

Software Reference Manual
for the
SEGA Mark III Console

Table of Contents

The Sega Mark III Game Console	3
The CPU	4
Reset	4
Interrupt System	4
NMI	4
INT	5
The Video Display Processor (VDP)	6
Video RAM Organization	6
Color	6
Background System	7
Scroll Inhibit Bits	7
Sprites	8
Sprite Attribute Table	8
Sprite Attribute Table Organization	9
Sprite/Background Display Priority	10
Color RAM	10
Character Patterns	10
An Example Character Pattern	11
VDP Registers	12
Read VDP RAM	12
Write VDP RAM	12
Write VDP Register	13
Write VDP Color RAM	13
Color RAM Addresses	14
VDP Register Updates	14
VDP Register Description	15
Register 0 - VDP Control	15
Register 1 - VDP Control	15
Register 2 - Screen Map Base Address	16
Register 3	16
Register 4	16
Register 5 - Sprite Attribute Table (SAT) Base Address	16
Register 6 - Sprite Pattern Base Address	17
Register 7 - Border Color	17
Register 8 - Horizontal Scroll	17
Register 9 - Vertical Scroll	17
Register 10 - Raster Line Interrupt	18
The Memory Management System	19
System RAM	19
Memory Enables	19
Memory Selection at Power-On	20
Memory Maps	21
32 Kilobytes	21
128 Kilobytes	21
The Cartridge Header	22

The Input/Output System	23
Input Ports Bit Assignments	24
How the Gun Works	25
How the Trackball Works	26
The Programmable Sound Generator (PSG)	27
Tone Generator Frequency	27
Noise Generator Control	28
Attenuators	29
Appendix A - VDP Registers	30
Appendix B - Input/Output Ports	31
Appendix C - Sample Code to Read Gun	32
Appendix D - Sample Code to Read TrackBall	37
Developer's Notes	39
Z80 Memory Map	39
Memory Control Registers	39
4M Bit ROM	40
Z80 Address \$0000 - \$03FF	40
Supporting Illustrations	41
Screen Map	41
Early Clock Bit	41
Background System	42
Sprite System	43
Memory Maps	44

The Sega Mark III Game Console

This manual describes the SEGA Mark III game console hardware. The manual is divided into five sections:

- The CPU.
- The Video Display Processor (VDP).
- The Memory Management System.
- The Input/Output System.
- The Programmable Sound Generator (PSG).

Each section begins with a general description, followed by a detailed description of every control bit. Several pictorial diagrams at the back of the manual tie together all of the concepts described in the manual. If you wish to see how a particular feature fits into the total system, refer to these back pages

HEADINGS

Important topics inside each section is marked as above with a "heading". This allows quick scanning for specific items of interest.

FORWARD REFERENCES

In some sections it is impossible to describe the system without making references to technical details described further forward in the manual. For example you will find reference to "Sprite Interrupts" in the CPU section, before the notion of a sprite is discussed in the VDP section.

For this reason you might find it helpful to browse the first parts of each section to get a feel for the total system before diving into the detailed descriptions.

The system will hereafter be referred to as the "Mk3".

THE CPU

The Mk3 uses a Z80A microprocessor, clocked at 3.58 MHz.

The implementation of Z80 features as they pertain to the Mk3 are described in this section.

RESET

The Z80A executes a RESET cycle when the base unit is turned on. This is the only Z80A reset mechanism implemented.

The momentary RESET button on the console does not control Z80A reset; it is attached to an input port for software polling.

INTERRUPT SYSTEM

The Mk3 implements two of the Z80 interrupts, the Non-maskable Interrupt (NMI), and the Maskable Interrupt (INT).

NMI

The NMI pin is connected to the console "PAUSE" button. Pressing this button causes the Z80 to execute a Restart instruction at location \$66. This acts as a simple subroutine call: the PC is pushed onto the stack and a jump to \$0066 is performed.

This interrupt is "edge-triggered", which means that if the PAUSE button is held down, you will get a single interrupt only.

NOTE: The last instruction of your NMI routine must be "RETN", Return from Non-Maskable Interrupt.

The PAUSE button is for the exclusive use of your program; you must set up the transfer of control at \$0066 to your PAUSE routine.

The most common PAUSE routine will toggle a software "pause" flag and turn off the sounds if this flag has just been set. The INT routine, which is periodically activated, then checks the condition of the pause flag and does no processing if it is set (it loops on the pause flag).

This method allows the pause feature to be implemented without turning the interrupts off and on (with a DI and later an EI instruction). This DI-EI combination can cause a spurious interrupt in the Z80.

The NMI cannot be inhibited.

INT

This interrupt is enabled with an "EI" instruction, and disabled with a "DI" instruction.

The Mk3 hardware supports the "mode 1" interrupt only. The boot

ROM executes the "IM 1" instruction at power-on.

In mode 1, activating the Z80A INT pin causes a Restart instruction to be executed at location \$38 if interrupts are enabled.

This interrupt can be activated by two events in the VDP chip:

1. Vertical Blanking Interval.
2. Horizontal Line Counter.

Here is a skeleton program for an Interrupt response routine:

```
(at $0038)
        JP     INT
        .
        .
INT:
        PUSH  AF
        IN   A, (0BFH)
        .
        .
        POP  AF
        EI
        RET
```

The first step is to save the working registers and flags. Other "PUSH" instructions should be added for any registers your interrupt routine will use.

Reading the I/O part at \$BF does two things. First, it clears the interrupt request line from the VDP chip. Second, it provides VDP information as follows:

```
bit 7 --- 1: VBLANK Interrupt, 0: H-Line Interrupt [if enabled].
bit 6 --- 1: 9 sprites on a raster line.
bit 5 --- 1: Sprite Collision.
bits 4-0 (no significance).
```

The VDP VBLANK and H-Line interrupts are enabled with the IE and IE1 bits in VDP registers 0 and 1, as shown in the following chart:

Interrupt Enable Bits

IE (R1 bit 5)	IE1 (R0 bit 4)	Interrupt Source
0	1	H-Line Interrupt only.
1	1	Both H-Line and VBLANK.

When an INT is accepted, the interrupt system is turned off, exactly as if a "DI" instruction had been executed. Thus, the code to exit from an interrupt routine should restore the registers, execute an "EI" instruction, and return.

THE VIDEO DISPLAY PROCESSOR (VDP)

The Mk3 uses an advanced video controller chip called the VDP (Video Display Processor). The VDP is a Sega designed custom chip whose architecture resembles an enhanced TMS9918A.

The screen resolution of the VDP is 256 pixels horizontal, and 192 pixels vertical. A pixel can be shown as one of sixteen colors, selected from a palette of 64 different colors.

16 Kilobytes of RAM are dedicated to the video system. This RAM (called the video RAM) is attached directly to the VDP chip, and does not appear in the Z80 memory space. The Z80 reads and writes the Video RAM through VDP registers.

The VDP implements two independent graphic systems, a background system and a sprite system.

VIDEO RAM ORGANIZATION

The 16 Kilobyte Video RAM is divided into three sections:

1. A 1792 byte screen map. This map determines the placement of character cells (sometimes known as "tiles") on the background screen's 32 by 24 grid.
2. A 256 byte sprite attribute table. This table sets the X-Y coordinates and character number of up to 64 moveable objects, or sprites.
3. A 14,336 byte character generator. These are 8 by 8 pixel character patterns for the background, and/or 8(h) by 8(v) or 8(h) by 16(v) pixel character patterns for the sprites.

32 bytes define a single 8 by 8 pixel character. The character generator portion of the Video RAM thus is capable of defining up to 448 characters.

The placement of the three Video RAM sections is controlled by registers in the VDP. As we'll see, you have some choice over where they appear in the 16K Video RAM memory map.

COLOR

The attribute of color is carried in the character patterns in the character generator portion of the Video RAM. Each pixel in the character pattern contains 4 bits of information. A choice of sixteen colors is thus available for every pixel.

The sixteen available colors are not fixed. they are stored in a Color RAM inside the VDP chip. The Color RAM is organized as 32 6-bit values. The six bits provide four levels (2 bits) of red, green, and blue.

Note that 32 color values represent twice the addressing capability of the 4-bit pixels. Other VDP control bits allow selection of the 16 value color table from either the first half or the second half of the Color RAM.

BACKGROUND SYSTEM

The background system is composed of "characters" which are eight pixels high and eight pixels wide. The screen is organized as 768 visible characters: 32 horizontal by 24 vertical.

An additional 4 character rows exist below the 24 visible vertical rows. These additional rows are useful for scrolling new background information upwards onto the screen.

2048 bytes of the video RAM function as the screen map. This map defines the screen positions of 896 characters (768 visible).

At every character position, there is a 16-bit (2 byte) word which describes the following:

1. Which of 512 characters to display at the character position (9 bits).
2. Whether or not to flip the character horizontally or vertically (2 bits).
3. Which of two sets of 16 colors to use for the character (1 bit).
4. Whether sprites obscure the background, or vice versa (1 bit).
5. Three uncommitted bits, useful for software flags (3 bits).

The visible screen map occupies 1536 bytes of video RAM (768 characters, two bytes per character).

The nonvisible four rows of characters below the visible screen occupy 256 bytes (128 characters, two bytes per character).

This leaves 256 bytes of unused memory at the highest address of the 2048 byte screen map RAM. These 256 bytes are normally used to store the Sprite Attribute Table.

This memory could also be used to store eight character patterns, if the Sprite Attribute Table is located elsewhere. If the screen map is placed at \$3800 (the usual case), the character numbers for the unused 256 bytes of screen map RAM are \$1F0 through \$1F7.

SCROLL INHIBIT BITS

The background screen can be scrolled in one pixel increments both horizontally and vertically. Two "scroll inhibit" bits allow you to inhibit scrolling in two screen areas:

If HSI (Horiz Scroll Inhibit) is set to 1, the 2 character high horizontal strip at the top of the screen does not scroll.

If VSI (Vert. Scroll Inhibit) is set to 1, the vertical band of 8 characters at the right edge of the screen does not scroll.

