# **Data General**



# **Technical Manual**

### **COMPONENTS GUIDE .**

015-000028-02

# Technical Manual

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### **COMPONENTS** GUIDE.

015-000028-02

## **DATA GENERAL! TECHNICAL MANUAL**

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### **COMPONENTS GUIDE**

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#### NOTICE

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The purpose of this manual is to provide part number identification of components used in Data General equipment. Pin connections, logic diagrams, truth tables and functional descriptions are included in the Integrated Circuits section. In the Circuit Modules section, pin connections and block diagrams are furnished.

It is not the purpose of this manual to provide manufacturers' specifications or circuit parameters.

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#### NUMERICAL INDEX

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#### INTEGRATED CIRCUITS

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#### FUNCTIONAL INDEX

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### INTEGRATED CIRCUITS



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### **100000004**



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### Pin Configuration **Triple 3-Input NAND Gate**

Logic Diagram/Pin Designations

**Any Input Low = High Out** 



### 100000006

Logic Diagram  $\mathbf{H}$  $12$ 

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 $\mathbf{I}$  $13$ 

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Dual Extendable AND-OR-INVERT Gates

Logic Diagram/Pin Designations

 $V_{CC}$  = Pin 14 Gnd =  $Pin 7$ 

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Truth Table

 $(2 \cdot 3) \cdot (4 \cdot 5) = 6$  $(\overline{2} + \overline{3}) + (\overline{4} + \overline{5}) = 6$ 

Four extenders may be tied to these terminals.

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### 100000008

Pin Configuration

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Single Extendable AND-OR-INVERT Gate

Logic Diagram/Pin Designations

 $V_{CC}$  = Pin 14 Gnd =  $Pin 7$ 

Truth Table

$$
(1 \cdot 13) \cdot (2 \cdot 3) \cdot (9 \cdot 10) \cdot (4 \cdot 5 \cdot 6) = \overline{8}
$$
  

$$
(1 + 13) + (2 + 3) + (9 + 10) + (4 + 5 + 6) = 8
$$

Four extenders (100000039) may be tied to these terminals.

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### **100000011**



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### Dual J-K Flip-Flop

Logic Diagram/Pin Designations

 $V_{CC}$  = Pin 16

Gnd =  $Pin 8$ 

#### Truth Tables

Synchronous Operation



#### Asynchronous Operation



Synchronous Operation: The truth table defines the next state of the flip-flop after a Low to High transition of the clock pulse. The next state is a function of the present state and the J and K inputs as shown in the table.

The L\* symbol means that input does not go High at any time while the clock is Low. The H\* symbol means that the input is High at some time while the clock is Low. The X symbol indicates that the condition of that input has no effect on the next state of the flip-flop. The H and L symbols refer to steady state High and Low voltage levels, respectively.





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#### Pin Configuration



#### Logic Diagram



### One-Of-Ten Decoder

Logic Diagram/Pin Designations

 $V_{CC}$  = Pin 16 Gnd =  $Pin 8$ 

Pin Names

 $A_0$ ,  $A_1$ ,  $A_2$ ,  $A_3$  = Addressed Inputs

 $\overline{0}$  to  $\overline{9}$  = Outputs, Active LOW

Truth Table



The 100000013 is a multipurpose decoder designed to accept four active HIGH BCD inputs and to provide ten mutually exclusive active LOW outputs, as shown by the logic symbol.

The logic design ensures that all outputs are HIGH when binary codes greater than nine are applied to the inputs.

The most significant A3 input produces a useful inhibit function when the device is used as a one-of-eight decoder.

### **100000015**

Retriggerable Monostable Multivibrator

Logic Diagram/Pin Designations

 $V_{CC}$  = Pin 14  $Gnd = Pin 7$ 

#### Triggering Truth Table



T (trigger) =  $(\overline{1} + \overline{2}) \cdot 3 \cdot 4$ 

Change of T from FALSE to TRUE causes trigger.

 $H = HIGH$  voltage level  $\geqslant V_{1H}$ 

L = LOW voltage  $\ll V_{\rm IL}$ 

 $L-H =$  transition from LOW to HIGH voltage level H-L = transition from HIGH to LOW voltage level  $X = Don't care (either HIGH or LOW voltage level)$ 

This retriggerable monostable multivibrator provides an output pulse whose duration and accuracy is a function of external timing components.

This device has four inputs, two active HIGH and two active LOW. This allows a choice of leading edge or trailing edge triggering. The TTL inputs make triggering independent of input transition times. When input conditions for triggering are met, a new cycle starts and the external capacitor is rapidly discharged and then allowed to charge. An input cycle time shorter than the output cycle time will retrigger the device and result in a continuous true output. Retriggering may be inhibited by tying the negation (Q) output to an active LOW input. Active pullups are provided on the outputs for good drive capability into capacitive loads.



Pin Configuration

Logic Diagram





## **100000017 100000257**



Logic Diagram/Pin Designations

 $V_{CC}$  = Pin 14 Gnd = Pin  $7$ 



 $H = high level (steady state)$ 

 $L = low level (steady state)$ 

X = irrelevant

t = transition from low to high level

- Qo= the level of Q before the indicated input conditions were established.
- $*$  = This configuration is nonstable; that is, it will not persist when preset and clear inputs return to their inactive (high) level.



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Pin 'Connedions

PRESET

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### 100000019

Pin Configuration



### Quad 2-Input NAND Interface Gate

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Logic Diagram/Pin Designations

 $V_{CC}$  = Pin 14 Gnd =  $Pin 7$ 










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### **100000038100000028**

Logic Diagrams 100000038 A<sub>O </sub> ¤ე<br>. ?::: Do<br>Pur **CLOCK 1**  $c<sub>L</sub>oc<sub>K</sub>$ **DATA STROBE** ះ  $(12)$ RESET ່ວ່າ: ອັນການ ອັນການ<br>Da D<sub>C</sub> D<sub>D</sub> 1101 ف111  $\mathbf{p}^{\prime}_{\mathbf{A}}$ 

100000028



**BCD Decade Counter/Storage Element. 4-Bit Binary Counter/Storage Element** 

Logic Diagram/Pin Designations

 $V_{CC}$  = Pin 14 Gnd =  $Pin 7$ 

The 100000038 Decade Counter and the 100000028 16-State Binary Counter are four-bit subsystems.

The Decade Counter can be connected in the BCD counting mode, in a divide-by-two and divide-byfive configuration or in the Bi-Quinary mode.

The Binary Counter may be connected as a divideby-two, eight, or sixteen counter.

Both devices have strobed parallel-entry capability so that the counter may be set to any desired output state. A "1" or "0" at a data input will be transferred to the associated output when the strobe input is put at the "0" level.

Both units are provided with a reset input which is common to all four bits. A "0" on the reset line produces "0" at all four outputs.

The counting operation is performed on the falling (negative-going) edge of the input clock pulse; however, there is no restriction on the transition time since the individual binaries are levelsensitive.



### 100000038 100000028



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#### **BCD Decade Counter/Storage Element** 4-Bit Binary Counter/Storage Element

Logic Diagram/Pin Designations

 $V_{CC}$  = Pin 14  $Gnd = Pin 7$ 

The 100000038 Decade Counter and the 100000028 16-State Binary Counter are four-bit subsystems.

The Decade Counter can be connected in the BCD counting mode, in a divide-by-two and divide-byfive configuration or in the Bi-Quinary mode.

The Binary Counter may be connected as a divideby-two, eight, or sixteen counter.

Both devices have strobed parallel-entry capability so that the counter may be set to any desired output state. A "1" or "0" at a data input will be transferred to the associated output when the strobe input is put at the "0" level.

Both units are provided with a reset input which is common to all four bits. A "0" on the reset line produces "0" at all four outputs.

The counting operation is performed on the falling (negative-going) edge of the input clock pulse; however, there is no restriction on the transition time since the individual binaries are levelsensitive.

## 100000039

' Logic Diagram '



Dual Extender AND-OR-INVERT Gates

Logic Diagram/Pin Designations

 $V_{CC}$  = Pin 14 Gnd =  $Pin 7$ 

**Truth Table** 

 $4 \cdot 5 \cdot 6 \cdot 8 = \overline{9}$  $\overline{4} + \overline{5} + \overline{6} + \overline{8} = 9$ 

Extender for use with 100000006 and 100000008.



#### 100000009 100000005 100000040

Pin Configuration

Dual 4-Input NAND Gate

Logic Diagram/Pin Designations

 $V_{CC}$  = Pin 14<br>Gnd = Pin 7

**Truth Table** 

All Inputs High = Low Out Any Input Low = High Out

The 100000009 device has higher input-output loading parameters than 100000005.







#### **4-Bit Shift Register**

Logic Diagram/Pin Designations

 $V_{CC}$  = Pin 16 Gnd =  $Pin 8$ 





This 4-bit shift register has both a serial and a parallel data entry capability.

The data input lines are single-ended true input data lines which condition their specific register bit location after an enabled clocking transition. Since data transfer is synchronous with clock, data may be transferred in any serial/parallel input/ output relationship.

This device provides a direct reset  $(R_D)$  and a  $\overline{D_{\text{out}}}$  line.

The internal design uses level sensitive binaries which respond to the negative-going clock transition. A buffer clock driver is included to minimize input clock loading.

Mode control logic is available to determine three possible control states. These register states are serial shift right mode, parallel enter mode, and no change or hold mode. These states accomplish logical decoding for system control. The control modes are shown in the truth table.

For applications not requiring the hold mode, the load input may be tied high and the shift input used as the mode control.



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3-Input, 4-Bit Digital Multiplexer

Logic Diagram/Pin Designations

 $V_{CC}$  = Pin 24 Gnd =  $Pin 12$ 





 $X =$  Either state.

The 3-input, 4-bit multiplexer is a gating array whose function is analogous to that of a 4-pole, 3-position switch. Four bits of digital data are selected from one of three inputs. A 2-bit channel-selection code determines which input is to be active.

The data complement input controls the conditional complement circuit at the multiplexer output to effect either inverting or non-inverting data flow.

The 100000129 employs active output structures to effect minimum delays; the 100000044 utilizes bare collector outputs for expansion of input terms.

The 100000044 may be expanded by connecting its outputs to the outputs of another 100000044. Provision is made for use of a 3-bit code to determine which multiplexer is selected; thus, eight multiplexers may be commoned to effect a 4-pole, 24-position switch.

## 100000045

Pin Configuration



Quad 2-Input NOR Gate

Logic Diagram/Pin Designations

 $V_{CC}$  = Pin 14<br>Gnd = Pin 7

Truth Table



# 100000046

Pin Configuration

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Quad 2-Input NAND Gate

Logic Diagram/Pin Designations

 $V_{CC}$  = Pin 14<br>Gnd = Pin 7





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### **100000153 100000047**

**Continued** 



Logic Equations

Count Enable =  $CEP \cdot CET \cdot PE$ TC for  $100000153 = CET \cdot Q_0 \cdot \overline{Q_1} \cdot \overline{Q_2} \cdot Q_3$ TC for  $100000047 = CET \cdot Q_0 \cdot Q_1 \cdot Q_2 \cdot Q_3$ Preset =  $\overline{PE} \cdot \overline{CP}$  + (rising clock edge)  $Reset = \overline{MR}$ 

Note: The 100000153 can be preset to any state but will not count beyond 9. If preset to state 10, 11, 12, 13, 14 or 15, it will return to its normal sequence within two clock pulses.

