow the softwares steps for building and programming the CPLD bitfile.

2.2 PCB

The four layer PCB is fairly easy to populate. The right angle PCB is a dual layer PCB which is even easier. I recommend starting with resistors, then IC's, and then the rest. Surface mount parts should be done last. This is a fairly complex project to build, take great caution in making sure your CPU and CPLD are installed correctly. Its easy to rotate square packages these come in.

2.3 3D Printed Case

The 3D printed case has been tested on two different printers. It has only been tested with ABS filament. The parts list for the 3D printed case has the STL file name in the value and the XXX.X value is the scale size. In general I recommend the following steps for assembly.

1. Front, populate side controls w/buttons. PCB will need to be cut down to fit height wise.
2. Front, populate LCD screen.
3. Front, Insert Power LED
4. Front, Route LCD screen wires under gamepad. Glue LED wires to side of case to keep out of DPAD.
5. Front, Mount colecovision_controller with buttons.
6. Front, Insert speaker with spacer.
7. Front, Glue or use speaker_mount to hold speaker.
8. Front, Mount USB battery charger.
9. Cart_back, insert battery, check for wire crimping.
10. Cart_back, mount right angle adaptor.
11. Back, mount cart_back to back.
12. Back, run battery wire to charger
13. Back, run wires from front to main PCB
14. Back, hot glue any wires that seem like they may come off.
15. Back, Mount PCB by inserting the top with the power switch first. Then press it in and watch the reset switch and cart port for binding.
16. Back, Mount serial strips over PCB ports.
17. Finish, mate the back to the front. It should fold together and not give much resistance.

2.4 Programming

There are two devices that need to be programmed. ROM (read only memory) and the CPLD (complex programmable logic device). They use two different methods to be programmed. The ROM is done off the board and then installed. The CPLD is installed and the JTAG header is used to upload the bitfile.

2.4.1 ROM

A TL866 is an excellent device for programming the ROM with a BIOS. The open source minipro application works well with it and its clones. Below is a example command to use to program the ROM with a bios.

```
$ minipro -p ST27C256 -w coleco_bios.bin
```

2.4.2 CPLD

Quartus 13.0sp1 is the easiest way to build and program the MAX7000 CPLD. You will need an altera blaster. I recommend the chinese clone blasters, they actually worked the best. While the worst was the Terasic blaster which did not work at all. As for instructions on how to program it in Quartus, please see the software for details.

3 Usage

3.1 Directory Guide

Below highlights important folders from the root of mini_colecovision.

1. **docs** Contains all documentation related to this project.
 - **datasheets** Contains all datasheets for components.
 - **manual** Contains user manual and github page that are generated from the latex sources.
2. **img** Contains images of the project
3. **schematic** KiCAD v7.X schematic and PCB designs
 - **gerber** Contains gerber files and archives for production.
 - **pdf** PDF schematic
4. **src** CPLD firmware source
 - **protable_coleco** Contains verilog source code and constraints
 - **quartus13sp01** Quartus project used to generate firmware.

4 Module Documentation

What follows are PDF pages generated from natural docs HTML pages.
This documents the source code used for the CPLD.

porta_glue_coleco.v

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DATES

2024/11/06

INFORMATION

Brief

Colecovision SGM glue logic chip

License MIT

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CONSTANTS

DEF_RESET_DELAY

Number ticks for reset delay register

DEF_FB_MONOSTABLE_COUNT

delay till state is at 1 instead of 0 (its stable state) for feedback stable circuit

DEF_IRQ_MONOSTABLE_COUNT

delay till state is at 1 instead of 0 (its stable state) for the controller (spinner) generated interrupt.

porta_glue_coleco

```

module porta_glue_coleco (
input
clk,

15:0]
A,
input
C1P1,
input
C1P2,
input
C1P3,
input
C1P4,
input
C1P6,
input
C1P7,
input
C1P9,
input
C2P1,
input
C2P2,
input
C2P3,
input
C2P4,
input
C2P6,
input
C2P7,
input
C2P9,
input
MREQn,
input
IORQn,
input
RFSHn,
input
M1n,
input
WRn,
input
RESETn_SW,
input
RDn,

7:0]
D,
output
CP5_ARM,
output
CP8_FIRE,
output
CS_h8000n,
output
CS_hA000n,
output

```

```

    CS_hC000n,
    output
    CS_hE000n,
    output
    SND_ENABLEn,
    output
    ROM_ENABLEn,
    output
    RAM_CSn,
    output
    RAM_OEn,
    output
    CSWn,
    output
    CSRn,
    output
    WAITn,
    output
    RESETn,
    output
    RAM_MIRRORn,
    output
    INTn,
    output
    AS,
    output
    AY_SND_ENABLEn
)

```

Colecovision Super Game Module Glue Logic

Ports

clk input	Clock for all devices in the core
A input[15: 0]	Address input bus from Z80
C1P1 input	DB9 Controller 1 Pin 1
C1P2 input	DB9 Controller 1 Pin 2
C1P3 input	DB9 Controller 1 Pin 3
C1P4 input	DB9 Controller 1 Pin 4
C1P6 input	DB9 Controller 1 Pin 6
C1P7 input	DB9 Controller 1 Pin 7
C1P9 input	DB9 Controller 1 Pin 9
C2P1 input	DB9 Controller 2 Pin 1
C2P2 input	DB9 Controller 2 Pin 2
C2P3 input	DB9 Controller 2 Pin 3
C2P4 input	DB9 Controller 2 Pin 4
C2P6	DB9 Controller 2 Pin 6

