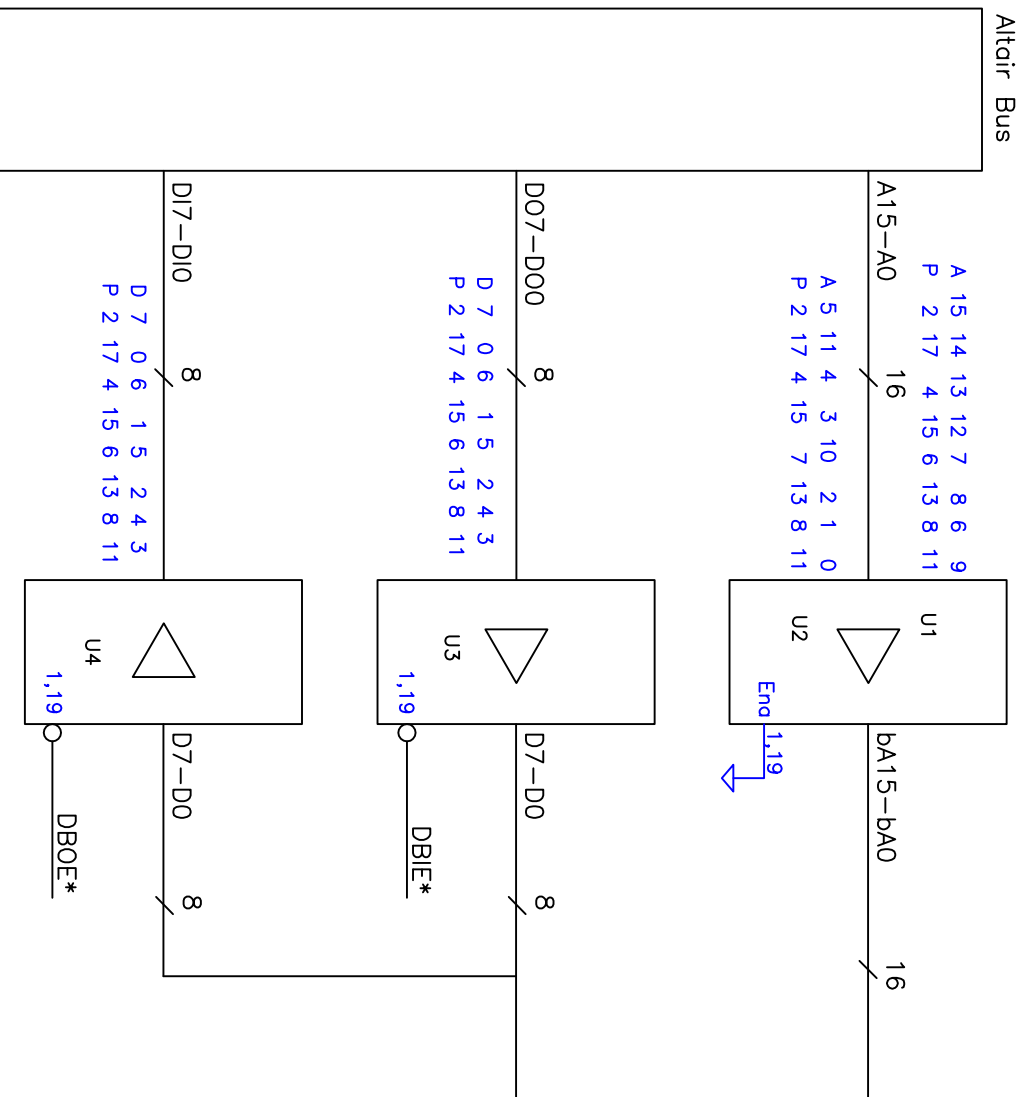
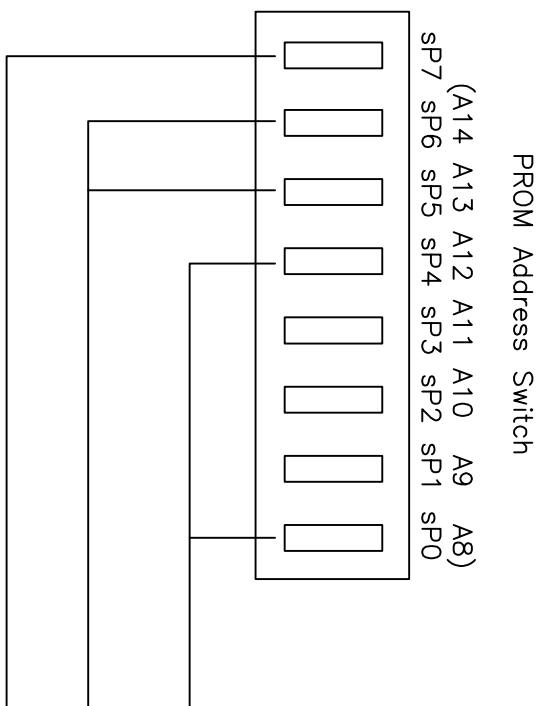


