BLOCK DIAGRAM: Refer to schematic for parts that make up this diagram.

1. 7B
2. 3E, 1D, 3C
3. Crystal, 18.432 MHZ
4. A0 through A15 on Z80 CPU: buffered by 7D, 7E, 8D
5. D0 through D7 on Z80 CPU: buffered by 8F, 8T
6. 211A: 3E, 3T, 7N, 7P
7. 210J: 4F, 5S
8. 93025: 1N, 1P, 1R, 1S, 1T
9. All Eprom
10. 6F, 6E, 5E, 5S, 2E, 3E, 2F
11. 6G
12. 8P
13. 8N, 8M, 9N, 9R, 4R, 4S, 4S, 9P
14. 9D, 9E, 9F, 9C
15. 9R, 9R, 9S, 9T, 9T, 9M, 6T, 7T, 7S, 9L
16. 1A, 1B, 2A, 2B, 2D, 6N, 6I, 6B, 6S, 3S, 3R, 3B
17. All Eprom
18. 2H, 2J, 2K, 2L, 1U, 1L
19. 6M, 6L
20. CRT (monitor)
21. Control Panel

CPU Z80A

READ-WRITE MEMORY

READ-ONLY MEMORY

REFRESH MEMORY CONTROL

VIDEO REFRESH MEMORY

ADDRESS Multiplexer

CPU memory address

CRT beam position address

DATA bus

(8 lines)

VIDEO TIMING LOGIC

SHIFT REGISTER

VIDEO COMBINER

VECTOR GENERATOR MEMORY

(READ-ONLY)

CHARACTER GENERATOR MEMORY

(READ-ONLY)

OUTPUT PORTS

INPUT PORTS

TIMING & CONTROL LOGIC

READY

+ V

player controls

sound indicators

mem R

mem W

input strobe

output strobe