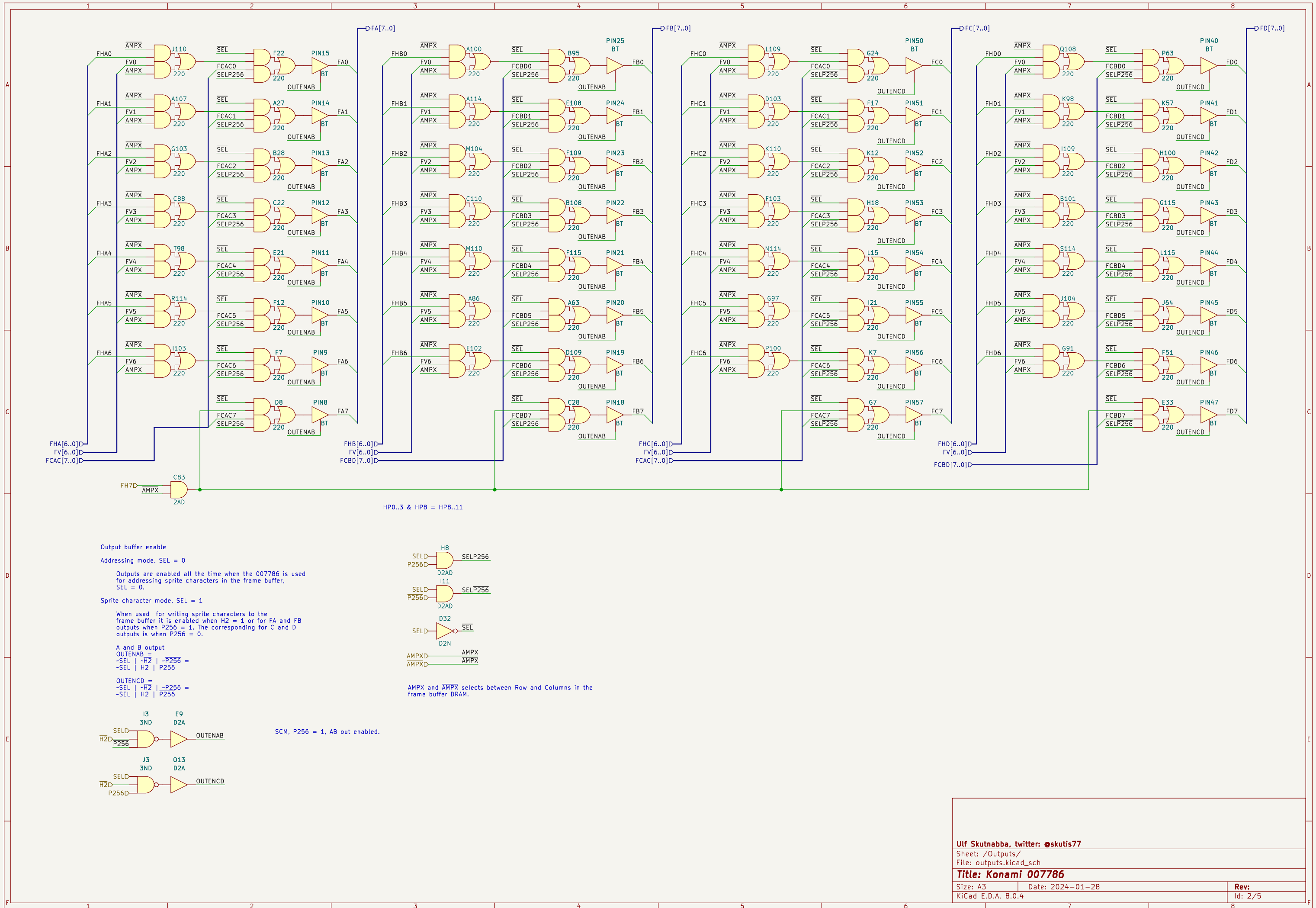


The 007786 is a sprite frame buffer controller.  
It works in two modes:  
- When SEL = 0, it generates addresses for the frame buffer.  
- When SEL = 1, it parses sprite character data  
It also handles refreshing of data in the DRAM memory.

