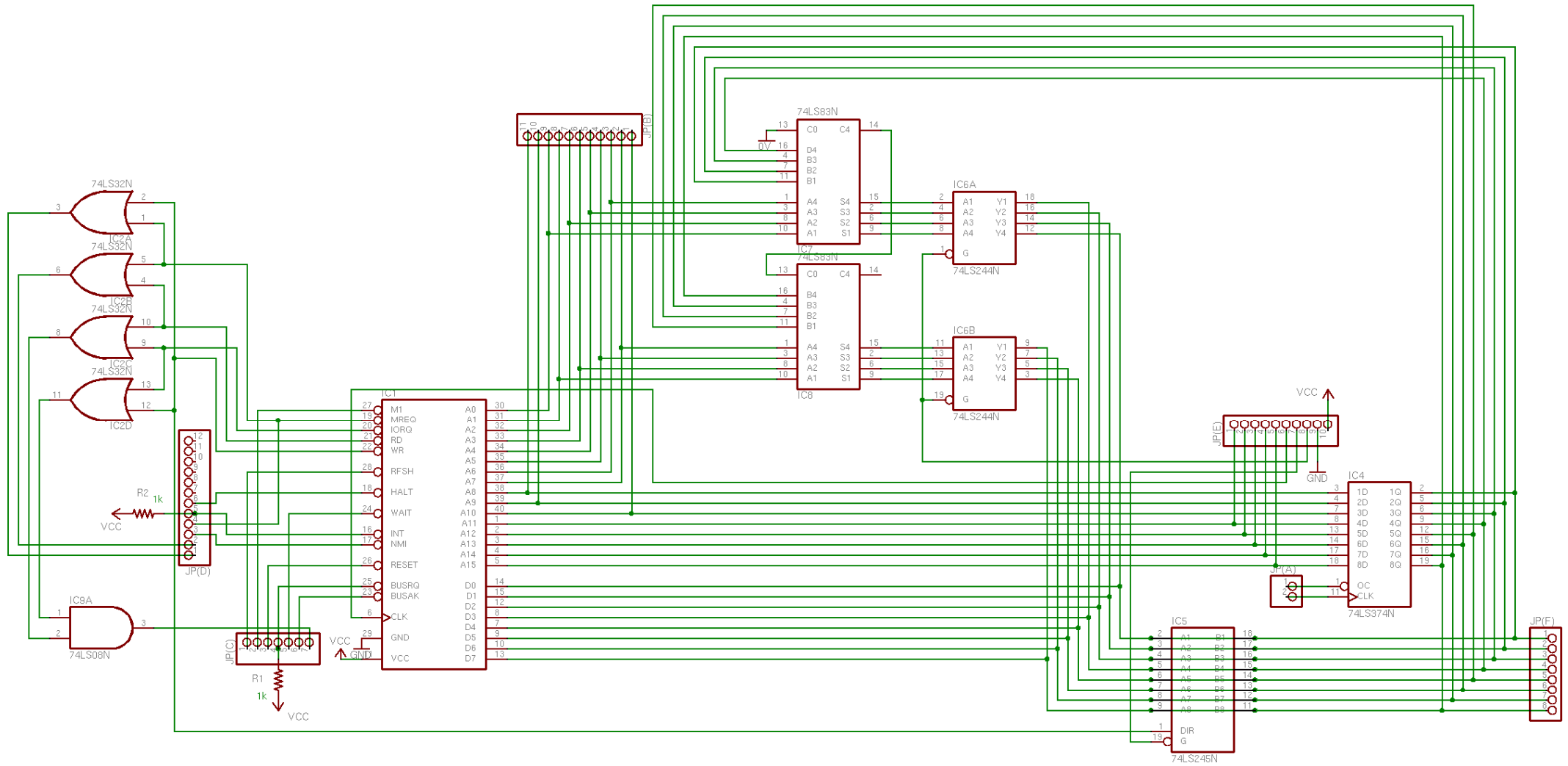


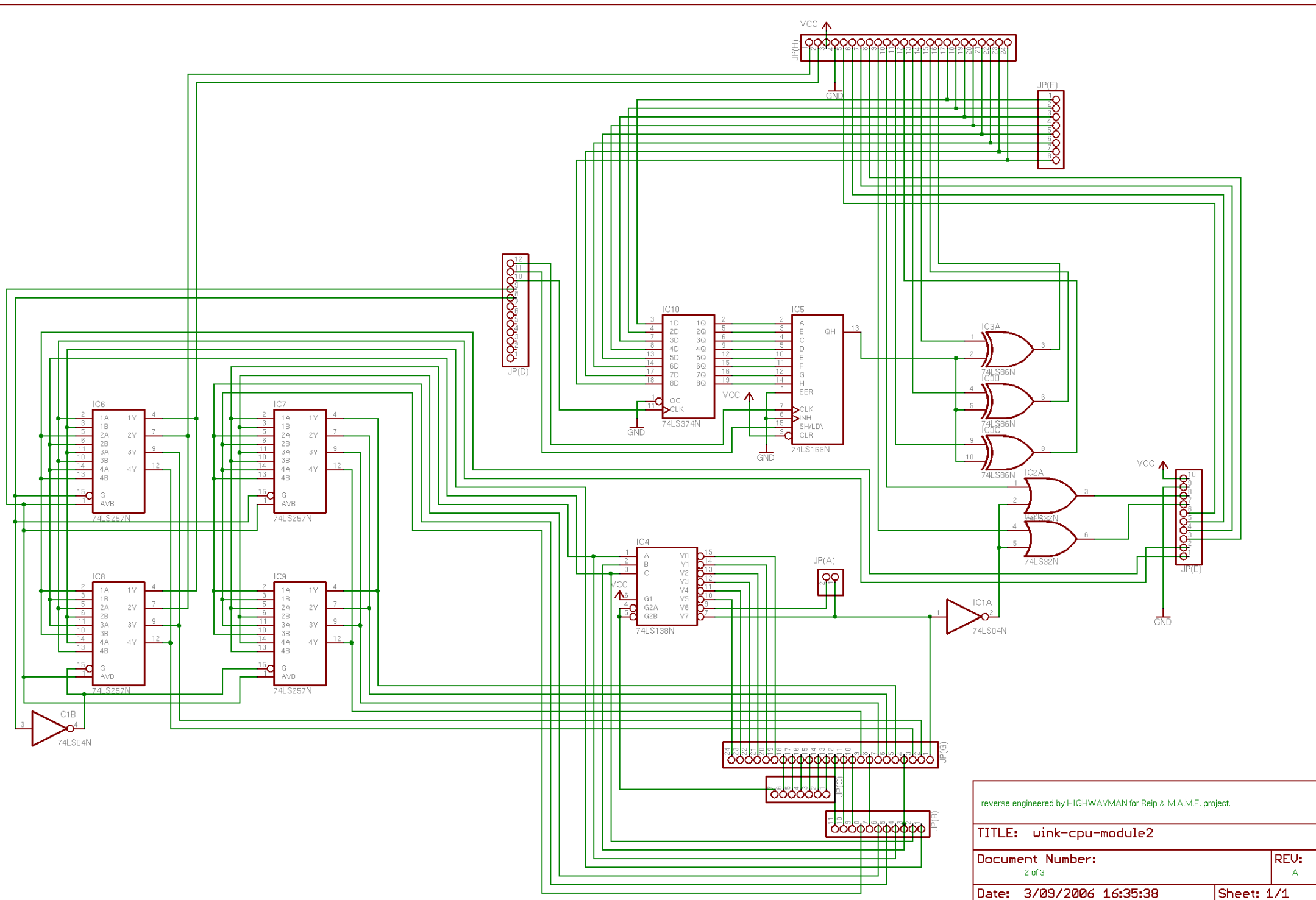
reverse engineered by HIGHWAYMAN for Reip & M.A.M.E. project.	
TITLE: wink-buffers	
Document Number: 1	REV: A
Date: 3/09/2006 16:36:48	Sheet: 1/1

