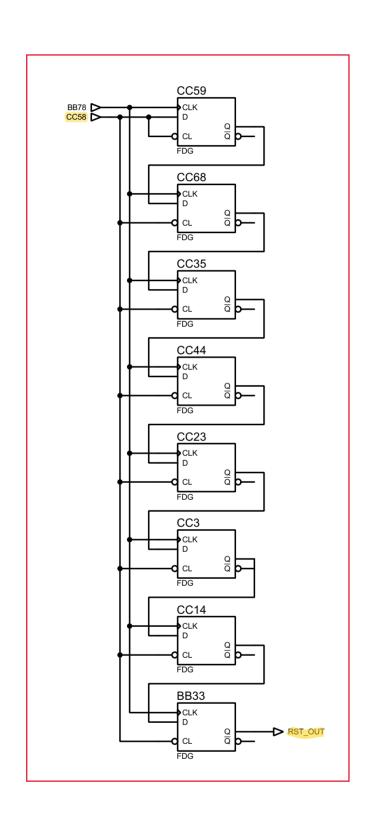
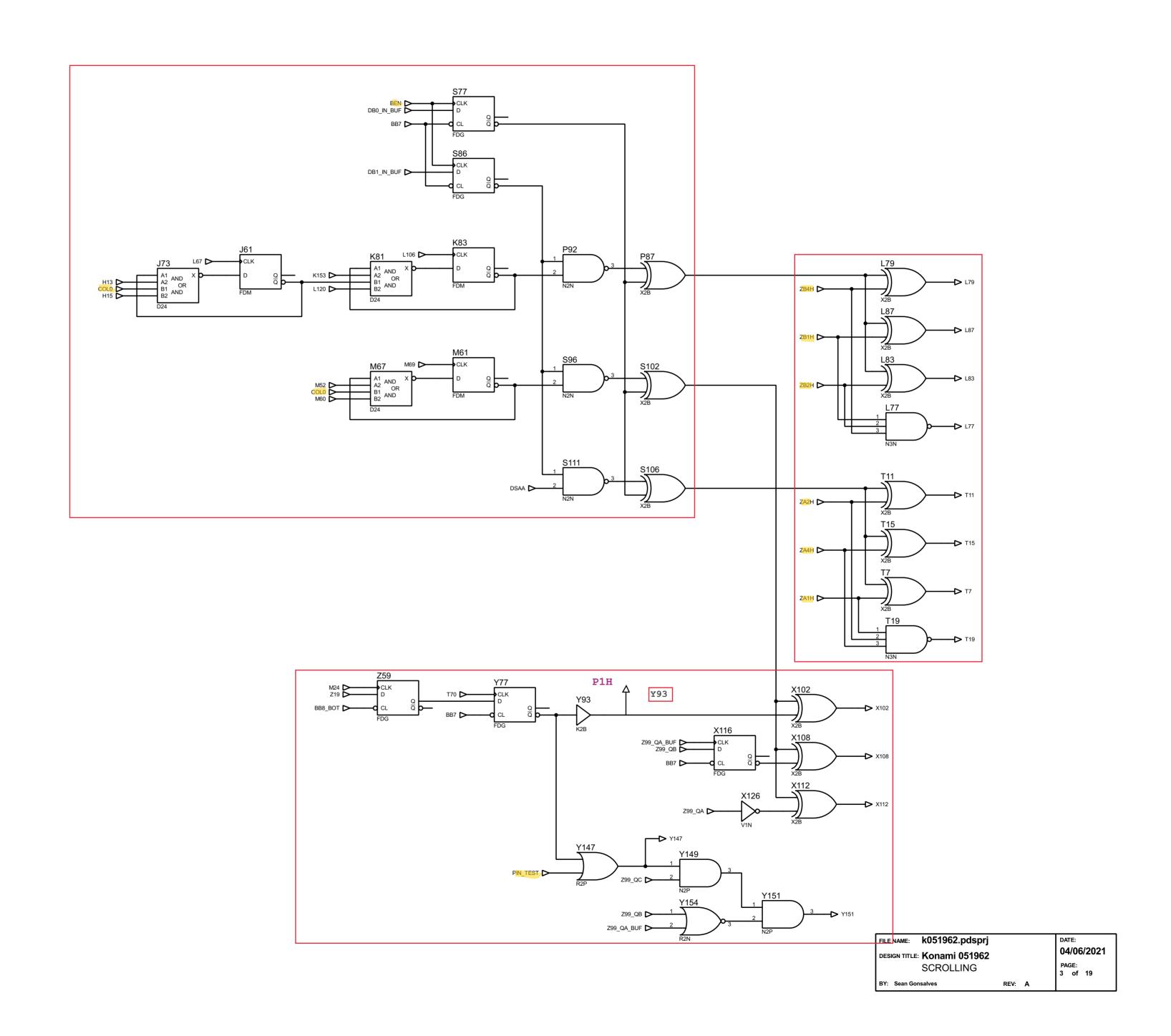
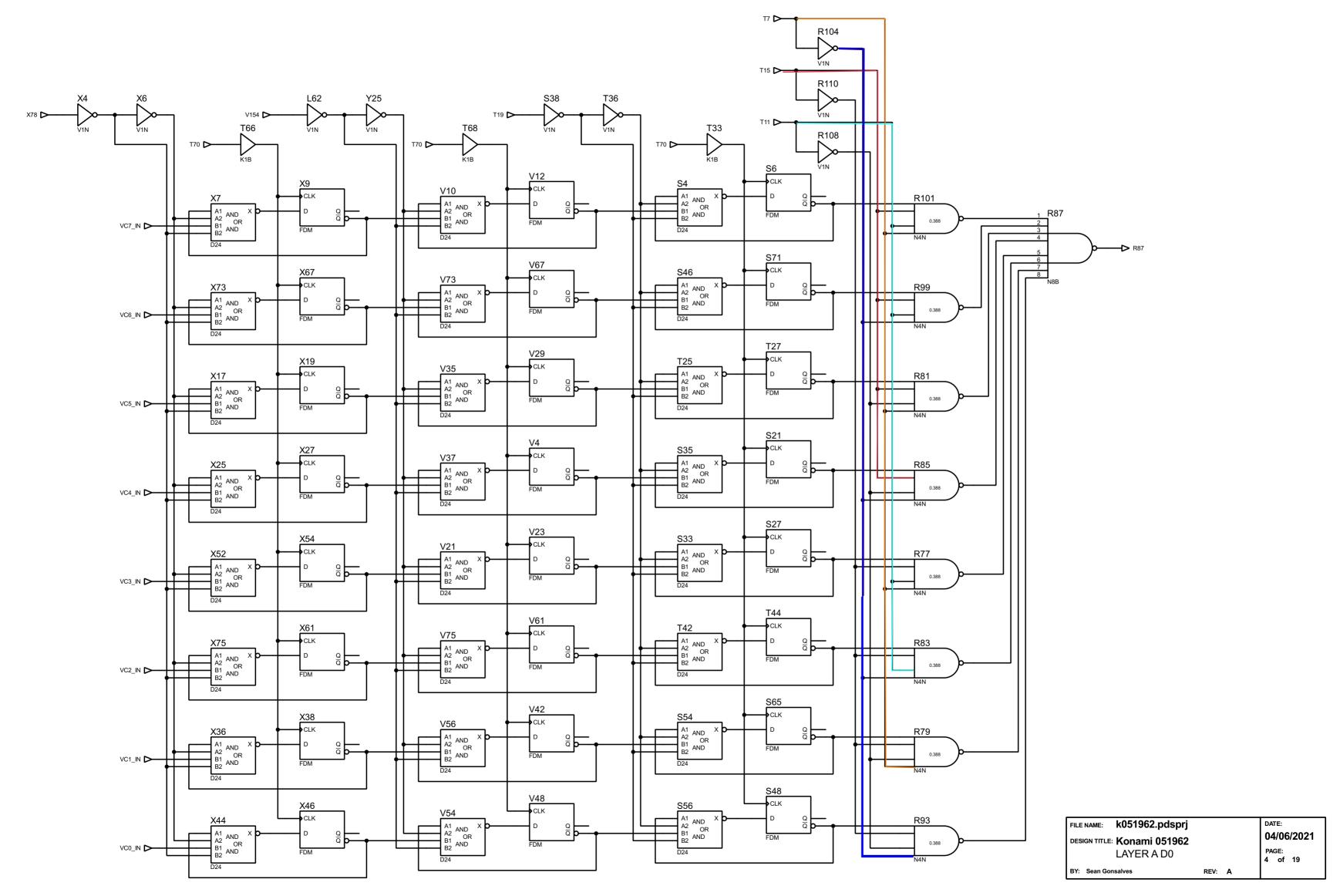
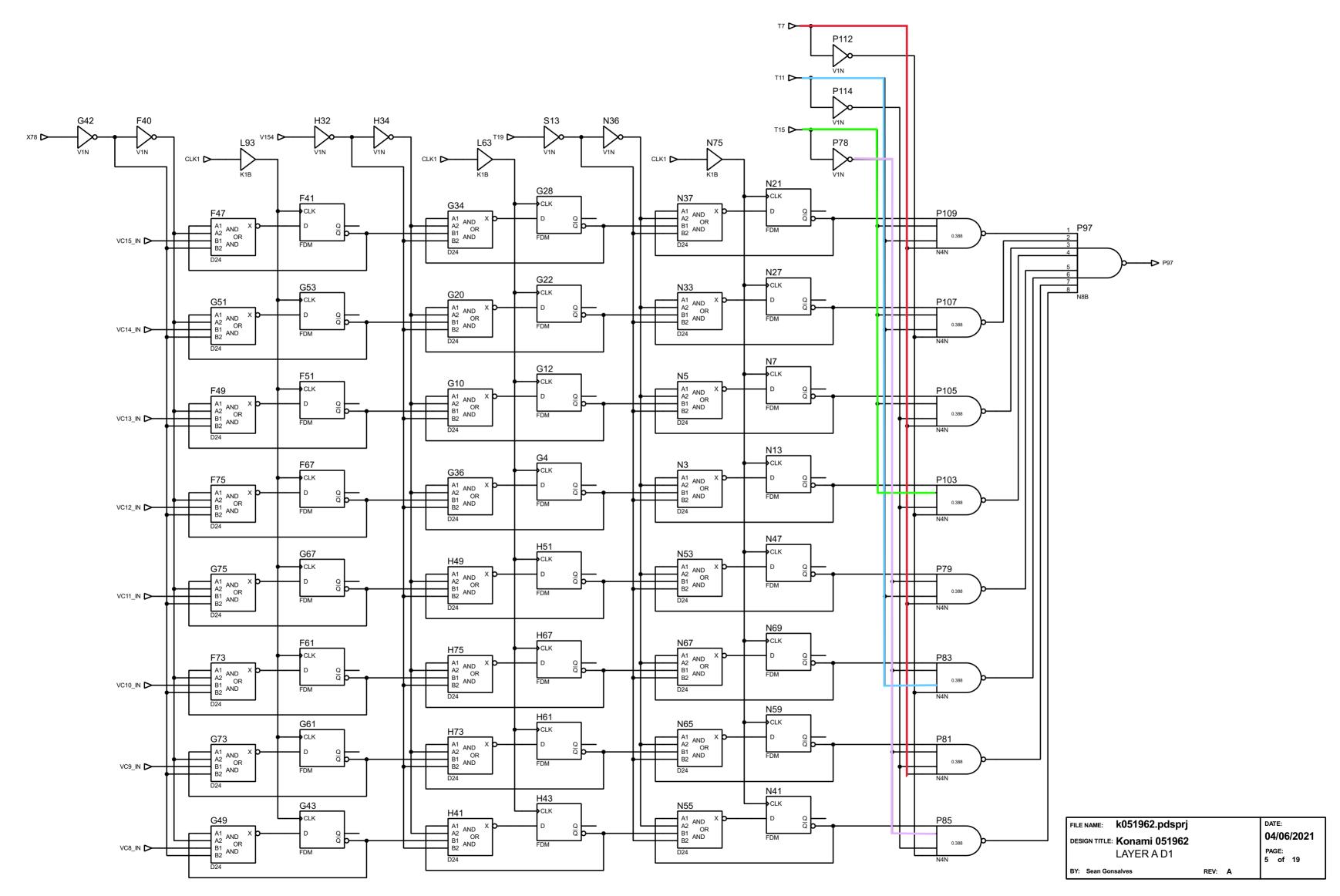


