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GENERAL DESCRIPTION

The concept for the Texas Instruments Home Computer 99/4 I/O bus is to provide maximum flexibility and good performance within a constraint of low cost for both mainframe and computer system. This concept is achieved by providing both memory and CRU I/O buses to the 99/4 peripherals. This brief description will give key details of this interface. Detailed information regarding the 9900 CPU is assumed. A source for this information is the 9900 Family Systems Design and Data Book. This manual may be obtained from TI Semiconductor Distributors. The memory bus (with data bus converted to eight bits wide) is used for instruction fetch from ROM in external peripherals and for data transfer to/from memory mapped portions of these devices. The CRU bus is used for peripheral enable/disable and for device control and data transfer to/from CRU mapped peripherals.

A block diagram of the TI 99/4 electronics is shown in Figure A. The TMS 9900 microprocessor accesses each peripheral to obtain instructions from the device service routine (DSR) read only memory. Since each peripheral contains its own DSR, the 99/4 does not have to be designed to anticipate future peripheral requirements. The dual I/O bus capability, along with interrupt handling and external DSR's provide flexibility at low cost.

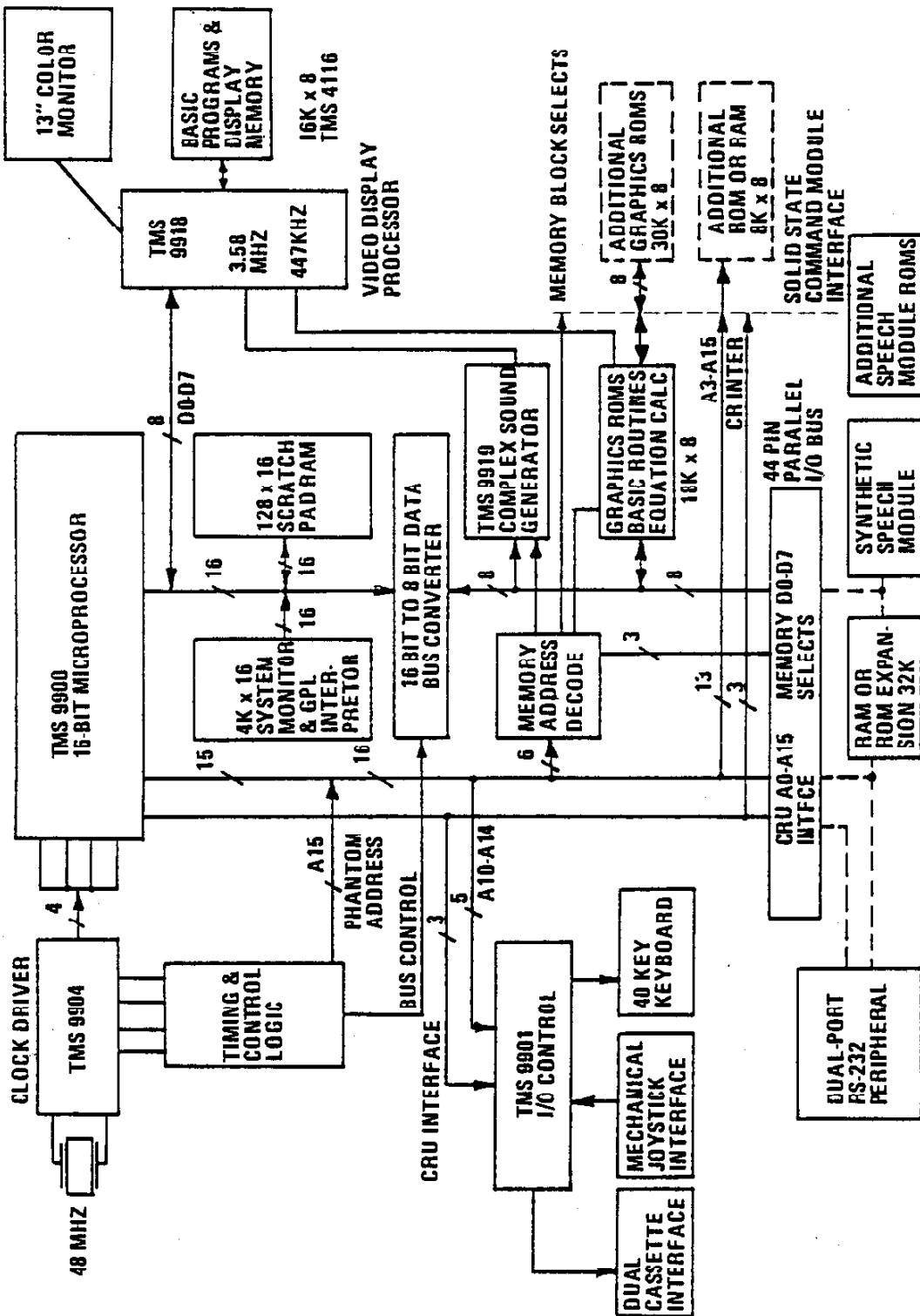


FIGURE A
99/4 SYSTEM BLOCK DIAGRAM

I.

I/O PIN DESCRIPTION

<u>SIGNATURE</u>	<u>PIN</u>	<u>I/O</u>	<u>DESCRIPTION</u>
<u>A0</u> (MSB)	31	Out	<u>ADDRESS BUS</u> A0 through A15 comprise the address bus. This bus provides the 16 bit memory address vector to the external memory system when <u>MEMEN</u> is active. Address bit 15 is also used for CRU DATA OUT on CRU output instructions.
A1	30	Out	
A2	20	Out	
A3	10	Out	
A4	7	Out	
A5	5	Out	
A6	29	Out	
A7	17	Out	
A8	14	Out	
A9	18	Out	
A10	6	Out	
A11	8	Out	
A12	11	Out	
A13	15	Out	
A14	16	Out	
A15/CRUOUT	19	Out	
<u>D0</u> (MSB)	37	I/O	<u>DATA BUS</u> D0 through D7 comprise the bidirectional data bus. This bus transfers memory data to (when writing) and from (when reading) the external memory system when <u>MEMEN</u> is active.
D1	40	I/O	
D2	39	I/O	
D3	42	I/O	
D4	35	I/O	
D5	38	I/O	
D6	36	I/O	
D7	34	I/O	
<u>MEMEN</u>	32	Out	<u>BUS CONTROL</u> <u>MEMEN</u> indicates a memory access. <u>DBIN</u> Data Bus In. When active (high) the data buffers and 9900 are in the input mode. <u>WE</u> Write ENable. <u>WE</u> indicates a memory write. <u>MBE</u> Memory Block Enable. <u>MBE</u> indicates a memory access in memory block 4000-5FFF. <u>CRUCLK</u> CRU Clock. Indicates data is available on the CRU OUT line. <u>CRUIN</u> CRU data IN. Input data line to the Home Computer.
<u>DBIN</u>	9	Out	
<u>WE</u>	26	Out	
<u>MBE</u>	28	Out	
<u>CRUCLK</u>	22	Out	
<u>CRUIN</u>	33	In	

I/O PIN DESCRIPTION (CONTINUED)

<u>SIGNATURE</u>	<u>PIN</u>	<u>I/O</u>	<u>DESCRIPTION</u>
<u>MEMORY CONTROL</u>			
<u>READY/HOLD</u>	12	In	READY (when <u>MEMEN</u> is active) indicates external memory is ready for a memory access. HOLD (when <u>MEMEN</u> is inactive) indicates a request to use the data bus.
<u>HOLDA/IAQ</u>	41	Out	HOLD Acknowledge goes true when <u>MEMEN</u> is inactive and indicates that the 9900 is in a HOLD state. Instruction Ac <u>Q</u> uision indicates (when <u>MEMEN</u> is active) the CPU is acquiring an instruction during a memory cycle.
<u>TIMING AND CONTROL</u>			
<u>LOAD</u>	13	In	When active, LOAD causes the CPU to execute a nonmaskable interrupt with memory address FFFC containing the trap vector.
<u>RESET</u>	3	Out	When active, RESE ^m causes the Home Computer and the peripherals to be reset. Will be held active for a minimum of 5 clock cycles.
<u>EXT INT</u>	4	In	EXTERNAL INTERRUPT. When active, EXT INT causes the CPU to execute an interrupt.
<u>Ø3</u>	24	Out	CPU Clock. Phase 3 of the CPU clock.
<u>POWER</u>			
<u>GND</u>	21,23 25,27		Ground reference.
<u>SPEECH MODULE SIGNALS</u>			
<u>SBE</u>	2	Out	Speech Block Enable. <u>SBE</u> indicates a memory access in the speech memory.
<u>AUDIO IN</u>	44	In	Input for the audio from the speech module.

SPEECH MODULE SIGNALS CONT

+5 1 Supply voltage (+5V Nom)
 for speech module (50ma Max)
 -5 43 Supply voltage (-5V Nom)
 for speech module (50ma Max)

II.

MEMORY ALLOCATION

The memory address space is broken into 8 blocks of 8K bytes of memory. The third block (addresses 4000 - 5FFF) is predecoded and made available at the I/O port for the peripherals. The sixth, seventh and eighth block (addresses A000 - FFFF) are available for future expansion. For the speech module, (addresses 9000 - 97FF), a predecoded line is available at the I/O port.

