

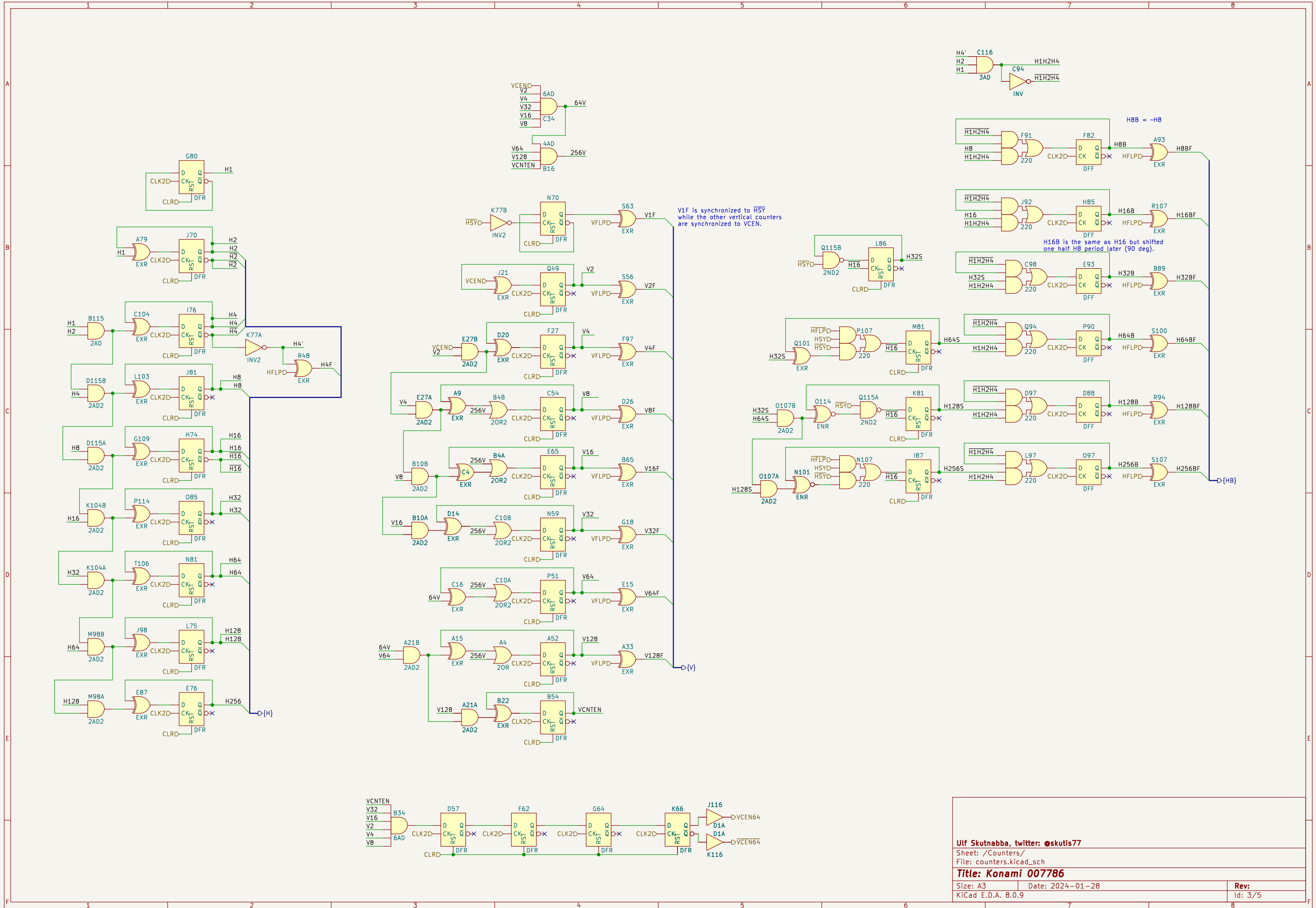
Ulf Skutnabba, twitter: @skutis77

