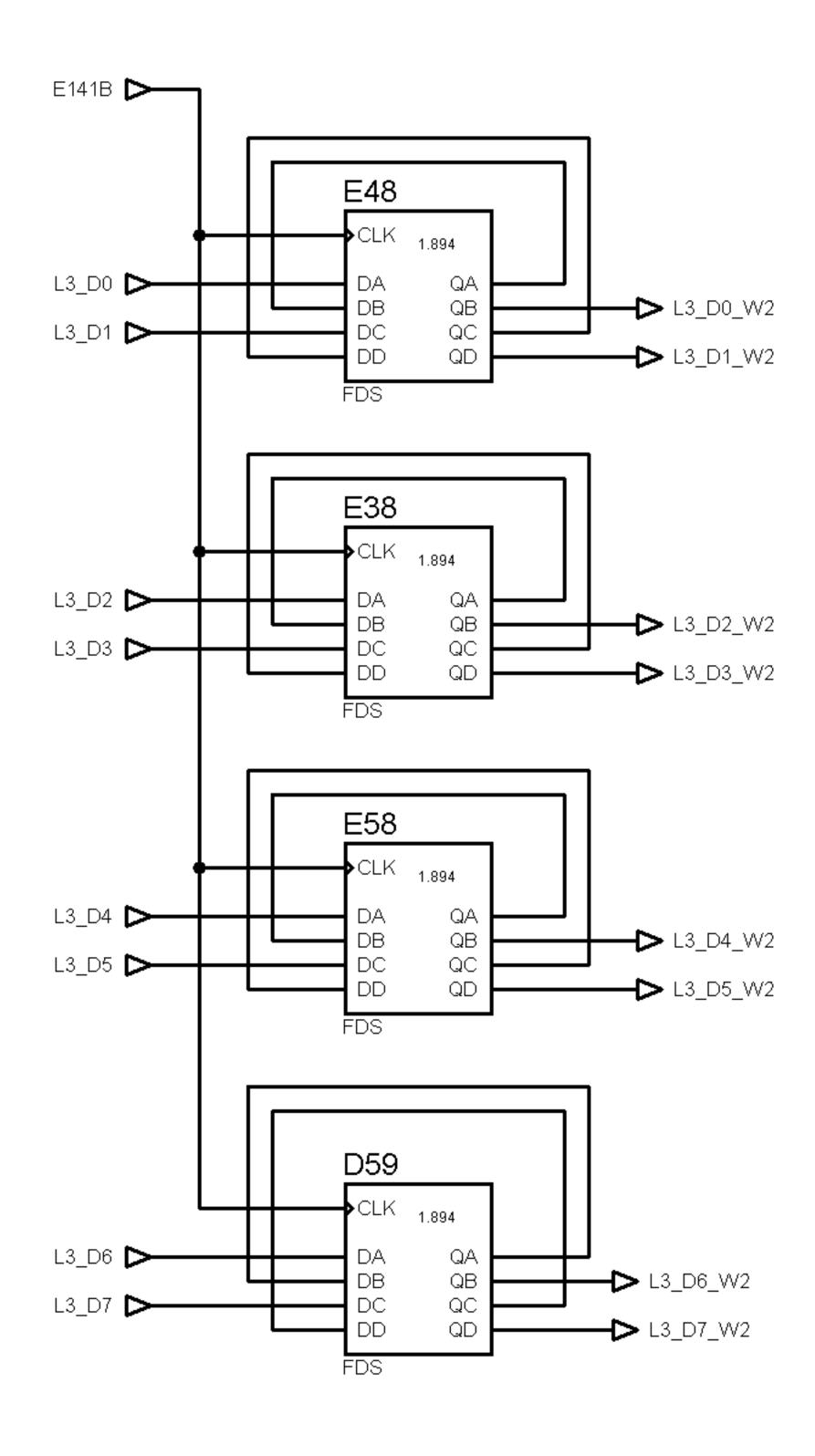


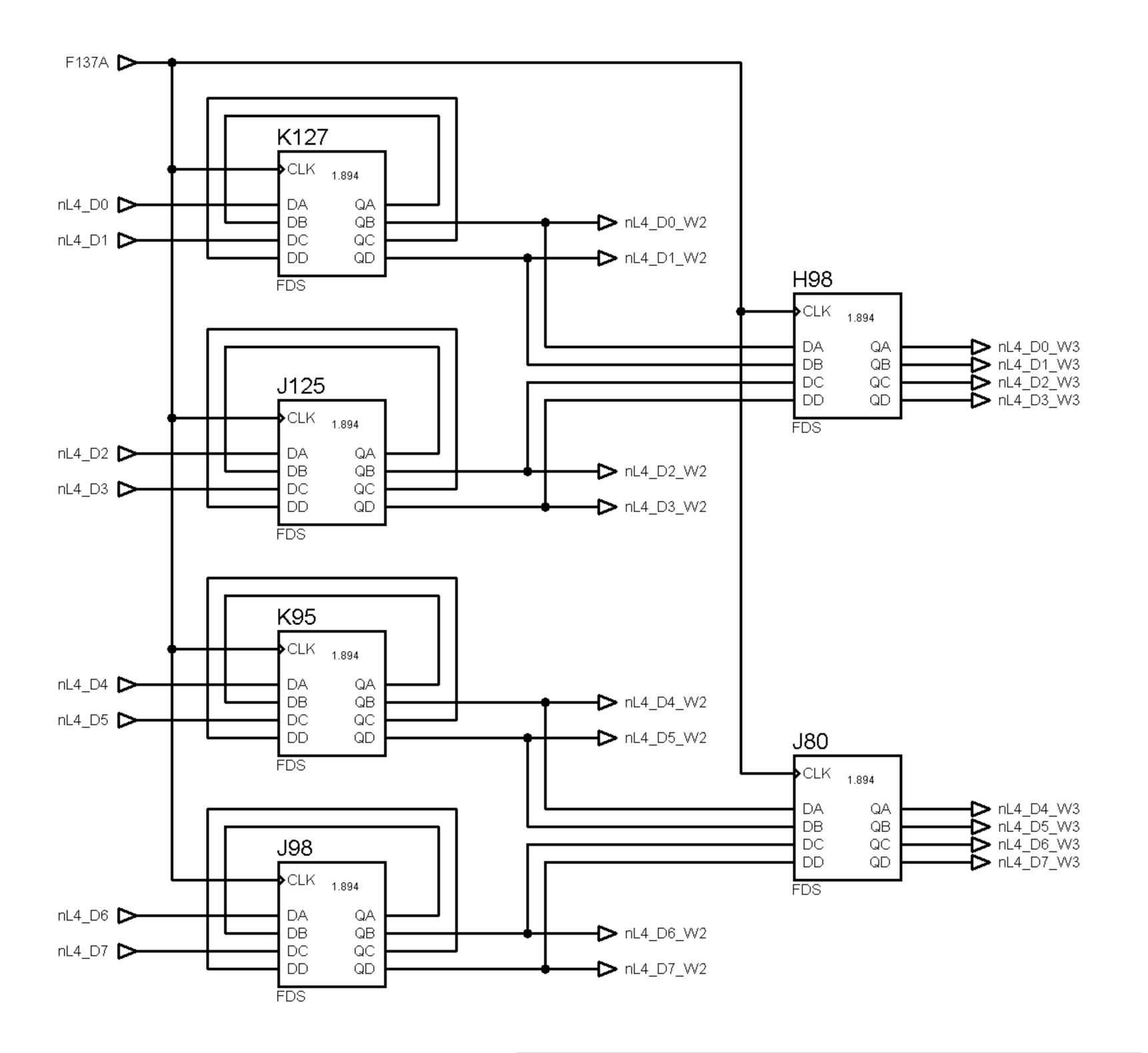
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 053251.pdsprj
 DATE:

 DESIGN TITLE:
 Konami 053251
 26/05/2020

 PRIORITY INPUTS
 PAGE:

 BY:
 Sean Gonsalves
 REV:
 A





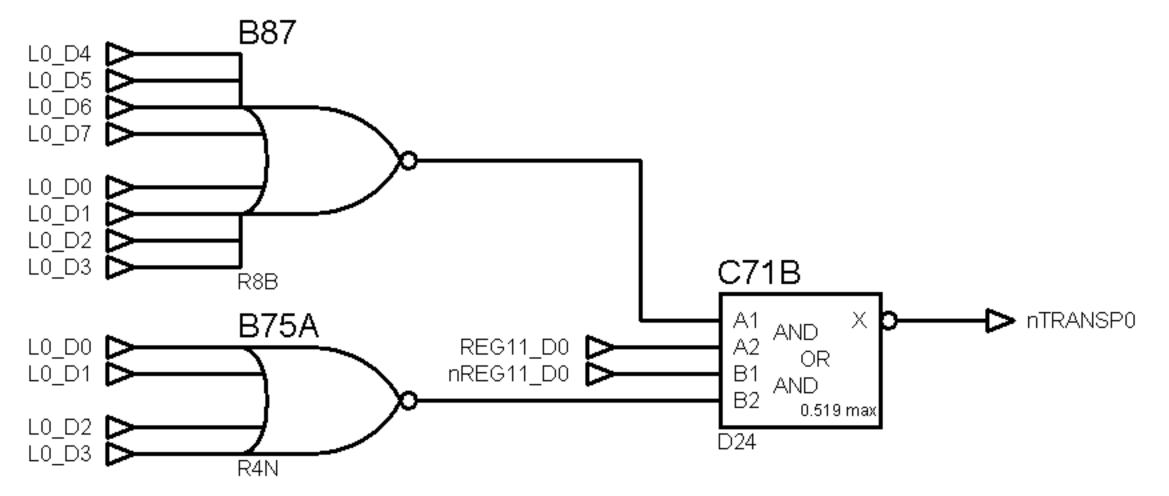
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 Konami 053251
 26/05/2020

 LAYER 3 & 4 DELAY
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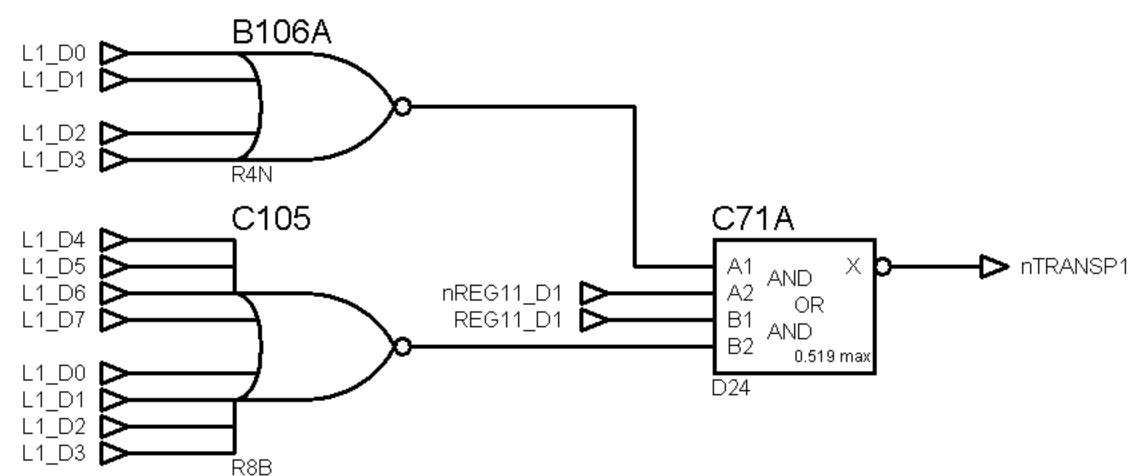
 BY:
 Sean Gonsalves
 REV:

A



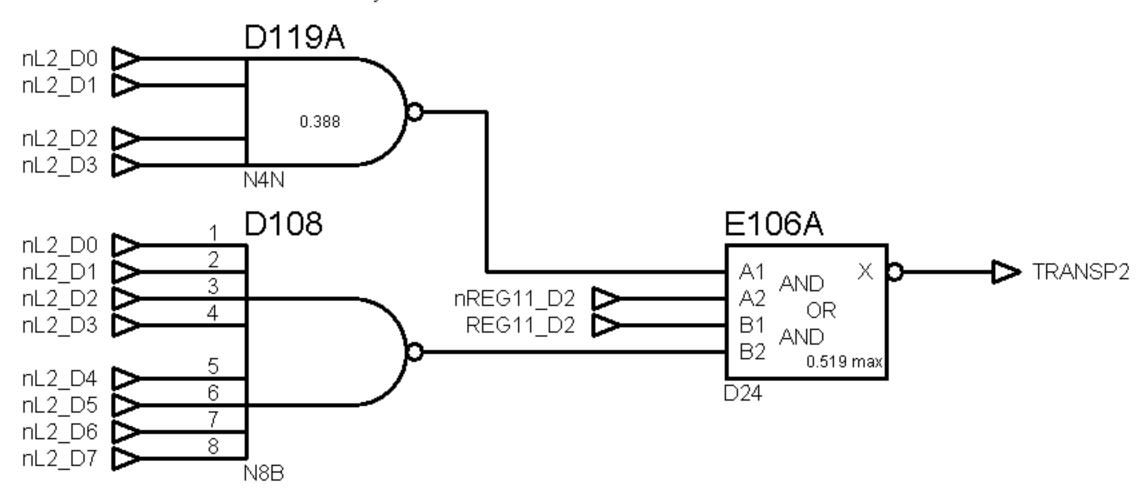
High when Layer 0 color is 0

High when Layer 1 color is 0

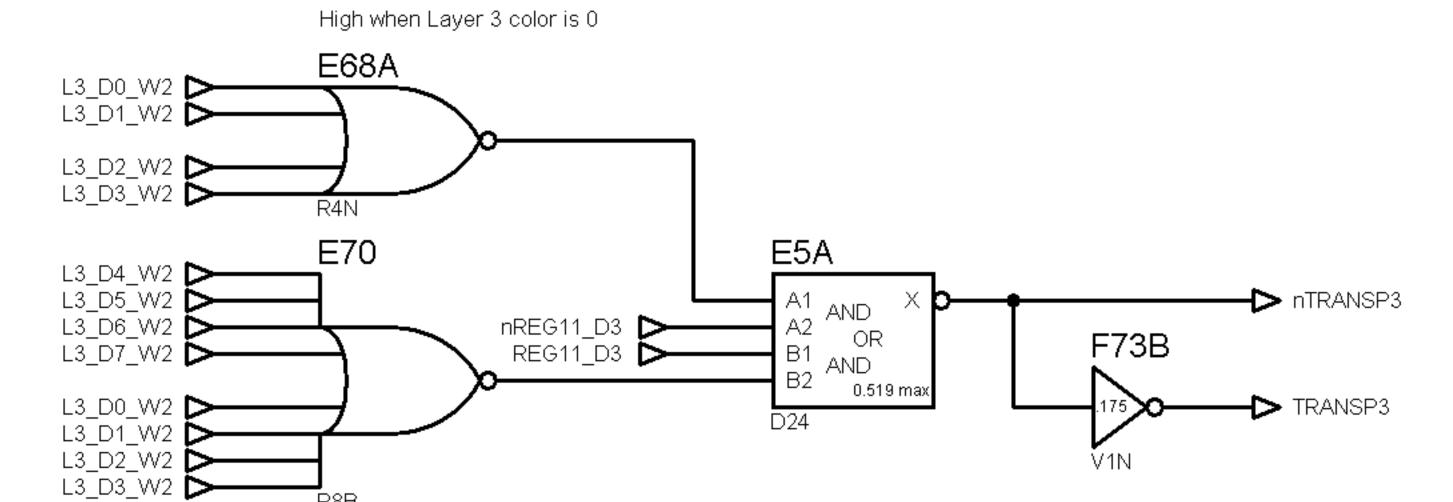


High when Layer 1 color is 0 and palette is 0 or 16

