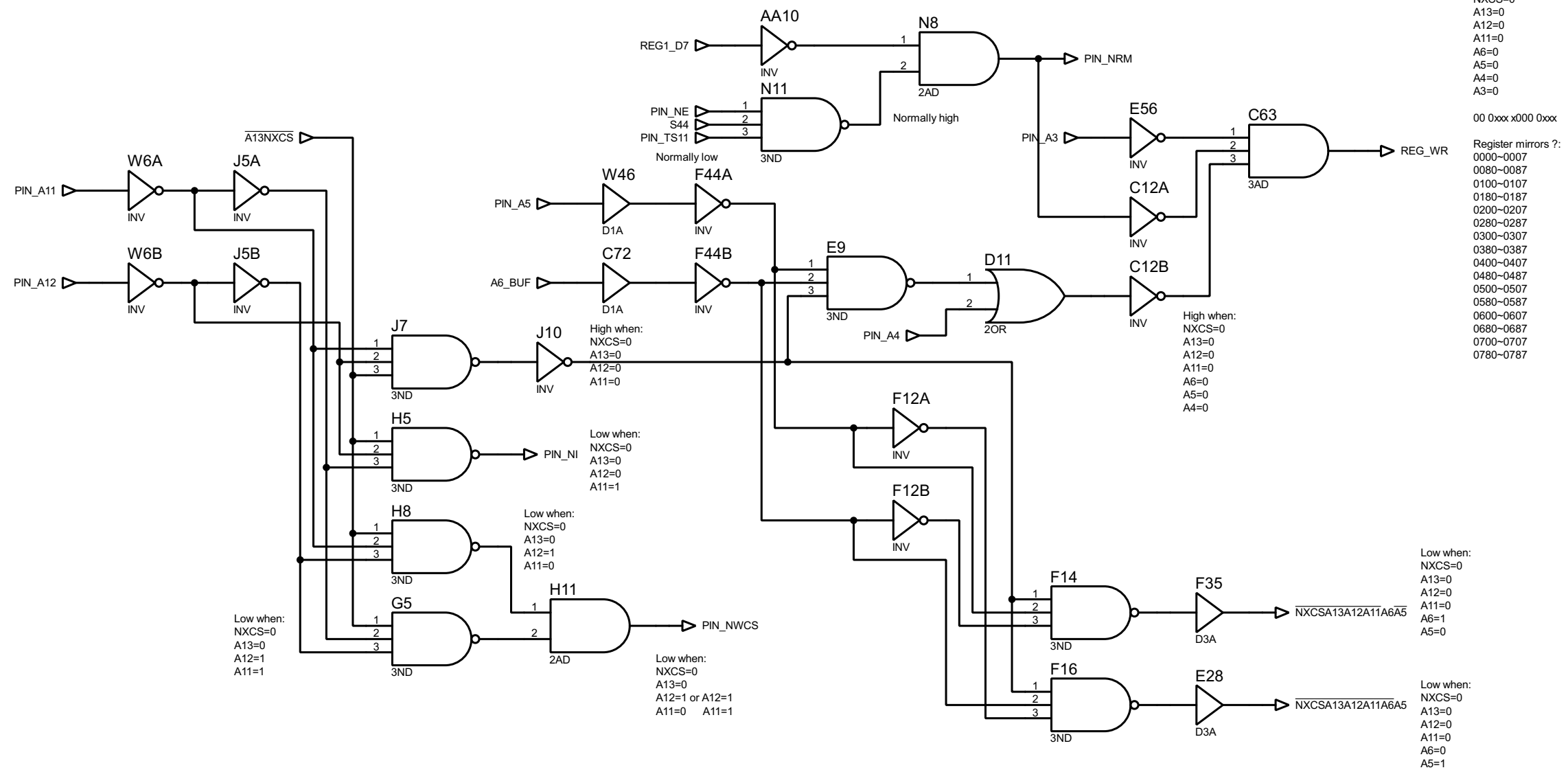
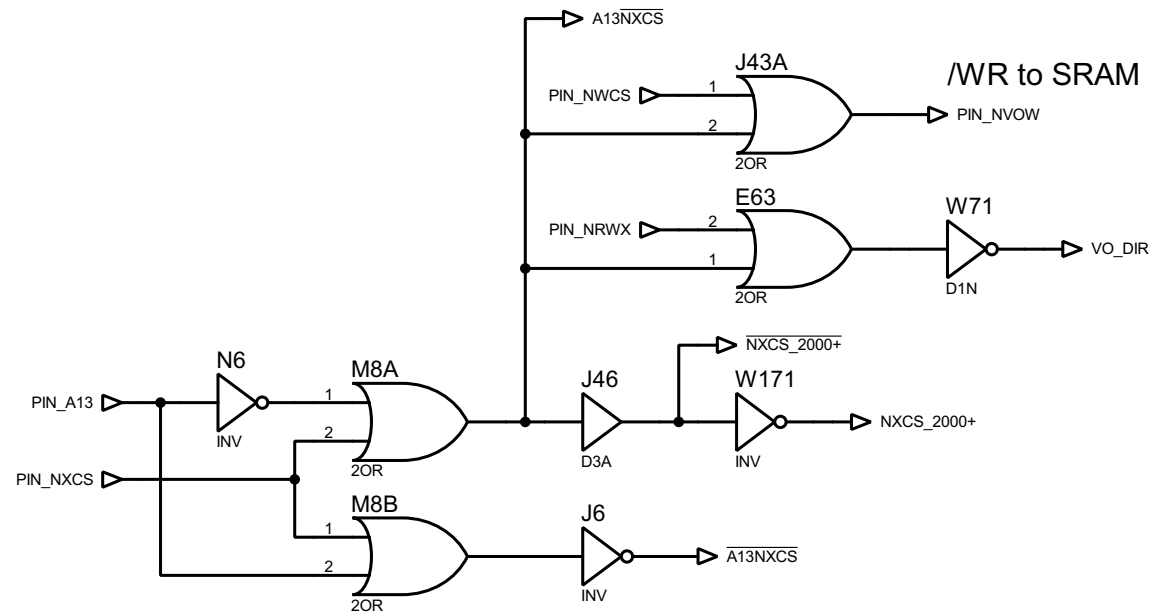
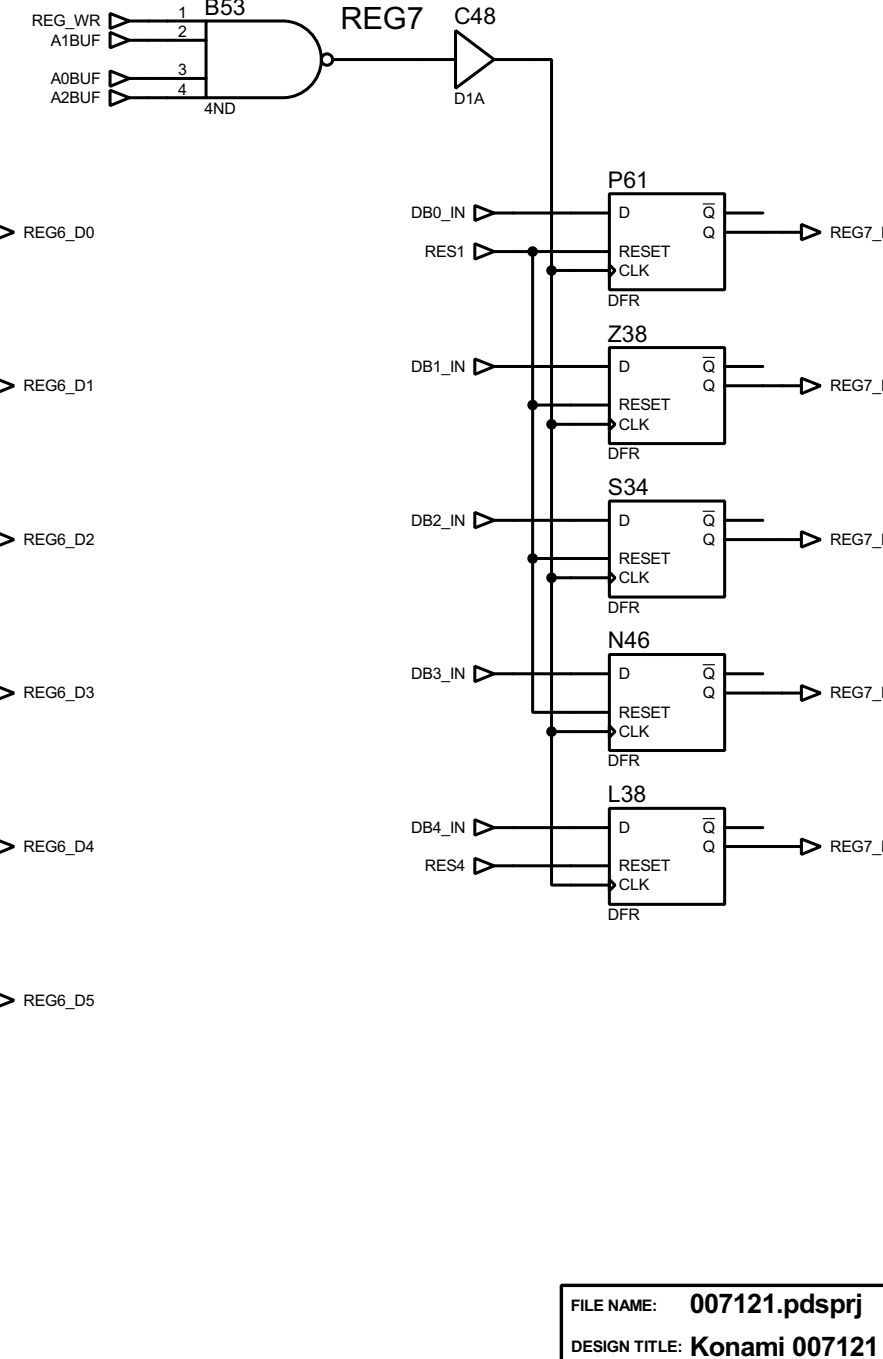
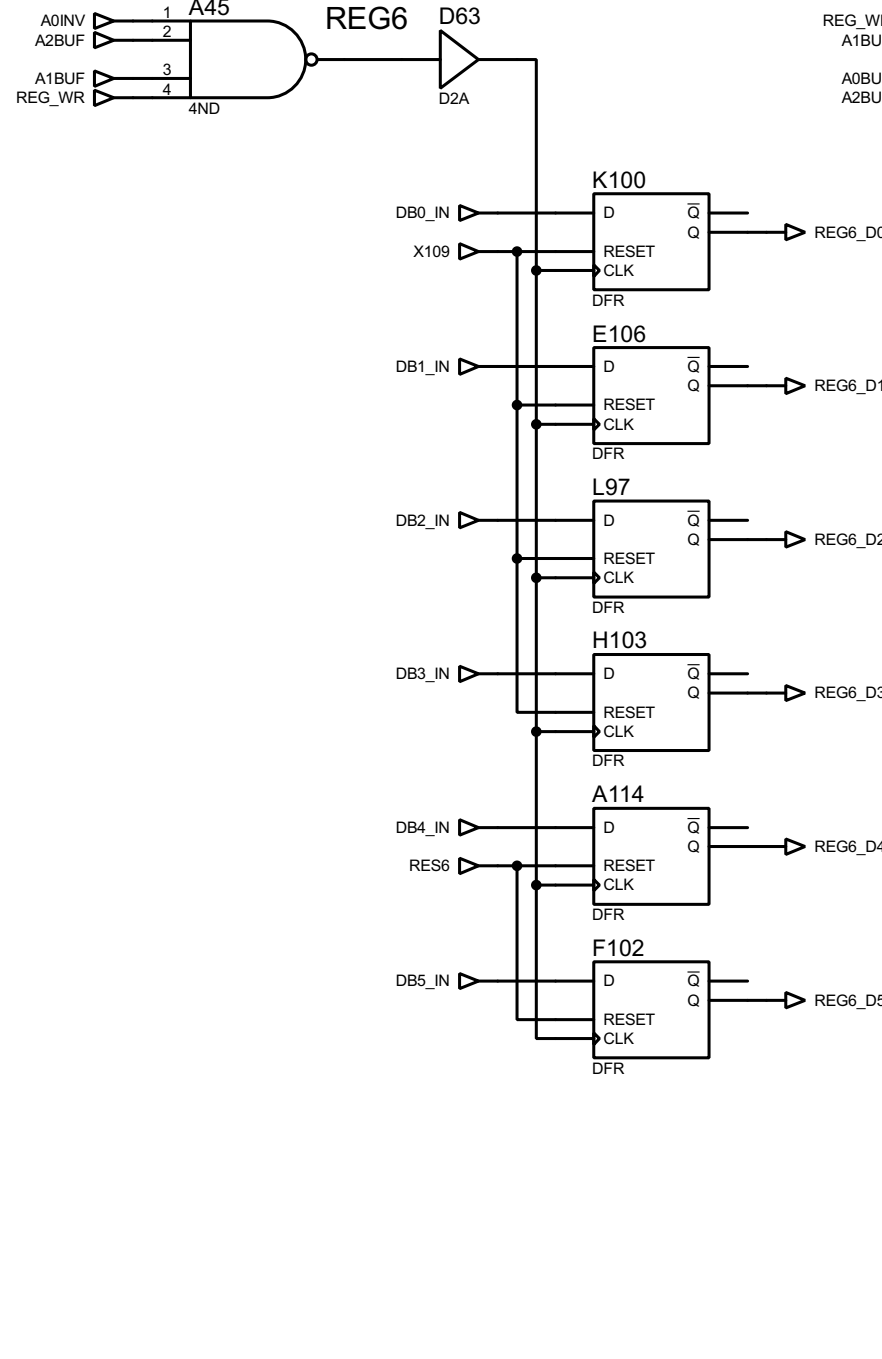
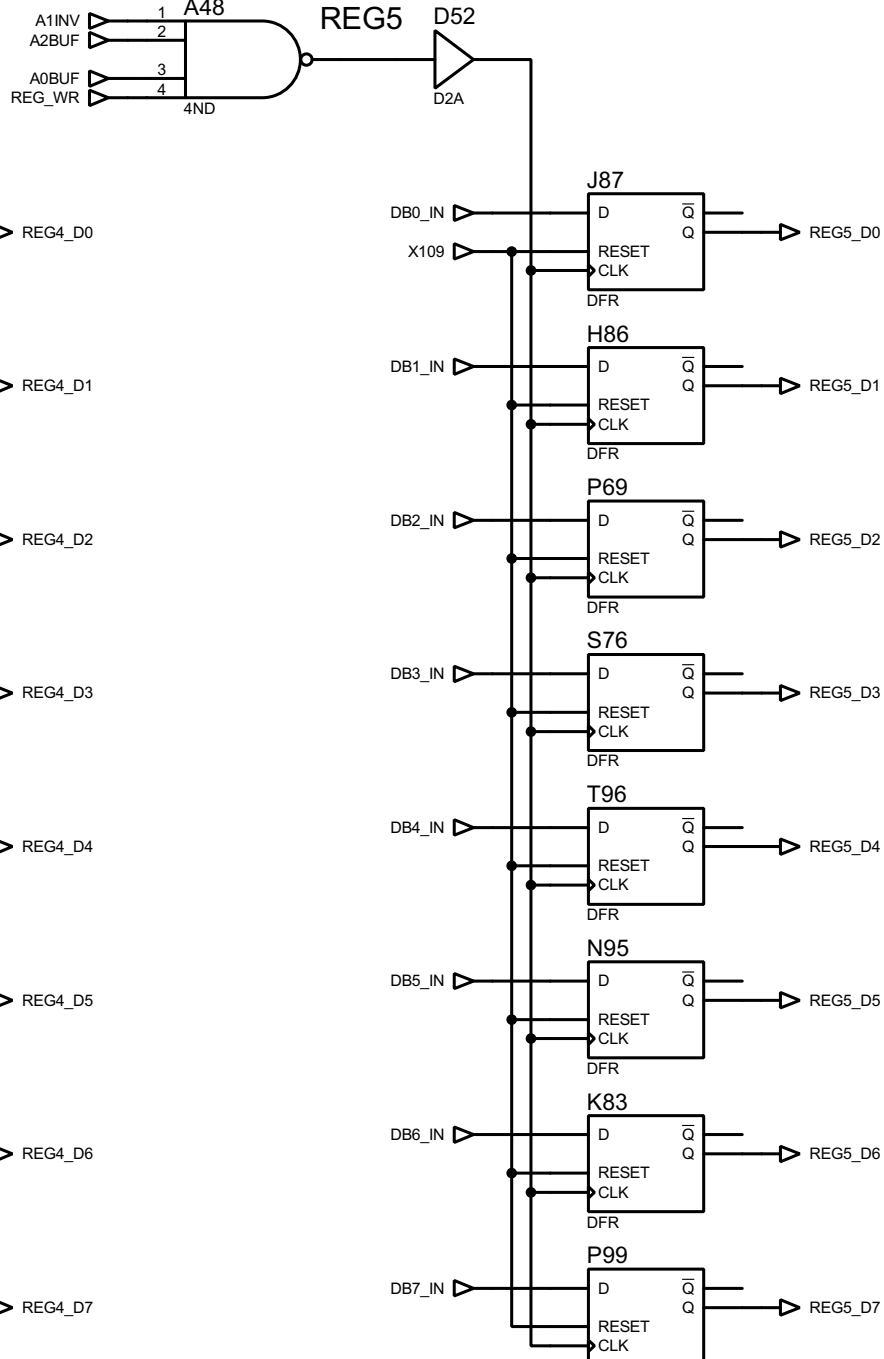
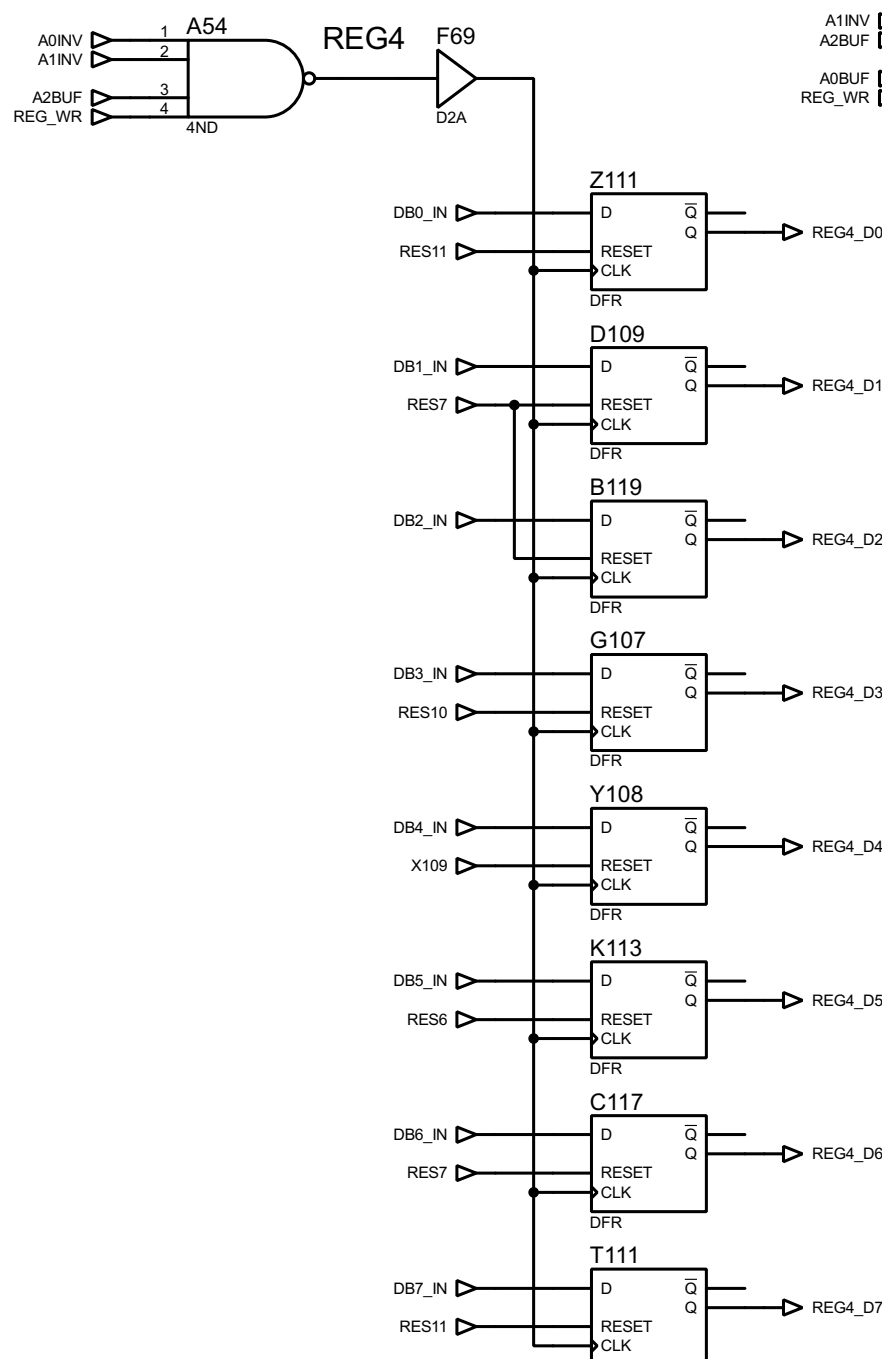
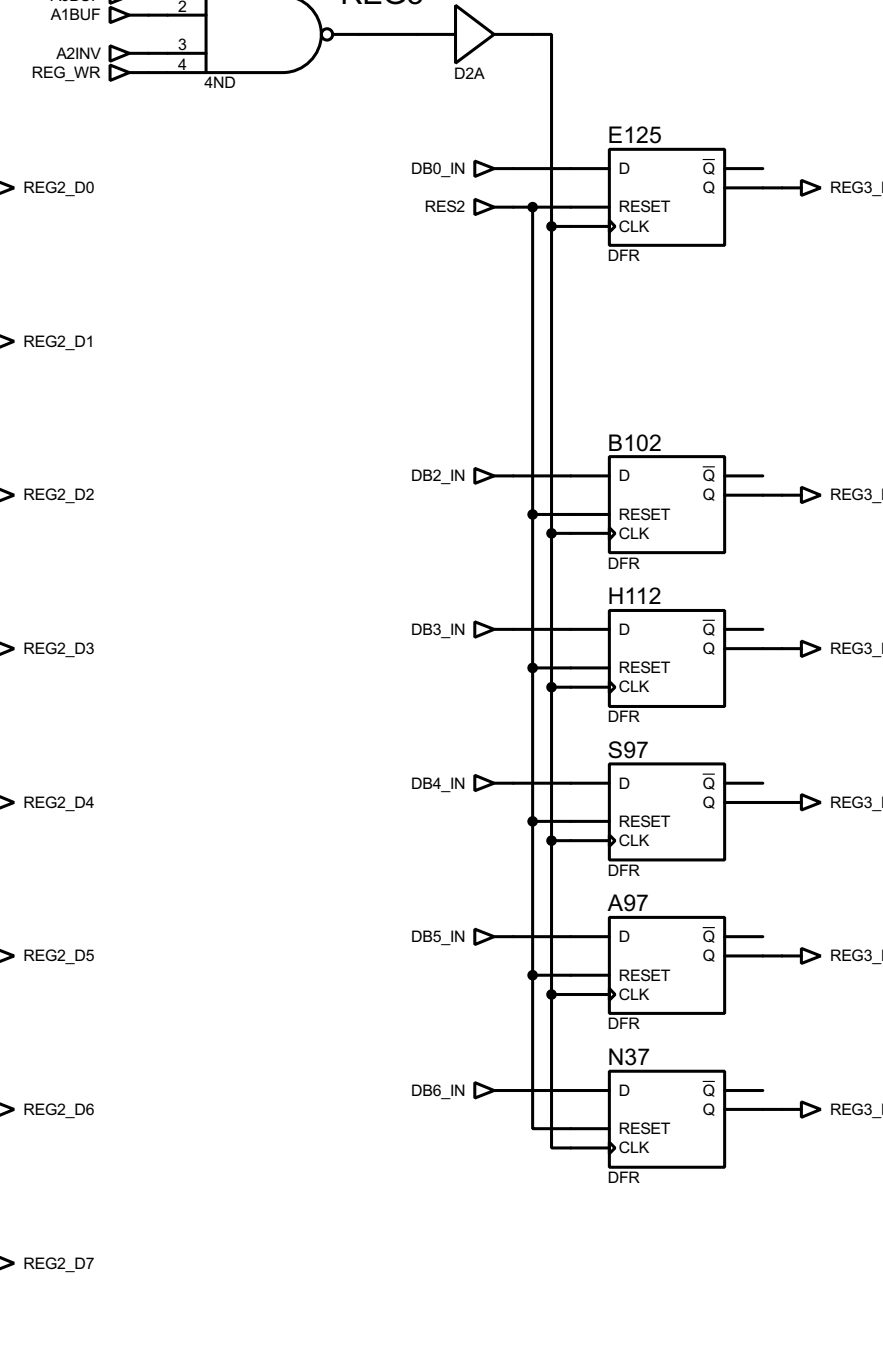
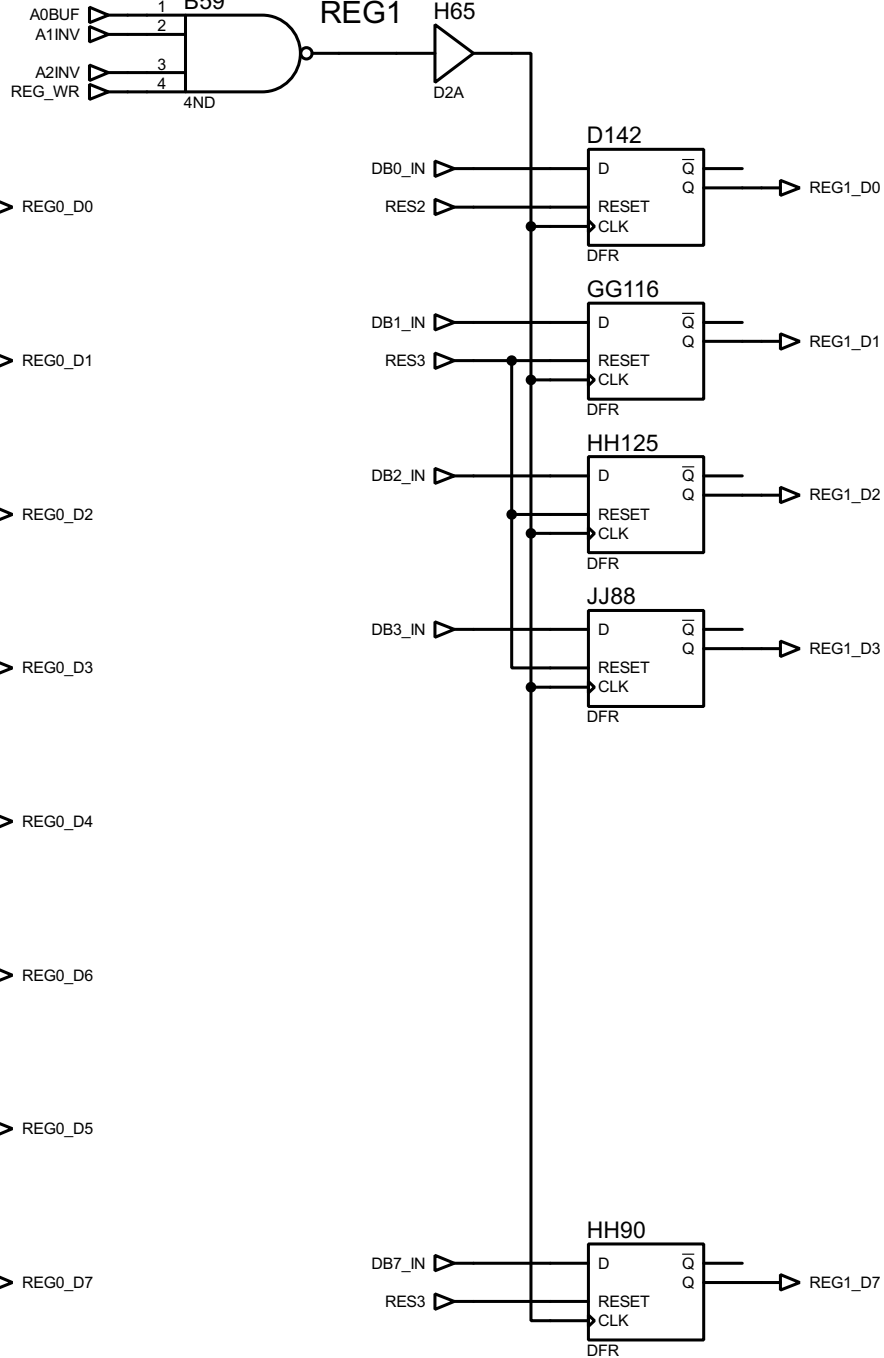
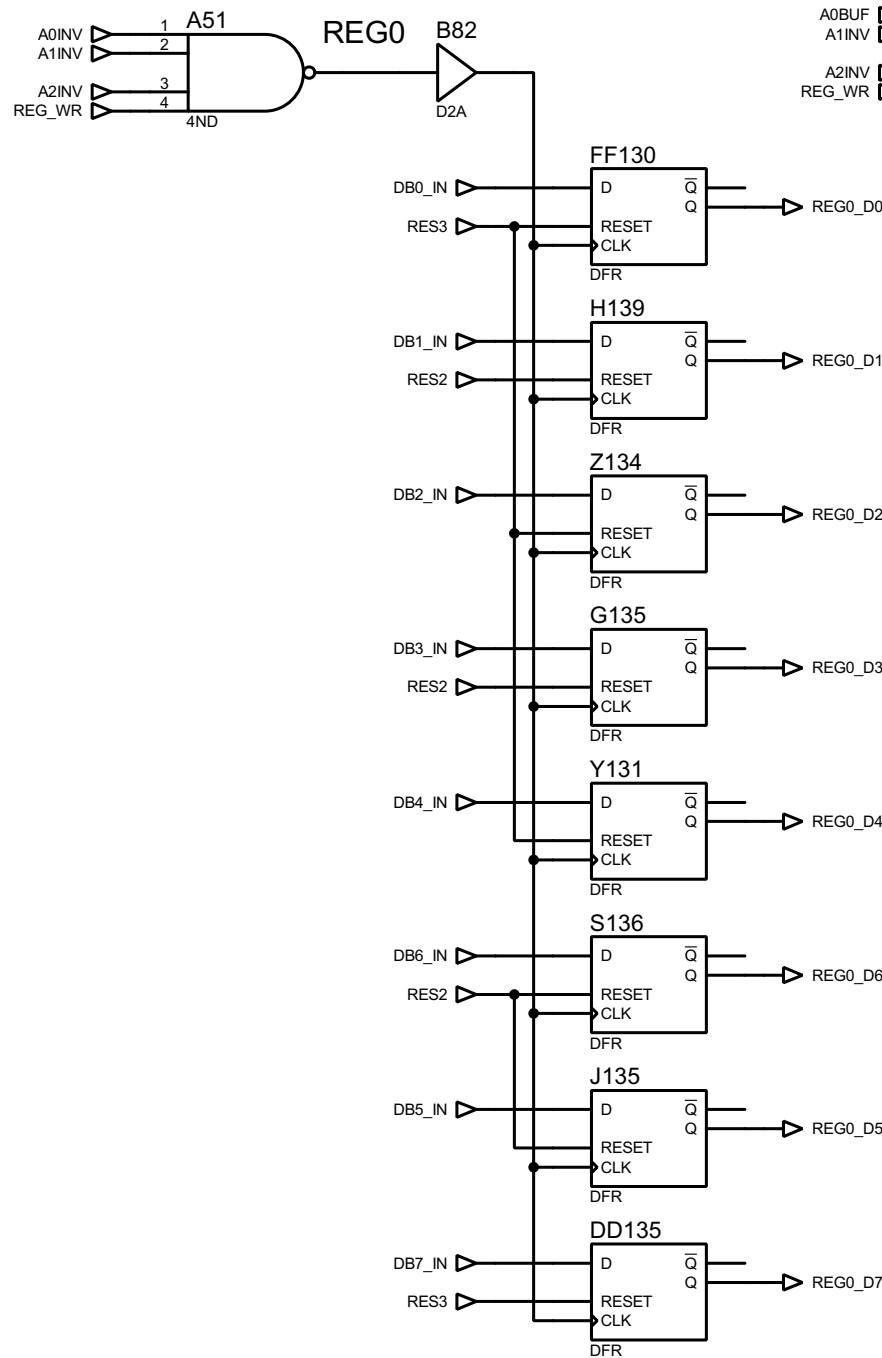
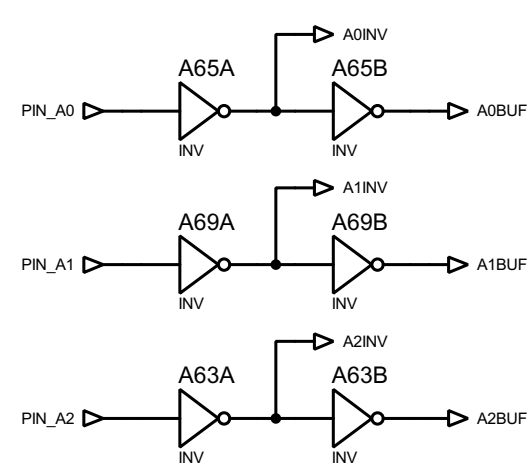
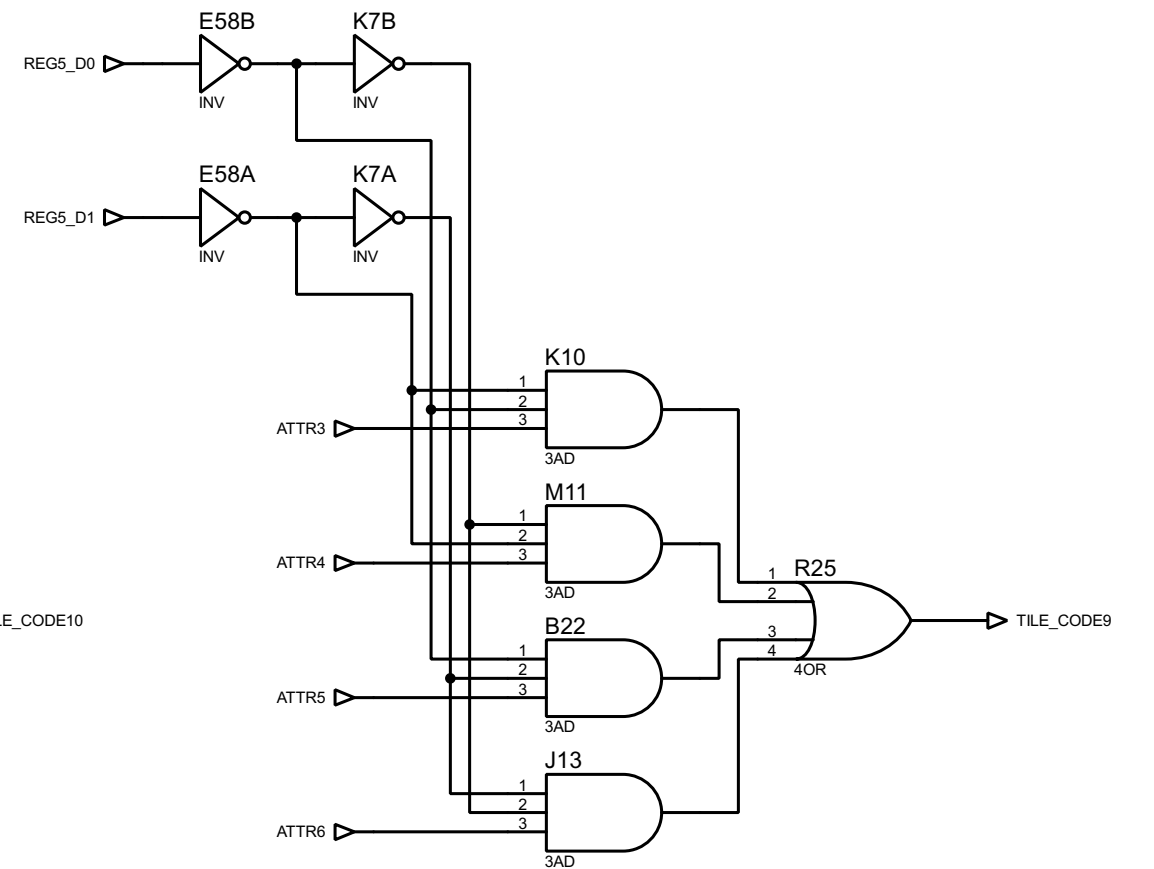
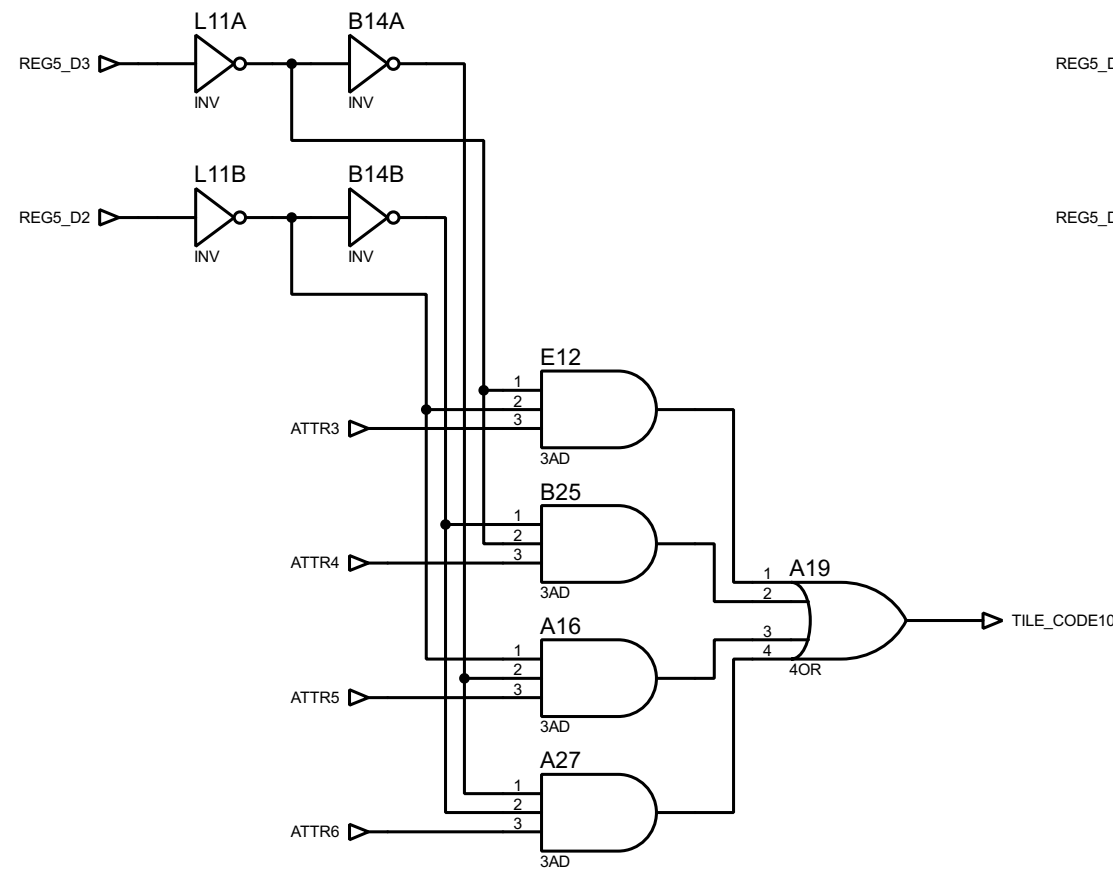
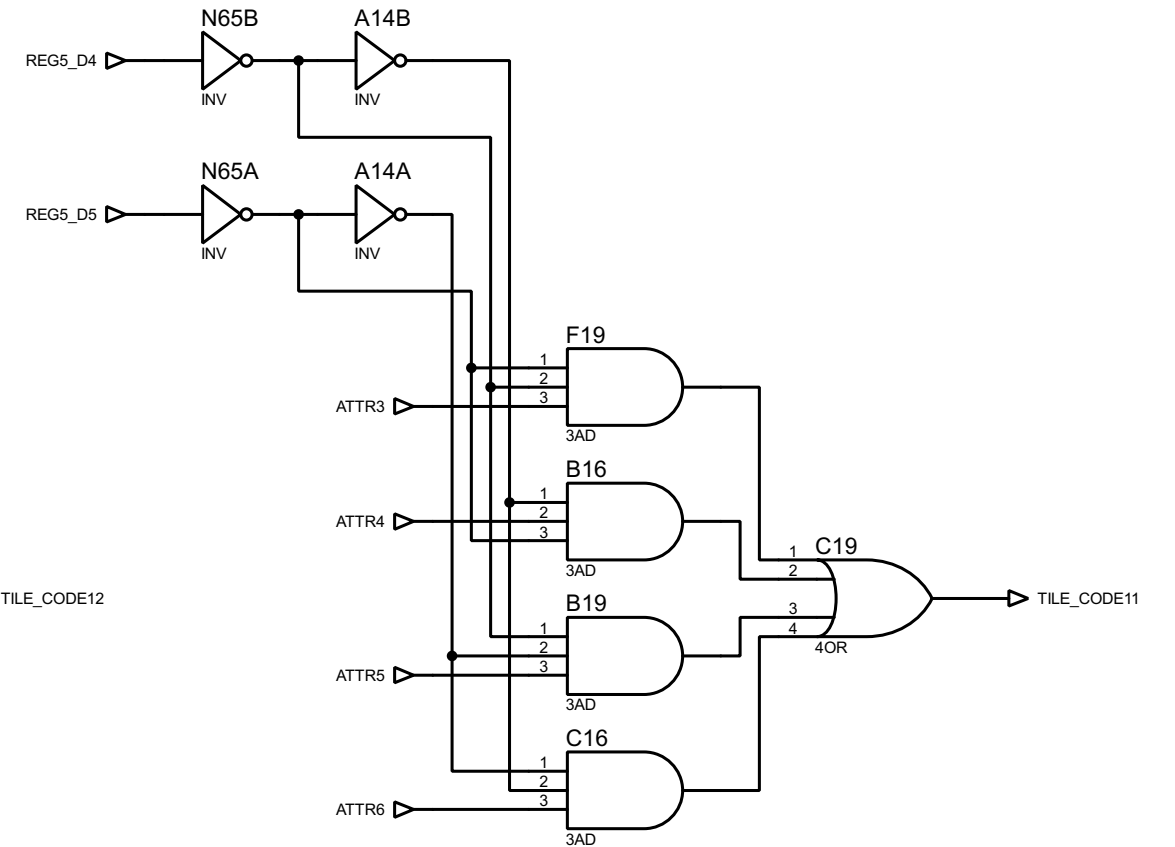
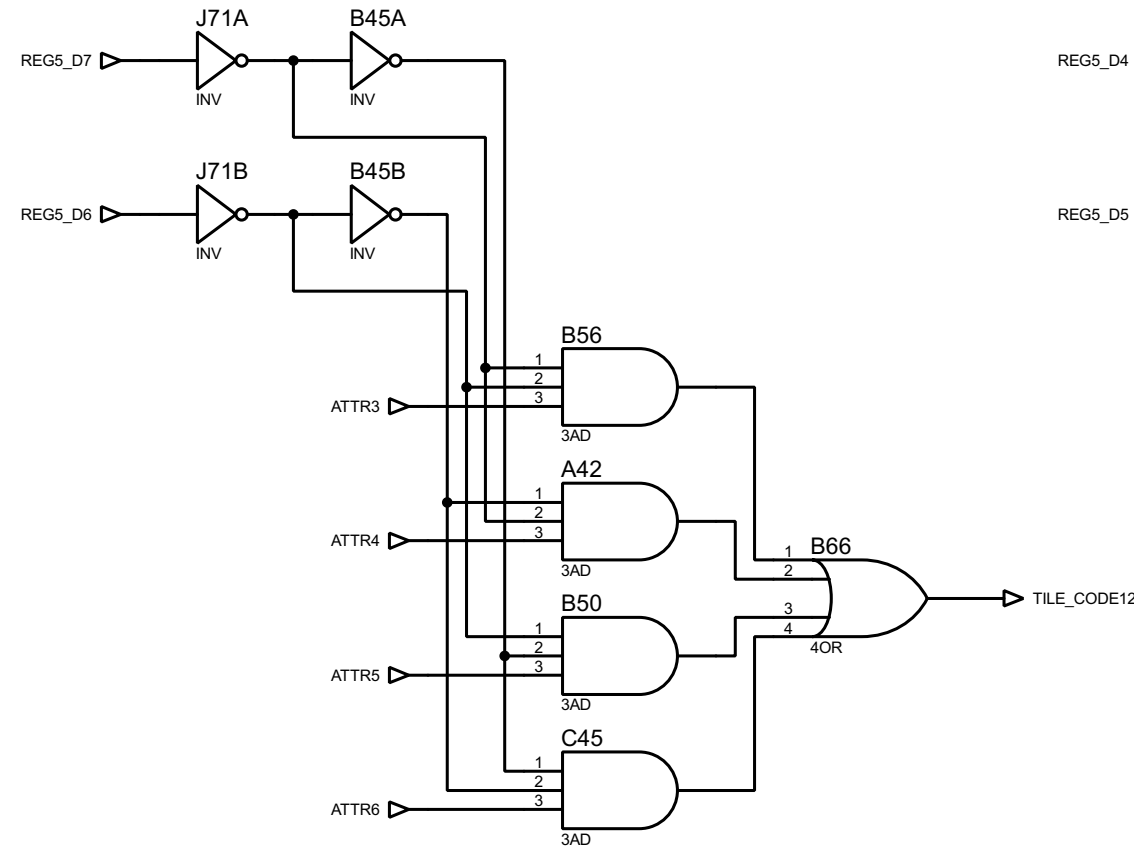
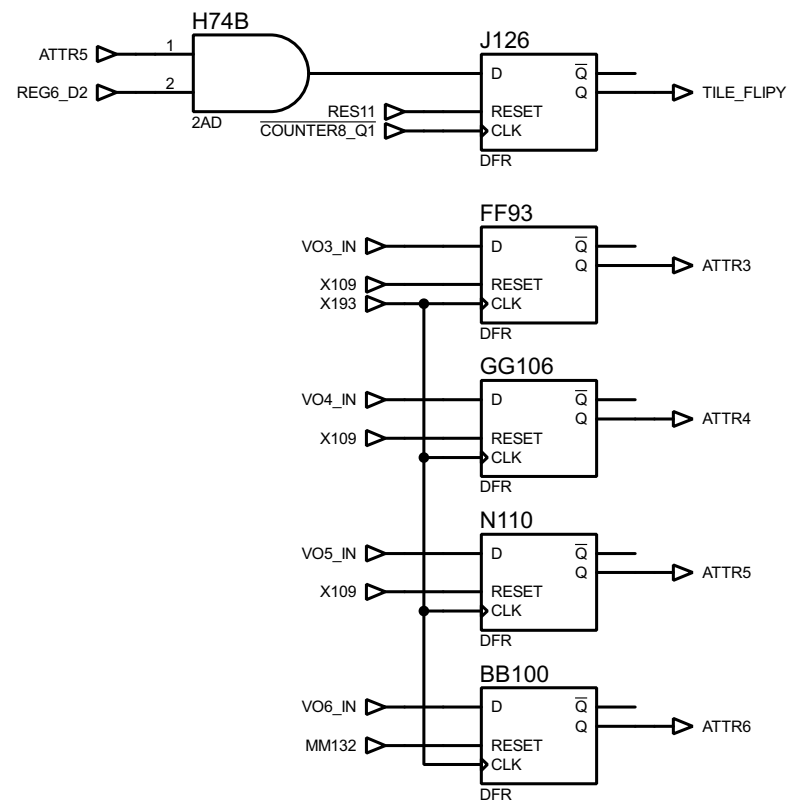
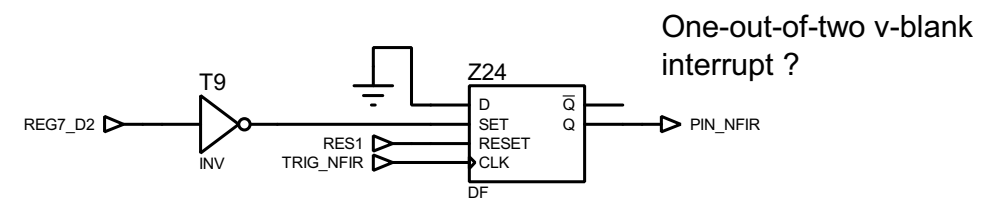
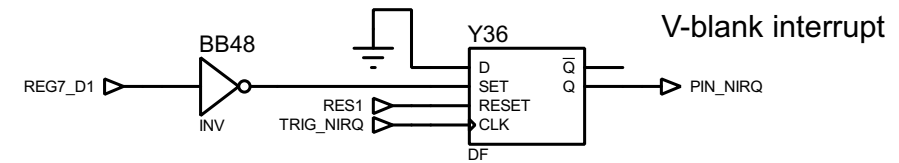
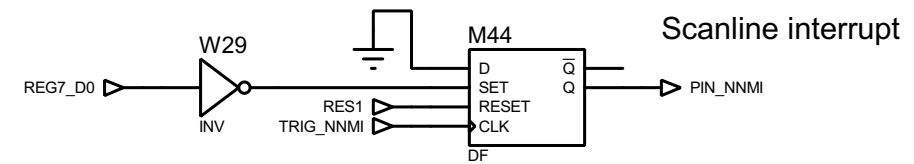
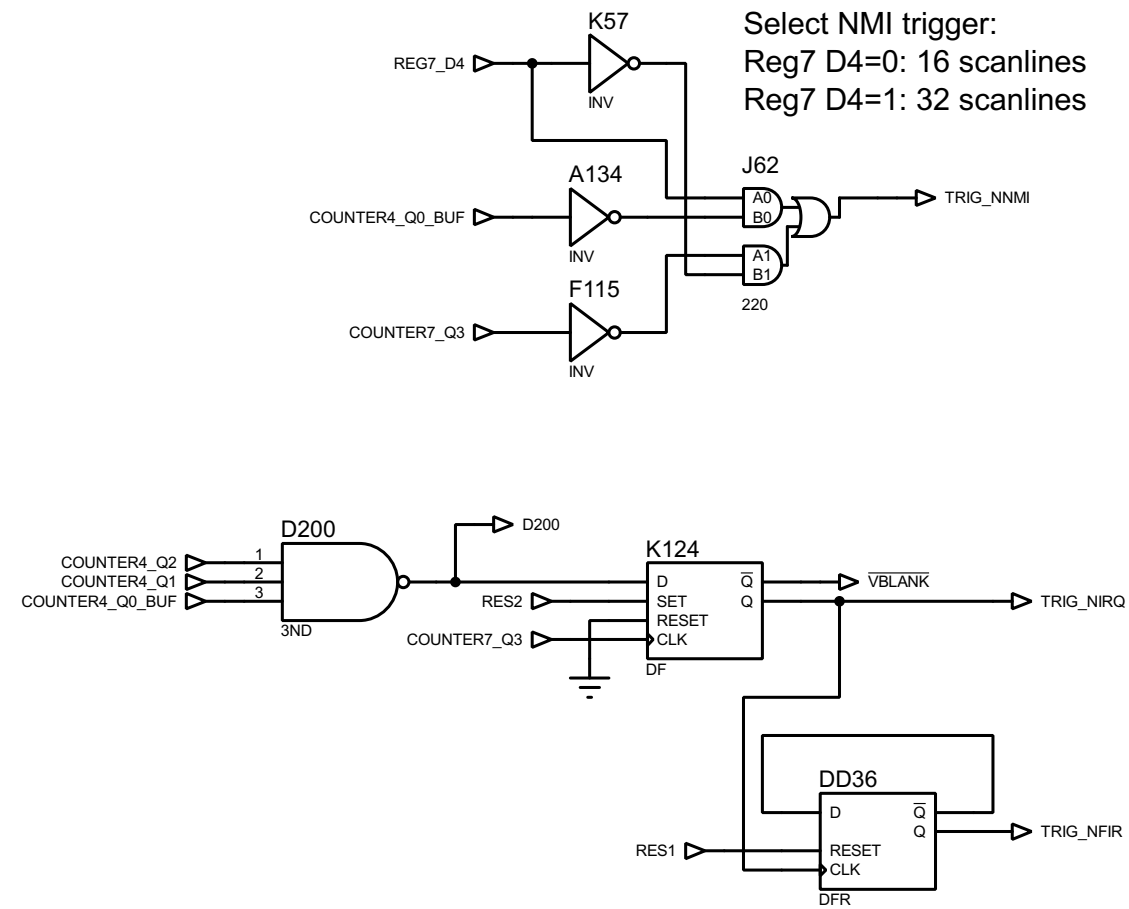


