BROCHAGE CONNECTEURS.

BUS SPECTRUM.

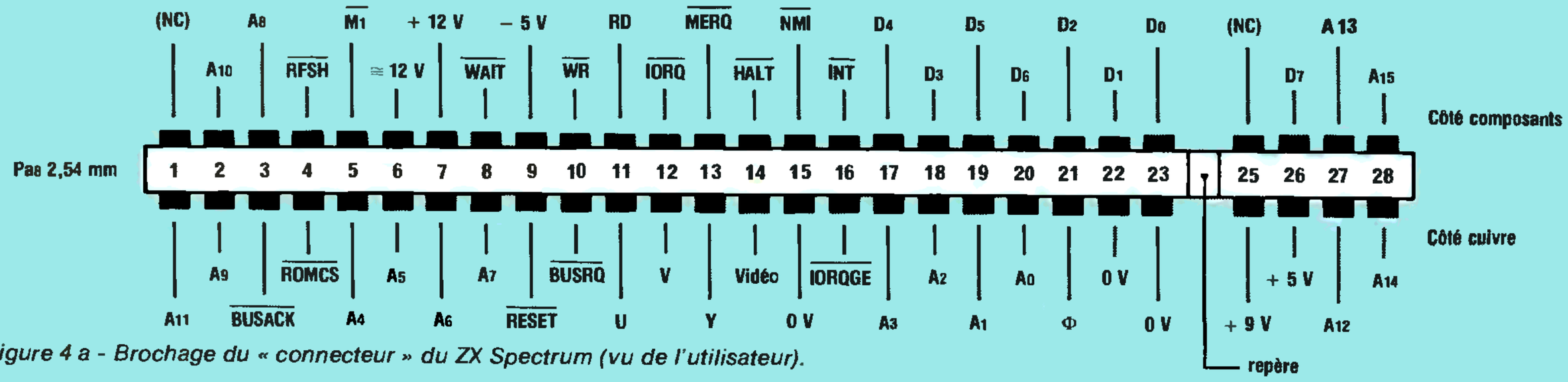


Figure 4 a - Brochage du « connecteur » du ZX Spectrum (vu de l'utilisateur).

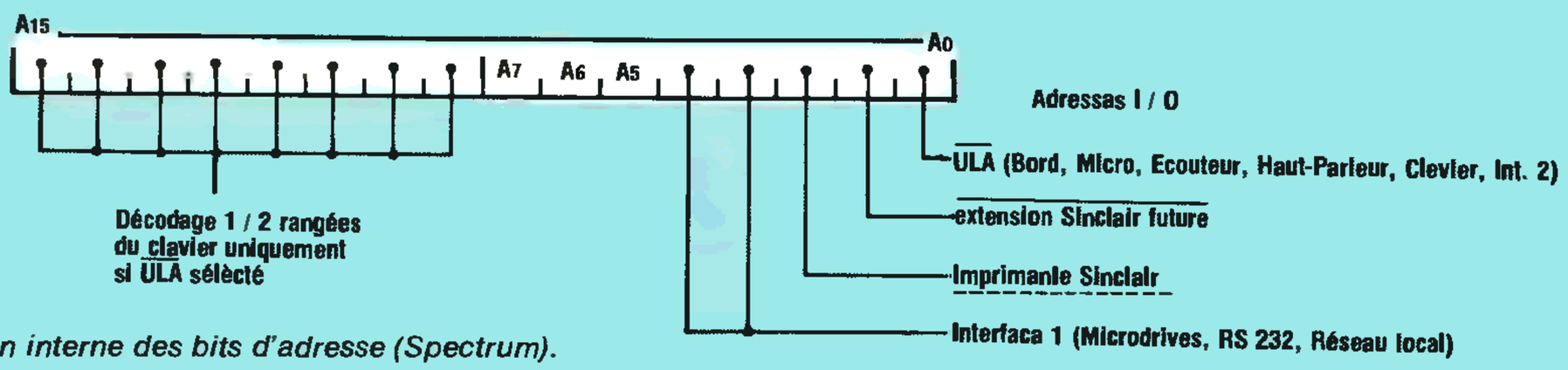


Figure 4 b - Utilisation interne des bits d'adresse (Spectrum).

BUS AMSTRAD CPC 464.