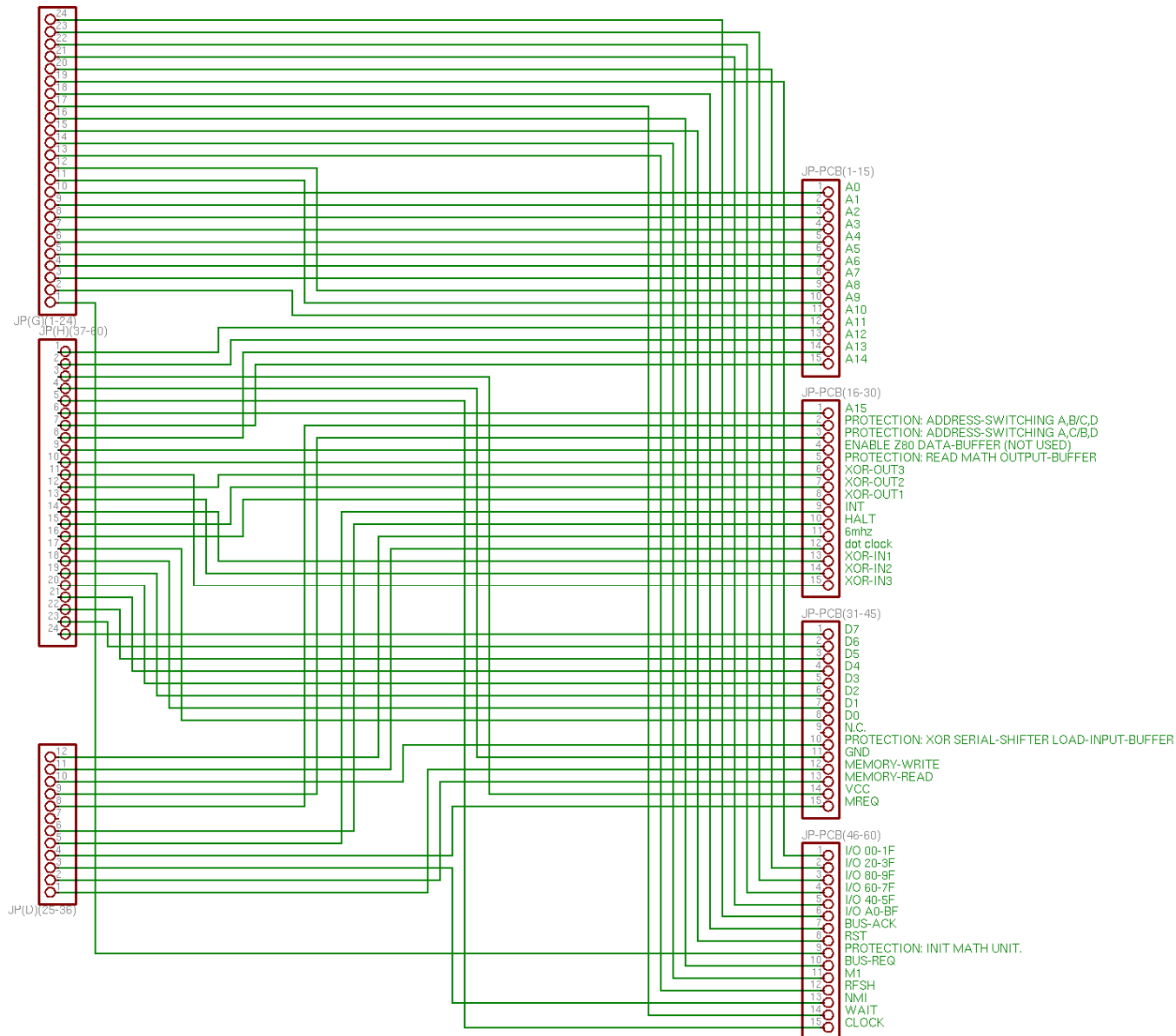


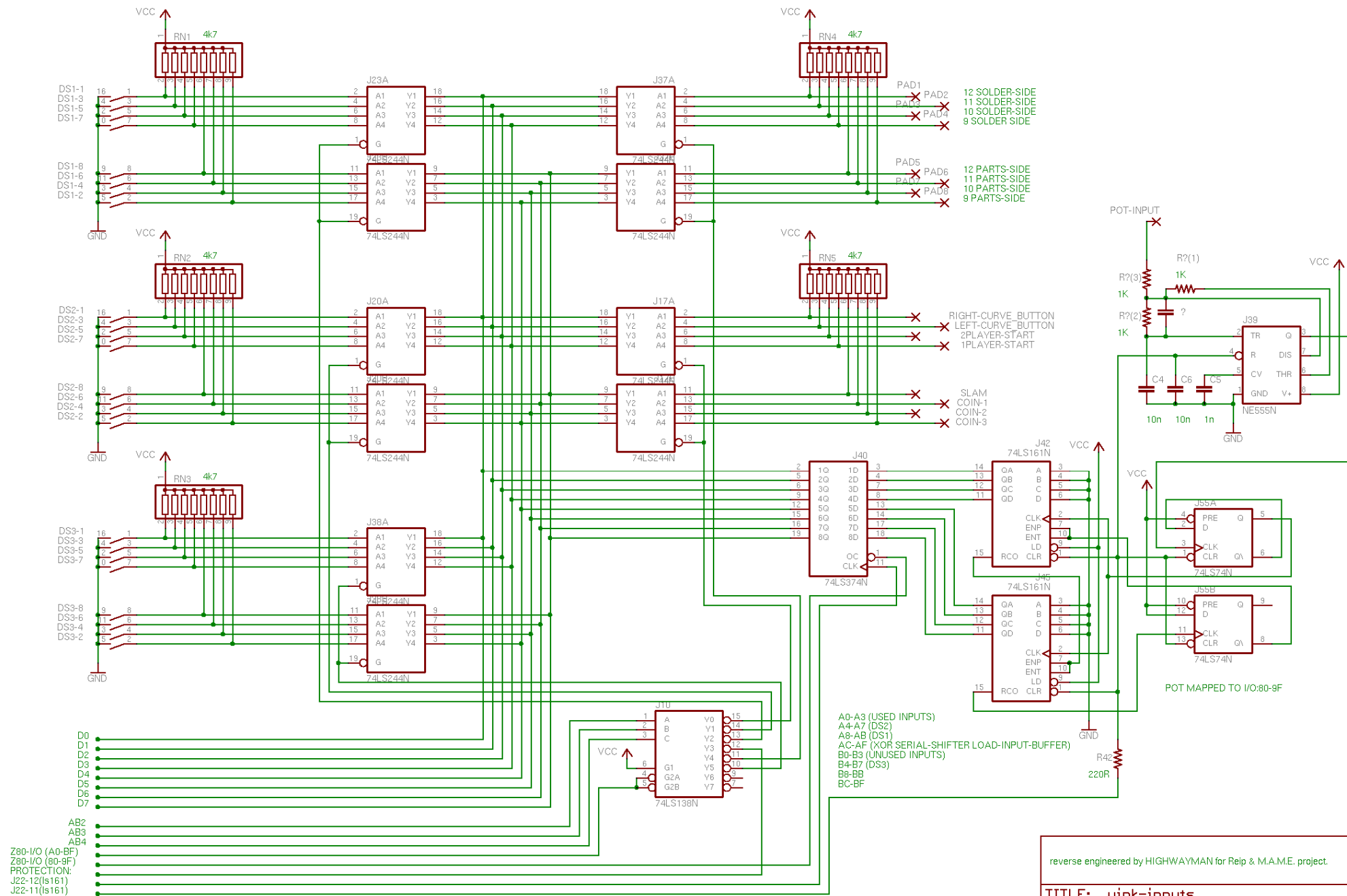


THIS BUFFER IS BYPASSED!

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TITLE: wink-cpu-module1	
Document Number: 1 of 3	REV: A
Date: 3/09/2006 16:34:59	Sheet: 1/1