input	
C2P7	DB9 Controller 2 Pin 7
input	
C2P9	DB9 Controller 2 Pin 9
input	
MREQn	Z80 memory request input, active low
input	
IORQn	Z80 IO request input, active low
input	
RFSHn	Z80 Refresh input, active low
input	
M1n	Z80 M1 state, active low
input	
WRn	Z80 Write to bus, active low
input	
RESETn_SW	Input for reset switch
input	
RDn	Z80 Read from bus, active low
input	
D	Z80 8 bit data bus, tristate IN/OUT
inout[7: 0]	
CP5_ARM	DB9 Controller 1&2 ARM Select
output	
CP8_FIRE	DB9 Controller 1&2 FIRE Select
output	
CS_h8000n	Select when Z80 requests memory at h8000 (GAME CART), active low
output	
CS_hA000n	Select when Z80 requests memory at hA000 (GAME CART), active low
output	
CS_hC000n	Select when Z80 requests memory at hC000 (GAME CART), active low
output	
CS_hE000n	Select when Z80 requests memory at hE000 (GAME CART), active low
output	
SND_ENABLEn	SN76489 Sound chip enable, active low
output	
ROM_ENABLEn	Enable BIOS ROM, active low
output	
RAM_CSn	RAM chip select, active low
output	
RAM_OEn	RAM Ouput enable, active low
output	
CSWn	Chip Select Write for VDP, active low
output	
CSRn	Chip Select Read for VDP, active low
output	
WAITn	Wait state generator for Z80, active low
output	
RESETn	Timed reset generated by Logic, active low
output	
RAM_MIRRORn	Extended RAM, high is extended RAM, active low is mirrored.
output	
INTn	Interrupt generator for Z80, active low
output	

AS AY sound chip address(0)/data(1) select
 output
 AY_SND_ENABLEn AY sound enable, active low
 output

REGISTER INFORMATION

Core has 3 registers at the addresses that follow.

SOUND_ADDR_CACHE h50
 SOUND_CACHE h51
 RAM_24K_ENABLE h53
 SWAP_BIOS_TO_RAM h7F

SOUND_ADDR_CACHE

```
localparam SOUND_ADDR_CACHE = 8'h50
```

Defines the address of r_snd_addr_cache

SOUND ADDR CACHE REGISTER
1:0
CACHE LAST ADDRESS WRITE TO AY SOUND CHIP, BITS 2:1

Setup an address for cache the sound address so each write will be to a proper address (opcode games need to write multiple and read multiple addresses) The register is only 2 bits, and is set to data line bits 2:1 to create a shift to divide all address by 2. Reducing the number of registers in r_snd_cache to 4.

SOUND_CACHE

```
localparam SOUND_CACHE = 8'h51
```

Defines the address of r_snd_cache

SOUND CACHE REGISTER
7:0
CACHE LAST WRITE TO AY SOUND CHIP

Cache Sound Chip as the SGM games read from it (Yamaha chip does not have a read like a GI does).

RAM_24K_ENABLE

```
localparam RAM_24K_ENABLE = 8'h53
```

Defines the address of r_24k_ena

24K RAM ENABLE REGISTER	
7:1	0
ZERO	ENABLE 24K RAM, ACTIVE HIGH

Super Game Module 24K RAM enable using bit 0 (Active High)

SWAP_BIOS_TO_RAM

```
localparam SWAP_BIOS_TO_RAM = 8'h7F
```

Defines the address of r_swap_ena

SWAP BIOS TO RAM REGISTER			
7:4	3:2	1	0
ZERO	ONE	BIO TO RAM SWAP, ACTIVE LOW	ONE

Super Game Module BIOS to RAM swap on bit 1 (Active Low)

r_snd_addr_cache

```
reg [ 1:0] r_snd_addr_cache = 0
```

register for SOUND_ADDR_CACHE See Also: [SOUND_ADDR_CACHE](#)

r_24k_ena

```
reg [ 7:0] r_24k_ena = 0
```

register for RAM_24K_ENABLE See Also: [RAM_24K_ENABLE](#)

r_swap_ena

```
reg [ 7:0] r_swap_ena = 8'h0F
```

register for 8K RAM/ROM swap See Also: [SWAP_BIOS_TO_RAM](#)

r_snd_cache

```
reg [ 7:0] r_snd_cache[3:0]
```

register for SOUND_CACHE See Also: [SOUND_CACHE](#)

r_int_p1

```
reg r_int_p1 = 1'b0
```

Interrupt from player one control

r_int_p2

```
reg r_int_p2 = 1'b0
```

Interrupt from player two control

r_wait

```
reg r_wait = 1'b0
```

Wait state generated register

r_reset_counter

```
reg [ 7:0] r_reset_counter = 0
```

Timed reset counter

r_resetrn

```
reg r_resetrn = 0
```

Registered reset output, active low

r_mono_count_p1

```
reg [11:0] r_mono_count_p1 = 0
```

monostable circuit counters, player 1 AND

r_mono_count_p2

```
reg [11:0] r_mono_count_p2 = 0
```

monostable circuit counters, player 2 AND

r_mono_count_int_p1

```
reg [ 5:0] r_mono_count_int_p1 = 0
```

monostable circuit counters, player 1 interrupt

r_mono_count_int_p2

```
reg [ 5:0] r_mono_count_int_p2 = 0
```

monostable circuit counters, player 2 interrupt

r_mono_p1

```
reg r_mono_p1 = 1'b0
```

Feedback from IRQ to controller 1 register

r_mono_p2

```
reg r_mono_p2 = 1'b0
```

Feedback from IRQ to controller 2 register

r_ctrl_fire

```
reg r_ctrl_fire = 1'b1
```

NAND Feedback Flip Flop FIRE select.

r_ctrl_arm

```
reg r_ctrl_arm = 1'b0
```

NAND Feedback Flip Flop ARM select.

ASSIGNMENT INFORMATION

How signals are created

s_ram_csn

```
assign s_ram_csn = (
  s_y0_sel |
  r_swap_ena[1]
) & (s_ram2_csn | ~r_24k_ena[0]) & (s_ram1_csn | ~r_24k_ena[0]) & s_ram0_csn
```

RAM Chip select when address is requested (active low).

(s_y0_sel | r_swap_ena[1]) address range starting at h0000, swap bios/rom bit is enabled (1 is disabled).

(s_ram1_csn | ~r_24k_ena[0]) address range starting at h4000, 24k enable bit from register.

(s_ram2_csn | ~r_24k_ena[0]) address range starting at h2000, 24k enable bit from register.

s_ram0_csn

address range starting h6000, this is always an available range.

RAM_OEn

```
assign RAM_OEn = RDn | s_ram_csn
```

RAM Output enable when read is requested (active low).

