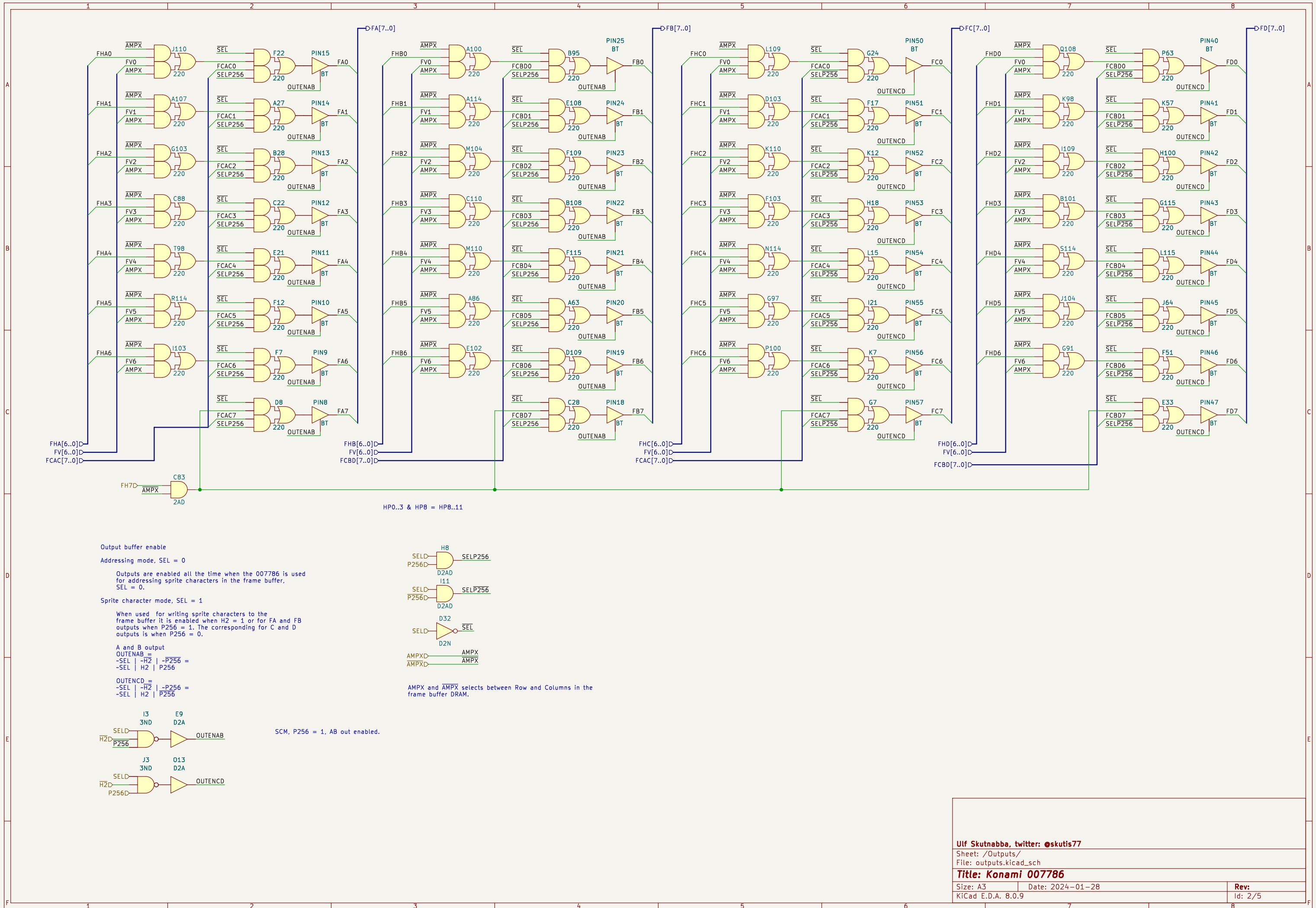
