

Facit 1123 Calculator

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Section: Title and Contents
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Rendition: 2014 Mar 6

This schematic has been derived through the reverse engineering of a Facit 1123 calculator.
This is not the manufacturer's schematic, nor is it based on the manufacturer's schematic.

Notes

- ♦ IC numbering: IC_{brc} where *b*=board, *r*=row, *c*=column. Board is 1,2 or 3 starting from the top. Row and column are counted from top left corner of board while holding board with parts up and connector on the right. See Physical Layout page.
- ♦ Gate symbols and signal names are presented in accordance with:
logic 0 = GND
logic 1 = Vcc
- ♦ The symbol  denotes a physical connector pin, where *b*=1 to 3 for the PC board connectors starting from the top, K for the keyboard connector and R for the test/remote connector underneath the chassis, and *pp*=pin. Solid black end is the male side of the connector. White end is the female side of the connector.
- ♦  connection between different sections.
 connection within same section.
Arrows indicate direction of signal or energy flow.
- ♦ The symbol  denotes Vcc.
- ♦ Capacitance in microfarads unless otherwise indicated.
- ♦ These drawings based on unit with Serial No.: 302.500.
- ♦ Drawn by hilpert. See www.cs.ubc.ca/~hilpert/eec for additional information.

Change Log

- ♦ July 1996: Initial creation.
- ♦ 31 Oct 2004: Manual control notes added. N4 and N5 renamed to NK and NR.

OP-Cycles and Manual Control of Operations

A switch can be plugged into the remote connector (NR) to provide the ability to single-step through the major state cycles of an operation. See the Keyboard & OP page for wiring of the switch.

An OP-cycle is a full number cycle during which processing occurs and is indicated by the OP signal. Major state transitions occur at the end of an OP-cycle. Simple user operations such as numeral entry generate a single OP-cycle without sending P0 to 0. More complex operations requiring multiple number cycles generate a first OP-cycle and send P0 to 0. Multiple OP-cycles are subsequently generated until the operation is complete, at which time P0 returns to 1.

Enabling the MANUAL switch disables the automatic generation of OP-cycles for multi-cycle operations. In this mode, once a multi-cycle operation has been initiated, each press of the CLE key generates a single OP-cycle, so the operation can be stepped through one OP-cycle at a time.

Signal Names		
Section	Signal	Description
Timing	Ø...	Master timing.
	Ø	Master clock from which all timing is derived. This is the basic bit rate.
	ØB...	Bit timing.
	ØD0...ØD15	Digit Timing. 16 digit intervals, ØD2-ØD15 are the displayed digit time periods; Registers do not cycle during ØD0.
Keyboard	K...	various (unlatched) indications from the keyboard.
	A	1=Add, 0=Subtract.
	C	1=Calculation is multiply or divide, 0=add or subtract.
	M	1=Multiply
	D	1=Divide
	N	1=Normal mode, 0=use the Z register, also associated with the decimal point.
OP	OP...	Operation cycle.
Control	P0	state 0 of the 2-bit P state register: 1=idle, 0=calculating.
	P1 – P3	the other 3 states of the P register indicating some aspect of calculation.
	R0 – R3	the 4 states of the 2-bit R state register.
	S<p><r>	shorthand for states of the P and R register: S<p><r> = P<p> • R<r>.
	DISP	1=displaying, 0=calculating, same as P0 but with additional control from connector N5.
	CY...	Outputs from control to the Y register.
	CX...	" the X register.
	CZ...	" the Z register.
	CA...	select the source for the A input of arithmetic.
	CB...	select the source for the B input of arithmetic.
	CS...	select the arithmetic function.
	CD...	the decimal point register.
	CQ...	" the Q flag.
X Register	X...	The operand being displayed.
	X1,X2,X4,X8	BCD numerals on their way to the display.
Y Register	Y...	The second operand.
	Y	
	YP1	
Z Register	Z	The user memory.
DP Register	DP...	The decimal point register.
Arithmetic	ASUM16	The raw digit sum from the serial adder, base 16.
	ASUM10	The normalized digit sum after correcting for values between 10 and 15 inclusive.
Q Flag	Q	The 1-bit Q flag for catching data conditions.
Display Latch	DL...	Latch for numerals during the digit display interval, also used for transferring from the DP register to the Y register.

- ♦ A lowercase "n" in a symbol name indicates the logical NOT operation.
- ♦ The character "*a*" in a symbol name indicates the logical AND operation.
- ♦ The character "+" in a symbol name indicates the logical OR operation.

Algorithm Notes

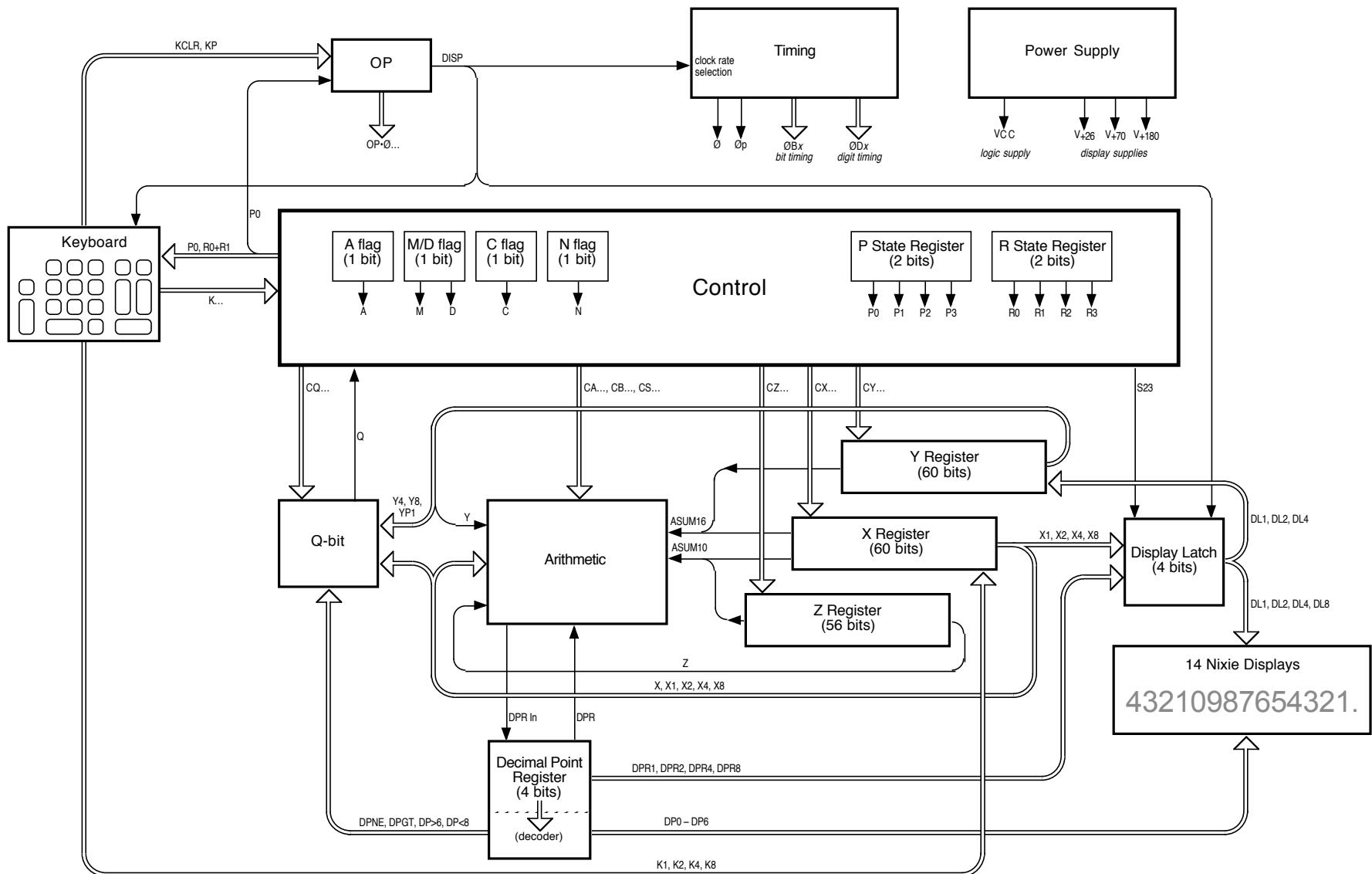
- ♦ During multiply and divide, a hex 'F' is placed after the LSD of one of the operands. The operand is shifted up to the upper end of the register and the F is used to indicate where arithmetic will begin during the number cycle.
- ♦ During multiply and divide, the uppermost digit of the Y register is used as a digit counter to limit the multiply/divide loop.

