



Three propeller chips
 Prop 1 does SD as this takes half the code space
 Prop 2 does VGA as this leaves lots of hub for a graphics VGA buffer
 Prop 3 does touchscreen - no need for external ram
 Interplay comes with 1 to 2 uses 2 pins and 1 to 3 uses 2 pins
 So prop 1 has 19 free pins
 Prop 2 has 19 free pins
 Prop 3 has 19 free pins
 These are enough free pins to do a DMA to the Z80 bus with LVC 245 chips

Next question is the bank structure
 If we can do DMA fast then can have 64k blocks that are independent
 And send data through Propeller chips between banks
 So use data a latch which sets low
 and a propeller pin resets that
 and then can do anything to the Z80 pins - eg change the bank number and then issue a reset
 If the SD is the master propeller, can program the other 2 and save two eeproms
 Can also then use the programming line as a n222 control line and save more prop pins