Select between CPU (R/W) or render (R)

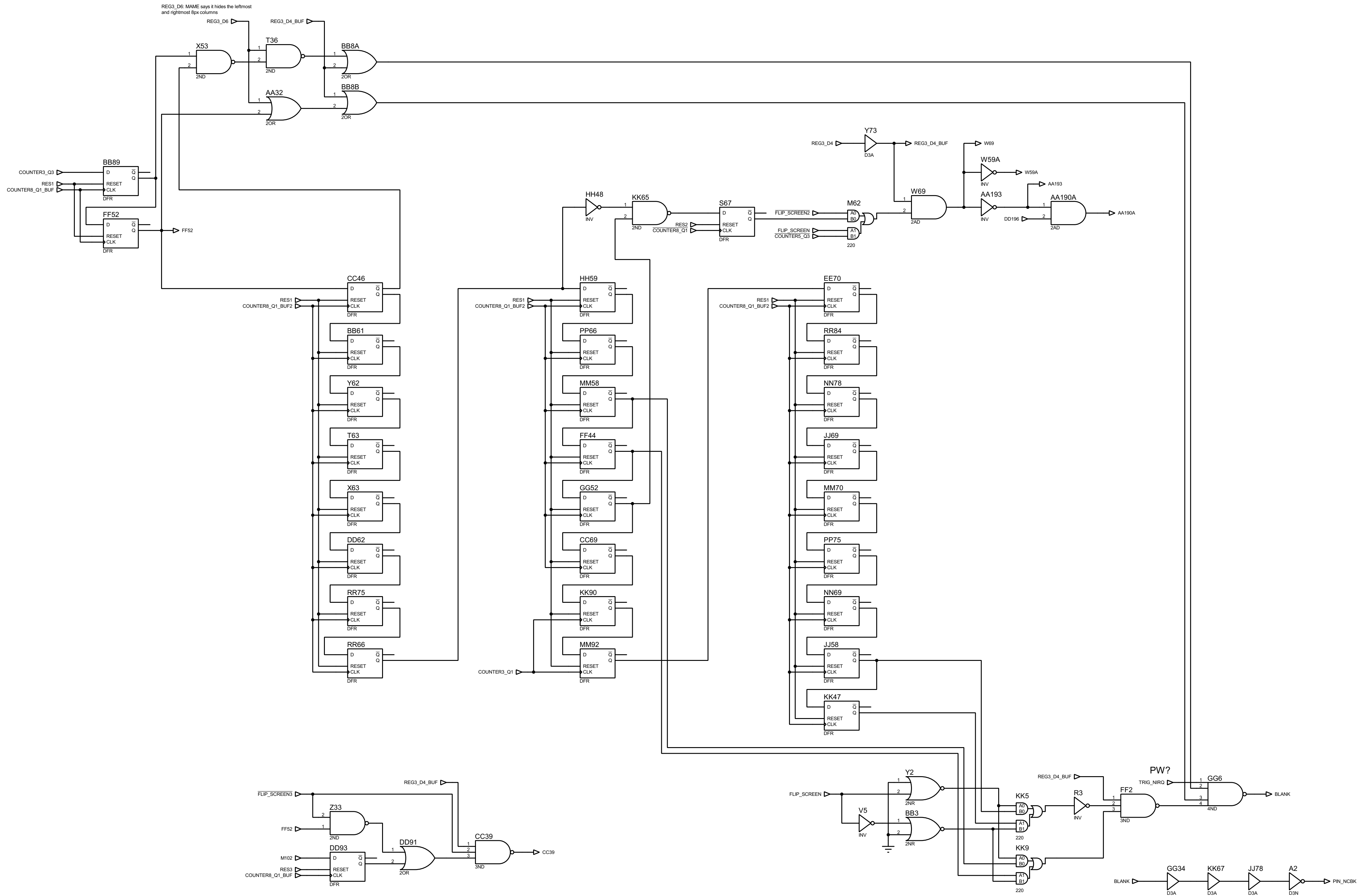


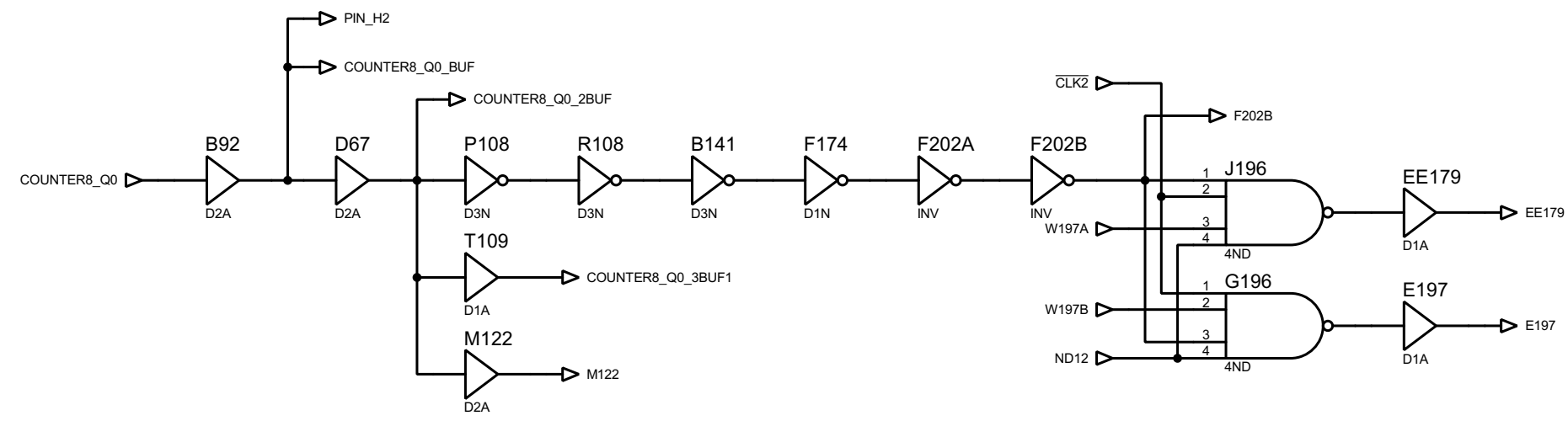




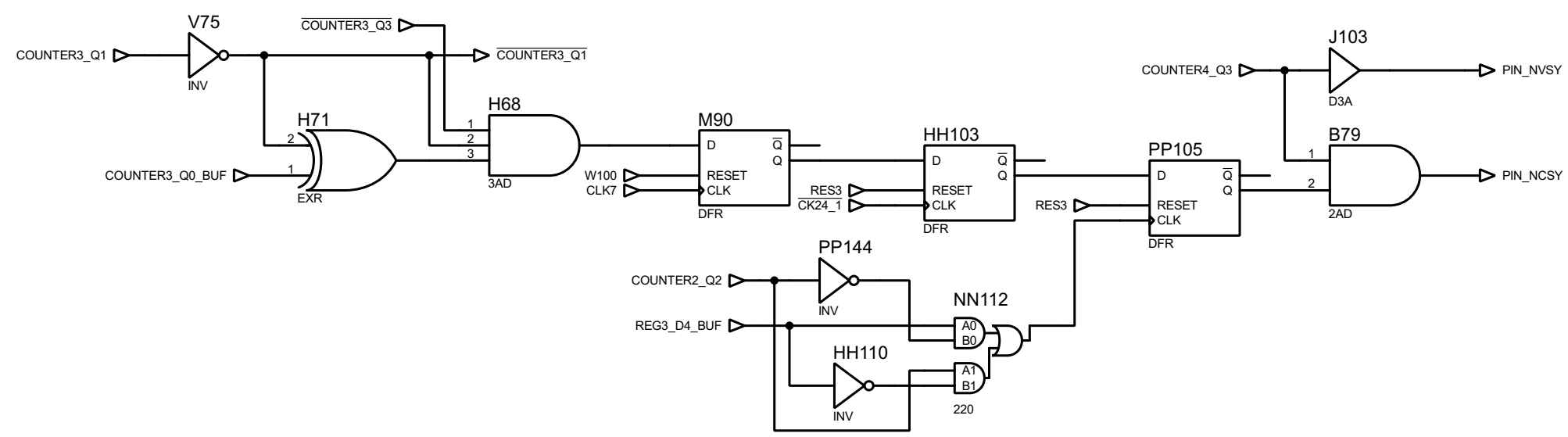


FILE NAME: 007121.pdsprj	DATE: 12/05/2021
DESIGN TITLE: Konami 007121 INTERRUPTS	PAGE: 6 of 52
BY: Sean Gonsalves	REV: 0
	TIME: 02:03:25



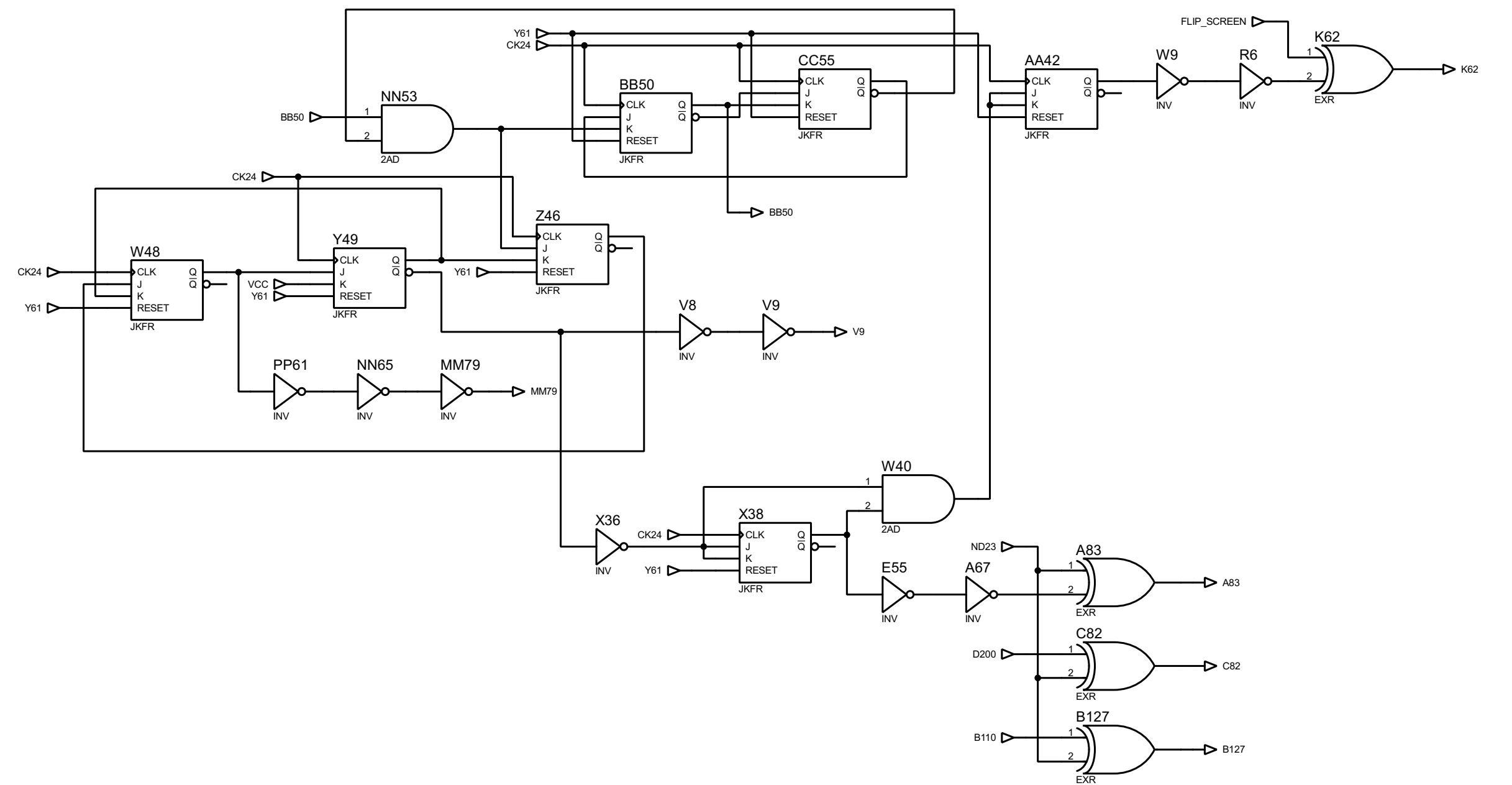
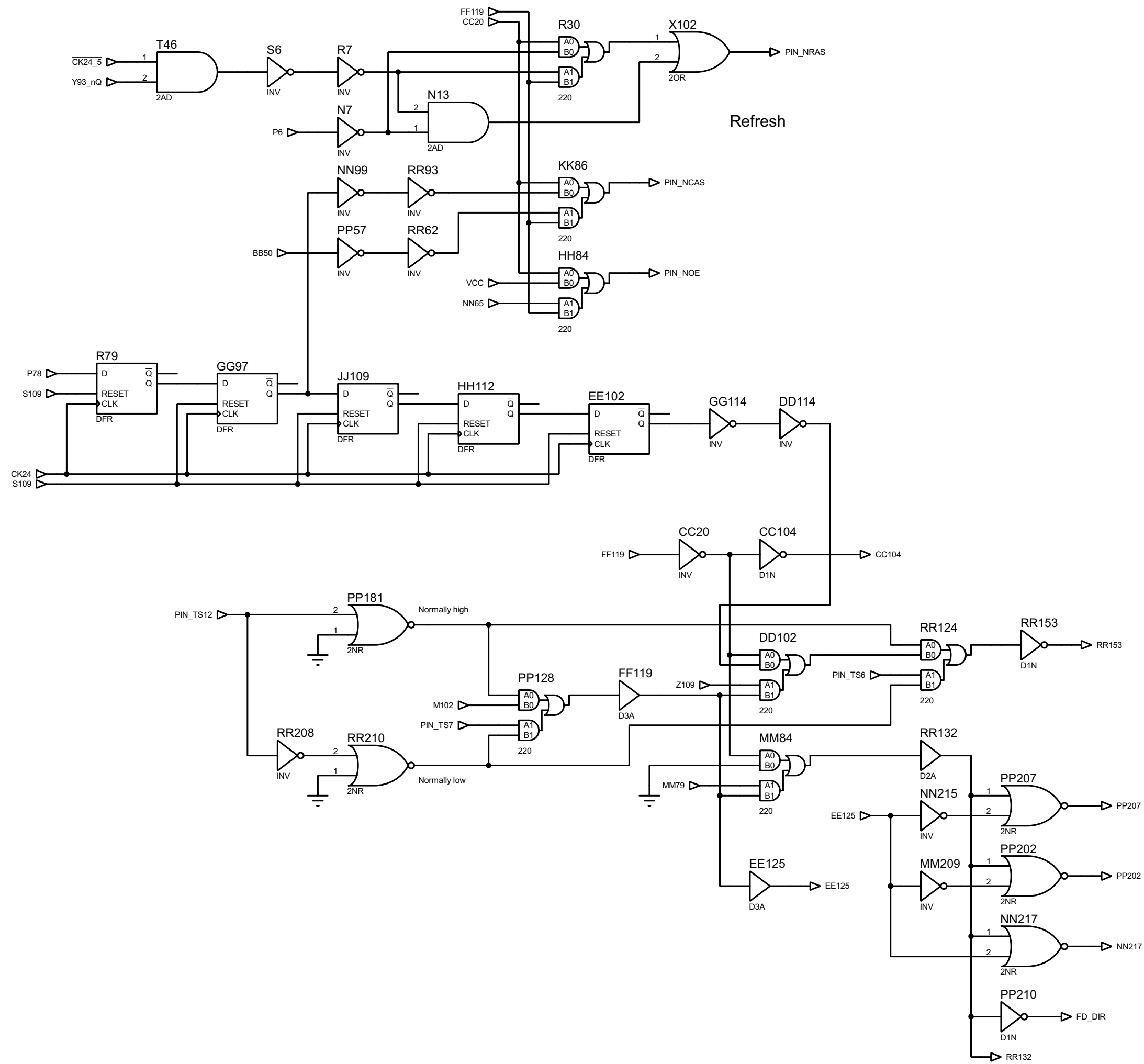


