

M O C K I N G B O A R D

SPEECH,  
STEREO  
MUSIC,  
SOUND  
EFFECTS



**MOCKINGBOARD**

**APPLE II+, IIe, IIc, IIgs**

2 External 8 ohm Speakers  
5 1/4 disk drive required  
48K RAM

## INTRODUCTION

1981 was the year of the sound card for the Apple II. Sweet Micro Systems releases a sound card for the Apple II. It was available in two major revisions, the first, the "Sound" series, having sound and or speech options, or both, the later revision, officially named Mockingboard, offered as A, B, C, and D.

The standard Apple II machines never had particularly good sound, especially when compared to competitors like the SID chip-enabled Commodore 64.

With the notable exception of the Apple IIgs, all an Apple II programmer could do was to form sounds out of single clicks sent to the speaker at specific moments, which made the creation of complex sounds extremely difficult to program and made it mostly impossible to do any other processing during the creation of sounds.

The Mockingboard allowed programmers to send complex, high-quality sound via its specialized hardware, without need for constant CPU attention. The Mockingboard required external speakers and could not use the Apple's built-in speaker.

The Mockingboard was available in various models for either the slot-based Apple II, Apple II Plus, Apple IIe systems or in one special model for the Apple IIc. Sound was generated through one or more AY-3-8910 or compatible sound chips, with one chip offering three square-wave synthesis channels. The boards could also be equipped with an optional speech chip (a Votrax SC-02 / SSI-263 compatible).

Some software products supported more than one Mockingboard. For example, Ultima V supported two boards, for a total of 12 voices, of which it used eight. Most other programs supported at most one board with six voices.

In 2005, ReactiveMicro.com, re-introduced the Mockingboard and offered it for sale online at [www.reactivemicro.com](http://www.reactivemicro.com), the latest release came with version 1a by Tom Arnold in 2010.

## SYSTEM REQUIREMENT

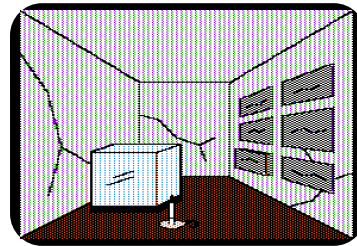
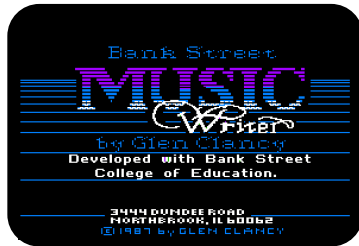
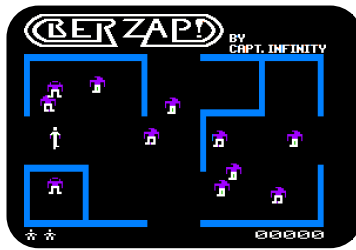
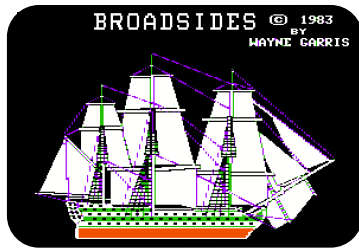
Apple II, II+ or IIe  
48K RAM  
1 Disk Drive  
Monitor  
2 External 8 ohm Speakers

## SETUP

1. Turn off your Apple computer and remove its top cover.
2. Discharge any static electricity by touching the metal power supply casing.
3. Remove MOCKINGBOARD and audio cable from the package.  
Hold MOCKINGBOARD by its edges. Avoid touching the gold plated edge connector. The oil from your hands may contaminate the connector and cause a poor electrical connection.
4. Extend the audio cable fully.
5. Connect the female mini-molex plug end of the cable to the audio cable connector located on MOCKINGBOARD.
6. Insert MOCKINGBOARD into slot 4 of the Apple's peripheral slots located at the rear of the Apple. Gently rock MOCKINGBOARD until it is properly seated. MOCKINGBOARD is not slot dependent. The MOCKINGBOARD can be configured for any slot except Slot 0.
7. Connect the RCA phono jack-ends of the audio cable to the speakers. MOCKINGBOARD has two ½ watt amplifier chips (6) on board to directly connect it to your speakers. You may use an external amplifier. If you do so, connect the RCA phono jack-end of the cable to the stereo amplifier auxiliary inputs.

