

Schematic Package Supplement to

ATARI SYSTEM I™

Operators Manual

NOTE

This staple temporarily holds the schematic package together. Remove the staple before using these schematics.



A Warner Communications Company

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SYSTEM I MAIN PCB
SCHEM SEE SHTS. 5A-
9B

- 1 + SENSE
- 2 +5V
- 3 +10.3V RESET
- 4 - SENSE
- 5 -15V
- 6 RTN
- 7 +15V
- 8 +5V
- 9 +5V
- 10 +5V
- 11 +5V
- 12 RTN

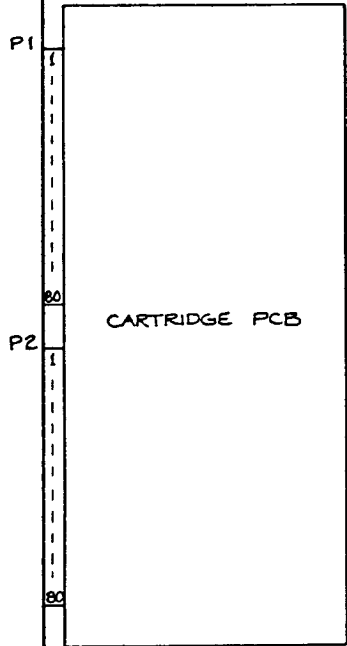
- 1 Y
- 2 R
- 3 OR
- 4 BK
- 5 GY
- 6 BN
- 7 Y
- 8 R
- 9 R
- 10 R
- 11 BN
- 12

SEE SPECIFIC GAME KIT FOR CONTROL WIRING DIAGRAM

- J106
- 1 +5V
 - 2 N/C
 - 3 LED 2
 - 4 LED 1
 - 5 KEY
 - 6 SW 5
 - 7 SW 2
 - 8 SW 4
 - 9 SW 1
 - 10 SW 3
 - 11 GND

- J102
- 1 +5V
 - 2 UP 2/VERT. 4
 - 3 DN 2/HORZ 4
 - 4 LT 2/VERT 3
 - 5 RT 1/HORZ 1
 - 6 RT 2/HORZ 3
 - 7 LT 1/VERT 1
 - 8 UP 1/VERT 2
 - 9 DN 1/HORZ 2
 - 10 KEY
 - 11 GND

- J103
- 1 +5V
 - 2 HORZ CLK 2
 - 3 HORZ DIR 2
 - 4 VERT CLK 2
 - 5 VERT DIR 2
 - 6 HORZ CLK 1
 - 7 HORZ DIR 1
 - 8 VERT CLK 1
 - 9 KEY
 - 10 VERT DIR 1
 - 11 GND



- 1 + SENSE
- 2 +5V
- 3 UNREG
- 4 +10.3V
- 5 - SENSE
- 6 -15V
- 7 RTN
- 8 +15V
- 9 +5V
- 10 +5V
- 11 +5V
- 12 RTN

F7

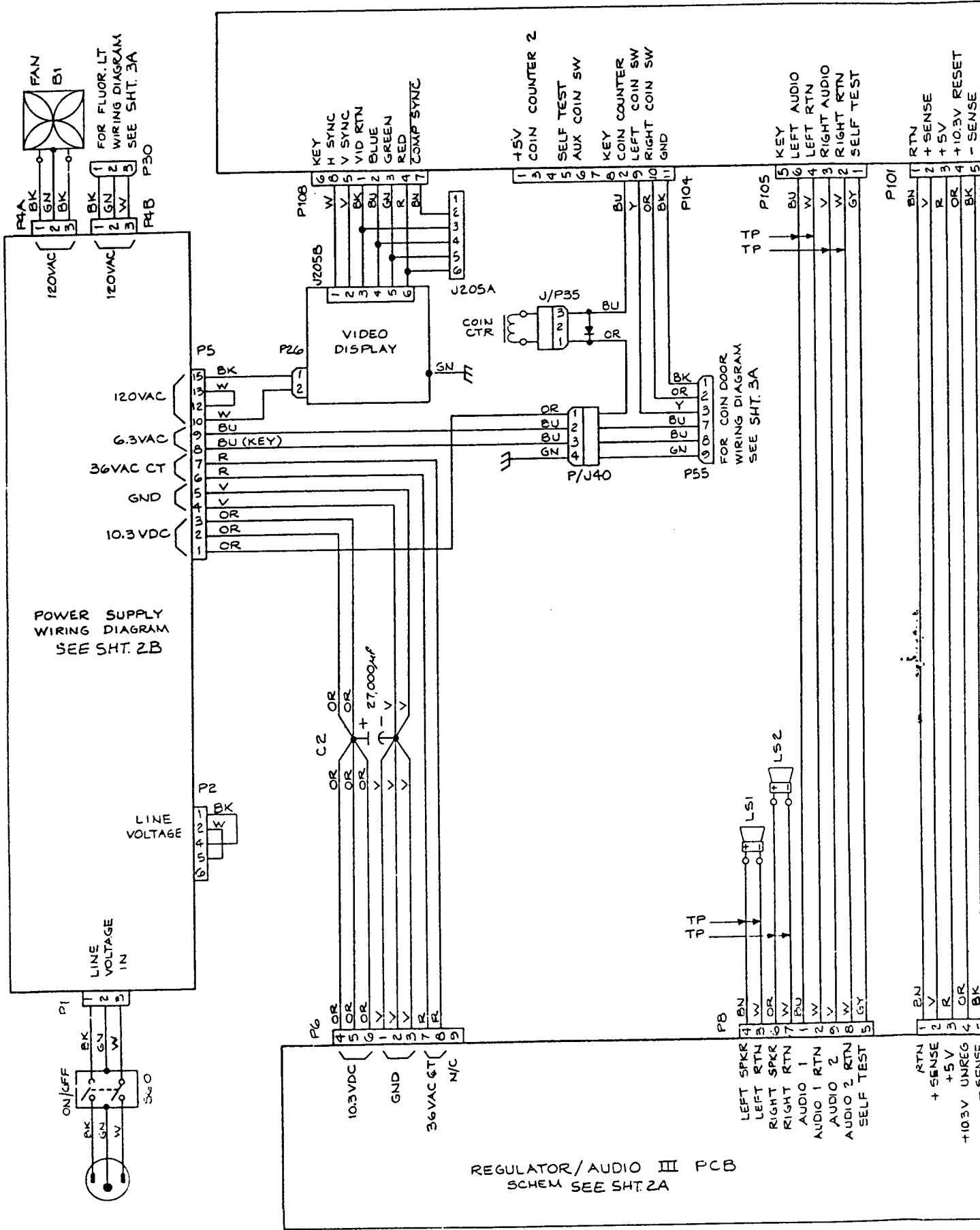
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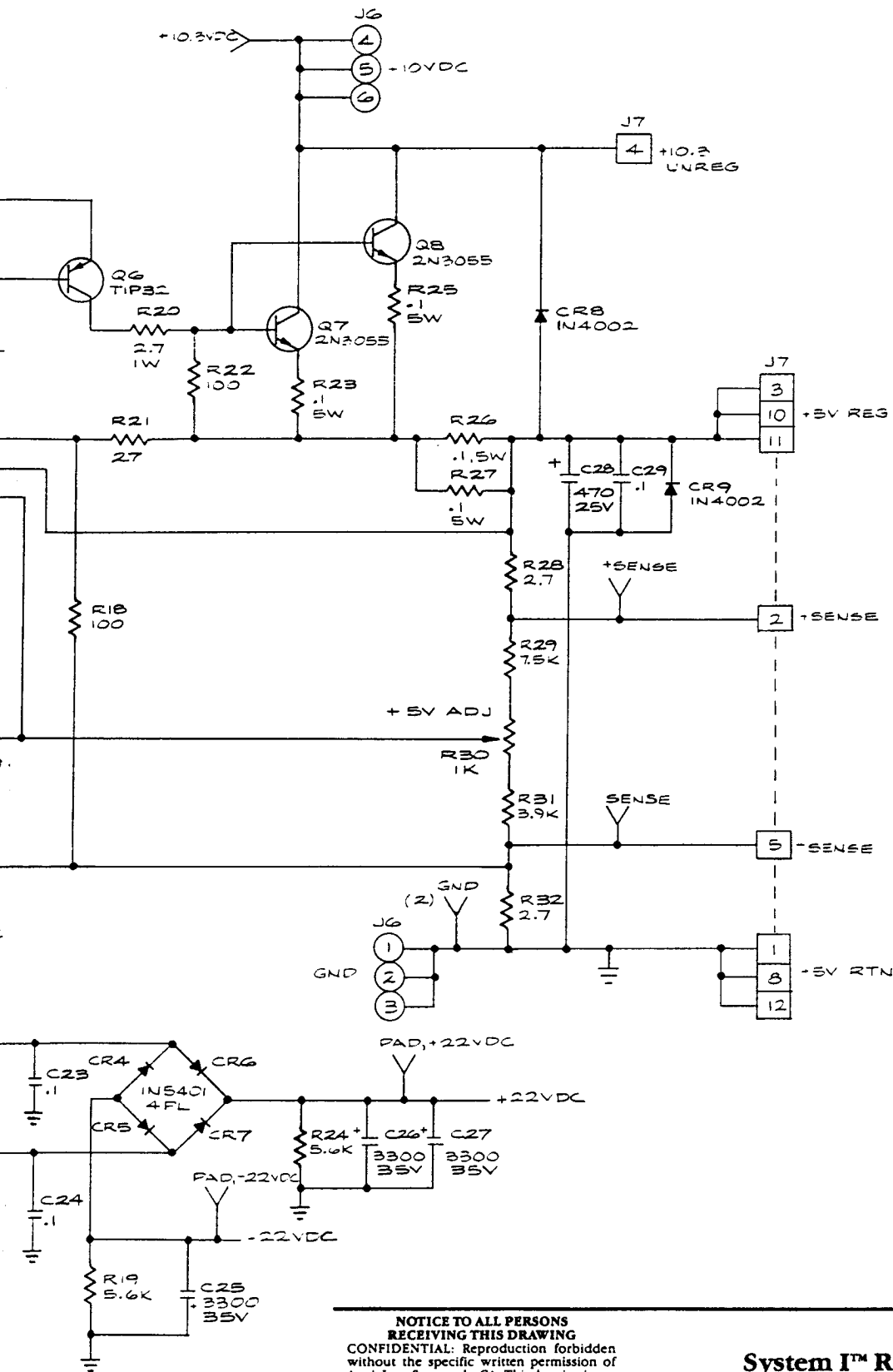
System I™ Main Wiring Diagram



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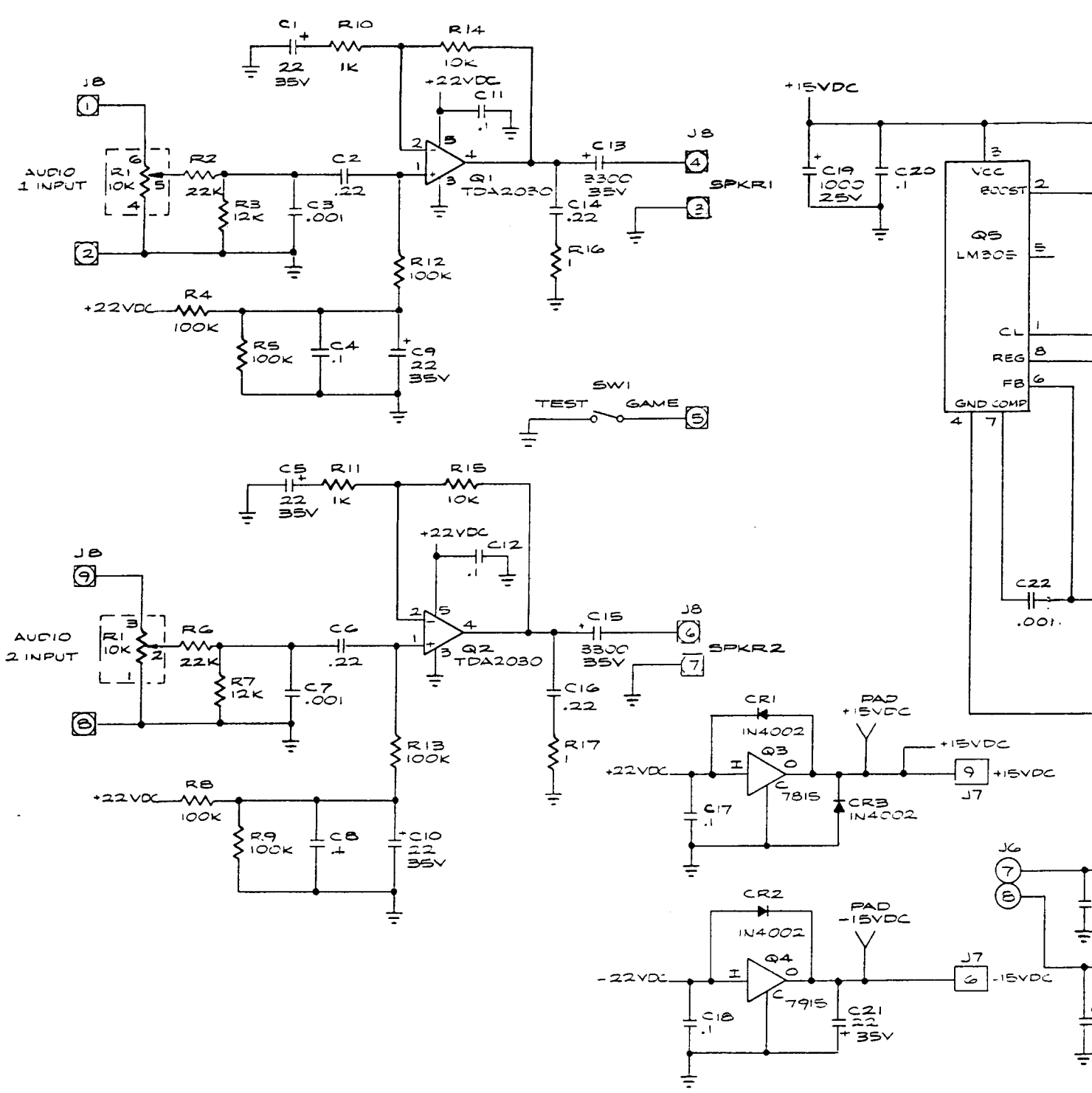