## Low when Layer 2 color is 0

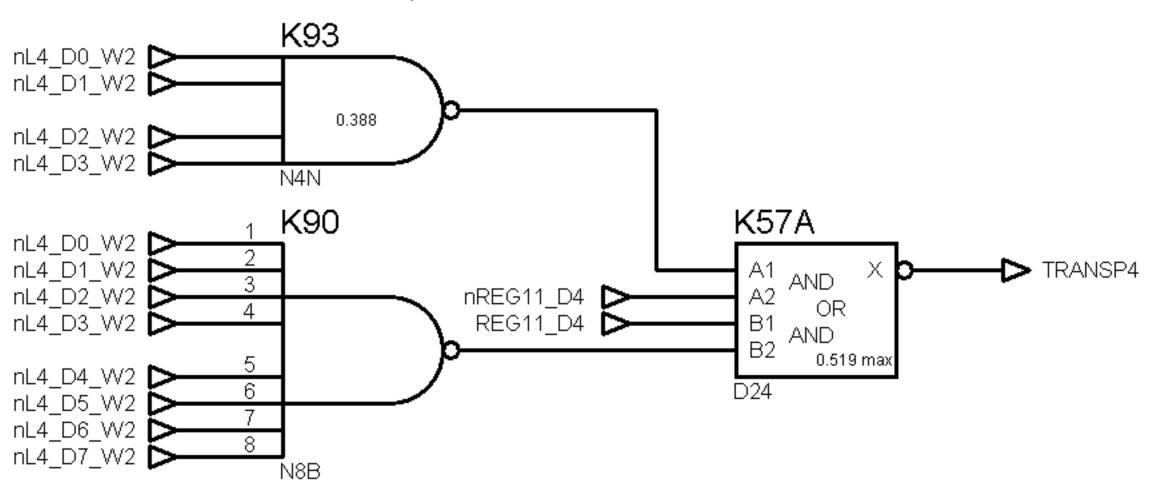


Low when Layer 2 color is 0 and palette is 0 or 16

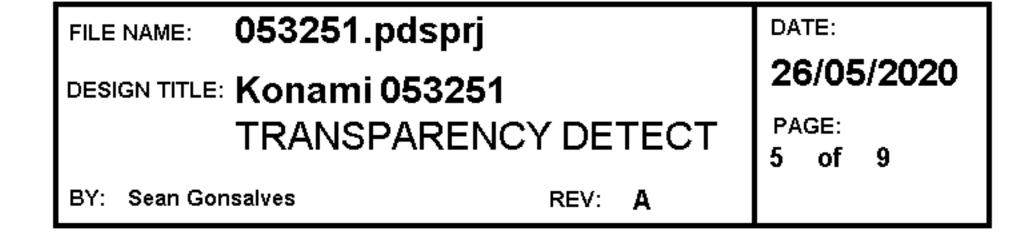


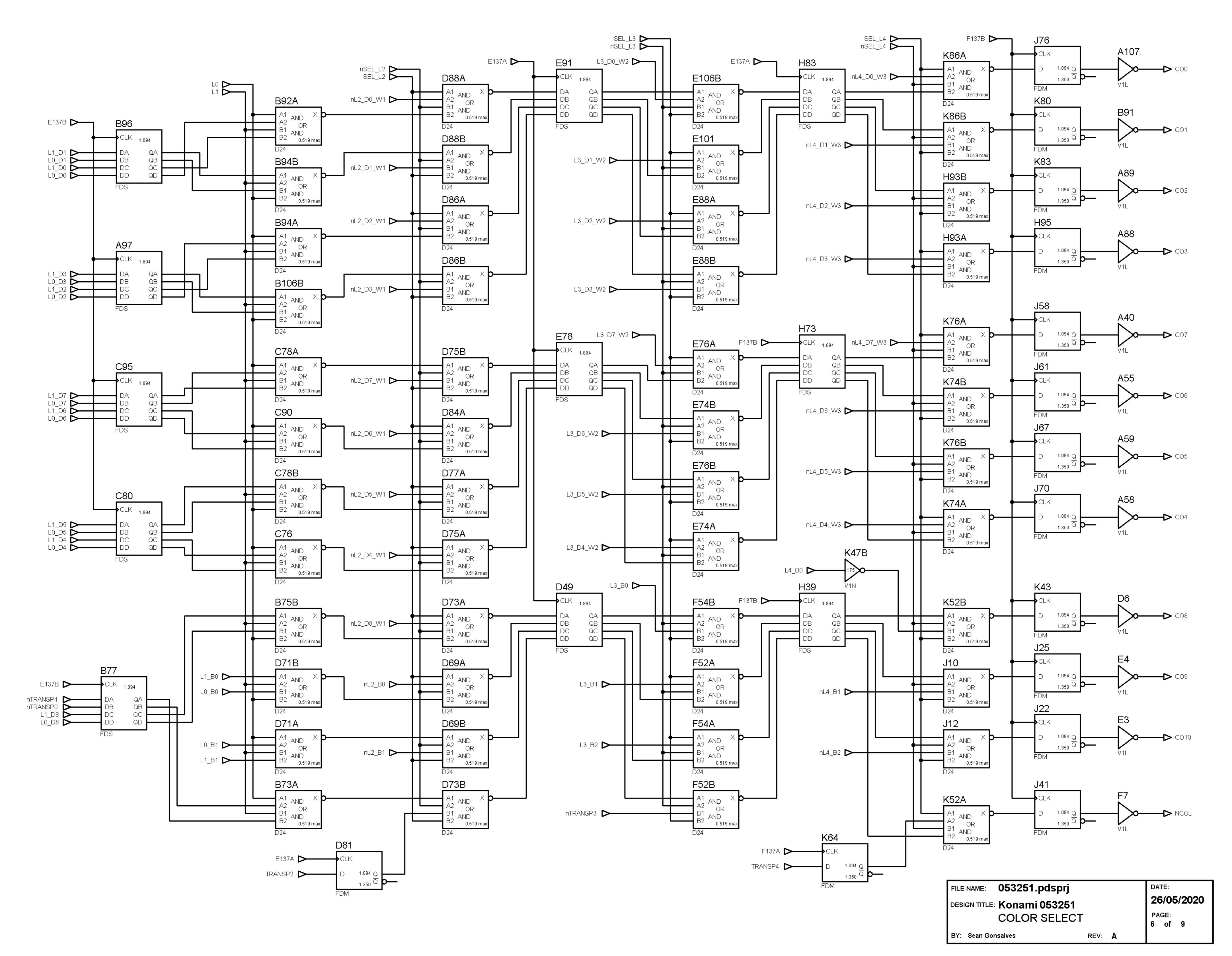