ReactiveMicro

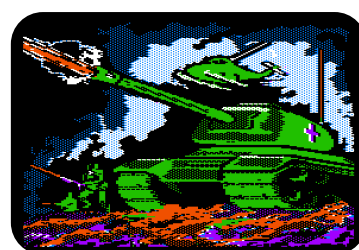
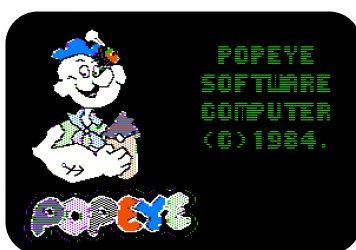
[www.reactivemicro.com](http://www.reactivemicro.com)



## COMPATIBLE PROGRAMS

- Adventure Construction Set
- Airsim-3
- Apple Cider Spider
- Auto Gyro
- Bank Street Music Writer
- Berzap! (Clone of Berzerk)
- Bouncing Kamungas
- Broadsides (SSI)
- Crimewave (Speech supported)
- Clarinet Master
- Crypt of Medea (Speech supported)
- Cybernoid Music Disk
- Flute Master
- Guitar Master (Guitar tutoring)
- GI Joe
- Lady Tut (Specific Mockingboard Version)
- Lancaster
- Maze Craze
- Mockingboard Software (Sweet Micro Systems)
- Mockingboard Developers Kit
- Mockingboard Speech Developers Kit
- Music Construction Set (Different revisions do more as released)
- Music Star (Patched by the underground to use the Mockingboard)

# M O C K I N G B O A R D



## COMPATIBLE PROGRAMS

Night Flight  
One on One (Opening sequence music only)  
Phasor software (Applied Engineering)  
Pitfall II  
Popeye  
Rescue Raiders v1.3 (SSI263 speech only)  
Saxophone Master  
Silent Service (Microprose)  
Singing Master  
Skyfox  
Spy Strikes Back  
Tactical Armor Command  
Thunder Bombs  
Trumpet Master  
Ultima III (Upgraded to support the Mockingboard)  
Ultima IV  
Ultima V (Supported two Mockingboards)  
Under Fire  
Willy Byte  
Window  
Zaxxon (Specific Mockingboard version)  
ZooKeeper

## RELEASE MODELS

### Early Models:

Sound I: one AY-3-8910 chip for three audio channels

Speech I: one SC-01 chip

Sound II: two AY-3-8910 chips for six audio channels

Sound/Speech I: one AY-3-8910 and one SC-01

### Later Models:

Mockingboard A: two AY-3-8913 chips for six audio channels and two open sockets for SSI-263 speech chips

Mockingboard B: SSI-263 speech chip upgrade for Mockingboard A

Mockingboard C: two AY-3-8913 and one SSI-263  
(essentially a Mockingboard A with the upgrade pre-installed,  
only one speech chip allowed)

Mockingboard D: for Apple IIc only, two AY-3-8913 and one SSI-263

Mockingboard M: Bundled with Mindscape's Bank Street Music Writer,  
with two AY-3-8913 chips and an open socket for one speech chip.  
This model included a headphone jack and a jumper to permit sound  
to be played through the Apple's built-in speaker.

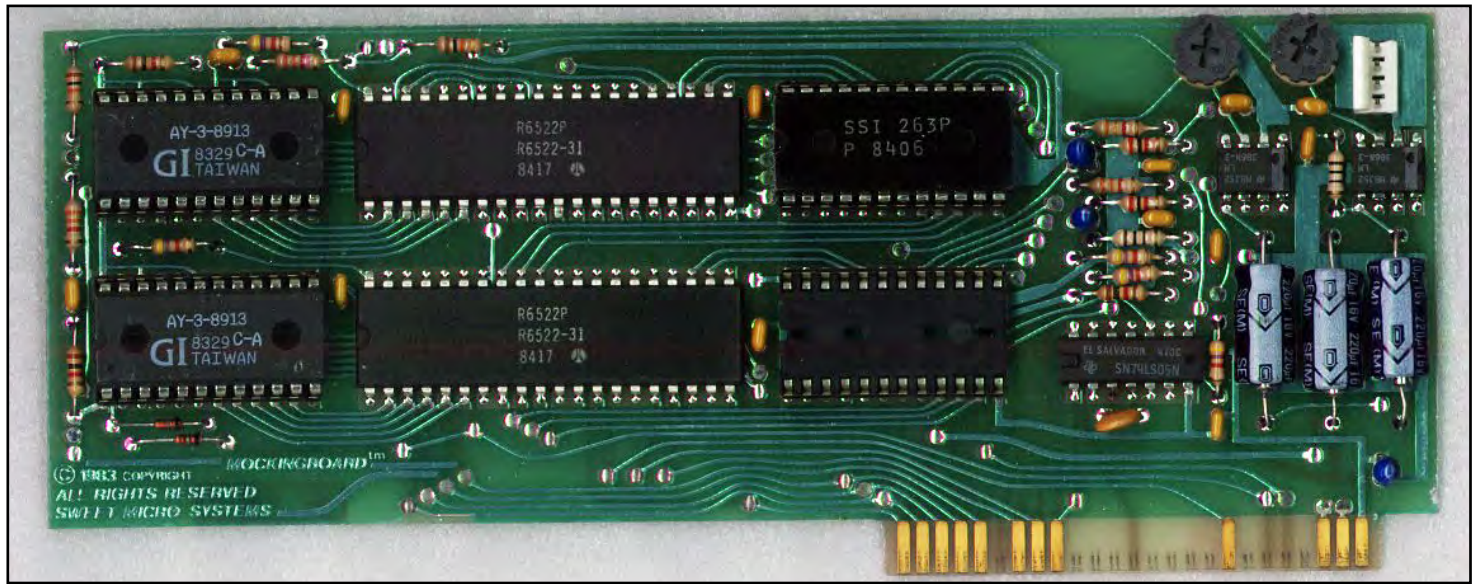
### Mockingboard v1:

From ReactiveMicro.com - 2005

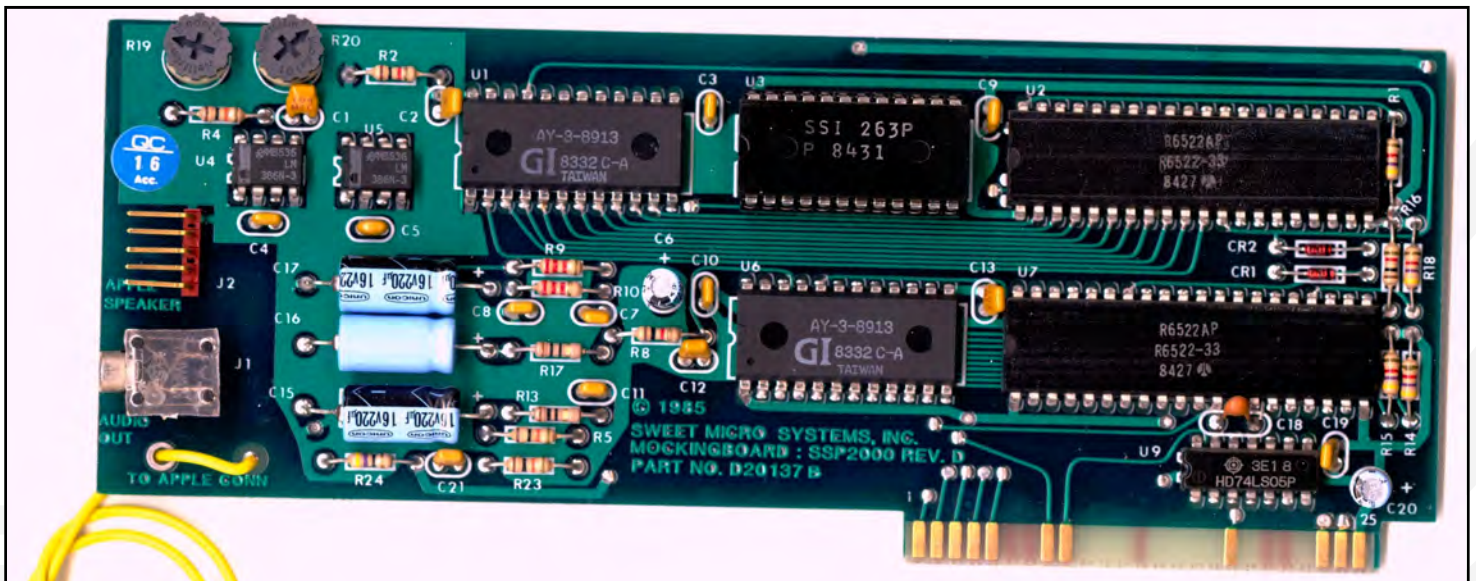
### Mockingboard v1a:

by Tom Arnold

Available from ReactiveMicro.com - 2010

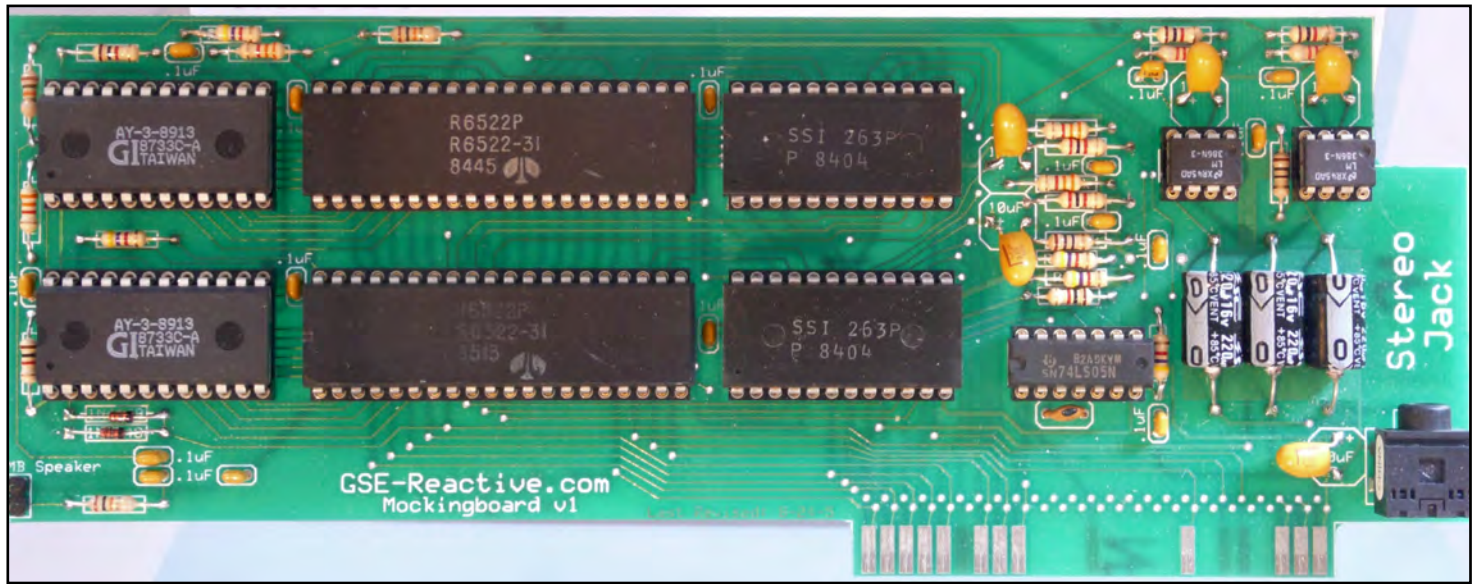


**THE MOCKINGBOARD**  
Sweet Micro Systems, Inc. - 1983



**THE MOCKINGBOARD**  
Sweet Micro Systems, Inc. rev. D - 1985

# M O C K I N G B O A R D



## THE MOCKINGBOARD

Henry S. Courbis - ReactiveMicro.com v1 - 2005



## THE MOCKINGBOARD

Tom Arnold and ReactiveMicro.com v1a - 2010



## ReactiveMicro.com v1a

Mockingboard v1a BOM and construction notes.

Qty	Value	Device	Parts
2	1N4148	1N4148 Diode	D1, D2
2	6522	6522	U2, U5
1	7405N	7405N	IC1
2	AY-3-8913	AY-3-8913	U1, U4
2	LM386N-1	LM386N-1	IC2, IC3
2	SC-02/SSI-263/Artic263	SSI-263	U3, U6
5	1k0	Resistor 1/4watt	R3, R4, R15, R16, R23
2	2k0	Resistor 1/4watt	R11, R12
4	3k3	Resistor 1/4watt	R5, R6, R13, R14
5	4k7	Resistor 1/4watt	R1, R9, R10, R21, R22
2	8k2	Resistor 1/4watt	R17, R18
2	10R	Resistor 1/4watt	R19, R20
3	10k0	Resistor 1/4watt	R2, R7, R8
1	5pf	Ceramic Cap .1" Lead	C9
5	10uf	Radial Tantalum 25v	C1, C17, C23, C24, C25
16	100nf	Ceramic Cap .1" Lead	C2, C3, C4, C5, C6, C7, C8, C10, C11, C12, C13, C14, C15, C16, C26, C27
3	220uf	Axial Electrolytic 25v	C20, C21, C22
1	MB Speaker	2pin Header	JP1
1	SJ1-3553NG	3.5mm Jack	JP2

### Recommended

4	24 Pin .6" IC Sockets for U1, U3, U4, U6
2	40 Pin .6" IC Sockets for U2, U5
1	14 Pin .3" IC Socket for IC1

### Notes:

If you use IC sockets ( which I recommend ), only buy good quality ones. Machined Pin sockets or a good quality Dual-Wipe socket ( AMP Diplomat ) are suggested.