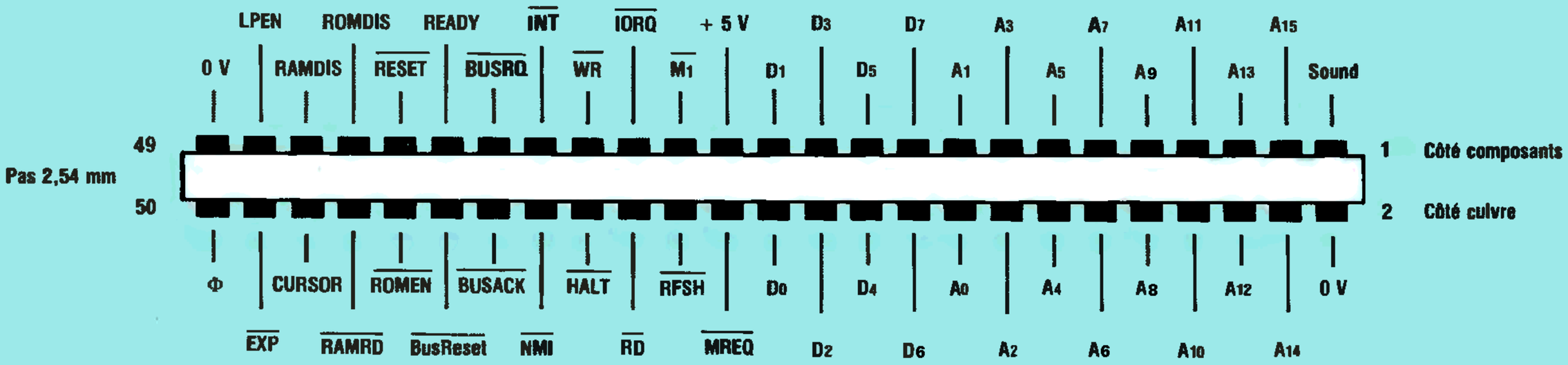


Figure 5 a - Brochage du « connecteur » de bus de l'Amstrad.

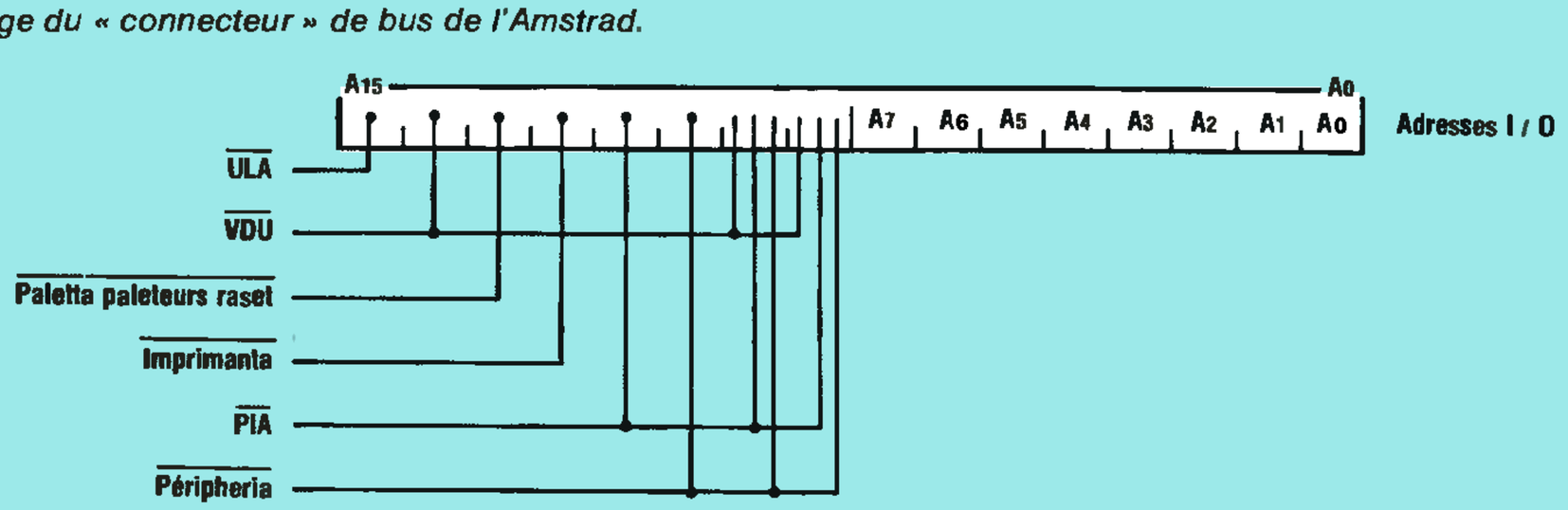


Figure 5 b - Utilisation interne des bits d'adresses (Amstrad CPC 464).

BUS SANYO MSX.