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LOW to HIGH transition of the clock, the master is inhibited from further change. After the masters are locked out, data is transferred from the master to. the slaves and reflected at the outputs. When the clock is HIGH, the masters are inhibited and the master/slave data path remains established. During the HIGH to LOW transition of the clock, the slave is inhibited from further change, followed by the enabling of the masters for the acceptance of data from the counting logic or the parallel entry logic.

The three control inputs, Parallel Enable (PE), Count Enable Parallel (CEP), and Count Enable Trickle (CET), select the mode of operation. When the conditions for counting are satisfied, the rising edge of a clock pulse will change the counters to the next state of the count sequence shown in the State Diagram. The Count Mode is enabled when CEP and CET inputs and PE are HIGH.

These devices can be synchronously preset from the four Parallel inputs  $(P_0, 3)$  when  $\overline{PE}$ is LOW. When the Parallel Enable and Clock are LOW, each master of the flip-flops is connected to the appropriate parallel input  $(P_0, 3)$ and the slaves (outputs) are steady in their previous state. When the clock goes HIGH, the masters are inhibited and this information is transferred to the slaves and reflected at the outputs. The parallel enable input overrides both count enable inputs, presetting the counter when LOW.

Terminal count is HIGH when the counter is at terminal count (state 9 for 100000153 and state 15 for 100000047), and Count Enable Trickle is HIGH, as shown in the logic equations.

When LOW, the asynchronous master reset overrides all other inputs resetting the four outputs LOW.

Conventional operation, as shown in the Mode Selection table, requires that the mode control inputs (PE, CEP, CET) are stable while the clock is LOW.





## **100000049**  Pin Configuration  $\overline{x}$ G F  $\epsilon$  $v_{\rm cc}$  $\mathbf H$ Y  $\overline{14}$  $13$ 12  $10$  $\bullet$  $\bf{8}$  $\mathbf{H}$ pins open. 2  $\overline{\mathbf{3}}$ 4  $\overline{\mathbf{5}}$ 6 7 B C D X NC GND **A**

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 $\sum_{i=1}^{n}$ 

**Expandable 4-lnput AND-OR-INVERT Gate** 

Logic Diagram/Pin Designations

 $V_{CC}$  = Pin 14 Gnd =  $Pin 7$ 

Both expander inputs are used simultaneously for expanding. If expander is not used, leave X and  $\overline{X}$ 

Positive logic:  $Y = (ABCD) + (EFGH) + (X)$ 



# 100C00052





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#### Dual Sense Amplifier

Logic Diagram/Pin Designations

 $V_{CC1}$  = Pin 16  $V_{CC2}$  = Pin 8 Gnd  $1 = Pin 9$ Gnd  $2 = Pin 13$ 

Truth Table



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# **100000057 100000108**

Logic Diagram  $9(15)$  $(2)$ l 11 (6) [ (5)  $(10)$ [(11)  $(14)$ **r**  I  $^{\mathsf{so}}$   $\overset{\circ}{\mathsf{C}}$  o $^{\mathsf{sp}}$  $\begin{array}{ccc} \n\bullet_1 \circ \xrightarrow{(7)} & \xrightarrow{\bullet} & \searrow \ \hline \n\end{array}$ I |  $\Box$ (4) -  $\frac{1}{(12)}$  -  $\frac{1}{(13)}$  $\frac{1}{6}$ (3) 'o

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#### **2-lnput, 4-Bit Digital Multiplexer**

Logic Diagram/Pin Designations

 $V_{CC}$  = Pin 14 Gnd = Pin  $7$ 

#### Truth Table



The 2-Input, 4-Bit Digital Multiplexer is a monolithic array utilizing TTL circuit structures. The 100000108 features a bare-collector output to allow expansion with other devices.

The multiplexer is able to choose from two different input sources, each containing 4 bits:  $A = (A<sub>0</sub>, A<sub>1</sub>, A<sub>2</sub>, A<sub>3</sub>)$ ; B = (B<sub>0</sub>, B<sub>1</sub>, B<sub>2</sub>, B<sub>3</sub>). The selection is controlled by the input  $S_0$ , while the second control input, S1, is held at zero.

For conditional complementing, the two inputs  $(A_n, B_n)$  are tied together to form the function TRUE/COMPLEMENT, which is needed in conjunction with added elements to perform Addition/ Subtraction. Further, the inhibit state  $S_0 = S_1 = 1$ can be used to facilitate transfer operations in an arithmetic section.





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### **100000074**



#### Pin Configuration



NOTE: PIN 1 Is marked for orlentslion.

64-Bit Random Access Memory

Logic Diagram/Pin Designations

 $V_{CC}$  = Pin 16  $Gnd = Pin 8$ 

Truth Table



 $H = H \times W$  Voltage Level L =LOW Voltage Level

Note: When the chip select  $\overline{\text{CS}}$  input is HIGH and the Write Enable  $\overline{W}$  is LOW data is not written into the memory. However, the data outputs do follow the data inputs inverted.

The 100000074 is a 64-bit RAM, using Schottky diode clamped transistors. The memory is organized as a fully decoded 16-word memory of 4 bits per word. Memory expansion is provided by an active LOW Chip Select (CS) input and open collector OR tieable outputs. Chip selection for large memory systems can be controlled by active LOW output decoders.

An active LOW Write line  $(\overline{W})$  controls the writing/ reading operation of the memory. When the Chip Select and Write lines are LOW the information on the four Data Inputs,  $D_1$  to  $D_4$ , is written into the addressed memory word.

Reading is performed with the Chip Select line LOW and the Write line HIGH. The information stored in the addressed word is read out on the four inverting inputs,  $\overline{0}_1$  to  $\overline{0}_4$ .

Whenever the write enable is LOW the four outputs of the memory follow the four data input lines inverted.

Any time the chip select is HIGH and the write enable is HIGH, all four outputs go HIGH.

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100000075 Continued The logic function provided at the output is:  $\mathbf{Z} = \mathbf{E}\boldsymbol{\cdot}(\mathbf{I}_0\boldsymbol{\cdot}\overline{\mathbf{S}}_0\boldsymbol{\cdot}\overline{\mathbf{S}}_1\boldsymbol{\cdot}\overline{\mathbf{S}}_2 + \mathbf{I_1}\boldsymbol{\cdot}\mathbf{S}_0\boldsymbol{\cdot}\overline{\mathbf{S}}_1\boldsymbol{\cdot}\overline{\mathbf{S}}_2 +$  $I_2 \cdot \overline{S}_0 \cdot S_1 \cdot \overline{S}_2 + I_3 \cdot S_0 \cdot S_1 \cdot \overline{S}_2 + I_4 \cdot \overline{S}_0.$  $\overline{S}_1$ , S<sub>2</sub> + I<sub>5</sub>, S<sub>0</sub>,  $\overline{S}_1$ , S<sub>2</sub> + I<sub>6</sub>,  $\overline{S}_0$ , S<sub>1</sub>, S<sub>2</sub> +  $I7 \cdot S0 \cdot S1 \cdot S2$ ). This device provides the ability, in one package, to select from eight sources of data or control information. Proper manipulation of the inputs can provide any logic function of four variables and its negation.

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## **100000077**

Pin Configuration



Positive Logic See Function Table

Functional Schematic



### BCD-To-Decimal Decoder-Driver

Pin Designations

 $V_{CC}$  = Pin 5 Gnd =  $Pin 12$ 



 $H = high level; L = low level.$ <br>\* All other outputs are off.

The 100000077 is a second-generation BCD-todecimal decoder designed specifically to drive cold-cathode indicator tubes.

Full decoding is provided for all possible input states. For binary inputs 10 through 15, all the outputs are off. Therefore, this device, combined with a minimum of external circuitry, can use these invalid codes in blanking leading- and/ or trailing edge zeroes in a display. The ten high-performance, n-p-n output transistors have a maximum reverse current of 50 microamperes at 55 volts.





## **100000080 100000227**



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Presettable High Speed Binary Counter

Logic Diagram/Pin Designations

 $V_{CC}$  = Pin 14 Gnd =  $Pin 7$ 

Truth Table



The 100000080 Presettable High Speed Binary Counter may be connected as a divide-by-two, four, eight or sixteen counter.

This device has strobed parallel-entry capability so that the counter may be set to any desired output state. A "1" or "0" at a data input will be transferred to the associated output when the strobe input is put at the "0" level. This unit is provided with a reset input which is common to all four bits. A "0" on the reset.lines produces "0" at all four outputs.

The counting operation is performed on the falling (negative-going) edge of the input clock pulse.

Note: The 100000227 is a Shottky device.



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## **100000084 100000169 100000306**

Pin Configuration **Pin Designations** Pin Designations

**Arithmetic Logic Units/Function Generators** 



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These arithmetic logic units (ALU)/function generators have a complexity of 75 equivalent gates on a monolithic chip, and perform 16 binary arithmetic operations on two 4-bit words as shown in Tables 1 and 2. These operations are selected by the four function-select lines {SO, S1, S2, S3) and include addition, subtraction, decrement and straight transfer. When performing arithmetic manipulations, the internal carries must be enabled by applying a low-level voltage to the mode control input (M). A full carry look-ahead scheme is made available for fast, simultaneous carry generation by means of two cascade-outputs (pins 15 and 17) for the four bits in the package. When used in conjunction with 100000100 or 100000170, full carry look-ahead circuits, highspeed arithmetic operations can be performed. If high speed is not of importance, a ripple-carry input  $(C_n)$  and a ripple-carry output  $(C_{n+4})$  are available. However, the ripple-carry delay is minimized so that arithmetic manipulations for small word lengths can be performed without external circuitry.

These devices will accommodate active-high or active-low data if the pin designations are interpreted as follows:

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### *4-By-4* **Register File**

Pin Designations

 $V_{CC}$  = Pin 16 Gnd =  $Pin 8$ 

The 100000085 16-bit TTL register file is organized as 4 words of 4 bits each. Separate onchip decoding is provided for addressing the four word locations to either write-in or retrievedata; this permits simultaneous writing into one locatior and reading from another word location. The register file has a nondestructive readout in that data is not lost when addressed.

Four data inputs are available which are used to supply 4-bit words to be stored. Location of the word is determined by the write address inputs A and B in conjunction with a write-enable signal. Data applied at the inputs should be in its true form; that is, if a high-level signal is desired from the output, a high-level is applied at the data input for that particular bit location. The latch inputs are arranged so that new data will be accepted only if both internal address gate inputs are high. When this condition exists, data at the D input is transferred to the latch output. When the write enable input,  $G_W$ , is high, the data inputs are inhibited and their levels can cause no change in the information stored in the internal latches. When the read enable input, GR, is high, the data outputs are inhibited and remain high.

The individual address lines permit direct acquisition of data stored in any four of the latches. Four individual decoding gates are used to complete the address for reading a word. When the read address is made in conjunction with the read-enable signal, the word appears at the four outputs.

High-speed, double-ended AND-OR-INVERT gate5 are employed for the read-address function and drive high-sink-current, open-collector outputs. Up to 256 of these outputs may be wire-AND connected for increasing the capacity up to 1024 words. Any number of registers may be paralleled to provide n-bit word length.



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 $VCC = Pin 16$ Gnd =  $Pin 8$ 

 $L \mid L \mid H$ 

H = HIGH Voltage Level L =LOW Voltage Level

 $X =$  Either HIGH or LOW Logic Level

The 100000086 Quad Two-Input Multiplexer consists of four multiplexing circuits with common select and enable logic; each circuit contains two inputs and one output. The Enable input  $(\bar{E})$ is active LOW. When not activated, all outputs (Z) are LOW regardless of other inputs.