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Section: Notes & Signal Names

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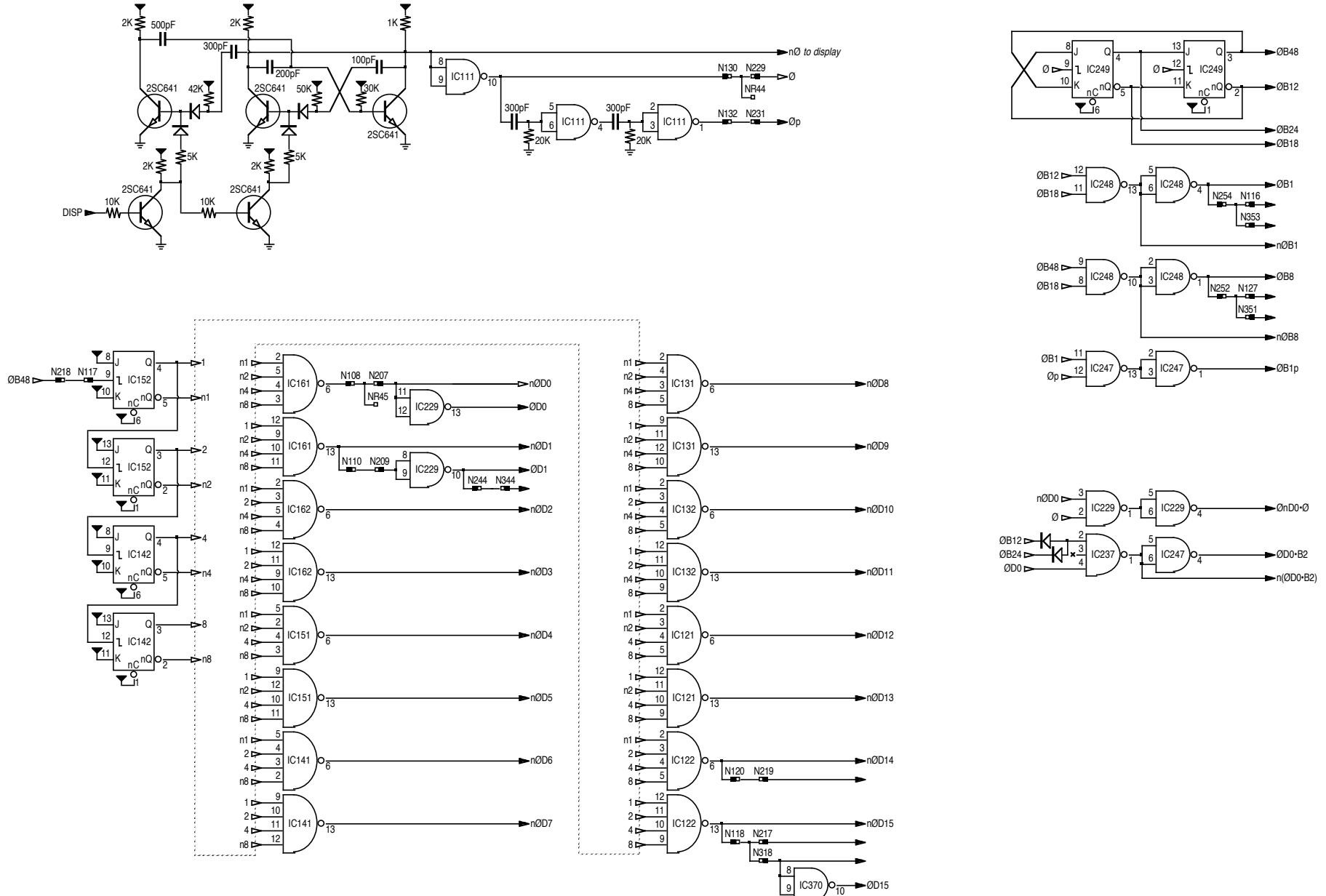


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Section: Block Diagram

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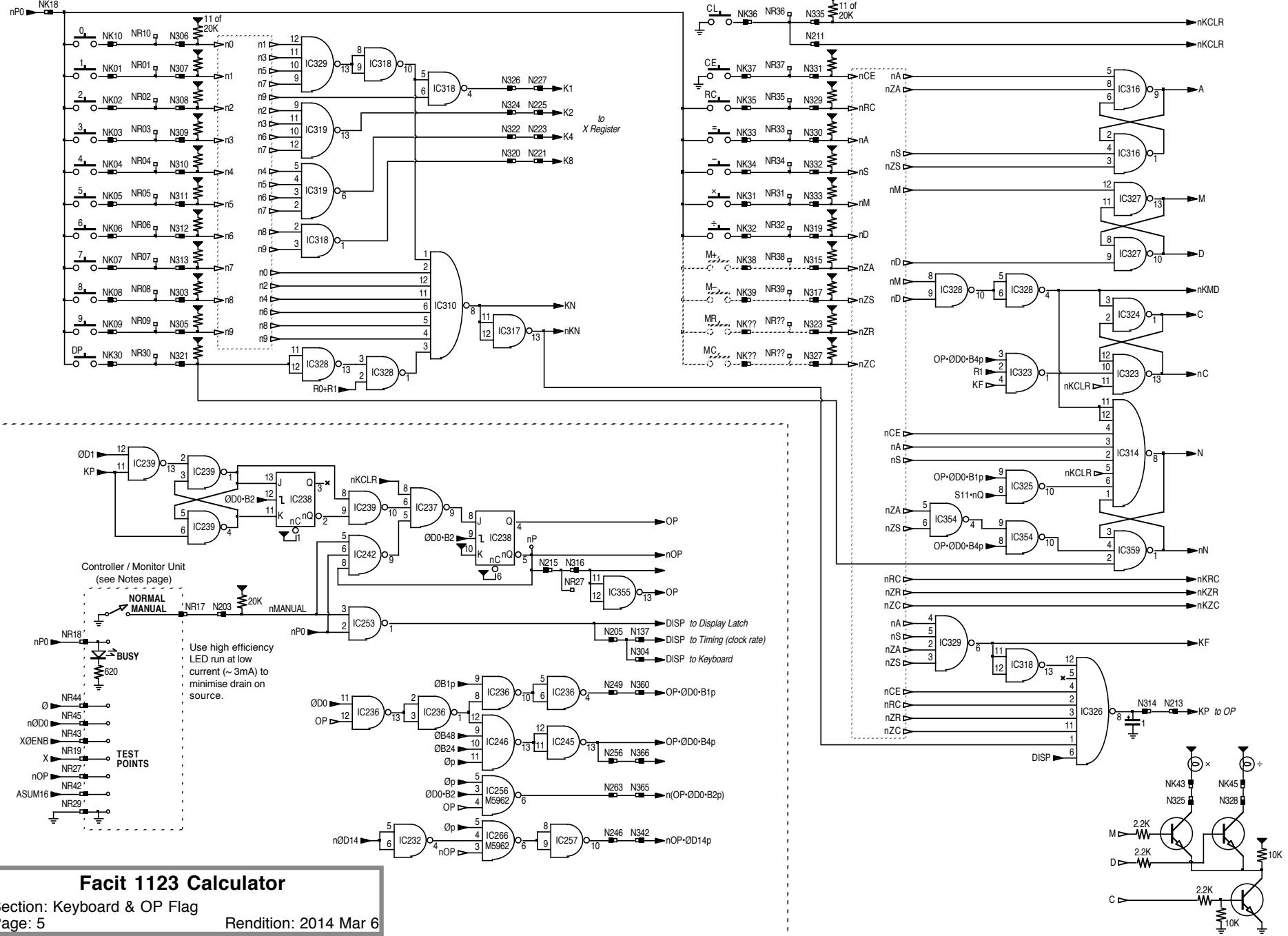