SYSTEM MEMORY MAP

HEX ADDRESS

	<u>ROM/ERN</u> →	0 - 1FFF	Console ROM Space
I/O PIN 28	<u>MIB 6</u> →	2000 - 3FFF	Future Expansion (internal/console)
		4000 - 5FFF	Peripheral expansion (predecoded to I/O Connector)
GROM PIN 3#	<u>ROM 6</u> →	6000 - 7FFF	Game cartridge ROM/RAM (predecoded to GROM Connector)
SEE BELOW	<u>MIB 4</u> →	8000 - 9FFF	Microprocessor RAM, VDP, GROM, SOUND and SPEECH select.
		A000 - BFFF	Future Expansion
		C000 - DFFF	Future Expansion
		E000 - FFFF	Future Expansion

MEMORY MAPPED DEVICES

ADDRESSES A0 A1 A2 A3 A4 A5 A14 A15 USE

256 X 2 SCRATCH PAD RAM TMS 7919	(8000-8000 8100-81FF 8200-82FF 8300-83FF 8400-87FF)	8000	1	0	0	0	0	0	0	0	Internal RAM (8300-83FF)
		8400	1	0	0	0	0	1	0	0	Sound
		8800	1	0	0	0	1	0	0	0	VDP Read Data
		8802	1	0	0	0	1	0	1	0	VDP Read Status
		8C00	1	0	0	0	1	1	0	0	VDP Write Data
		8C02	1	0	0	0	1	1	1	0	VDP Write Address
ENABLE I/O PIN 2		9000	1	0	0	1	0	0	0	0	Speech Read
		9400	1	0	0	1	0	1	0	0	Speech Write
		9800	1	0	0	1	1	0	0	0	GROM Read Data
		9802	1	0	0	1	1	0	1	0	GROM Read Address
ENABLE GROM PIN 21		9C00	1	0	0	1	1	1	0	0	GROM Write Data
		9C02	1	0	0	1	1	1	1	0	GROM Write Address

III.

CRU ALLOCATION

Of the available 4K of CRU bits, the first 1K (addresses 0000-07FE) are used internally in the Home Computer. The second 1K (addresses 0800-0FFE) are reserved for future use. The last 2K (addresses 1000-1FFE) are reserved for the peripherals to be plugged in the I/O port. A block of 128 CRU bits is assigned to each peripheral as listed below.

CRU ASSIGNMENTS

CRU ADDRESSES	A3	A4	A5	A6	A7	USE
0000-0FFE	0	X	X	X	X	INTERNAL USE
1000-10FE	1	0	0	0	0	RESERVED
1100-11FE	1	0	0	0	1	DISK CONTROLLER
1200-12FE	1	0	0	1	0	RESERVED
1300-13FE	1	0	0	1	1	RS 232 (I)
1400-14FE	1	0	1	0	0	RESERVED
1500-15FE	1	0	1	0	1	RS 232 (II)
1600-16FE	1	0	1	1	0	RESERVED
1700-17FE	1	0	1	1	1	RESERVED
1800-18FE	1	1	0	0	0	THERMAL PRINTER
1900-1FFE	1	1	X	X	X	FUTURE EXPANSION

IV.

INTERRUPT HANDLING

The interrupt available on the I/O port is one of the maskable interrupts of the TMS 9901 Programmable Systems Interface.

9900 INTERRUPTS

INTERRUPT LEVEL	VECTOR LOC. (MEMORY ADDR. IN HEX)	CPU PIN	DEVICE ASSIGNMENT
(High est Priority)	0000	RESET	RESET
0	FFFC	LOAD	LOAD
1	0004	INT1	EXT DEV (9901)

Lower priority CPU interrupts are not used. The additional interrupts available are implemented on 9901.

9901 INTERRUPT MAPPING

<u>ADDRESS</u>	<u>CRU BIT</u>	<u>9901</u>	<u>PIN</u>	<u>FUNCTION</u>
0000	0	Control		Control
0002	1	INT1	17	External
004C	2	INT2	18	Video Display Processor
0006	3	INT3	9	Vertical Sync Clock Interrupt, Keyboard "ENTER" line, Joystick "FIRE"
0008	4	INT4	8	Keyboard "L" line, Joy- stick "Left"
000A	5	INT5	7	Keyboard "P" line, Joy- stick "Right"
000C	6	INT6	6	Keyboard "O" line, Joy- stick "Down"
000E	7	INT7 (P15)	34	Keyboard "SHIFT" line, Joystick "Up"
0010	8	INT8 (P14)	33	Keyboard space line
0012	9	INT9 (P13)	32	Keyboard "Q" line
0014	10	INT10 (P12)	31	Keyboard "I" line
0016	11	INT11 (P11)	30	Not Used
0018	12	INT12 (P12)	29	Reserved
001A-1E	13-15	INT13-INT15	28,27 & 23	Not Used

9901 I/O MAPPING

<u>ADDRESS</u>	<u>CRU BIT</u>	<u>9901</u>	<u>PIN</u>	<u>FUNCTION</u>
0020	16	P0	38	Reserved
0022	17	P1	37	Reserved
0024	18	P2	26	BIT2 (LSB) of Keyboard Select
0026	19	P3	22	Bit1 of Keyboard Select
0028	20	P4	21	Bit0 (MSB) of Keyboard Select
002A	21	P5	20	Not used
002C	22	P6	19	Cassette Control 1
002E	23	P7 (INT15)	23	Cassette Control 2
0030	24	P8 (INT14)	27	Audio Gate
0032	25	P10 (INT12)	28	Mag Tape Out
0036	27	P11 (INT11)	30	Mag Tape Input
0038-003E	28-31	P12-P15	31-34	Not Used

ELECTRICAL CHARACTERISTICSDRIVE CAPABILITY OF I/O SIGNALS

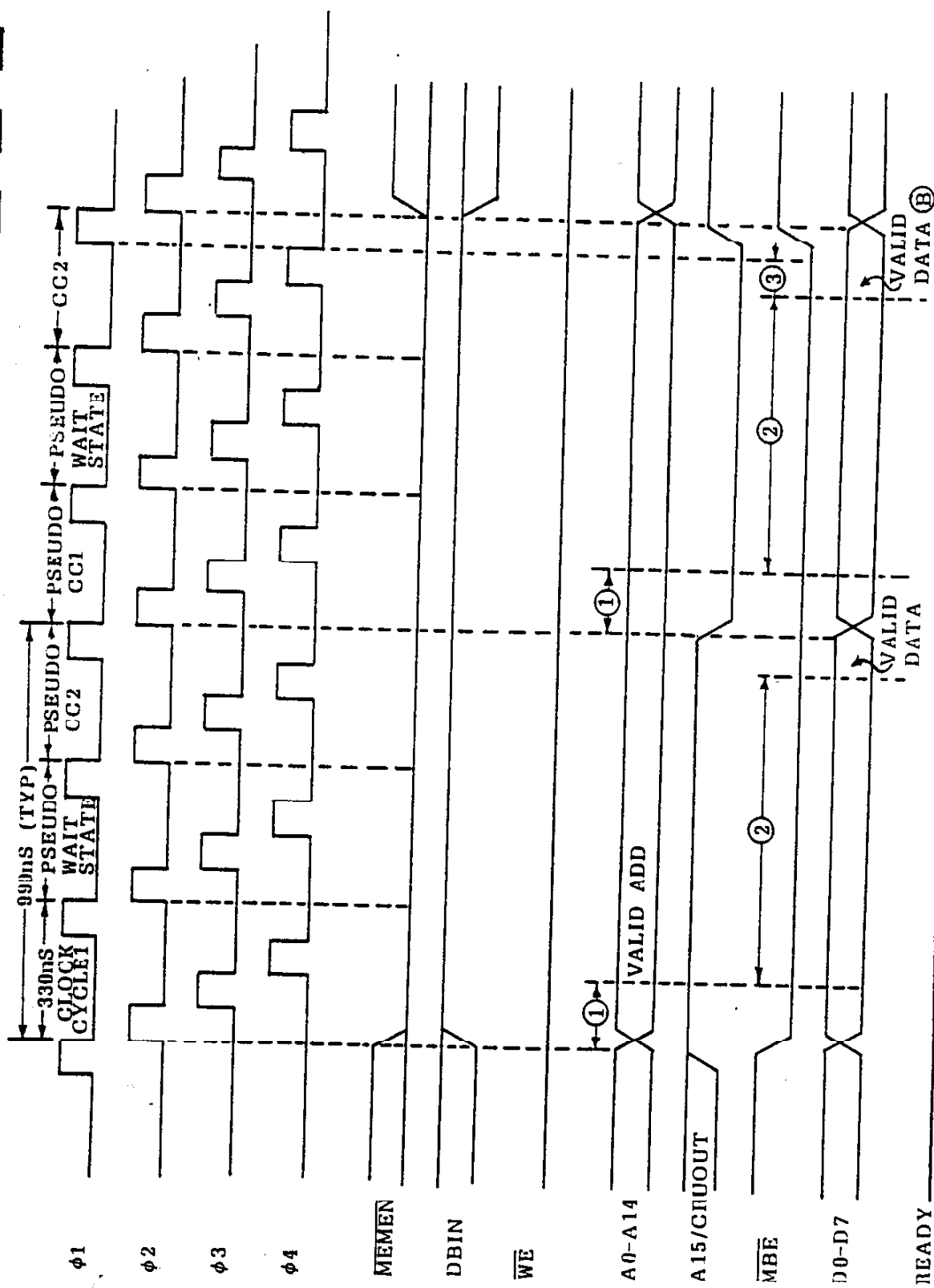
<u>SIGNAL NAME</u>	<u>DRIVER</u>
<u>$\overline{\text{Ø3}}$</u>	74LS244
<u>CRUCLK</u>	74LS244
<u>WE</u>	74LS244
<u>A0</u>	74LS244
<u>A1</u>	74LS244
<u>DBIN</u>	74LS244
<u>MBE</u>	74LS138
<u>MEMEN</u>	74LS32
<u>A3-A14</u>	74LS367
<u>D0-D7</u>	74LS245
<u>A15/CRUOUT</u>	74LS244
<u>SBE</u>	74LS03
<u>HOLDA</u>	74LS32
<u>RESET</u>	74LS04

I/O READ

A CPU Read cycle for the external device consists of two 8-bit read cycles (Fig. B). The 2 bytes read are assembled as a 16 bit word before they are presented to the 9900. Shown in Fig. B are two 8 bit read cycles with one wait state inserted in each to work with slow memories. MEMEN goes low true at the beginning of clock cycle 1. At the same time DBIN goes high true. WE stays high false during the entire cycle. At the same time that MEMEN goes true, the address bus goes active. In order for the noise and the glitches (associated with crosstalk and simultaneous switching) to go away a minimum of 100ns should be allowed for the address lines to settle. MBE (pre-coded from A0, A1 and A2) goes true during the leading edge of $\overline{\text{Ø2}}$ of clock cycle 1. Data read from the peripherals will be valid 750ns after the start of clock cycle 1. The CPU will look at the full 16 bit data bus during the leading edge of $\overline{\text{Ø1}}$, of clock cycle 2. Under worse-case conditions, data must be valid 100ns before that time.