High when Layer 3 color is 0 palette 0

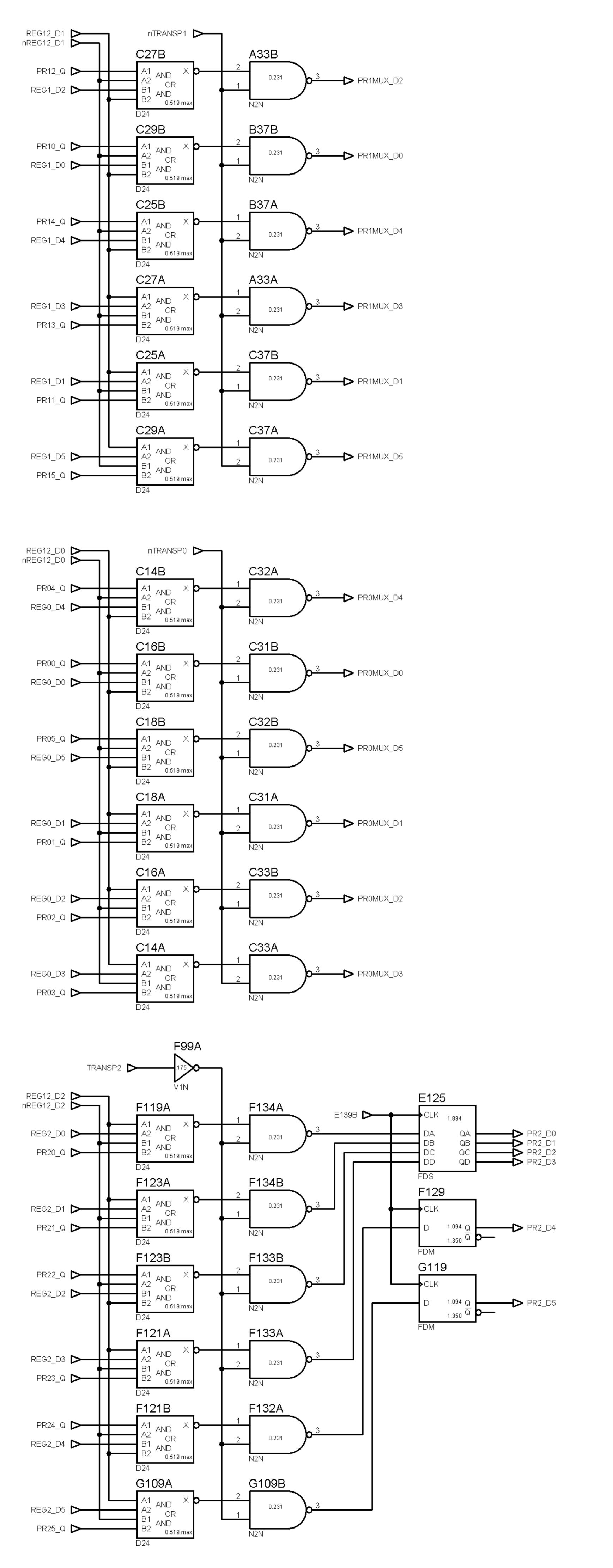
## Low when Layer 4 color is 0

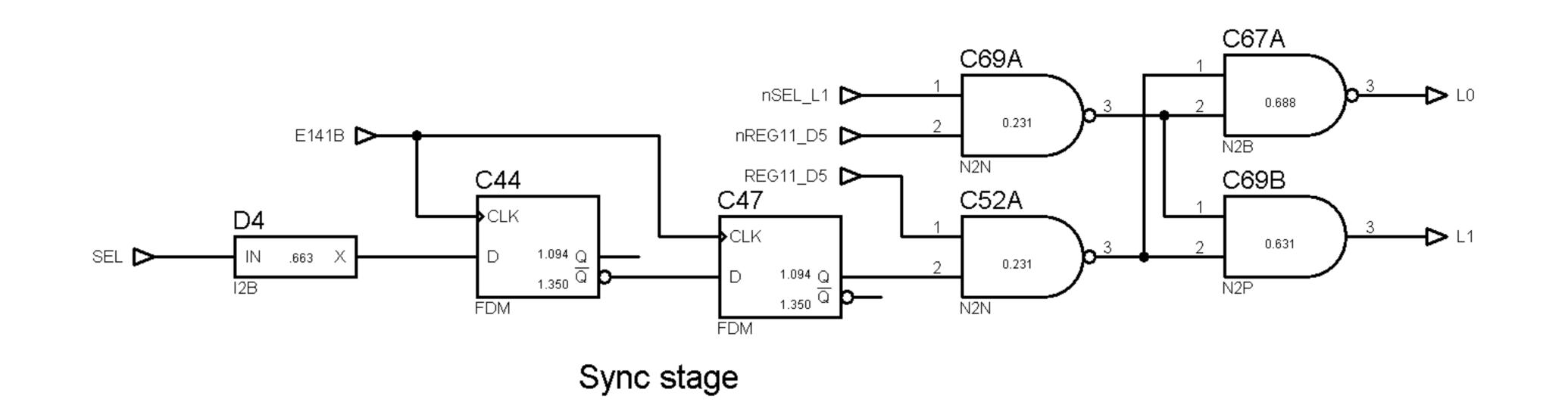


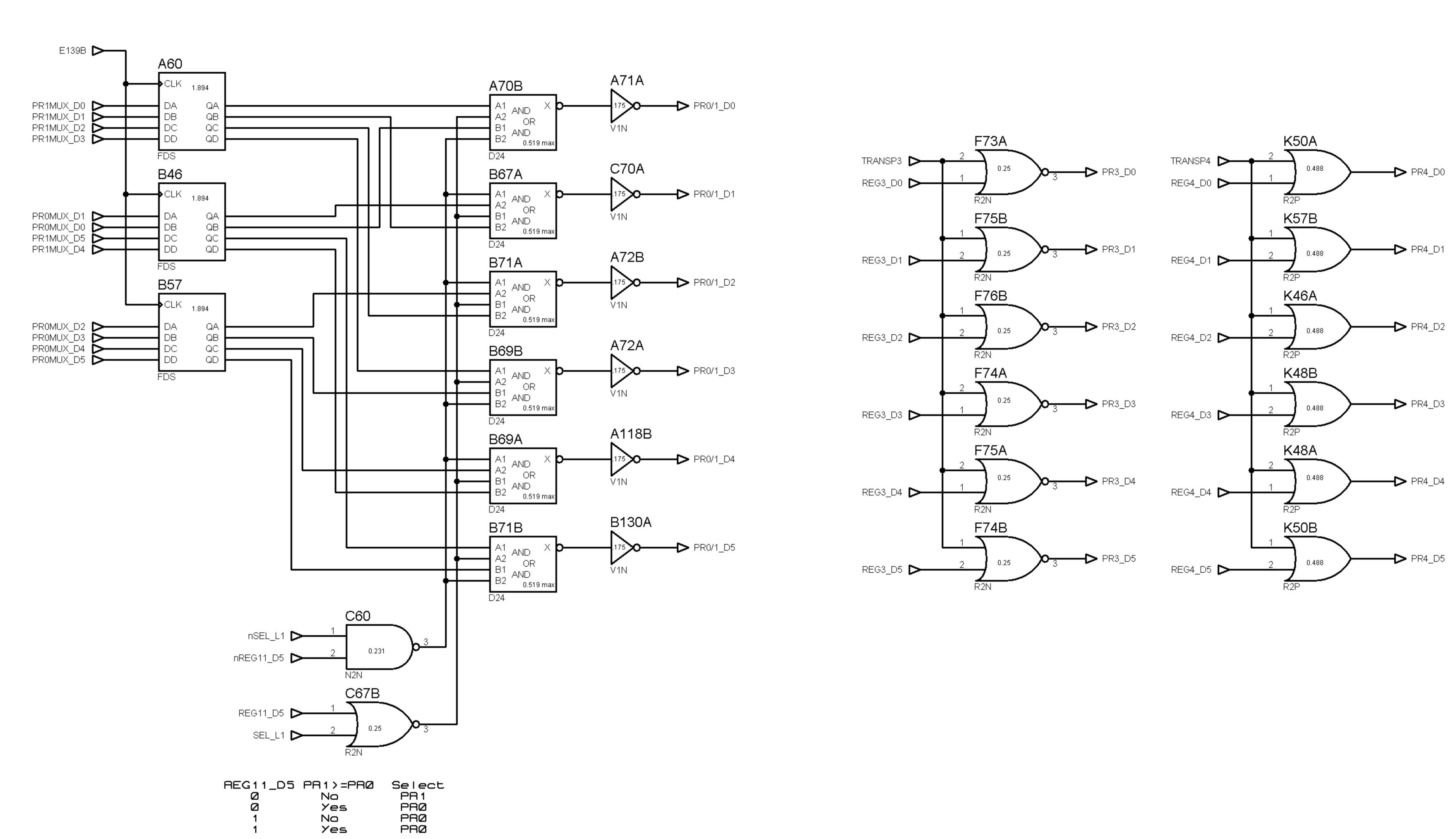
