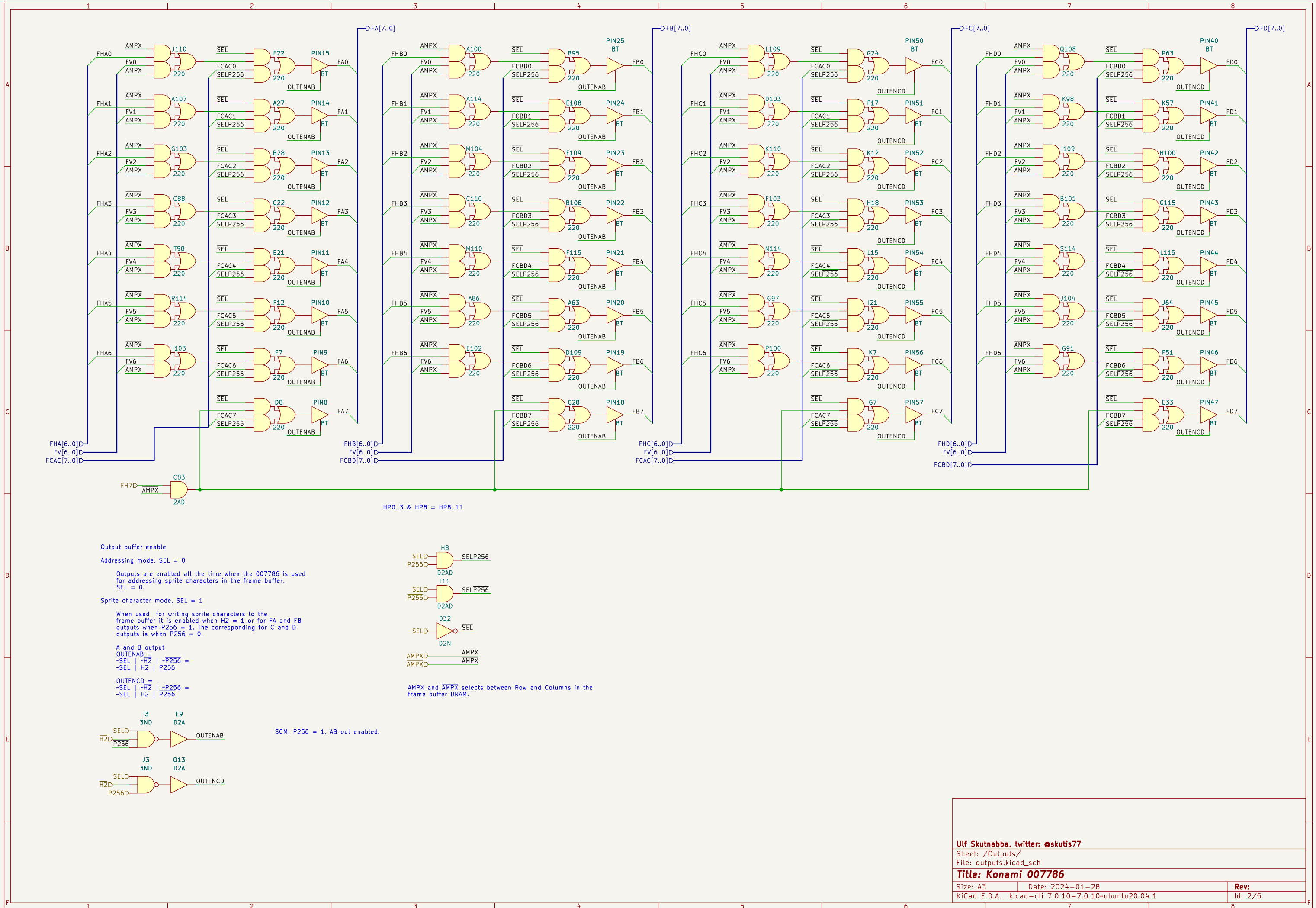


The 007786 is a sprite frame buffer controller.
It works in two modes:
- When SEL = 0, it generates addresses for the frame buffer.
- When SEL = 1, it parses sprite character data
It also handles refreshing of data in the DRAM memory.

The 007786 uses an OKI 74V000 CMOS gate array
with 2400 unit cells.