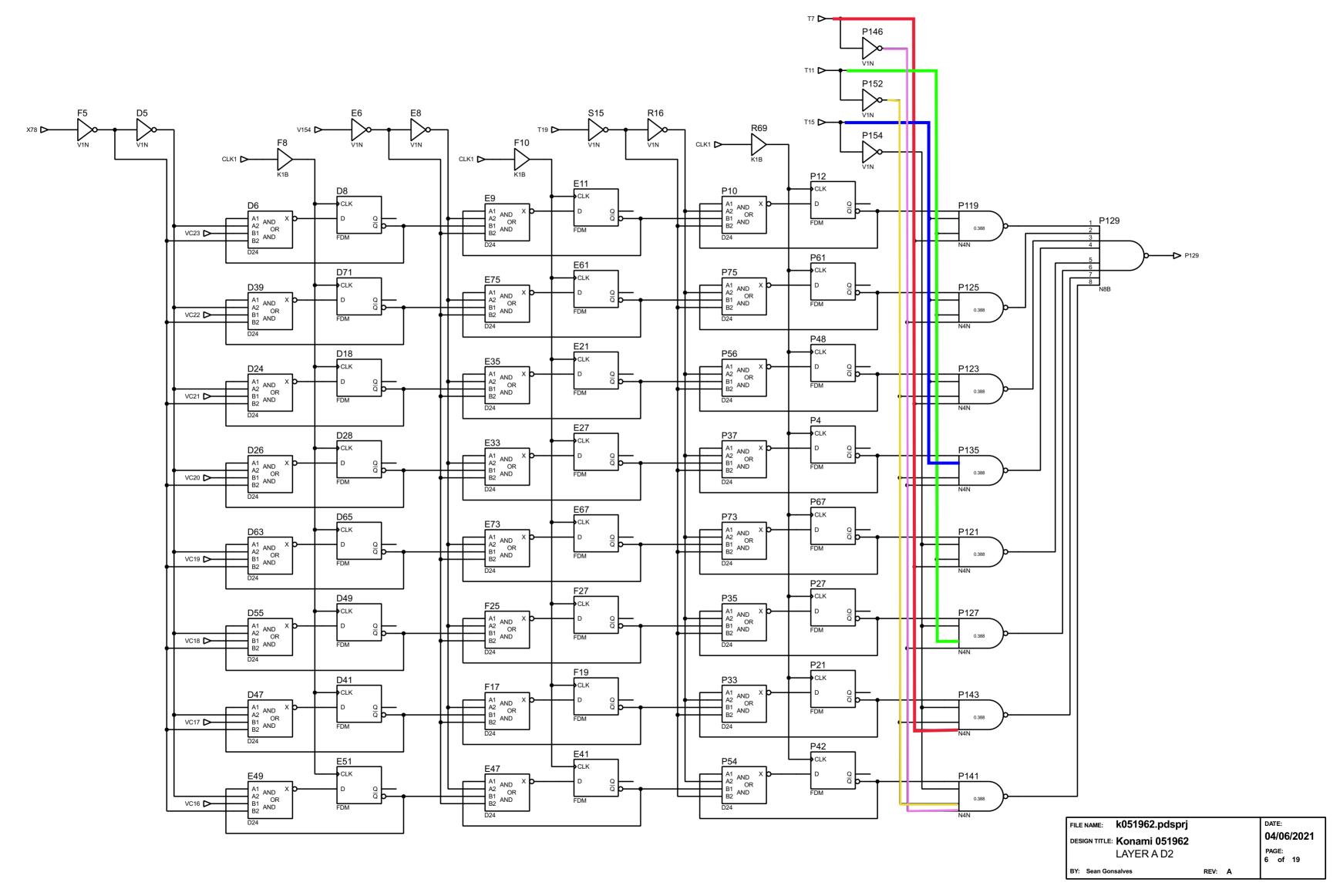
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DESIGN TITLE: Konami 051962				
READBA	PAGE: 2 of 1	19		
READBA				

