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# EMULATOR II

**SCHEMATICS**

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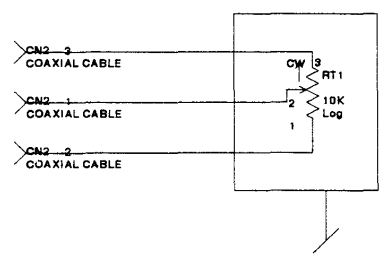
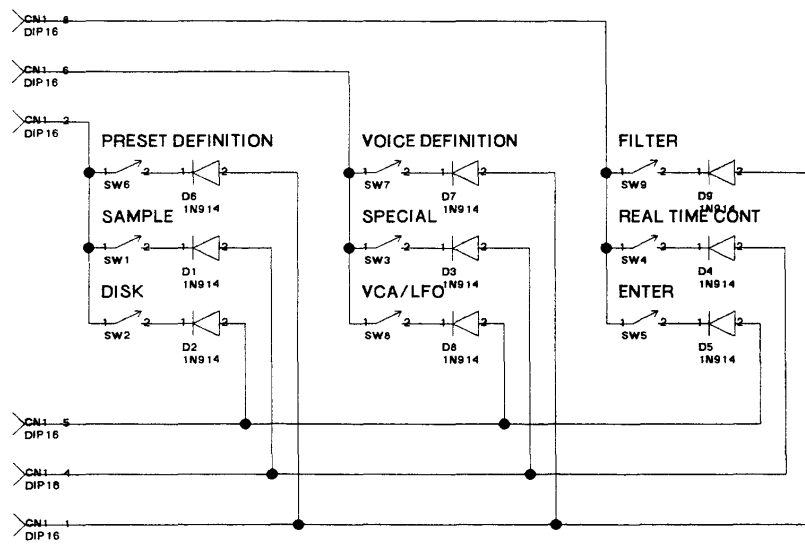
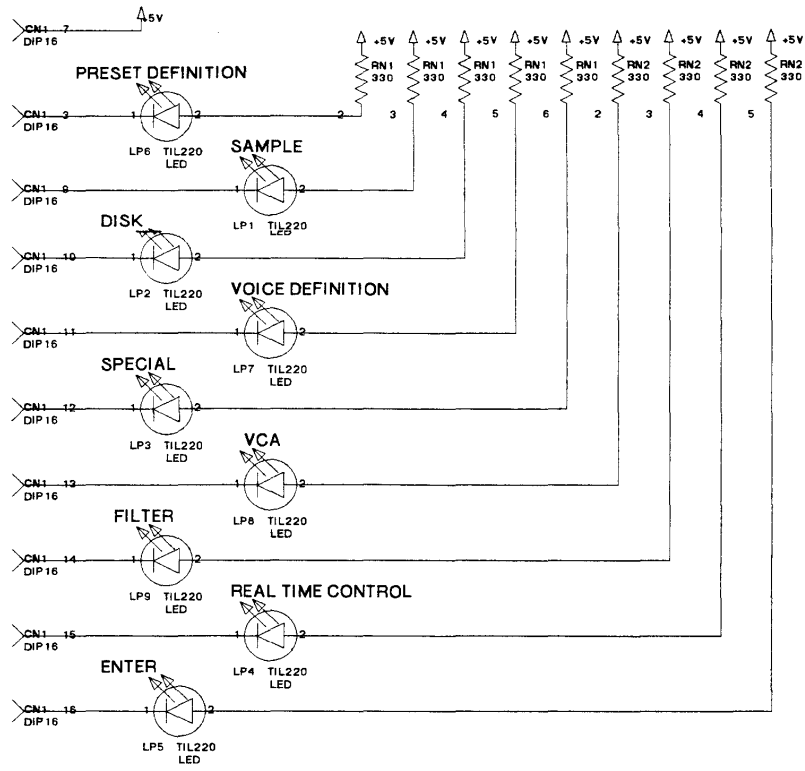
## EMULATOR II SCHEMATICS

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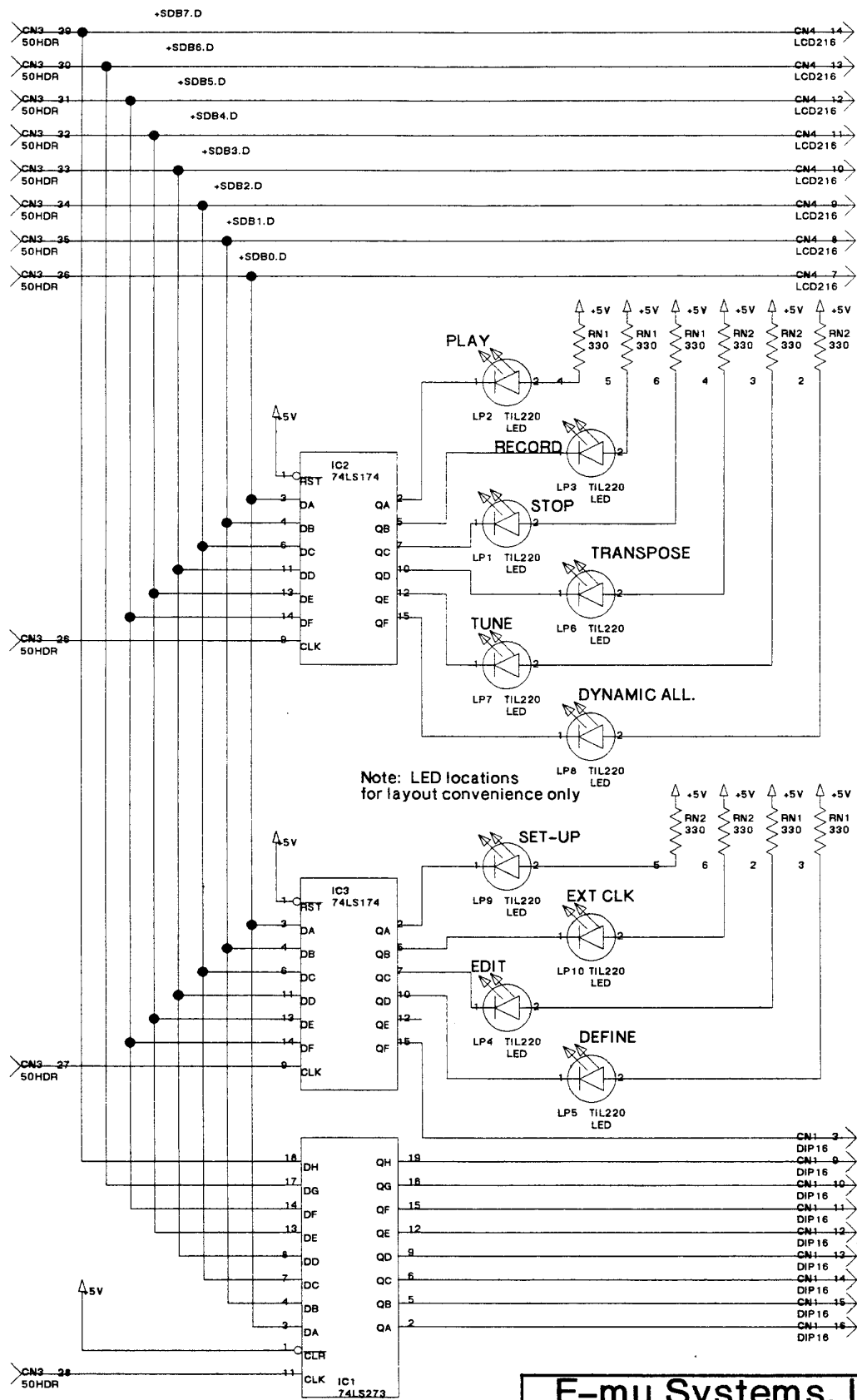
Note: LED's and Switches are located for convenience in layout only.

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Emulator 2 Right Panel

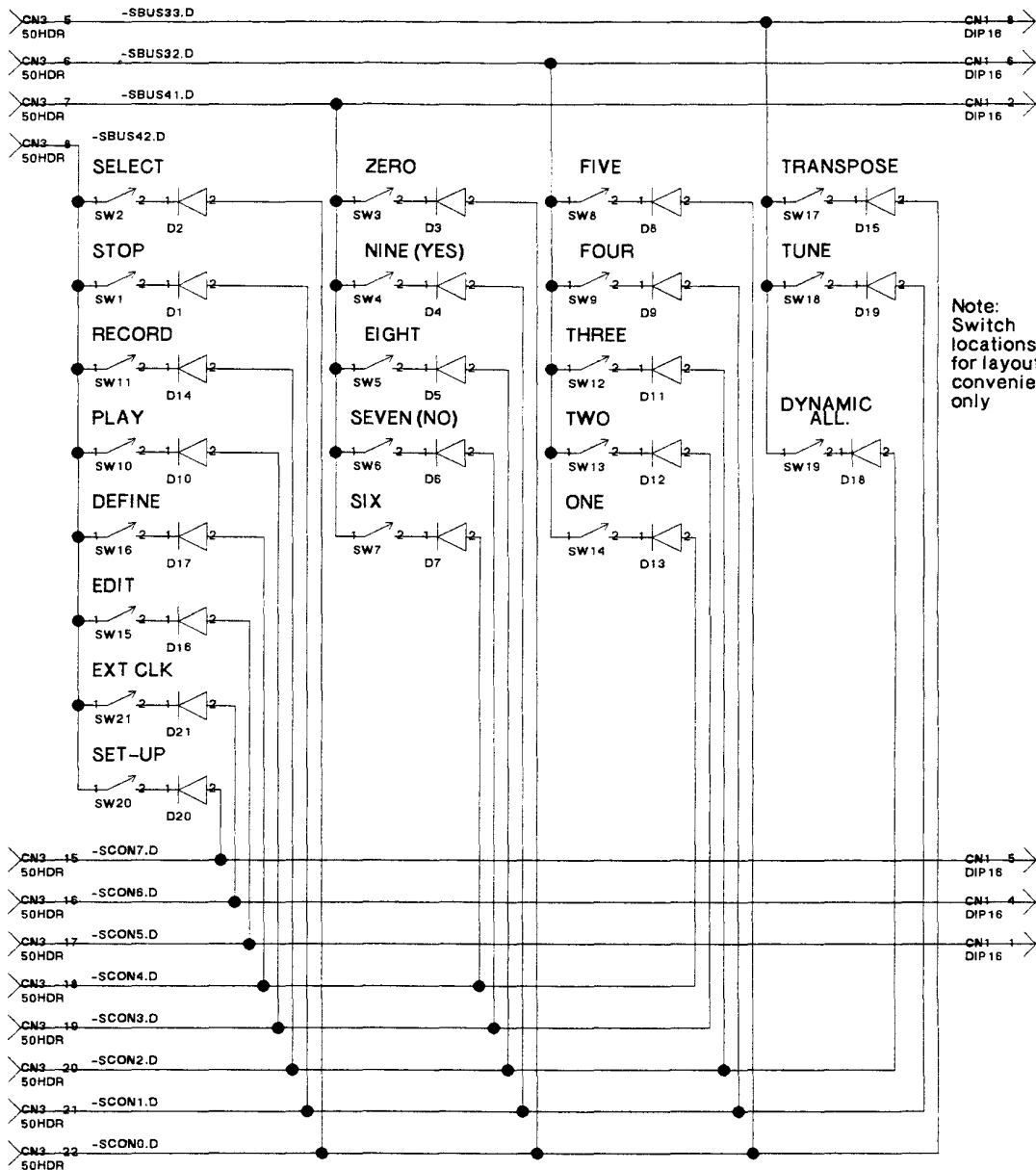
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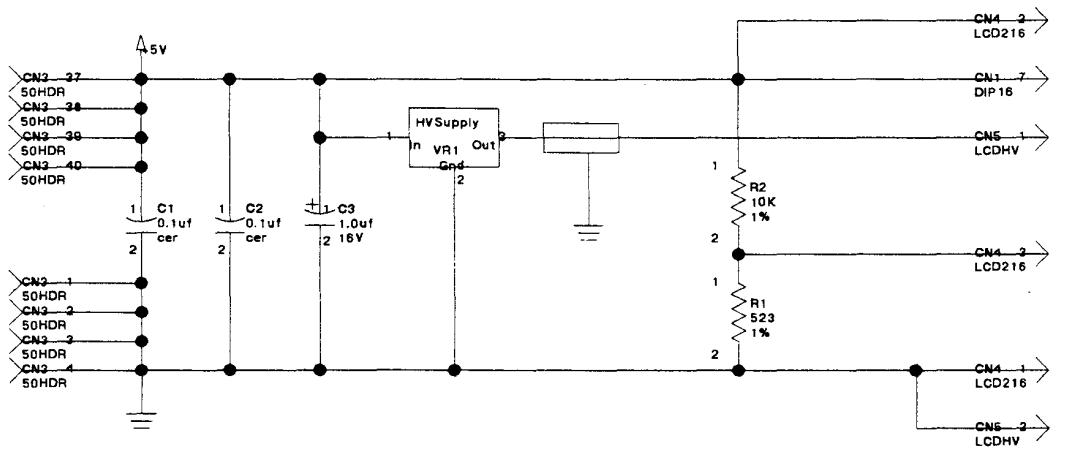


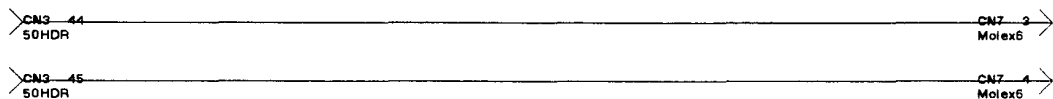
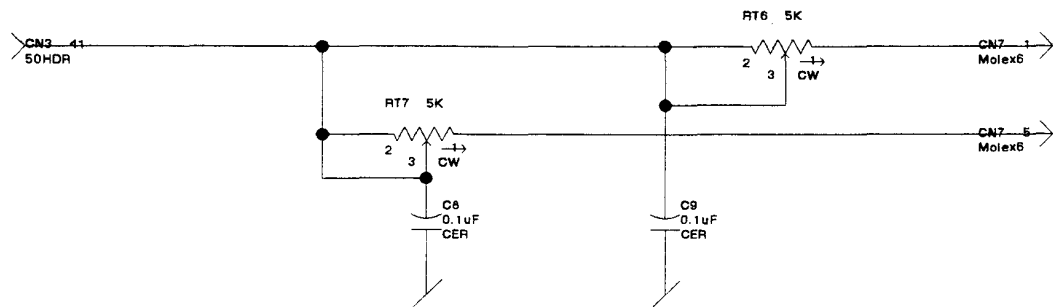
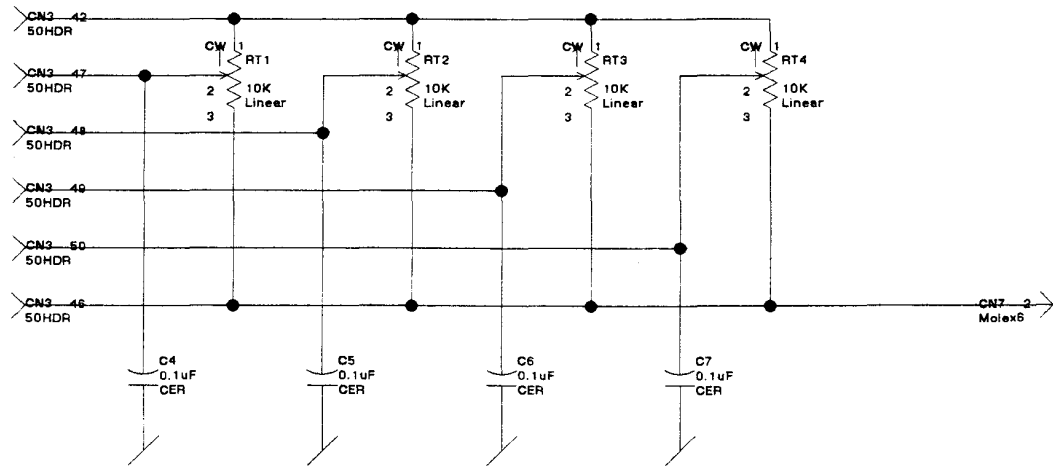
Note: LED locations for layout convenience only

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Emulator 2 Left Panel - LED drivers		
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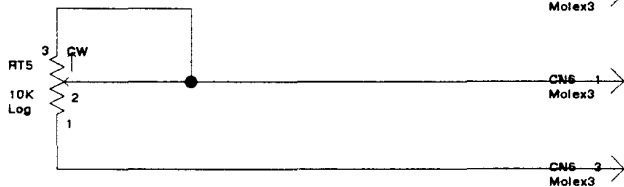


Note: Switch locations for layout convenience only





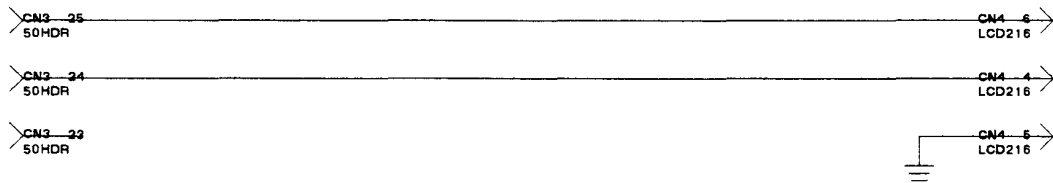
RT5 POT BODY IS GROUNDED



SCSWD

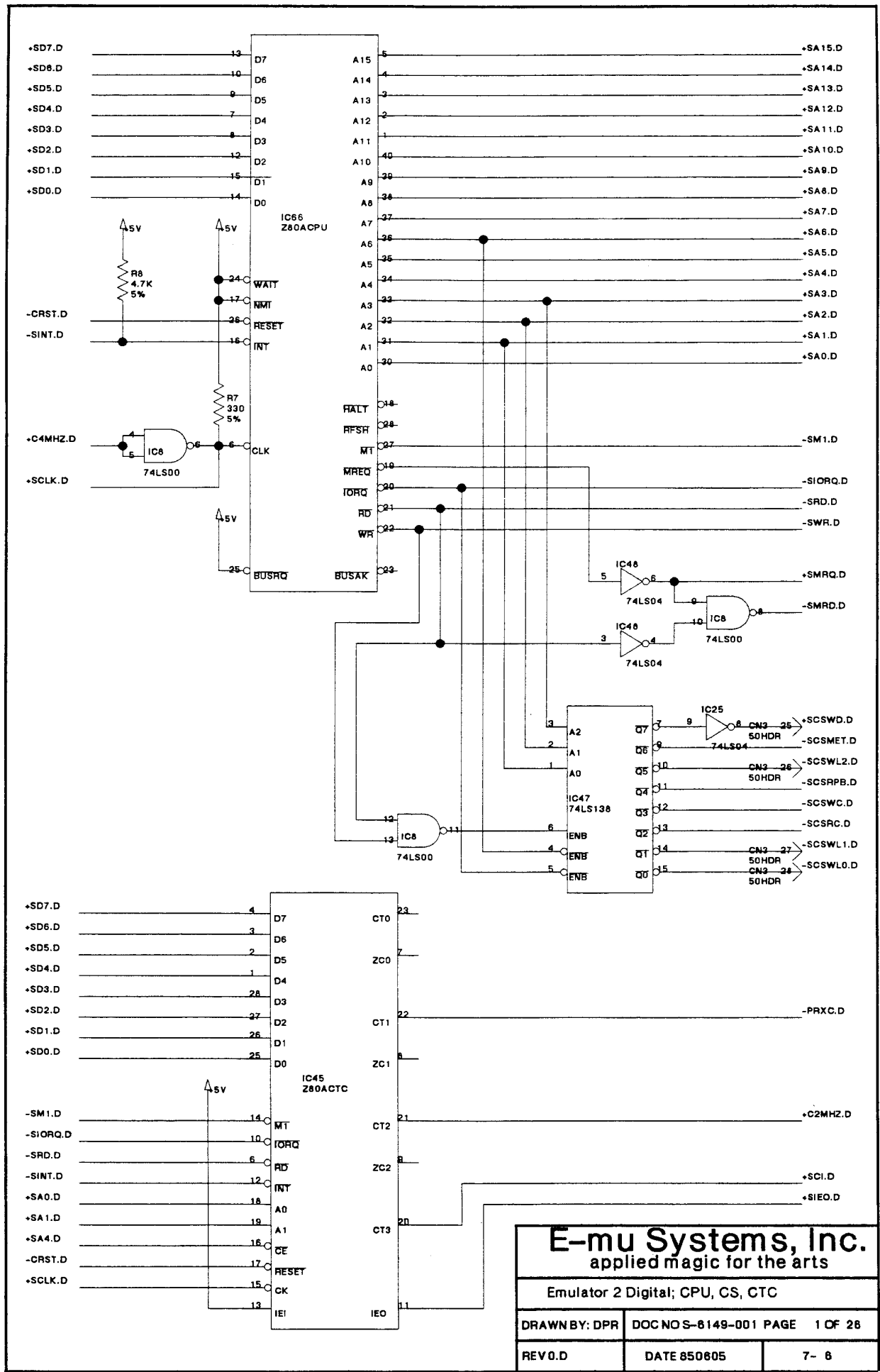
SA0

SA1



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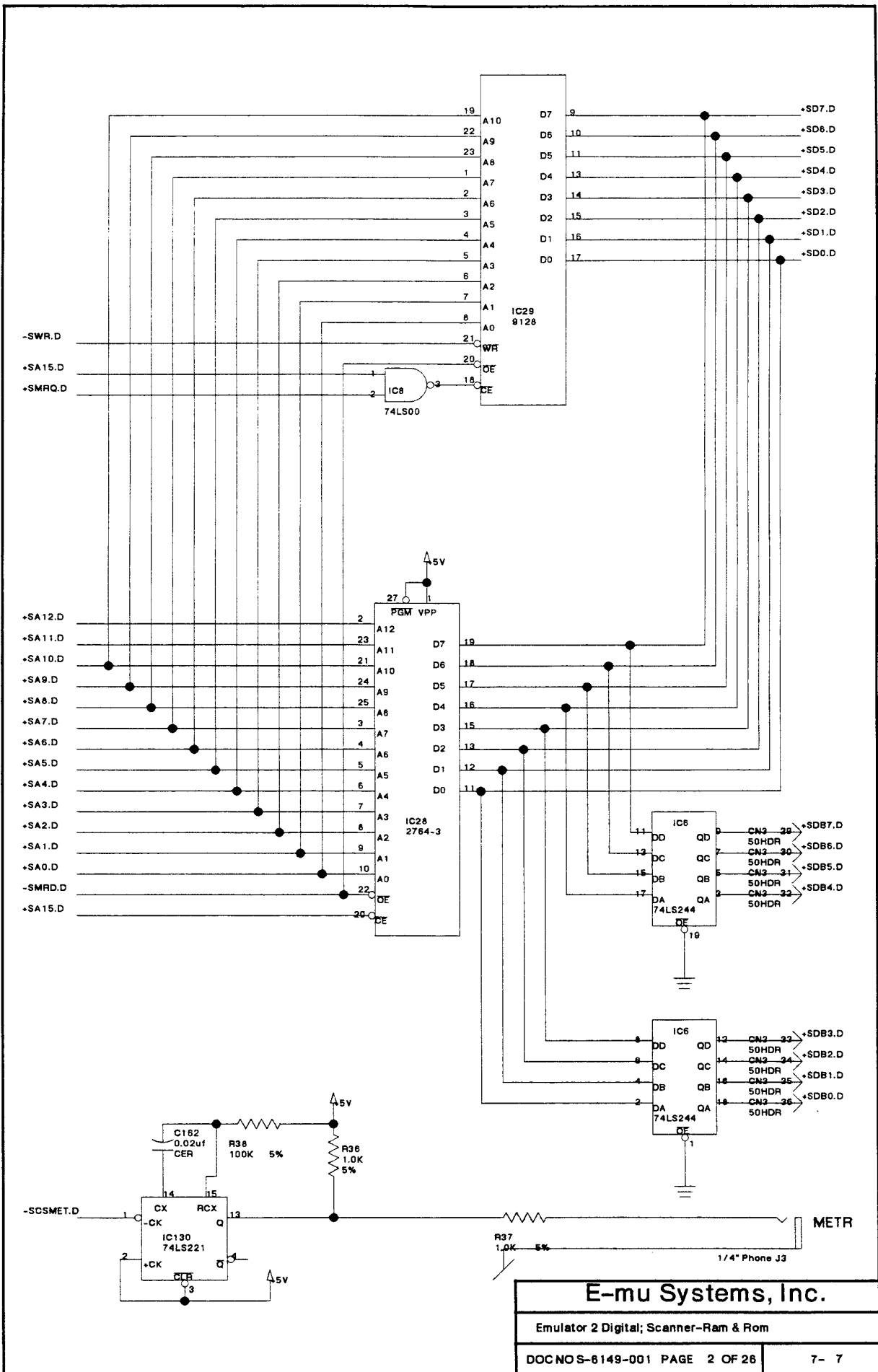
Emulator 2 Left Panel - Sliders & Wheels