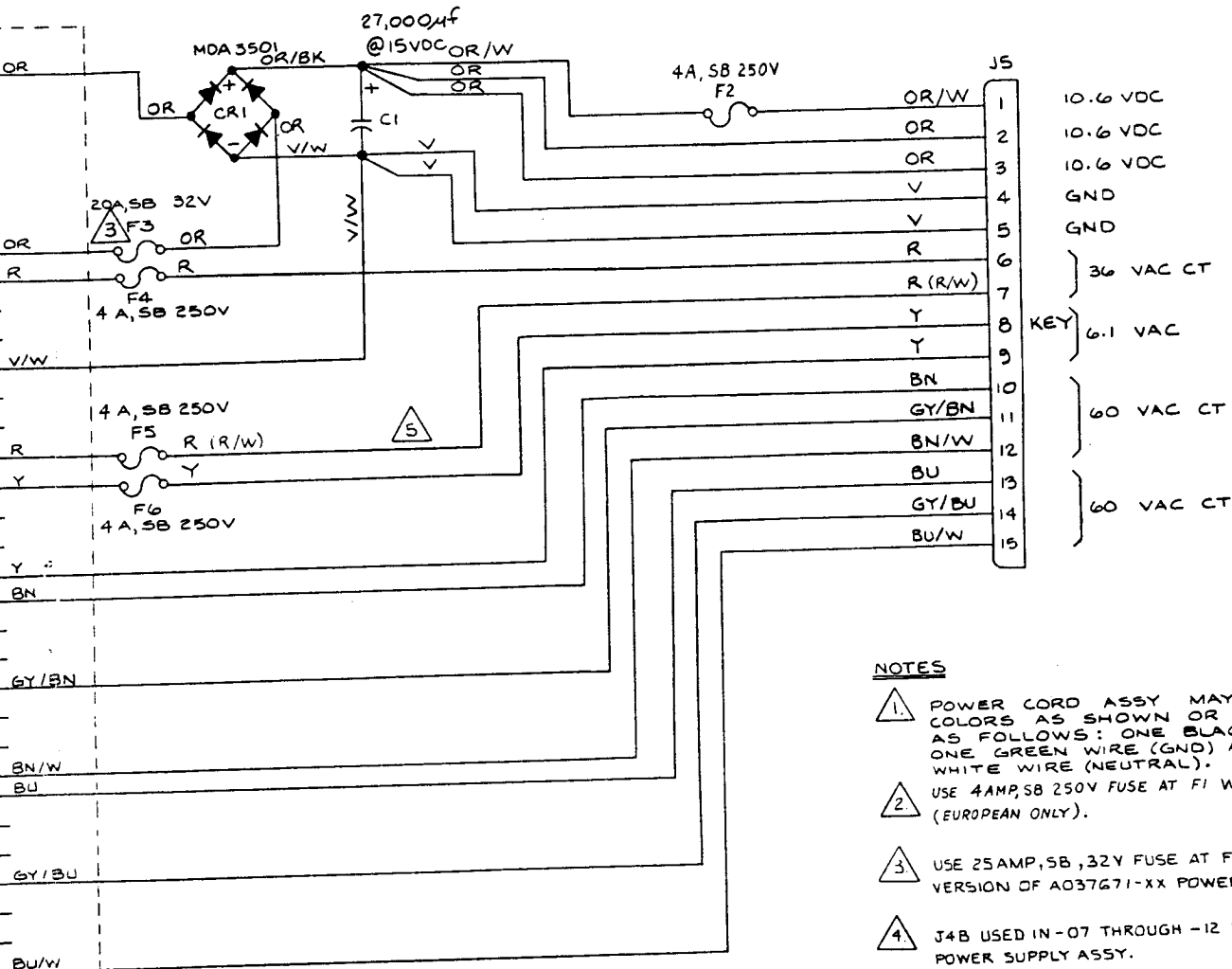


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System I™ Regulator/Audio III PCB Schematic Diagram







NOTES

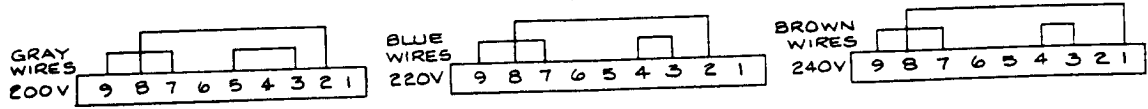
- 1. POWER CORD ASSY MAY HAVE WIRE COLORS AS SHOWN OR WIRE COLORS AS FOLLOWS: ONE BLACK WIRE (AC), ONE GREEN WIRE (GND) AND ONE WHITE WIRE (NEUTRAL).
- 2. USE 4AMP, SB 250V FUSE AT F1 WITH 220V & 240V (EUROPEAN ONLY).
- 3. USE 25AMP, SB, 32V FUSE AT F3 FOR -04, -05, & -06 VERSION OF A037671-XX POWER SUPPLY.
- 4. J4B USED IN -07 THROUGH -12 VERSION OF A037671-XX POWER SUPPLY ASSY.
- 5. ALTERNATE WIRE COLOR IS IN PARENTHESES ().

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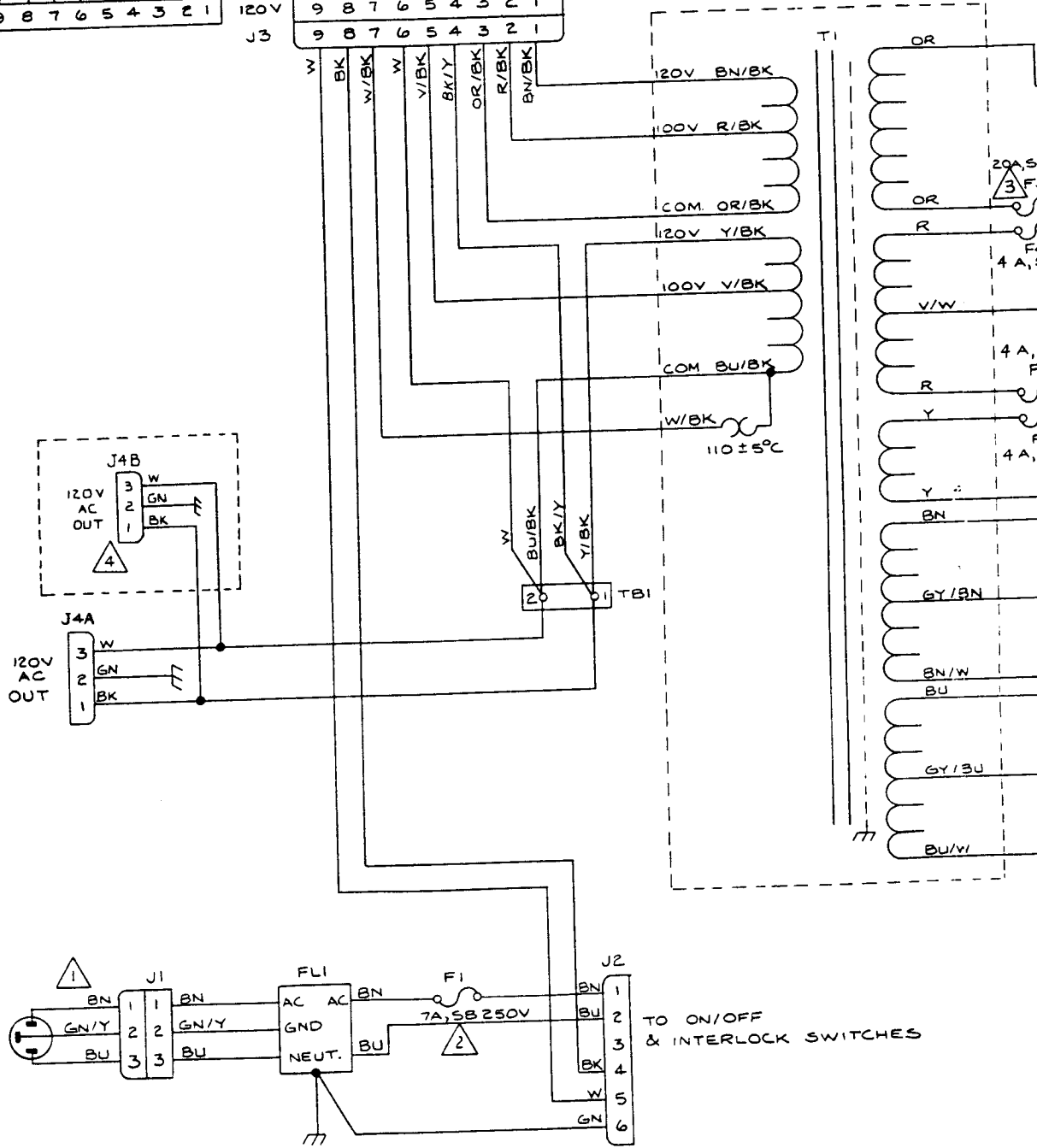
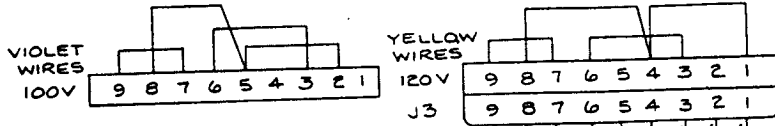
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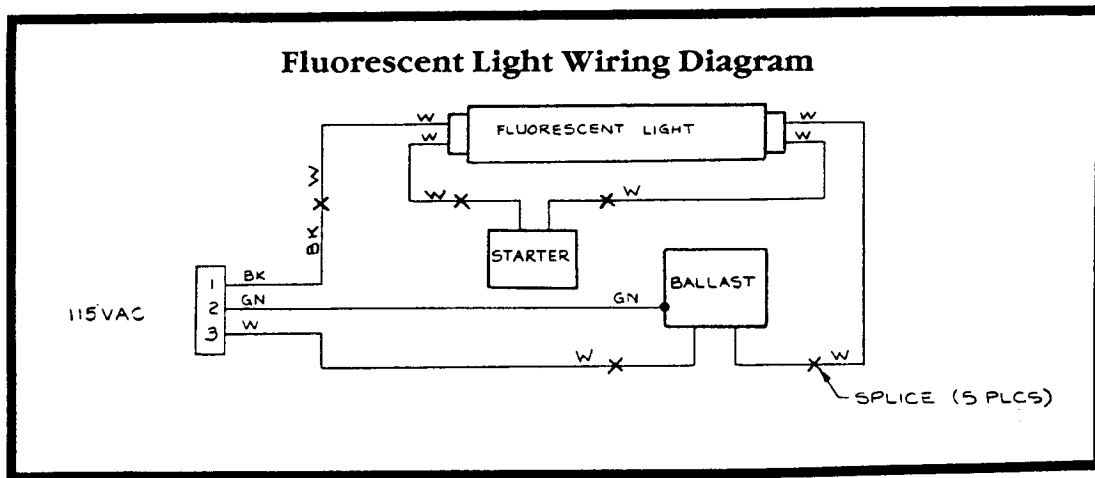
System I™ Color Raster Power Supply Wiring Diagram





VOLTAGE SELECTION BLOCKS





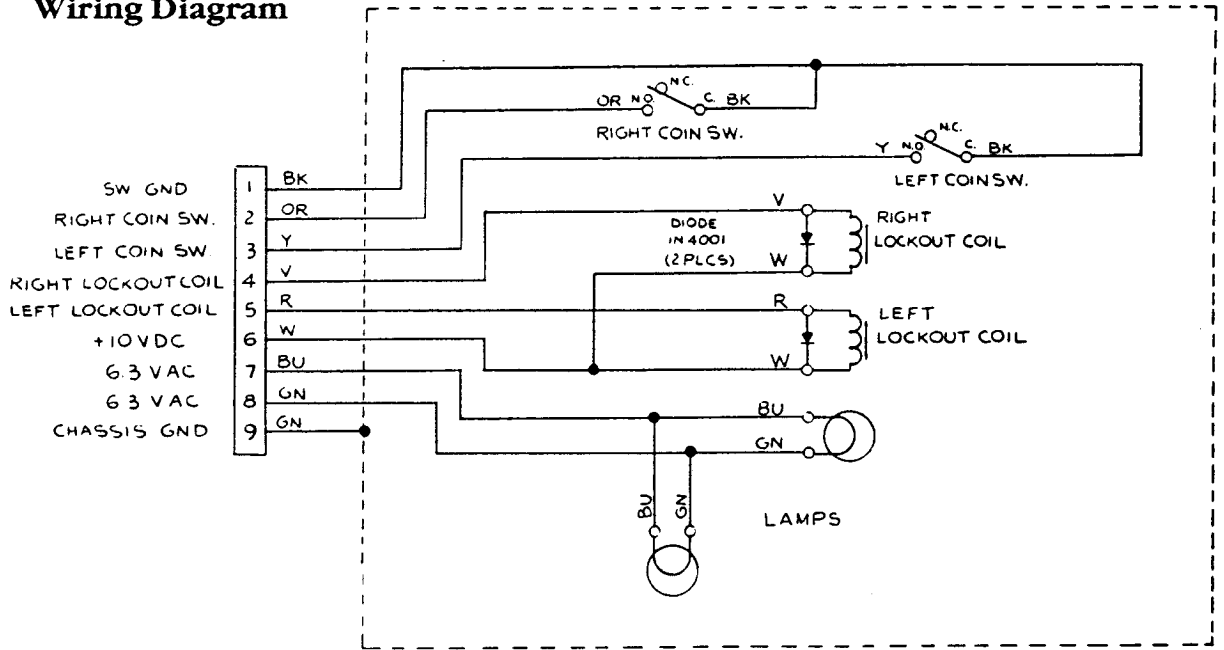
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System I™ Game Interfaces



Coin Door Wiring Diagram



Processor Memory Map

ADDRESS LINES											DATA BUS SIGNAL LINES																
A10	A9	A8	A7	A6	A5	A4	A3	A2	A1	A0	READ/ WRITE	D15	D14	D13	D12	D11	D10	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0
A	A	A	A	A	A	A	A	A	A	A	R	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
A	A	A	A	A	A	A	A	A	A	A	R/W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
0	0	0	0	0	0	0	0	0	0	0	W							D	D	D	D	D	D	D	D	D	D
0	0	0	0	0	0	0	0	0	0	0	W							D	D	D	D	D	D	D	D	D	D
0	0	0	0	0	0	0	0	0	0	0	R								D	D	D	D	D	D	D	D	D
0	0	0	0	0	0	0	0	0	0	0	W								D								
0	0	0	0	0	0	0	0	0	0	0	W									D							
0	0	0	0	0	0	0	0	0	0	0	W										D						
0	0	0	0	0	0	0	0	0	0	0	W											D					
0	0	0	0	0	0	0	0	0	0	0	W												D				
0	0	0	0	0	0	0	0	0	0	0	W													D			
0	0	0	0	0	0	0	0	0	0	0	W														D		
0	0	0	0	0	0	0	0	0	0	0	W															D	
0	0	0	0	0	0	0	0	0	0	0	W																D
A	A	A	A	A	A	A	A	A	A	A	R/W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
A	A	A	A	A	A	A	A	A	A	A	R/W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
0	0	0	0	A	A	A	A	A	A	A	R/W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
0	0	0	1	A	A	A	A	A	A	A	R/W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
0	0	1	0	A	A	A	A	A	A	A	R/W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
0	0	1	1	A	A	A	A	A	A	A	R/W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
0	1	0	0	A	A	A	A	A	A	A	R/W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
0	1	0	1	A	A	A	A	A	A	A	R/W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
0	1	1	0	A	A	A	A	A	A	A	R/W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
0	1	1	1	A	A	A	A	A	A	A	R/W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
1	1	0	0	A	A	A	A	A	A	A	R/W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
1	1	0	1	A	A	A	A	A	A	A	R/W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
1	1	1	0	A	A	A	A	A	A	A	R/W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
1	1	1	1	A	A	A	A	A	A	A	R/W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
A	A	A	A	A	A	A	A	A	A	A	R/W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
0	0	A	A	A	A	A	A	A	A	A	R/W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
0	1	A	A	A	A	A	A	A	A	A	R/W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
1	0	A	A	A	A	A	A	A	A	A	R/W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
1	1	0	0	0	0	A	A	A	A	A	R/W	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
A	A	A	A	A	A	A	A	A	A	A	R									D	D	D	D	D	D	D	D
0	0	0	0	0	0	0	0	A	A	A	R									D	D	D	D	D	D	D	D
0	0	0	0	0	0	0	0	A	A	A	R									D	D	D	D	D	D	D	D
0	0	0	0	0	0	1	0	0	0	0	R																
0	0	0	0	0	0	0	0	0	0	0	R									D							
0	0	0	0	0	0	0	0	0	0	0	R										D						
0	0	0	0	0	0	0	0	0	0	0	R											D					
0	0	0	0	0	0	0	0	0	0	0	R												D				
0	0	0	0	0	0	0	0	0	0	0	R													D			
0	0	0	0	0	0	0	0	0	0	0	R														D		
0	0	0	0	0	0	0	0	0	0	0	R															D	
0	0	0	0	0	0	0	0	0	0	0	R																D
0	0	0	0	0	0	0	0	0	0	0	R																D
0	0	0	0	0	0	0	0	0	0	0	W																D
0	0	0	0	0	0	0	0	0	0	0	W																D

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System I™ Video Microprocessor Memory Map



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Microprocessor Memory Map

BUS SIGNAL LINES										READ/ WRITE	DATA BUS SIGNAL LINES							
A9	A8	A7	A6	A5	A4	A3	A2	A1	A0		D7	D6	D5	D4	D3	D2	D1	D0
A	A	A	A	A	A	A	A	A	A	R/W	D	D	D	D	D	D	D	D
A	A	A	A	A	A	A	A	A	A	R/W	D	D	D	D	D	D	D	D
0	0	0	0	0	0	0	0	0	A	R/W	D	D	D	D	D	D	D	D
0	0	0	0	1	0	0	0	0	0	R	D	D	D	D	D	D	D	D
0	0	0	0	1	0	0	0	0	0	W	D	D	D	D	D	D	D	D
0	0	0	1	0	0	0	0	0	0	R	D							
0	0	0	0	1	0	0	0	0	0	R				D				
0	0	0	0	1	0	0	0	0	0	R						D		
0	0	0	0	1	0	0	0	0	0	R							D	
0	0	0	1	0	0	0	0	0	0	W								D
0	0	0	1	0	0	1	0	0	0	W								D
0	0	0	1	0	0	1	0	1	0	W								D
0	0	0	1	0	0	1	1	1	0	W								D
0	0	1	1	1	A	A	A	A	A	R/W	D	D	D	D	D	D	D	D
A	A	A	A	A	A	A	A	A	A	R	D	D	D	D	D	D	D	D