Low when Layer 4 color is 0 palette 0

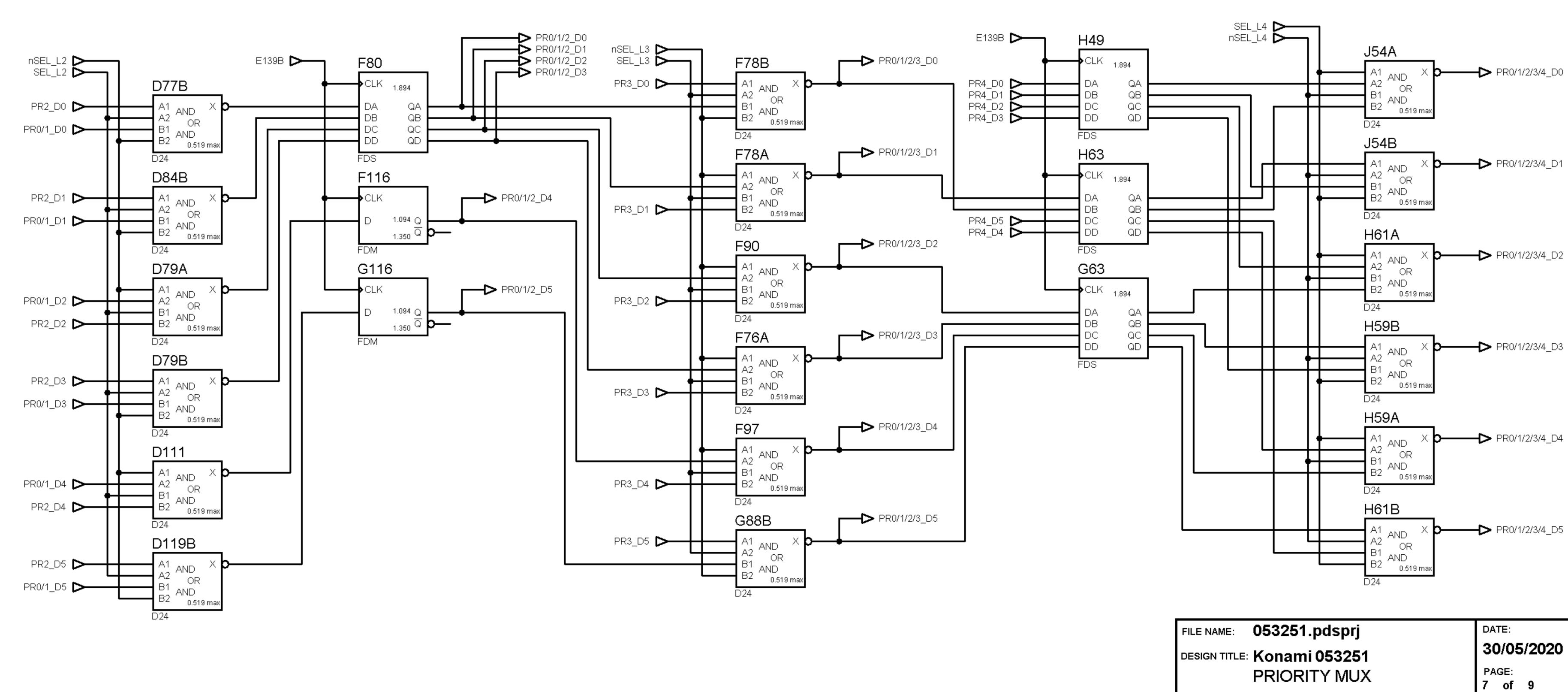






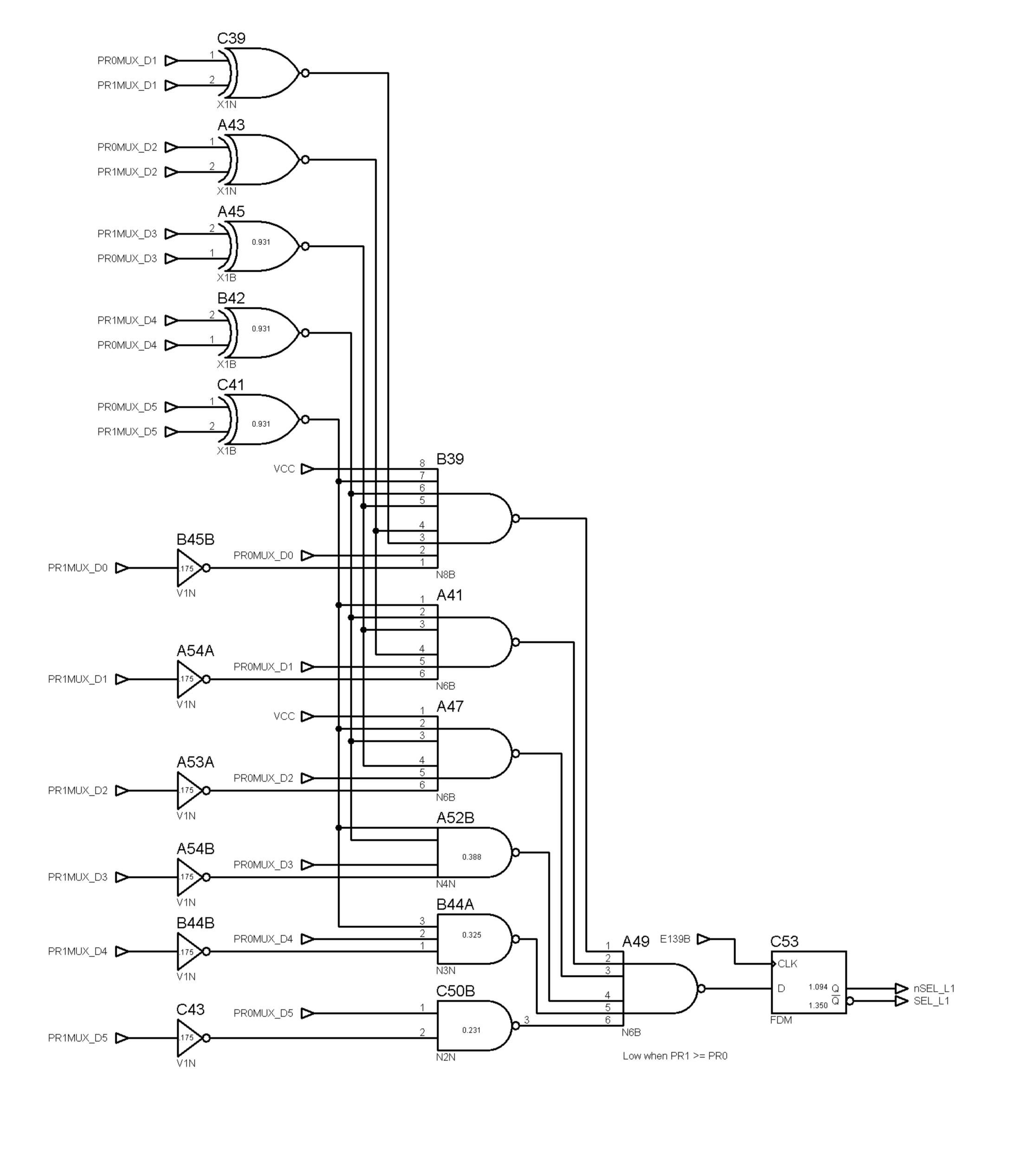


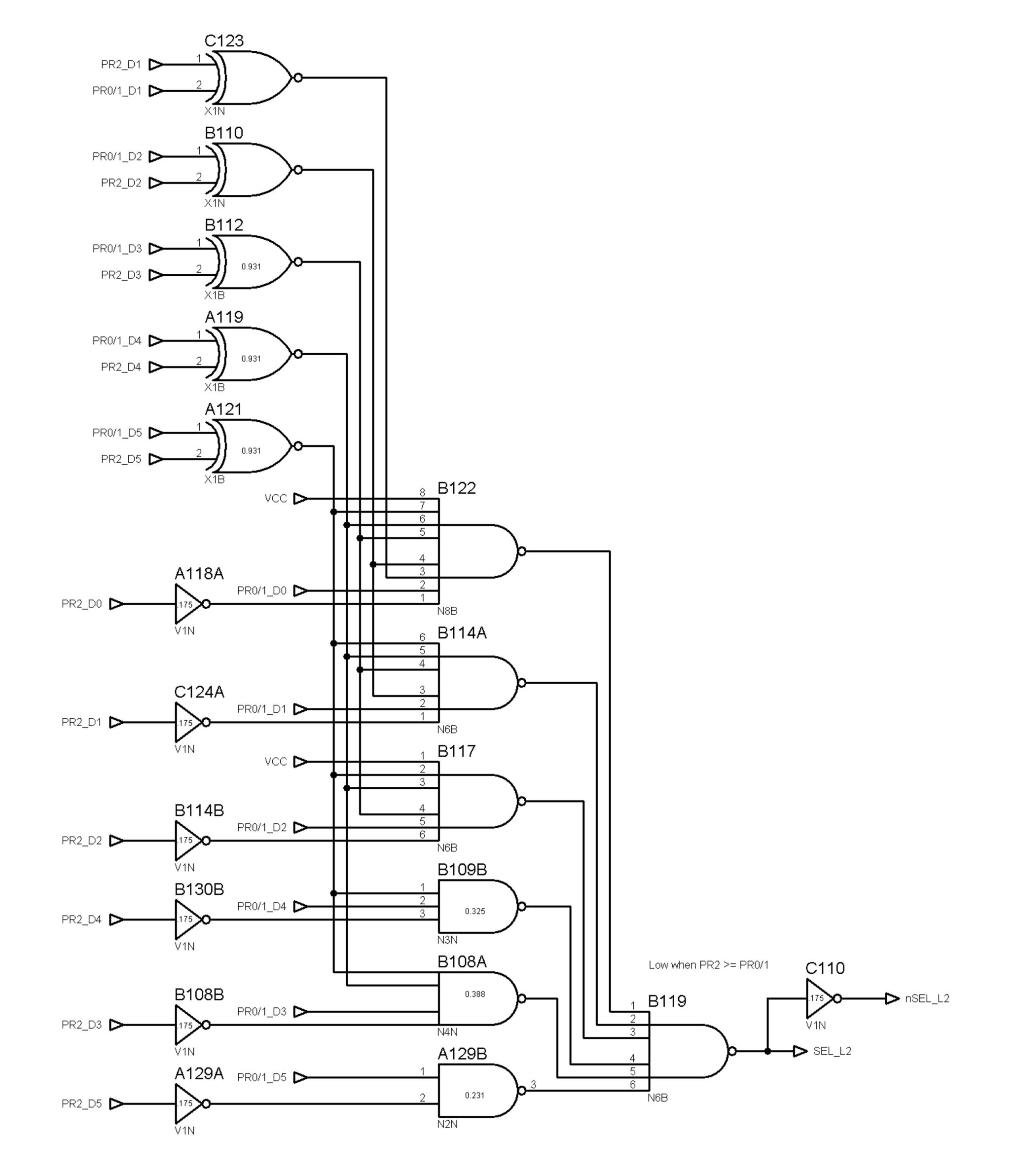


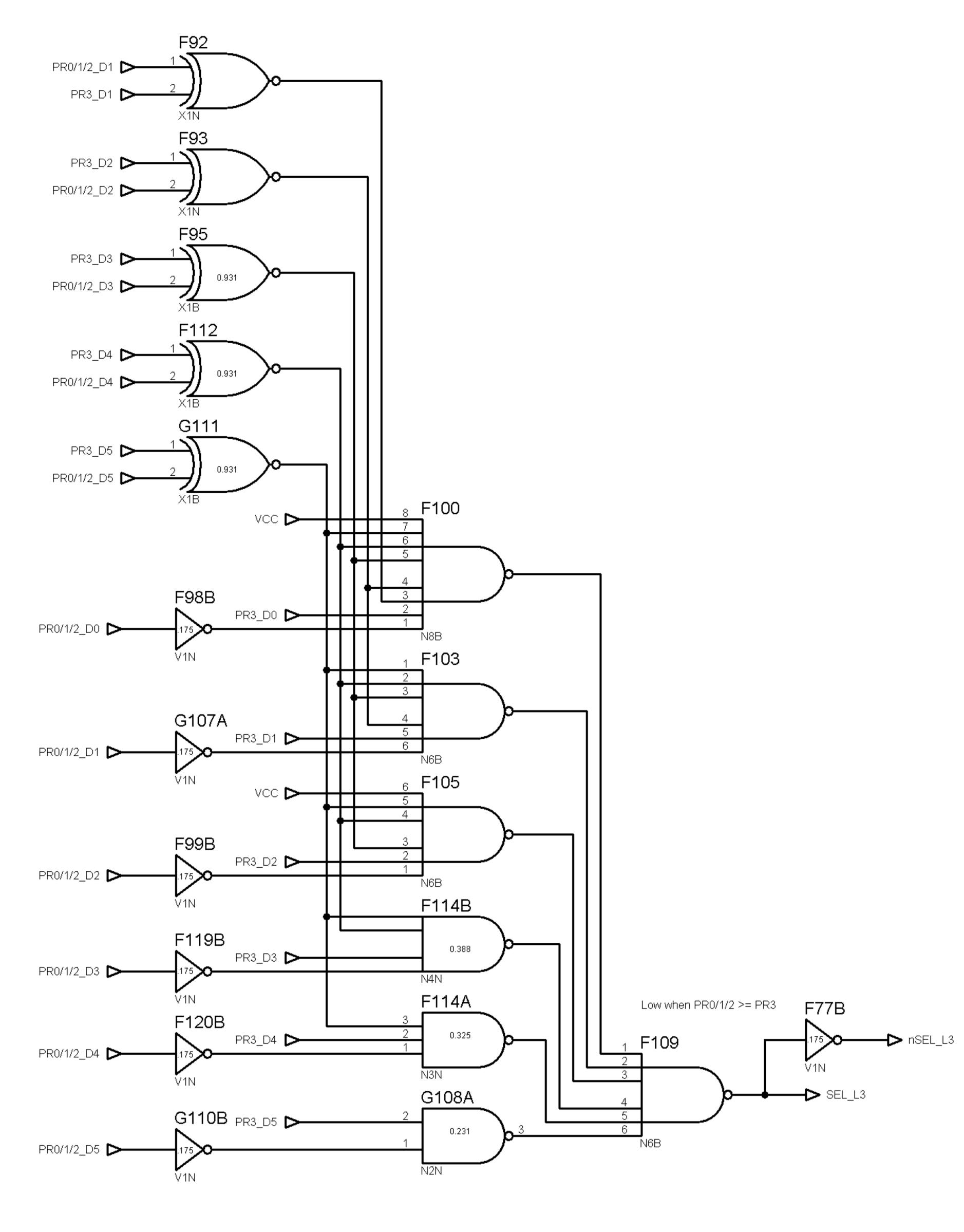


