

The 007786 is a sprite frame buffer controller.  
It works in two modes:  
- When SEL = 0, it generates addresses for the frame buffer.  
- When SEL = 1, it parses sprite character data  
It also handles refreshing of data in the DRAM memory.

The 007786 uses an OKI 74V000 CMOS gate array  
with 2400 unit cells.

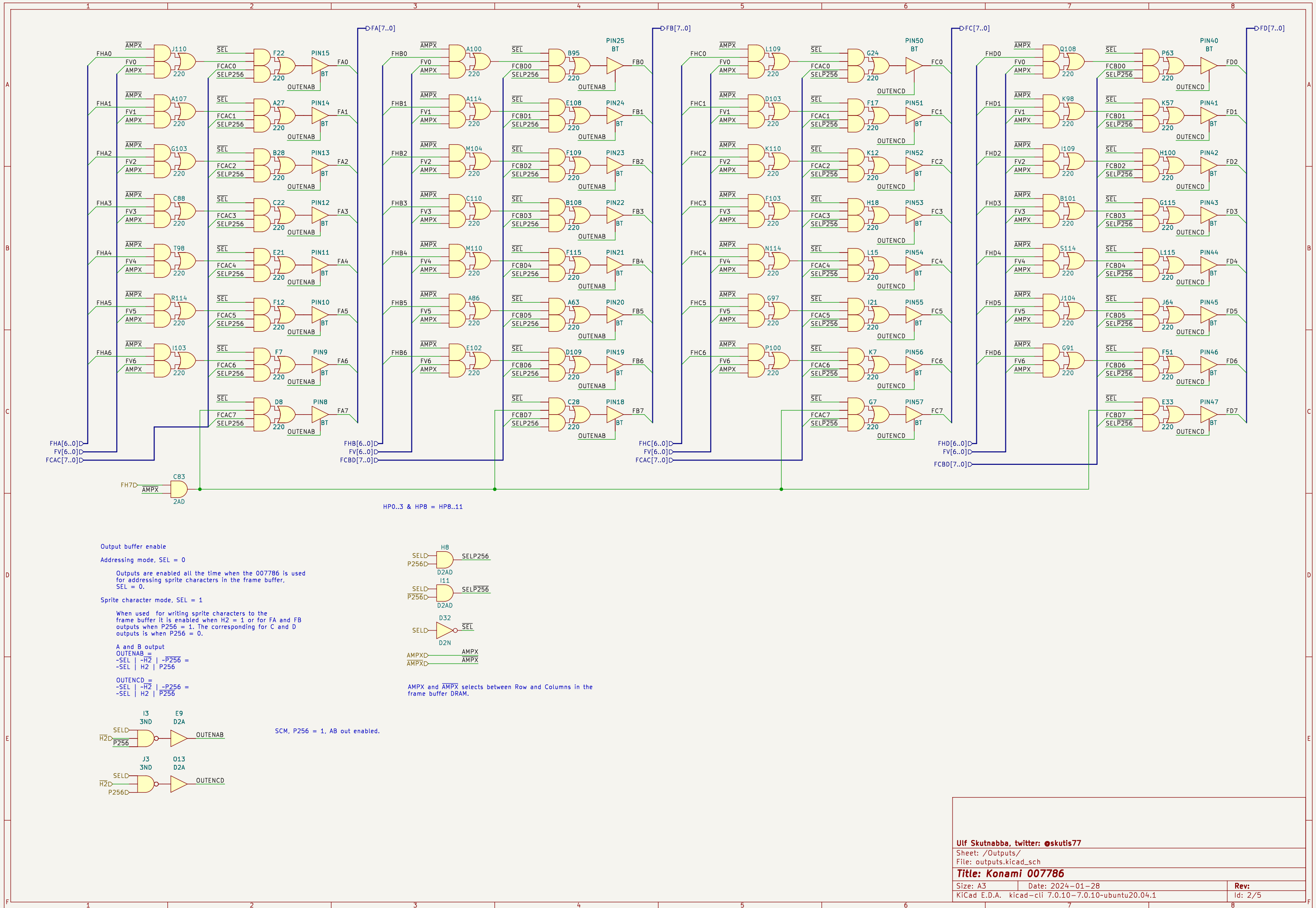
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Sheet: /  
File: 007786.kicad\_sch

Title: Konami 007786

Size: A3 Date: 2024-01-28  
KiCad E.D.A. kicad-cli 7.0.10-7.0.10-ubuntu20.04.1

Rev:  
Id: 1/5



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Sheet: /Outputs/  
File: outputs.kicad\_sch

Title: Konami 007786

Size: A3 Date: 2024-01-28  
KiCad E.D.A. kicad-cli 7.0.10-7.0.10-ubuntu20.04.1

Rev:  
Id: 2/5