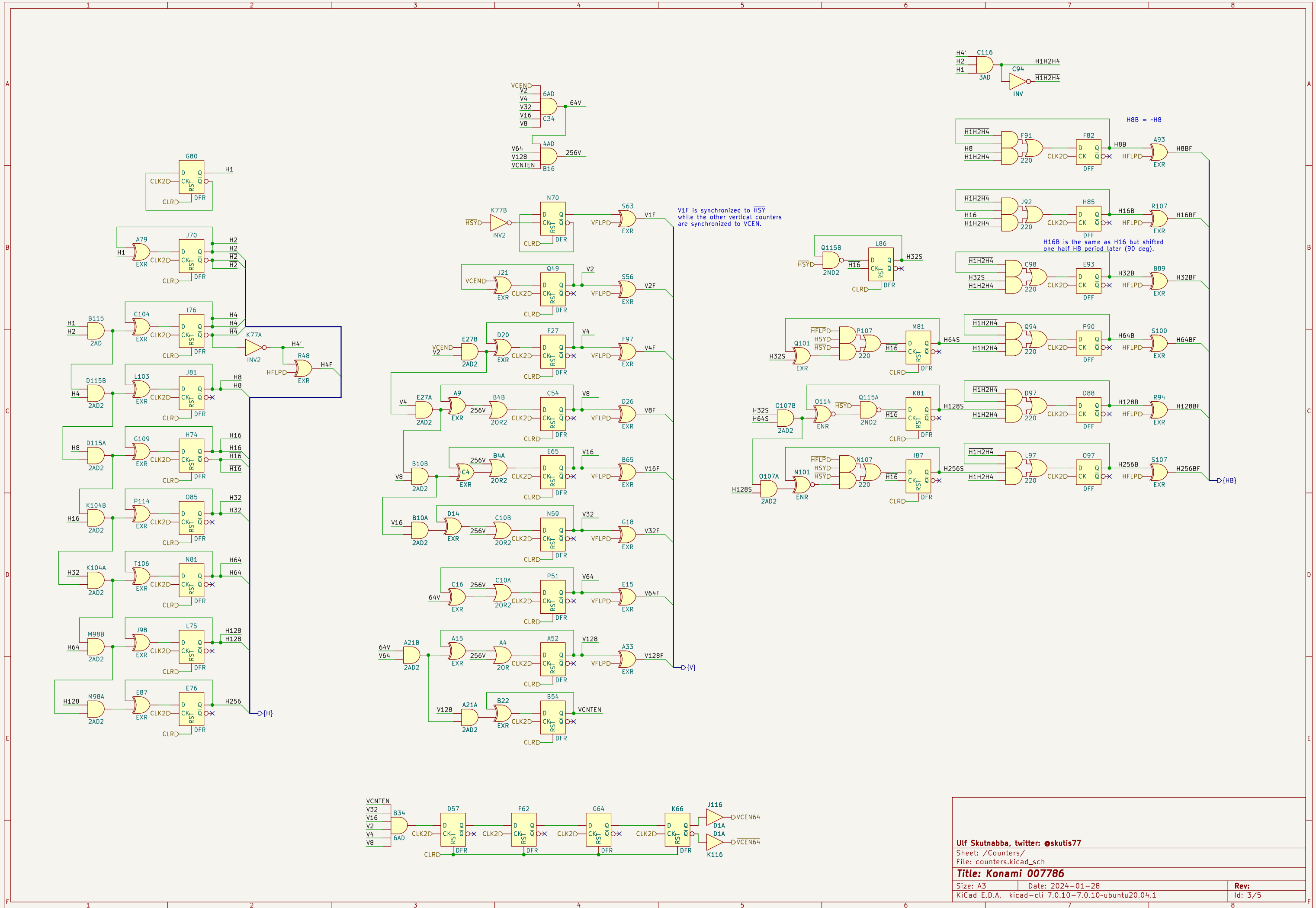
Ulf Skutnabba, twitter: @skutis77

Sheet: /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