RDn Z80 read request, active low.

s_ram_csn See Also: [s_ram_csn](#)

RAM_CSn

```
assign RAM_CSn = s_ram_csn
```

RAM Chip Select output assignment.

s_ram_csn See Also: [s_ram_csn](#)

RAM_MIRRORn

```
assign RAM_MIRRORn = (  
  r_24k_ena[0] |  
  r_swap_ena[1]  
)
```

RAM Mirror enable. Output to AND gates that block address lines (active low)

r_24k_ena[0] If 24k ram extension is disabled, enable ram mirror

r_swap_ena[1] If ram/bios swap is disabled, enable ram mirror.

ROM_ENABLEn

```
assign ROM_ENABLEn = (  
  s_y0_seln |  
  r_swap_ena[1]  
)
```

ROM enable (active low).

s_y0_seln Only select ROM when address range h0000 is enabled.

r_swap_ena[1] If ram/bios swap is disabled, enable ROM.

DECODER INFORMATION FOR U5

How address decoder is created.

s_enable_u5

```
assign s_enable_u5 = (
    RFSHn &
    MREQn
)
```

Enable the the decoder, duplicates U5 functionality from colecovision. always 1, RFSH is a double inversion on coleco (inverter + 138 internal)

RFSHn Z80 Refresh line, when not in refresh enable is active.

MREQn When the MREQn is active then encoder is enabled.

s_y0_seln

```
assign s_y0_seln = ~(
    A[14] &
    A[13]
)
s_enable_u5 & ~A[15] & ~
```

Address h0000, ROM/RAM

s_enable_u5 Enable decoder

A[15:13] Address lines used for select lines.

s_ram2_csn

```
assign s_ram2_csn = ~(
    A[14] &
    A[13]
)
s_enable_u5 & ~A[15] & ~
```

Address h2000, RAM

s_enable_u5 Enable decoder

A[15:13] Address lines used for select lines.

s_ram1_csn

```
assign s_ram1_csn = ~(
    A[14] &
    A[13]
)
s_enable_u5 & ~A[15] & ~
```

Address h4000, RAM

s_enable_u5 Enable decoder

A[15:13] Address lines used for select lines.

s_ram0_csn

```

assign s_ram0_csn = ~(
                                s_enable_u5 & ~A[15] &
A[14] &
A[13]
)

```

Address h6000, RAM

s_enable_u5 Enable decoder

A[15:13] Address lines used for select lines.

CS_h8000n

```

assign CS_h8000n = ~(
                                s_enable_u5 & A[15] & ~
A[14] &
                                ~
A[13]
)

```

Address h8000, Game ROM bank select.

s_enable_u5 Enable decoder

A[15:13] Address lines used for select lines.

CS_hA000n

```

assign CS_hA000n = ~(
                                s_enable_u5 & A[15] & ~
A[14] &
                                ~
A[13]
)

```

Address hA000, Game ROM bank select.

s_enable_u5 Enable decoder

A[15:13] Address lines used for select lines.

CS_hC000n

```

assign CS_hC000n = ~(
                                s_enable_u5 & A[15] &
A[14] &
                                ~
A[13]
)

```

Address hC000, Game ROM bank select.

s_enable_u5 Enable decoder

A[15:13] Address lines used for select lines.

CS_hE000n

```

assign CS_hE000n = ~(
    A[14] &
    A[13] &
    )
s_enable_u5 & A[15] &

```

Address hE000, Game ROM bank select.

s_enable_u5 Enable decoder

A[15:13] Address lines used for select lines.

DECODER INFORMATION FOR U6

How address decoder is created

s_enable_u5

Enable the the decoder, duplicates U6 functionality from colecovision.

A[7] Address IO range h80 to hFF

IORQn When the IORQn is active then encoder is enabled.

s_ctrl_en_2n

```

assign s_ctrl_en_2n = ~(
    A[5] &
    WRn &
    )
s_enable_u6 & ~A[6] & ~

```

h80 PORT IO for controller Fire Select

s_enable_u6 Enable decoder

A[6:5] Address lines used for select lines.

WRn Select write or read.

CSWn

```

assign CSWn = ~(
    A[5] &
    WRn &
    )
s_enable_u6 & ~A[6] & ~

```

hBE PORT IO for VDP write

s_enable_u6 Enable decoder

A[6:5] Address lines used for select lines.

WRn Select write or read.

CSRn

```
assign CSRn = ~(  
    A[5] &  
    WRn  
)  
s_enable_u6 & ~A[6] &
```

hBF PORT IO for VDP read

s_enable_u6 Enable decoder

A[6:5] Address lines used for select lines.

WRn Select write or read.

s_ctrl_en_1n

```
assign s_ctrl_en_1n = ~(  
    A[5] &  
    WRn  
)  
s_enable_u6 & A[6] & ~
```

hC0 PORT IO for controller ARM select

s_enable_u6 Enable decoder

A[6:5] Address lines used for select lines.

WRn Select write or read.

SND_ENABLEn

```
assign SND_ENABLEn = ~(  
    A[5] &  
    WRn  
)  
s_enable_u6 & A[6] & ~
```

hFF PORT IO for sound enable.

s_enable_u6 Enable decoder

A[6:5] Address lines used for select lines.

WRn Select write or read.

s_ctrl_readn

```
assign s_ctrl_readn = ~(  
    A[5] &  
    WRn  
)  
s_enable_u6 & A[6] &
```

hFC/FF PORT IO for controller read

s_enable_u6 Enable decoder

A[6:5] Address lines used for select lines.
WRn Select write or read.

DECODER INFORMATION FOR SUPER GAME MODULE

How address decoder is created for Super Game Module

SGM IO REG Clocked IO decoder for Super Game Module.

AS

```
assign AS = (
A[7:0]
=
= 8'h50 & ~IORQn & ~WRn ? 1'b0 : 1'b1
)
```

h50 is the address select, when selected its in data mode

A[7:0] If address matches h50, enable
IORQn Active IO request, enable
WRn Z80 write is active, enable

AY_SND_ENABLEn

```
assign AY_SND_ENABLEn = (
A[7:1]
=
= 7'b0101000 & ~IORQn & ~WRn ? 1'b0 : 1'b1
)
```

match both h50 and h51 by ignoring bit 0. Enable AY sound chip.

