

## DIG DUG CUSTOM CHIPS

### 00 Video Ram Addresser

Allows RAM to be addressed by CPU and Sync chain. Requires CPU address bus to be tri-state during 2H high.

### 02 Universal Shift Register

Can be set up for 4 4-bit parallel to serial converters or 2 8-bit parallel to serial converters. All registers use 1 set of control signals. Can shift either direction.

### 04 Motion Object Controller

Generates the strobes and RAM addresses for the motion objects. (MOC 24 style)

### 06 Custom 50 Controller

Interfaces between CPU and Custom 50's: (Custom 4 bit microprocessors) Commands and data are transferred via the data bus. C/D selects command or data. Part of the custom 50 data bus is address and part is data (apparently).

### 07 SYNC Generator

Takes 6 MHz and generates all horizontal and vertical timing signals. More than 1 can be used in a system using HRESET and VRESET.

### 51 Coin I/O Controller

This custom microprocessor handles I/O (R/W).

### 53 Steering Controller

This custom microprocessor handles inputs (for Dig Dug). It also can apparently scan keyboards and handles steering controls. 8 different modes.