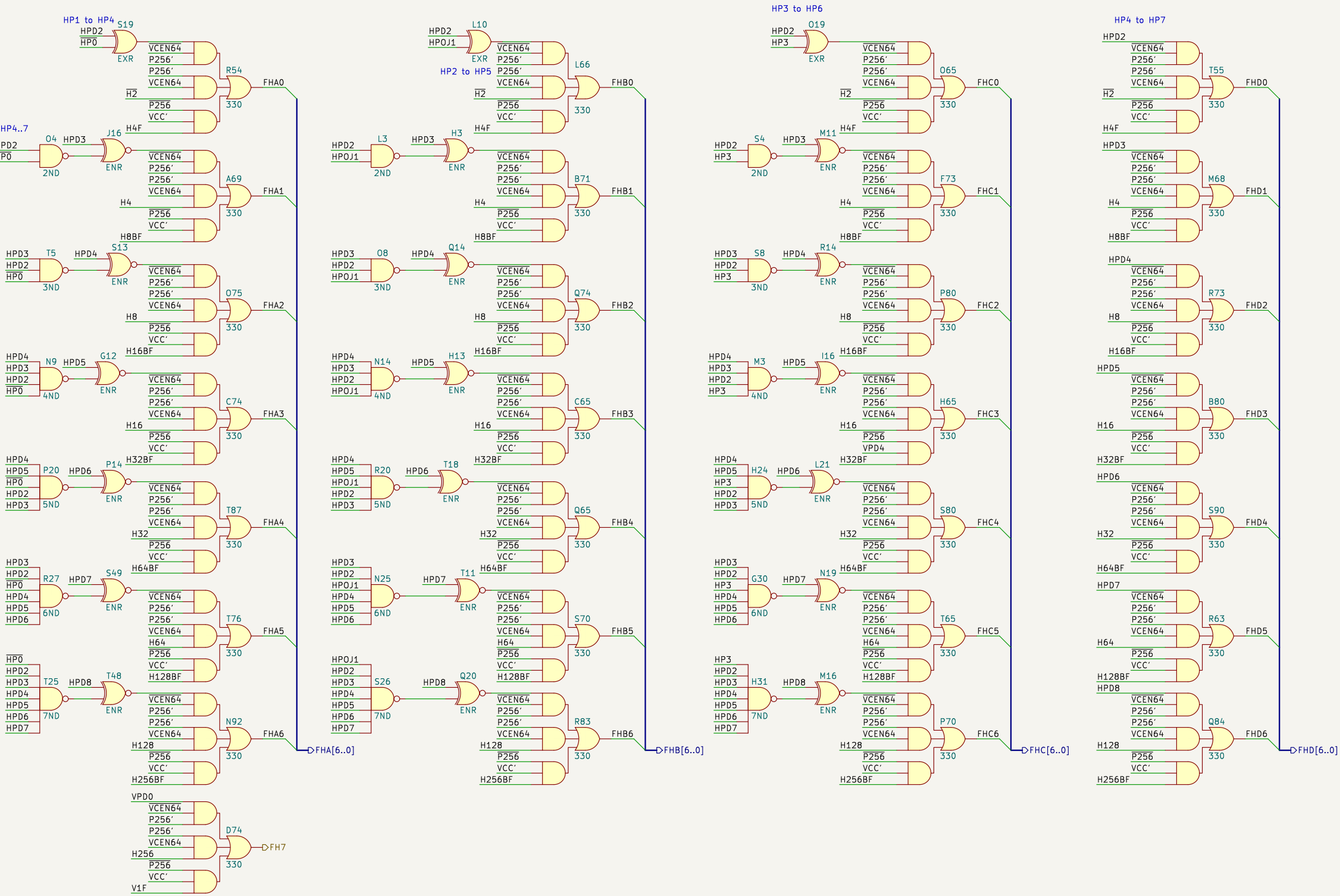
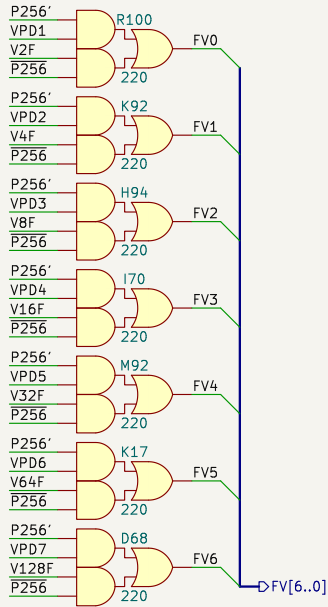


Horizontal Position

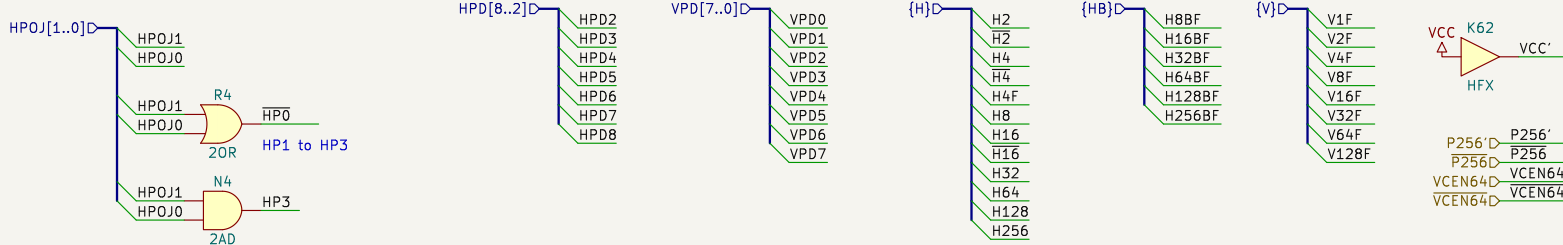
VCEN64 active: Data is written to the frame buffer
VCEN64 active, four times pre frame: Data is refreshed in DRAM, every 4ms.



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. 8.0.6

Rev:
Id: 5/5