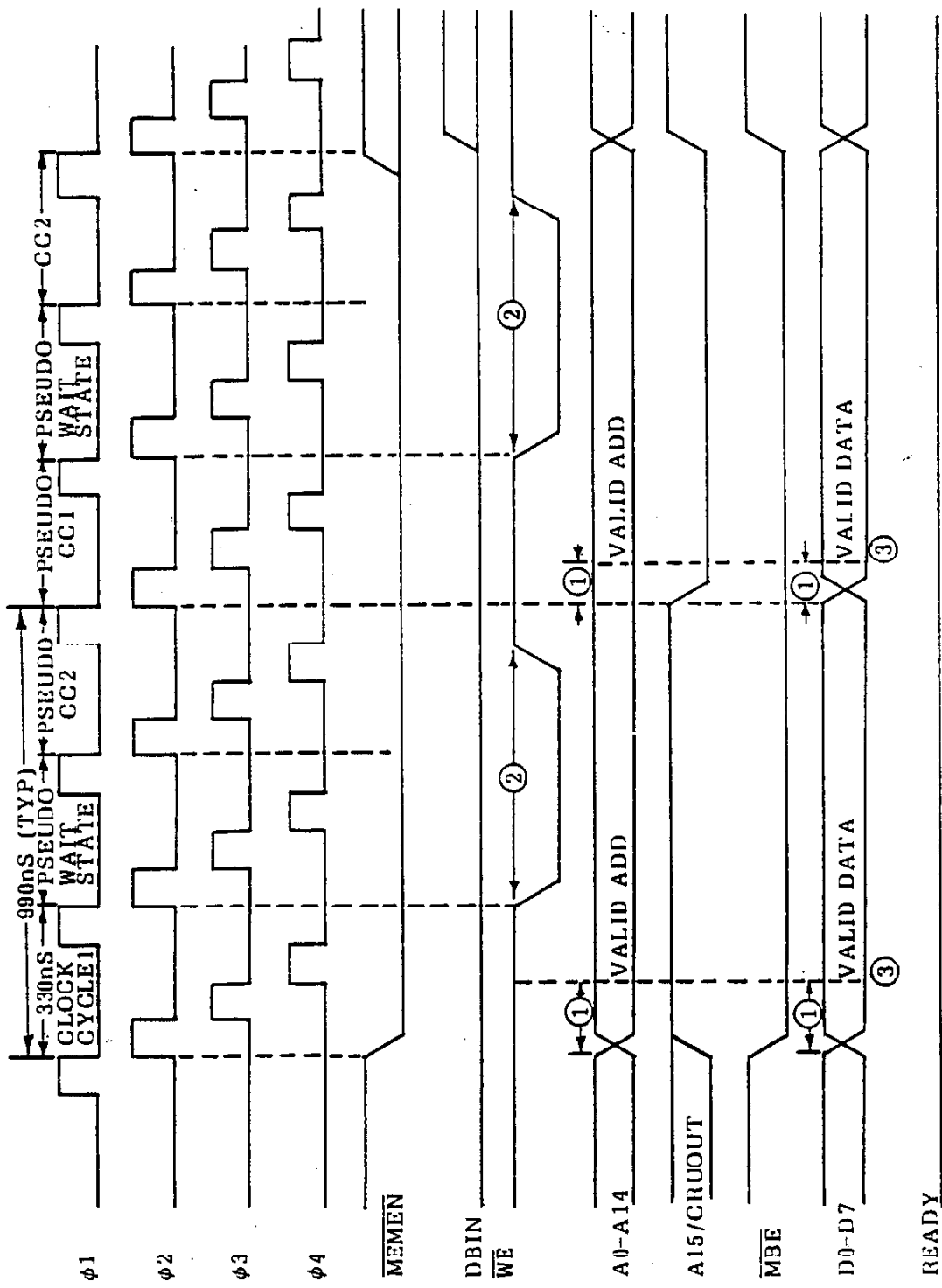
I/O WRITE

Figure C shows a 16 bit I/O write cycle. As described earlier it is composed of two 8-bit writes. A write cycle will always be preceded by an ALU cycle. MEMEN and DBIN go true at the start of the cycle. A settling time of 100ns (min) is allowed for the address lines to settle down. WE



- ① -SETTLING TIME= 100ns (MIN)
- ② -ACCESS TIME FOR DSR ROM + DATA Ts + DATA BUFF DELAY (PEREFERAL + MAINFRAME) =650ns (MAX)
- ③ -SETUP TIME FOR 990ns= 60ns (MIN)

FIGURE B
I/O READ TIMING



- ①-SETTLING TIME= 100ns (MIN)
- ②-WE PULSE WIDTH= 60ns (TYP)
- ③-VALID DATA

FIGURE C
I/O WRITE TIMING

I/O WRITE (CONT)

goes true (low) on the leading edge of $\phi 2$, during the wait states, and stays true for 660ns (TYP). Both during a Read or a Write the odd byte is accessed first, followed by the even byte. A15/CRU OUT changes its state 900ns (TYP) after the cycle is initiated. The second 8-bit write cycle is identical to the first 8-bit write. \overline{MBE} stays true (low) during the entire (1.8us) cycle.

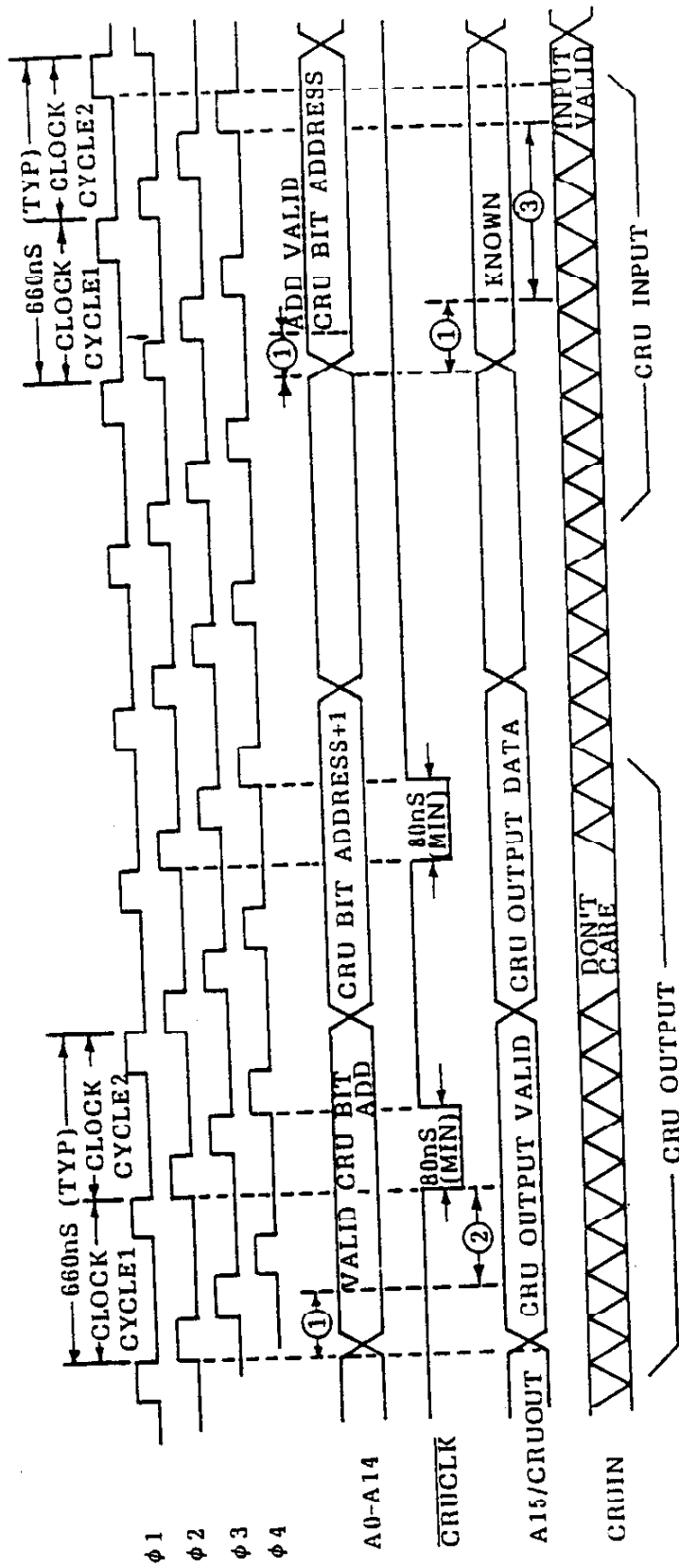
CRU TIMING

CRU interface timing is shown in Figure D. The CRU OUT cycle is composed of 2 clock cycles. The CRU bit address when placed on the address bus A0 through A14 is allowed to settle for 100ns (min). CRUCLK is a 80ns (min) low true signal which occurs on the trailing edge of $\phi 1$ of clock cycle 2. CRUOUT data is valid at the start of clock cycle 1, and is latched by the CRUCLK in the respective peripheral.

CRUIN also consists of 2 clock cycles 660ns (TYP). Again we allow 100ns for the address bus to settle down. The CPU samples the CRUIN line on the leading edge of $\phi 1$ of clock cycle 2. Data must be valid 40ns (min) before that.

I/O BUS LOADING

<u>SIGNAL</u>	<u>TOTAL SWITCHING LOAD (pF)</u>	<u>MAXIMUM PERIPHERAL LOAD (pF)</u>
D0-D7	210	90
A0-A2	100	90
A3-A14	100	90
CRUOUT/A15	110	100
$\phi 3$	110	100
\overline{RESET}	100	90
READY/HOLD	80	70
CRUIN	125	90
CRUCLK	100	90
\overline{MBE}	100	90
\overline{WE}	100	90
SBE	35	25
DBIN	100	90
MEMEN	100	90
HOLDA/IAQ	80	70



- ①-SETTLING TIME 100ns (MIN)
- ②-ADD VALID TO CRUCLK =220ns (TYP)
- ③-ADD VALID TO VALID CRUIN =400ns (MAX)

FIGURE D
CRU TIMING

VI.