A[7:0] If address matches h50 or h51, enable
IORQn Active IO request, enable
WRn Z80 write is active, enable

AY_SND_ENABLEn

read cached register from previous write (AY emulation), at set address location
(0=0,1=0,2=1,3=1,4=2,5=2,6=3,7=3).

A[7:0] If address matches h52, enable
IORQn Active IO request, enable
RDn Z80 read is active, enable

CONTROLLER REGISTER READ

How to read controller inputs for player 1 and 2, works with roller and standard gamepads.

CP5_ARM

```
assign CP5_ARM = r_ctrl_arm
```

Activate ARM portion of controllers.

r_ctrl_arm See Also: **r_ctrl_arm**

CP8_FIRE

```
assign CP8_FIRE = r_ctrl_fire
```

Activate FIRE portion of controllers.

r_ctrl_fire See Also: **r_ctrl_fire**

D[0]

```
assign D[0] = (
    C1P1
    :
    1'bz
)
                                     ~s_ctrl_readn & ~A[1] ?
```

Data bit zero for P1

s_ctrl_readn See Also: **s_ctrl_readn**, read when active low

A[1] Address bit 1 is 0, read

D[1]

```
assign D[1] = (
    C1P4
    :
    1'bz
)
                                     ~s_ctrl_readn & ~A[1] ?
```

Data bit one for P1

s_ctrl_readn See Also: **s_ctrl_readn**, read when active low

A[1] Address bit 1 is 0, read

D[2]

```
assign D[2] = (
    C1P2
    :
    1'bz
)
                                     ~s_ctrl_readn & ~A[1] ?
```

Data bit two for P1

s_ctrl_readn See Also: **s_ctrl_readn**, read when active low

A[1] Address bit 1 is 0, read

D[3]

```
assign D[3] = (
    C1P3                                     ~s_ctrl_readn & ~A[1] ?
    :
    1'bz
)
```

Data bit three for P1

s_ctrl_readn See Also: **s_ctrl_readn**, read when active low

A[1] Address bit 1 is 0, read

D[4]

```
assign D[4] = (
    r_mono_p1                               ~s_ctrl_readn & ~A[1] ?
    :
    1'bz
)
```

Data bit one for P1

s_ctrl_readn See Also: **s_ctrl_readn**, read when active low

A[1] Address bit 1 is 0, read

D[5]

```
assign D[5] = (
    C1P7                                     ~s_ctrl_readn & ~A[1] ?
    :
    1'bz
)
```

Data bit five for P1

s_ctrl_readn See Also: **s_ctrl_readn**, read when active low

A[1] Address bit 1 is 0, read

D[6]

```
assign D[6] = (
    C1P6                                     ~s_ctrl_readn & ~A[1] ?
    :
    1'bz
)
```

Data bit six for P1

s_ctrl_readn See Also: **s_ctrl_readn**, read when active low

A[1] Address bit 1 is 0, read

D[7]

```
assign D[7] = (
    s_int_p1
    :
    1'bz
)
```

~s_ctrl_readn & ~A[1] ?

Data bit seven for P1

s_ctrl_readn See Also: **s_ctrl_readn**, read when active low

A[1] Address bit 1 is 0, read

s_int_p1

```
assign s_int_p1 = ~(
    r_mono_p1 &
    C1P9
)
```

generate interrupt for player one

r_mono_p1 See Also: **r_mono_p1**, RC TL emulation

C1P9 Input from controller port. Roller controller only.

D[0]

```
assign D[0] = (
    C2P1
    :
    1'bz
)
```

~s_ctrl_readn & A[1] ?

Data bit zero for P2

s_ctrl_readn See Also: **s_ctrl_readn**, read when active low

A[1] Address bit 1 is 1, read

D[1]

```
assign D[1] = (
    C2P4
    :
    1'bz
)
```

~s_ctrl_readn & A[1] ?

Data bit one for P2

s_ctrl_readn See Also: **s_ctrl_readn**, read when active low

A[1] Address bit 1 is 1, read

D[2]

```
assign D[2] = (
C2P2
:
1'bz
)
~s_ctrl_readn & A[1] ?
```

Data bit two for P2

s_ctrl_readn See Also: **s_ctrl_readn**, read when active low

A[1] Address bit 1 is 1, read

D[3]

```
assign D[3] = (
C2P3
:
1'bz
)
~s_ctrl_readn & A[1] ?
```

Data bit three for P2

s_ctrl_readn See Also: **s_ctrl_readn**, read when active low

A[1] Address bit 1 is 1, read

D[4]

```
assign D[4] = (
r_mono_p2
:
1'bz
)
~s_ctrl_readn & A[1] ?
```

Data bit four for P2

s_ctrl_readn See Also: **s_ctrl_readn**, read when active low

A[1] Address bit 1 is 1, read

D[5]

```
assign D[5] = (
C2P7
:
1'bz
)
~s_ctrl_readn & A[1] ?
```

Data bit five for P2

s_ctrl_readn See Also: **s_ctrl_readn**, read when active low
A[1] Address bit 1 is 1, read

D[6]

```
assign D[6] = (
    C2P6                                     ~s_ctrl_readn & A[1] ?
    :
    1'bz
)
```

Data bit six for P2

s_ctrl_readn See Also: **s_ctrl_readn**, read when active low
A[1] Address bit 1 is 1, read

D[7]

```
assign D[7] = (
    s_int_p2                                ~s_ctrl_readn & A[1] ?
    :
    1'bz
)
```

Data bit seven for P2

s_ctrl_readn See Also: **s_ctrl_readn**, read when active low
A[1] Address bit 1 is 1, read

s_int_p2

```
assign s_int_p2 = ~(
    r_mono_p2 &
    C2P9
)
```

generate interrupt for player one

r_mono_p1 See Also: **r_mono_p1**, RC TL emulation
C2P9 Input from controller port. Roller controller only.

INTn

```
assign INTn = ~(
    r_int_p1 |
    r_int_p2
)
```

INTn is generated by monostable circuit based on NAND outputs.