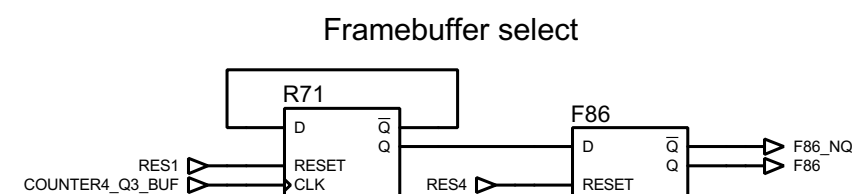
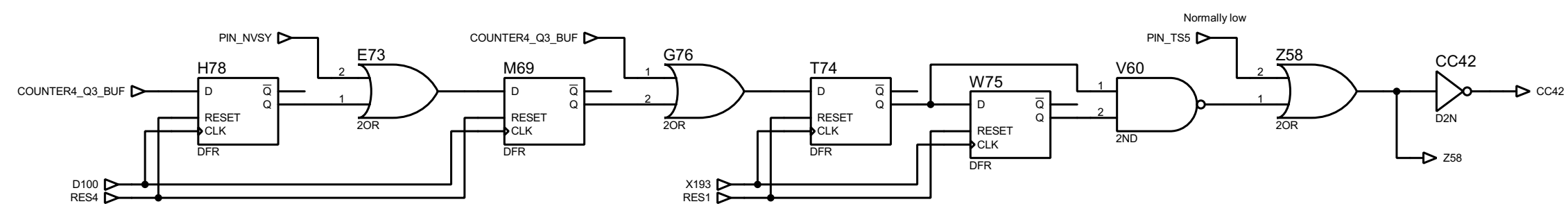
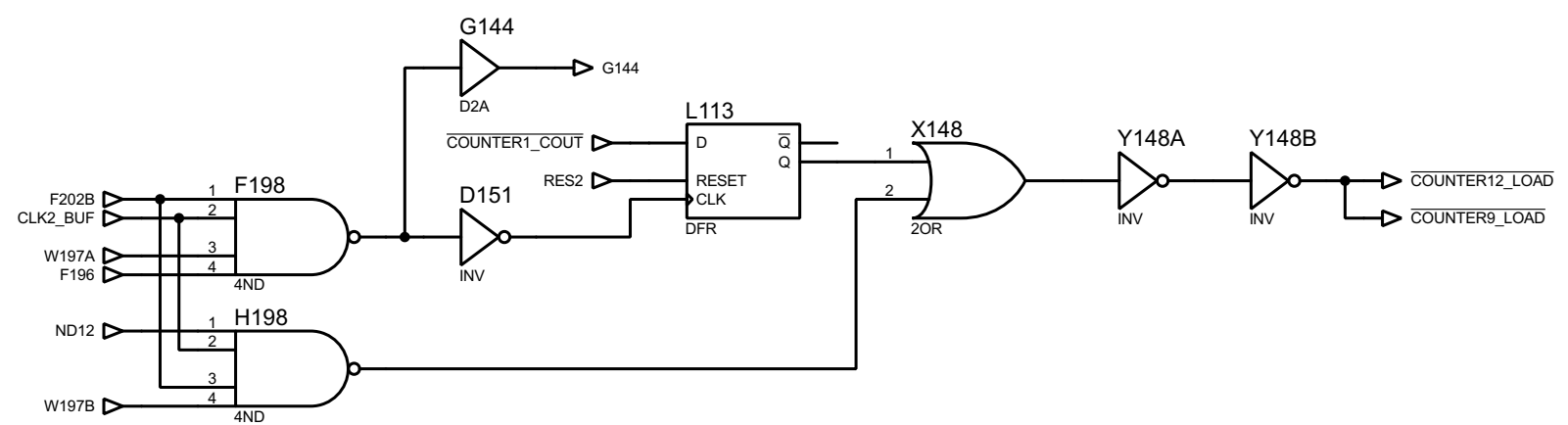
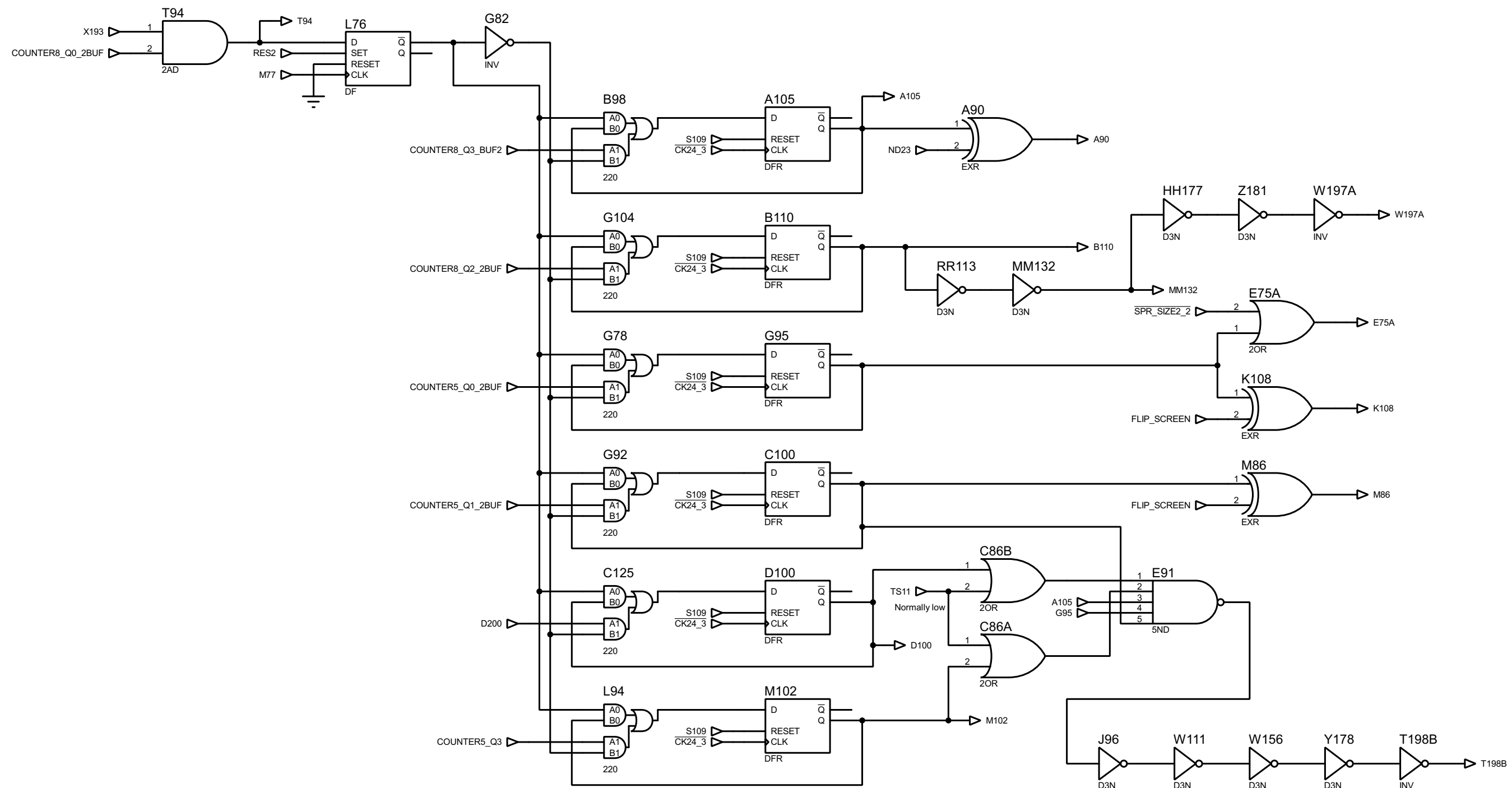
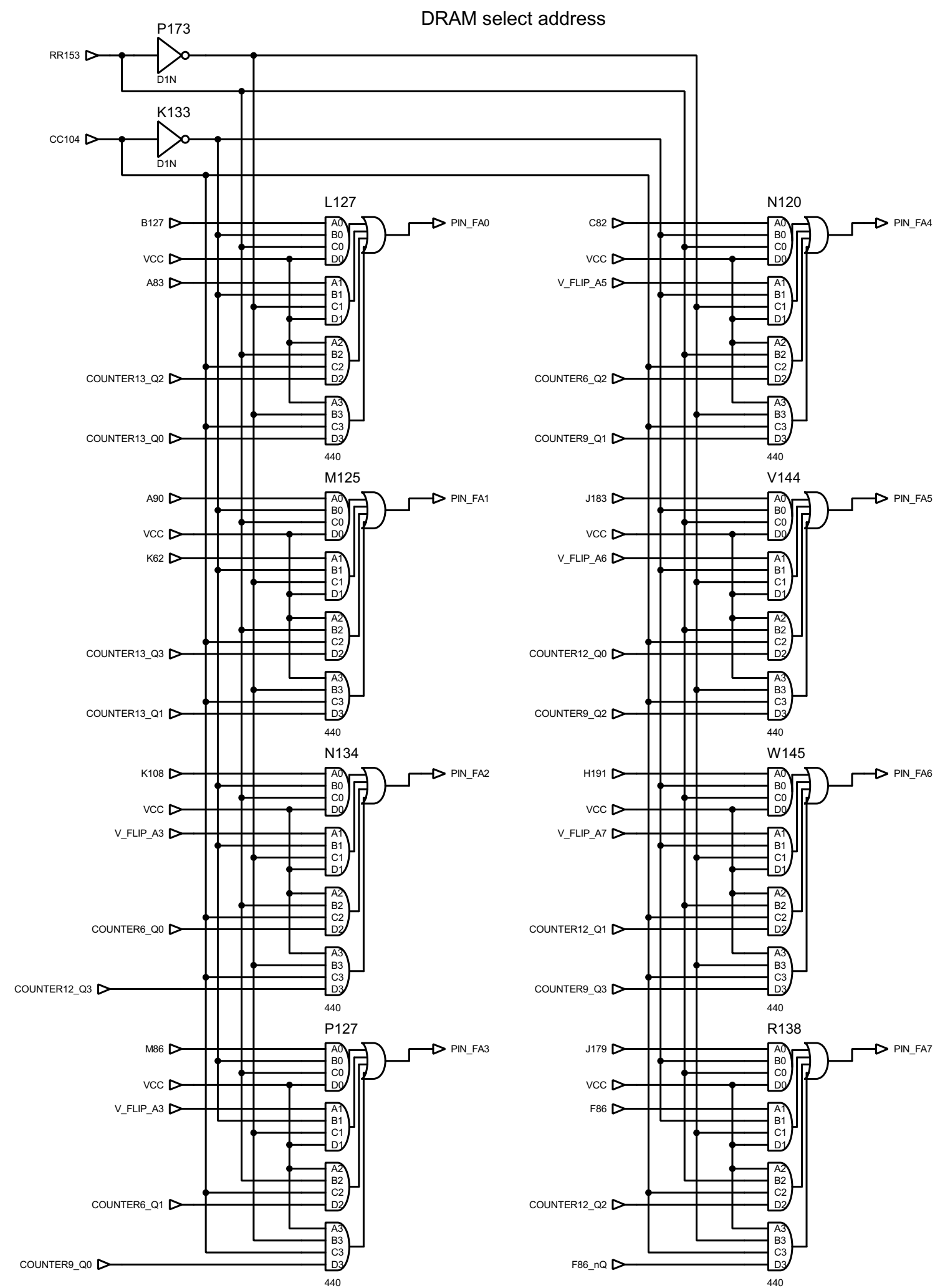
T109 or M112 must be an inverter ?

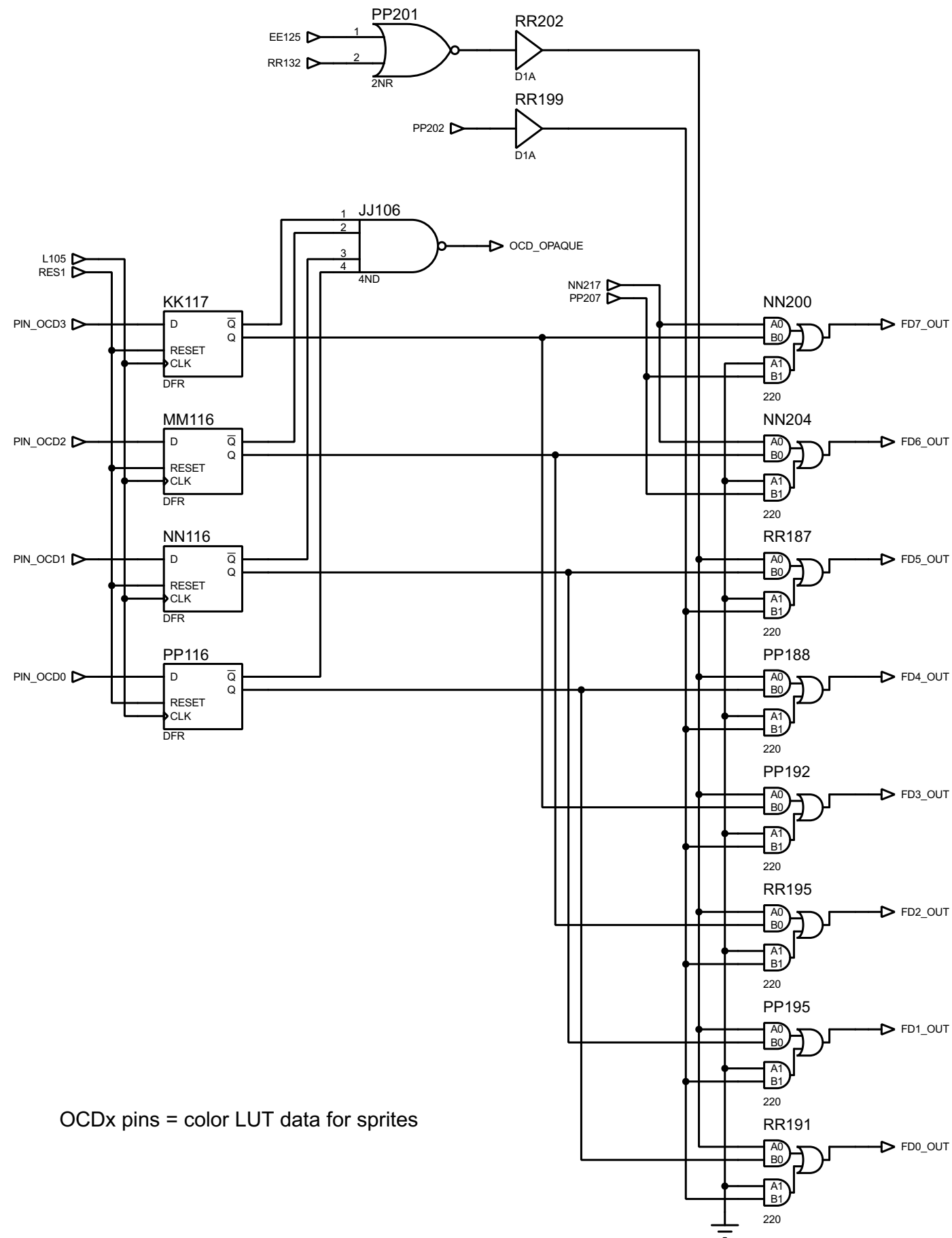


Polarity select

FILE NAME: 007121.pdsprj	DATE: 12/05/2021
DESIGN TITLE: Konami 007121 VIDEO SYNC	PAGE: 8 of 52
BY: Sean Gonsalves	REV: 0







OCDx pins = color LUT data for sprites

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DESIGN TITLE: Konami 007121	PAGE: 11 of 52
BY: Sean Gonsalves	TIME: 02:03:25
REV: 0	

MAME says (video/k007121.cpp):

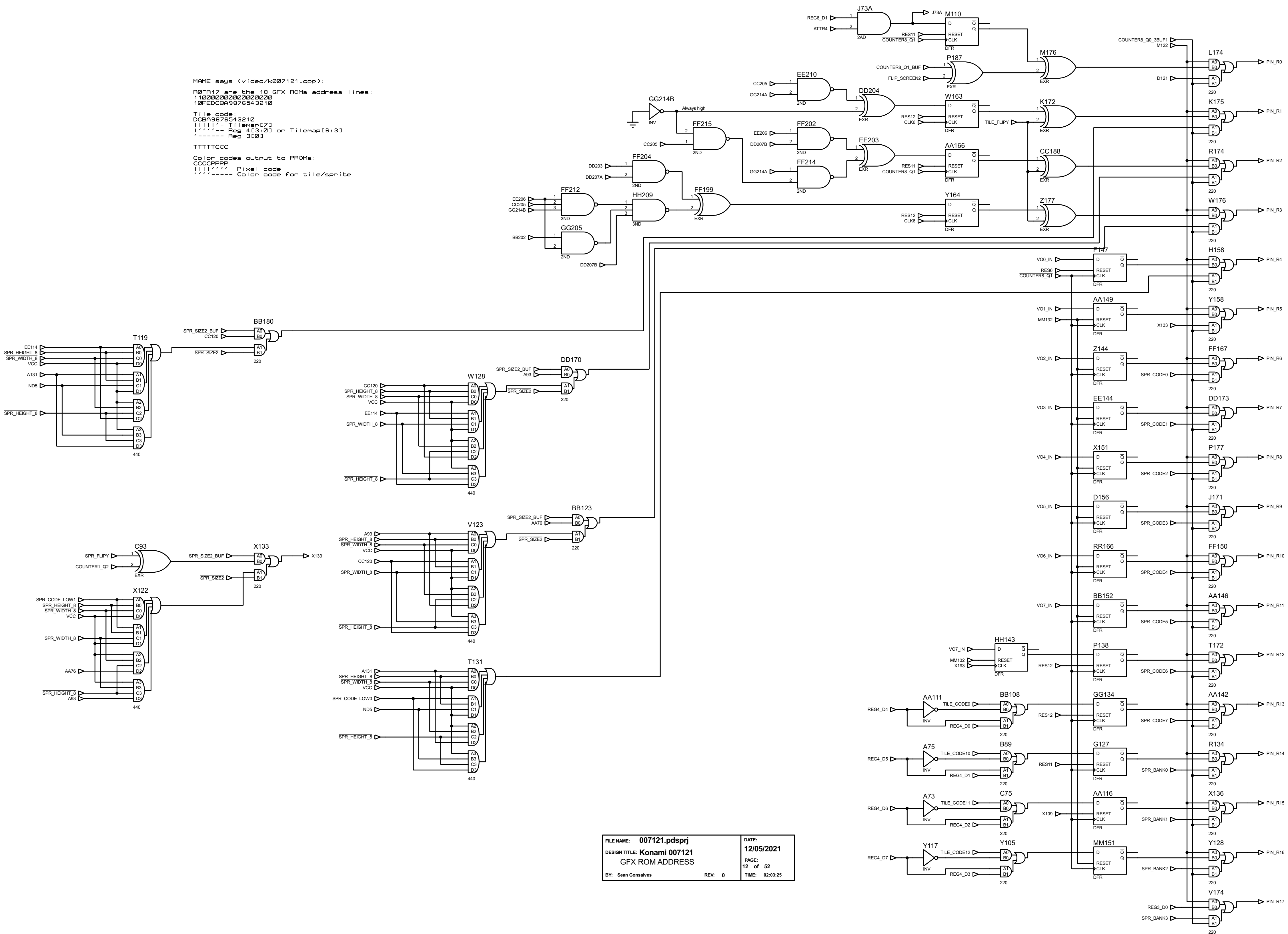
R0~R17 are the 18 GFX ROMs address lines:
1100000000000000
10FEDCBA9876543210

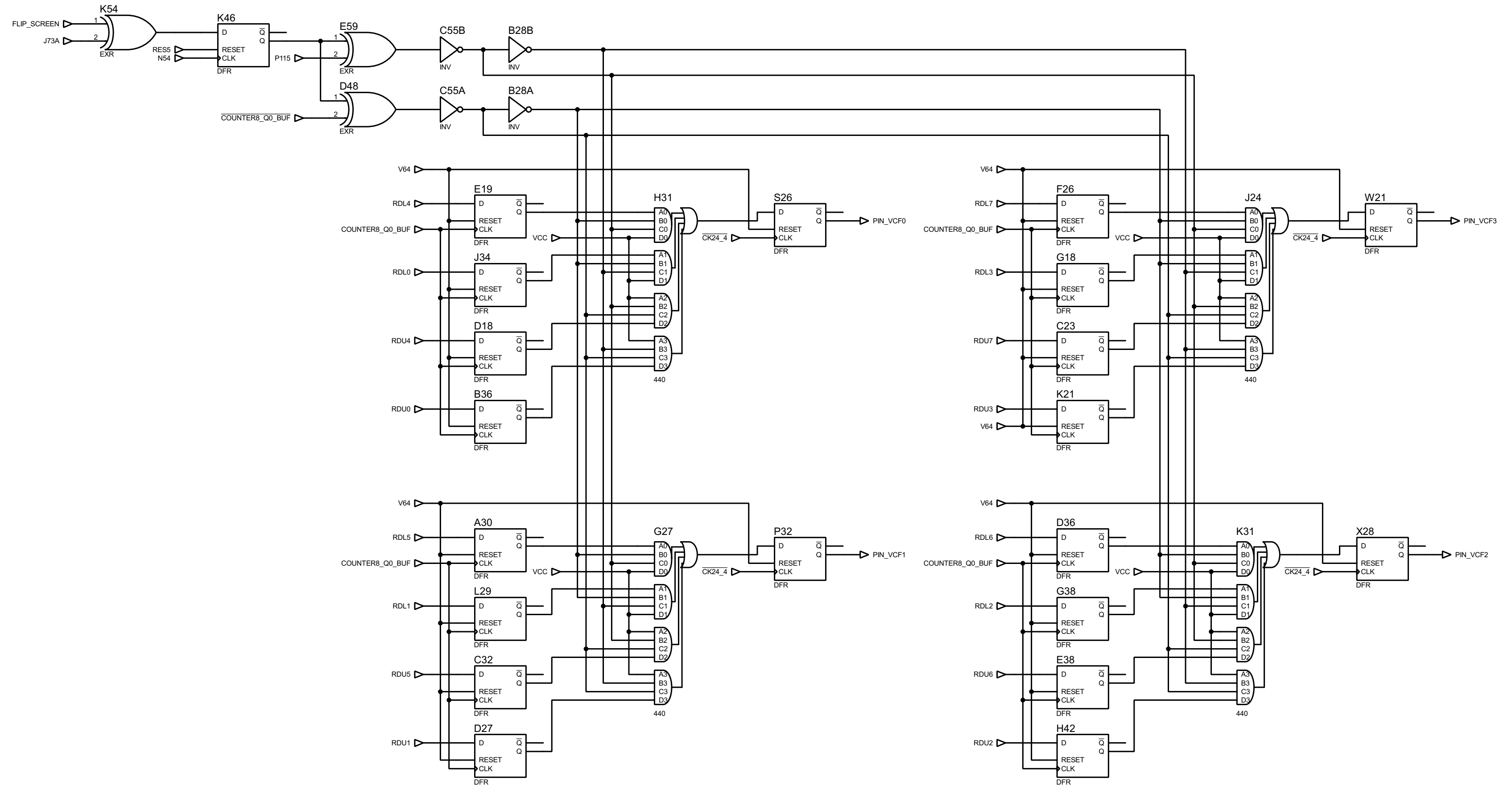
Tile code:
DCBA9876543210
| | | | | Tilemap[7]
| | | | | Reg 4[3:0] or Tilemap[6:3]
| | | | | Reg 3[0]

TTTTTCCC

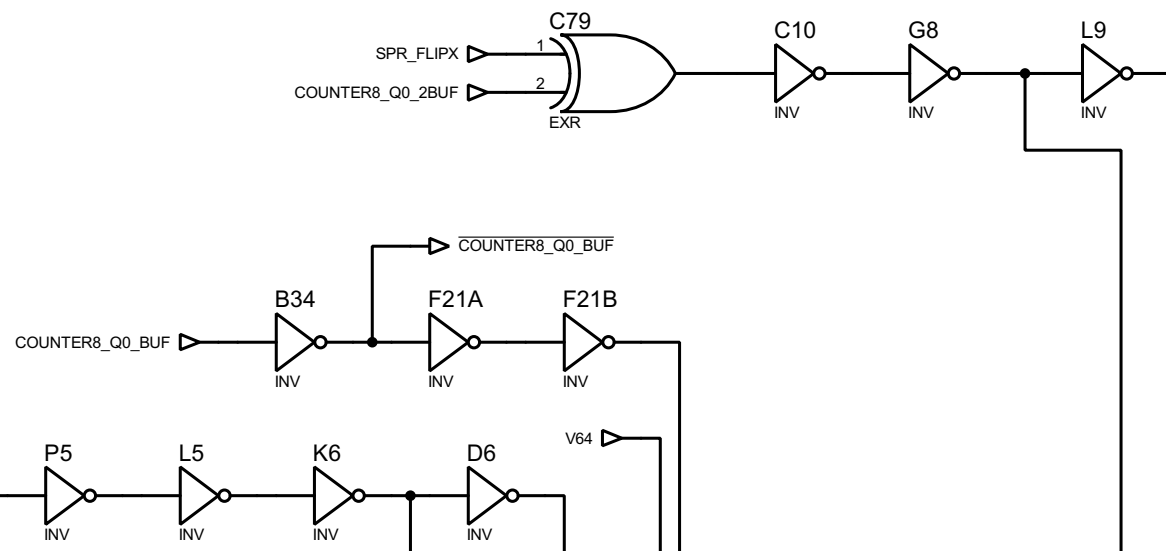
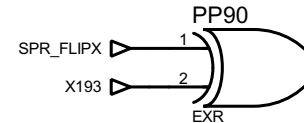
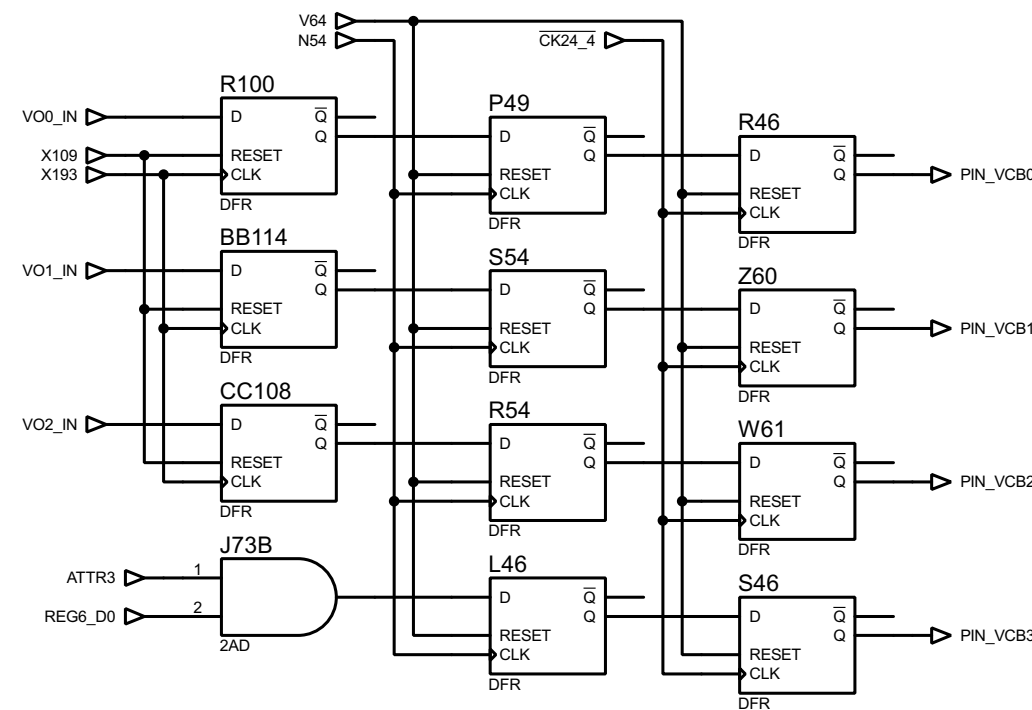
Color codes output to PROMs:

CCCCPPPP
| | | | | Pixel code
| | | | | Color code for tile/sprite

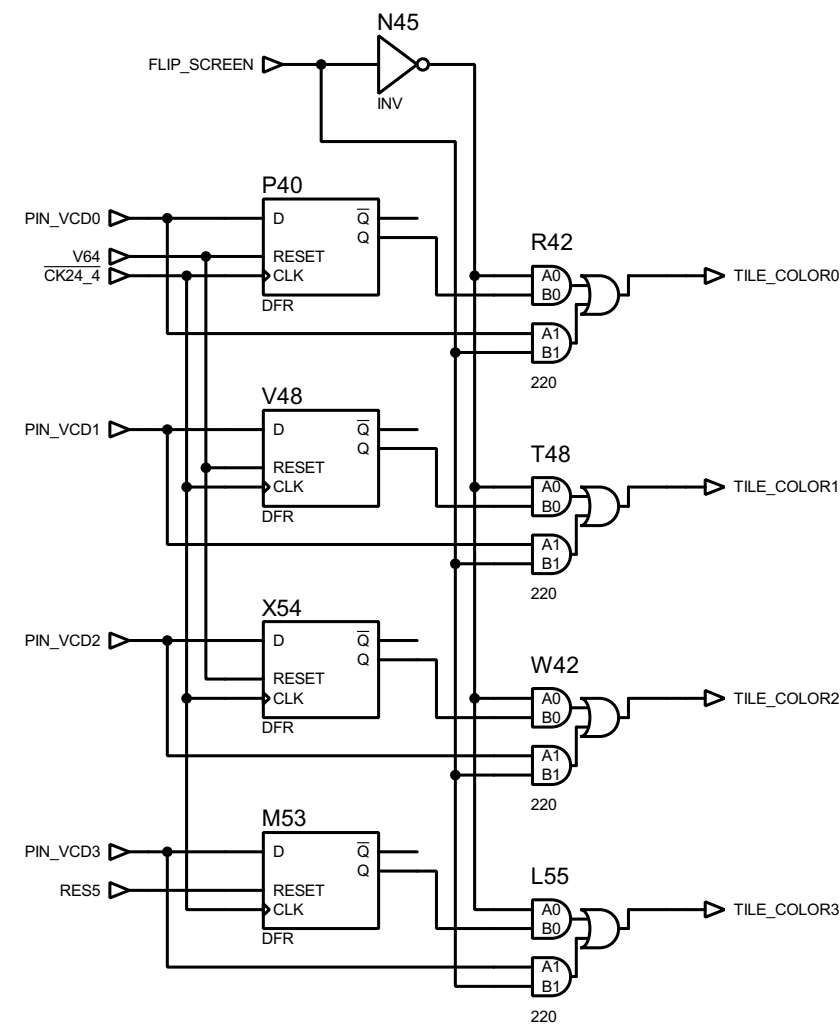




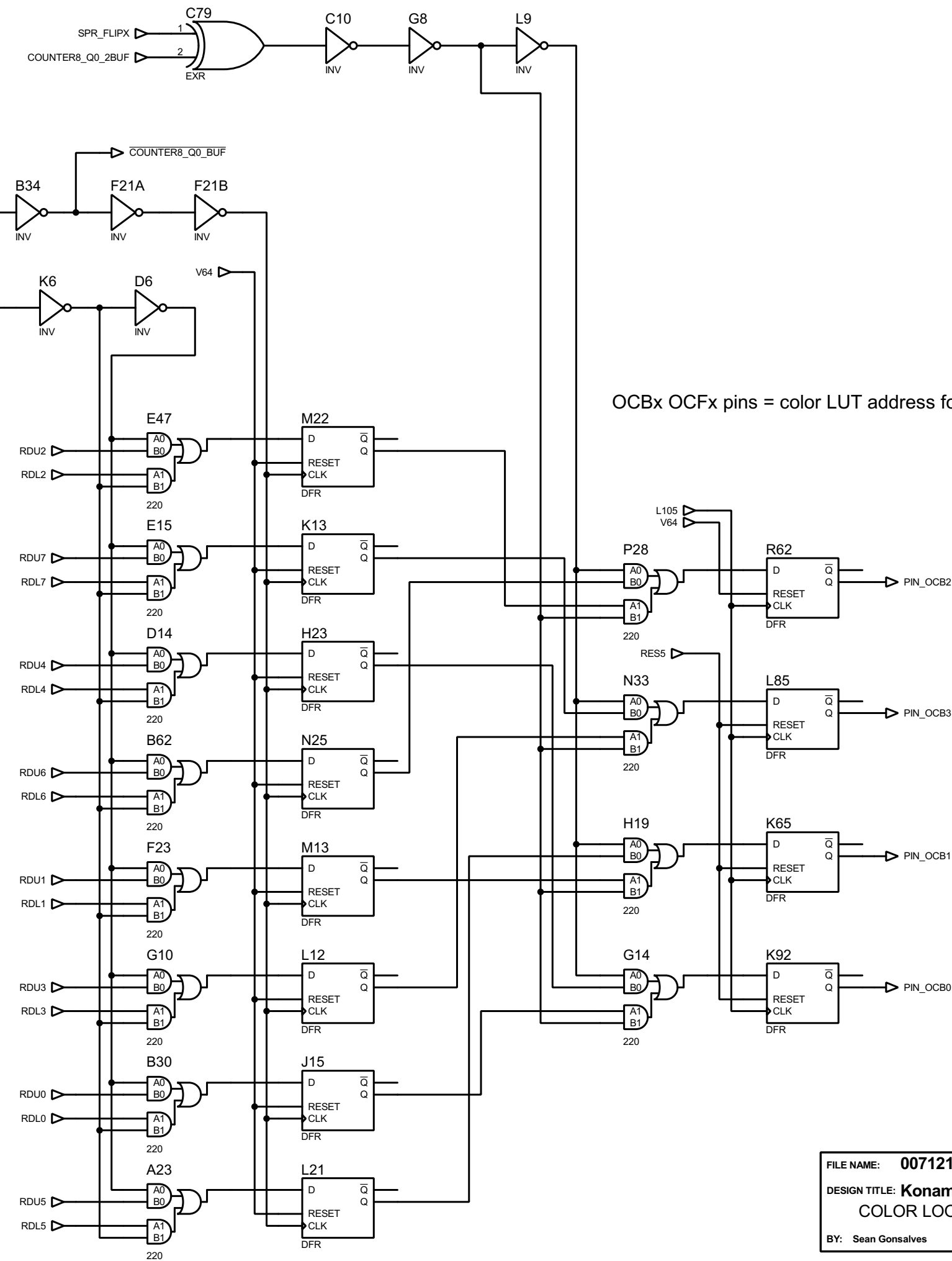
VCBx VCFx pins = color LUT address for tiles