Bus Buffering



On-Board PROM

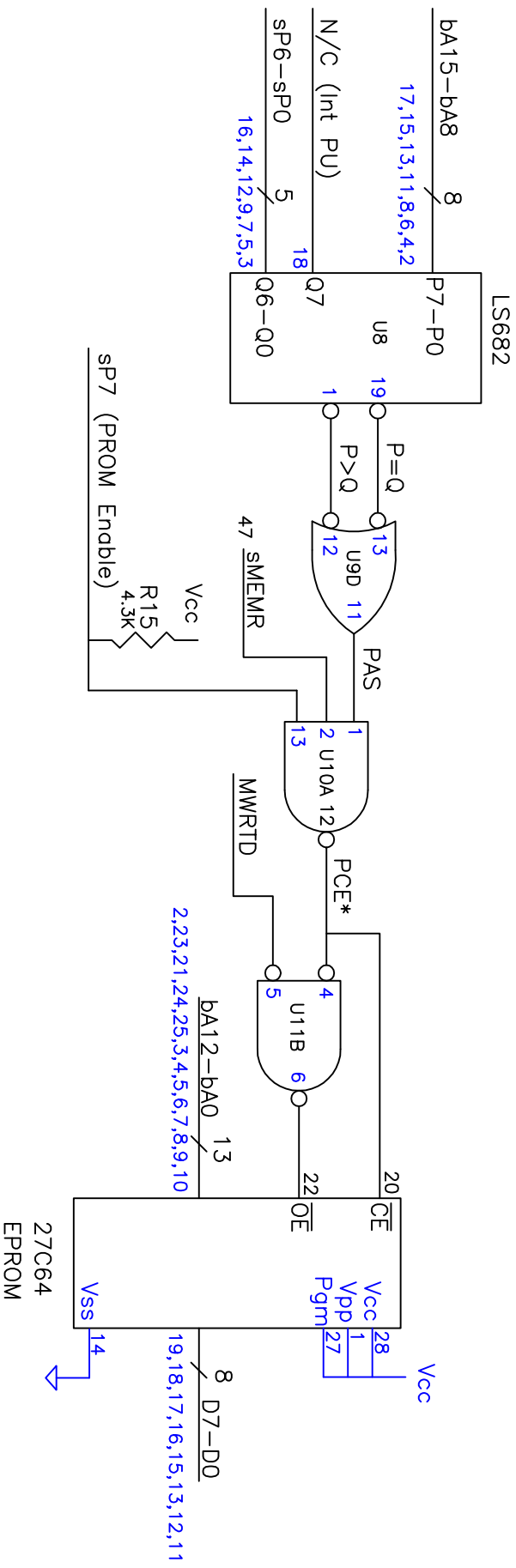


Switch up = off = 1
 Switch down = on = 0

Selects starting address within the 27C64 in
 256 byte increments

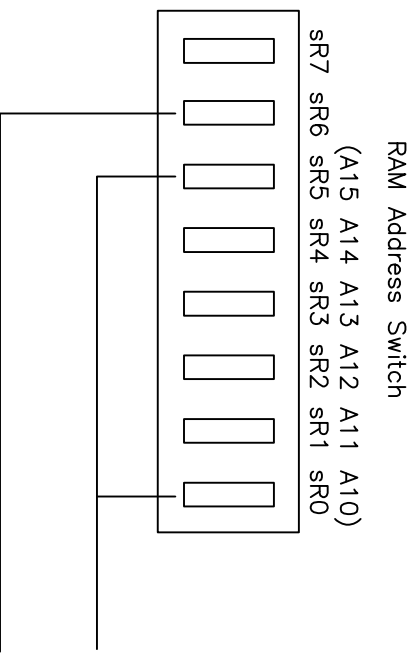
Selects 27C64 start 0x8000, 0xA000, 0xC000, 0xE000
 PROM content repeats through 0xFFFF