This feature simplifies the placement of score information at the top or right side of the screen. When the background screen playfield scrolls, the scores remain in place if the scroll inhibit bits have been set.

SPRITES

A sprite is an easily movable object. The VDP provides 64 independent sprites. A control bit controls the size of all sprites: 0 for an 8H by 8V sprite, 1 for an 8H by 16V sprite.

Each sprite uses a three byte entry in a Sprite Attribute Table (in Video RAM) to set its vertical and horizontal position, and to select one of 256 characters to be displayed for the sprite.

A VDP control bit (Sprite Shift, bit 3 of R0) shifts all sprites 8 pixels to the left. This allows sprites to smoothly scroll off the left edge of the screen.

Sprite and background characters are drawn from the same "pool" of character patterns in video RAM. Thus sprites have the same color capabilities as background characters: 16 colors at a time from a choice of 64 colors.

Sprite colors are always taken from the second group of 16 colors in the color RAM.

Sprites do not scroll when the background scene is scrolled.

Sprites can be placed over or under other sprites. Sprites can also appear over or under characters in the background scene.

Up to eight sprites can occupy a single horizontal raster line. A VDP status register bit is provided to alert you when nine or more sprites are positioned on the same line. A horizontal raster line containing nine or more sprites is not displayed properly.

Another VDP status register bit indicates that two sprite patterns touched (collided).

SPRITE ATTRIBUTE TABLE

A 256 byte section of Video RAM functions as the Sprite Attribute Table. VDP register R5 is usually set to \$FF to position the Sprite Attribute Table at \$3F00, the last 256 bytes of Video RAM.

The Sprite Attribute Table is organized as shown on the table on the next page.

Sprite Attribute Table Organization

<u>Address</u>	<u>Attribute</u>
3F00	vpos #0
3F01	vpos #1
3F02	vpos #2
3F03	vpos #3
3F04	vpos #4
3F05	vpos #5
3F06	vpos #6
3F07	\$D0 (terminator)
.	
.	
.	
3F3E	
3F3F	vpos #63
3F40	64 unused bytes. [Can put two
.	32 byte character patterns here
.	and address as char's \$1FA and \$1FB].
.	
3F7F	
3F80	hpos #0
3F81	char code #0
3F82	hpos #1
3F83	char code #1
3F84	hpos #2
3F85	char code #2
3F86	
3F87	
.	
.	
3FFE	hpos #63
3FFF	char code #63

The special code \$D0 is placed as a vertical position code to tell the sprite hardware to stop searching the list for sprites. All sprites which occur after the \$D0 entry are disabled.

When two sprites overlap, the higher numbered sprite will be displayed on top. The overlap priority is thus set by the positions of the sprites in the table.

The horizontal position bytes locate the upper left corner of the sprite at one of 255 horizontal coordinates on the screen.

An hpos=0 puts the sprite on the left column of the screen (left 8 pixels). An hpos=255 puts the sprite at the last pixel column; only the left column pixels of the sprite are seen and the other 7 columns in the sprite pattern are blanked.

This makes it easy to smoothly scroll a sprite off the **right** edge of the screen.

Setting a VDP Sprite Shift bit (R0, bit 3) shifts all sprite patterns eight pixels to the left. This allows sprites to be smoothly scrolled off the **left** edge of the screen.

If smooth appearing and disappearing of sprites is desired on **both** edges of the screen, another VDP control bit (R0, bit 5) can be set to 1 to blank the left column of characters.

Thus if R0 bit 3 is set to 0 (no shift left), and R0 bit 5 is set to 1 (blank left column), the screen is reduced to 31 character columns, and sprites enter and leave the screen smoothly. The left edge is handled by the fact that sprite hpos=0 puts the sprite in the left column, which is blanked in this mode.

SPRITE/BACKGROUND DISPLAY PRIORITY

Sprites can appear in front of or behind the background scene. This is controlled by bit 12 of the 16-bit background character code. If this bit is set to 0, all sprites appear over the background. If this bit is set to 1, background colors #1-15 appear over the sprites. Background color #0 always appears under the sprites.

COLOR RAM

The VDP chip contains a color RAM of 32 6-bit values. These values are formatted as "write only" 8-bit bytes:

```
+-----+-----+-----+-----+-----+-----+
| X | X | B1 | B0 | G1 | G0 | R1 | R0 |
+-----+-----+-----+-----+-----+-----+
```

where R1:R0, G1:G0 and B1:B0 define four intensities for red, green, and blue as follows:

R,G,B-1	R,G,B-0	Intensity
0	0	Off
0	1	1/3
1	0	2/3
1	1	3/3 (brightest)

The color RAM is organized as two banks of 16 colors each. Colors are selected from either bank with a four bit color code.

CHARACTER PATTERNS

The actual dot patterns for screen images are called characters. Character patterns are used by both the background system and the sprites.

Every character is made up of 32 bytes. These bytes are organized as eight 4 byte groups, where each 4 byte group forms one row of pixels.

Four bits are required to select 16 colors. These bits come from corresponding bits in the four planes. The table on the next page shows a 32 byte character pattern. "0's" are shown as periods for clarity.

An Example Character Pattern

Byte	b7	b6	b5	b4	b3	b2	b1	b0		
0	1	1	1	1	1	1	1	1	c0	FIRST PIXEL ROW:
1	c1	'0101' = color #5
2	1	1	1	1	1	1	1	1	c2	
3	c3	
4	c0	SECOND PIXEL ROW:
5	c1	'1100' = color #12,
6	1	1	c2	'0000' = color #0.
7	1	1	c3	
8	c0	THIRD PIXEL ROW
9	c1	
10	1	1	c2	
11	1	1	c3	
12	c0	FOURTH PIXEL ROW
13	c1	
14	1	1	c2	
15	1	1	c3	
16	c0	FIFTH PIXEL ROW
17	c1	
18	1	1	c2	
19	1	1	c3	
20	c0	SIXTH PIXEL ROW
21	c1	
22	1	1	c2	
23	1	1	c3	
24	c0	SEVENTH PIXEL ROW
25	c1	
26	1	1	c2	
27	1	1	c3	
28	c0	EIGHTH PIXEL ROW
29	1	1	1	1	1	1	1	1	c1	'0010' = color #2
30	c2	
31	c3	

This pattern represents a multicolor letter "C".

The top section is color #5 (reading corresponding bits from MSB to LSB, 0101).

The vertical section is color #12 (1100).

The bottom section is color #2 (0010).

Which colors these represent depends on the values stored in color RAM locations 2, 5 and 12.

NOTE: the 8 by 8 character background color is #0 (0000).

VDP REGISTERS

The VDP is controlled by eleven internal 8-bit registers. This section describes the method by which the Z80A accesses these registers, and then discusses the function of the individual registers.

The Z80 "sees" the VDP chip through two I/O port locations, \$BE and \$BF. I/O location \$BF is the COMMAND register for a write, and the STATUS register for a read.

I/O port \$BE is the read/write DATA register.

The Command Register is written twice in succession for all command operations; the data register may be read or written any number of times in succession, depending on the operation.

Because the command register is sequence sensitive, requiring a **pair** of out bytes per operation, a DI instruction should precede command register updates. This prevents, for example, an interrupt service routine that reads the VDP status register from disrupting the two byte synchronization.

There is a timing constraint for accessing the VDP chip.

The VDP chip cannot process data any faster than the following rates:

16 Z80A T-States during VBLANK
29 Z80A T-States during active video.

This means that you should never issue two consecutive OUT or IN instructions to the VDP; they should be separated by at least a NOP instruction.

This constraint applies to Video RAM and Color RAM as well as the internal registers.

A two bit mode field in bits 7 and 6 of the second COMMAND byte determines one of four operations:

b7	b6	Operation
0	0	Read 16 Kbyte VDP RAM
0	1	Write 16 Kbyte VDP RAM
1	0	Write VDP Register
1	1	Write Color RAM

To set up for the first two operations, read/write Video RAM the two COMMAND bytes have the following format:

Read VDP RAM

```
First byte      +-----+
written to $BF | A7 | A6 | A5 | A4 | A3 | A2 | A1 | A0 |
                +-----+
Second byte     | 0  | 0  | A13| A12| A11| A10| A9  | A8  |
written to $BF  +-----+
```

Write VDP RAM

```
First byte      +-----+
written to $BF | A7 | A6 | A5 | A4 | A3 | A2 | A1 | A0 |
                +-----+
Second byte     | 0  | 1  | A13| A12| A11| A10| A9  | A8  |
written to $BF  +-----+
```

After the COMMAND bytes have been output, data can be read at Input Port \$BE or written at Output Port \$BE.

The VDP has an address auto-increment feature. Once the Video RAM starting address has been loaded, the data (I/O port \$BE) may be repeatedly accessed, and the address will automatically increase by one byte for every access.

NOTE: The autoincrement feature works only with all reads or all writes. Changing from read to write or vice versa requires two writes to the command register to reselect the mode.

The COMMAND register format for writing a VDP register (they are write-only) is shown below:

Write VDP Register

```

First byte      +-----+-----+-----+-----+-----+-----+-----+-----+
written to $BF | d7 | d6 | d5 | d4 | d3 | d2 | d1 | d0 |
+-----+-----+-----+-----+-----+-----+-----+-----+
Second byte    | 1 | 0 | 0 | 0 | r3 | r2 | r1 | r0 |
written to $BF +-----+-----+-----+-----+-----+-----+-----+-----+

```

The register number is r3-r0, and ranges from 0 through 10 (\$00 through \$0A). The data to be written to the register is d7-d0.

For the "write register" operation only, there is no write to the DATA register at \$BE, since the data (d7-d0) is contained in the first byte of the COMMAND byte pair.

The final command mode allows writing color values to the write-only VDP Color RAM.