The multiplexer is the logical implementation of a four-pole, two-position switch, with the position of the switch being set by the logic levels supplied to the one select input. The logic equations for the outputs follow:





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 $\begin{array}{cc} \text{H} & \text{H} \\ \text{H} & \text{H} \end{array}$ H H L H  $\begin{array}{cc} H & L \\ H & H \end{array}$  $H<sub>1</sub>$ 

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### **Look-Ahead Carry Generators**



### **Pin Designations**



### Positive Logic:



These devices are high-speed, look-ahead carry generators capable of anticipating a carry across four binary adders or group of adders. They are cascadable to perform full look-ahead across n-bit adders. Carry, generate-carry and propagate-carry functions are provided as emimerated in the pin designation table above.

When used in conjunction with arithmetic logic units, 100000084 or 100000169, these generators provide high-speed carry look-ahead capability for any word length.

Carry input and output of the 100000084 or 100000169 are in their true form and the carry propagate (P) and carry generate (G) are in negated form; therefore, the carry functions (inputs, outputs, generate and propagate) of the look-ahead generators are implemented in the compatible forms for direct connection to the ALU.

Note: The 100000170 is a Shottky device.



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# **100000102 100000103**

**Continued** 

lines LOW. There are 20 such combinations, i6 are decoded by the internal row and column decoders. The four unused combinations of 3 of 6 will not select any row or column. If there are more than three lines HIGH in either the X or Y address, then multiple row or column selection will occur. The sixteen 3 of 6 codes used by the  $100000102$  memory are generated by the  $100000103$ decoder/driver.

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Data enters and leaves the memory on a single input/output (I/O) line (pin 7). The I/Oline is an open collector output, so many 100000102 I/O lines can be connected together in a wired-OR configuration. Input data must be applied to the I/0 lines through an open collector gate. Each I/O line requires a pull-up resistor to  $V_{CC}$ . The magnitude of the pull-up resistor is determined by the number of memory I/O lines tied together. The I/0 of the memory which is not addressed will be HIGH.

Read/Write selection is determined by the state of pin 9, the active HIGH write enable. When WE is HIGH, the data on the I/O line will be written into the selected address in the 100000102. When the Write Enable line is LOW, data will be read out of the addressed location.

The 100000103 is a partial decoder and driver for the  $100000102$ . It accepts a 4-bit binary code on the address inputs  $(A_0 - A_3)$  and produces a 3 of 6 code on the six output pins  $(O_0-O_5)$ . The decoder also features four separate enables, two active HIGH and two active LOW. All four enables must be active before the decoder will produce a 3 of 6 code. Since two of the enables are HIGH and two are LOW, it is possible to route two binary coded lines to four different 100000103's to get two additional bits of decoding with no extra packages.

Ordinarily in memory systems, 100000102 memory devices will be arranged in a matrix of rows and columns. Each column will store a particular bit and each row of 100000102's will be 256 words. A 100000103 driver will be used for each row and each column in the matrix. One 100000103 can drive up to 32 100000102  $X$  or  $Y$  address lines. The usual driving scheme is to connect the four LSB's of address to each of the column decoders. The next four bits of address are connected to each of the row decoders. Additional address bits are decoded to the chip selects on the row decoders. Each column decoder drives the Y address lines on up to 32 100000102's in a column. Each row decoder drives the address lines on up to 32 100000102's in a row.

### The Three of Six Code

The "3 of  $6"$  code used in the 100000102 and produced by the 100000103 is a trade-off between chip complexity and pin count. The simplest 256-bit memory chip would be a 16 by 16 matrix of storage cells, with all 16 rows and 16 column select lines brought off chip. The lowest pin count for a 256-bit memory chip would be achieved by fully decoded X and Y select lines, reducing the 32 lines of the simple scheme to only 8 lines. However, full binary decoding of the X and Y lines on chip significantly increases the complexity of the memory chip. The 100000102 and 100000103 are designed to gain the good features of both alternatives. The 16 X and Y lines are decoded into 6 lines each, allowing the memory to fit into a 16-lead package and still keeping the memory chip fairly simple, since the 3 of 6 code does not require a complex decoder. The truth table shows the conversion of 4-bit binary to  $3$  of  $6$  code by the 100000103, and also the internal column or row selected by the 3 of 6 to 1 of i6 decoder inside the memory.

Code Conversion Equations

$$
O_0 = \overline{A_3}
$$
  
\n
$$
O_1 = \overline{(A_1 + A_0) (A_3 + A_1) (A_2 + A_0)}
$$
  
\n
$$
O_2 = \overline{(A_1 + A_0) (A_3 + A_0) (A_2 + A_1)}
$$
  
\n
$$
O_3 = \overline{A_1 + A_0) (A_3 + A_0) (A_2 + A_1}
$$
  
\n
$$
O_4 = \overline{(A_1 + A_0) (A_3 + A_1) (A_2 + A_0)}
$$
  
\n
$$
O_5 = \overline{A_2}
$$



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### **Dual \_Retrigaerable Resettable Monostable Multivibrator**

Logic Diagram/Pin Designations

 $V_{CC}$  = Pin 16 Gnd =  $Pin 8$ 





 $H = HIGH$  Voltage Level  $\geqslant$  V<sub>IH</sub>

 $L = LOW$  Voltage Level  $\leq V_{IL}$ 

 $X = Don't Care$ 

 $H \rightarrow L$  = HIGH to LOW Voltage Level transition

 $L-H = LOW$  to HIGH Voltage Level transition

The Dual Retriggerable, Resettable Monostable Multivibrator provides an output pulse whose duration and accuracy is a function of external timing components.

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This device has two inputs per function,one active LOW and one active HIGH. This allows leading edge or trailing edge triggering. The TTL inputs make triggering independent of input transition times. When input conditions for triggering are met, a new cycle starts and the external capacitor is rapidly discharged and then allowed to charge. An input cycle time shorter than the output cycle time will retrigger the device and result in a continuous true output. The output pulse may be terminated at any time by connecting the reset pin to a logic level LOW. Retriggering may be inhibited by tying  $\overline{Q}$  output to an active level LOW input or the Q output to the active level HIGH input.

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### 100000057 100000108



2-Input, 4-Bit Digital Multiplexer

Logic Diagram/Pin Designations

 $V_{CC}$  = Pin 14 Gnd =  $Pin 7$ 

**Truth Table** 



The 2-Input, 4-Bit Digital Multiplexer is a monolithic array utilizing TTL circuit structures. The 100000108 features a bare-collector output to allow expansion with other devices.

The multiplexer is able to choose from two different input sources, each containing 4 bits:  $A = (A<sub>0</sub>, A<sub>1</sub>, A<sub>2</sub>, A<sub>3</sub>)$ ; B = (B<sub>0</sub>, B<sub>1</sub>, B<sub>2</sub>, B<sub>3</sub>). The selection is controlled by the input S<sub>0</sub>, while the second control input, S1, is held at zero.

For conditional complementing, the two inputs  $(A_n, B_n)$  are tied together to form the function TRUE/COMPLEMENT, which is needed in conjunction with added elements to perform Addition/ Subtraction. Further, the inhibit state  $S_0 = S_1 = 1$ can be used to facilitate transfer operations in an arithmetic section.

#### **100000109 100000125 100000111 Buffer Registers**  logic Diograms 100000111 Logic Diagram/Pin Designations  $\mathbf{a}_1$ Qg രം  $V_{CC}$  = Pin 24  $(22)$  $(21)$  $(20)$ (19) (18) Gnd =  $Pin 12$  $(1)$

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### Truth Tables

Dual 5-Bit Buffer Register No. 100000111



#### 10-Bit Buffer Register No. 100000109



10-Bit Buffer Register-Inverted Inputs No. 100000125



### Notes:

 $\overline{\text{RESET}} = 0 \Rightarrow Q = 0$  (overrides clock). n is time prior to clock. n+l is time following clock.

These buffer registers are arrays of ten clocked "D" flip-flops. The flip-flops are arranged as a dual 5 array (100000111) and single 10 arrays with reset (100000109 and 100000125).

The 100000111 and 100000109 have true "D" inputs. The logic state presented at these "D" inputs will appear at the Q outputs after a negative transition of the clock. The 100000125 has complementing "D" inputs (" $\overline{D}$ "). The logic state presented at these  $"\overline{D}"$  inputs will invert and appear at the Q outputs after a negative-going transition of the clock. The complementing input ("D") permits the use of standard AND-OR-INVERT gates to achieve the AND-OR function without additional gate delays.





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**CLOCK 10** 

CLOCK 2 O

 $(23)$ 

100000109

D<sub>3</sub>

 $(16)$ 

 $(17)$ 

 $(15)$ 

D<sub>2</sub>

100000125

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Logic Diagram/Pin Designations

CP.......Clock (Active HIGH) Going Edge Input Separate (Pins 7 and 10) MR.......Master Reset (Active LOW) Input  $\overline{Q}$ 7 ••••••••••••Complementary Output



 $n+8$  = Indicates state after eight clock pulse.

 $X =$  Either HIGH or LOW voltage level

This device is a high speed serial storage element providing 16 bits of storage in the form of two 8-bit registers that will shift at greater than 20 MHz rates. The multi-functional capability of this device is provided by several features: 1) Additional gating is provided at the input to both shift registers so that the input is easily multiplexed between two sources. 2) The clock of each register may be provided separately or together. 3) Both the true and complementary outputs are provided from each 8-bit register, and both registers may be master cleared from

The two 8-bit shift registers have a common clock input (pin 9) and separate clock inputs (pins 10 and 7). The clocking of each register is controlled by the OR function of the separate and the common clock input. Each register is composed of eight clocked RS master/ slave flipflops and a number of gates. The clock OR gate drives the eight clock inputs of the flip-flops in parallel. When the two clock inputs (the separate and the common) to the OR gate are LOW, the slave latches are steady, but data can enter the master latches via the R and S input. During the first LOW to HIGH transition of either, or both simultaneously, of the two clock inputs, the data inputs (R and S) are inhibited so that a later

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100-119



100-120





## 3-Input, 4-Bit Digital Multiplexer

Logic Diagram/Pin Designations

 $V_{CC}$  = Pin 24 Gnd =  $Pin 12$ 



 $X =$  Either state.

The 3-input, 4-bit multiplexer is a gating array whose function is analogous to that of a 4-pole, 3-position switch. Four bits of digital data are selected from one of three inputs. A 2-bit channel-selection code determines which input is to be active.

The data complement input controls the conditional complement circuit at the multiplexer output to effect either inverting or non-inverting data flow.

The 100000129 employs active output structures to effect minimum delays; the 100000044 utilizes bare collector outputs for expansion of input terms.

The 100000044 may be expanded by connecting its outputs to the outputs of another 100000044. Provision is made for use of a 3-bit code to determine which multiplexer is selected; thus, eight multiplexers may be commoned to effect a 4-pole, 24-position switch.