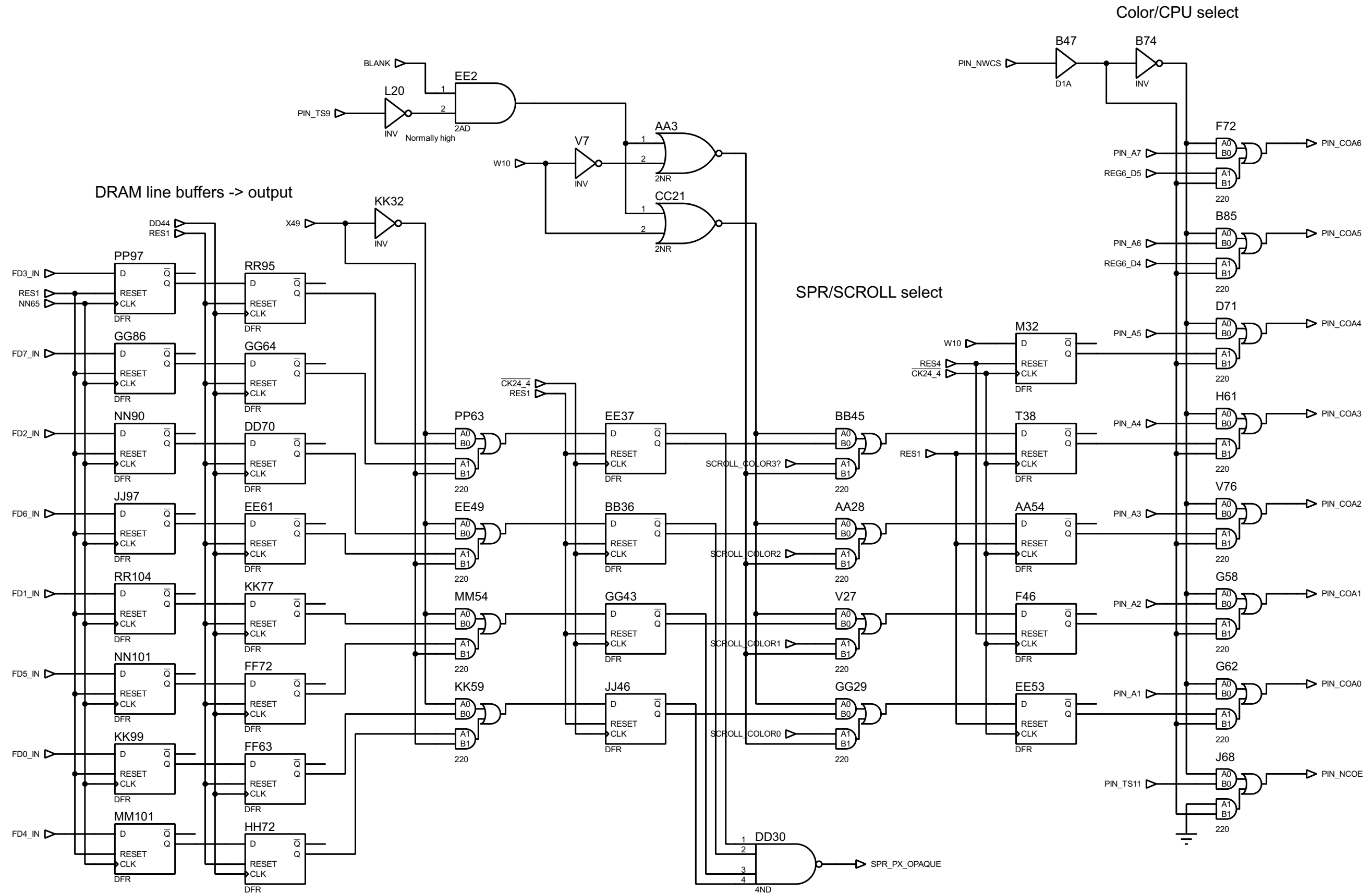


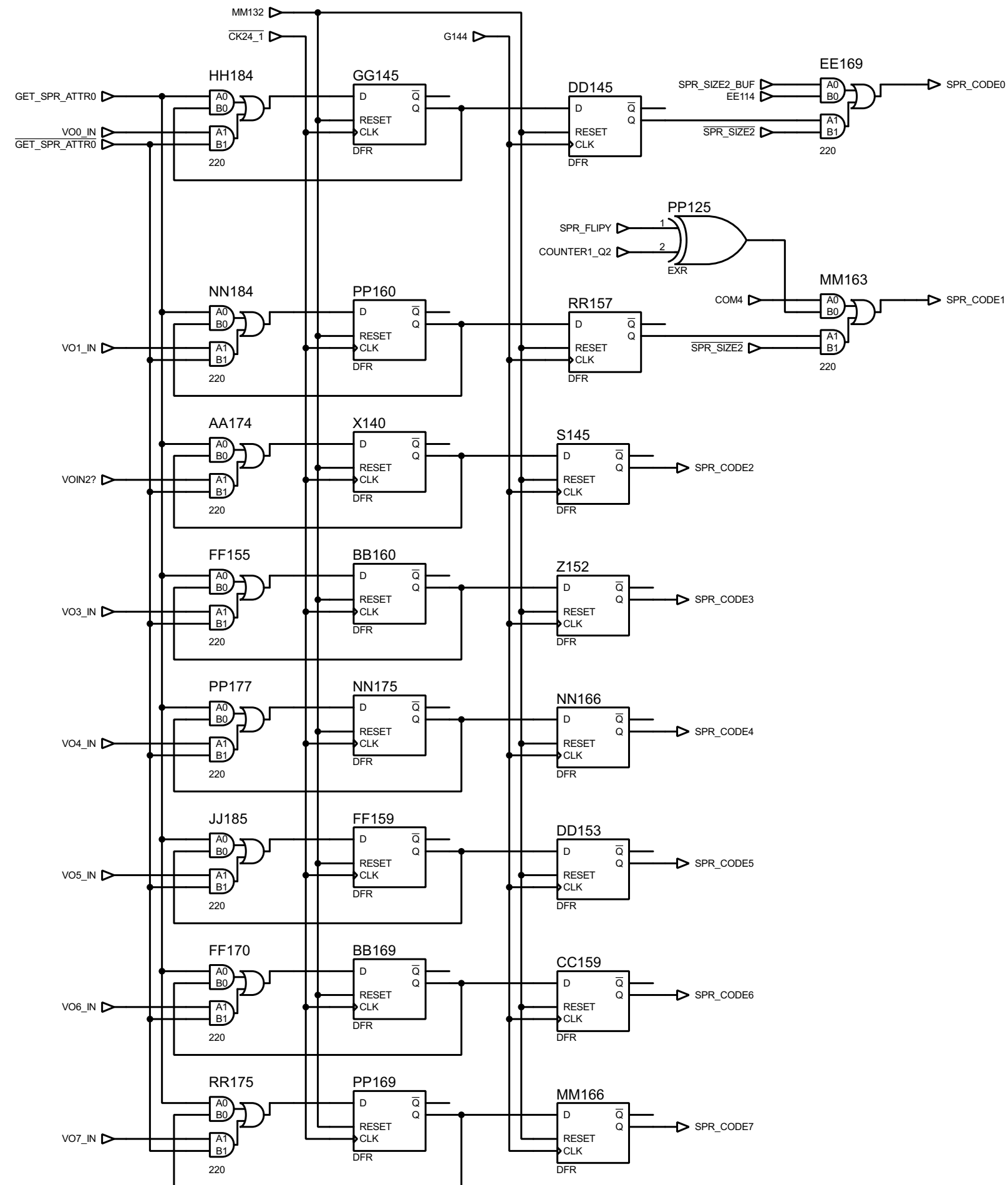
VCDx pins = color LUT data for tiles

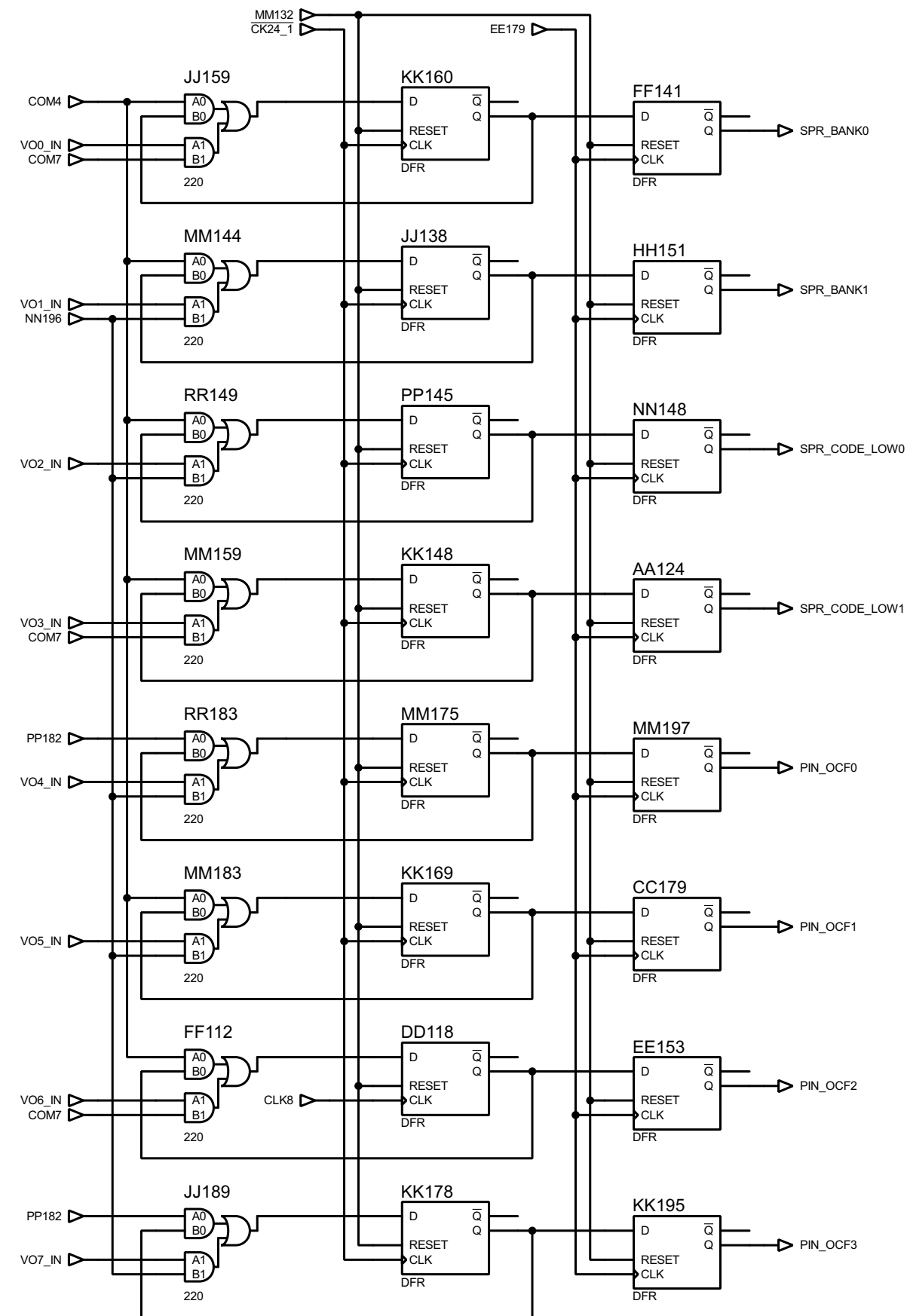


OCBx OCFx pins = color LUT address for sprites

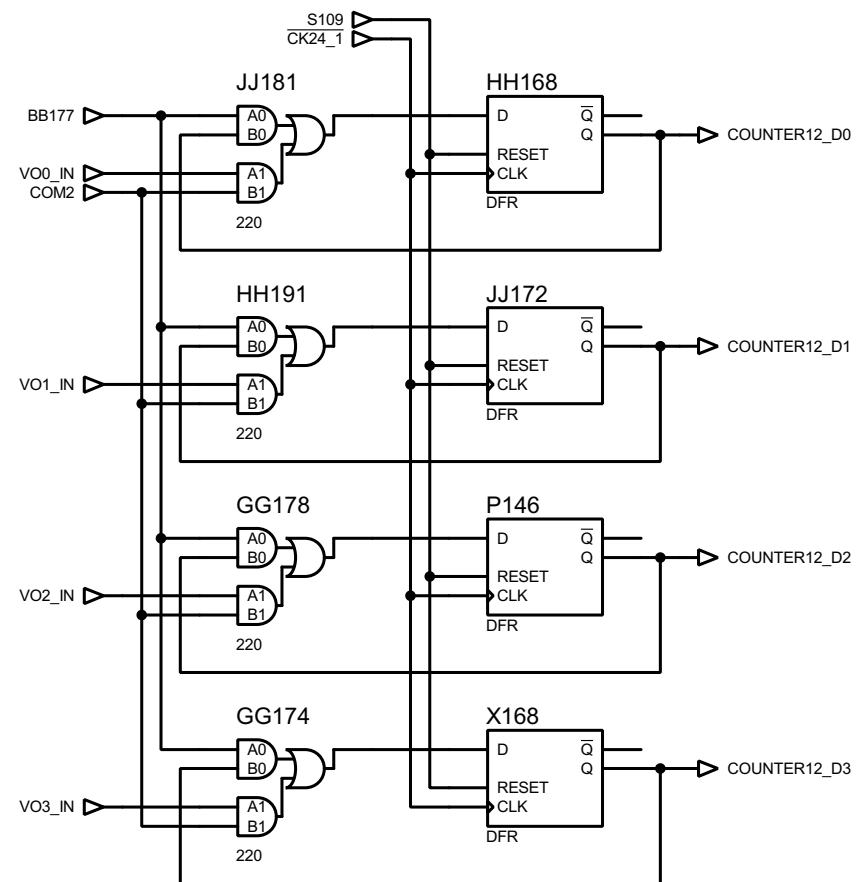
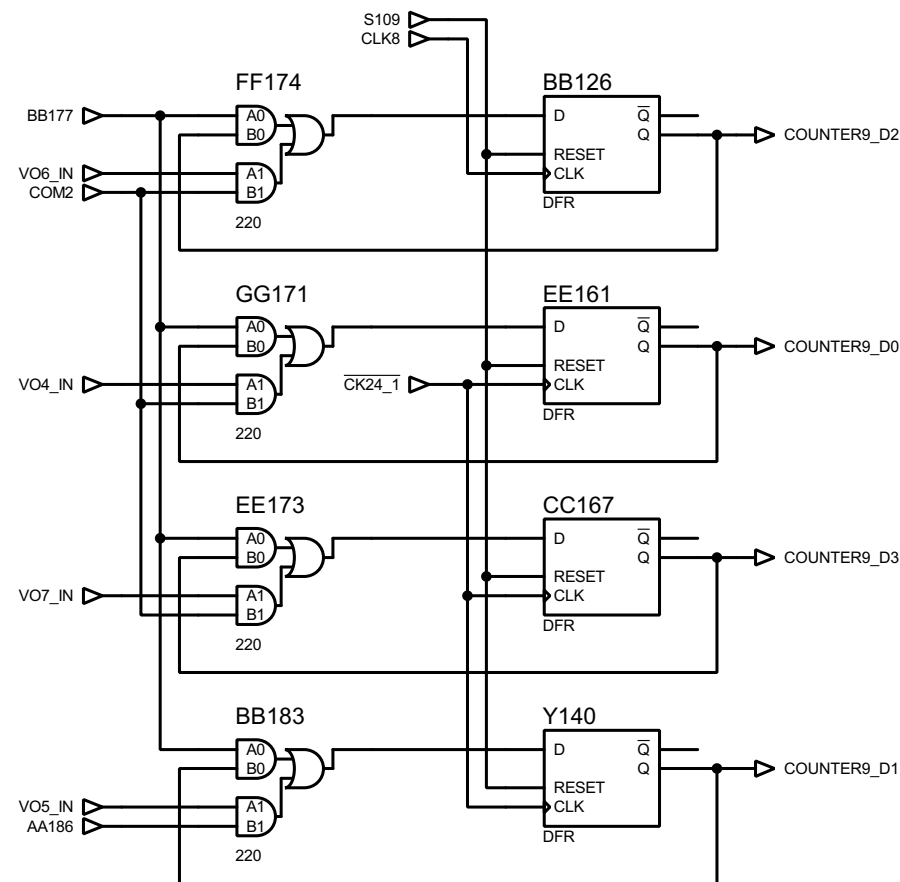




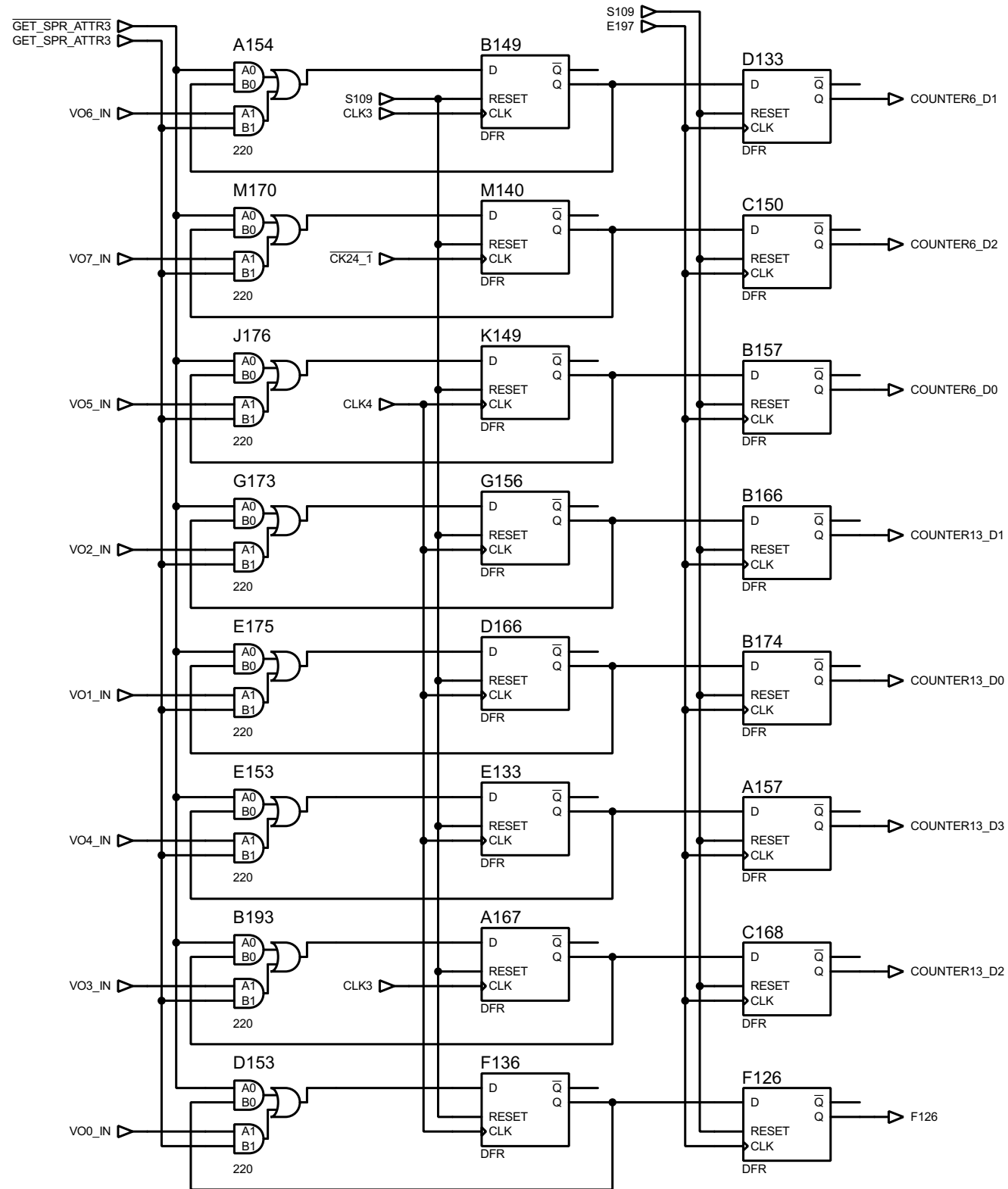




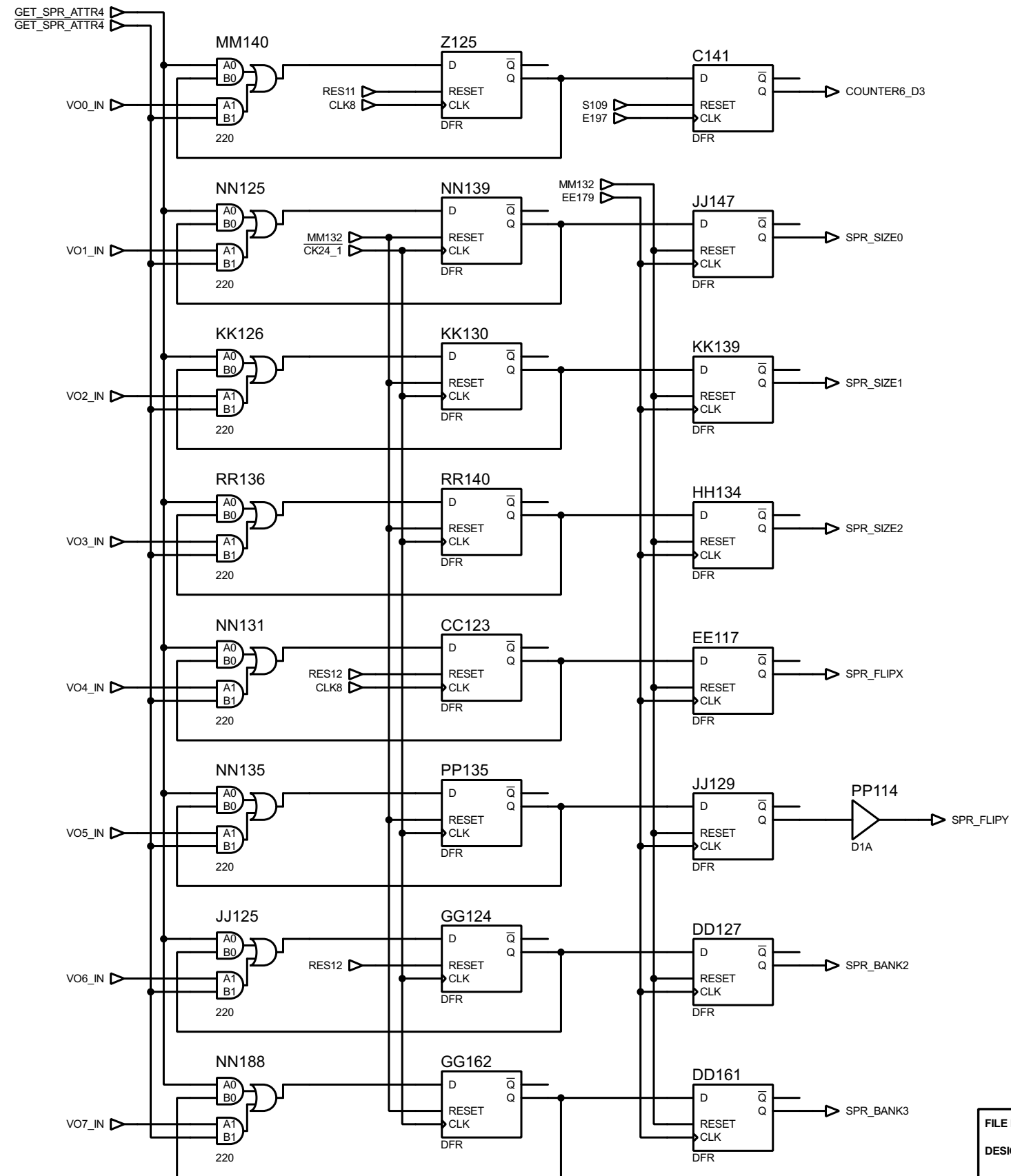
FILE NAME: 007121.pdsprj	DATE: 12/05/2021
DESIGN TITLE: Konami 007121 SPR ATTR 1	PAGE: 17 of 52
BY: Sean Gonsalves	REV: 0

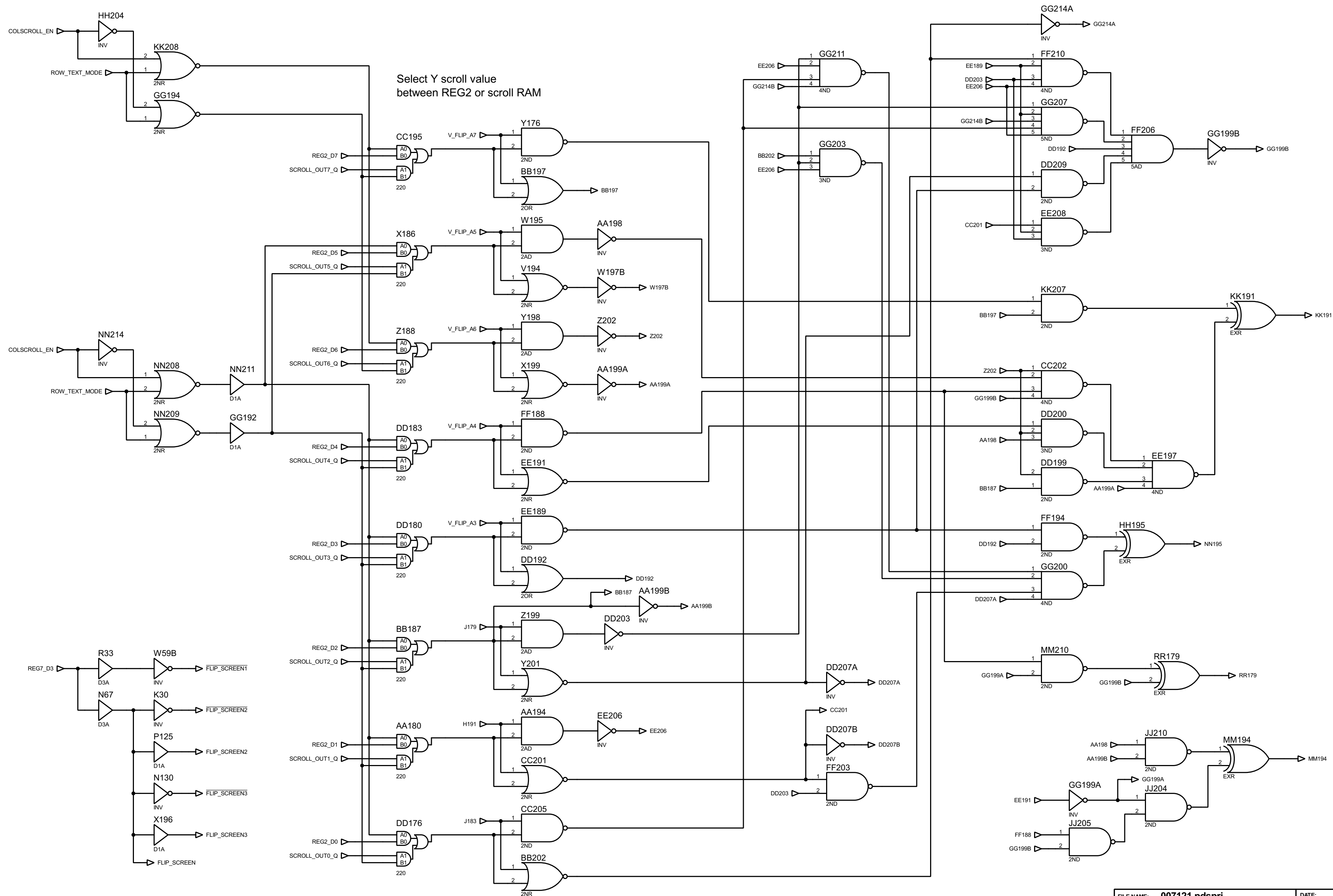


FILE NAME: 007121.pdsprj	DATE: 12/05/2021
DESIGN TITLE: Konami 007121	
SPR ATTR 2	PAGE: 18 of 52
BY: Sean Gonsalves	REV: 0 TIME: 02:03:25

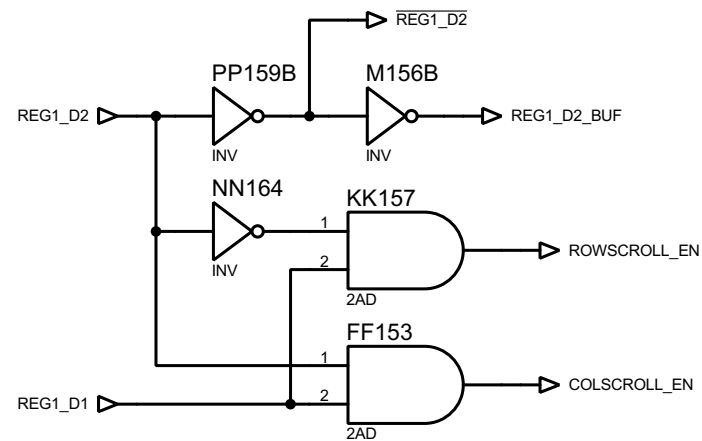
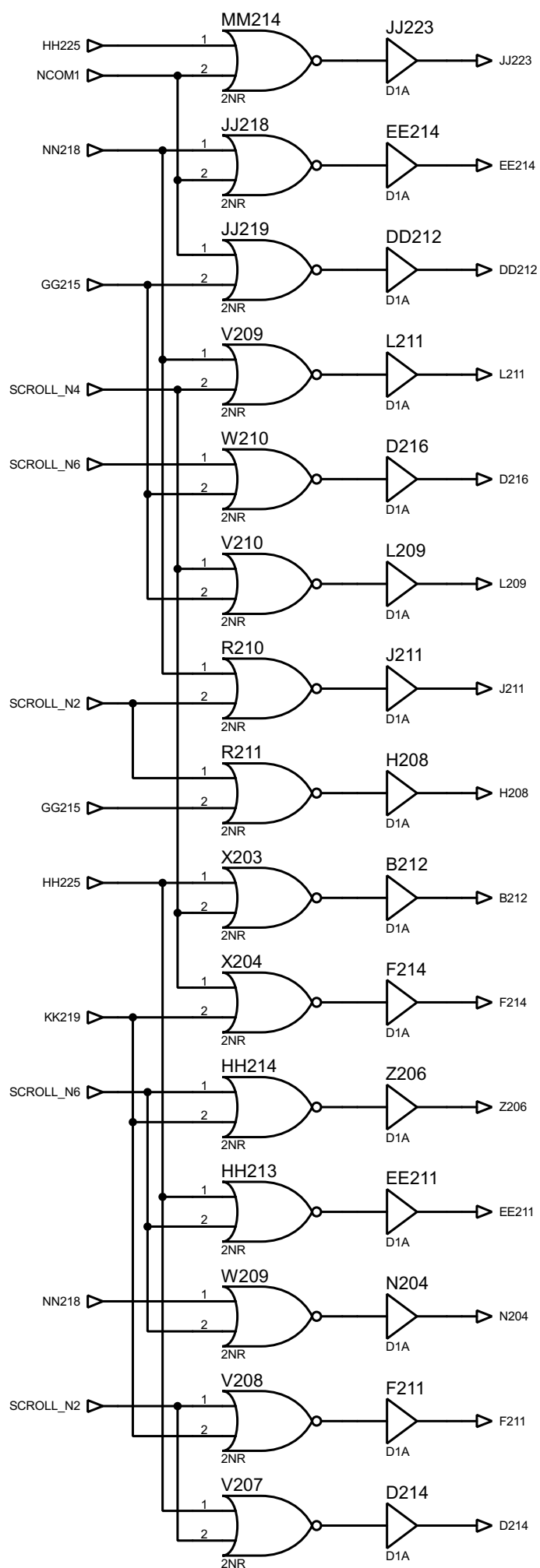
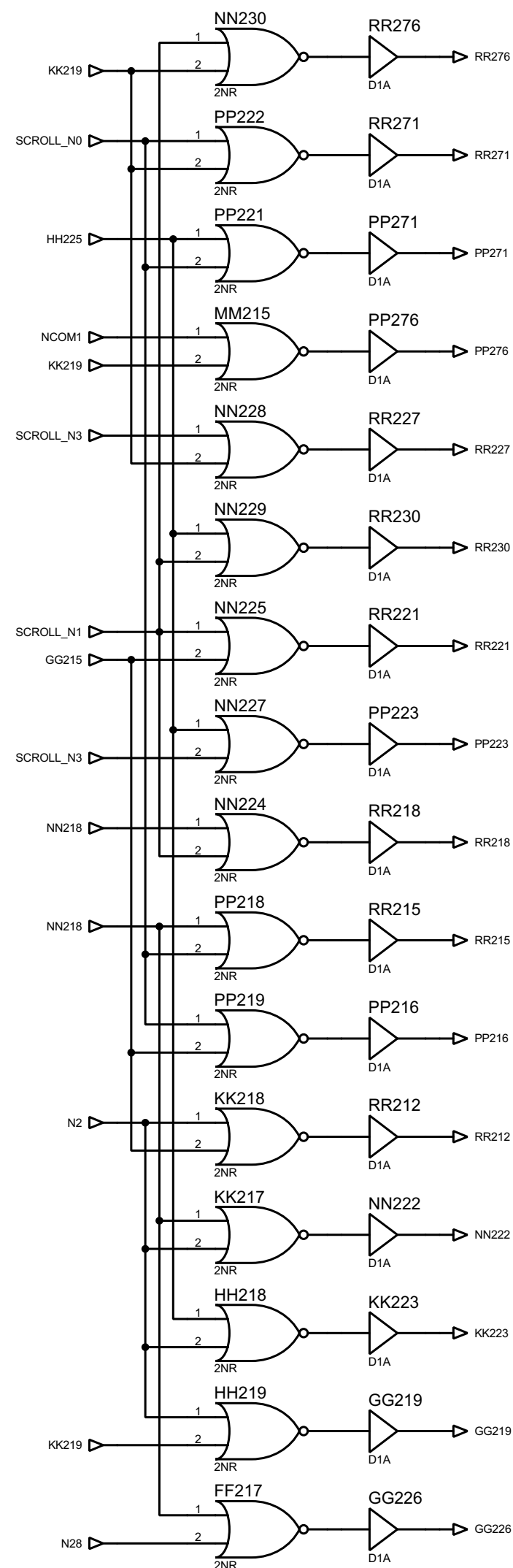


FILE NAME: 007121.pdsprj	DATE: 12/05/2021
DESIGN TITLE: Konami 007121 SPR ATTR 3 (X POS)	PAGE: 19 of 52
BY: Sean Gonsalves	REV: 0

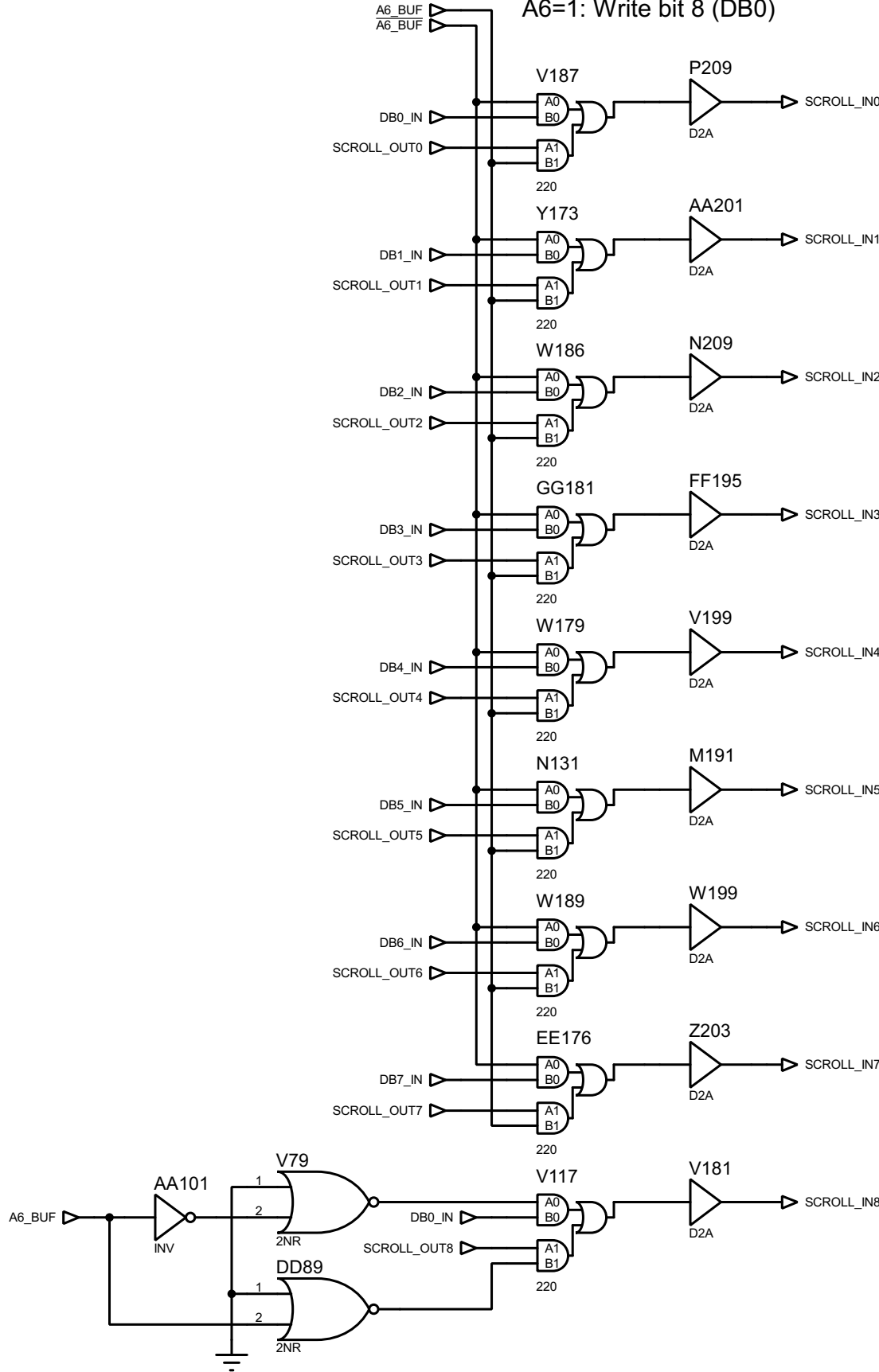




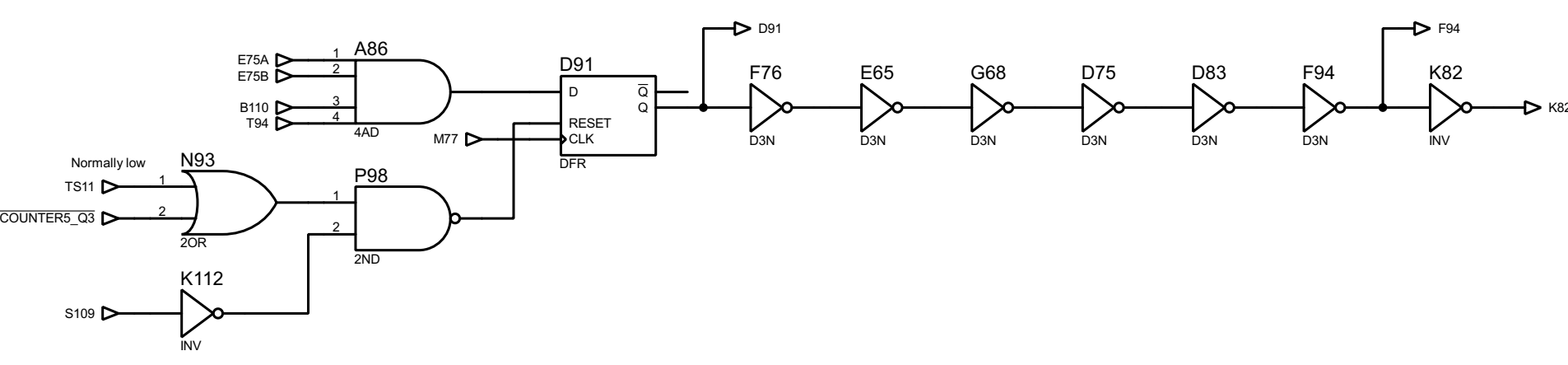
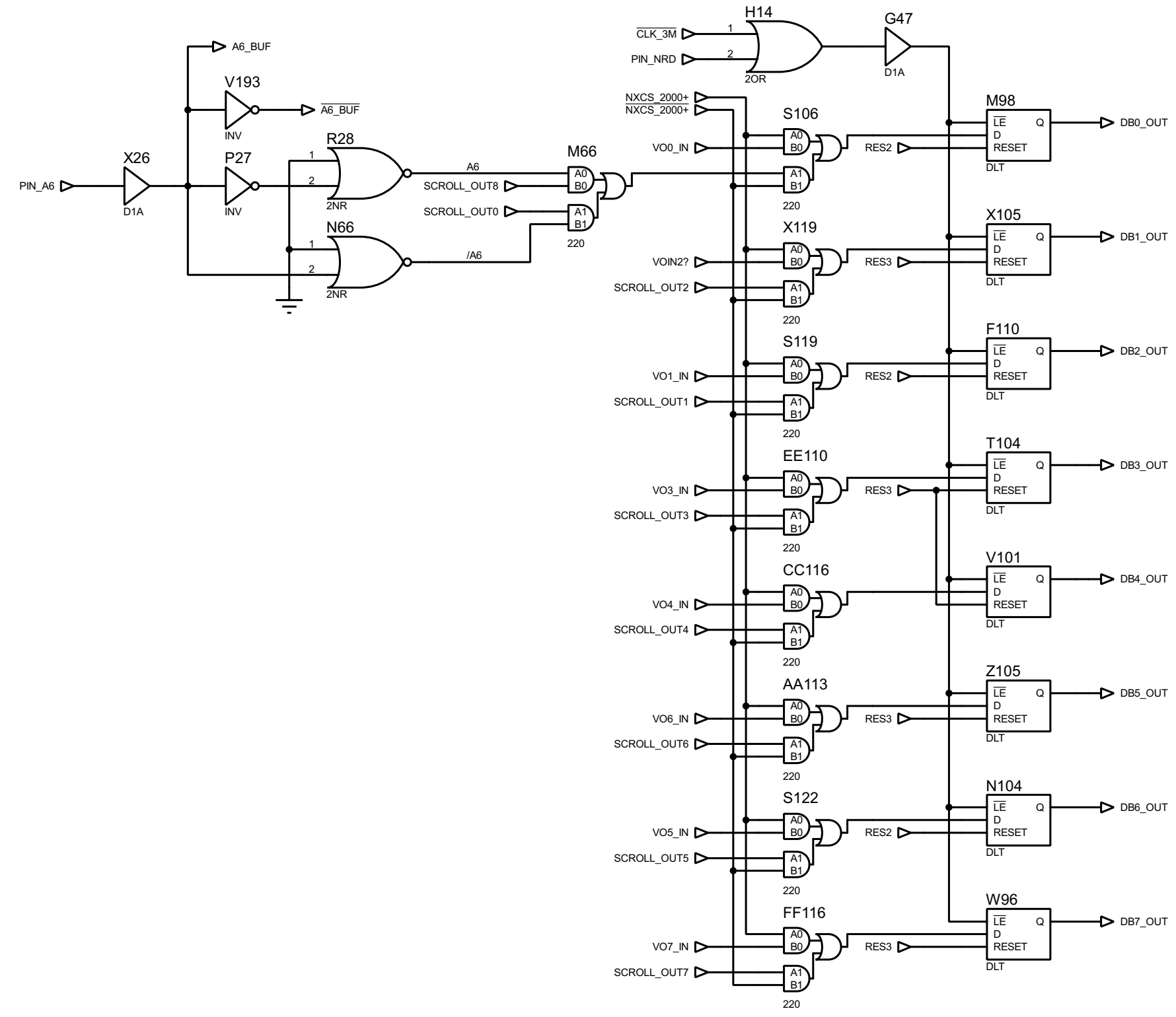
Scroll RAM address decode for writing

