

# SEGA GP World

## Pinouts

### Main CPU Board

Wire color	Component side	Pin number	Solder Side	Wire color
white	GND	1	GND	white
white	GND	2	GND	white
Yellow	+5	3	+5	Yellow
Yellow	+5	4	+5	Yellow
Yellow	+5	5	+5 (Input pull-up)	Yellow
Red	+12	6	+12	Red
	-12	7	-12	
blue-white	Start (IN)	8		
		9	Sync (out)	Cpu video
		10	Red (out)	Output
		11	Green (out)	Not used
		12	Blue (out)	On real game
yellow-blue	To seat (IN)(gear??)	13		
		14		
yellow-green	To seat (IN)(coin??)	15	To seat (IN)(coin??)	yellow-orange
orange-white	To seat (IN) (Test?)	16	To seat (IN) (service?)	violet-white
black	To seat (OUT)	17	To seat (OUT)	orange
		18		
		19		
yellow-red	Start lamp (OUT)	20	(OUT)	Not used
white	GND	21	GND	white
white	GND	22	GND	white

## Sound Board

Connector J	Pin number	Connector I
gauge	10	nc
gauge	9	nc
from steering wheel	8	gnd
from steering wheel	7	Audio out
gas+brake common	6	gnd
gnd	5	Audio out
gas+brake common	4	gnd
+5	3	Audio out
brake	2	gnd
gas	1	Audio out

## Control Panel

The control panel gauges in the machine were a bit hacked so we don't really know what was the setup on the original game.

pin 10 -----left gauge-----left upper gauge----- pin 9

pin 10 -----resistor-----resistor----- pin 9  
(resistor should replace right gauge which was replaced with a different one and not connected anymore)