### 8192-BIT READ ONLY MEMORIES ROW SELECT CHARACTER GENERATORS

The MCM6570 is a mask-programmable 8192-bit horizontal-scan (row select) character generator. It contains 128 characters in a 7 × 9 matrix, and has the capability of shifting certain characters that normally extend below the baseline, such as j, y, g, p, and q. Circuitry is supplied internally to effectively lower the whole matrix for this type of character – a feature previously requiring external circuitry.

A seven-bit address code is used to select one of the 128 available characters. Each character is defined as a specific combination of logic "1"s and "0"s stored in a 7 x 9 matrix. When a specific four-bit binary row select code is applied, a word of seven parallel bits appears at the output. The rows can be sequentially selected, providing a nine-word sequence of seven parallel bits per word for each character selected by the address inputs. As the row select inputs are sequentially addressed, the devices will automatically place the 7 x 9 character in one of two pre-programmed positions on the 16-row matrix, with the character are automatically blanked.

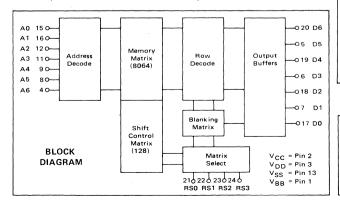
The MCM6571, MCM6571A, and MCM6572 thru MCM6579 are pre-programmed versions of the MCM6570. They contain various sets of characters to meet the requirements of diverse applications. The complete patterns of these devices are contained in this data sheet.

- Static Operation
- TTL Compatibility
- CMOS Compatibility (5 V)
- Shifted Character Capability (Except MCM6572, MCM6573)
- Maximum Access Time = 500 ns

### ABSOLUTE MAXIMUM RATINGS (See Note 1, Voltages referenced to VSS)

Rating	Symbol	Value	Unit
Supply Voltages	V <sub>CC</sub> V <sub>DD</sub> V <sub>BB</sub>	-0.3 to +6.0 -0.3 to +15 -10 to +0.3	Vdc
Data Input Voltage	Vin	-0.3 to +15	Vdc
Operating Temperature Range	TA	0 to +70	°C
Storage Temperature Range	T <sub>stg</sub>	-55 to +125	°C

NOTE 1: Permanent device damage may occur if ABSOLUTE MAXIMUM RATINGS are exceeded. Functional operation should be restricted to RECOMMENDED OPERAT-ING CONDITIONS. Exposure to higher than recommended voltages for extended periods of time could affect device reliability.

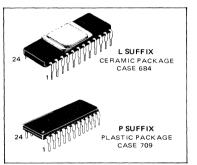


# MOS

(N-CHANNEL, LOW THRESHOLD)

8 K READ ONLY MEMORIES

HORIZONTAL-SCAN CHARACTER GENERATORS WITH SHIFTED CHARACTERS



PI	ASSI	GNMEN	т	
1 🗖	vвв	RS3	24	
2 🗖	Vcc	RS2	23	
3 🗖	VDD	RS1	22	
4 🗖	A6	RS0	21	
5 🗖	D5	D6	20	
6 🗖	D3	D4	19	
7 🗖	D1	D2	18	
8 🗖	A5	DO	17	
9 🗖	A4	A1	16	
10 -	N.C.	A0	15	
11	A3	N.C.	14	
12	A2 ·	Vss	13	

This device contains circuitry to protect the inputs against damage due to high static voltages or electric fields; however, it is advised that normal precautions be taken to avoid application of any voltage higher than maximum rated voltages to this high-impedance circuit.

# DC OPERATING CONDITIONS AND CHARACTERISTICS

(Full operating voltage and temperature range unless otherwise noted.)

## RECOMMENDED DC OPERATING CONDITIONS (Referenced to V<sub>SS</sub>).

Pa	arameter	Symbol	Min	Nom	Max	Unit
Supply Voltage		VDD	10.8	12	13.2	Vdc
		Vcc	4.75	5.0	5.25	Vdc
		V <sub>SS</sub>	0	0	· 0	Vdc
		VBB	-3.3	-3.0	-2.7	Vdc
Input Logic "1" Voltage	(Driven by TTL)	VIH*	3.0	-	Vcc	Vdc
	(Driven by Other Than TTL)		4.0	-	Vcc	Vdc
Input Logic "0" Voltage		VIL	0	-	0.8	Vdc

\*A 4.0 V V<sub>IH</sub> is required at the chip regardless of the type of driver used. However, internal MOS pullup devices on the chip can pull one TTL driver from 3.0 V to 4.0 V, without affecting access time. These pullup devices may not pull non-TTL drivers above 3.0 V.

