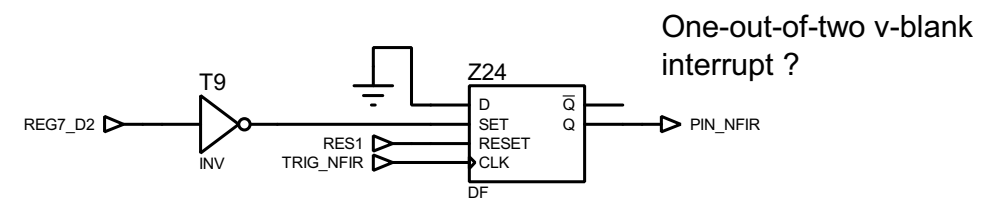
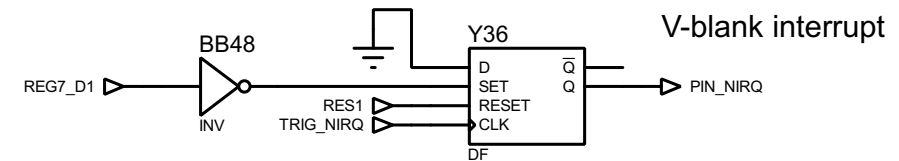
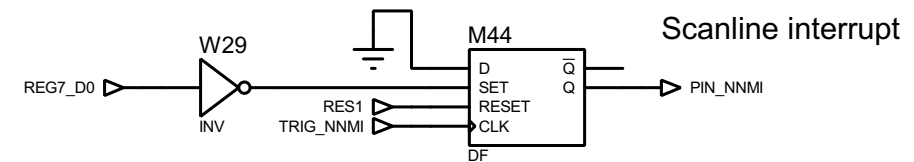
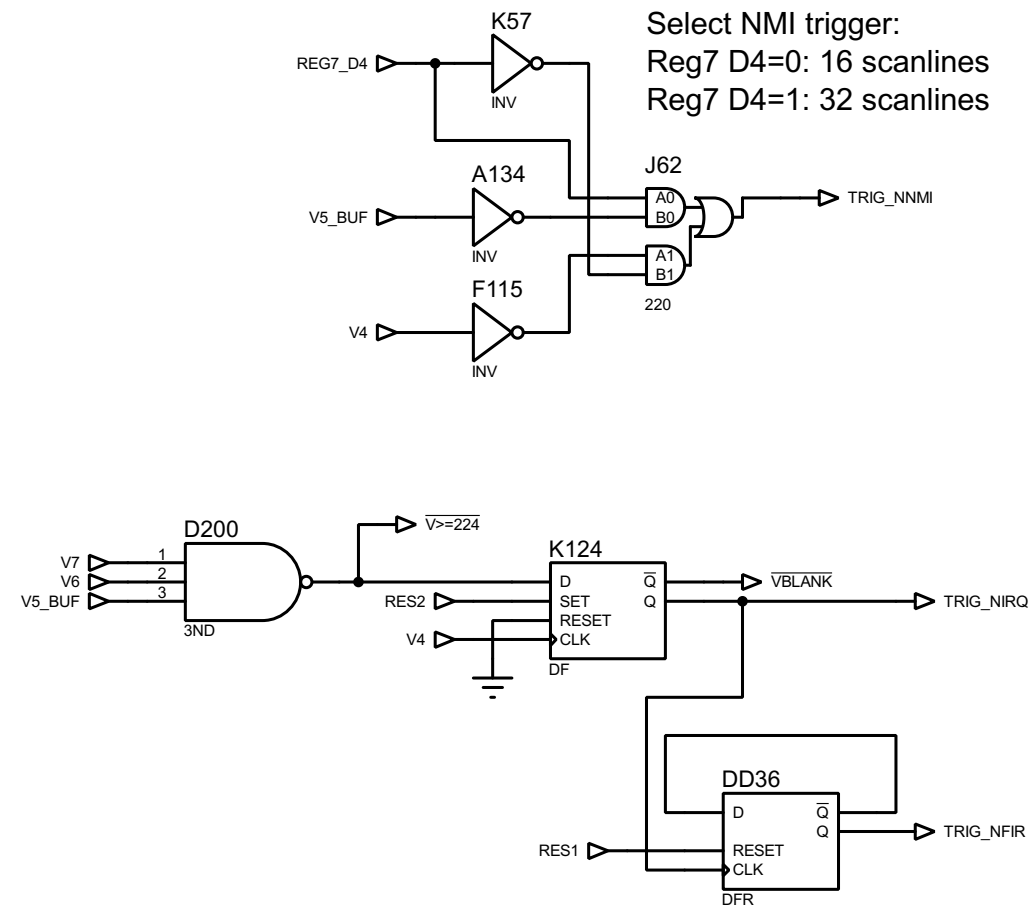
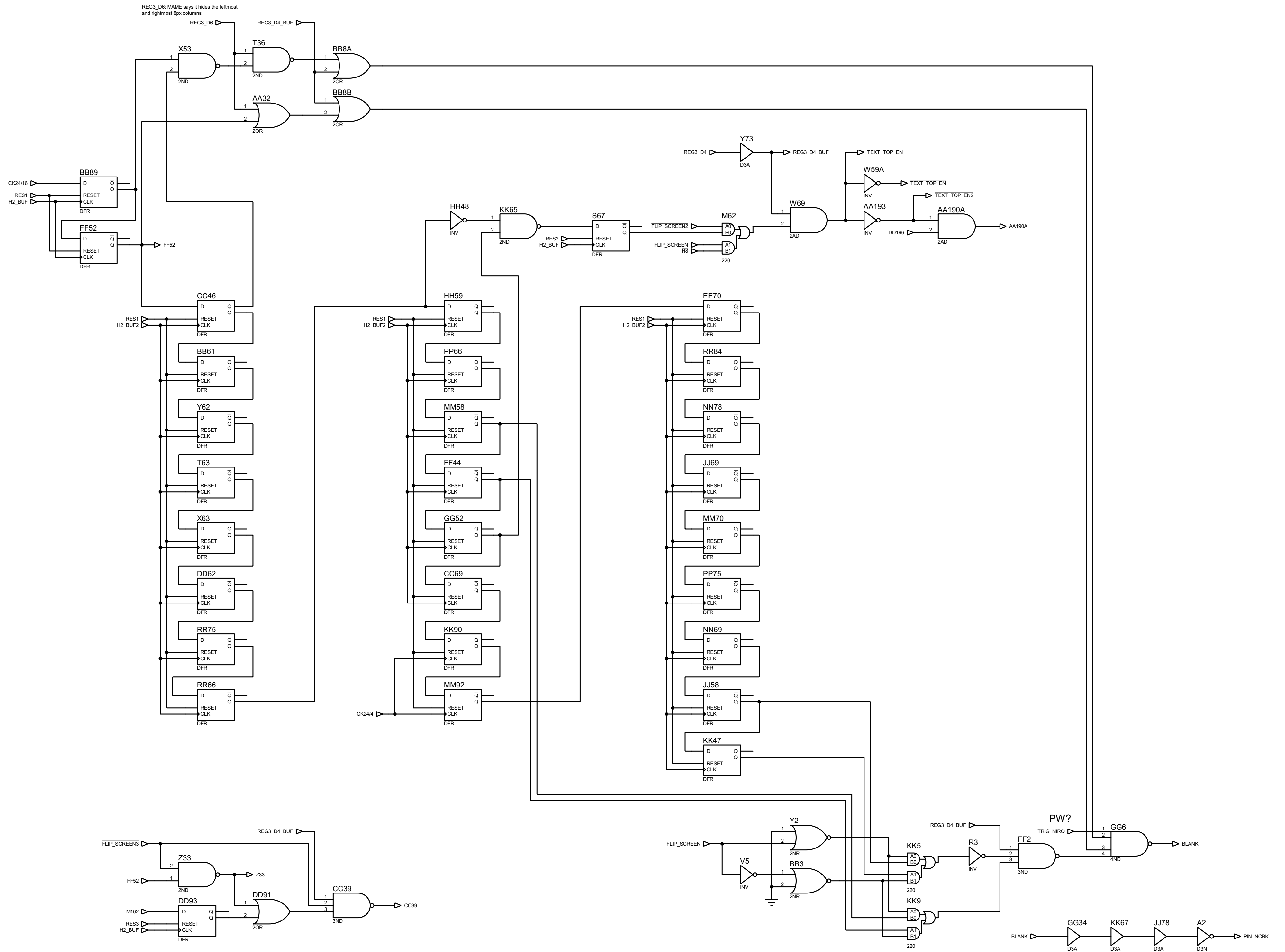
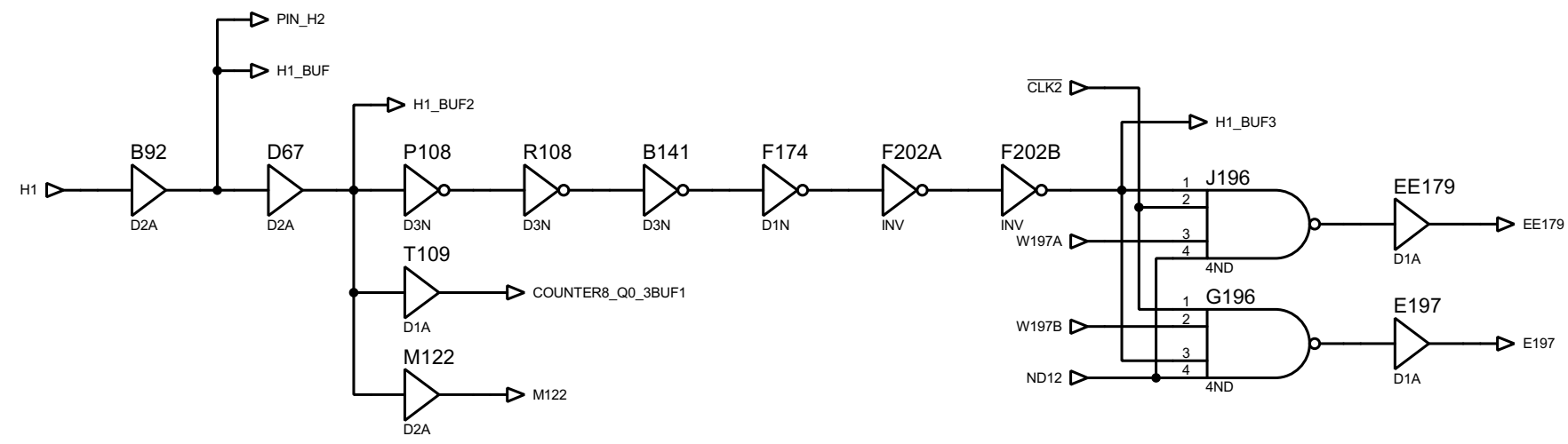


FILE NAME: 007121.pdsprj	DATE: 14/05/2021
DESIGN TITLE: Konami 007121 REG5	PAGE: 5 of 61
BY: Sean Gonsalves	REV: 0

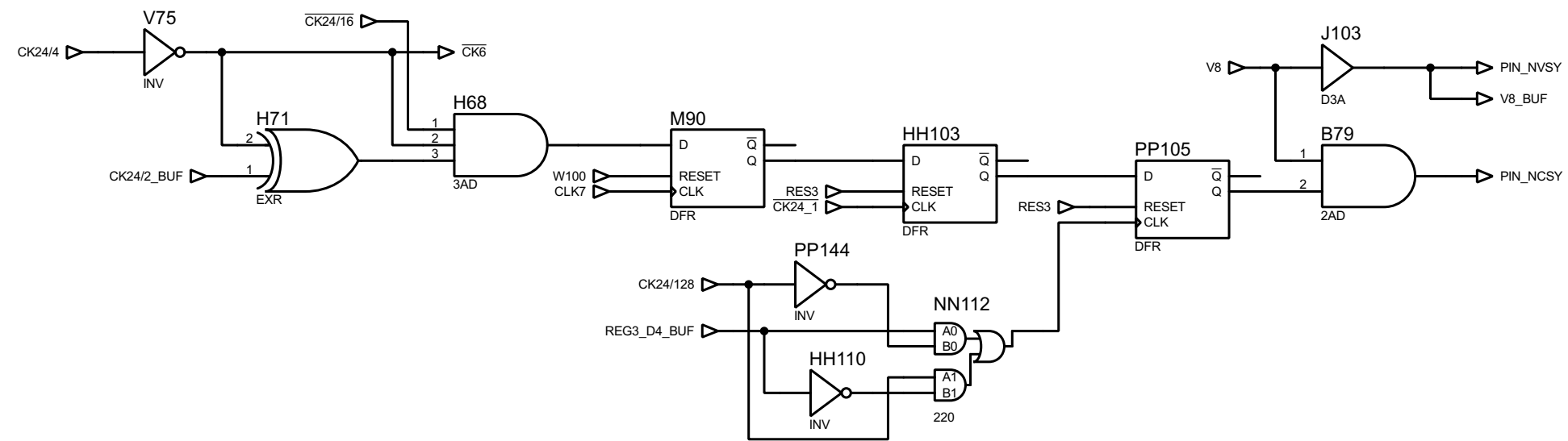


FILE NAME: 007121.pdsprj	DATE: 14/05/2021
DESIGN TITLE: Konami 007121	PAGE: 6 of 61
INTERRUPTS	TIME: 04:43:34
BY: Sean Gonsalves	REV: 0



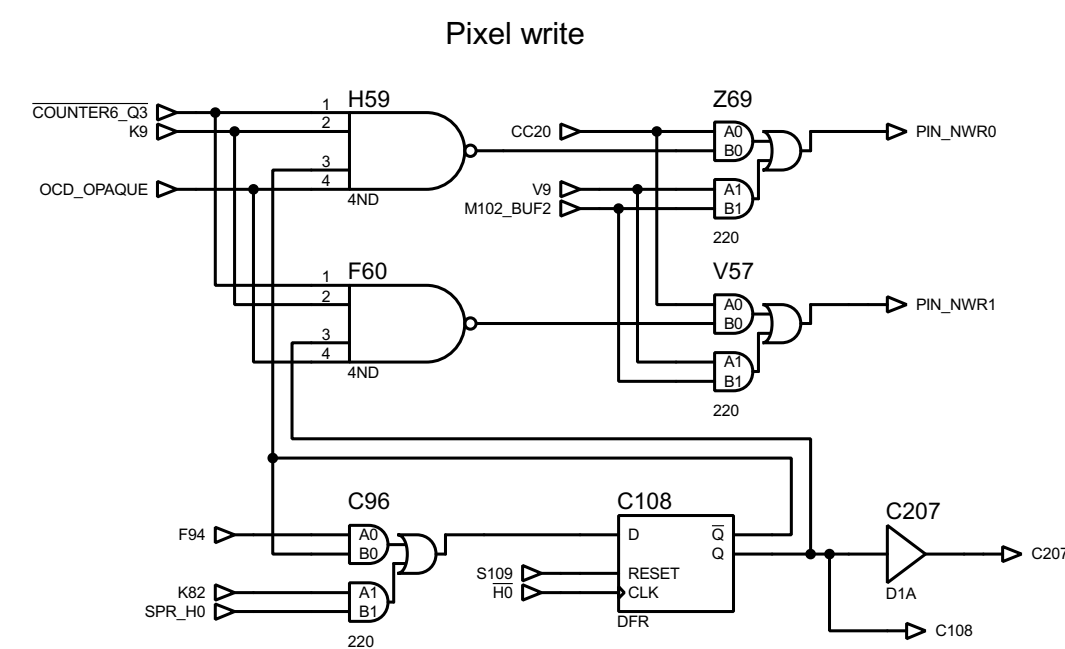
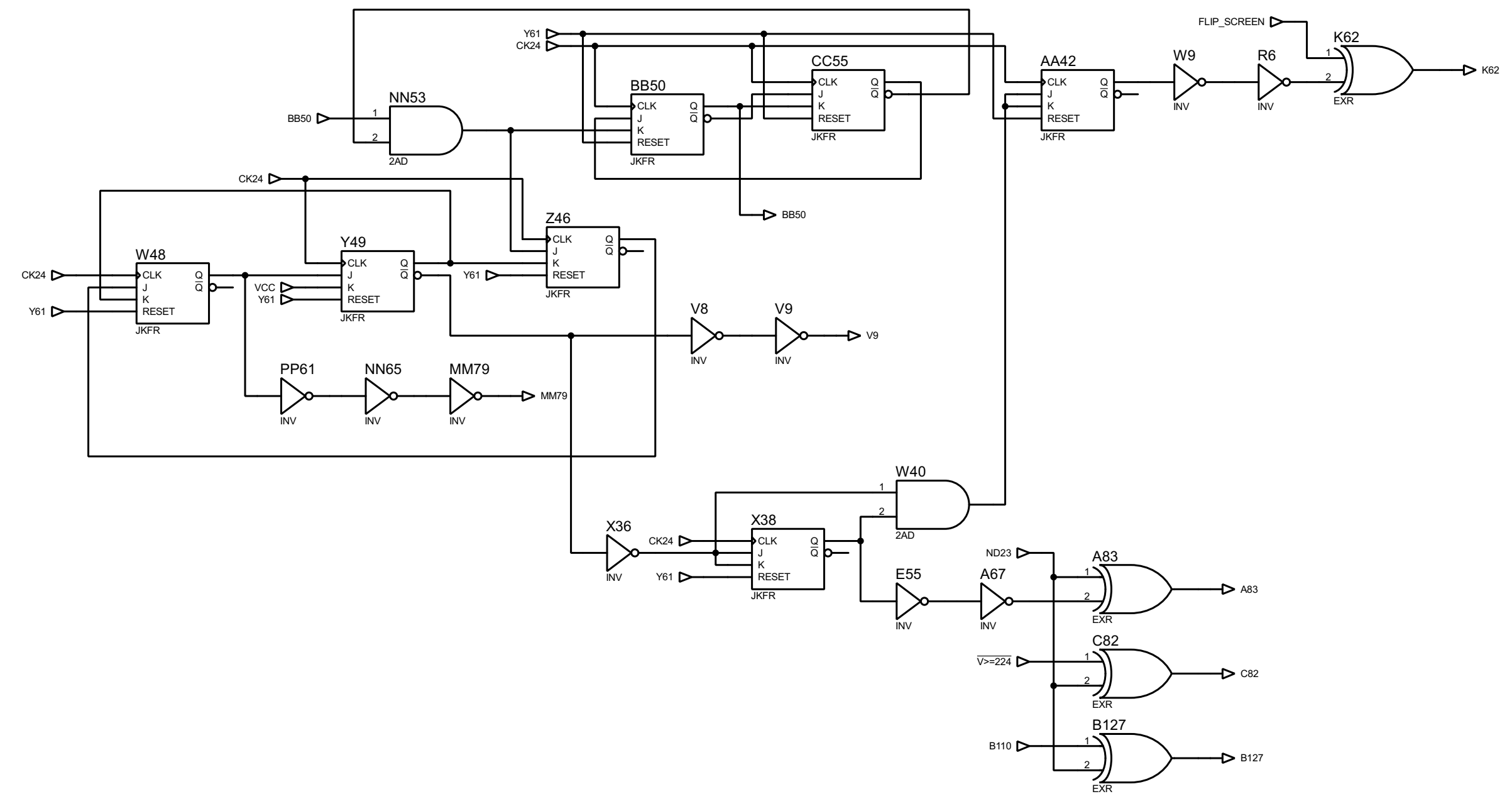
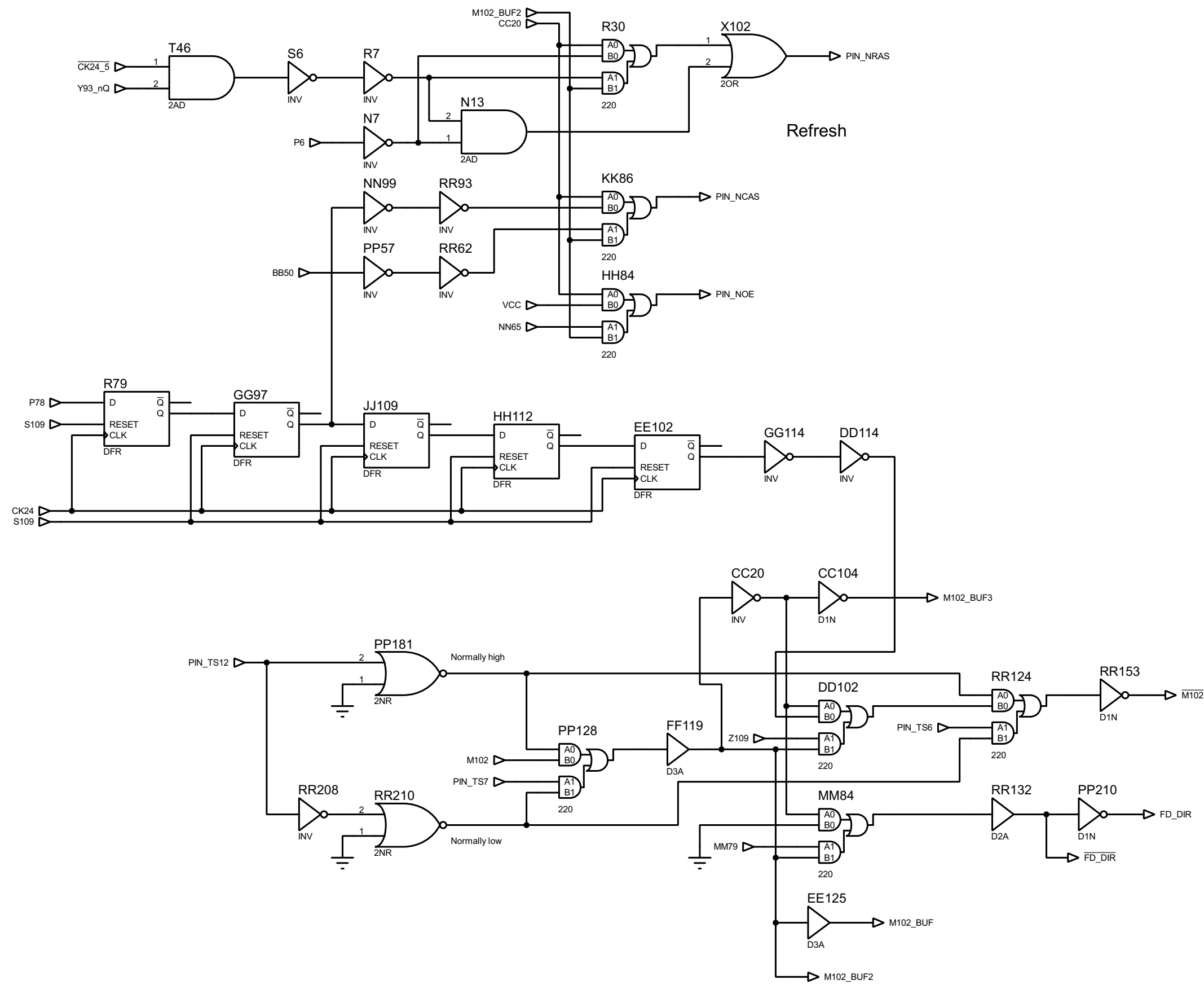


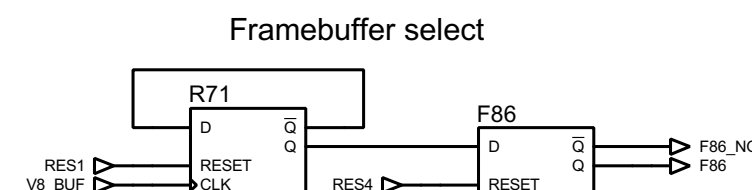
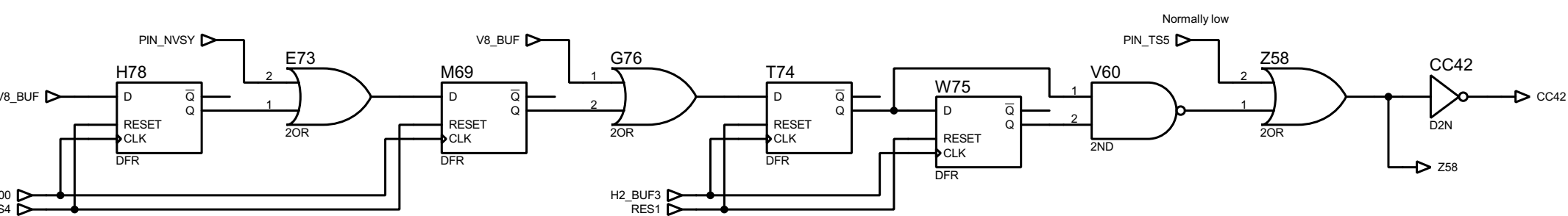
T109 or M112 must be an inverter ?

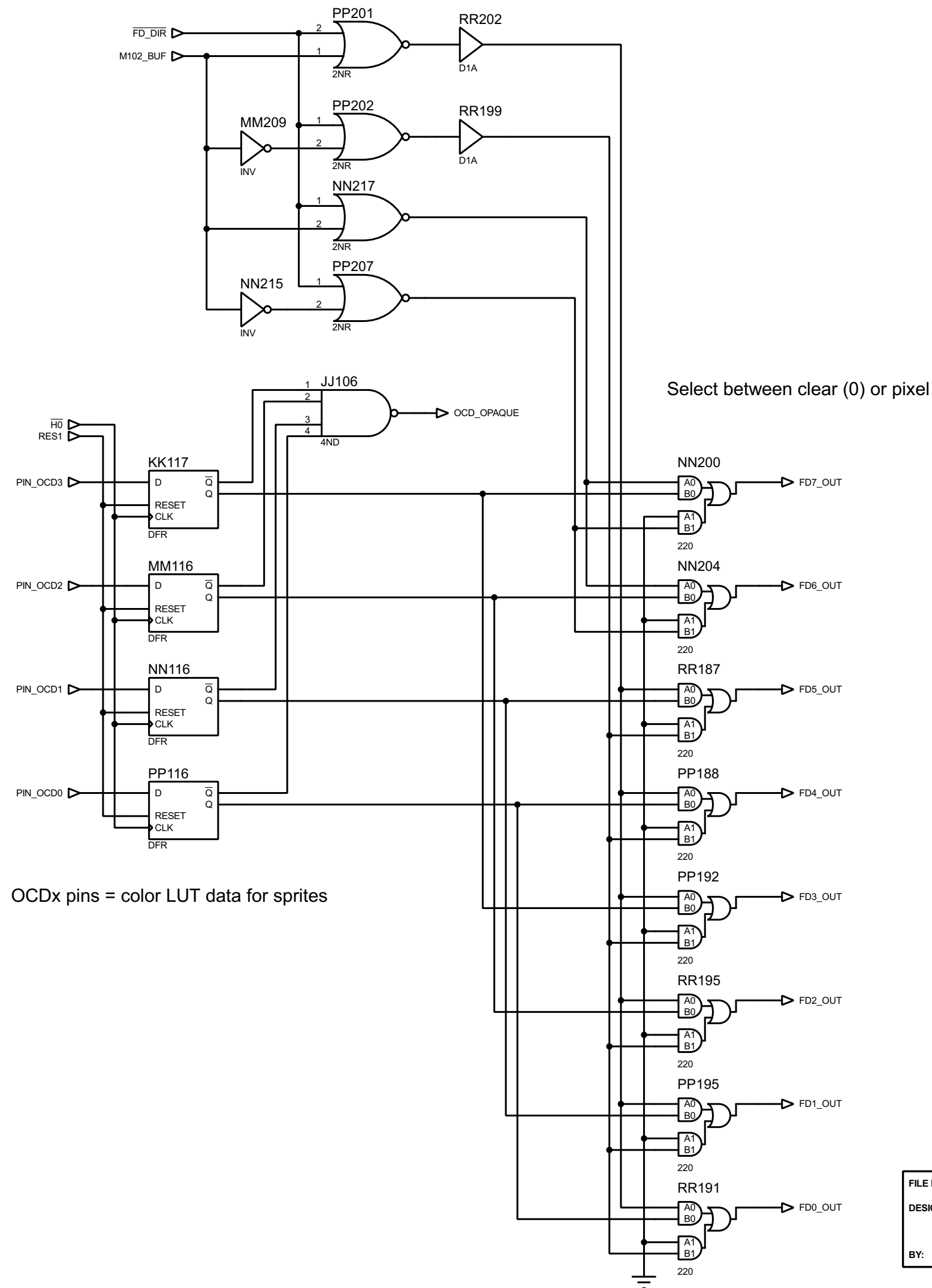


Polarity select

FILE NAME: 007121.pdsprj	DATE: 14/05/2021
DESIGN TITLE: Konami 007121 VIDEO SYNC	PAGE: 8 of 61
BY: Sean Gonsalves	REV: 0







MAME says (video/k007121.cpp):