1=PROM Enabled, 0=PROM Disabled

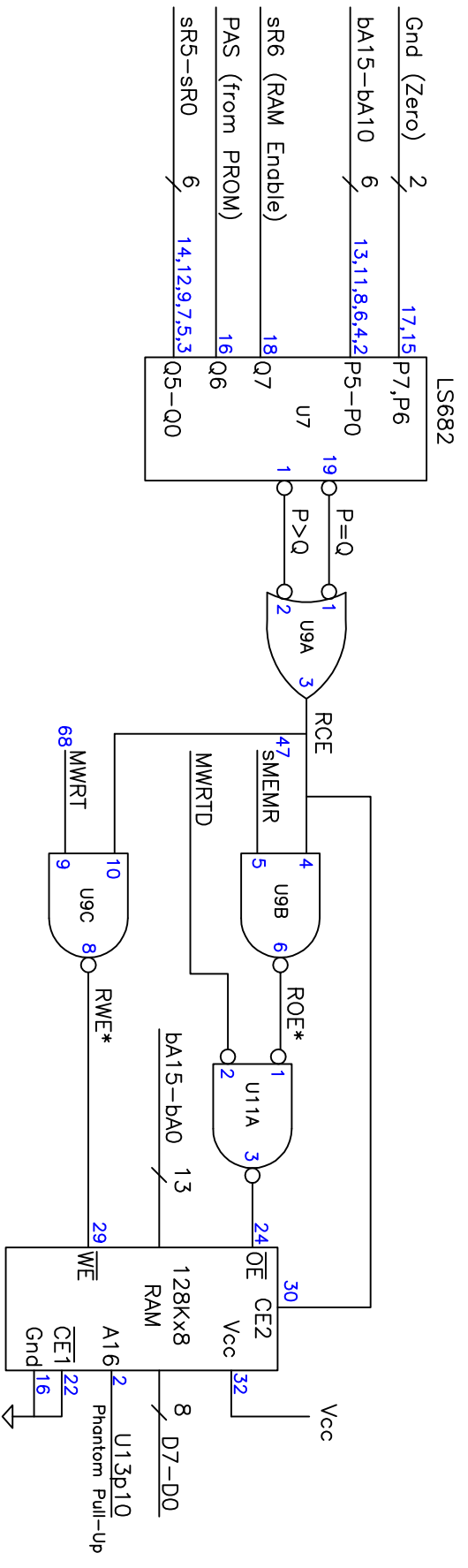


U10 - One unused triple-input NAND
 U11 - One unused two-input OR

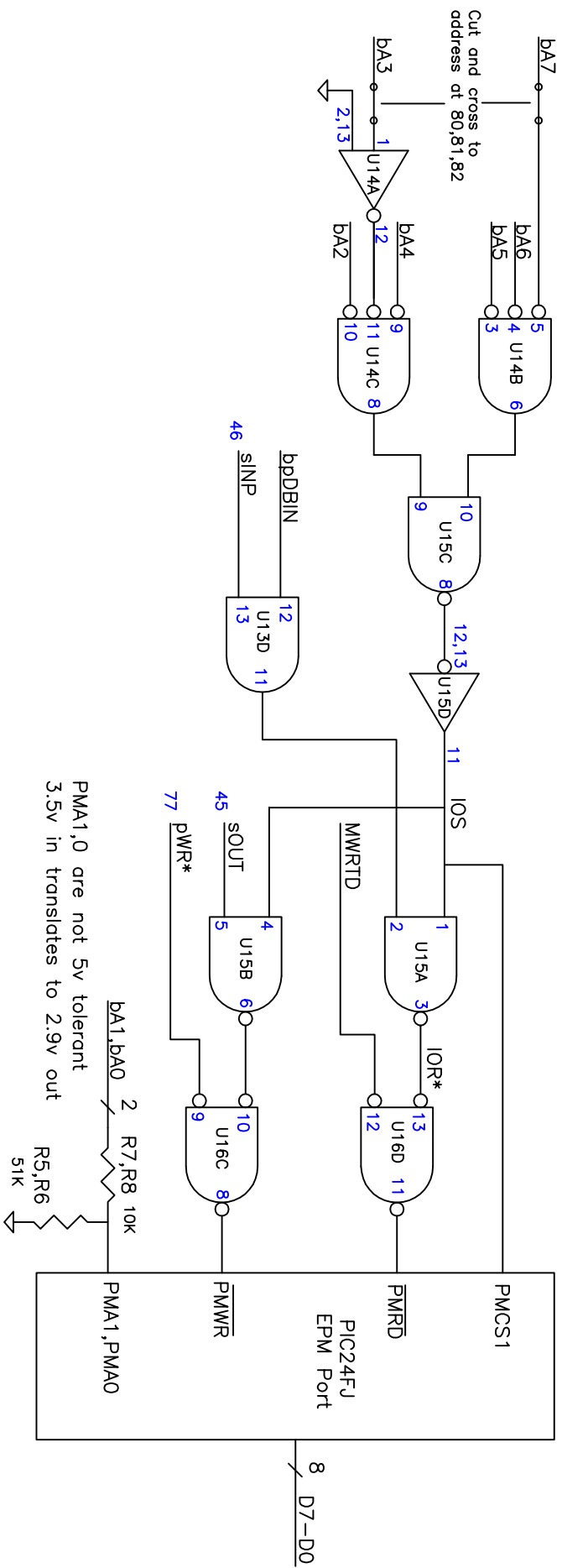
On-Board RAM



Selects RAM start address in 1K increments.
RAM ends at PROM start address even if PROM disabled.
Top of RAM = minimum ROM addr = 0xFF00-1
0=RAM Enabled, 1=RAM Disabled



Disk I/O Ports (8,9,10)



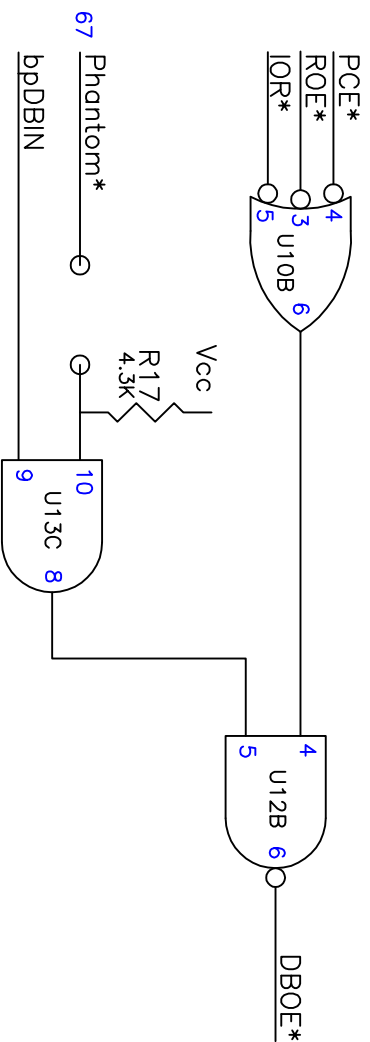
During a front panel DEPOSIT operation, all signals on the S-100 bus indicate and remain in a read cycle except for MWRD. Since the MWRD cycle