GLOSSARY

CPU Central Processing Unit

CRU Communication Register Unit (I/O technique for TMS 9900 Microprocessor)

DSR Device Service Routine (TMS 9900 machine language).

GROM Graphics read only memory (TMC 0430). This memory device is a 6144 byte read only memory with on board 14 bit program counter. The program counter can be written or read through an eight bit interface and will automatically autoincrement.

I/O Input/Output.

VDP Video Display Processor (TMS 9918).

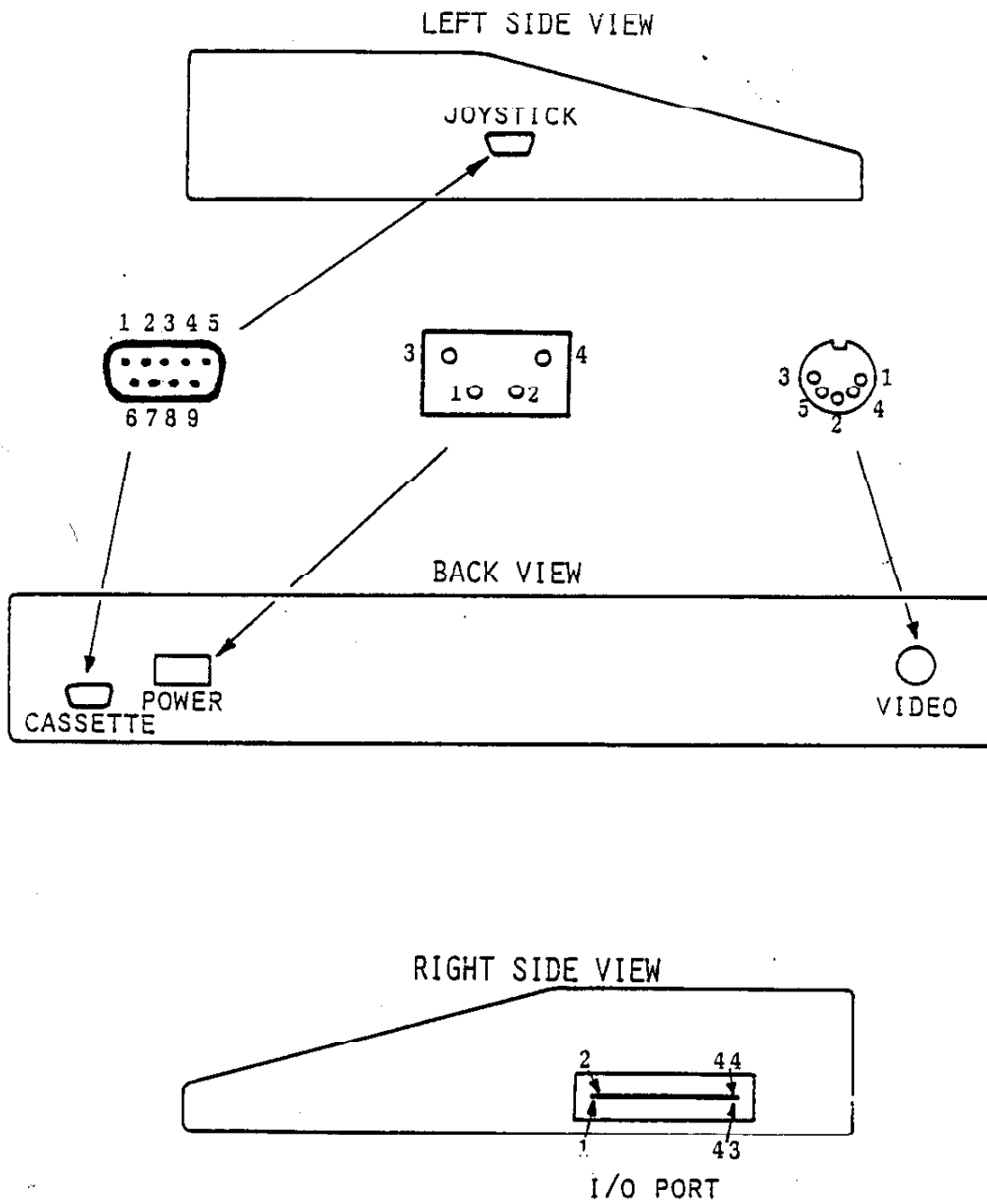


FIGURE E
CONNECTOR PIN IDENTIFICATION DIAGRAM

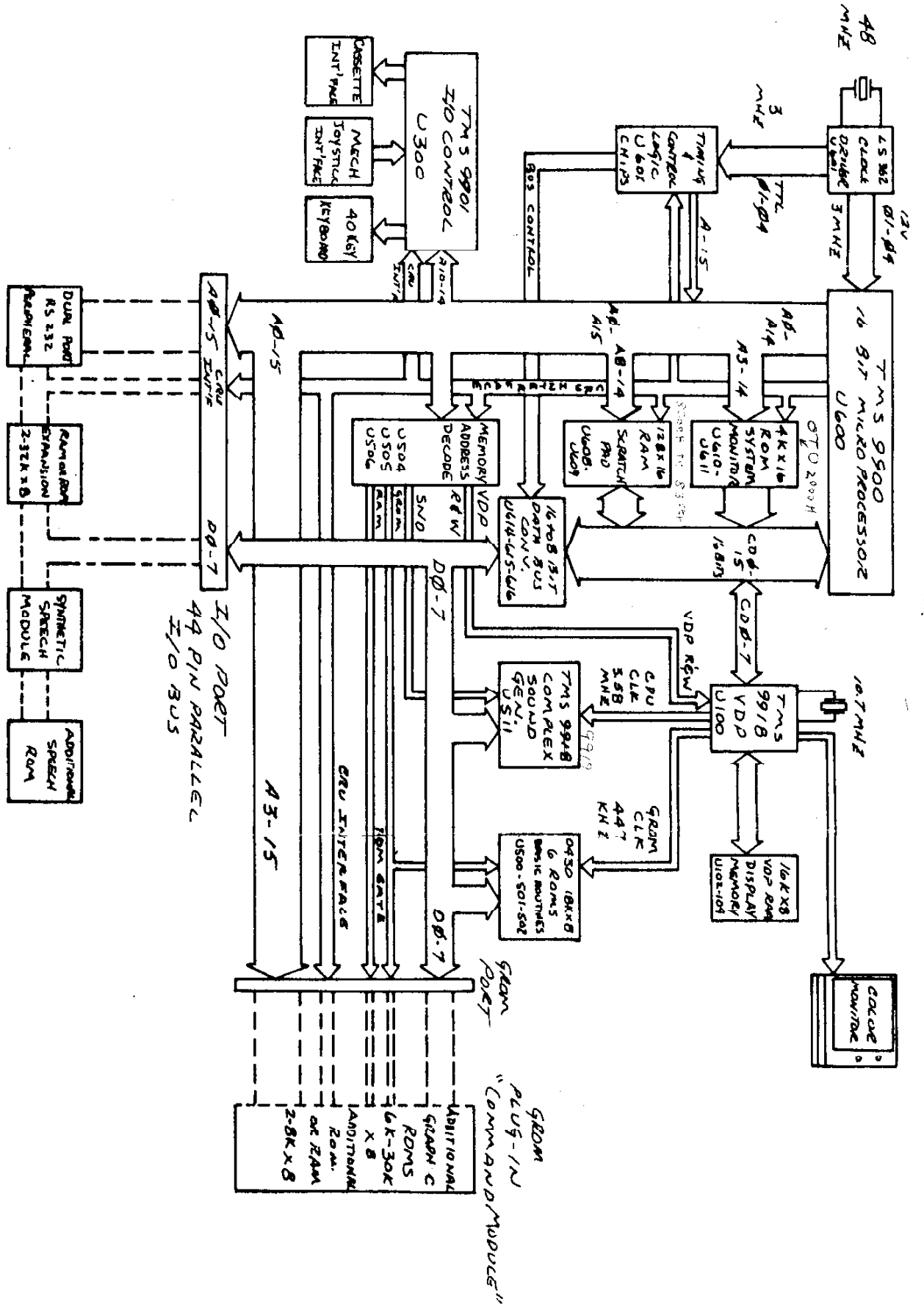
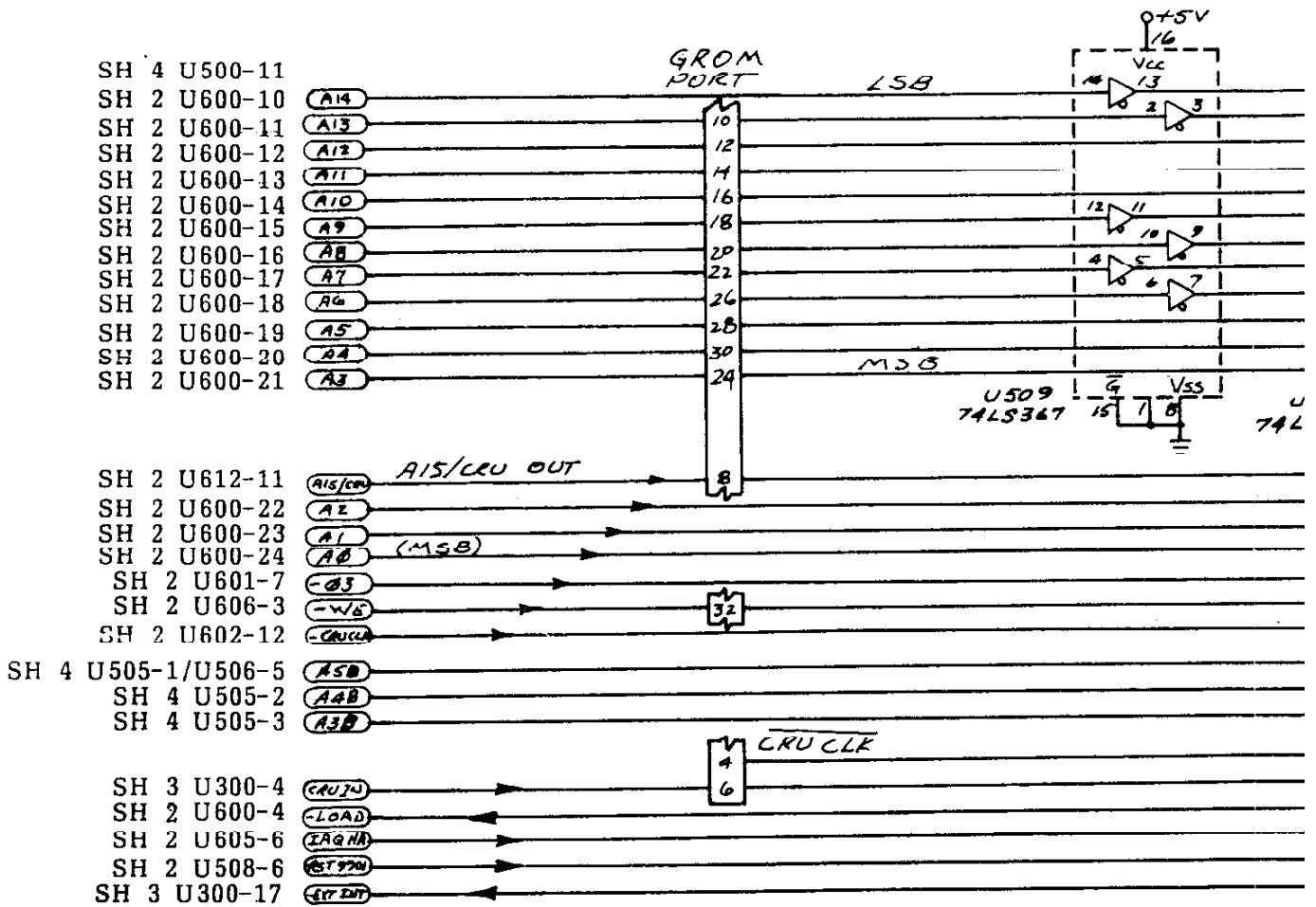


