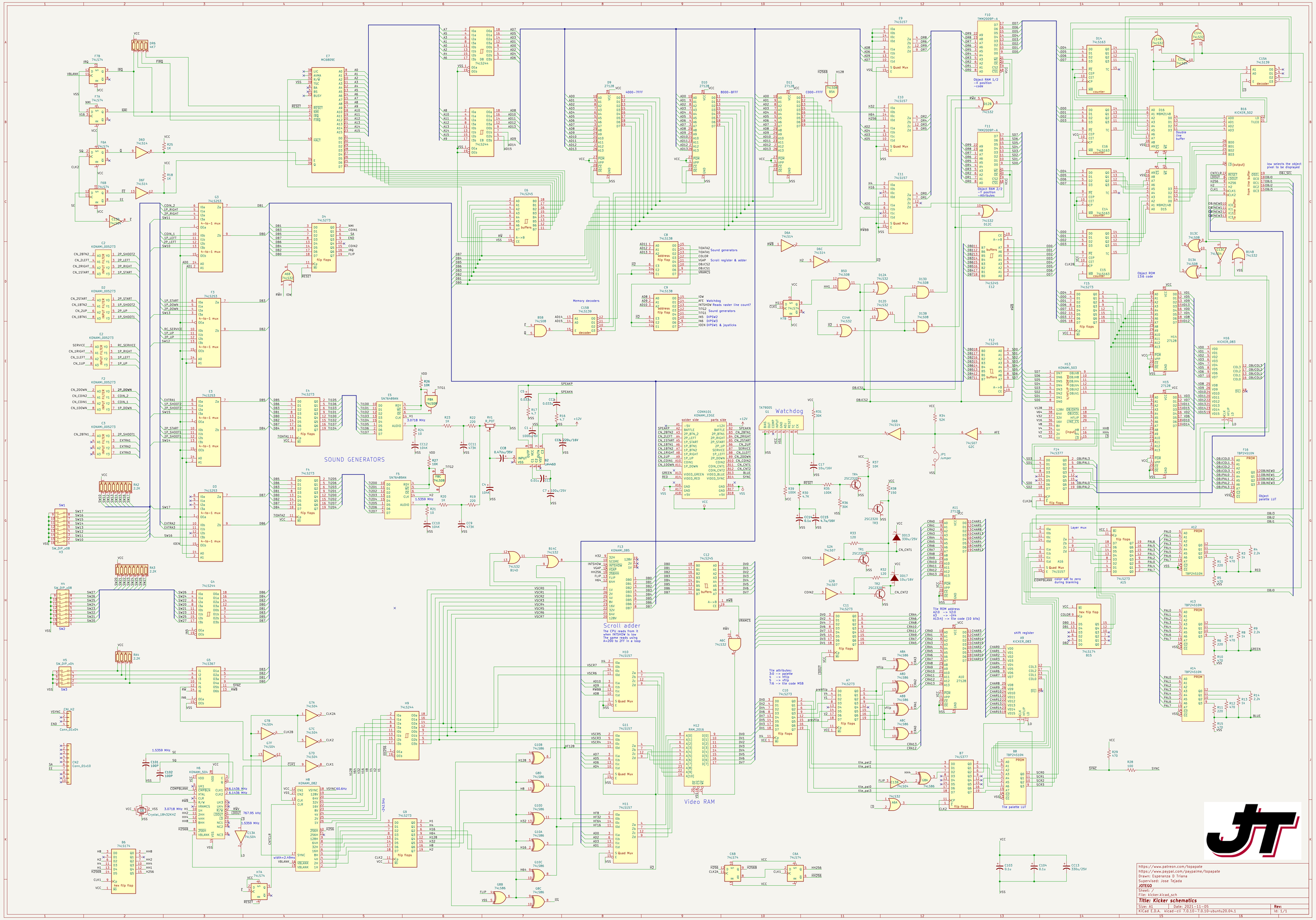
SOUND GENERATORS
Video RAM
Scroll adder
The CPU reads from it when INTSHOW is low. The game reads using A=200 to 2FF in a loop
Memory decoders
Watchdog
Object RAM 1/2 -X position -code
Object RAM 2/2 -Y position -Attributes
Object ROM 15B code
Tile ROM address A2:0 -> Y2:0 A3 -> !H4 A13:4] -> tile code (10 bits)
Tile attributes: 3:0 -> palette 4 -> hflip 5 -> vflip 7:6 -> tile code MSB
Tile palette LUT
Object palette LUT
low selects the object pivot to be displayed
COLOR RAM address A2:0 -> Y2:0 A3 -> !H4 A13:4] -> tile code (10 bits)
COLOR RAM palette LUT
Layer mux
COMPBLANK color set to zero during blanking
shift register
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Drawn: Esperanza D Triana
Supervised: Jose Tejada
JOTEGO
Sheet: /
File: kicker.kicad_sch
Title: Kicker schematics
Size: A1
Date: 2021-11-05
KiCad E.D.A. kicad-cli 7.0.10-7.0.10-ubuntu20.04-1
Rev:
Id: 1/1