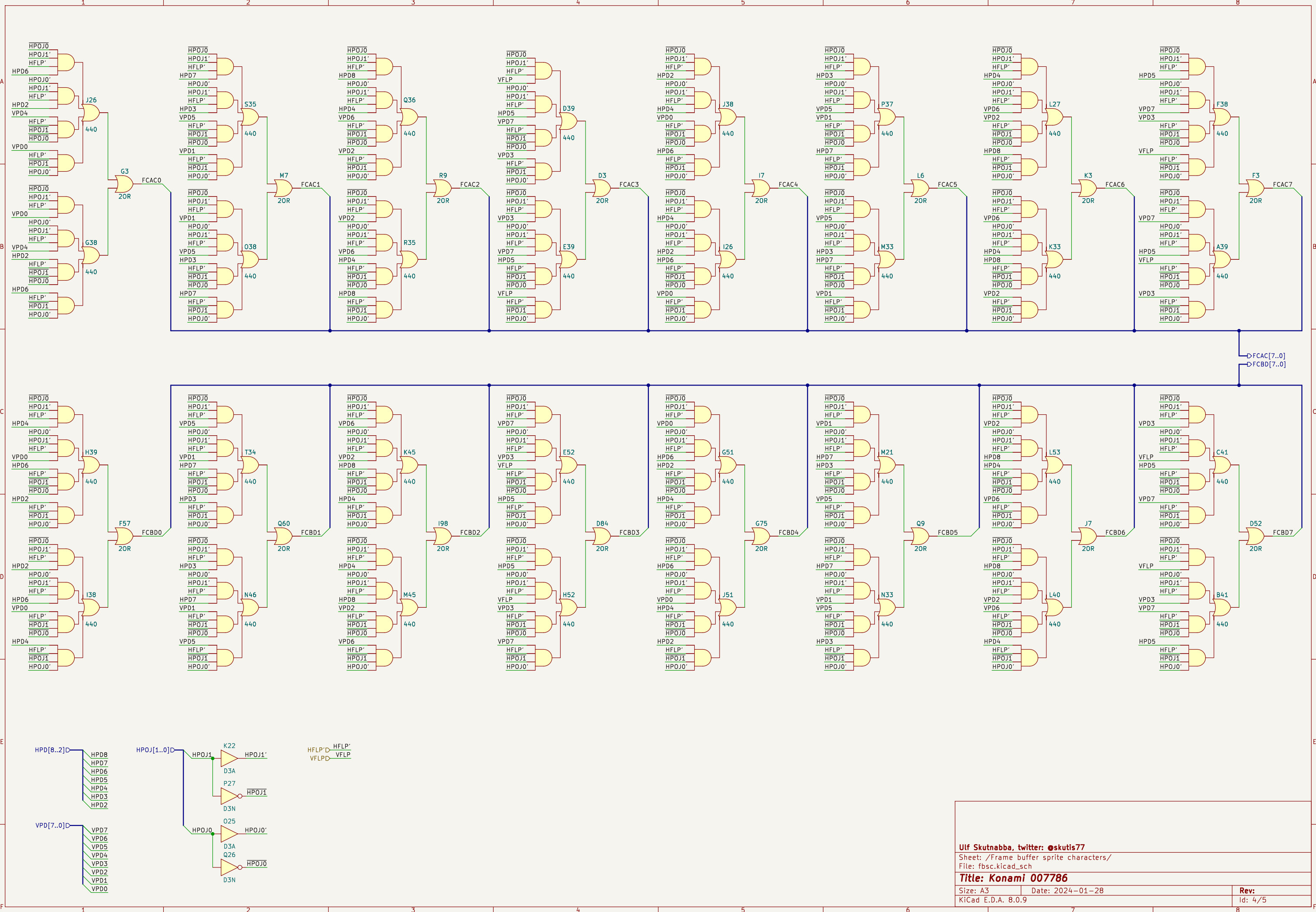
Sheet: /Outputs/  
File: outputs.kicad\_sch