Write VDP Color RAM

```

First byte      +-----+-----+-----+-----+-----+-----+-----+-----+
written to $BF | 0 | 0 | 0 | A4 | A3 | A2 | A1 | A0 |
+-----+-----+-----+-----+-----+-----+-----+-----+
Second byte    | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 |
written to $BF +-----+-----+-----+-----+-----+-----+-----+-----+

```

After loading this pair of bytes to the COMMAND register, the color RAM data is written to Output Port \$BE in the following format:

```

Color RAM Data  +-----+-----+-----+-----+-----+-----+-----+-----+
written to $BE | 0 | 0 | b1 | b0 | g1 | g0 | r1 | r0 |
+-----+-----+-----+-----+-----+-----+-----+-----+

```

Where b1-b0 set four intensities for blue, g1-g0 set four intensities for green, and r1-r0 set four intensities for red.

As with the Video RAM, repeated writes to Output Port \$BE automatically increment the Color RAM address. Color RAM addresses are mapped as shown on the next page.

Color	RAM Address	Color Number	
00000	(\$00)	Bank1, Color 0	[Note: Background colors can be taken from either the first group of sixteen or the second group of sixteen colors]
00001	(\$01)	Bank1, Color 1	
00010	(\$02)	Bank1, Color 2	
00011	(\$03)	Bank1, Color 3	
00100	(\$04)	Bank1, Color 4	
00101	(\$05)	Bank1, Color 5	
00110	(\$06)	Bank1, Color 6	
00111	(\$07)	Bank1, Color 7	
01000	(\$08)	Bank1, Color 8	
01001	(\$09)	Bank1, Color 9	
01010	(\$0A)	Bank1, Color 10	
01011	(\$0B)	Bank1, Color 11	
01100	(\$0C)	Bank1, Color 12	
01101	(\$0D)	Bank1, Color 13	
01110	(\$0E)	Bank1, Color 14	
01111	(\$0F)	Bank1, Color 15	
10000	(\$10)	Bank2, Color 0	[Note: Border colors and sprite colors are taken from this second group of sixteen colors]
10001	(\$11)	Bank2, Color 1	
10010	(\$12)	Bank2, Color 2	
10011	(\$13)	Bank2, Color 3	
10100	(\$14)	Bank2, Color 4	
10101	(\$15)	Bank2, Color 5	
10110	(\$16)	Bank2, Color 6	
10111	(\$17)	Bank2, Color 7	
11000	(\$18)	Bank2, Color 8	
11001	(\$19)	Bank2, Color 9	
11010	(\$1A)	Bank2, Color 10	
11011	(\$1B)	Bank2, Color 11	
11100	(\$1C)	Bank2, Color 12	
11101	(\$1D)	Bank2, Color 13	
11110	(\$1E)	Bank2, Color 14	
11111	(\$1F)	Bank2, Color 15	

The command register has one additional function. When it is read with an IN (\$BF) instruction, it functions as an interrupt status register, and also clears interrupt requests from the VDP chip.

VDP REGISTER UPDATES

In general, all VDP updates should be done while the TV's video signal is blanked. If operations that affect the screen appearance are not done during screen blanking, the screen will appear to have "noise" in the picture.

Your program can detect horizontal and vertical blanking intervals using the interrupt system and VDP flag bits. This capability is discussed in the CPU section.

It is not necessary to synchronize VDP initialization with blanking intervals, since the screen can be blanked prior to the setup operations, and then turned on when the initialization is complete.

VDP REGISTER DESCRIPTION

Register 0

Register 1

R0 and R1 set the VDP display and interrupt mode.

R0: b7	VSI	Vertical Scroll Inhibit (right 8 char columns). 0: Scroll along with background. 1: Fixed (no scroll).
b6	HSI	Horizontal Scroll Inhibit (top 2 char rows). 0: Scroll along with background. 1: Fixed (no scroll).
b5	LCB	Left Column Blank. 0: Normal Display. 1: Blank left char column (border color).
b4	IE1	Interrupt Enable.
b3	SS	Sprite Shift. 0: Normal sprite position. 1: Shift all sprites 8 pixels to the left.
b2	1	[Always set this to 1].
b1	1	[Always set this to 1].
b0	ES	External Sync. [Always set this to 0].
R1: b7	1	[Always set this to 1].
b6	DIS	Display ON. 0: Blank whole screen. 1: Normal video.
b5	IE	Interrupt Enable.
b4	0	[Always set this to 0].
b3	0	[Always set this to 0].
b2	0	[Always set this to 0].
b1	SZ	Sprite Size. 0: All sprites are 8 by 8. 1: All sprites are 8 by 16.
b0	0	[Always set this to 0].

The two bit interrupt control field is defined as follows:

<u>IE</u>	<u>IE1</u>	<u>Enabled Interrupt:</u>
0	1	Raster Line.
1	1	VBLANK and Raster Line.

Register 2

R2 sets the base address for the screen map. It positions the 2048 screen map to one of eight starting addresses, on 2048 byte boundaries, according to the following table:

<u>R2 Value</u>	<u>Screen Map Base Address</u>
\$FF	\$3800 <--- Normal Setting
\$FD	\$3000
\$FB	\$2800
\$F9	\$2000
\$F7	\$1800
\$F5	\$1000
\$F3	\$0800
\$F1	\$0000

The normal setting for R2 is \$FF, which positions the base address at \$3800, the highest-addressed 2 KByte section of the 16 KByte Video RAM.

Register 3

R3 should always be set to \$FF.

Register 4

R4 should always be set to \$FF.

Register 5

R5 controls the base address for the Sprite Attribute Table. This 256 byte table can be positioned at one of 64 starting addresses in Video RAM.

The base address is formatted in R5 as follows:

```
R5:  +---+-----+-----+-----+-----+-----+-----+-----+
      | 1 | A13 | A12 | A11 | A10 | A9 | A8 | 1 |
      +---+-----+-----+-----+-----+-----+-----+-----+
```

The normal setting for R5 is \$FF, which positions the Sprite Attribute Table at \$3F00. When R2 is \$FF, placing the screen map at \$3800, and R5 is \$FF, the unused top 256 bytes of screen map memory is occupied by the 256 byte Sprite Attribute Table.

Register 6

R6 sets the base address for the sprite patterns. Only two values are valid for R6:

<u>R6 Value</u>	<u>Sprite Patterns</u>
\$FB	First 8K of Video RAM <--- Normal Value
\$FF	Second 8K of Video RAM

The preferred location for the sprite patterns is in the first 8K of video RAM, since the full 8192 bytes are available for patterns. In the second 8K, 2048 bytes are lost to the screen map and Sprite Attribute Table. Thus 256 sprite patterns can be stored in the first 8K, but only 192 sprite patterns can be stored in the second 8K.

Register 7

R7 sets the border color. The border color is taken from the **second** bank of colors in VDP Color RAM.

```
R7:  +---+---+---+---+---+---+---+---+
      | 1 | 1 | 1 | 1 | C3 | C2 | C1 | C0 |
      +---+---+---+---+---+---+---+---+
```

Register 8

R8 sets the horizontal scroll value for the background scene. A value of \$00 produces no scrolling. A value of \$01 moves the background scene one pixel to the left, and moves the leftmost column of pixels to the rightmost column (the scrolling "wraps around").

Higher value of R8 "rotate" the screen horizontally to a maximum of 255 pixels for a value of \$FF. Note that horizontal scrolling resembles a rotating vertical cylinder, with graphic information disappearing from the left side of the screen and reappearing on the right side of the screen.

Register 9

R9 sets the vertical scroll value for the background scene. A value of \$00 produces no scrolling. A value of \$01 moves the background scene one pixel upward. The vertical scrolling resembles a rotating horizontal cylinder, but the "wrap around" point is not at the screen edge, as with horizontal scrolling. Rather, it is at the 28th character row. (Remember that the screen is organized as 28 character rows, with the top 24 displayed on the screen).

Register 9 is latched in vertical blanking.

Register 10

R10 controls the Raster Line Interrupt.

The TV beam sweeps out horizontal lines (called raster lines) from left to right, moving from the top to the bottom of the screen. The visible picture contains 192 of these raster lines.

At the end of each raster line there is a brief blanking interval (HBLANK) in which the TV beam is turned off as the beam retraces from the right side to the left side of the screen. This HBLANK interval last approximately 10 microseconds.

It is desirable to receive an interrupt just after a selected raster line has been displayed. For example, you might want to change a color value after the beam has swept out the top half of the screen. In this case you would want to know when the 95th raster line has completed.

R10 allows you to do this. If you load R10 with 94, a Raster Line Interrupt Request will be generated every time the 95th horizontal line finishes it's scan.

The value loaded into R10 should be one less than the raster line you wish to "trigger" the interrupt.

The Raster Line Interrupt continues to generate interrupt requests as the beam sweeps the screen. The table on the next page shows the settings of R10 and the raster lines that generate interrupt requests at HBLANK time:

R10 Value	Interrupt Requests at these HBLANK times
\$C0-\$FF	None
\$00	1,2,3,4,5,...191
\$01	2,4,6,8,10,..190
\$02	3,6,9,12,...189
\$03	4,8,12,16,...188
(etc)	(etc)

There are two special cases: \$FF turns off the interrupt requests, and \$00 gives a Raster Line interrupt request for every horizontal line.

There is a one interrupt delay between loading R10 and having the value take effect. For example, if you set R10 for line 20, and respond to the interrupt by resetting R10 to 150, the very next Raster Line Interrupt will occur at 20, and all subsequent ones will occur at 150.

The VDP registers are initialized at power on to the following values:

R0	\$36	; mode
R1	\$A0	; mode
R2	\$FF	; Screen Map Table Base
R3	\$FF	; (Always \$FF)
R4	\$FF	; (Always \$FF)
R5	\$FF	; Sprite Table Base
R6	\$FB	; Sprite Pattern Table Base
R7	\$00	; Border color #0
R8	\$00	; Scroll-H
R9	\$00	; Scroll-V
R10	\$FF	; H-line interrupt (\$FF=OFF)

MEMORY MANAGEMENT

The Mk3 base unit contains 8 kilobytes of ROM and 8 Kilobytes of RAM. Game program ROM is plugged into the unit by using one of two slots.

The front slot accepts a slim cartridge that resembles a credit card. The present capacity of this card is 32 Kilobytes. A 128 Kilobyte card is in the works.

