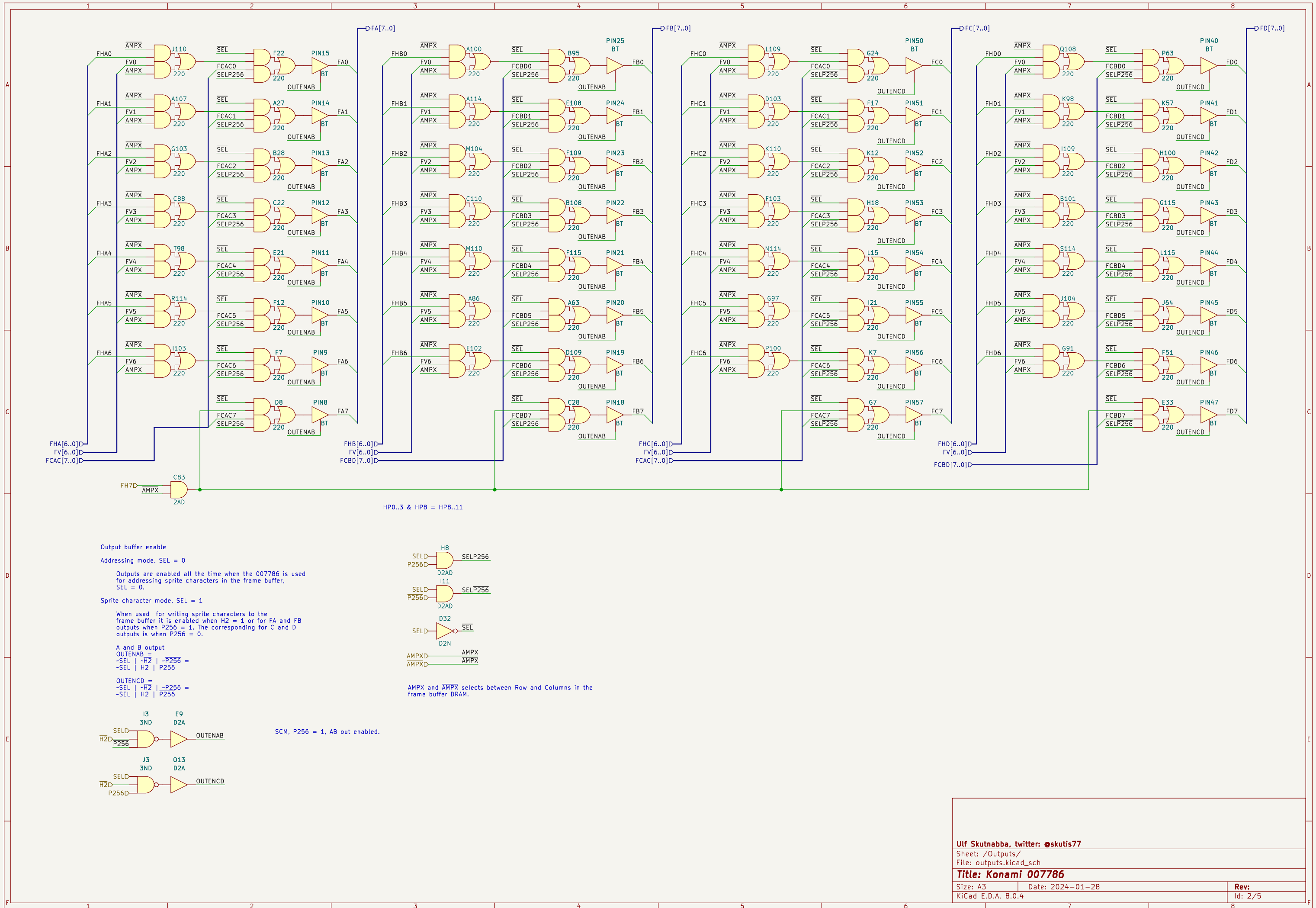
