

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.

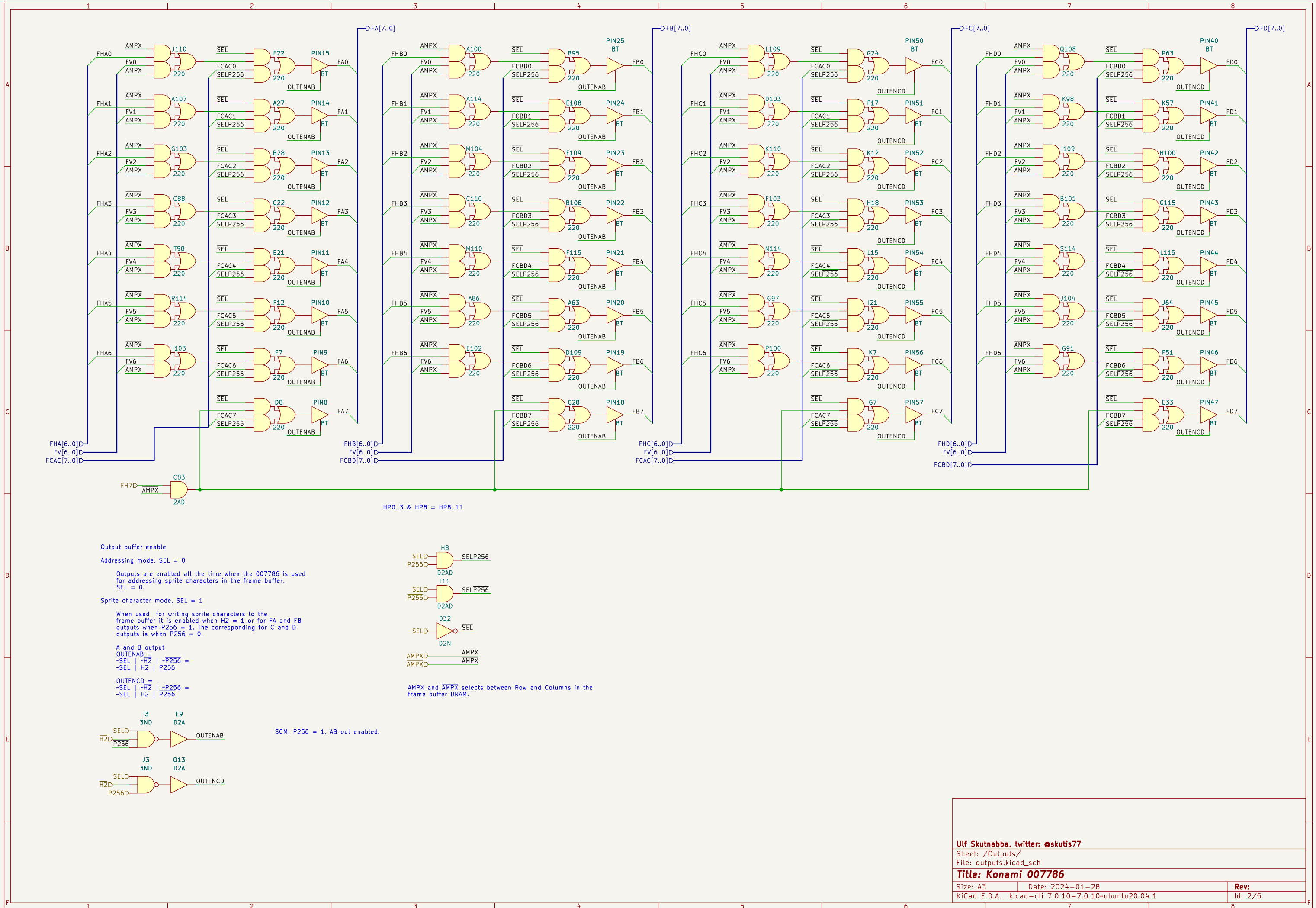
Ulf Skutnabba, twitter: @skutis77

Sheet: /  
File: 007786.kicad\_sch

**Title: Konami 007786**

Size: A3  
KiCad E.D.A. kicad-cli 7.0.10-7.0.10-ubuntu20.04.1