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System I™ I/O and Sound Microprocessor Memory Map



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SP-276 Sheet 4A
1st printing

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**System I™ Main PCB
Schematic Diagram**

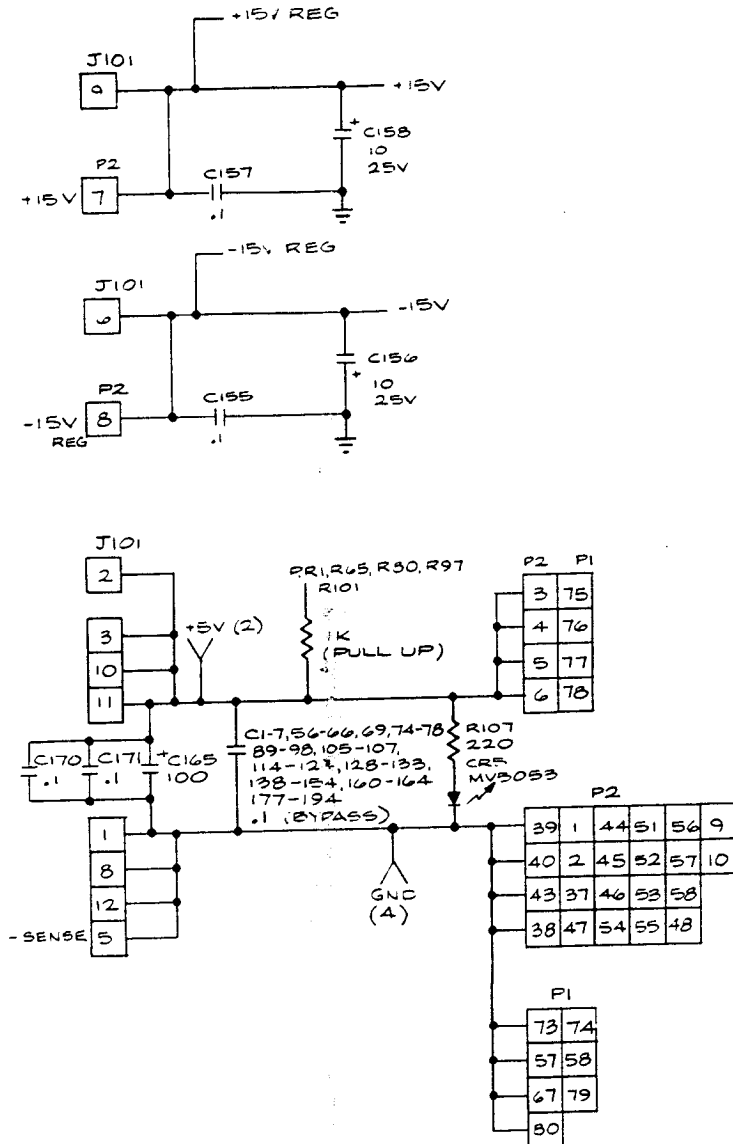


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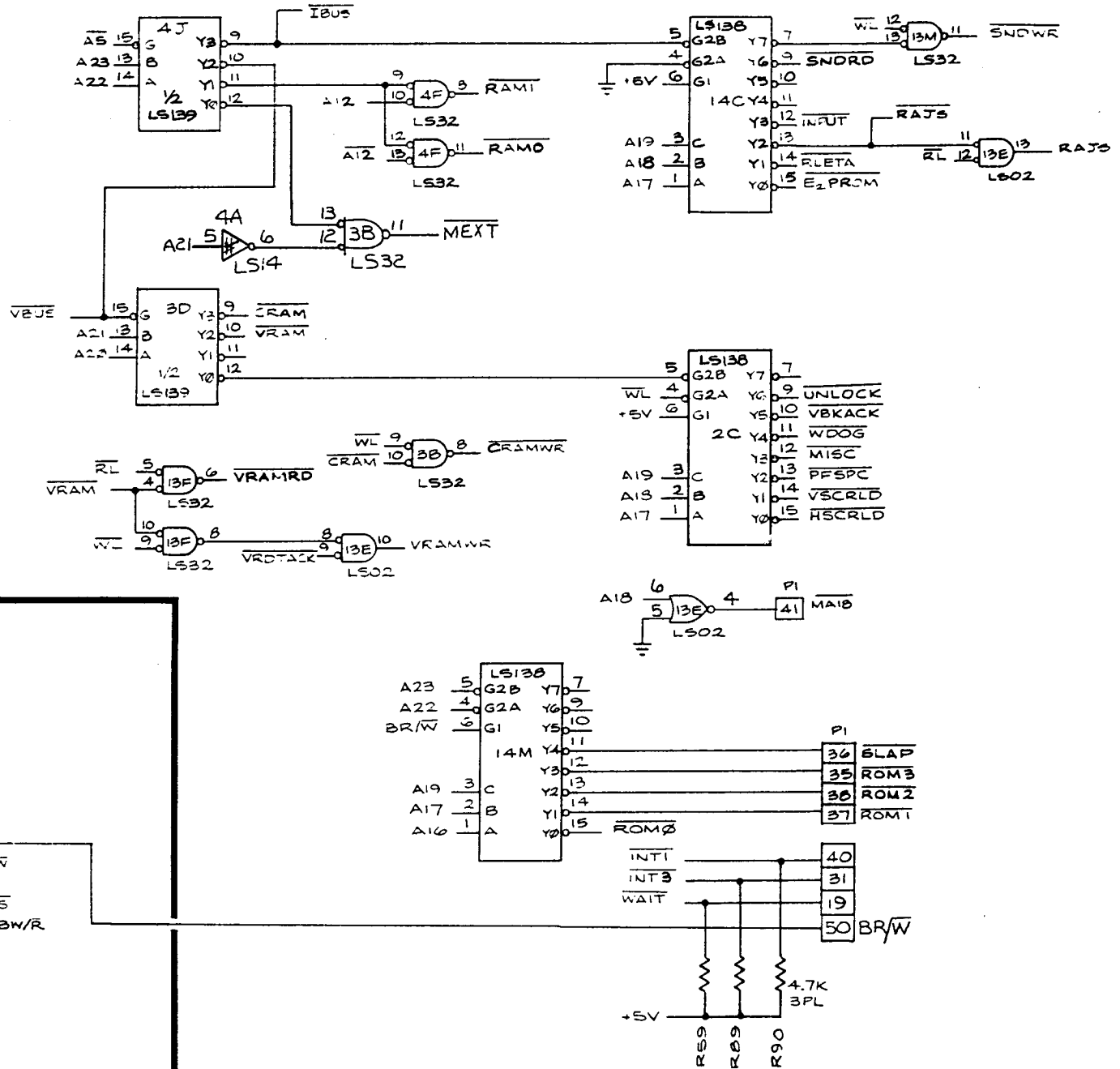
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**SP-277 Sheet 4B
1st printing**

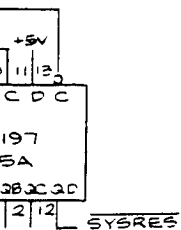
Power Input



Address Decoder



Watchdog and Reset

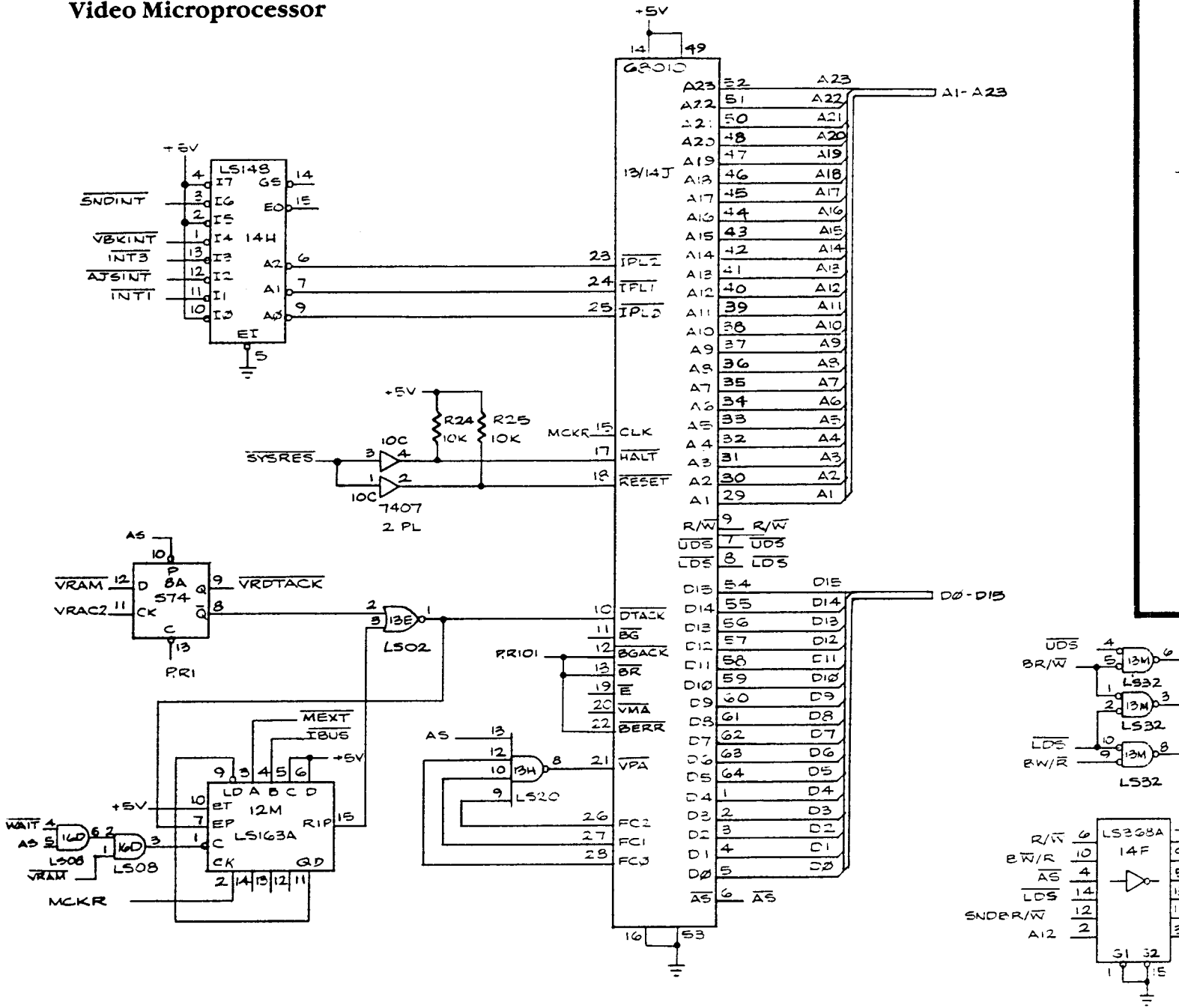


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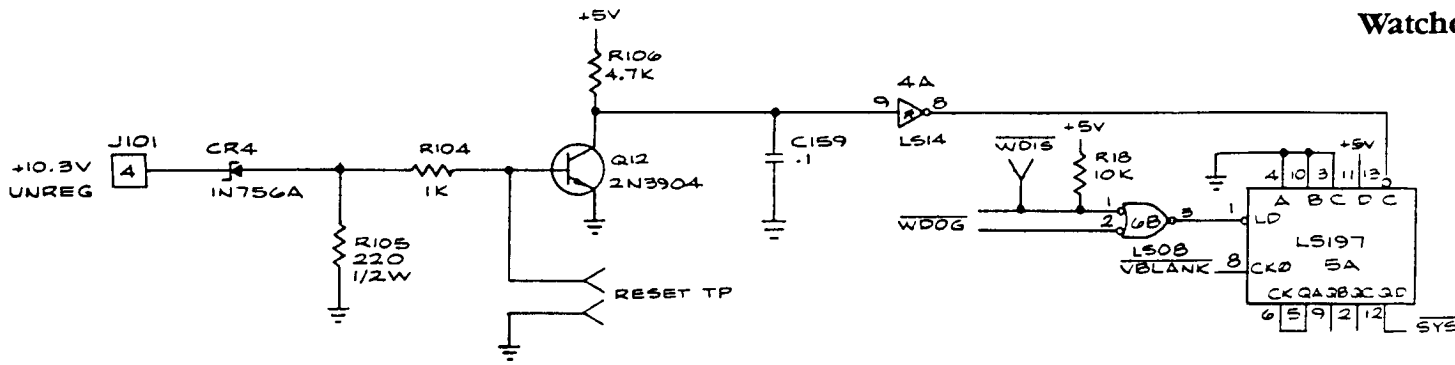
System I™ Main PCB Schematic Diagram

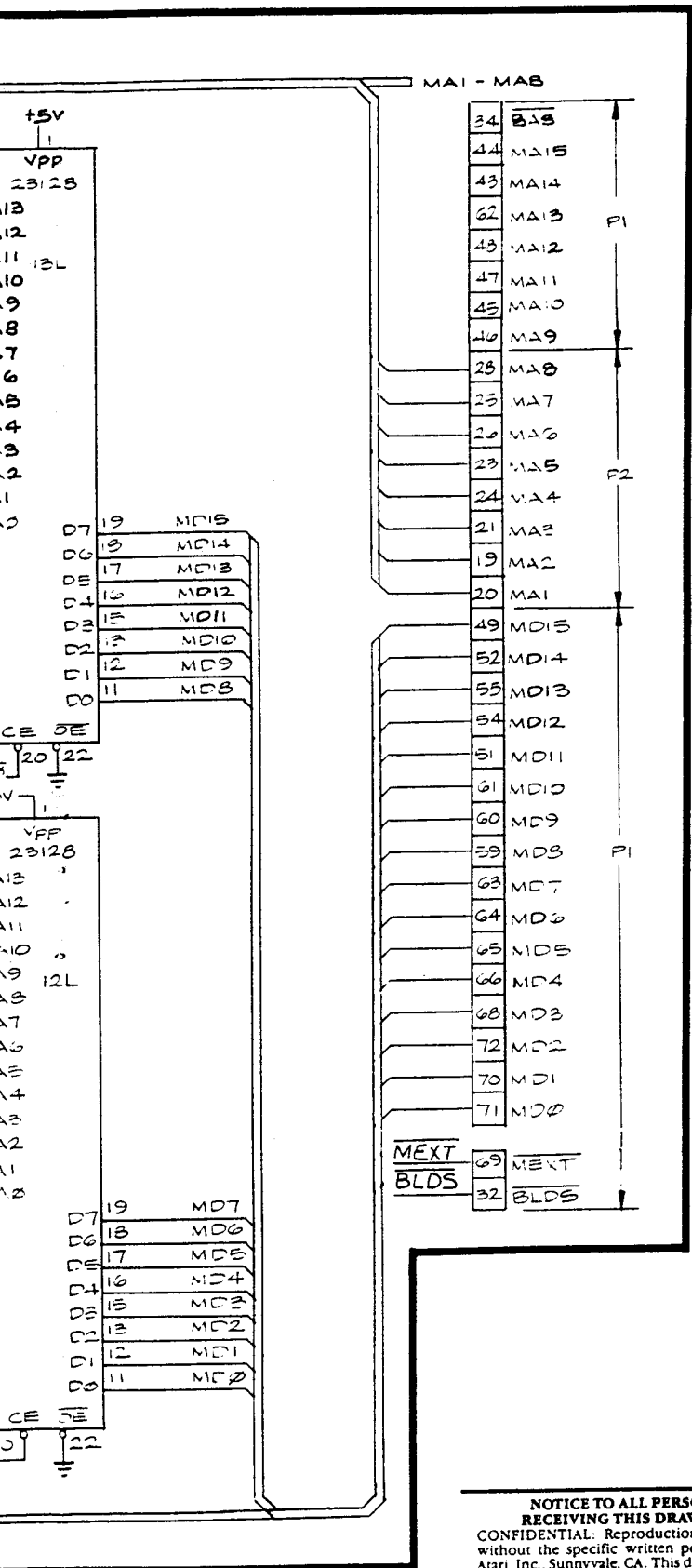


Video Microprocessor



Watchdog





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System I™ Main PCB Schematic Diagram