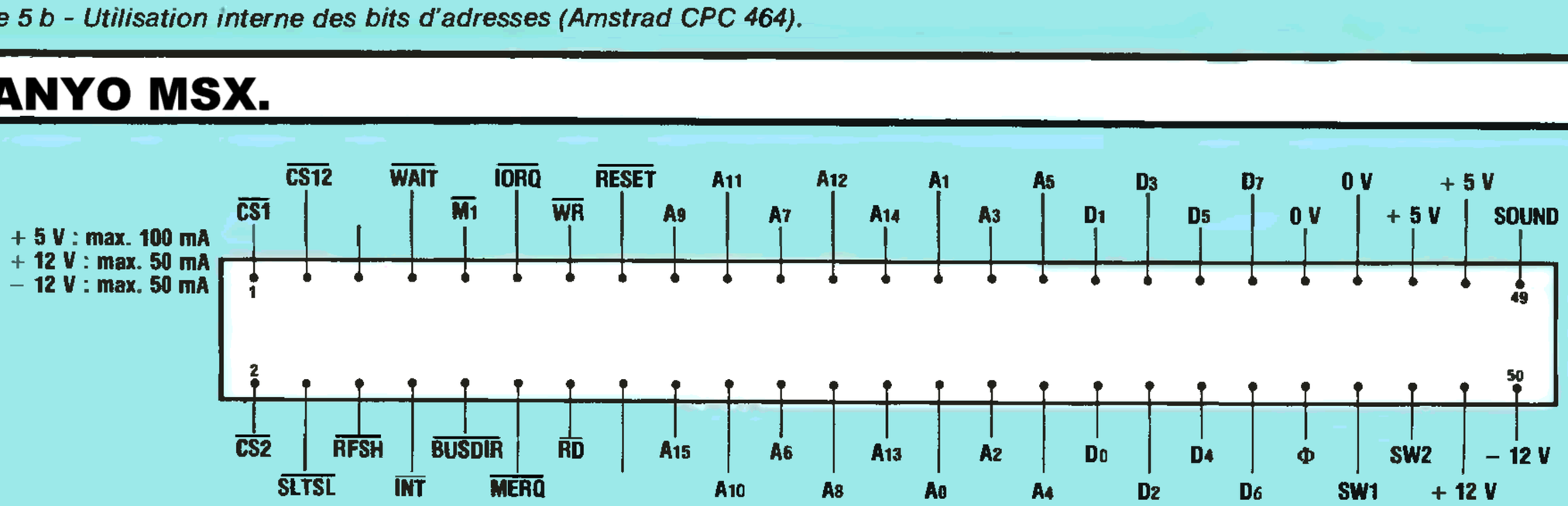


Figure 6 a - Brochage du connecteur standard MSX.
rem. L'entrée cartouche déiivre les mêmes connexsions mais sur un connecteur pour carte imprimée au pas de 2,54.

BUS ZX81.

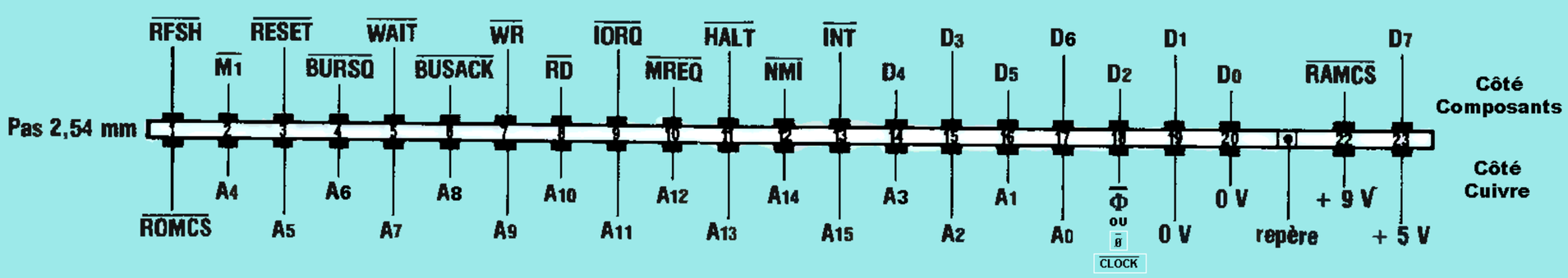


Figure 7 a - Brochage du « connecteur » du ZX 81
(vu de l'utilisateur).

BROCHAGE CONNECTEURS.

BUS COMMODORE 64.

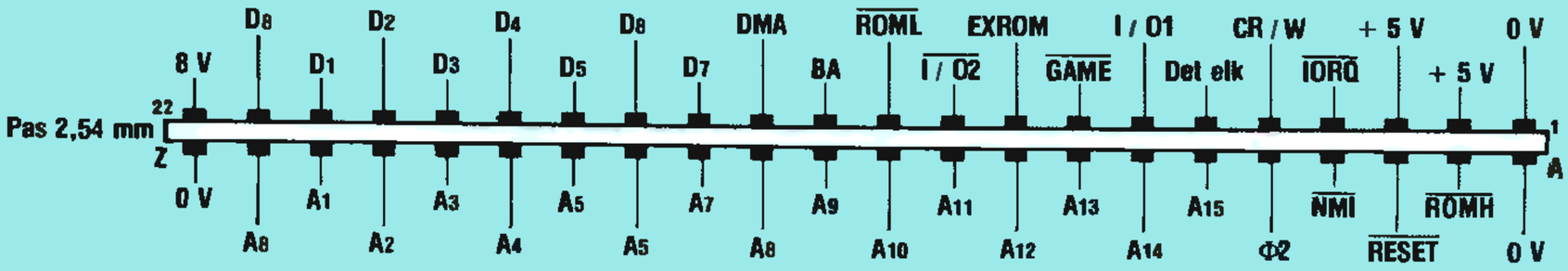


Figure 8 a - Brochage du « connecteur » du Commodore 64.

BUS MO5.