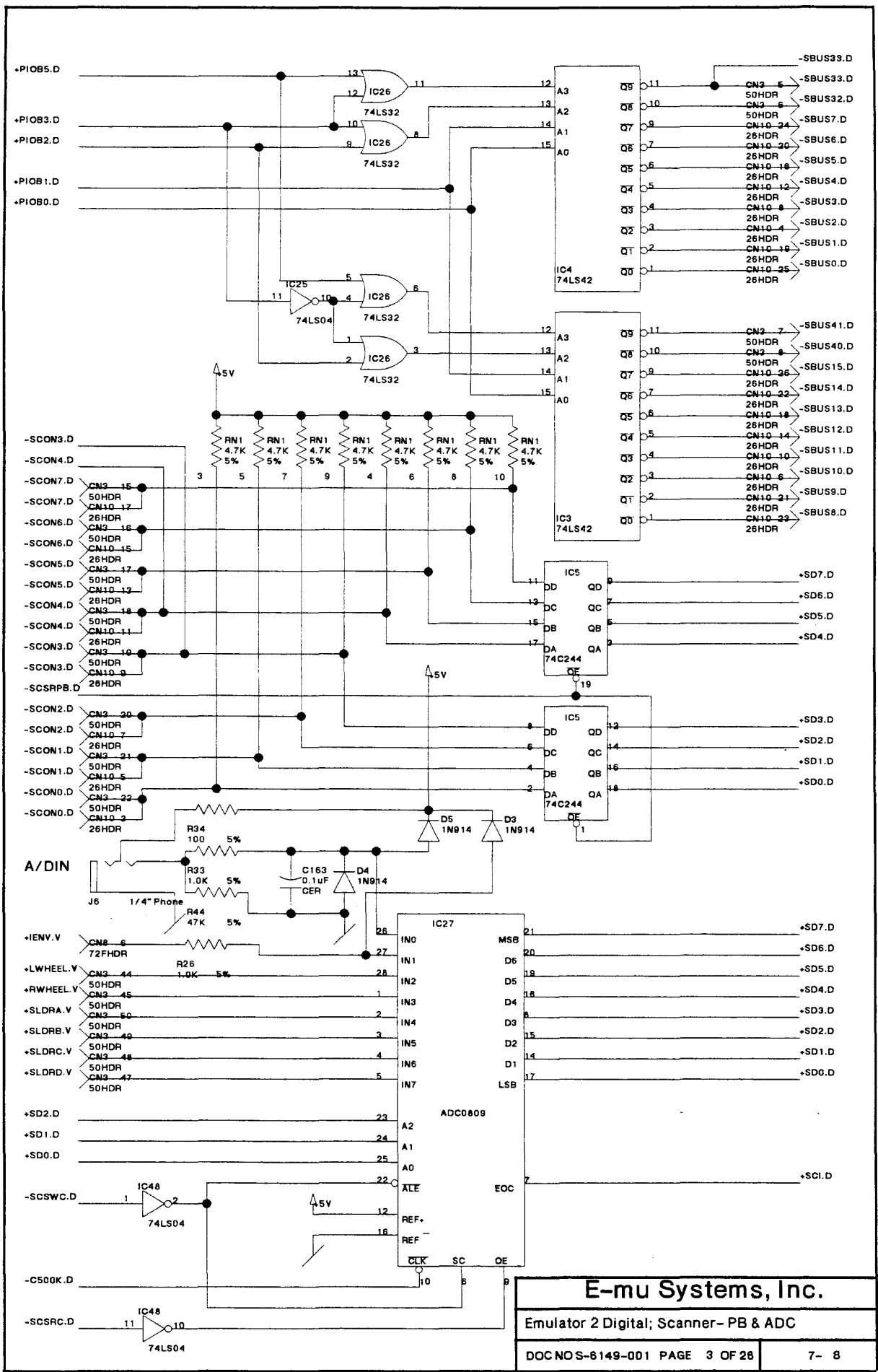
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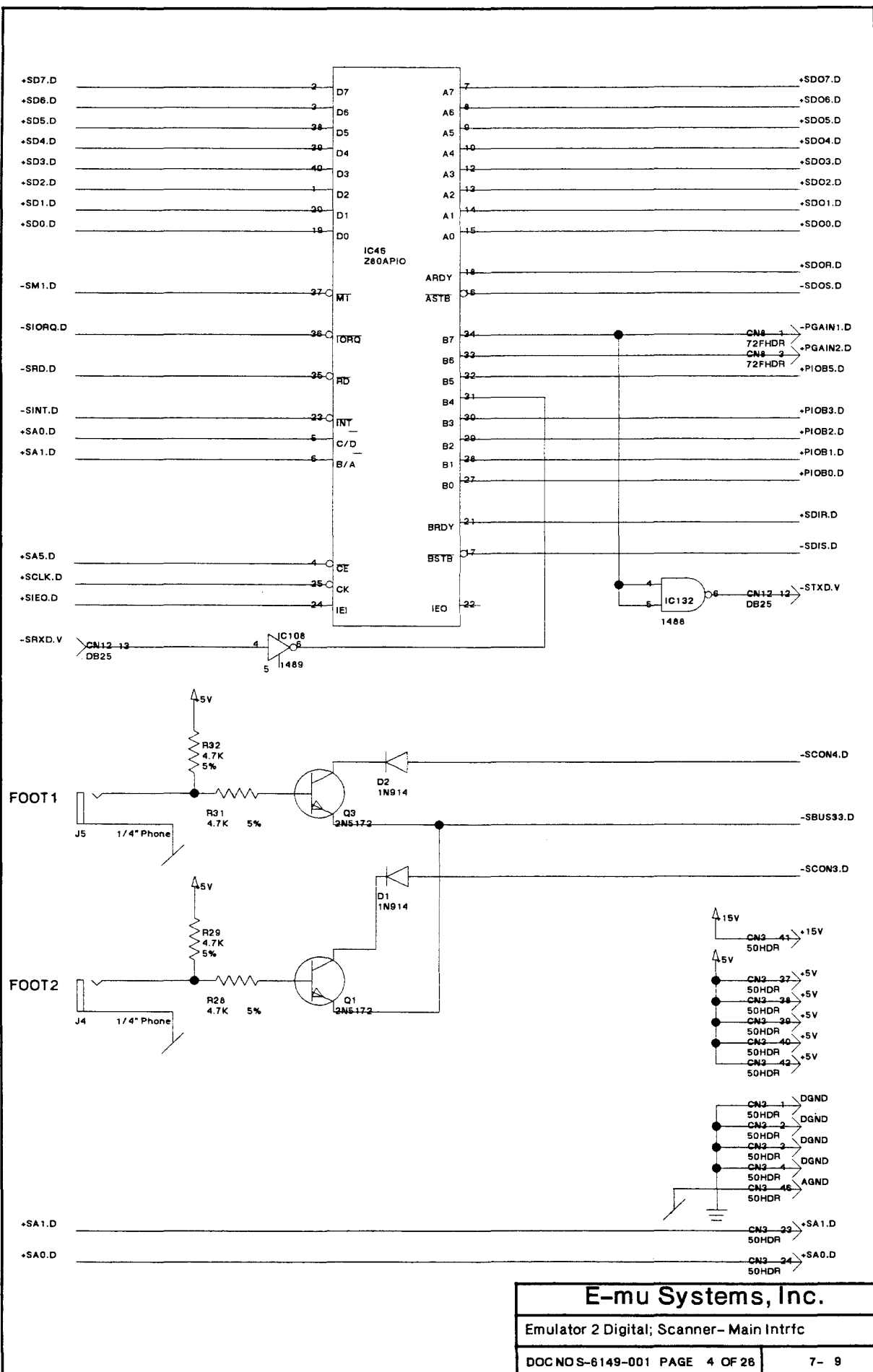
Emulator 2 Digital; CPU, CS, CTC

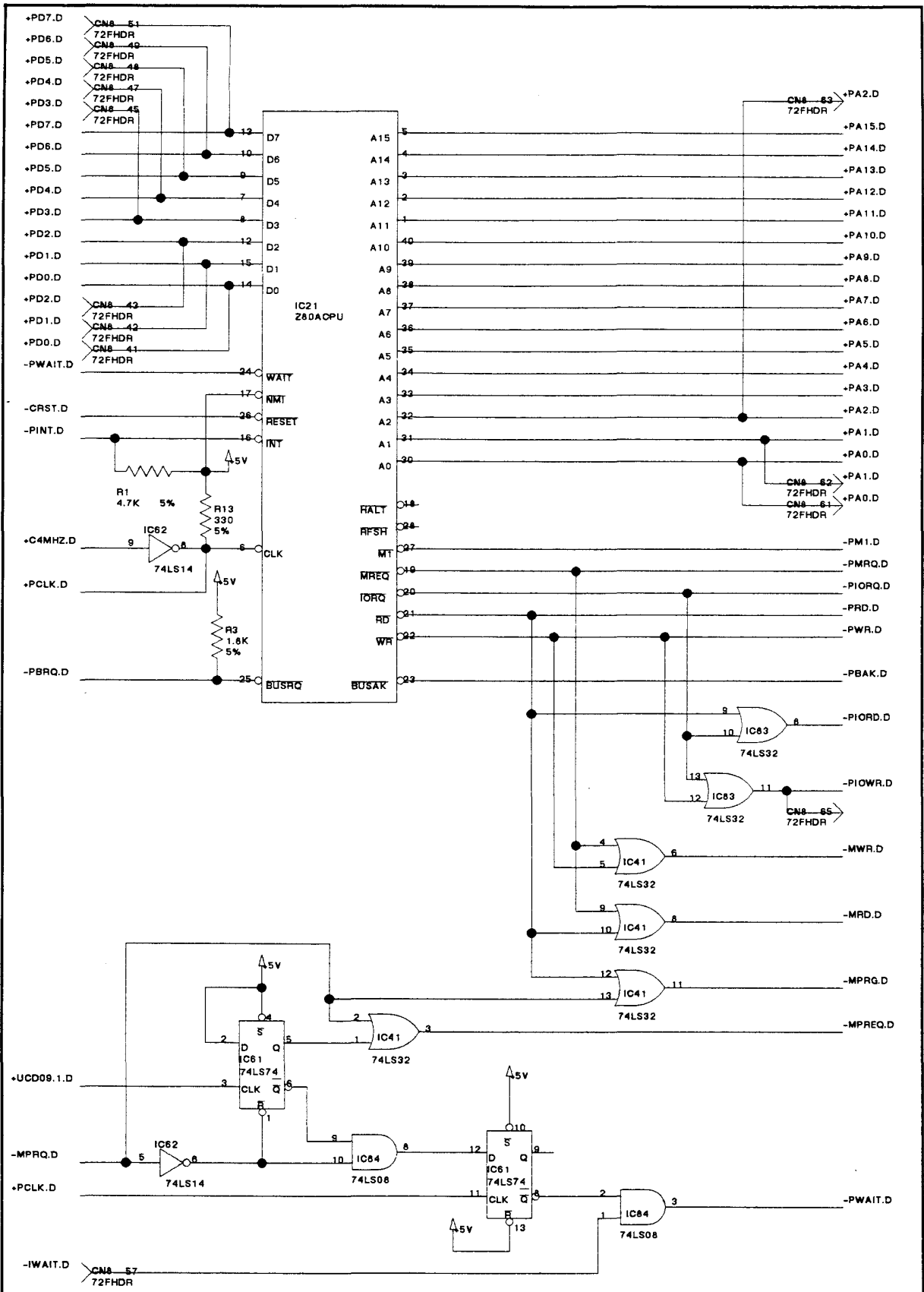
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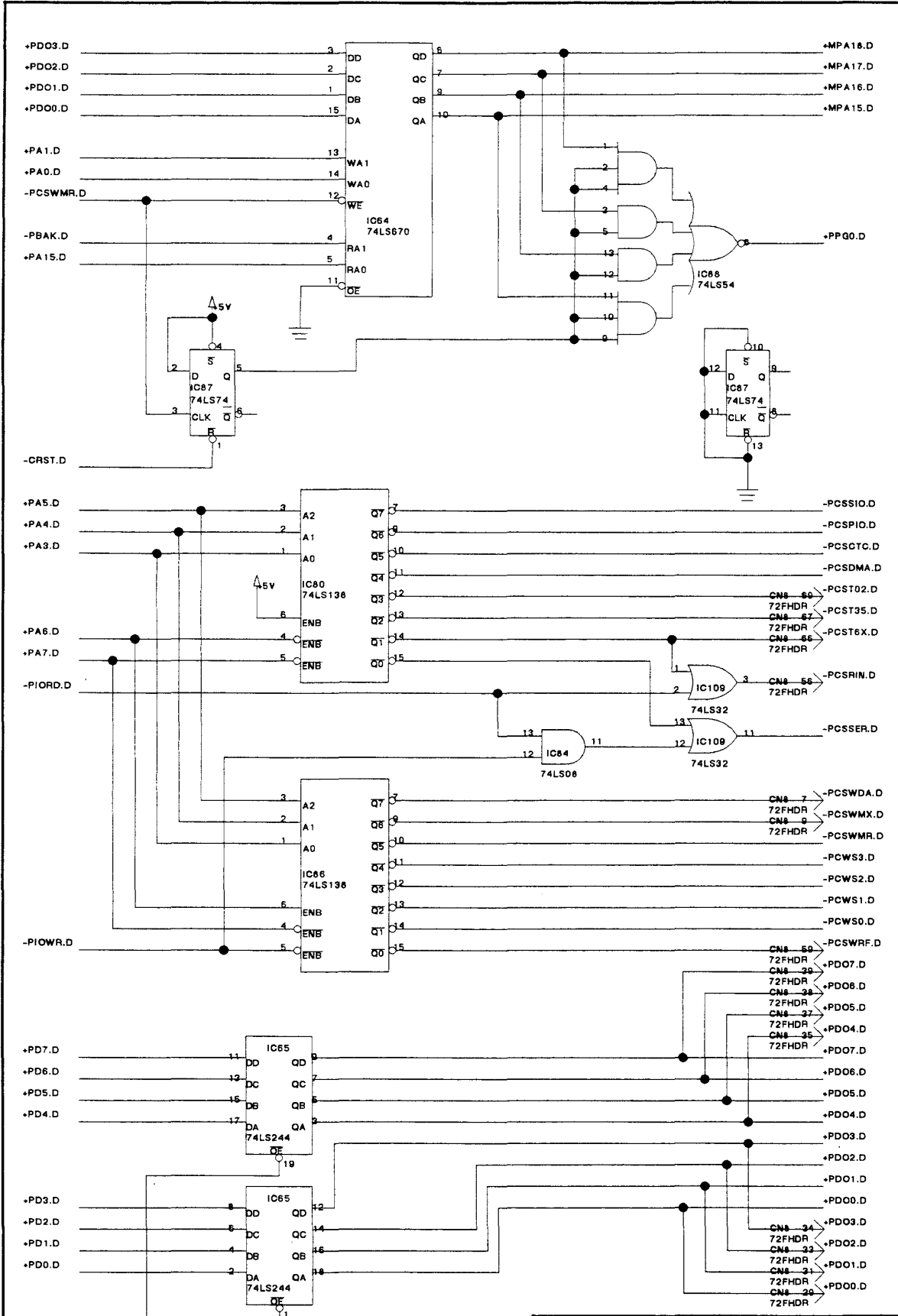


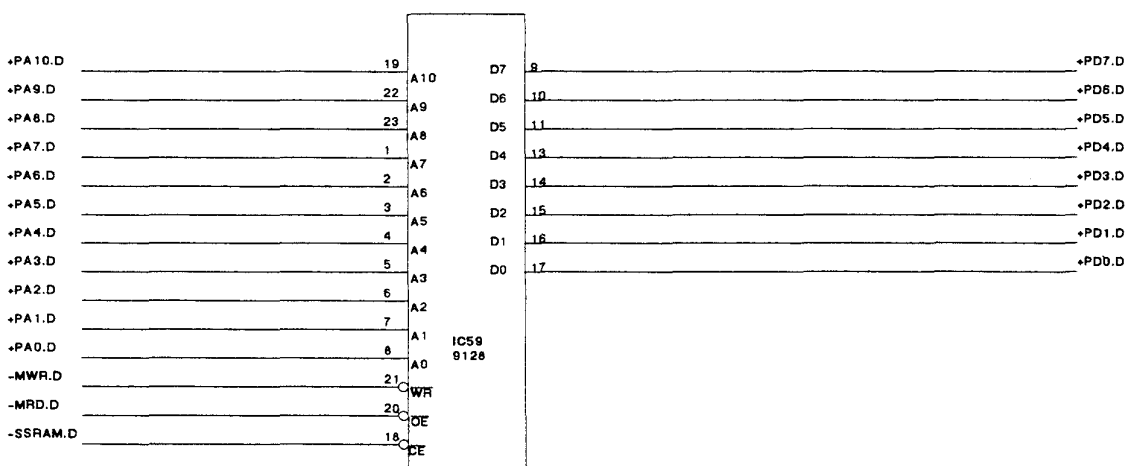
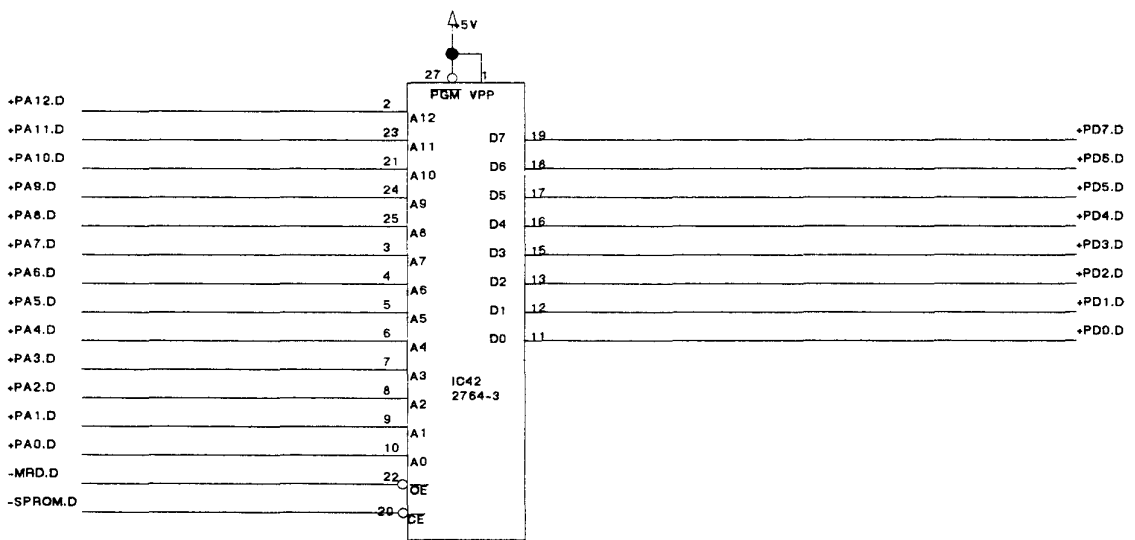
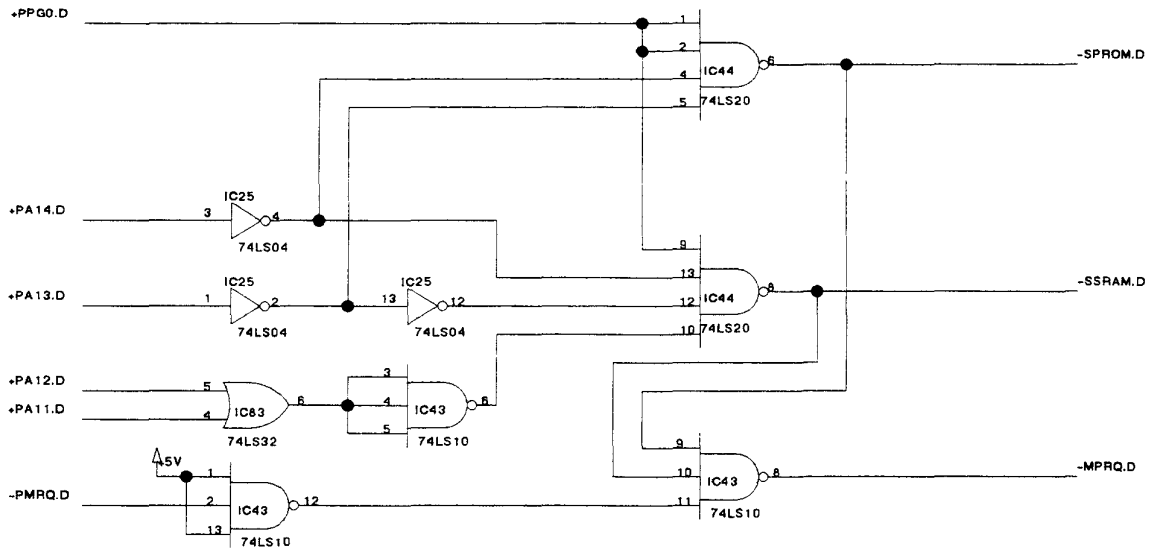


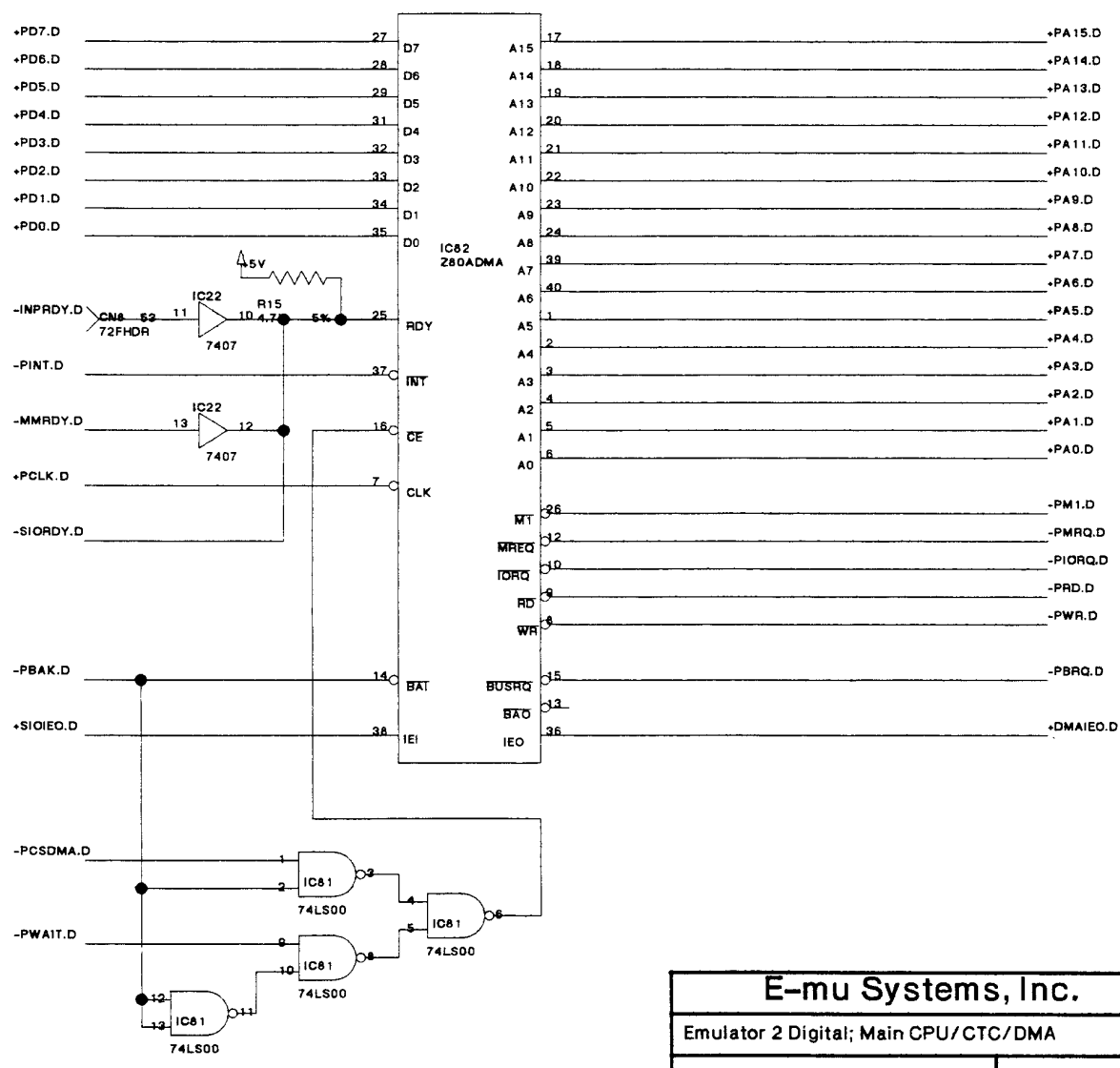
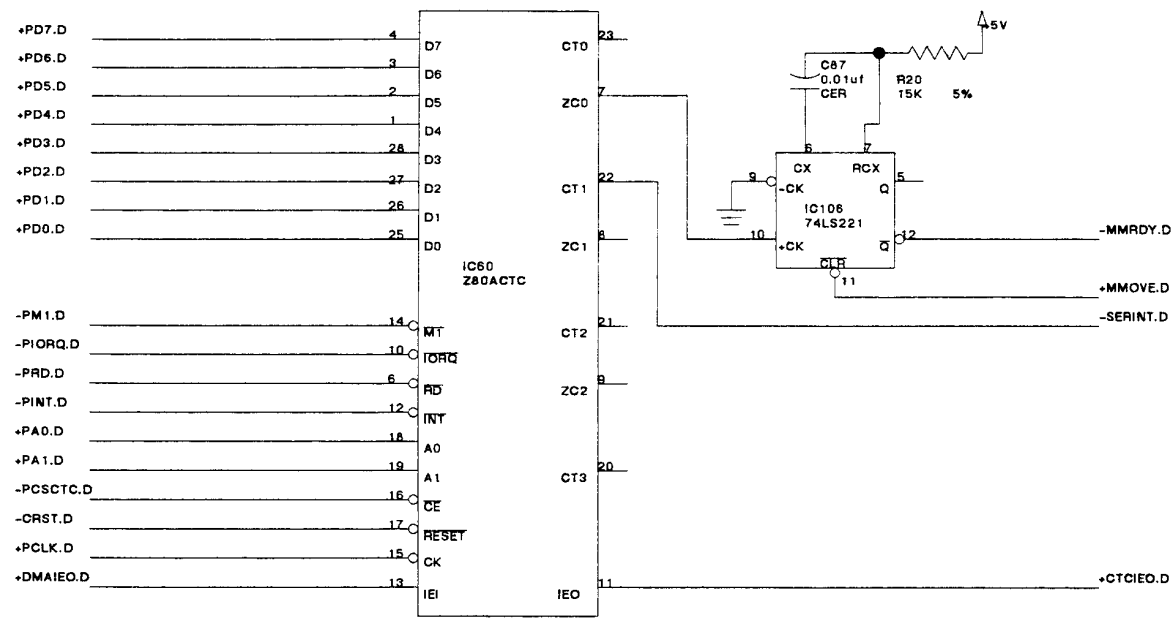