enables the input drivers to the local data bus, the read enable signal must be de-asserted during the MWRD cycle.

This same logic is used for the PROM and for the RAM. Delayed MWRD (MWRD) is used for this purpose in order to hold valid write data an extra 20ns after MWRD is removed.

U16 – Two unused two-input OR

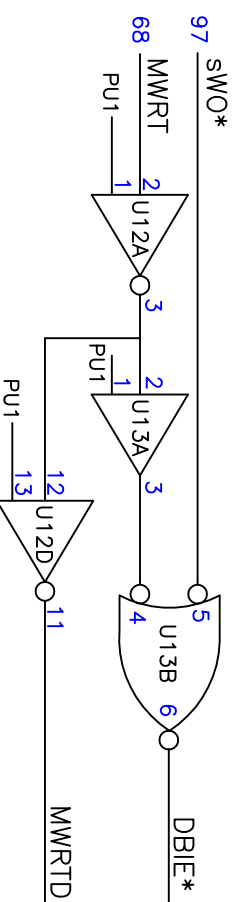
Bus Data Buffer Enables

Enable buffer to drive D17–D10 onto S–100 bus from local D7–D0



The output bus driver is enabled during the 8080 bus input cycle (pDBIN signal) if the PROM, RAM or I/O chip selects are asserted.