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



Ulf Skutnabba, twitter: @skutis77

Sheet: /Outputs/  
File: outputs.kicad\_sch

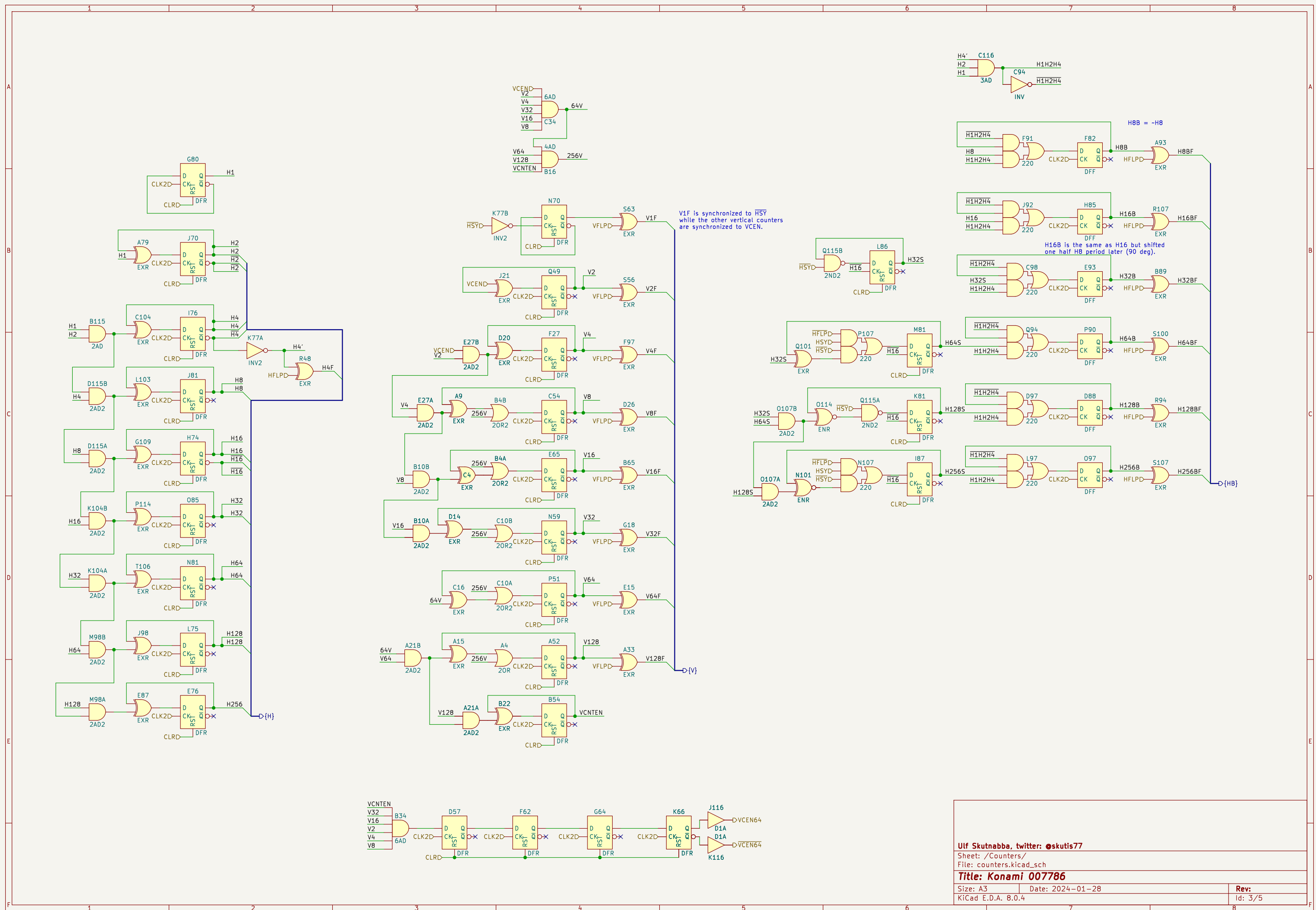
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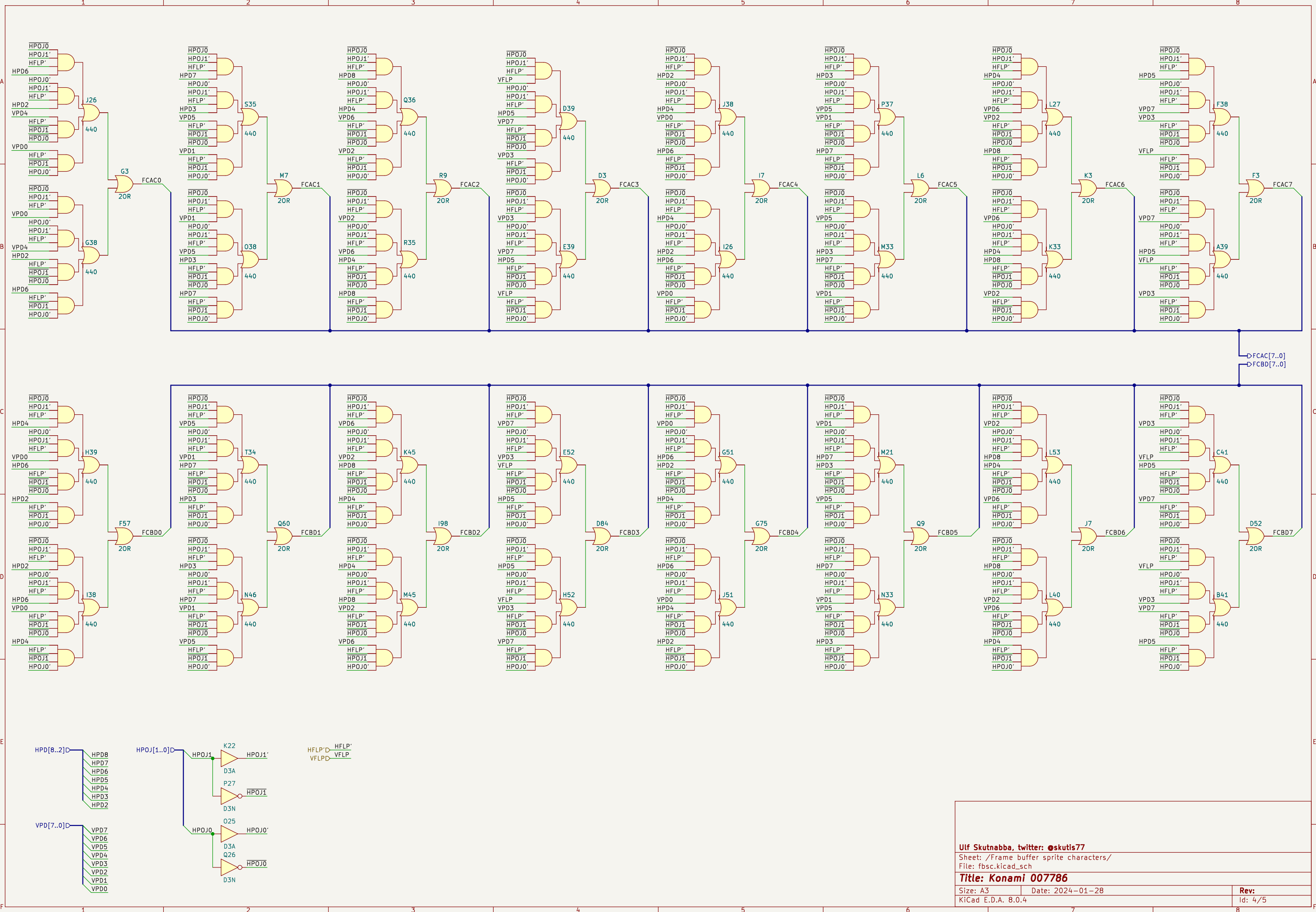
Size: A3 Date: 2024-01-28