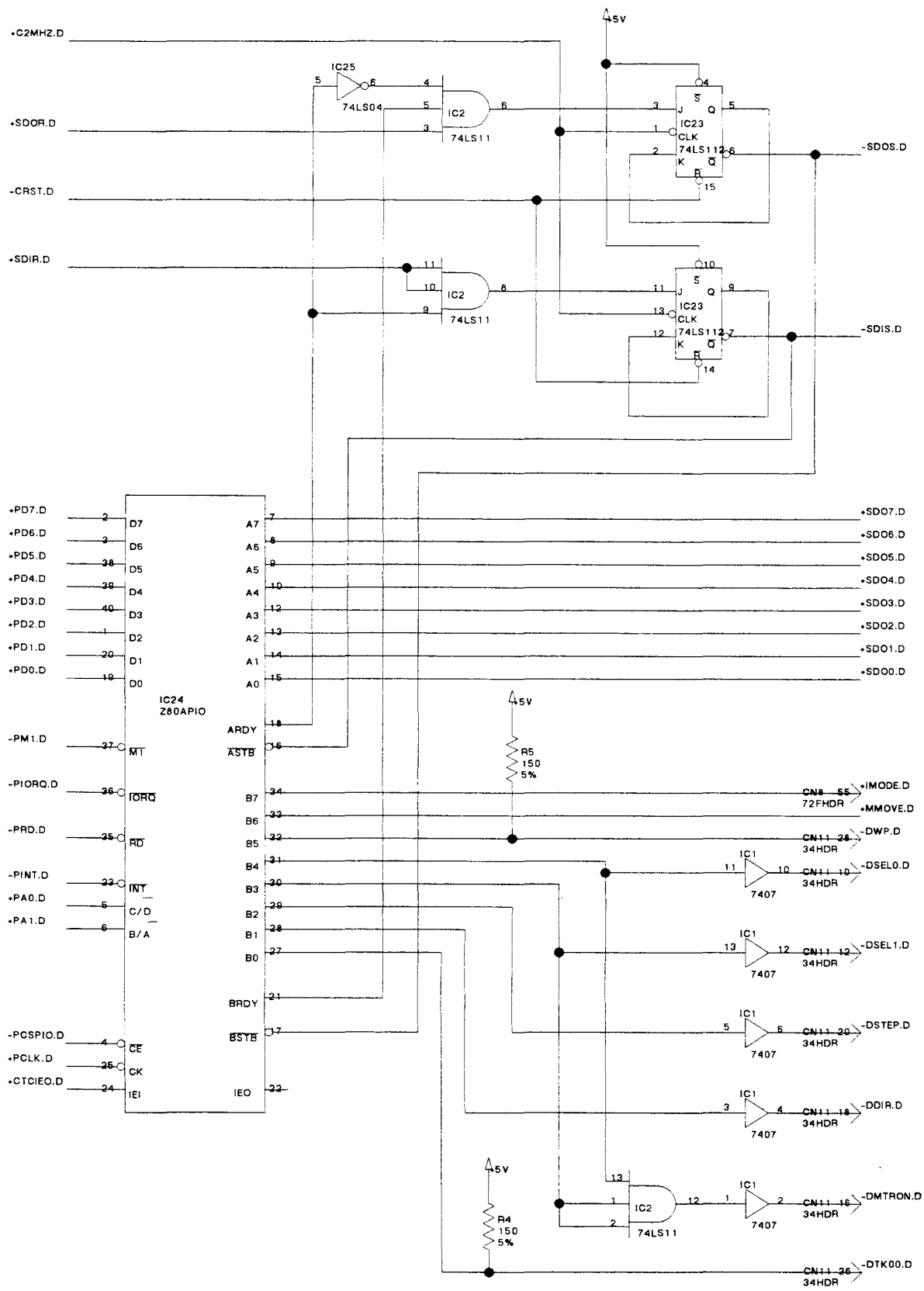


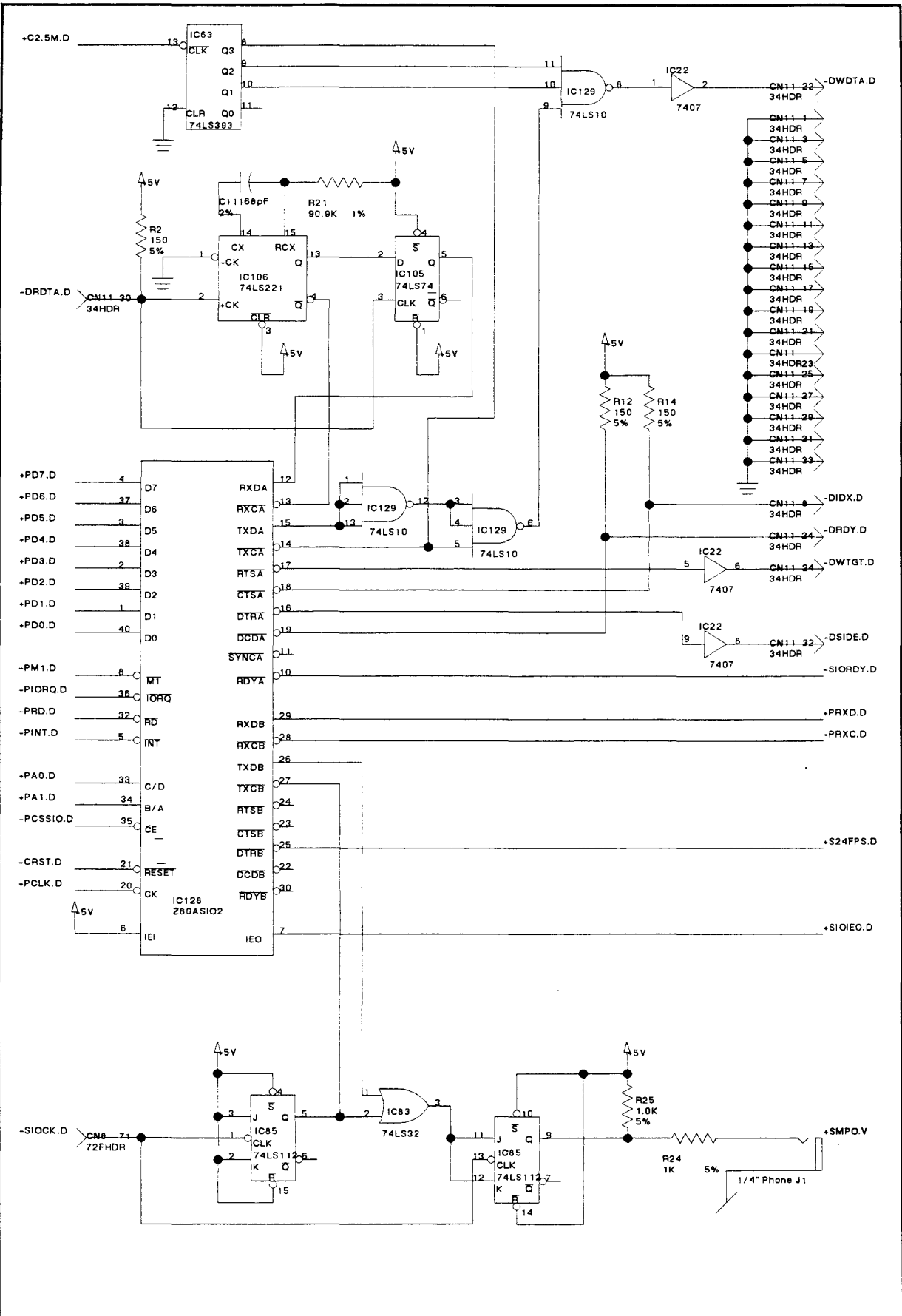




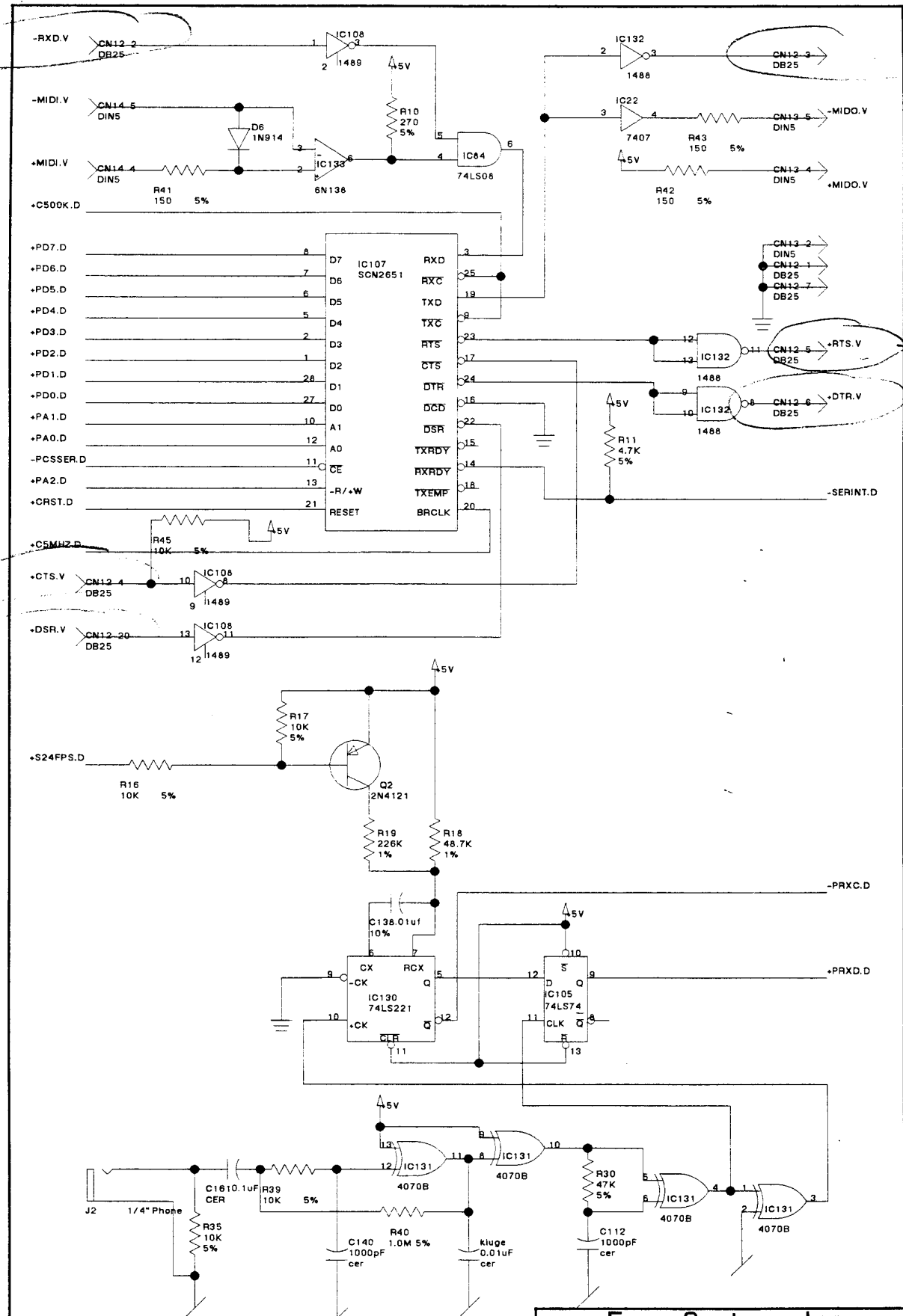






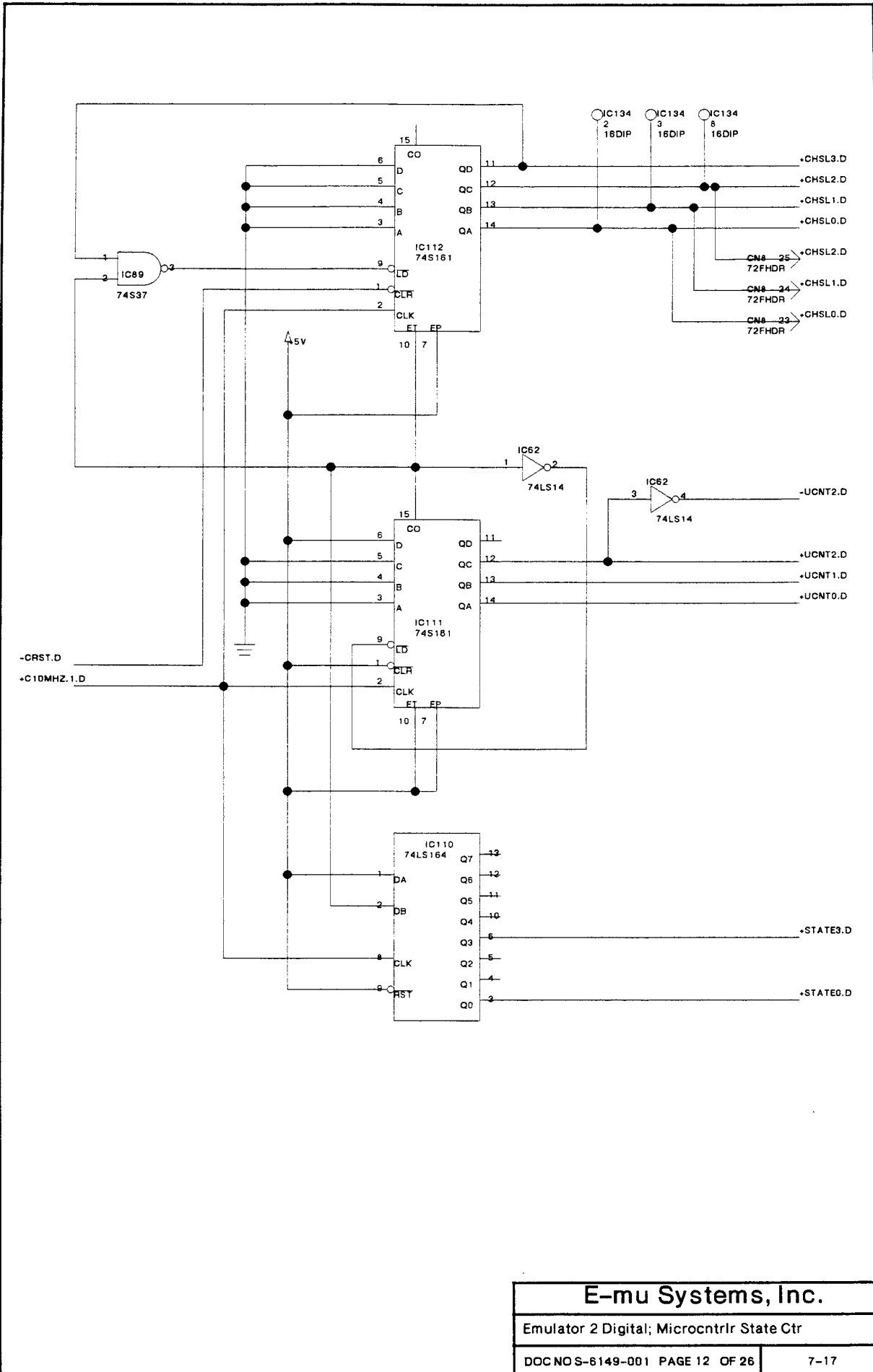


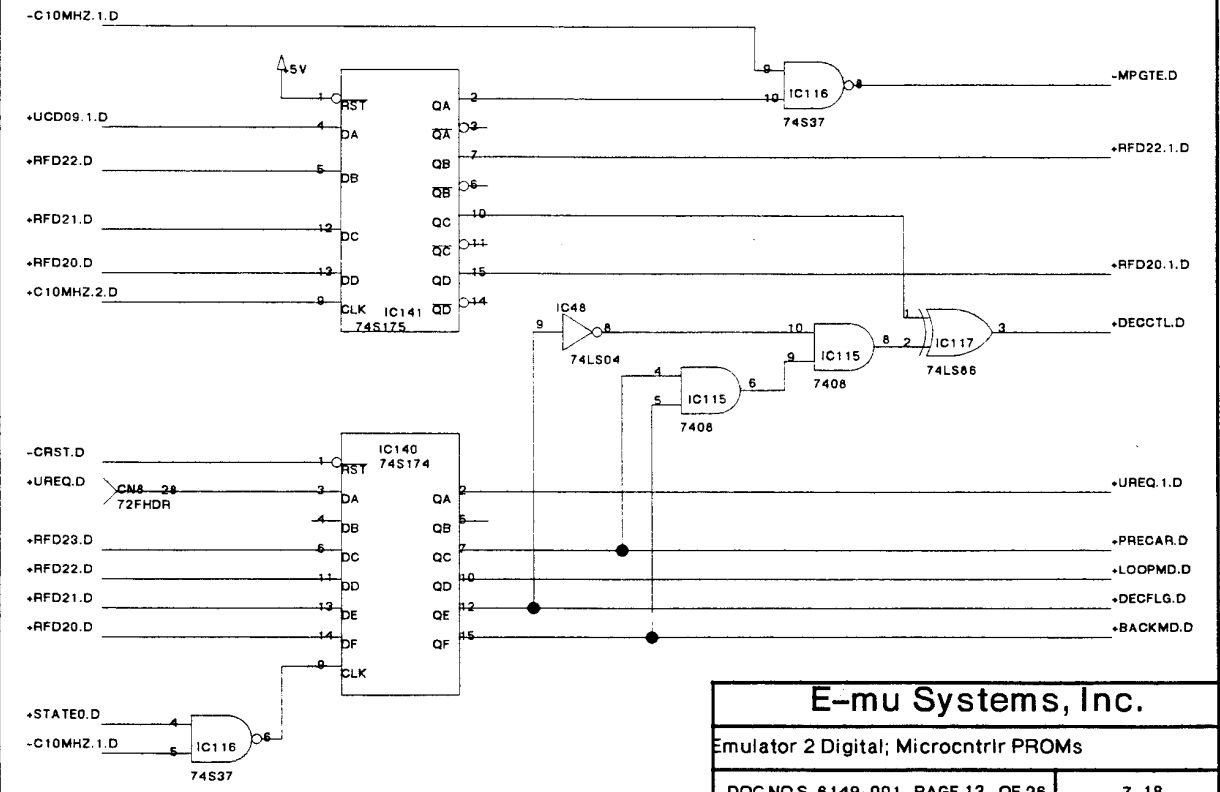
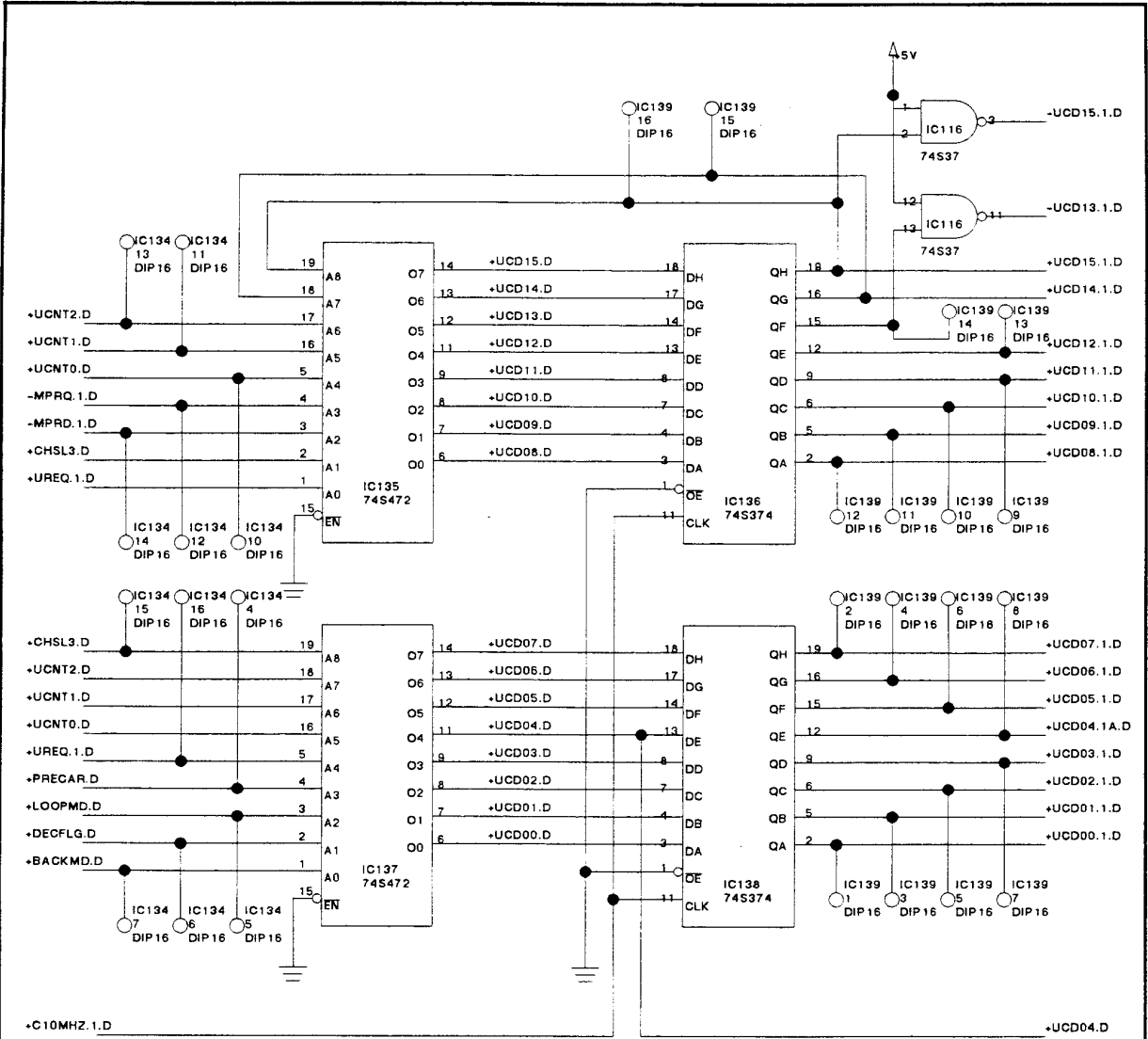


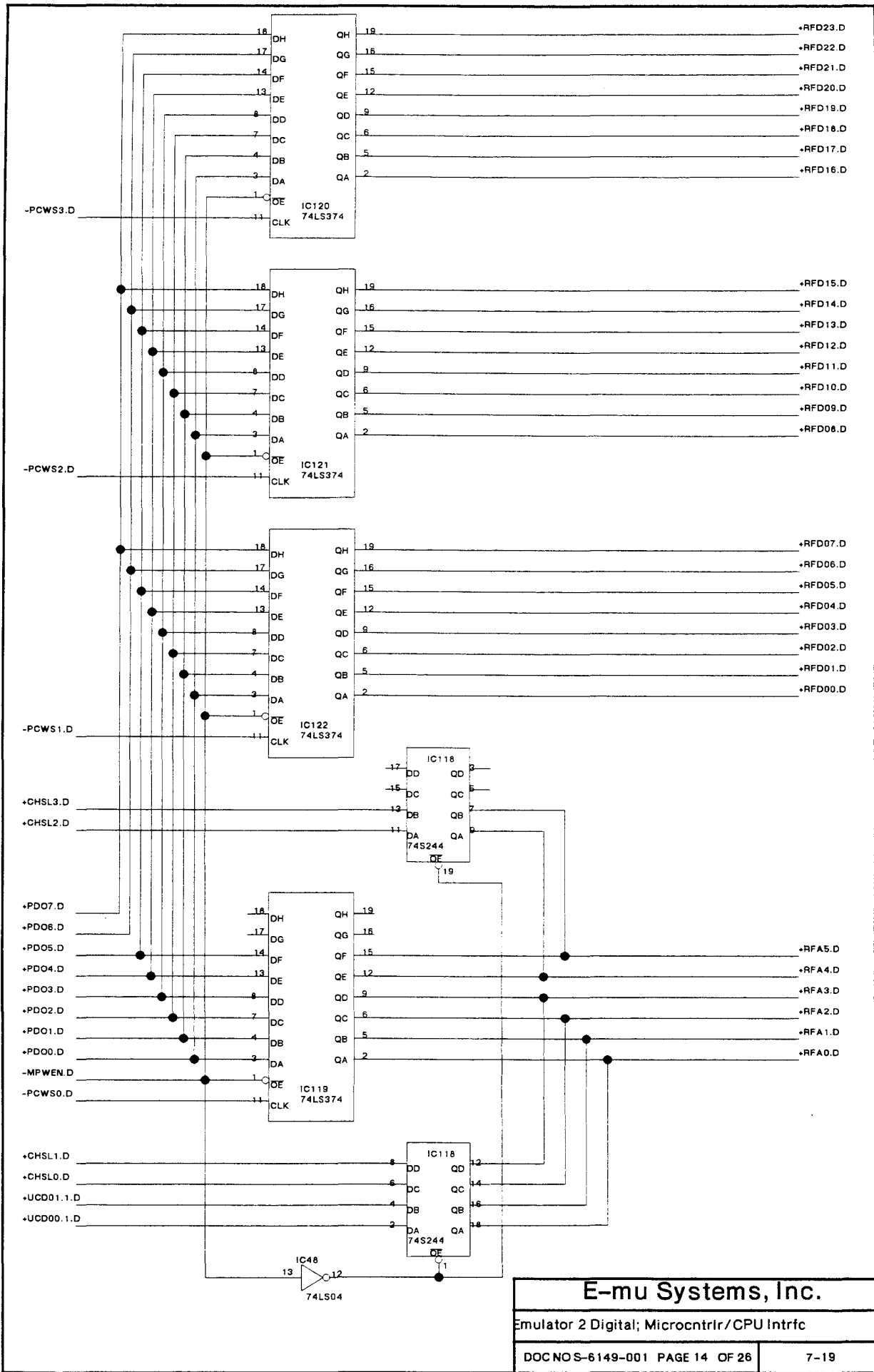


Note: Ground of 4070B to be AGND.

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Emulator 2 Digital; Serial Interfaces	
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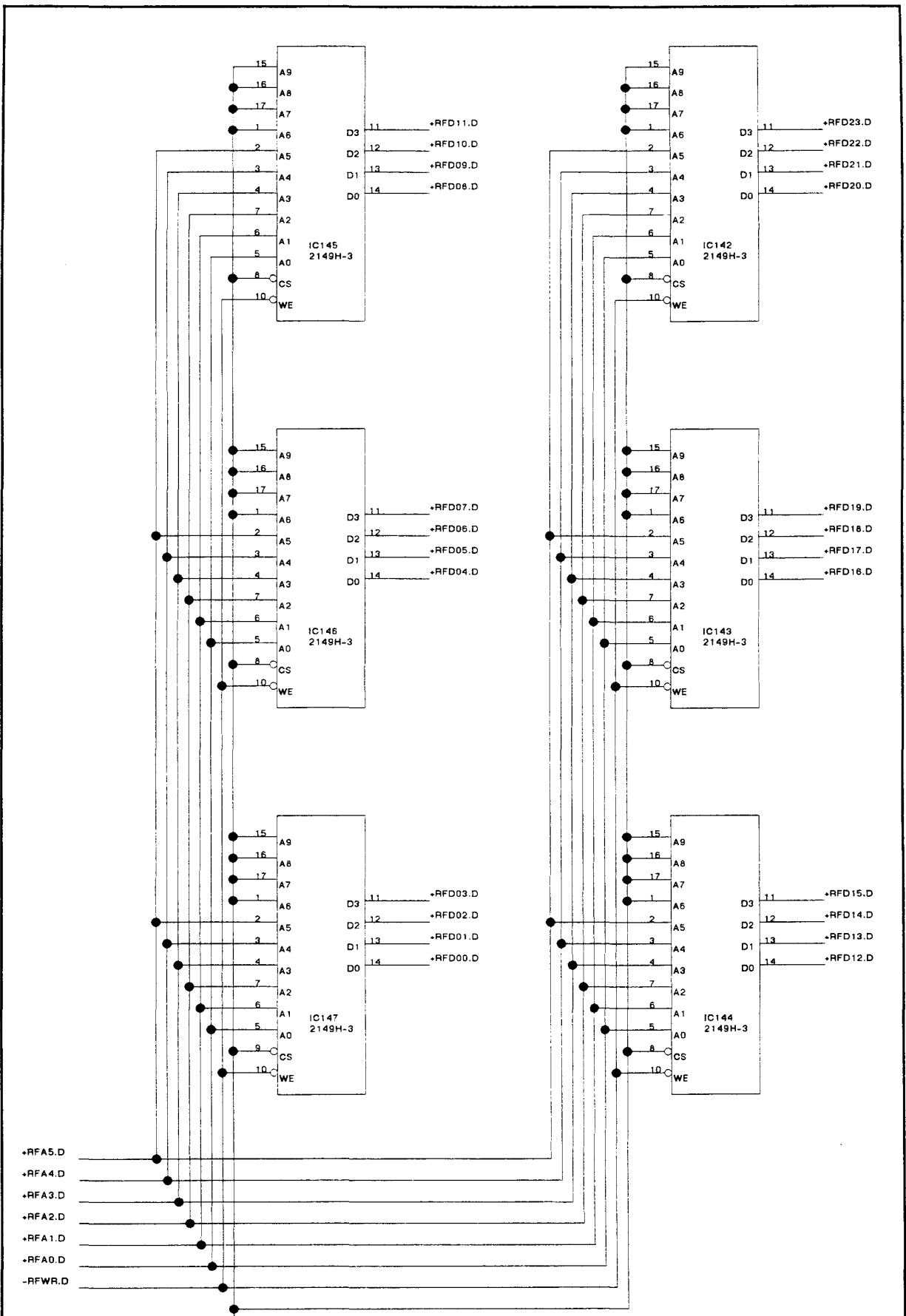