Date: 2024-01-28  
Rev: 1/5



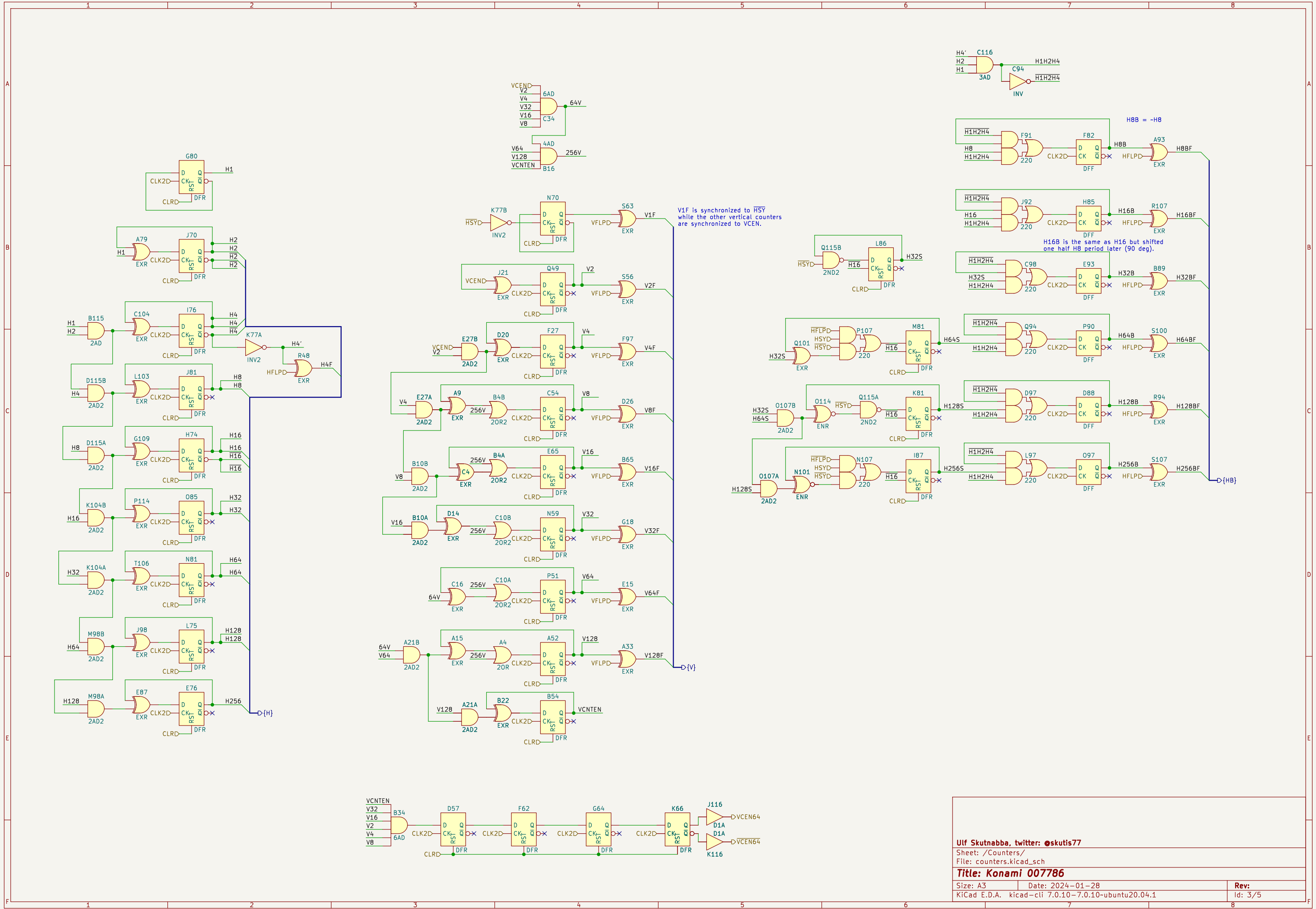
Ulf Skutnabba, twitter: @skutis77

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



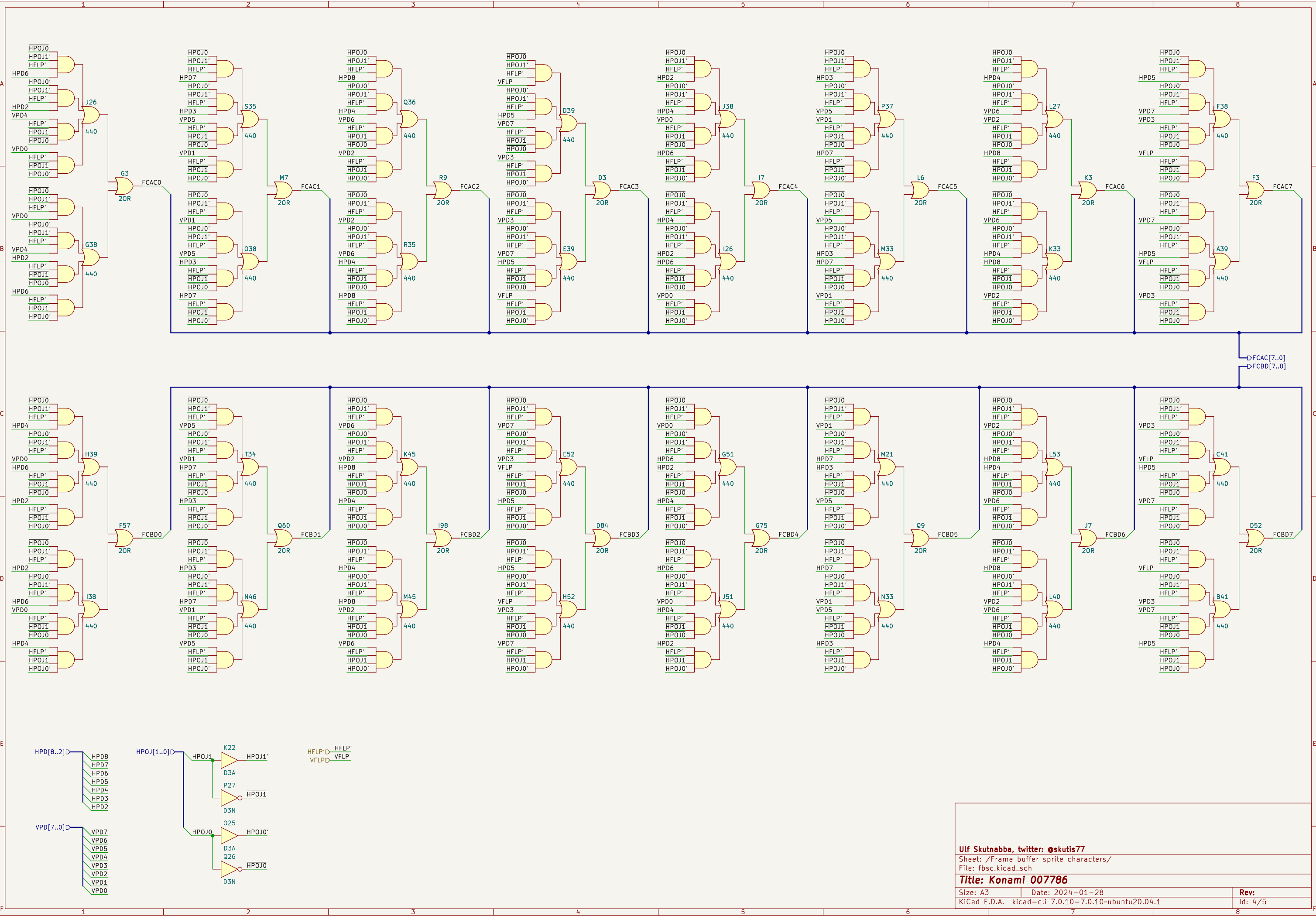
Ulf Skutnabba, twitter: @skutis77