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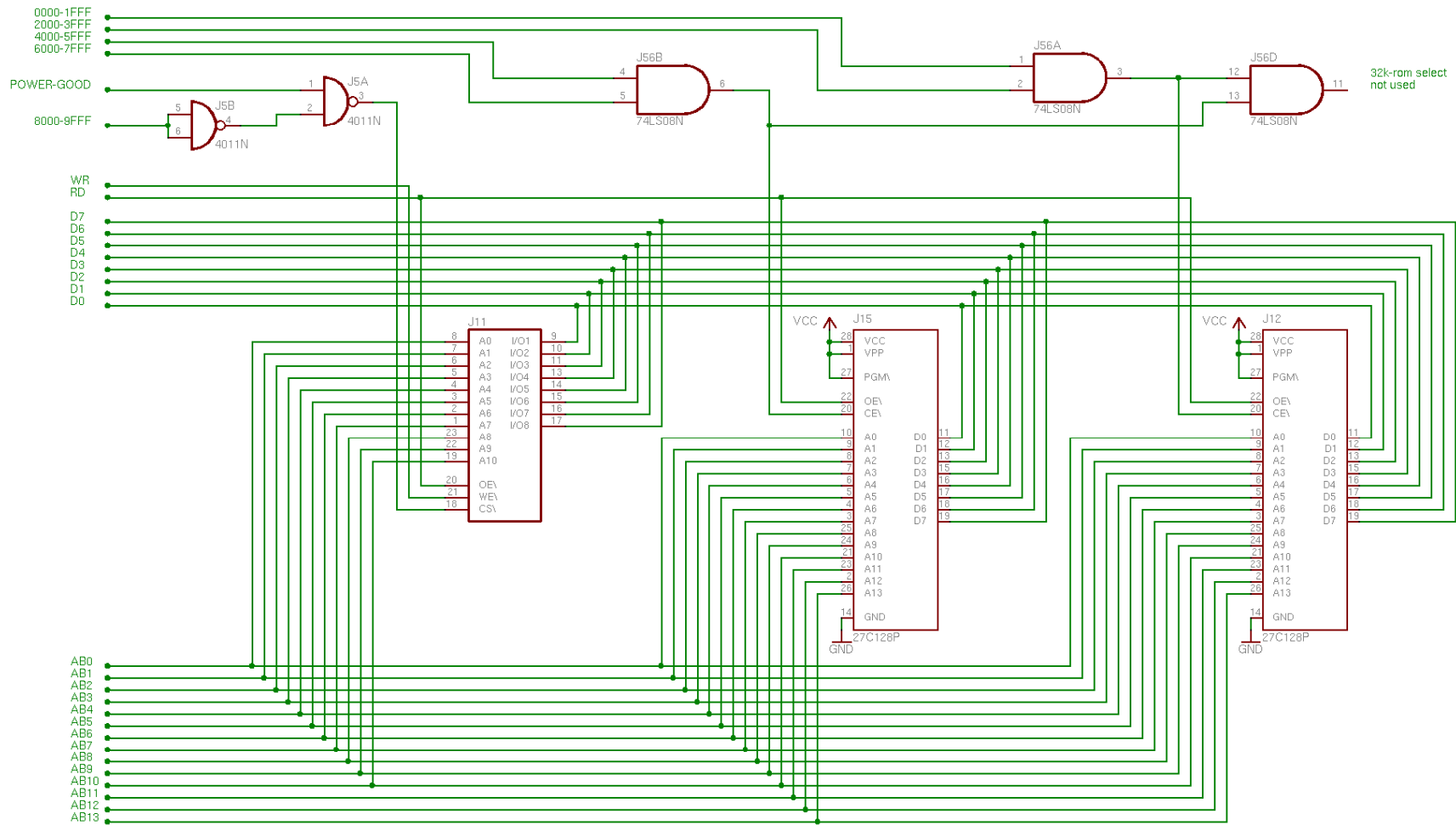
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**Document Number:** 1