100-124



## 1. TURN POWER ON<br>2. PULSE EXTERNAL RESET<br>3. SELECT BAUD RATE-16 XCLK<br>4. SET CONTROL BITS **DA=0** TRANS **IONED** I MARKING<br>Spacing 7 YES HAS<br>START BIT<br>N VERIFIEI вñ **BXIGXCL** YES LOAD START BIT INTO<br>RECEIVER SHIFT REGISTER HAS<br>I BIT TIME<br>ELAPSED?<br>[6-16 X CLK] Yes SHIFT AND LOAD DATA BIT SELECTED NAMBER<br>OF DATA BITS BEEN<br>RECEIVED **NO** ς<br>ΥES **HAS** ur. **ELAPSED** ? .<br>YES HAS HAS FROM HAS HAS RECEIVED THE<br>PARITY SET PARITY ERROR NO SET PARITY ERROR REGISTER TO 0 HAS<br>I BIT TIME<br>ELAPSED NC<sub>1</sub> .<br>YES HAS<br>TOP BIT<br>RECEIVED YES SET FRAMING ERROR **NO** SET FRAMING ERROR<br>REGISTER TO I sêcî **REGISTER TO 0** ? SET OVER RUN **YES**  $\overrightarrow{PA} = 0$ 9 ET OVER RUN REGISTER TO 0 REGISTER TO I TRANSFER DATA BITS FROM<br>SHIFT REGISTER TO DATA<br>BITS HOLDING REGISTER  $\overline{041}$ EXAMINE OUTPUTS I. STROBE STATUS WORD **ENABLE**<br>2. STROBE DATA ENABLE RESET DATA AVAILABLE -DA= 0

## **100000130**

**Continued** 

Receiver Operation

## Initializing

Power is applied, external reset is enabled, and clock pulse is applied having a frequency of 16 times the desired baud rate. The previous conditions will set data available (DA) to a logic "0".

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After initializing is completed, user should note that one set of control bits will be used for both receiver and transmitter making individual control bit setting unnecessary. Data reception starts when serial input signal changes from Marking (logic "1") to spacing (logic "0") which initiates start bit. The start bit is valid if, after transition from logic "1" to logic "0", the SI line continues to be at logic "0", when center sampled, 8 clock pulses later. If, however, line is at a logic "1" when center sampling occurs the start bit verification process will be reset. If the Serial Input line transitions from a logic "1" to a logic "0" (marking to spacing) when the 16X clock is in a logic "1" state, the bit time for center sampling will begin when the clock line transitions from a logic "1" to a logic "0" state. After verification of a genuine start bit, data bit reception, parity bit reception and stop bit(s), reception proceeds in an orderly manner.

While receiving parity and stop bit(s) the receiver will. compare transmitted parity and stop bit(s) with control data bits (parity and number of stop bits) previously set and indicate an error by changing the parity error flip-flop and/or the framing error flip-flop to a logic "1". It should be noted that if the No Parity Mode is selected the PE (parity error) will be unconditioning set to a logic "0".

Once a full character is received, internal logic looks at the data available (DA) signal to determine if data has been read out. If the DA signal is at a logic "l" the receiver will assume data has not been read out and the overrun flip-flop of the status word holding register will be set to a logic "1". If the DA signal is at a logic "0" the receiver will assume that data has been read oul. After DA goes to a logic "l", the receiver shift register is now ready to accept the next character and has one full character time to remove the received character.

Continued....





÷. DGC PROPRIETARY – This manual contains proprietary information of Data General Corporation (DGC) revealed for the limited purpose only<br>to service DGC equipment on the express condition that the information herein shall not **100000131**   $\ddot{\phantom{a}}$ **General Purpose Transistor Array** Schematic 2 5 **4** 8 II 14 12 13 9 10 **SUBSTRATE** 



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 $\mathbf{a}_0$ O<sub>Cn</sub>  $\frac{a_{Cn}}{n}$ 

Qcn QDO

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 $\frac{a_{00}}{d}$ 

 $\mathbf{L}$ 

τ

 $\overline{b}$ 

operation:

Parallel (Broadside) Load

Inhibit Clock (Do nothing)

toward  $\bar{Q}_D$ )

toward  $Q_A$ )

Shift Right (in the direction  $\mathsf{Q}_\mathbf{A}$ 

Shift Left (in the direction  $Q_D$ 

Continued....









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**100000147**   $\bullet$ **Continued**  are enabled by the strobes, the common binaryaddress inputs sequentially select and route associated input data to the appropriate output of each section. The individual strobes permit activating or inhibiting each of the 4-bit sections as desired. Data applied to input lC is inverted at its outputs and data applied at 2C is not inverted through its outputs. The inverter following the lC data input permits use as a 3-to-8-line decoder or 1-to-8-line demultiplexer without external gating. Input clamping diodes are provided to minimize transmission-line effects and simplify system design.  $\epsilon'$ 



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**Continued** 



Count Enable =  $CEP \cdot CET \cdot PE$ TC for 100000153 = CET  $\cdot$  Q<sub>0</sub>  $\cdot$  Q<sub>1</sub>  $\cdot$  Q<sub>2</sub>  $\cdot$  Q<sub>3</sub> TC for  $100000047 = \text{CET} \cdot \overline{\mathbb{Q}_0} \cdot \overline{\mathbb{Q}_1} \cdot \overline{\mathbb{Q}_2} \cdot \overline{\mathbb{Q}_3}$ Preset =  $\overline{\text{PE}} \cdot \text{CP}$  + (rising clock edge)  $Reset = \overline{MR}$ 

Note: The 100000153 can be preset to any state but will not count beyond 9. If preset to state 10, 11, 12, 13, 14 or 15, it will return to its normal sequence within two clock pulses.

LOW to HIGH transition of the clock, the master is inhibited from further change. After the masters are locked out, data is transferred from the master to the slaves and reflected at the outputs. When the clock is mGH, the masters are inhibited and the master/slave data path remains established. During the mGH to LOW transition of the clock, the slave is inhibited from further change, followed by the enabling of the masters for the acceptance of data from the counting logic or the parallel entry logic.

The three control inputs, Parallel Enable (PE), Count Enable Parallel (CEP), and Count Enable Trickle (CET), select the mode of operation. When the conditions for counting are satisfied, the rising edge of a clock pulse will change the counters to the next state of the count sequence shown in the state Diagram. The Count Mode is enabled when CEP and CET inputs and PE are filGH.

These devices can be synchronously preset from the four Parallel inputs  $(P<sub>0-3</sub>)$  when  $\overline{PE}$ is LOW. When the Parallel Enable and Clock are LOW, each master of the flip-flops is connected to the appropriate parallel input  $(P_0_3)$ and the slaves (outputs) are steady in their previous state. When the clock goes filGH, the masters are inhibited and this information is transferred to the slaves and reflected at the outputs. The parallel enable input overrides both count enable inputs, presetting the counter when LOW.

Terminal count is mGH when the counter is at terminal count (state 9 for 100000153 and state 15 for 100000047), and Count Enable Trickle is mGH, as shown in the logic equations.

When LOW, the asynchronous master reset overrides all other inputs resetting the four outputs LOW.

Conventional operation, as shown in the Mode Selection table, requires that the mode control inputs (PE, CEP, CET) are stable while the clock is LOW.









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## **100000164**





### 256-Bit Bipolar Random Access Memory

Pin Designations

 $V_{CC}$  = Pin 16

 $Gnd = Pin 8$ 

#### Memory Function Table



The 100000164 integrated circuit is a high speed, fully decoded, static bipolar 256-bit random access memory in a 256x1 organization. This device provides uncommitted collector output and three chip selects.

#### Operation

#### Read

The memory is addressed through the  $A_0$ - $A_7$ inputs which select one of the 256 words. The chip is enabled by placing all chip selects (CS} to logic "0". If any or all CS inputs are logic "1", then the device will be disabled. If the write enable (WE) is at logic " $1$ " the stored bit is read out of DO.

Write

The memory is addressed through the  $A_0 - A_7$ inputs which select one of the 256 words. The chip is enabled by placing all the CS inputs to logic "0". If the WE input is at logic "0", the data on terminal DI is written into the addressed word.

When WE returns to logic  $"1"$ , the information that was written in is now read out; however, each word read out is the complement of what was written in.



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GND

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Pin Configuration

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**OUTPUTS** 

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7

Logic Diagram

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**V<sub>CC</sub>** 16

 $\sqrt{15}$ 

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 $\overline{\mathbf{3}}$ 

DATA INPUTS

4

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 $\overline{14}$ 

 $\sqrt{3}$ 

DATA!NPUTS DATA SELECT  $\overbrace{\phantom{xx}^4\phantom{xx}^3}$ 

 $\overline{12}$ 

 $\overline{u}$ 

### Data Selector/ Multiplexer ' With 3-State Outputs

Pin Designations

 $V_{CC}$  = Pin 16 Gnd =  $Pin 8$ 





 $H = high logic level, L = low logic level$  $X =$  irrelevant,  $Z =$  high impedance (off). D0, D1 ....  $D7 =$  the level of the respective D input.

This monolithic data selector/multiplexer contains full on-chip binary decoding to select one-ofeight data sources and a strobe-controlled threestate output. The strobe must be at a low logic level to enable these devices. The three-state outputs permit a number of outputs to be connected to a common bus. When the strobe input is high, both outputs are in a high-impedance state in which both the upper and lower transistors of each totem-pole output are off, and the output neither drives nor loads the bus significantly. When the strobe is low, the outputs are activated and operate as standard TTL totempole outputs.

Note: The 100000165 is a Schottky device.







DDRESS 0-

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STROii IG

DATA111C1~ 1ao---------1--1---11---r--...

ICJ 0---------+-+----f"~



 $V_{CC}$  = Pin 16 Gnd =  $Pin 8$ 







This device acts as a double-pole four-throw switch. One data line is selected from each of two four-line inputs. Two select lines determine which of the four inputs is chosen; however, the same input of both four-line selections will be selected. The logic allows outputs of the device to be tied to outputs of similar devices and connected to a common bus-line. Nominal TTL outputs cannot be connected due to the lowimpedance logical "1" output current which one device would have to sink from the other. If, however, on all but one of the connected devices both the upper and lower output transistors are turned off, then the one remaining device in the normal low-impedance state will have to supply to or sink from the other devices only a small amount of leakage current. The strobe input is used to place the output in the high-impedance state.



OUTPUT<br>2Y

# **100000084 100000169 100000306**

Pin Configuration



## Arithmetic Logic Units/Function Generators

Pin Designations



These arithmetic logic units (ALU)/function generators have a complexity of 75 equivalent gates on a monolithic chip, and perform 16 binary arithmetic operations on two 4-bit words as shown in Tables 1 and 2. These operations are selected by the four function-select lines (SO, Sl, S2, S3) and include addition, subtraction, decrement and straight transfer. When performing arithmetic manipulations, the internal carries must be enabled by applying a low-level voltage to the mode control input (M). A full carry look-ahead scheme is made available for fast, simultaneous carry generation by means of two cascade-outputs (pins 15 and 17) for the four bits in the package. When used in conjunction with 100000100 or 100000170, full carry look-ahead circuits, highspeed arithmetic operations can be performed. If high speed is not of importance, a ripple-carry input  $(C_n)$  and a ripple-carry output  $(C_{n+4})$  are available. However, the ripple-carry delay is minimized so that arithmetic manipulations for small word lengths can be performed without external circuitry.

These devices will accommodate active-high or active-low data if the pin designations are interpreted as follows:

Continued....



15

17



\* Each bit is shifted to the next more significant position.

Subtraction is accomplished by 1's complement addition where the 1's complement of the subtrahend is generated internally. The resultant output is A-B-1, which requires an end-around or forced carry to provide A-B.