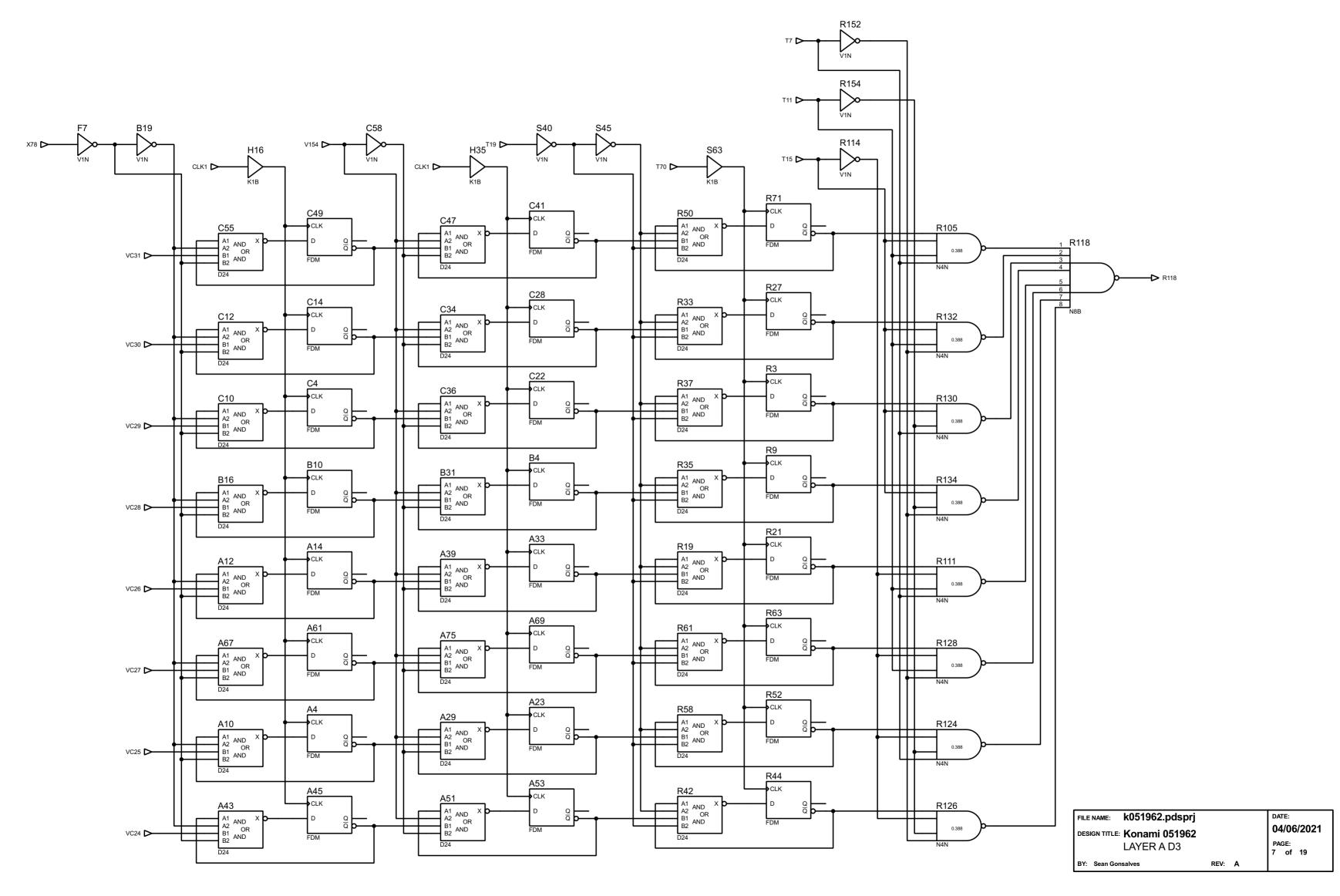


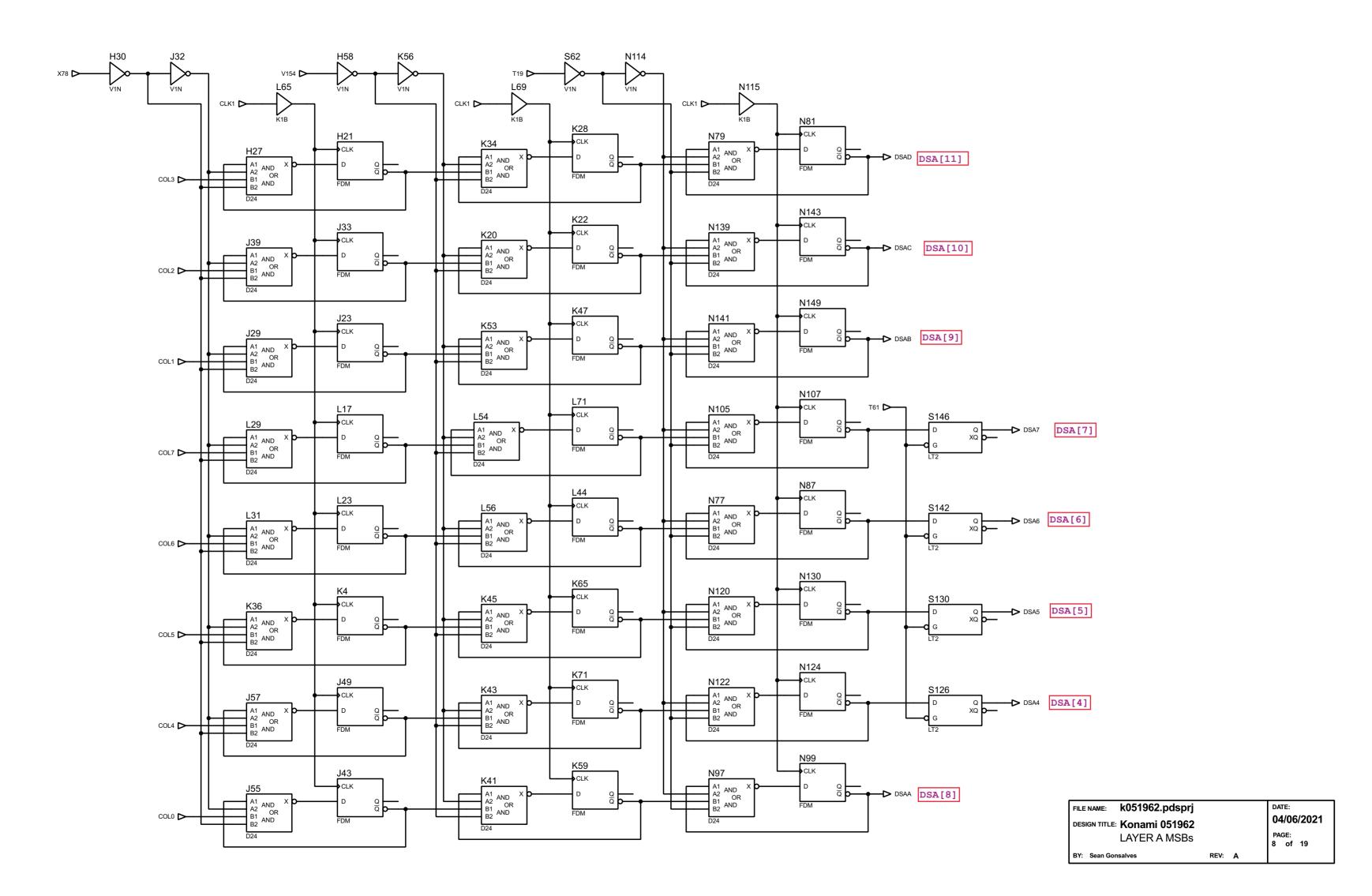


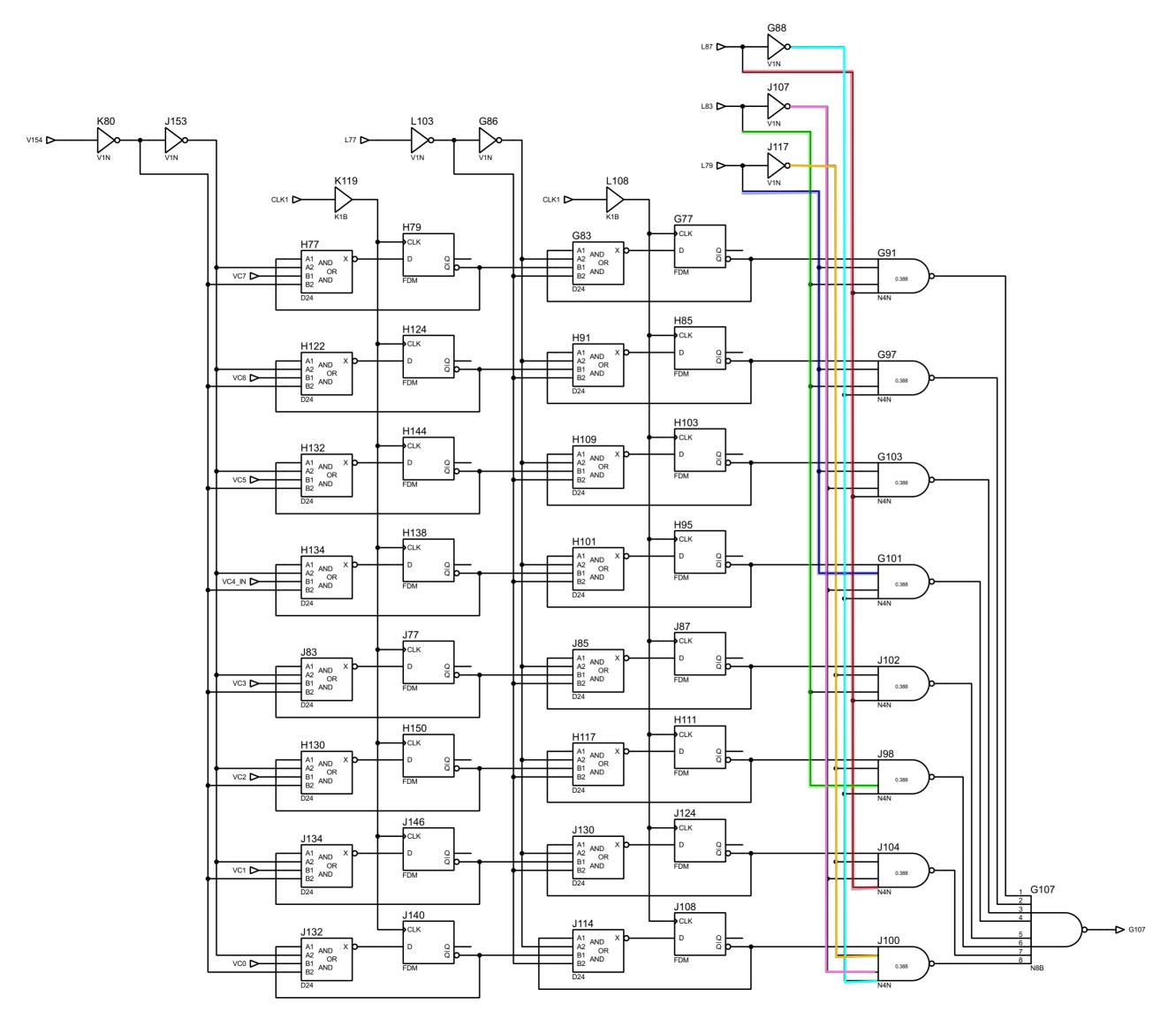