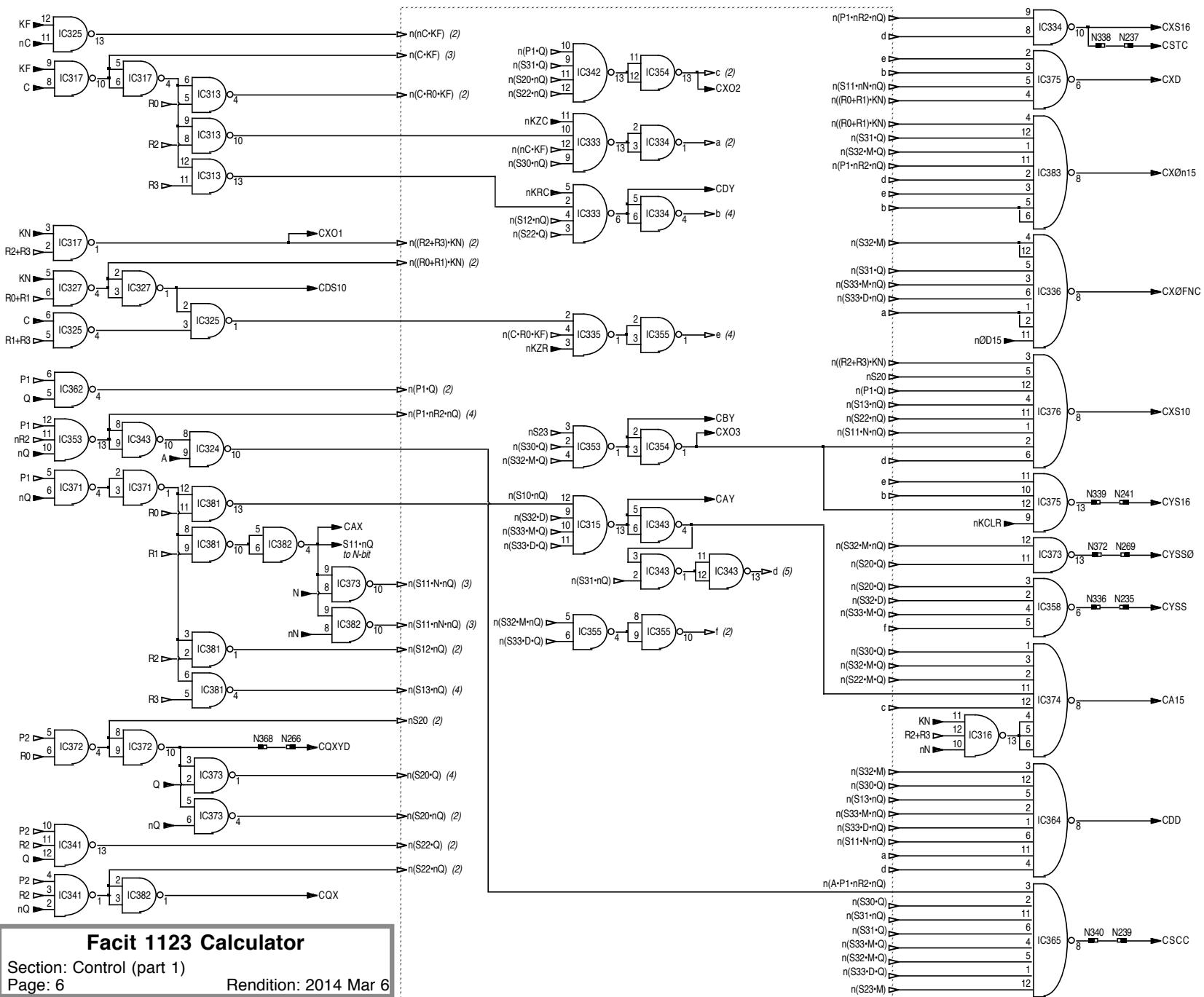
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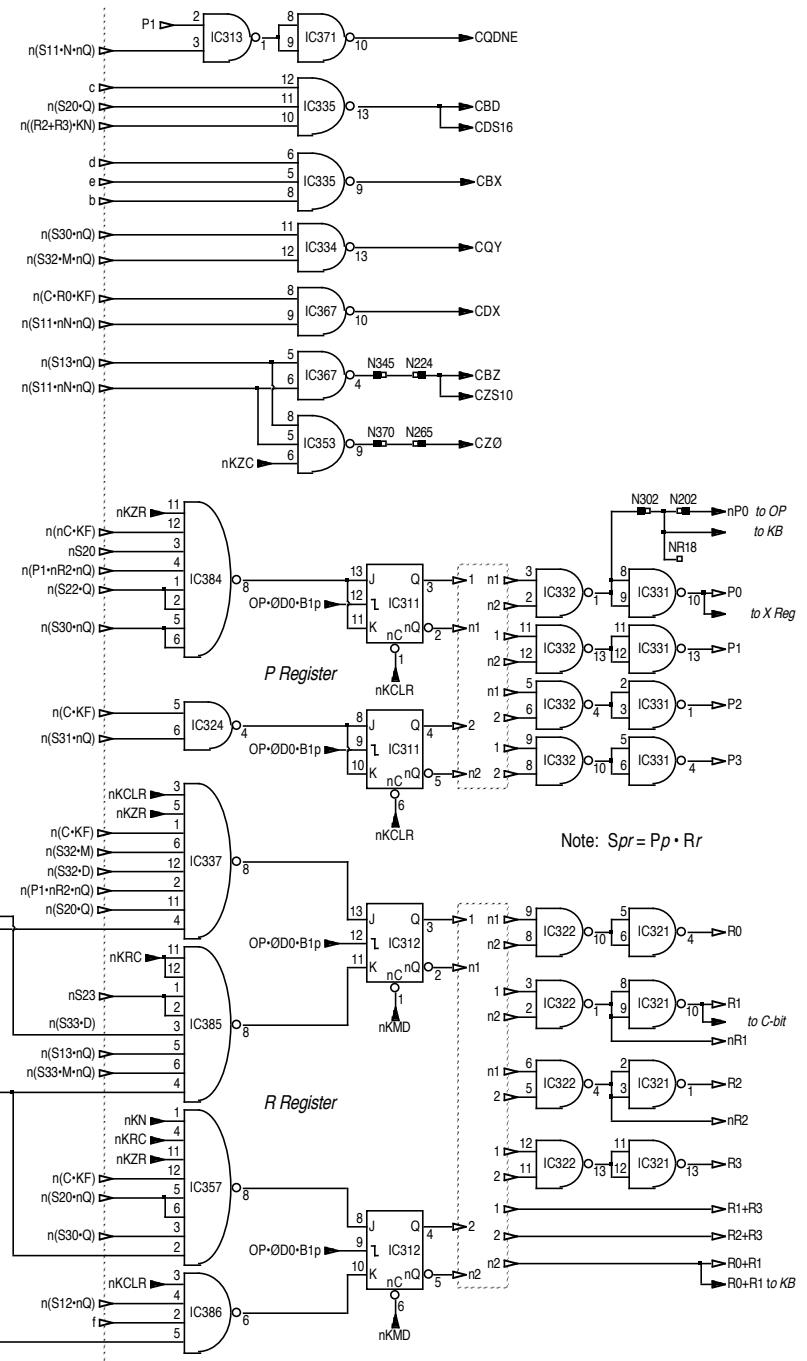
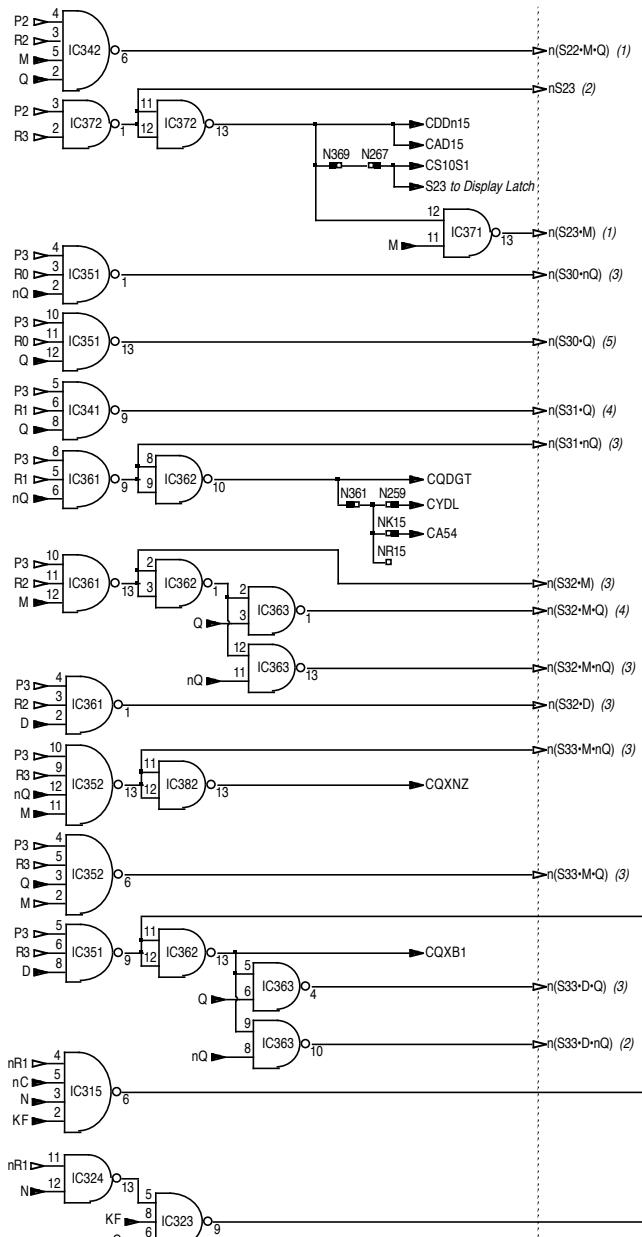
Section: Timing