 $\mathbf X$ 

Y

 $\overline{\mathbf{P}}$ 

 $\overline{G}$ 

These devices can also be utilized as comparators. The A=B output is internally decoded from the function outputs (F0, F1, F2, F3) so that when two words of equal magnitude are applied at the A and B inputs, it will assume a high level to indicate equality  $(A = B)$ . The ALU should be in the subtract mode with  $C_n = H$  when performing this comparison. The  $A = B$  output is opencollector so that it can be wire-AND connected to give a comparison for more than four bits. The carry output  $(C_{n+4})$  can also be used to supply relative magnitude information. Again, the ALU should be placed in the subtract mode by placing the function select inputs S3, S2, S1, S0 at L, H, H, L, respectively.



Continued....

**REV. 02** 

DGC PROPRIETARY - This manual contains proprietary information of Data General Corporation (DGC) revealed for the limited purpose only to service DGC equipment on the express condition that the information herein shall not be disclosed to others, and shall not be reproduced in whole or in part, or used in whole or in part as the basis for manufacture or s 100000169 100000306 100000084 Continued Figure 1  $(2)$   $(1)$  $(23) (22)$  $(21)(20)$ These circuits have been designed to provide 16  $(19) (18)$ possible functions of two Boolean variables without the use of external circuitry. These logic A<sub>0</sub>  $B<sub>0</sub>$  $A_1$   $B_1$  $A_2B_2$  $A_3B_3$ functions are selected by use of the four functionselect inputs  $(S0, S1, S2, S3)$  with the mode-<br>control input  $(M)$  at a high level to disable the 17  $\mathsf{c}_\mathsf{n}$ 100000084. 100000169 OR  $A = B$  $-(14)$ internal carry. The 16 logic functions are de-100000306 tailed in Tables 1 and 2 and include exclusive-OR,  $(8)$ M NAND, AND, NOR and OR functions.  $F<sub>1</sub>$  $F<sub>2</sub>$  $F_3$  $c_{n+4}$ F<sub>0</sub> Ÿ  $\boldsymbol{\mathsf{x}}$ **ALU Signal Designations**  $(17)(15)$  $(9)$  $(10)$  $(11)$   $(13)$  $(16)$ These devices can be used with the signal designations of either Figure 1 or Figure 2. The logic functions and arithmetic operations obtained with  $(i)$  $(4)$  $(1)$  (2)  $(14)$   $(15)$  $(5)$   $(6)$ the signal designations of Figure 1 are given in Table 1; those obtained with the signal designa-Yo Xo  $Y_1$   $X_1$  $Y_2$   $X_2$  $Y_3$   $X_3$ tions of Figure 2 are given in Table 2. 100000100  $(7)$  $\boldsymbol{\mathsf{x}}$ OR  $\mathtt{c}_\mathtt{n}$  $(13)$ 100000170 Ÿ  $(10)$ Note: The 100000169 is a Shottky device.  $C_{n+1}$  $c_{n+1}$  $c_{n+z}$  $(12)$  $(11)$  $(9)$ Figure 2  $(2)$   $(1)$  $(23)$   $(22)$  $(21)(20)$  $(19)(18)$ A<sub>0</sub>  $B<sub>0</sub>$  $A<sub>1</sub>$  $B<sub>1</sub>$  $A_2B_2$  $A_3B_3$  $(7)$  $c_{n}$ 100000084. 100000169 OR  $A = B$  $(14)$ 100000306  $(8)$ M F<sub>0</sub> F1  $F<sub>2</sub>$  $F<sub>3</sub>$ G P  $C_{n+4}$ የ የ  $(11)$  $(13)$  $(9)$  $(10)$  $(16)$  $(17)$   $(15)$  $(1)$   $(2)$  $(3)$   $(4)$  $(14)(15)$  $(5)$   $(6)$ Go  $P<sub>0</sub>$  $G_1$  $P<sub>1</sub>$  $G_2$   $P_2$  $G_3$   $P_3$ 100000100 - (7) P **OR** c,  $(13)$ 100000170  $(10)$ G  $C_{n+1}$  $C_{n+1}$  $C_{n+1}$  $(12)$  $(11)$  $(9)$ 

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**REV. 02** 

## **100000100100000170**



Logic Diagram





#### Pin Designations



Positive Logic:

$$
C_{n+X} = \overline{G}_0 + \overline{P}_0 C_n
$$
  
\n
$$
C_{n+Y} = \overline{G}_1 + \overline{P}_1 \overline{G}_0 + \overline{P}_1 \overline{P}_0 C_n
$$
  
\n
$$
C_{n+Z} = \overline{G}_2 + \overline{P}_2 \overline{G}_1 + \overline{P}_2 \overline{P}_1 \overline{G}_0 + \overline{P}_2 \overline{P}_1 \overline{P}_0 C_n
$$
  
\n
$$
\overline{G} = \overline{G}_3 (\overline{P}_3 + \overline{G}_2) (\overline{P}_3 + \overline{P}_2 + \overline{G}_1) (\overline{P}_3 + \overline{P}_2 + \overline{P}_1 + \overline{G}_0)
$$
  
\n
$$
\overline{P} = \overline{P}_3 \overline{P}_2 \overline{P}_1 \overline{P}_0
$$

These devices are high-speed, look-ahead carry generators capable of anticipating a carry across four binary adders or group of adders. They are cascadable to perform full look-ahead across n-bit adders. Carry, generate-carry and propagate-carry functions are provided as enumerated in the pin designation table above.

When used in conjunction with arithmetic logic units, 100000084 or 100000169, these generators provide high-speed carry look-ahead capability for any word length.

Carry input and output of the 100000084 or 100000169 are in their true form and the carry propagate (P) and carry generate (G) are in negated form; therefore, the carry functions (inputs, outputs, generate and propagate) of the look-ahead generators are implemented in the compatible forms for direct connection to the ALU.

Note: The 100000170 is a Shottky device.



### 16-Bit Multiple-Port Register File **With 3-State Outputs**

**Pin Designations** 

 $V_{CC}$  = Pin 24 Gnd =  $Pin 12$ 

The 100000171 is a high-performance 16-bit register file organized as eight words of two bits

Multiple address decoding circuitry is used so that the read and write operation can be performed independently on two word locations. This provides a true simultaneous read/write capability. Basically, the file consists of two distinct sections (see Figure A).

Section 1 permits the writing of data into any twobit word location while reading two bits of data from another location simultaneously. To provide this flexibility, independent decoding is in-

Section 2 of the register file is similar to section 1 with the exception that common read/write address circuitry is employed. This means that section 2 can be utilized in one of three modes:

- Writing new data into two bits.
- Reading from two bits.
- Writing into and simultaneously reading from the same two bits.

Regardless of the mode, the operation of section 2 is entirely independent of section 1.

The three-state outputs of this register file permit connection of up to 129 compatible outputs to a common system bus. The outputs are controlled by the read-enable circuitry so that they operate as standard TTL totem-pole outputs when the appropriate read-enable input is low or they are placed in a high-impedance state when the associated read-enable input is at a high logic level.

Functions of the inputs and outputs are as shown in the following table:

Continued ....

100-168



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Pin Configuration

 $2CK$ 

 $13$ 

**2K** 

12

 $2<sub>1</sub>$ 

 $\mathbf{1}$ 

**2PR** 

10

PR

20

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**CLR** 

14

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 $\overline{\mathbf{3}}$ 

**CLR** 

1 **CLR** 

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 $J_{PR}$  a  $\rightarrow$   $\parallel$   $\sim$   $\kappa$   $_{cLR}$  a

1 CK 1K 1J 1 PR 10 10 20 GND

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**Dual J-K Negative-Edge-Triggered Flip-Flops with Preset and Clear** 



$$
V_{CC} = \text{Pin } 16
$$
  
Gnd = Pin 8



### Notes:

 $H = high level (steady state).$ 

- $L = low level (steady state).$ <br> $X = irrelevant.$ 
	- $=$  irrelevant.
- 
- $\downarrow$  = transition from high to low level.<br>Q<sub>0</sub> = the level of Q before the indicated = the level of  $Q$  before the indicated input

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- conditions were established.  $TOGGLE = Each output changes to the complement$ of its previous level on each active trans-
	- $=$  This configuration is nonstable; that is, it will not persist when preset and clear inputs return to their inactive (high) level.

Note: The 100000172 is a Shottky device.

100-170











## **100000178**

## BCD-To-Decimal Decoder

Logic Diagram/Pin Designations

 $V_{CC}$  = Pin 16  $Gnd = Pin 8$ 





The 100000178 is a gate array for decoding and logic conversion.

This device converts a 4-line input code (with 1-2-4-8 weighting) to a one-of-ten output, as shown in the Truth Table.

Note: The 100000178 is a Shottky device.





**0** • Pin **Numben** 

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### High Speed 4-Bit Shift Register With Enable Logic Diagram/Pin Designations  $V_{CC}$  = Pin 16 Gnd =  $Pin 8$ Pin Names E. • • • • • • • • • • • • • • Active LOW Enable Input PE ............. Active LOW Parallel Enable Input Po, P1, P2, P3.. Parallel Data Inputs  $\underline{\text{CP}}$  .............. Clock Input MR. • • • • • • • • • • • • Active LOW Master Reset Input  $Q_0$  to  $Q_3$  ........ Parallel Outputs Q<sub>3</sub> ............. Last Stage Complementary **Output** D. • • • • • • • • • • • • • • Serial Data Input

The 100000180 High Speed 4-Bit Shift Register is a multifunctional sequential logic block which is useful in a wide variety of register applications. It may be used in serial-serial, shift left, shift right, serial-parallel, parallel-serial and parallel-parallel data transfers.

This device has three synchronous modes of operation: shift, parallel load and hold (do nothing). The hold capability permits information storage in the register independent of the clock.

The register is fully synchronous with any output change occurring after the rising clock edge. It features edge triggered type characteristics on all inputs (except  $\overline{\text{MR}}$ ), which means there are no restrictions on the activity of these inputs (PE,  $\overline{E}$ , P<sub>0</sub>, P<sub>1</sub>, P<sub>2</sub>, P<sub>3</sub>, D) for logic operation except for the set up requirements prior to the LOW to HIGH clock transition.

The mode of operation is determined by the two inputs, parallel enable  $(\overline{PE})$  and enable  $(\overline{E})$ , as shown in Table 1. The active LOW enable when HIGH places the register in the hold mode with the register flip-flops retaining their information. When the enable is activated (LOW) the parallel enable (PE)· determines whether the register operates in a shift or parallel data entry mode.

When the enable is LOW and the parallel enable input is LOW, the parallel inputs are selected and will determine the next condition of the register synchronously with the clock as shown in Table 2. In this mode the element appears as four common clocked D flip-flops. With  $\overline{E}$  LOW and the  $\overline{PE}$ 

Continued....





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 $H$ 

 $\, {\bf H}$ 

 $\, {\bf H}$ 

 $H$ 

 $\mathbf H$ 

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Y3

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## **100000197 Continued·**

The 100000197 is a TTL Monostable Multivibrator with de triggering from positive or gated negative going inputs and with inhibit facility. Both positive and negative going output pulses are provided with full fan out to 10 normalized loads.

Pulse triggering occurs at a particular voltage level and is not directly related to the transition time of the input pulse. Schmitt-trigger input circuitry for the B input allows jitter-free triggering from inputs with transition times as slow as 1. 0  $V/s$ , providing the circuit with noise immunity of typically 1.2V. A high immunity to  $V_{CC}$  noise of typically 1. 5V is also provided by internal latching circuitry.