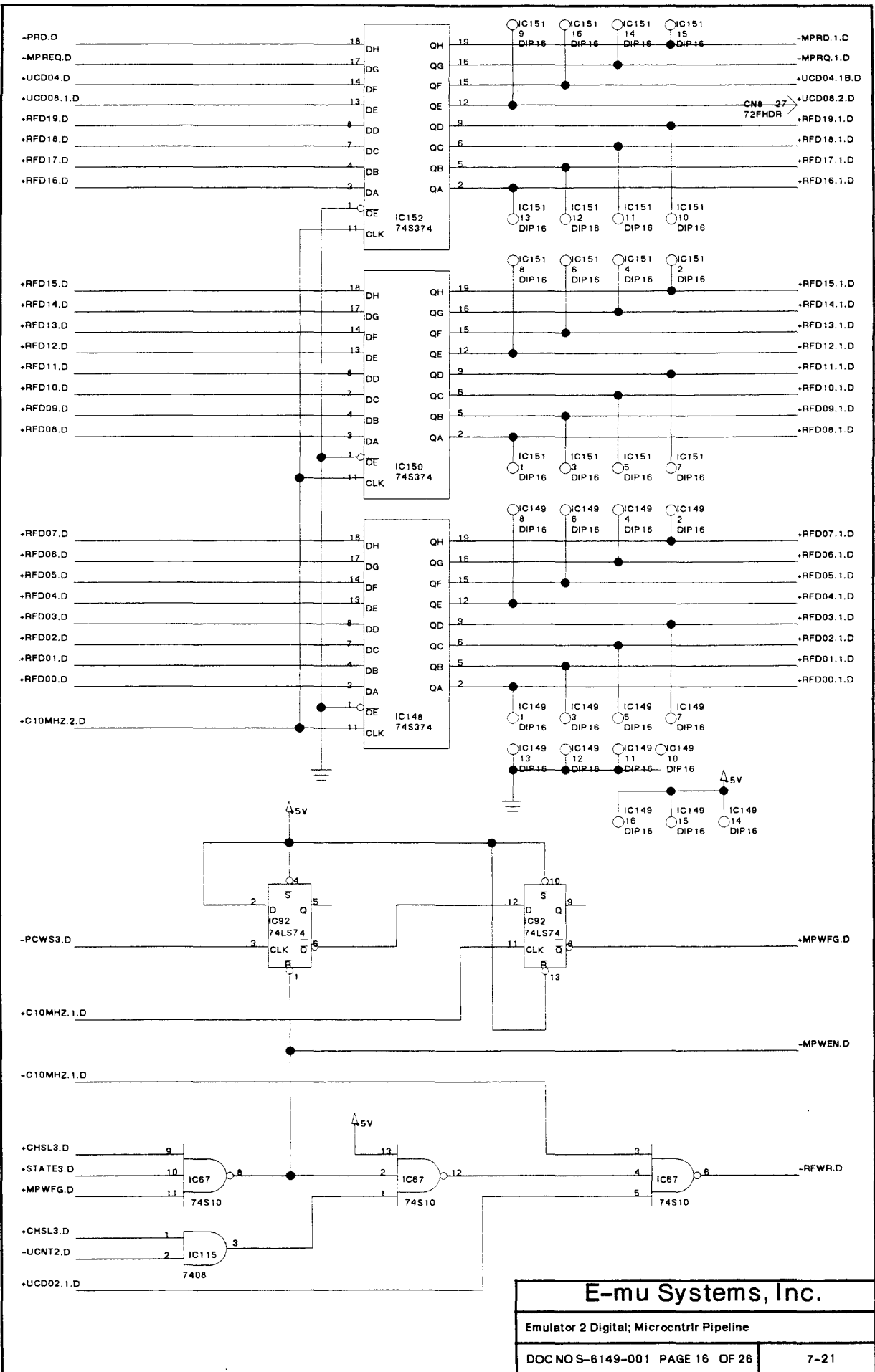


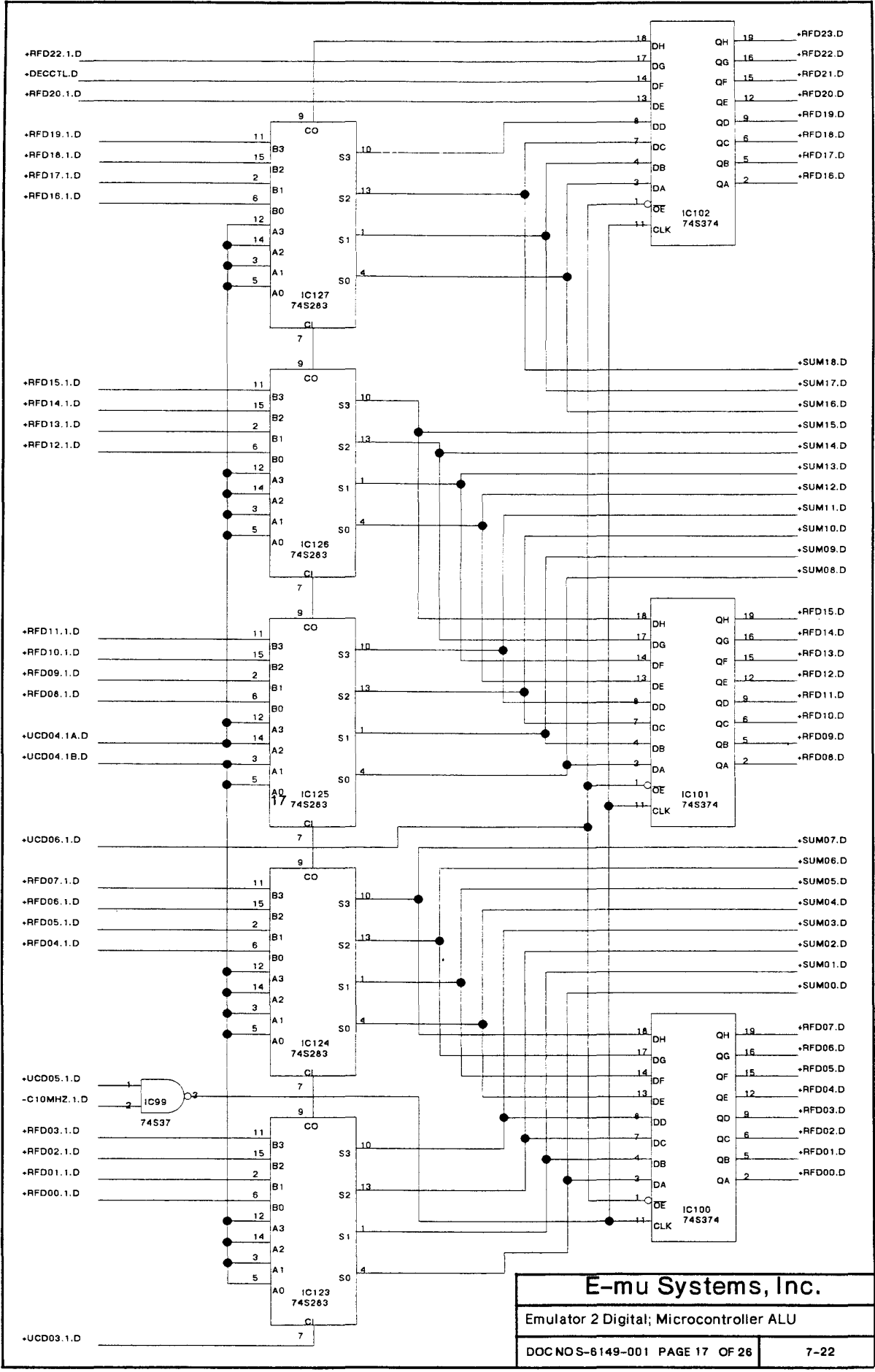
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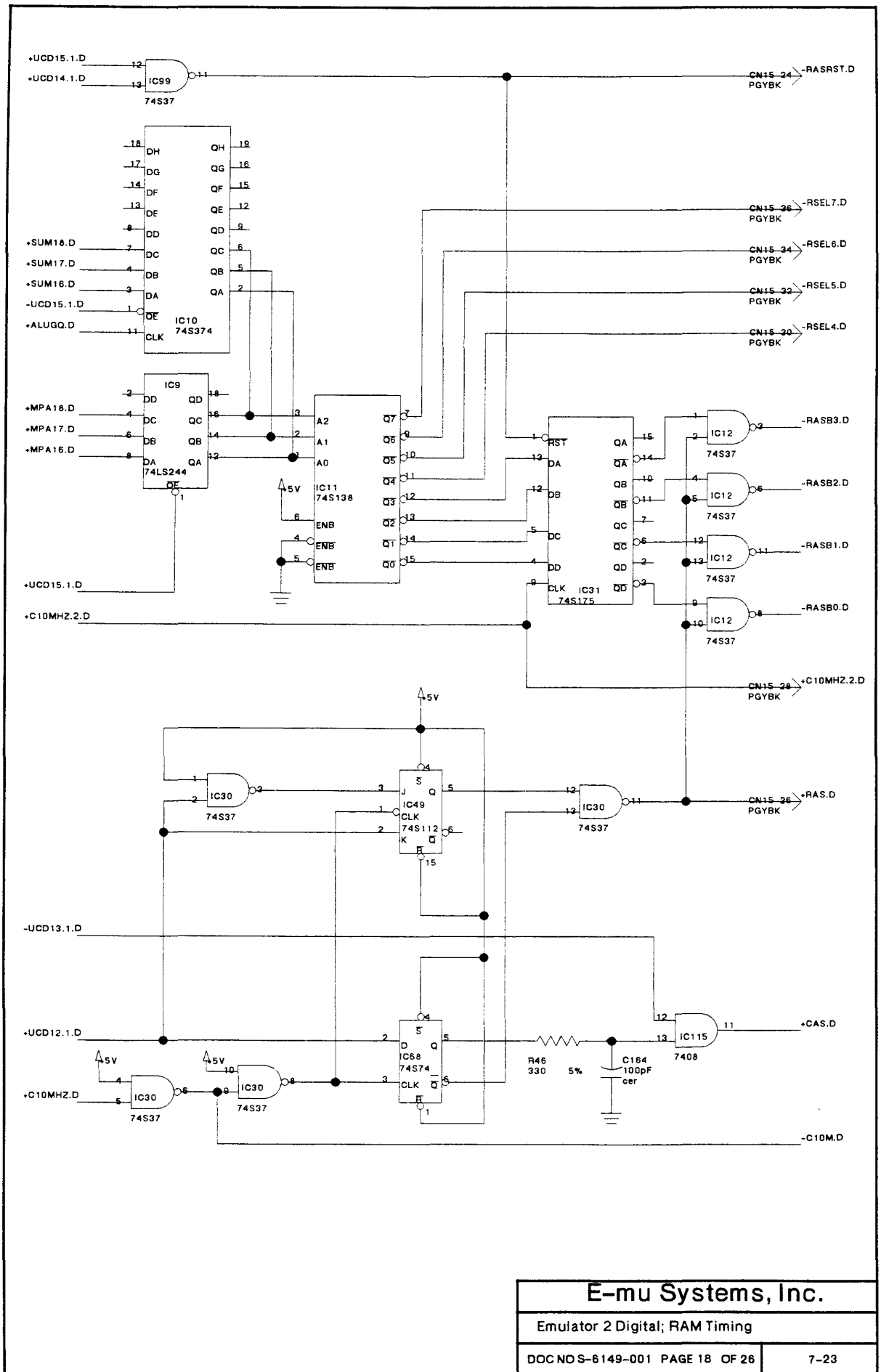
Emulator 2 Digital; Microcntrlr/CPU Intrfc



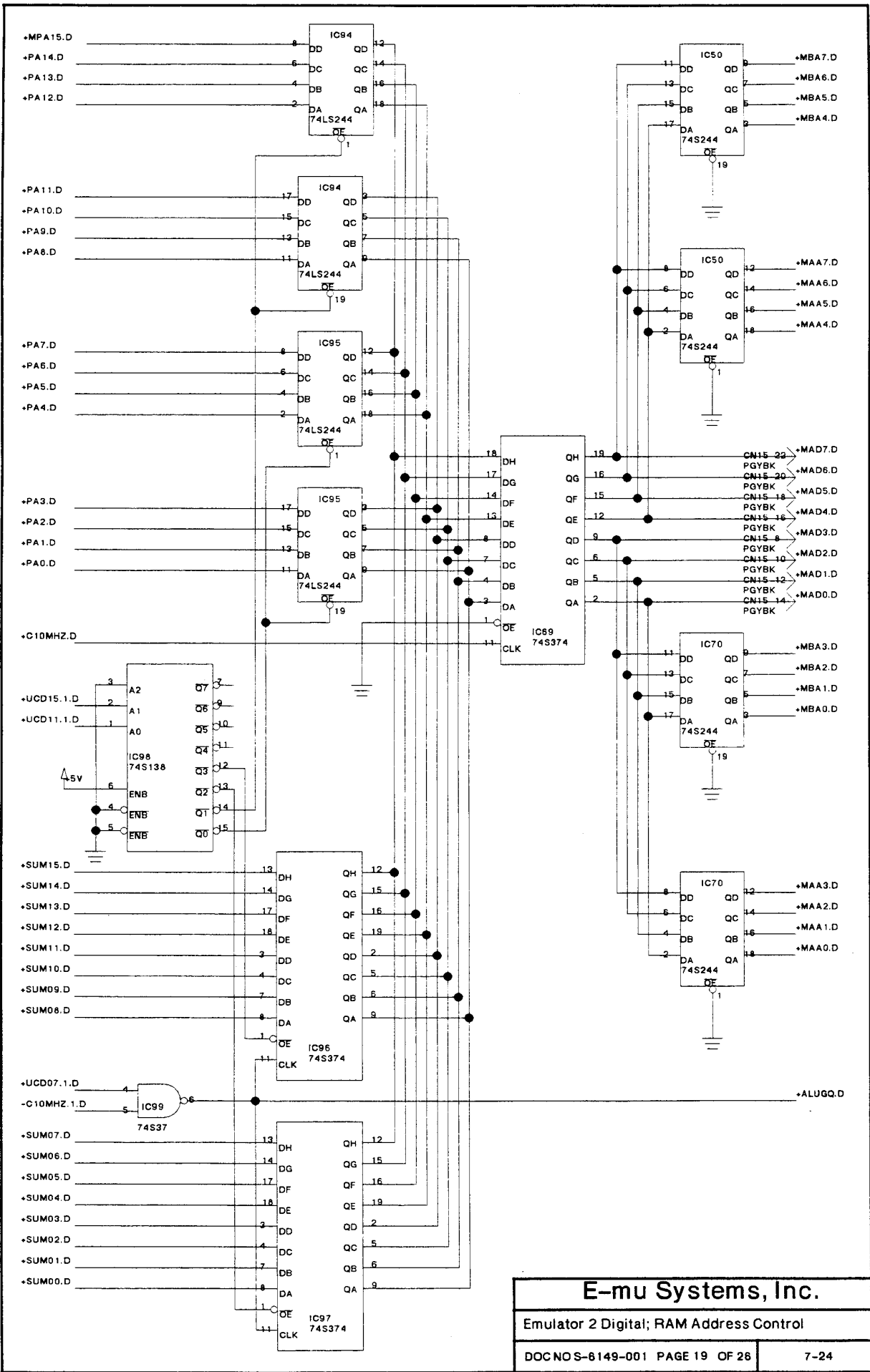
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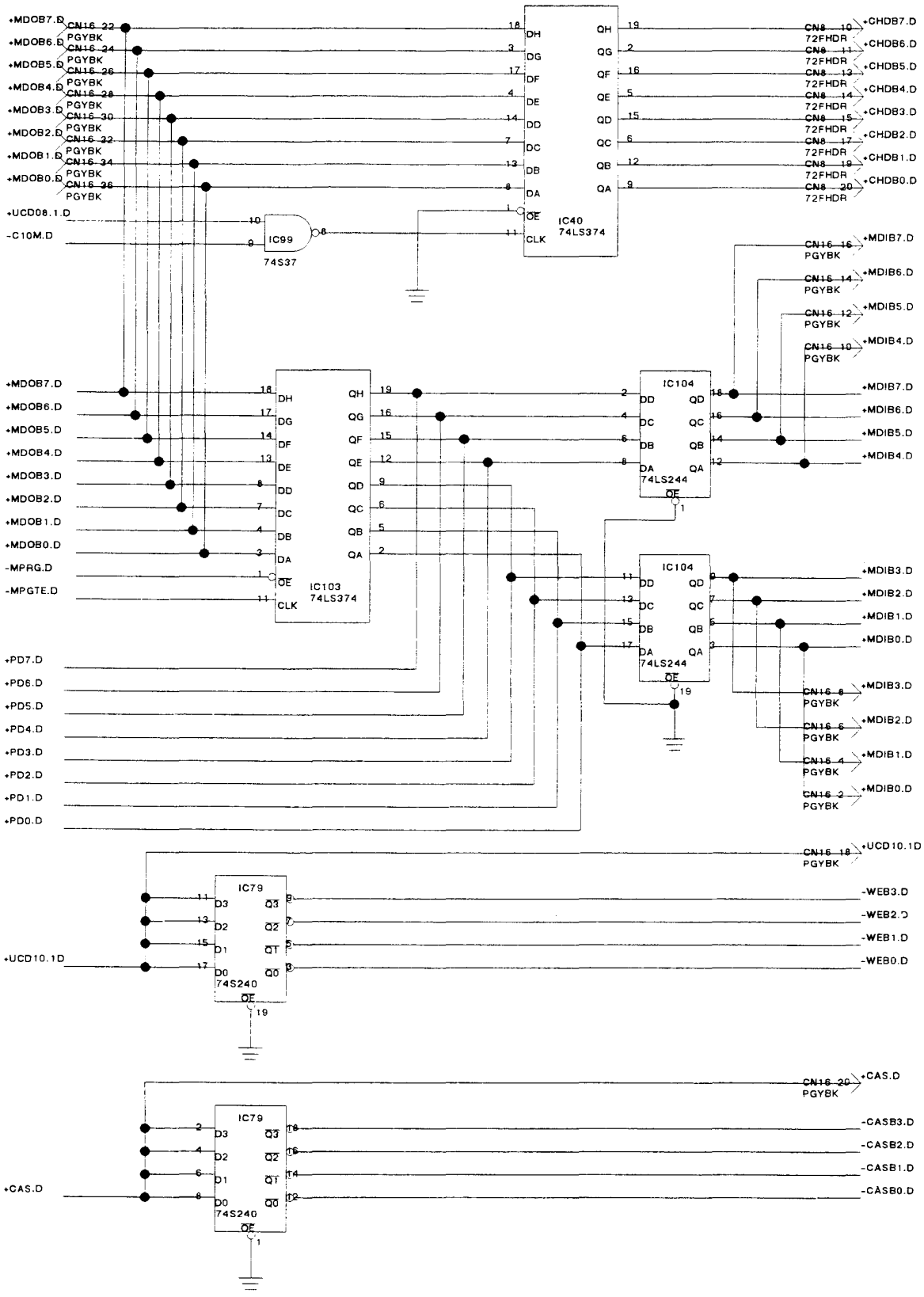


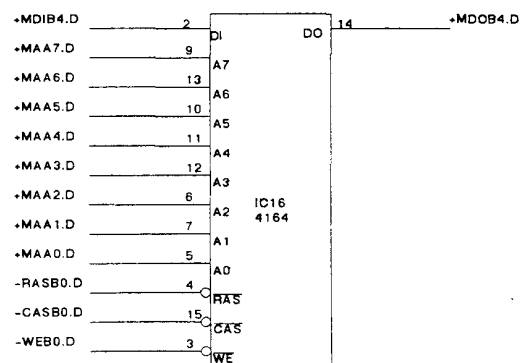
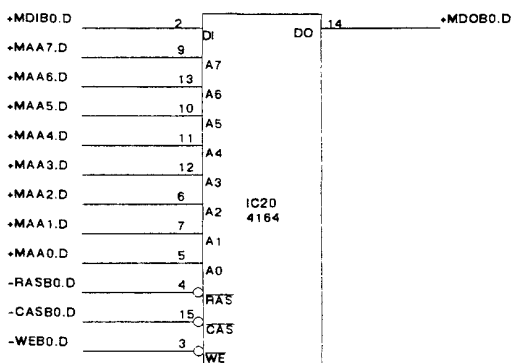
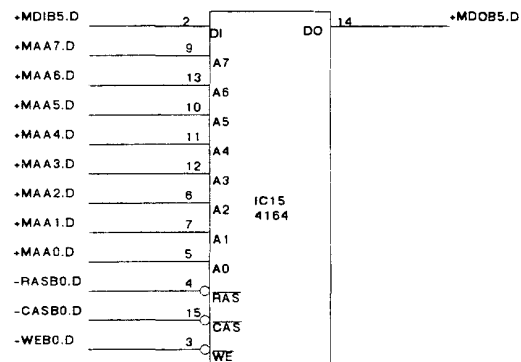
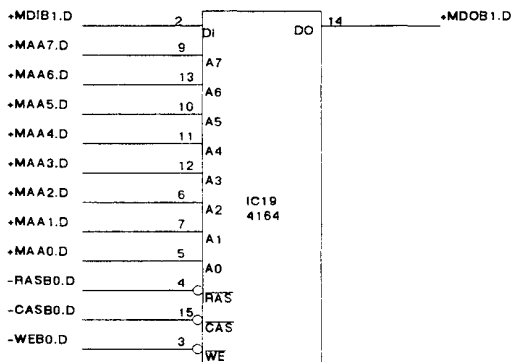
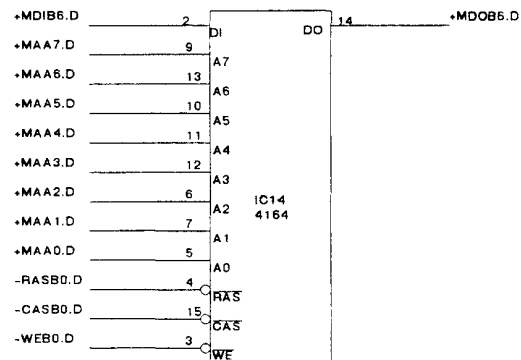
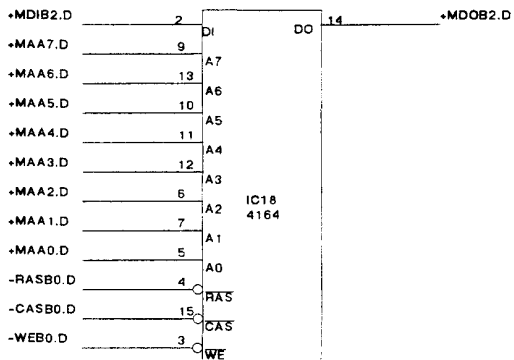
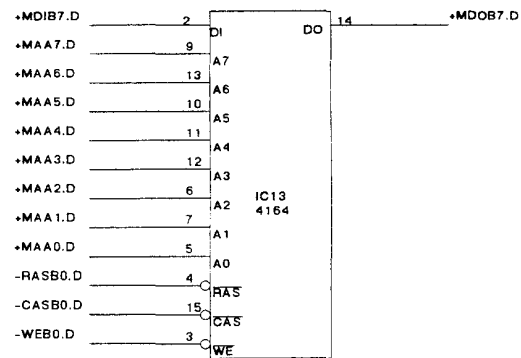
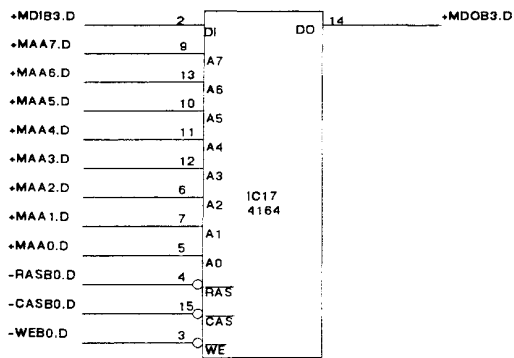






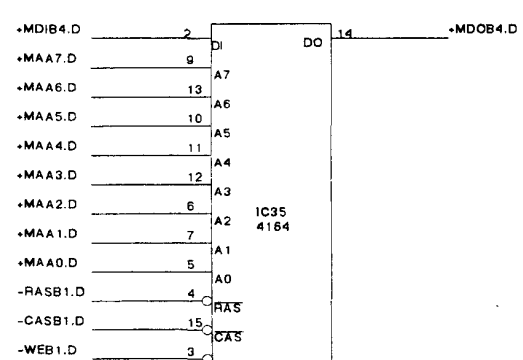
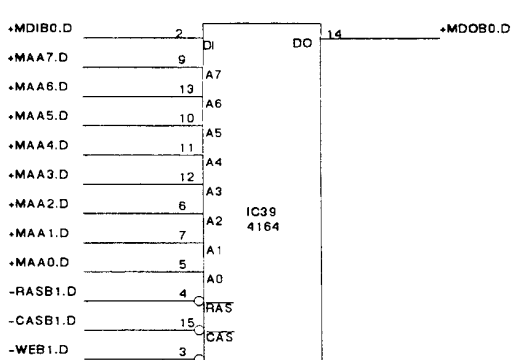
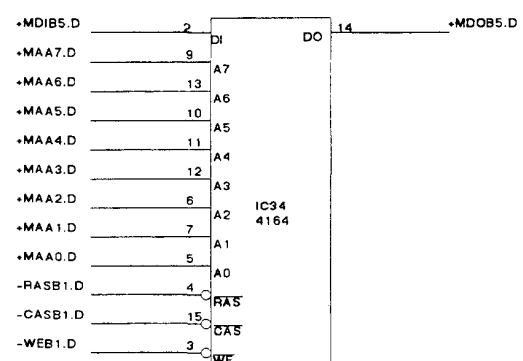
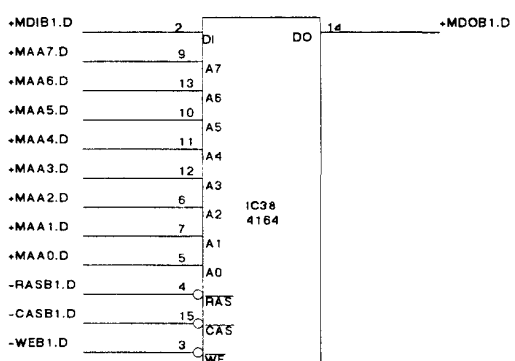
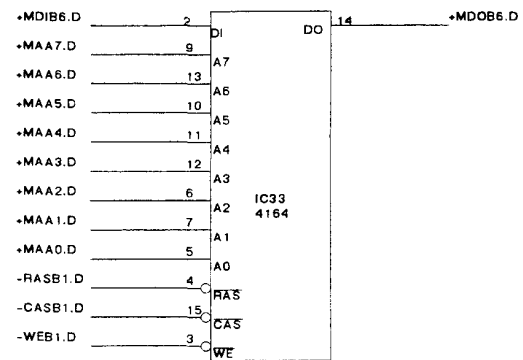
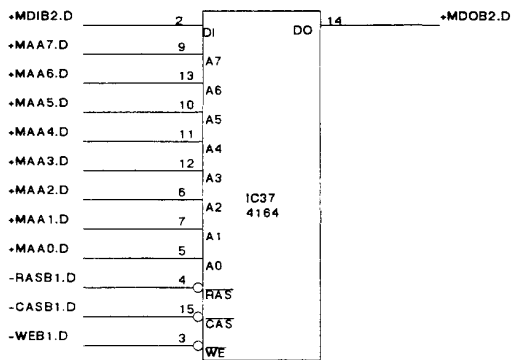
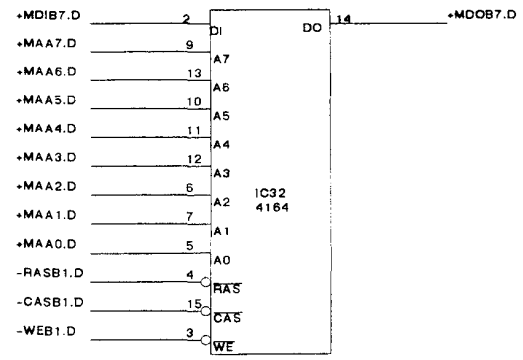
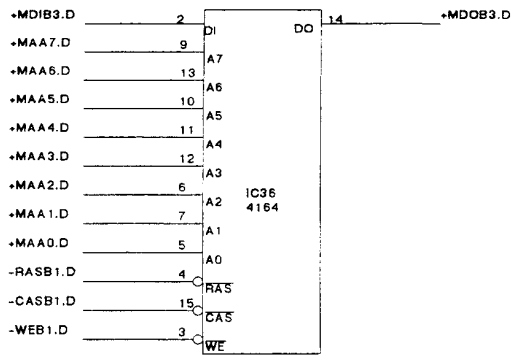


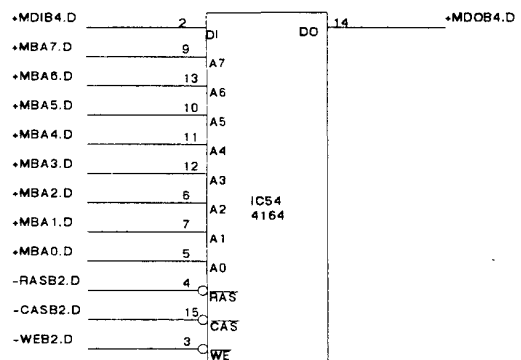
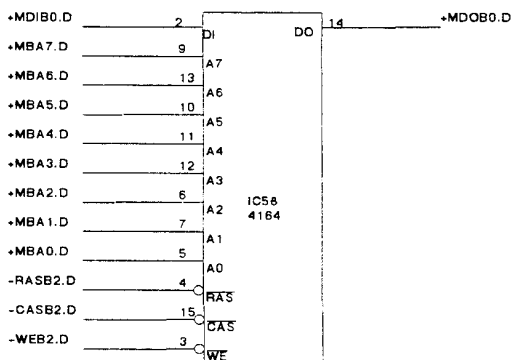
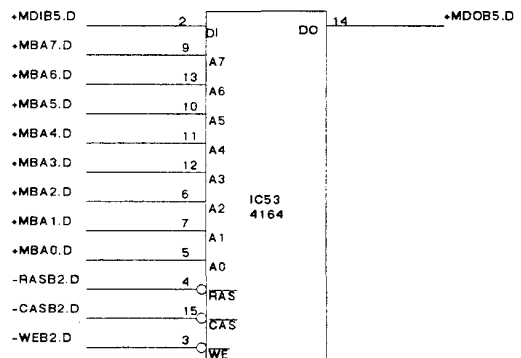
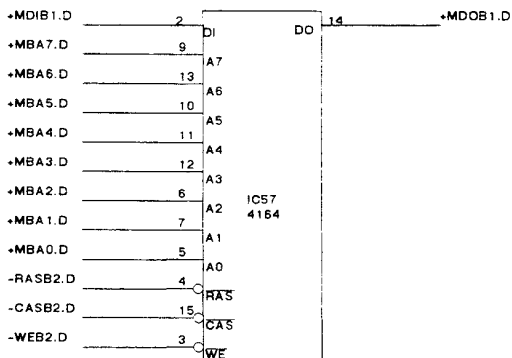
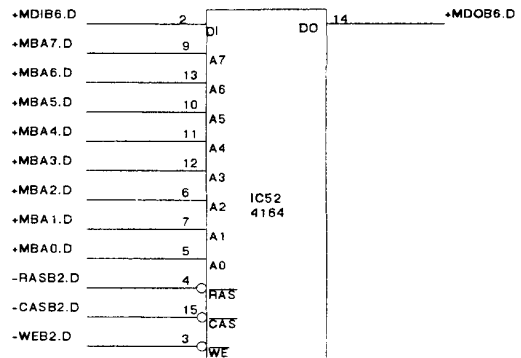
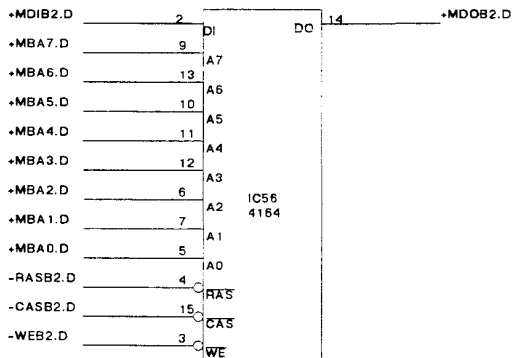
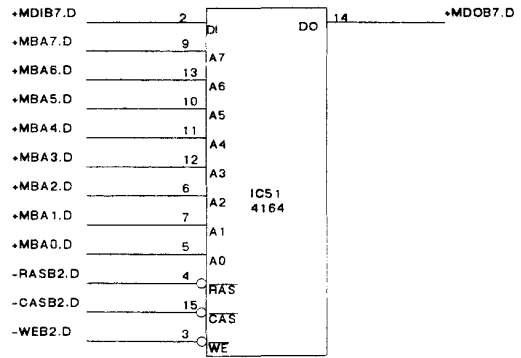
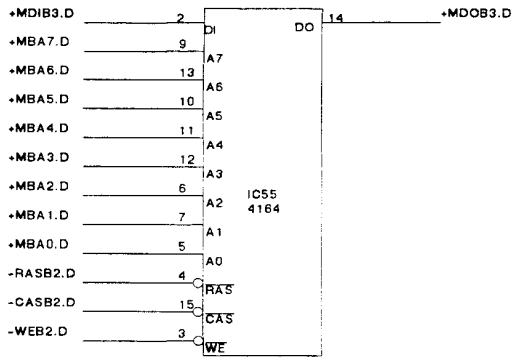