### DC CHARACTERISTICS

Characteristic	Symbol	Min	Тур	Max	Unit
Input Forward Current (VIL = 0.4 Vdc)	ιL		-	-1.6	mAdc
Input Leakage Current (VIH = 5.25 Vdc, V <sub>CC</sub> = 4.75 Vdc)	Чн	-	-	100	µAdc
Output Low Voltage (Blank) (I <sub>OL</sub> = 1.6 mAdc)	VOL	0	-	0.4	Vdc
Output High Voltage (Dot) (I <sub>OH</sub> = -40 µAdc)	Voн	3.0	:	<u> </u>	Vdc
Power Supply Current	<sup>I</sup> DD	-	-	10	mAdc
	Icc		-	125	mAdc
	IBB	-	-	100	μAdc
Power Dissipation	PD	-	600	800	mW

CAPACITANCE (Periodically sampled rather than 100% tested)

Characteristic	Symbol	Min	Тур	Max	Unit
Input Capacitance (f = 1.0 MHz)	C <sub>in</sub>	-	4.0	7.0	pF
Output Capacitance (f = 1.0 MHz)	C <sub>out</sub>	_	4.0	7.0	pF

## AC CHARACTERISTICS

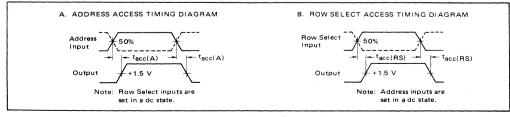
(Full operating voltage and temperature range unless otherwise noted.)

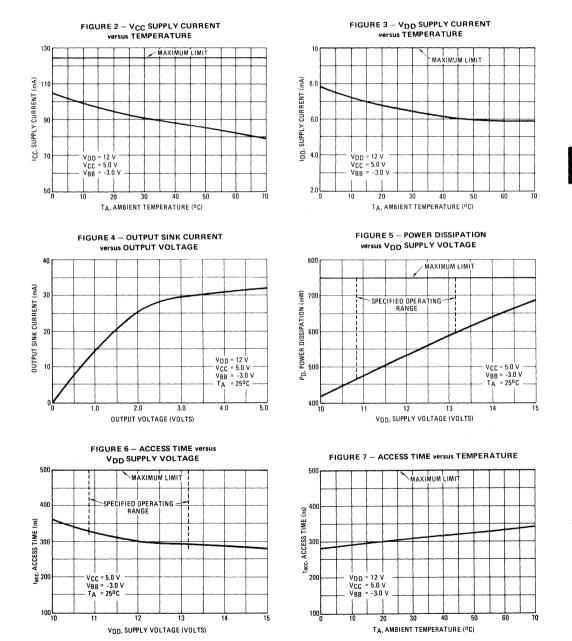
[All timing with  $t_r, t_f = 20 \text{ ns}$ ; Load = 1 TTL Gate (MC7400 Series),  $C_L = 30 \text{ pF}$ ].

TIMING (Typical values measured at 25°C and nominal supplies)

Characteristic	Symbol	Min	Тур	Max	Unit
Address Access Time (See Figure 1A)	t <sub>acc</sub> (A)	mag	350	500	ns
Row Select Access Time (See Figure 1B)	t <sub>acc</sub> (RS)		300	500	ns

#### FIGURE 1 - TIMING DIAGRAMS





3-29

## MEMORY OPERATION (Using Positive Logic)

Most positive level = 1, most negative level = 0

#### Address

To select one of the 128 characters, apply the appropriate binary code to the Address inputs (A0 thru A6).

#### **Row Select**

To select one of the rows of the addressed character to appear at the seven output lines, apply the appropriate binary code to the Row Select inputs (RS1 thru RS4).

#### **Shifted Characters**

These devices have the capability of displaying char-

acters that descend below the bottom line (such as lower case letters j, y, g, p, and q). Internal circuitry effectively drops the whole matrix for this type of character. Any character can be programmed to occupy either of the two positions in a 7 x 16 matrix. (Shifted characters are not available on MCM6572 or MCM6573.)

### Output

For these devices, an output dot is defined as a logic "1" level, and an output blank is defined as a logic "0" level.