The top slot accepts a more conventional plastic-cased game cartridge. 128 Kilobyte cartridges are now in production. 256 Kilobyte and larger cartridges are in the works.

The Z80A processor is capable of addressing 64 kilobytes of memory. Because the added game cartridge memory can exceed 64 Kilobytes, a simple memory management system is implemented in the Mk3.

When the Mk3 is turned on, the memory map contains an 8 kilobyte ROM at \$0000, and an 8 Kilobyte RAM at \$C000.

SYSTEM RAM

The RAM is mapped into two places, \$C000-\$DFFF and \$E000-\$FFFF. This RAM is used for Z80A stack and scratchpad use.

The top eight locations of RAM are reserved for memory management control registers, and should not be used by a game program.

For future compatibility, the RAM should be addressed at \$C000-\$DFFF. The stack should be placed at \$DFF8.

MEMORY ENABLES

Output port \$3E controls the memory enables. Individual bits in this port enable the System ROM, System RAM, Card Slot, Cartridge Slot, and External Slot. (The external Slot is not presently used).

Output port \$3E has the following format:

```
OUT ($3E):
-----
bit 0      don't care
bit 1      don't care
bit 2      0: enable joysticks
           1: disable joysticks
bit 3      0: enable base unit 8K ROM
           1: disable base unit 8K ROM
bit 4      0: enable internal 8K RAM
           1: disable internal 8K RAM
bit 5      0: enable card ROM
           1: disable card ROM
bit 6      0: enable cartridge ROM
           1: disable cartridge ROM
bit 7      0: enable external port
           1: disable external port
```

MEMORY SELECTION AT POWER-ON

When the system is turned on, the Z80A begins executing code at location \$0000 in the resident 8 Kilobyte ROM. This ROM code performs the following steps:

1. The system is initialized.
2. A small program is copied from ROM into the RAM (at \$C700).
3. The program jumps to \$C700 to execute this program.
4. All of the system ROM spaces are disabled. This is why the program is copied to RAM and run there--the ROM spaces can then be checked one by one.
5. The ROM spaces are individually enabled and checked for the presence of memory. They are checked in the following order:
 - A. Front card slot.
 - B. Top cartridge slot.
 - C. External (rear) slot.
6. If memory is detected in any of these three slots, the slot is enabled and the Z80A executes a jump to location \$0000.
7. If no memory is detected, the console ROM is enabled and an "Insert a cartridge" message is put on the screen.

Notice that if both the card and cartridge are plugged in, the card will be enabled because it is checked first.

A game program is written as a completely self-contained Z80A application program with origin \$0000. A game program must take care of all system "housekeeping", for example setting up the interrupt vectors.

Once a game is running, there is no access to the boot ROM.

MEMORY MAPS

The figures on the following page show memory maps for two presently defined memory sizes: 32 Kilobytes, and 128 Kilobytes.

Figure M-1 shows the Z80A memory map at power-on.

32 KILOBYTES

Figure M-2 shows the Z80A memory map for the 32 Kilobyte card. This is the simplest case: 32 Kilobytes starting at location \$0000.

128 KILOBYTES

Figure M-3 shows the memory map for a 128 Kilobyte cartridge. (This is referred to in the Sega literature as a "Mega"(bit) cartridge).

As with the 32 KByte memory, there is a contiguous section of ROM in the bottom half of Z80A memory. This section is always available to the Z80A.

Additionally, there are six banks of 16 Kilobyte ROM at memory addresses \$8000-\$BFFF. Only one of these banks is available to the Z80A at a time. Whenever one is selected, the other five are inactive.

Which of the six banks is switched into the Z80A memory space is controlled by a register at memory location \$FFFF.

The Bank Control Register has the following format:

\$FFFF 0 0 0 0 0 b2 b1 b0

The banks are numbered from 2 through 7 (b2:b1:b0).

Although this write-only register exists in the memory cartridge, writes to the register are duplicated in the RAM at \$FFFF. This means that the bank select register appears to be read/write, even though what is actually read is the RAM image of the register, rather than the contents of the register itself.

THE CARTRIDGE HEADER

The presence of a cartridge is tested by checking for specific information in ROM. This information must be correct for the cartridge to be recognized.

Normally, Sega will add the correct information to the cartridge before production. The information below is given for reference only.

The header format is as follows (addresses shown for 32 KByte and larger cartridges):

At \$7FF0:

The string, "TMR SEGA " [54,4D,52,20,53,45,47,41,20,20]

At \$7FFA-\$7FFB

A 16-bit checksum for the ROM (low-hi order). \$7FFA and \$7FFB are not included in this checksum.

At \$7FFC-\$7FFD

A 16-bit serial number, assigned by Sega.

At \$7FFE

A software revision number byte.

At \$7FFF

ROM Size code:

\$4A	8K	(header at \$1FF0)
\$4B	16K	(header at \$3FF0)
\$4C	32K	
\$4D	48K	
\$4E	64K	
\$4F	128K (1M)	
\$40	256K (2M)	

INPUT/OUTPUT (I/O) PORTS

Eight I/O ports are used by the Mk3:

<u>Port</u>	<u>Direc</u>	<u>Function</u>
\$3E	out	Memory Enables
\$3F	out	Joystick port control
\$7E	in	Gun Spot (vertical)
\$7F	in out	Gun spot (horizontal) Programmable Sound Generator (PSG)
\$BE	i/o	VDP Data Register
\$BF	i/o	VDP Command/Status Register
\$DC	in	Joystick port
\$DD	in	Joystick port

Port \$3E is described in the MEMORY MANAGEMENT section.

Port \$7F is described in the PSG section.

Ports \$BE and \$BF are described in the VDP section.

The remaining ports deal with the attached controls, and are described in this section.

Ports \$DC-\$DD are connected to the two 9-pin connectors on the front of the game console. Although these ports are called "joystick ports", there are actually three devices that can be plugged into the front connectors:

1. The joystick controls which include a joystick and two push buttons.
2. The gun.
3. A "Sports Pad" that consists of a trackball and two push buttons.

INPUT PORTS BIT ASSIGNMENTS

The bits of input ports \$DC and \$DD are used for the joystick assembly, gun, and Sports Pad (Trackball). These two ports work in conjunction with port \$3F, which sets the direction of four of the bits, and provides two strobe bits for the Sports Pad. The following table shows how the three ports are interpreted for the joystick and gun options. All bits shown are inputs.

Port	Bit	Joystick	Gun
\$DC	0	P1-up	---
\$DC	1	P1-down	---
\$DC	2	P1-left	---
\$DC	3	P1-right	---
\$DC	4	P1-SW1	P1 Trigger
\$DC	5	P1-SW2	---
\$DC	6	P2-up	---
\$DC	7	P2-down	---
\$DD	0	P2-left	---
\$DD	1	P2-right	---
\$DD	2	P2-SW1	P2 Trigger
\$DD	3	P1-SW2	---
\$DD	4	RESET*	RESET*
\$DD	5	---	---
\$DD	6	---	P1 Light Pulse
\$DD	7	---	P2 Light Pulse
\$3F	0	1	1
\$3F	1	1	P1 Latch Enable
\$3F	2	1	1
\$3F	3	1	P2 Latch Enable
\$3F	4	1	1
\$3F	5	1	1
\$3F	6	1	1
\$3F	7	1	1

HOW THE GUN WORKS

The gun contains a lens and photocell which "sees" a spot on the TV screen. This spot is circular, and increases in diameter as the gun's distance from the screen increases.

When the TV beam reaches the area at which the gun is pointed, two things happen:

1. A negative pulse of approximately 20-30 microseconds is generated on port \$DD bit 6 (Player 1) or port \$DD bit 7 (Player 2). This pulse is wide enough to allow a software loop to recognize it. The width of this pulse will vary with the game setup and TV type.
2. The beam position is latched into horizontal and vertical registers, which are read at input ports \$7E (vertical) and \$7F (horizontal).

The beam position can be latched either from a gun plugged into the player 1 connector, a gun plugged into the player 2 connector, or both. [NOTE: The player 1 connector is the left connector when the game console is viewed from the front].

Two bits in output port \$3F determine which gun latches the beam position. These are shown as "P1 Latch Enable" and "P2 Latch Enable" in the preceding table.

The gun reading routine usually performs the following steps.

1. The trigger switch is checked. Normally the gun is not checked until someone pulls the trigger. (Data is continuously available from the gun, however).
2. When the trigger is pulled, wait for the next VBLANK.
3. At VBLANK, put up an all white screen (all color bytes are \$3F). This gives enough light intensity on the screen for the gun to read any position.
4. During the next scan, continuously check the light pulse bit for a high to low transition. (P1 Light Pulse is at input port \$DD bit 6; P2 Light Pulse is at input port \$DD bit 7).
5. When the pulse is detected, read the Horizontal Position Register at \$7F and the Vertical position Register at \$7E.
6. Wait for a low to high transition on the Light Pulse bit. Then repeat step 5 for all active horizontal lines.
7. When finished with one scan, restore the screen to the normal color values.

The gun responds to a circular spot on the TV, not a single pixel. As the circular spot is "seen" by the photocell in the gun, repeated negative pulses will occur on the Light Pulse bit for several consecutive horizontal scan lines.

The horizontal values of the detected circle will, as the vertical position register increments, decrease, increase, and then stop as the left edge of the scanned circle is read by the lens in the gun.

For this reason it is advisable to do some sort of averaging and extrapolation to arrive at a center position of the scanned circle.

HOW THE TRACKBALL WORKS

The interface to the trackball consists of six input bits and one output bit.

Trackball	dir	Player 1	Player 2
b0	in	\$DC bit 0	\$DC bit 6
b1	in	\$DC bit 1	\$DC bit 7
b2	in	\$DC bit 2	\$DD bit 0
b3	in	\$DC bit 3	\$DD bit 1
S1	in	\$DC bit 4	\$DD bit 2
S2	in	\$DC bit 5	\$DD bit 3
STROBE	out	\$3F bit 5	\$3F bit 7

Before using the trackball, the following two instructions should be executed to set the STROBE bit directions to output, and initialize the strobe signals to 1.