Once fired, the outputs are independent of further transitions on the inputs and are a function only of the timing components. Input pulses may be of any duration relative to the output pulse. Output pulse lengths may be varied from 40ns to 40s by choosing appropriate timing components. With no external timing components (i.e., pin 9 connected to pin 14, pins 10, 11 open) an output pulse of typically 30ns is achieved which may be used as a de triggered reset signal. Output rise and fall times are TTL compatible and independent of pulse length.

Jitter-free operation is maintained over the full temperature and  $V_{CC}$  range for more than  $six$ decades of timing capacitance (10pF to  $10\mu$ F) and more than one decade of timing resistance (2kn to 40kQ). Throughout these ranges, pulse width is defined by the relationship  $t_{p(out)} = C_T$ ,  $R_T \log_e 2$ . Duty cycles as high as  $90\%$  are achieved when using  $R_T = 40k\Omega$  Higher duty cycles are achievable if a certain amount of pulse-width jitter is allowed.



**Synchronous 4-Bit Counter** 

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Pin Designations  $V_{CC}$  = Pin 16

Gnd =  $Pin 8$ 

This synchronous, presettable 4-bit binary counter features an internal carry look-ahead for application in high-speed counting schemes.

Synchronous operation is provided by having all flip-flops clocked simultaneously so that the outputs change coincident with each other when so instructed by the count-enable inputs and internal gating. This mode of operation eliminates the output counting spikes which are normally associated with asynchronous (ripple clock) counters. A buffered clock input triggers the four J-K master-slave flip-flops on the rising (positivegoing) edge of the clock input waveform.

This counter is fully programmable; that is, the outputs may be preset to either level. As presetting is synchronous, setting up a low level at the load input disables the counter and causes the outputs to agree with the setup data after the next clock pulse regardless of the levels of the enable inputs. Low-to-high transitions at the load input should be avoided when the clock is low if the enable inputs are high at or before the transition. The clear function is synchronous and a low level at the clear input sets all four of the flip-flop outputs low after the next clock pulse, regardless of the levels of the enable inputs. This synchronous clear allows the count length to be modified easily as decoding the maximum count desired can be accomplished with one external NAND gate. The gate output is connected to the clear input to synchronously clear the counter to OOOO(LLLL).

The carry look-ahead circuitry provides for cascading counters for n-bit synchronous applications without additional gating. Instrumental in accomplishing this function are two count-enable inputs and a carry output. Both count-enable inputs (P and T) must be high to count, and input T is fed forward to enable the carry output. The carry output thus enabled will produce a. positive output pulse with a duration approximately equal to the positive portion of the  $\mathbf{Q}_\mathbf{A}$  output. This positive overflow carry pulse can be used to enable successive cascaded stages. High-to-low transitions at the enable P or T inputs should occur only when the clock input is high.

100-194







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100000199 100000200 100000205 100000204 Hex-Quadruple D-Type Flip-Flops **Pin Configurations** with Clear 100000199/100000204

> Note: 100000199 and 100000204 - Hex 100000200 and 100000205 - Quadruple

> > Pin Designations

100000199 and 100000204

 $V_{CC}$  = Pin 16 Gnd =  $Pin 8$ 

100000200 and 100000205

 $V_{CC}$  = Pin 16 Gnd =  $Pin 8$ 





Notes:

= high level (steady state)  $\mathbf H$ 

L = low level (steady state)  $\mathbf x$ 

- $=$  irrelevant
- = transition from low to high level  $\mathbf{f}$
- = the level of Q before the indicated steady  $Q_0$
- state input conditions were established.
- = Type 100000200 and 100000205 only.

These monolithic, positive-edge-triggered flipflops utilize TTL circuitry to implement D-type flip-flop logic. All have a direct clear input, and the Quadruple devices feature complementary outputs from each flip-flop.

Information at the D inputs meeting the setup time requirements is transferred to the Q outputs on the positive-going edge of the clock pulse. Clock triggering occurs at a particular voltage level and is not directly related to the transition time of the positive-going pulse. When the clock input is at either the high or low level, the D input signal has no effect at the output.

Note: The 100000204 and 100000205 are Shottky devices.



100000200/100000205

**Functional Block Diagrams** 









100-202

#### 100000214 **Pin Configuration** 22 CHIP SELECT  $1<sup>1</sup>$ V<sub>SX</sub> **NO CONNECTION** 21 DATA IN  $2<sup>1</sup>$ **WRITE ENABLE**  $\overline{\mathbf{3}}$ 20 Vee DATA OUT 4 19 CLOCK 1 CLOCK<sub>3</sub> 5 18 V<sub>DD</sub> CLOCK<sub>2</sub> 6  $17$  $A<sub>5</sub>$  $\overline{\mathbf{z}}$ 8 15 14  $\bullet$ 10 13 12 Schematic **BIT SENSE LINE CLOCK 2** cı d **STORAGE CAPACITOR Block Diagram TTL BUFFERS** 1 el 64 ROX<br>DECODER **WRITE ENABLE** MTROL REGIST हाउँ वस्तु

#### 2048-Bit MOS LSI **Random Access Memory**

The 100000214 is a dynamic MOS random access memory device which utilizes the gate capacitance of a MOS device as a storage medium. The storage cell consists of the storage device  $T_1$ , the read select device  $T_2$  and the write select device  $T_3.$ 

The cycle begins with the negative transition of clock 1. During this time precharge is taking place. In addition, the address inputs, which must be stable during the last 65ns of clock 1 are inverted and amplified. At the end of clock 1 the internal address lines become stable. One of 64 row decoders and one of 32 column decoders are activated during  $t_{12}$ , the clock 1 to clock 2 delay time.

Clock 2, the read clock, is channeled by the decoders to the addressed column where  $T_2$ , the read select device, is turned on. The condition of the storage device  $T_1$ , (on or off) can now be sensed by the bit sense line. The addressed bit sense line is multiplexed to the I/O control circuit which then generates the Data Out. Data In, which must be valid 50ns before clock 3, is conditioned and amplified in the I/O control circuit. During clock 3, the write driver transmits the input data through the multiplexer to the addressed bit sense line.

Clock 3, the write clock, is channeled by the decoders to the addressed column where  $T_3$ , the write select device, is turned on. Any information on the bit sense line is, therefore, transferred to the  $C_S$ , the gate capacitance of the storage device.

The refresh cycle consists of clock 1, clock 2 and clock 3. Clock 1 precharges the bit sense line. Clock 2 senses the status of the storage device T<sub>1</sub>, which is operating in the inverter mode, and places the inverted state of the storage device on the bit sense line. Clock 3, by turning on  $T_3$ , transfers the information from the bit sense line to the storage device. Note, each refresh cycle will result in the inversion of the stored data. To refresh all 2048 cells, each of the 32 columns must be selected for a refresh cycle by exercising all 32 combinations of the low order addresses  $(A_0 - A_4)$ .

The read cycle may consist only of clock 1 and clock 2. Since each refresh cycle inverts the data in the storage cells in an accessed column. a control circuit, the Data Control Register, is used. The Data Control Register, which is basically another set of memory cells, is slaved Continued ....

# **100000214**

**Continued** 

to the memory array. The state of the Data Control Register will provide information as to whether a column of storage cells is in a noninverting or inverting state.

Clock 1 of the read cycle precharges the device. Clock 2 is transmitted by the column decoders to the addressed column. At this time, data from both the storage cell and the Data Control Register is sensed. The row multiplexer transfers the data from the addressed row to the I/O Control circuit. In the I/O Control circuit, an exclusive-OR function of the data from the memory array and the Data Control Register is performed. The output of the exclusive-OR is then amplified and presented to the Data Out pin. The output data is held in a register until the initiation of the next memory cycle. A new memory cycle may begin 20ns after clock 2 has returned to a positive state. The 100000214 is a non-inverting device; i.e., TTL "high" Data-In will result in an output high current.

The write cycle consists of clock **1,** clock 2 and clock 3. During clock 1 the precharge operation takes place. During clock 2 the Data Control Register is read to determine whether the accessed column is in a true or inverted state. At the beginning of clock 3 the exclusive-OR function of Data-In and the content of the Data Control Register is performed in the I/O Control circuit, The output of the input exclusive-OR is then amplified and transmitted to the addressed cell by the write-driver. A new memory cycle may begin 20ns after clock 3 has returned to the positive state.



**100000140 100000141 100000142 100000148 100000149 100000215 100000216 100000217 100000218 100000219 100000269100000270 100000271 100000272100000273100000274 100000275100000276100000277100000278 100000279100000280·** 



256-Bit Bipolar Read Only Memory

Logic Diagram/Pin Designations

 $V_{CC}$  = Pin 16  $Gnd = Pin 8$ 

These high speed, electrically programmable, fully decoded TTL bipolar 256-bit read only memories are organized as 32 words by 8 bits.

Memory expansion is simple; three-state outputs are provided on the 100000215; uncommitted collector outputs are provided on all other devices. Each device has on-chip address decoding and chip enable. The memory is fabricated with all logic level zeroes(low); logic level ones (high) can be electrically programmed in the selected bit locations. The same address inputs are used for both programming and reading.



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## **100000225**



Pin Configuration Da 28



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Logic "1" =  $V_{AH} > 2.4V$ Logic "0" =  $V_{AL}$  < 0.8V

The 100000225 is a double-pole 8-position (plus OFF) electronic switch array which employs 16 pairs of complementary MOS (CMOS) field-effect transistors designed to function as analog switches In the ON condition each switch will conduct current in either direction; in the OFF condition each switch will block voltages up to 30V peak-to-peak. The ON-OFF state of each switch is controlled by drivers, which are in turn controlled by a 3-bit binary word input plus an Enable-Inhibit input. The truth table shows the binary word required to select any one of the eight switch positions, provided a positive logic "1" is present at the Enable input. With logic "0" at the Enable input all switches will be OFF. The logic decoder and the Enable inputs will recognize voltages between -0. 3 and O. av as logic "0" voltages, and voltages between 2 and 15V as logic "1" voltages. The input can thus be directly interfaced with TTL, DTL, RTL, CMOS and certain special P-MOS circuits. Switch action is break-before-make.



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# **100000080 100000227**



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### Presettable High Speed Binary Counter

Logic Diagram/Pin Designations

 $V_{CC}$  = Pin 14 Gnd =  $Pin 7$ 

#### Truth Table



The 100000080 Presettable High Speed Binary Counter may be connected as a divide-by-two, four, eight or sixteen counter.

This device has strobed parallel-entry capability so that the counter may be set to any desired output state. A "1" or "0" at a data input will be transferred to the associated output when the strobe input is put at the "0" level. This unit is provided with a reset input which is common to all four bits. A  $10$ <sup>11</sup> on the reset lines produces <sup>11</sup> 011 at all four outputs.

The counting operation is performed on the falling (negative-going) edge of the input clock pulse.

Note: The 100000227 is a Shottky device.