KiCad E.D.A. 8.0.4

Rev:

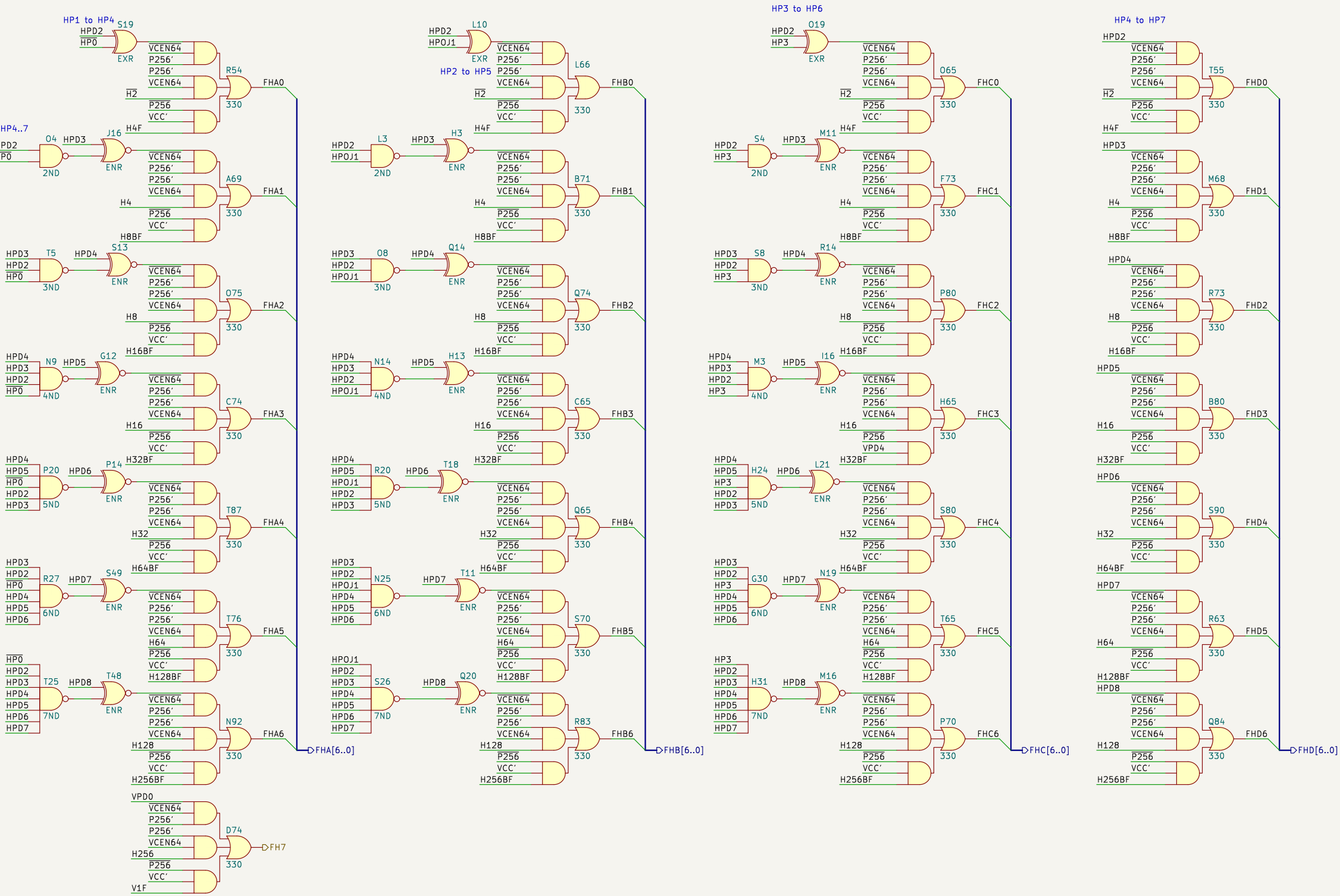
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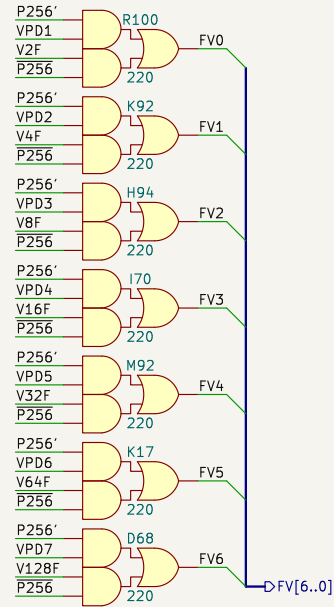


# Horizontal Position

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