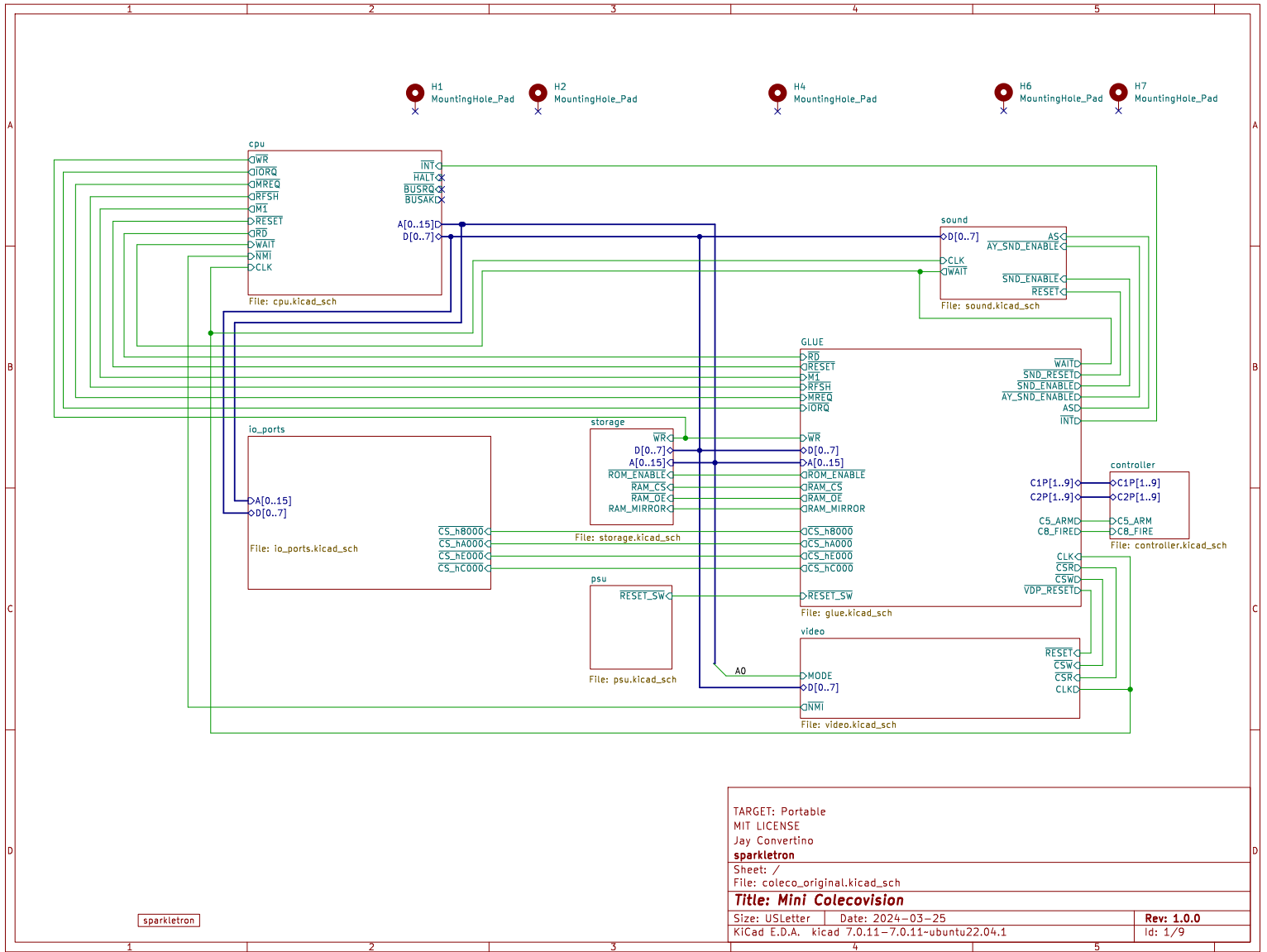
r_int_p1 See Also: **r_int_p1**, RC TL emulation
r_int_p2 See Also: **r_int_p2**, RC TL emulation

