

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.

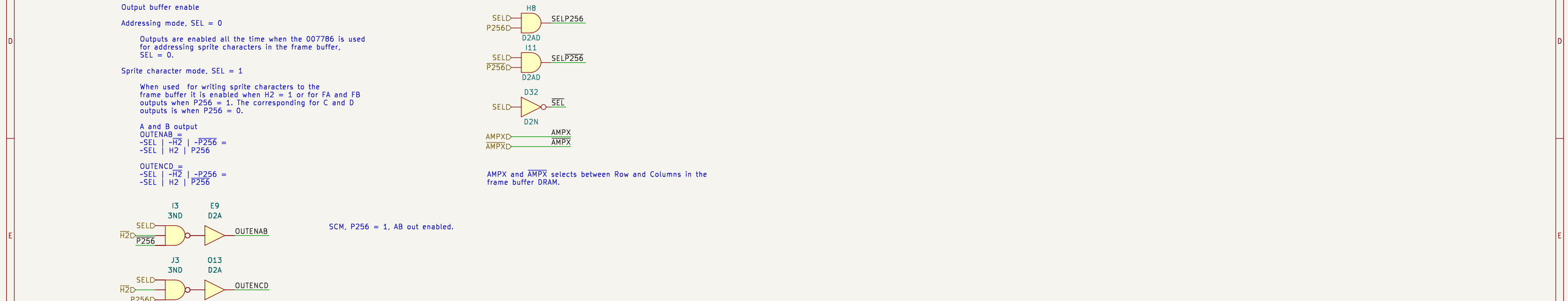
The 007786 uses an OKI 74V000 CMOS gate array  
with 2400 unit cells.

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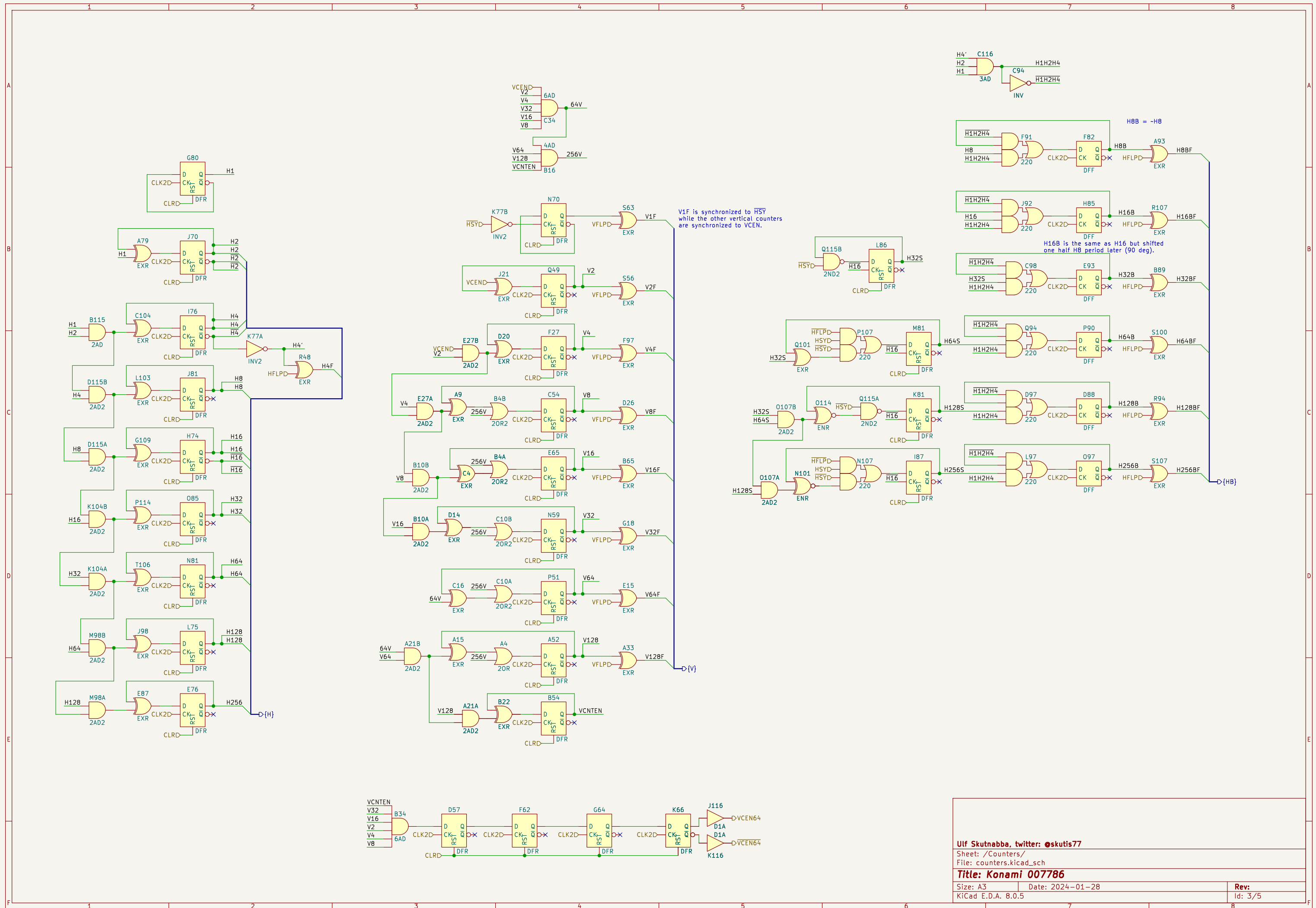
Sheet: /  
File: 007786.kicad\_sch