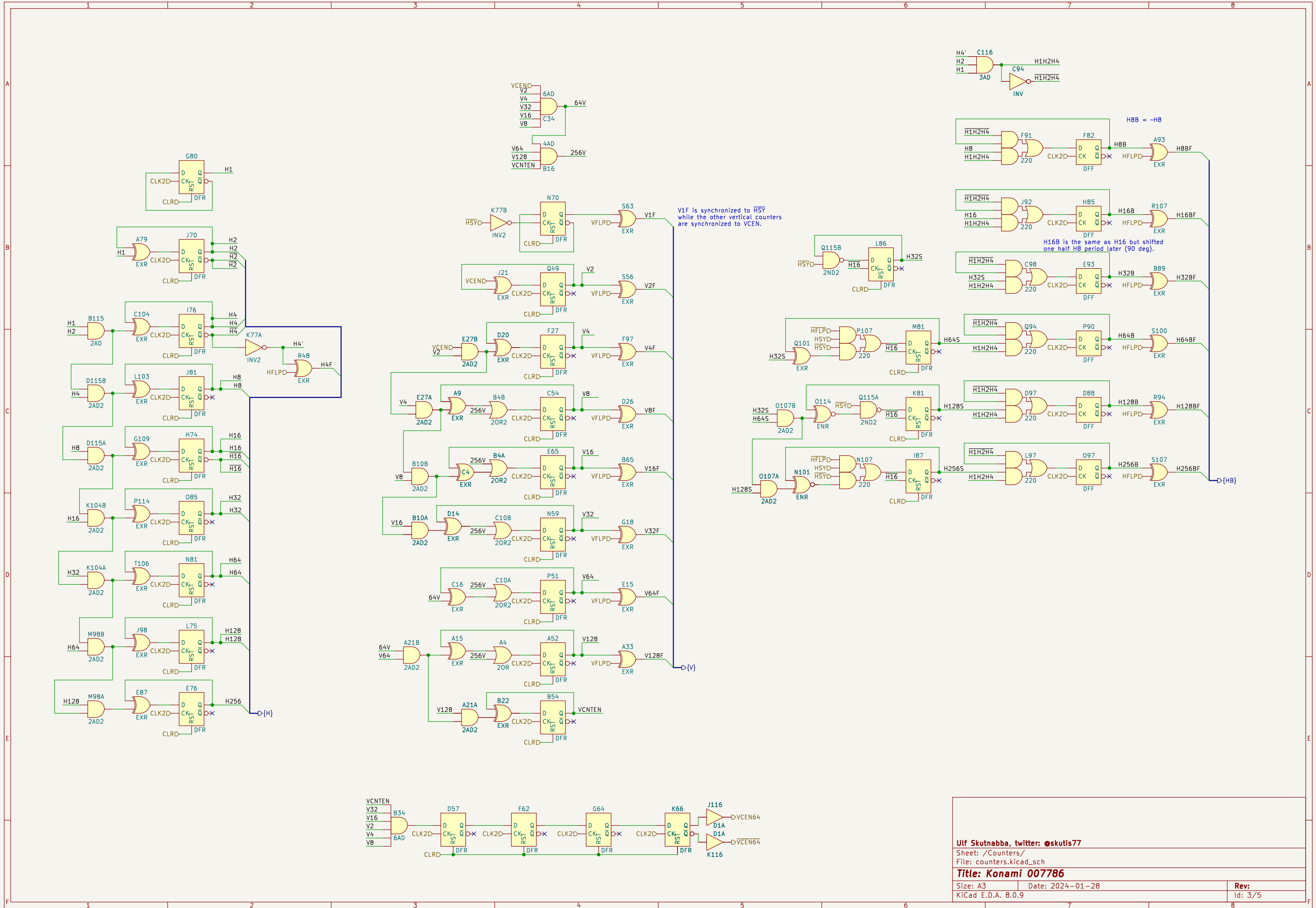


