

#3

VQAT =

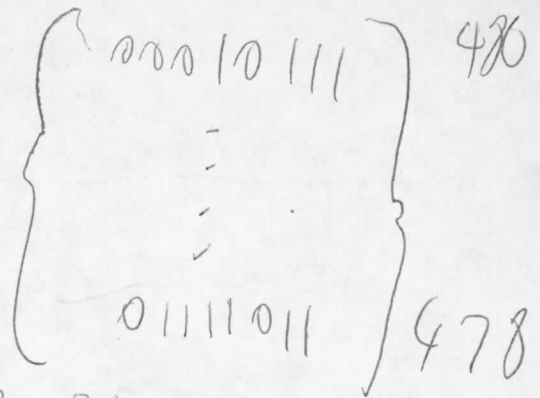
232

⋮

222

25, 35

25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35



232 ↑

231

↑

226

#1 - some right

#2 - all 11111010

#3 - top close, bottom gone

#4 - 241 or to 209's

#5 - all 0's

#6 - ✓

#7 - ✓

#8 - close (D2)

#9 - some life (stuck bits) (good SMHz)

#10 - all 1's (SMHz - ALU's messed up)

#11 - a little life (SMHz - fine except fixed bit has some stuck at 0 bits)

#12 - ✓ (SMHz fine)

#13 - some life (SMHz - 44 & 47 bad config seems to be all 0's)

#14 - all 1's (SMHz - mem stuck at 1's)

#15 - all 1's (SMHz - looks good a bad bit or 2)

#16 - some life (memory, ALU no good)

#17 - mostly right (too many bit pixel eval)

#18 - all 1's (a few bad bits)

#19 - some life

#28 - should be 27 = 166

vow 30

32, 34, 35
27, 28, 29

1, 11, 16, 2
0, 1, 11, 16, 2

buf =
shd + buf

87, 06

#20 - mostly = (correct value - 2)

#21 - all 1's when result should appear

#22 - some life

#23 - all 1's

#24 - bit 2 at 0

#25 - ✓

#26 - a little life

#27 - ✓

#28 - mostly right (scout no good ??)

POWER/GND HOOKUPS FOR PXBL4 TESTHEAD

GND - 10, 23, ³⁹25, 41, 65, 67, 81, 83
VDD - 3, 28, 61, 73
VHOT - 1, 42, 43, 84

} pin number

(new)
A5+52
255 lines
1531

GND - E3, K3, L3, L9, K9, B9, A9, A3, B3
VDD - B1, K6, B11, B6
VHOT - B2, L11, K10, A1

} grid coordinate

PHI - pin 2, coord C2
PX - pin 44, coord J10

} not hooked specially

gh2, gh2 outputs - pins 4 + 5, coords C1 + D2

ScOut - pin 6, coord D1

V DAT - pins 51-52, 55-60 (LSB...MSB)
coords G11, F10, E11, E10, F11, D11, D10, C11 (LSB...MSB)