Sheet: /Counters/  
File: counters.kicad\_sch

Title: Konami 007786

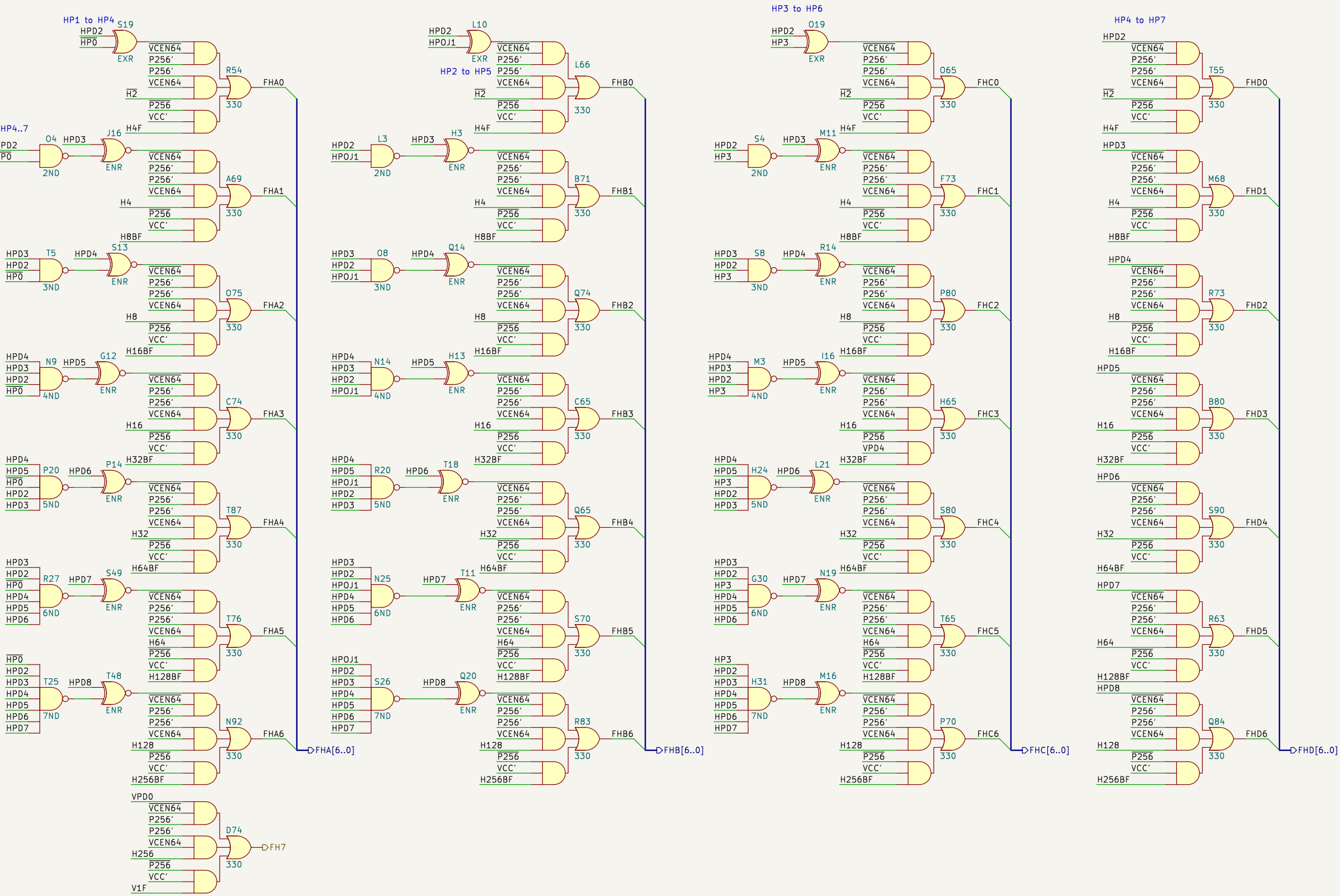
Size: A3 Date: 2024-01-28  
KiCad E.D.A. kicad-cli 7.0.10-7.0.10-ubuntu20.04.1

Rev:  
Id: 3/5

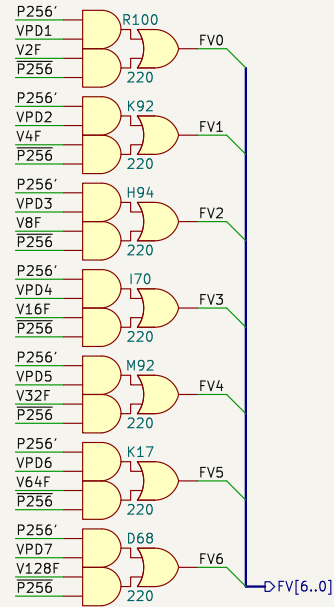


# Horizontal Position

VCEN64 active: Data is written to the frame buffer  
VCEN64 active, four times pre frame: Data is refreshed in DRAM, every 4ms.



# Vertical Position



P256' active: Write addressing  
P256 active: Read addressing