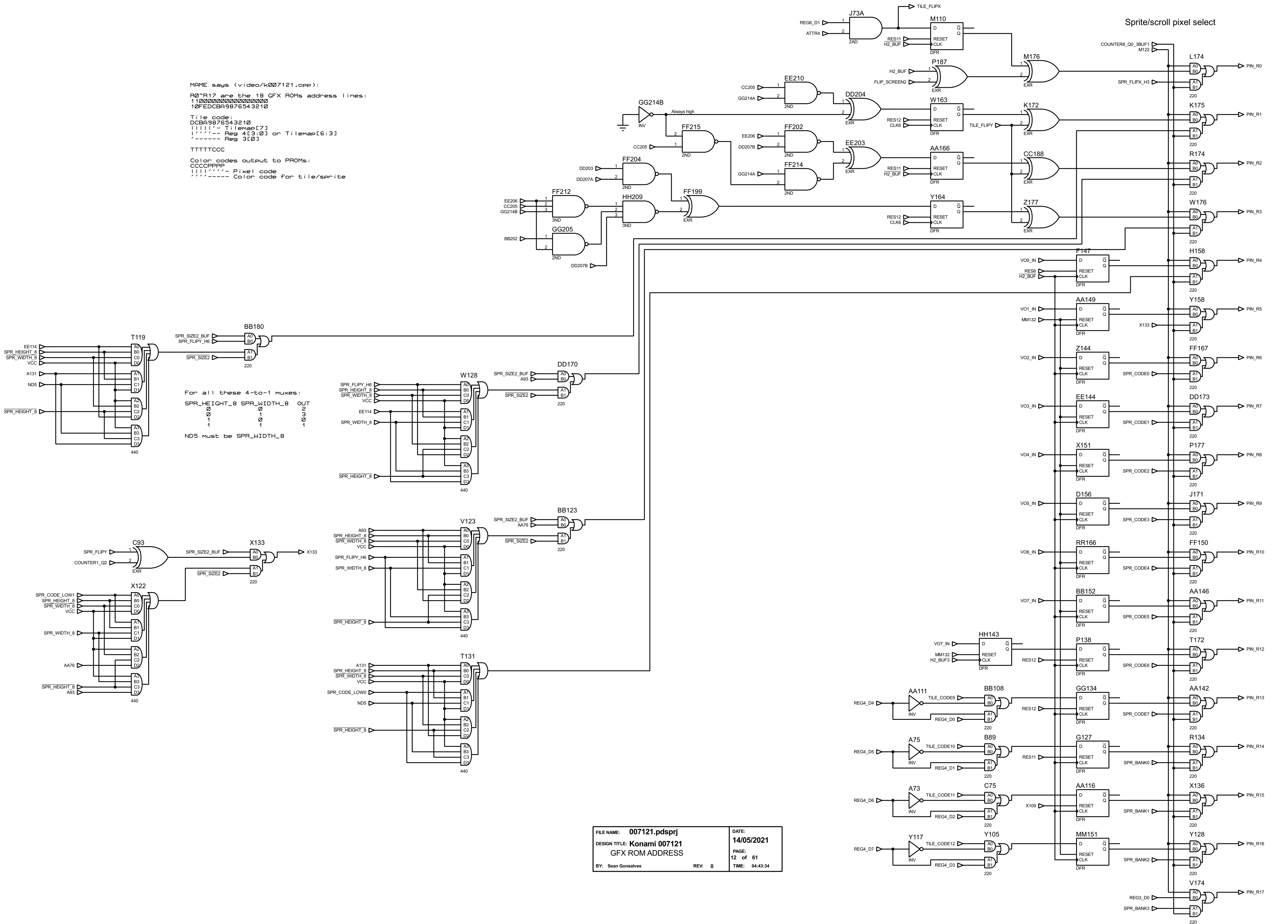
R0~R17 are the 18 GFX ROMs address lines:
110000000000000000
10FEDCBA9876543210

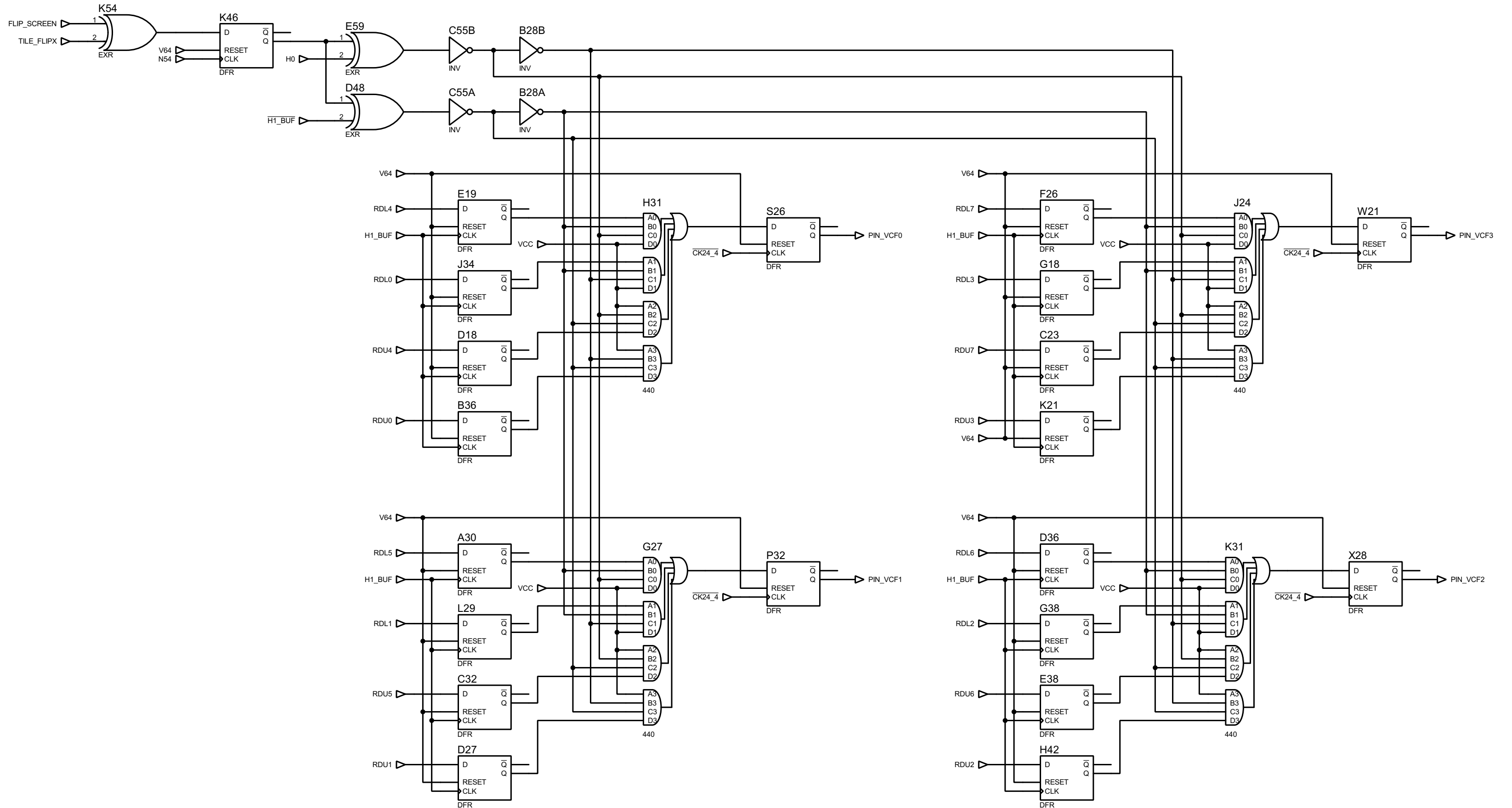
Tile code:
DCBA9876543210
| | | | | --- Tilemap[7]
| | | | | --- Reg 4[3:0] or Tilemap[6:3]
| | | | | --- Reg 3[0]

TTTTTCCC

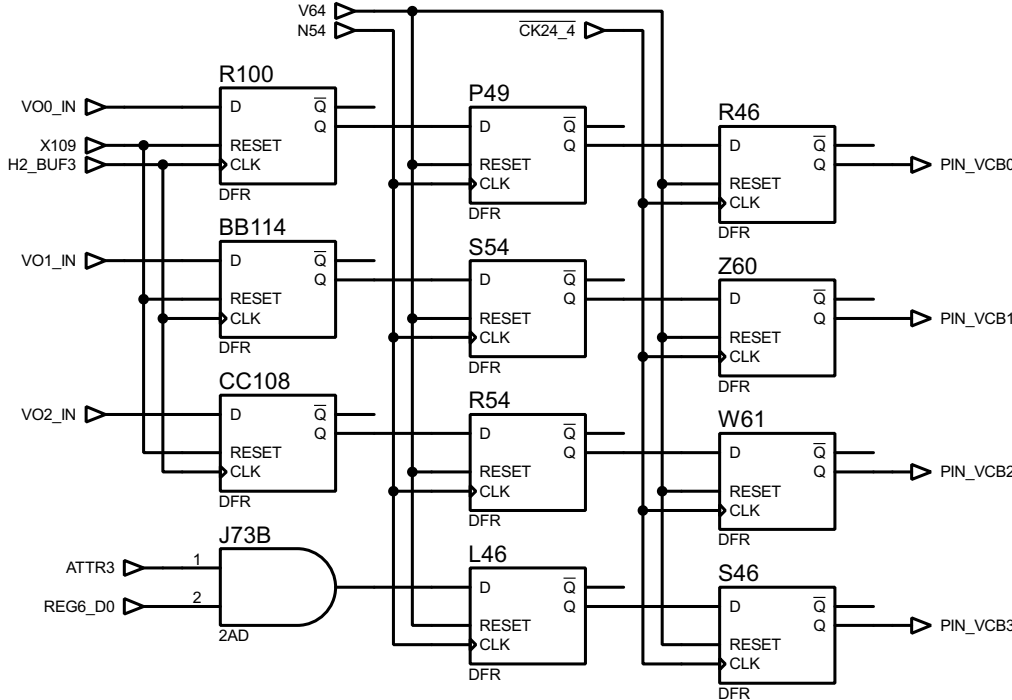
Color codes output to PROMs:

CCCCPPPP
| | | | | --- Pixel code
| | | | | --- Color code for tile/sprite

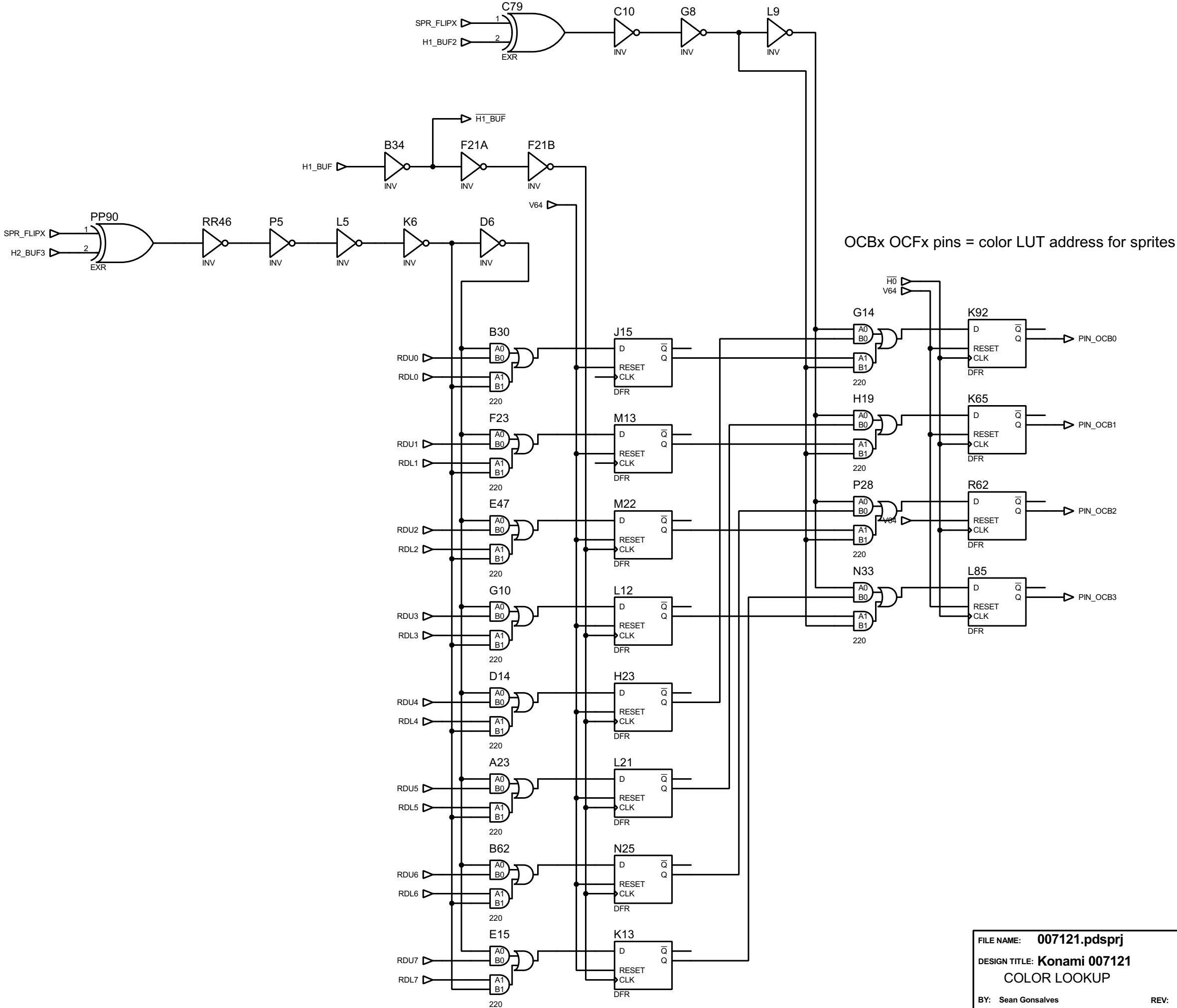
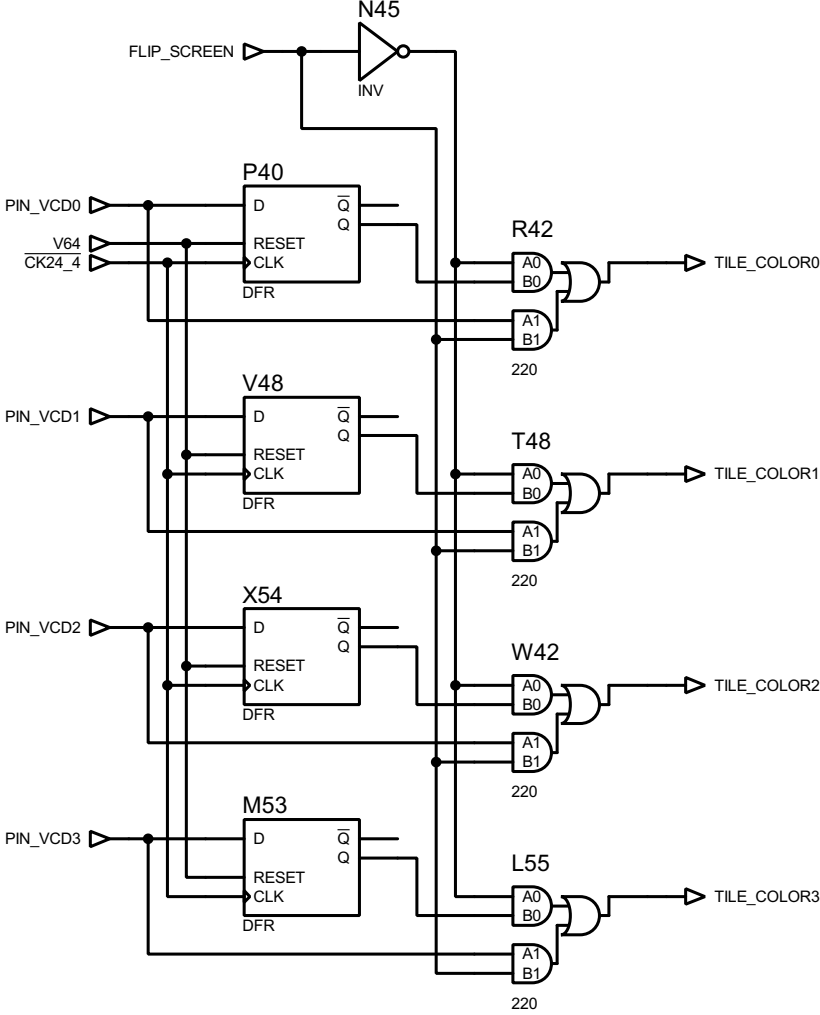




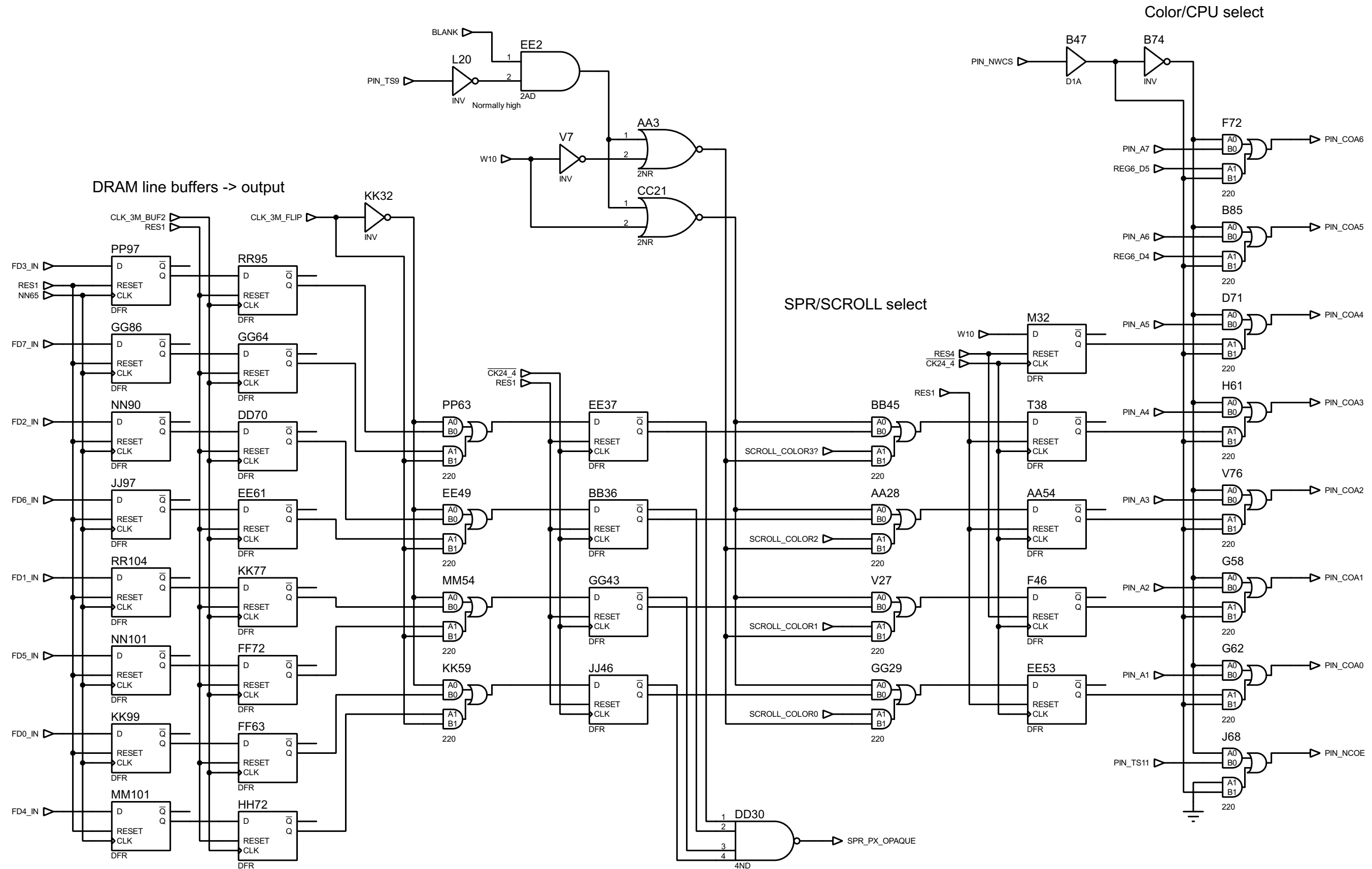
VCBx VCFx pins = color LUT address for tiles

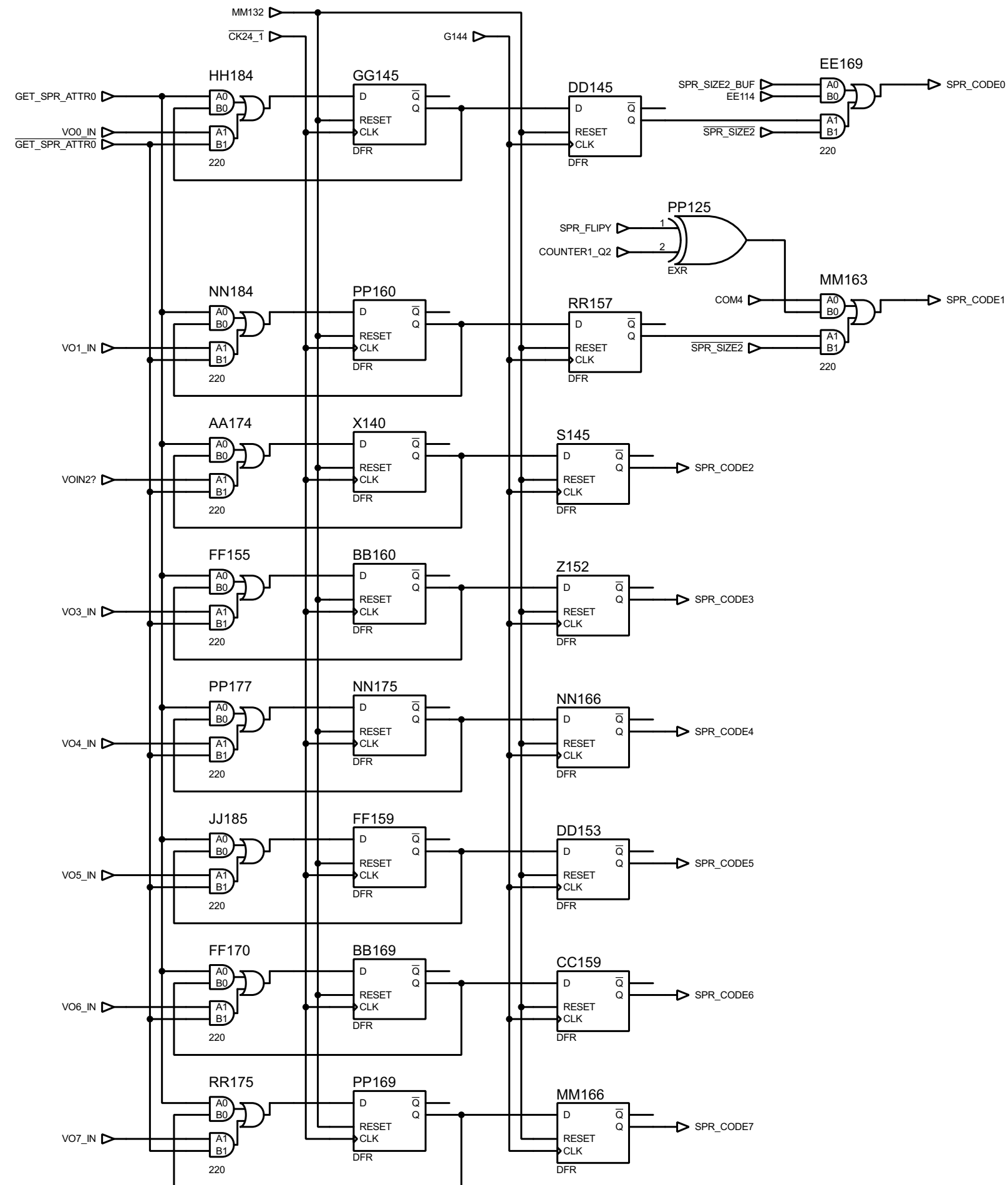


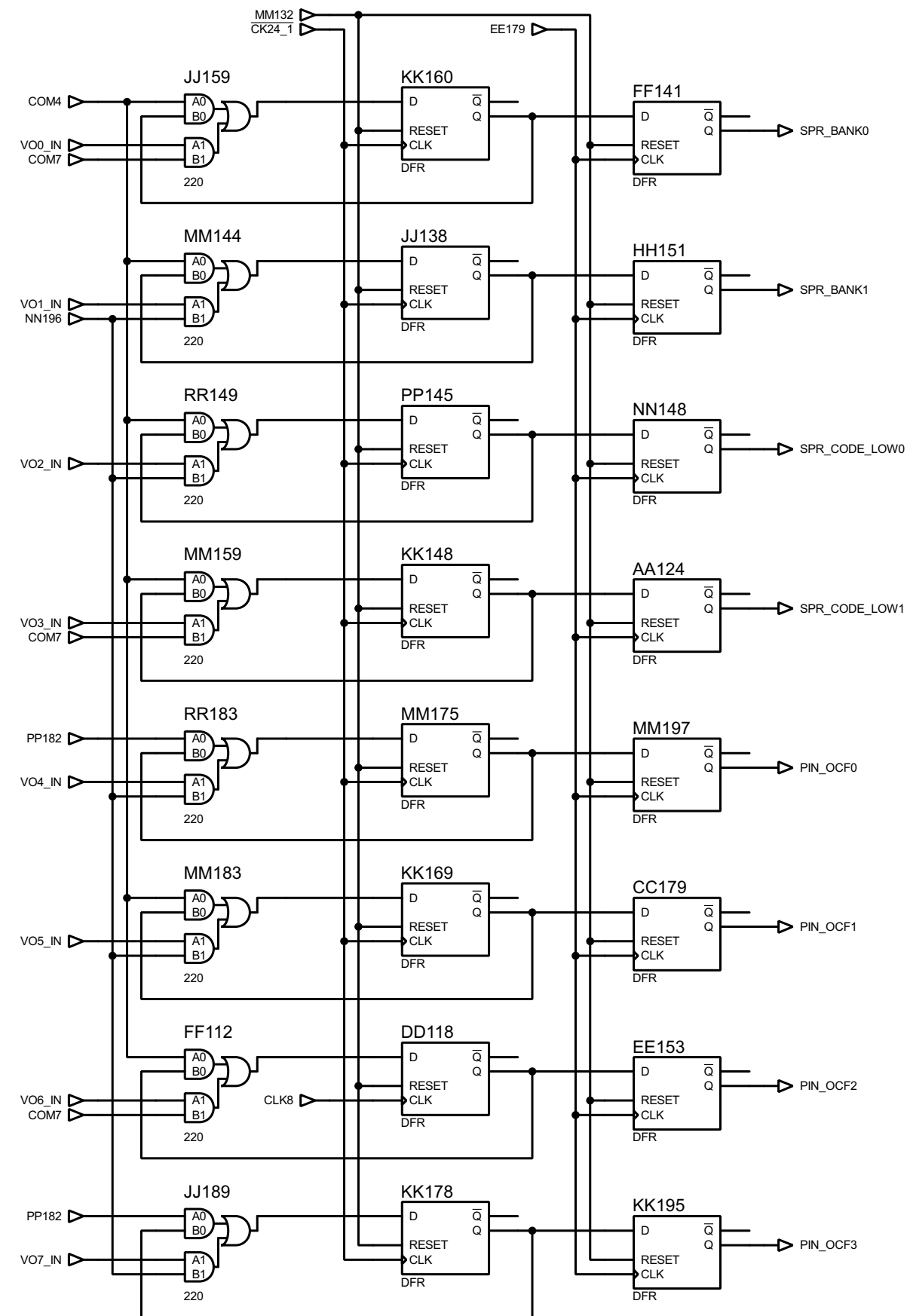
VCDx pins = color LUT data for tiles



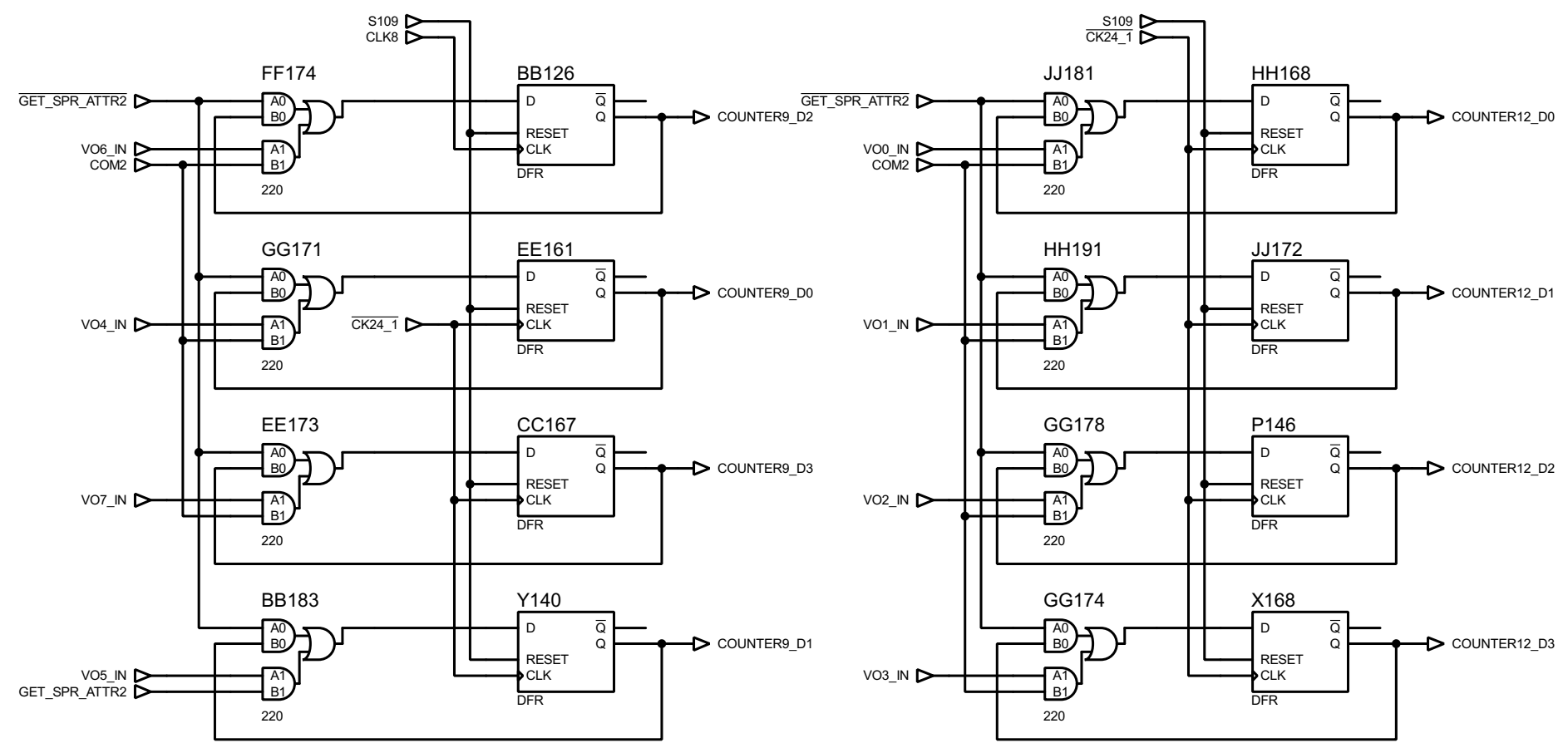
FILE NAME: 007121.pdsprj	DATE: 14/05/2021
DESIGN TITLE: Konami 007121 COLOR LOOKUP	PAGE: 14 of 61
BY: Sean Gonsalves	TIME: 04:43:34
REV: 0	