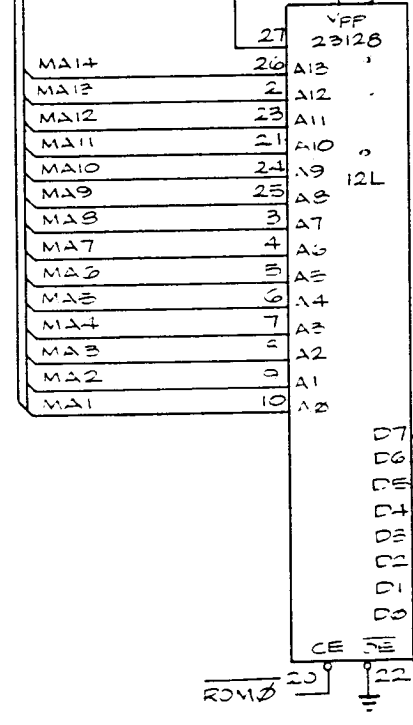
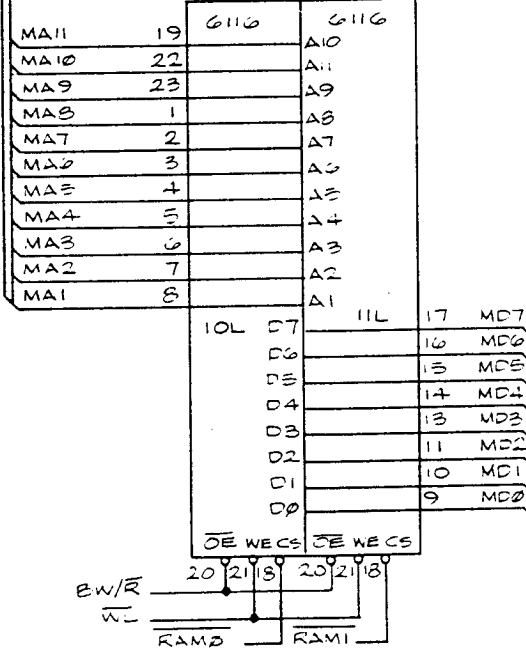
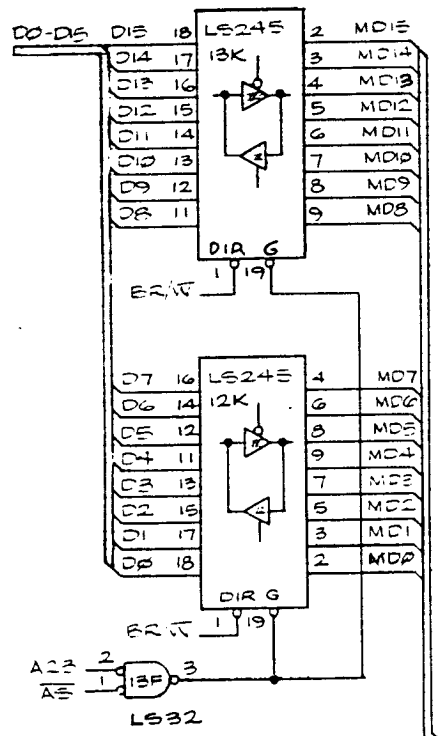
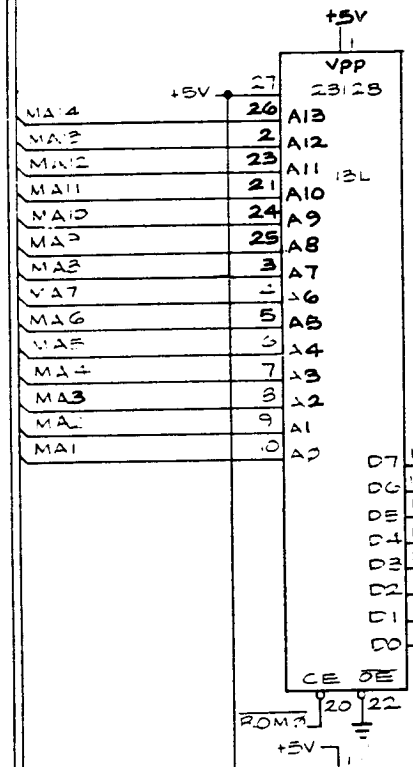
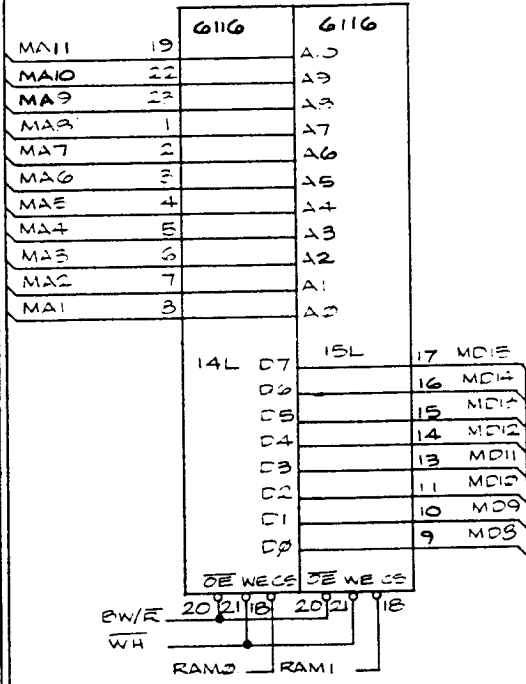
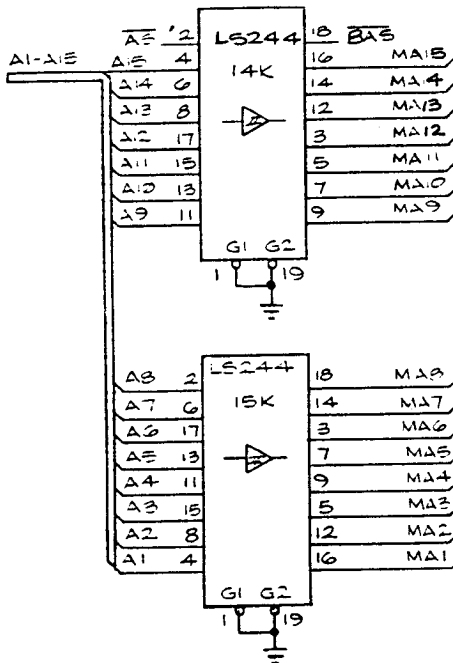


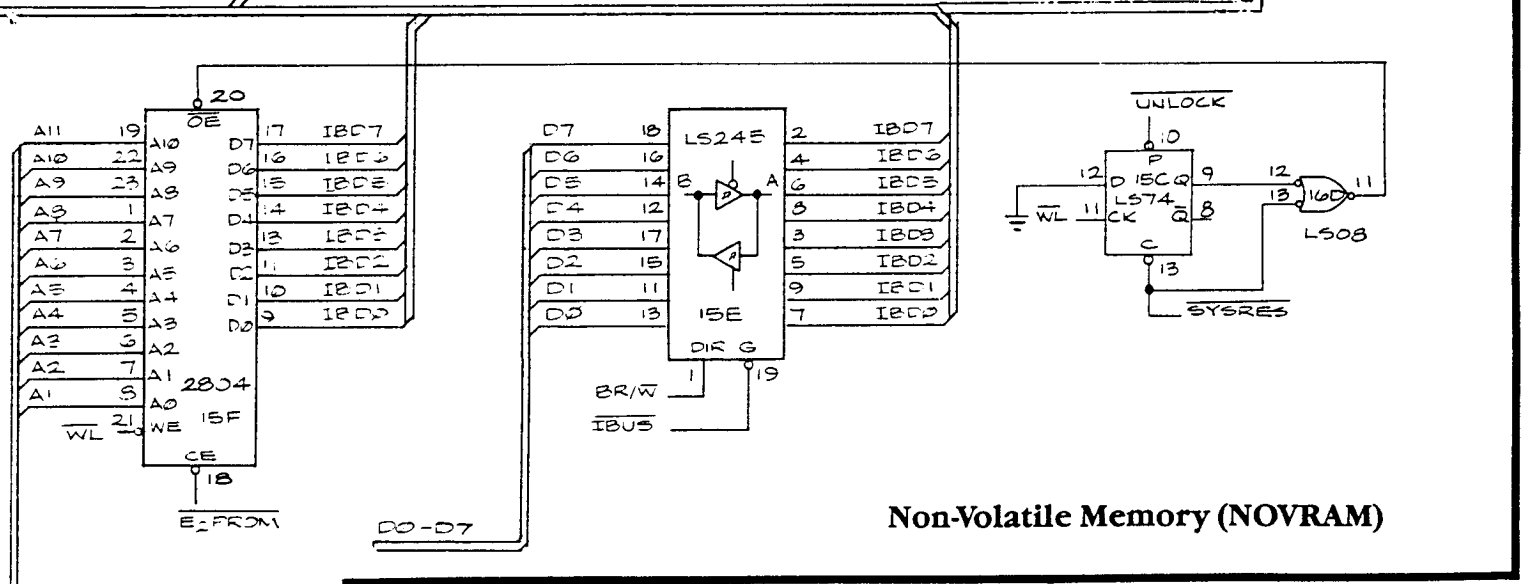
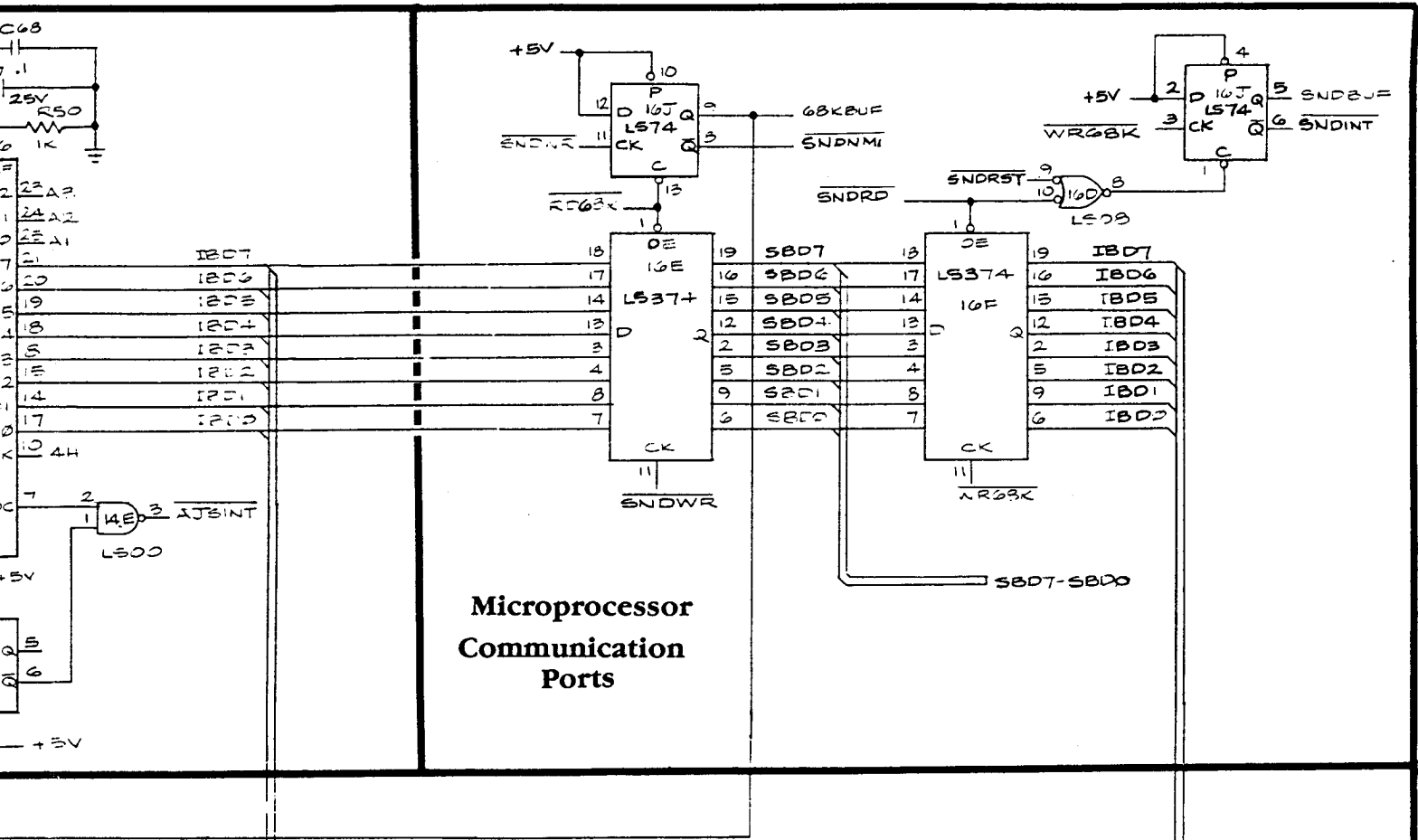
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SP-277 Sheet 5B
1st printing

