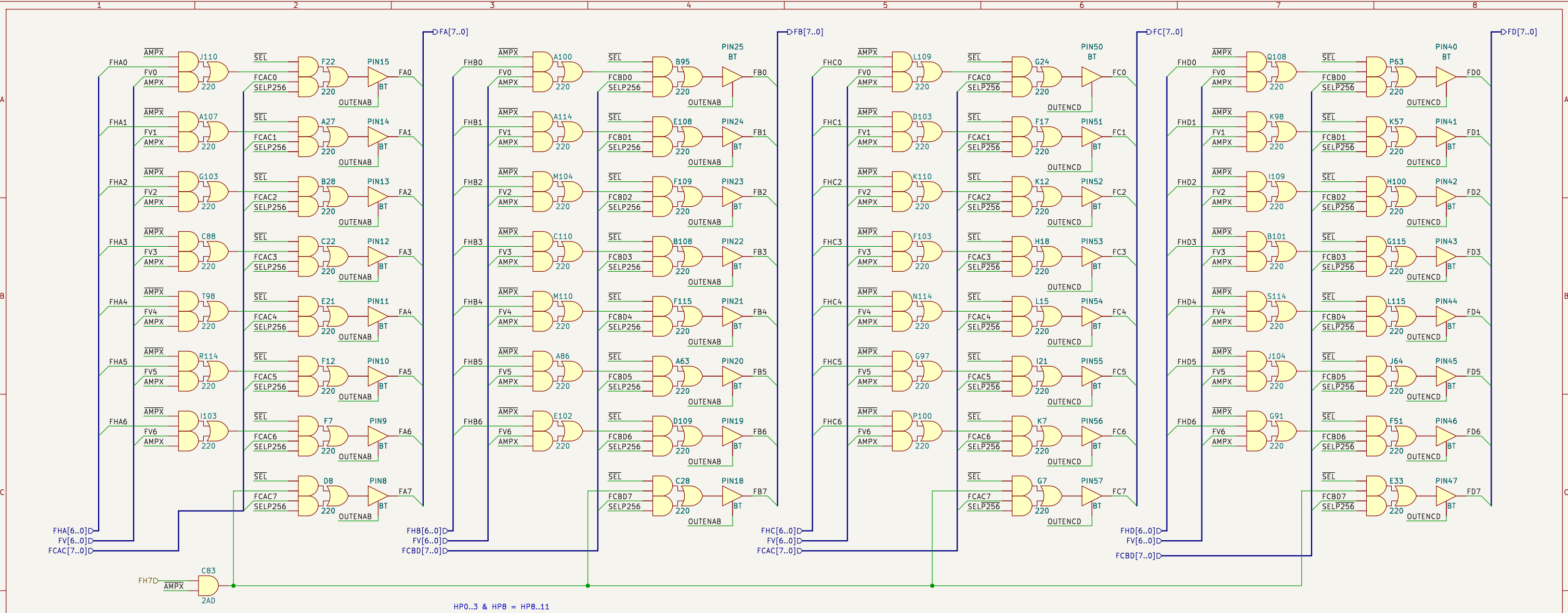


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HP0..3 & HP8 = HP8..11

Output buffer enable

Addressing mode, SEL = 0

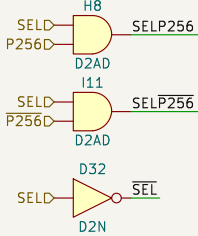
Outputs are enabled all the time when the 007786 is used for addressing sprite characters in the frame buffer, SEL = 0.

Sprite character mode, SEL = 1

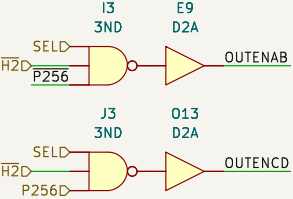
When used for writing sprite characters to the frame buffer it is enabled when H2 = 1 or for FA and FB outputs when P256 = 1. The corresponding for C and D outputs is when P256 = 0.

A and B output  
OUTENAB =  
-SEL | -H2 | -P256 =  
-SEL | H2 | P256

OUTENCD =  
-SEL | -H2 | -P256 =  
-SEL | H2 | P256



AMPX and AMPX selects between Row and Columns in the frame buffer DRAM.



SCM, P256 = 1, AB out enabled.

Ulf Skutnabba, twitter: @skutis77

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

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