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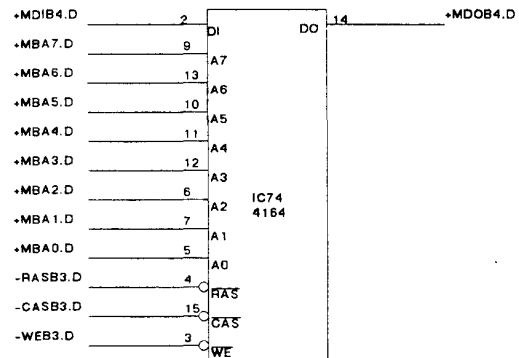
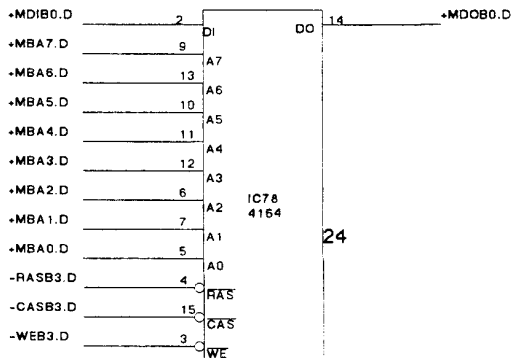
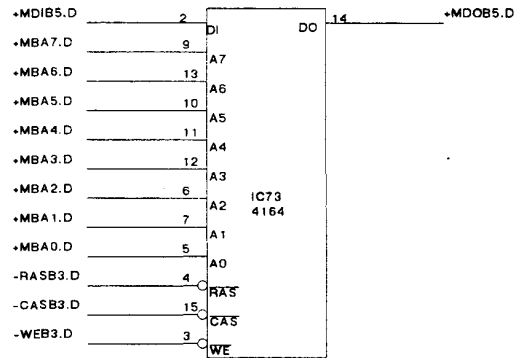
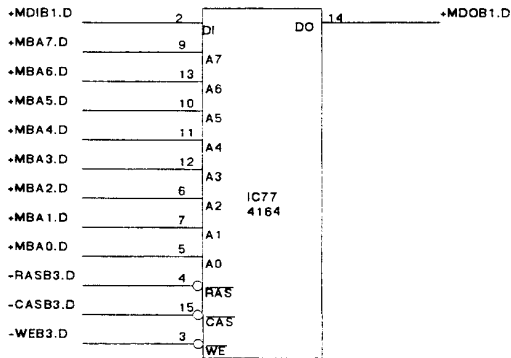
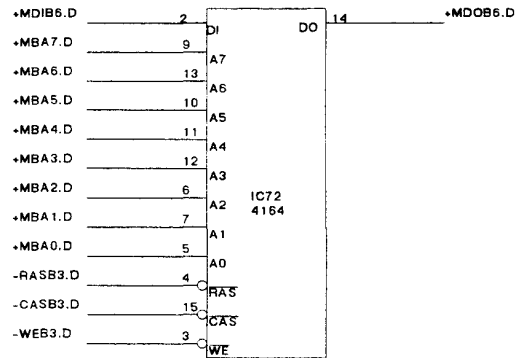
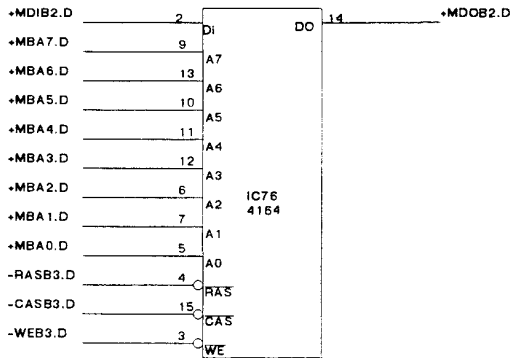
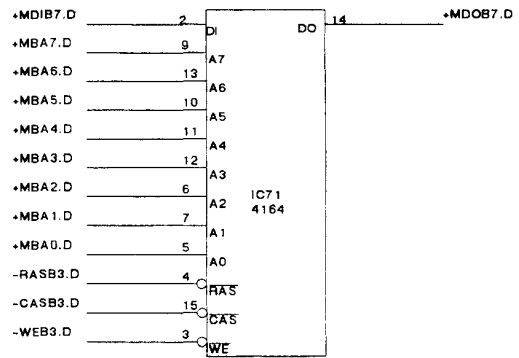
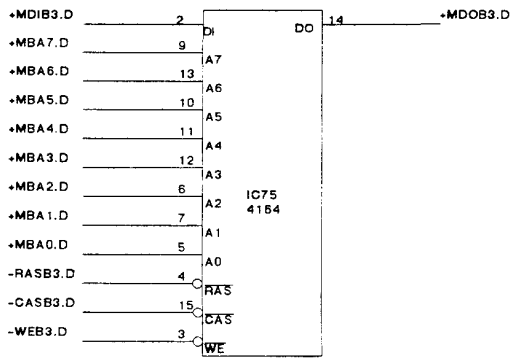
Emulator 2 Digital; Dynamic RAM





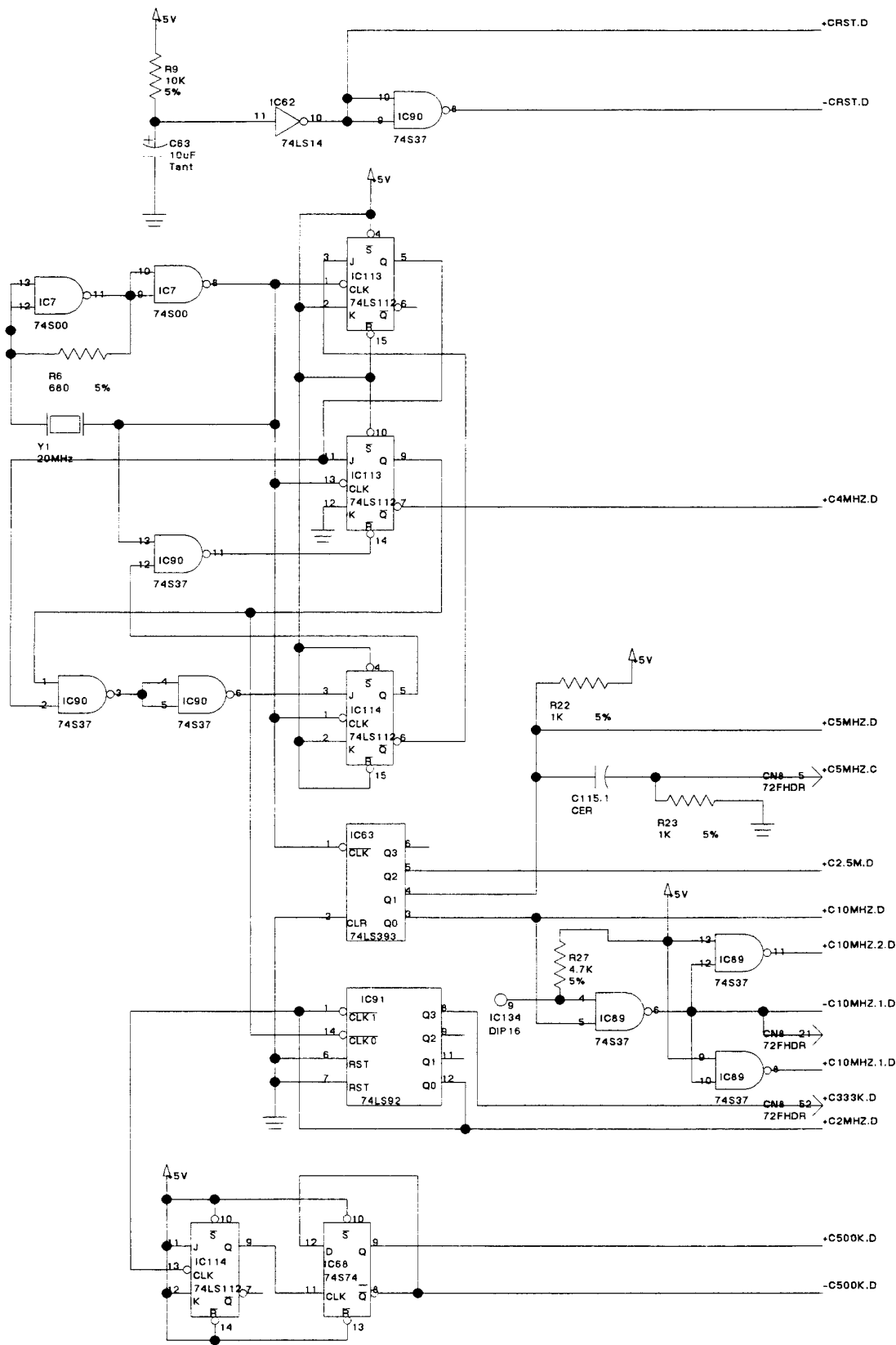
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Emulator 2 Digital; Dynamic RAM



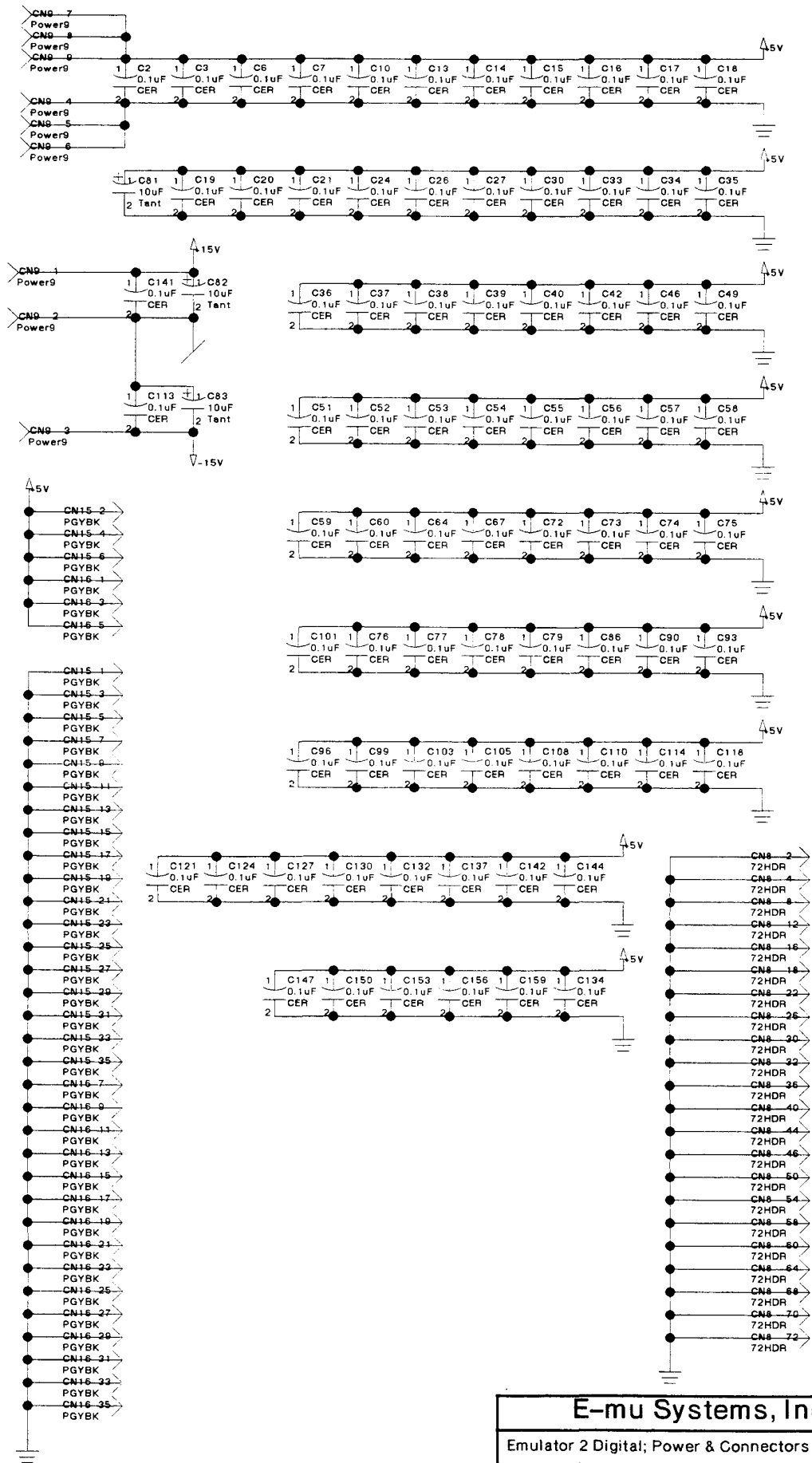
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Emulator 2 Digital; Dynamic RAM

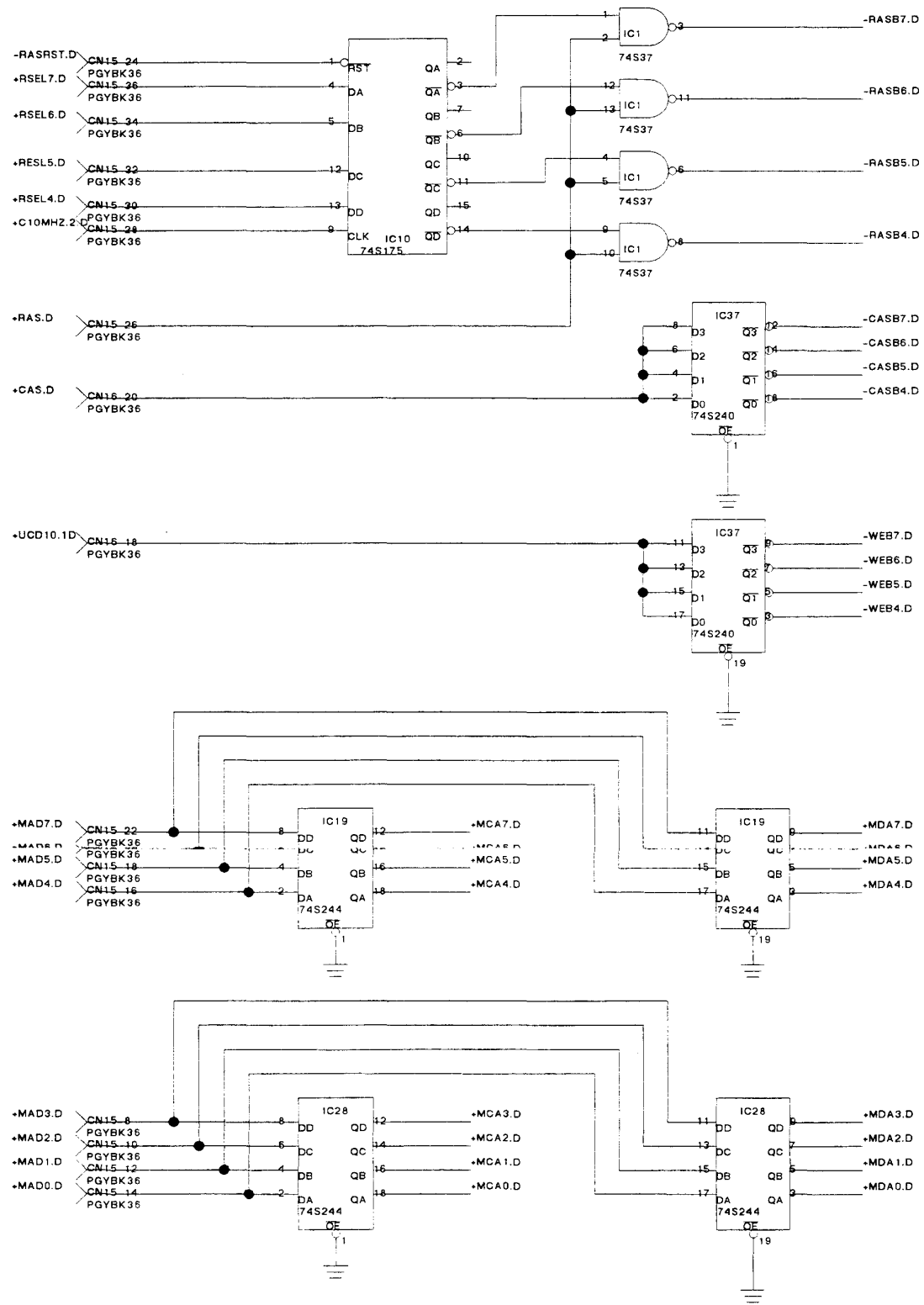


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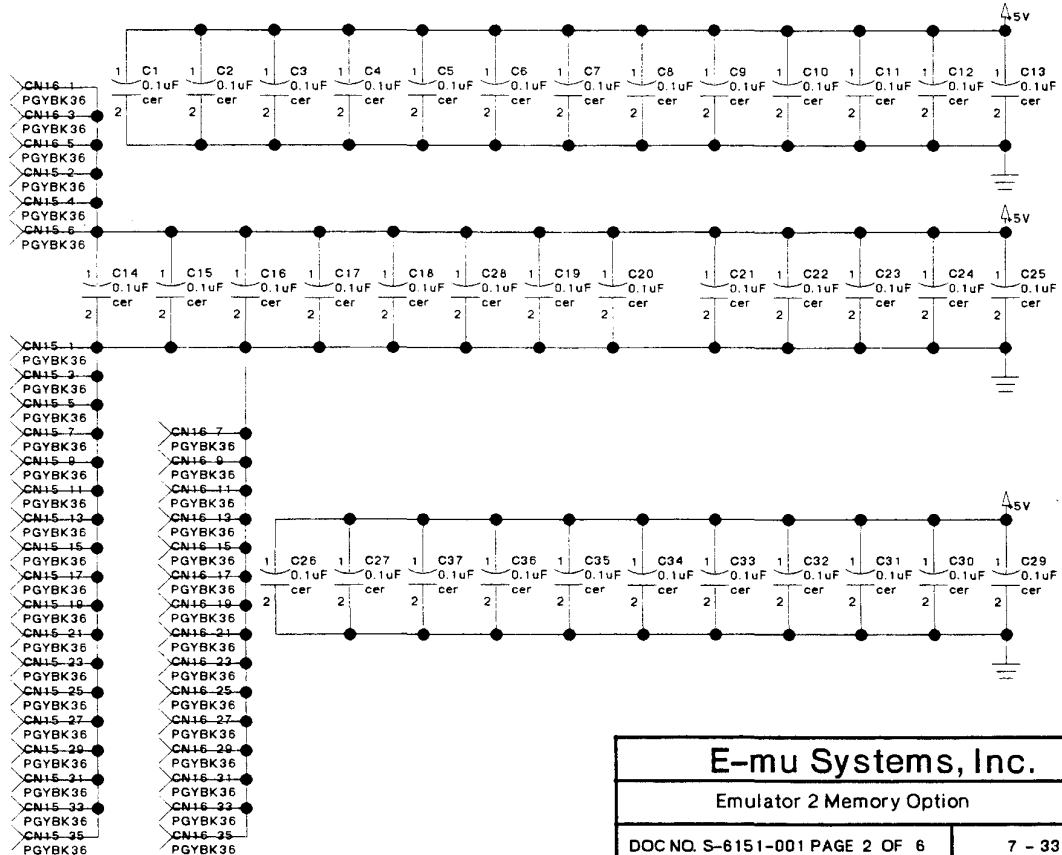
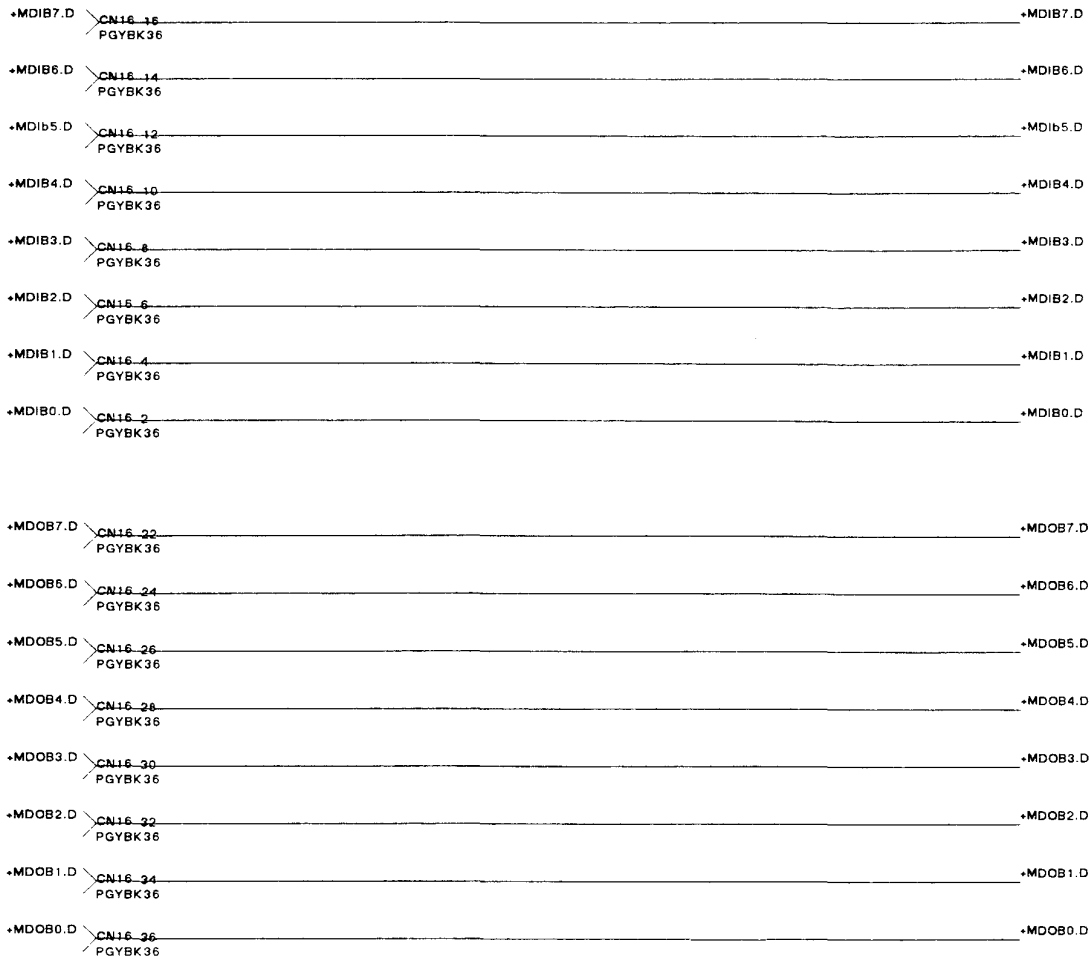
Emulator 2 Digital; Clocks & Reset

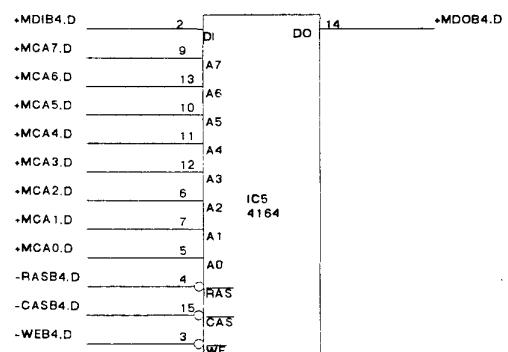
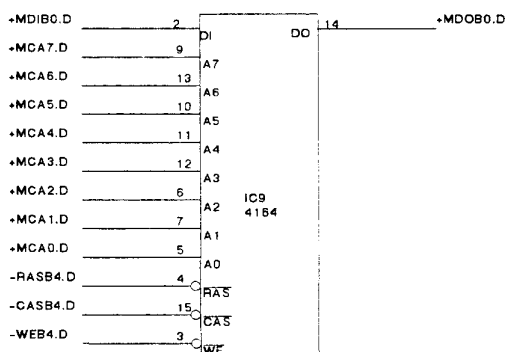
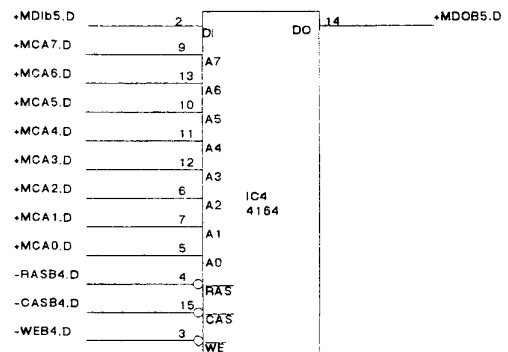
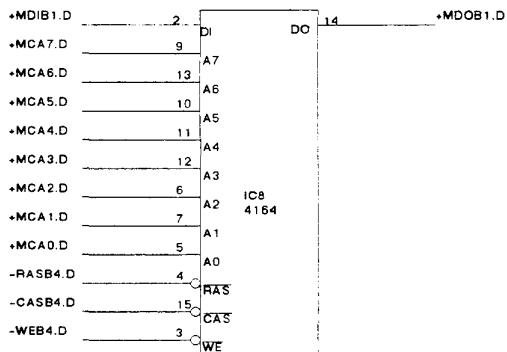
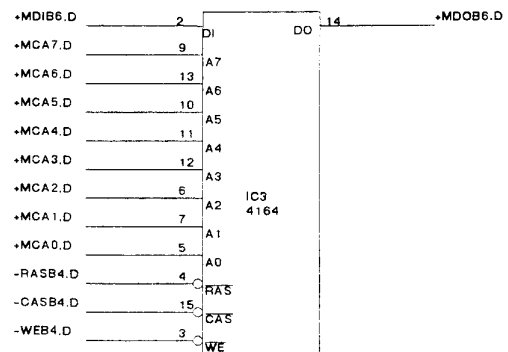
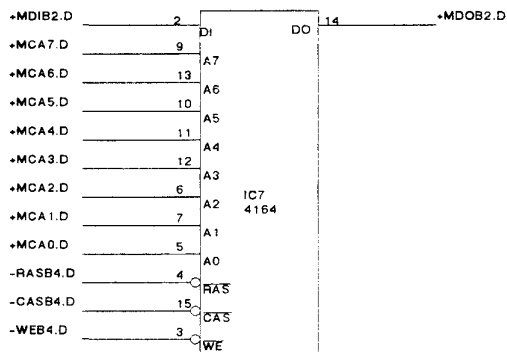
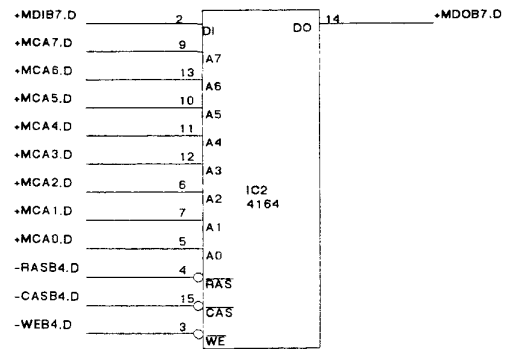
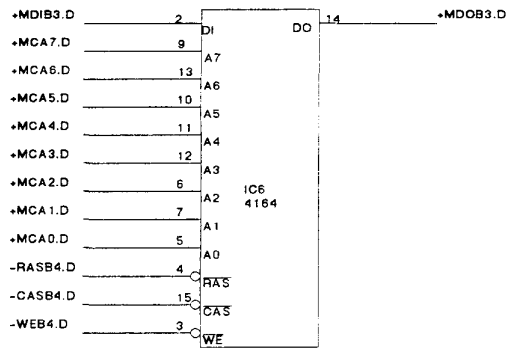


