

PS2 Keyboard

File: ps2\_keyboard.kicad\_sch

Power

File: power.kicad\_sch

Front Panel

File: front\_panel.kicad\_sch

Serial

File: serial.kicad\_sch

VGA

File: VGA.kicad\_sch

Buzzer

File: buzzer.kicad\_sch

Based on VersaTerm, but adapting the implementation to better fit with the BulkyModem. Some features have been removed, mostly as I plan to use it as a testbed for working with VGA.

Sheet: /  
File: BulkyModem Terminal.kicad\_sch

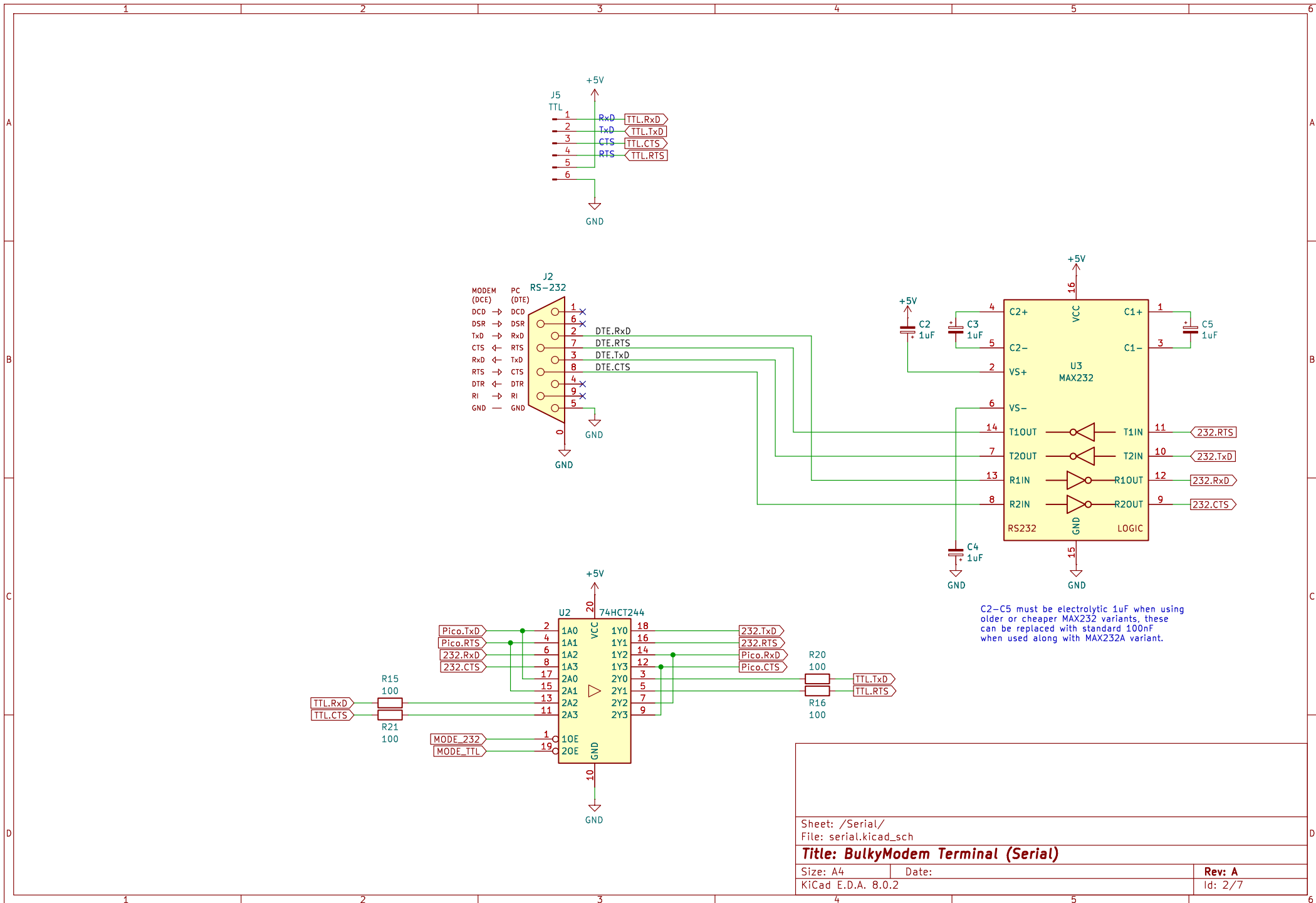
### Title: BulkyModem

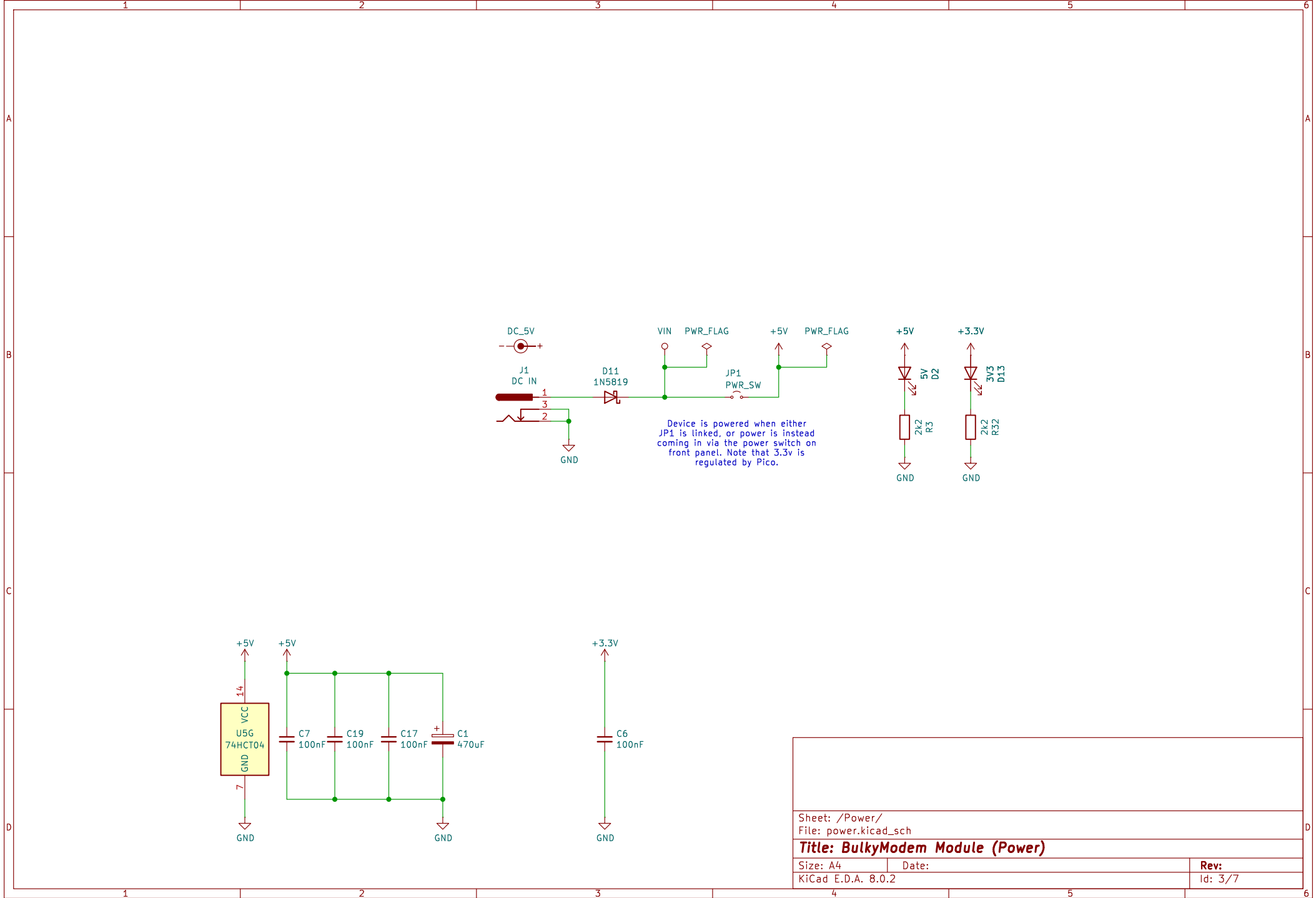
Size: A4  
KiCad E.D.A. 8.0.2

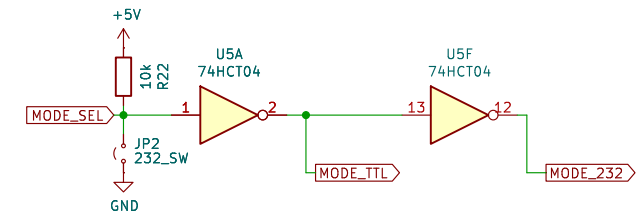
Date:

Rev: A

Id: 1/7

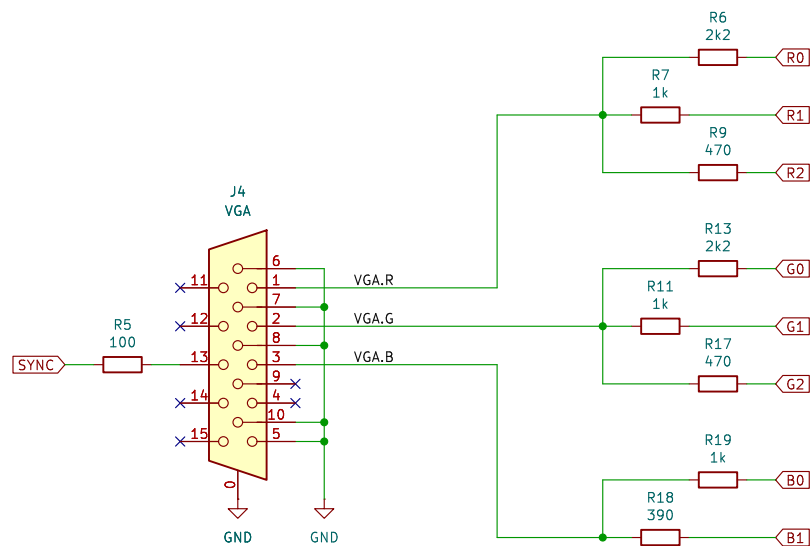






JP7 is intended as a way of enabling  
\*one\* of the two modes when a front  
panel has not been installed, jumpering  
it will override the switches on the panel.

Rev:  
Id: 5/7



Sheet: /VGA/  
File: VGA.kicad\_sch

**Title: VGA**

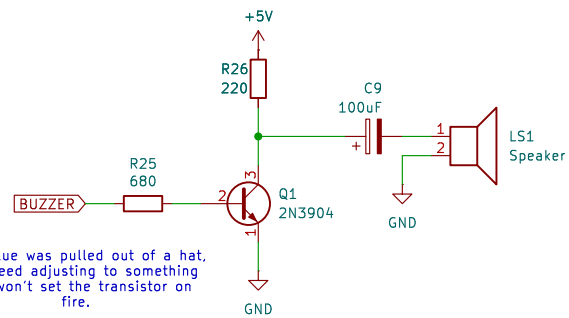
Size: A4

Date:

Rev: A

KiCad E.D.A. 8.0.2

Id: 5/7



R25 value was pulled out of a hat,  
may need adjusting to something  
that won't set the transistor on  
fire.

Simple circuit for driving a \*very\* small speaker. Probably sounds terrible, but it is meant to irritate so it probably manages that.

Sheet: /Buzzer/  
File: buzzer.kicad\_sch

**Title:**

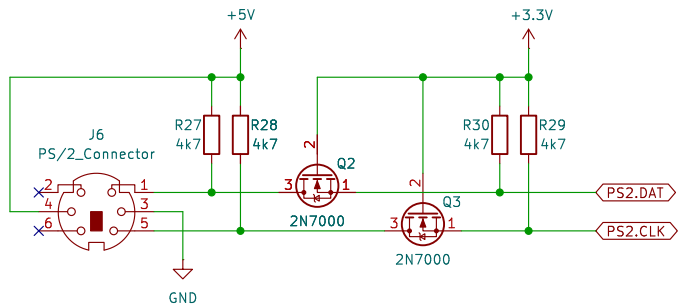
Size: A4

Date:

KiCad E.D.A. 8.0.2

**Rev:**

Id: 6/7



Sheet: /PS2 Keyboard/  
File: ps2\_keyboard.kicad\_sch

**Title:**

Size: A4  
KiCad E.D.A. 8.0.2

Date:

Rev: B

Id: 7/7