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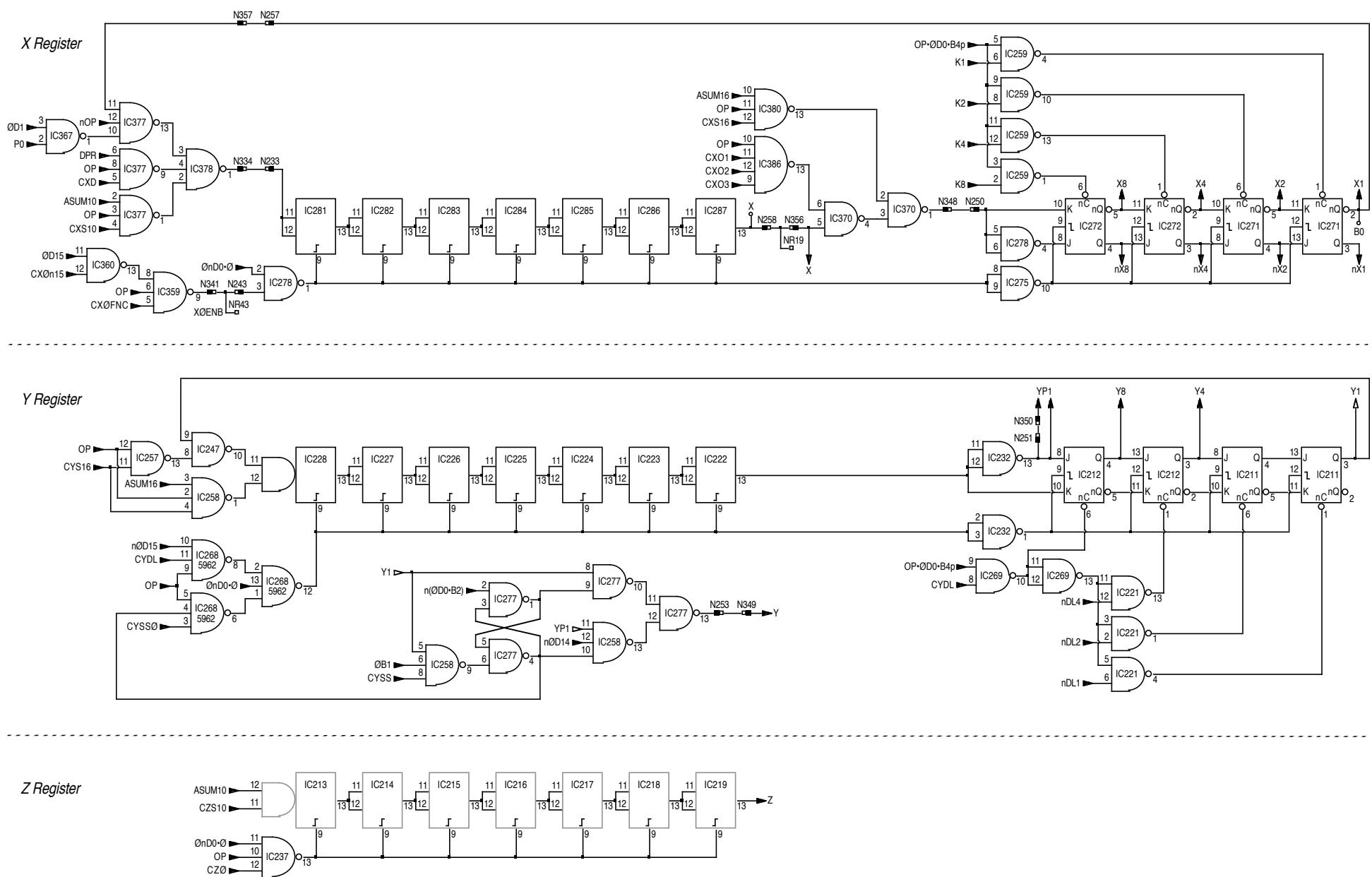