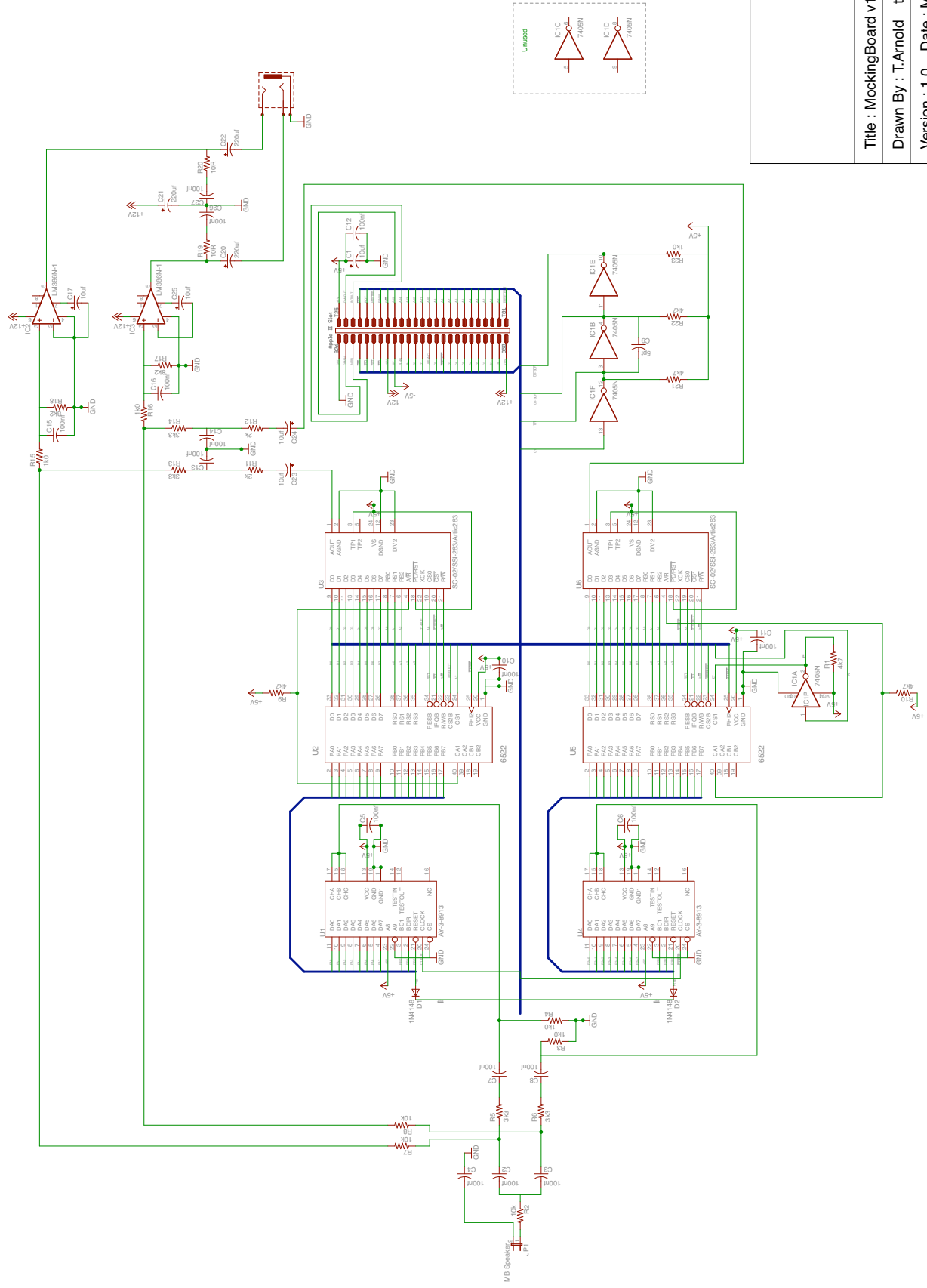
The 3.5mm jack is available from several sources. SJ1-3553NG is the Digikey part number. It is also available from Jameco as p/n 2081772 C20, C21, C22 are rather tight. Use a capacitor of no more than 8mm diameter. A 35v cap isn't going to fit very well.

The first rev of the v1a boards are missing quite a bit of silkscreen legend. Please refer to the board layout in this document. If you are stuffing a v1a board yourself you already have one with the fixed legend.

### Credits:

Mockingboard v1a Schematic capture, board layout by Tom Arnold tom@philosophyofsound.com





Title : MockingBoard v1a

Drawn By : T.Arnold tom@philosophyofsound.com

Version : 1.0 Date : May 17, 2010