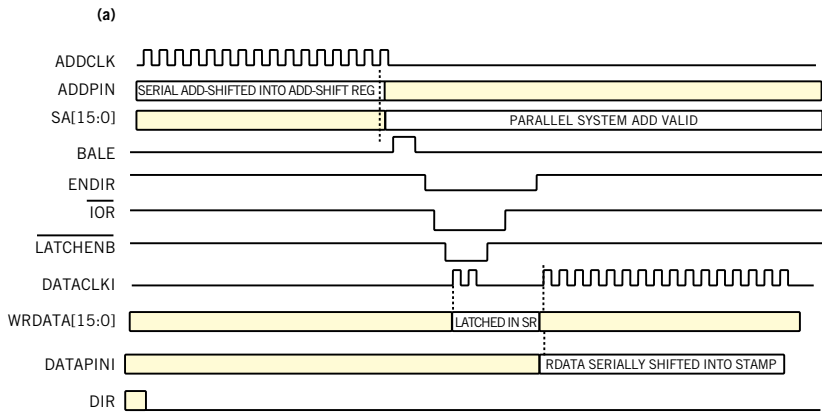


Figure 2



The simple emulator uses Basic Stamp signals for write-cycle timing (a) and read-cycle timing (b).