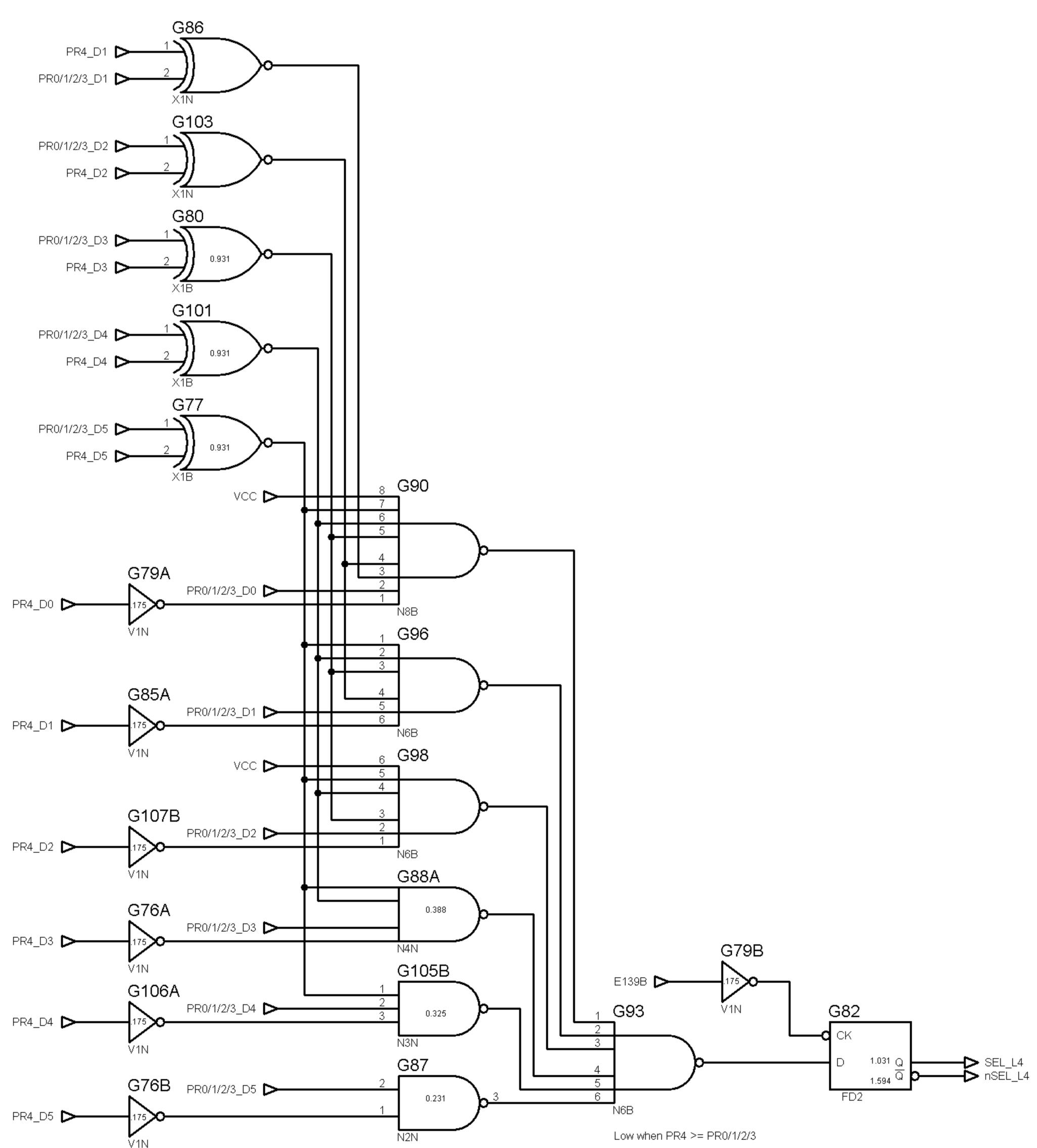
BY: Sean Gonsalves

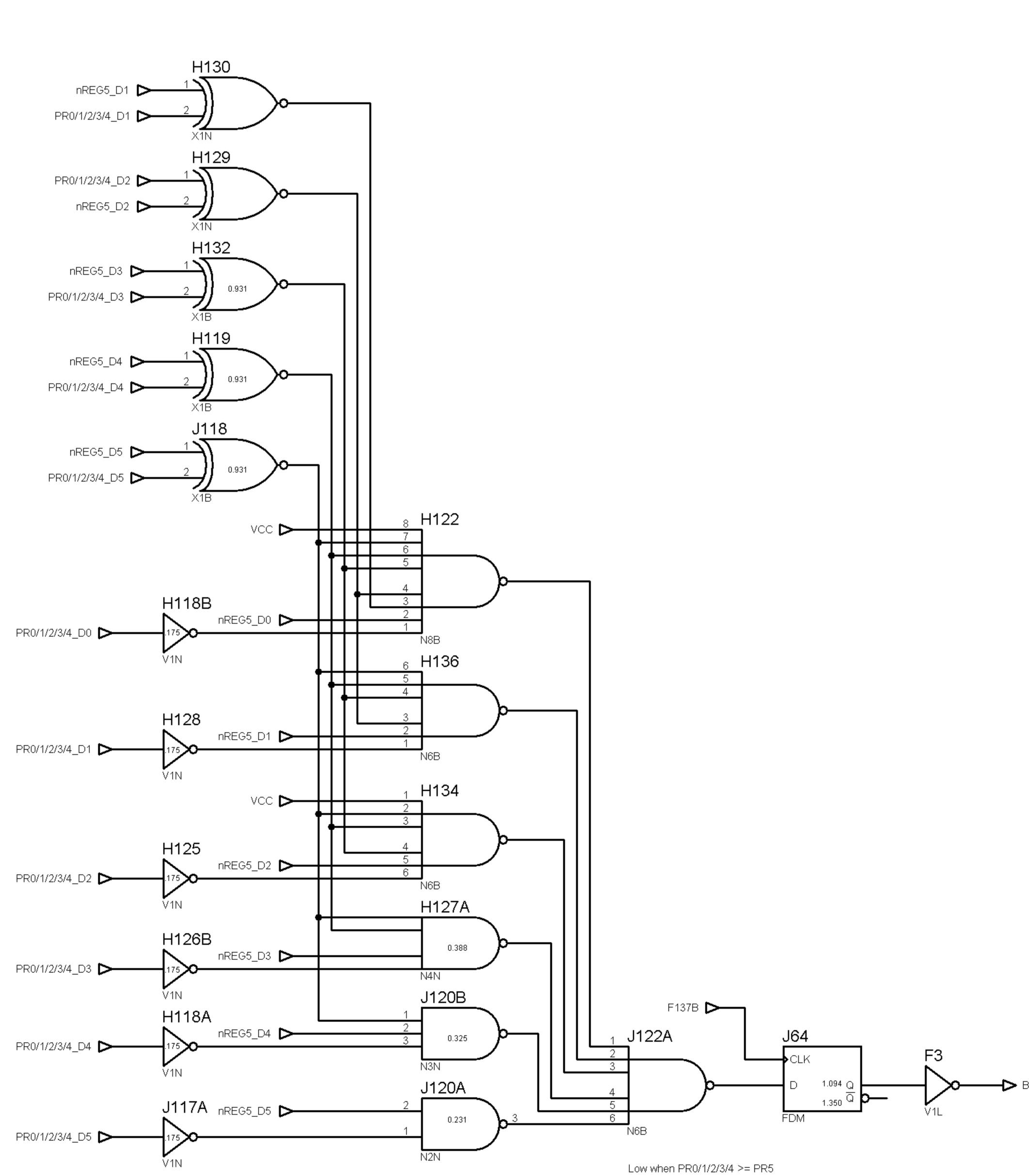
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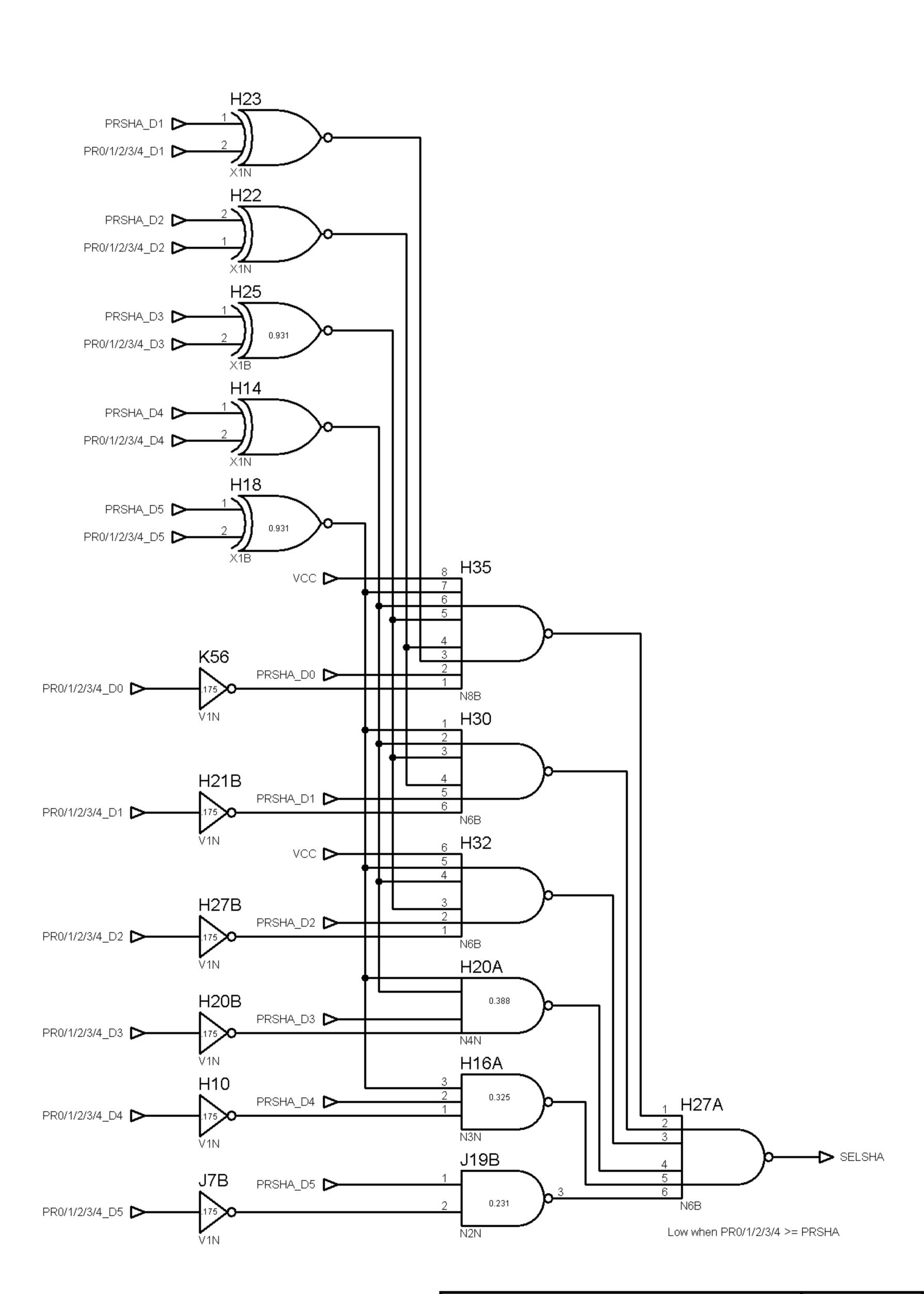












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	DESIGN TITLE: Konami 053251 COMPARATORS				26	26/05/2020		
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	BY: Sean Gor	nsalves	REV:	Α				