FIGURE G
99/4 SCHEMATIC DIAGRAM
(SHEET 6 OF 6)



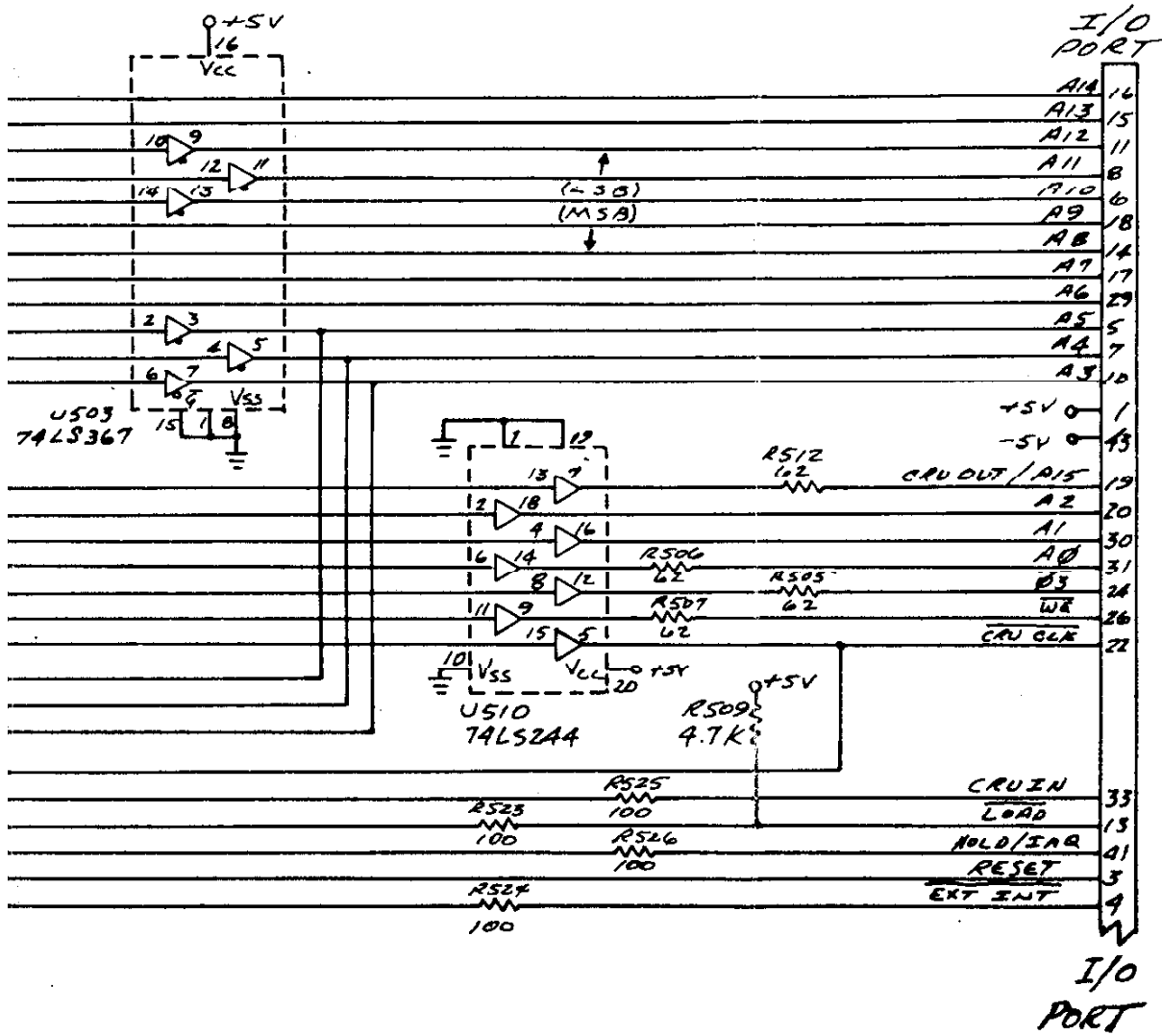
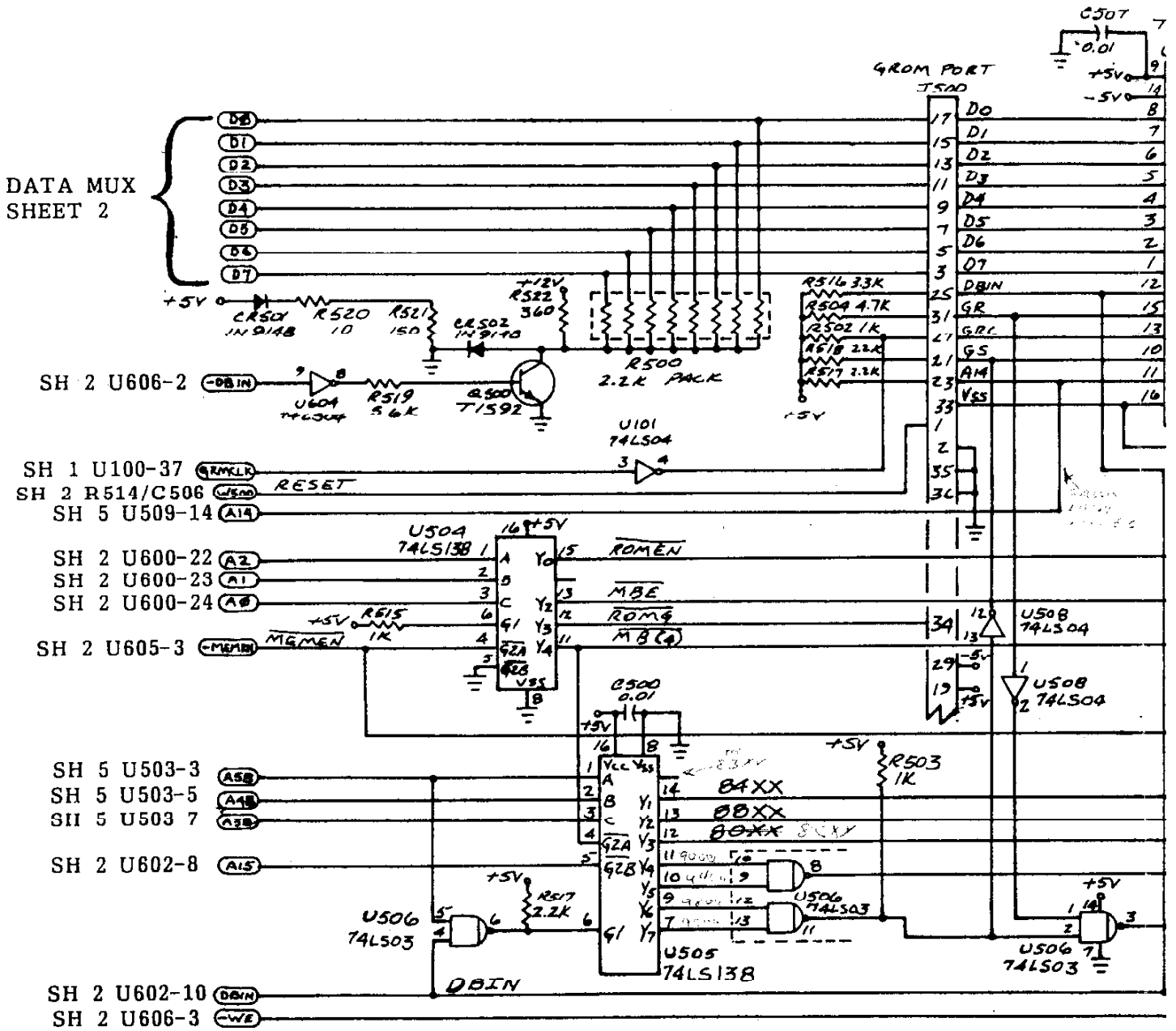


FIGURE G
99/4 SCHEMATIC DIAGRAM
(SHEET 5 OF 6)

