

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.

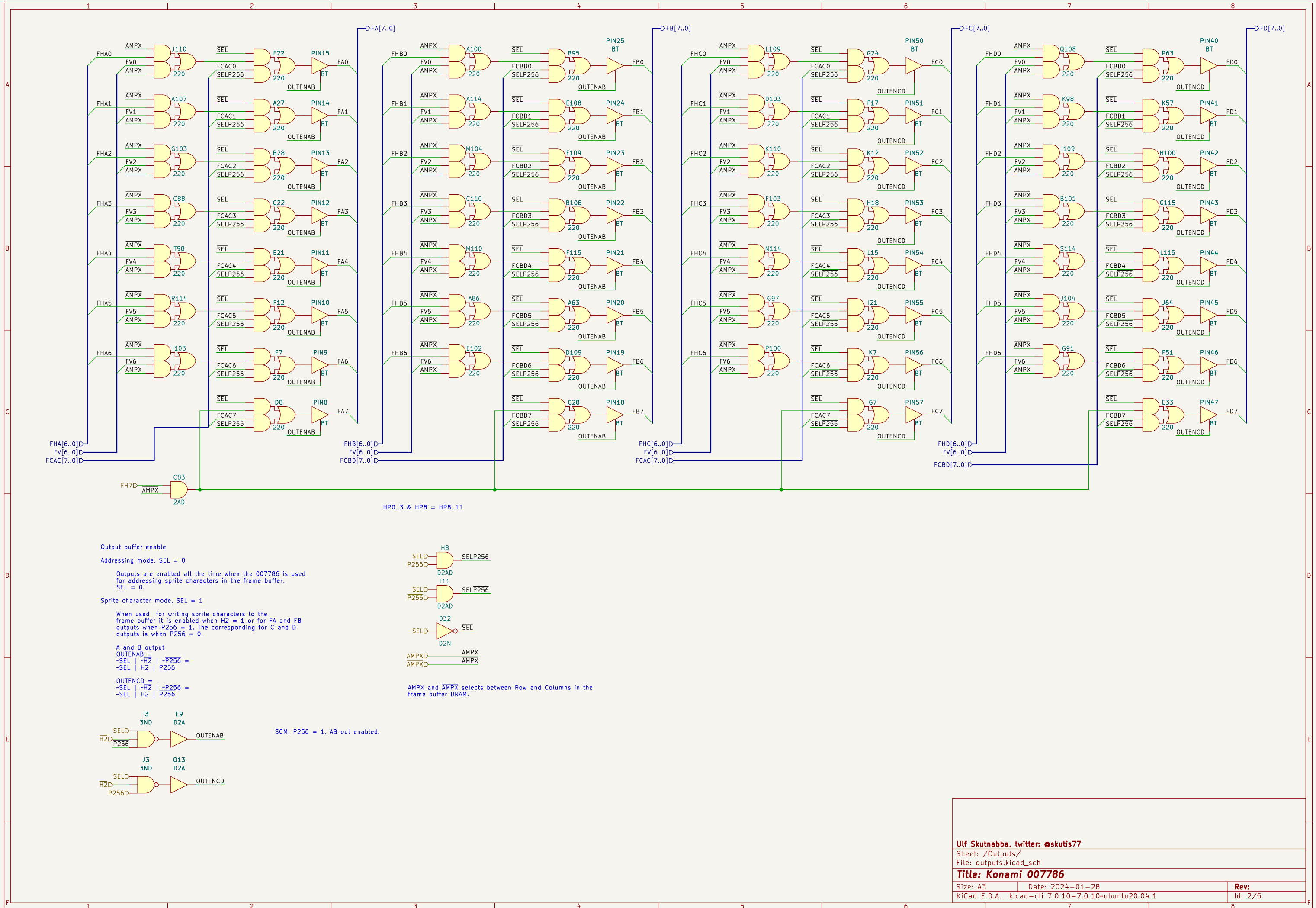
Ulf Skutnabba, twitter: @skutis77

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