Video Microprocessor

Main Memory



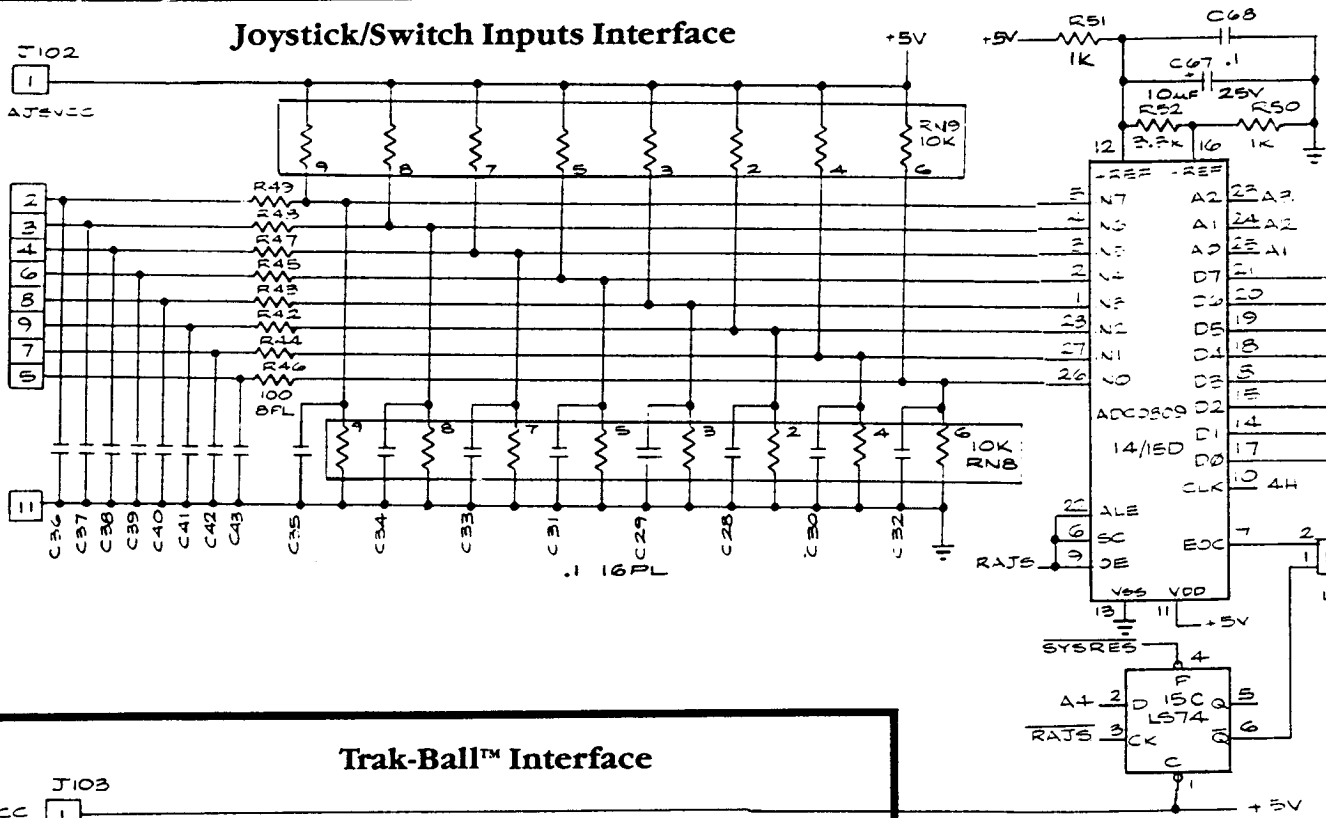


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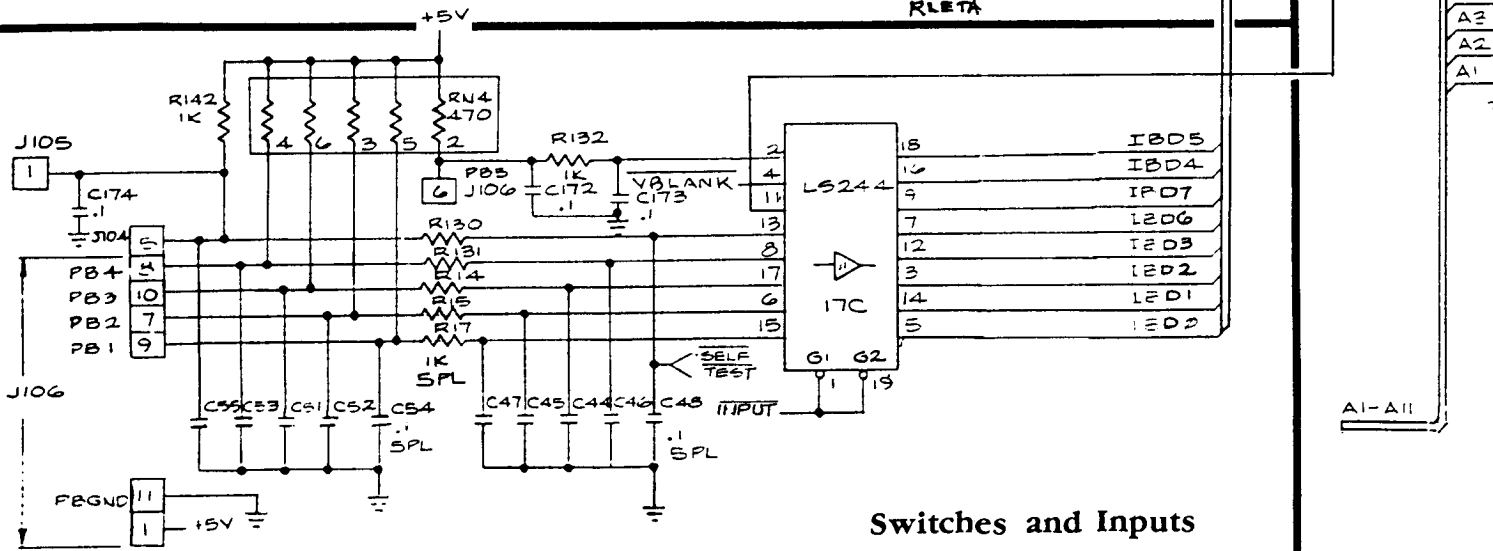
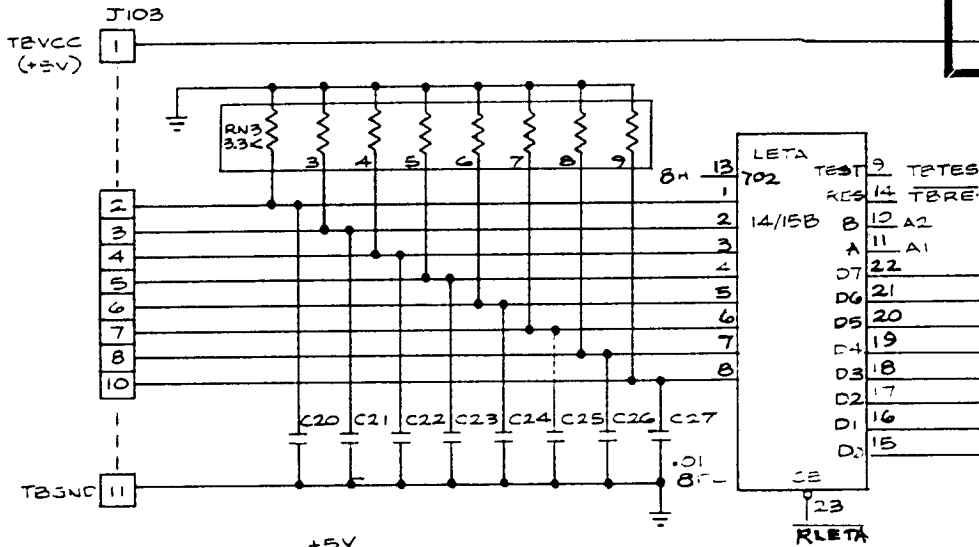
System I™ Main PCB Schematic Diagram



Joystick/Switch Inputs Interface

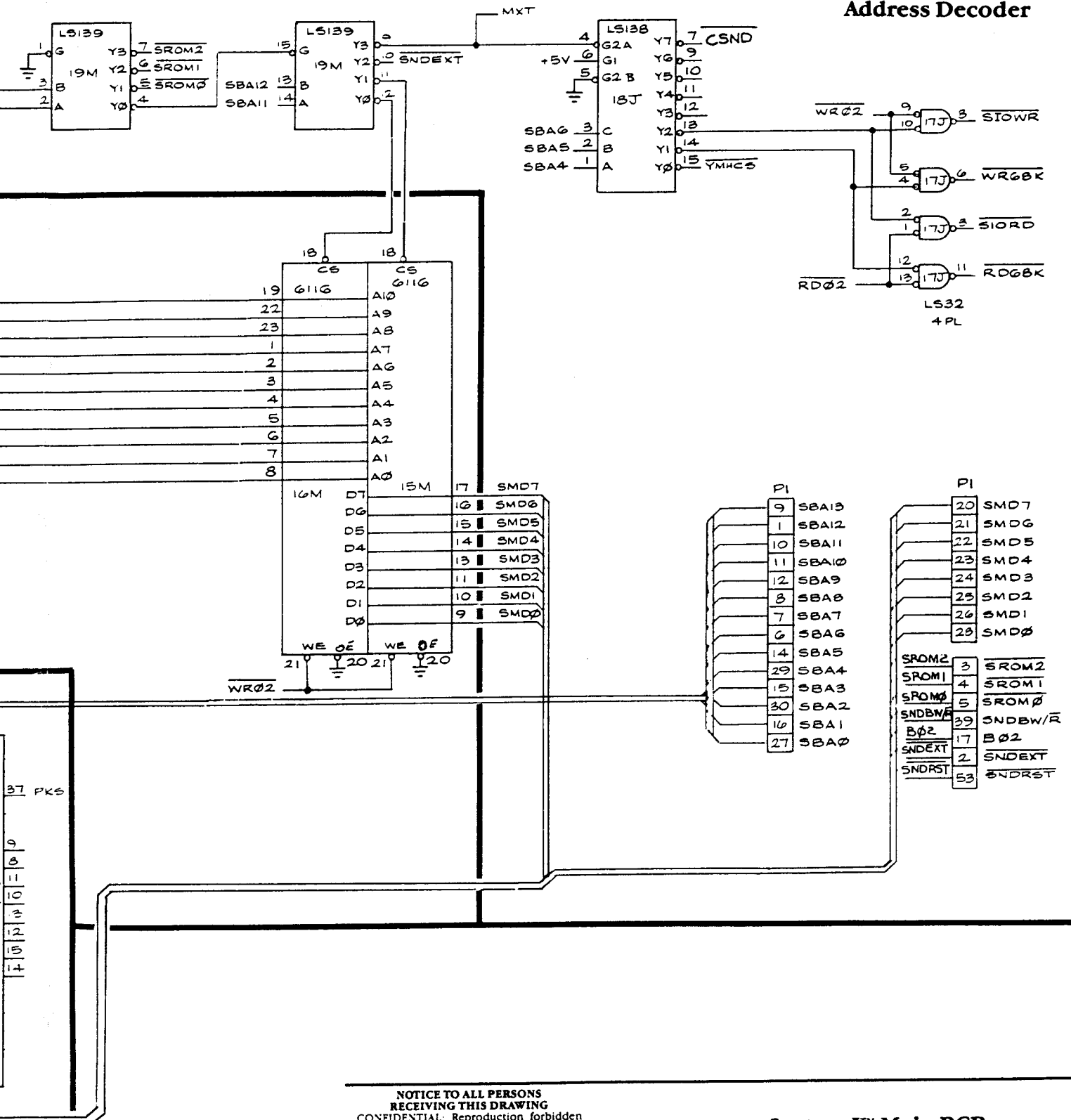


Trak-Ball™ Interface



Switches and Inputs

Address Decoder



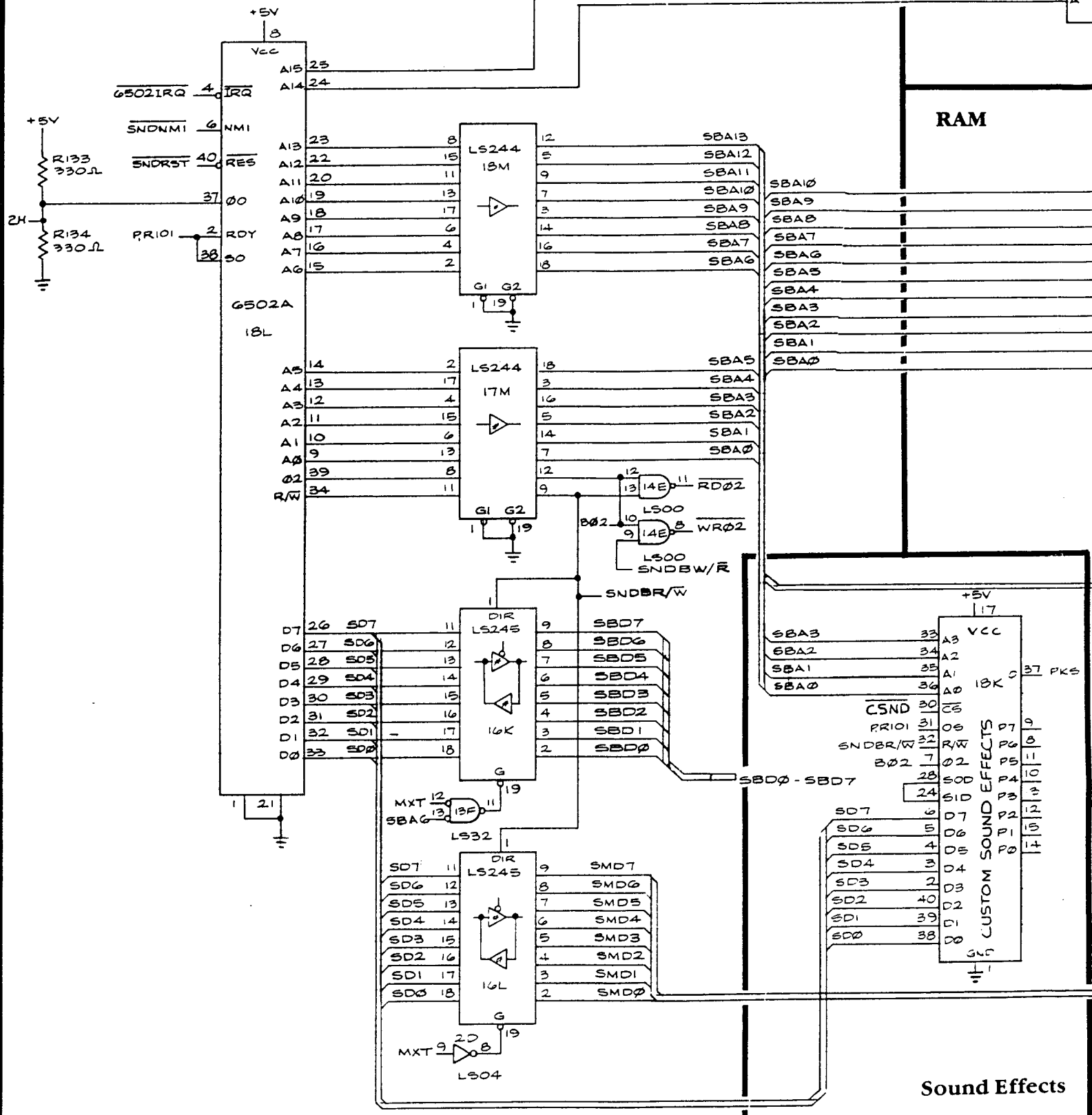
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System I™ Main PCB Schematic Diagram



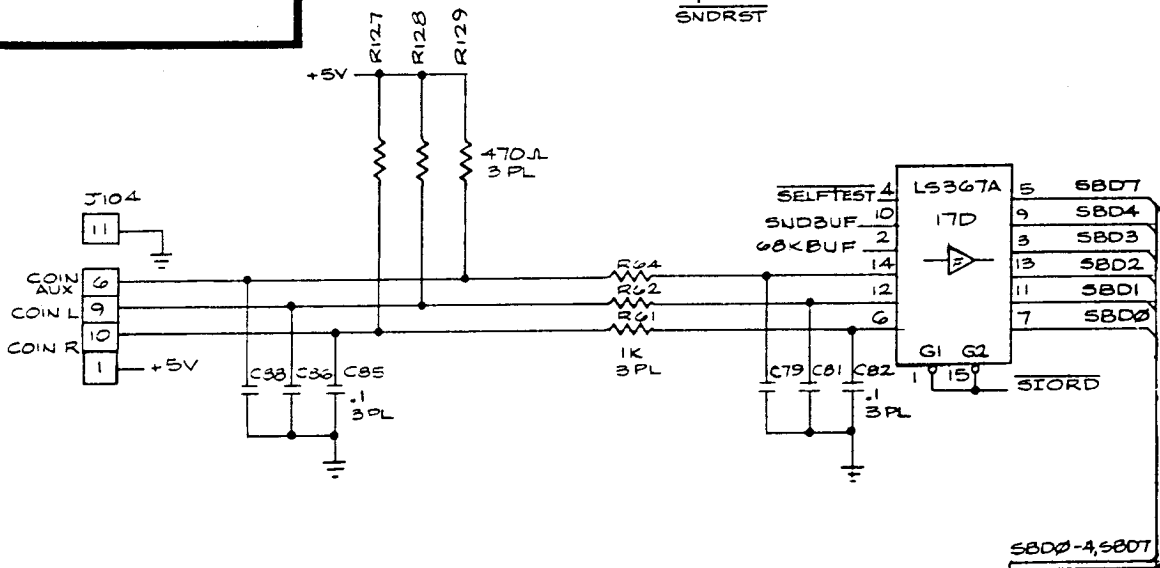
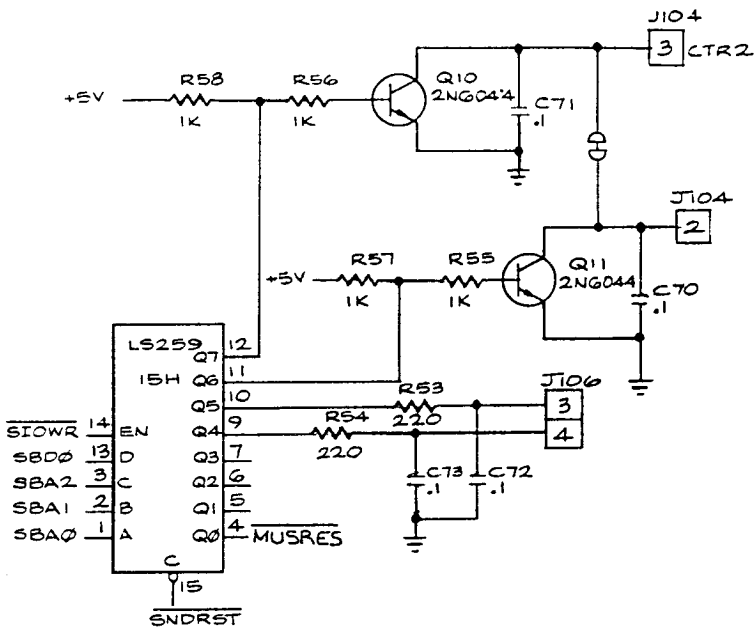
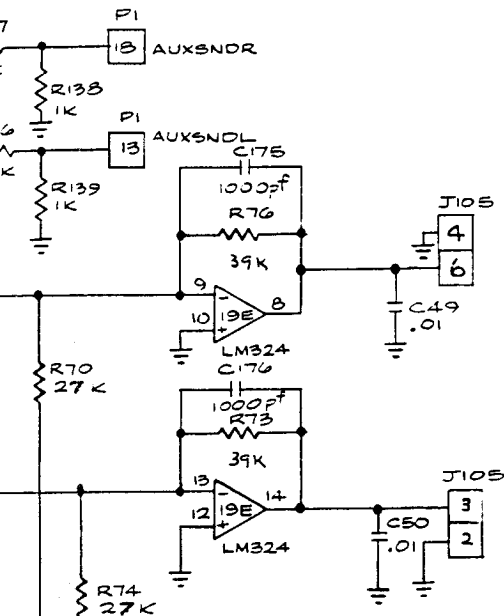
I/O and Sound Microprocessor