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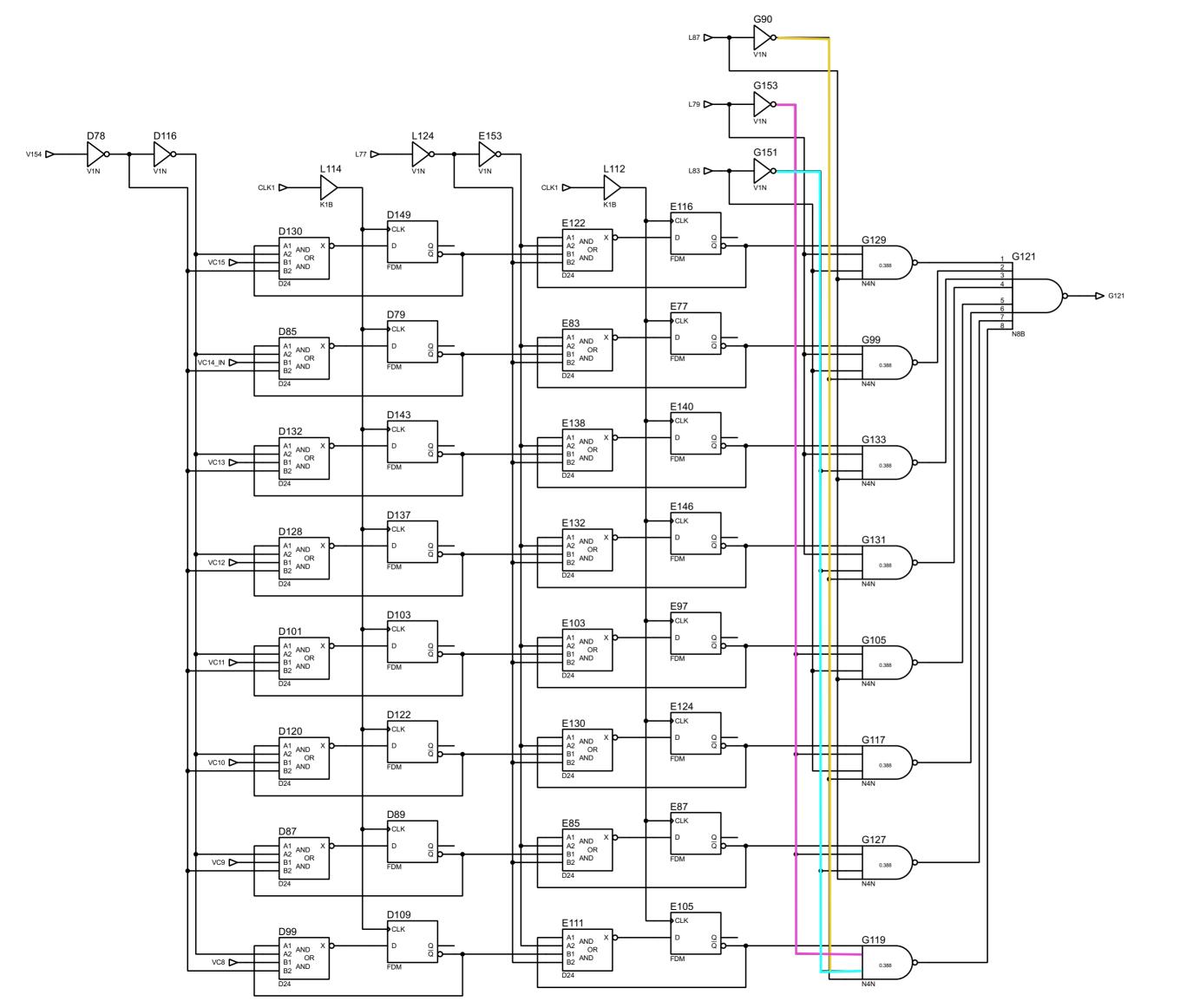
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LAYER B D0

