

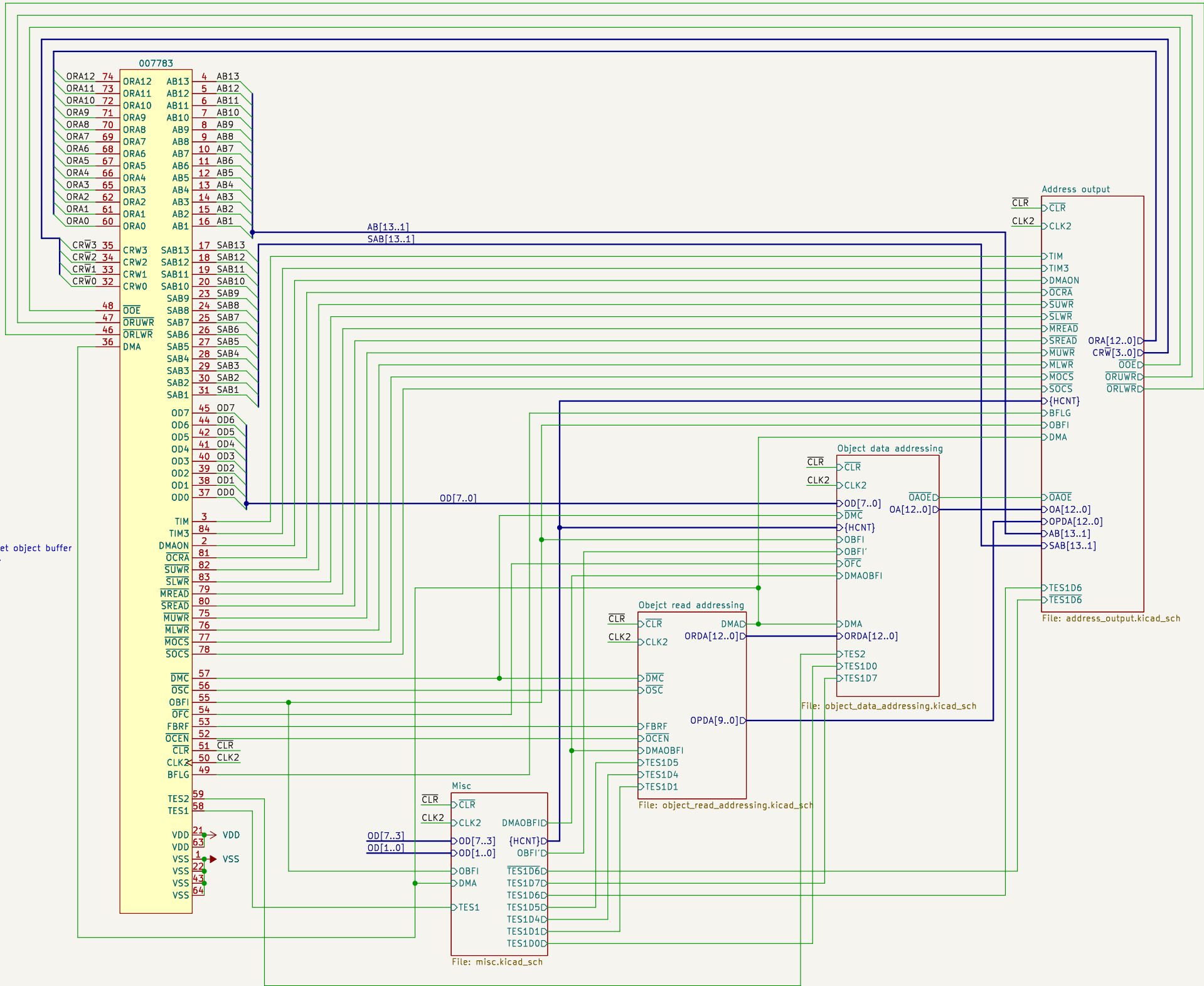
1. OBFi: (OBJBUFINIT) zeros are written to 1800h..1AFFh.  
2. DMA: OA[12:0] active.  
a) 8 words are read from addresses 0000h..0007h, 0028h..002Fh....17E0h..17E7h by the sprite data parser 007784 and if the sprite is enabled with BEFLAG they are written to the buffer OBJBUF.

OBJRAM  
0000h..17E7h Unprocessed data  
1800h..1BFFh Processed data

WD0	WD1	WD2	WD3	WD4	WD5	WD6	WD7	WD0	WD1	WD2	WD3
0000	0001	0002	0003	0004	0005	0006	0007	BA1	BA2	BA3	BA4

OBJBUF, Buffer Address  
BA1 : OA[12:0] = 1800h + OD[7:0] << 2  
BA2 : OA[12:0] = BA1 + 1  
BA3 : OA[12:0] = BA1 + 2  
BA4 : OA[12:0] = BA1 + 3

OBFi	H8	OA	OA0E	
1	X	{3'b110,OWRA[9:0]}	1	Writes to 1800h..1BFFh, reset object buffer
0	0	ORDA[12:0]	0	Read data from object RAM.
0	1	{3'b110,OD[7:0],OWRA[2:1]}	1	Writes to 1800h..1BFFh