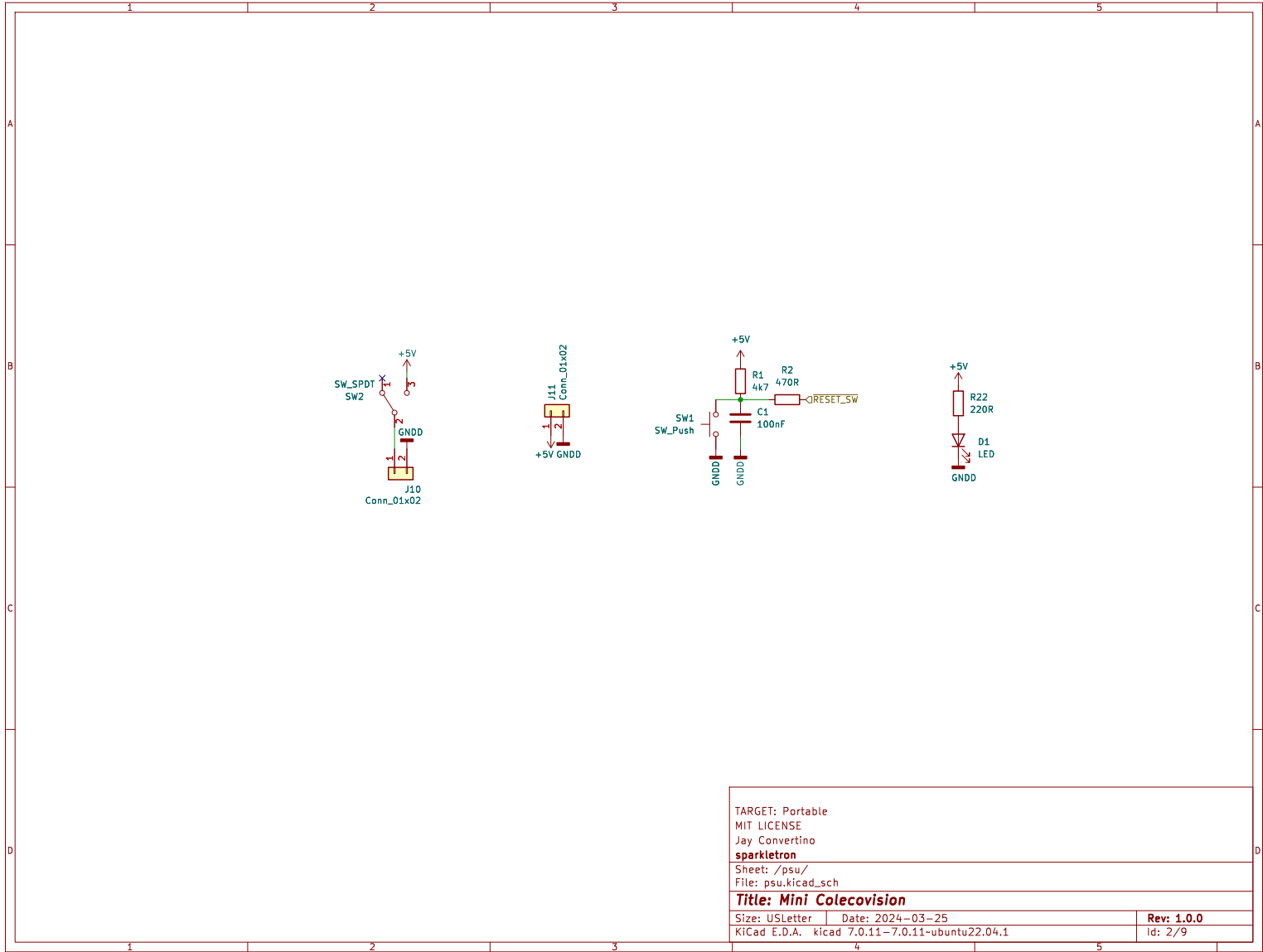
CIRCUIT EMULATION

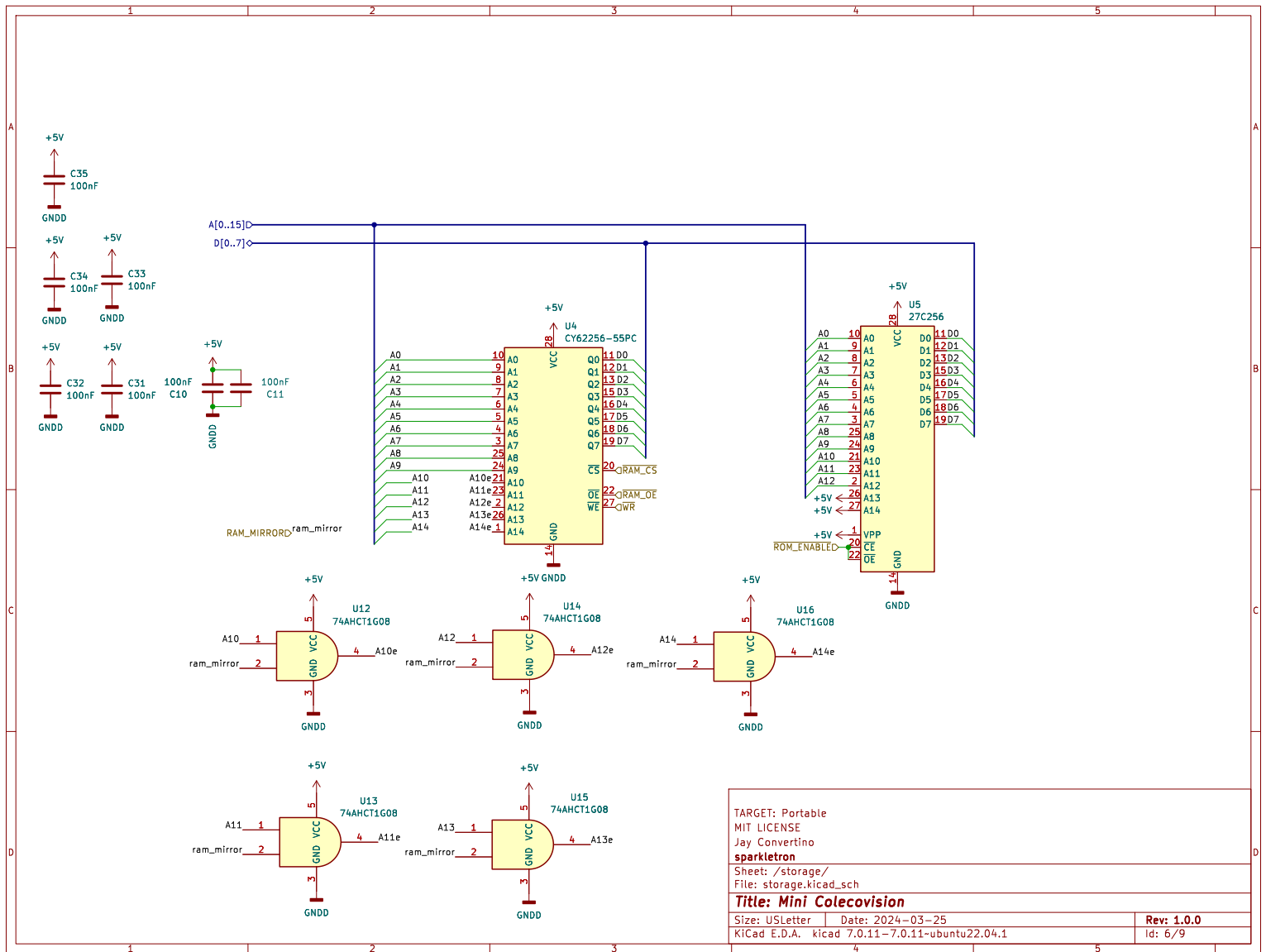
Everything below emulates a part of the circuit that uses some sort of linear/non-linear components to perform its task. Things such as RC reset circuits, RC interrupts, IRQ and others. See this source file for details.