DATA MUX
SHEET 2



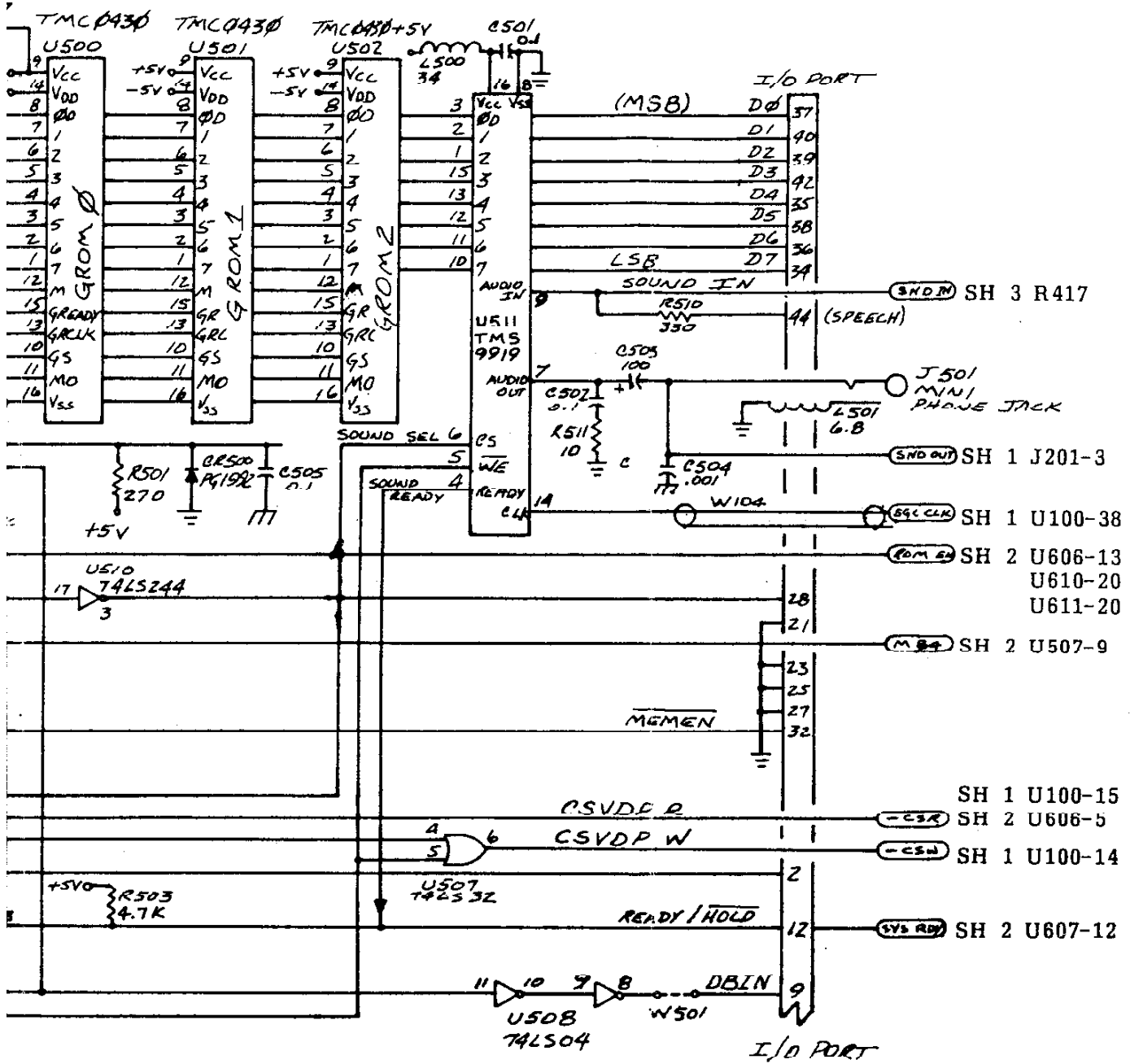
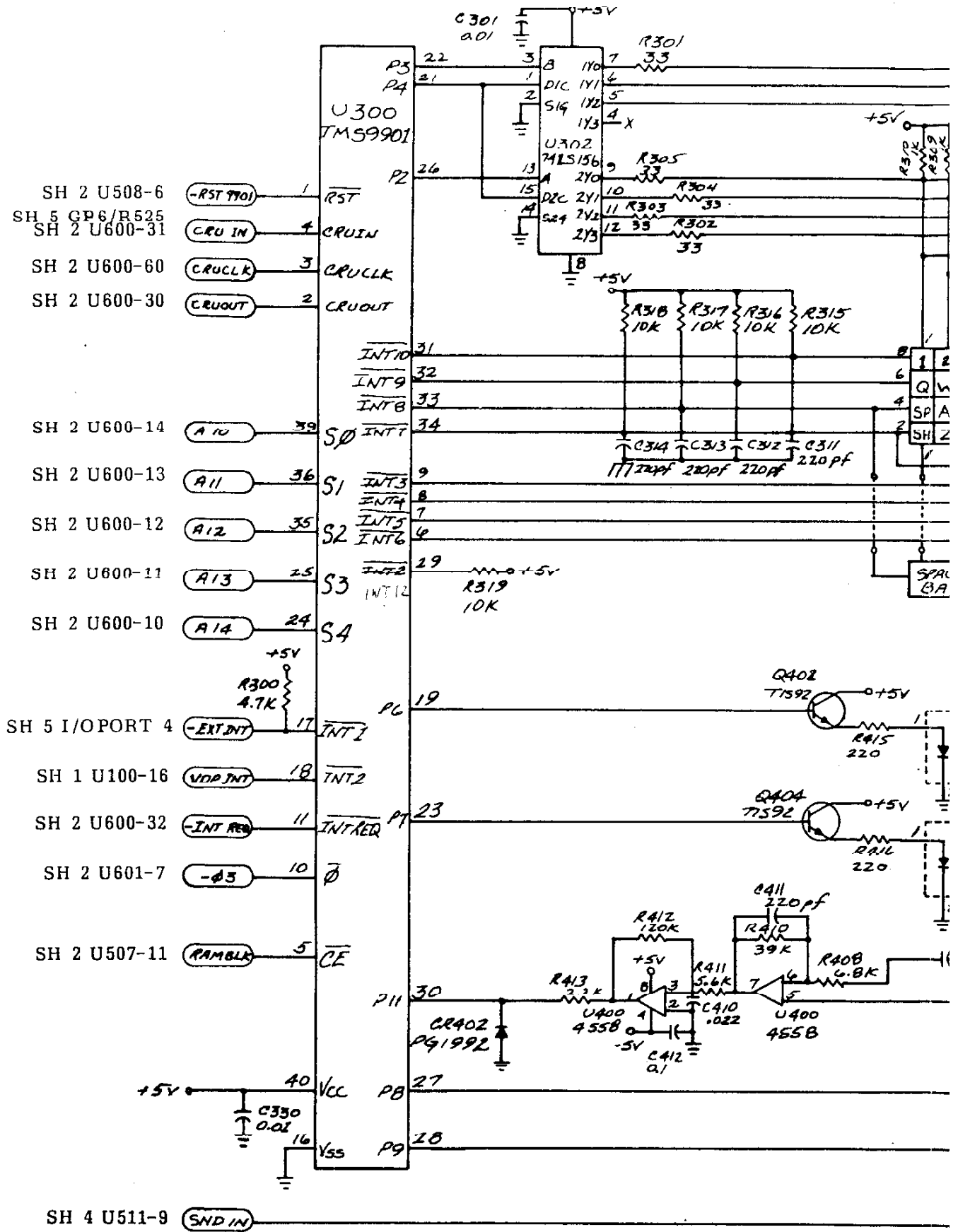


FIGURE G
99/4 SCHEMATIC DIAGRAM
(SHEET 4 OF 6)



