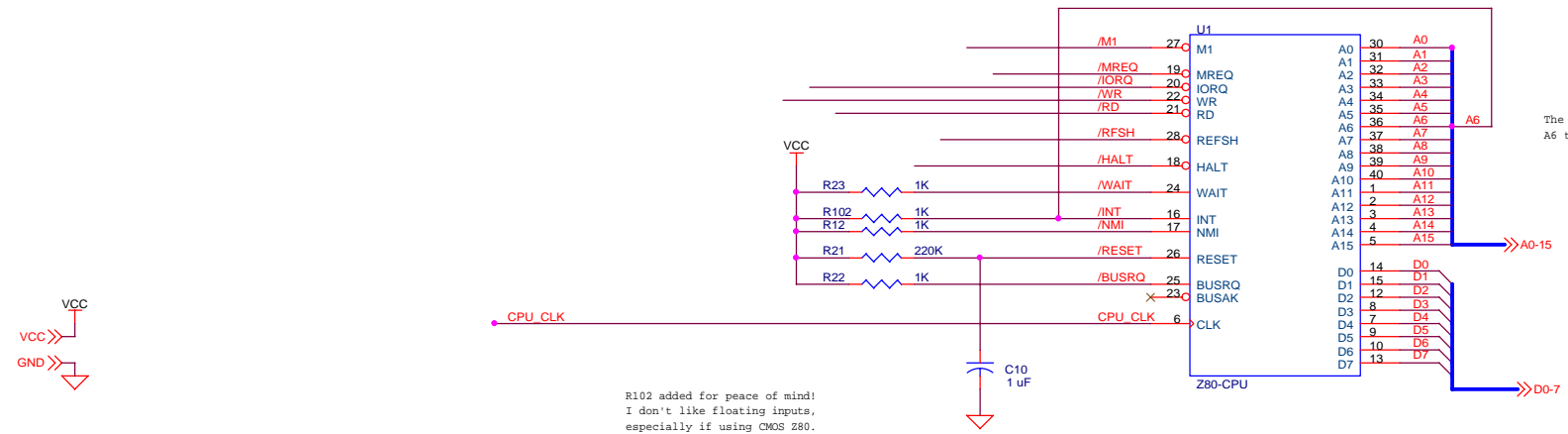


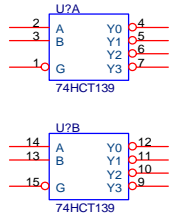
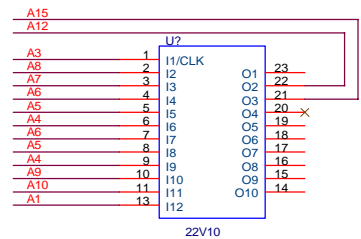
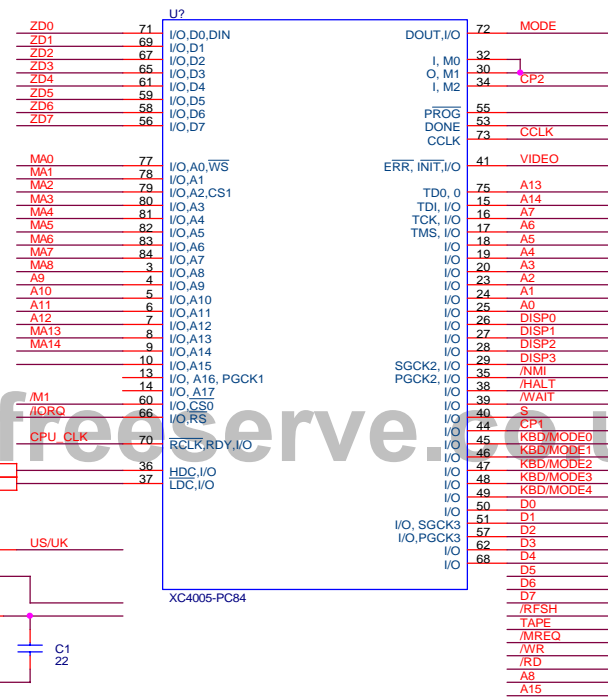
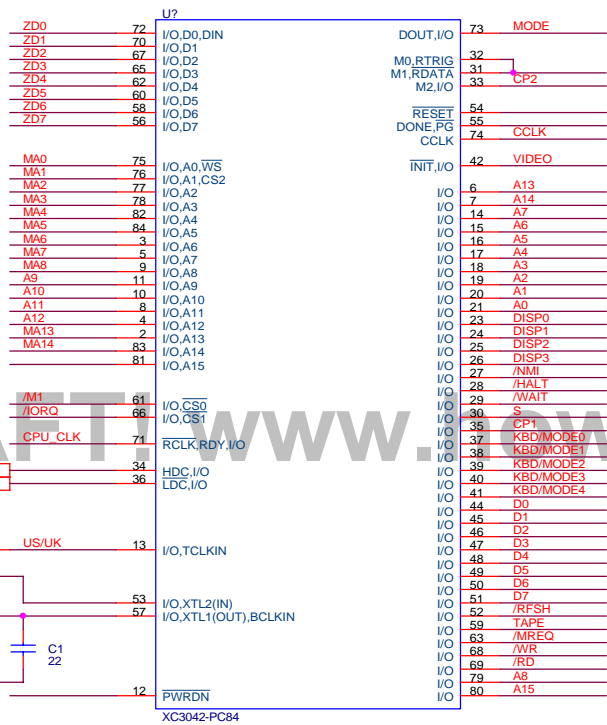
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The ZX81 video system requires A6 to drive /INT

