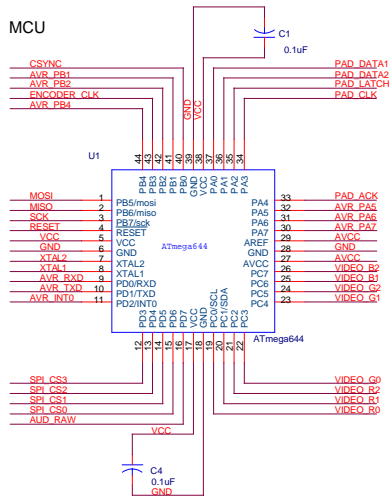
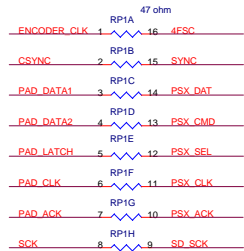


MCU

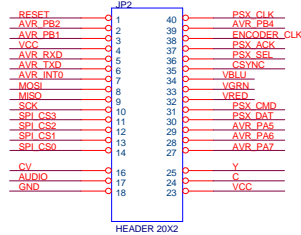


Signal Snubbers

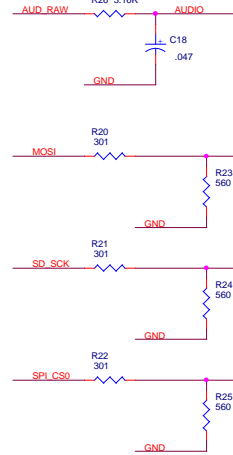


PortA supports either:
 Two NES or SNES Controllers
 One Atari/Commodore Joystick
 One Sega Genesis Controller
 One Playstation 1/2 Controller
 General Purpose ADC inputs
 General Purpose I/O (5V, CMOS Logic Levels)

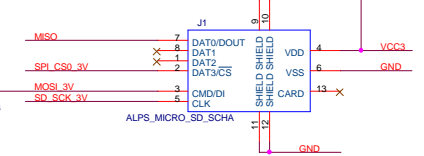
40 Pin DIP Package



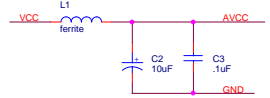
Pins 4, 36, 37 and 40 are reserved for expansion. The PCB is mounted 'upside down and backwards' for use with a baseboard, so refer to the pinout in the lower left when designing baseboards.



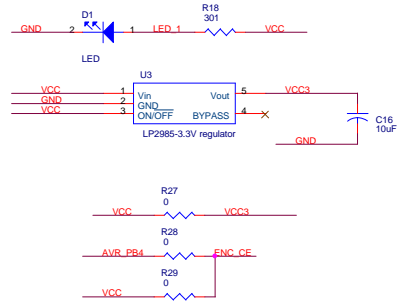
microSD/input level protection



ADC Power Filtering



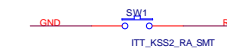
3.3V Power Supply (for micro/SD/MMC)



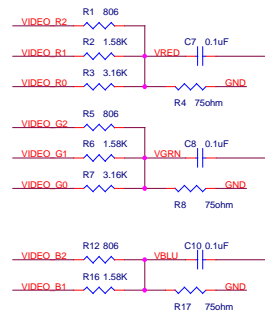
Clock



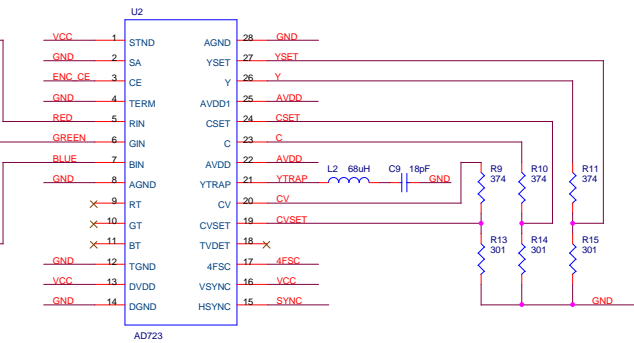
Manual Reset



RGB Outputs

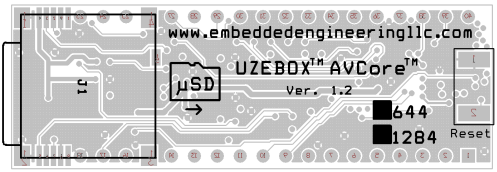


NTSC Encoder



- Rev. 1.2 Notes:
- 1) connected VSYNC (pin16, U2) to VCC
 - 2) Signal dividers on all SD Card inputs for 3.3V compatibility.
 - 3) Added RGB outputs for expansion options.
 - 4) Added R27 to allow for 3.3V only power supply.
 - 5) Added R26 and C18 for optional simple LPF for Audio.

1	GND	+5VDC	40
2	AUDIO	CHROMA	37
3	VIDEO	LUMA	36
4			35
5			34
6			33
7	SPI_CS0	AVR_PA7	34
8	SPI_CS1	AVR_PA6	33
9	SPI_CS2	AVR_PA5	32
10	SPI_CS3	PSX_DAT	31
11	SCK	PSX_CMD	30
12	MISO	RED	29
13	MOSI	GREEN	28
14	AVR_INT0	BLUE	27
15	AVR_TXD	CSYNC	26
16	AVR_RXD	PSX_SEL	25
17	VCC	PSX_ACK	24
18	AVR_PB1	14.318MHz	23
19	AVR_PB2	AVR_PB4	22
20	RESET	PSX_CLK	21



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