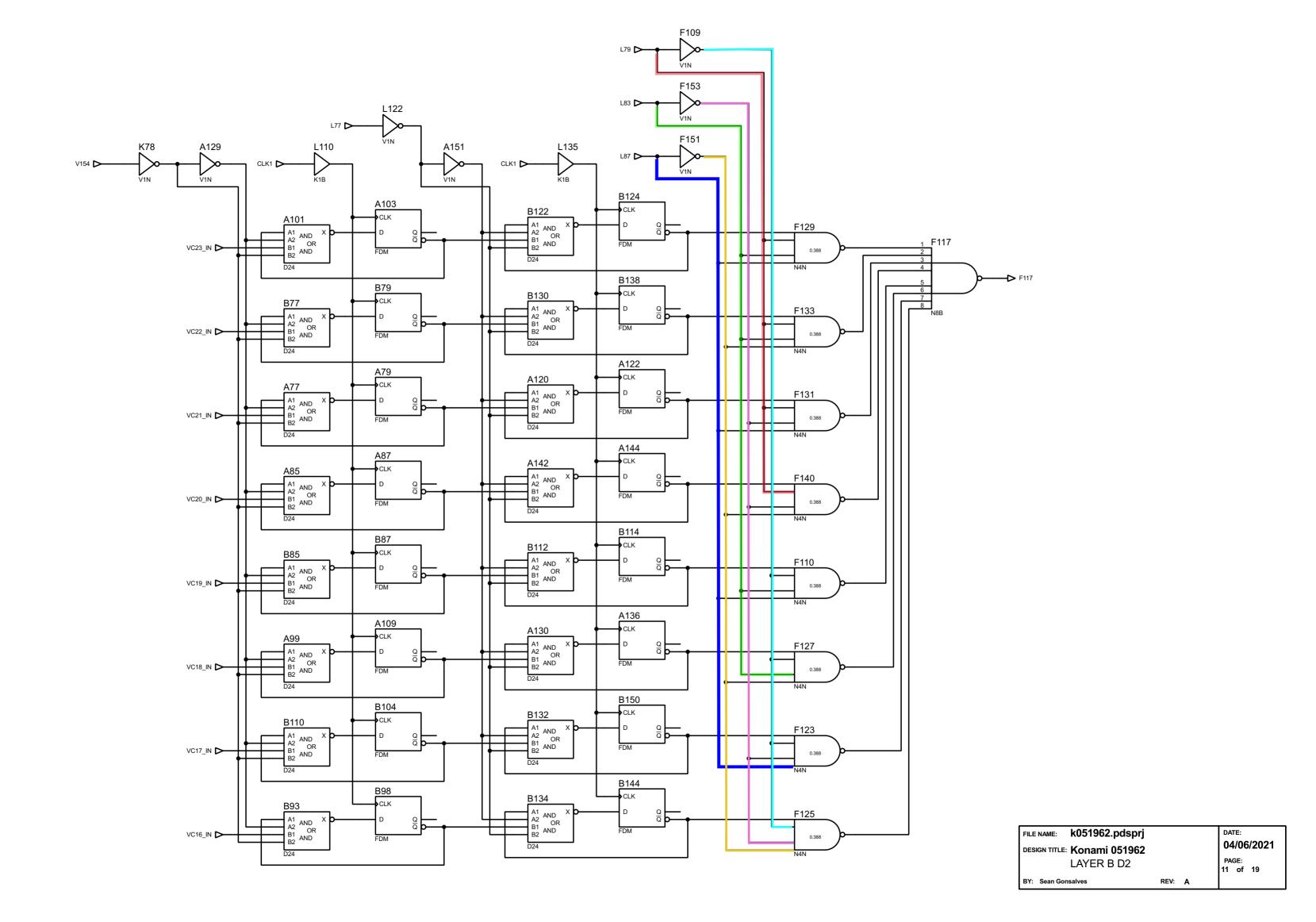
BY: Sean Gonsalves

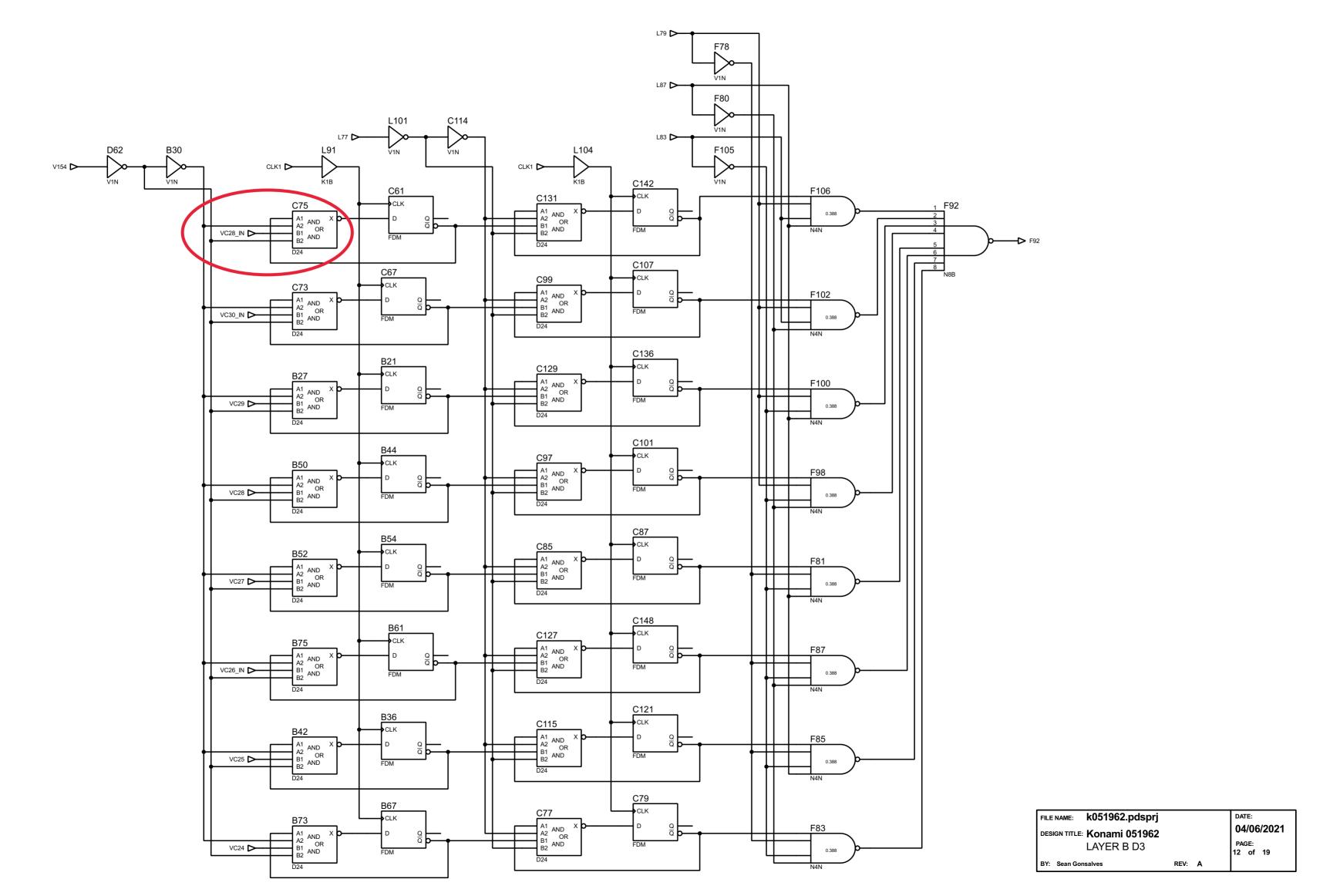
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04/06/2021