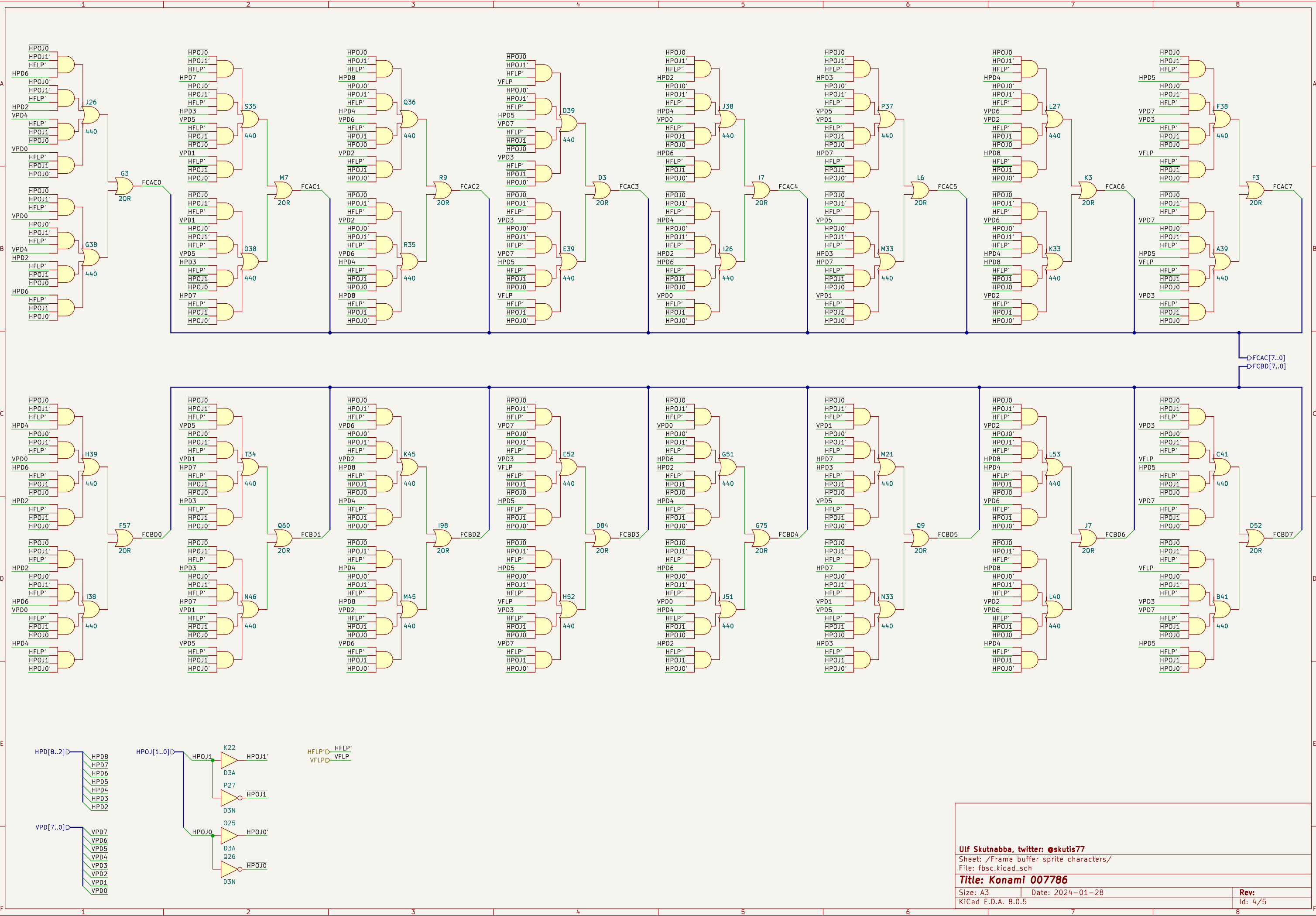
Title: Konami 007786

Size: A3	Date: 2024-01-28	Rev:
KiCad E.D.A. 8.0.5		Id: 1/5



Rev:  
Id: 2/5





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Sheet: /Frame buffer sprite characters/  
File: fbcd.kicad\_sch

Title: Konami 007786

Size: A3 Date: 2024-01-28

KiCad E.D.A. 8.0.5

Rev:

Id: 4/5

# Horizontal Position

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