Sound Effects

sic

Coin I/O and LED



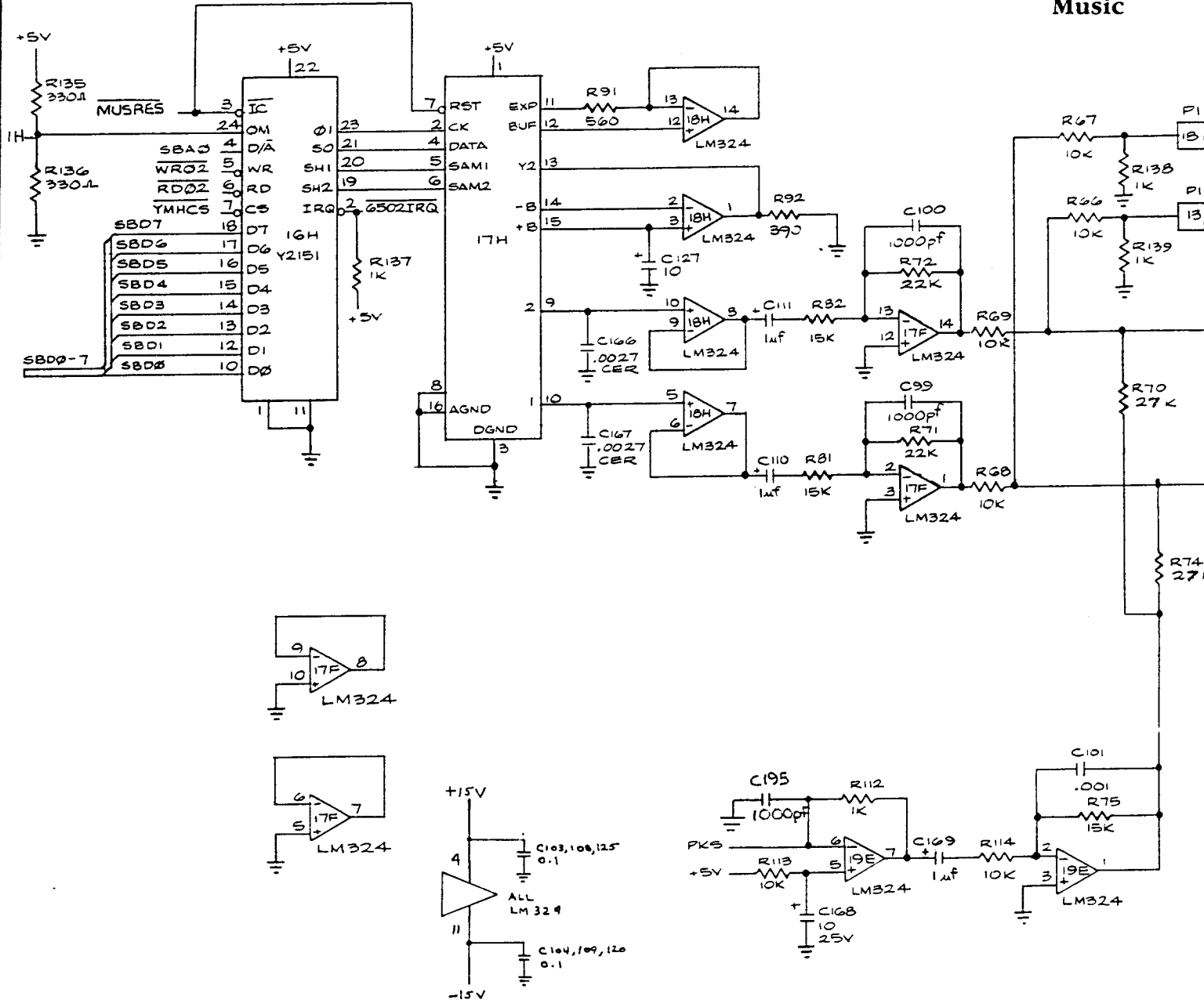
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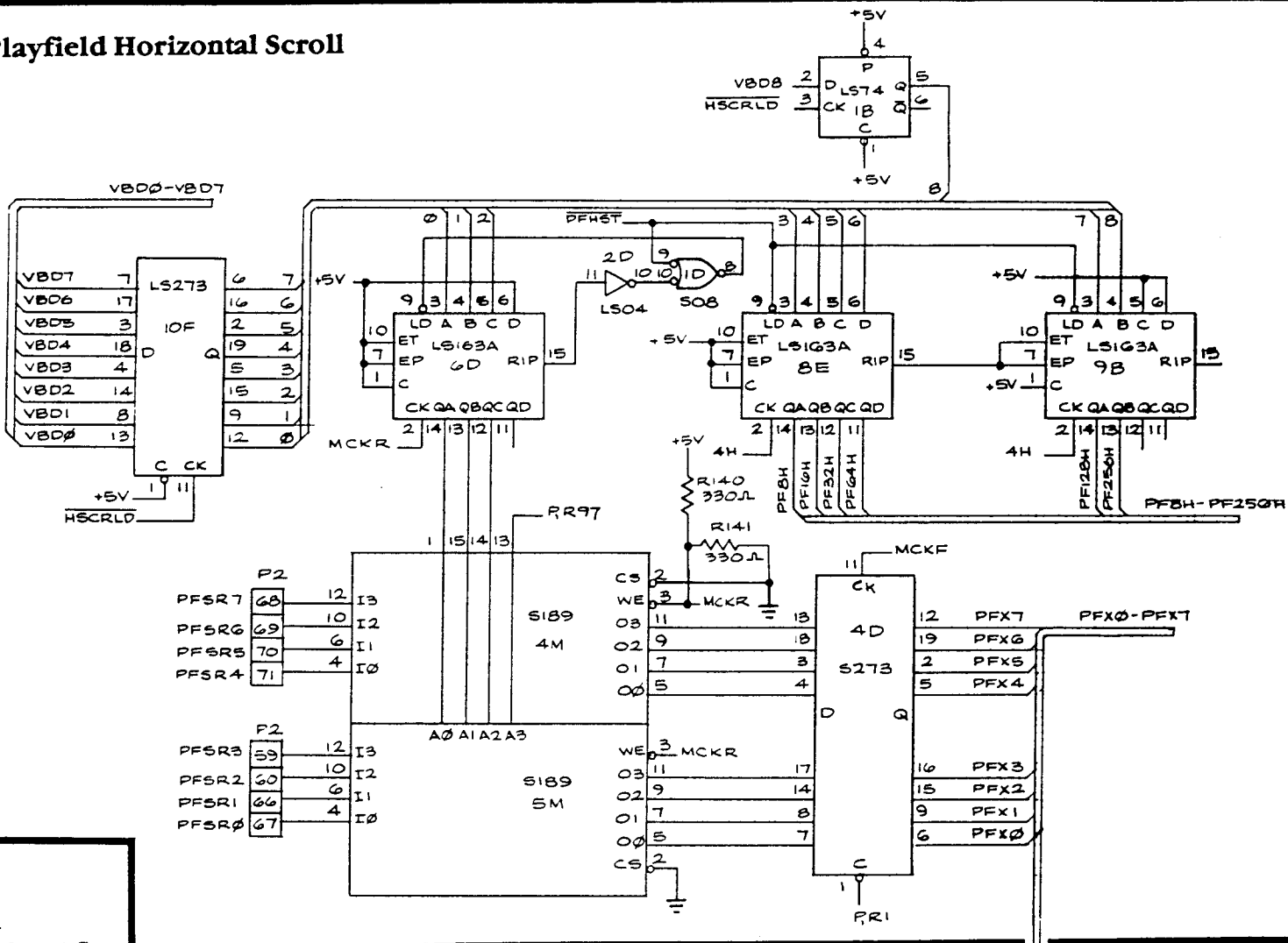
System I™ Main PCB Schematic Diagram



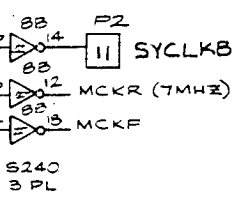
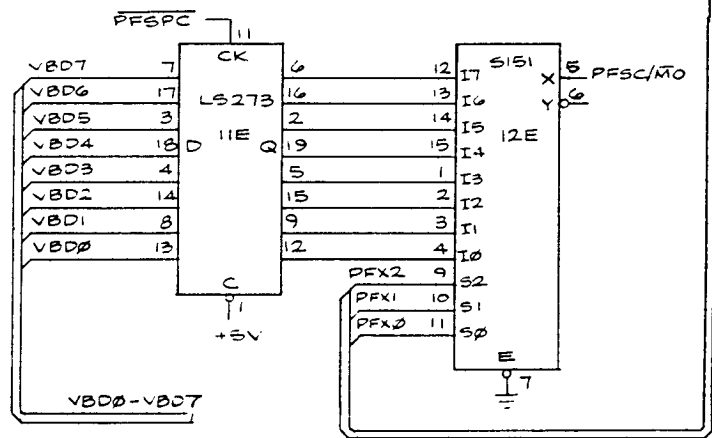
Music



Playfield Horizontal Scroll



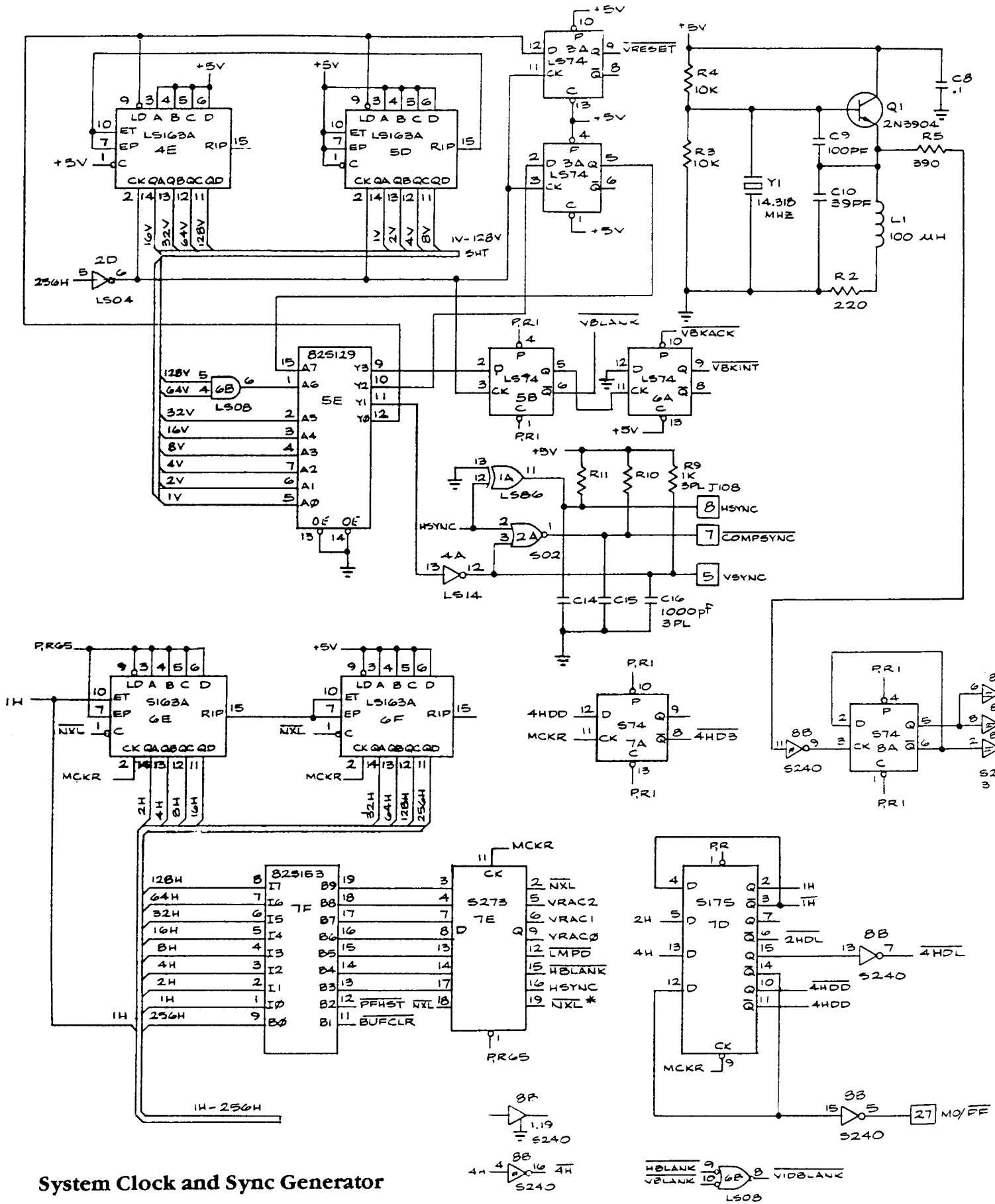
Playfield Priority



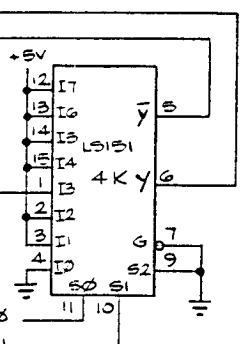
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System I™ Main PCB Schematic Diagram