NOTE: these instructions are executed in the power-on initialization.

```
LD A,10100101b ; b1,b3 set strobe direction to output
OUT (03FH),A ; b5,b7 are actual strobe bit values
```

The strobe signal is then used to clock in four 4-bit nibbles b3-b0, which occur in the following order:

Nibble #	Data	When STROBE is:
	b3 b2 b1 b0	
1	X7 X6 X5 X4	LO
2	X3 X2 X1 X0	HI
3	Y7 Y6 Y5 Y4	LO
4	Y3 Y2 Y1 Y0	HI

The X,Y positions of the trackball are represented as X7-X0 and Y7-Y0. These are 8-bit counters which wrap around from \$FF to \$00.

As the ball is spun to the right, the X value increase; as it is spun to the left, they decrease. As the ball is spun upward, the Y values increase; as it is spun downward, they decrease.

The timing of the STROBE transitions is important. Here is the required sequence:

Program Sequence to Read Trackball

```
[Start with STROBE HI].

1. STROBE LO.
2. Wait 80 microseconds.
3. Read first nibble.
4. STROBE HI.
5. Wait 40 microseconds.
6. Read second nibble.
7. STROBE LO.
8. Wait 40 microseconds.
9. Read third nibble.
10. STROBE HI.
11. Wait 40 microseconds.
12. Read fourth nibble.
13. (done-STROBE is HI).
```

Appendix D shows working code to read the trackball each interrupt.

PROGRAMMABLE SOUND GENERATOR (PSG)

The PSG contains four sound channels, consisting of three tone generators and a noise generator. Each of the four channels has an independent volume control (attenuator). The PSG is controlled through output port \$7F.

TONE GENERATOR FREQUENCY

The frequency (pitch) of a tone generator is set by a 10-bit value. This value is counted down until it reaches zero, at which time the tone output toggles and the 10-bit value is reloaded into the counter. Thus, higher 10-bit numbers produce lower frequencies.

To load a new frequency value into one of the tone generators, you write a pair of bytes to I/O locations \$7F according to the following format:

```
First Byte:  +---+---+---+---+---+---+---+---+
              | 1 | R2 | R1 | R0 | d3 | d2 | d1 | d0 |
              +---+---+---+---+---+---+---+---+
Second Byte: | 0 | 0 | d9 | d8 | d7 | d6 | d5 | d4 |
              +---+---+---+---+---+---+---+---+
```

The R2:R1:R0 field selects the tone channel as follows:

R2	R1	R0	Tone Channel
0	0	0	#1
0	1	0	#2
1	0	0	#3

10-bit data is (msb) d9 d8 d7 d6 d5 d4 d3 d2 d1 d0 (lsb)

NOISE GENERATOR CONTROL

The noise generator uses three control bits to select the "character" of the noise sound. A bit called "FB" (Feedback) produces periodic noise or "white" noise:

FB	Noise Type
0	Periodic (like low-frequency tone)
1	White (hiss)

The frequency of the noise is selected by two bits NF1:NFO according to the following table:

NF1	NF0	Noise Generator Clock Source
0	0	Clock/2 [Higher pitch, "less coarse"]
0	1	Clock/4
1	0	Clock/8 [Lower pitch, "more coarse"]
1	1	Tone Generator #3

Note: "Clock" is fixed in frequency. It is a crystal controlled oscillator signal connected to the PSG.

When NF1:NFO is 11, Tone Generator #3 supplies the noise clock source. This allows the noise to be "swept" in frequency. This effect might be used for a jet engine runup, for example.

To load these noise generator control bits, write the following byte to I/O port \$7F:

```
Out ($7F):  +---+---+---+---+---+---+---+---+
             | 1 | 1 | 1 | 0 | 0 | FB | NF1 | NF0 |
             +---+---+---+---+---+---+---+---+
```

ATTENUATORS

Four attenuators adjust the volume of the three tone generators and the noise channel. Four bits A3:A2:A1:A0 control the attenuation as follows:

A3	A2	A1	A0	Attenuation	
0	0	0	0	0 db	(maximum volume)
0	0	0	1	2 db	NOTE: a higher attenuation results in a quieter sound.
0	0	1	0	4 db	
0	0	1	1	6 db	
0	1	0	0	8 db	
0	1	0	1	10 db	
0	1	1	0	12 db	
0	1	1	1	14 db	
1	0	0	0	16 db	
1	0	0	1	18 db	
1	0	1	0	20 db	
1	0	1	1	22 db	
1	1	0	0	24 db	
1	1	0	1	26 db	
1	1	1	0	28 db	
1	1	1	1	-Off-	

The attenuators are set for the four channels by writing the following bytes to I/O location \$7F:

Tone Generator #1:	1 0 0 1 A3 A2 A1 A0
Tone Generator #2:	1 0 1 1 A3 A2 A1 A0
Tone Generator #3:	1 1 0 1 A3 A2 A1 A0
Noise Generator:	1 1 1 1 A3 A2 A1 A0

EXAMPLE

When the Mk3 is powered on, the following code is executed:

```
LD    HL,CLRTB    ; clear table
LD    C,PSG_PRT  ; psg port is $7F
LD    B,4         ; load four bytes
OTIR                ; write them
(etc.)

CLRTB  defb $9F,$BF,$DF,$FF
```

This code turns the four sound channels off. It's a good idea to also execute this code when the PAUSE button is pressed, so that the sound does not stay on continuously for the pause interval.

Appendix A - VDP Registers

R0	VScroll Inhibit Bit	HScroll Inhibit Bit	LEFT Col Blank	IE1	Sprite Shift Bit	1	1 (M3)	0	
R1	1	Screen Enable Bit	IE	0 (M1)	0 (M2)	0	Sprite Size 8/16	Sprite Mag Bit	
R2	1	1	1	1	SCRN BASE 2	SCRN BASE 1	SCRN BASE 0	1	\$FF (Screen Base at \$3800)
R3	1	1	1	1	1	1	1	1	\$FF
R4	1	1	1	1	1	1	1	1	\$FF
R5	1	SAT BASE 5	SAT BASE 4	SAT BASE 3	SAT BASE 2	SAT BASE 1	SAT BASE 0	1	\$FF (SAT at \$3F00) SAT=Sprite Attribute Table
R6	1	1	1	1	1	CGEN BANK 0	1	1	\$FB (CG at \$0000) CGEN=Character Generataor
R7	1	1	1	1	BORDER 3	BORDER 2	BORSER 1	BORDER 0	Border Color
R8	HSCROLL 7	HSCROLL 6	HSCROLL 5	HSCROLL 4	HSCROLL 3	HSCROLL 2	HSCROLL 1	HSCROLL 0	\$00 Horizontal Scroll <-----
R9	VSCROLL 7	VSCROLL 6	VSCROLL 5	VSCROLL 4	VSCROLL 3	VSCROLL 2	VSCROLL 1	VSCROLL 0	\$00 Vertival Scroll
R10	HLI 7	HLI 6	HLI 5	HLI 4	HLI 3	HLI 2	HLI 1	HLI 0	\$FF Horizontal Line Interrupt (\$C1-\$FF=Disable)
Read Port \$BF (VDP STATUS)	INTR SOURCE (VBL)	NINE SPRITES FLAG	SPRITES COLLIDE FLAG	X	X	X	X	X	

Write Port \$BF
(VDP CONTROL)

To write VDP Register
r3:r2:r1:r0 = Reg. No.

First Byte:	Register Data
Second Byte:	1 0 X X r3 r2 r1 r0

NOTE: First disable interrupts since VDP command register must be written to twice always.
(interrupts read the status register and VDP register accesses are sequence sensitive)

Appendix B - Input/Output Ports

\$3E	EXT	CART	CARD	RAM	OSROM	JOY	X	X	MEMORY ENABLES
\$3F	P2 TRIG OUTPUT LEVEL	P2 TH OUTPUT LEVEL	P1 TRIG OUTPUT LEVEL	P1 TH OUTPUT LEVEL	P2 TRIG DATA DIRECTN	P2 TH DATA DIRECTN	P1 TRIG DATA DIRECTN	P1 TH DATA DIRECTN	DATA DIRECTION REGS AND OUTPUT DATA LEVELS 1 = Input, 0 = Output
\$7E	V7	V6	V5	V4	V3	V2	V1	V0	Read: Gun Position
\$7F	H7	H6	H5	H4	H3	H2	H1	H0	
\$7F	-	-	-	-	-	-	-	-	Write: Programmable Sound Generator (PSG) control.
\$BE	-	-	-	-	-	-	-	-	Read: VDP Data Write: VDP Data
\$BF	-	-	-	-	-	-	-	-	Write: VDP Command
\$BF	INTER- RUPT SOURCE	SPRITE OVER- FLOW	SPRITE COLLIS- ION	X	X	X	X	X	Read: VDP Status
									<div style="display: flex; justify-content: space-between;"> <div style="width: 60%;"> <p>1: Two sprites touched.</p> <p>1: Too many sprites on a line.</p> <p>0: Line interrupt.</p> <p>1: Vertical interrupt.</p> </div> <div style="width: 35%; text-align: right;"> <p>Read: Joystick Ports</p> </div> </div>
\$DC	P2 DN	P2 UP	P1 S2	P1 S1 (TRG)	P1 RT	P1 LF	P1 DN	P1 UP	Read: Joystick Ports
\$DD	P2 TH (L.Gun Synch)	P1 TH (L.Gun Synch)	X	RESET	P2 S2	P2 S1 (TRG)	P2 RT	P2 LF	