R102 added for peace of mind!  
I don't like floating inputs,  
especially if using CMOS Z80.

Title ZX97 Circuit Diagram: CPU & GLU		
Size A3	Document Number K0080	Rev 1.1
Date: Thursday, March 25, 2004	Sheet 1	of 4



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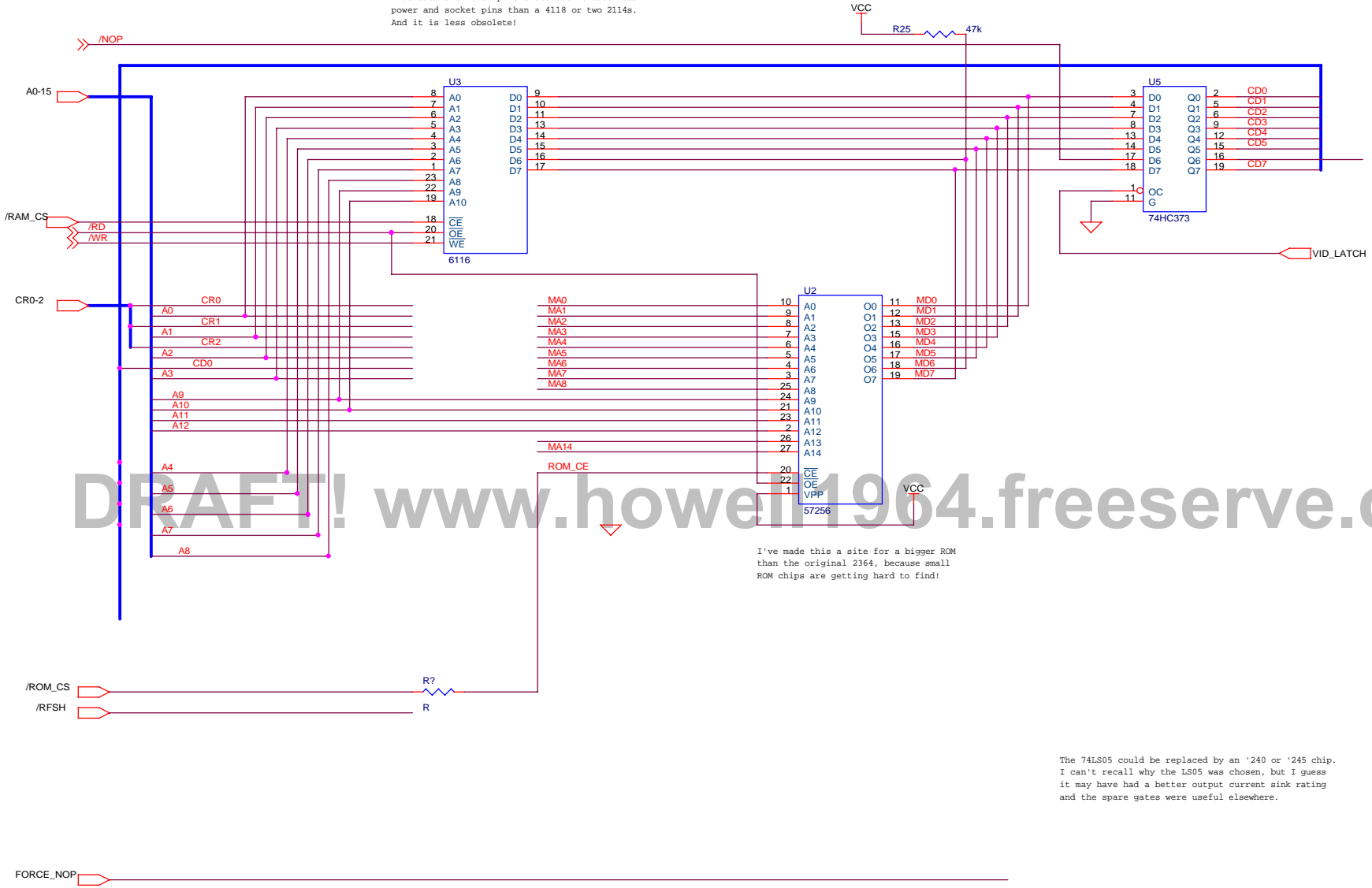
Title		
ZX97 By Bodo Wenzel		
Size	Document Number	Rev
A3	K8097	0.0
Date:	Thursday, March 25, 2004	Sheet 1 of 1