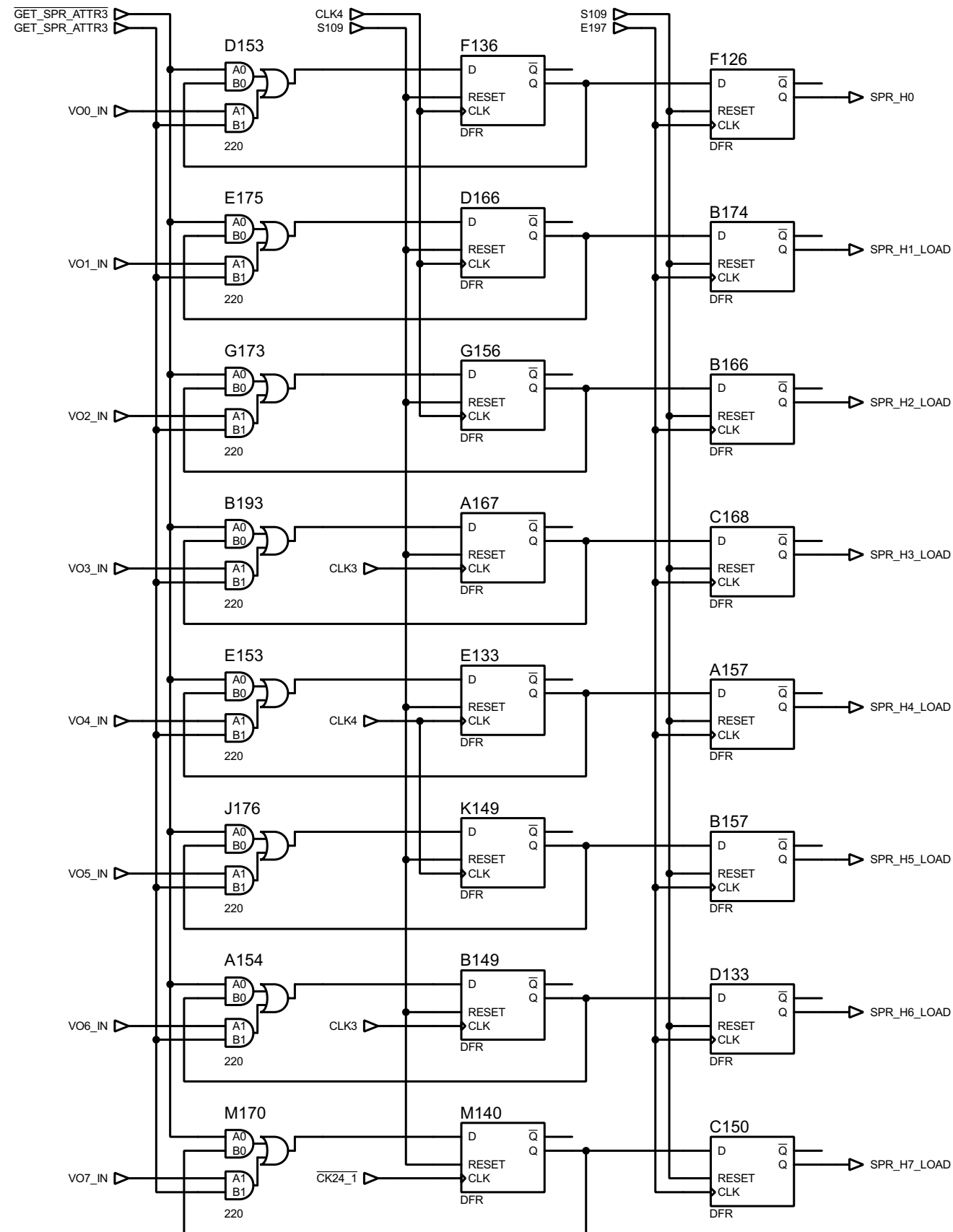


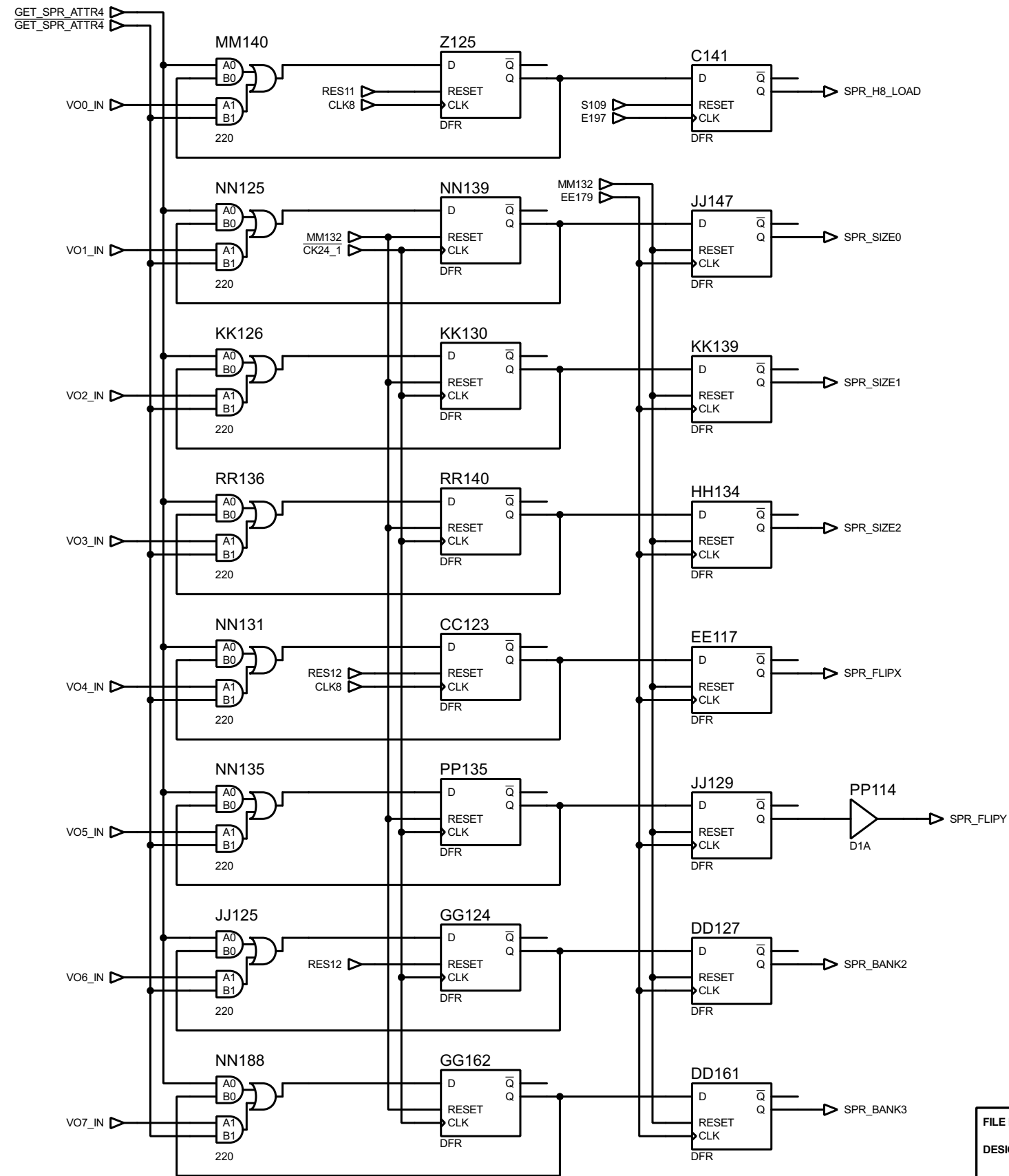
FILE NAME: 007121.pdsprj	DATE: 14/05/2021
DESIGN TITLE: Konami 007121 SPR ATTR 1	PAGE: 17 of 61
BY: Sean Gonsalves	REV: 0

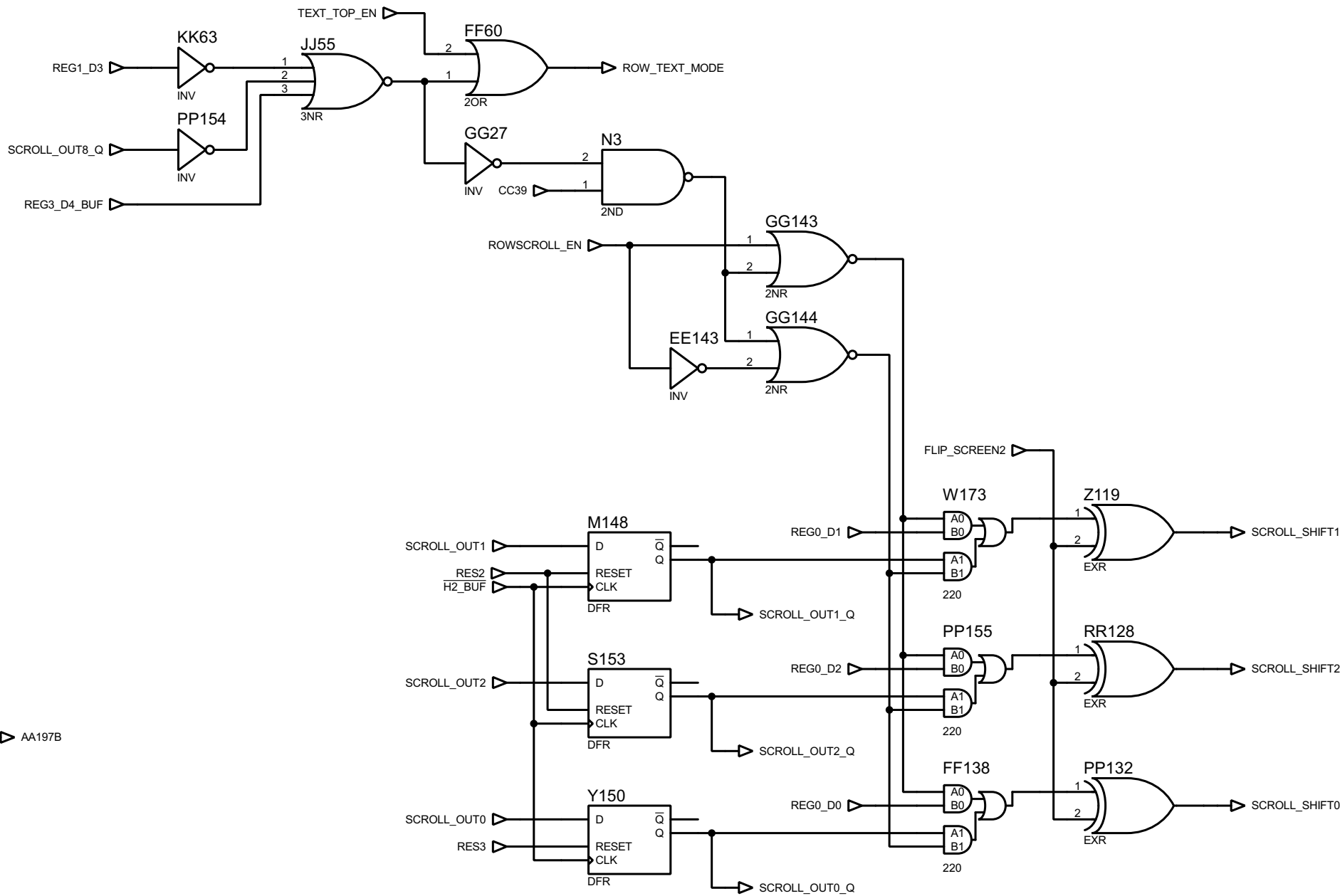


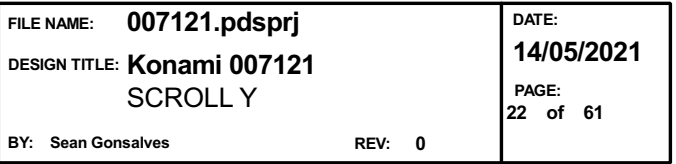
COM2 must be GET_SPR_ATTR2

FILE NAME: 007121.pdsprj	DATE: 14/05/2021
DESIGN TITLE: Konami 007121 SPR ATTR 2	PAGE: 18 of 61
BY: Sean Gonsalves	TIME: 04:43:34
REV: 0	

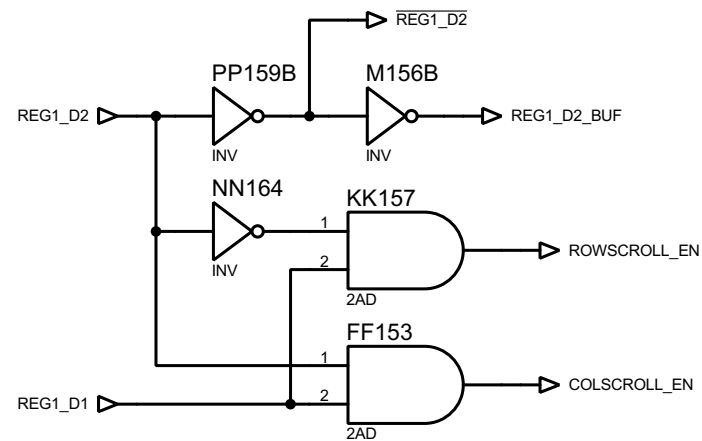
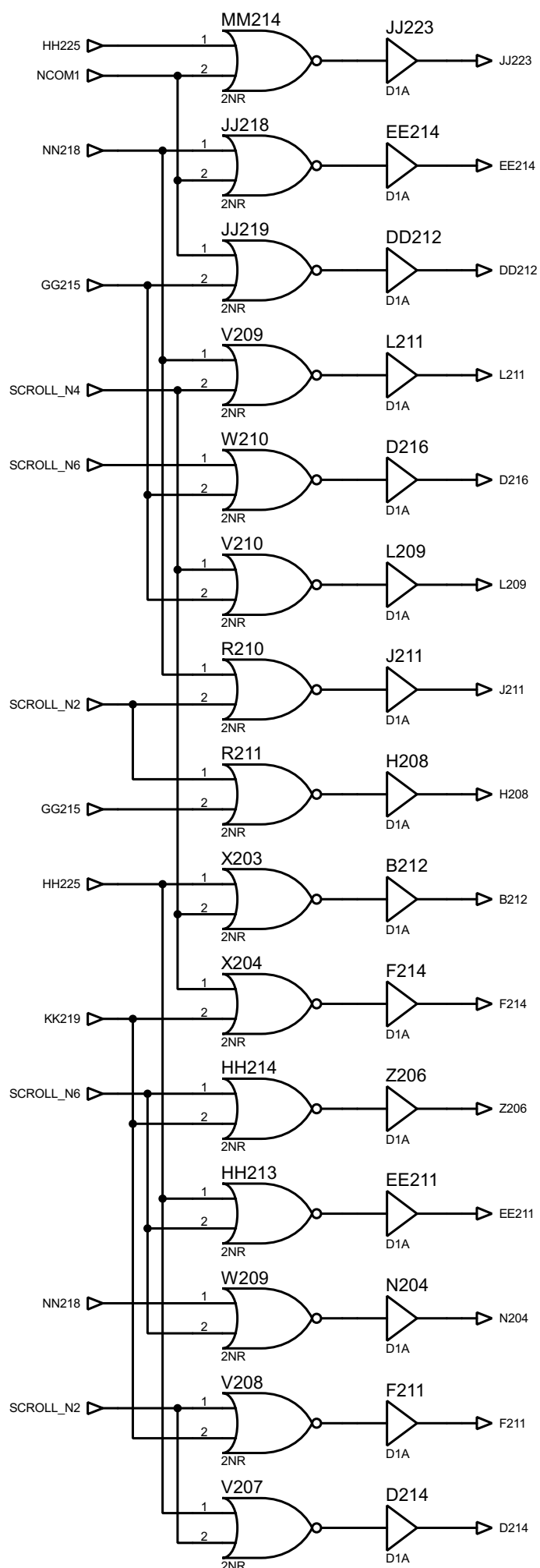
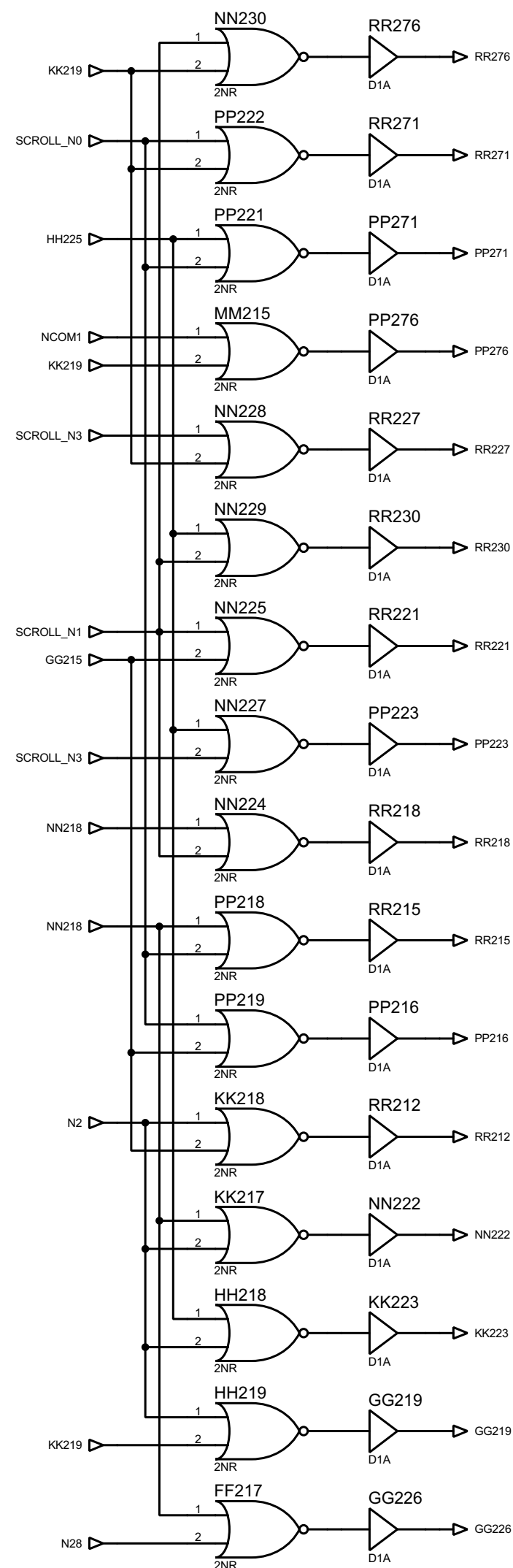




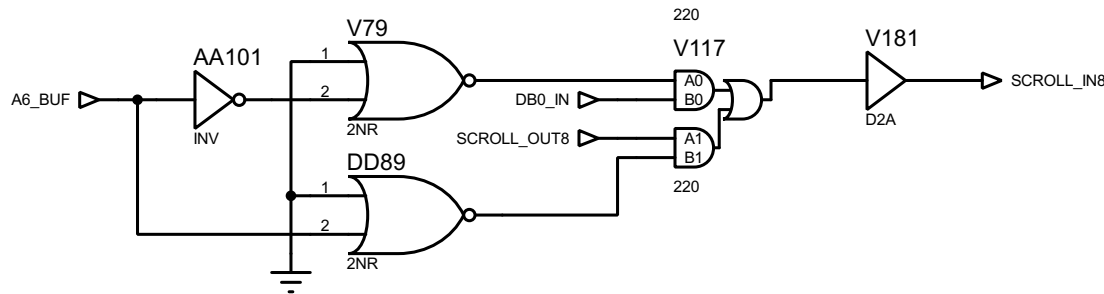
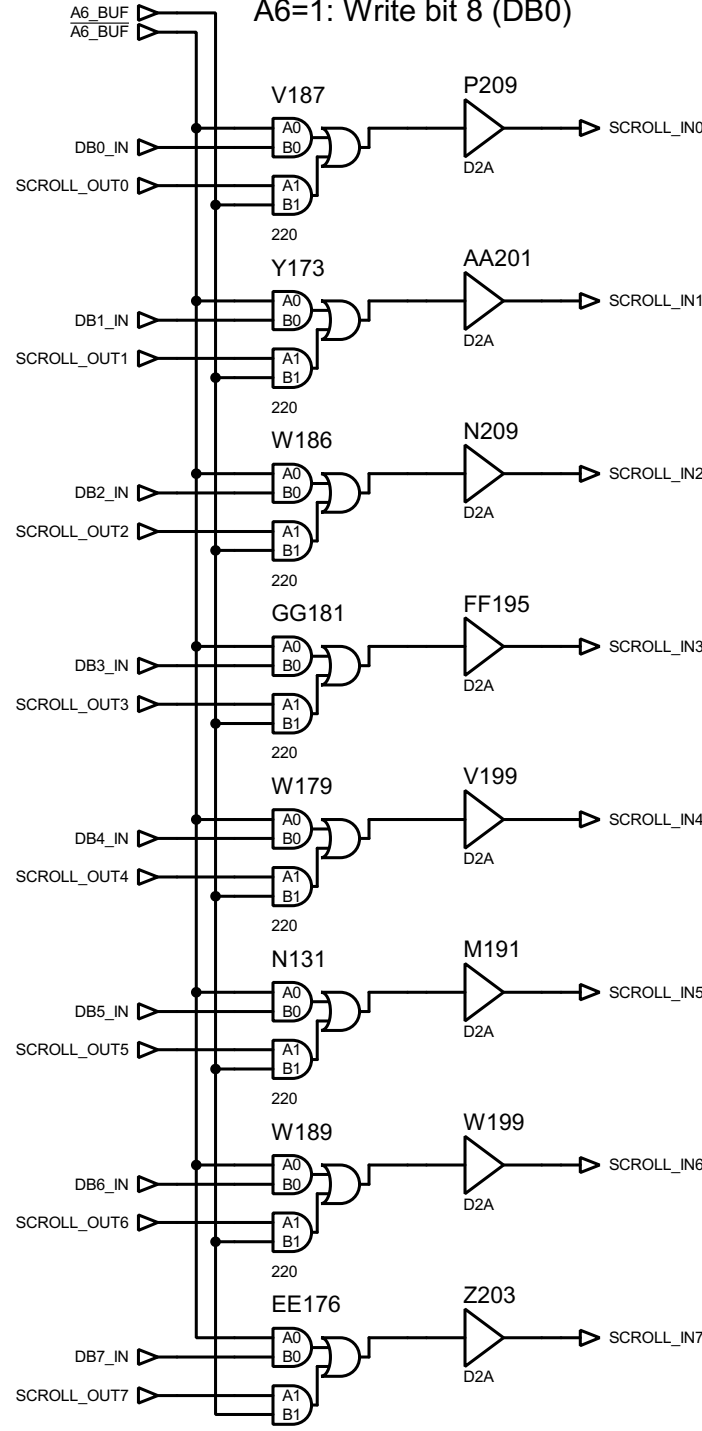




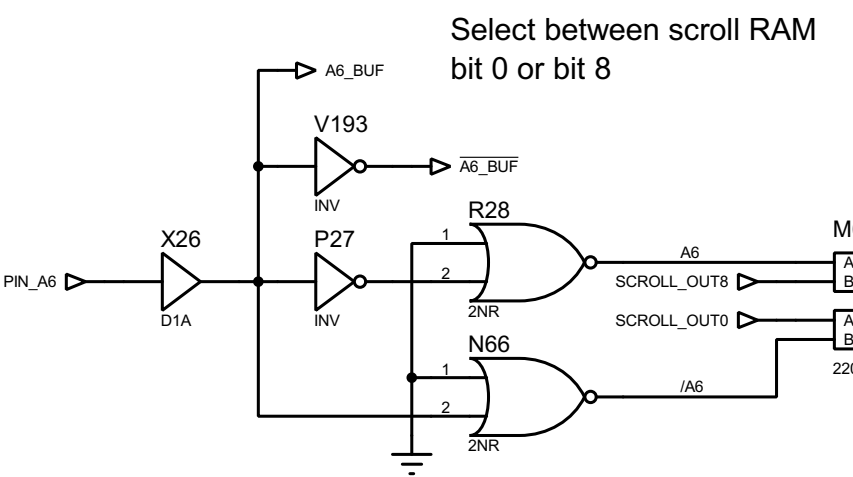
Scroll RAM address decode for writing



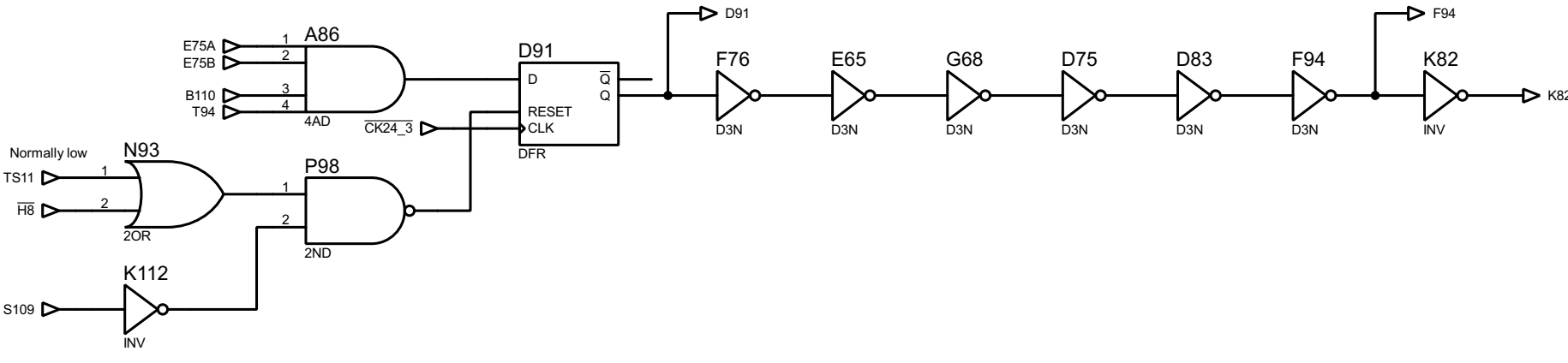
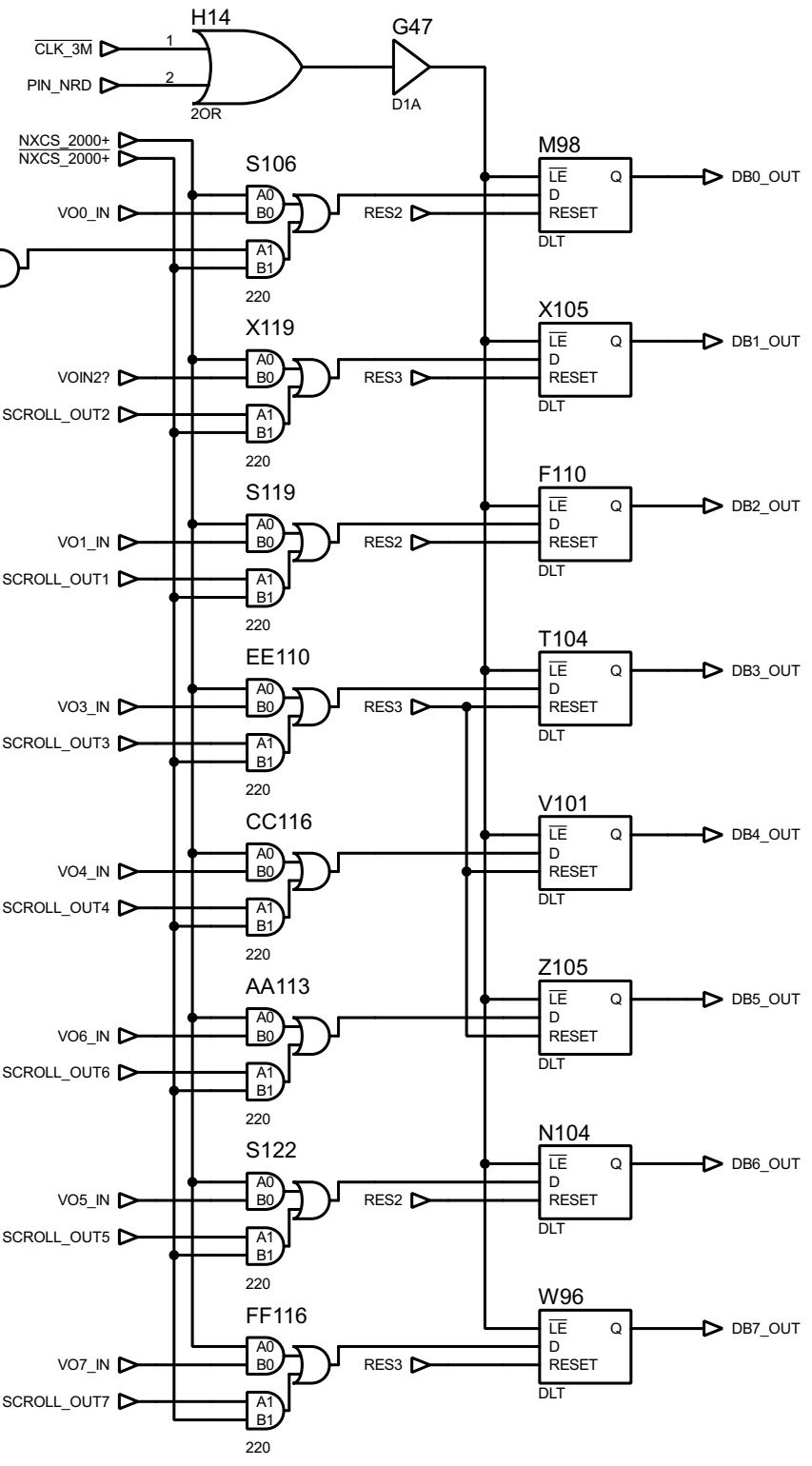
CPU write: select previous/new value
A6=0: Write bits 0~7
A6=1: Write bit 8 (DB0)