Appendix C - Sample Code to Read Gun

```
1:
2:
3:      CDATA EQU 0C100H ; Gun Status Work (1)
4:      HVCNT EQU CDATA+1 ; RAM Save Counter (1)
5:      HVDATA EQU HVCNT+1 ; V.H Counter Save Work (40H)
6:      GCHKCT EQU HVDATA+040H ; (1)
7:      GCHKWK EQU GCHKCT+1 ; (10)
8:      SHOOTF EQU GCHKWK+10 ; Gun Shot Flag (1)
9:      HPOSI EQU SHOOTF+1 ; H.Position Data (1)
10:     VPOSI EQU HPOSI+1 ; V.Position Data (1)
11:     SWDATA EQU VPOSI+1 ; Switch Data (2)
12:
13:
14:
15:
16:
17: ;=====;
18: ;
19: ; ***** GUN SHOOT ADDRESS SEARCH ***** ;
20: ;
21: ;=====;
22:
23: GUNS::
24:     LD HL,HVCNT
25:     LD DE,HVDATA
26:     LD C,32
27: GUNS1::
28:     LD A,(CDATA) ; Color Data Flag Work
29:     DEC A
30:     RET NZ
31: GUNSPP:
32:     IN A,(ODDH)
33:     AND 040H ; bit 6, a Player 1 Pulse
34:     JP NZ,GUNSPP ; wait for low
35:     LD A,(HL)
36:     CP C
37:     JR NC,GUNSPP
38:     INC (HL) ; Counter Up
39:     IN A,(07FH) ; H.Counter Read
40:     LD (DE),A ; RAM Save
41:     INC DE
42:     IN A,(07EH) ; V.Counter Read
43:     LD (DE),A ; RAM Save
44:     INC DE
45: GUNS2:
46:     IN A,(ODDH)
47:     AND 040H ; bit 6
48:     JP Z,GUNS2
49:     JP GUNSPP
50:
```

```

51: ;=====;
52: ;          ***** V & H DATA CHECK          ***** ;
53: ;=====;
54: GUNCHK::
55:         LD      A,(SHOOTF)          ; Gun Shoot Flag
56:         OR      A
57:         RET     Z
58:         XOR     A
59:         LD      (SHOOTF),A
60: GUNCHKTI:
61:         LD      A,(HVCNT)          ; V & H Counter
62:         CP      5
63:         RET     C
64: ;
65:         DEC     A
66:         LD      B,A
67:         LD      HL,HVDATA+1
68:         LD      E,0H
69: GUNNCH:
70:         LD      A,(HL)              ; V.Counter
71:         INC     E
72:         LD      C,A
73:         INC     HL
74:         INC     HL
75:         XOR     A
76:         LD      A,(HL)
77:         SUB     C
78:         CP      3
79:         CALL   NC,GCWKL2
80:         DJNZ   GUNNCH
81:         CALL   GCHKL2
82: ;
83:         CALL   CHGN
84: ;
85:         LD      A,(HL)              ; H-COUNTER READ
86:         CP      0A0H
87:         RET     NC
88:         AND     A,A                  ; CARRY FLAG = CLEAR
89:         SUB     016H                 ; A=A-14H
90: ;
91: ;SUB 016H-004H :Right ?? ?????
92: ;SUB 016H+004H :Left ?? ?????
93: ;
94:         SLA     A                    ; A=A*2
95:         LD      B,A
96:         REPT   5
97:         RRA
98:         ENDM
99:         AND     A,07H                ; CARRY FLAG = CLEAR
100:        ADD     B                      ; A=A+A/16
101:        LD      (HPOSI),A
102:        INC     HL
103:        LD      A,(HL)                ; V.Counter Read
104:        AND     A,A                    ; CARRY FLAG = CLEAR
105:        ;SUB    018H                    ; A=A-18H
106:        SUB     001H
107:        LD      (VPOSI),A
108: ;          * Color Data Set *          ;
109:        XOR     A
110:        OUT     (0BFH),A
111:        LD      A,0C0H
112:        OUT     (0BFH),A
113:        LD      BC,020BEH
114:        LD      HL,COLORTBL           ; Color Data Table
115:        OTIR
116:        RET
117: COLORTBL:
118:        DEFB   000H,000H,000H,000H,000H,000H,000H,000H
119:        DEFB   000H,000H,000H,000H,000H,000H,000H,000H
120:        DEFB   000H,000H,000H,000H,000H,000H,000H,000H
121:        DEFB   000H,000H,000H,000H,000H,000H,000H,000H
122:
123:
124:

```

```

125:
126:
127: GCHKL2:
128:     PUSH    HL
129:     LD      HL, GCHKCT
130:     LD      A, (HL)
131:     CP      5
132:     JP      NC, GCHL1
133:     INC     (HL)
134:     LD      HL, GCHKWK
135:     PUSH    DE
136:     LD      D, 0
137:     LD      E, A
138:     ADD     HL, DE
139:     POP     DE
140:     LD      (HL), E
141: GCHL1:
142:     POP     HL
143:     LD      E, 0H
144:     RET
145: ;
146:
147: CHGGN:
148:     LD      A, (HL)
149:     JP      CHGN4
150: ;
151: CHGN:
152:     LD      HL, GCHKWK
153:     LD      C, 0
154:     LD      A, (GCHKCT)
155:     CP      1
156:     JP      Z, CHGGN
157:     LD      B, A
158: CHGN1:
159:     LD      A, (HL)
160: CHGN2:
161:     INC     HL
162:     CP      (HL)
163:     JP      C, CHGN3
164:     DJNZ   CHGN2
165:     JP      CHGN4
166: CHGN3:
167:     INC     C
168:     DJNZ   CHGN1
169: CHGN4:
170:     RRCA
171:     AND    07FH
172:     LD      B, C
173:     LD      C, A
174:     LD      A, B
175:     OR     A
176:     JP      Z, CHGN6
177:     LD      HL, GCHKWK
178:     XOR    A
179: CHGN5:
180:     ADD     A, (HL)
181:     DJNZ   CHGN5
182:     ADD     A, C
183: CHGN7:
184:     ADD     A, A
185:     LD      C, A
186:     LD      B, 0
187:     LD      HL, HVDATA
188:     ADD     HL, BC
189:     RET
190: CHGN6:
191:     LD      A, C
192:     JP      CHGN7
193:
194:
195:
196:

```

```

197: ;=====;
198: ;                                           ;
199: ;             *****   GUN CHECK   *****             ;
200: ;                                           ;
201: ;=====;
202: GUNINT::
203:     LD    HL,CDATA           ; Flash States Work
204:     LD    A,(HL)
205:     LD    (HL),2             ;
206:     DEC  A                   ; CP 1
207:     RET  Z                   ;(CDATA)=1 ----> (CDATA)=2 , RET
208:     LD    (HL),0             ;
209:     DEC  A                   ; CP 2
210:     RET  Z                   ;(CDATA)=2 ----> (CDATA)=0 , RET
211:     ;
212:     CALL SWSET
213:     AND  010H                ; bit 4
214:     RET  Z                   ;(CDATA)=0 , TRI.=OFF ----> RET
215:     ;
216:     XOR  A
217:     LD    (HVCNT),A
218:     LD    A,1                 ; A.res = 1
219:     LD    (CDATA),A          ;(CDATA)=0 , TRI.=ON ----> (CDATA)=1 , RET
220:     LD    (SHOOTF),A        ; Gun Shoot Flag Set
221: ; * Screen Flash *
222:     XOR  A
223:     OUT  (OBFH),A
224:     LD  A,0C0H
225:     OUT  (OBFH),A
226:     LD  A,03FH
227:     OUT  (OBEH),A
228: ; * RAM Clear *
229:     LD  HL,HVCNT
230:     LD  DE,HVCNT+1
231:     LD  BC,001H+040H+001H+10
232:     LD  (HL),0
233:     LDIR
234:     RET
235:
236:
237:
238:

```

```

239: ;=====;
240: ; ;
241: ; ;
242: ; ;
243: ;=====;
244: ; ;
245: ;          1.0.1.0      now ;
246: ;          ----- CPL ;
247: ;          0.1.0.1      now ;
248: ;          1.1.0.0      old ;
249: ;          ----- AND ;
250: ;          0.1.0.0 ;
251: ;          ----- CPL ;
252: ;          1.0.1.1 ;
253: ;=====;
254: SWSET:
255:     IN      A,(0DCH)      ;
256:     AND     010H          ; bit 4
257:     LD      HL,SWDATA     ; Switch data save area
258:     CPL
259:     LD      C,A           ; Data save
260:     XOR     (HL)
261:     LD      (HL),C        ; New SW.data save
262:     INC     HL
263:     AND     C             ; ACC : '0' --> '1' change but data
264:     LD      (HL),A        ; Data save
265:     RET
266:
267:
268:
269:
270:
271:
272: ;=====;
273: ;          *** Interrupt Jump Check *** ;
274: ;=====;
275: :ORG     038H
276:     PUSH   AF
277:     LD     A,(CDATA)      ; Gun Set ?
278:     DEC   A
279:     JR    NZ,INSS
280:     EX   (SP),HL         ; Stack Pointer Change
281:     POP  HL              ;
282:     LD   HL,GUNS1        ;
283:     EX   (SP),HL         ;
284:     PUSH AF
285: INSS:
286:     POP  AF
287:     JP   INT38