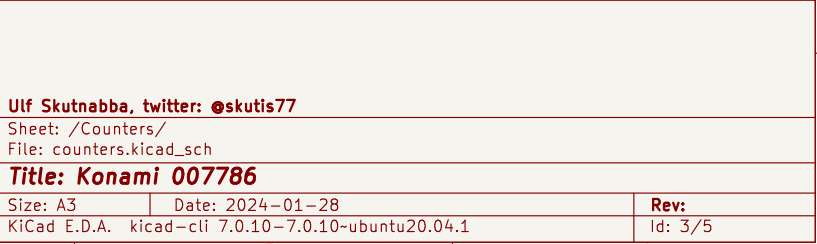
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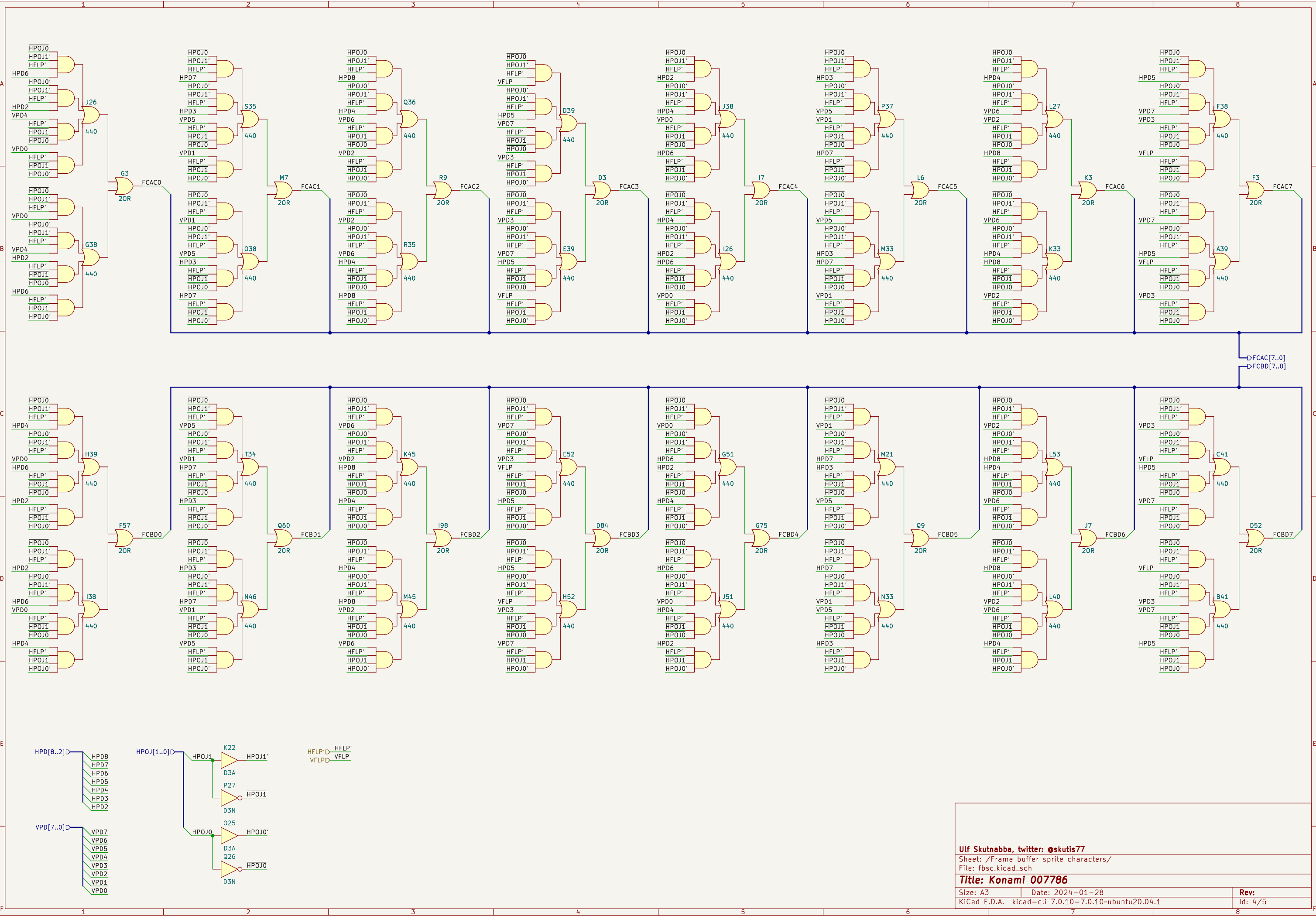
Sheet: /Outputs/
File: outputs.kicad_sch