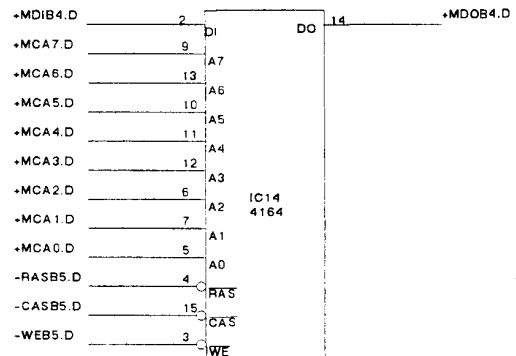
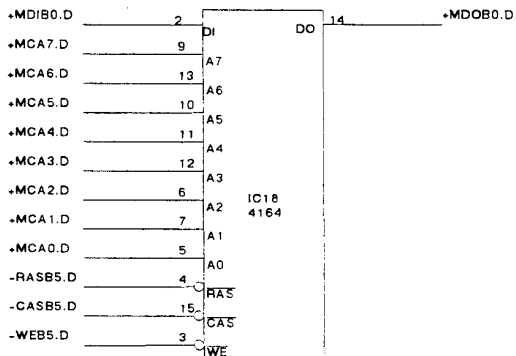
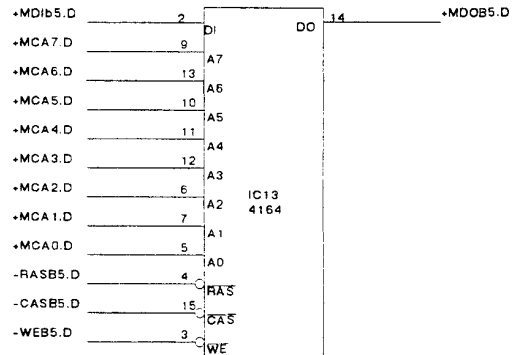
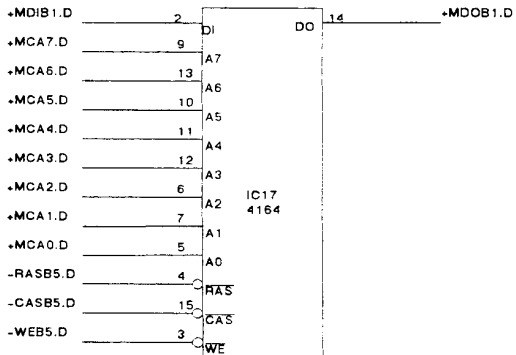
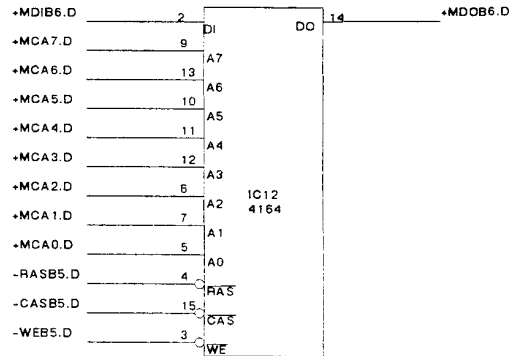
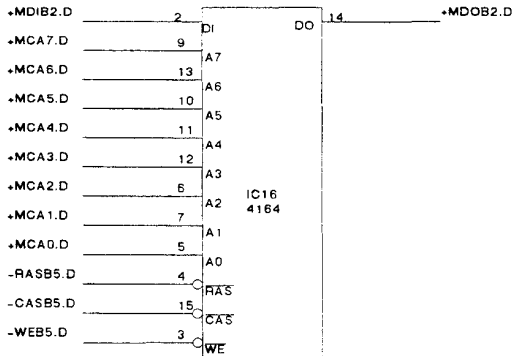
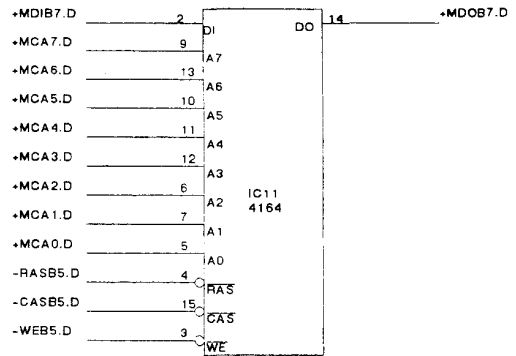
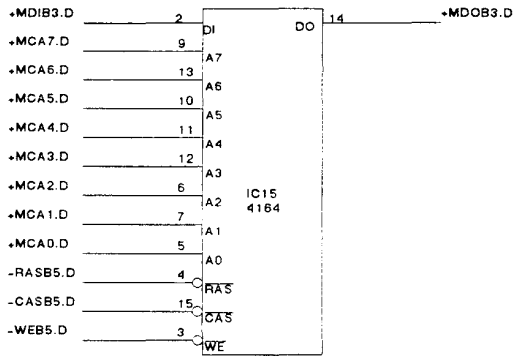




<b>E-mu Systems, Inc.</b> applied magic for the arts		
Emulator 2 Memory Option		
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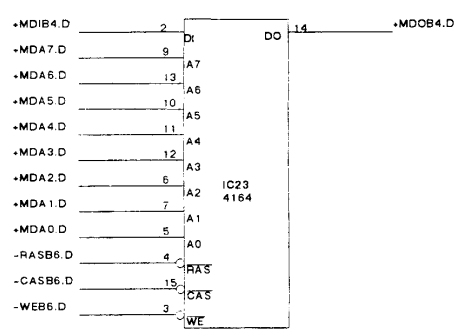
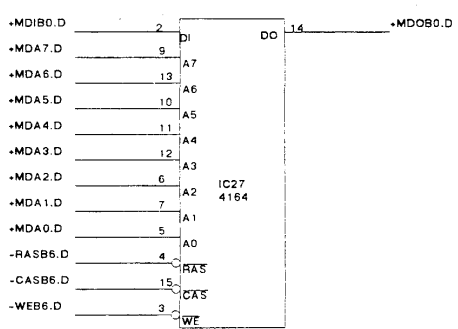
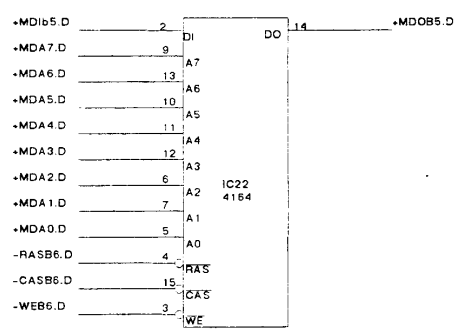
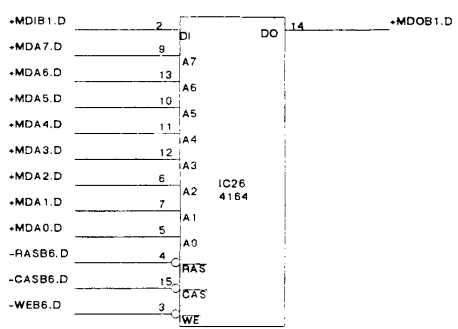
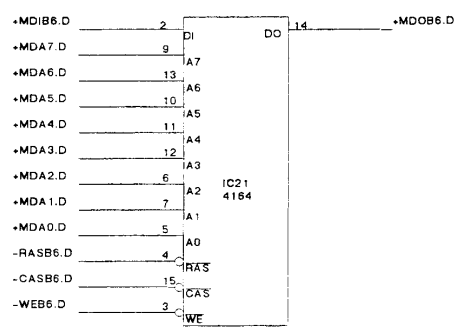
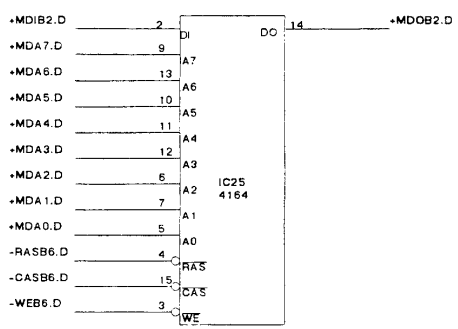
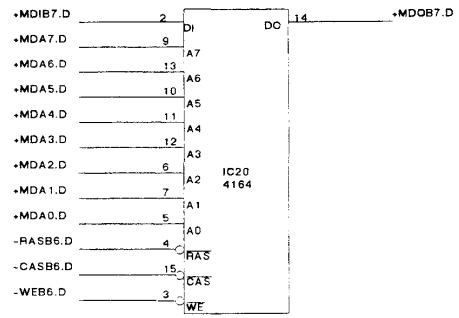
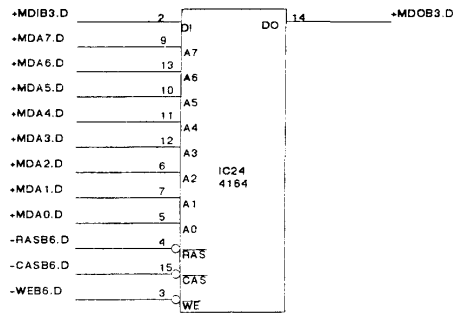






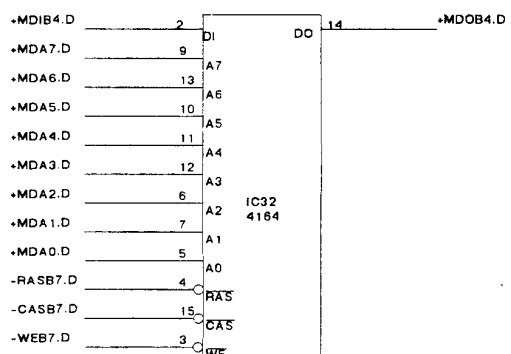
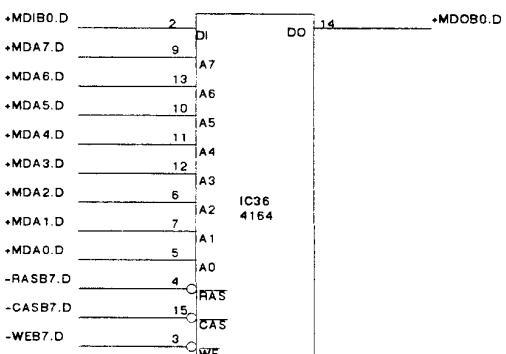
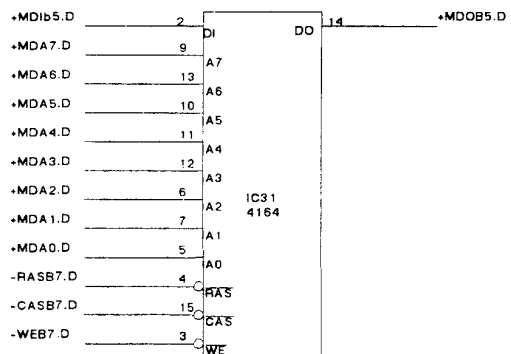
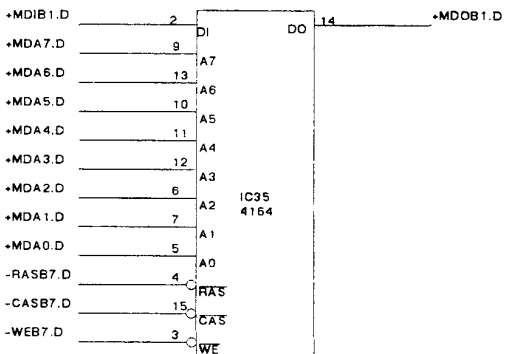
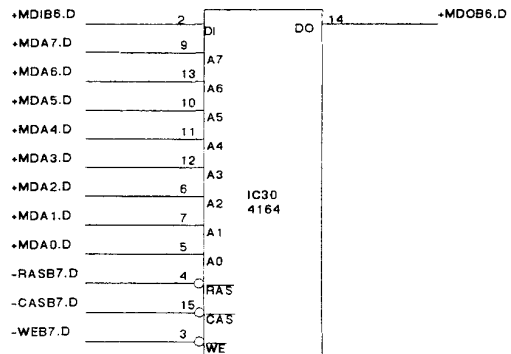
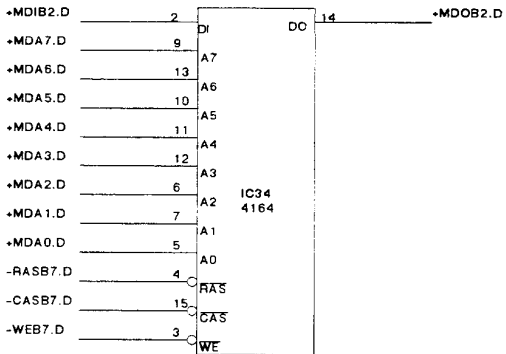
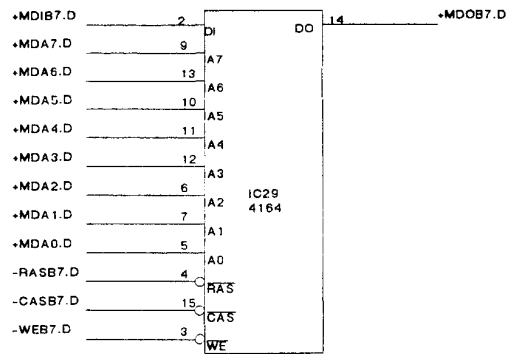
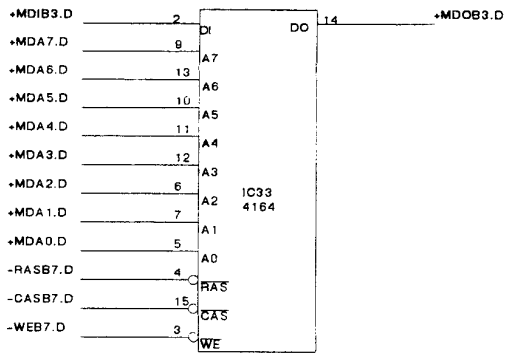
**E-mu Systems, Inc.**

Emulator 2 Memory Option



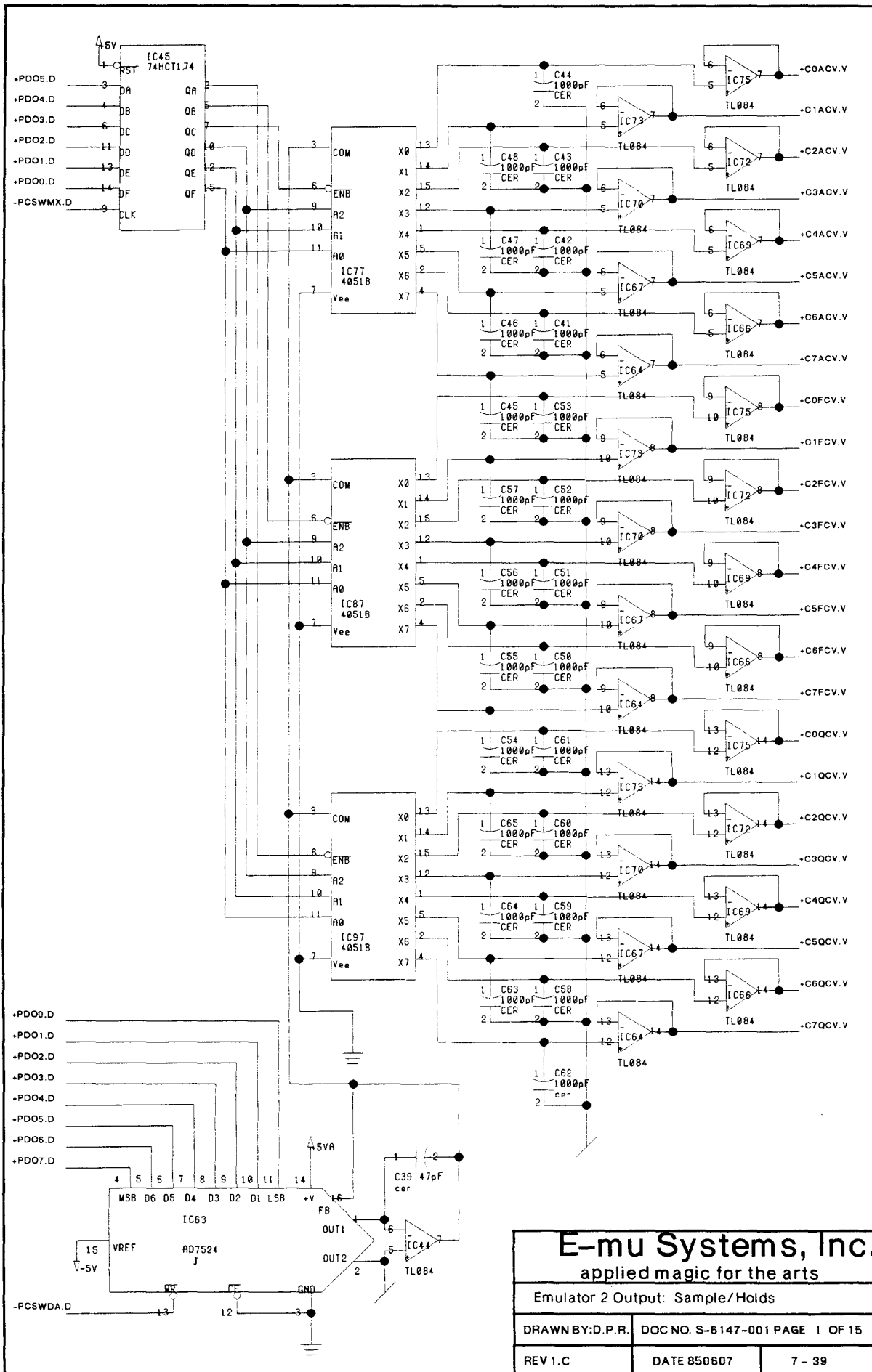
E-mu Systems, Inc.

Emulator 2 Memory Option



E-mu Systems, Inc.

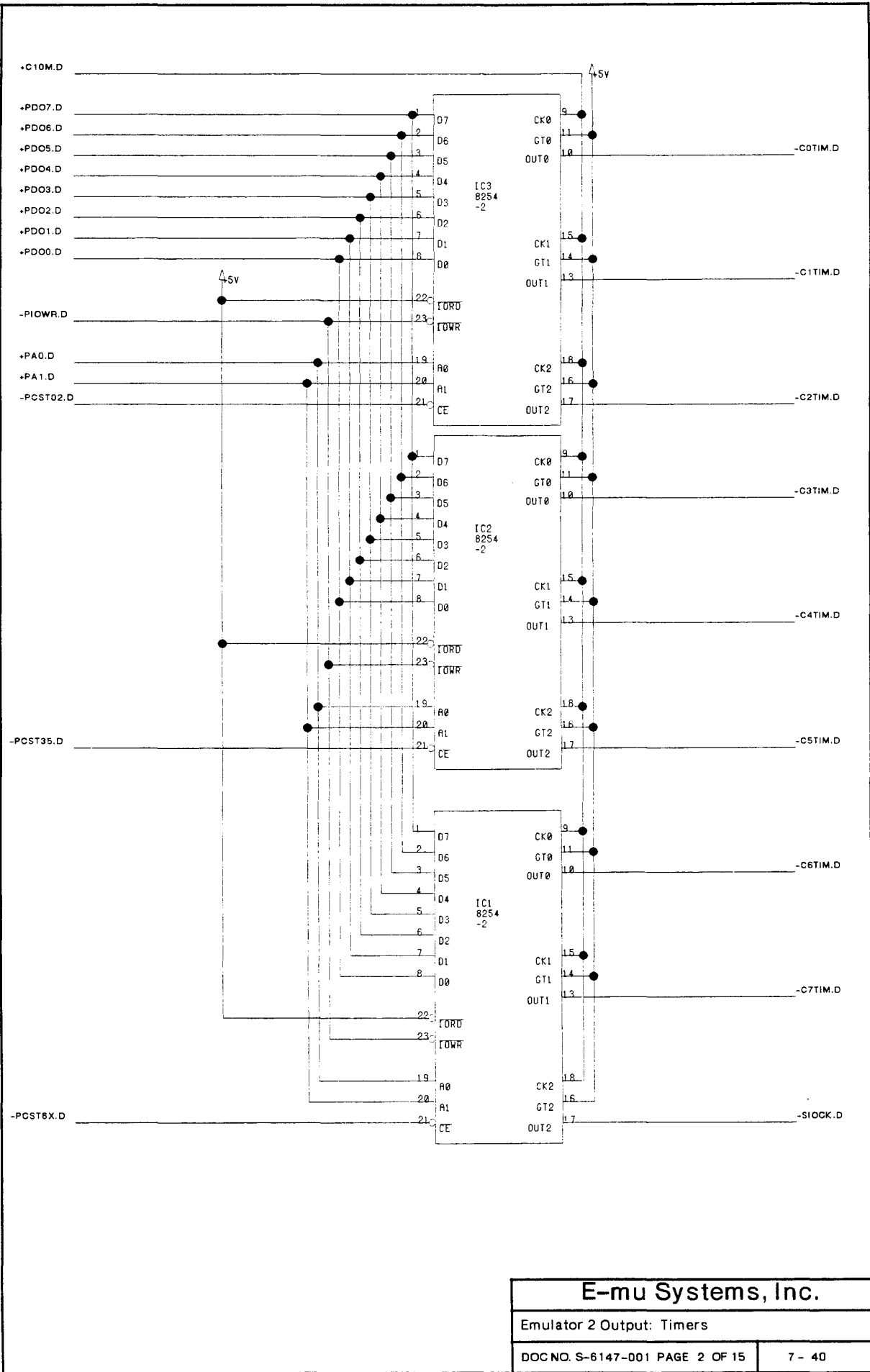
Emulator 2 Memory Option



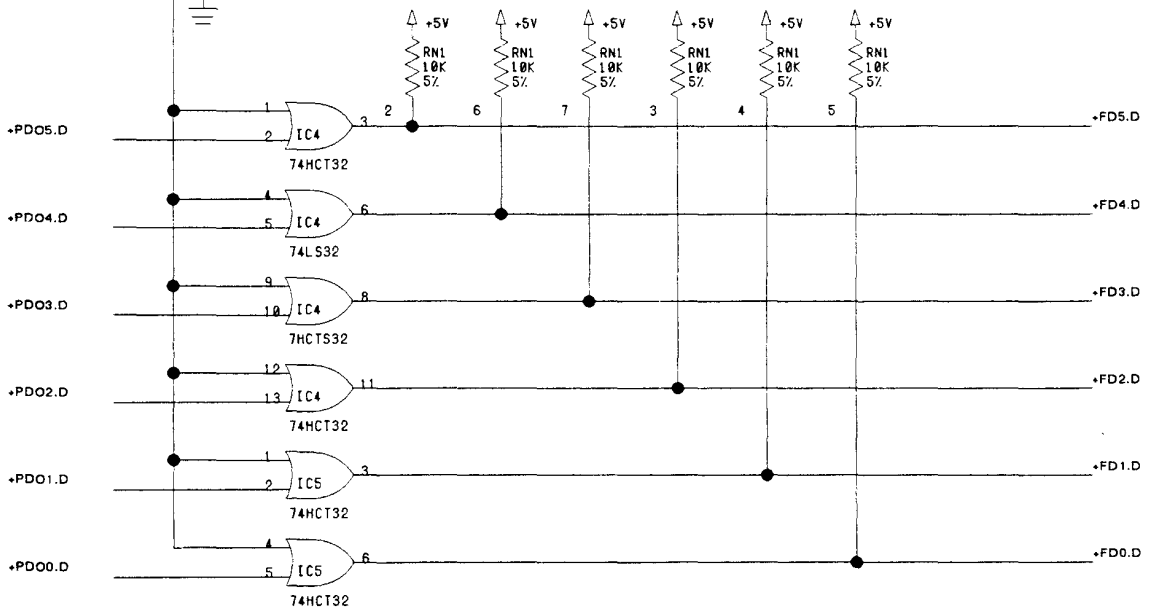
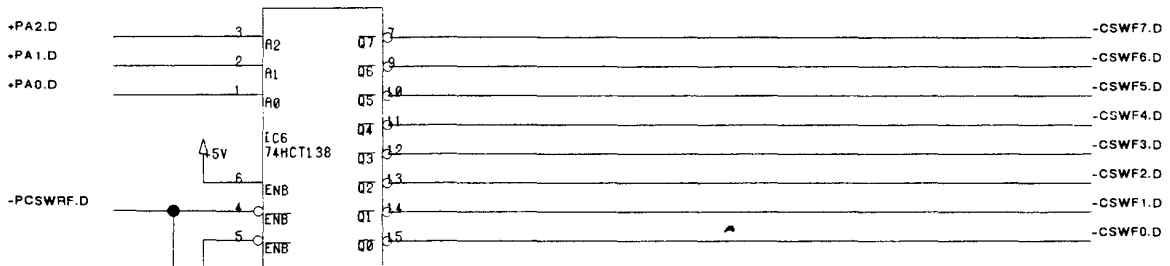
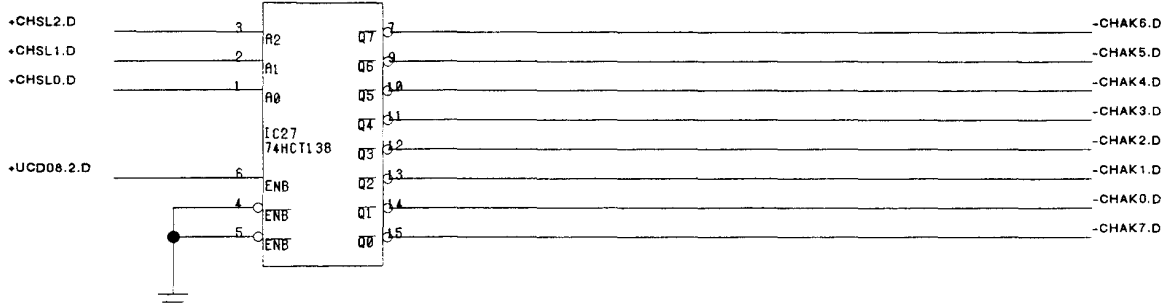
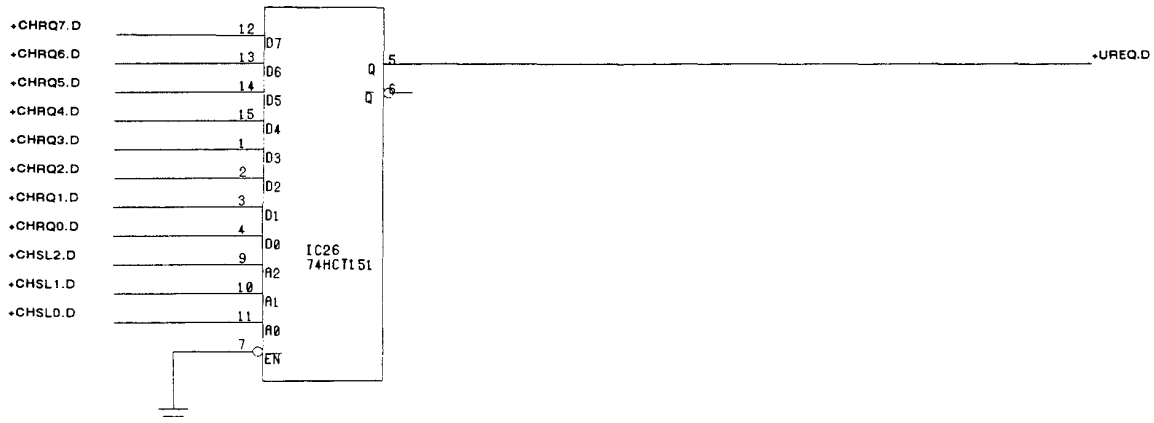
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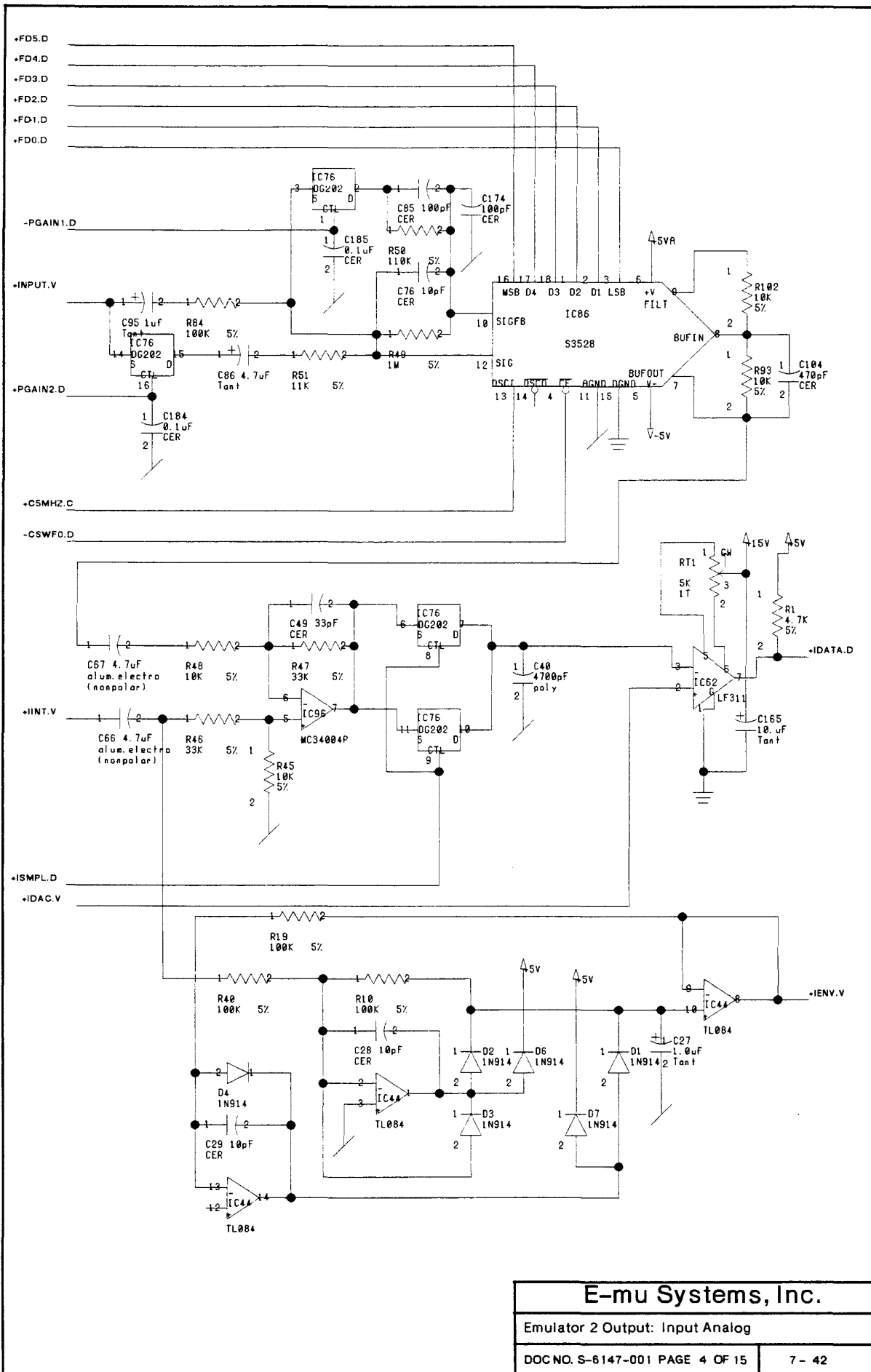
Emulator 2 Output: Sample/Holds