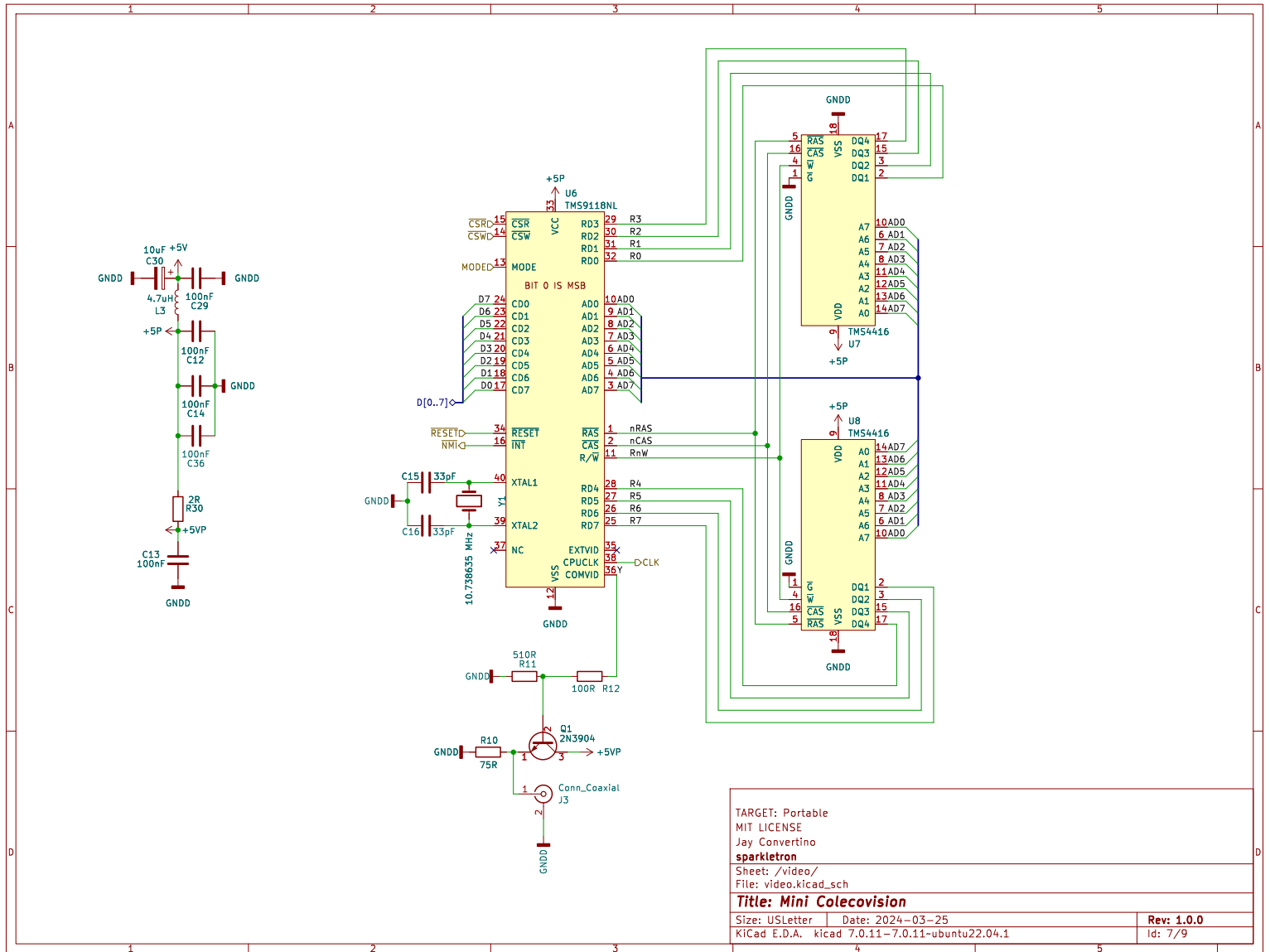
WAIT GENERATE	Generate wait states for the Z80 proccessor
RESET GENERATE	Generate a timed reset for the CPU/VDP/ETC.
TL RC RESET	Generate a interrupt for a monostable circuit that will trigger a 1 for a short duration.
CONTROLLER NAND	Controller NAND Latch FIRE/ARM emulation.
NAND IRQ PULSE	Controller bit 4 is a pulse that represents the spinner state.