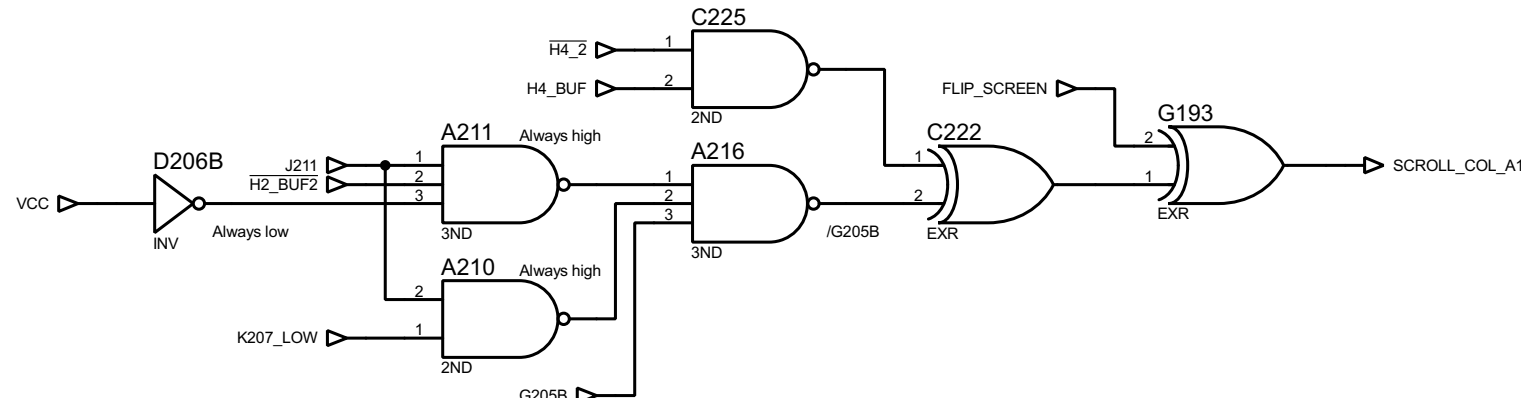
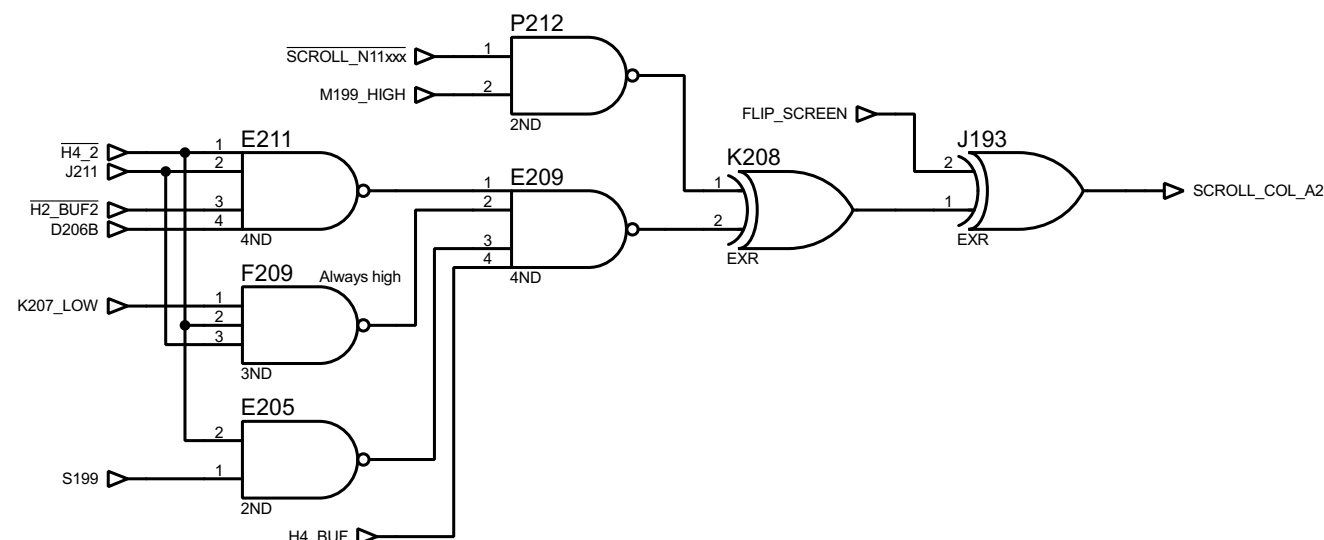
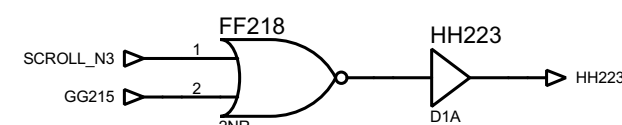
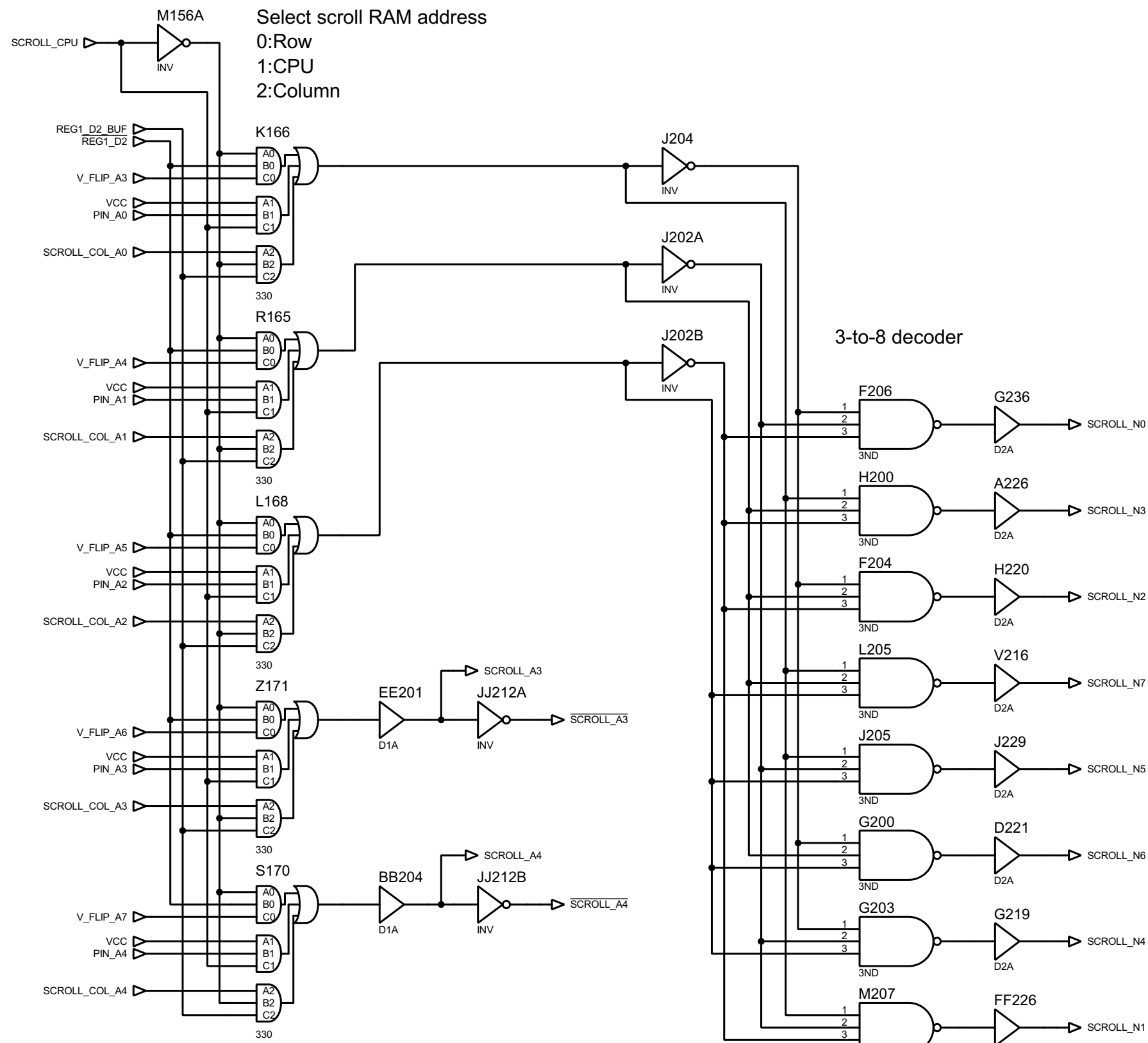
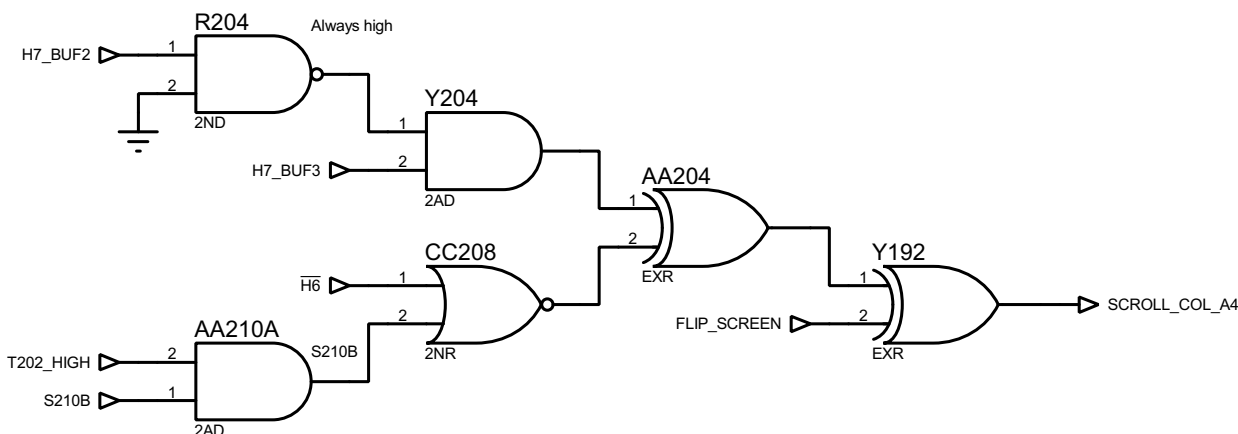
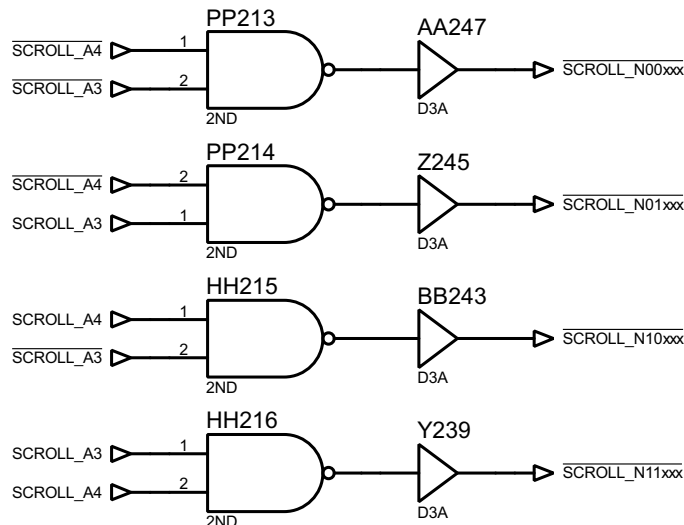
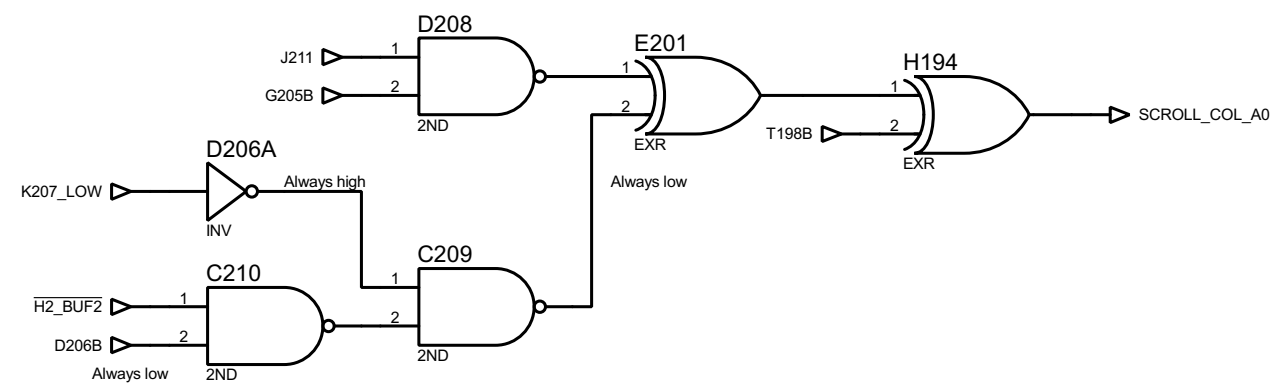
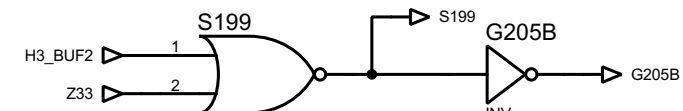
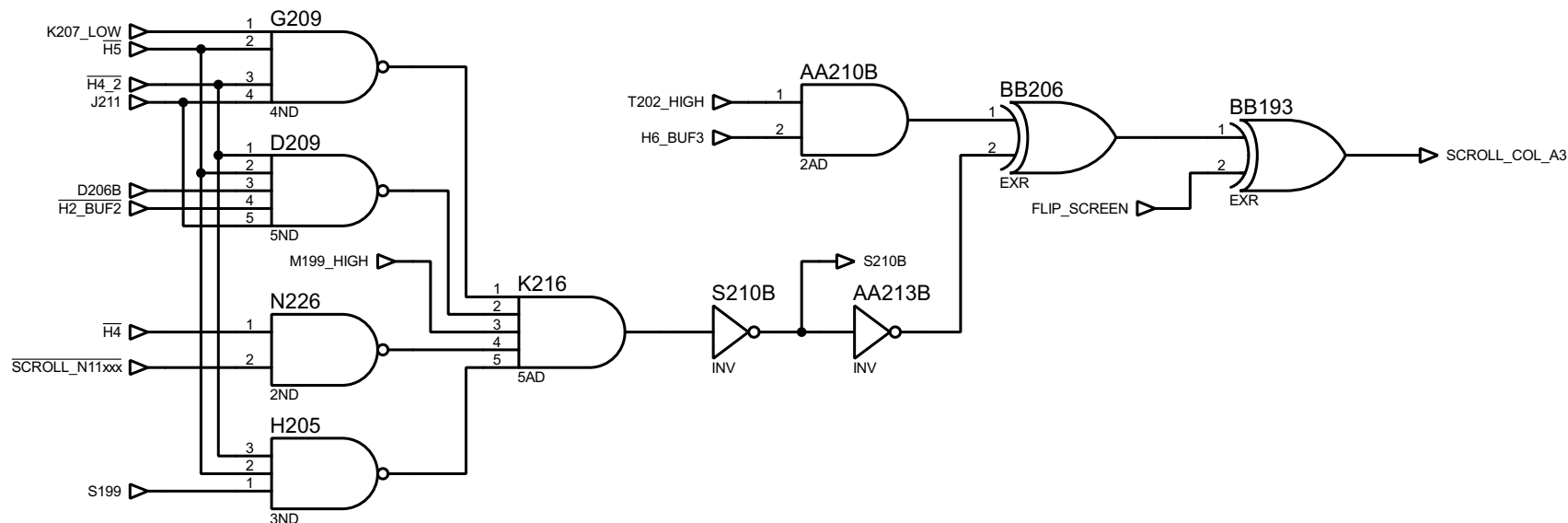


Select between scroll RAM
bit 0 or bit 8



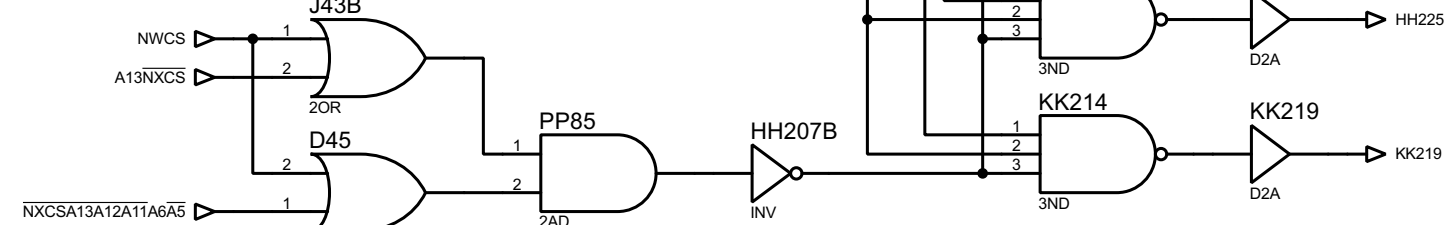
CPU read: select VRAM or scroll RAM

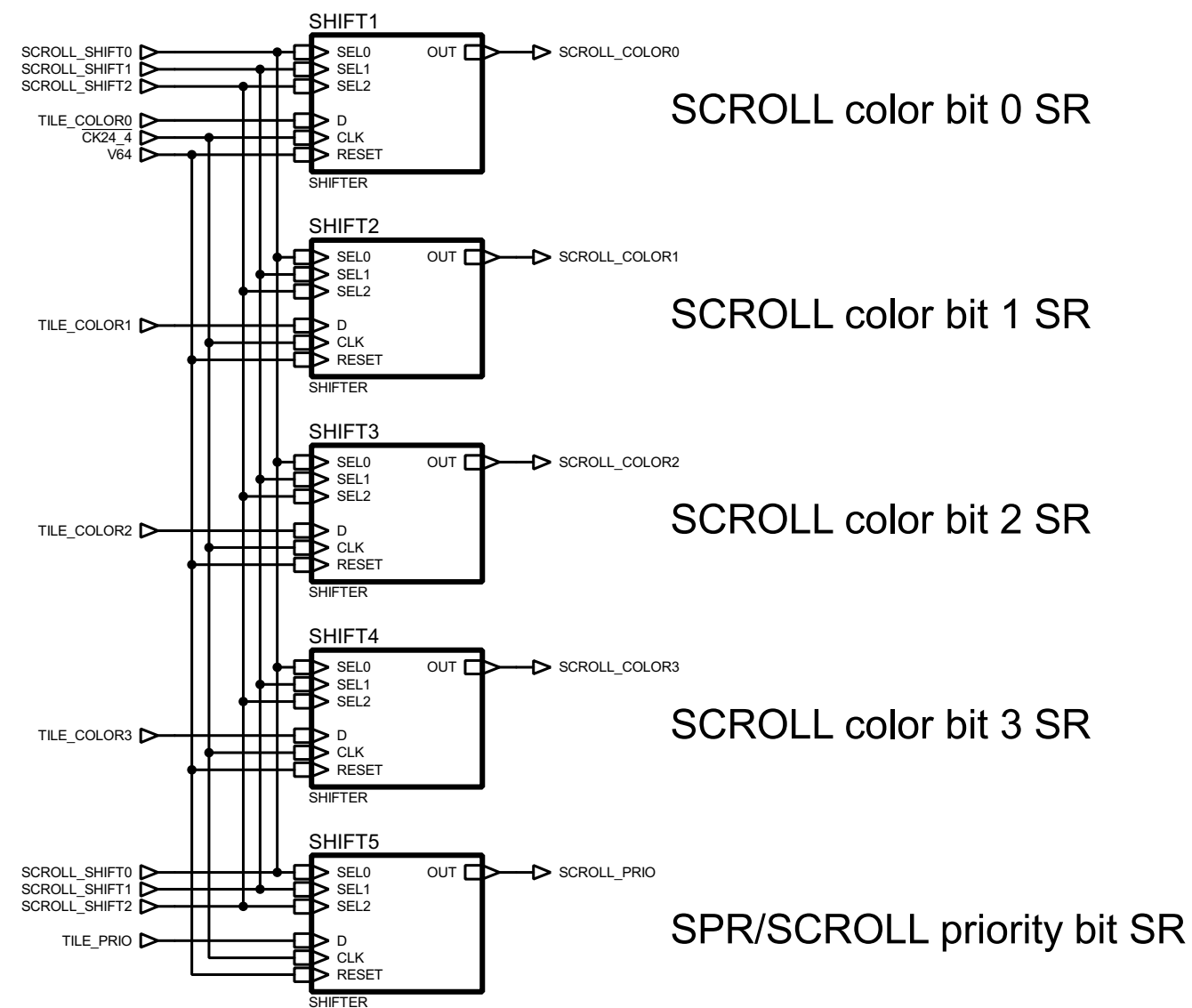


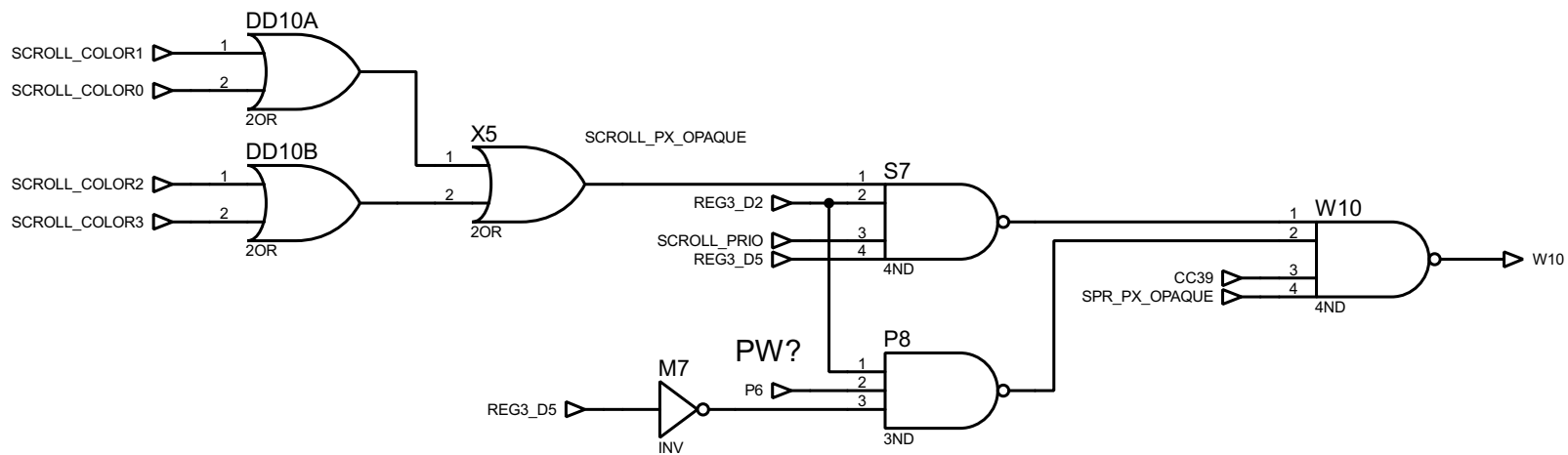
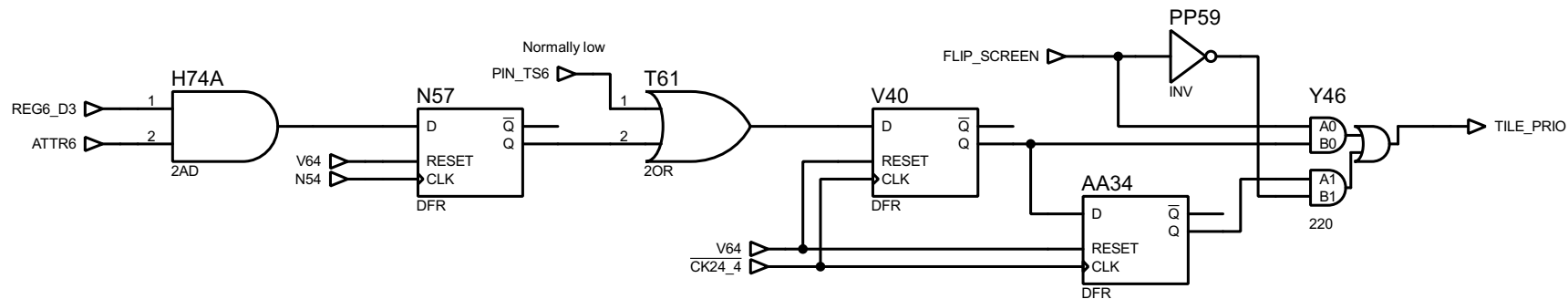


A
xx00 0xxx x10x xxxx
xx1x xxxx xxxx xxxx
xxxx xxxx xxxx xxxx

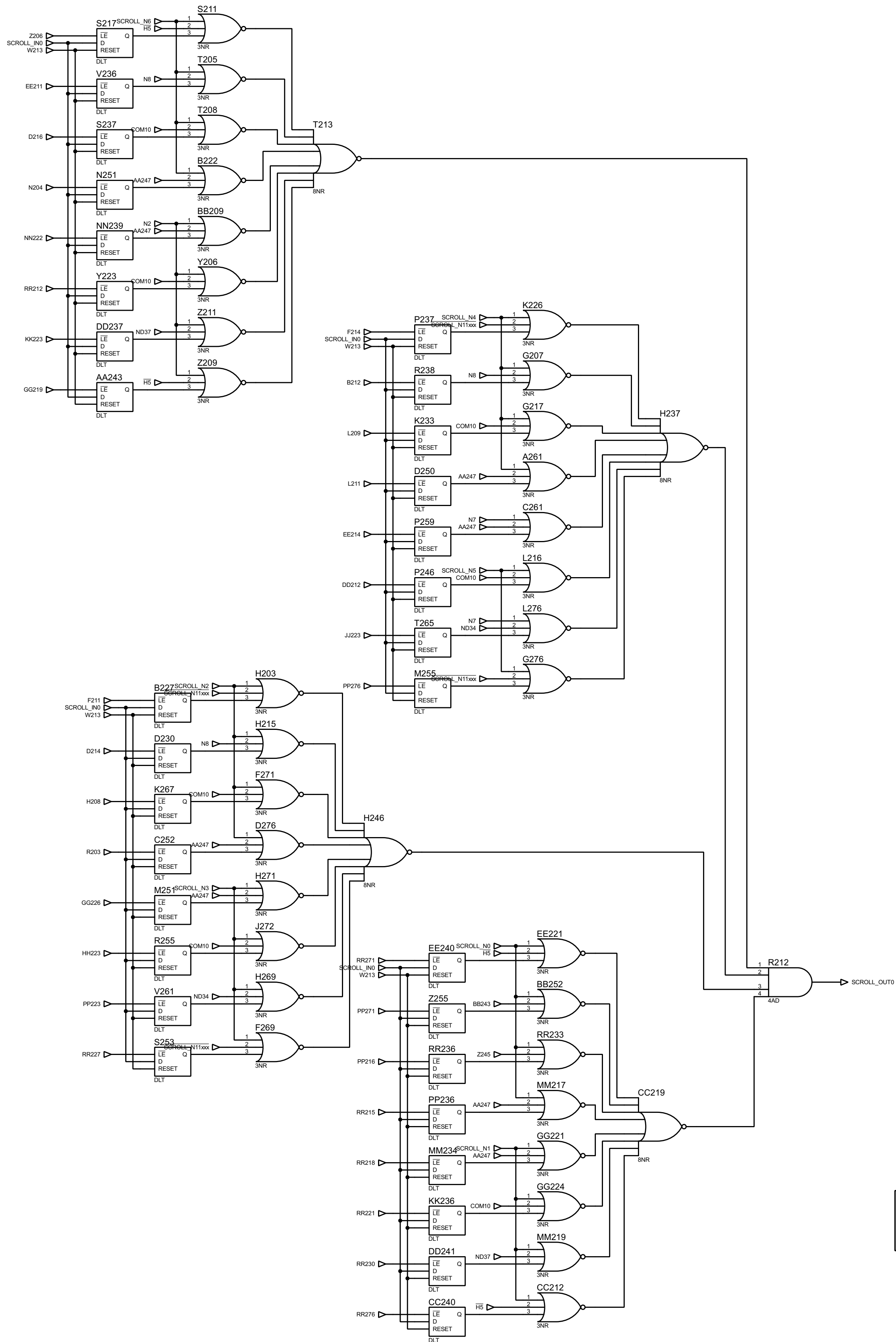
Active when:
-NXCS high and NWCS low
-NXCS low, NWCS low and A13=1
-NXCS low, NWCS low and A=xx00 0xxx x10x xxxx

