

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.

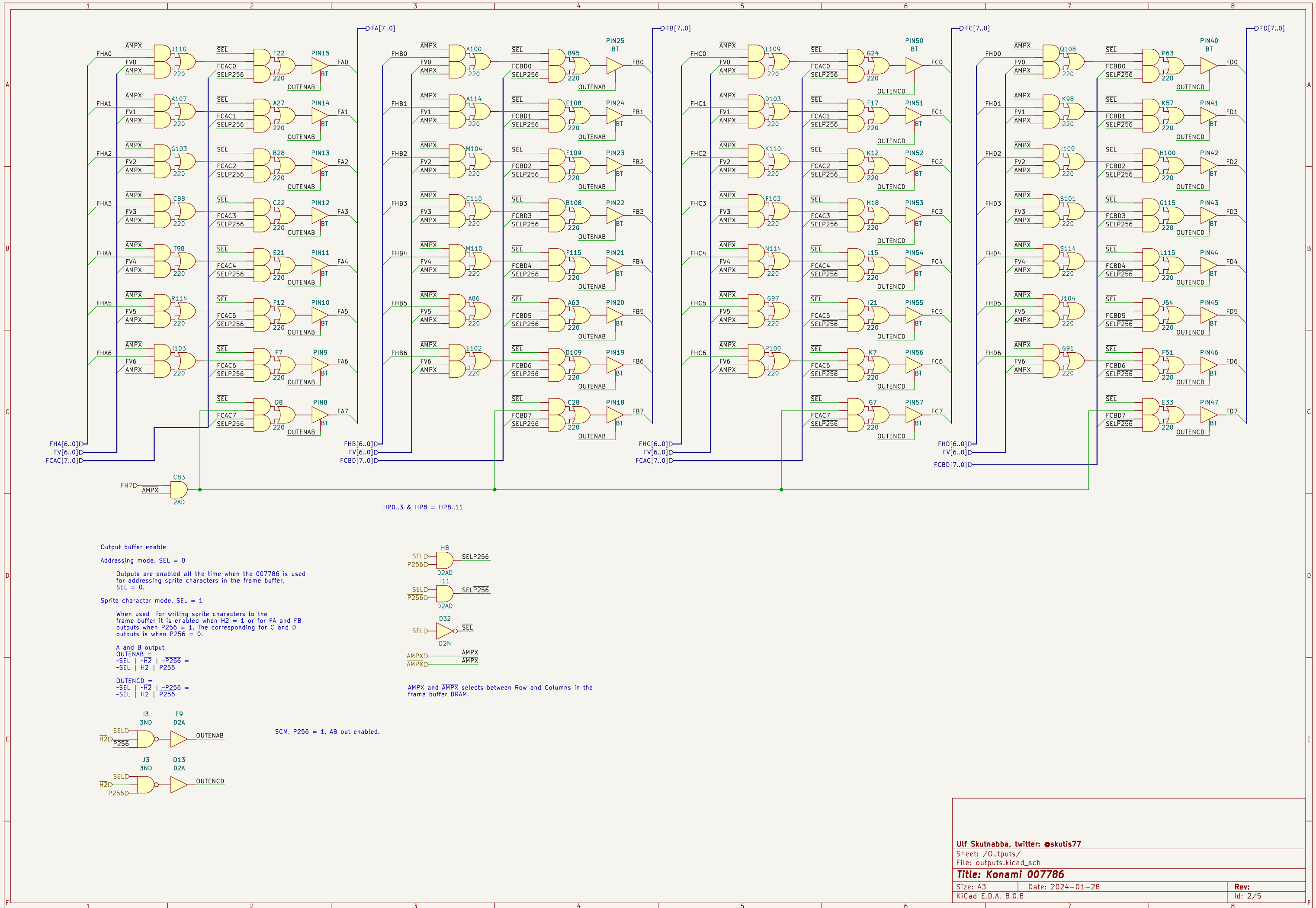
The 007786 uses an OKI 74V000 CMOS gate array  
with 2400 unit cells.

