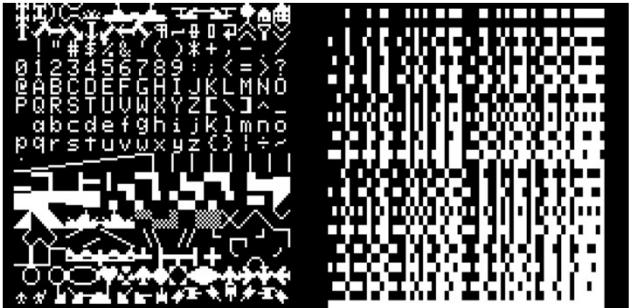
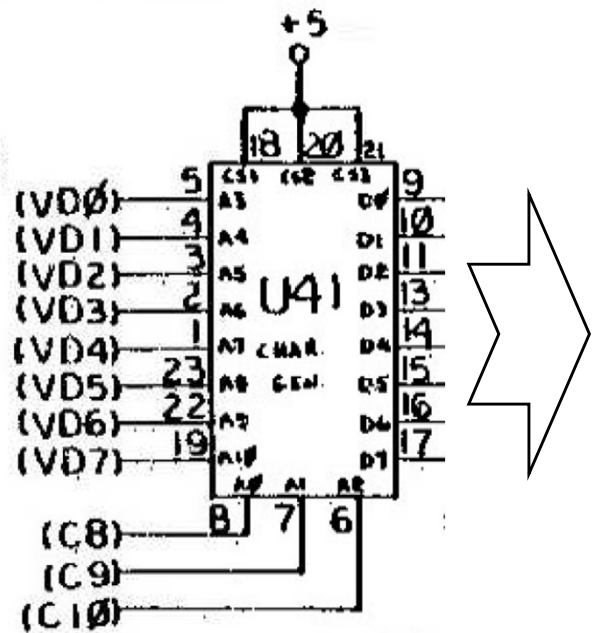


Superboard Low Res Graphic MOD V2

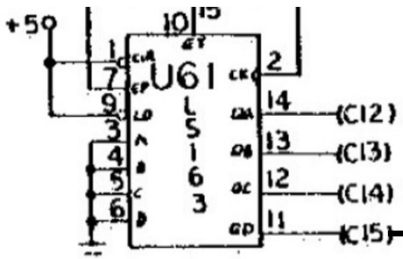


128x32 pixel
+32x16 Text
or
128x64 Full screen

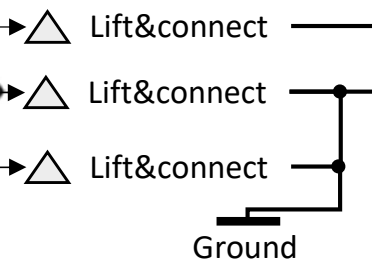
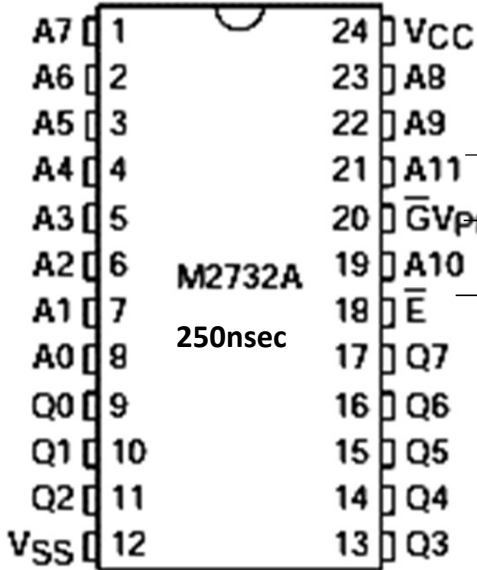
OSI SB600
4k Character ROM