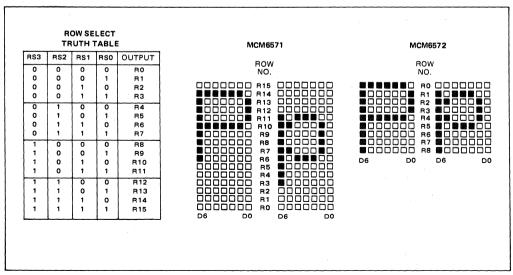
### DISPLAY FORMAT

Figure 8 shows the relationship between the logic levels at the row select inputs and the character row at the outputs. The MCM6570 allows the user to locate the basic 7 x 9 font anywhere in the 7 x 16 array. In addition, a shifted font can be placed anywhere in the same 7 x 16 array. For example, the basic MCM6571 font is established in rows R14 thru R6. All other rows are automatically blanked. The shifted font is established in rows R11 thru R3, with all other rows blanked. Thus, while any one character is contained in a 7 x 9 array, the MCM6571 requires a 7 x 12 array on the CRT screen to contain both normal and descending characters. Other

uses of the shift option may require as much as the full 7 x 16 array, or as little as the basic 7 x 9 array (when no shifting occurs, as in the MCM6572).

The MCM6570 can be programmed to be scanned either from bottom to top or from top to bottom. This is achieved through the option of assigning row numbers in ascending or descending count, as long as both the basic font and the shifted font are the same. For example, an up counter will scan the MCM6571 from bottom to top, whereas an up counter will scan the MCM6571A from top to bottom (see Figures 14 and 15 for row designation).

### FIGURE 8 – ROW SELECT INPUT CODE AND SAMPLE CHARACTERS FOR MCM6571 AND MCM6572



#### CUSTOM PROGRAMMING FOR MCM6570

By the programming of a single photomask, the customer may specify the content of the MCM6570. Encoding of the photomask is done with the aid of a computer to provide quick, efficient implementation of the custom bit pattern while reducing the cost of implementation

Information for the custom memory content may be sent to Motorola in the following forms, in order of preference:\*

- 1. Hexadecimal coding using IBM Punch Cards (Figures 10 and 11)
- 2. Hexadecimal coding using ASCII Paper Tape Punch (Figure 12).

Programming of the MCM6570 can be achieved by using the following sequence:

1. Create the 128 characters in a 7 x 9 font using the format shown in Figure 9. Note that information at output D6 appears in column one. D5 in column two. thru D0 information in column seven. The dots filled in and programmed as a logic "1" will appear at the outputs as VOH; the dots left blank will be at VOL. (Blank formats appear at the end of this data sheet for your convenience; they are not to be submitted to Motorola, however)

2. Indicate which characters are shifted by filling in the extra square (dot) in the top row, at the left (column S).

3. Convert the characters to hexadecimal coding treating dots as ones and blanks as zeros, and enter this information in the blocks to the right of the character font format. High order bits are at the left, in columns S and D3. For the bottom eight rows, the bit in column S must be zero, so these locations have been omitted. For the top row, the bit in column S will be zero for an unshifted character, and one for a shifted character.

4. Transfer the hexadecimal figures either to punched cards (Figure 10) or to paper tape (Figure 12).

5. Assign row numbers to the unshifted font. These must be nine sequential numbers (values 0 thru 15) assigned consecutively to the rows. The shifted font is similarly placed in any position in the 16 rows.

6. Provide, in writing, the information indicated in Figure 13 (a copy of Figure 13 may be used for this purpose). Submit this information to Motorola together with the punched cards or paper tape.

#### FIGURE 9 - CHARACTER FORMAT

VON-SHIFTED	R 14 R 13 R 12 R 11 R 10 R 9 R 8	aracte MSB					vøur)
ş	в <b>7</b> В <b>6</b>	S				4 A 3 I	
	Ch	aracte	r Numb	er <b>(Cv</b>	srom	er In	(דעק
SHIFTED	R    R <b> 0</b> R <b>9</b> R <b>7</b> R <b>6</b> R <b>5</b> R <b>4</b> R <b>3</b>	MSE S			LSB	HEX <b>B</b> C <b>2</b> C <b>0</b> O <b>0</b> O	