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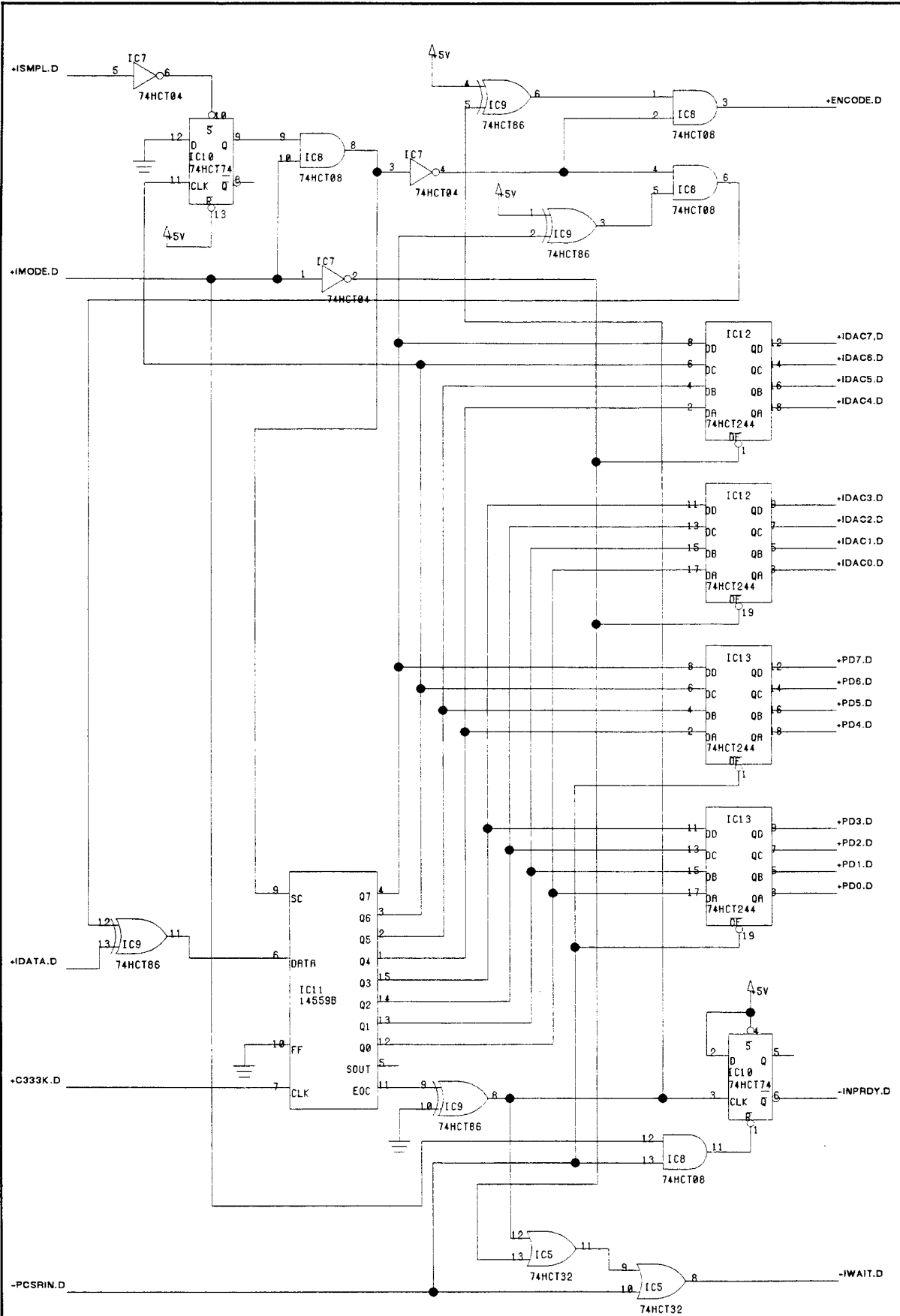


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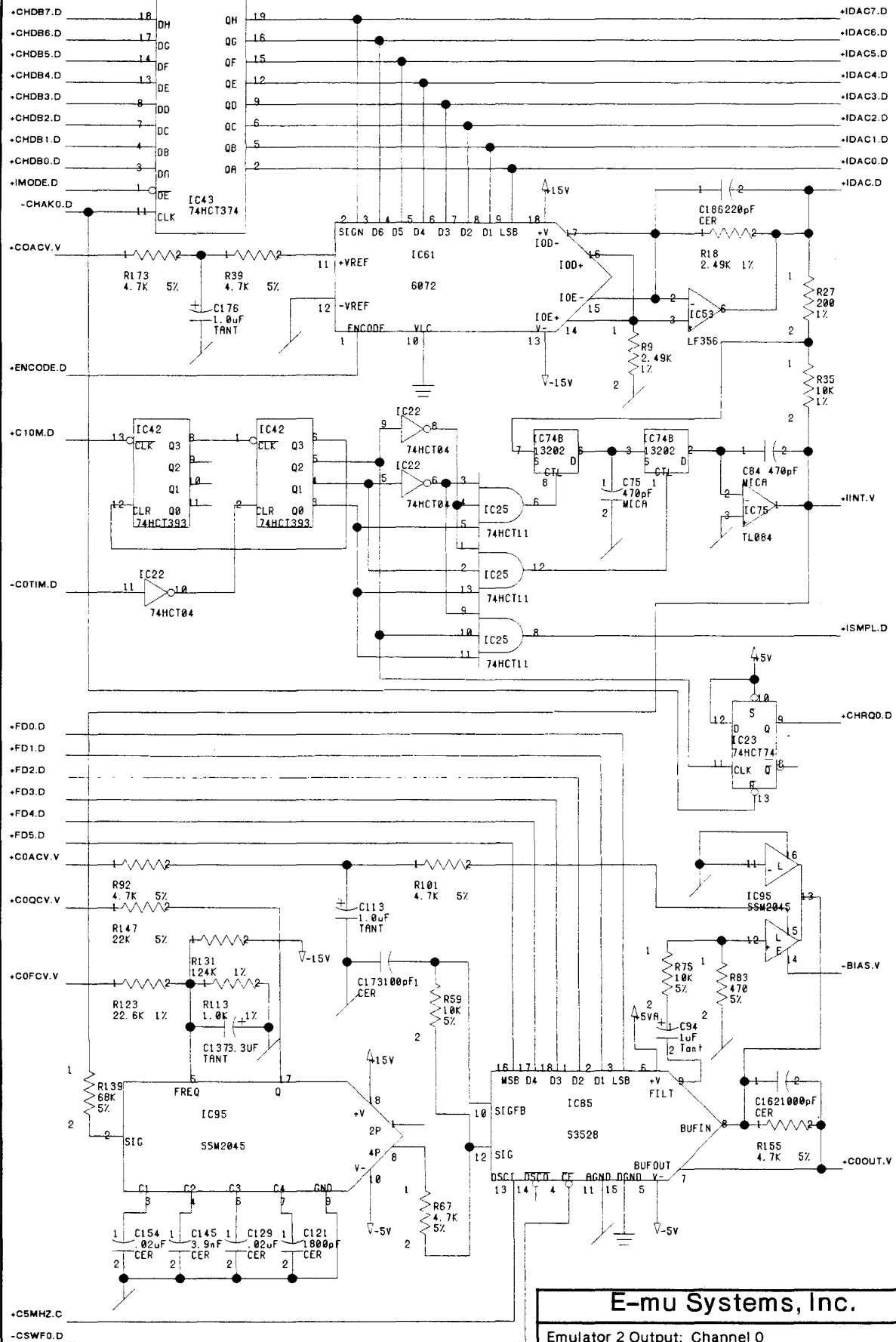
Emulator 2 Output: Input Analog

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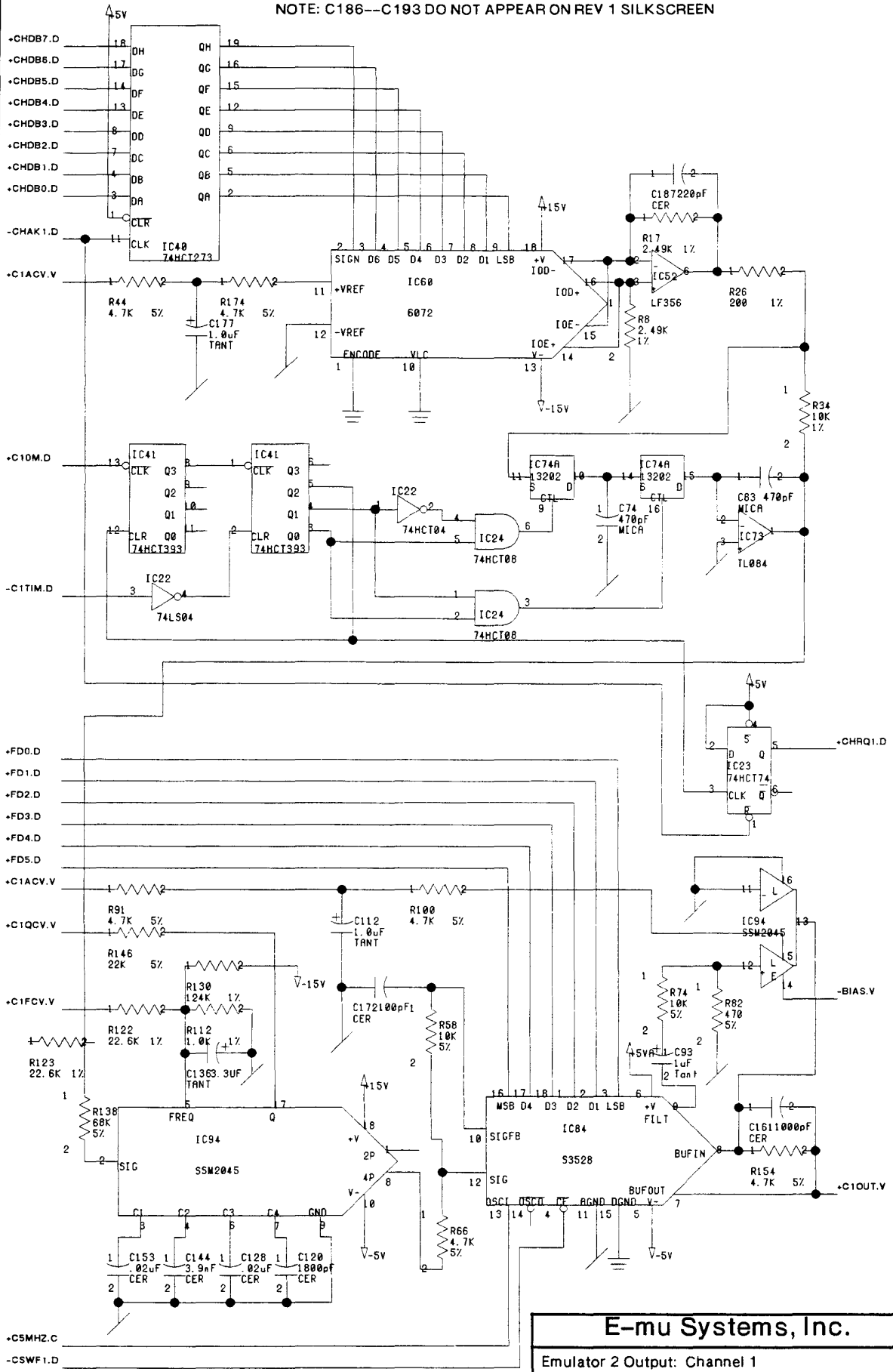
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NOTE: C186--C193 DO NOT APPEAR ON REV 1 SILKSCREEN

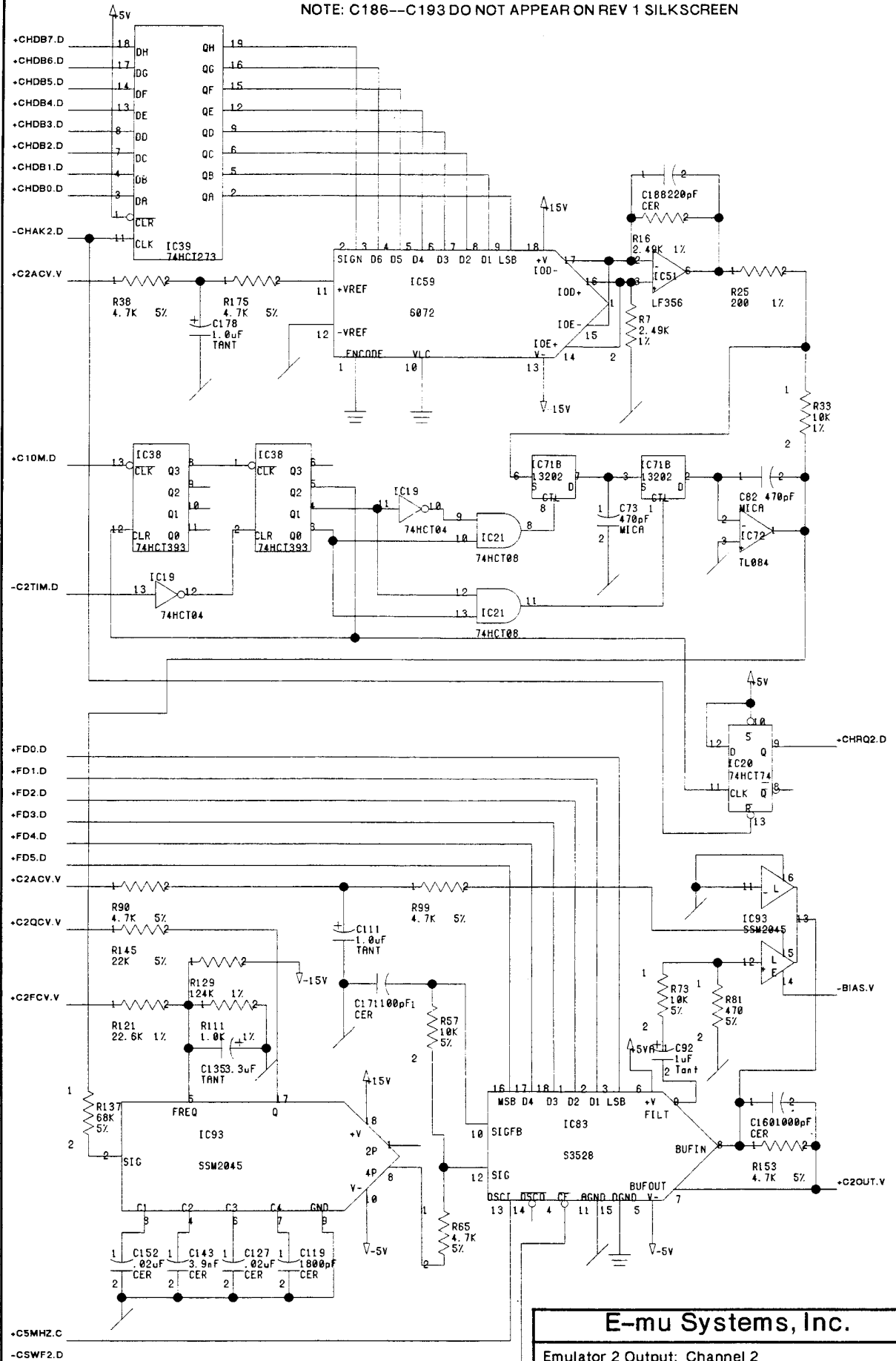


NOTE: C186--C193 DO NOT APPEAR ON REV 1 SILKSCREEN



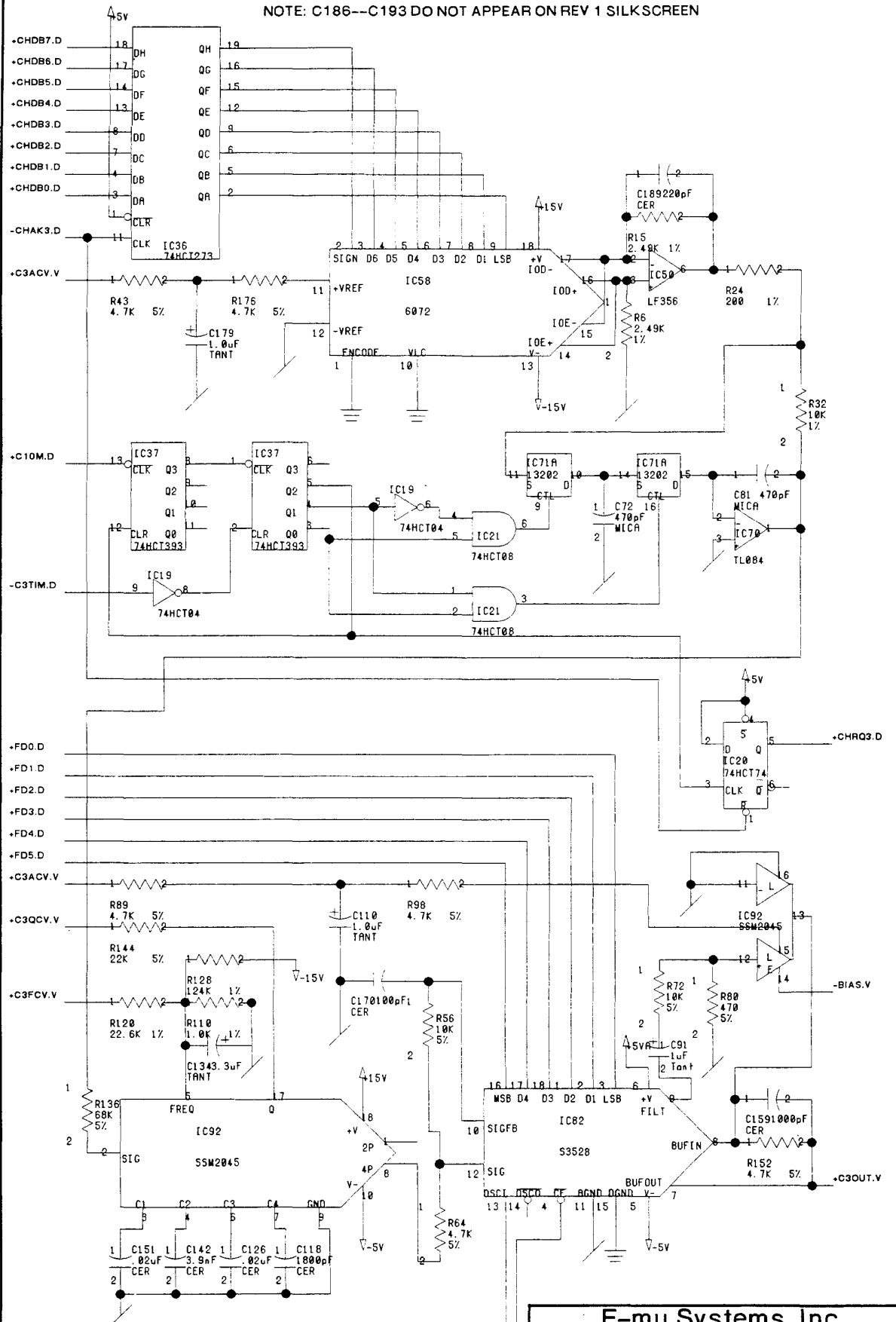
**E-mu Systems, Inc.**  
 Emulator 2 Output: Channel 1  
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NOTE: C186--C193 DO NOT APPEAR ON REV 1 SILKSCREEN



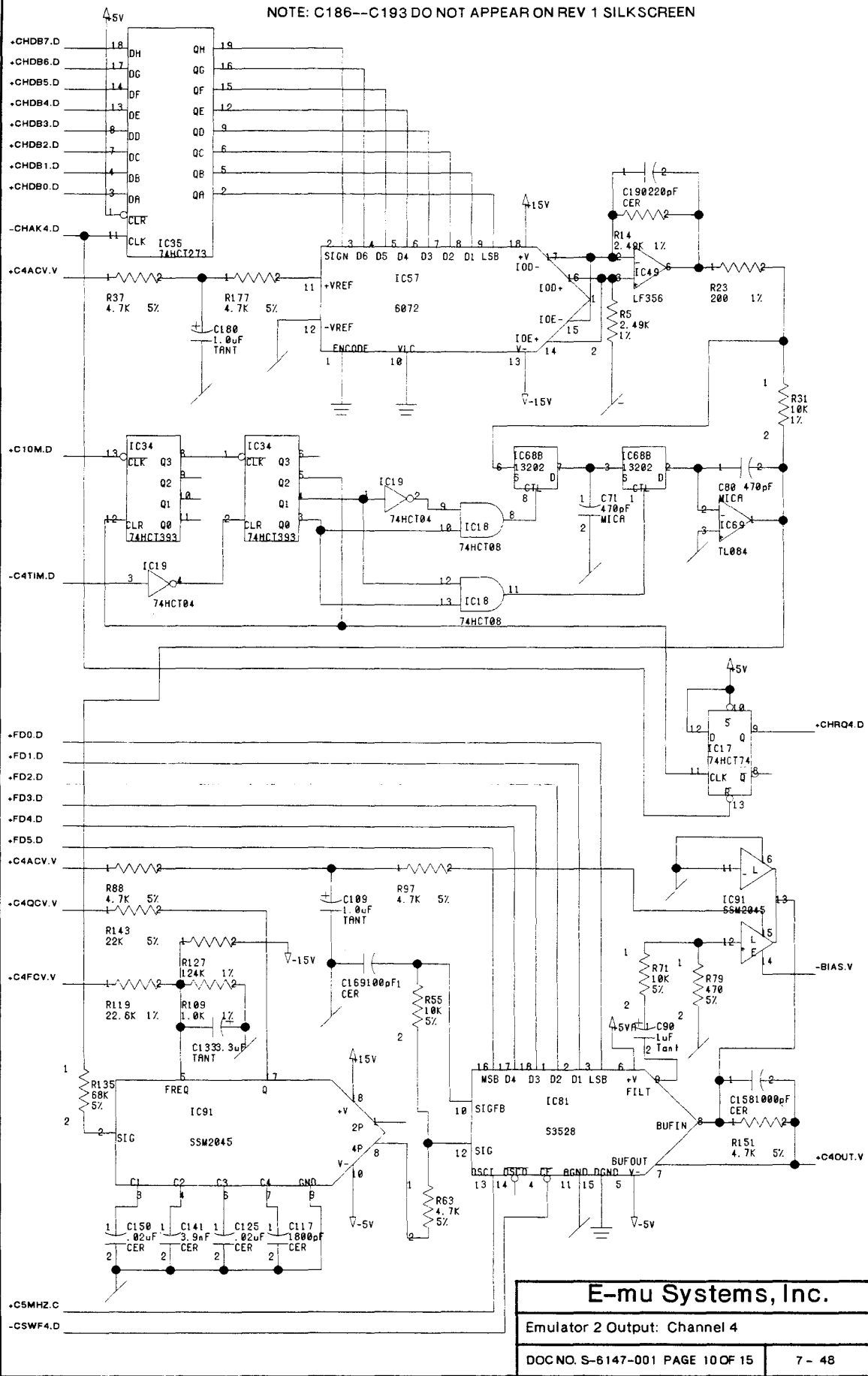
**E-mu Systems, Inc.**  
 Emulator 2 Output: Channel 2  
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NOTE: C186--C193 DO NOT APPEAR ON REV 1 SILKSCREEN



<b>E-mu Systems, Inc.</b>	
Emulator 2 Output: Channel 3	
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NOTE: C186--C193 DO NOT APPEAR ON REV 1 SILKSCREEN