I've used a 6116 chip here because it uses less power and socket pins than a 4118 or two 2114s. And it is less obsolete!

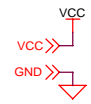
I've made this site for a bigger ROM than the original 2364, because small ROM chips are getting hard to find!

I've altered the pinning of the multiplexers from the original circuit, for ease of reading the circuit instead of ease of laying the PCB tracks.

The 74LS05 could be replaced by an '240 or '245 chip. I can't recall why the LS05 was chosen, but I guess it may have had a better output current sink rating and the spare gates were useful elsewhere.

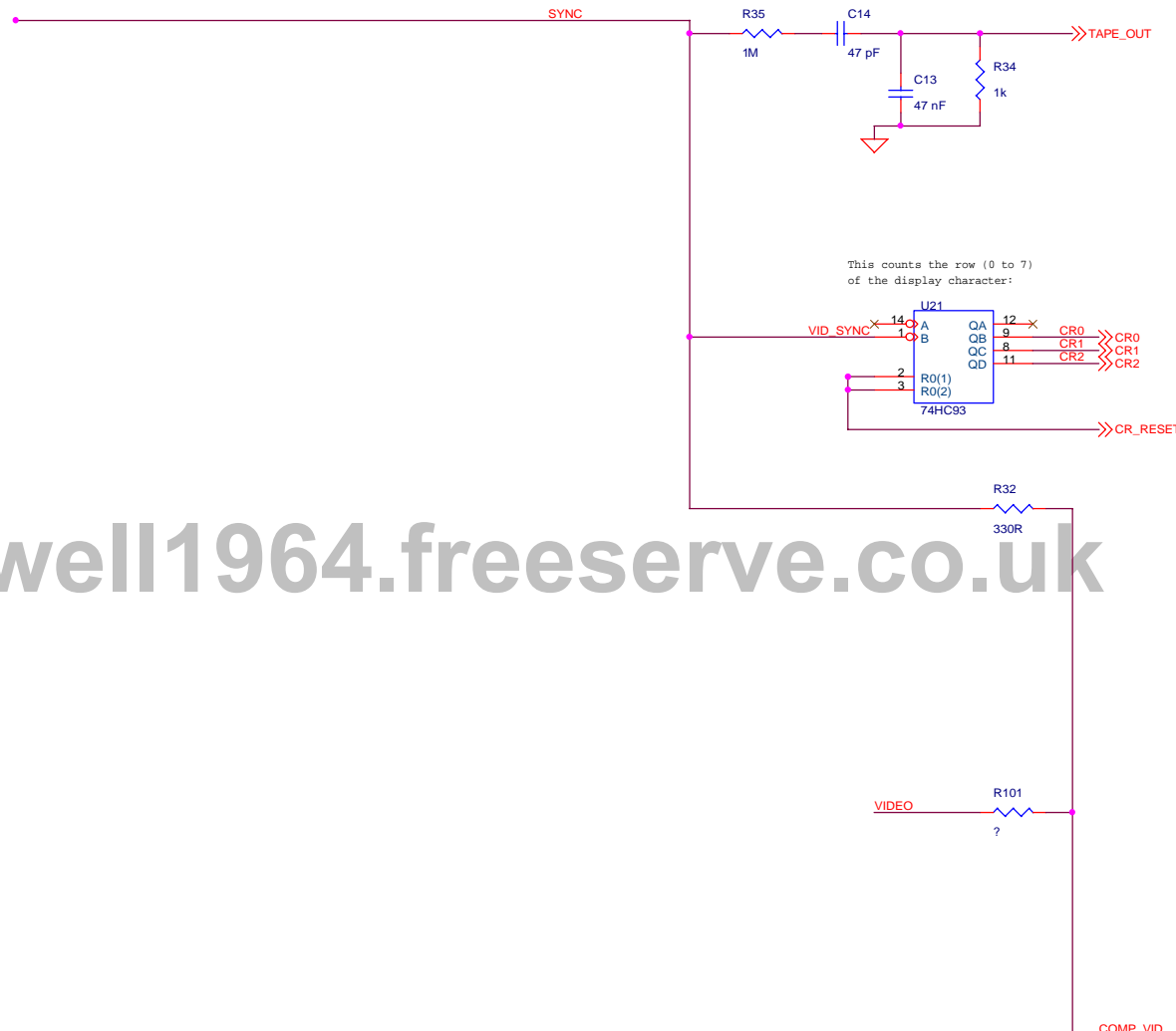


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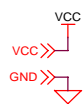
Title		
ZX80 ROM & RAM		
Size	Document Number	Rev
A3	K0081	1.1
Date:	Thursday, March 25, 2004	Sheet 2 of 4