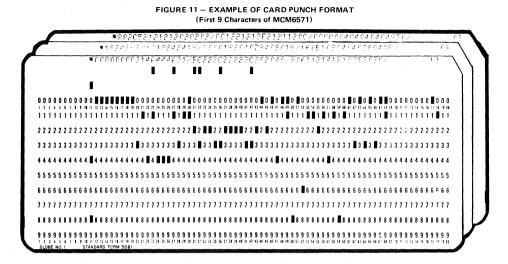
#### FIGURE 10 - CARD PUNCH FORMAT

<u>.</u>	
Columns	
1 - 10	Blank
11	Asterisk (*)
12 - 29	Hex coding for first character
30	Slash (/)
31 - 48	Hex coding for second character
49	Slash (/)
50 - 67	Hex coding for third character
68	Slash (/)
69 - 76	Blank
77 - 78	Card number (starting 01; thru 43)
79 - 80	Blank
Column	12 on the first card contains the hexadecimal equivalent
of column	S and D6 thru D4 for the top row of the first character.
Column 13	3 contains D3 thru D0. Columns 14 and 15 contain the

0 С information for the next row. The entire first character is coded in columns 12 thru 29. Each card contains the coding for three characters. 43 cards are required to program the entire 128 characters, the last card containing only two characters. The characters must be programmed in sequence from the first character to the last in order to establish proper addressing for the part. As an example, the first nine characters of the MCM6571 are correctly coded and punched in Figure 11.

\*Note: Motorola can accept magnetic tape and truth table formats. For further information contact your local Motorola sales representative

## MCM6570 thru MCM6579 (continued)





Frames	
Leader	Blank Tape
1 to M	Allowed for customer use ( $M \leq 64$ )
M + 1, M + 2	CR; LF (Carriage Return; Line
	Feed)
M + 3 to M + 66	First line of pattern information
	(64 hex figures per line)
M + 67, M + 68	CR; LF
M + 69 to M + 2378	Remaining 35 lines of hex figures,
	each line followed by a Carriage
	Return and Line Feed

Blank Tape

Frames 1 to M are left to the customer for internal identification, where  $M \leq 64$ . Any combination of alphanumerics may be used. This information is terminated with a Carriage Return and Line Feed, delineating the

start of data entry. (Note that the tape cannot begin with a CR and/or LF, or the customer identification will be assumed to be programming data.)

Frame M + 3 contains the hexadecimal equivalent of column S and D6 thru D4 for the top row of the first character. Frame M + 4 contains D3 thru D0. Frames M + 5 and M + 6 program the second row of the first character. Frames M + 3 to M + 66 comprise the first line of the printout. The line is terminated with a CR and LF.

The remaining 35 lines of data are punched in sequence using the same format, each line terminated with a CR and LF. The total 36 lines of data contain 36 x 64 or 2304 hex figures. Since 18 hex figures are required to program each 7 x 9 character, the full 128 (2304  $\div$  18) characters are programmed.

FIGURE 13 - FORMAT FOR ORGANIZATIONAL DATA

Customer			
Customer Part No	Rev		·
Row Number for top row of non-shifted font			
· · · · · · · · · · · · · · · · · · ·			
Row Number for bottom row of non-shifted font		·	

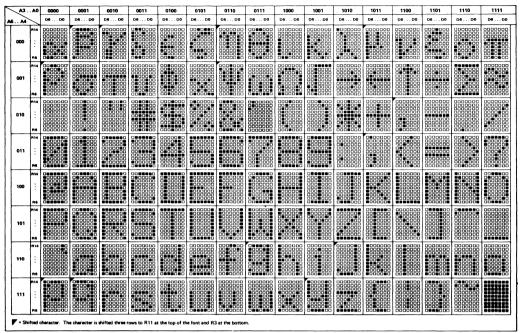


FIGURE 14 - MCM6571 PATTERN

FIGURE 15 - MCM6571A PATTERN

A3.	. A0	0000	0001	0010	0011	0100	0101	0110	0111	1000	1001	1010	1011	1100	1101	1110	1111
	~	D6 D0	D6 D0	D6 D0	D6 D0	D6D0	D6D0	D6 D0	D6 D0	D6 D0	D6 D0	D6D0	D6 D0	D6 D0	D6 D0	D6 D0	D6 D
000	R0 : : : :																
001	R0 : 																
010	R0 : 		8888888														
011	90 : P8																
100	P10																
101	R0 : :				neseen l												
110	R0 : : R8																
111	R0 : :																956090 956090 956090 969960 969960