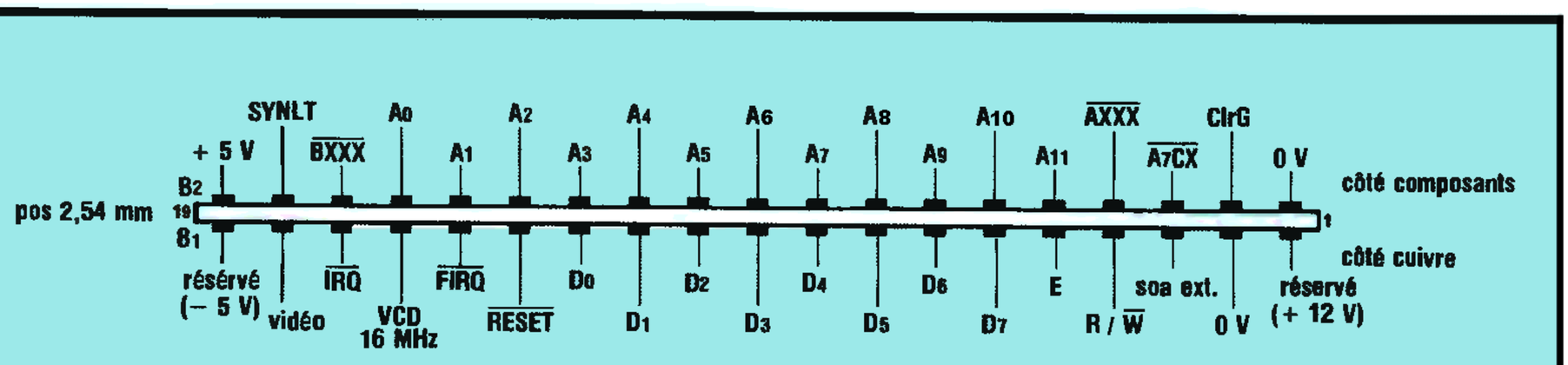


Figure 10 a - Brochage du « connecteur » du MO 5.

BUS ORIC 1/ORIC ATMOS

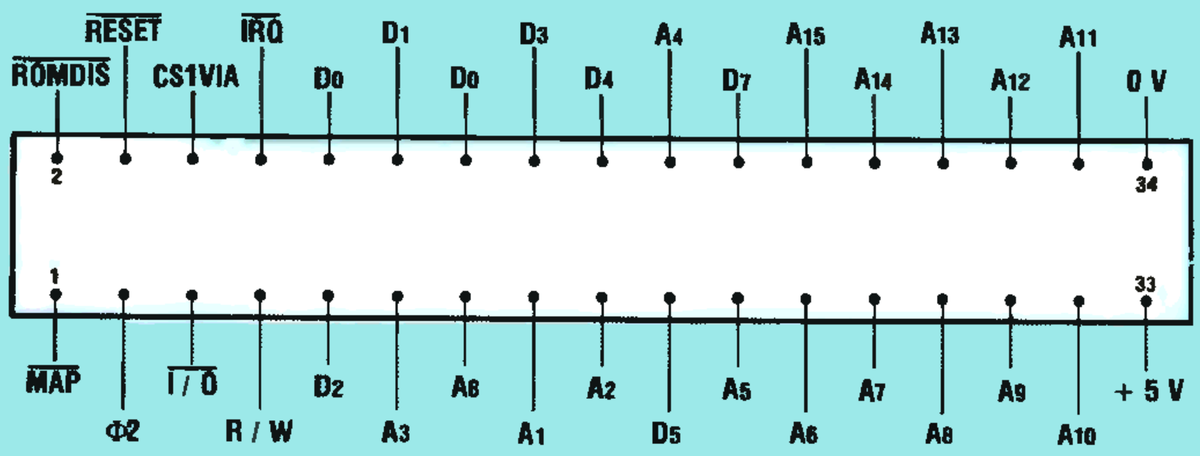
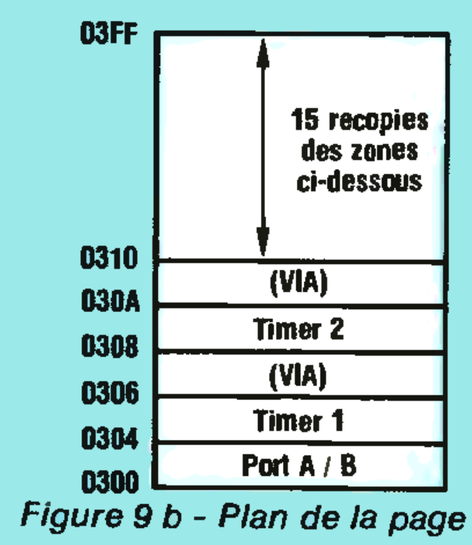


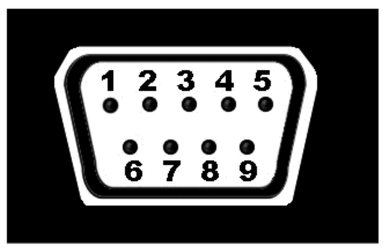
Figure 9 a - Brochage du connecteur de l'ORIC (1 ou ATMOS).