Enable Buffer to drive local D7–D0 from D07–D00 from S–100 bus

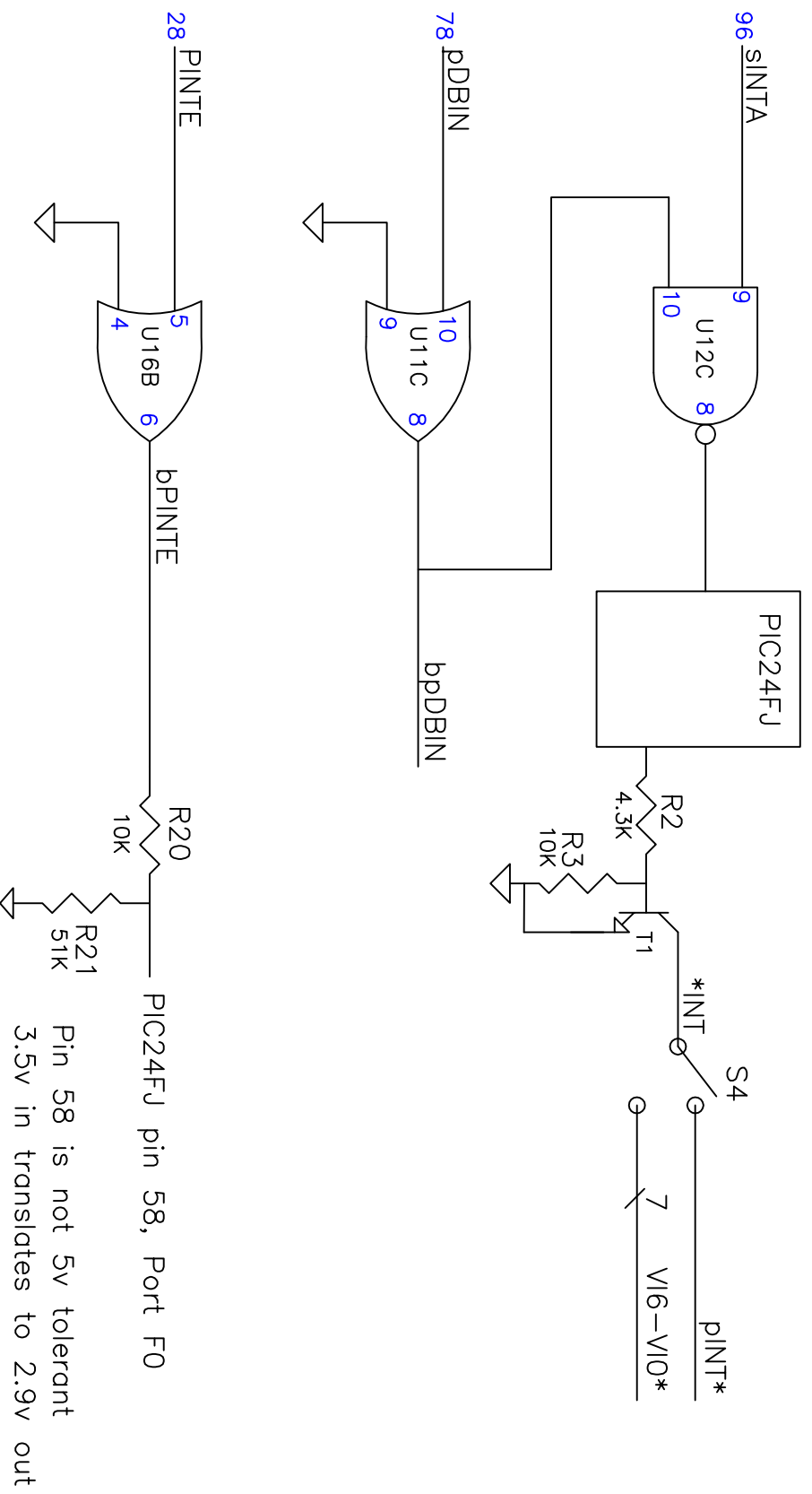


PU1 is R16, 1K to Vcc

The input bus driver is enabled to gate 8080 output data onto the local bus whenever the 8080 Write Output status signal (sWO*) is asserted. This signal provides plenty of hold time after PWR* or MWRT is removed.

For front panel DEPOSIT operations, all signals on the S–100 bus indicate and remain in a read cycle except for MWRT. Therefore MWRT must also enable the input bus driver for a front panel DEPOSIT to work. The signal is delayed by 20ns to provide a bit of data hold time after MWRT is removed.

Interrupt Generation, pDBIN Buffering



Drive Connector and Buffers