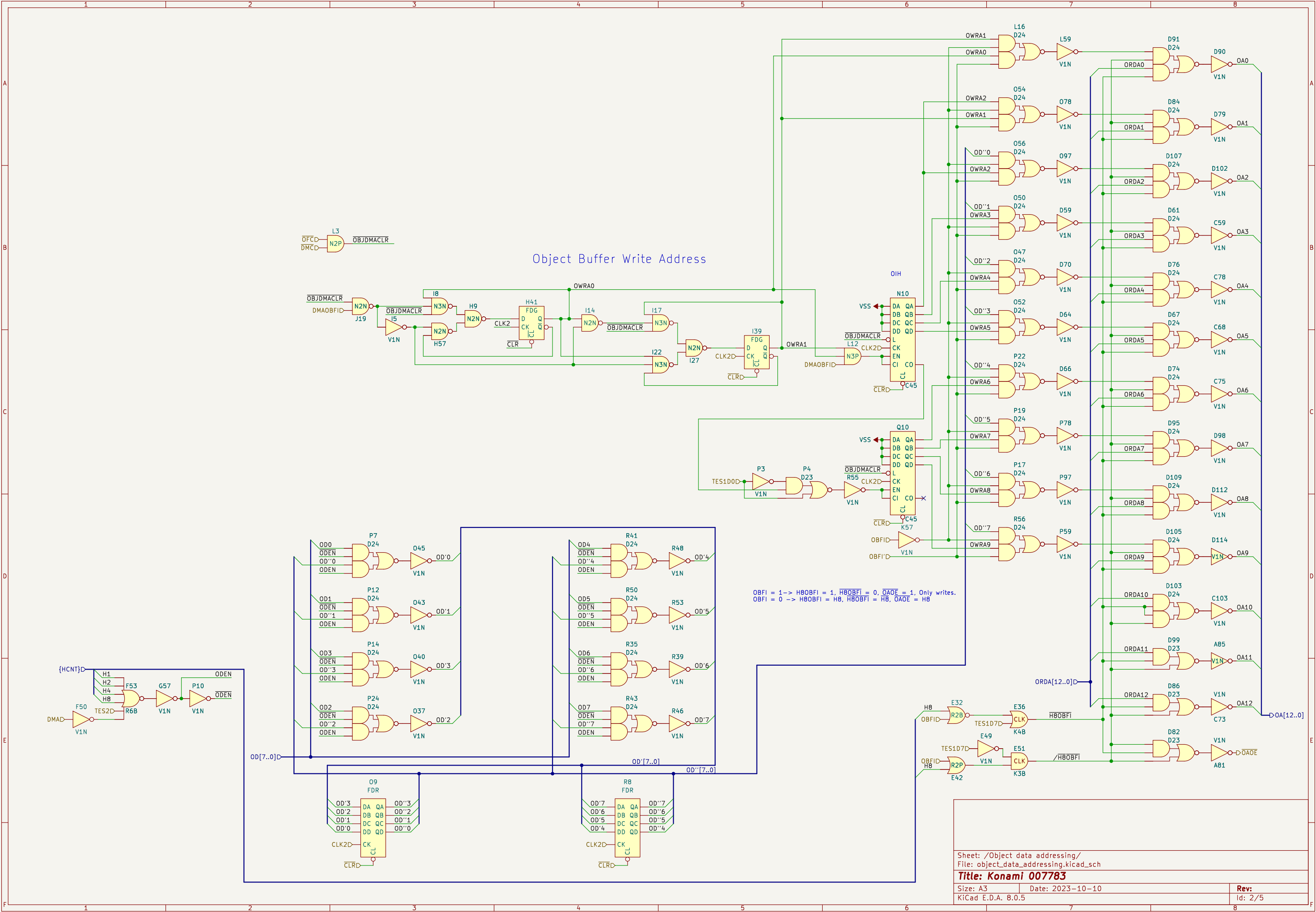
Ulf Skutnabba, twitter: @skutis77

Sheet: /  
File: 007783.kicad\_sch

Title: Konami 007783

Size: A3 Date: 2023-10-10  
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Id: 1/5



