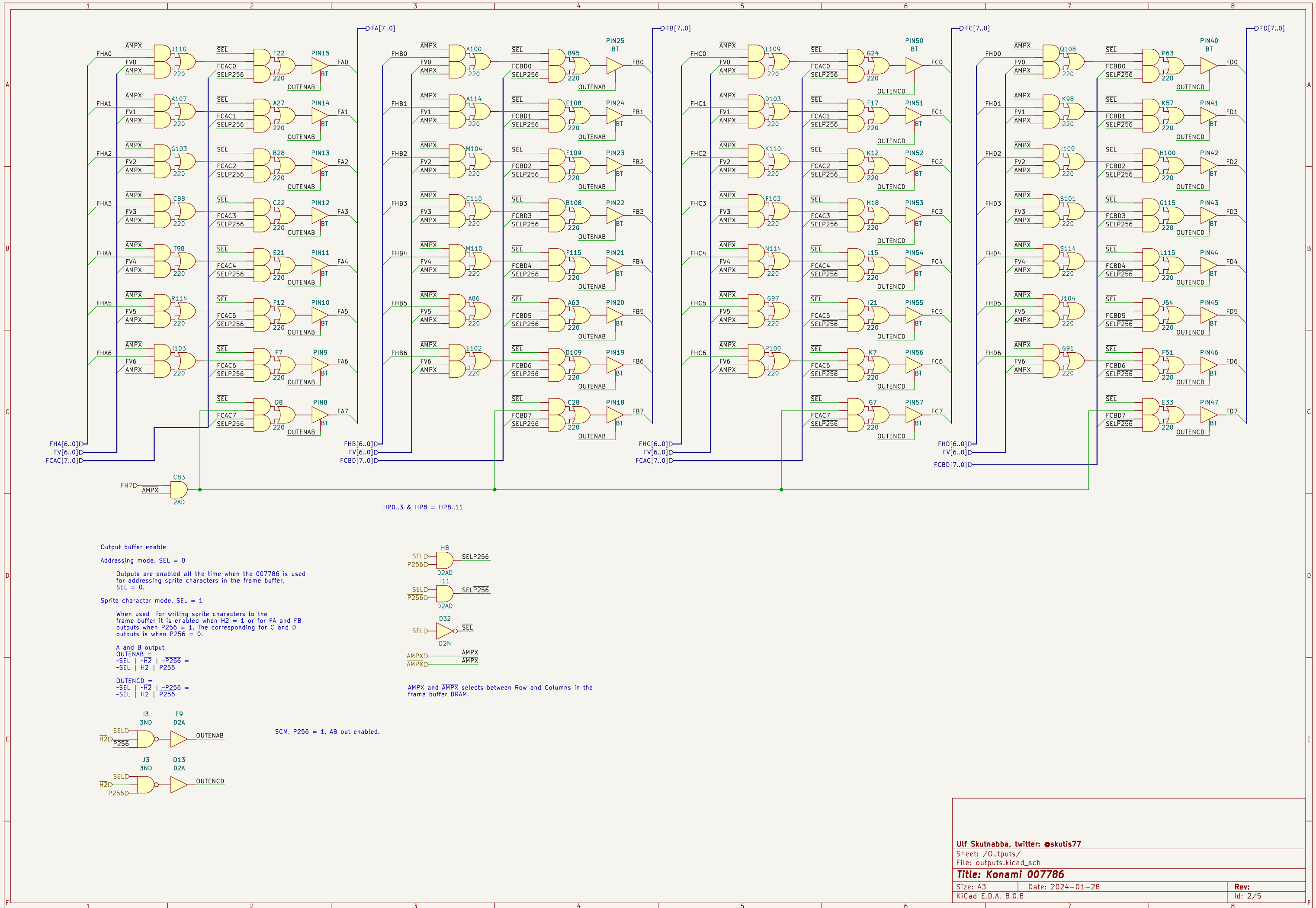


The 007786 is a sprite frame buffer controller.
It works in two modes:
- When SEL = 0, it generates addresses for the frame buffer.
- When SEL = 1, it parses sprite character data
It also handles refreshing of data in the DRAM memory.