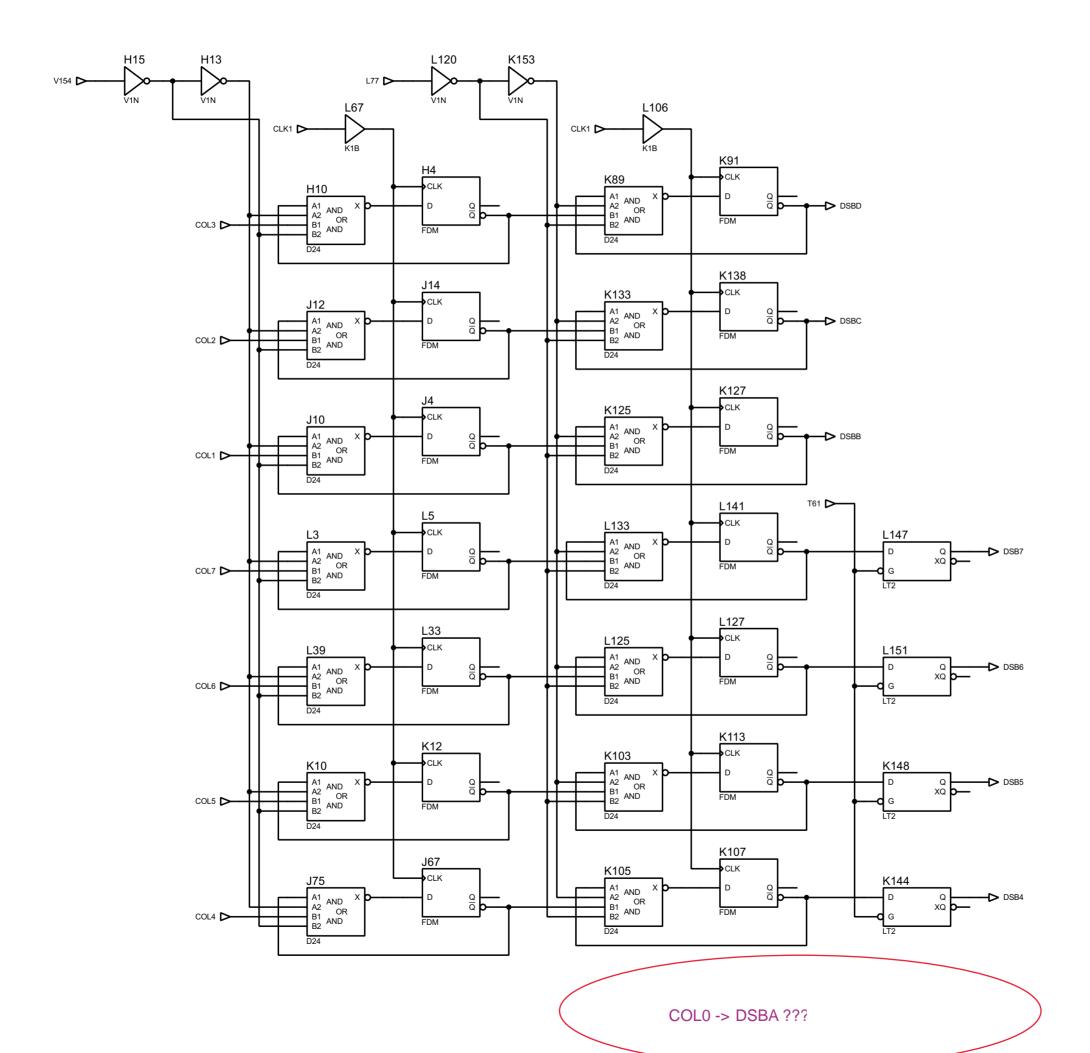
PAGE:
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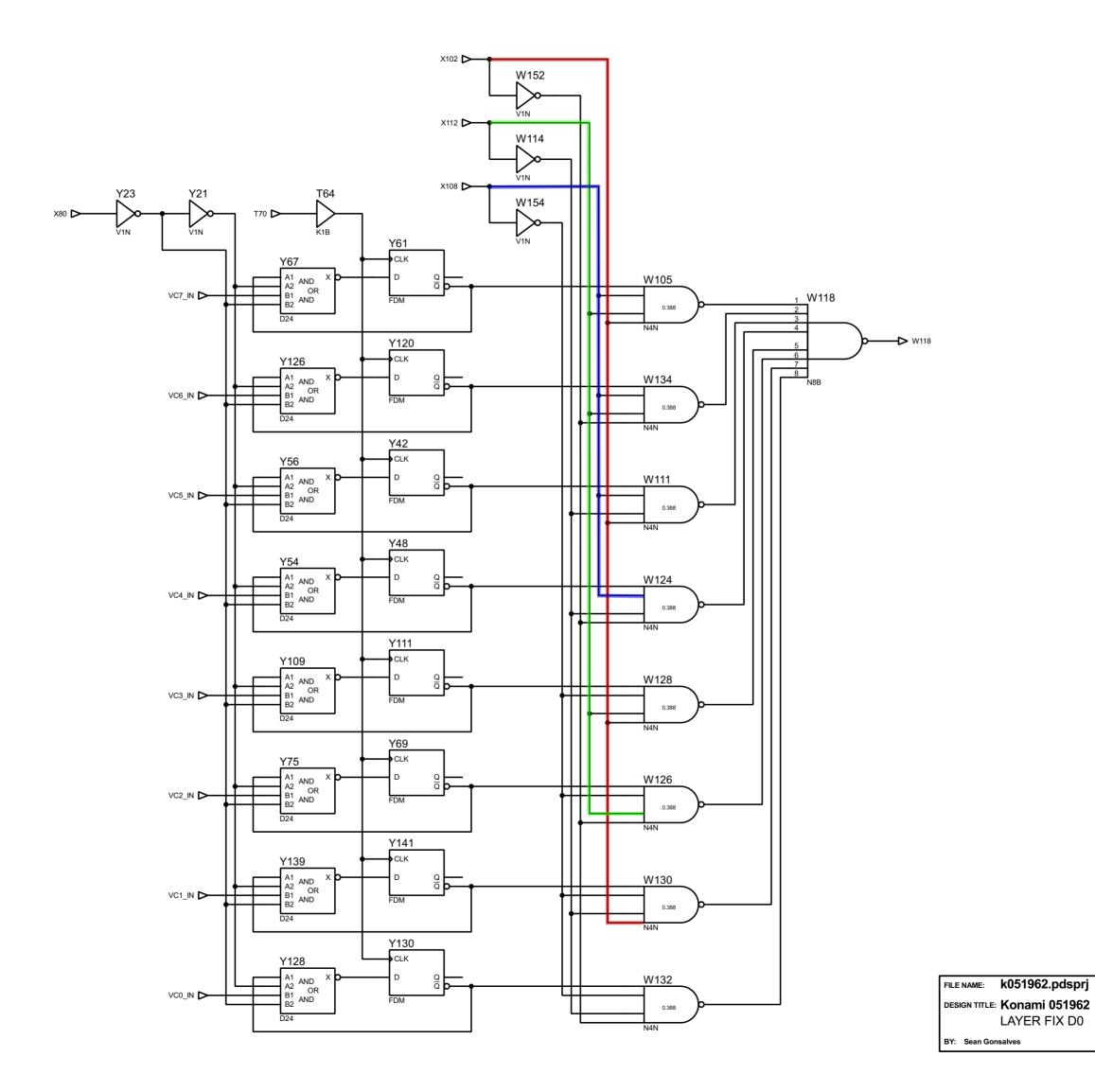


