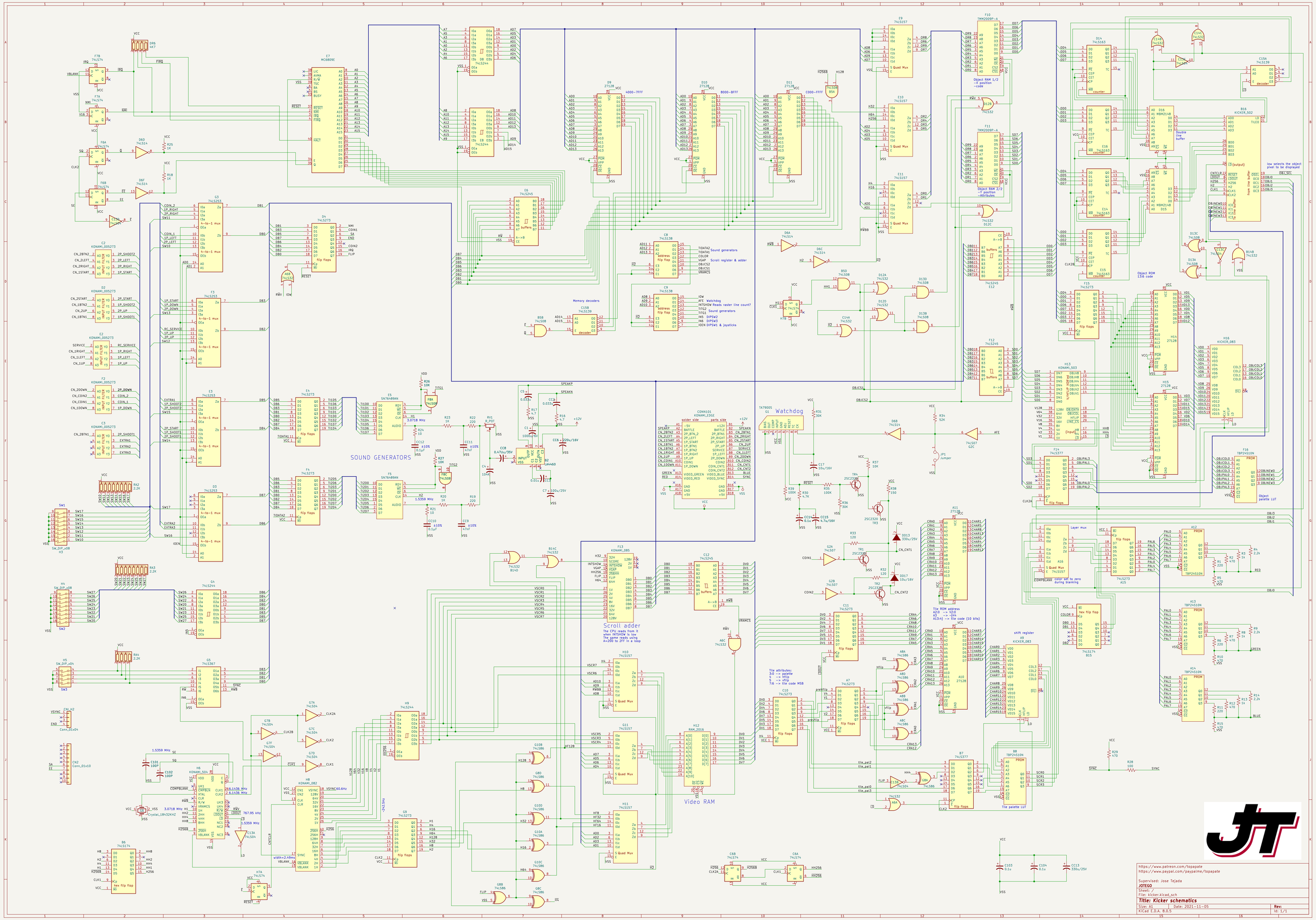
SOUND GENERATORS
Video RAM
Scroll adder
The CPU reads from it when INTSHOW is low. The game reads using A=200 to 2FF in a loop
Memory decoders
Watchdog
Object RAM 1/2 -X position -code
Object RAM 2/2 -Y position -Attributes
Object ROM 15B code
Tile ROM address
Tile attributes:
Tile palette LUT
Object palette LUT
Layer mux
shift register
low selects the object pixel to be displayed
Sound generators
Scroll register & adder
Sound generators
Double line buffer
from the buffer
to the buffer
COMPBLANK color set to zero during blanking
Tile ROM address
A2:0 --> Y2:0
A3 --> !H4
A13:4] --> tile code (10 bits)
Tile attributes:
3:0 --> palette
4 --> hflip
5 --> vflip
7:6 --> tile code MSB
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Supervised: Jose Tejada
JOTEGO
Sheet: /
File: kicker.kicad_sch
Title: Kicker schematics
Size: A1
Date: 2021-11-05
KiCad E.D.A. 8.0.5
Rev:
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