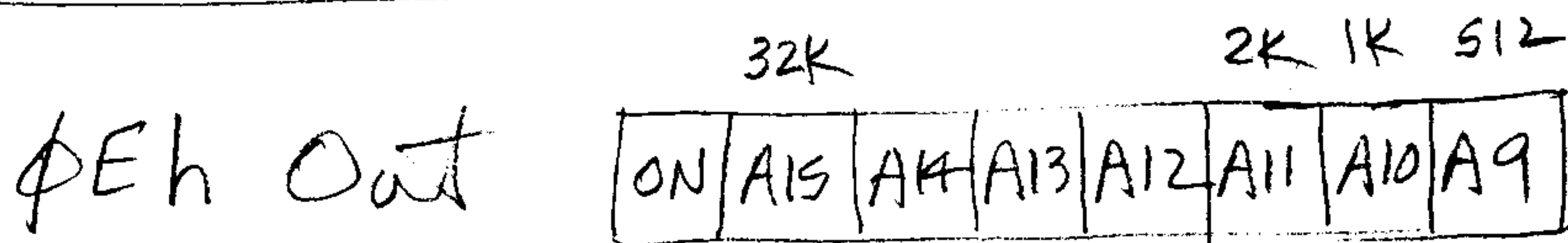


TV Dazzler Parts (original)

2/8/16 JTW



Display start address can be any 512 byte block

ϕFh Out

D7 not used

D6 H for bit map, L for 4 bit color

D5 H for 2K picture, L for 512 byte picture

D4 H for Color L for B/W

Not used if D6=L

{	D3	Intensity	MSB	} 15 level gray scale
	D2	Blue		
	D1	Green		
	D0	Red		

ϕEh In

D7 L for odd lines, H for even lines [mem R/addr A4]

D6 L for 4ms at end of each frame [H during image L when black]

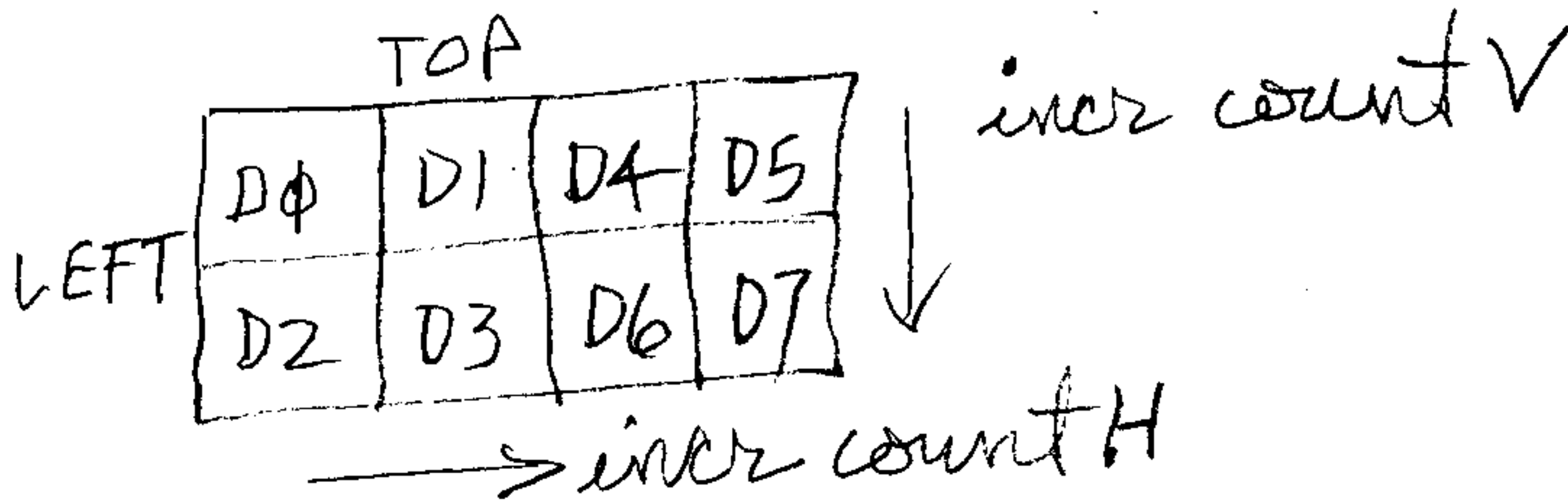
Data byte format

Normal :

D7 I/MSB	{	Disp	D3 I/MSB	{	Display
D6 B			D2 B		
D5 G			D1 G		
D4 R/LSB			D0 R/LSB		

2nd 1st

Bit map :



Memory Scan

for display vs mem addr.