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**100000229 100000118 100000298 100000299**  Dual Sense Amplifiers Pin Configuration OUTPUT OUTPUT<br>STROBE IW GND 2W S<br>C<sub>or</sub> IS **Contract Contract Contract O** Logic Diagram/Pin Designations GŅD IW GND 2W STROBE 2 2S NC  $V_{CC+}$  = Pin 16  $V_{CC}$  = Pin 8 16  $10$ 9 15  $13$  $12$  $\mathbf{11}$ 14 Gnd  $1 = Pin 9$ Gnd  $2 = Pin 13$  $NC = No$  internal connection Positive logic:  $W = \overline{AS}$  $\frac{1}{N}$   $\frac{1}{2}$   $\frac{3}{3}$   $\frac{4}{4}$   $\frac{5}{5}$   $\frac{6}{2}$   $\frac{7}{2}$   $\frac{8}{2}$ <br>
NC  $\frac{1}{N}$   $\frac{1}{2}$   $\frac{1}{2}$   $\frac{2}{2}$   $\frac{2}{2}$   $\frac{2}{2}$   $\frac{1}{2}$   $\frac{8}{2}$ Truth Table Inputs | Output <sup>A</sup>s w IN PUTS INPUTS H H L  $L X$  H

Definition of logic levels:



 $X L \parallel H$ 

\* A is a differential voltage  $\rm(V_{ID})$  between A1 and A2. For these circuits,  $V_{ID}$  is considered positive regardless of which terminal is positive with respect to the other.



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Typical Clear, Load, Right-Shift, Left-Shift, Inhibit, and Clear Sequences



### 4-Bit Bidirectional Universal Shift Registers

Pin Designations

 $V_{CC}$  = Pin 16 Gnd =  $Pin 8$ 

**Function Table** 



- $H = high level (steady state).$
- $L = low level (steady state).$
- $X =$  irrelevant (any input, including transitions).
- $t =$  transition from low to high level.
- a, b, c,  $d =$  the level of steady-state input at inputs A, B, C or D, respectively.
- $Q_{A0}$ ,  $Q_{B0}$ ,  $Q_{C0}$ ,  $Q_{D0}$  = the level of  $Q_A$ ,  $Q_B$ ,<br> $Q_C$  or  $Q_D$ , respectively, before the indicated steady-state input conditions were established.
- $Q_{An}$ ,  $Q_{Bn}$ ,  $Q_{Cn}$ ,  $Q_{Dn}$  = the level of  $Q_A$ ,  $Q_B$ ,<br> $Q_C$  or  $Q_D$ , respectively, before the most<br>recent i transition of the clock.

Note: The 100000234 is a Shottky device.

The circuit contains 46 equivalent gates and features parallel inputs, parallel outputs, rightshift and left-shift serial inputs, operating-modecontrol inputs, and a direct overriding clear line. The register has four distinct modes of operation:

Parallel (Broadside) Load

Shift Right (in the direction QA toward  $Q_D$ ) Shift Left (in the direction QD toward  $Q_A$ )

Inhibit Clock (Do nothing)

Continued....



100-220

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Quadruple 2-Line-To-1-Line Data Selector/ Multiplexer

Pin Designations

 $V_{CC}$  = Pin 16 Gnd =  $Pin 8$ 

Positive logic:

Low logic level at S selects A inputs. High logic level at S selects B inpits.

#### Function Table



Notes:

 $H = high level; L = low level; X = irrelevant.$ 

These monolithic data selectors/multiplexors contain inverters and drivers to supply full onchip data selection to the four output gates. A separate strobe inpit is provided. A 4-bit word is selected from one of two sources and is routed to the four outputs. These devices present true data.

Note: The 100000233 is a Shottky device.



## 256-Bit Read-Write Memory With 3-State Outputs

Pin Designations

 $V_{CC}$  = Pin 16 Gnd =  $Pin 8$ 

Positive logic:

Data out is complement of data which was applied at data input.



 $H = high level$ 

 $L = low level$ 

X = irrelevant

\* For memory enable:

 $L = all ME inputs low$ 

 $H =$  one or more ME inputs high.

This 256-bit active-element memory is a monolithic TTL array organized as 256 words of one bit each. It is fully decoded and has three gated memory-enable inputs to simplify decoding required to achieve the desired system organization. The memory-enable circuitry is implemented with minimal delay times to compensate for added system decoding.

#### Write Cycle

The complement of the information at the data input is written into the selected location when all memory-enable inputs and write-enable input are low. While the write enable input is low, the output is in the high-impedance state. When a number of outputs are bus-connected, this highimpedance output state will neither load nor drive the bus line, but it will allow the bus line to be driven by another active output or a passive pull-up if desired.

Read Cycle

The stored information (complement of information applied at the data input during the write Continued ....

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# **100000241**

**Continued** 

cycle) is available at the output when the writeenable input is high and the three memory-enable inputs are low. When any one of the memory enable inputs is high, the output will be in the highimpedance state.

The high capacitive drive capability of the threestate bus-connectable output permits expansion up to 66, 304 words of N-bits without additional output buffering. The functional capability of the output being at a high impedance during writing and the data input being inhibited during reading means that both data inputs and outputs can be connected to the data lines of a bus-organized system without the need for interface circuits.



Note: The 100000241 is a Shottky device.

# **100000242**

#### Pin Configuration

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### **Four Channel Programmable Amplifier**

#### Truth Table



This operational amplifier has four identical input stages, any one {or none) of which may be electronically connected to the single output stage. The "ON'' channel is selected through DTL/TTL compatible address inputs. The unselected amplifier inputs are effectively "floating".

This device can be used as an analog signal selector, sampler or multiplexer with built in buffering or signal conditioning. By connecting different feedback networks from the output to each input pair, it can be used as a single or multiple channel amplifier with programmable feedback characteristics.









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# **100000252 100000128**

**Continued** 

Logic Equations for Terminal Count

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TC_U = Q_0 \cdot \overline{Q_1} \cdot \overline{Q_2} \cdot Q_3 \cdot \overline{CP_U}
$$
  

$$
TC_D = \overline{Q_0} \cdot \overline{Q_1} \cdot \overline{Q_2} \cdot \overline{Q_3} \cdot \overline{CP_D}
$$

100000128

 $TC_U = Q_0 \cdot Q_1 \cdot Q_2 \cdot Q_3 \cdot \overline{CP_U}$ <br> $TC_D = \overline{Q_0} \cdot \overline{Q_1} \cdot \overline{Q_2} \cdot \overline{Q_3} \cdot \overline{CP_D}$ 



Stale Diagrams



Both counters have a parallel load (asynchronous) facility which permits the device to be preset. Whenever the parallel load (PL) input is Low, and Master Reset is Low, the information present on the Parallel Data inputs  $(P_A, P_B, P_C, P_D)$  will be loaded into the counters and appear on the outputs independent of the conditions of the clock inputs. When the Parallel Load Input goes High, this information is stored in the counters and when the counters are clocked they change to the next appropriate state in the count sequence. The Parallel Data inputs are inhibited when the Paralle Load is High and have no effect on the counters.

The Terminal Count-Up  $(\overline{\text{TC}}_{U})$  and Terminal Count-Down  $(\overline{\text{TC}}_{\text{D}})$  outputs (carry and borrow, respectively) allow multidecade counter operations without additional logic. The counters are cascaded by feeding the terminal count-up output to the count-up clock input and terminal count-down clock input of the following counter.

The terminal count-up outputs are Low when their count-up clock inputs are Low and the counters are in state nine (100000252) and state fifteen (100000128). Similarly, the terminal count-down outputs are Low when their count-down clock inputs are Low and both counters are in state zero. Thus. when the 100000252 counter is in state nine and the 100000128 counter is in state fifteen and both are counting up, or both counters are in state zero and counting down, a clock pulse will change the counter's state on the rising edge and simultaneously clock the following counter through the appriate active Low terminal count output. There are two gate delays per state when these counters are cascaded,

The asynchronous Master Reset input (MR), when High, overrides all input and clears the counters. Master reset overrides parallel load so that when both are activated the counters will be reset. (Obviously, both parallel load and master reset must not be deactivated simultaneously for predictable operation.)



# 256 Bit Bipolar Random Access Memory

Logic Diagram/Pin Designations

 $V_{CC}$  = Pin 16 Gnd =  $Pin 8$ 

#### Truth Table



The 100000255 is a fully decoded static bipolar random access memory organized 256 words by 1 bit, with open-collector outputs. The opencollector parts have 3 chip enables for easy expansion to larger size memories.

**Memory Operation** 

Read

The memory is addressed with the  $A_0 - A_7$  inputs which select one of the 256 words. The chip is enabled by making all chip enables low. If any or all chip enables are high the chip is disabled. If the write enable is high and the chip is enabled the stored data is read out on the data out pin. The data read out is the complement of the data written in during the write cycle.

Write

The memory is addressed with the  $A_0$ - $A_7$  inputs which select one of the 256 words. The chip is enabled as in the read cycle. If the write enable is low the data on the data input pin is written into the addressed word. The data out of the memory during the write cycle is the complement of the data written in. This allows checking of the stored data during the write cycle.

**Memory Expansion Rules** 

- To expand the number of bits in the word: 1. tie corresponding address pins together, tie write enable pins together, and bring data in and data out independently.
- $2.$ To expand the number of words: tie corresponding address pins together, tie write enable pins and corresponding data in and data out pins together, and use the higher order system addresses in conjunction with the chip enables to pick one row of packages.

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# **100000256**



# 1024-Bit Programmable Bipolar Read Only Memory

Pin Designations

 $V_{CC}$  = Pin 16  $Gnd = Pin 8$ 

The 100000256 integrated circuit is a high speed, electrically programmable, fully decoded TTL bipolar 1024-bit read only memory, organized as 256 words by 4 bits. On chip address decoding, two chip enable inputs and uncommitted collector outputs are provided.

The same address inputs are used for both programming and reading.

### 100000257 100000017

Dual D-Type Edge-Triggered Flip-Flop

Logic Diagram/Pin Designations

# $V_{CC}$  = Pin 14 Gnd =  $Pin 7$



 $H = high level (steady state)$ <br>  $L = low level (steady state)$ 

 $X = irrelevant$ 

 $t =$  transition from low to high level

 $Q_0$ = the level of Q before the indicated input conditions were established.

 $*$  = This configuration is nonstable; that is, it will not persist when preset and clear inputs return to their inactive (high) level.





# *256* Bit Bipolar (32x8) Electrically Programmable Read Only Memory

Pin Designations

 $V_{CC}$  = Pin 16  $Gnd = Pin 8$ 

The 100000258 is a field programmable, 256-bit, DTL and TTL compatible, bipolar read only memory.

The three-state output of this device provides a low impedance driver  $Q_2$  for driving capacitance on the memory output; no pullup resistor is required. When the chip enable is low,  $D_1$  and  $D_2$  are off and either  $Q_1$  or  $Q_2$  is on, depending upon the data in the memory array. When the chip enable is high,  $D_1$  and  $D_2$  are on and  $Q_1$  and Q2 are off, permitting wire ORing of memory outputs. In a system environment, up to 2i memory outputs of the 100000258 can be connected to a common bus. All of the devices, except one, are placed in the high impedance state. The selected device is enabled and has the characteristics of a TTL totem pole output.

### Memory Operation

The memory is addressed with inputs  $A_0$  through A4 which select one of 32 words. To enable the outputs for a readout, enable  $\overline{E}_1$  must be low. If the enable is high, the outputs are held off permitting wire "OR"ing of the three-state outputs of several packages. The use of the enable permits expansion to greater than 32 words.