ORIC
(1 et ATMOS)

Figure 9 b - Plan de la page mémoire

Manette de jeu



1 : HAUT.
2 : BAS.
3 : GAUCHE.
4 : DROITE.
5 : N.C.
6 : FEU 2.
7 : FEU 1.
8 : Commun 1.
9 : Commun 2.

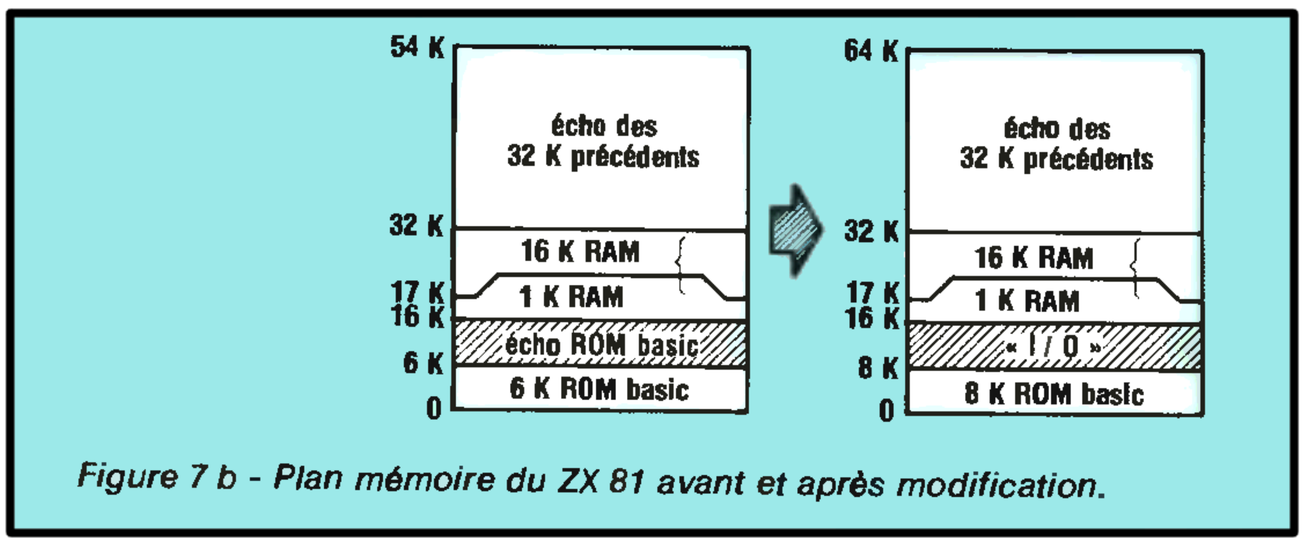


Figure 7 b - Plan mémoire du ZX 81 avant et après modification.

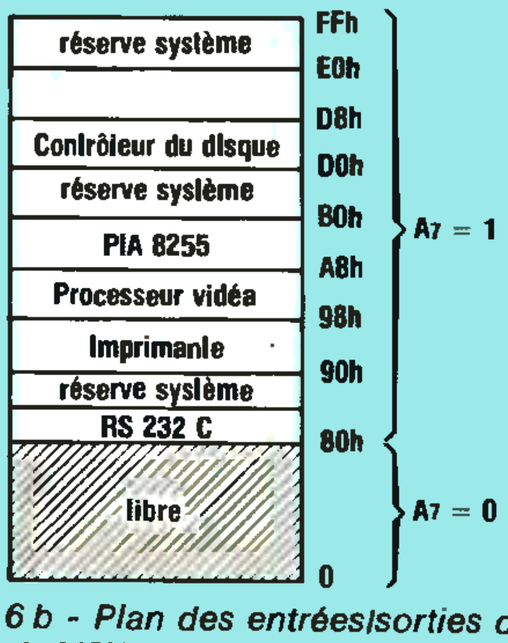


Figure 6 b - Plan des entrées/sorties du standard MSX.

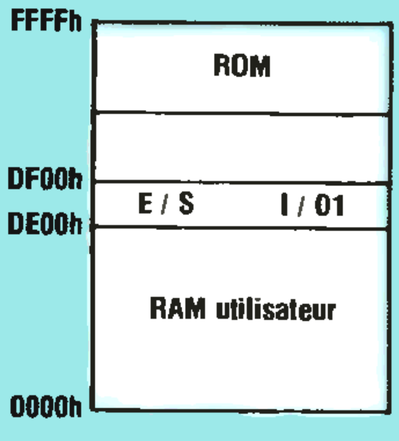


Figure 8 b - Plan mémoire du Commodore 64 (partiel).