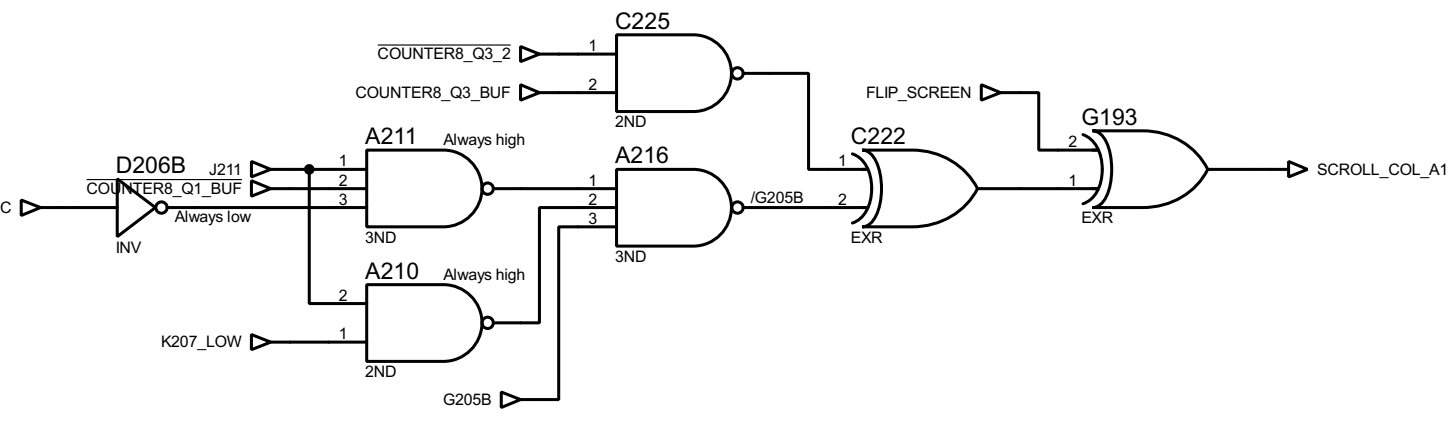
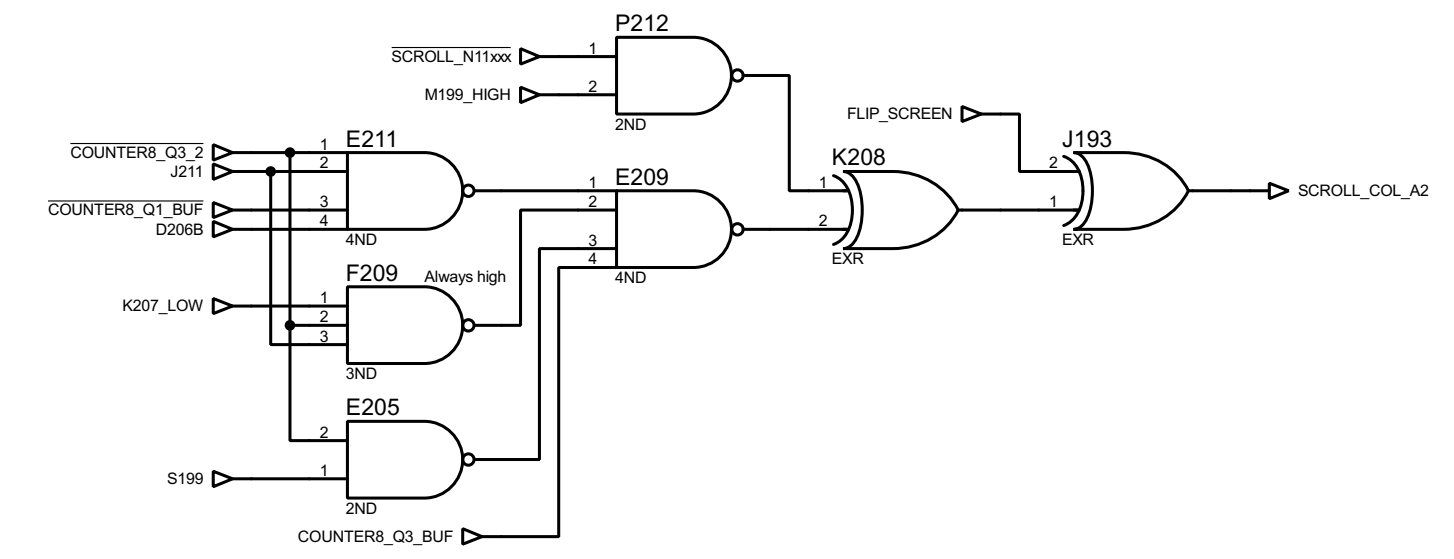
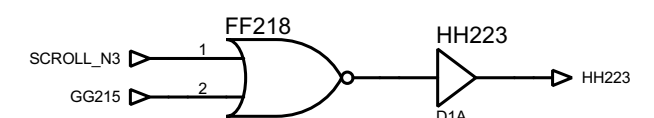
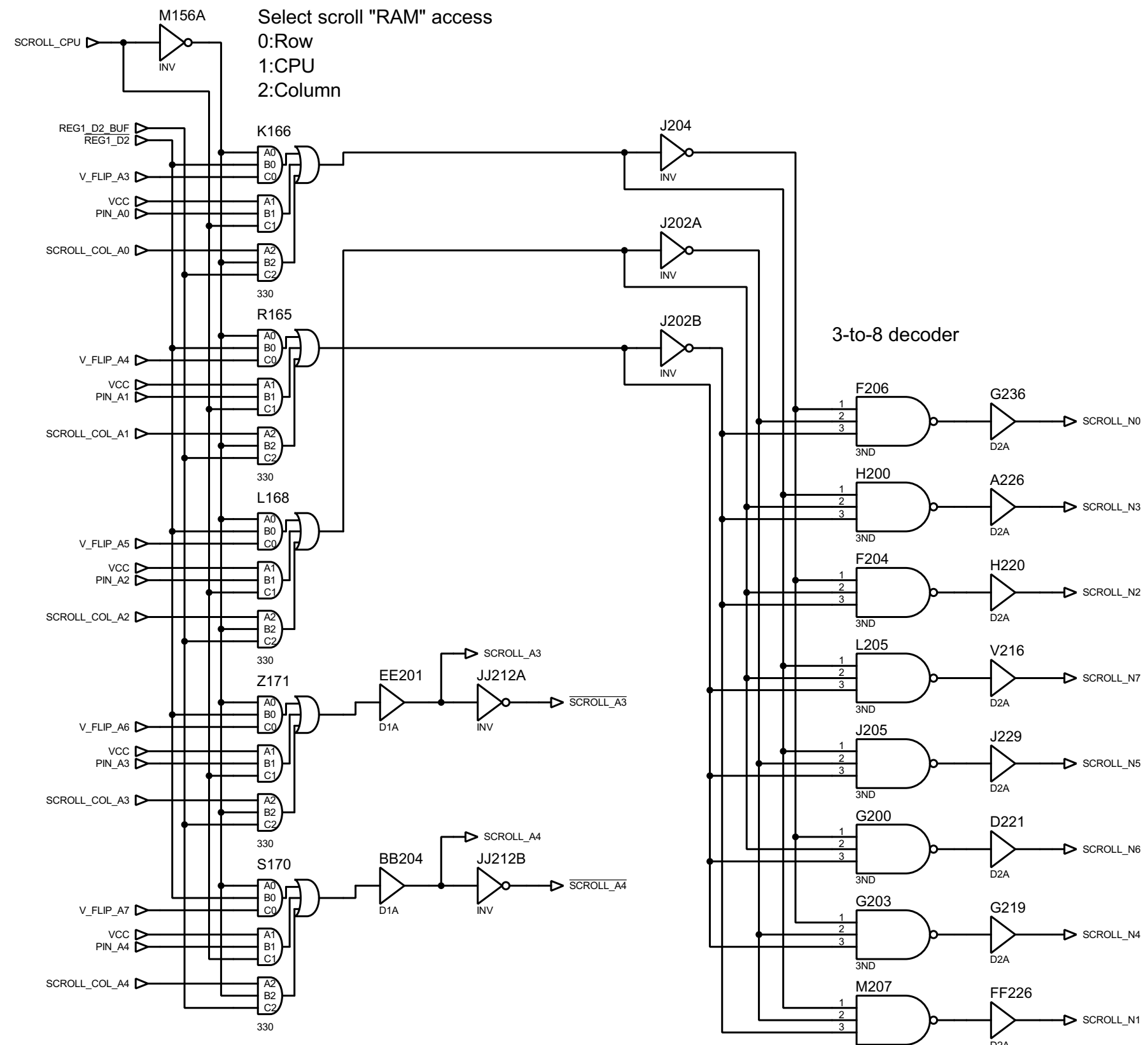
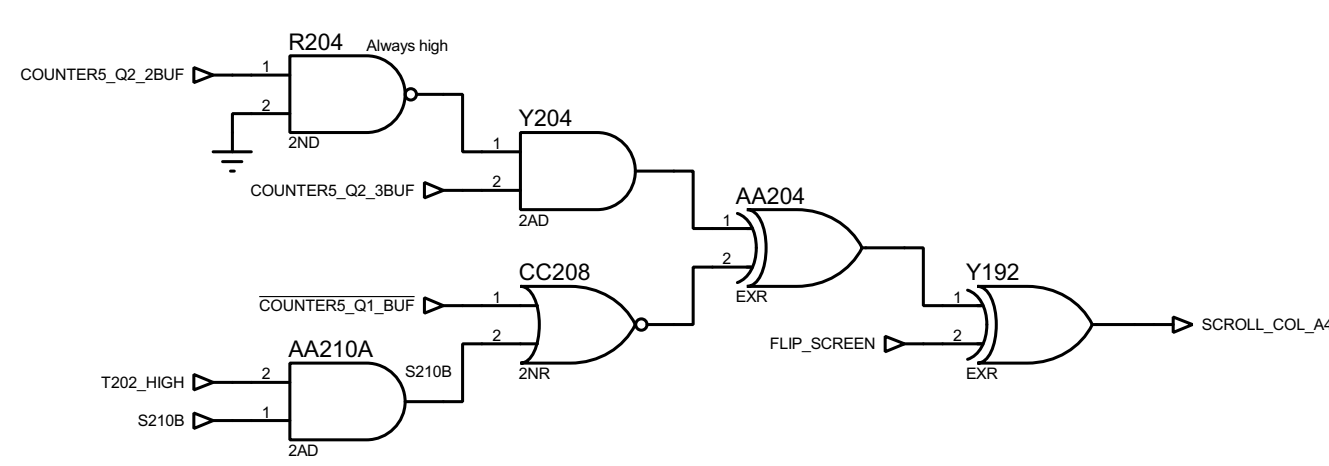
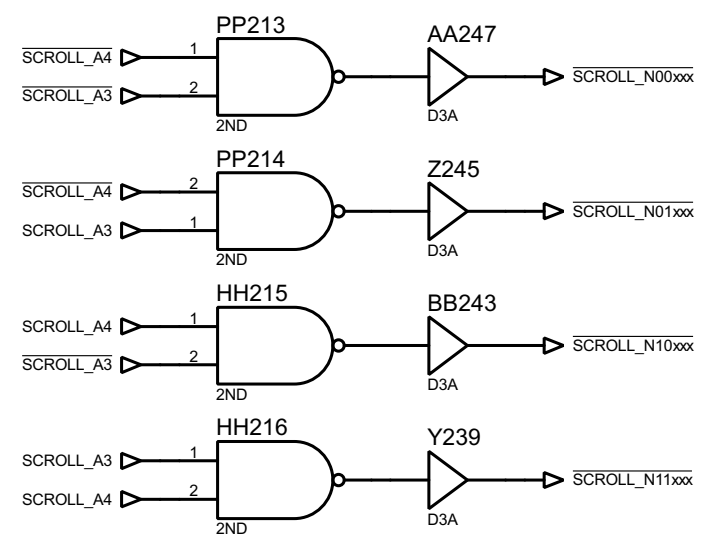
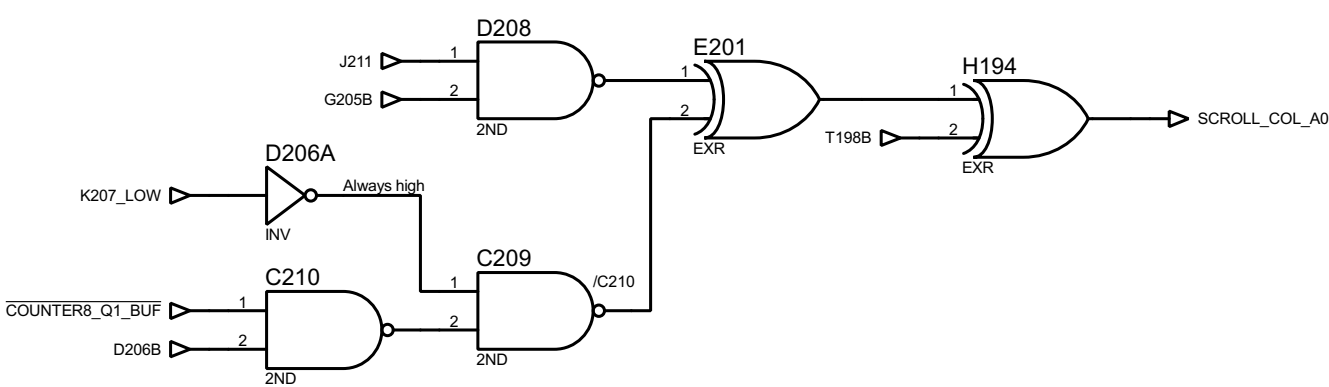
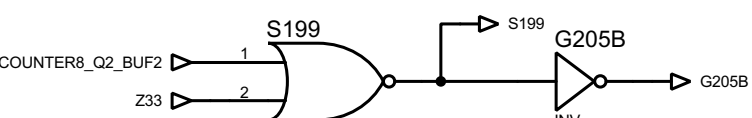
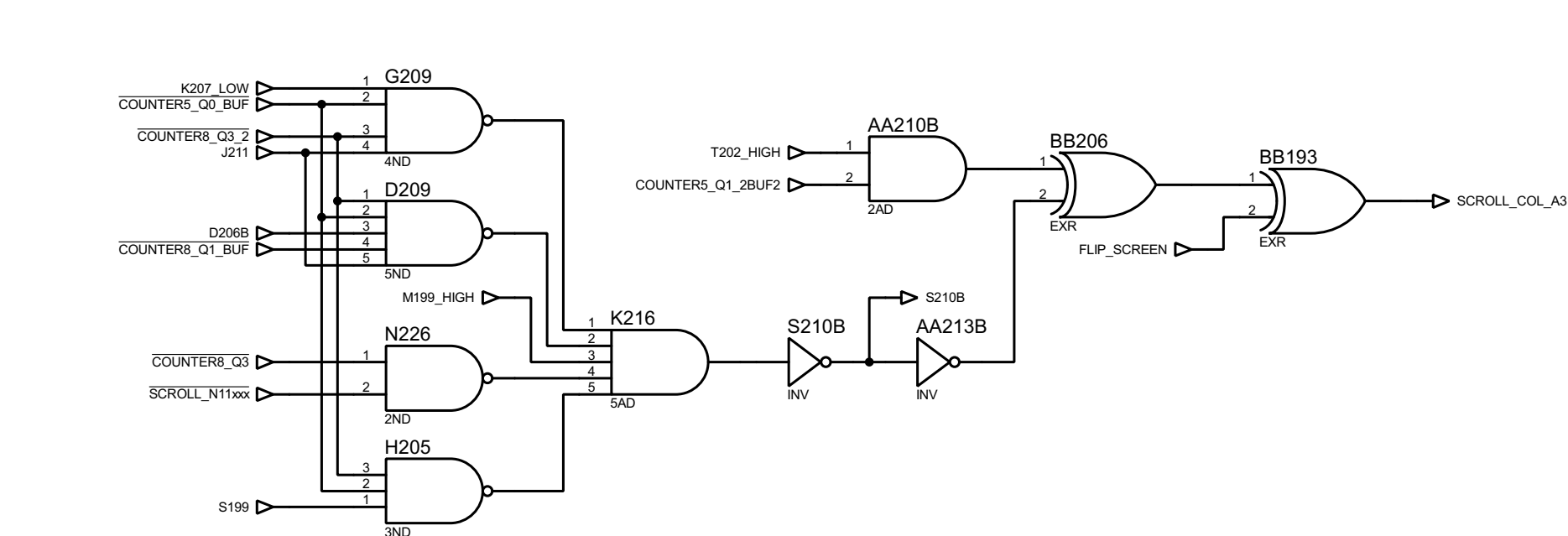


CPU write: select previous/new value
A6=0: Write bits 0~7
A6=1: Write bit 8 (DB0)



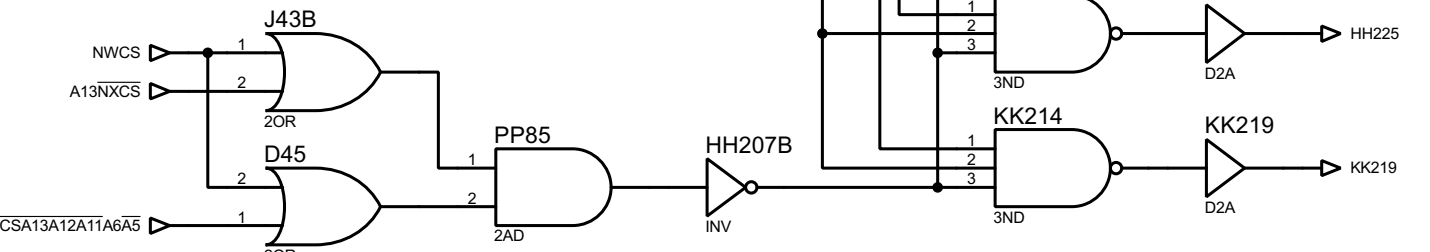
CPU read: select VRAM/scroll RAM

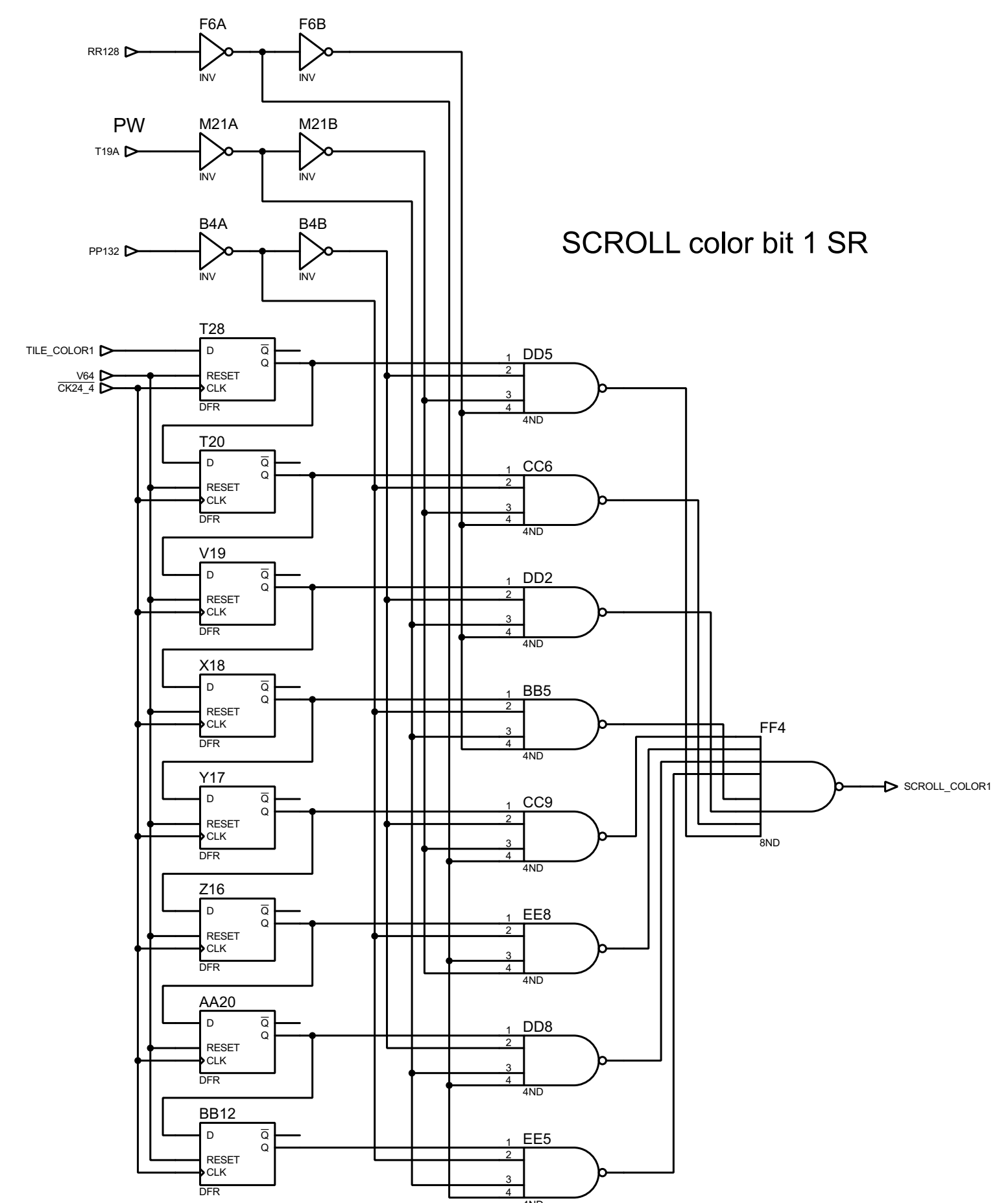
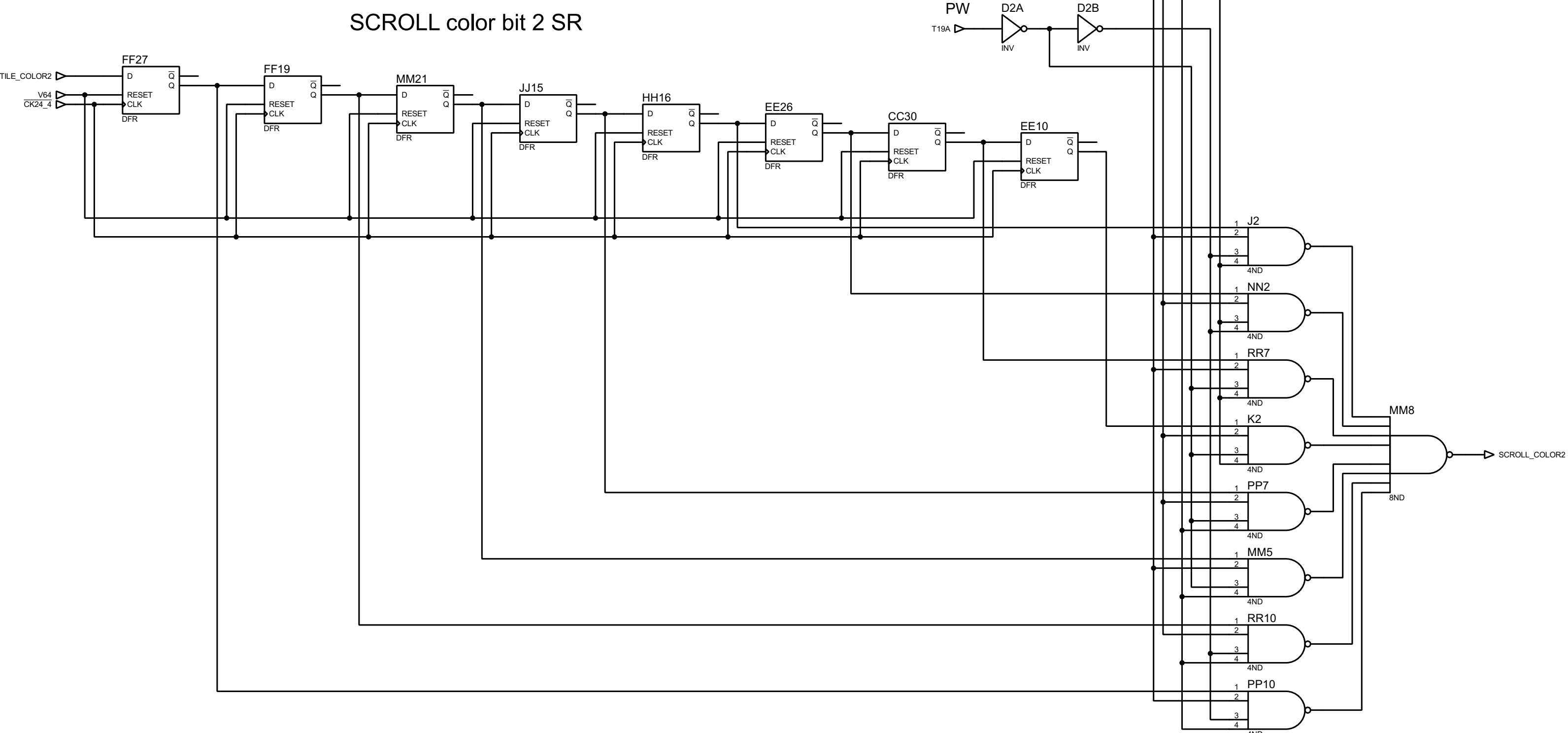
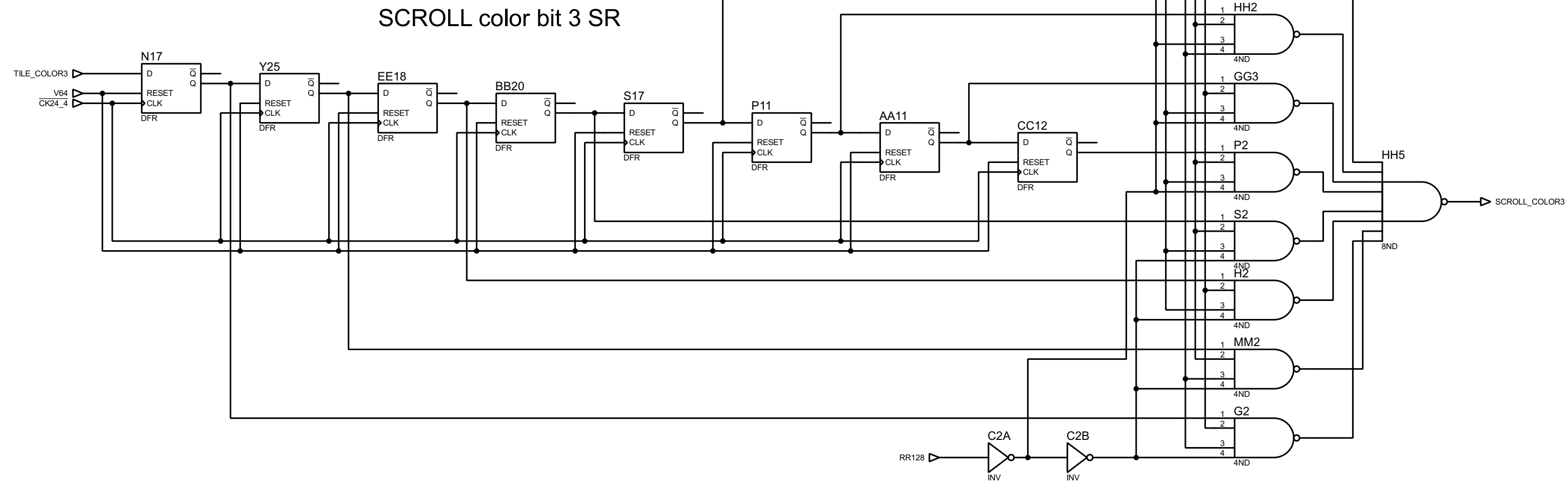
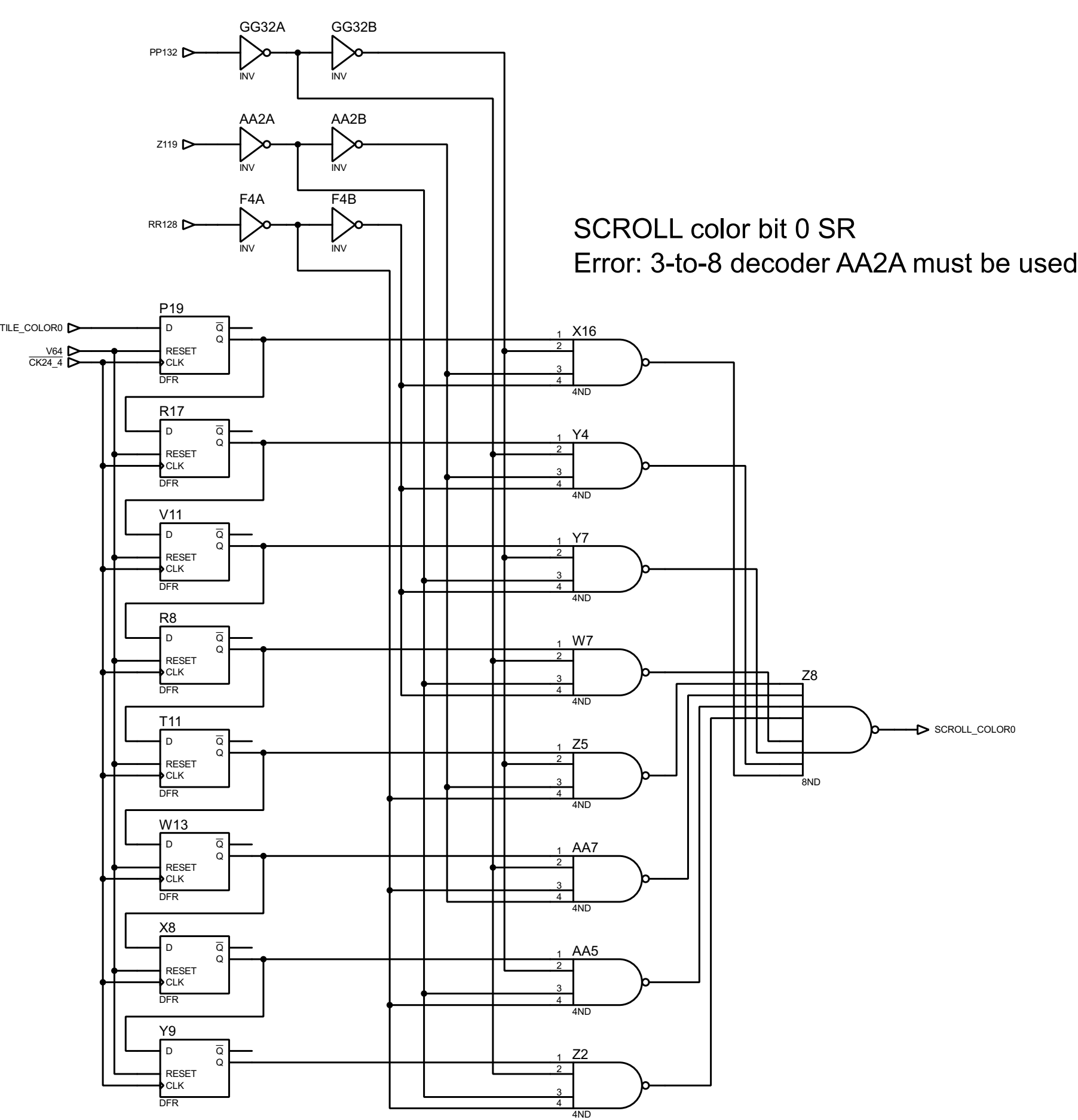