Title: Konami 007786

Size: A3 Date: 2024-01-28
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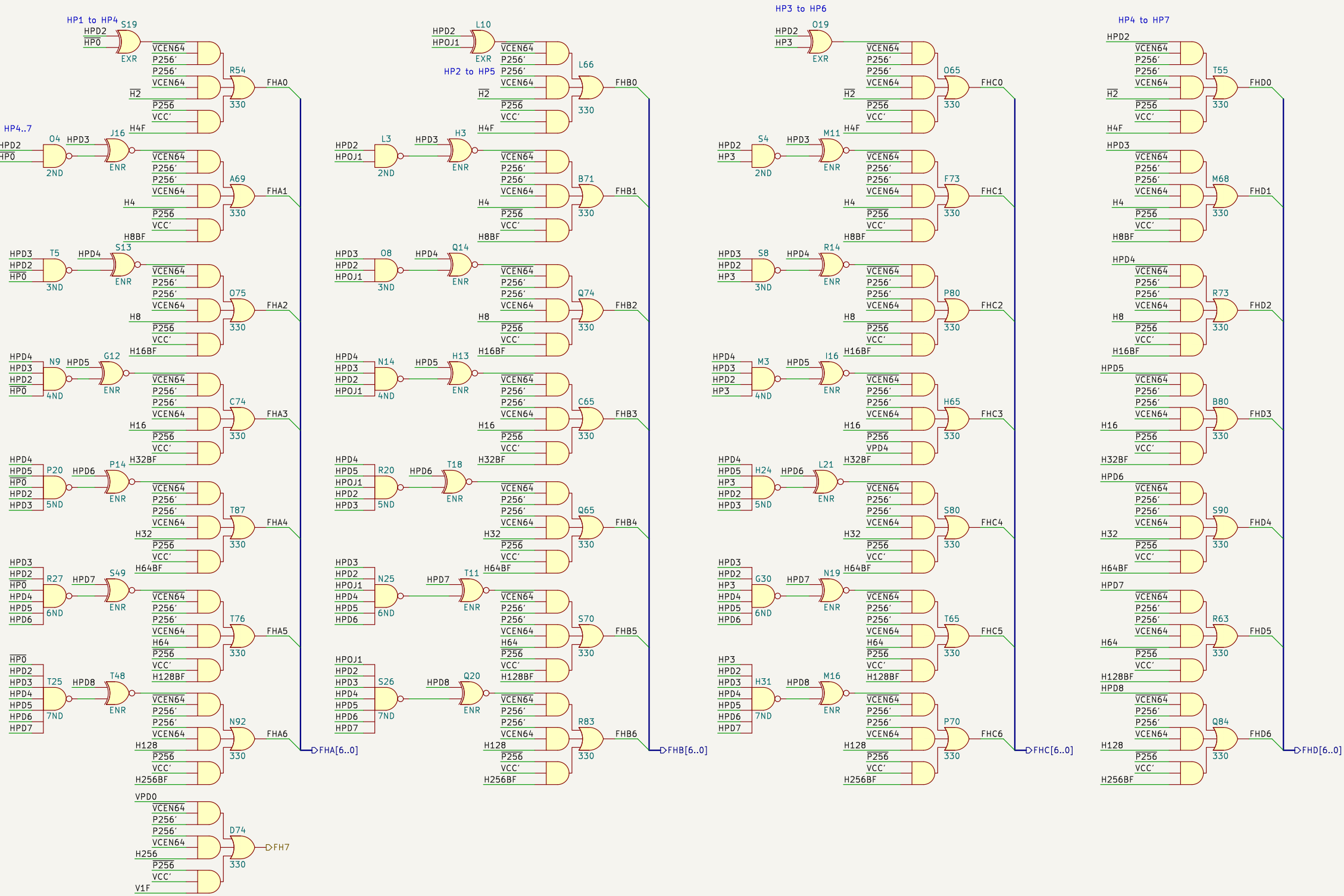
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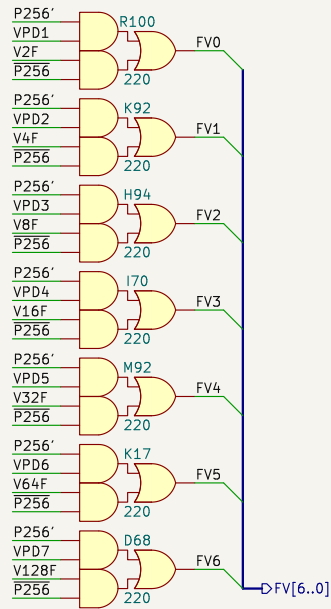


Horizontal Position

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

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Sheet: /Sprite Character Frame Buffer Position/
File: scfbp.kicad_sch

Title: Konami 007786

Size: A3 Date: 2024-01-28
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