# MCM6570 thru MCM6579 (continued)

A3	A0	0000	0001	0010	0011	0100	0101	0110	0111	1000	1001	1010	1011	1100	1101	1110	1111
1A4		D6 D0	D6 D0	D6 D0	D5 D0	D6D0	D6 D0	D6 D0	D6 DÒ	D6. D0	D6	D6 D0	Ó6	D6 D0	D6 D0	D6 D0	D6 DC
000	R0 : :																
001	R0 : : A8																
010	R0 : R8														8888888		
011	R0  R8																
100	R0 : R8																
101	FI0  FI8																
110	R0																
111	R0 																

## FIGURE 16 - MCM6572 PATTERN\*\*

FIGURE 17 - MCM6573 PATTERN\*\*

RO	D6D0	D6D0					0110	0111	1000	1001	1010	1011	1100	1101		1111
RO			D6D0	D6 D0	D6 D0	D6 D0	D6 D0	D6D0	D6 D0	D6D0						
RB																
R0																
R0 :																
R0 : :															222222	
R0 : :																
R0 : 																
R0 : R8																
R0 :						0000000										
	10 11 12 13 13 13 13 13 13 13 13 13 13															

## FIGURE 18 - MCM6574 PATTERN

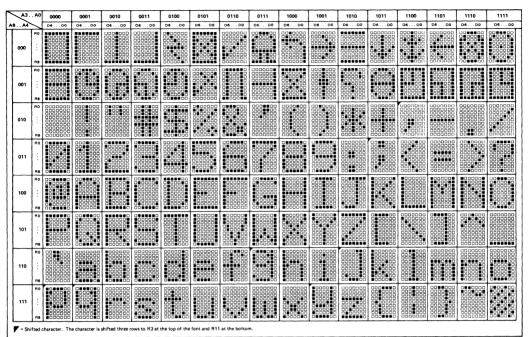


FIGURE 19 - MCM6575 PATTERN

A3.		0000	0001	0010	0011	0100	0101	0110	0111	1000	1001	1010	1011	1100	1101	1110	1111
A4	$\geq$	D6D0	D6 D0	D6D0	D6D0	D6 D0	D6. D0	D6 D0	D6 D0	D6 D0	D6 D0	D6D0	D6 D0				
000	R0 : :																
001	R0 : 																
010	R0 : R8																
011	R0 : :																
100	R0 :																
101	R0 :																
110	R0 																
111	R0 																

## FIGURE 20 - MCM6576 PATTERN

A3.		0000	0001	0010	0011	0100	0101	0110	0111	1000	1001	1010	1011	1100	. 1101	1110	1111
000	R0 																
001	R0				00000000												
010	90 :																
011	R0 : :																
100	R0 : :																
101	R0 : :					0008000											
110	R0 : :																
111	R0 : 																

FIGURE 21 - MCM6577 PATTERN

A3.	. A0	0000	0001	-0010	0011	0100 .	0101	0110	0111	1000	1001	1010	1011	1100	1101	1110	1111
A4	$\leq$	D6 D0	D6 D0	D6 . D0	D6 D0	D6D0	D6 D0	D6D0	D6D0	D6 D0	D6D0	D6 D0	D6 D				
000	R0 : : R5																
001	R0  R8																
010	R0 : :																
011	R0 : R8																
100	R0 : : R8																
101	R0 : :																
110	R0 : : R8																
111	RO																

### FIGURE 22 - MCM6578 PATTERN

A3 .	. A0	0000	0001	0010	0011	0100	0101	0110	0111	1000	1001	1010	1011	1100	1101	1110	1111
A4	$\geq$	D6 D0	D6 . D0	D6D0	D6 D0	DS DO	D6 D6										
000	R0 : : :																
001	80 : :																
010	R0 : :																
011	R0 : : R8																
100	R0 : : :																
101	R0 : : 88																
110	R0 : : 88																
111	R0 : : : .																