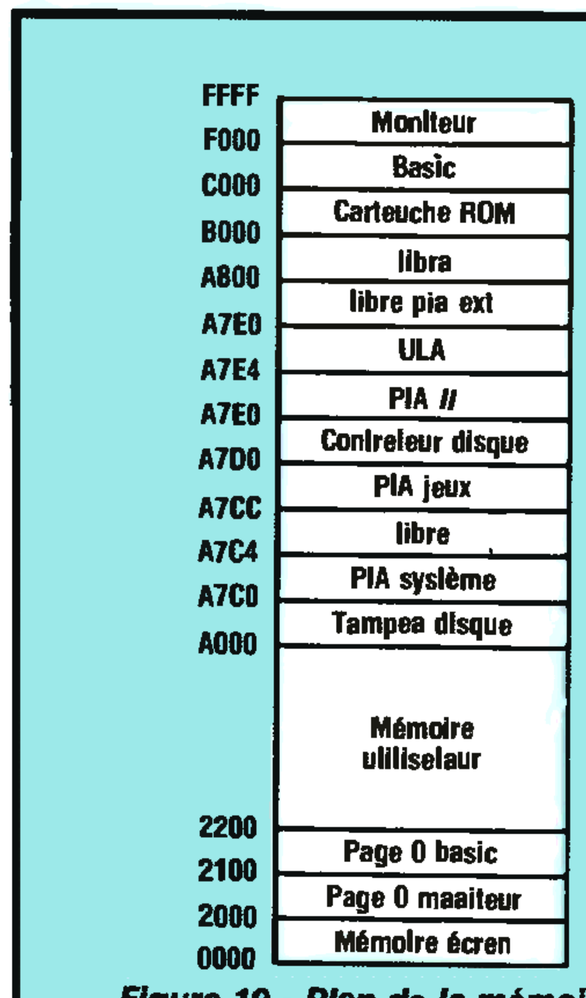
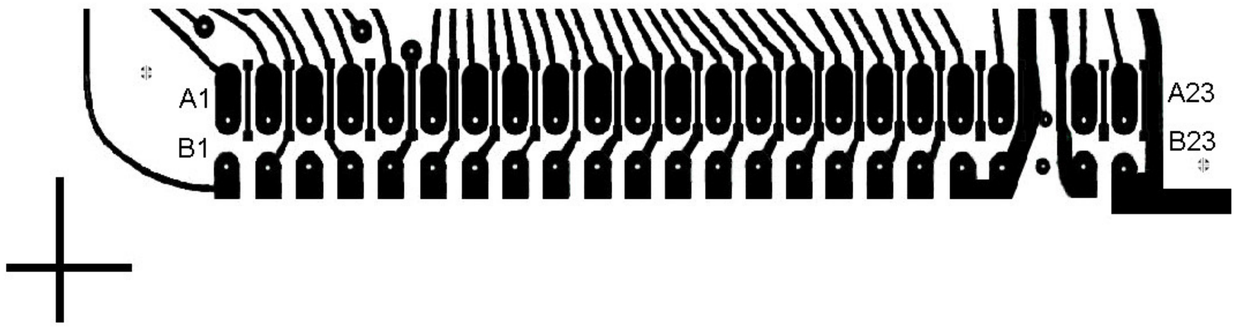


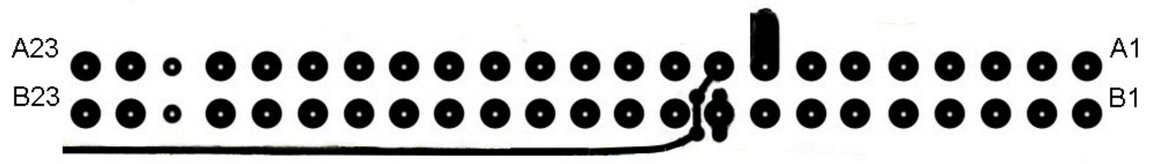
Figure 10 - Plan de la mémoire du MO 5.

BROCHAGE CONNECTEURS.

ZX81

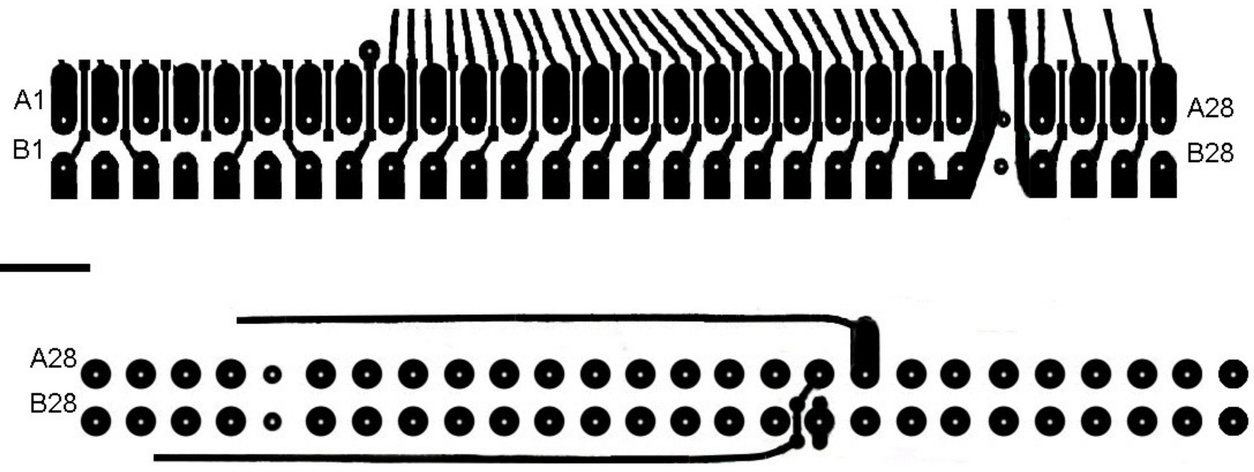


Face ext.