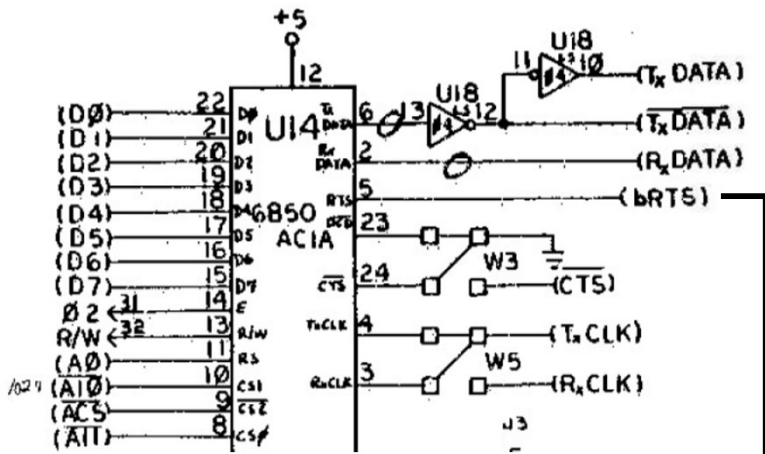
CLOCK



NEW Character ROM



ACIA



RTS=0
Low Res disabled

C14	RTS	A11
0	0	0
0	1	1
1	0	0
1	1	0

Version 1
Replacing Character
ROM by 4k 2732 EPROM

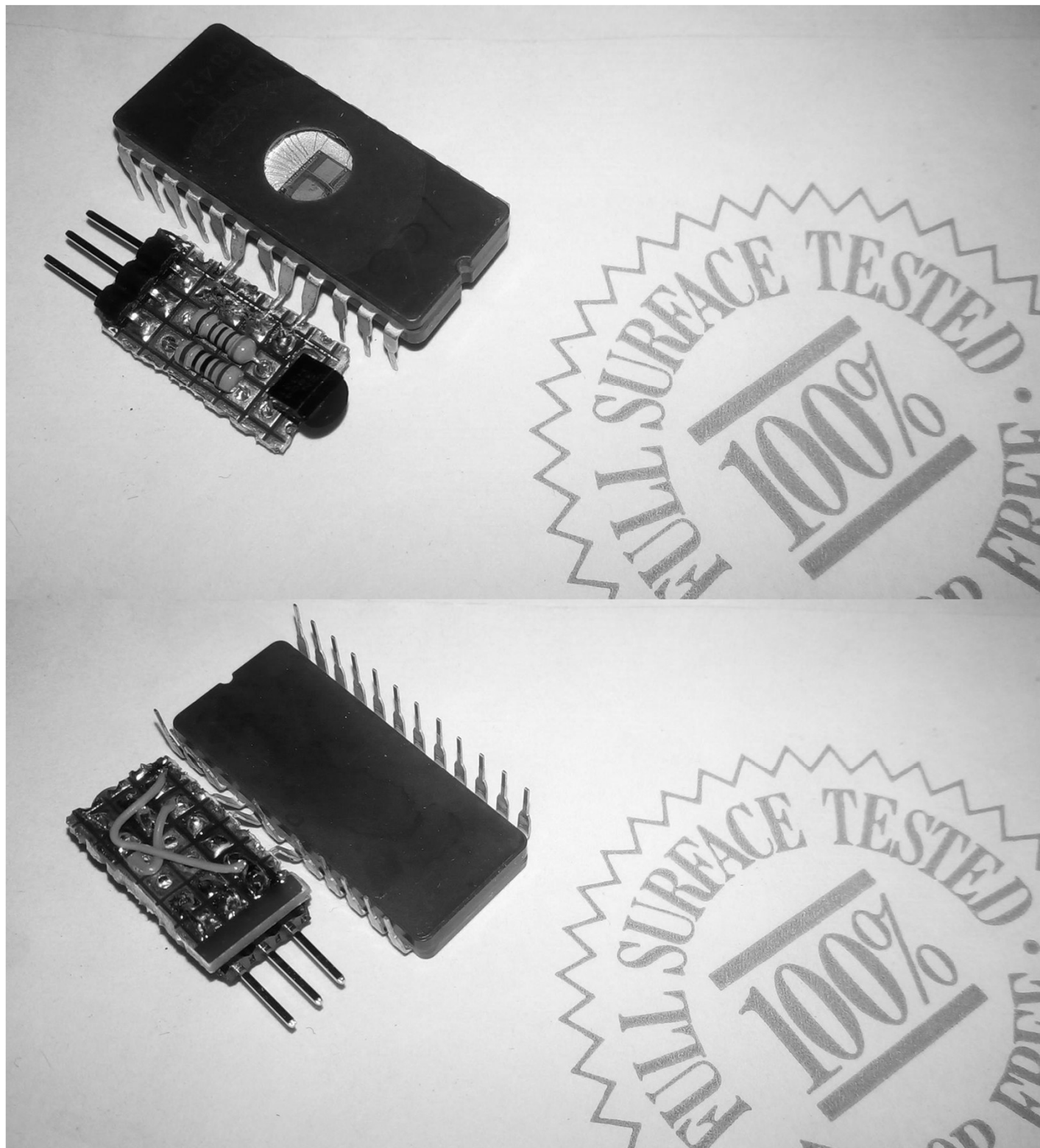
Superboard Low Res Graphic MOD Prototype