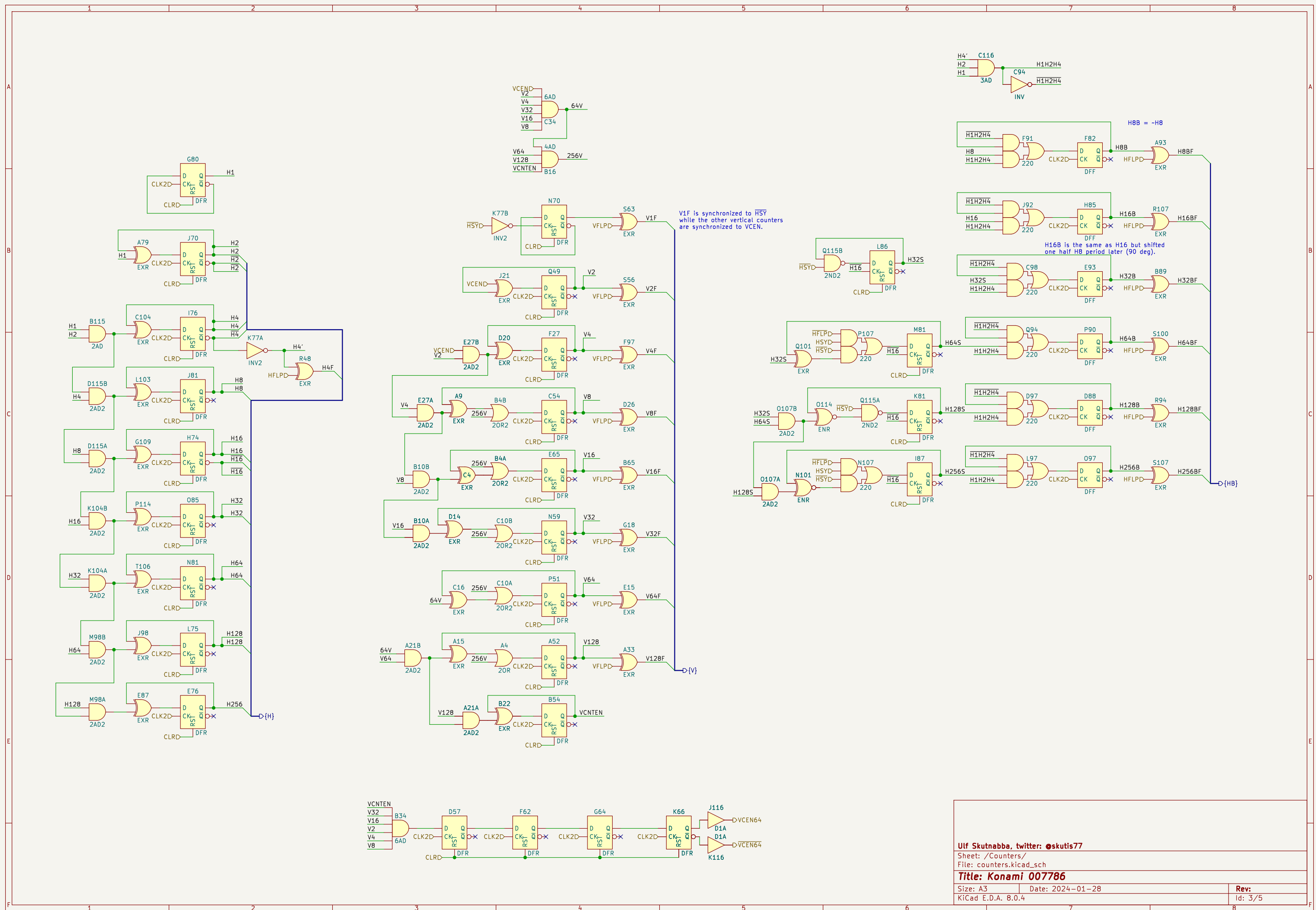


