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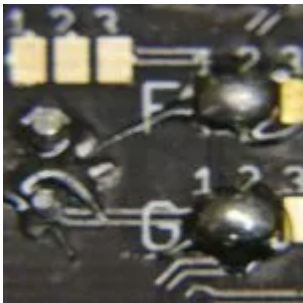
How to use the ReproX pcb

v7.31 pcbs

The letter designates a pad group identified on the pcb back.

The numbers are the pads to be solder bridged.

In this pic E has none, F and G have 1-2 bridged.



Mirroring is usually opposite of what is reported by rom prep programs, so if it says vertical mirroring you'll likely solder it horizontal.

Mapper controlled mirroring (MCM) is used on the A*ROM games.

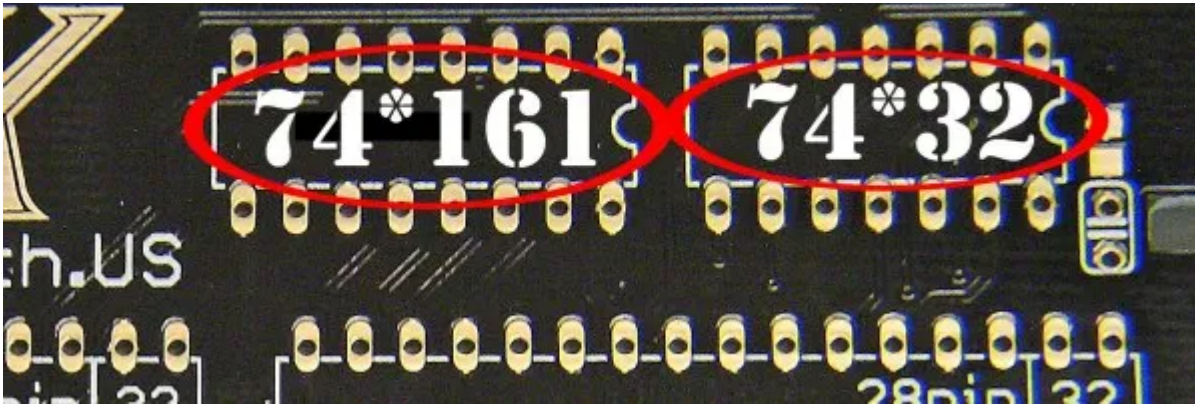
Use middle pad and bridge to pad marked for what the game needs, pic shows horizontal mirroring:



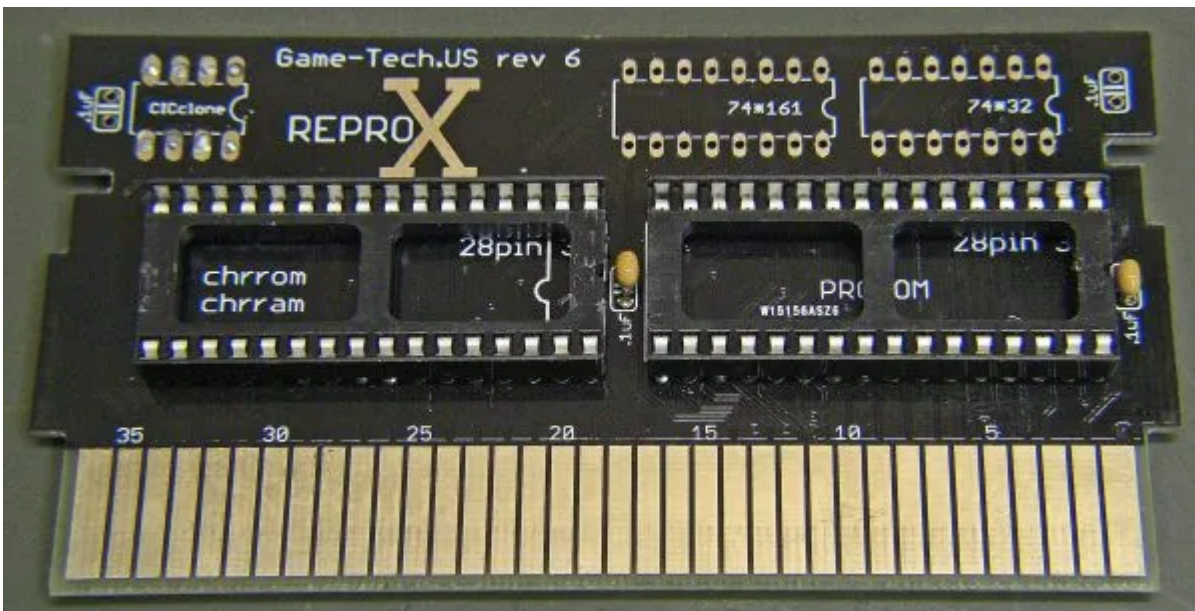
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It is recommended to use one board to test with, add sockets to the board so you can test the burned ICs before permanently soldering them to a pcb.