```

Appendix D - Sample Code to Read Track Ball

```

1:
2: ; ~~~~~;
3: ; TRACK BALL SWITCH READ ;
4: ; RET P1_TRX ~ PLAYER 1 CONDITION (-7FH ~ 7FH) ;
5: ; P1_TRY ~ PLAYER 1 CONDITION (-7FH ~ 7FH) ;
6: ; P2_TRX ~ PLAYER 2 CONDITION (-7FH ~ 7FH) ;
7: ; P2_TRY ~ PLAYER 2 CONDITION (-7FH ~ 7FH) ;
8: ; ~~~~~;
9: 01D0' T_BALL::
10: 01D0' TRACK_X1:
11: 01D0' 3E 0D LD A,00001101B
12: 01D2' D3 3F OUT (PSWC),A
13: 01D4' 06 19 LD B,25
14: 01D6' 10 FE DJNZ $
15: 01D8' DB DC IN A,(P1_SWPT)
16:
17:
18:
19: 01DA' E6 0F AND 0FH
20: REPT 4
21: RRCA
22: ENDM
23: 01DC' 0F * RRCA
24: 01DD' 0F * RRCA
25: 01DE' 0F * RRCA
26: 01DF' 0F * RRCA
27: 01E0' 57 LD D,A
28: 01E1' 3E 2D LD A,00101101B
29: 01E3' D3 3F OUT (PSWC),A
30: 01E5' 06 0D LD B,13
31: 01E7' 10 FE DJNZ $
32: 01E9' DB DC IN A,(P1_SWPT)
33: 01EB' E6 0F AND 0FH
34: 01ED' B2 OR D
35: 01EE' ED 44 NEG
36: 01F0' 32 C018 LD (P1_TRX),A
37: 01F3' TRACK_Y1:
38: 01F3' 3E 0D LD A,00001101B
39: 01F5' D3 3F OUT (PSWC),A
40: 01F7' 06 0D LD B,13
41: 01F9' 10 FE DJNZ $
42: 01FB' DB DC IN A,(P1_SWPT)
43: 01FD' E6 0F AND 0FH
44: REPT 4
45: RRCA
46: ENDM
47: 01FF' 0F * RRCA
48: 0200' 0F * RRCA
49: 0201' 0F * RRCA
50: 0202' 0F * RRCA
51: 0203' 57 LD D,A
52: 0204' 3E 2D LD A,00101101B
53: 0206' D3 3F OUT (PSWC),A
54: 0208' 06 0D LD B,13
55: 020A' 10 FE DJNZ $
56: 020C' DB DC IN A,(P1_SWPT)
57: 020E' E6 0F AND 0FH
58: 0210' B2 OR D
59: 0211' ED 44 NEG
60: 0213' 32 C019 LD (P1_TRY),A
61: 0216' TRACK_X2:
62: 0216' 3E 07 LD A,00000111B
63: 0218' D3 3F OUT (PSWC),A
64: 021A' 06 19 LD B,25
65: 021C' 10 FE DJNZ $
66: 021E' DB DC IN A,(P1_SWPT)
67: 0220' E6 C0 AND 11000000B
68: 0222' 0F RRCA
69: 0223' 0F RRCA
70: 0224' 5F LD E,A
71: 0225' DB DD IN A,(P2_SWPT)
72: 0227' E6 03 AND 11B
73: 0229' 0F RRCA
74: 022A' 0F RRCA
75:
76:

```

```

77:
78: 022B' 83 OR E
79: 022C' 57 LD D,A
80: 022D' 3E 87 LD A,10000111B
81: 022F' D3 3F OUT (PSWC),A
82: 0231' 06 0D LD B,13
83: 0233' 10 FE DJNZ $
84: 0235' DB DC IN A,(P1_SWPT)
85: 0237' E6 C0 AND 11000000B
86: 0239' 5F LD E,A
87: 023A' DB DD IN A,(P2_SWPT)
88: 023C' E6 03 AND 11B
89: 023E' B3 OR E
90: 023F' 07 RLCA
91: 0240' 07 RLCA
92: 0241' B2 OR D
93: 0242' ED 44 NEG
94: 0244' 32 C01A LD (P2_TRX),A
95: 0247' TRACK_Y2:
96: 0247' 3E 07 LD A,00000111B
97: 0249' D3 3F OUT (PSWC),A
98: 024B' 06 19 LD B,25
99: 024D' 10 FE DJNZ $
100: 024F' DB DC IN A,(P1_SWPT)
101: 0251' E6 C0 AND 11000000B
102: 0253' 0F RRCA
103: 0254' 0F RRCA
104: 0255' 5F LD E,A
105: 0256' DB DD IN A,(P2_SWPT)
106: 0258' E6 03 AND 11B
107: 025A' 0F RRCA
108: 025B' 0F RRCA
109: 025C' B3 OR E
110: 025D' 57 LD D,A
111: 025E' 3E 87 LD A,10000111B
112: 0260' D3 3F OUT (PSWC),A
113: 0262' 06 0D LD B,13
114: 0264' 10 FE DJNZ $
115: 0266' DB DC IN A,(P1_SWPT)
116: 0268' E6 C0 AND 11000000B
117: 026A' 5E LD E,A
118: 026B' DB DD IN A,(P2_SWPT)
119: 026D' E6 03 AND 11B
120: 026F' B3 OR E
121: 0270' 07 RLCA
122: 0271' 07 RLCA
123: 0272' B2 OR D
124: 0273' ED 44 NEG
125: 0275' 32 C01B LD (P2_TRY),A
126: 0278' C9 RET
127:

```


(3) The 4M Bit ROM

\$80000	\$1F	\$17	\$0F	\$07	<-- Bank Number
	The address which is set by Bank Shift 00 and Bank Number 09 can also be accessed by Bank Shift 01 and Bank Number 1.
	
	\$19	\$11	\$09	\$01	
	\$18	\$10	\$08	\$00	
\$60000	\$17	\$0F	\$07	\$1F	
	
	
	\$11	\$09	\$01	\$19	
	\$10	\$08	\$00	\$18	
\$40000	\$0F	\$07	\$1F	\$17	
	
	
	\$09	\$01	\$19	\$11	
	\$08	\$00	\$18	\$10	
\$20000	\$07	\$1F	\$17	\$0F	
	
	
	\$01	\$19	\$11	\$09	
	\$00	\$18	\$10	\$08	
\$00000					
	00	01	10	11	<-- Bits 0 & 1 of \$FFFC (Bank Number Shift)

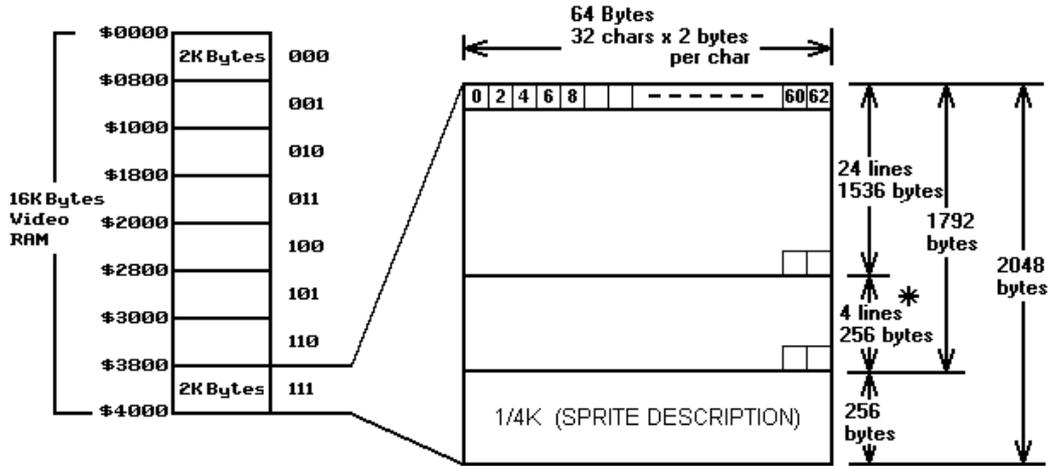
(4) Z80 Address \$0000 - \$03FF

The lower 1K (1024 bytes) of the Z80 address range is always mapped to the lower 1K (1024 bytes) of ROM to ensure that the reset and interrupt vectors are always available.

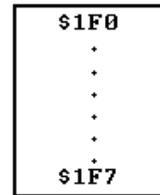
For example, if Bank #8 (ROM Address \$20000 - \$24000) were assigned to Frame 0 (Z80 Address \$0000 - \$4000) then ROM Address \$20000 - \$203FF cannot be accessed as Z80 Address \$0000 - \$03FF remains mapped to ROM Address \$00000 - \$003FF.