Sheet: /Object data addressing/  
File: object\_data\_addressing.kicad\_sch

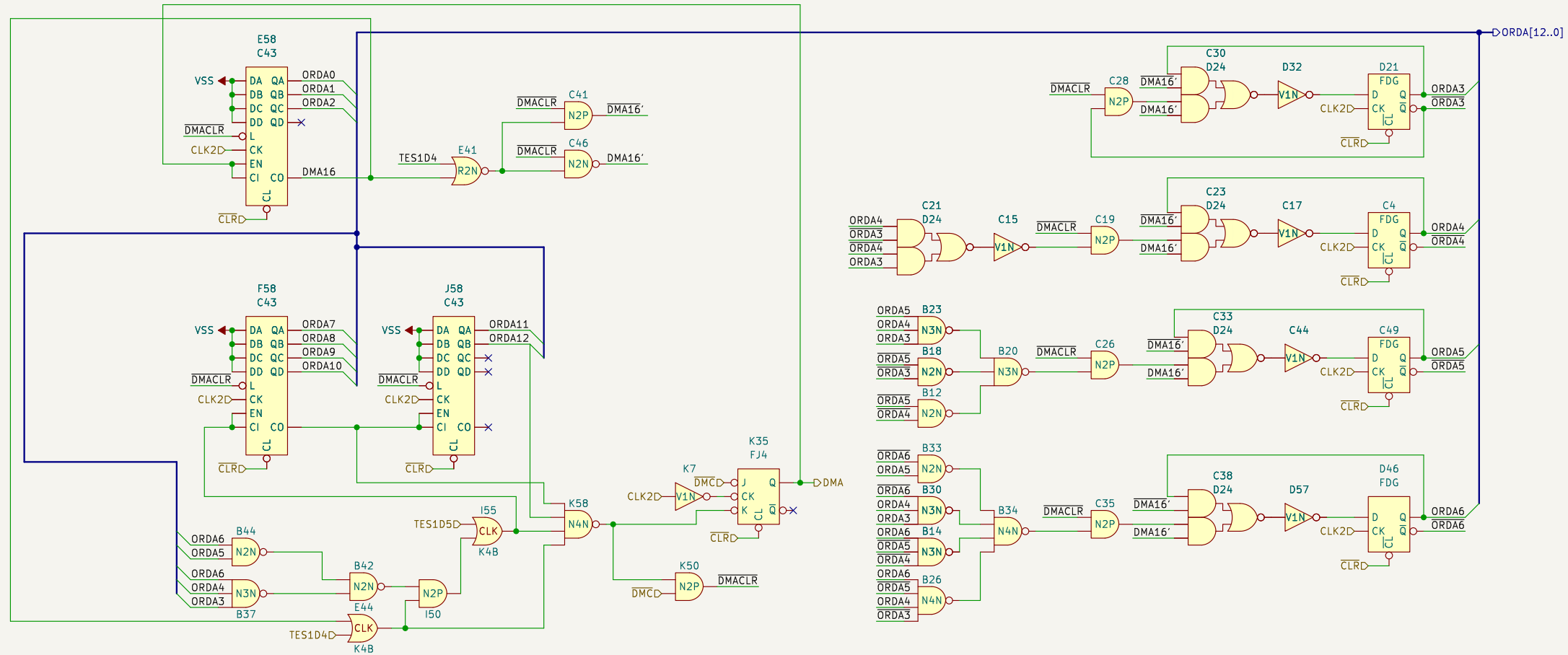
**Title: Konami 007783**

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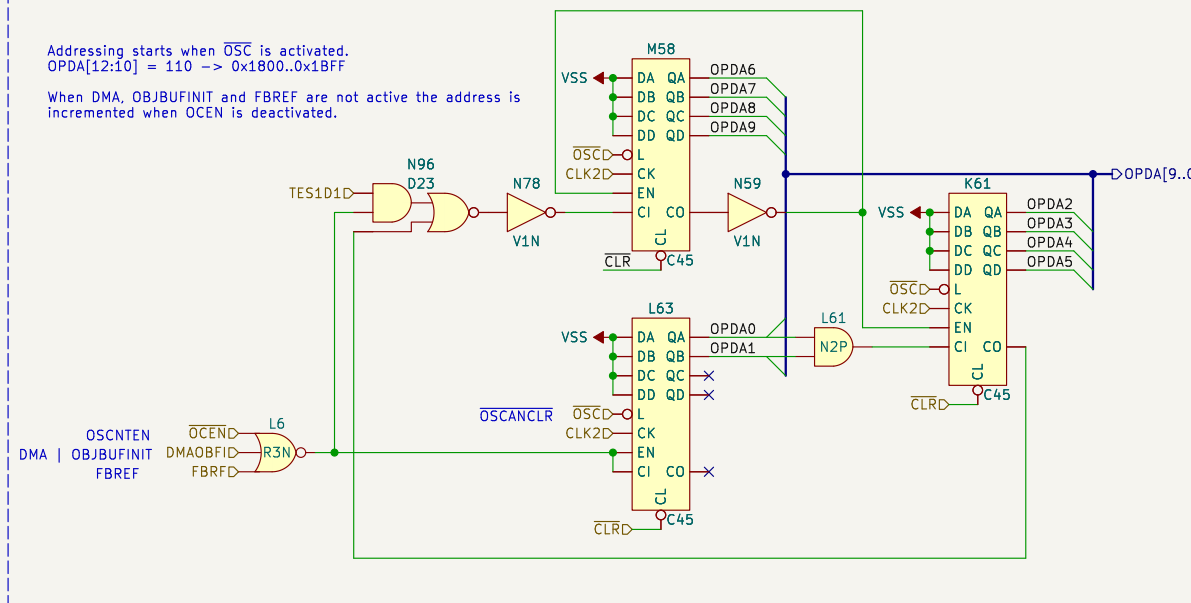
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## Object Read Addressing



## Parsed Object Data Addressing



Sheet: /Obejct read addressing/  
 File: object\_read\_addressing.kicad\_sch

**Title: Konami 007783**

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