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Section: Control (part 2)
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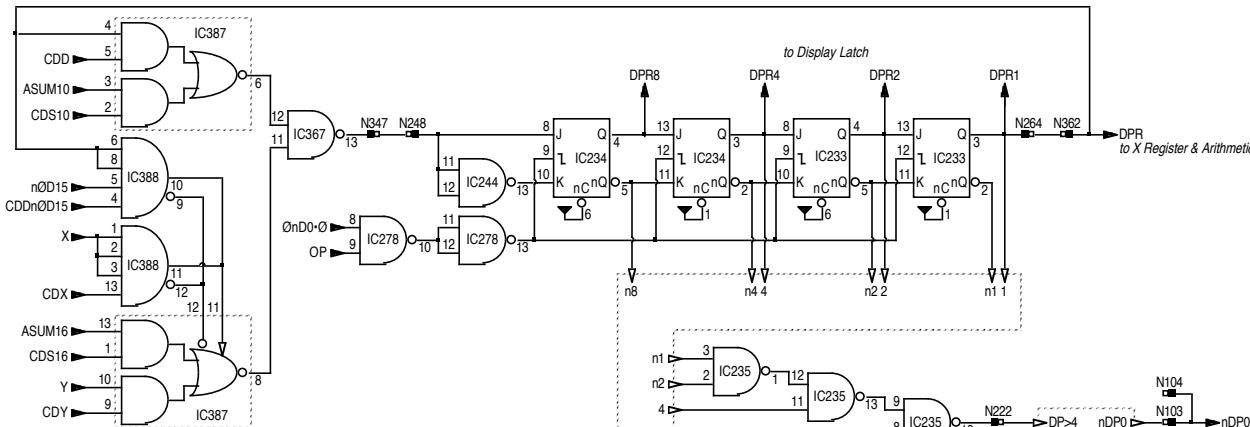


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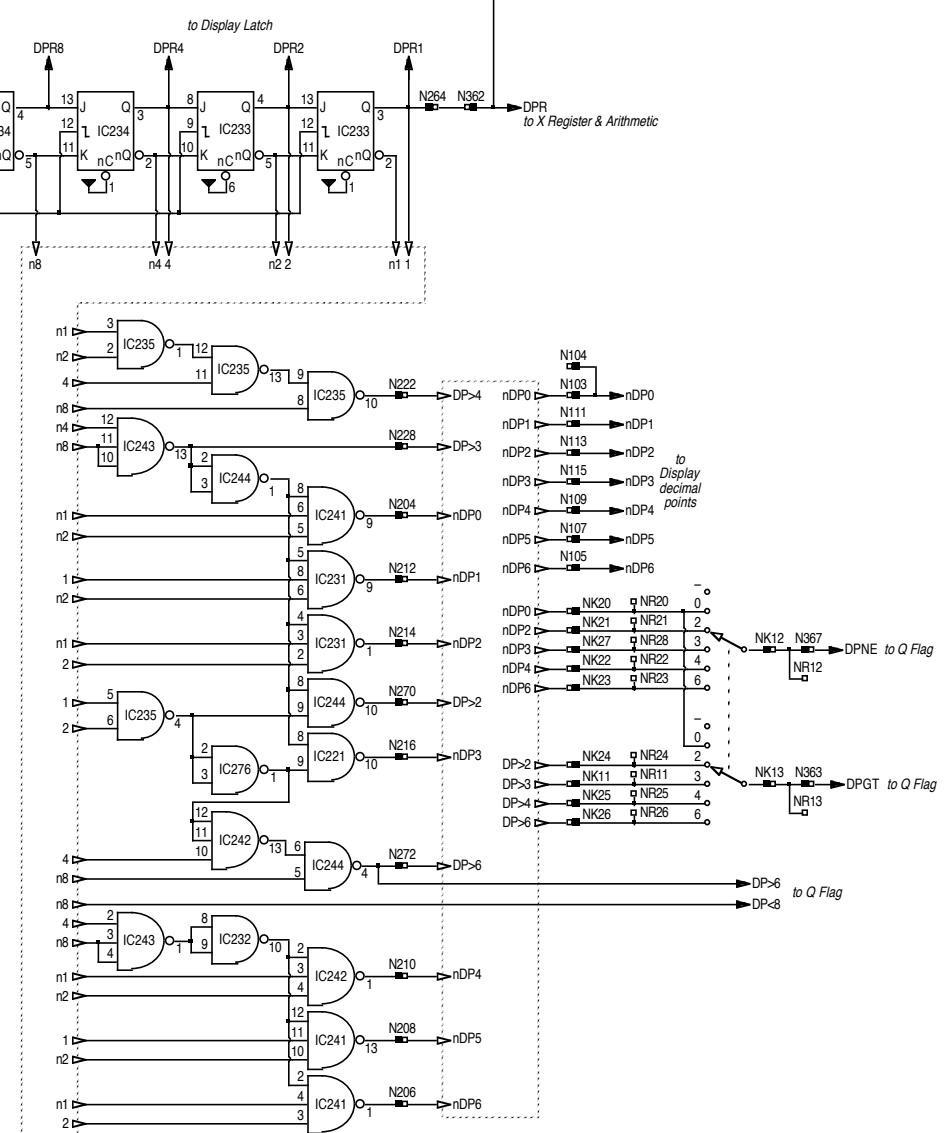
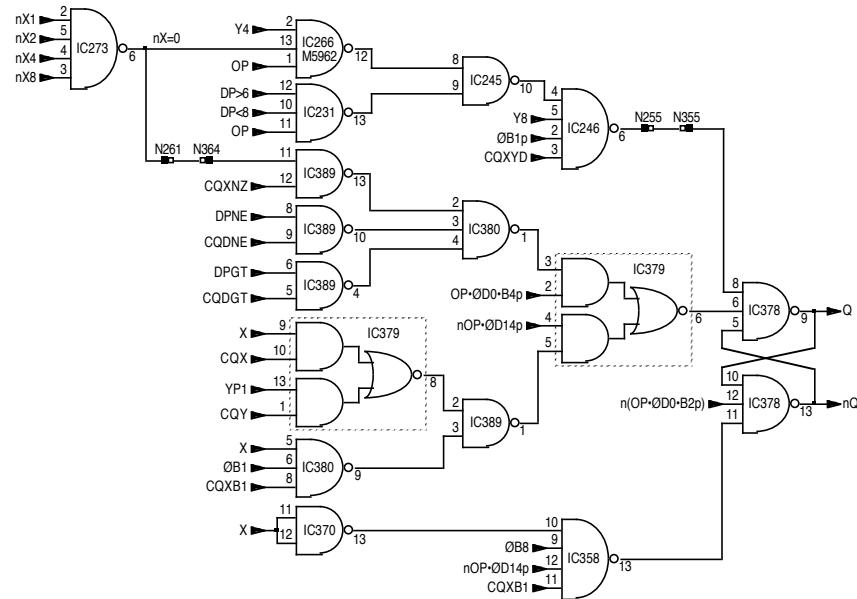
Section: X, Y & Z Registers