Title: Konami 007786

Size: A3 Date: 2024-01-28  
KiCad E.D.A. 8.0.9

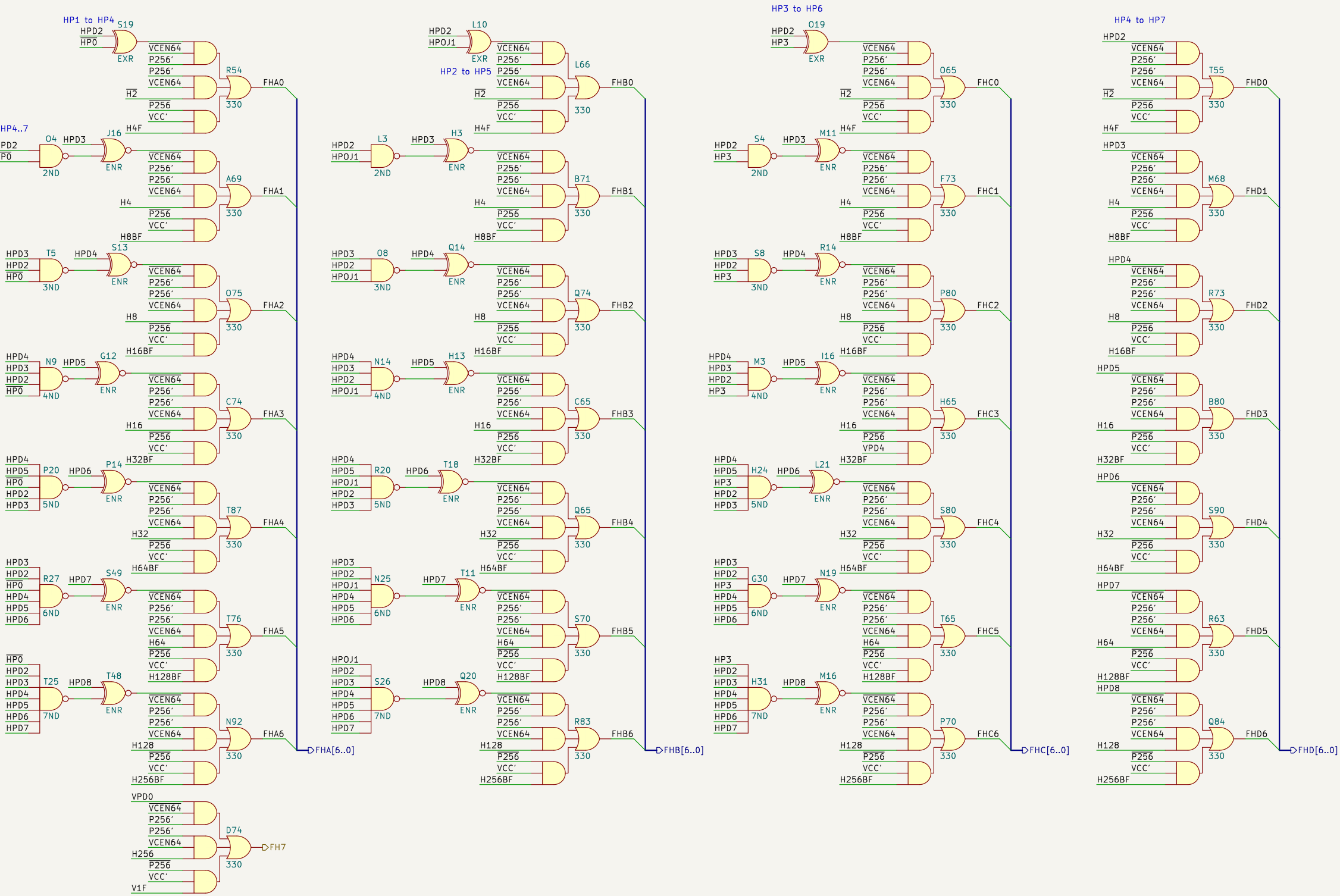
Rev:  
Id: 2/5



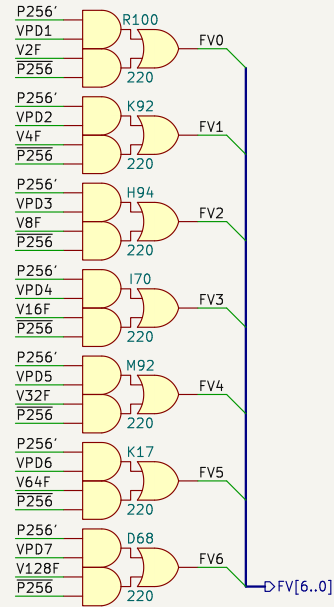


# Horizontal Position

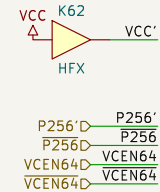
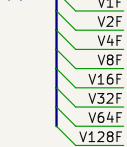
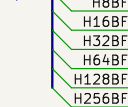
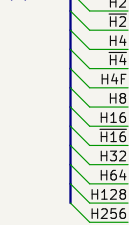
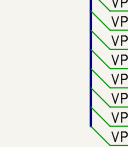
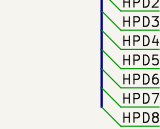
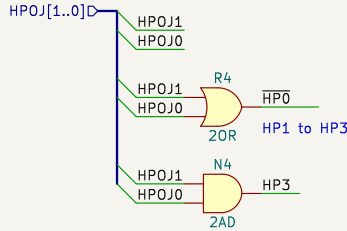
VCEN64 active: Data is written to the frame buffer  
VCEN64 active, four times pre frame: Data is refreshed in DRAM, every 4ms.



# 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. 8.0.9

Rev:  
Id: 5/5