Size: A3	Date: 2024-01-28	Rev:
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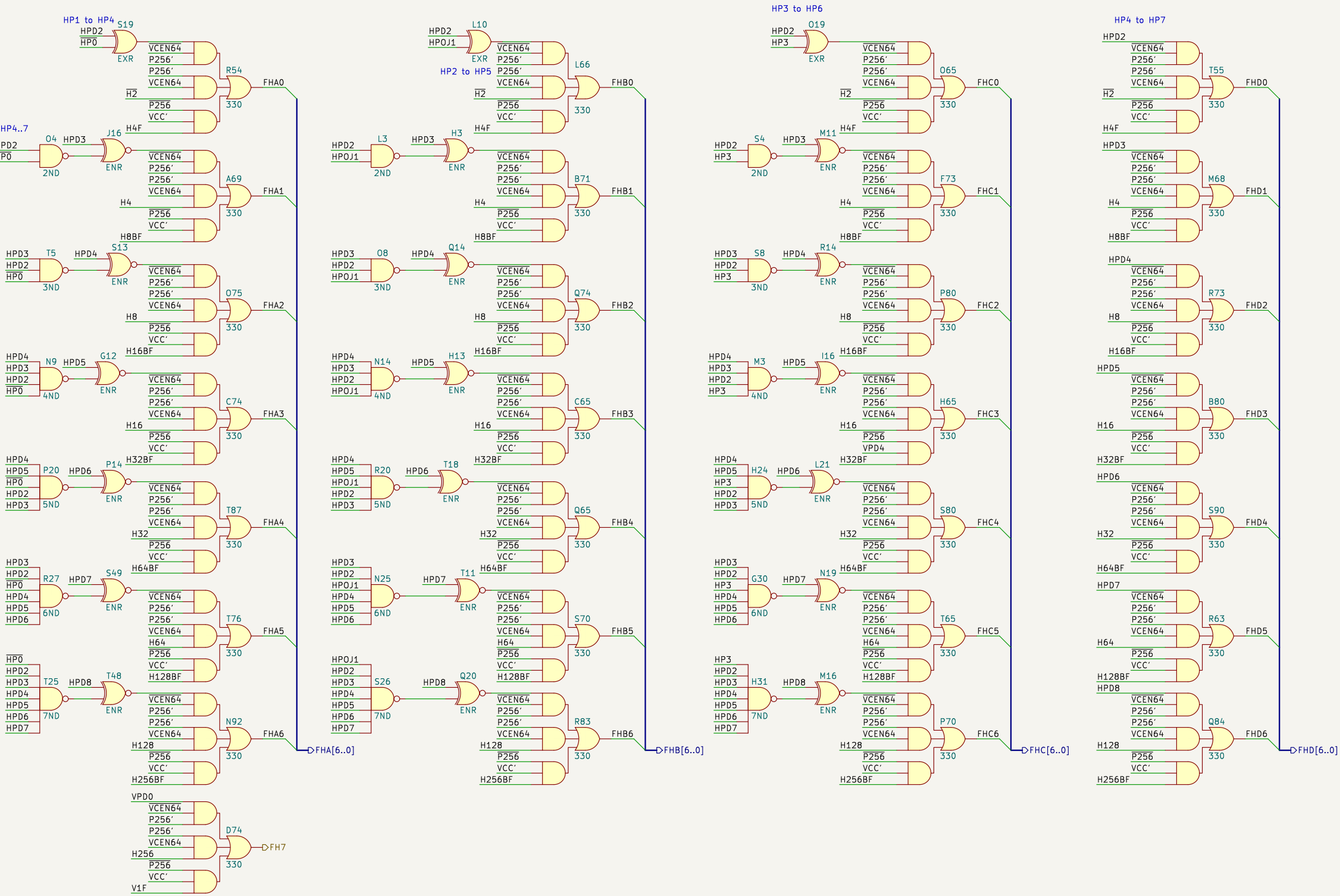




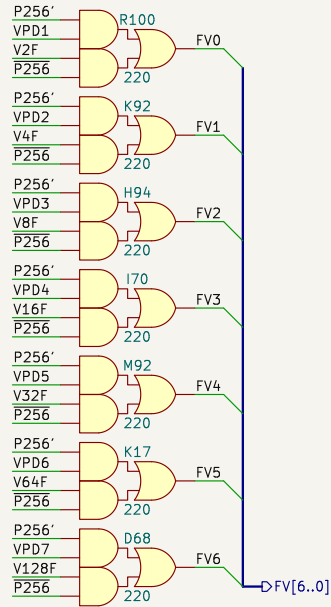


Horizontal Position

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

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. 8.0.4

Rev:
Id: 5/5