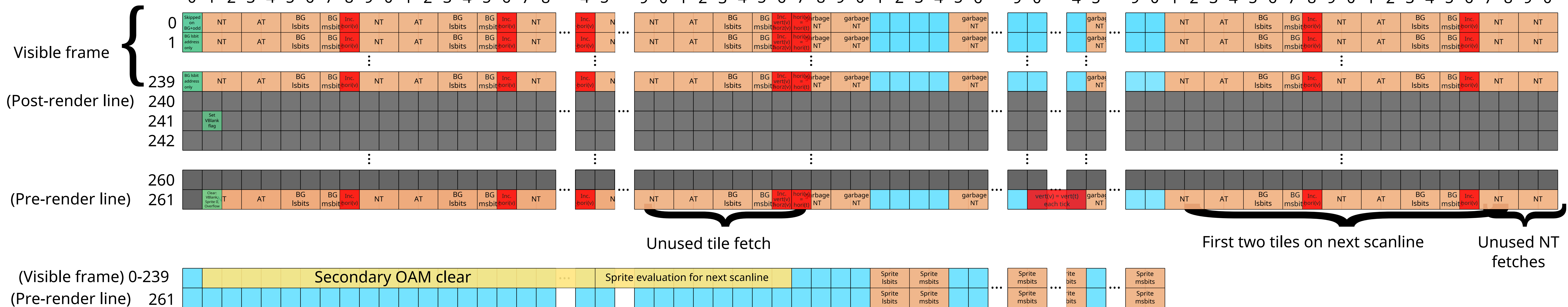
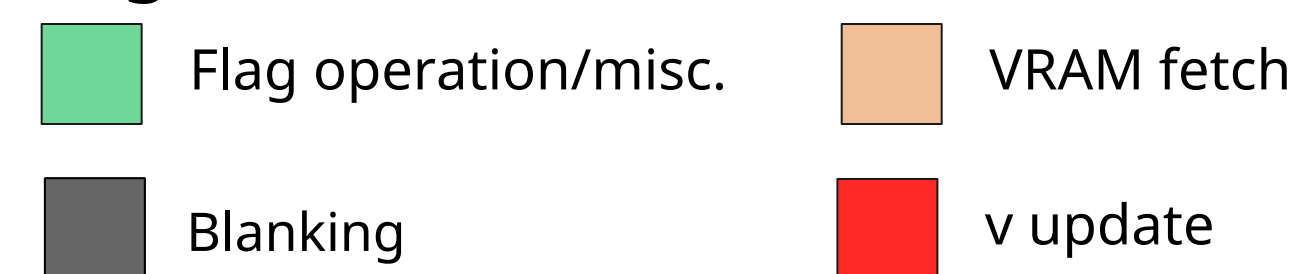


Timing



Legend:



Notes:

- **Sprite zero hits act as if the visible image starts at $h = 2$** (i.e., the sprite 0 flag will be set during the third tick of a scanline at the earliest). Actual pixel output is delayed by two more ticks, so the first pixel of a scanline is output at $h = 4$ (due to the way the internal render pipeline is set up, with palette lookup taking place after the tile and attribute bits are fetched).

- The **on BG+odd** tick is implemented by jumping directly from (339, 261) to (0,0), meaning the last tick of the last NT fetch takes place at (0,0) on odd frames, replacing the idle tick.

Diagram by Ulfalizer with help from beannaich, Quietust, and others. Last updated Aug 6 2022.
(Edit the SVG file with Inkscape. Note that many of the cells are clones to ease reformatting and that the diagram has two layers: background and tiles.)