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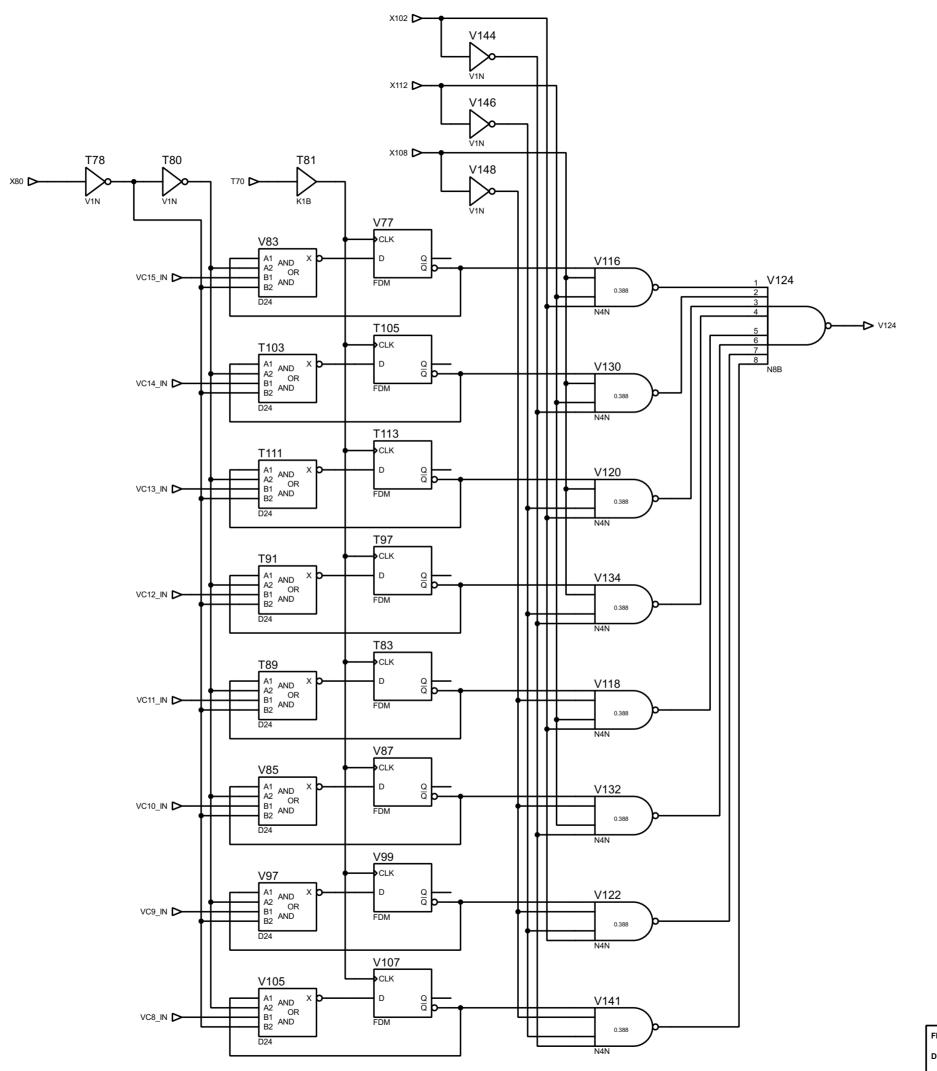


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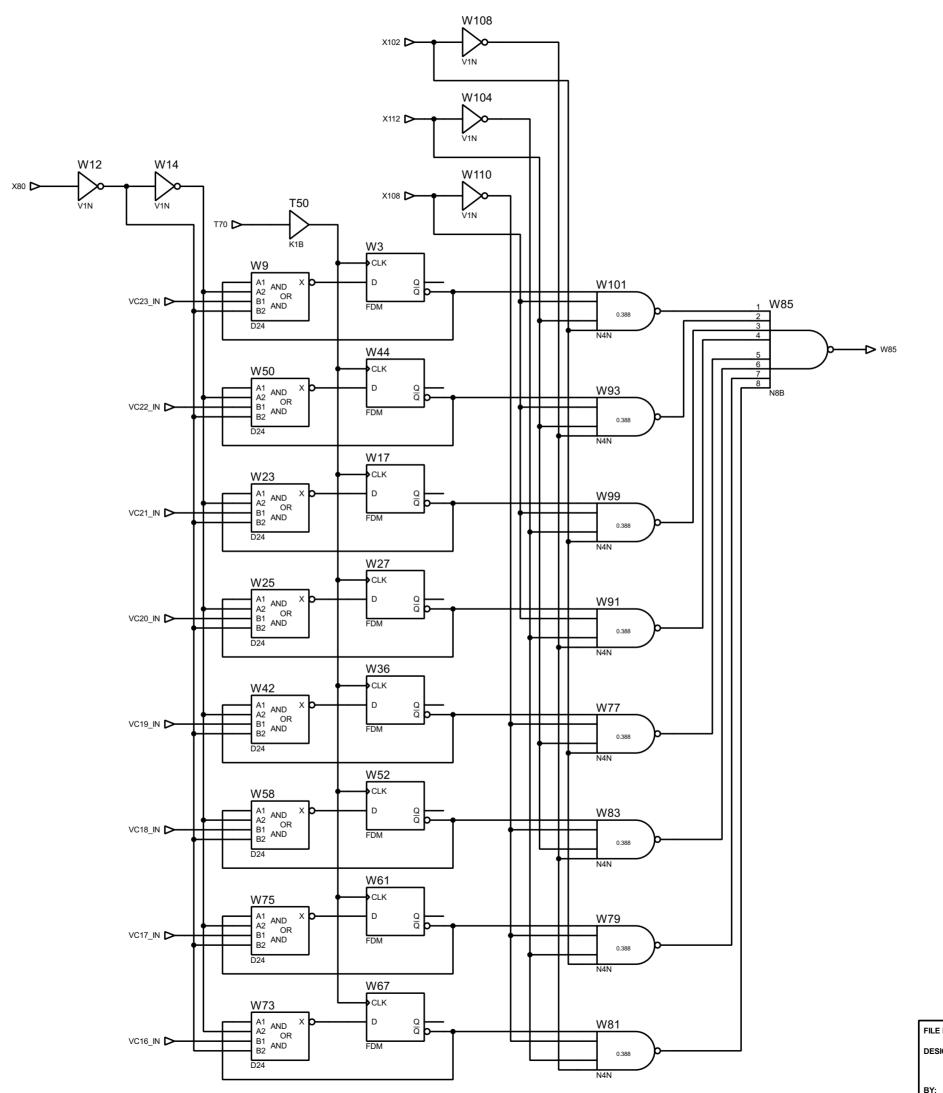
REV: A