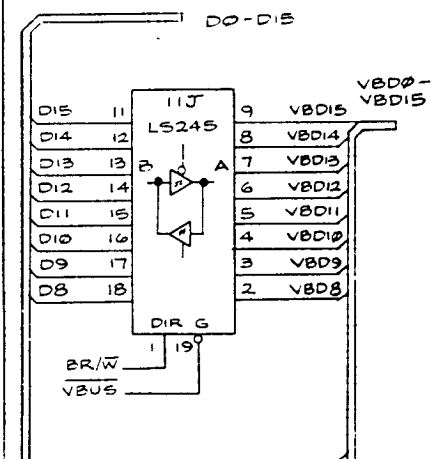
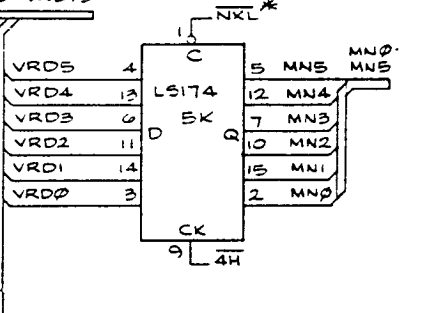
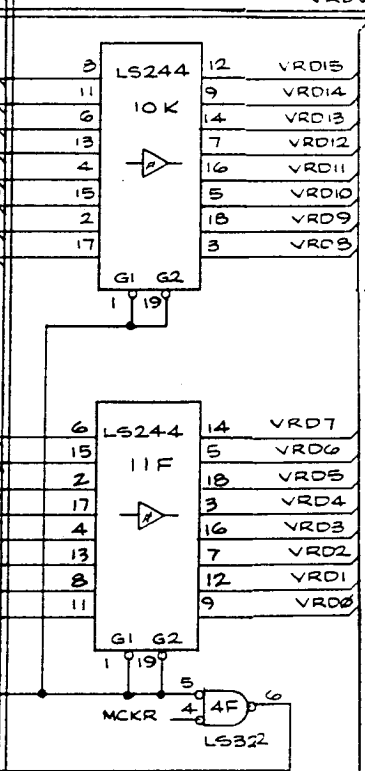
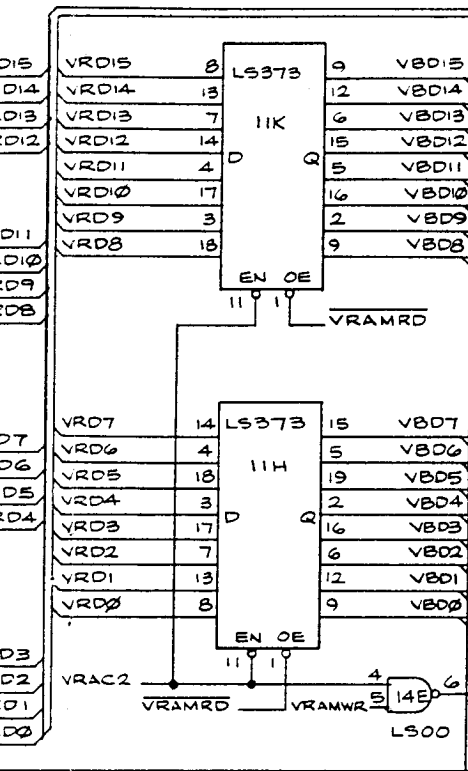
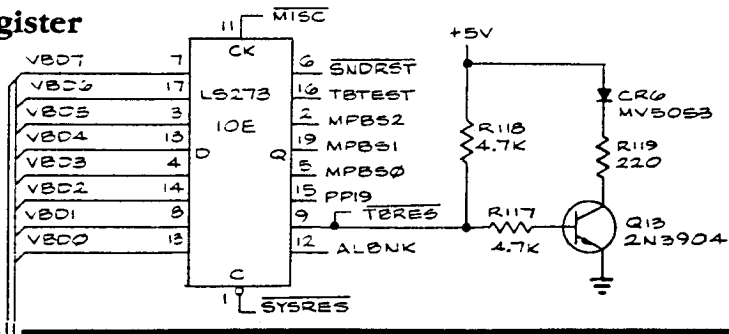




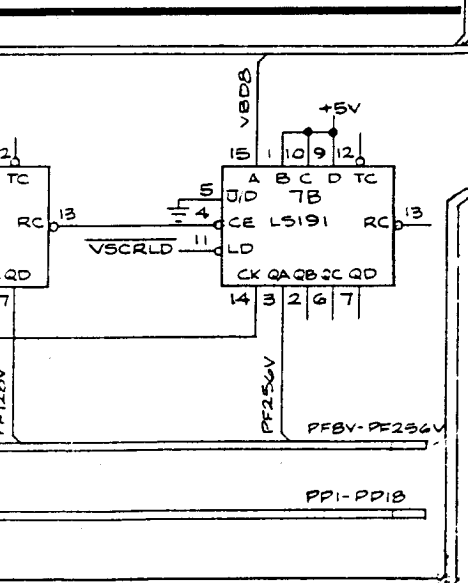
System Clock and Sync Generator



Control Register



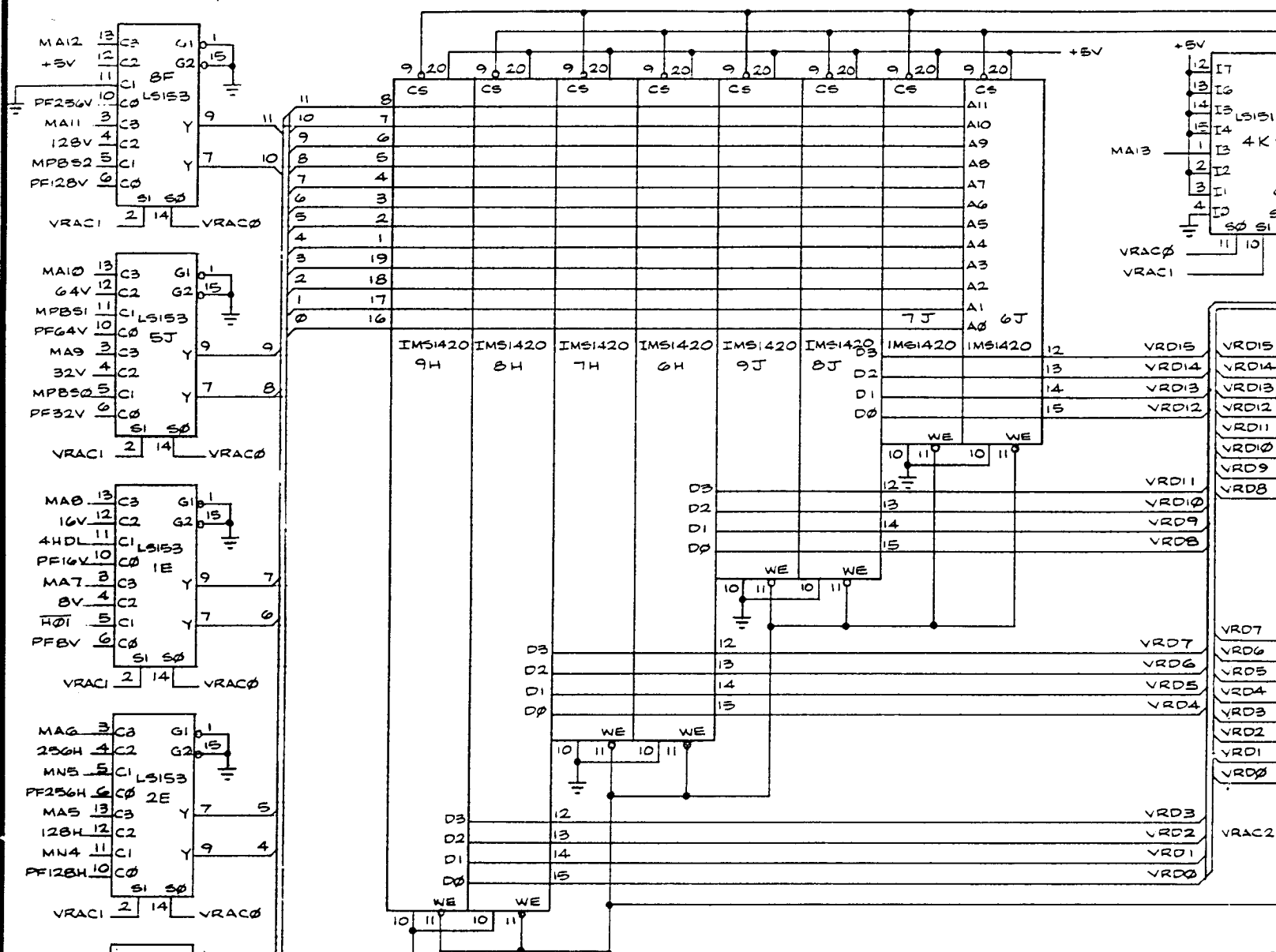
Data Buffer



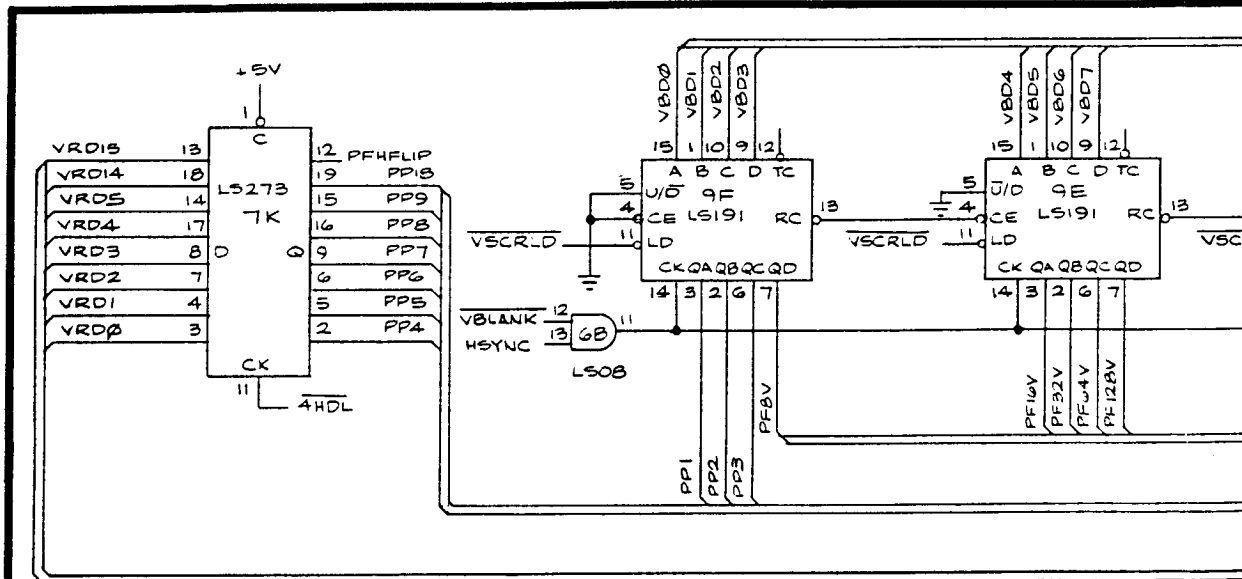
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System I™ Main PCB Schematic Diagram





Video RAM and Data Buf



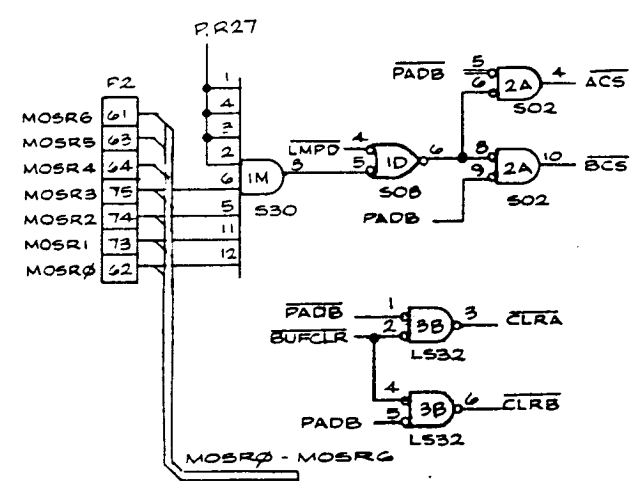
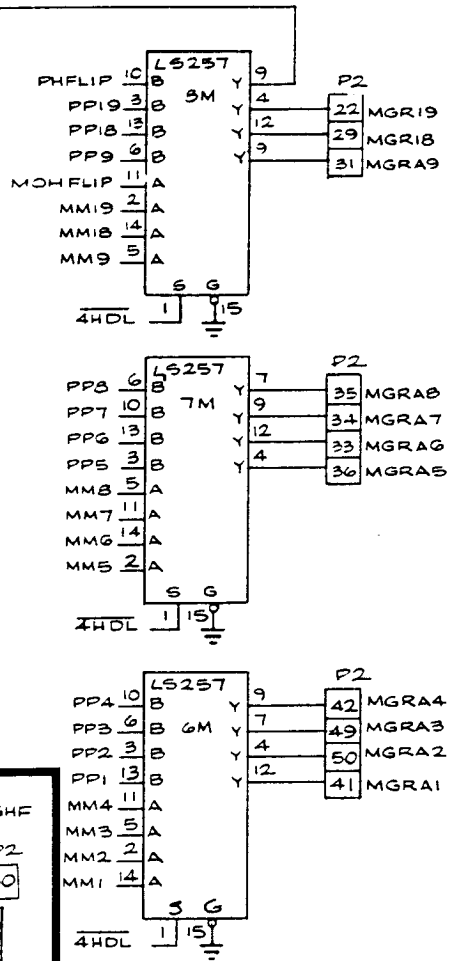
Playfield Vertical Scroll

Playfield

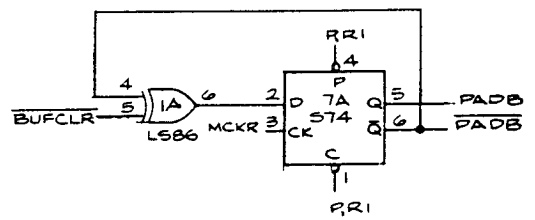
ress

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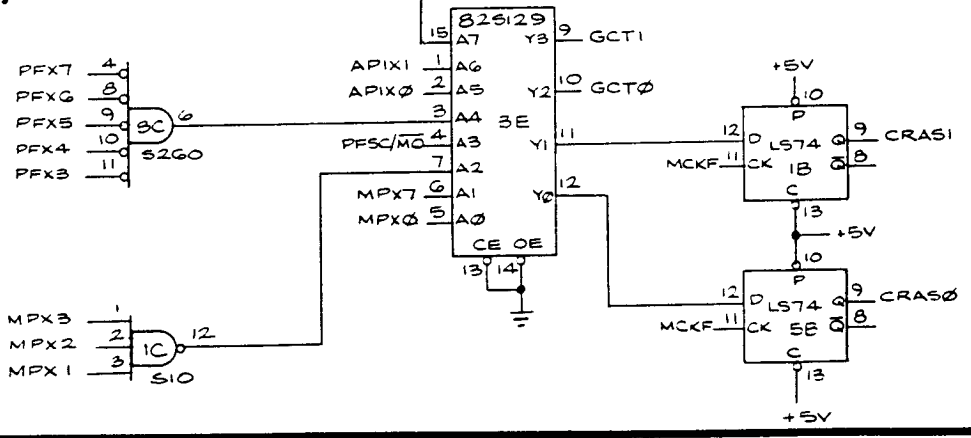
MM8