Also, be sure to add .1uF capacitors (thru hole or 0805 smd) next to each IC installed.

These are the small yellow chicklets to the right of each socket in above pic.

Lastly a pull up resistor or 10k was added to prg pin 31 for use in programming a flash IC with the Kazzo dumper, this is still untested but the resistor does need to be populated even if you're not going to do this.

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Group G = PRG pin 30 of 32

Group H = PD3-PD5 to 74161

Group J = CHR pin 1 of 32

Group K = CHR pin 29 of 32

nrom – fixed mirroring (H or V)

A 1-2

B none

C none

D 2-3

E 32 pin – check datasheet, if pin 1 needs tied high: 2-3, if low: 1-2

28 pin – no jumpers

F 1-2

G 1-2

H none

J 28pin chips no jumpers, 32 pins check datasheet usually pull high (1-2)

if it's a flash chip that pin 1 needs pulled low jumper 2-3

K 1-2

cnrom – fixed mirroring (H or V) – add 74*161 IC

A 2-3

B 2-3

C 3-4; 32 pins 1-2

D 2-3

E 32 pin – check datasheet, if pin 1 needs tied high: 2-3, if low: 1-2

28 pin – no jumpers

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K no jumpers

panesian cnrom – fixed mirroring (H or V) – add 74*161 IC

A 2-3

B 2-3

C 3-4; 32 pins 1-2

D 1-2

E 32 pin – check datasheet, if pin 1 needs tied high: 2-3, if low: 1-2

28 pin – no jumpers

F 1-2

G 1-2

H 1-2; 5-6

J 28pin chips no jumpers, 32 pins check datasheet usually pull high (1-2)

if it's a flash chip that pin 1 needs pulled low jumper 2-3

K no jumpers

gnrom/mhrom – fixed mirroring (H or V) – add 74*161 IC

A 2-3

B 2-3, 4-5

C 3-4, 2-5; mhrom 1-2-5

D 2-3

E 32 pin – check datasheet, if pin 1 needs tied high: 2-3, if low: 1-2

28 pin – no jumpers

F 32 pin 2-3; 28 pin 1-2 if 32kB game, 2-3 if 64kB or more

G 1-2

H 1-2: 4-5

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bnrom – fixed mirroring (H or V)

A 2-3

B 1-2; 3-4; 5-6

C 2-3

D 2-3

E 32 pin – check datasheet, if pin 1 needs tied high: 2-3, if low: 1-2, if NC no jumpers

F 2-3

G 2-3

H 2-4; 5-6

J 28pin chips no jumpers, 32 pins check datasheet usually pull high (1-2)

if it needs pulled low jumper 2-3

K 2-3

unrom/uorom – fixed mirroring (H or V) – add 74*161 and 74*32 ICs

Crazy Climber replaces the 74HC32 with a 74HC08, same otherwise

A none

B 1-2

C none

D 2-3

E 32 pin – check datasheet, if pin 1 needs tied high: 2-3, if low: 1-2, if NC no jumpers

F 2-3

G 2-3

H 2-3; 5-6

J 28pin chips no jumpers, 32 pins check datasheet usually pull high (1-2)

if it needs pulled low jumper 2-3

K 2-3

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