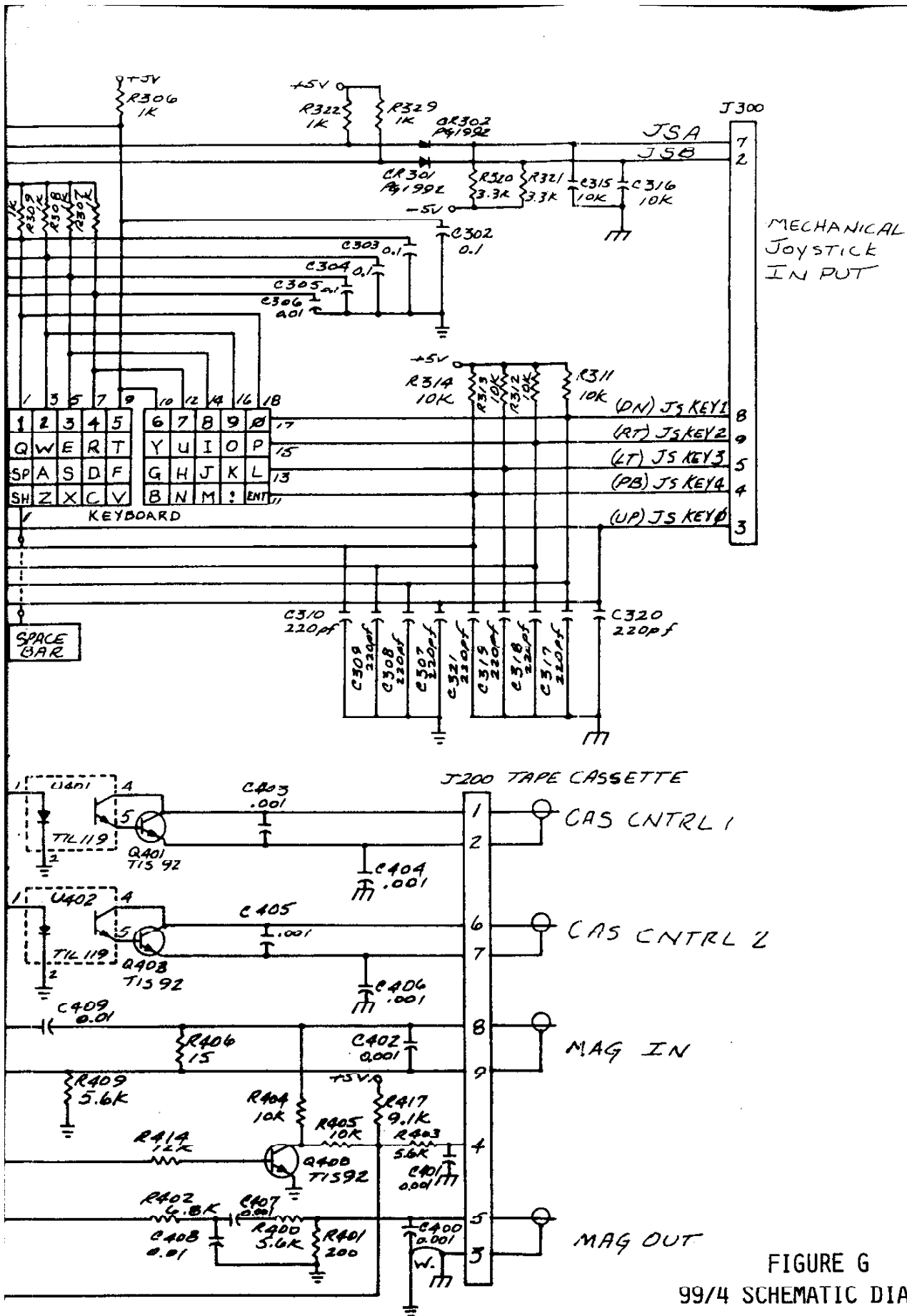
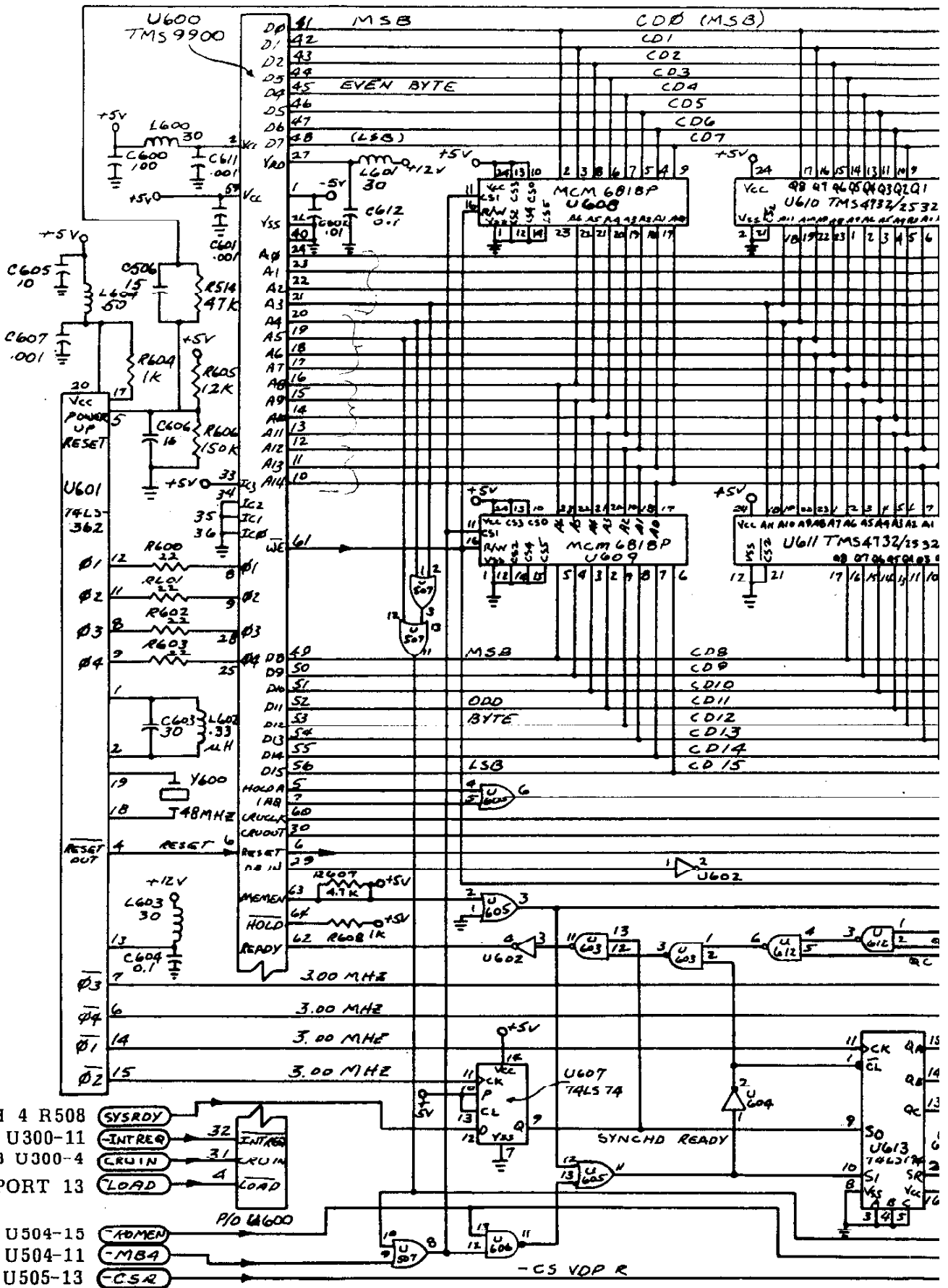


FIGURE G
99/4 SCHEMATIC DIAGRAM
(SHEET 3 OF 6)



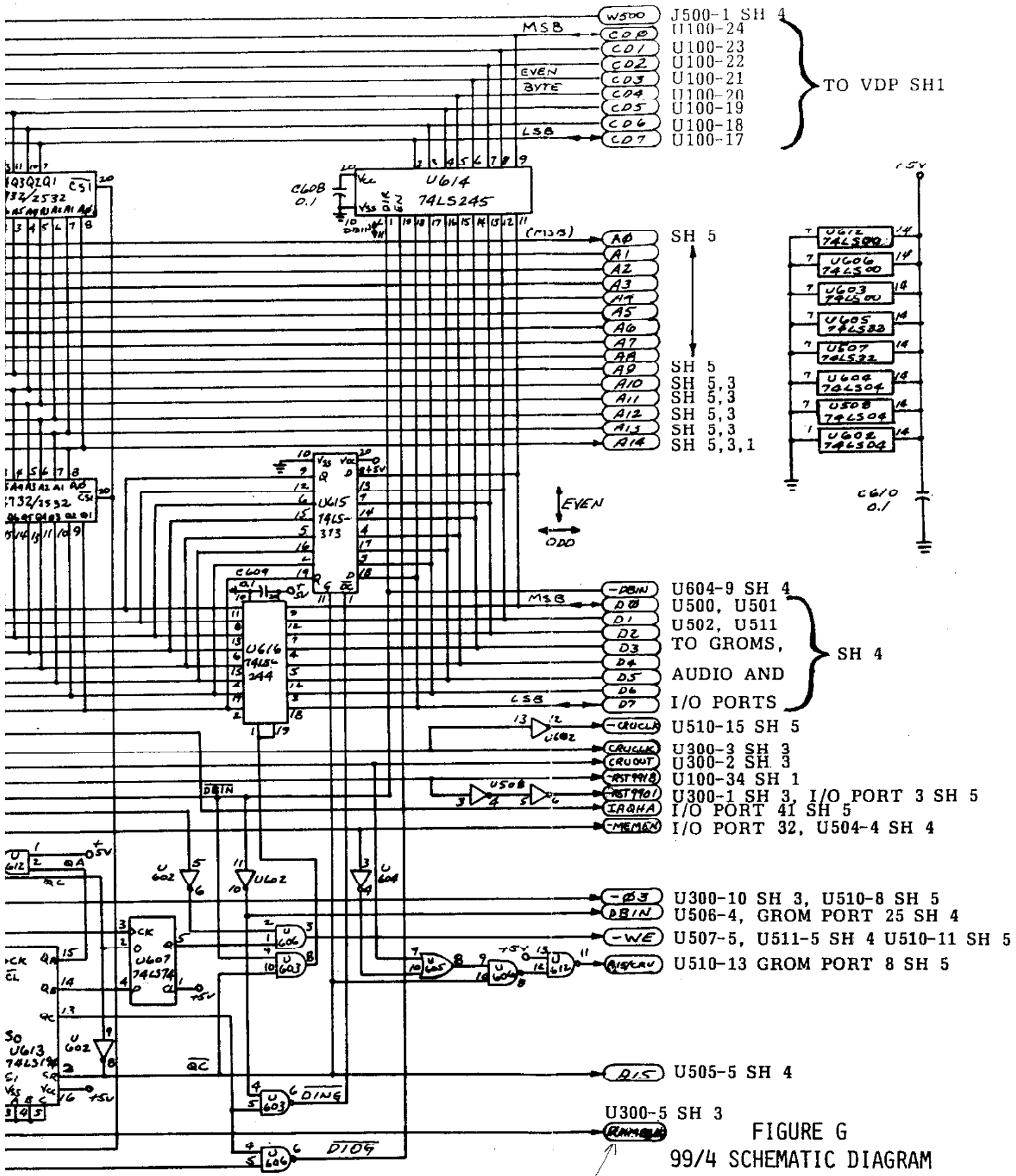
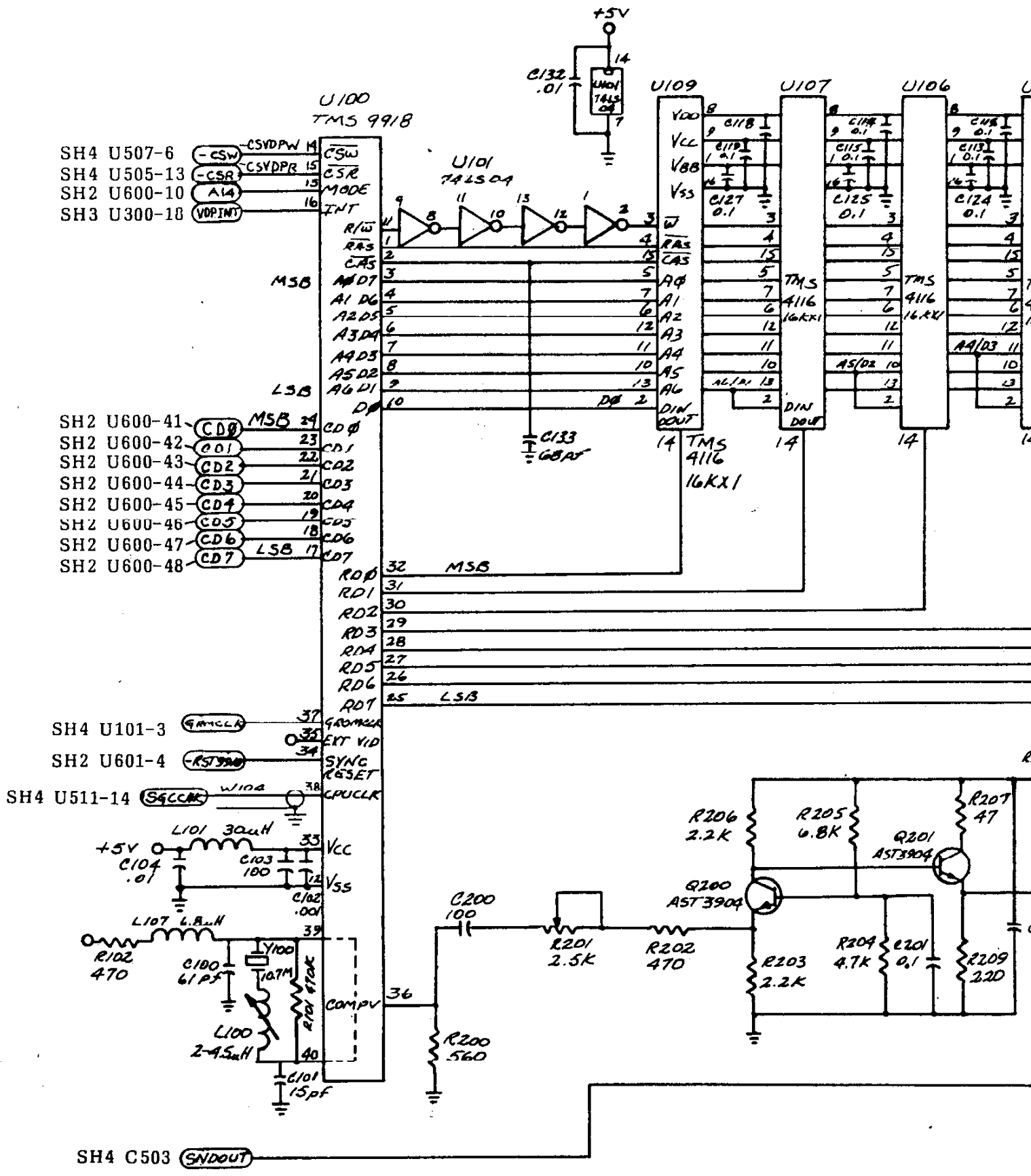