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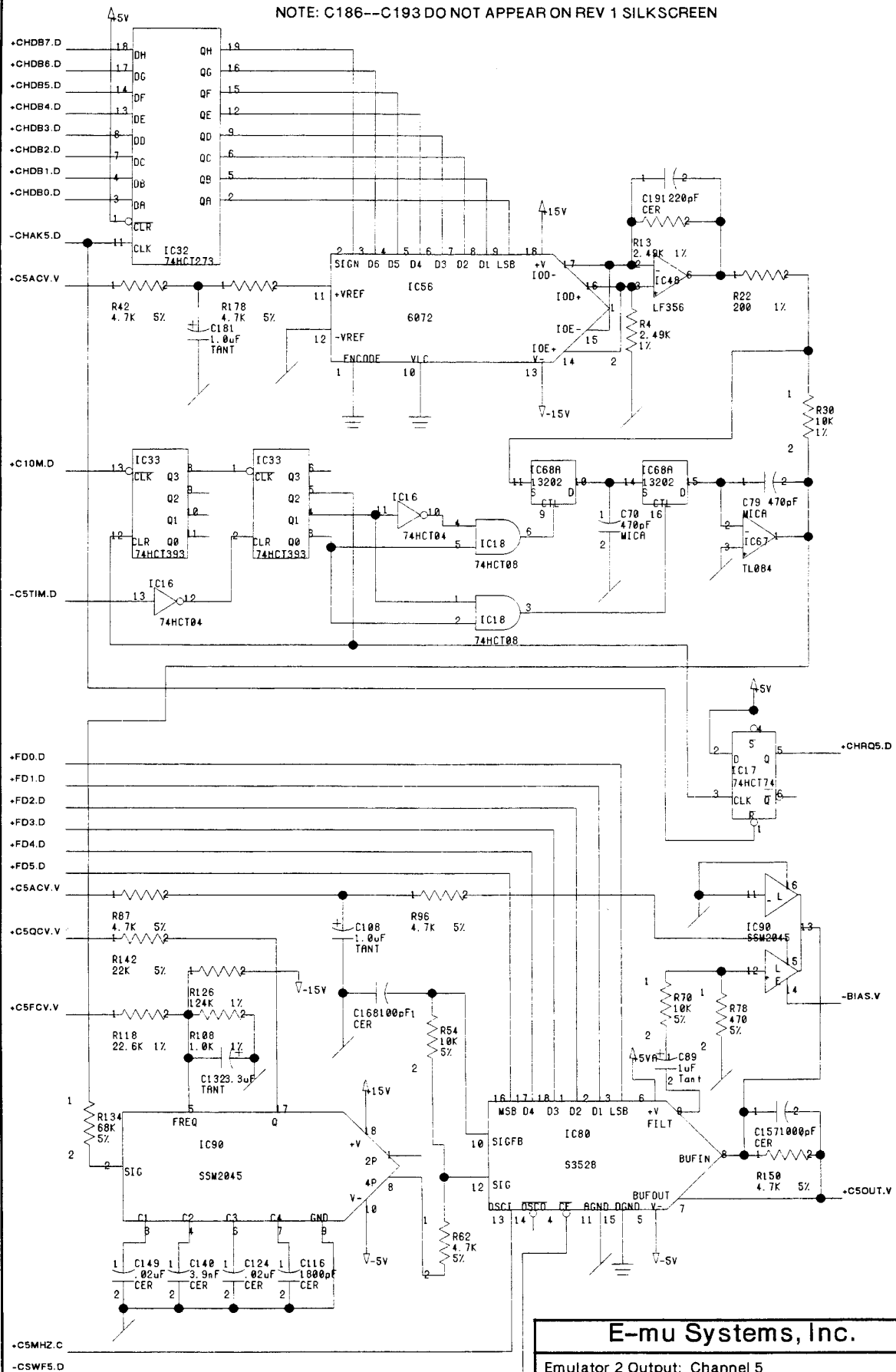
Emulator 2 Output: Channel 4

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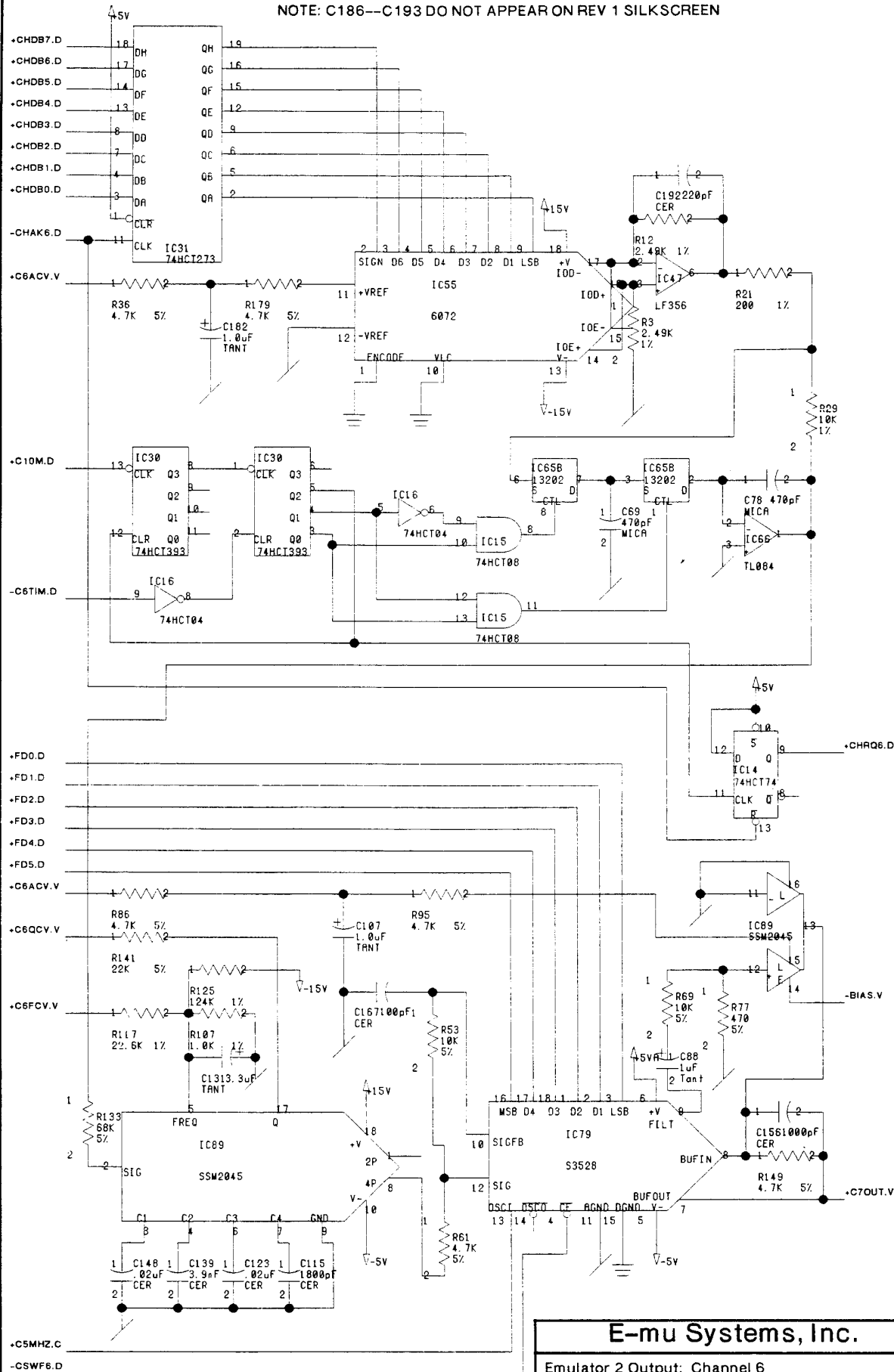


NOTE: C186--C193 DO NOT APPEAR ON REV 1 SILKSCREEN

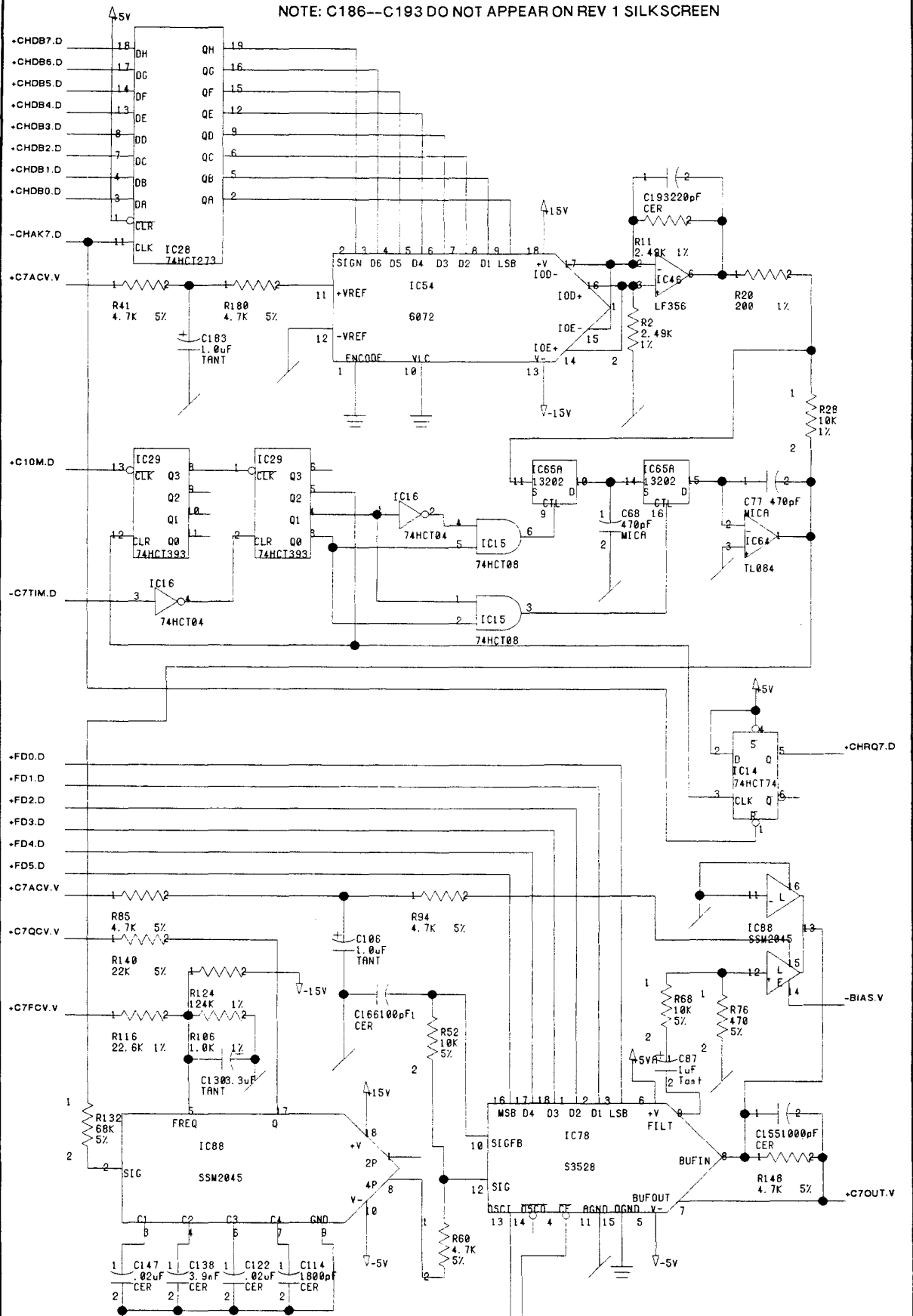


**E-mu Systems, Inc.**  
 Emulator 2 Output: Channel 5  
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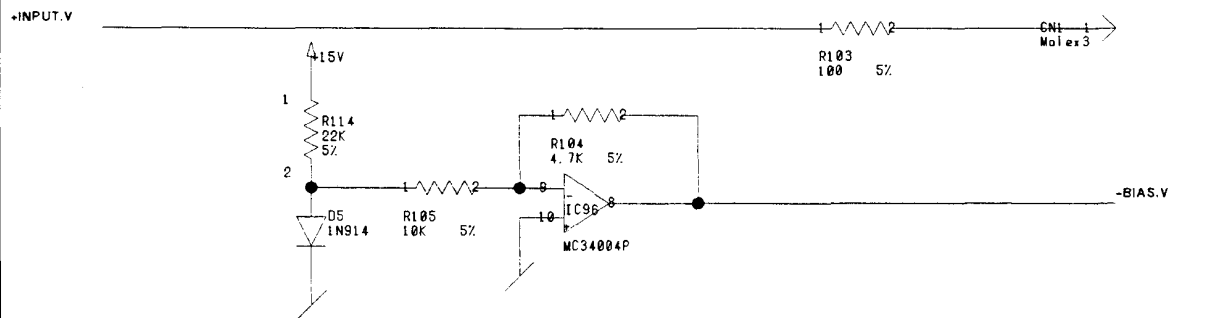
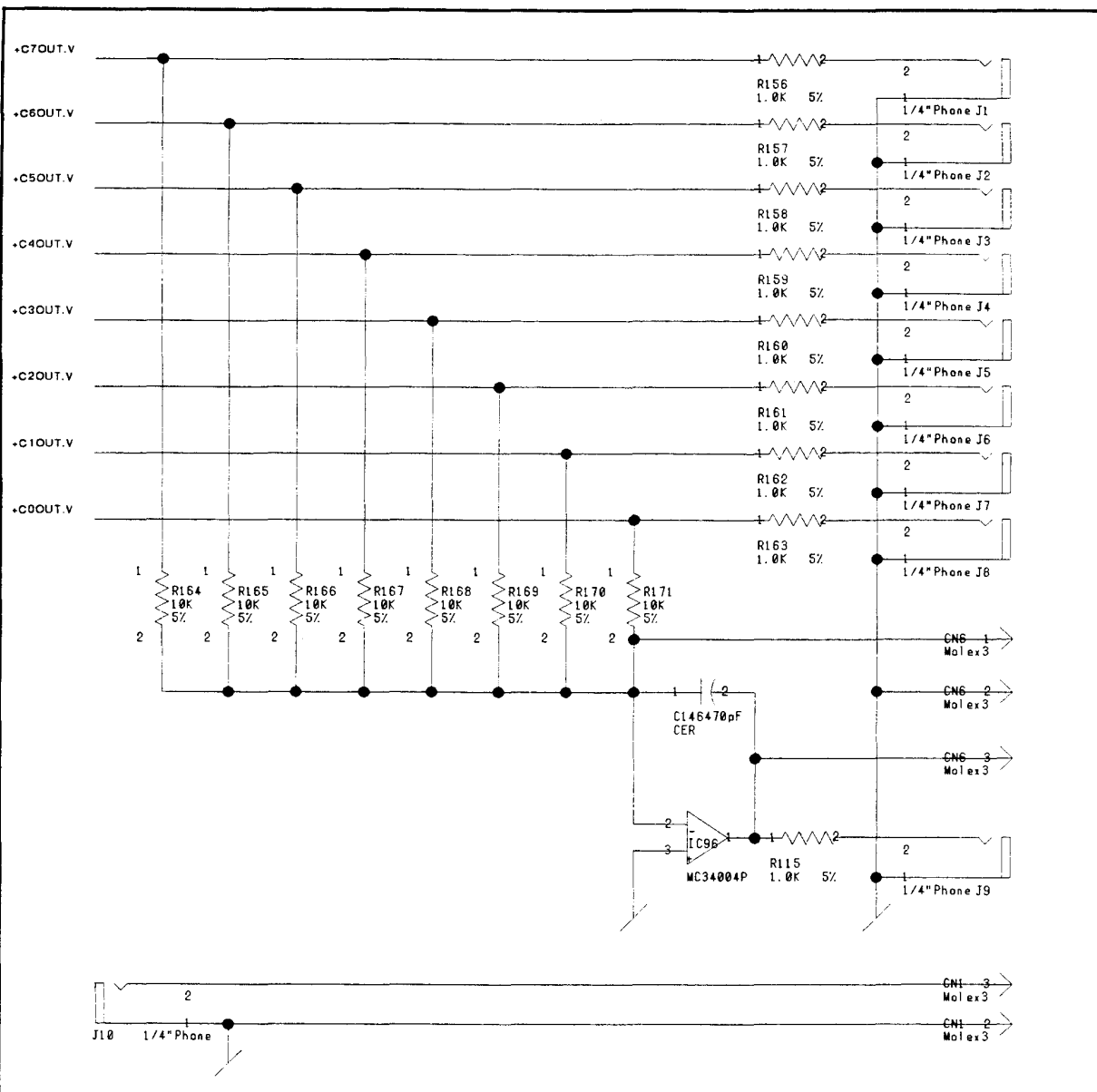
NOTE: C186--C193 DO NOT APPEAR ON REV 1 SILKSCREEN

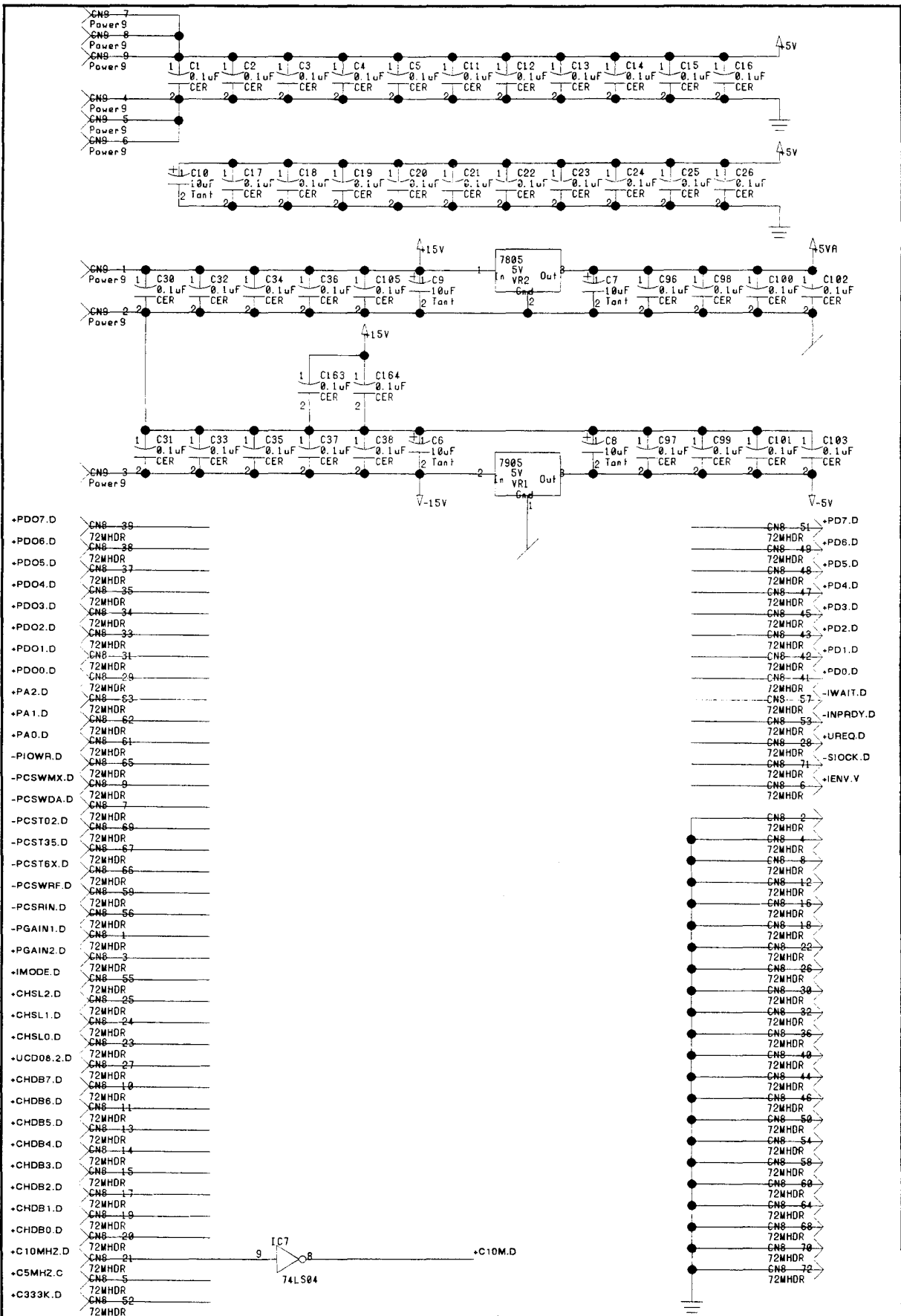


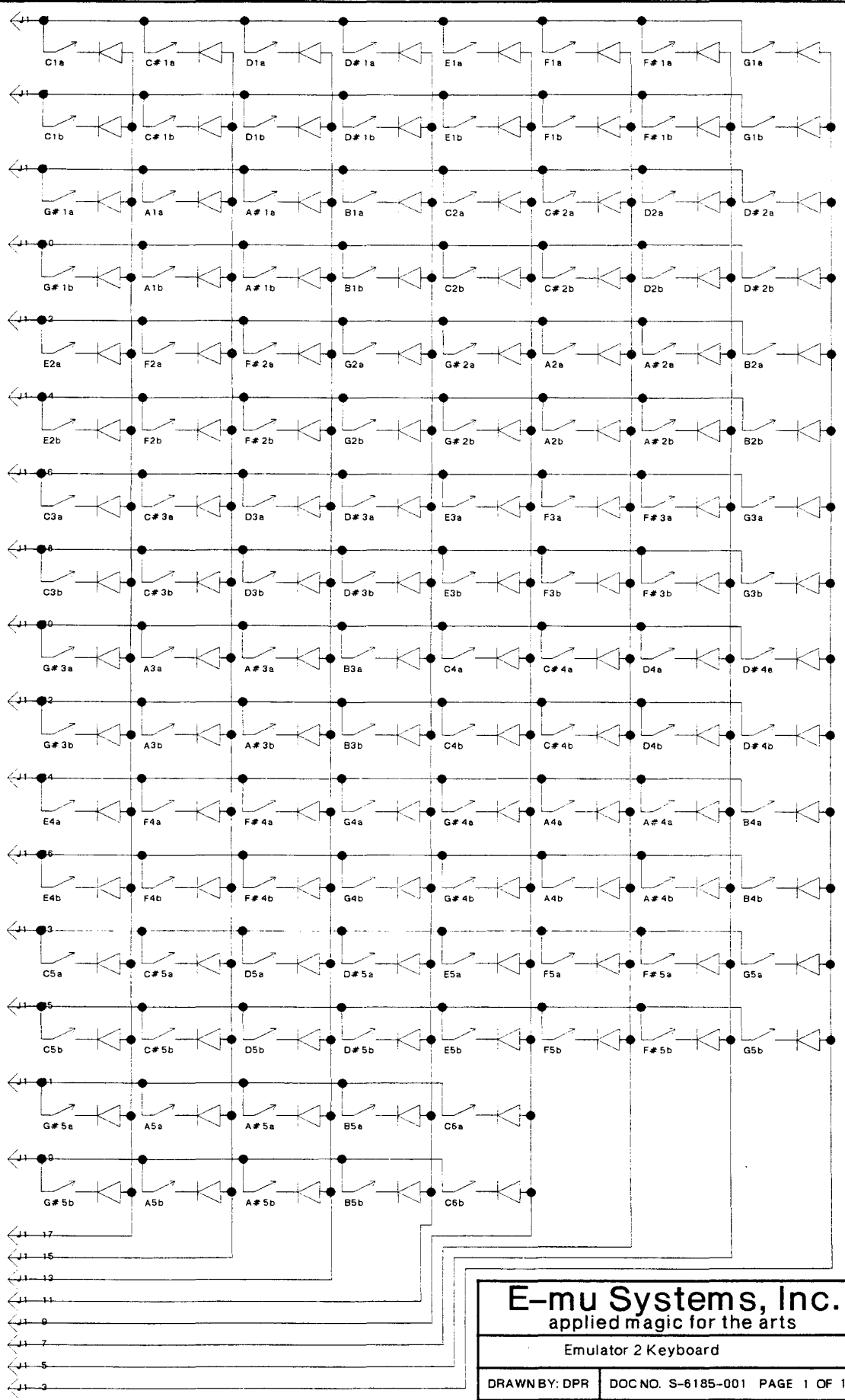
NOTE: C186--C193 DO NOT APPEAR ON REV 1 SILKSCREEN



<b>E-mu Systems, Inc.</b>	
Emulator 2 Output: Channel 7	
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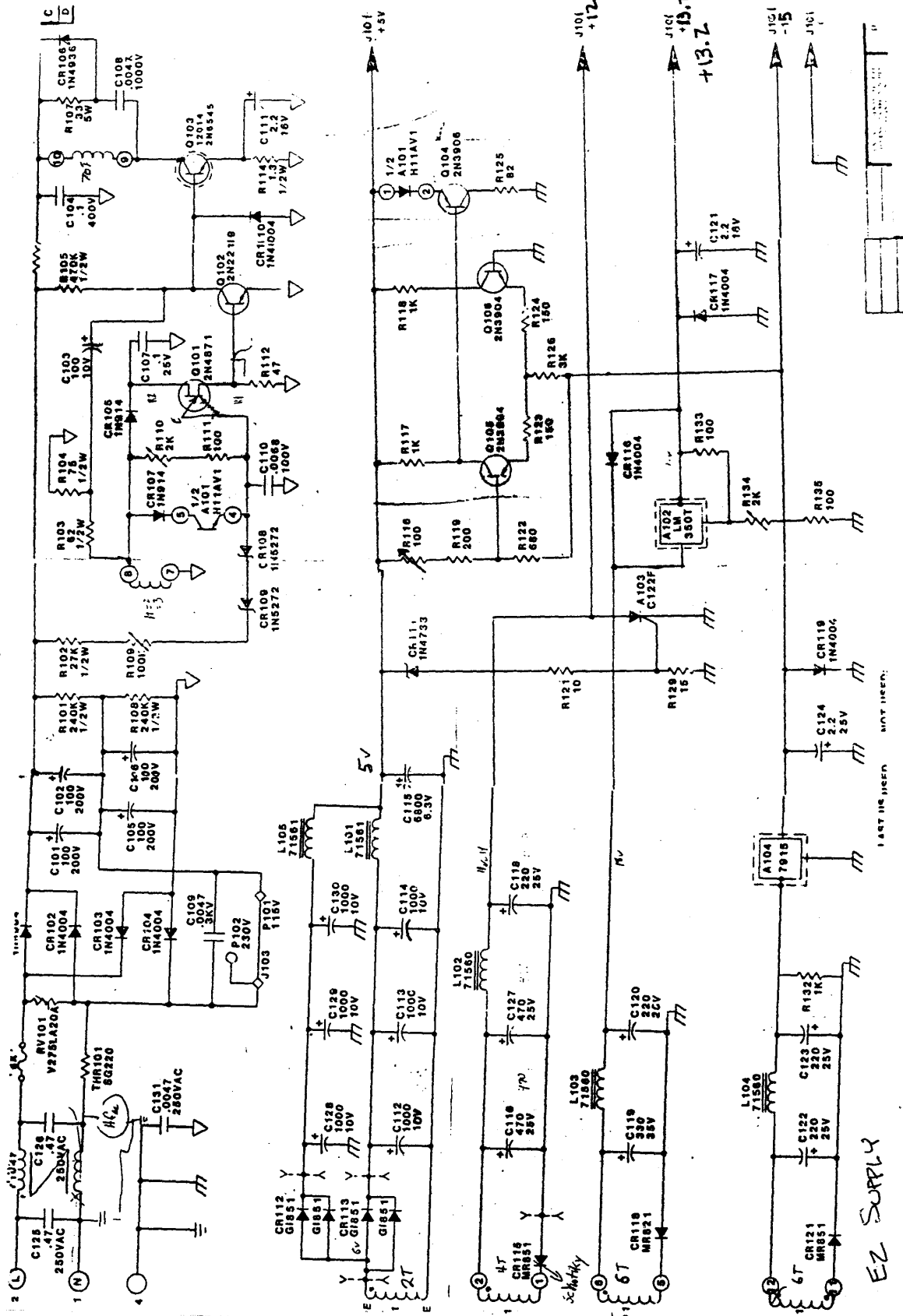




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Emulator 2 Keyboard

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LAST IN USED NOT USED

EZ SUPPLY

PAUL MARCH

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