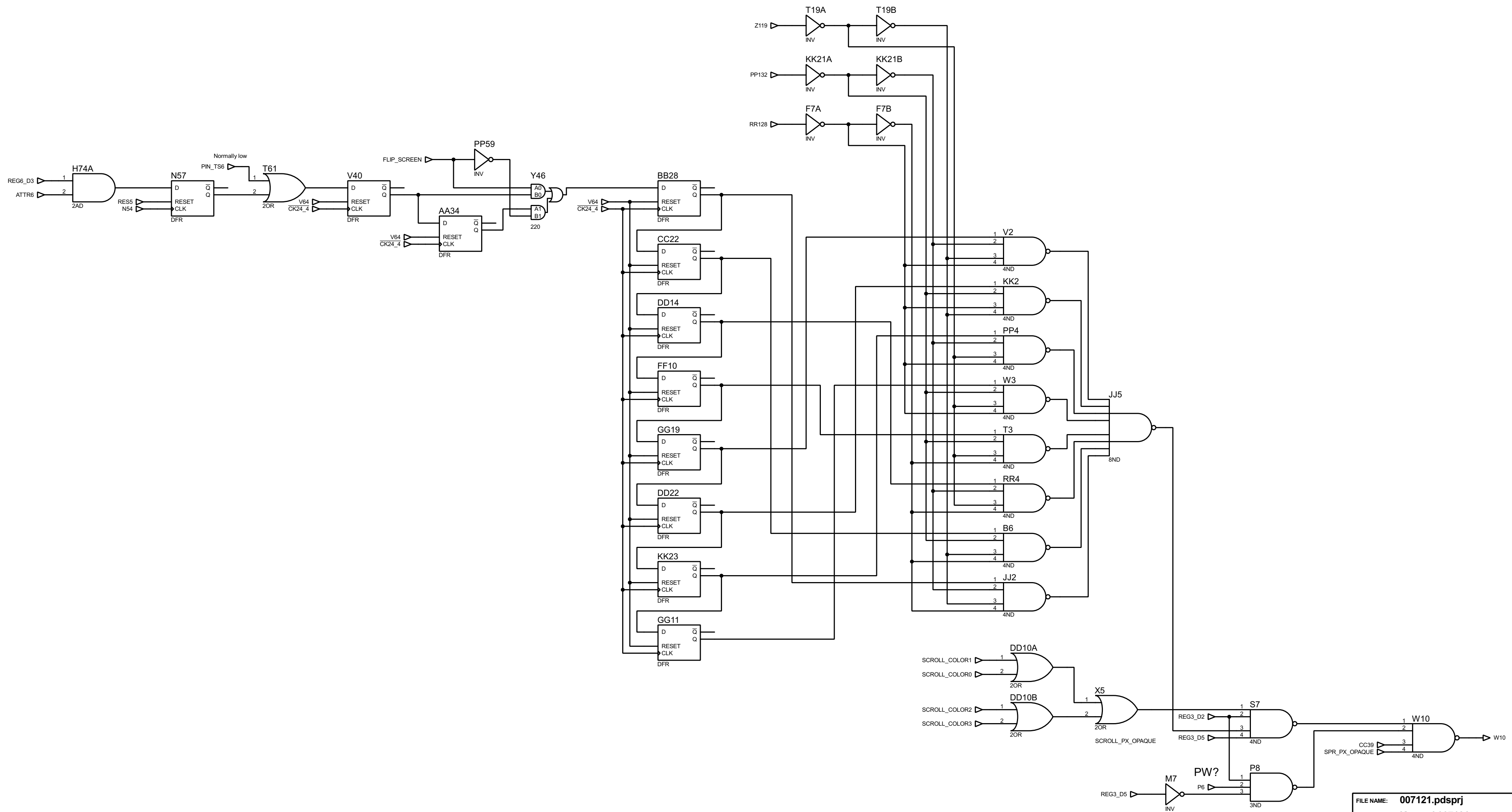
A
xx00 0xxx x10x xxxx
xx1x xxxx xxxx xxxx
xxxx xxxx xxxx xxxx

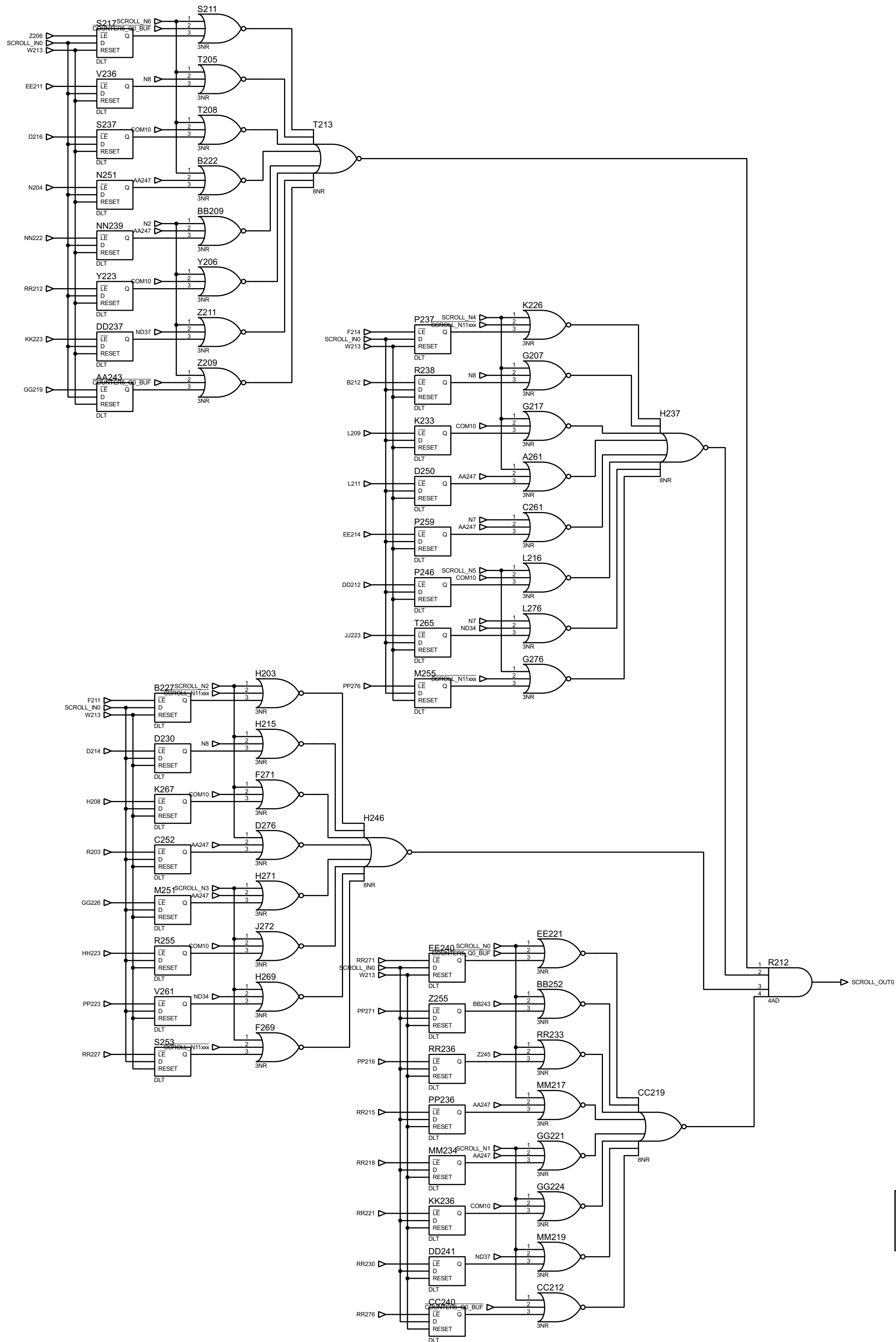
Active when:
-NXCS high and NWCS low
-NXCS low, NWCS low and A13=1
-NXCS low, NWCS low and A=xx00 0xxx x10x xxxx

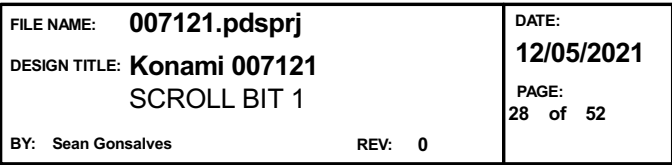


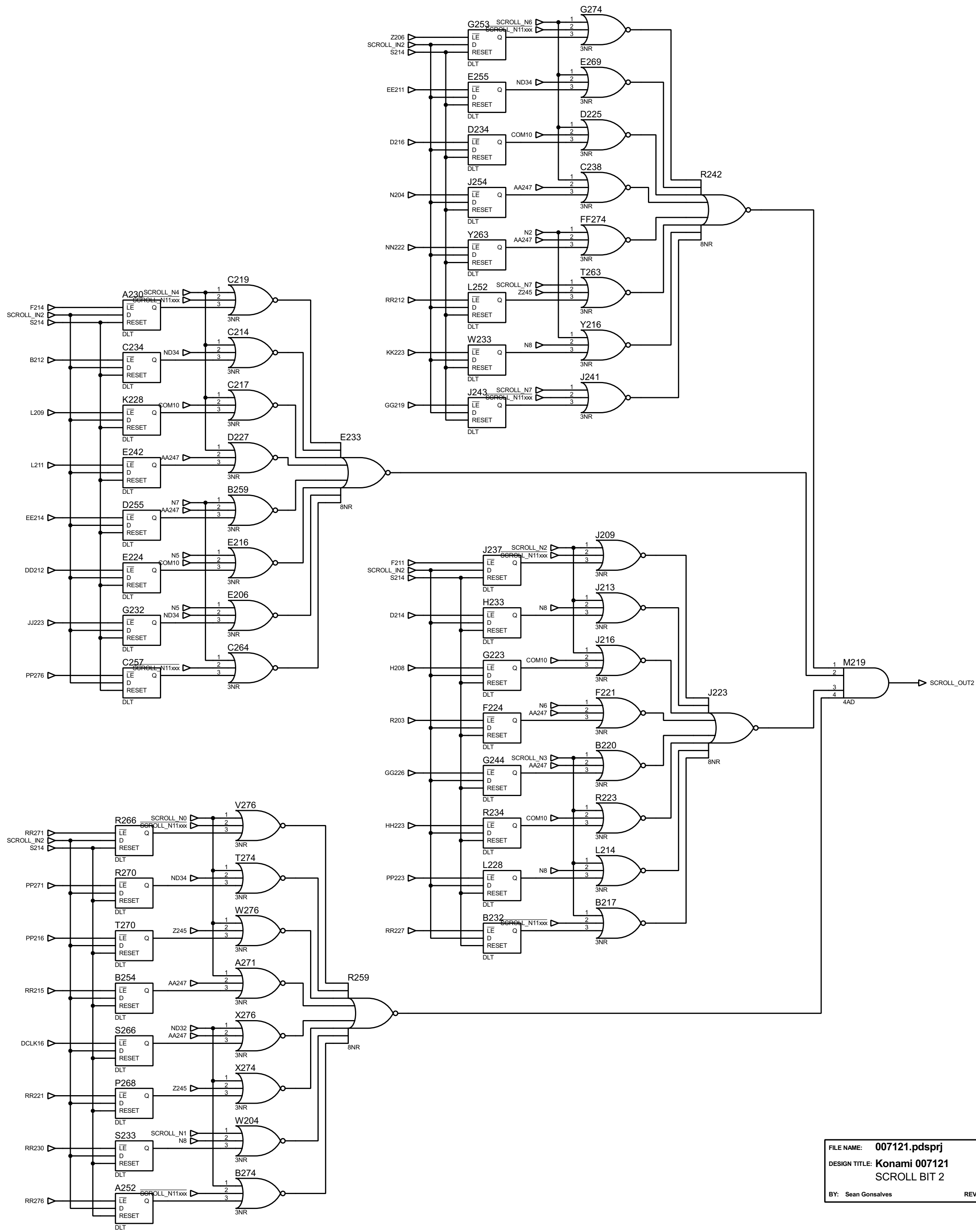


SPR/SCROLL priority bit SR

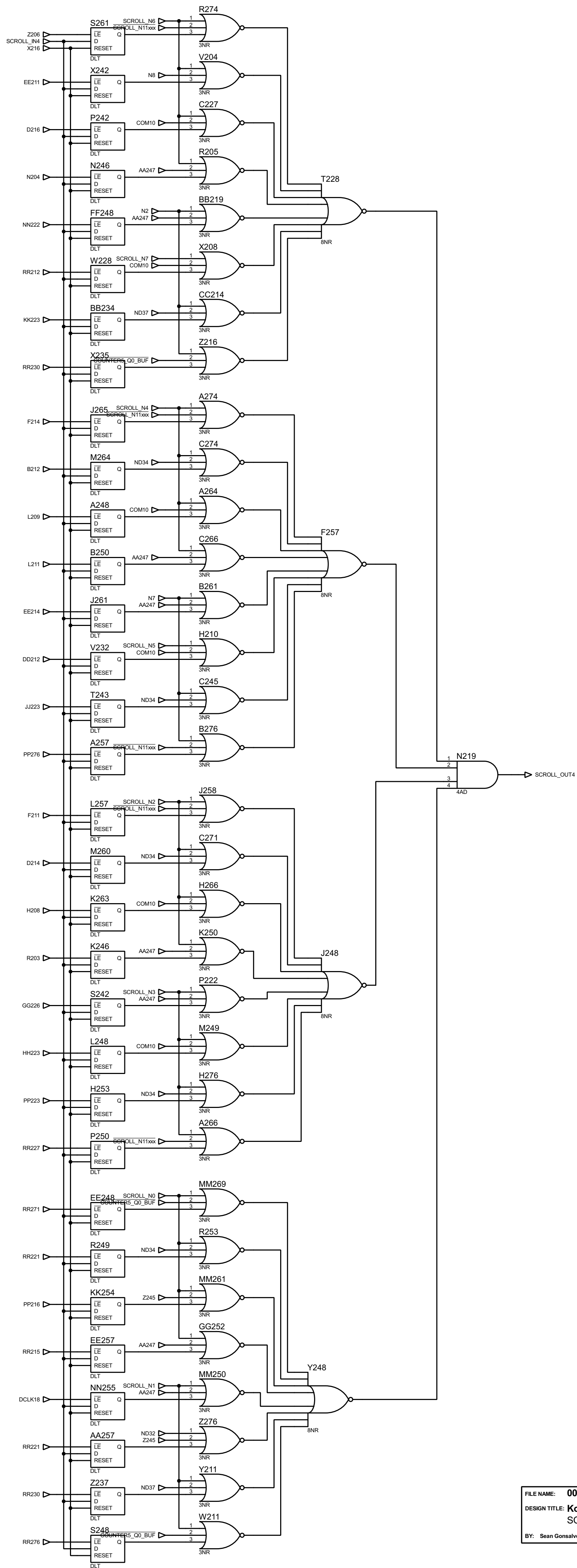


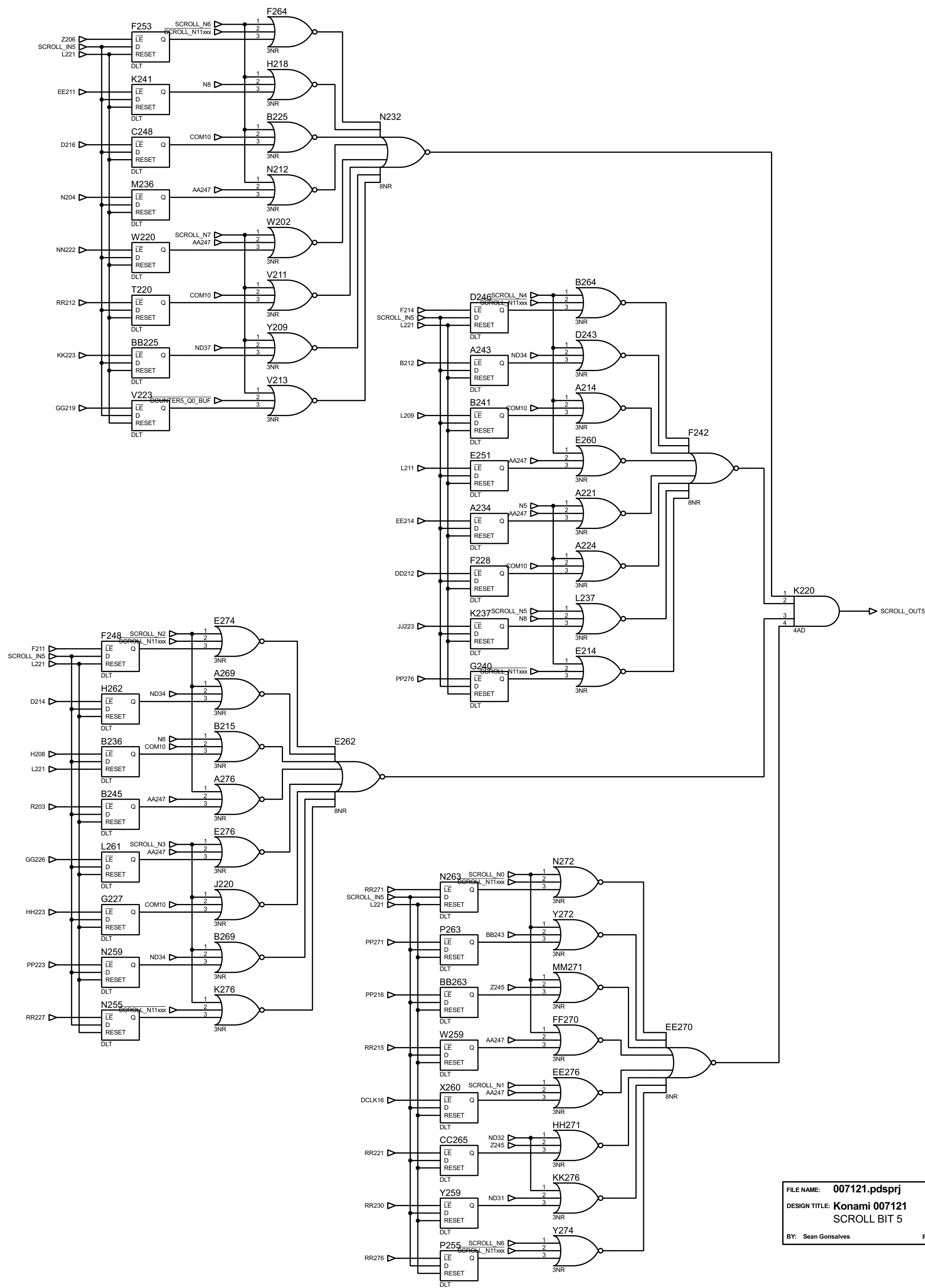


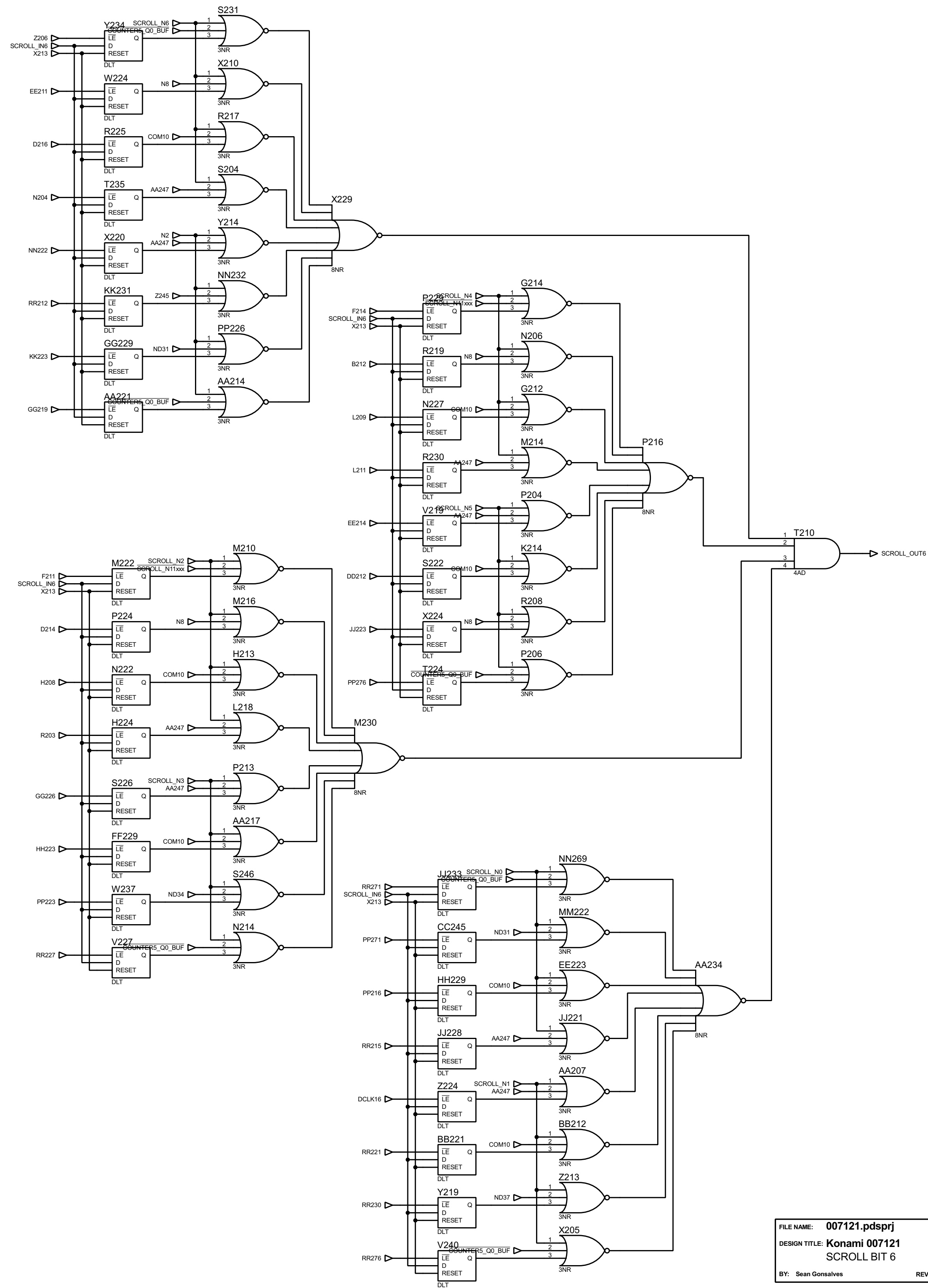


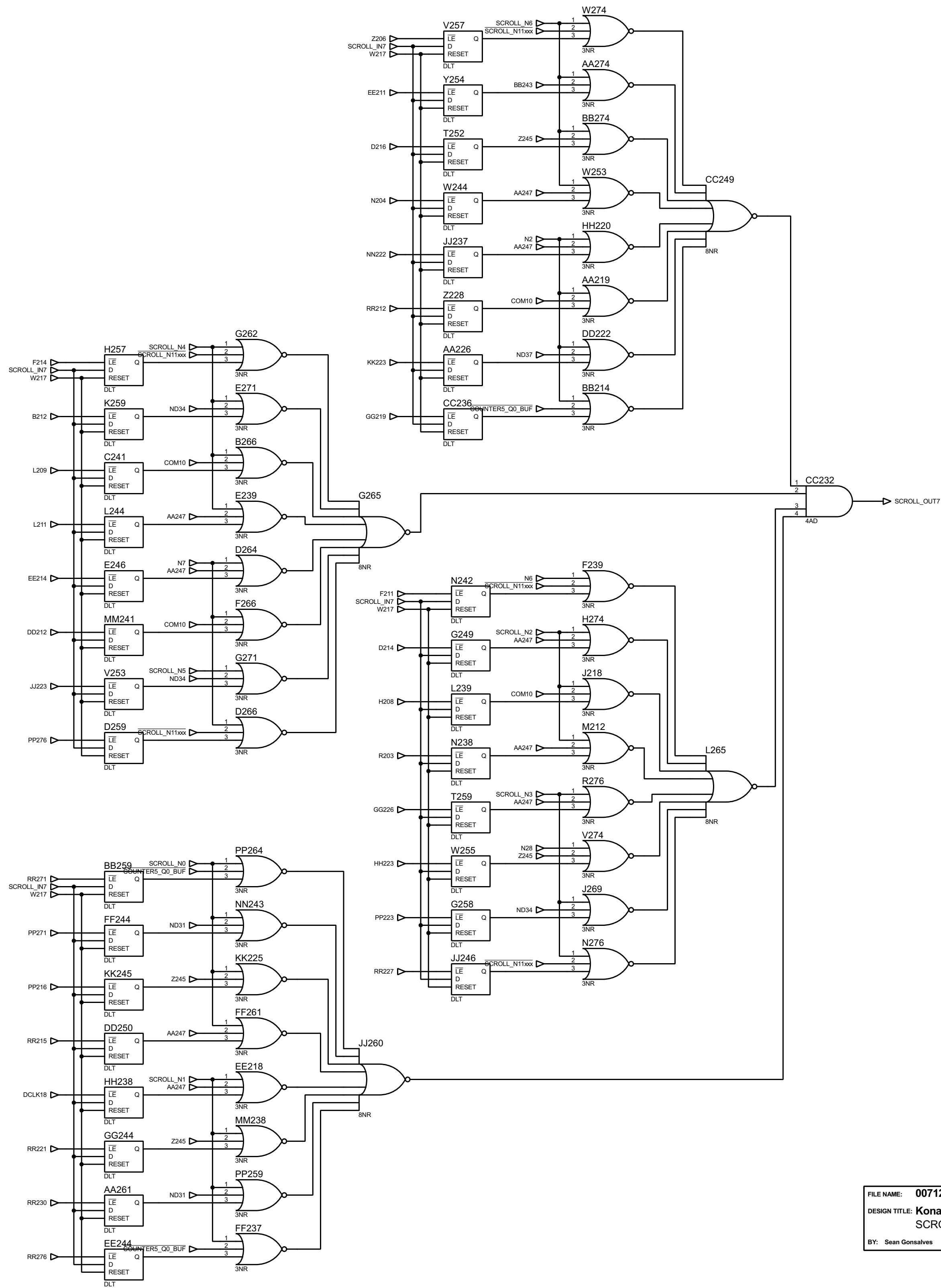


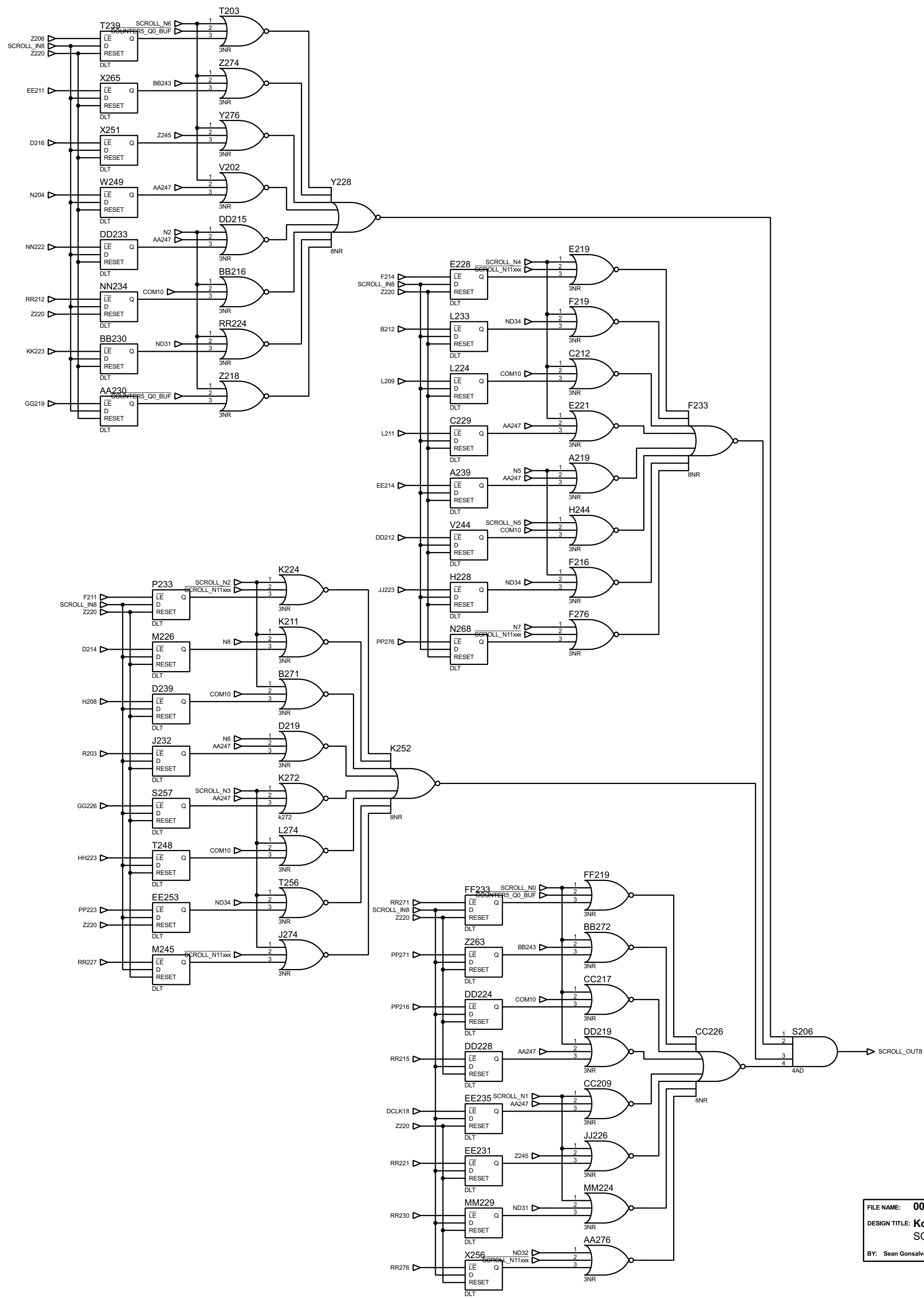


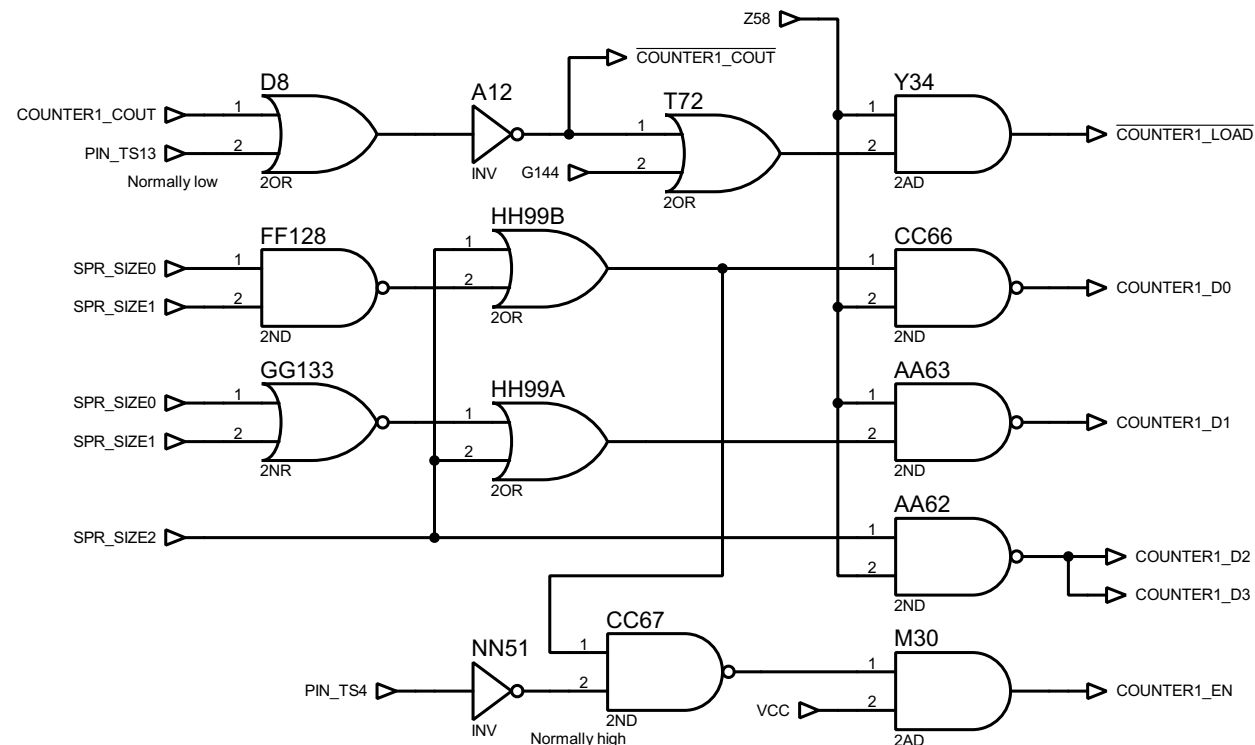
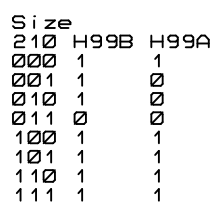
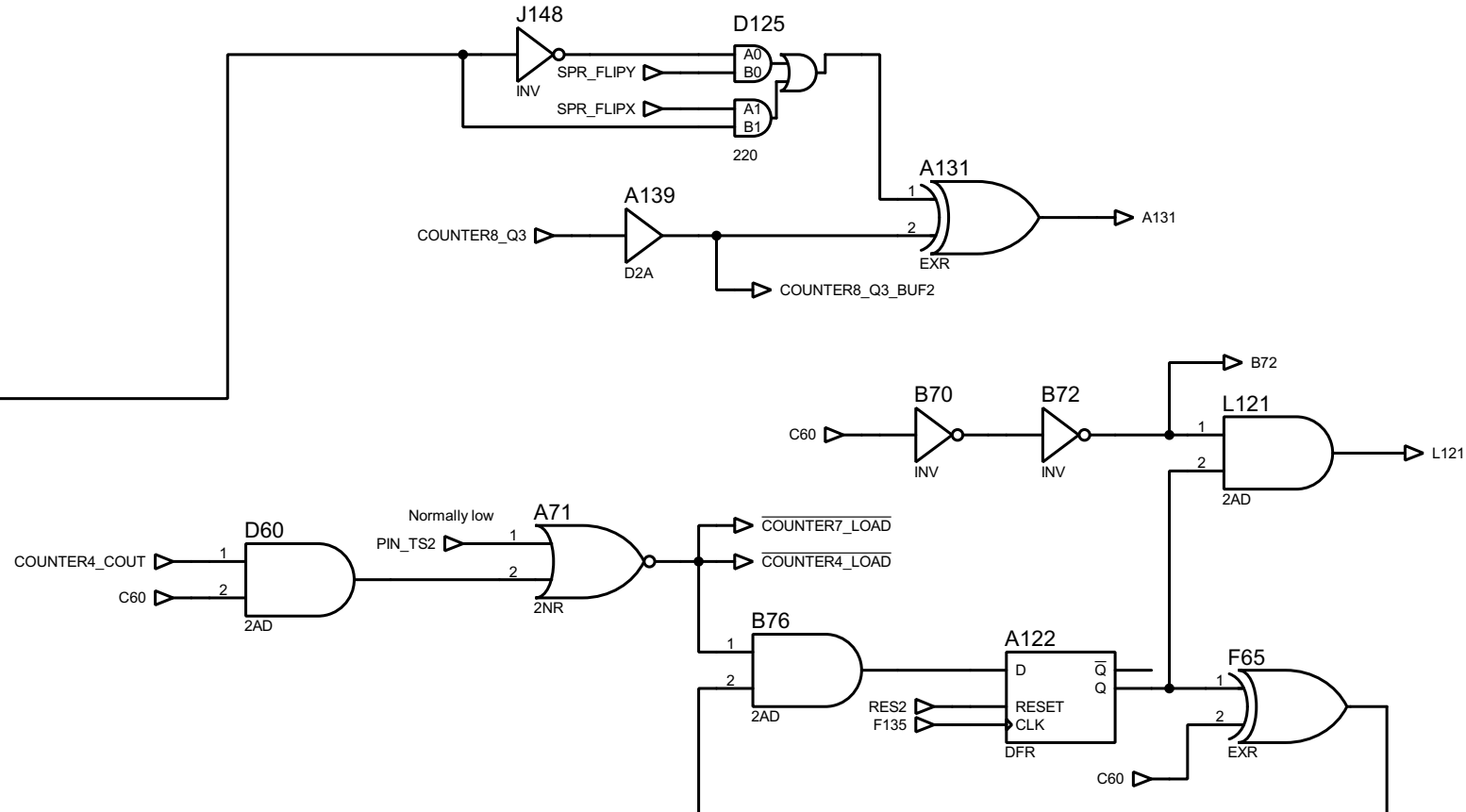
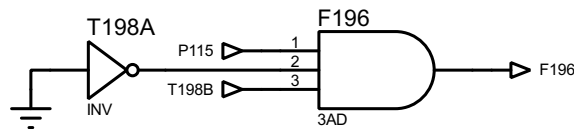
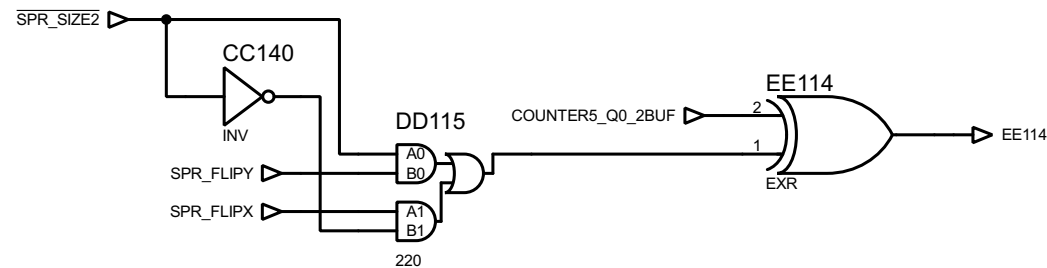
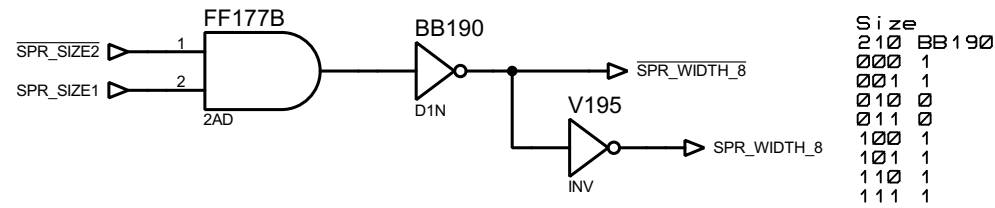
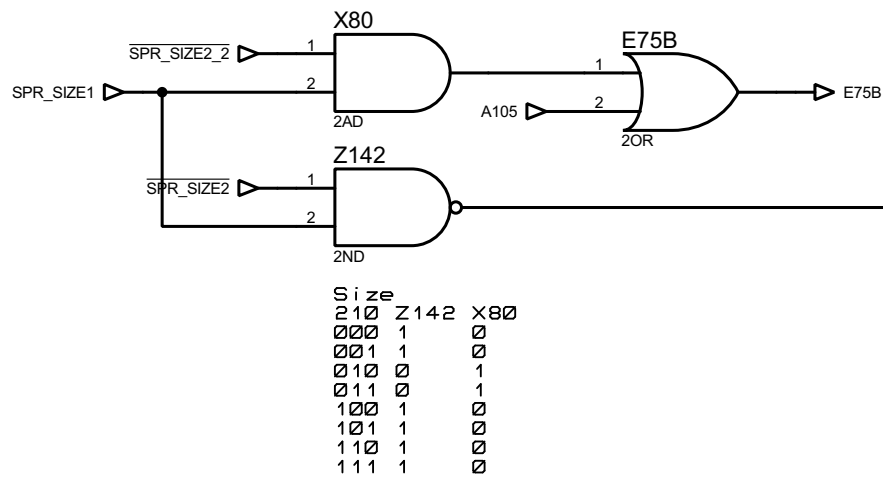
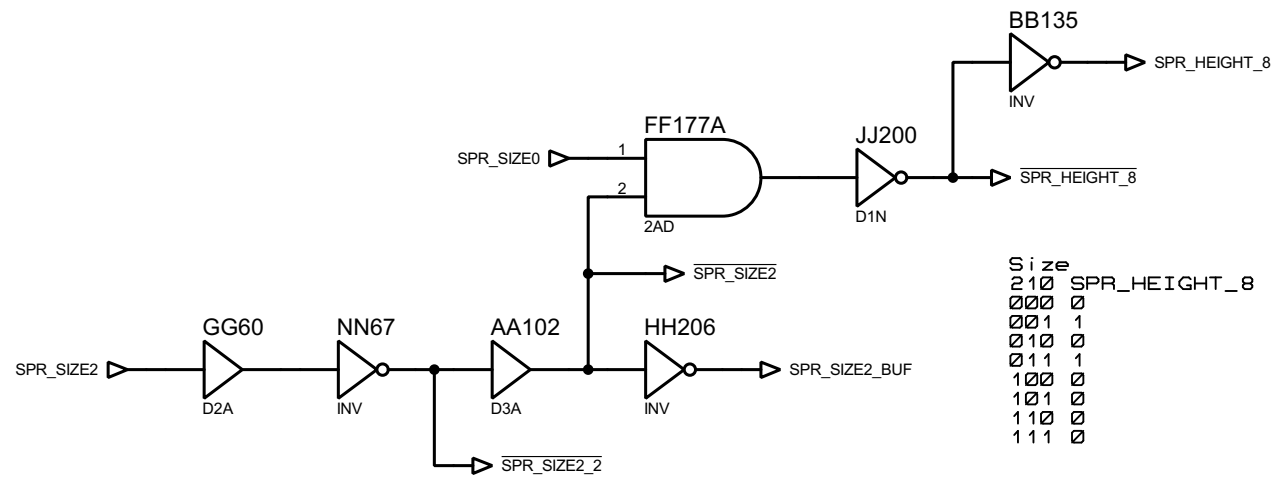