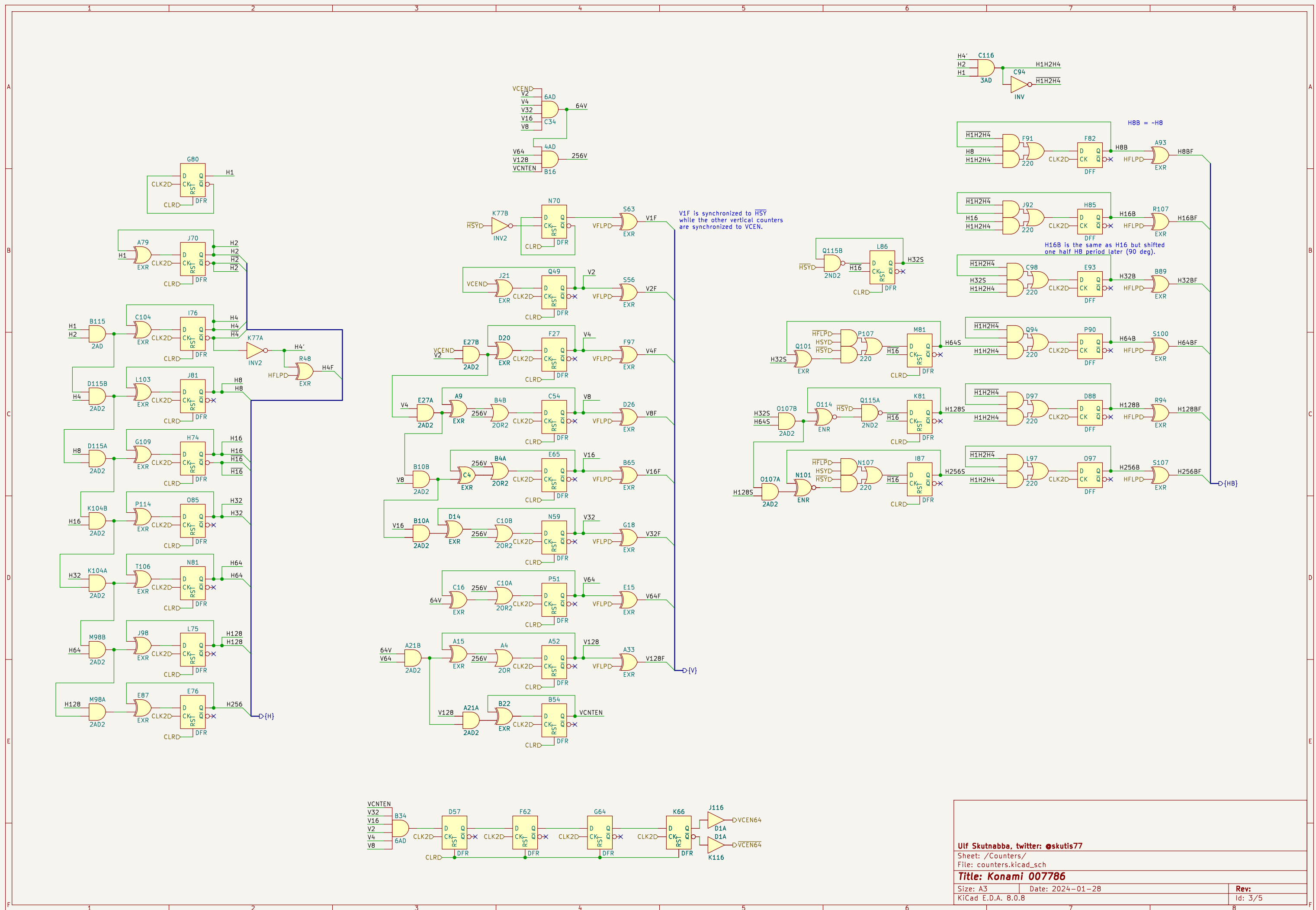
Ulf Skutnabba, twitter: @skutis77

Sheet: /  
File: 007786.kicad\_sch

Title: Konami 007786

Size: A3	Date: 2024-01-28	Rev:
KiCad E.D.A. 8.0.8		Id: 1/5

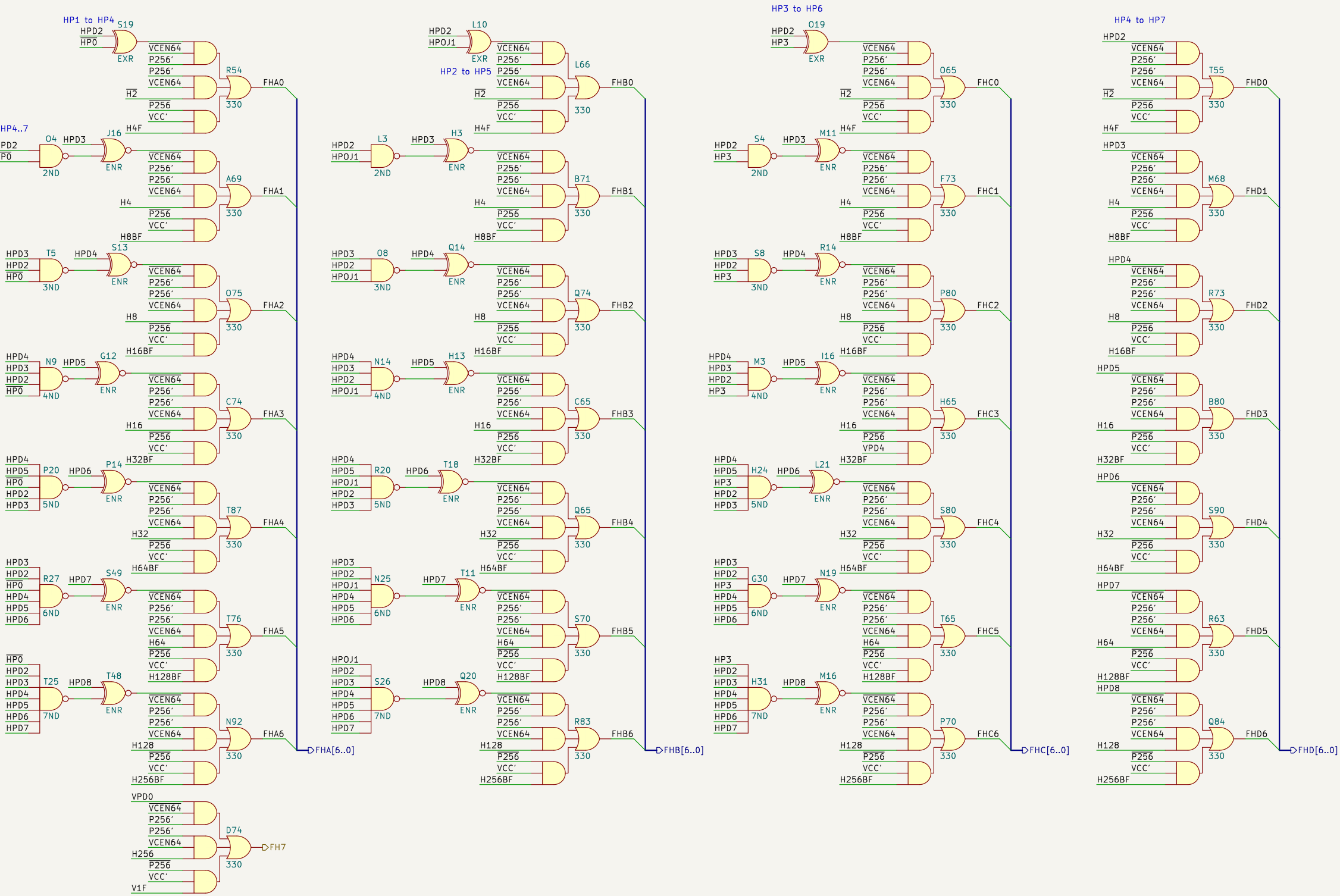




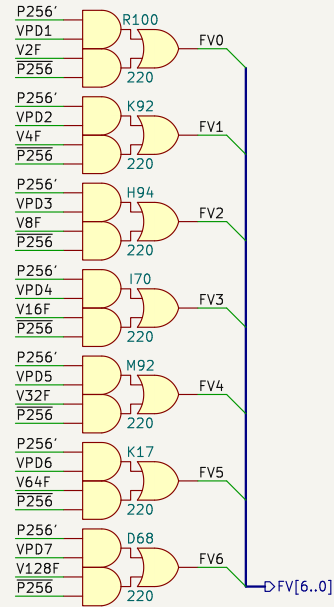


# Horizontal Position

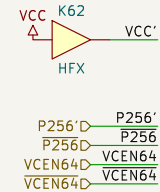
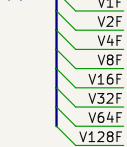
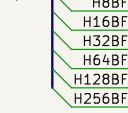
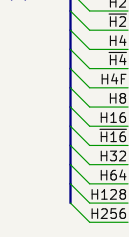
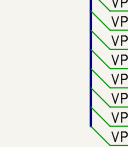
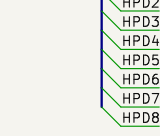
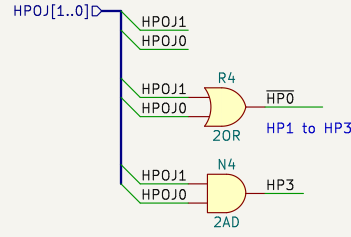
VCEN64 active: Data is written to the frame buffer  
VCEN64 active, four times pre frame: Data is refreshed in DRAM, every 4ms.



# Vertical Position



P256' active: Write addressing  
P256 active: Read addressing



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Sheet: /Sprite Character Frame Buffer Position/  
File: scfbp.kicad\_sch

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