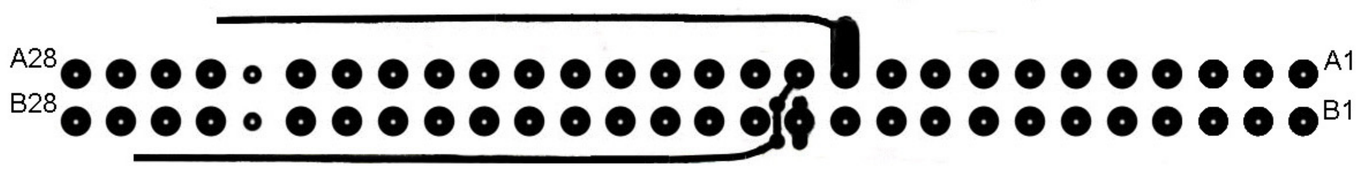


Face ZX

SPECTRUM

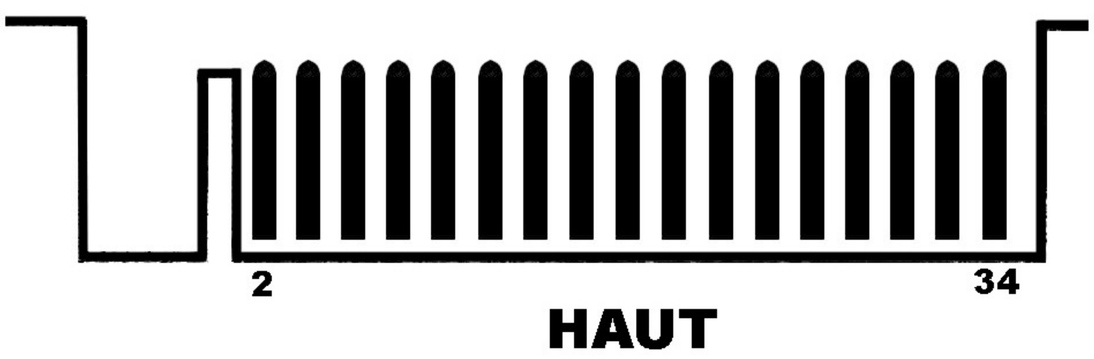


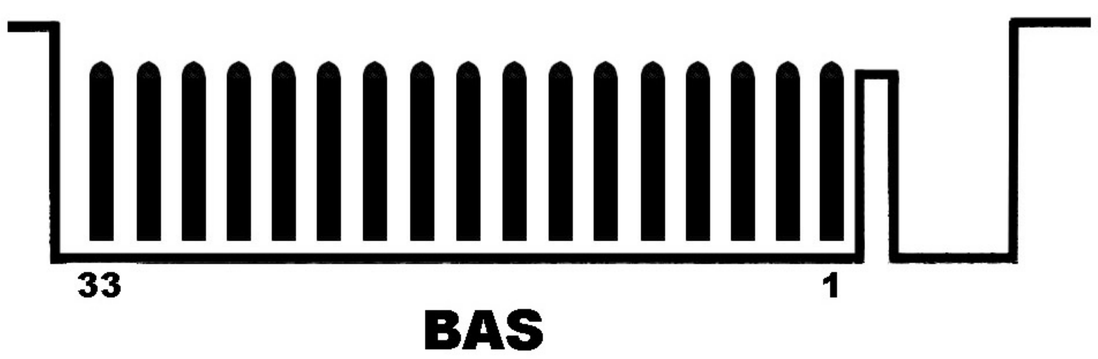
Face ext.