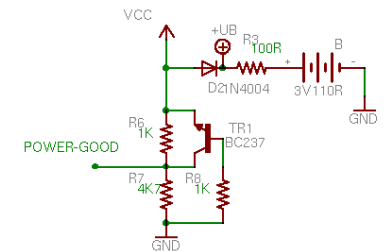
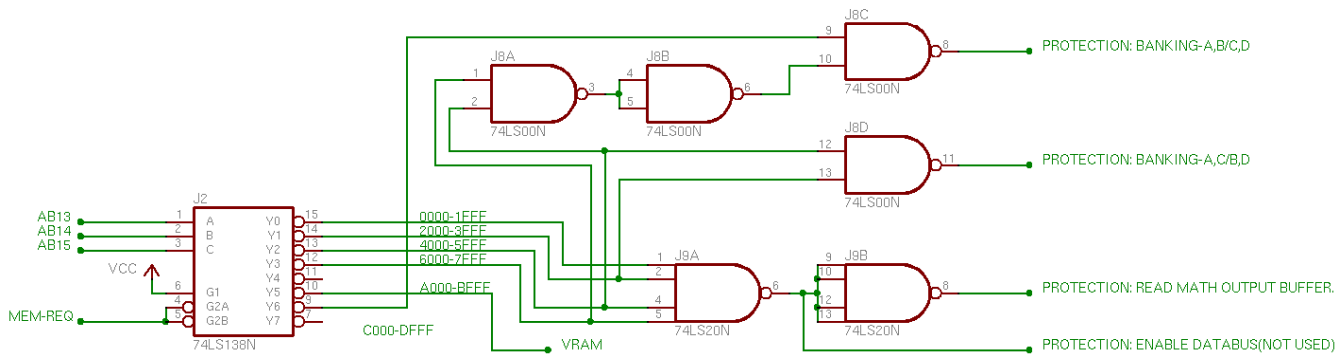
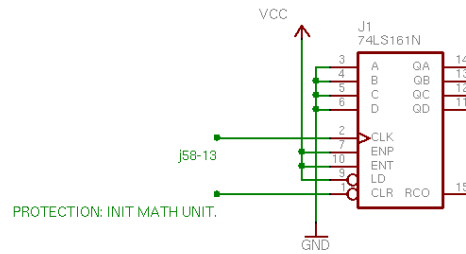
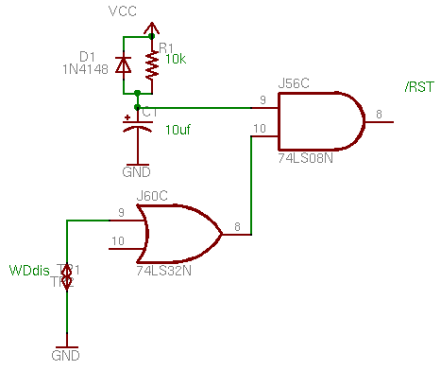
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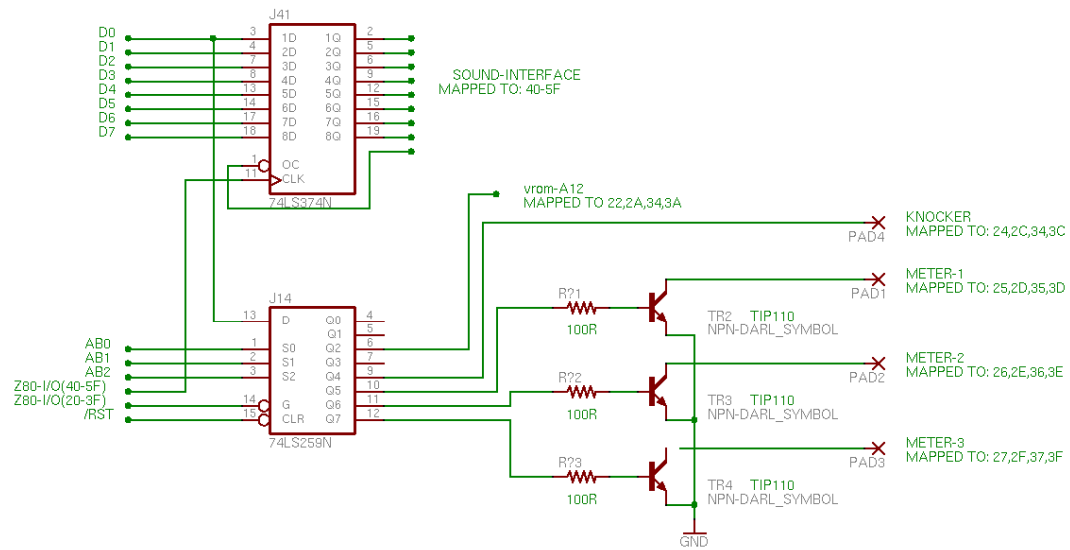


reverse engineered by HIGHWAYMAN for Reip & M.A.M.E. project.	
TITLE: wink-main-memory	
Document Number: 1	REV: A
Date: 3/09/2006 16:43:21	Sheet: 1/1