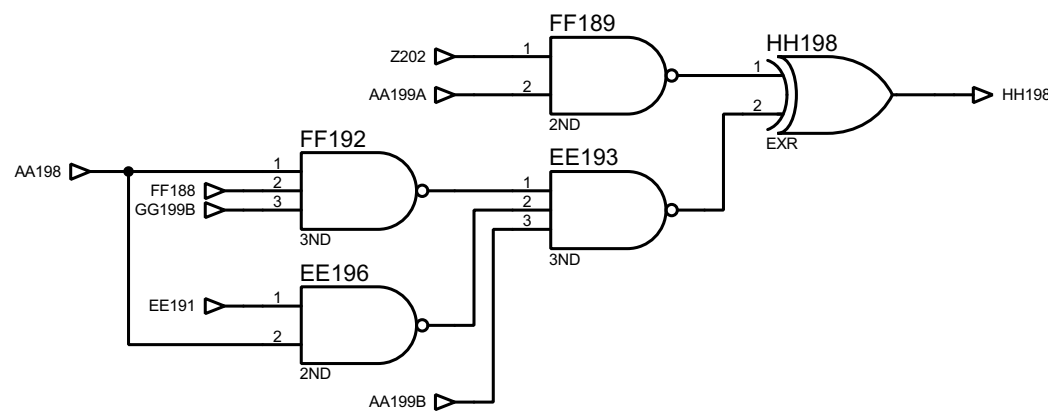
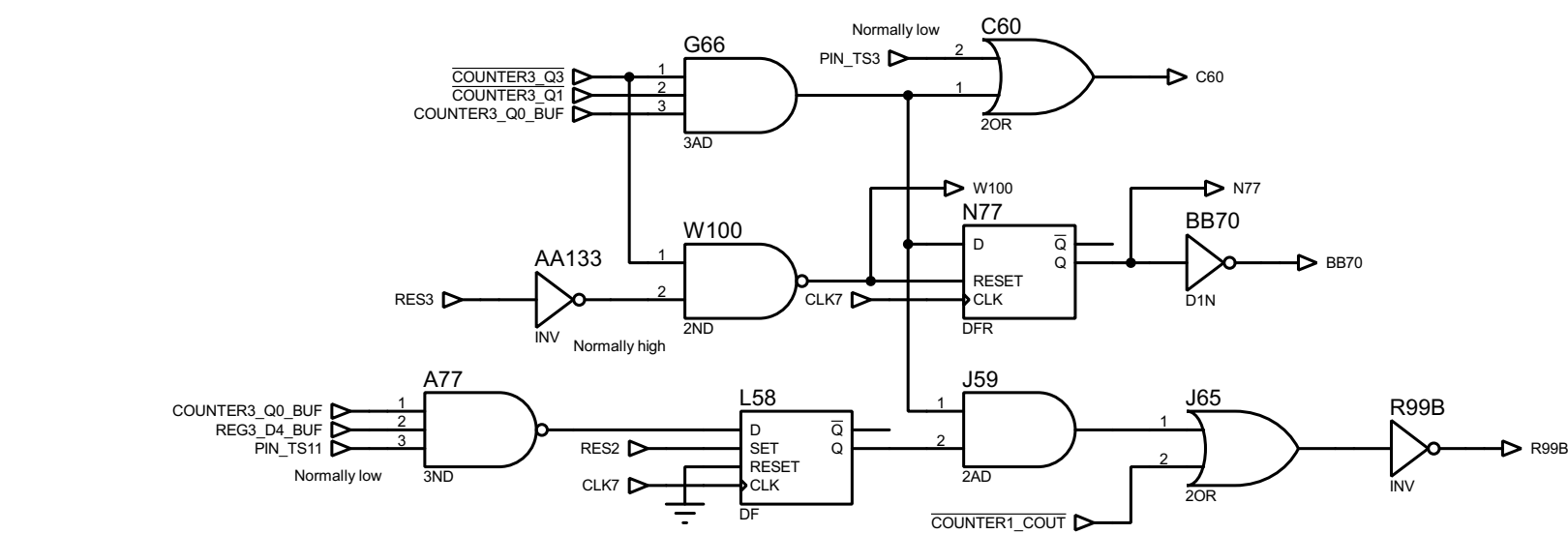
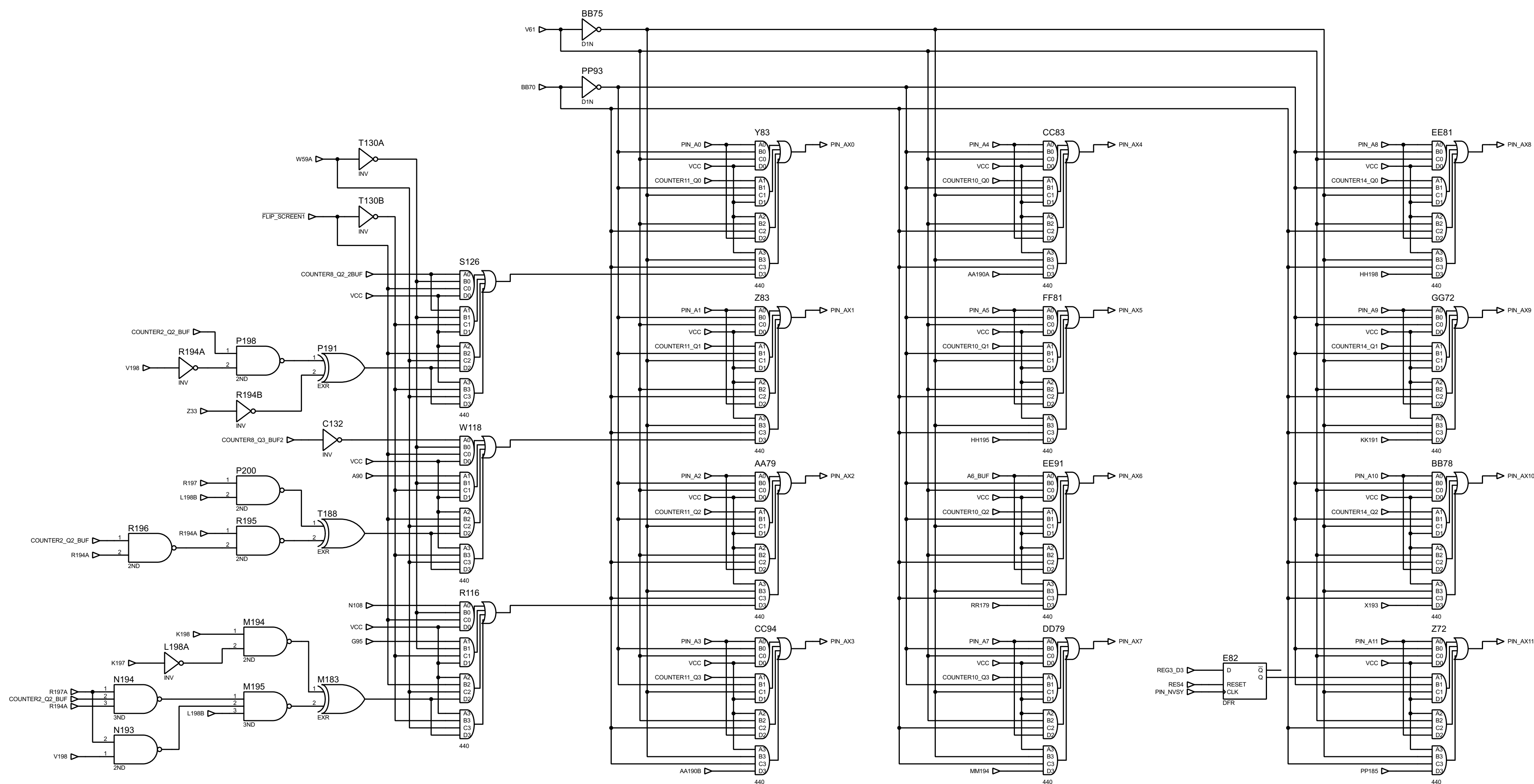


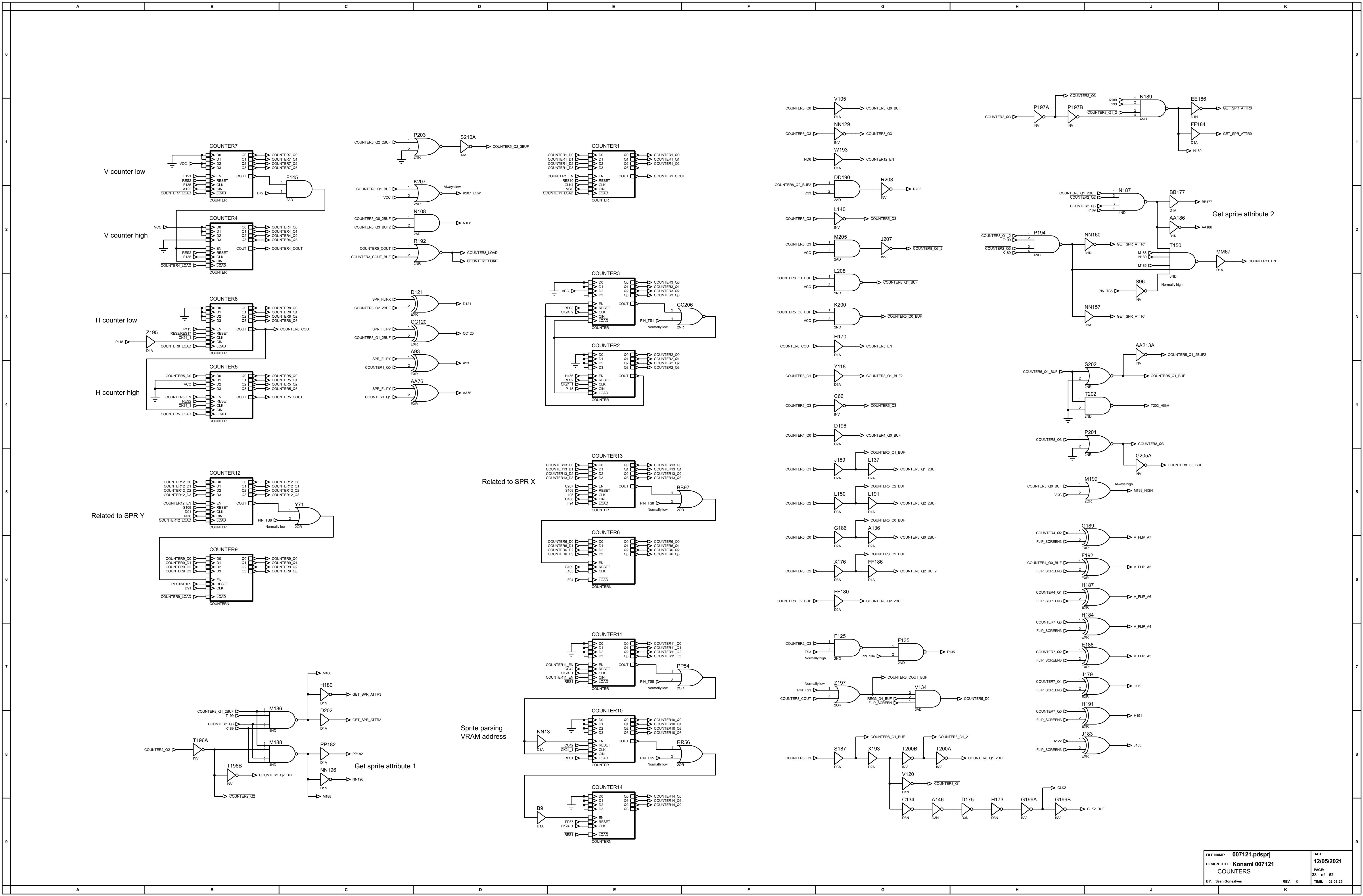


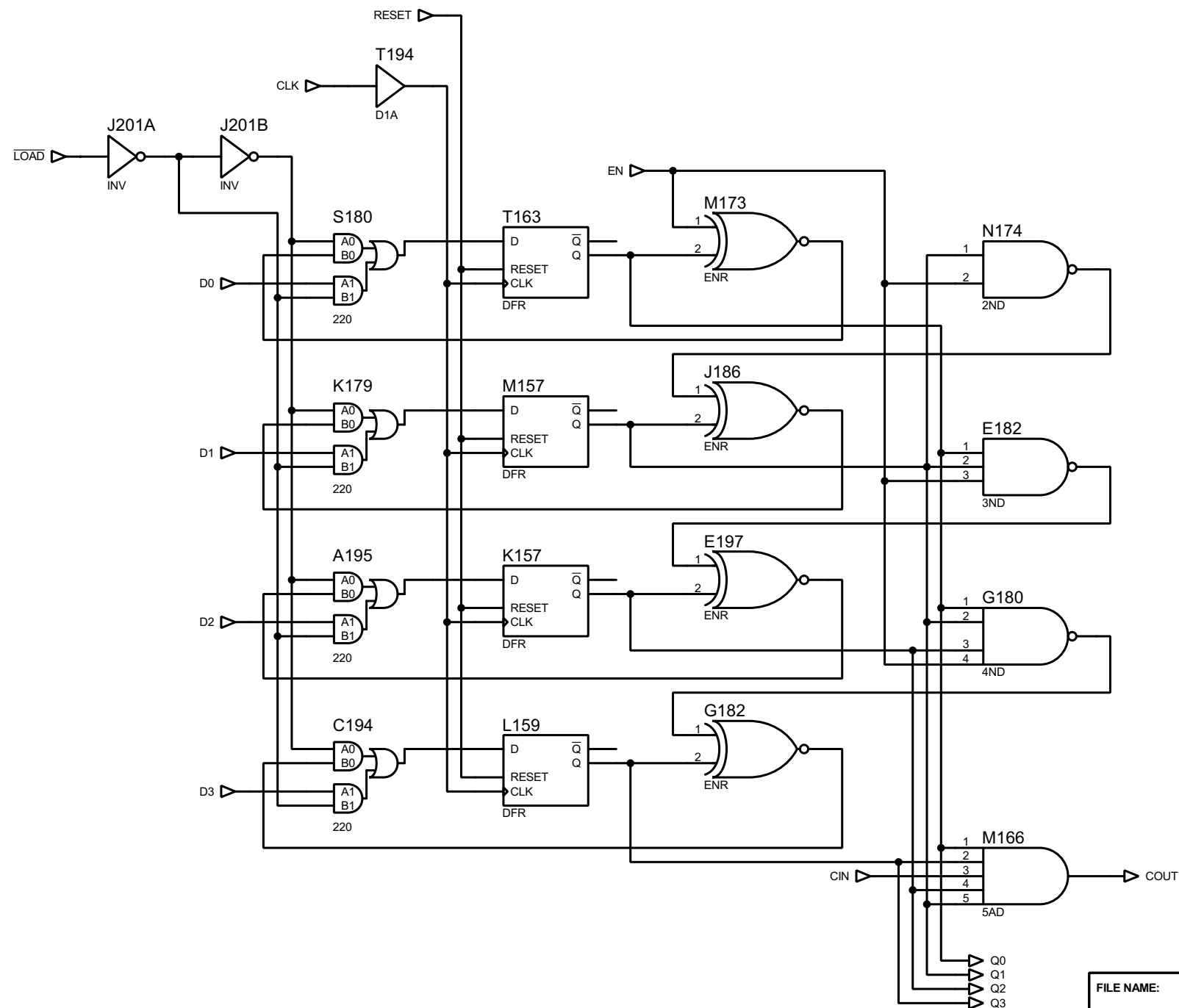




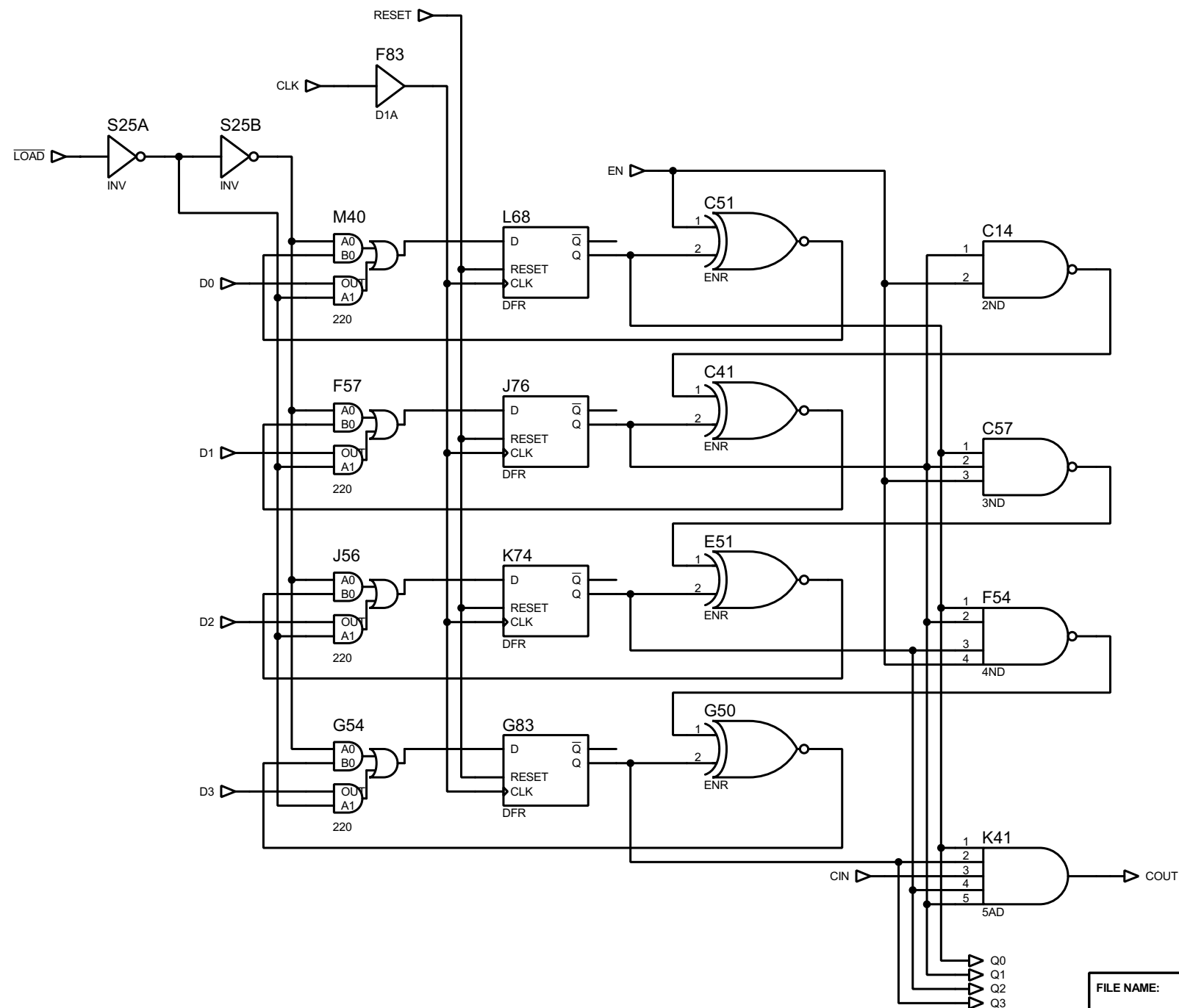
Select between CPU, SPR, CPU, BG



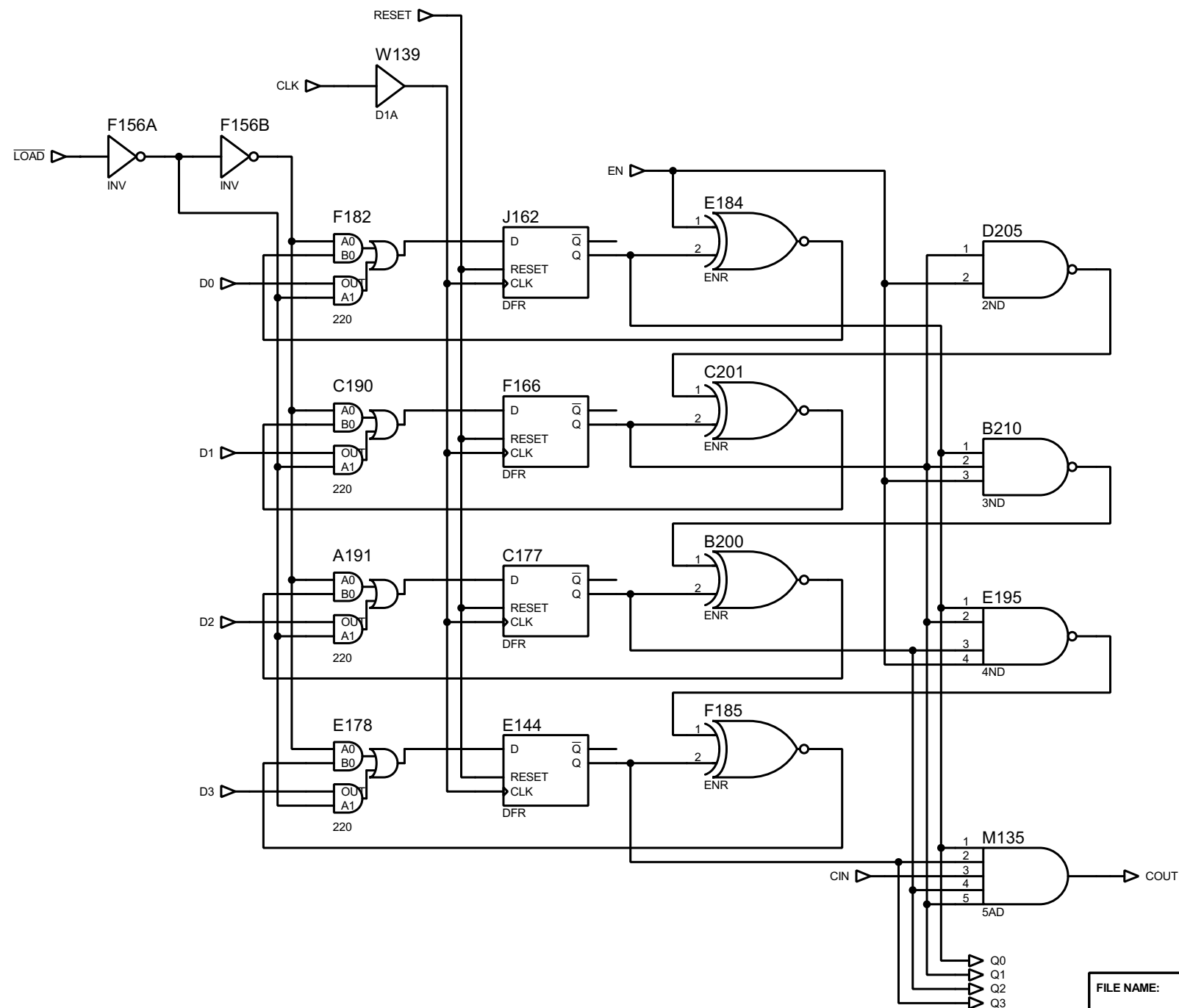




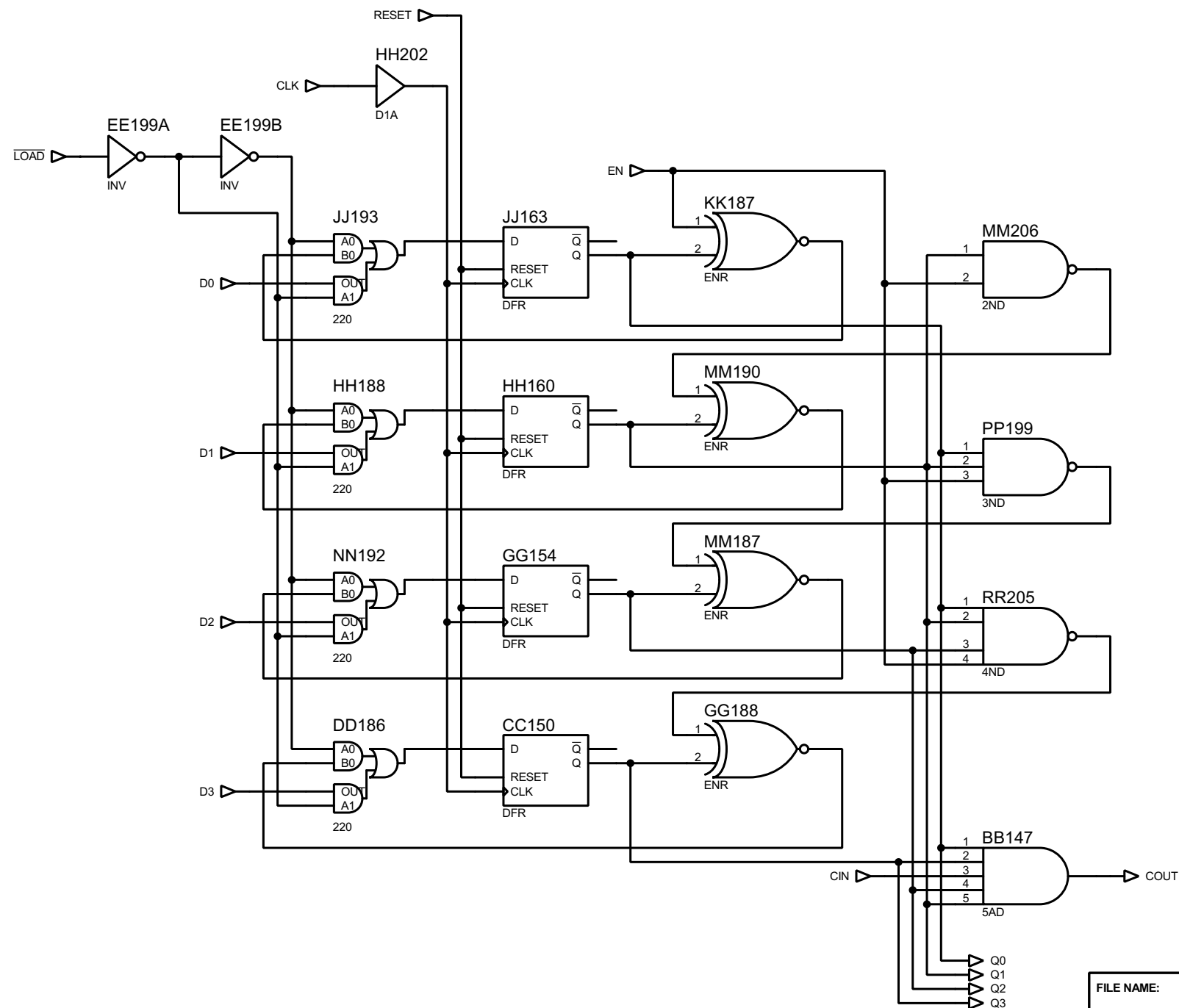
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DESIGN TITLE: Konami 007121 COUNTER5	PAGE: 39 of 52
BY: Sean Gonsalves	REV: 0
	TIME: 02:03:25



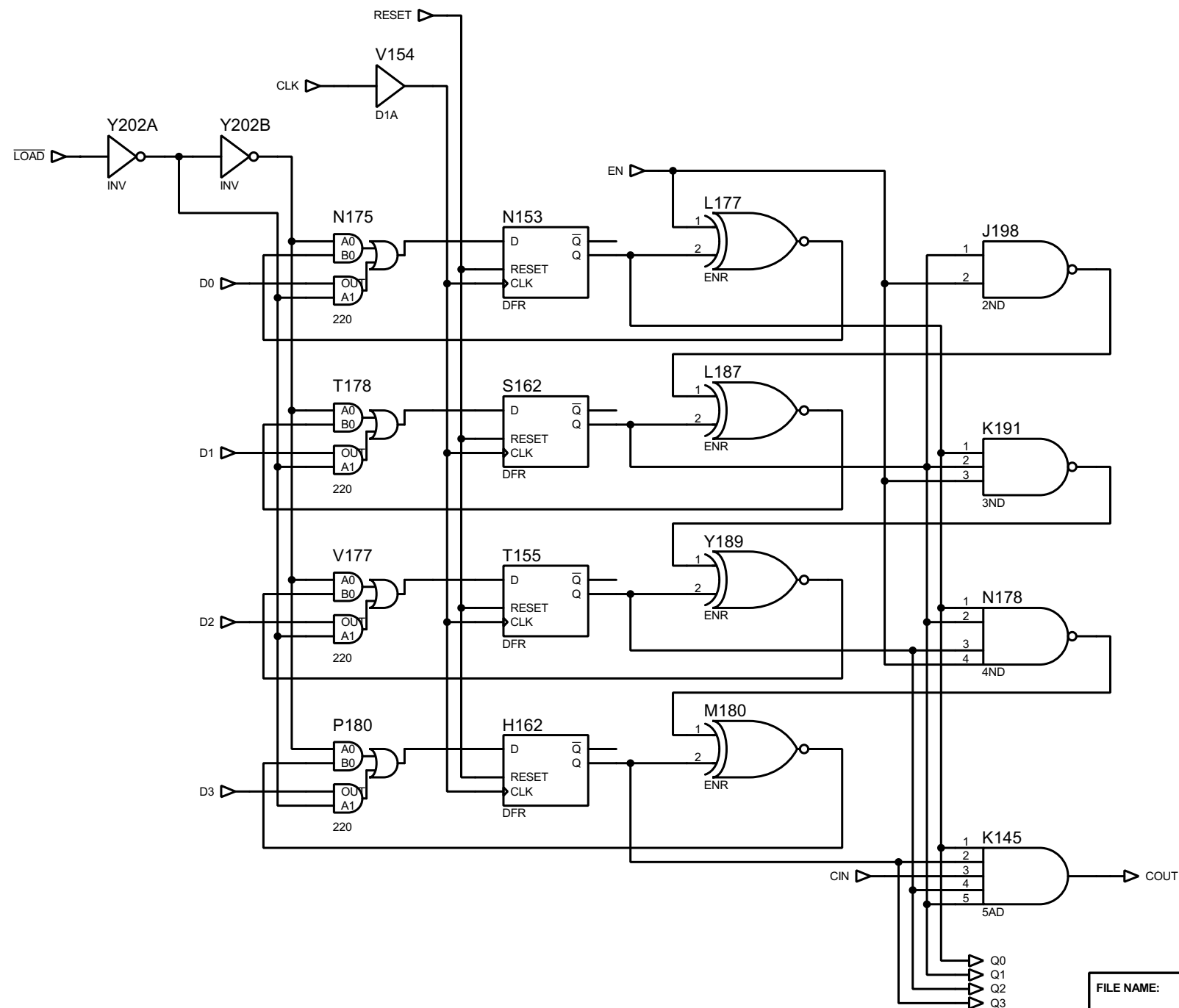
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BY: Sean Gonsalves	REV: 0