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Decimal Point Register



Q Flag

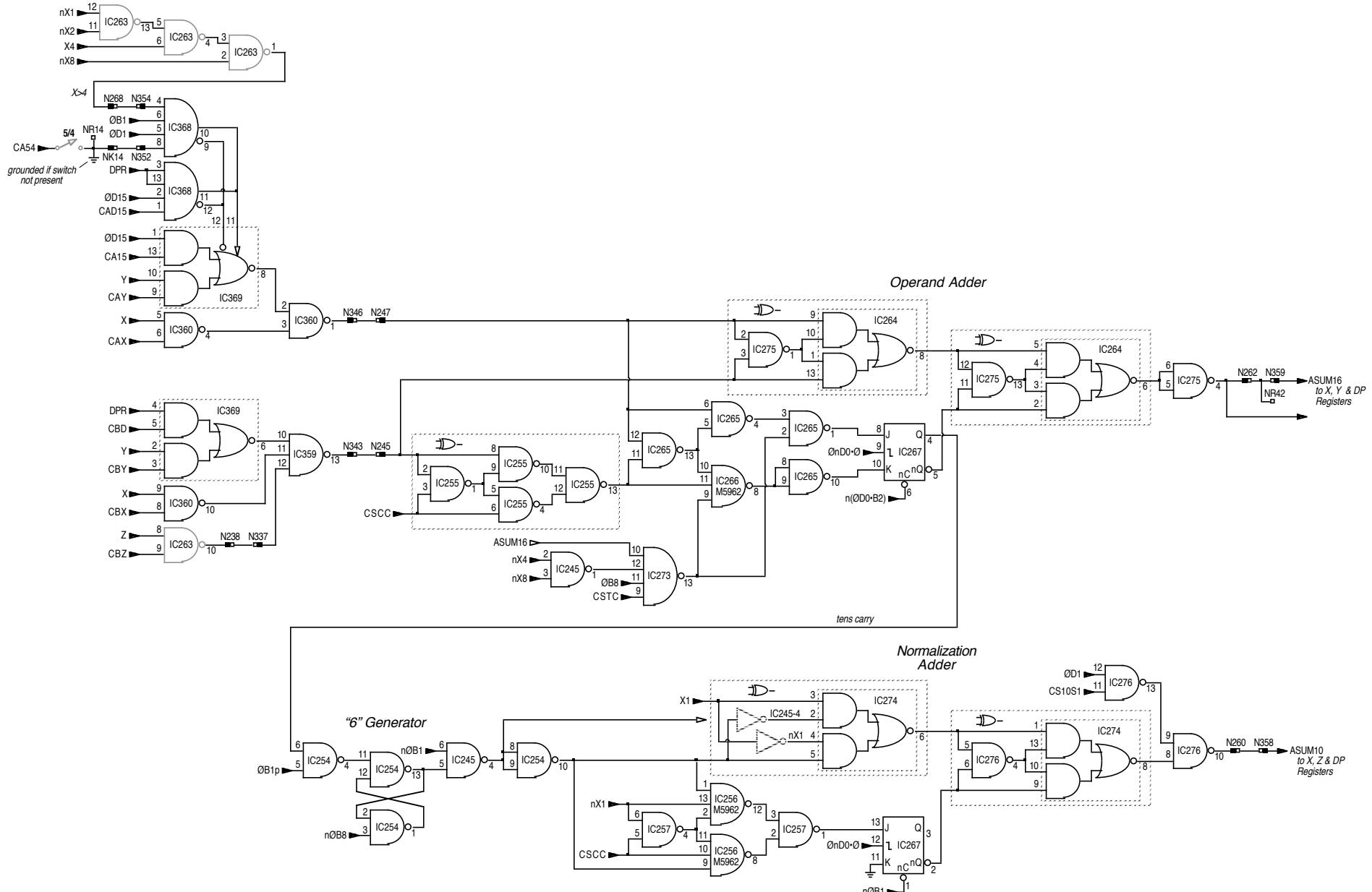


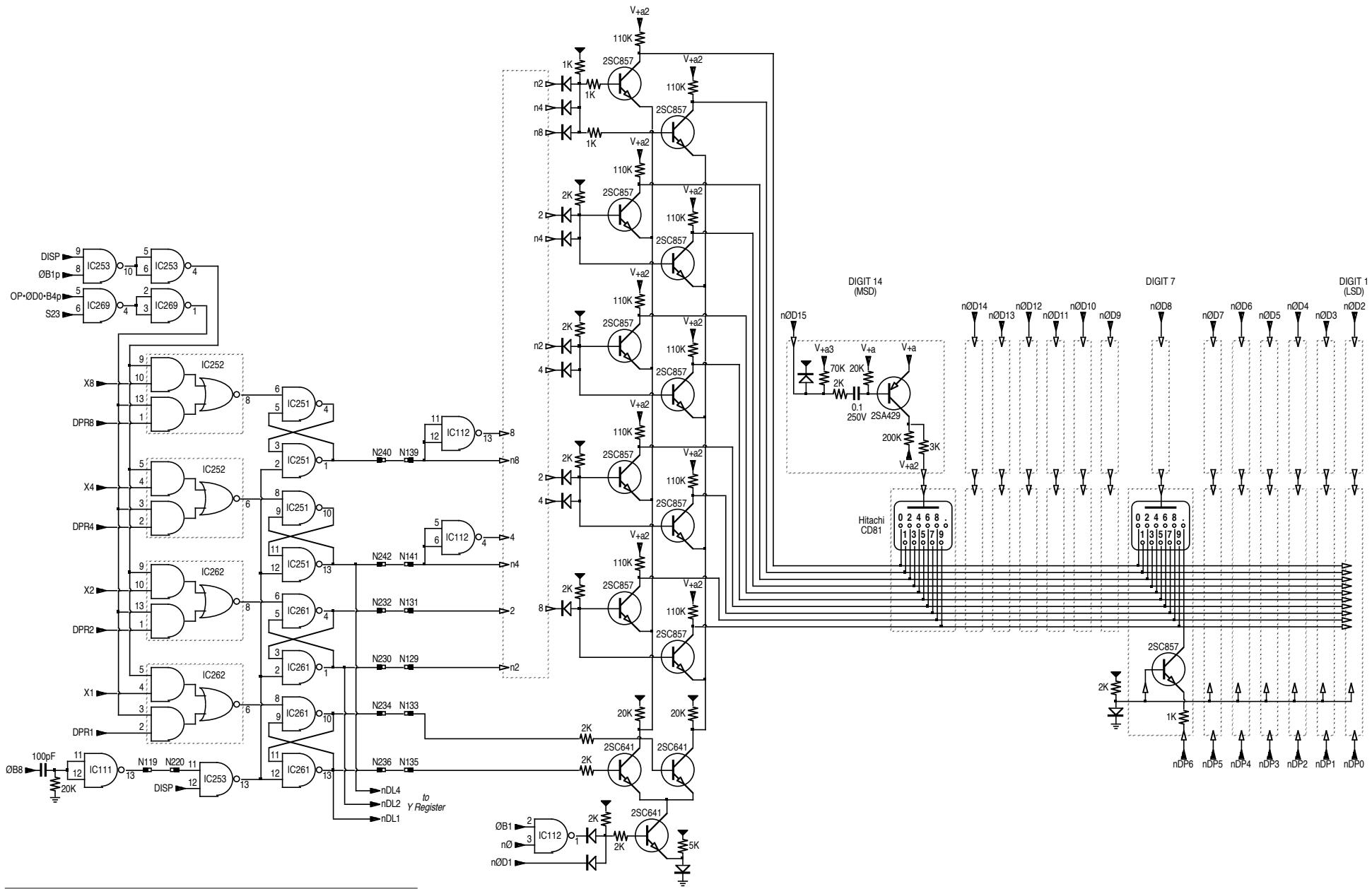
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Section: Decimal Point Register & Q Flag

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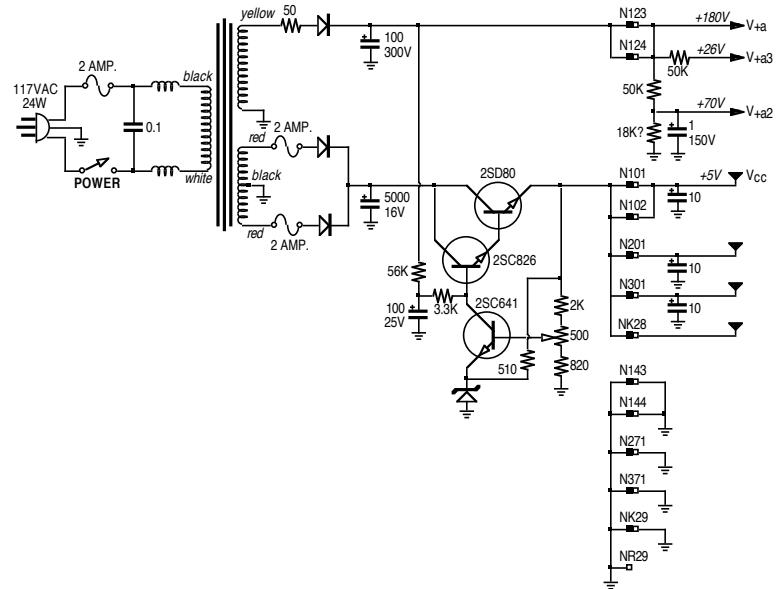