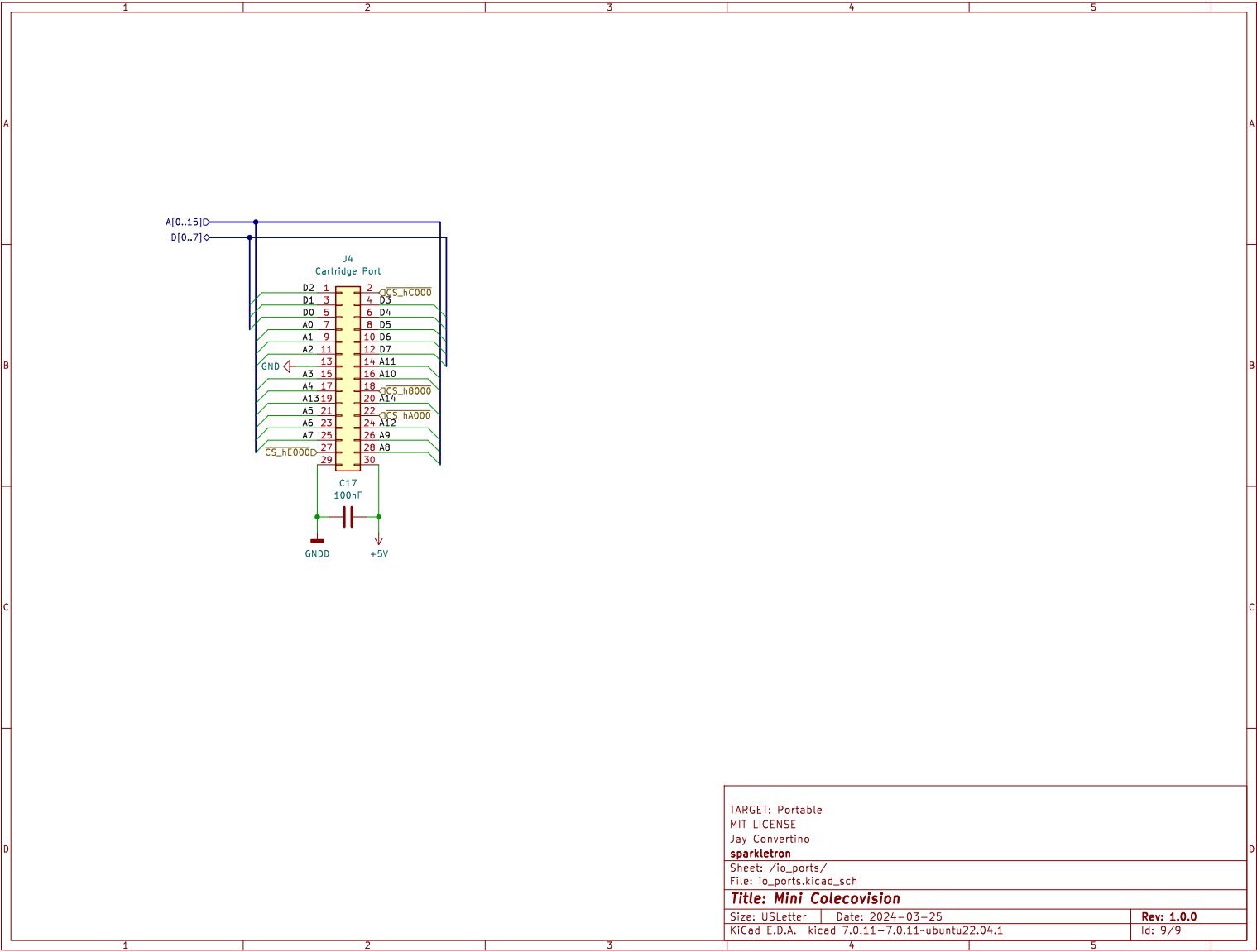
5 Schematics

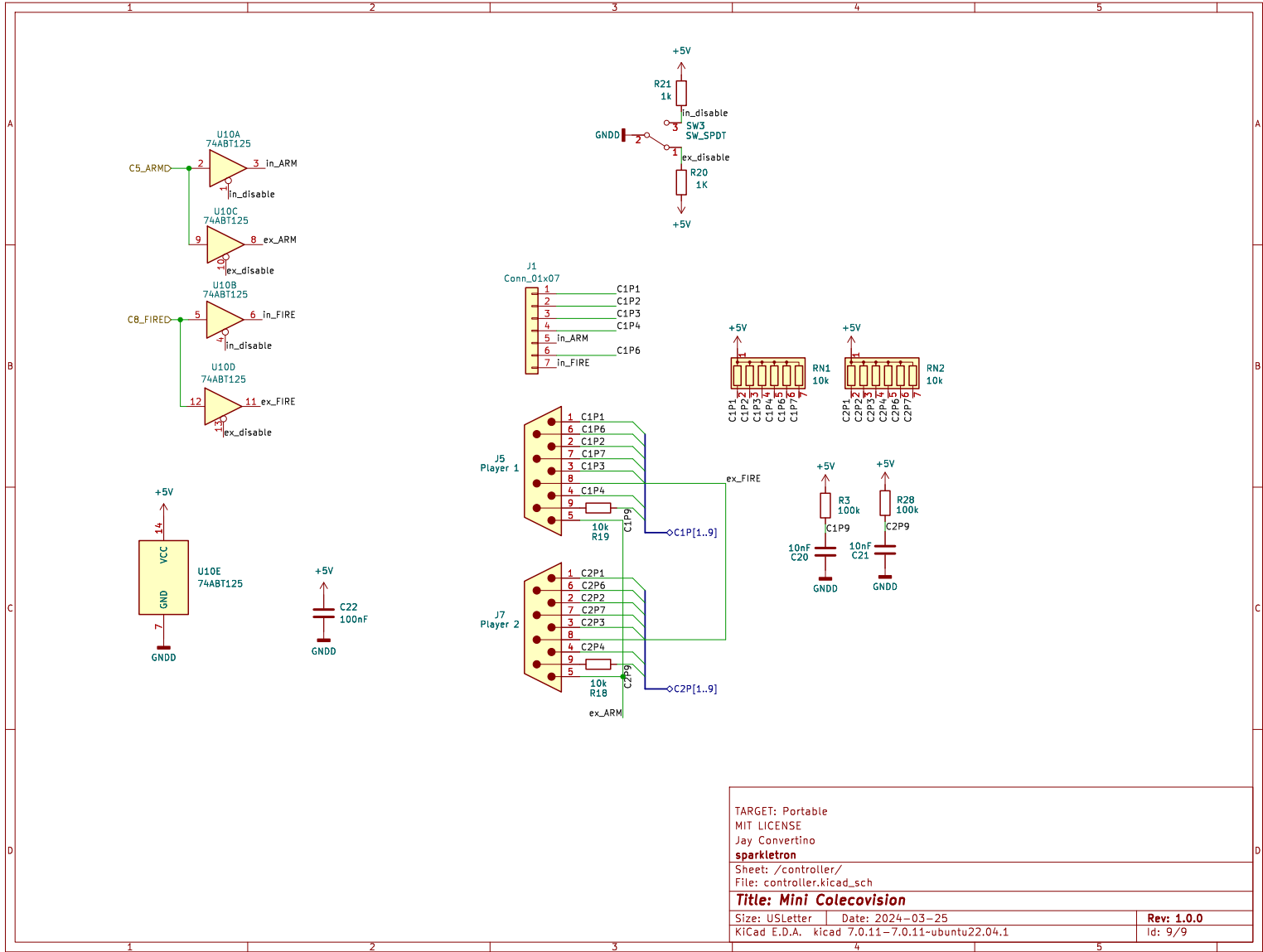












TARGET: Portable MIT LICENSE Jay Convertino sparkletron		
Sheet: /controller/ File: controller.kicad_sch		
Title: Mini Colecovision		
Size: USLetter	Date: 2024-03-25	Rev: 1.0.0
KiCad E.D.A. kicad 7.0.11-7.0.11-ubuntu22.04.1		Id: 9/9