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# BCD-To-Seven-Segment Decoder-Driver

Logic Diagram/Pin Designations

 $V_{CC}$  = Pin 16 Gnd =  $Pin 8$ 



 $H = High level; L = Low level; X = irrelevant.$ 

#### Notes:

- 1. The blanking input (BI) must be open or held at a high logic level when output functions 0 through 15 are desired. The ripple-blanking input (RBI) must be open or high if blanking of a decimal zero is not desired.
- When a low logic level is applied directly to  $2.$ the blanking input (BI), all segment outputs are off regardless of the level of any other input.
- 3. When ripple-blanking input (RBI) and inputs A, B, C and D are at a low level with the lamp test input high, all segment outputs go off and the ripple-blanking output (RBO) goes to a low level (response condition).
- $4.$ When the blanking input/ripple blanking output (BI/RBO) is open or held high and a low is applied to the lamp-test input, all segment outputs are on.
- \* BI/RBO is wire-AND logic serving as blanking input (BI) and/or ripple-blanking output (RBO).

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### 64-Bit Random Access Read/Write Memory

Logic Diagram/Pin Designations

 $V_{CC}$  = Pin 16 Gnd =  $Pin 8$ 





The 100000266 is a fully decoded 64-bit RAM organized as 16 4-bit words. The memory is addressed by applying a binary number to the four Address inputs. After addressing, information may be either written into or read from the memory. To write, both the Memory Enable and the Write Enable inputs must be in the logical "0" state. Information applied to the four Write inputs will then be written into the addressed location. To read information from the memory the Memory Enable input must be in the logical "0" state and the Write Enable input in the logical "1" state. Information will be read as the complement of what was written into the memory. When the Memory Enable input is in the logical "1" state, the outputs will go to the high-impedance state. This allows up to 128 memories to be connected to a common bus-line without the use of pull-up resistors. All memories except one are gated into the high-impedance while the one selected memory exhibits the normally totem-pole low impedance output characteristics of TTL.

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## 100000140 100000141 100000142 100000148 100000149 100000215 100000216 100000217 100000218 100000219 100000269 100000270 100000272 100000273 100000274 100000271 100000275 100000276 100000277 100000278 100000279100000280



Logic Diagram/Pin Designations  $V_{CC}$  = Pin 16  $Gnd = Pin 8$ These high speed, electrically programmable, fully decoded TTL bipolar 256-bit read only memories are organized as 32 words by 8 bits. Memory expansion is simple; three-state outputs are provided on the 100000215; uncommitted collector outputs are provided on all other devices. Each device has on-chip address decoding and chip enable. The memory is fabricated with all

256-Bit Bipolar Read Only Memory

logic level zeroes(low); logic level ones (high) can be electrically programmed in the selected bit locations. The same address inputs are used for both programming and reading.



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9-Bit Odd/Even Parity Generator/Checker

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Pin Designations

 $V_{CC}$  = Pin 14 Gnd =  $Pin 7$ 

 $NC = No internal$ connection

### **Function Table**



 $H = high level$ 

 $L = low level$ 

This universal, monolithic, nine-bit parity generator/checker utilizes Schottky-clamped TTL circuitry and features odd/even outputs to facilitate operation of either odd or even parity applications. The word-length capability is expanded by cascading.

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#### **100000118 100000298 100000229 100000299**



Dual Sense Amplifiers

Logic Diagram/Pin Designations

 $V_{CC+}$  = Pin 16  $V_{CC}$  = Pin 8 Gnd  $1 = Pin 9$ Gnd  $2 = Pin 13$  $NC = No$  internal connection

Positive logic:  $W = \overline{AS}$ 



Definition of logic levels:



\* A is a differential voltage  $(V_{\rm ID})$  between A1 and A2. For these circuits,  $V_{ID}$  is considered positive regardless of which terminal is positive with respect to the other.

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 $\sum_{i=1}^{n}$ 

# **100000084 100000169 100000306**

Pin Configuration



Arithmetic Logic Units/Function Generators Pin Designations Designation Pin Nos. Function A3, A2, A1, A0 | 19, 21, 23, 2 | Word A Inputs B3, B2, B1, B0 18, 20, 22, 1 Word B Inputs  $S3, S2, S1, S0$  3, 4, 5, 6 Function-Select Inputs C<sub>n</sub> | 7 | Inv. Carry Input M 8 Mode Control Input F3, F2, F1, F0 | 13, 11, 10, 9 | Function Outputs A=B 14 Comparator **Output** p 15 Carry Propagate Output  $C_{n+4}$  16 Inv. Carry **Output** G | 17 | Carry Generate Output V<sub>CC</sub> 24 Supply Voltage Gnd 12 Ground

These arithmetic logic units (ALU)/function generators have a complexity of 75 equivalent gates on a monolithic chip, and perform 16 binary arithmetic operations on two 4-bit words as shown in Tables 1 and 2. These operations are selected by the four function-select lines (SO, Sl, S2, S3) and include addition, subtraction, decrement and straight transfer. When performing arithmetic manipulations, the internal carries must be enabled by applying a low-level voltage to the mode control input (M). A full carry look-ahead scheme is made available for fast, simultaneous carry generation by means of two cascade-outputs (pins 15 and 17) for the four bits in the package. When used in conjunction with 100000100 or 100000170, full carry look-ahead circuits, highspeed arithmetic operations can be performed. If high speed is not of importance, a ripple-carry input  $(C_n)$  and a ripple-carry output  $(C_{n+4})$  are available. However, the ripple-carry delay is minimized so that arithmetic manipulations for small word lengths can be performed without external circuitry.

These devices will accommodate active-high or active-low data if the pin designations are interpreted as follows:

Continued....

# **100000084 100000169 100000306**

### **Continued**



• Each bit is shifted to the next more significant position.

Table 2

		<b>Active-Low Data</b>	
Selection $M = H$ Logic		M = L: Arithmetic Operations	
S3 S2 S1 S0 <sup>1</sup> Functions		$C_n = L$ (no carry)	$C_n = H$ (with carry)
$L L L L I F = \overline{A}$		$F = A$ Minus 1	$F = A$
LLLH	$F - \overline{AB}$	$F = AB$ Minus 1	$F = AB$
LLHL	$I = \overline{A} + B$	$F = AB$ Minus 1	$F = AB$
LLHH	$F = 1$	$F =$ Minus 1(2's Comp)	$F = 2$ ero
LHLLI	$F = \overline{A - B}$	$F = A$ Plus $(A + B)$	$F = A$ Plus $(A + \overline{B})$ Plus 1
LHLH	$IF - B$	$F = AB$ Plus $(A + \overline{B})$	$F = AB$ Plus $(A + \overline{B})$ Plus 1
LHHL	$F = \overline{A \odot B}$	$F = A$ Minus B Minus 1	$F = A$ Minus B
LHHH	$F = A + \overline{B}$	$F = A + \overline{B}$	$F = (A + B)$ Plus 1
HLLL	$IF = \overline{AB}$	$F = A$ Plus $(A + B)$	$F = A$ Plus $(A + B)$ Plus 1
HLLH	$F = A \oplus B$	$F = A$ Plus B	$F = A$ Plus B Plus 1
HLHL	$F = B$	$F = \overline{AB}$ Plus $(A + B)$	$F = \overline{AB}$ Plus $(A + B)$ Plus 1
H L H H	$P = A + B$	$F = A + B$	$F = (A + B)$ Plus 1
H H L L	$P = 0$	$F = A$ Plus $A^*$	$F = A$ Plus A Plus 1
H H L H	$F = AB$	$F = AB$ Plus A	$P = AB$ Plus A Plus 1
<b>H H H L</b>	$F = AB$	$F = AB$ Plus A	$F = AB$ Plus A Plus 1
<b>H H H H</b>	$IF = A$	$F - A$	$P = A$ Plus 1

• Each bit is shifted to the next more significant position.



Subtraction is accomplished by 1's complement addition where the l's complement of the subtrahend is generated internally. The resultant output is A-B-1, which requires an end-around or forced carry to provide A-B.

These devices can also be utilized as comparators. The A=B output is internally decoded from the function outputs (FO, Fl, F2, F3) so that when two words of equal magnitude are applied at the A and B inputs, it will assume a high level to indicate equality  $(A = B)$ . The ALU should be in the subtract mode with  $C_n = H$  when performing this comparison. The  $A = B$  output is opencollector so that it can be wire-AND connected to give a comparison for more than four bits. The carry output  $(C_{n+4})$  can also be used to supply relative magnitude information. Again, the ALU should be placed in the subtract mode by placing the function select inputs S3, S2, Sl, SO at L, H, H, L, respectively.



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SWITCH, AH B 2863<br>
SWITCH, C & K 7105CSP<br>
SWITCH, C & K 7205CSP<br>
SWITCH, C & K 7205CSP<br>
SWITCH, C & K 7205CSP<br>
SWITCH, C & K 7205CSP<br> RELAY, DRY REED WIOMMPC<sup>x-4</sup><br>RELAY, DRY REED WIOMMPCX-3<br>RELAY, MERC WETTED WIOMMPCX-3<br>RELAY, MERC WETTED WIOMMPCX-4<br>RELAY, MERC WETTED WIOMMPCX-4<br>SWITCH, 7939 ROCKER<br>SWITCH, DP3P ROCKER<br>SWITCH, DP3P ROCKER<br>SWITCH, DP3P ROC PART NUMBER REV DESCRIPTION 110000080 110000081 110000082 110000083 110000084 110000085 110000086 110000087 110000088 110000089 110000090 110000091 110000092 110000093 110000094 110000095 110000096 110000097 110000098 110000099 110000100 110000101 110000102 110000103 110000104 110000105 110000106 110000107 110000108 110000109 110000110 110000111 110000112 110000113 110000114 110000115 110000116 110000117 110000118 00 RELAY TP DR 1435-IC-12D GUARDIAN<br>00 SWITCH ON/OFF 101/A<br>00 SWITCH SELECT 101/A<br>00 SWITCH TOP/FORM 101/A<br>00 SWITCH TOP/FORM 101/A<br>00 SWITCH LINIT (REED)<br>00 SWITCH & INDICATOR FORWARD<br>00 SWITCH & INDICATOR ON LINE<br>00 SWIT 00 SWITCH RESET<br>00 SWITCH MICRO 15MI-T/J55<br>00 SWITCH PAPER OUT<br>00 SWITCH & INDICATOR POWER 00 SWITCH LOAD RUN<br>00 SWITCH TOGGLE UCC **ASR 33**<br>00 RELAY UCC ASR 33<br>00 RELAY AC 25A 120V M600L<br>00 SWITCH PB SPDT RESET<br>00 SWITCH PB SPDT RESET 00 SWITCH PB SPST STOP 00 RELAY TIME DELAY *CDS* 114 00 RELAY GEN PURP CDS 114 00 SWITCH MlCRO CDS 114 00 RELAY POWER DIST *CDS* 114 00 SWITCH AnCRO 2310 00 '.SWITCH MERCURY 2310 00 SWITCH 2310 00 SWITCH MO~rENTRY 2310 00 SWITCH 2310 00 SWITCH RIBBOS REVERSE 00 SWITCH PAPER *OUT* UPPER 00 SWITCH PAPER OUT LOWER 00 SWITCH Mm! PUSH CHEAT 11''TLK 00 OOOOOOOOOOOOOOORELAY DBL POLE. 10 SEC DELAY 00 SWITCH TOGGLE 3 POSITION TDT02DD93 00 SWITCH REWIND REDACTRON 15006701 00 SWITCH C&K 52 POOLE HNDL L'33 CRT DSPL

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### NUMERICAL INDEX

### CIRCUIT MODULES



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