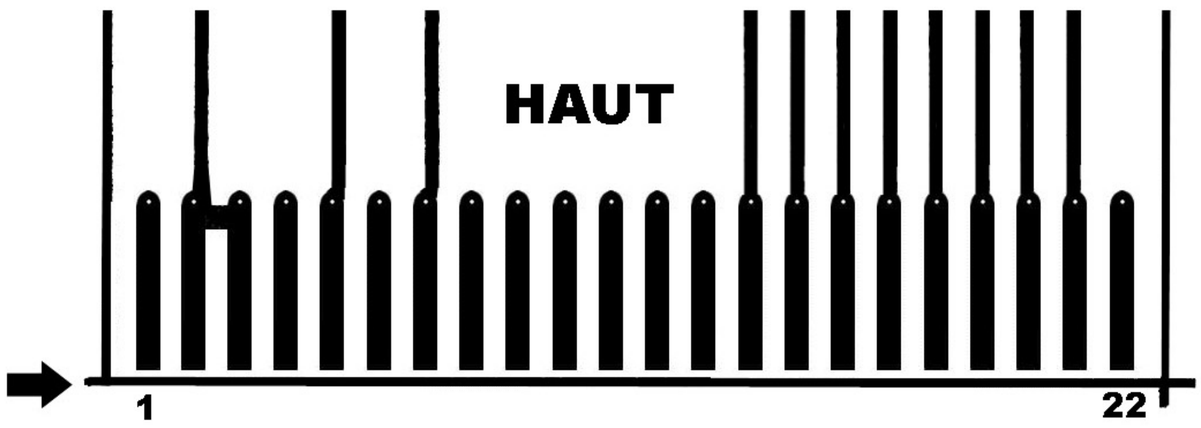
Face ZX

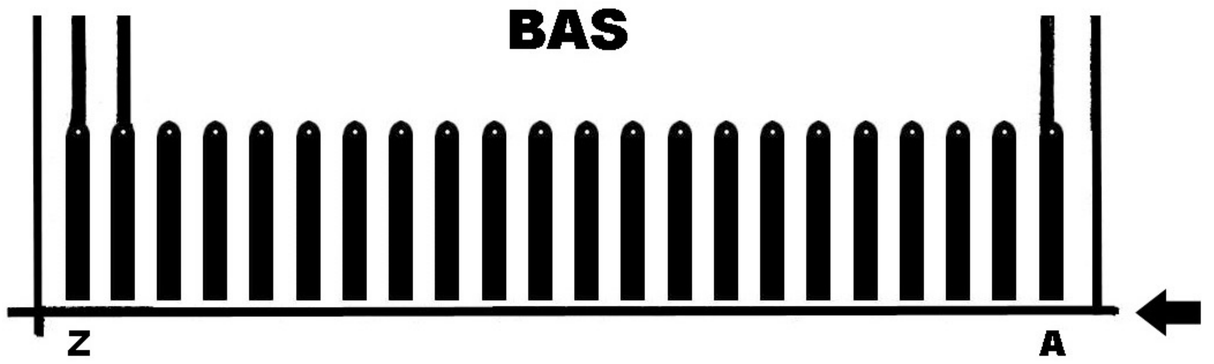
ORIC 1-ATMOS



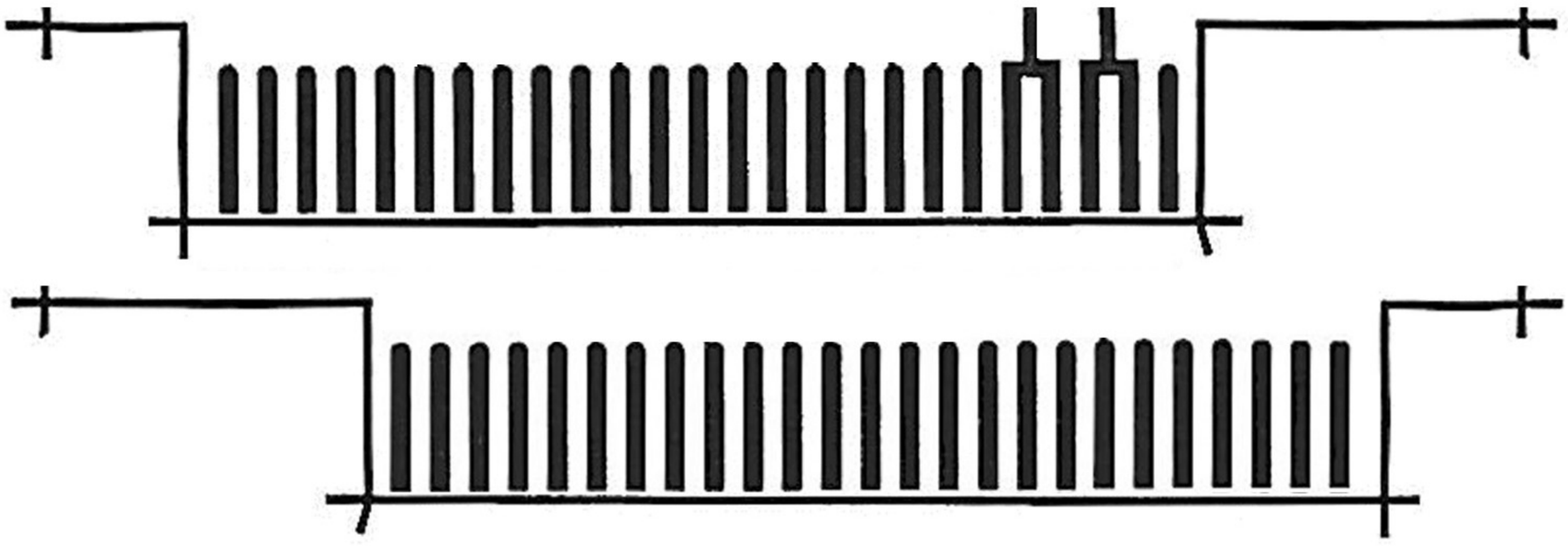


COMMODORE 64





MSX



APPLE 2