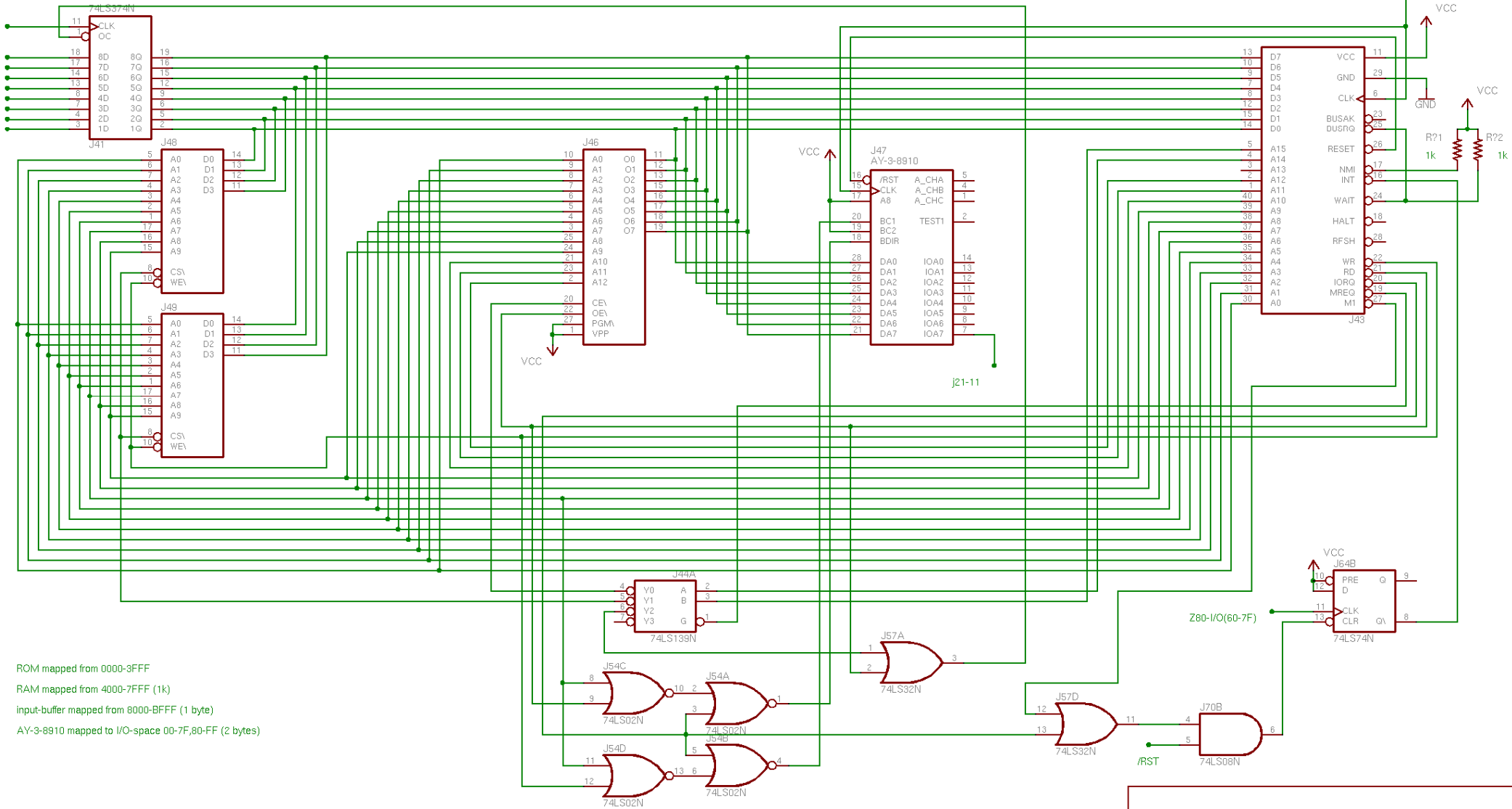
reverse engineered by HIGHWAYMAN for Reip & M.A.M.E. project.	
TITLE: wink-misc	
Document Number: 1	REV: A
Date: 3/09/2006 16:39:49	Sheet: 1/1





reverse engineered by HIGHWAYMAN for Reip & M.A.M.E. project.	
TITLE: wink-outputs	
Document Number: 1	REV: A
Date: 3/09/2006 16:40:18	Sheet: 1/1

SOUND-INTERFACE



ROM mapped from 0000-3FFF

RAM mapped from 4000-7FFF (1k)

input-buffer mapped from 8000-BFFF (1 byte)

AY-3-8910 mapped to I/O-space 00-7F,80-FF (2 bytes)

reverse engineered by HIGHWAYMAN for Reip & M.A.M.E. project.