The 007786 is a sprite frame buffer controller.
It works in two modes:
- When SEL = 0, it generates addresses for the frame buffer.
- When SEL = 1, it parses sprite character data
It also handles refreshing of data in the DRAM memory.

The 007786 uses an OKI 74V000 CMOS gate array
with 2400 unit cells.

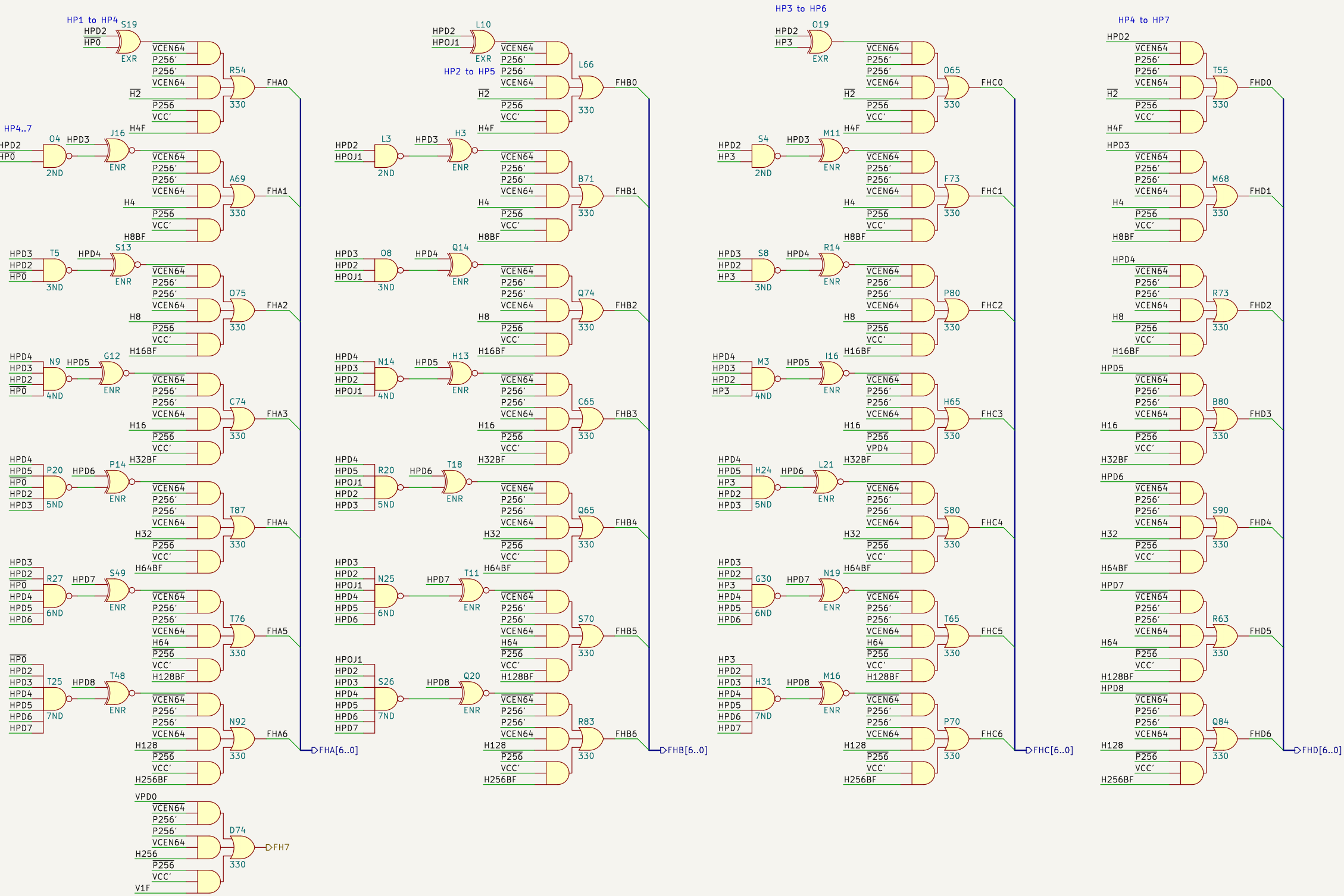




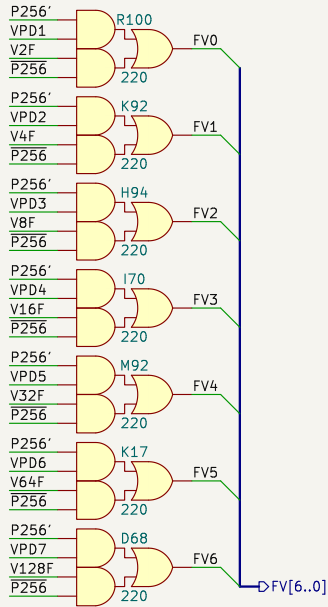


Horizontal Position

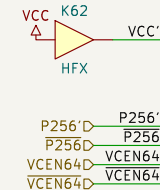
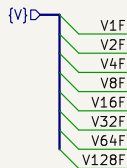
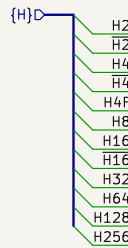
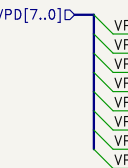
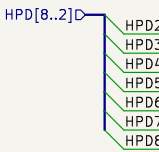
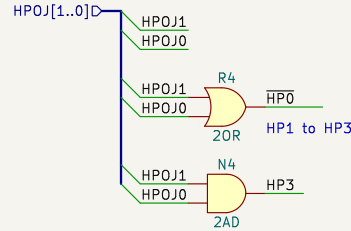
VCEN64 active: Data is written to the frame buffer
VCEN64 active, four times pre frame: Data is refreshed in DRAM, every 4ms.



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