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Section: Display Latch & Display

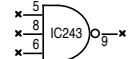
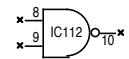
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368	310	121	231	111	313	252	142	213
388	314	122	237	112	317	262	152	214
	326	131	241	318	264	274	215	266
	336	132	242	221	321	211	216	
	337	141	243	229	322	212	217	
	357	151	258	232	324	369	233	218
	364	161	235	325	379	234	219	
	365	162	316	236	327	238		
	374		323	239	328	249	222	
	376	246	335	244	331	267	223	
	383	273	341	245	332	271	224	
	384		351	247	334	272	225	
385	315	353	248	343			226	
	319	359	251	354			311	227
	329	361	253	355			312	228
	333	377	254	360				
	342	378	255	362				281
	352	380	257	363				282
	358		259	367				283
	375		261	370				284
386	263		271					285
	265		372					286
	269		373					287
	275		381					
	276		382					
	277		389					
	278							

Unused Gates

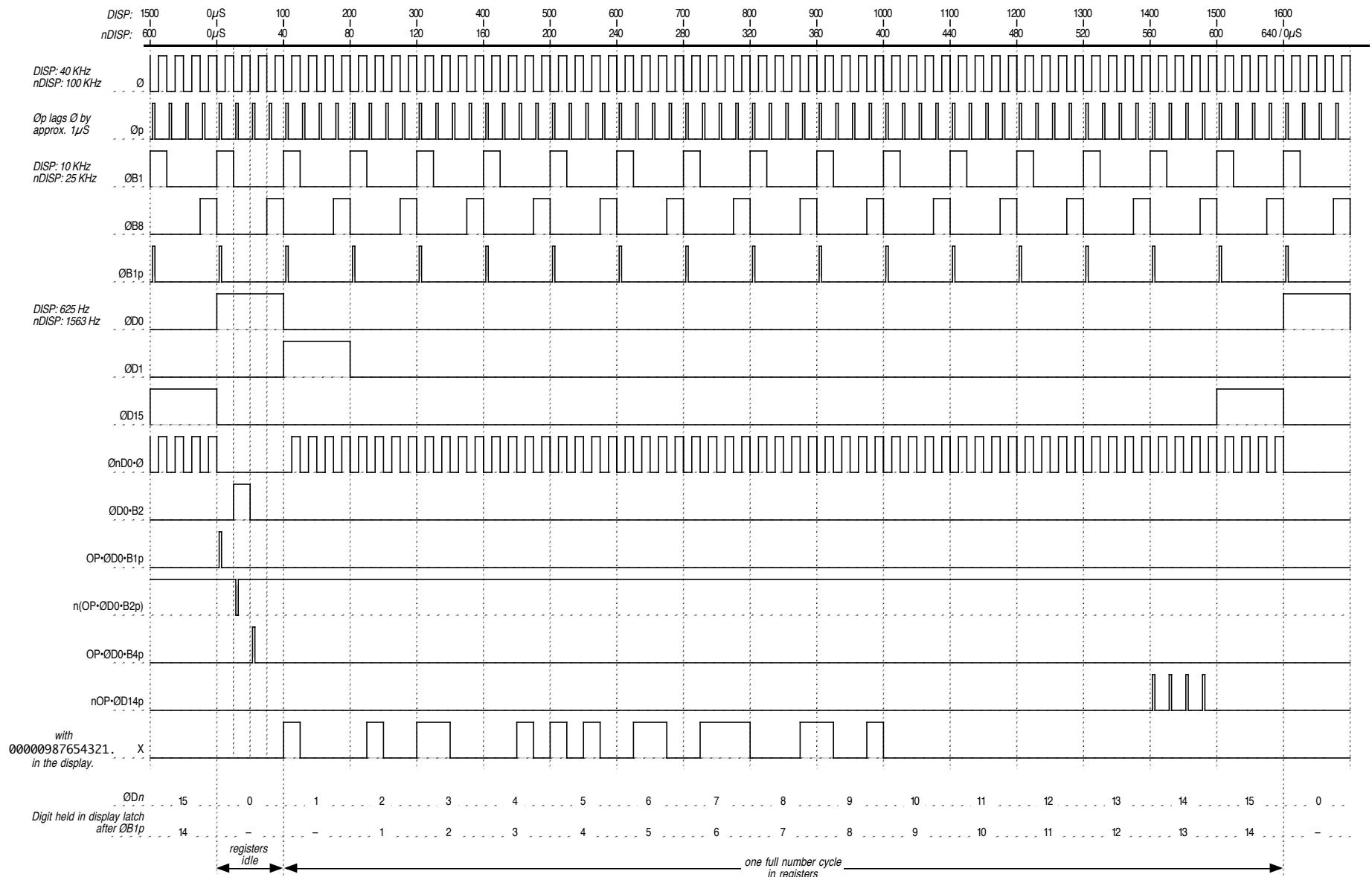


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Section: Power Supply

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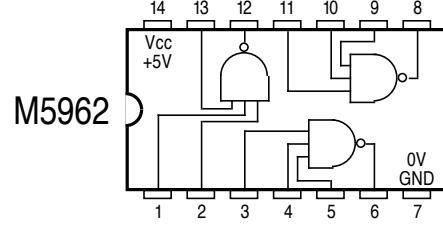
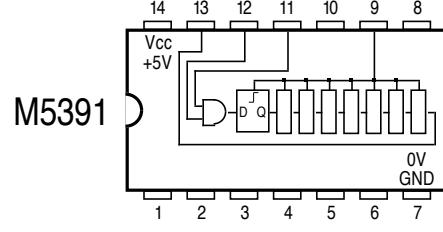
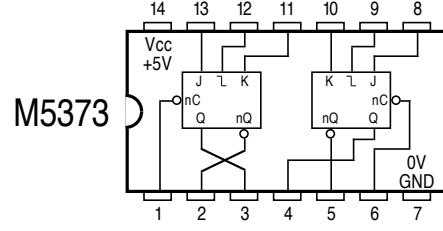
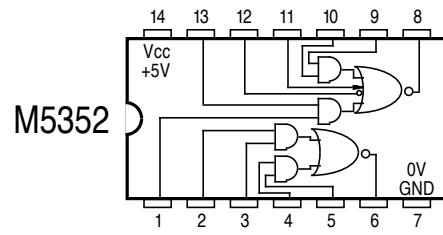
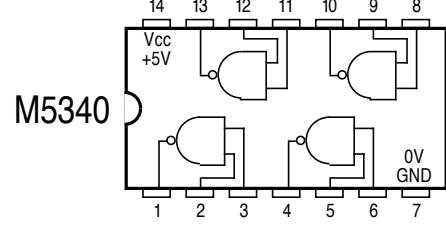
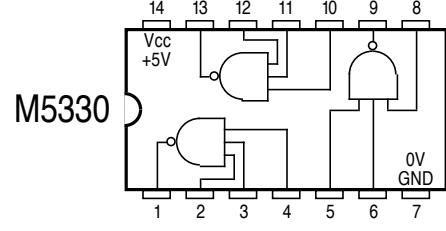
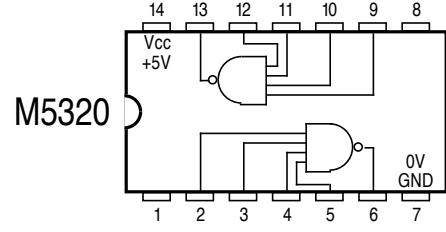
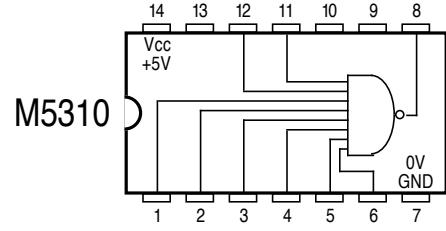
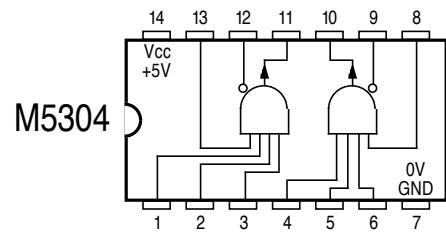