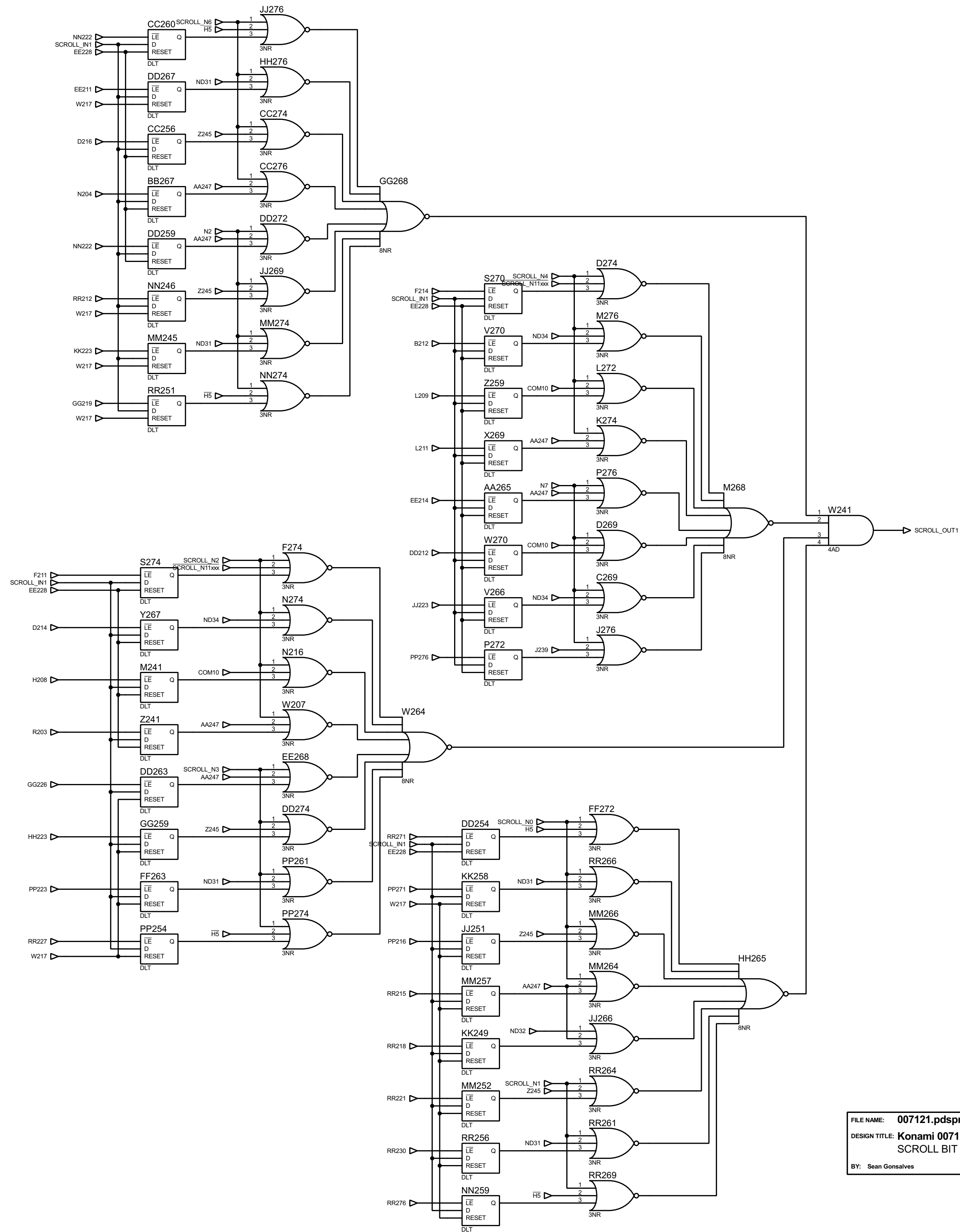


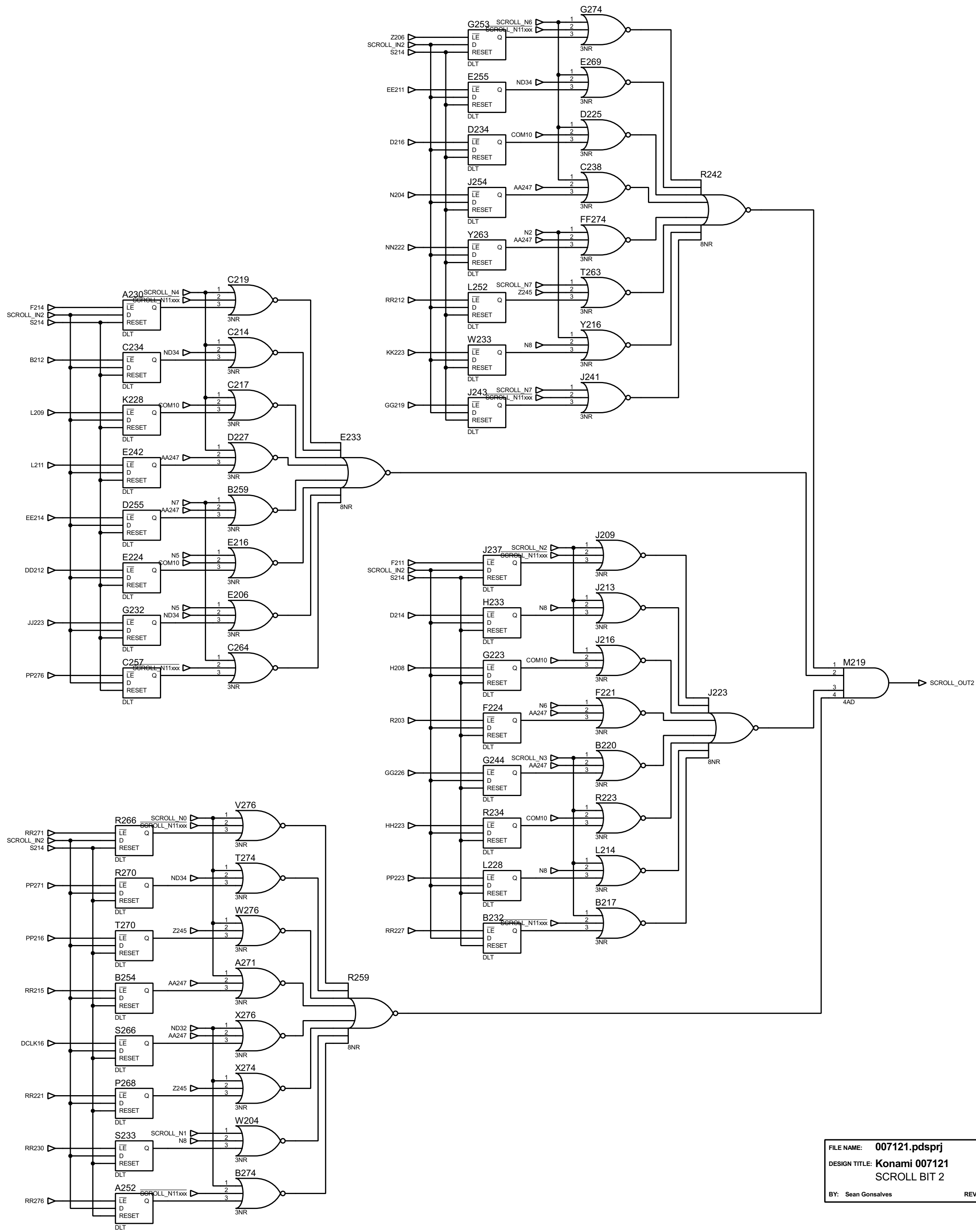


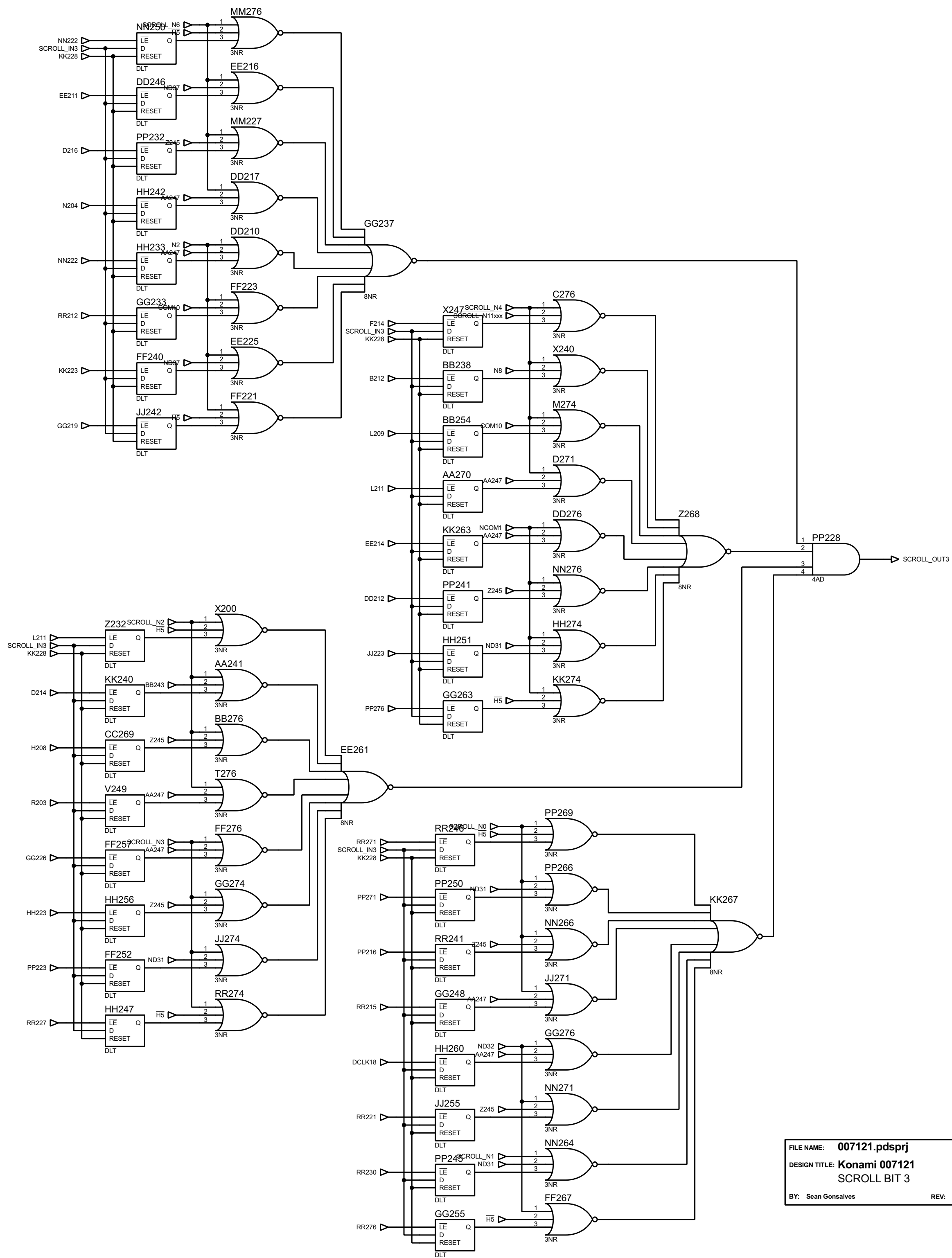


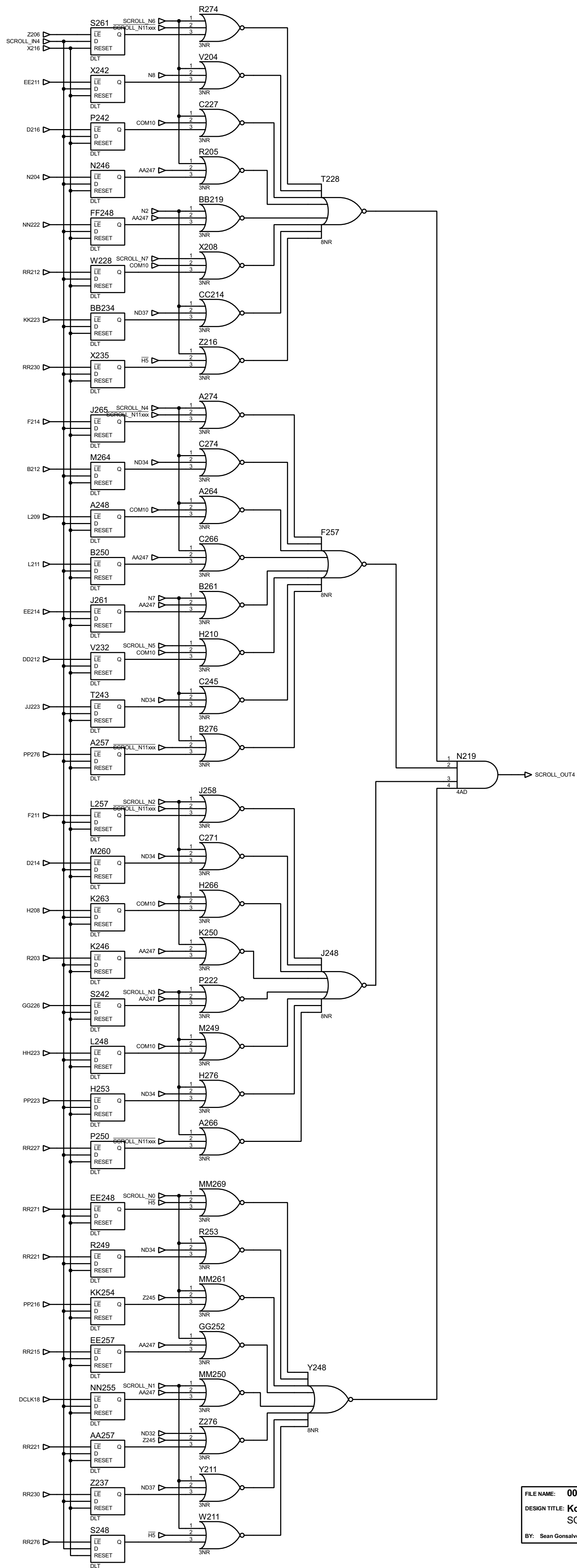
FILE NAME: 007121.pdsprj	DATE: 14/05/2021
DESIGN TITLE: Konami 007121	PAGE: 26 of 61
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BY: Sean Gonsalves	REV: 0

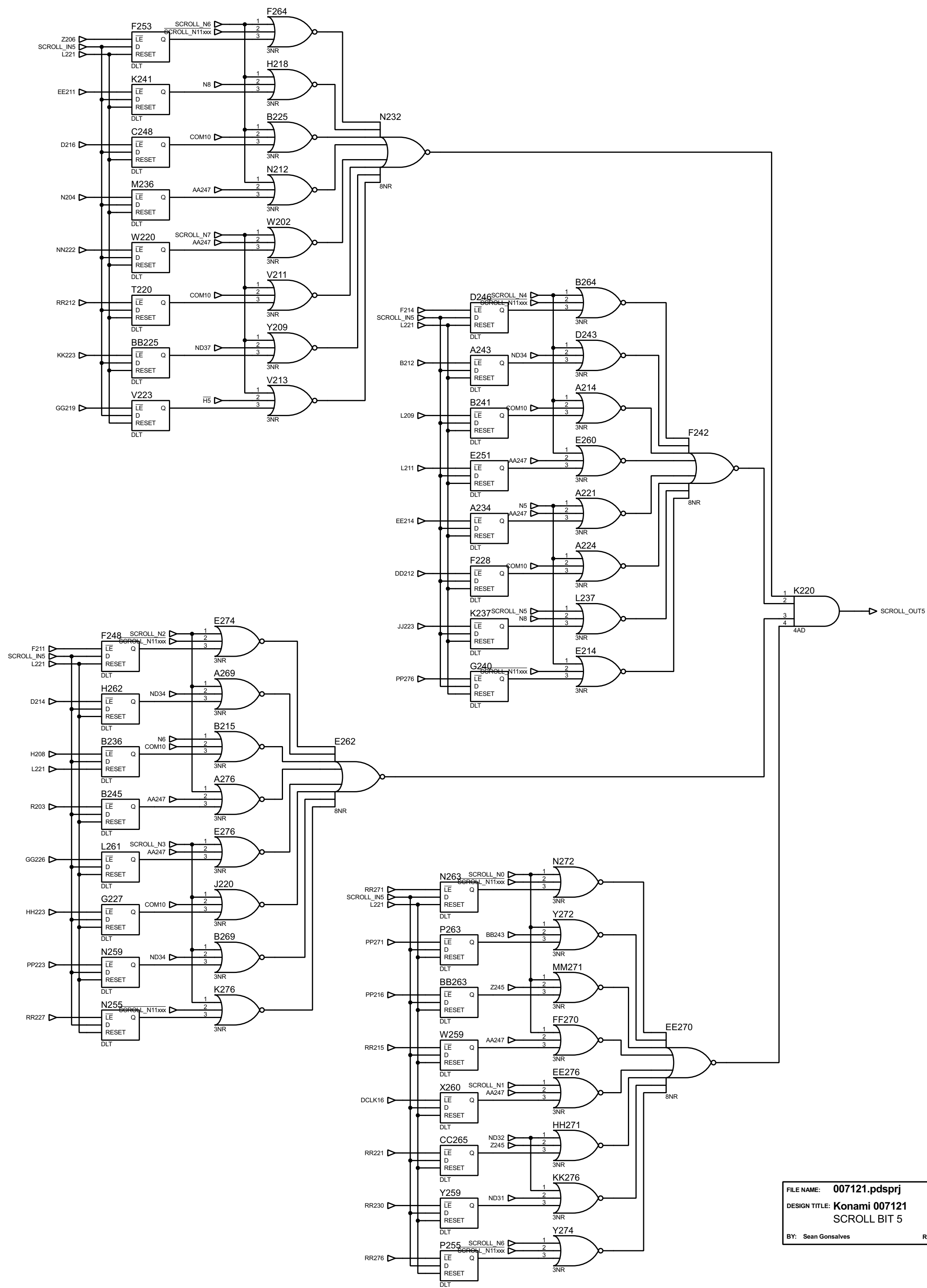


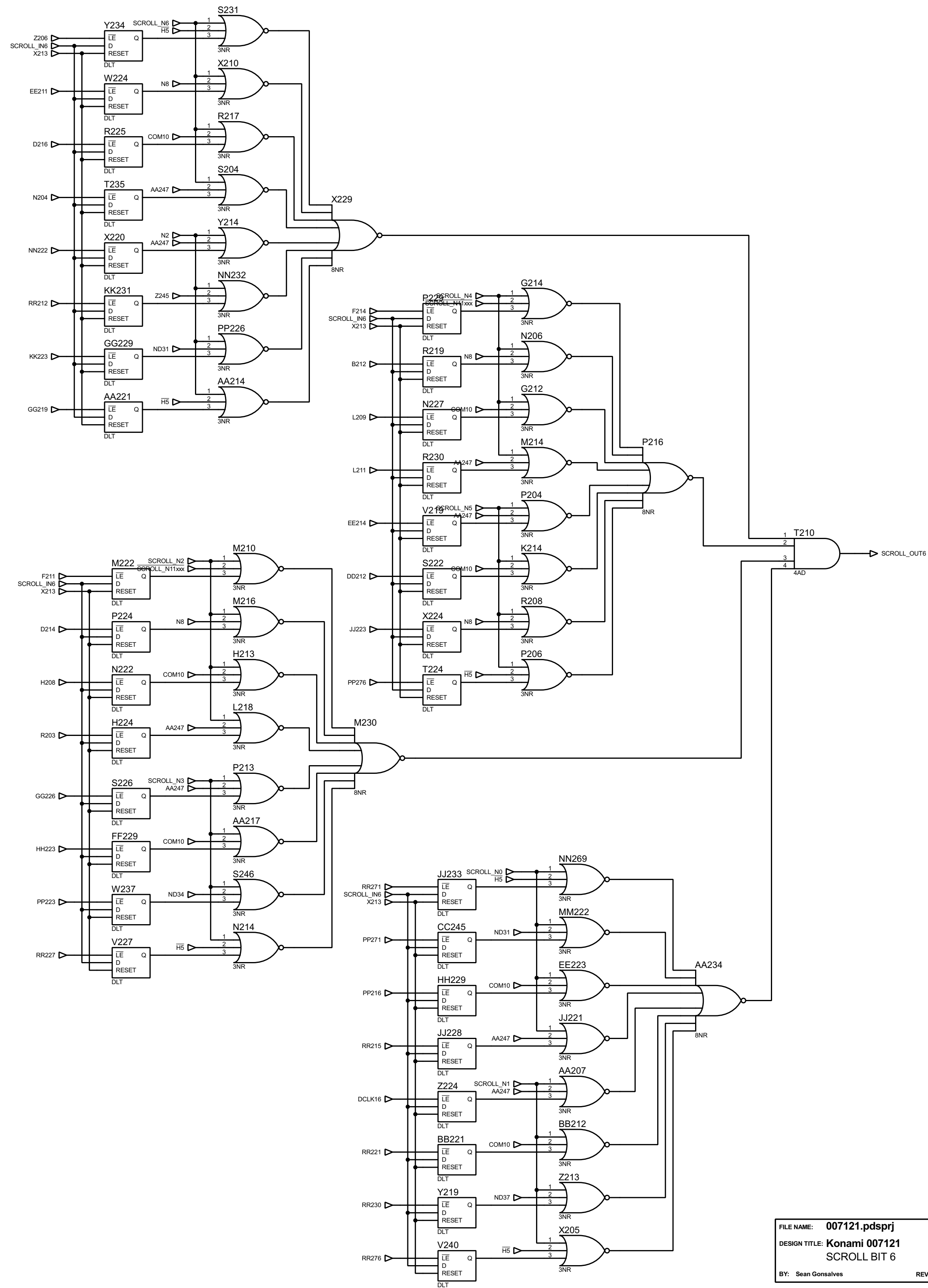


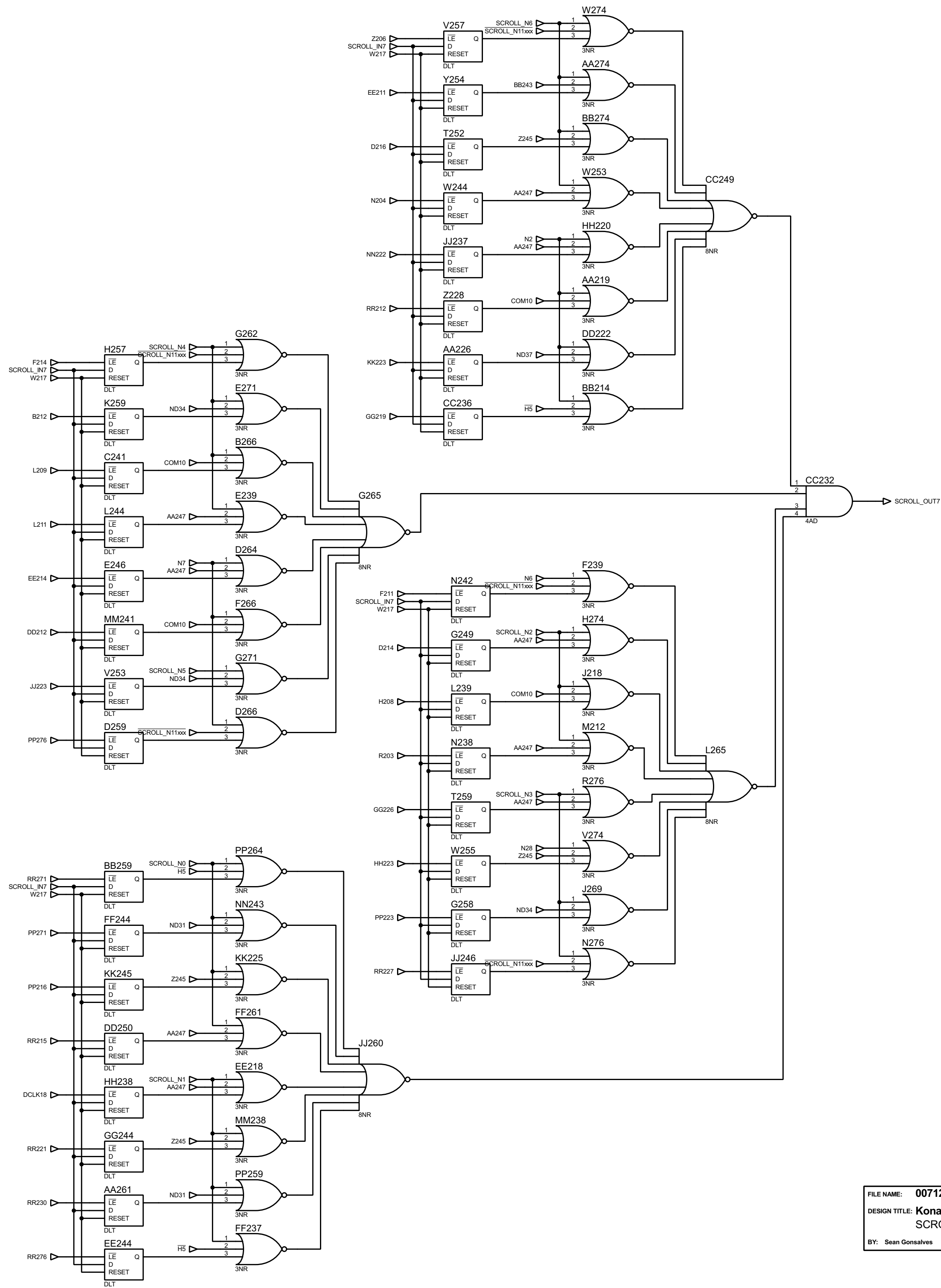


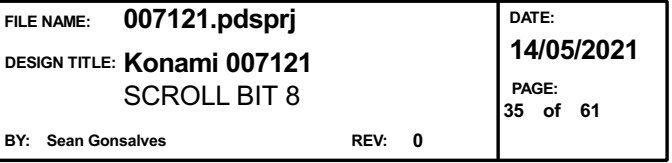


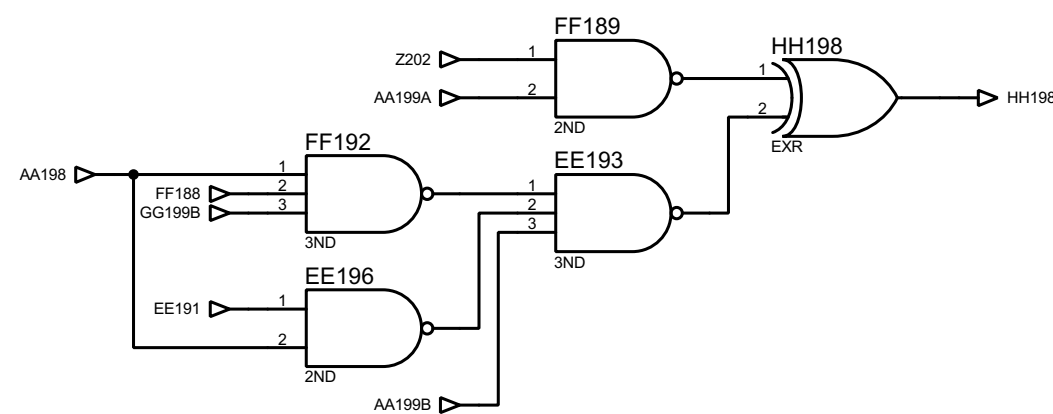
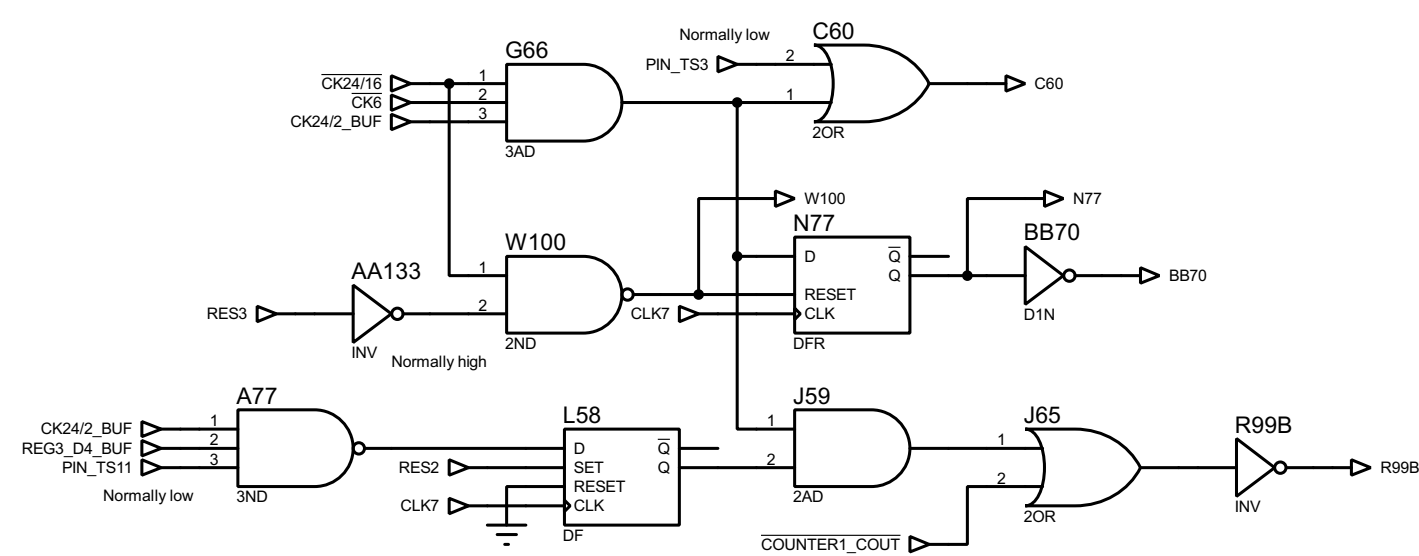
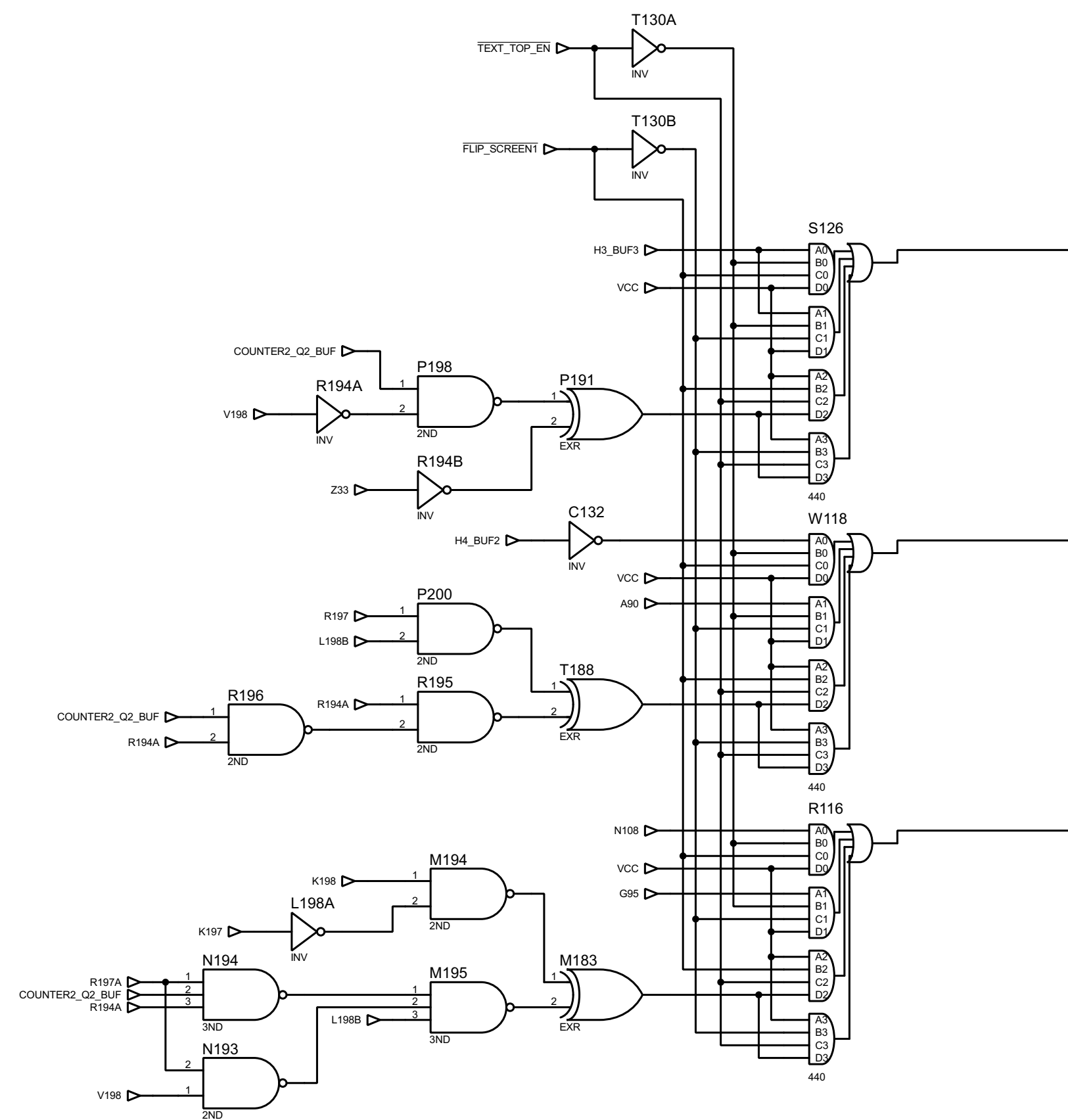


