XCAM PORT MAP

		D40/405	1		DODTO		
L1 (Kodak)	DRE L1 (8052X)	PACKAGE Ball Name	1b	4b	PORTS 8b	16b	32b
SPI_MISO	SPI_MISO	XnD0	P1A1	40	OD .	100	320
SPI_SS	SPI SS	XnD1	P1B1				
		XnD2		P4A0	P8A0	P16A0	P32A20
		XnD3		P4A1	P8A1	P16A1	P32A21
		XnD4		P4B0	P8A2	P16A2	P32A22
		XnD5		P4B1 P4B2	P8A3 P8A4	P16A3	P32A23 P32A24
		XnD6 XnD7		P4B2 P4B3	P8A5	P16A4 P16A5	P32A24
		XnD8		P4A2	P8A6	P16A6	P32A26
		XnD9		P4A3	P8A7	P16A7	P32A27
K_DCLK	OV_XCLK						
SPI CLK	SPI CLK	XnD10	P1C1				
K_PCLK	OV_PCLK	V-D44	D4 D4				
SPI MOSI K VSYNC	SPI MOSI OV VSYNC	XnD11 XnD12	P1D1 P1E1				
K HSYNC	OV VSTNC	XnD12 XnD13	P1F1				1
	0 v 1 11 1 2 1	XnD14		P4C0	P8B0	P16A8	P32A28
		XnD15		P4C1	P8B1	P16A9	P32A29
		XnD16		P4D0	P8B2	P16A10	
		XnD17		P4D1	P8B3	P16A11	
		XnD18	-	P4D2	P8B4	P16A12	-
		XnD19		P4D3 P4C2	P8B5 P8B6	P16A13	P32A30
		XnD20 XnD21		P4C2 P4C3	P8B6 P8B7	P16A14 P16A15	P32A30
K SDA	OV SIO-D	XnD21 XnD22	P1G1	1 700	, obi	IIIAII	I OLAG
K SCLK	OV SIO-C	XnD23	P1H1				
RESET	RESET	XnD24	P1I1				
	PWDN	XnD25	P1J1				
K_DOUT[0:7]		XnD26		P4E0	P8C0	P16B0	
	OV_DOUT [0:7]	XnD27		P4E1	P8C1	P16B1	
		XnD28 XnD29		P4F0 P4F1	P8C2 P8C3	P16B2 P16B3	
		XnD29 XnD30		P4F1	P8C4	P16B3	
		XnD31		P4F3	P8C5	P16B5	
		XnD32		P4E2	P8C6	P16B6	
		XnD33		P4E3	P8C7	P16B7	
LCD_DCLK	LCD_DCLK	XnD34	P1K1				
K_DOUT [8:11]	LCD_DTMG	XnD35	P1L1		Dono	D.1.0.D.0	
		XnD36 XnD37	P1M1 P1N1		P8D0 P8D1	P16B8 P16B9	
		XnD37 XnD38	P101		P8D2	P16B10	
		XnD39	P1P1		P8D3	P16B11	
		XnD40			P8D4	P16B12	
		XnD41			P8D5	P16B13	
		XnD42			P8D6	P16B14	
		XnD43			P8D7	P16B15	
		SPARE SPARE	-				+
		SPARE					+
		SPARE					
		SPARE					
LCD_RGB [0:9]	LCD_RGB [0:9]	XnD49					P32A0
		XnD50					P32A1
		XnD51					P32A2
		XnD52 XnD53	-				P32A3 P32A4
		XnD53					P32A4
		XnD55	1				P32A6
		XnD56					P32A7
		XnD57					P32A8
		XnD58					P32A9
		SPARE	-				-
LCD_RGB [10:18]	LCD_RGB [10:18]	SPARE XnD61					P32A10
		XnD62					P32A10
		XnD63					P32A12
		XnD64					P32A13
		XnD65					P32A14
		XnD66					P32A15
		XnD67					P32A16
		XnD68	-				P32A17
		XnD69 XnD70					P32A18 P32A19
		SPARE					IUZAIU
		J W LL					