2732 EPROM connected to a small
prototype PCB

Connector:

- GND
- RTS Pin 5 of ACIA 6850
- CLOCK IC U61 Pin 11 or Ground
for Full-Screen

Example:128x32 pixel+32x16 Text



Superboard Low Res Graphic MOD

Graphic modes depending on video RAM configuration
and selected Character ROM

Unmodified SB600 with 32x32 screen (1k video memory)

Half screen: 128x32 with CHARGEN_LRES4x2.ROM

Full screen: 128x64

Unmodified UK101 with 64x16 screen (1k video memory)

Half screen: 256x16 with CHARGEN_LRES4x2.ROM

Full screen: 256x32

Modified SB600/C1P with 64x32 screen (2k video memory)

Half screen: 256x32 with CHARGEN_LRES4x2.ROM

Full screen: 256x64

Unmodified SB600 with 32x32 screen (1k video memory)

Half screen: 64x64 with CHARGEN_LRES2x4.ROM

Full screen: 64x128

Unmodified UK101 with 64x16 screen (1k video memory)

Half screen: 128x32 with CHARGEN_LRES2x4.ROM

Full screen: 128x64

Modified SB600/C1P with 64x32 screen (2k video memory)

Half screen: 128x64 with CHARGEN_LRES2x4.ROM

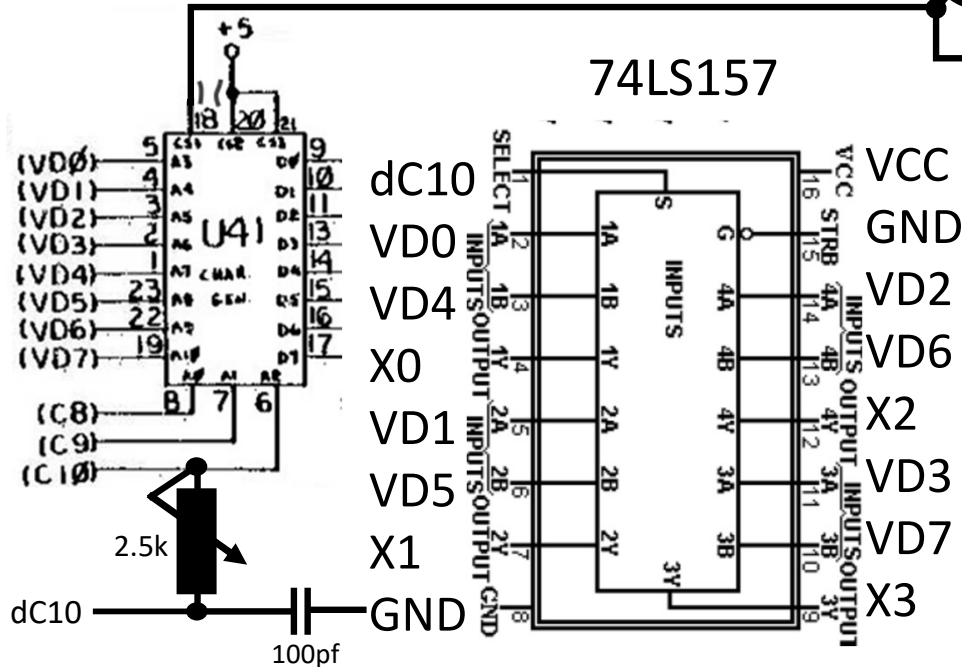
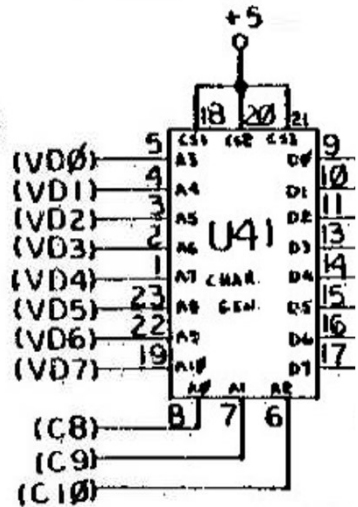
Full screen: 128x128



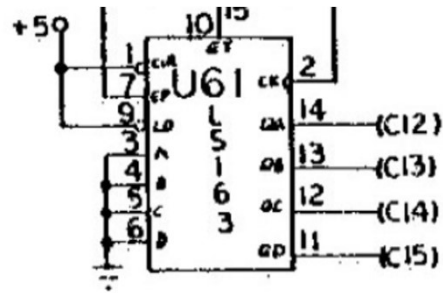
Half screen example with 128x32 and
CHARGEN_LRES4x2.ROM

By setting ACIA RTS high or low, the half
or full screen graphic part can be
activated or disabled.

C14	RTS	OE
0	0	1
0	1	0
1	0	1
1	1	1



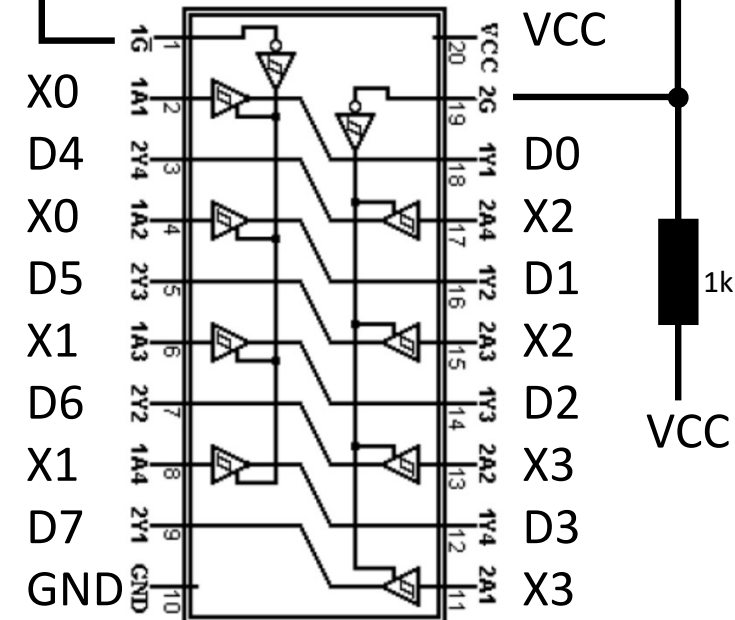
CLOCK



BC 547A

6,8k

74LS244



ACIA