Supporting Illustrations

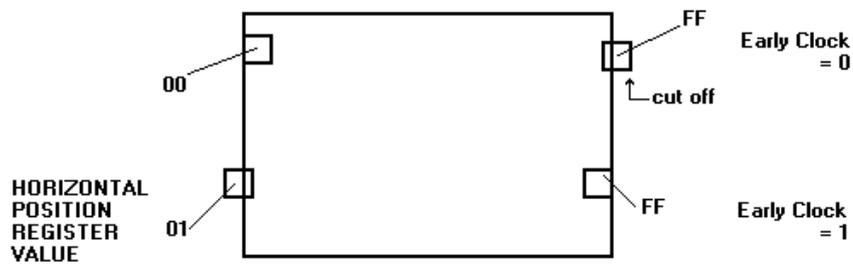
Screen Map

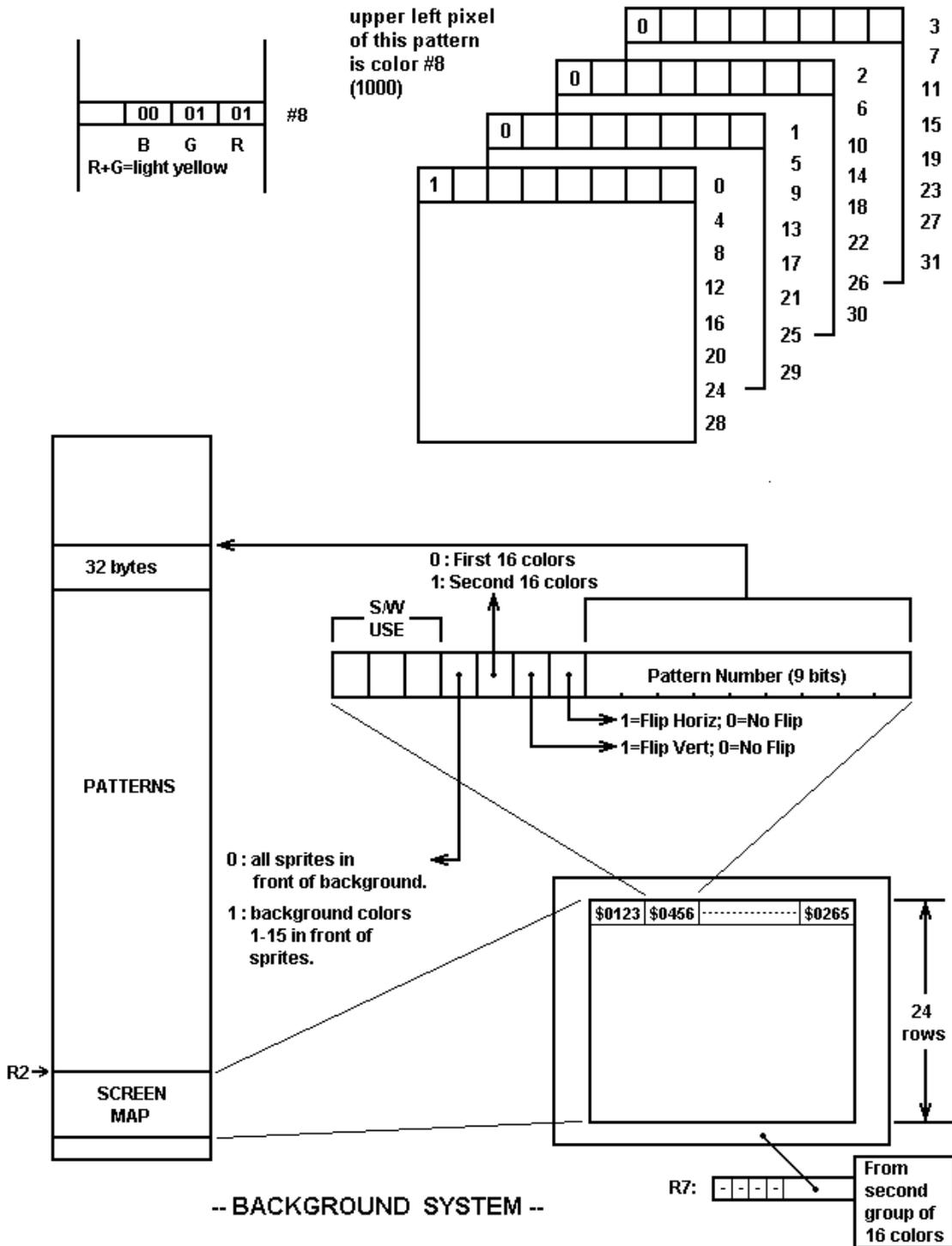


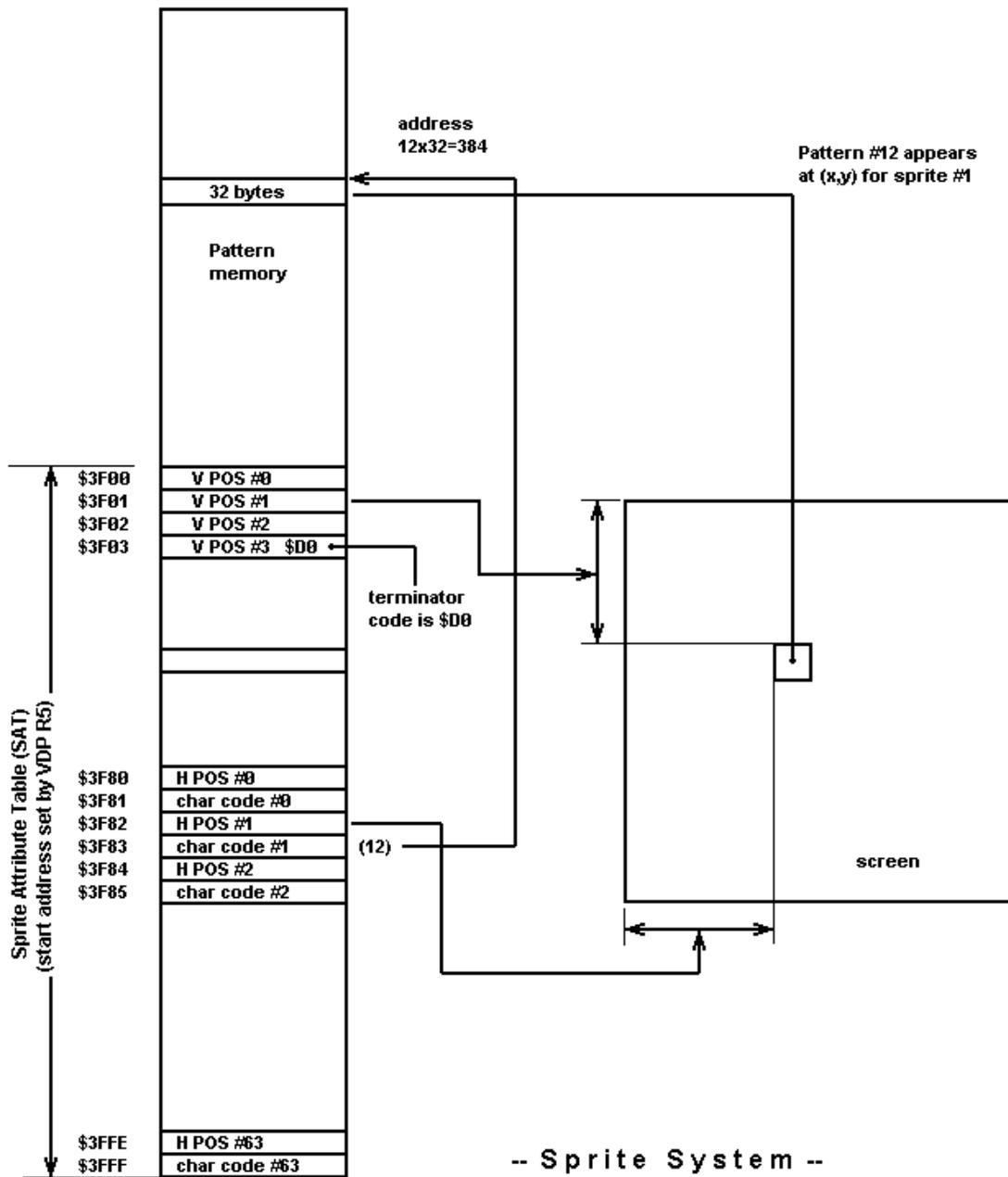
* If no vertical scroll is used, these character codes are available (use this memory to store 8 character patterns)



Early Clock Bit







MEMORY MAP

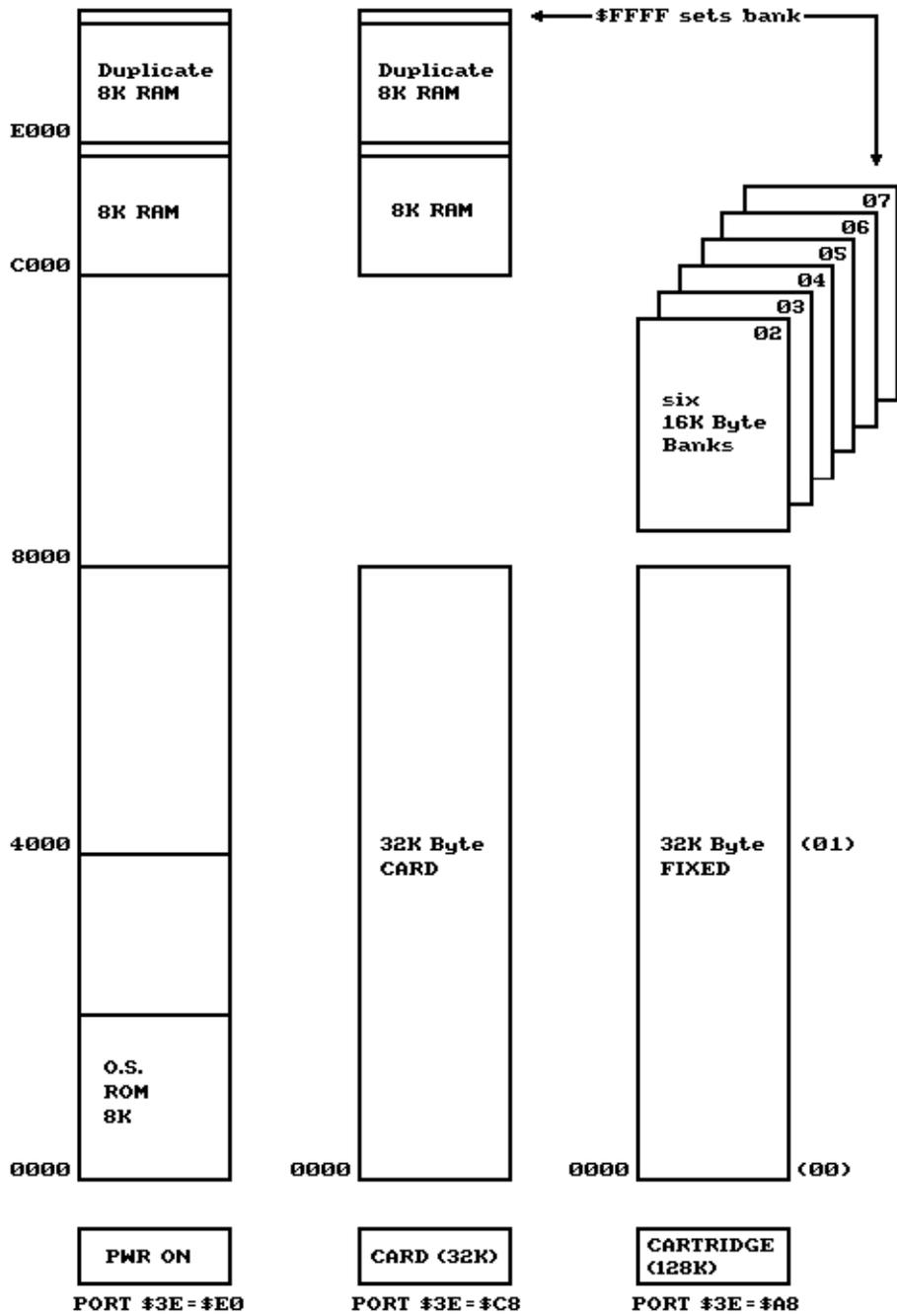


Figure M-1

Figure M-2

1Megabit
Figure M-3