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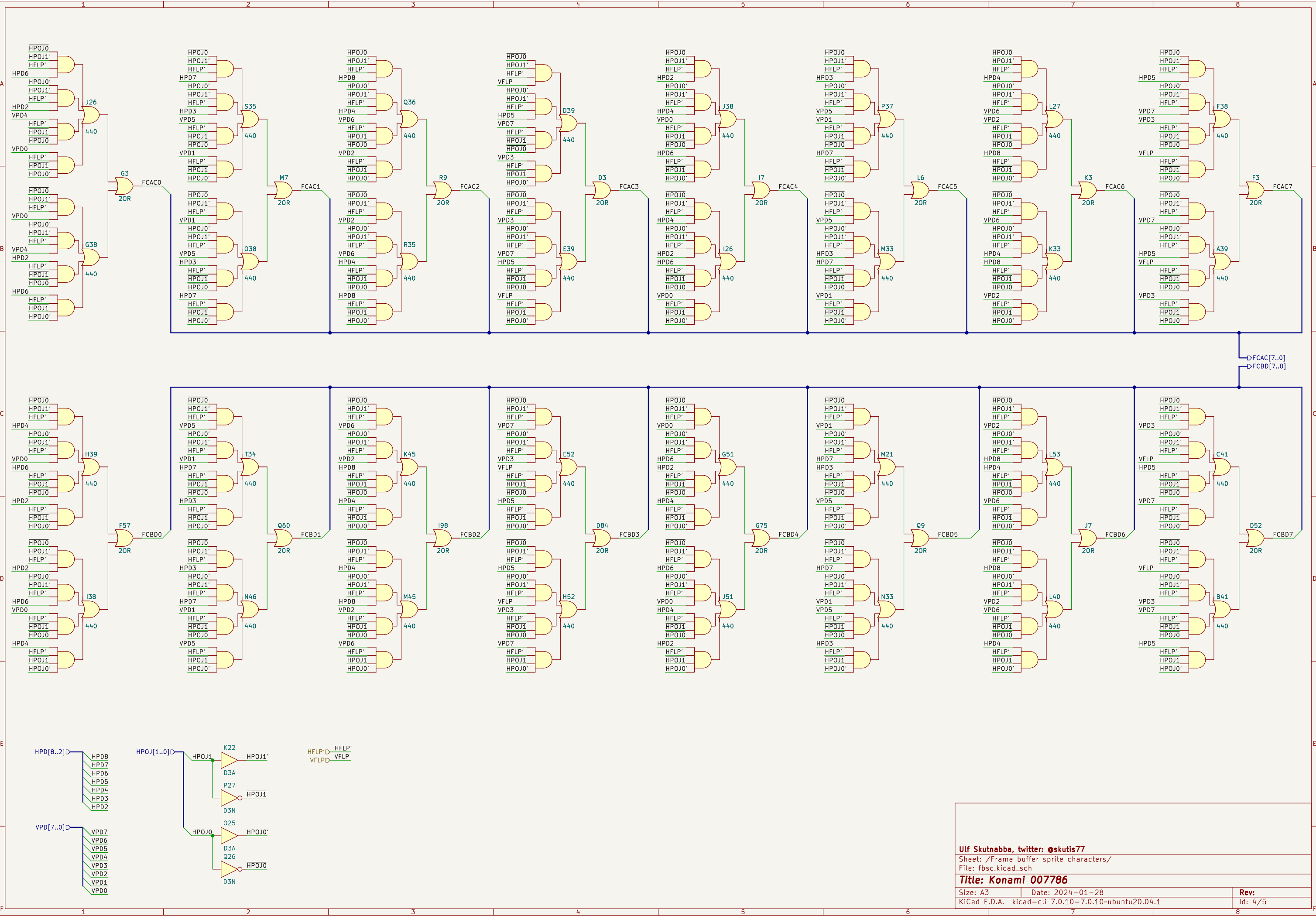
Ulf Skutnabba, twitter: @skutis77