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



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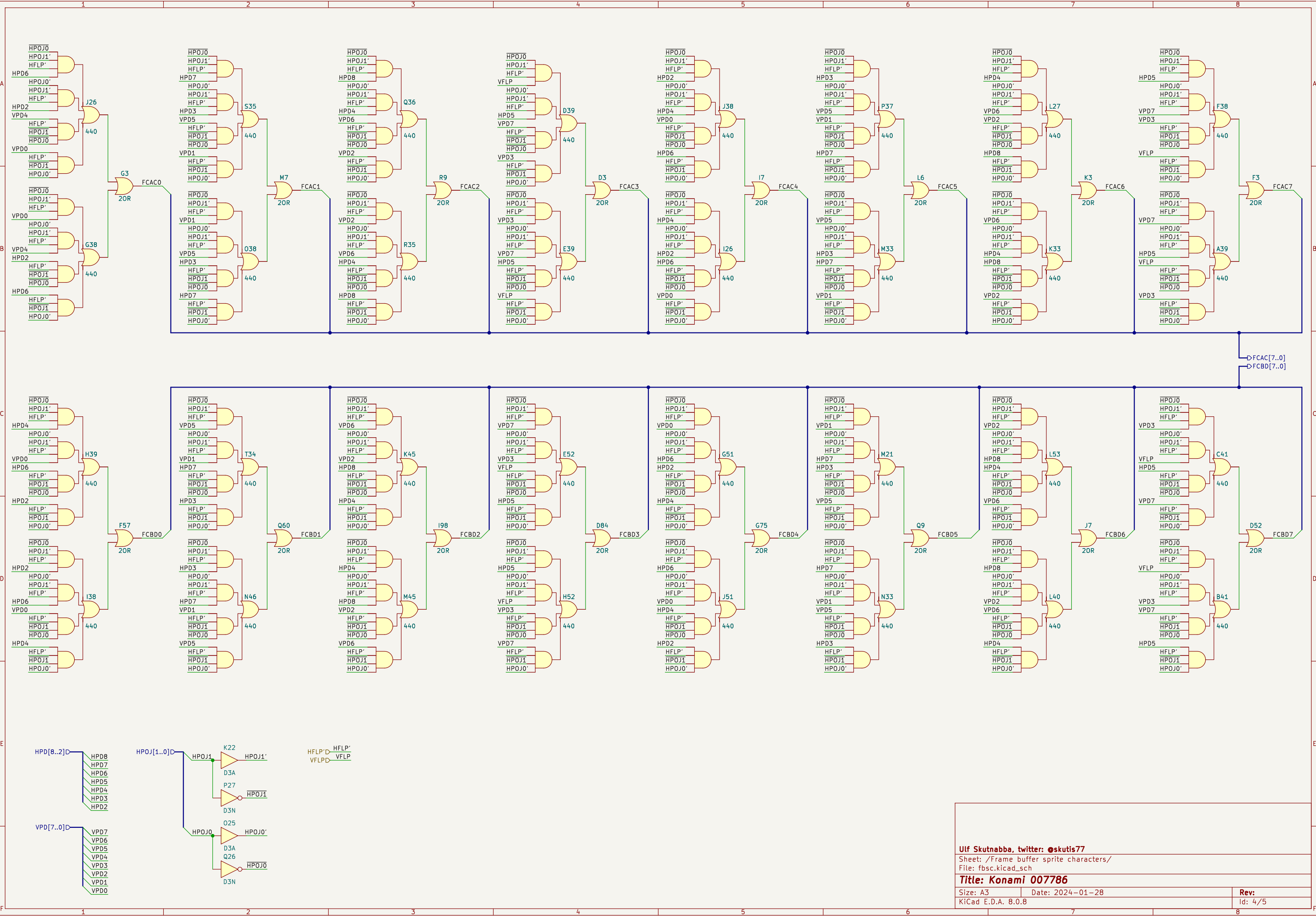
Sheet: /Outputs/
File: outputs.kicad_sch

Title: Konami 007786

Size: A3 Date: 2024-01-28
KiCad E.D.A. 8.0.8

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. 8.0.8

Rev:
Id: 4/5