Motion Object Horizontal Line Buffer Control



Graphic Priority Control

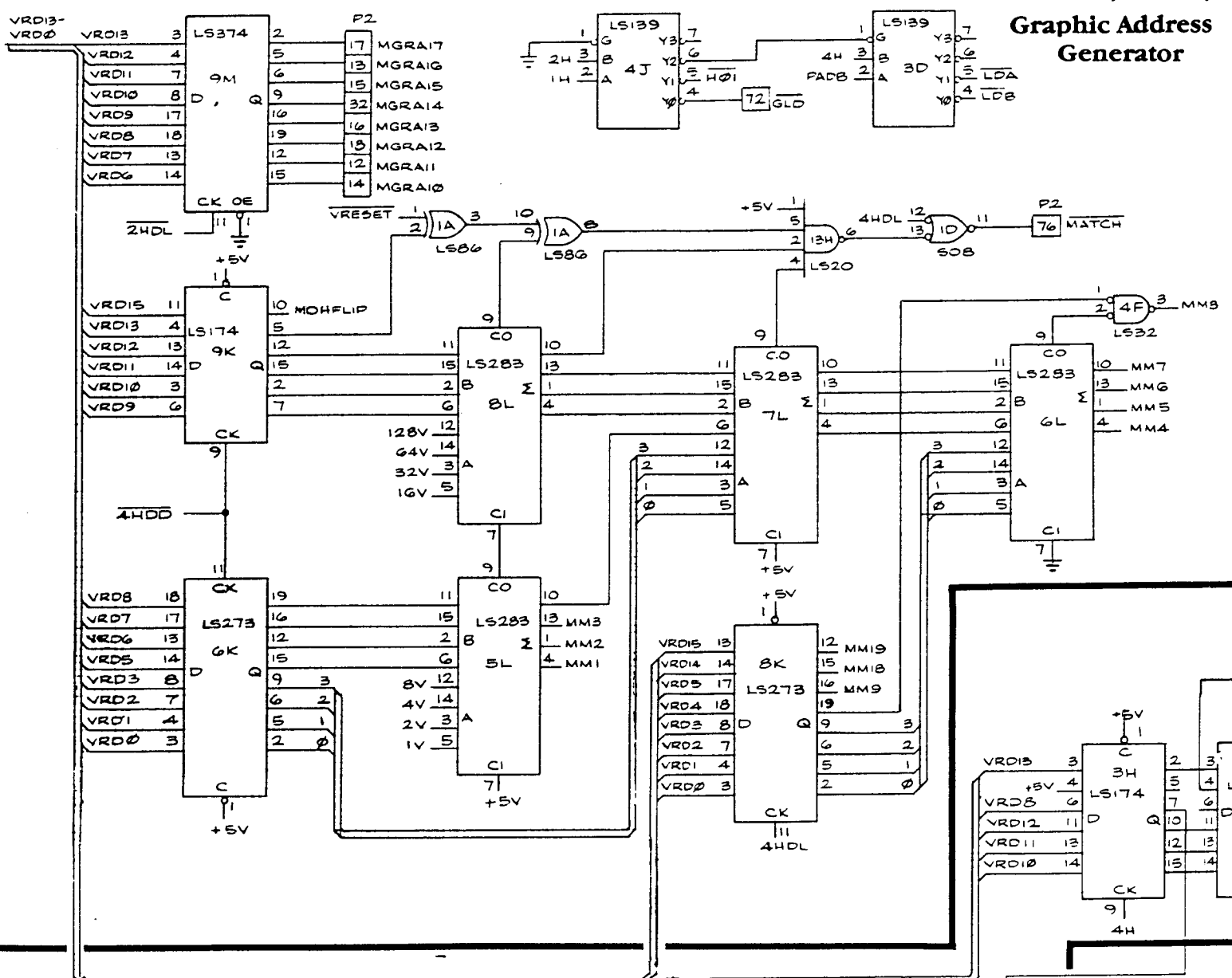


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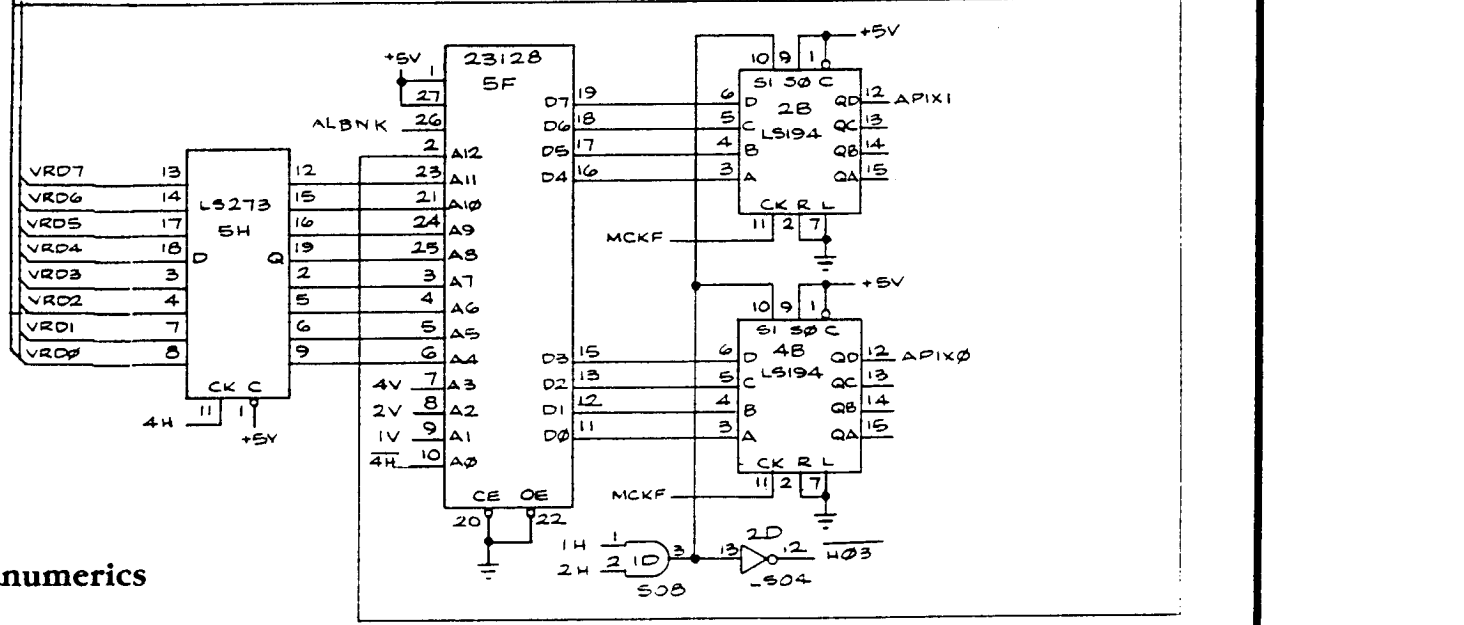
System I™ Main PCB Schematic Diagram

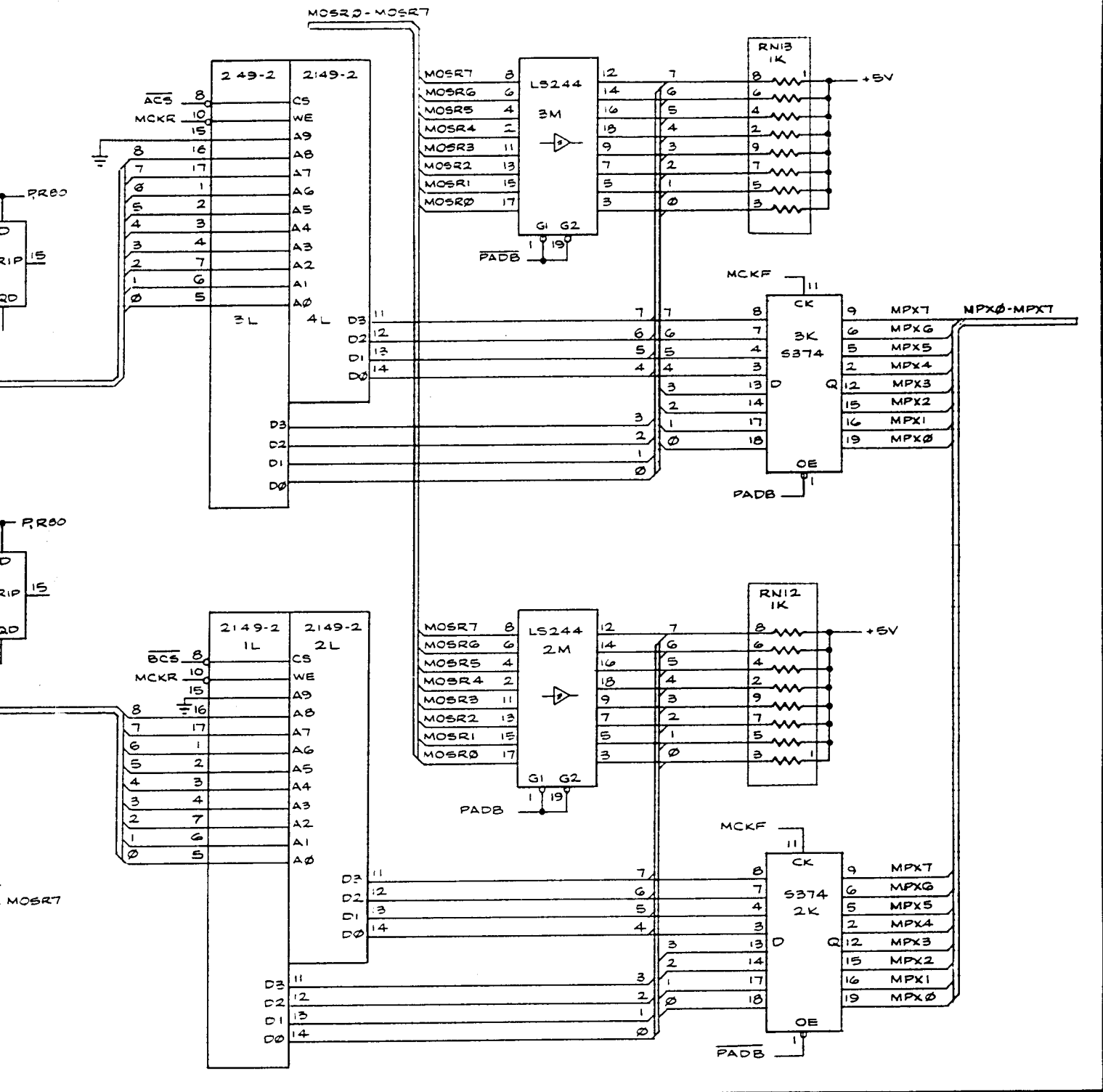


Motion Object/Playfield Graphic Address Generator



Alphanumeric



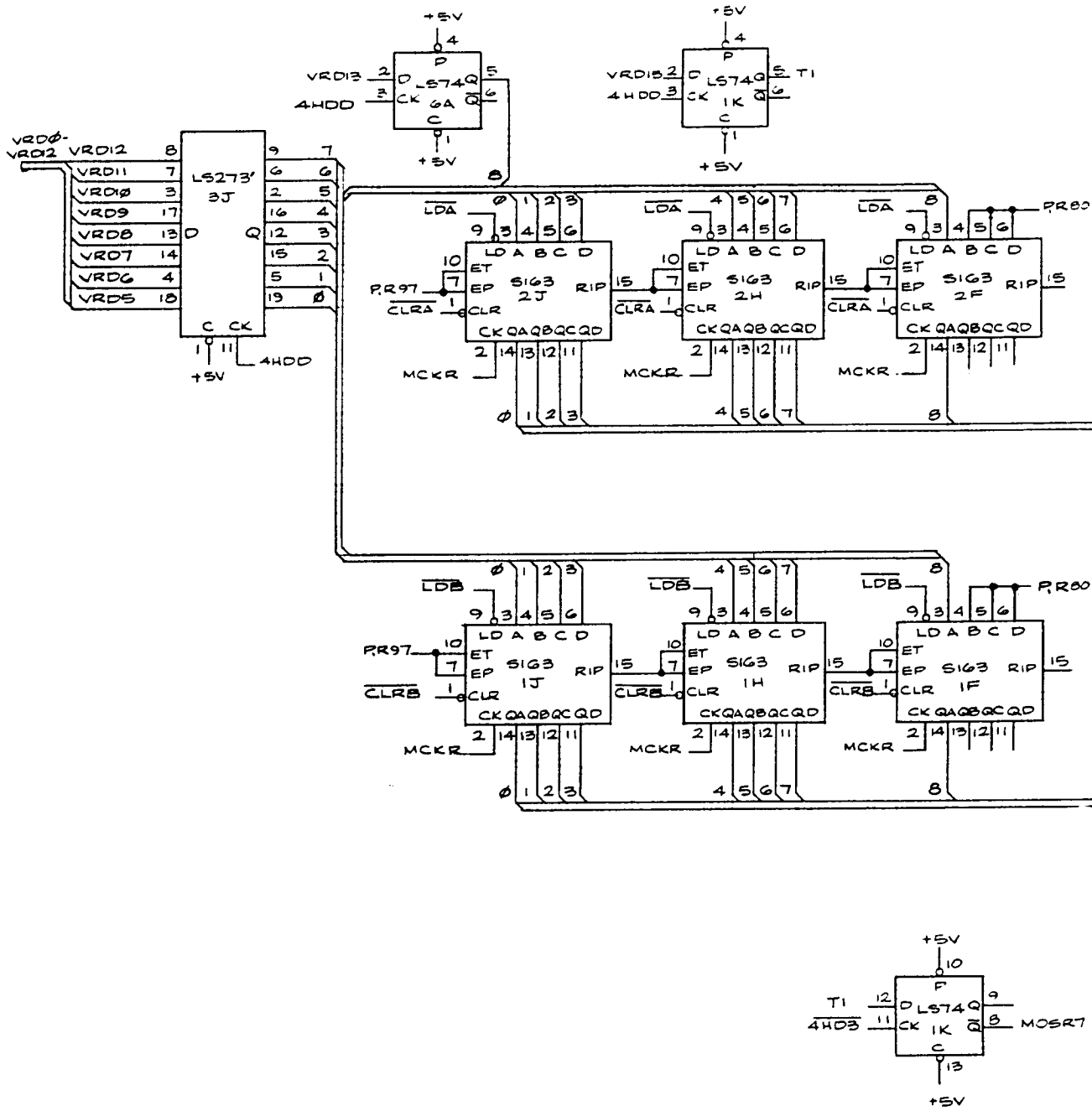


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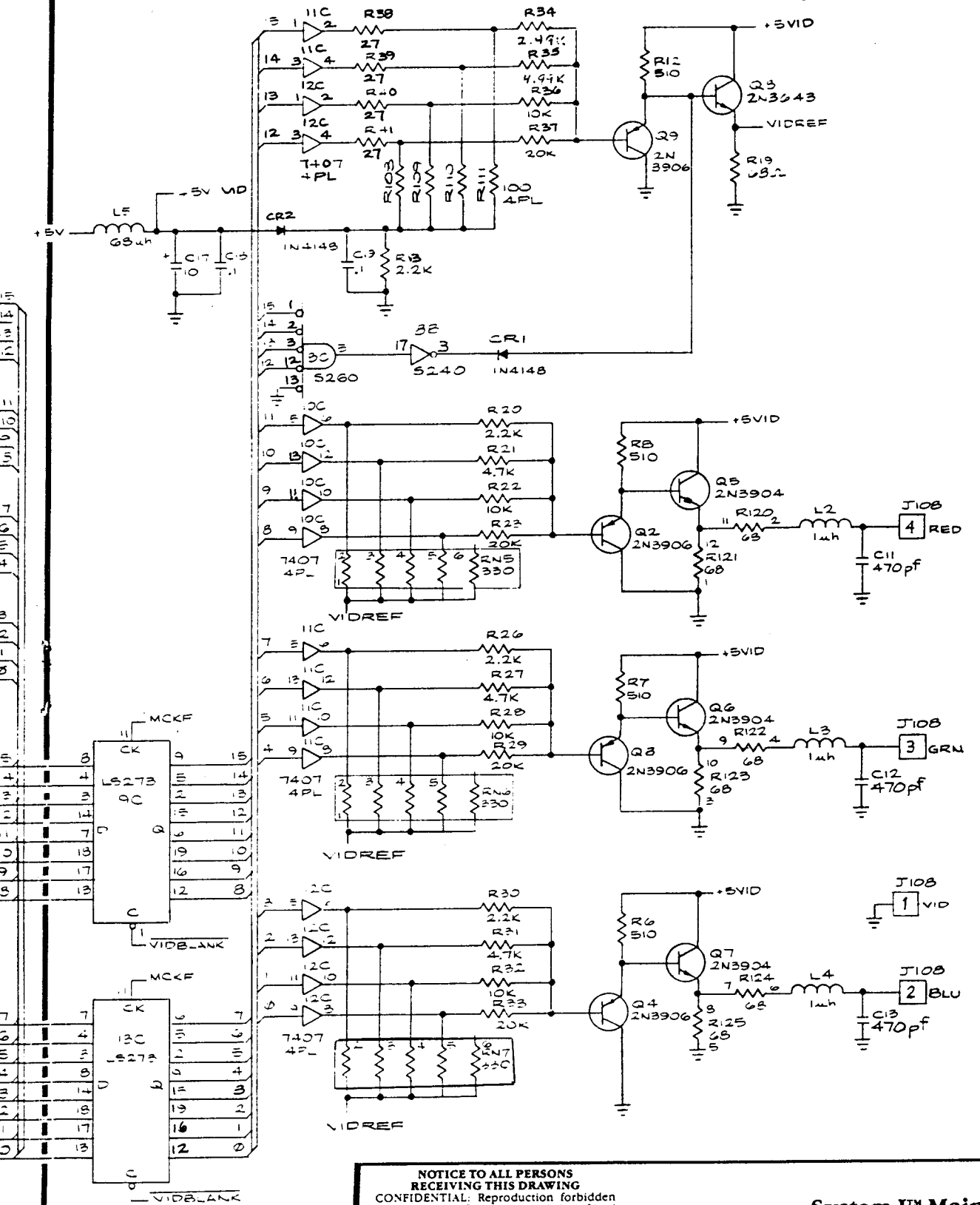
System I™ Main PCB Schematic Diagram





Motion Object Horizontal Line Buffer

Monitor Interface



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System I™ Main PCB Schematic Diagram



Color RAM