/KBD\_RD



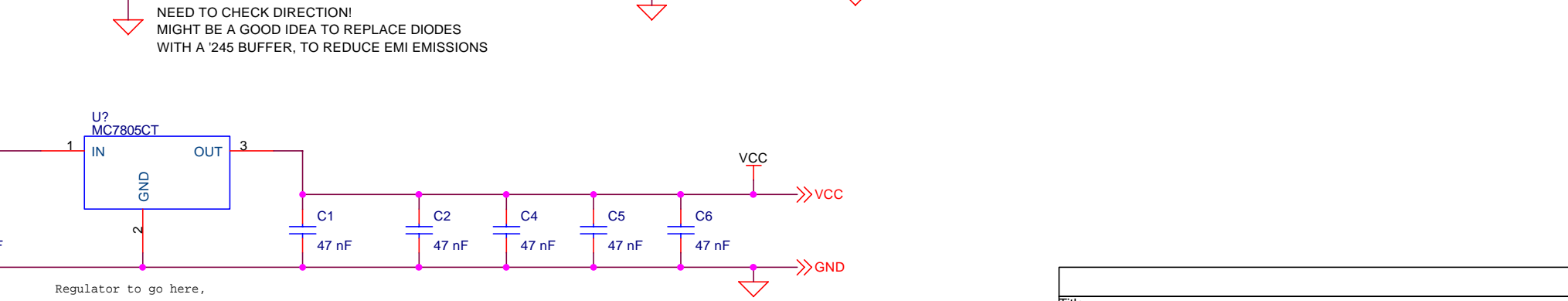
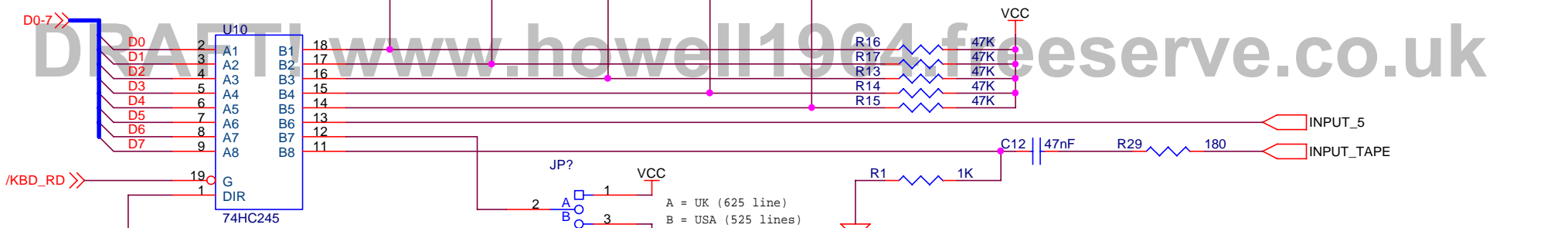
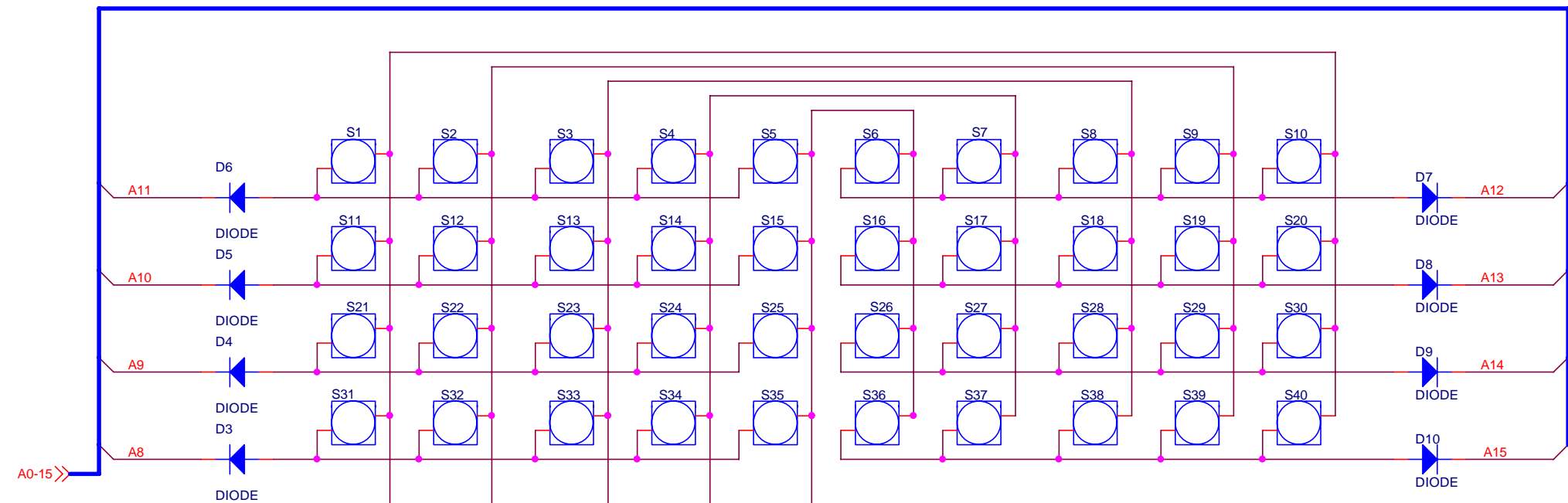
This counts the row (0 to 7) of the display character:

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Composite video & sync to UHF modulator.

Title		
ZX video		
Size	Document Number	Rev
A3	K1002	11
Date:	Thursday, March 25, 2004	Sheet 3 of 4



Regulator to go here, if not driving from an existing 5V supply.

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Title		
ZX80 KEYBOARD & PSU		
Size	Document Number	Rev
A4	K1002	1.1
Date:	Thursday, March 25, 2004	Sheet 4 of 4