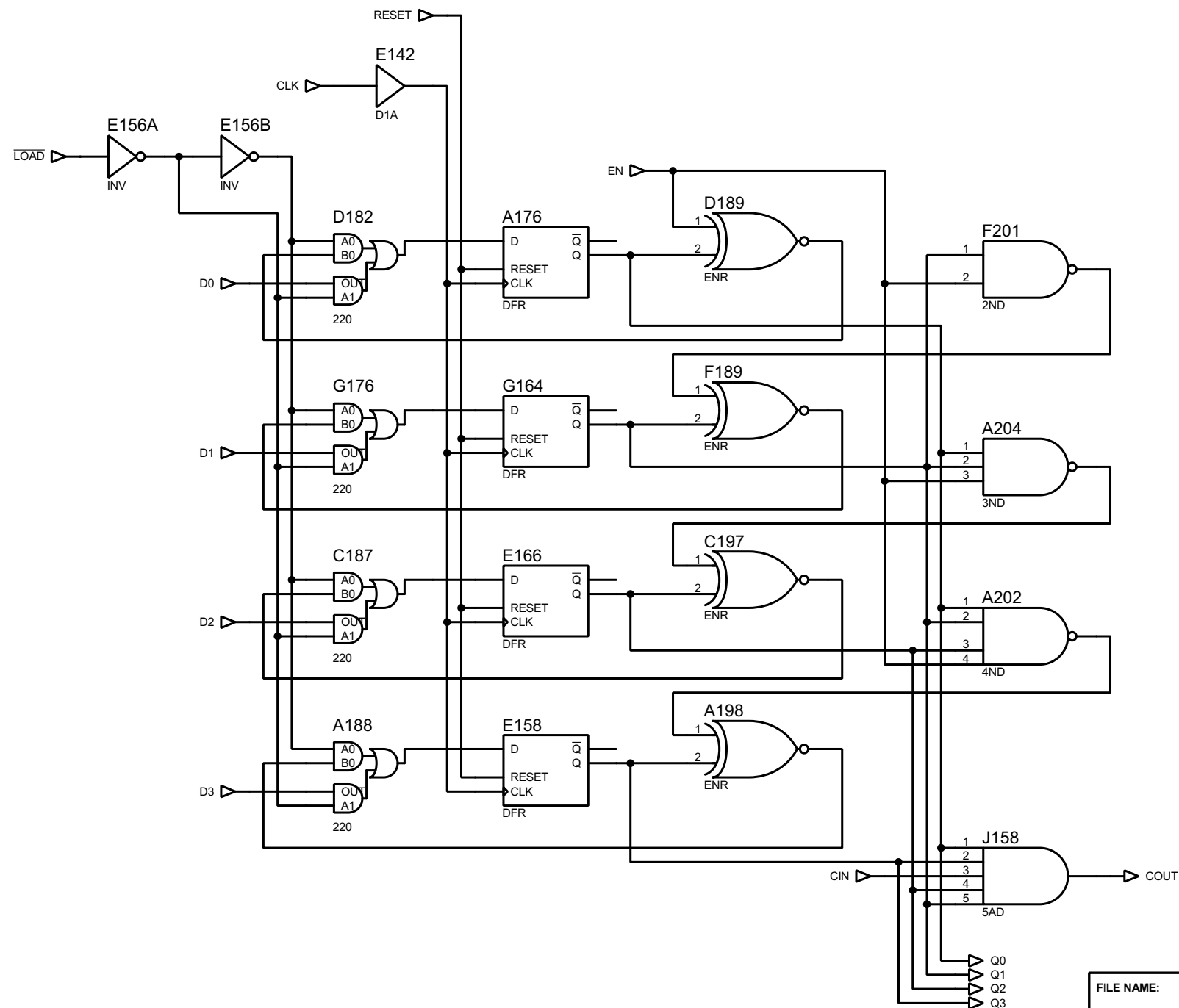
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COUNTER4	TIME: 02:03:25
BY: Sean Gonsalves	REV: 0



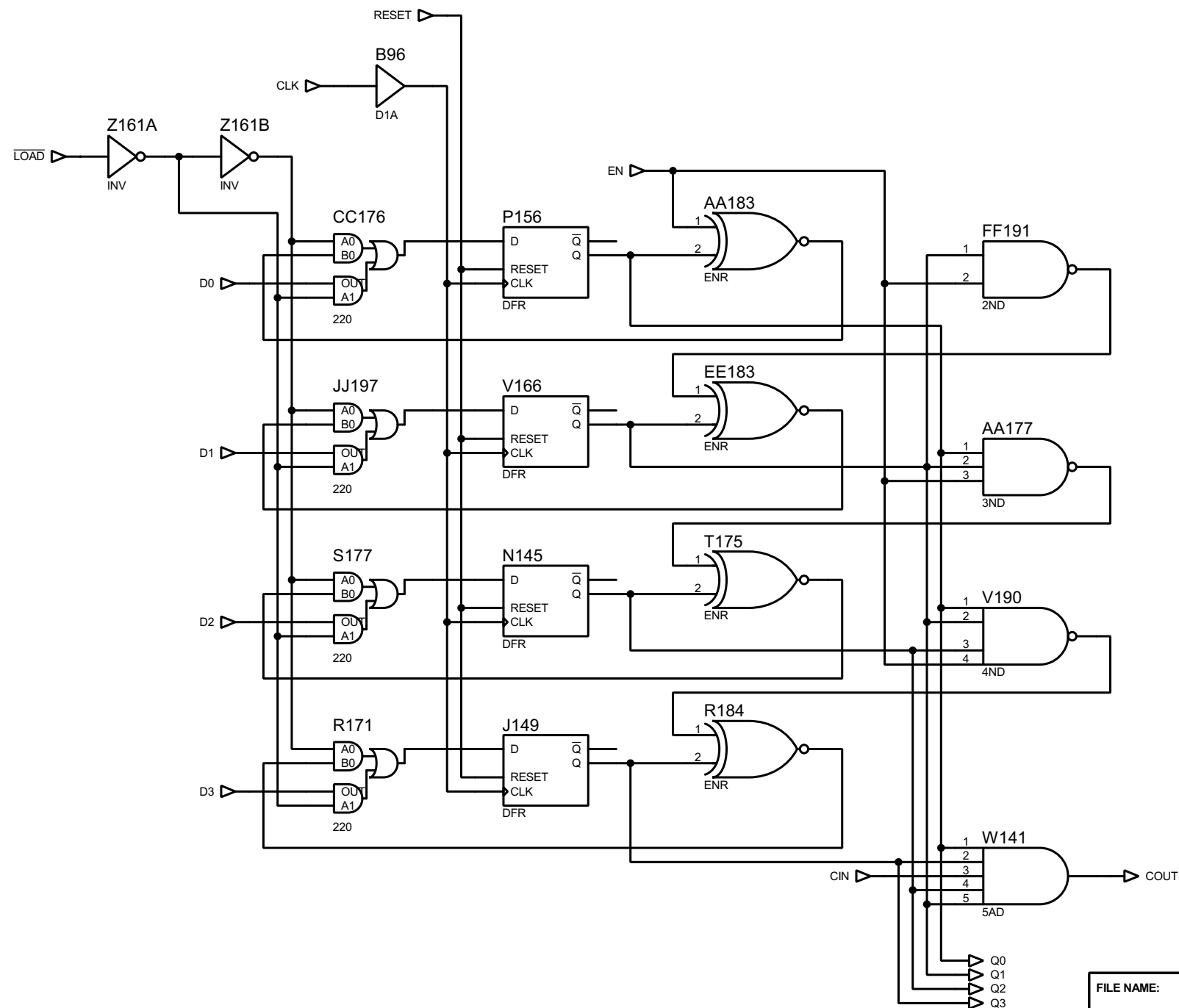
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BY: Sean Gonsalves	REV: 0



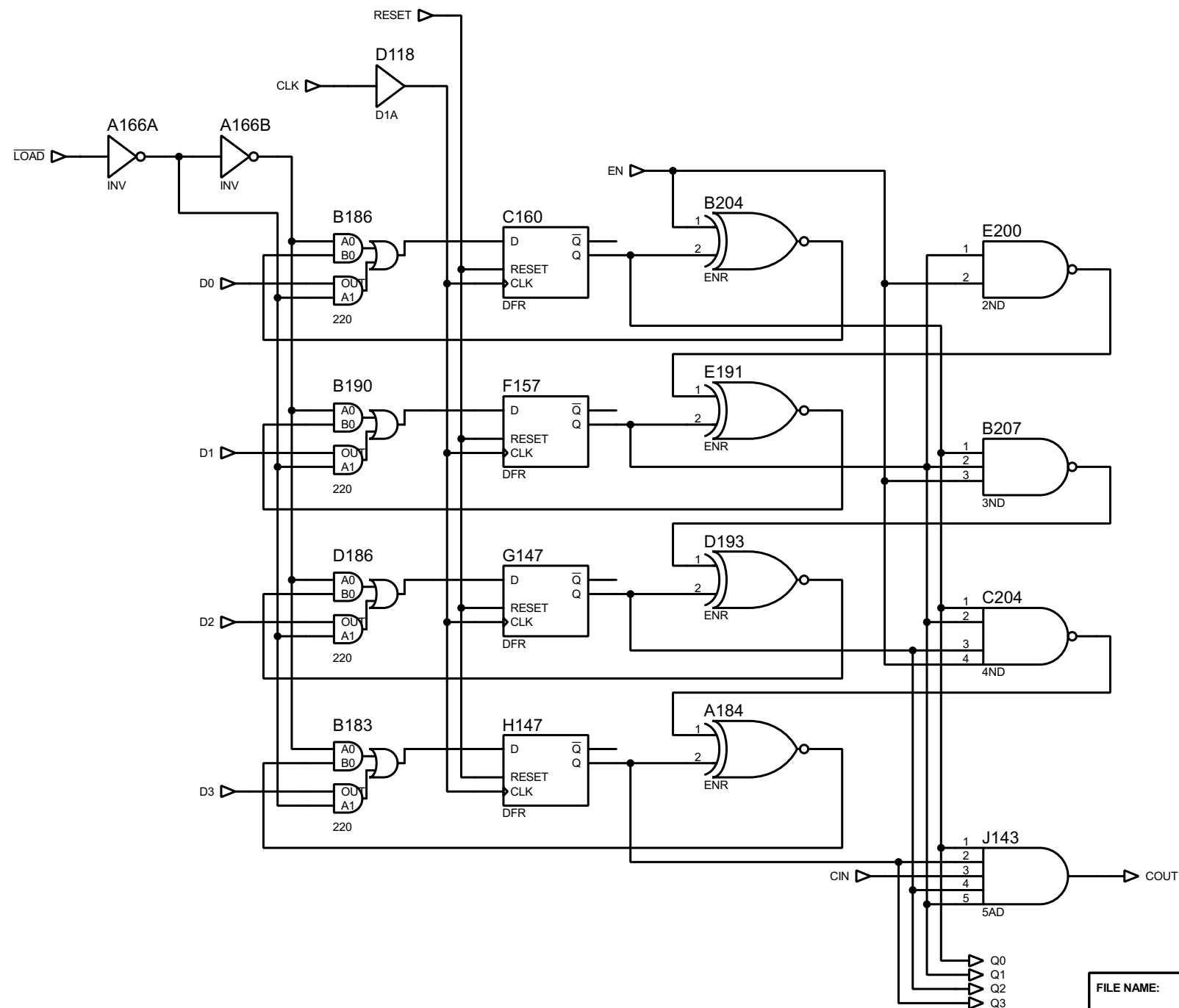
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COUNTER2	TIME: 02:03:25
BY: Sean Gonsalves	REV: 0



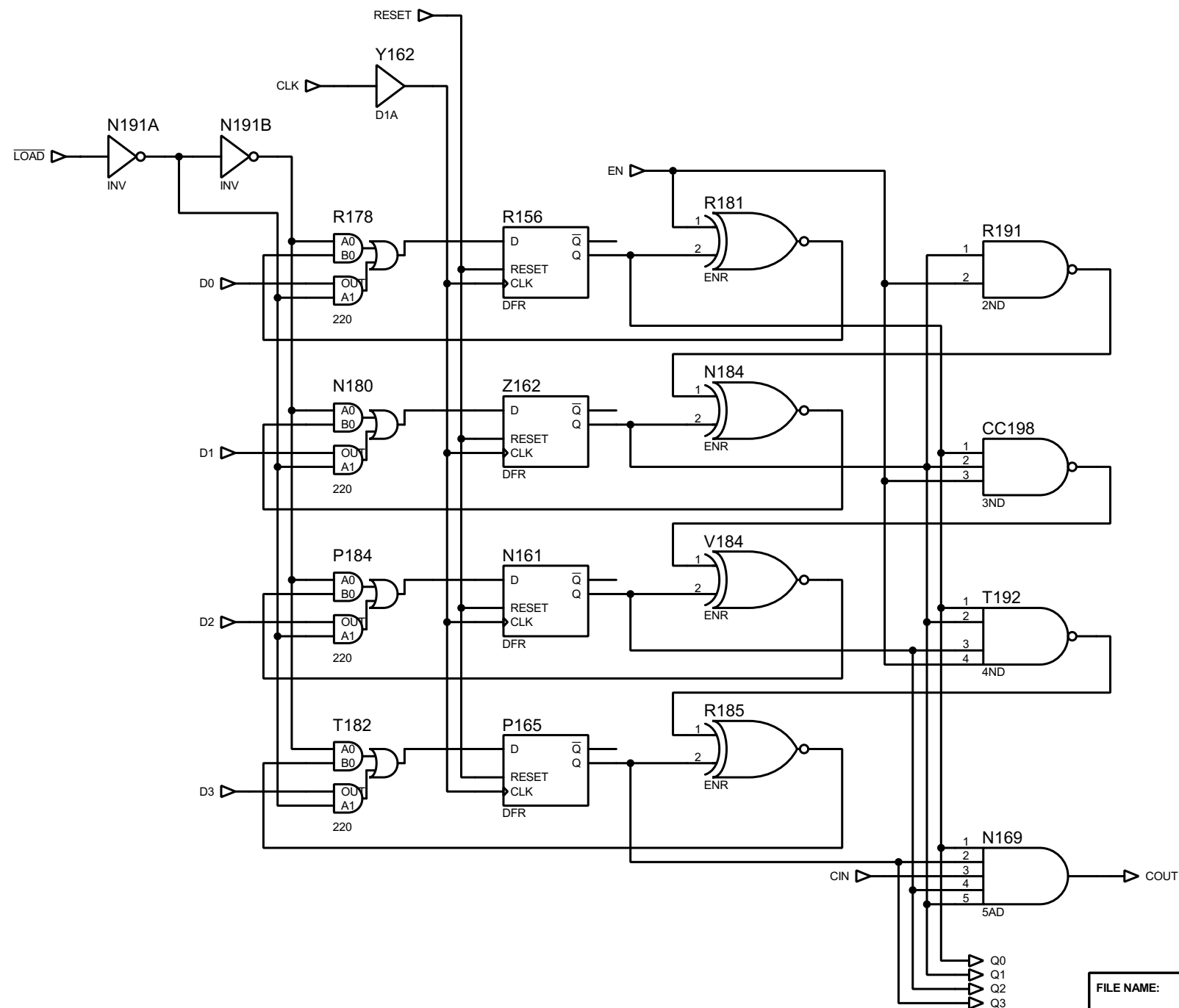
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DESIGN TITLE: Konami 007121	PAGE: 44 of 52
COUNTER7	TIME: 02:03:25
BY: Sean Gonsalves	REV: 0



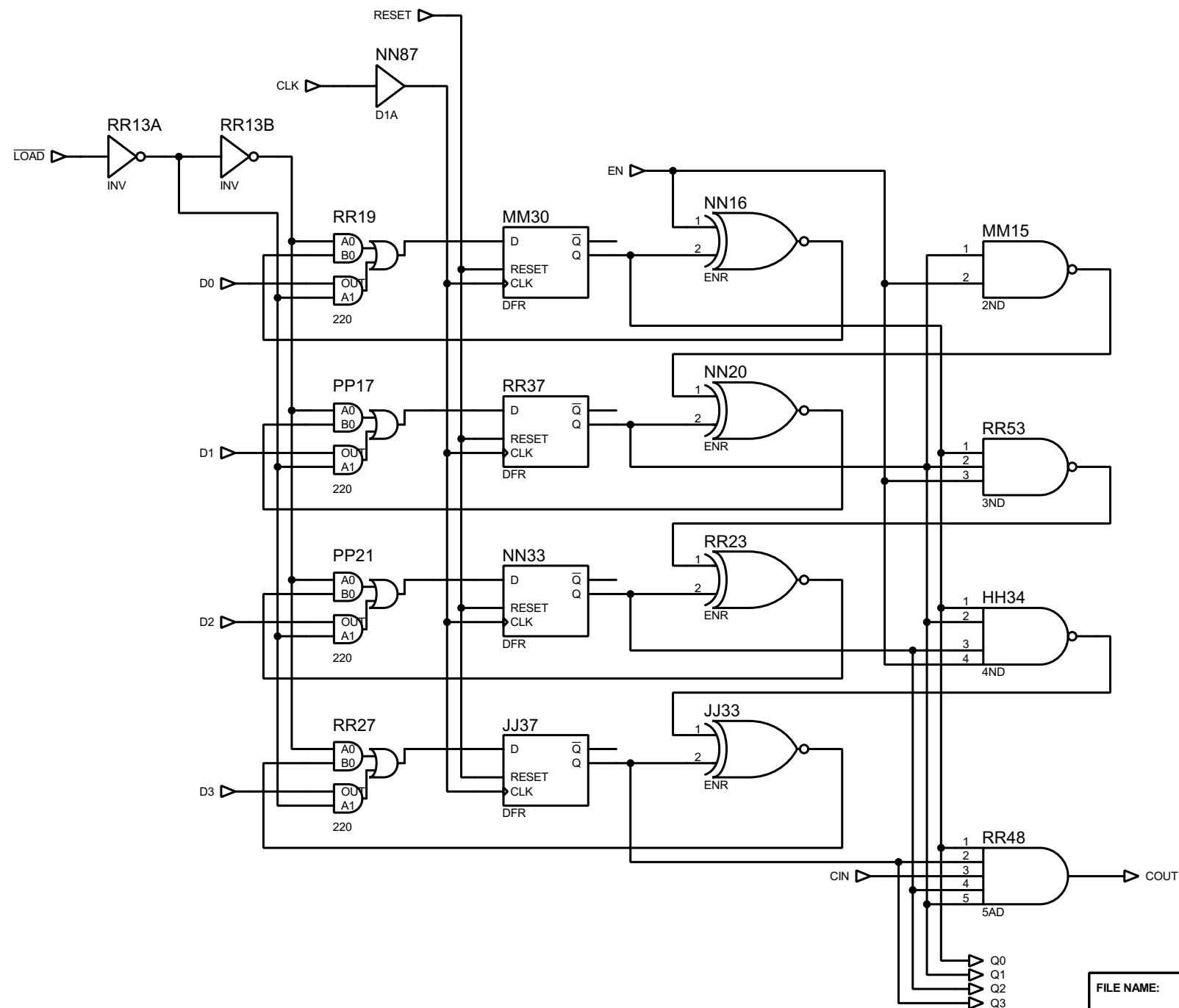
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COUNTER12	TIME: 02:03:25
BY: Sean Gonsalves	REV: 0



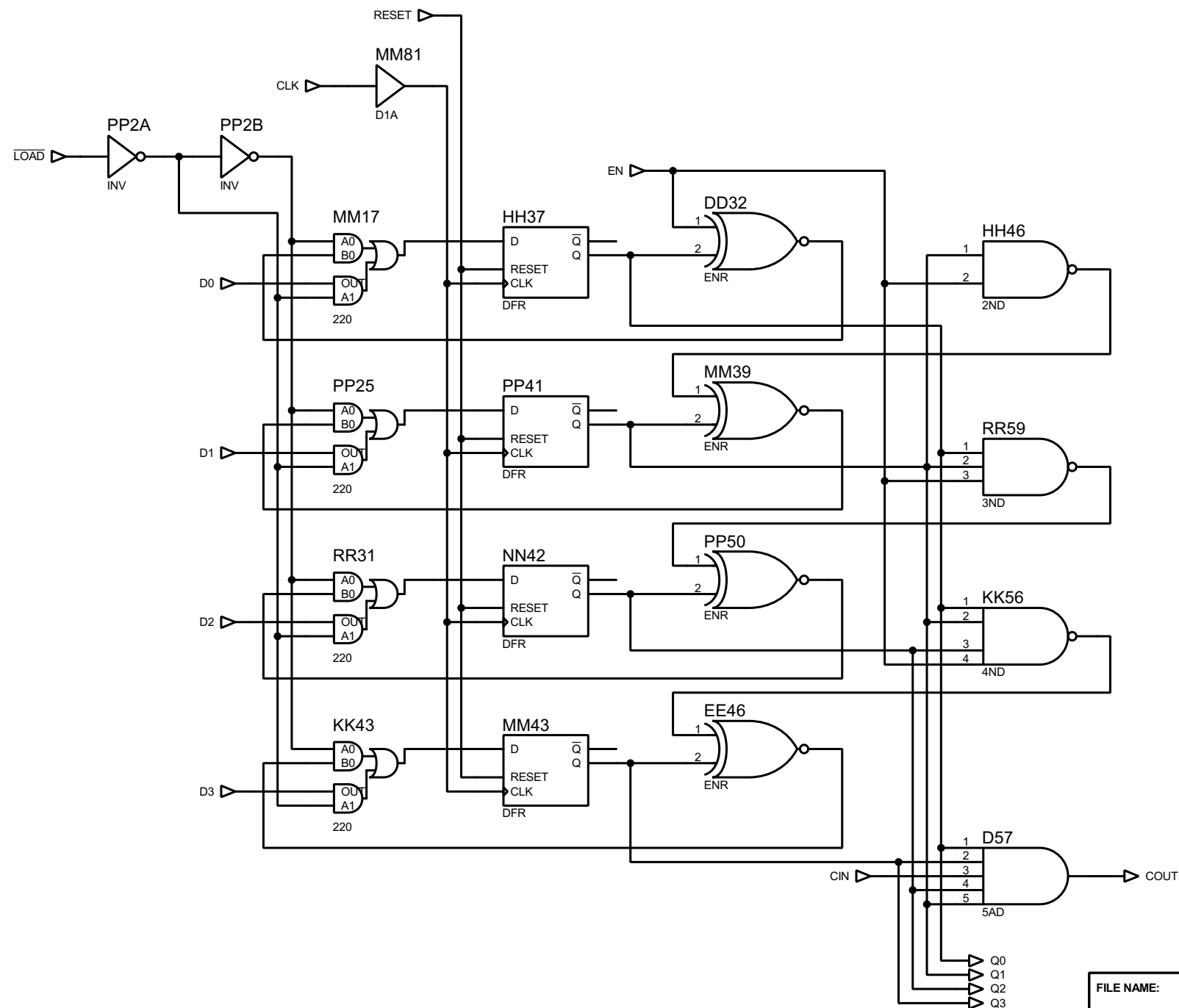
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COUNTER13	TIME: 02:03:25
BY: Sean Gonsalves	REV: 0



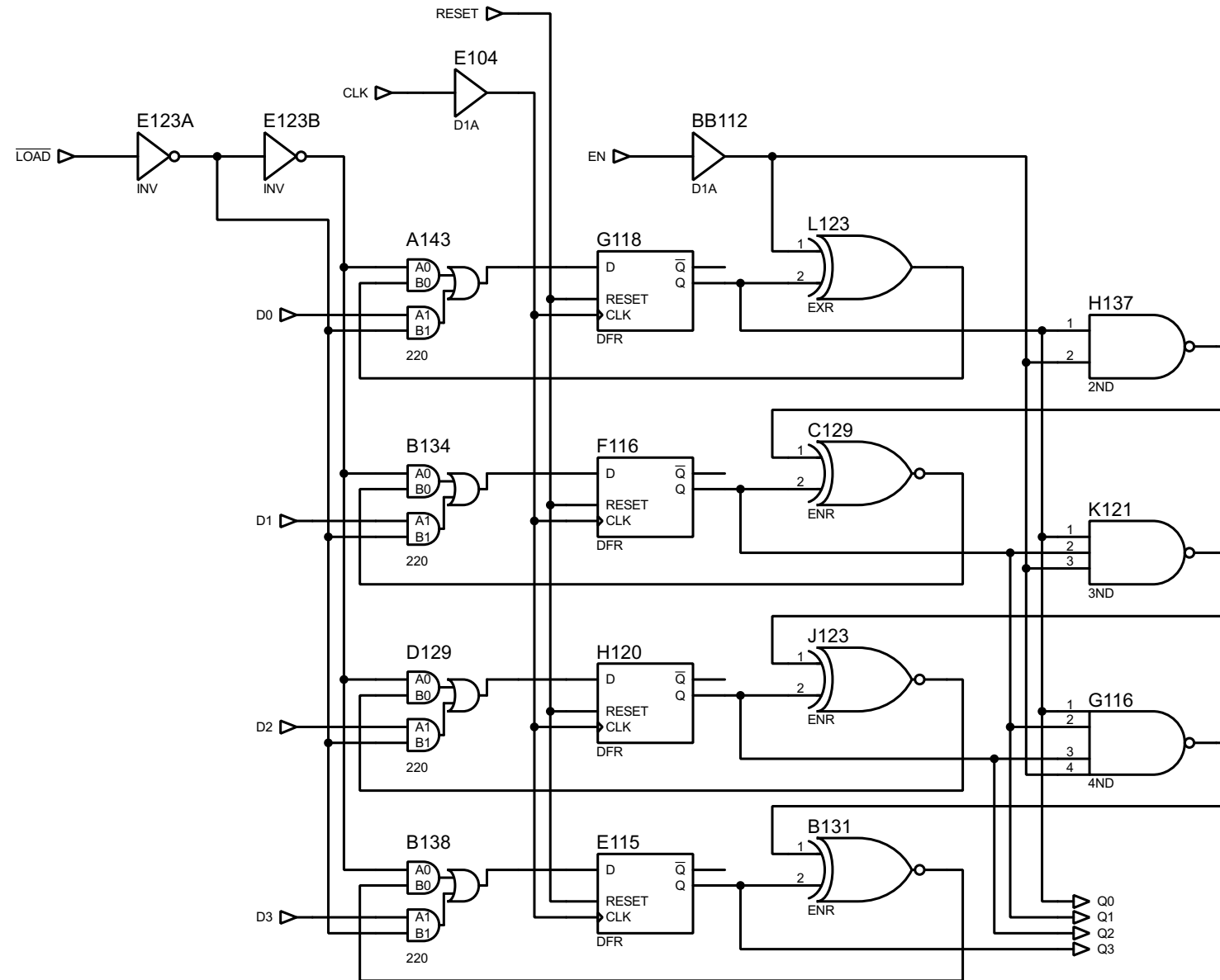
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BY: Sean Gonsalves	REV: 0



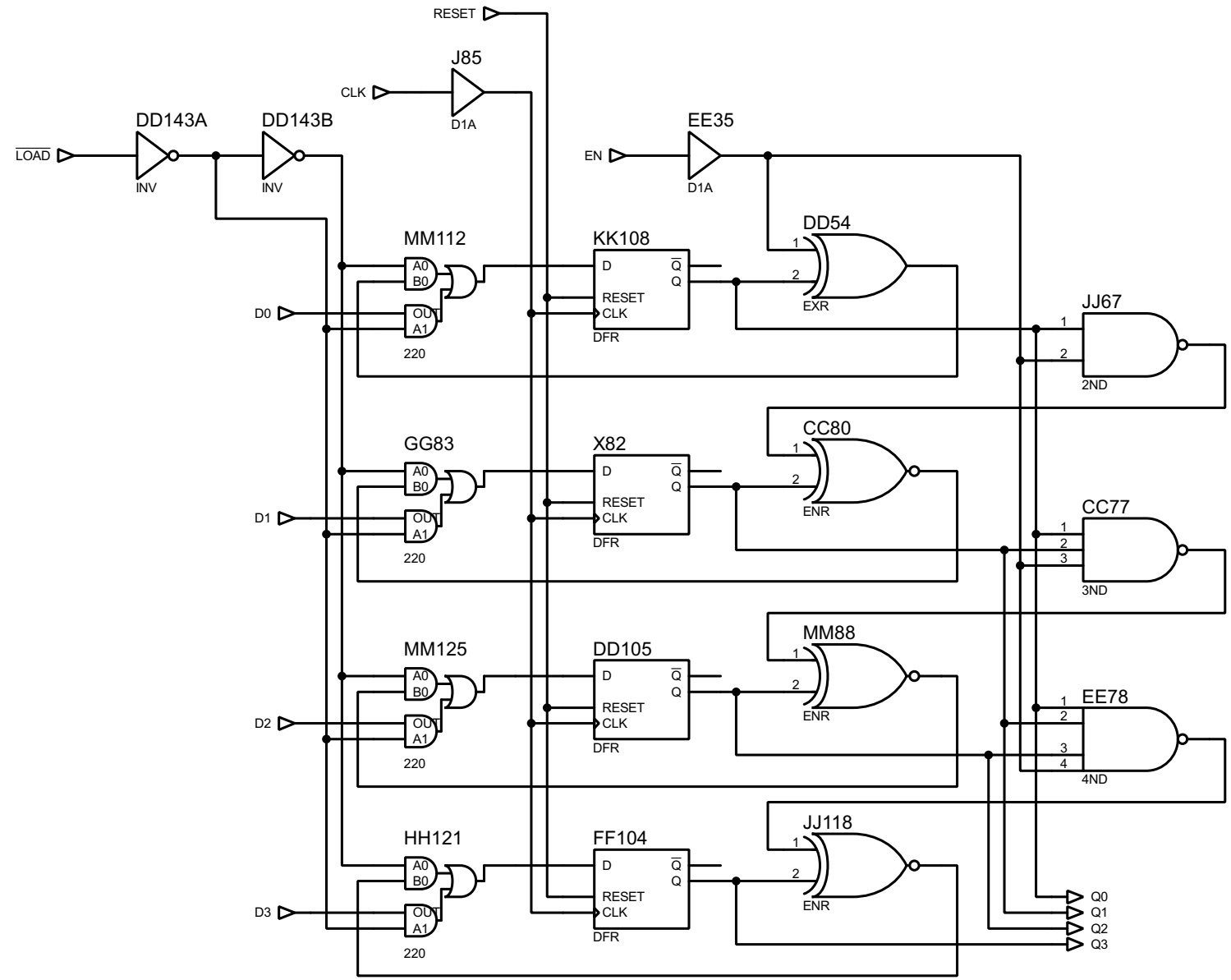
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BY: Sean Gonsalves	REV: 0



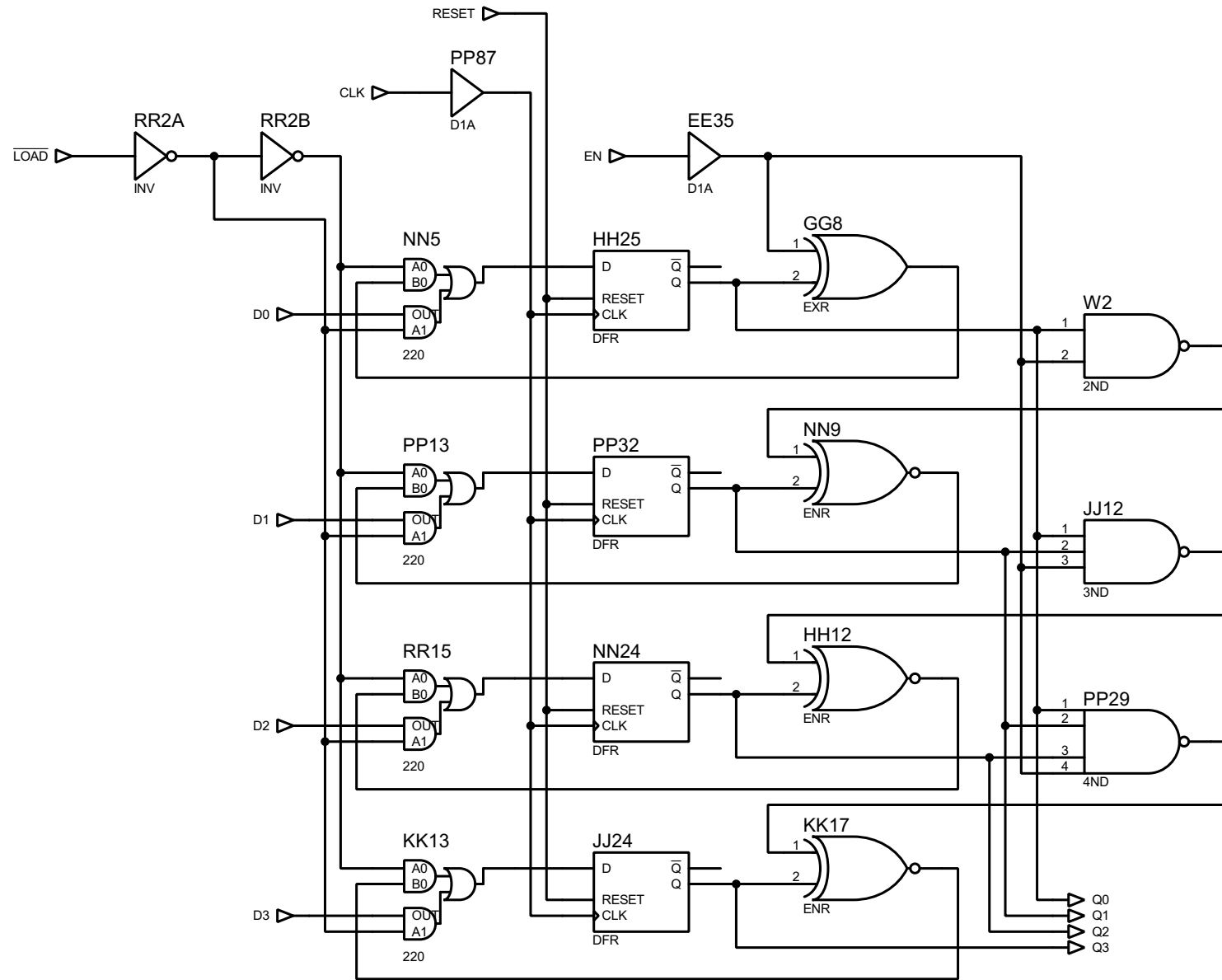
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BY: Sean Gonsalves	REV: 0
	TIME: 02:03:25



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COUNTER6		PAGE:
BY: Sean Gonsalves		50 of 52
REV: 0		TIME: 02:03:25



FILE NAME: 007121.pdsprj	DATE: 12/05/2021
DESIGN TITLE: Konami 007121 COUNTER9	PAGE: 51 of 52
BY: Sean Gonsalves	REV: 0
	TIME: 02:03:25



FILE NAME: 007121.pdsprj		DATE:
DESIGN TITLE: Konami 007121		12/05/2021
COUNTER14		PAGE:
BY: Sean Gonsalves		52 of 52
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