**TITLE:** wink-sound

**Document Number:**

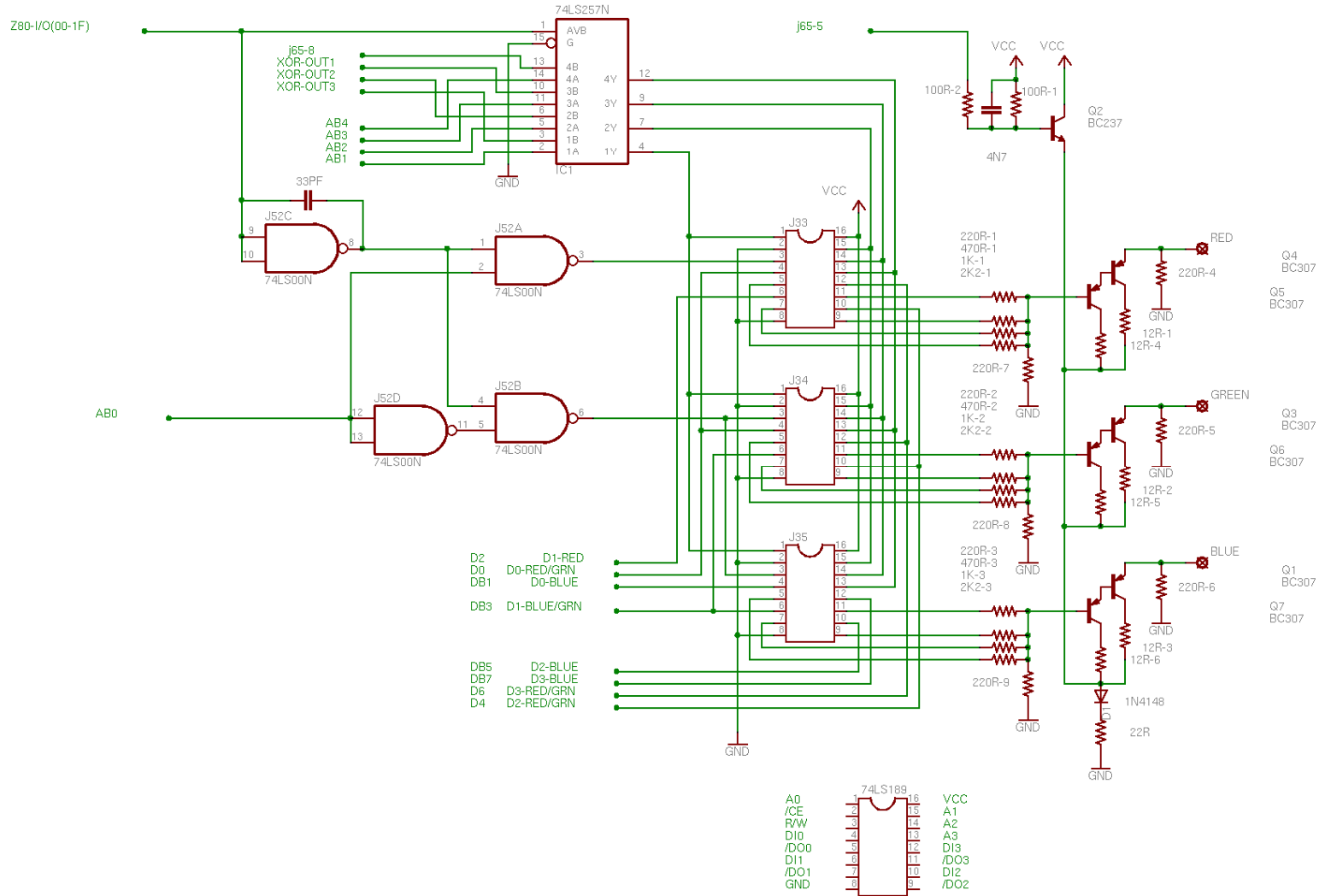
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**Date:** 3/09/2006 16:40:47

**Sheet:** 1/1



reverse engineered by HIGHWAYMAN for Reip & M.A.M.E. project.	
TITLE: wink-video-drive	
Document Number: 1	REV: A
Date: 3/09/2006 16:41:41	Sheet: 1/1