04/06/2021

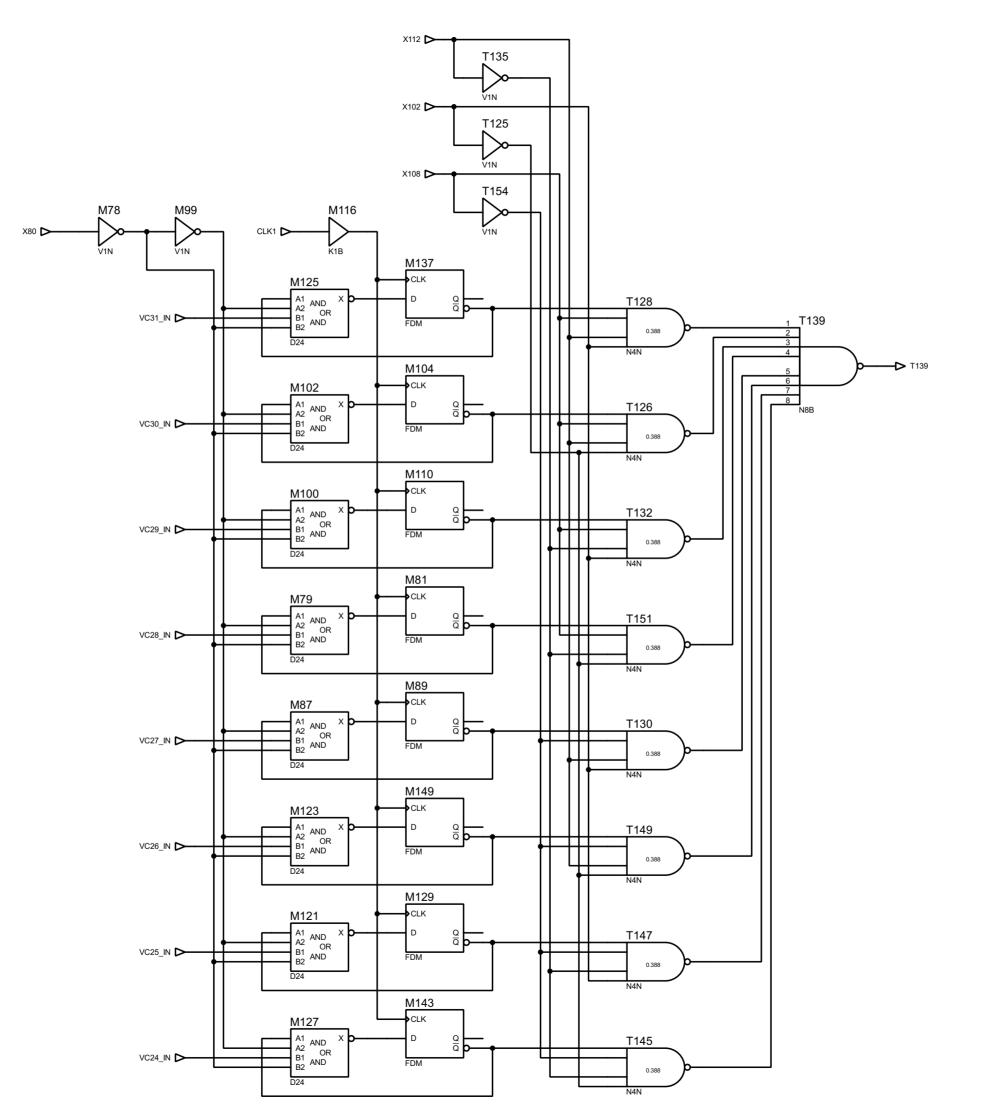
PAGE: 14 of 19



| DATE: | DATE: | DATE: | DATE: | D4/06/2021 | DATE



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FILE NAME: k051962.pdsprj

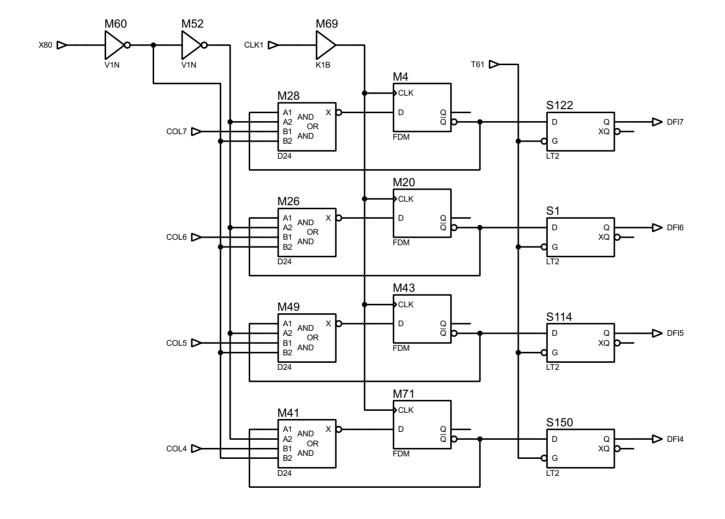
DESIGN TITLE: Konami 051962

LAYER FIX D3

BY: Sean Gonsalves

DATE:
04/06/2021

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FILE NAME: k051962.pdsprj

DESIGN TITLE: Konami 051962

LAYER FIX MSBs

BY: Sean Gonsalves REV: A

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DATE:

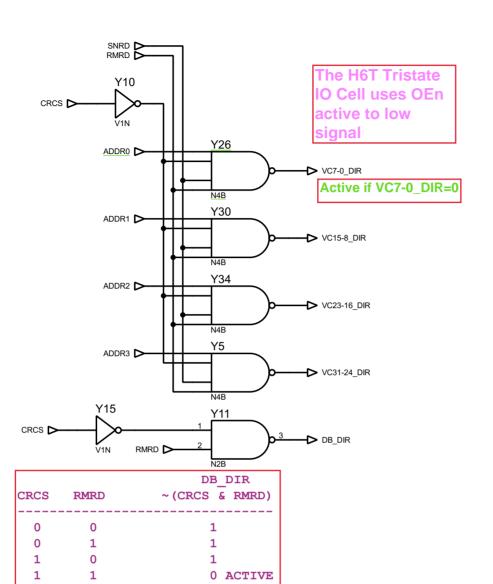
SNRD=1 W to 051962
SNRD=0 R from 051962
RMRD = 1 read VC ROM data into DB
(select VC byte using AB[1:0])
RMRD = 0 DON'T READ FROM ROM
CRCS = 0 ACTIVE -> I/0 ACTIVITY
BETWEEN CPU AND 051962/051961
CRCS = 1 INACTIVE -> DISCONECTED
FROM CPU BUS

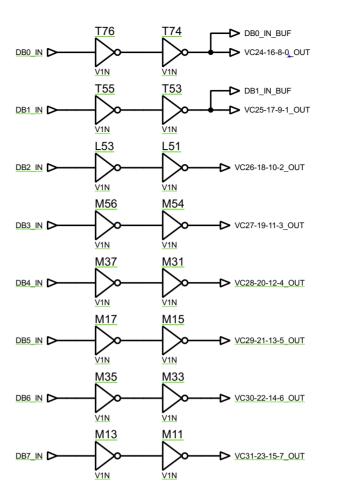
ADDR0	RMRD	SNRD	~CRCS	VC7-0_DIR
0	0	0	0	1
0	0	0	1	1
0	0	1	0	1
1	1	1	1	0 ACTIVE
ADDR0=	1			

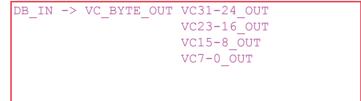
RMRD=1 SNRD=1 W CRCS=1 NO ACTIVE

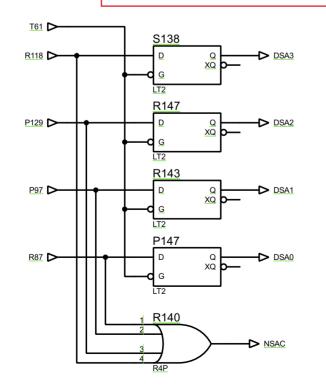
VC7-0_DIR = 1 ROM SPACE -> 051962 VC (NORMAL USE) VC7-0 DIR = 0 051962 -> ROM SPACE (DEV & TESTING)

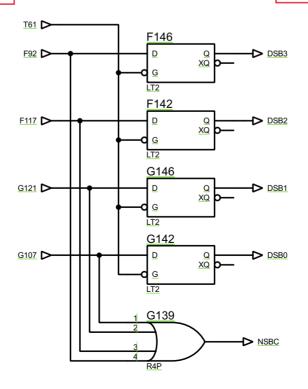
VC15-8_DIR ADDR1=1 VC23-16_DIR ADDR2=1 VC31-24 DIR ADDR3=1

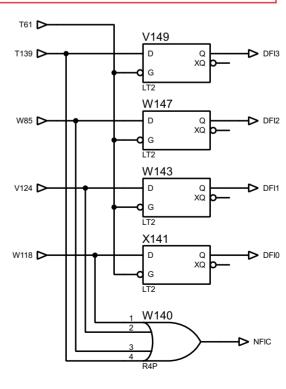












| DATE: | DATE