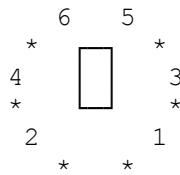


## Keyboard:

1. Data
2. Reserved
3. Ground
4. +5 Vdc
5. Clock
6. Reserved



## Video Port:

| Pin | Function                    | Pin | Function                    |
|-----|-----------------------------|-----|-----------------------------|
| 1   | Red Video                   | 9   | Key (no pin)                |
| 2   | Green Video                 | 10  | Sync Return (Ground)        |
| 3   | Blue Video                  | 11  | Monitor ID Bit 0 (Not Used) |
| 4   | Monitor ID Bit 2 (Not Used) | 12  | Monitor ID Bit 1 (Not Used) |
| 5   | Ground                      | 13  | Horizontal Sync             |
| 6   | Red Return (Ground)         | 14  | Vertical Sync               |
| 7   | Green Return (Ground)       | 15  | Not Used                    |
| 8   | Blue Return (Ground)        |     |                             |

Monochrome-type monitors use Green Video for all video input and ignore Red Video and Blue Video.

Monitor ID Bits are not used. The monitor type is determined when your system is turned on.

## RS-232C Serial Port:

| Pin | Function            | Pin | Function        |
|-----|---------------------|-----|-----------------|
| 1   | Carrier Detect      | 6   | Data Set Ready  |
| 2   | Receive Data        | 7   | Request To Send |
| 3   | Transmit Data       | 8   | Clear To Send   |
| 4   | Data Terminal Ready | 9   | Ring Indicator  |
| 5   | Signal Ground       |     |                 |

## Parallel I/O Printer Port:

| Pin | Function   | Pin   | Function    |
|-----|------------|-------|-------------|
| 1   | Strobe     | 10    | Acknowledge |
| 2   | Data Bit 0 | 11    | Busy        |
| 3   | Data Bit 1 | 12    | Paper End   |
| 4   | Data Bit 2 | 13    | Select      |
| 5   | Data Bit 3 | 14    | Auto Feed   |
| 6   | Data Bit 4 | 15    | Error       |
| 7   | Data Bit 5 | 16    | Initialize  |
| 8   | Data Bit 6 | 17    | Select In   |
| 9   | Data Bit 7 | 18-25 | Ground      |