FIGURE 23 – MCM6579 PATTERN

A3.	. 40	0000	0001	0010	0011	0100	0101	0110	0111	1000	1001	1010	1011	1100	1101	1110	1111
A4	$\geq$	D6 D0	D6 D0	D6. D0	D6 D0	D6 D0	D6 D0	D6D0	D6 D0	D6D0	D6 D						
000	R8																
001	R0 : : R8																
010	R0 : : R8	8888888				0000000											
011	R0 																
100	R0 : : 88																
101	R0 : : 88	<b>600000</b>															
110	R0 : : R8																
111	Я0 : : Я8																

## APPLICATIONS INFORMATION

One important application for the MCM6570-79 is in CRT display systems (Figure 24). A set of buffer shift registers or random access memories applies a 7-bit character code to the input of the character generator, which then supplies one row of the character according to the count at the four row select inputs. As each row is available, it is put into the TTL MC7495 shift registers. The parallel information in these shift registers is clocked serially out to the Z-axis where it modulates the raster to form the character.

The MCM6570-79 require three power supplies: -3.0 volts, +5.0 volts, and +12 volts. The character generator requires only small currents from the -3.0 volt and +12 volt supplies, such that charge pump techniques using +5.0 volts can be used.

Figure 25 shows a supply circuit that will generate the required -3.0 volts for VBB. The +12-volt supply of

Figure 26 will supply the 6.0 mA that is typically required. Increased current capability is possible by modifying the circuits. Use of these small, low-cost supplies makes a single +5.0-volt system possible.

When powering this device from laboratory or system power supplies, it is important that the Absolute Maximum Ratings not be exceeded or device failure can result. Some power supplies exhibit spikes or "glitches" on their outputs when the ac power is switched on and off. For example, the bench power supply programmed to deliver +12 volts may have large transients below ground when the ac power is switched on and off. If this possibility exists, it is suggested that the user switch the dc side of the power supply or protect the device power pins (+12, +5.0, and -3.0 volt) against reverse biasing with clamp diodes. A hot carrier diode such as the MBD501 is suggested for this purpose.

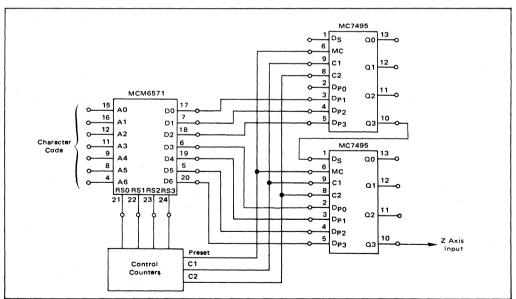


FIGURE 24 - CRT DISPLAY APPLICATION USING MCM6571

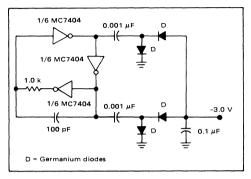
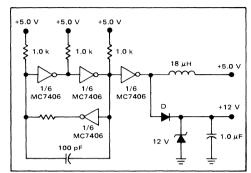
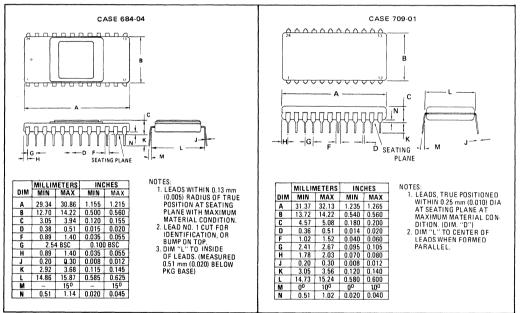


FIGURE 25 - SUBSTRATE BIAS CHARGE PUMP SUPPLY

FIGURE 26 - GATE VOLTAGE CHARGE PUMP SUPPLY



PACKAGE DIMENSIONS



The formats below are given for your convenience in preparing character information for MCM6570 programming. THESE FORMATS ARE NOT TO BE USED TO TRANSMIT THE INFORMATION TO MOTOROLA. Refer to the Custom Programming instructions for detailed procedures.

R

R

R

R

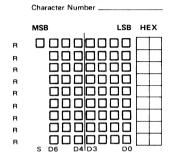
R

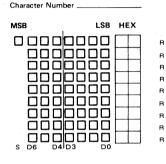
R

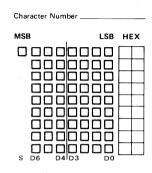
R

R

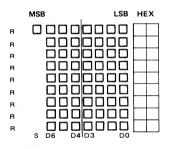
в

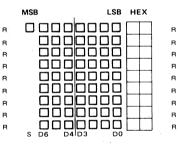






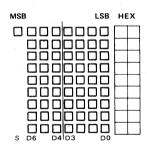
Character Number \_\_\_\_\_





Character Number





Character Number \_\_\_\_\_