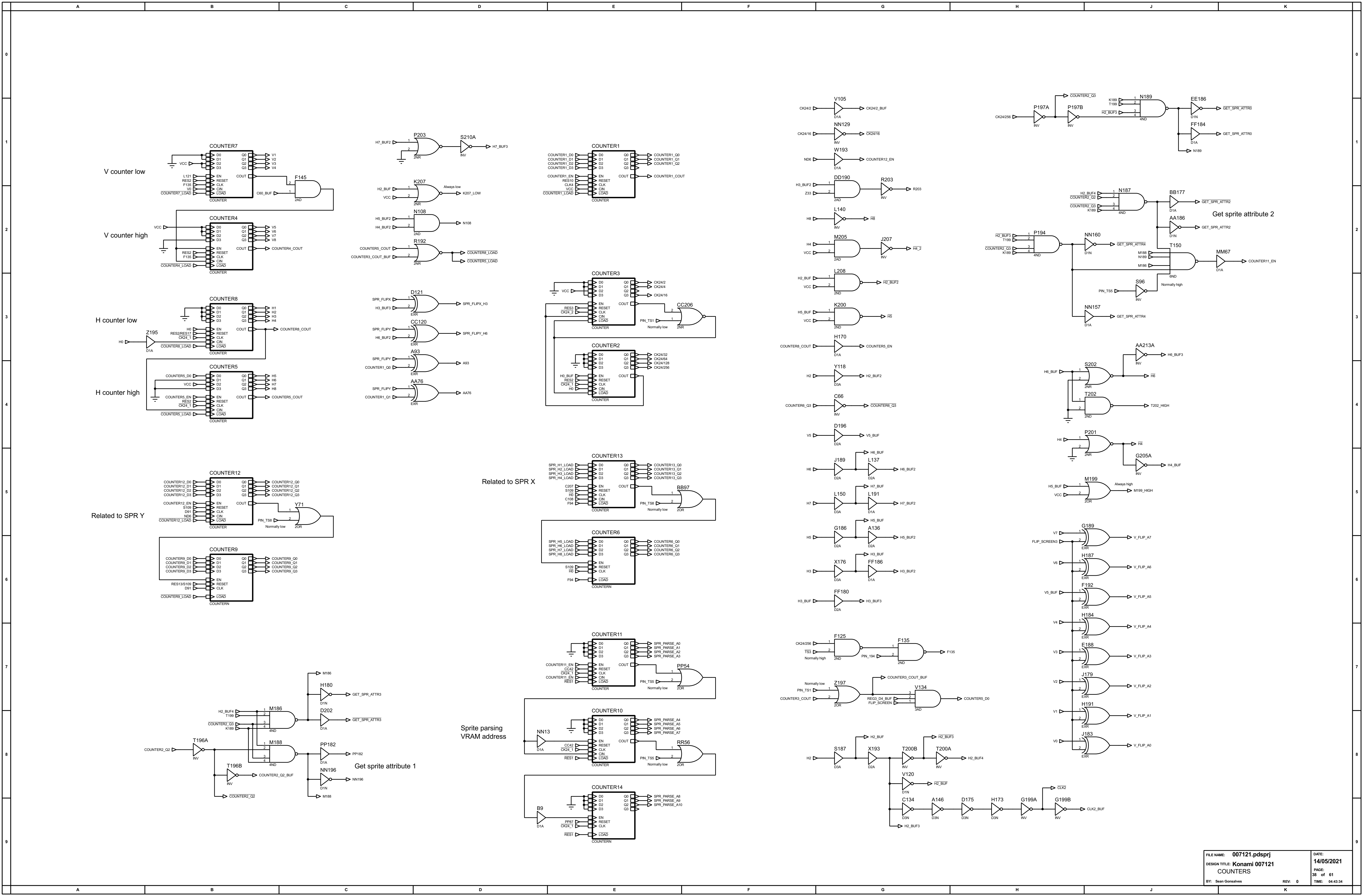


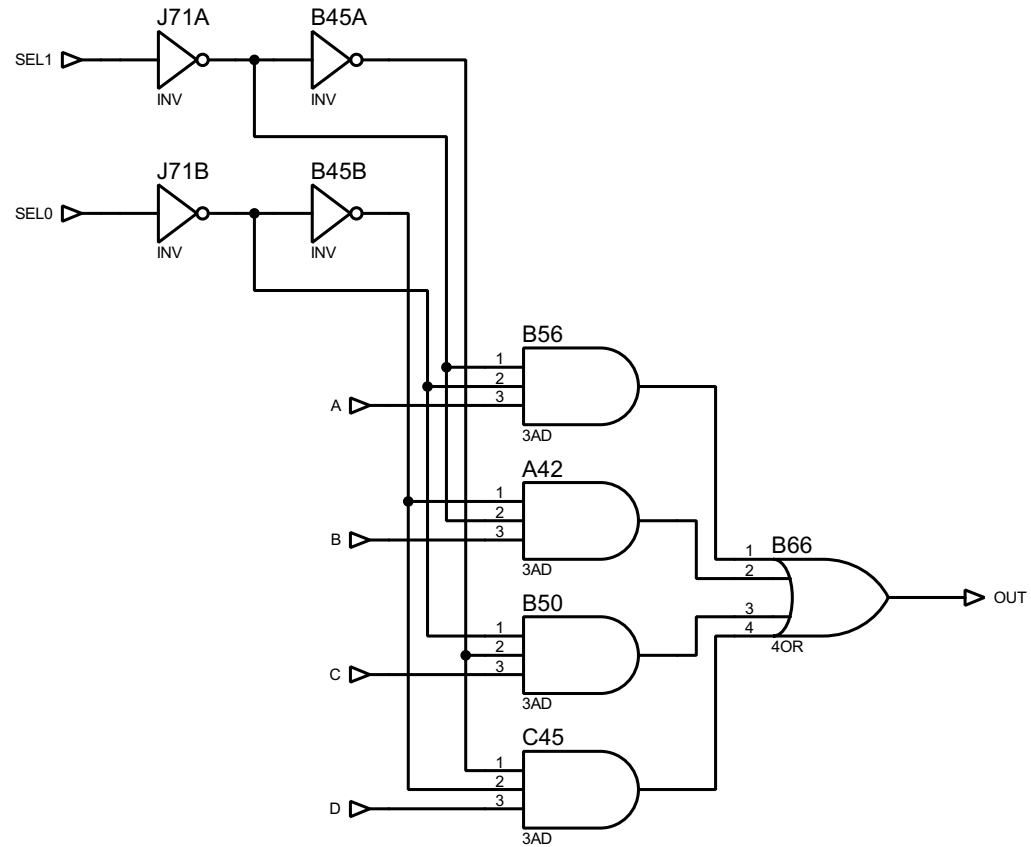












FILE NAME: 007121.pdsprj

DESIGN TITLE: Konami 007121

BY: Sean Gonsalves

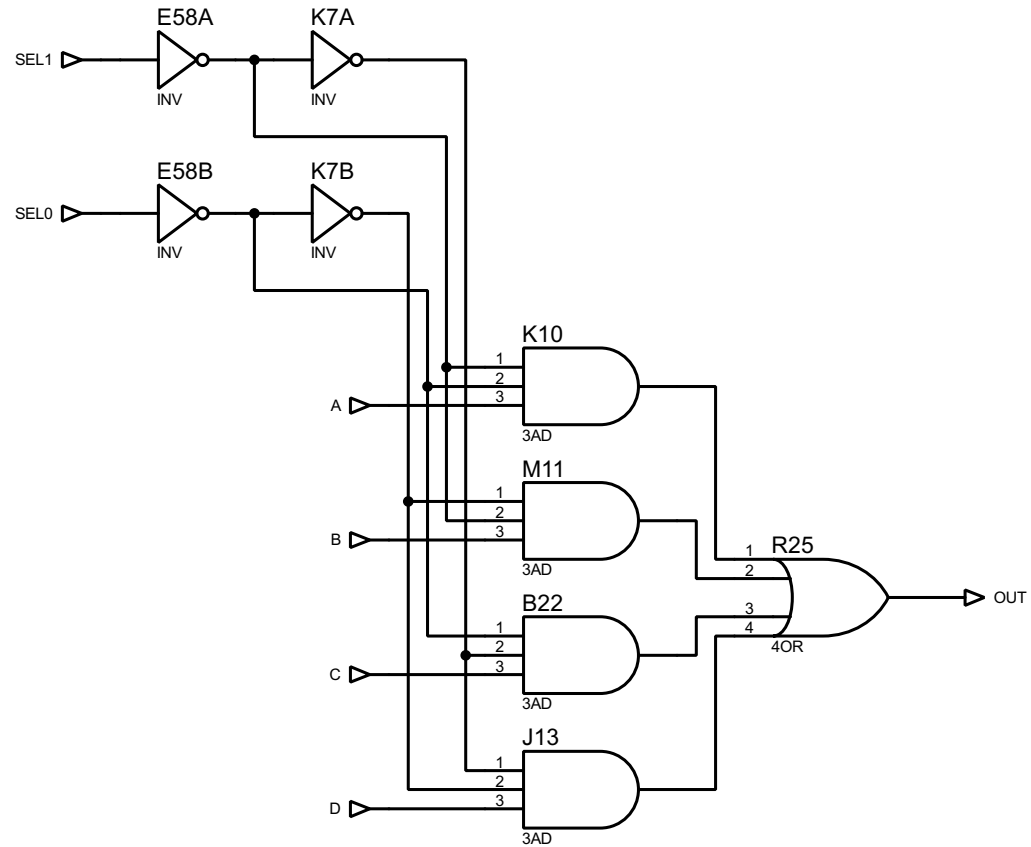
REV: 0

DATE:

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FILE NAME: 007121.pdsprj

DESIGN TITLE: Konami 007121

BY: Sean Gonsalves

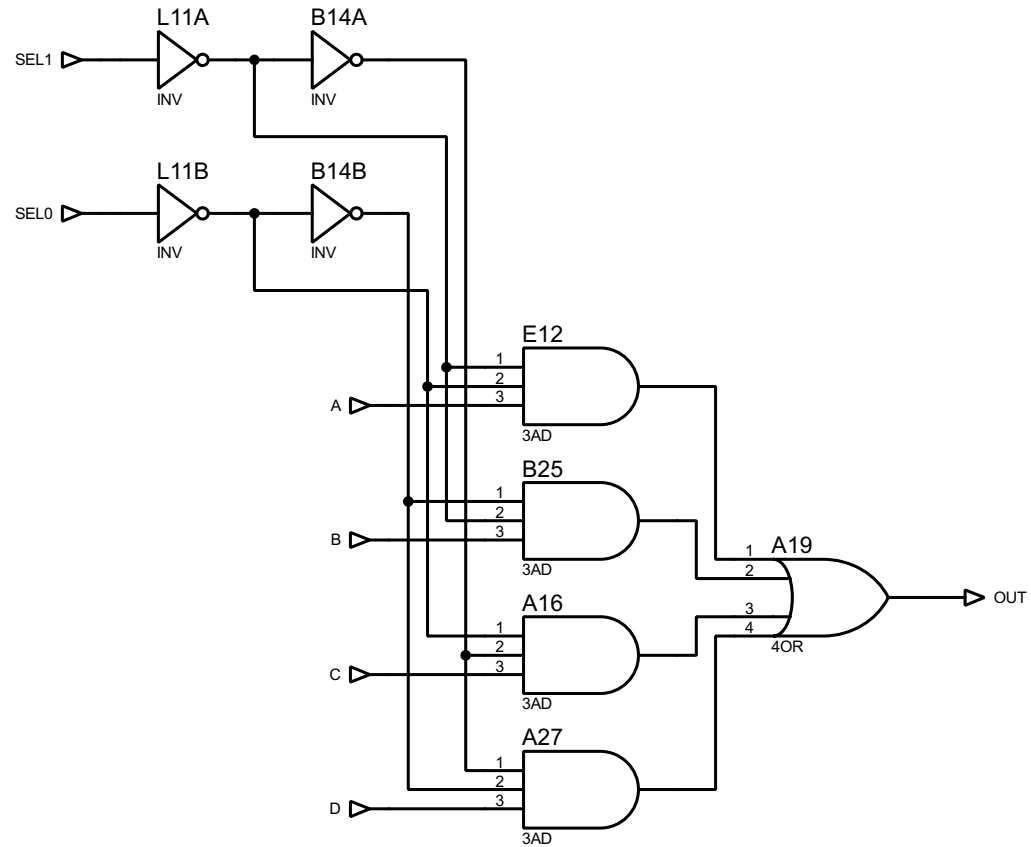
REV: 0

DATE:

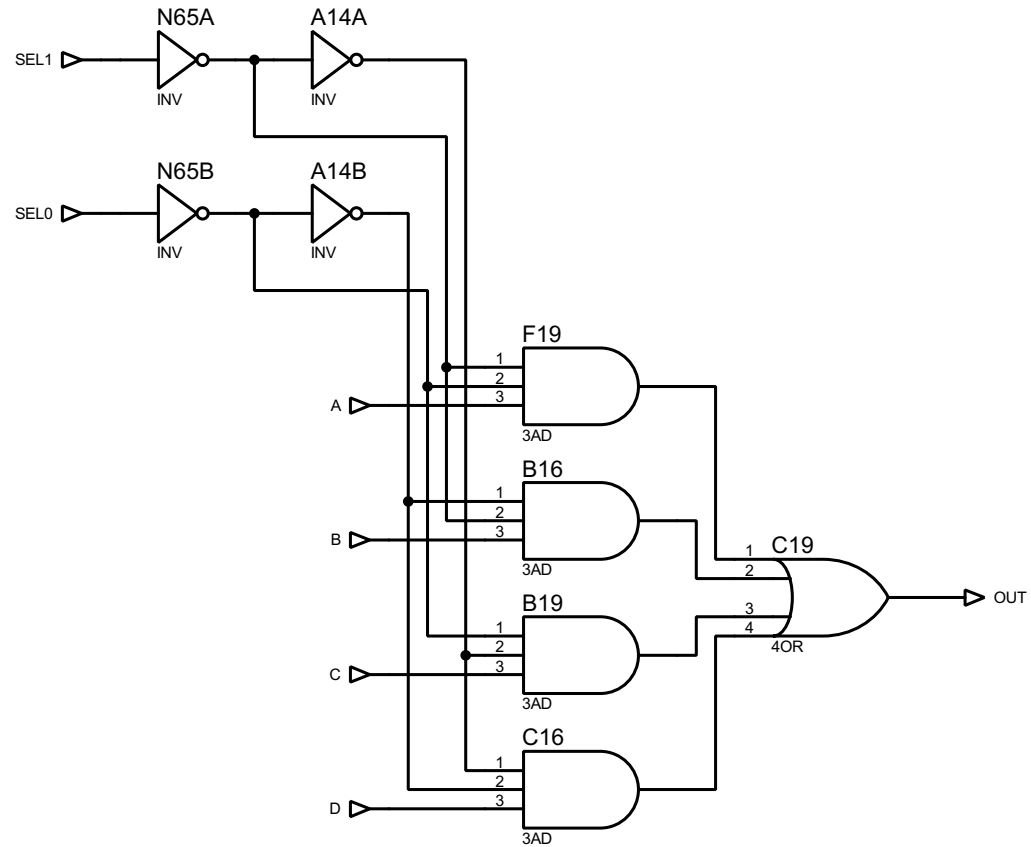
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DESIGN TITLE: Konami 007121	PAGE: 41 of 61
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FILE NAME: 007121.pdsprj

DESIGN TITLE: Konami 007121

BY: Sean Gonsalves

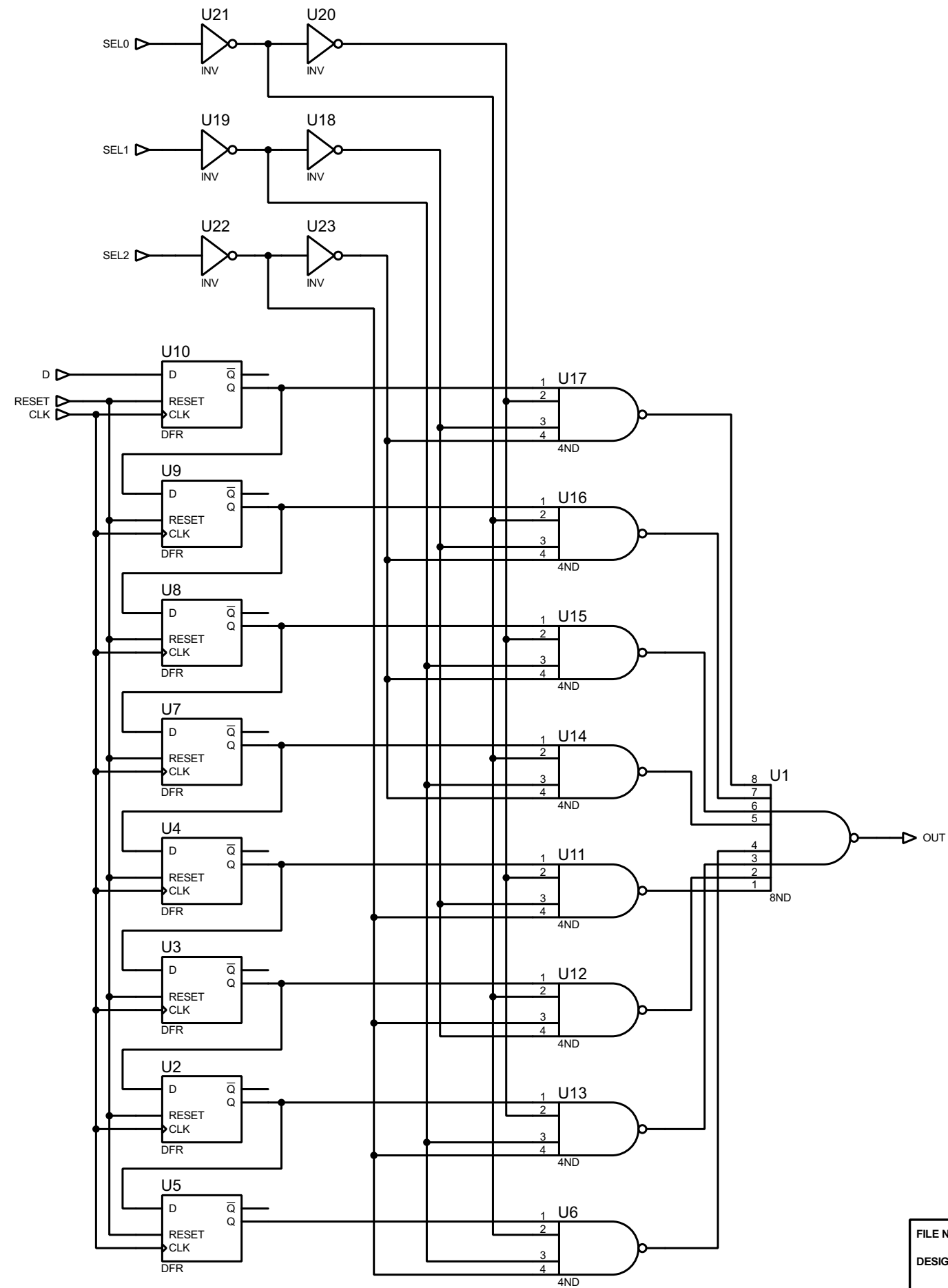
REV: 0

DATE:

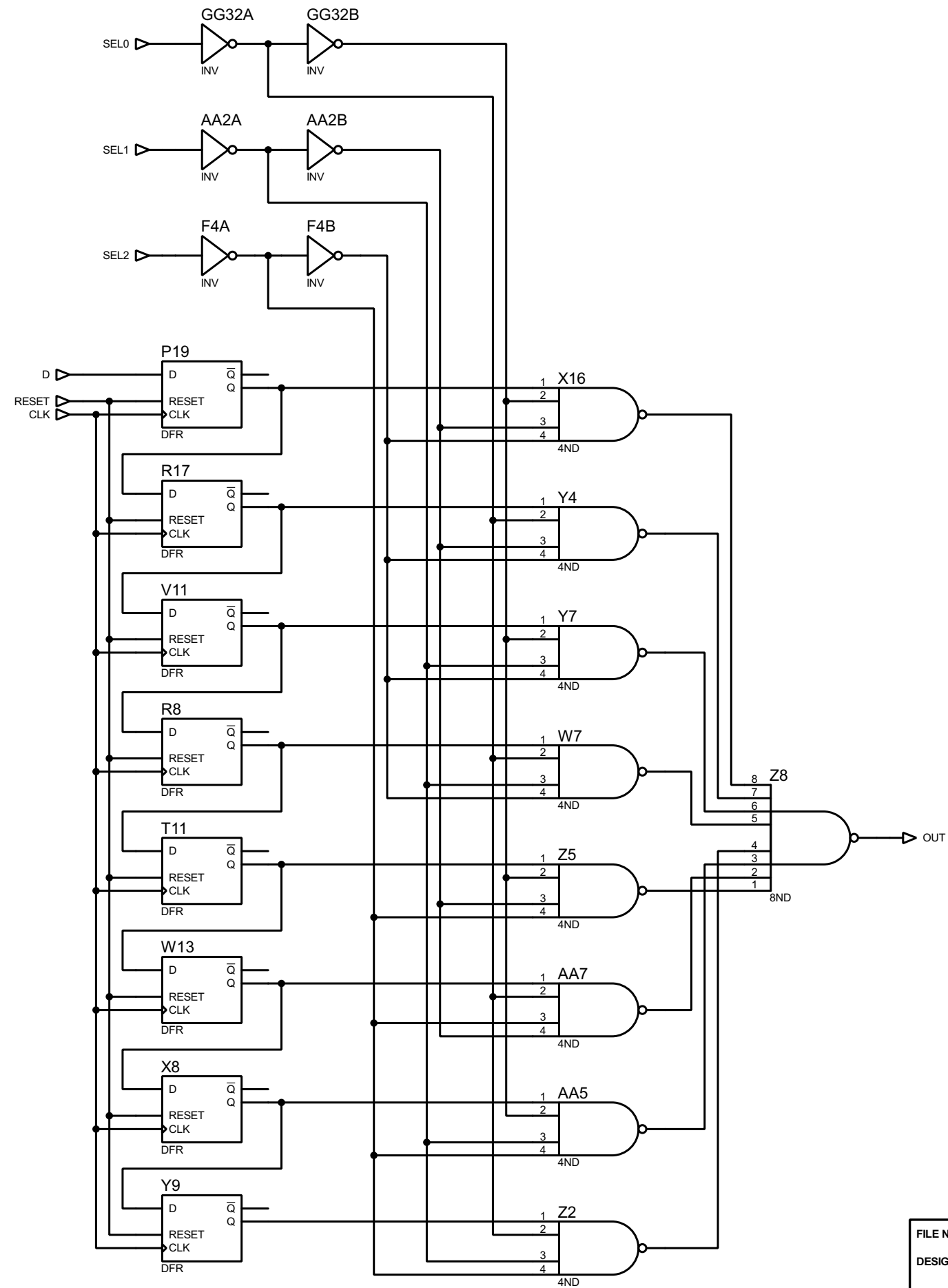
14/05/2021

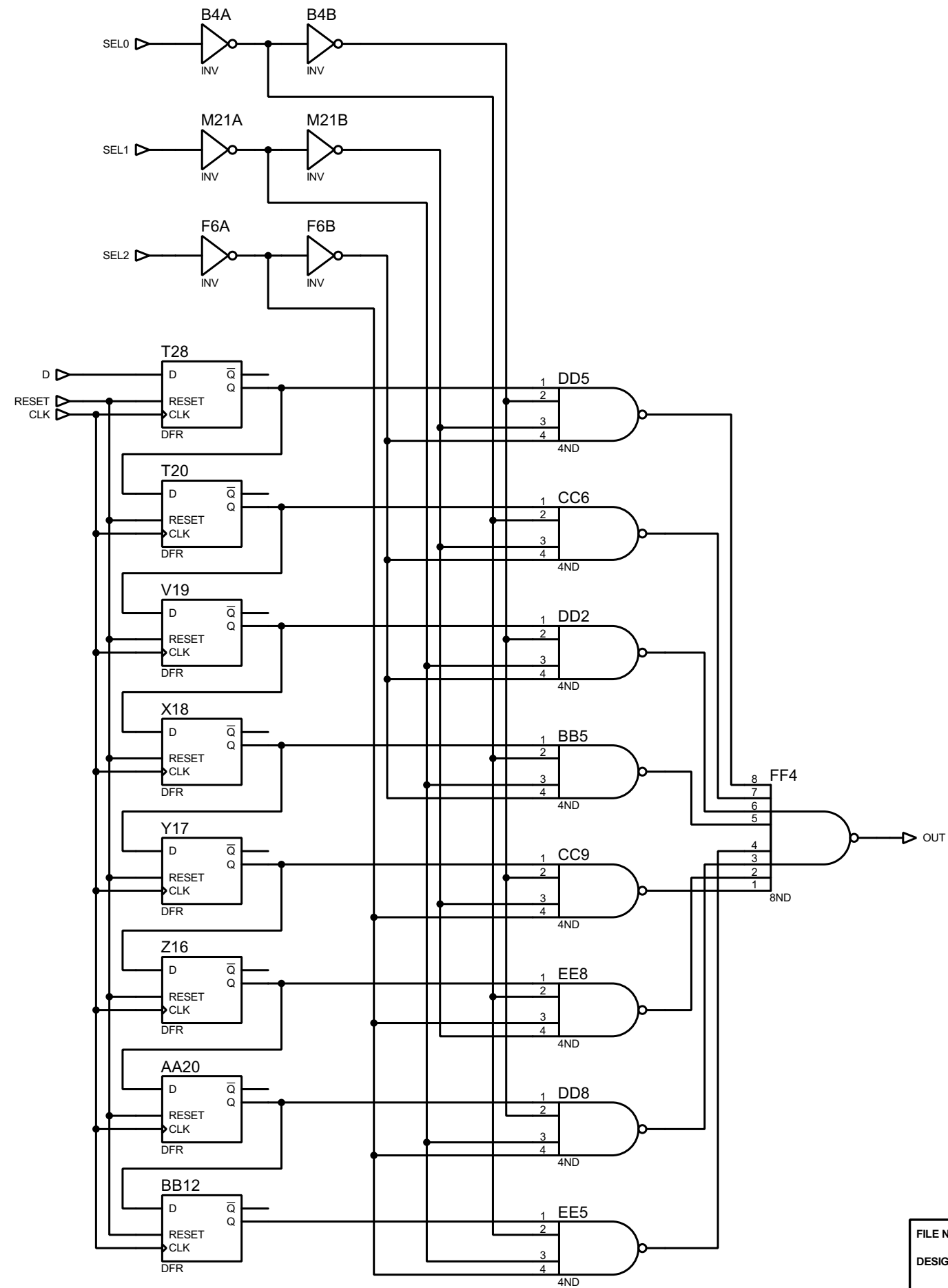
PAGE:

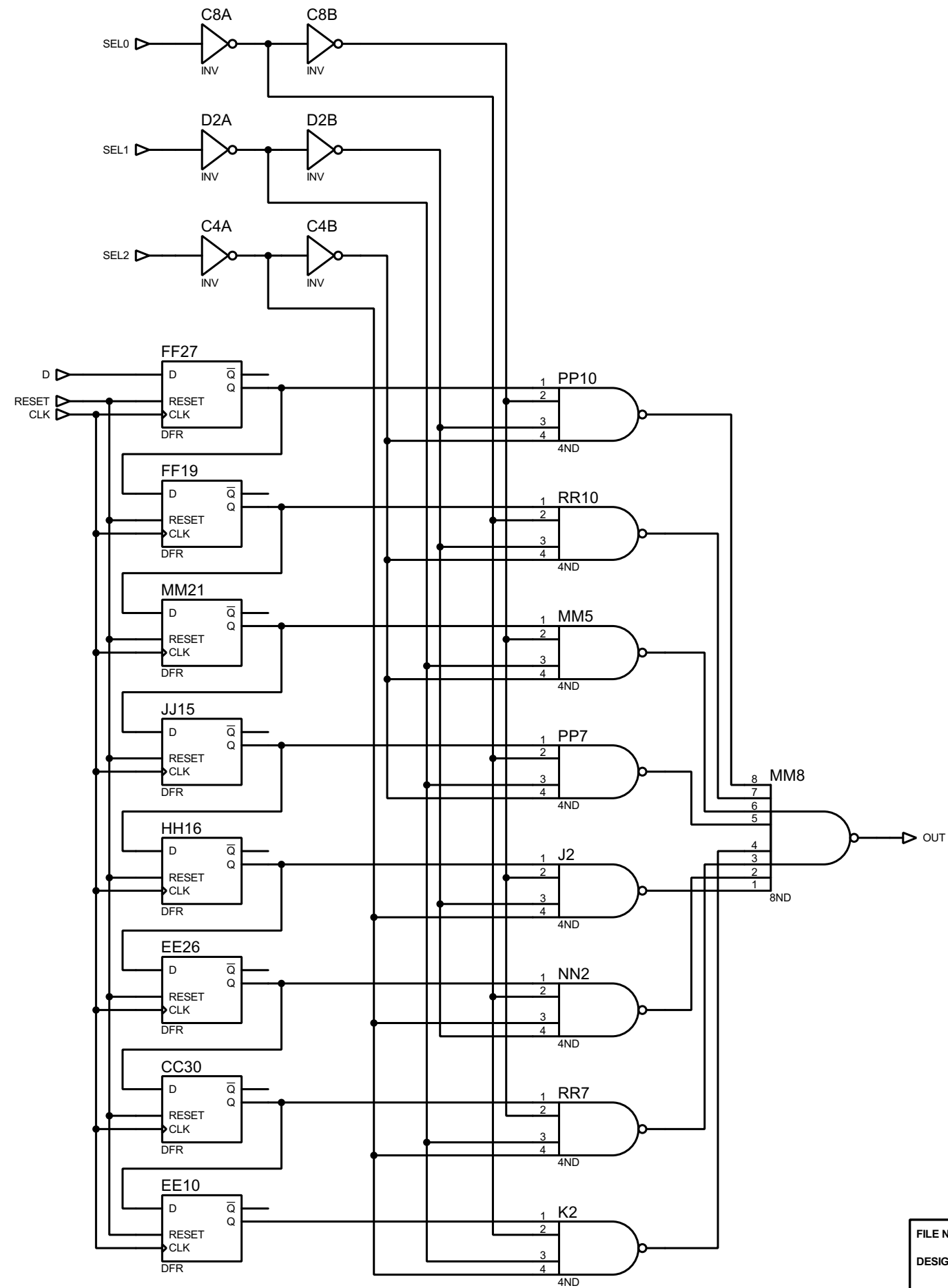
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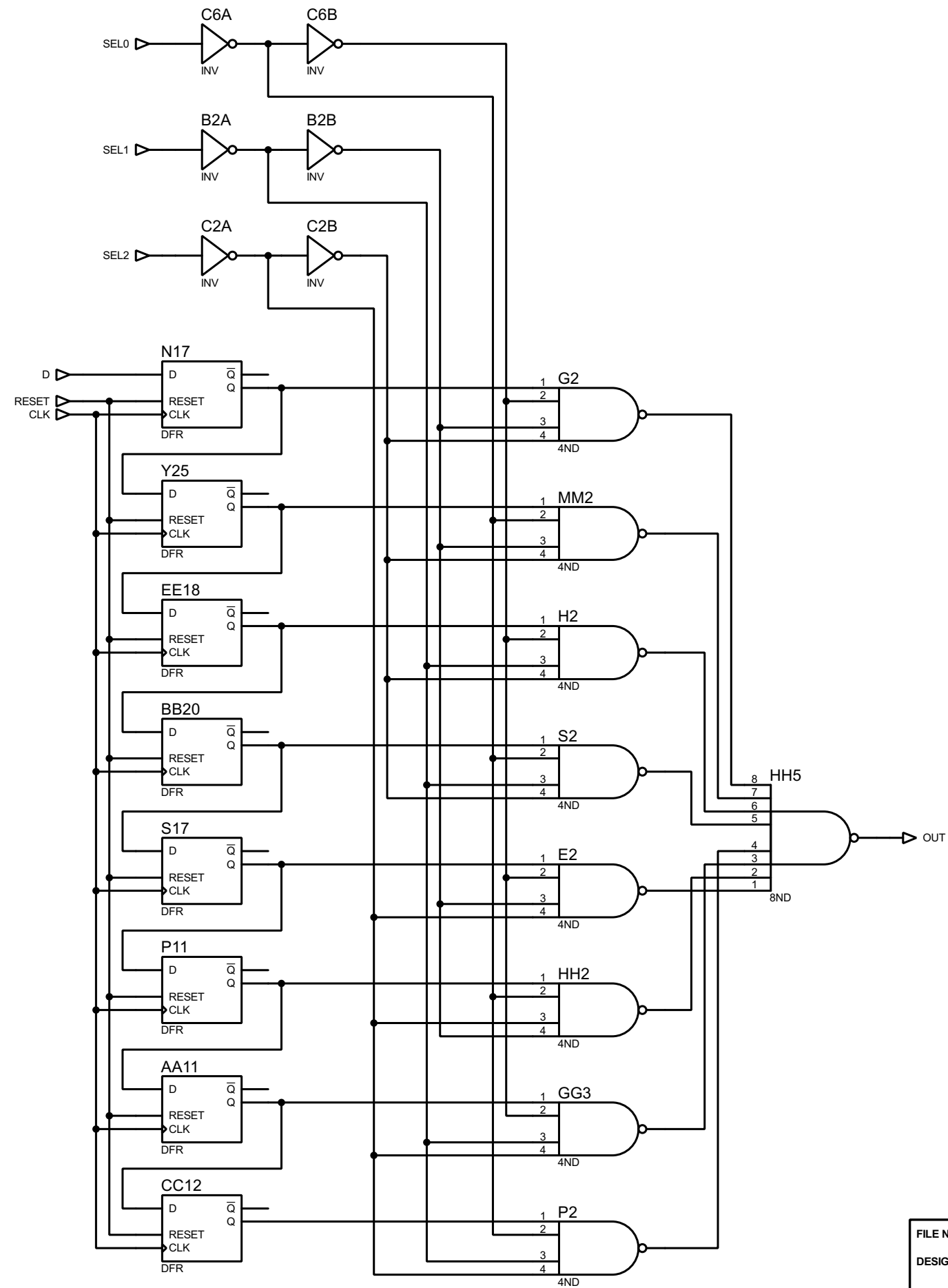


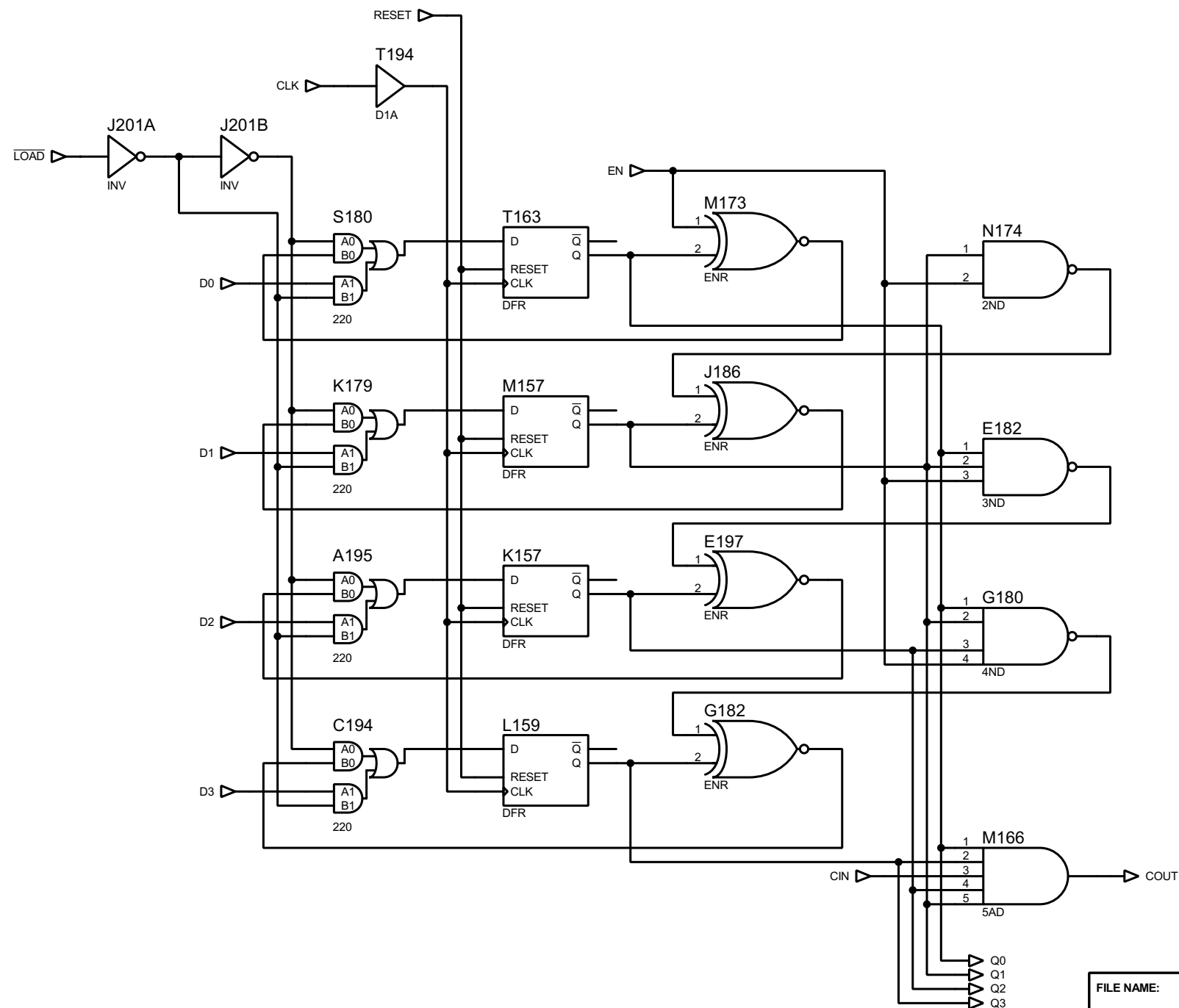
FILE NAME: 007121.pdsprj		DATE:
DESIGN TITLE: Konami 007121		14/05/2021
BY: Sean Gonsalves		PAGE:
REV: 0		43 of 61



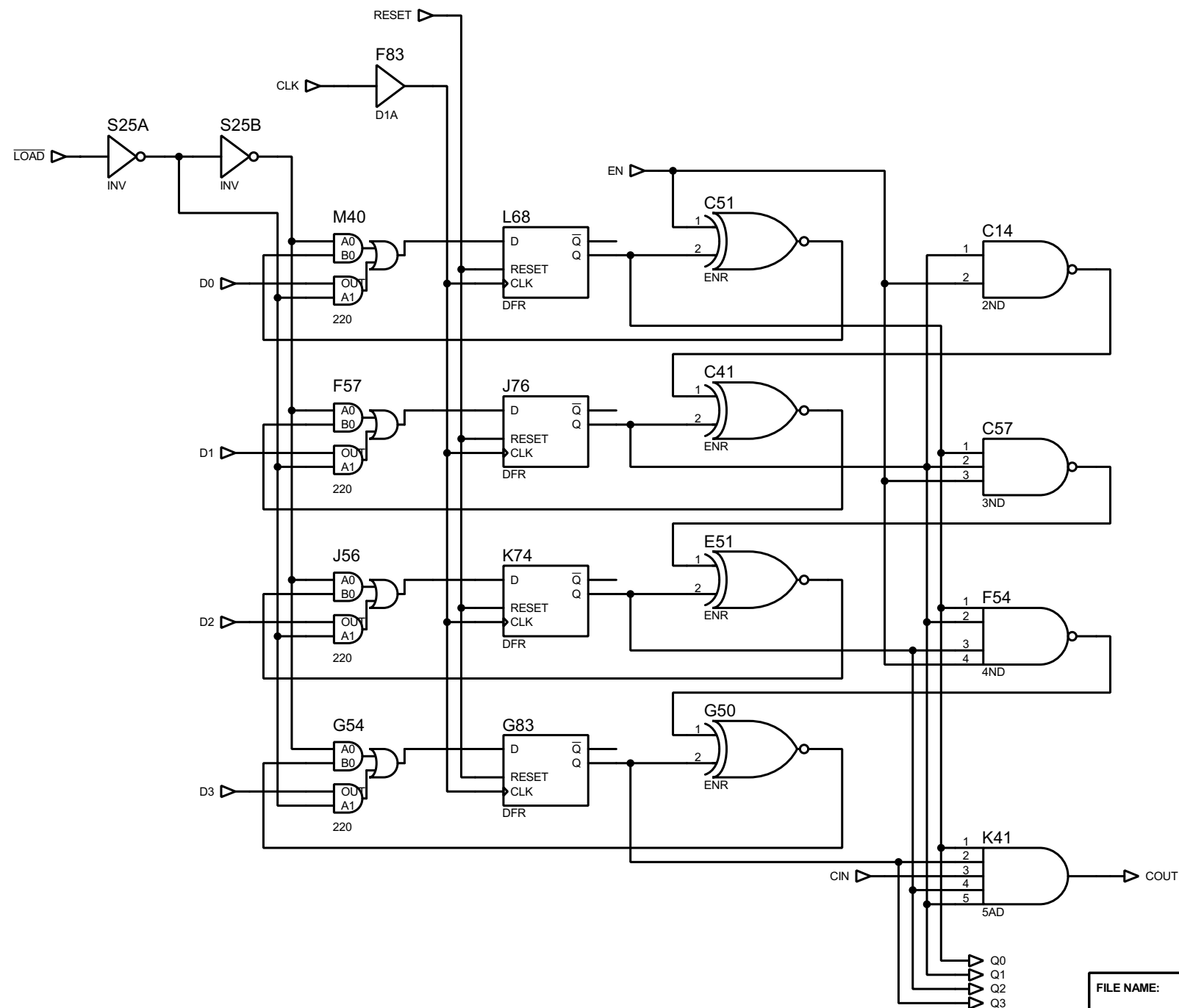




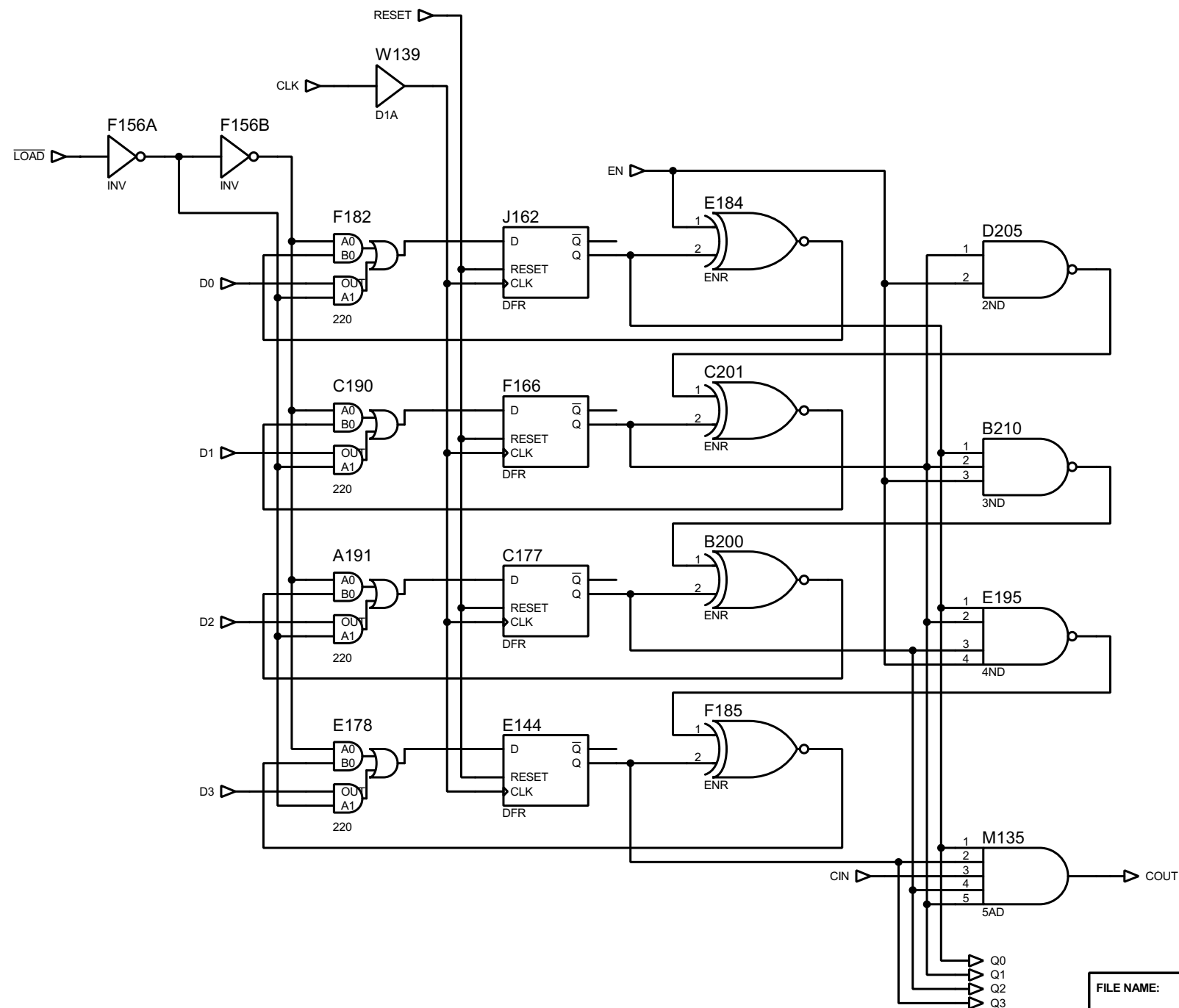




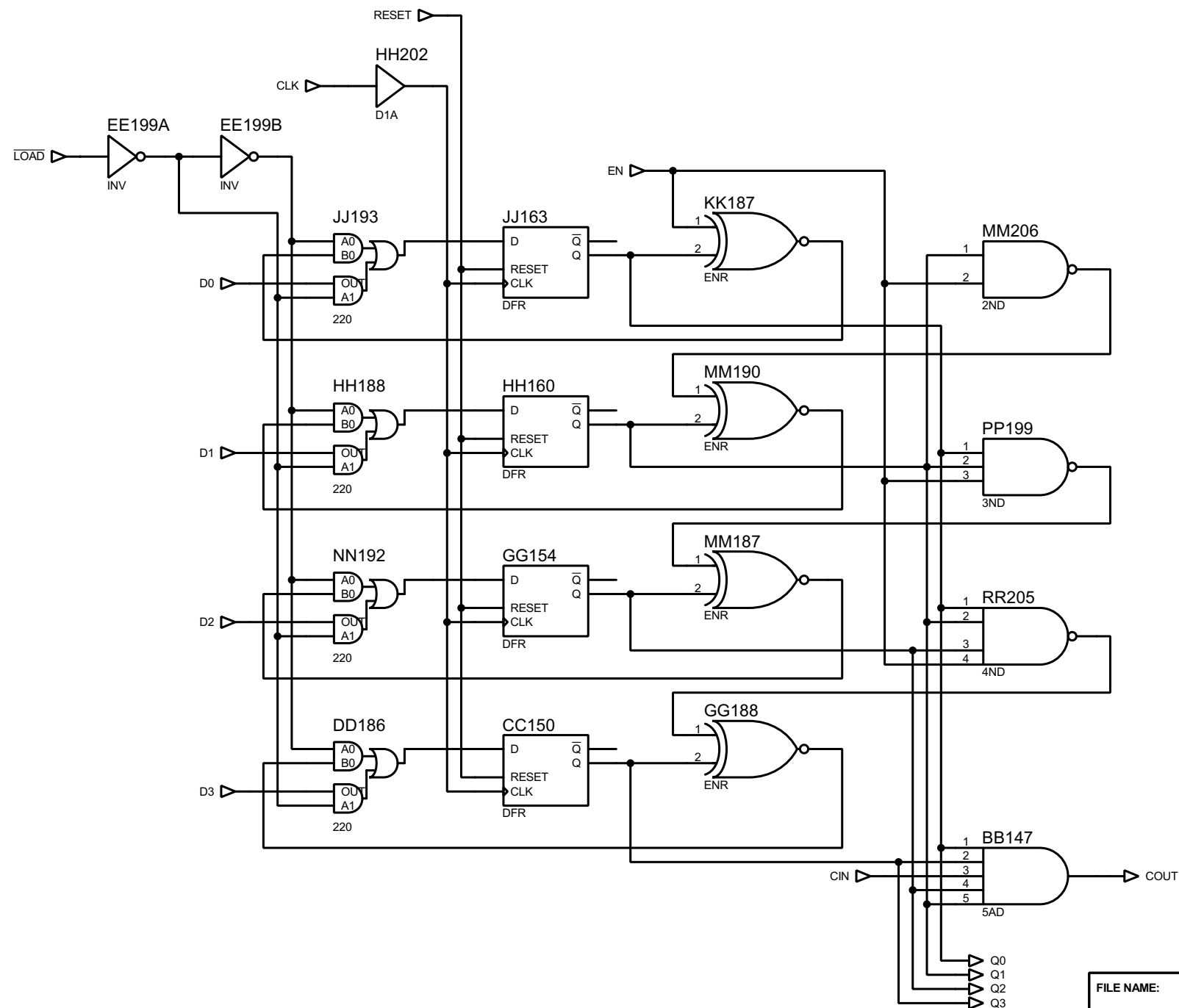
FILE NAME: 007121.pdsprj	DATE: 14/05/2021
DESIGN TITLE: Konami 007121	PAGE: 48 of 61
COUNTER5	TIME: 04:43:34
BY: Sean Gonsalves	REV: 0



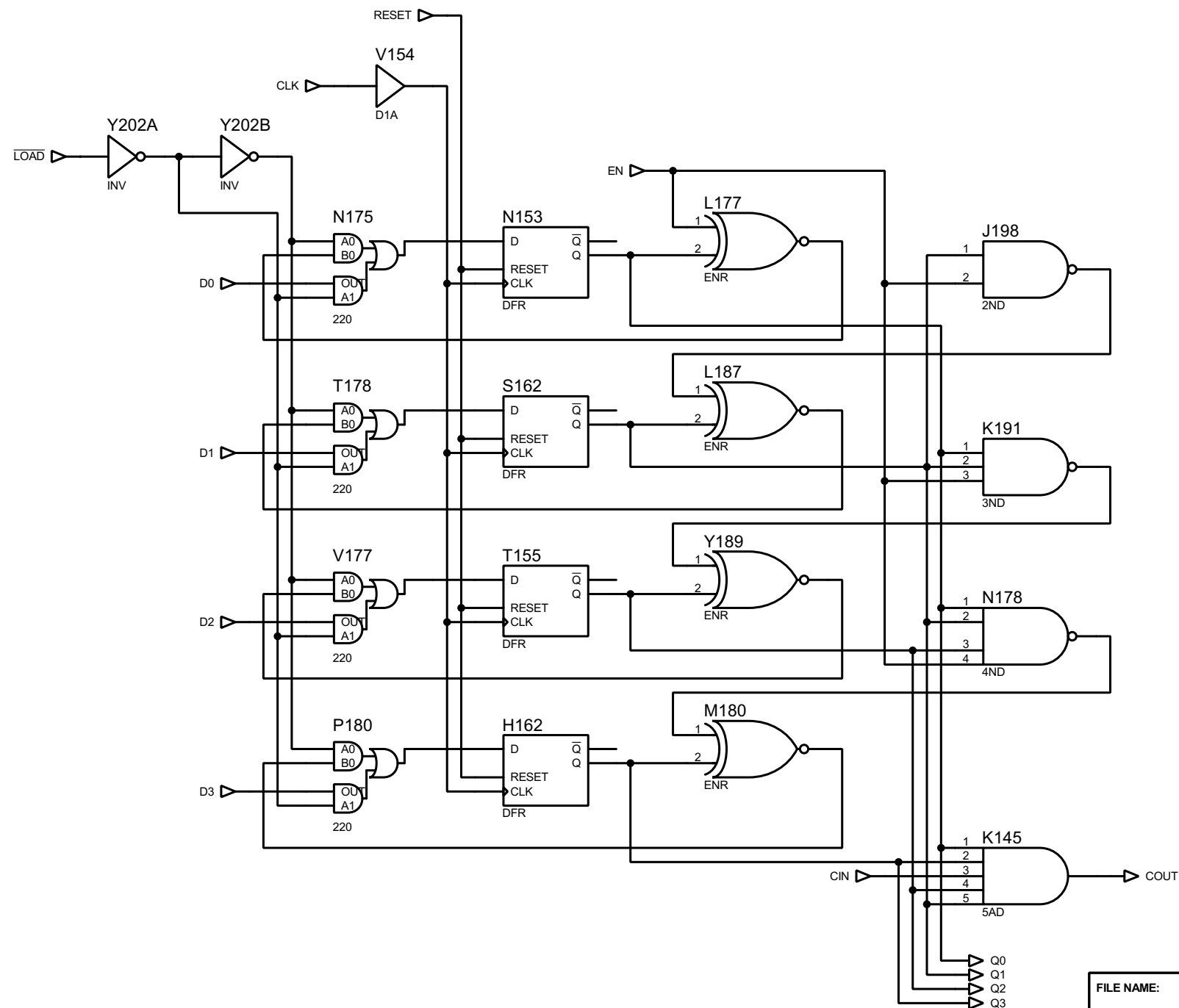
FILE NAME: 007121.pdsprj	DATE: 14/05/2021
DESIGN TITLE: Konami 007121 COUNTER1	PAGE: 49 of 61
BY: Sean Gonsalves	REV: 0
	TIME: 04:43:34



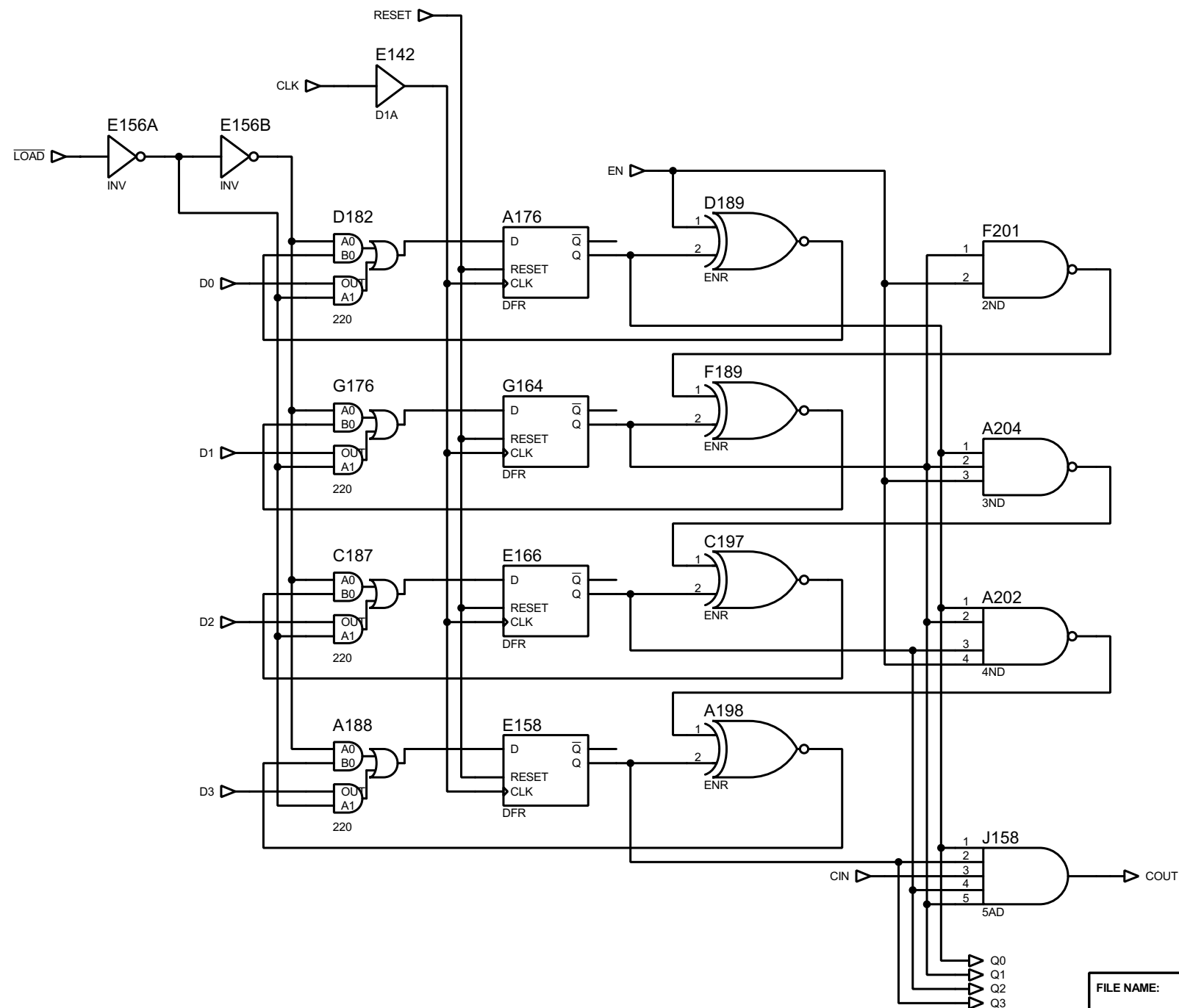
FILE NAME: 007121.pdsprj	DATE: 14/05/2021
DESIGN TITLE: Konami 007121	PAGE: 50 of 61
COUNTER4	TIME: 04:43:34
BY: Sean Gonsalves	REV: 0