Sheet: /Counters/
File: counters.kicad_sch

Title: Konami 007786

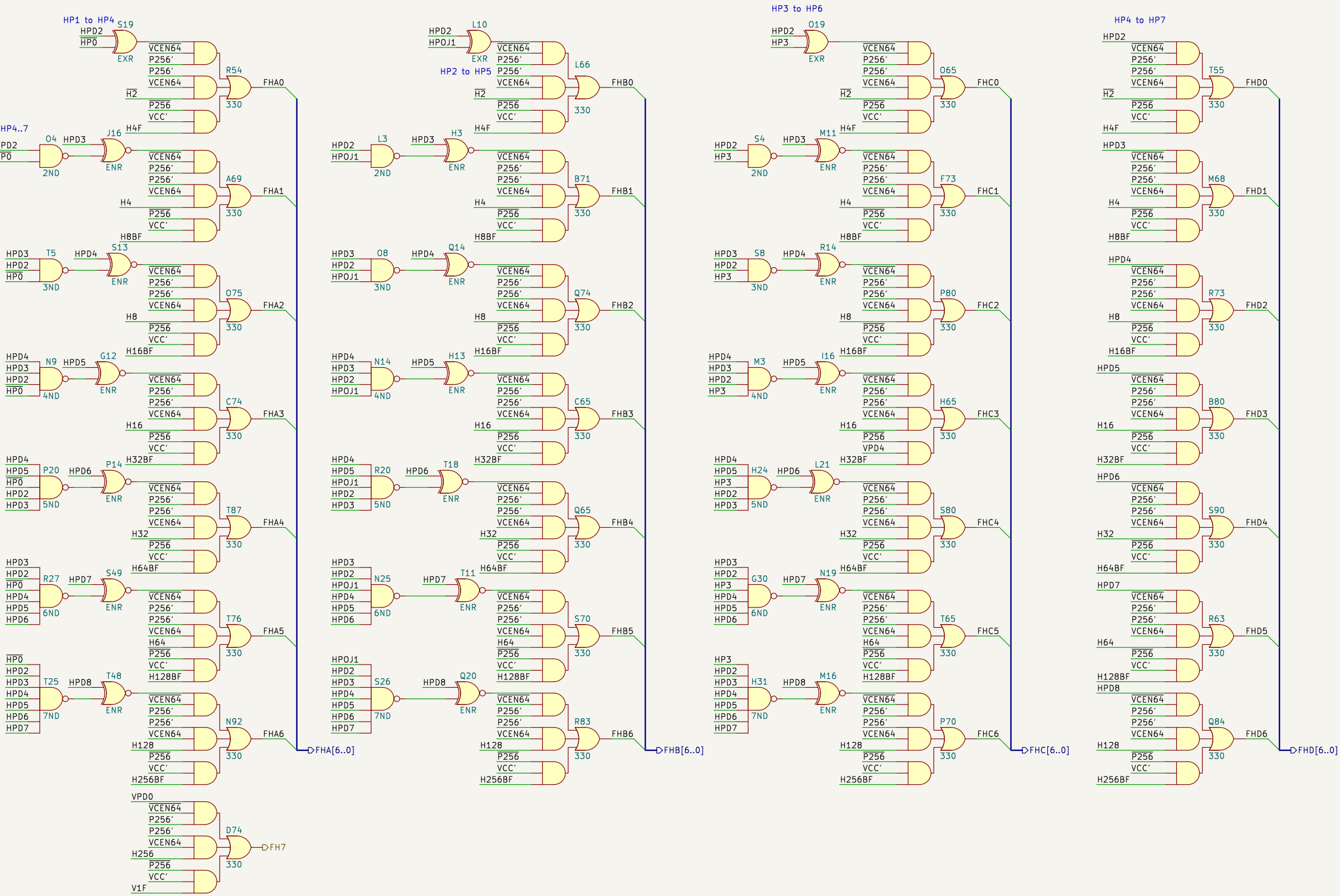
Size: A3 Date: 2024-01-28
KiCad E.D.A. kicad-cli 7.0.10-7.0.10-ubuntu20.04.1

Rev:
Id: 3/5

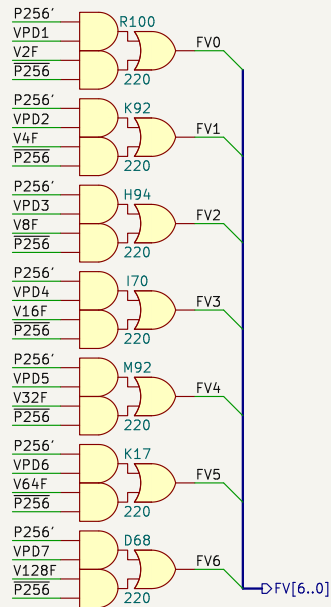


Horizontal Position

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

Ulf Skutnabba, twitter: @skutis77

Sheet: /Sprite Character Frame Buffer Position/
File: scfbp.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: 5/5