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Section: Timing Diagram

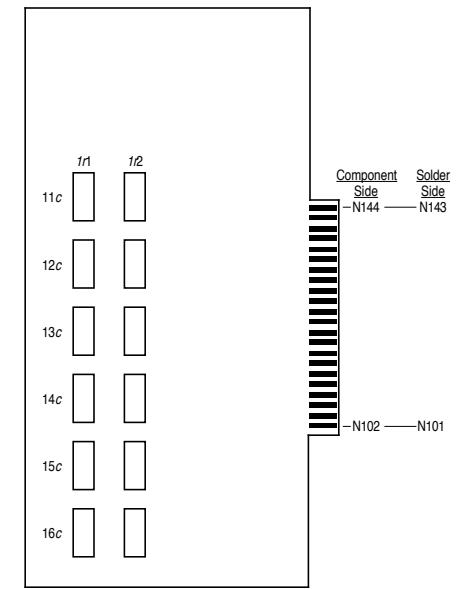
Rendition: 2014 Mar 6

Clock Rates (as measured)
 DISP=1 (displaying): 43KHz, 23µS
 DISP=0 (calculating): 111KHz, 9µS

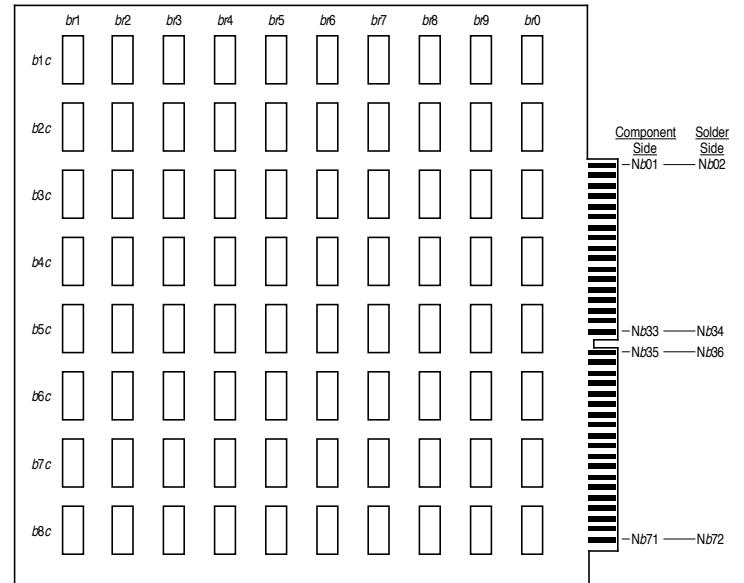


- ◆ IC pinouts are derived from the implementation and may not include all connections.
- ◆ M5962s are reversed in their orientation on the board relative to all other ICs.

Board 1
(component side view)



Boards 2 and 3
(component side view)



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Section: IC Pinouts & Physical Layout
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N3			N2			N1		
Vcc	1	2	nP0	Vcc	1	2	Vcc	
key 8	3	4	DISP	nMANUAL	3	4	nP0	
key 9	5	6	key 0	DISP	5	6	nDP6	
key 1	7	8	key 2	nØD0	7	8	nDP5	
key 3	9	10	key 4	nØD1	9	10	nDP4	
key 5	11	12	key 6	nKCLR	11	12	nDP1	
key 7	13	14	KP	nKP	13	14	nDP2	
key M+	15	16	nOP	nOP	15	16	nDP3	
key M-	17	18	nØD15	nØD15	17	18	ØB48	
key ÷	19	20	K8	nØD14	19	20	D Latch IC253-11	
key DP	21	22	K4	K8	21	22	DP>4	
key Z1	23	24	K2	K4	23	24	CZS10	
lamp *	25	26	K1	K2	25	26	—	
key Z2	27	28	lamp ÷	K1	27	28	DP>3	
key RC	29	30	key =	Ø	29	30	nDL2	
key CE	31	32	key –	Øp	31	32	DL2	
key *	33	34	X Reg IC378-1	X Reg IC281-11	33	34	DL1	
<i>nKCLR</i> 35 36 CYP								
Z 37 38 CSTC								
CYS16 39 40 CSCC								
XØENB 41 42 nOP·ØD14p								
<i>Arith IC359-13</i> 43 44 ØD1								
CZS10 45 46 <i>Arith IC360-1</i>								
DPR In 47 48 X Reg IC370-1								
<i>Arith IC369-10</i> 49 50 nYP1								
ØB8 51 52 switch 5/4								
ØB1 53 54 <i>Arith IC368-4</i>								
Q-bit IC378-8 55 56 X								
X1 57 58 ASUM10								
ASUM16 59 60 OP·ØD0·B1p								
CYDL, CA54 61 62 DPR								
DPGT 63 64 nX=0								
n(OP·ØD0·B2p) 65 66 OP·ØD0·B4p								
DPNE 67 68 CQXYD								
CS10S1, S23 69 70 CZØ								
GND 71 72 CYØYP								
<i>CYS16</i> 39 40 ØB1								
XØENB 41 42 nOP·ØD14p								
<i>Arith IC277-13</i> 53 54 ØB1								
Q-bit IC246-6 55 56 OP·ØD0·B4p								
X1 57 58 X								
CYDL 59 60 ASUM10								
nX=0 61 62 ASUM16								
n(OP·ØD0·B2p) 63 64 DPR								
CZØ 65 66 CQXYD								
CS10S1, S23 67 68 <i>Arith IC263-1</i>								
CYØYP 69 70 DP>2								
GND 71 72 DP>6								

NK (keyboard)		
1 key 1	17 –	30 key DP
2 key 2	18 nP0	31 key *
3 key 3	19 –	32 key /
4 key 4	20 nDP0	33 key =
5 key 5	21 nDP2	34 key –
6 key 6	22 nDP4	35 key RC
7 key 7	23 nDP6	36 nKCLR
8 key 8	24 DP>2	37 key CE
9 key 9	25 DP>4	38 key M+
10 key 0	26 DP>6	39 key M–
11 DP>3	27 nDP3	40 key MR/C
12 DPNE	28 Vcc	41 key MC/R
13 DPGT	29 GND	42 –
14 switch 5/4	30	43 lamp *
15 CA54	31	44 –
16 –	32	45 lamp /

NR (remote)		
1 key 1	17 nMANUAL	30 key DP
2 key 2	18 nP0	31 key *
3 key 3	19 X	32 key /
4 key 4	20 nDP0	33 key =
5 key 5	21 nDP2	34 key –
6 key 6	22 nDP4	35 key RC
7 key 7	23 nDP6	36 nKCLR
8 key 8	24 DP>2	37 key CE
9 key 9	25 DP>4	38 key M+
10 key 0	26 DP>6	39 key M–
11 DP>3	27 nOP	40 key MR/C
12 DPNE	28 nDP3	41 key MC/R
13 DPGT	29 GND	42 ASUM16
14 switch 5/4	30	43 XØENB
15 CA54	31	44 Ø
16 –	32	45 nØD0

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Section: Connectors

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- Italicised expressions are connections with no signal name in the schematic.
- Bold-faced expressions are signal sources.
- See preceding page for connector orientation.