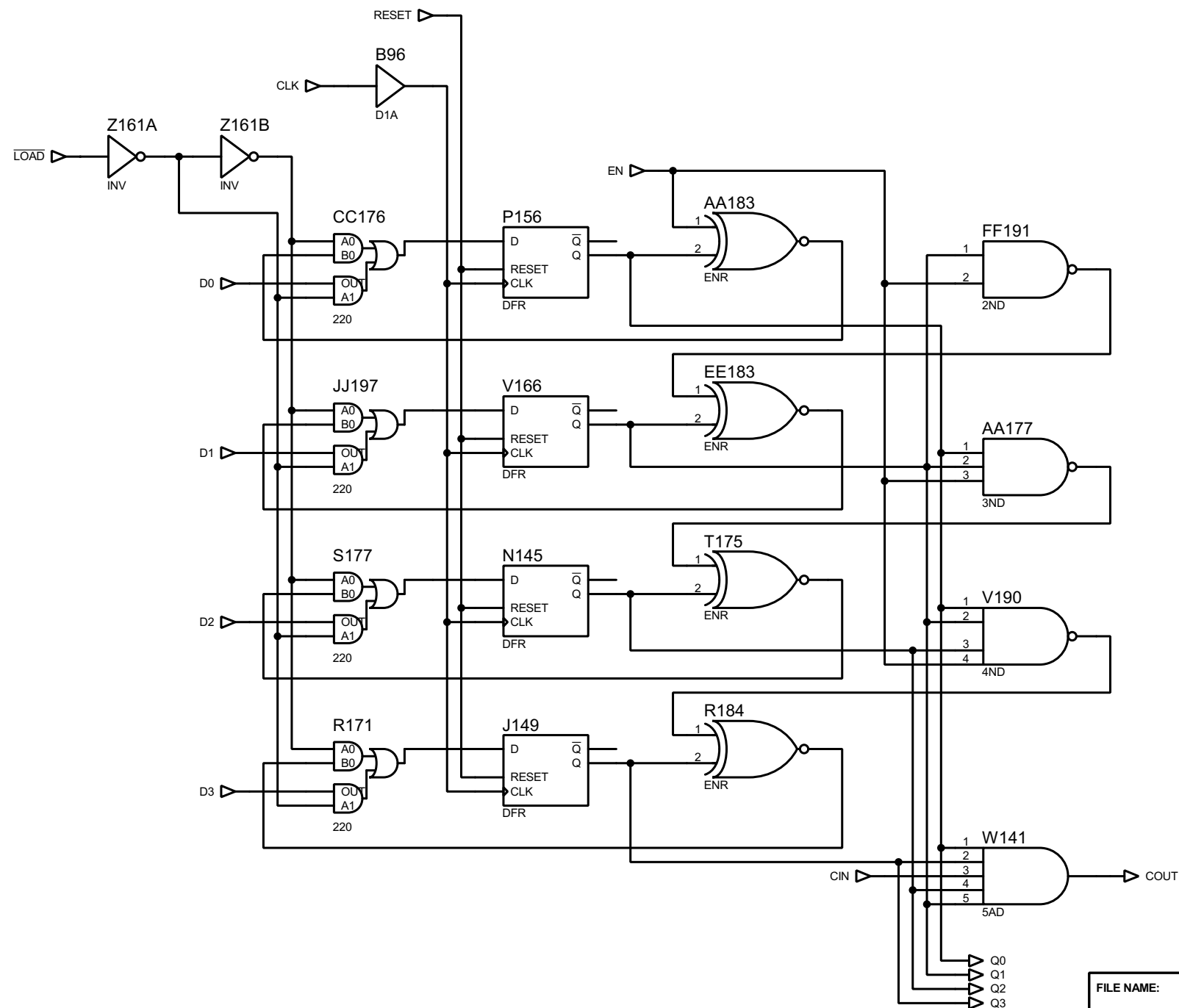
FILE NAME: 007121.pdsprj	DATE: 14/05/2021
DESIGN TITLE: Konami 007121	PAGE: 51 of 61
COUNTER3	TIME: 04:43:34
BY: Sean Gonsalves	REV: 0



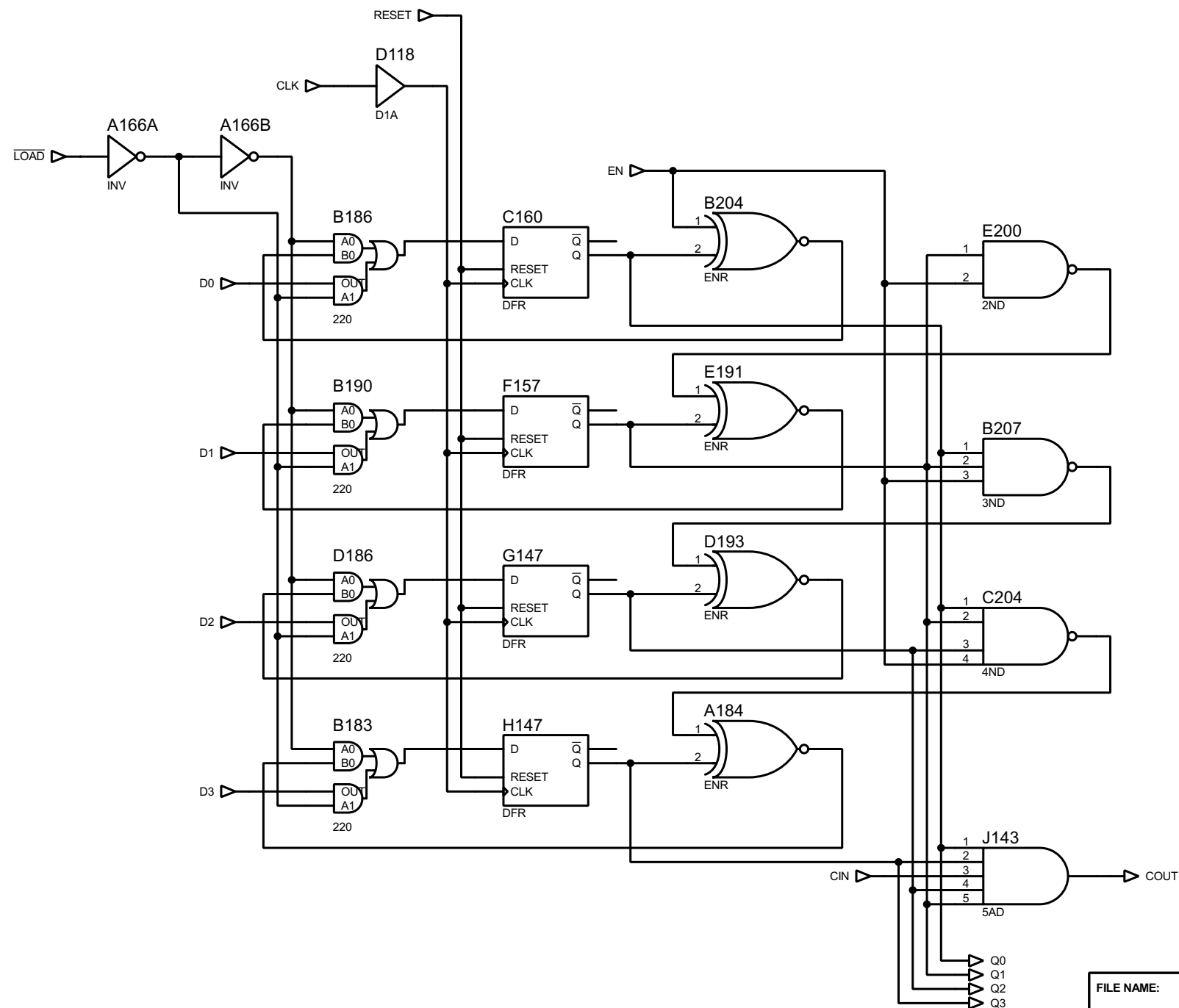
FILE NAME: 007121.pdsprj	DATE: 14/05/2021
DESIGN TITLE: Konami 007121 COUNTER2	PAGE: 52 of 61
BY: Sean Gonsalves	REV: 0
	TIME: 04:43:34



FILE NAME: 007121.pdsprj	DATE: 14/05/2021
DESIGN TITLE: Konami 007121	PAGE: 53 of 61
COUNTER7	TIME: 04:43:34
BY: Sean Gonsalves	REV: 0

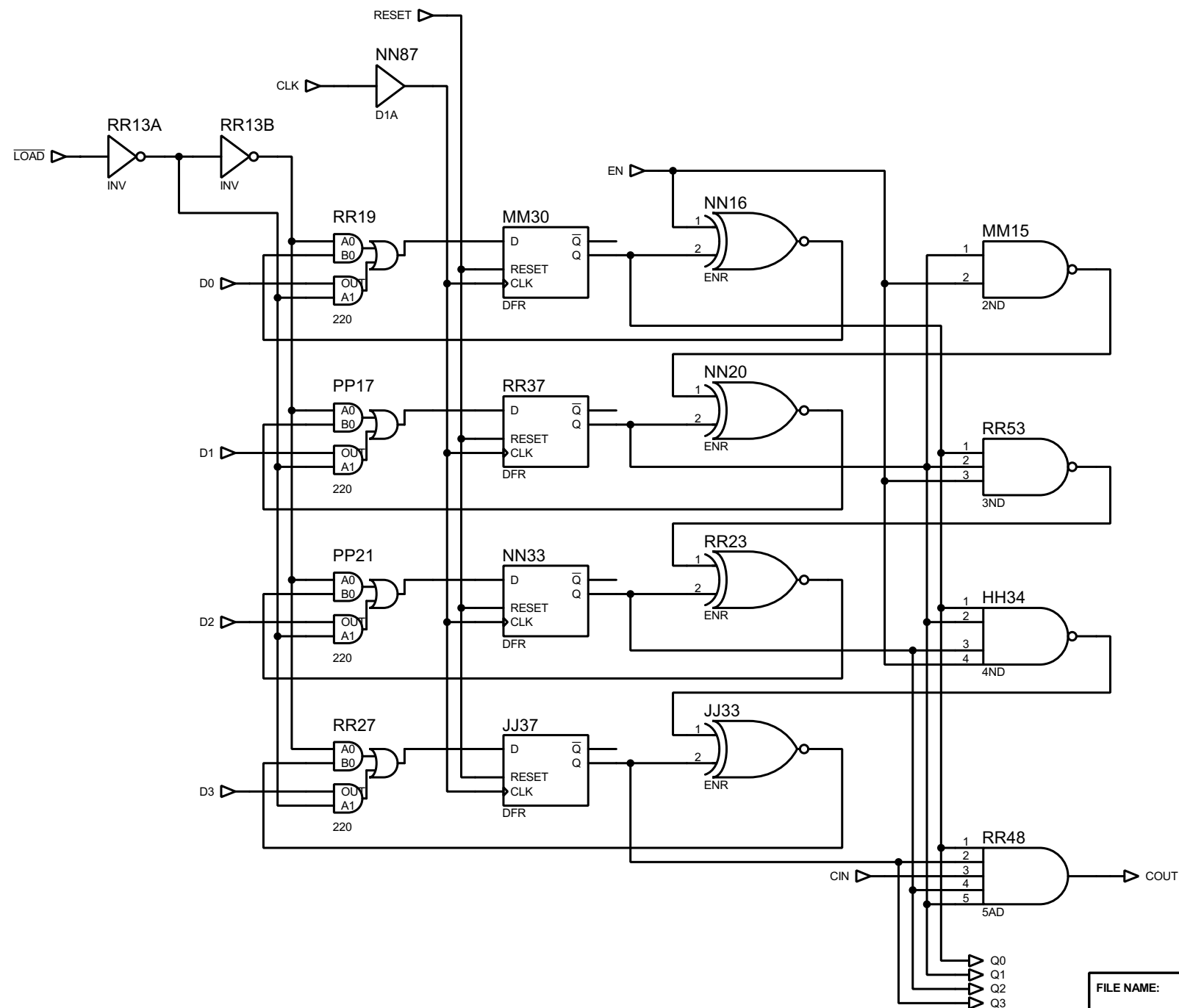


FILE NAME: 007121.pdsprj	DATE: 14/05/2021
DESIGN TITLE: Konami 007121	PAGE: 54 of 61
COUNTER12	TIME: 04:43:34
BY: Sean Gonsalves	REV: 0

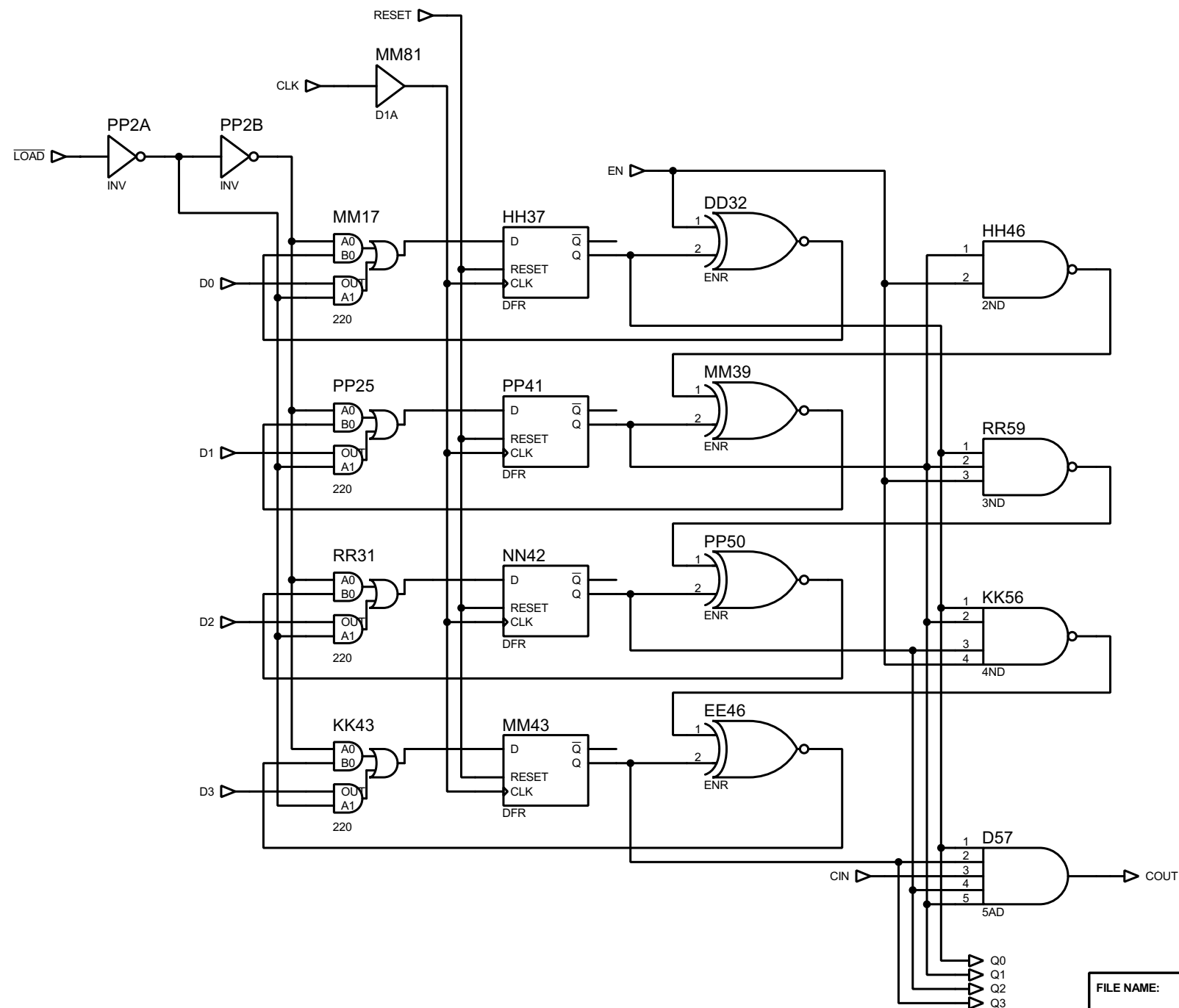


FILE NAME: 007121.pdsprj	DATE: 14/05/2021
DESIGN TITLE: Konami 007121	PAGE: 55 of 61
COUNTER13	TIME: 04:43:34
BY: Sean Gonsalves	REV: 0

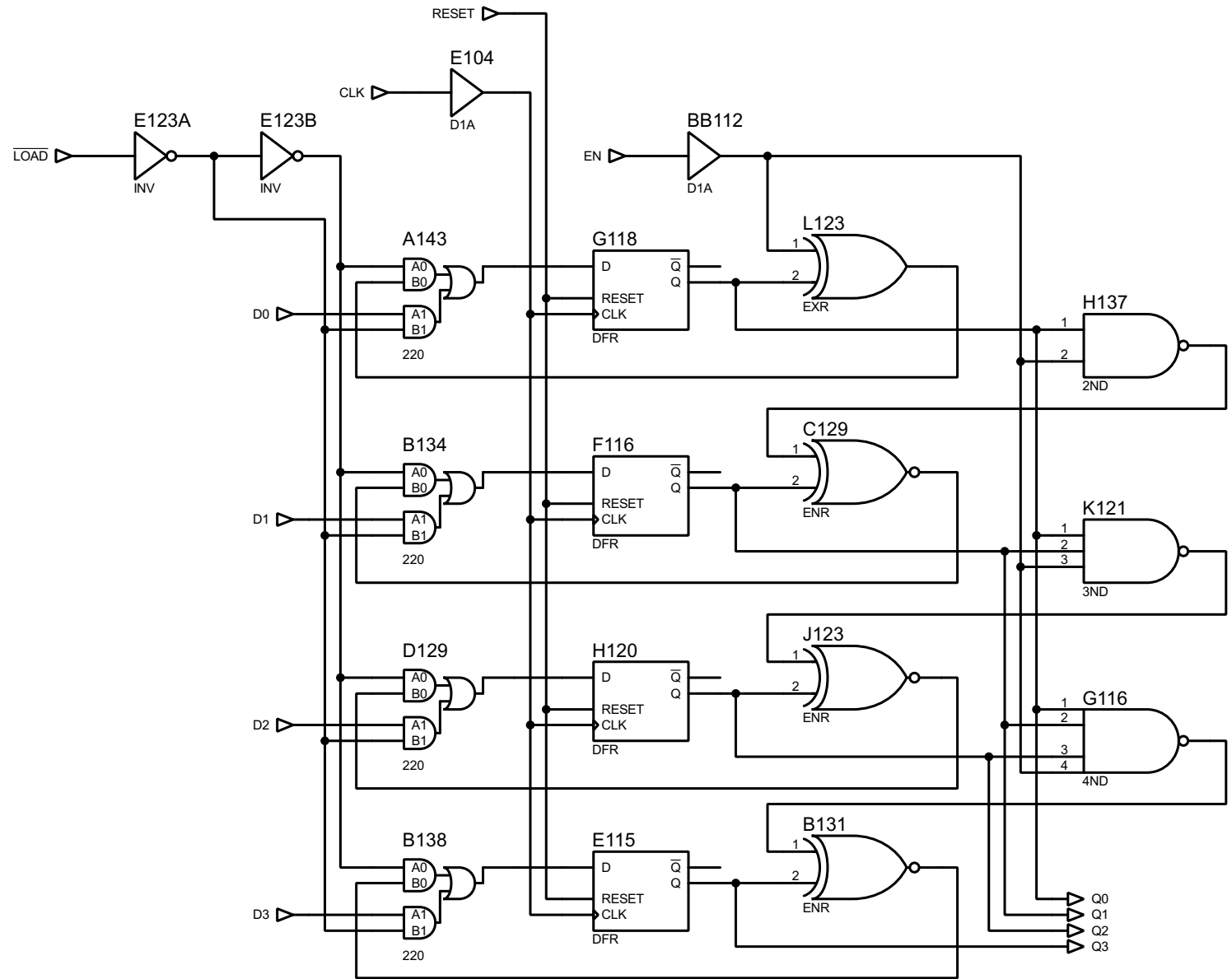




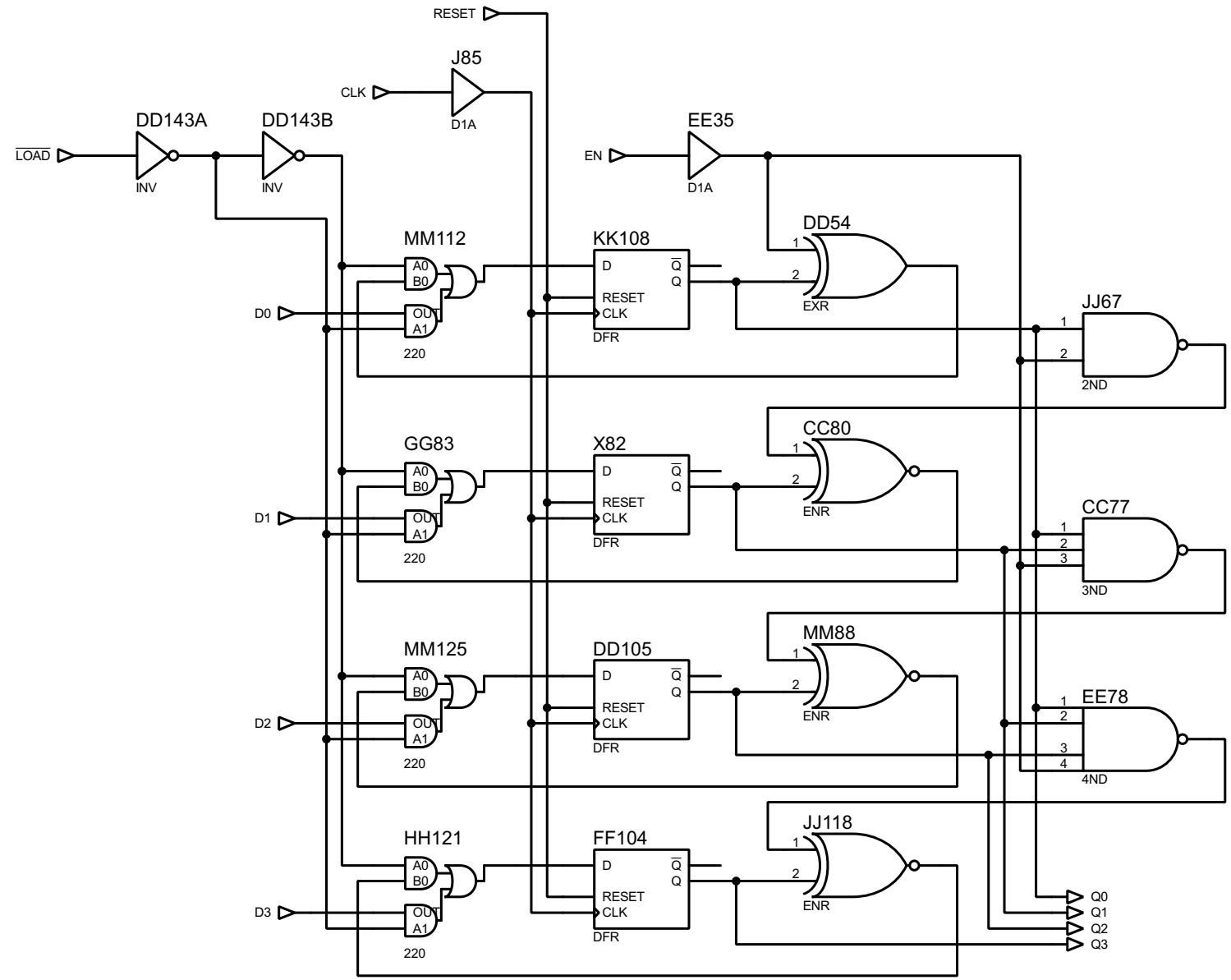
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DESIGN TITLE: Konami 007121	
COUNTER10	PAGE: 57 of 61
BY: Sean Gonsalves	REV: 0 TIME: 04:43:34



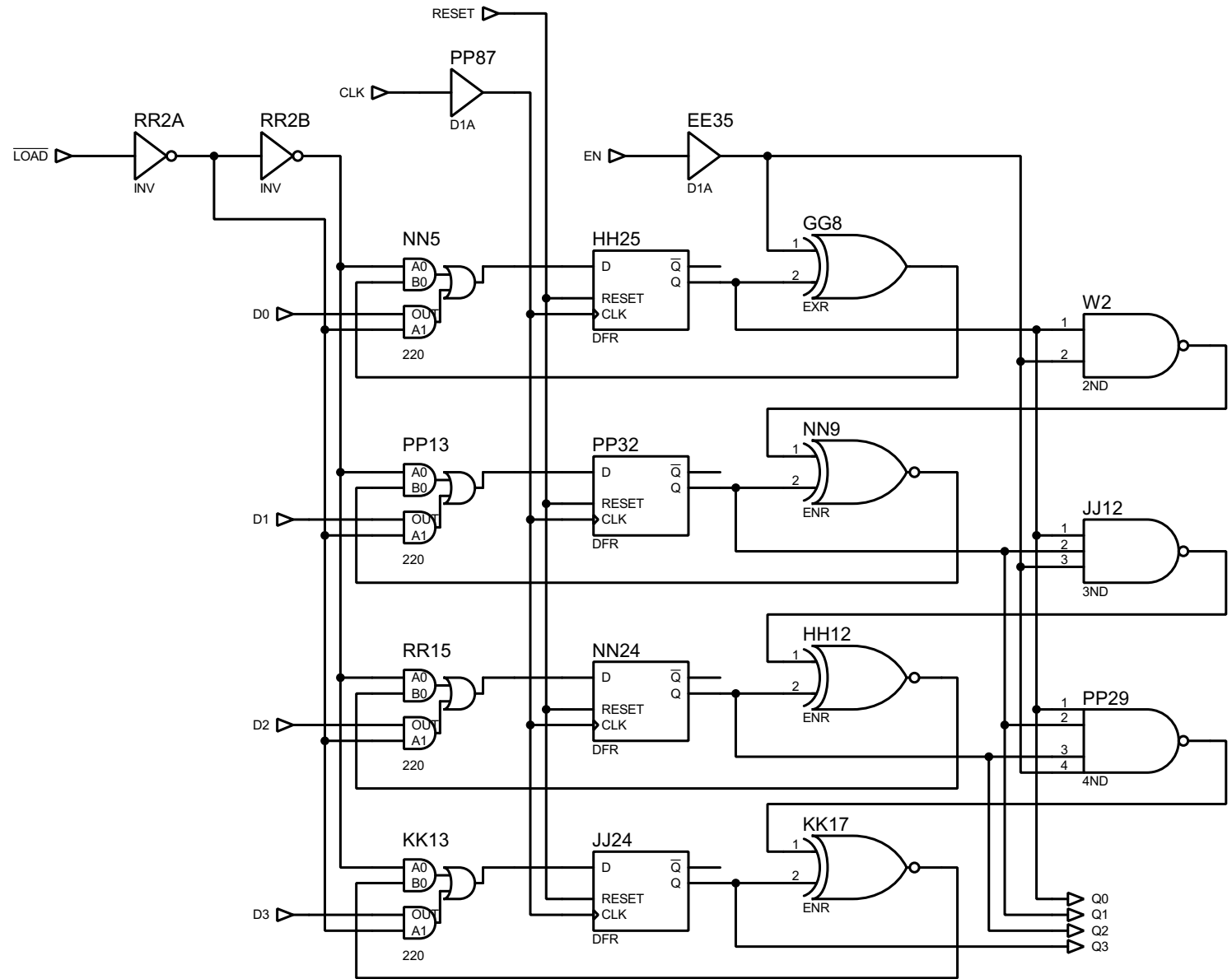
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COUNTER11	
BY: Sean Gonsalves	PAGE: 58 of 61
REV: 0	TIME: 04:43:34



FILE NAME: 007121.pdsprj		DATE:
DESIGN TITLE: Konami 007121		14/05/2021
COUNTER6		PAGE:
BY: Sean Gonsalves		59 of 61
REV: 0		TIME: 04:43:34



FILE NAME: 007121.pdsprj	DATE: 14/05/2021
DESIGN TITLE: Konami 007121 COUNTER9	PAGE: 60 of 61
BY: Sean Gonsalves	TIME: 04:43:34
REV: 0	



FILE NAME: 007121.pdsprj	DATE: 14/05/2021
DESIGN TITLE: Konami 007121 COUNTER14	PAGE: 61 of 61
BY: Sean Gonsalves	TIME: 04:43:34
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