FIGURE G
99/4 SCHEMATIC DIAGRAM
(SHEET 2 OF 6)

INHIBITS
CRU...
WHEN...
IS...
IN...



NOTES

UNLESS OTHERWISE SPECIFIED:

1. RESISTORS ARE IN OHMS

2. CAPACITORS ARE IN MICROFARADS

3. COILS ARE IN MILLIHENRIES

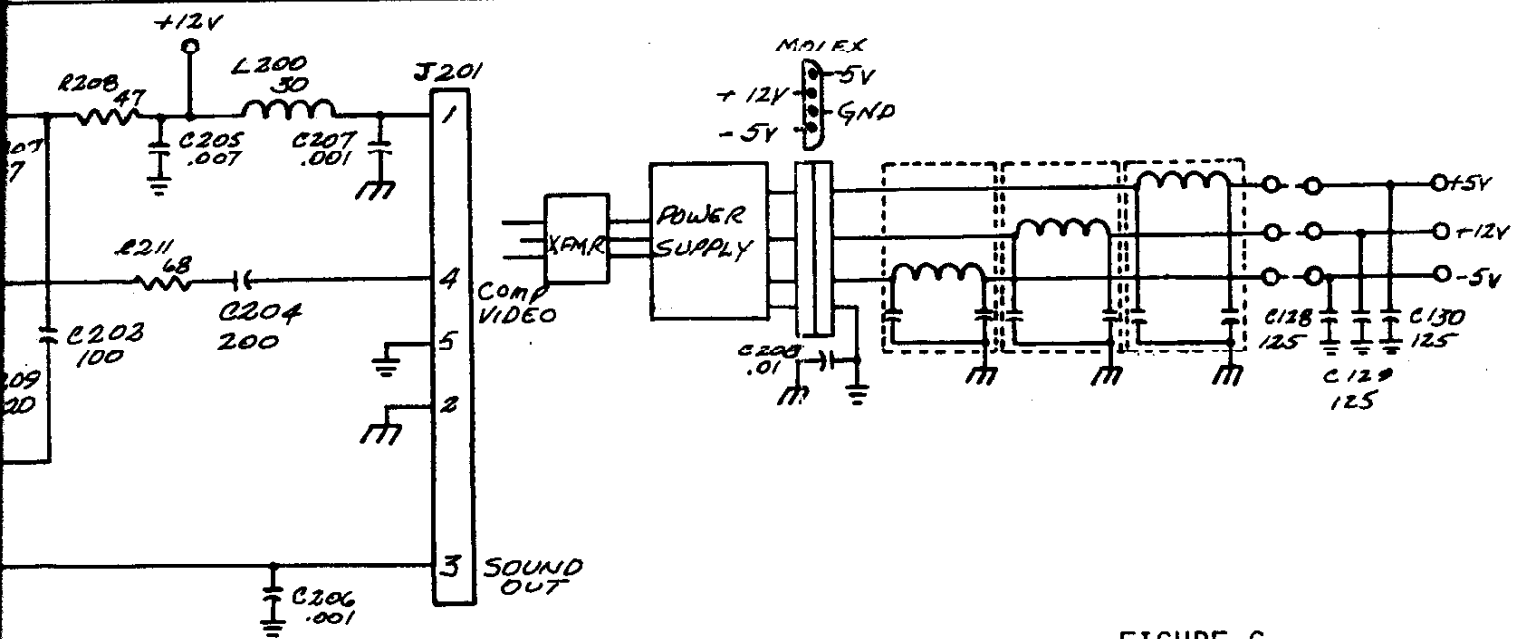
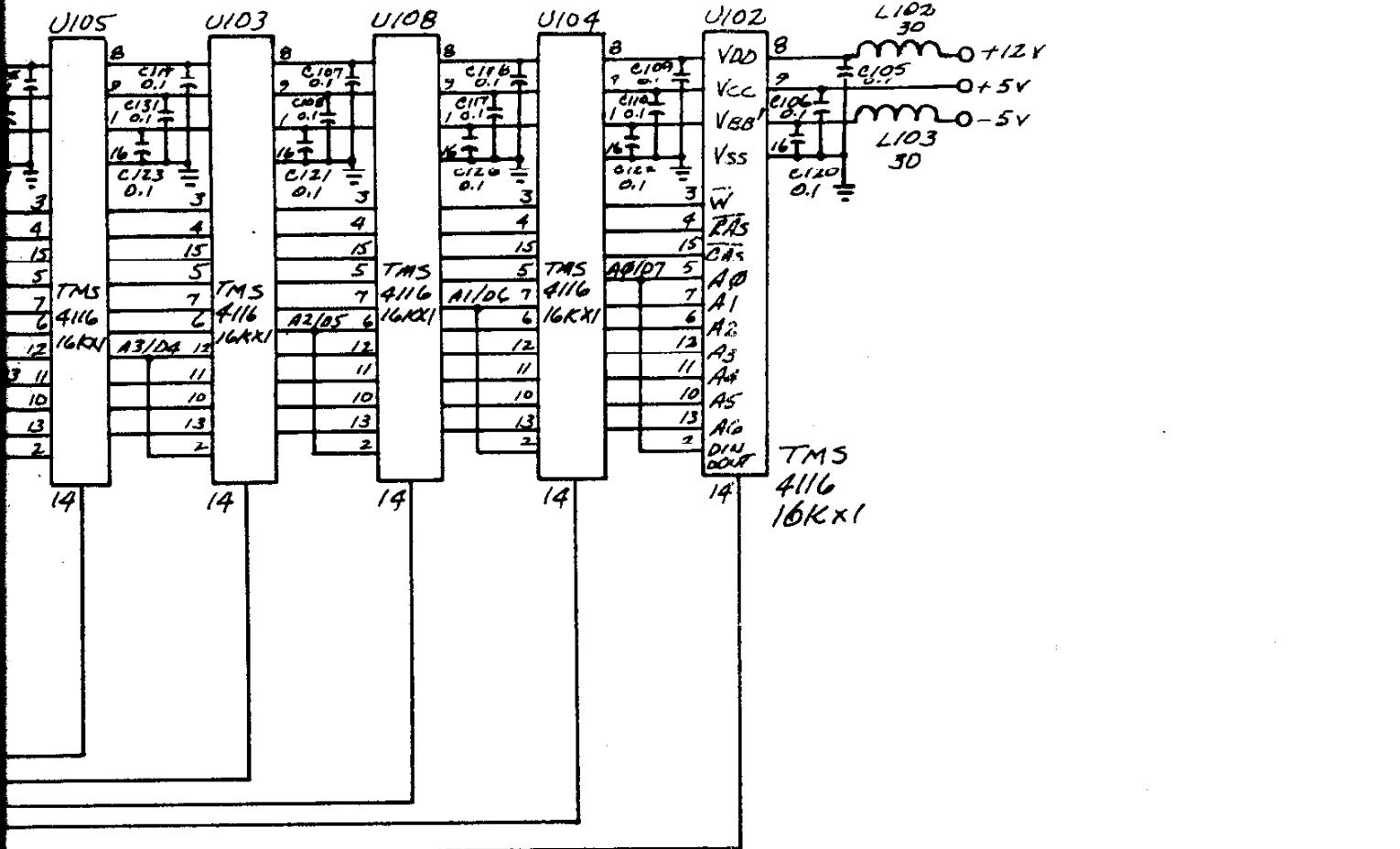


FIGURE G
99/4 SCHEMATIC DIAGRAM
(SHEET 1 OF 6)

