

The 007786 scans for valid object data:

- Object (sprite) code,
- palette,
- position and
- attributes

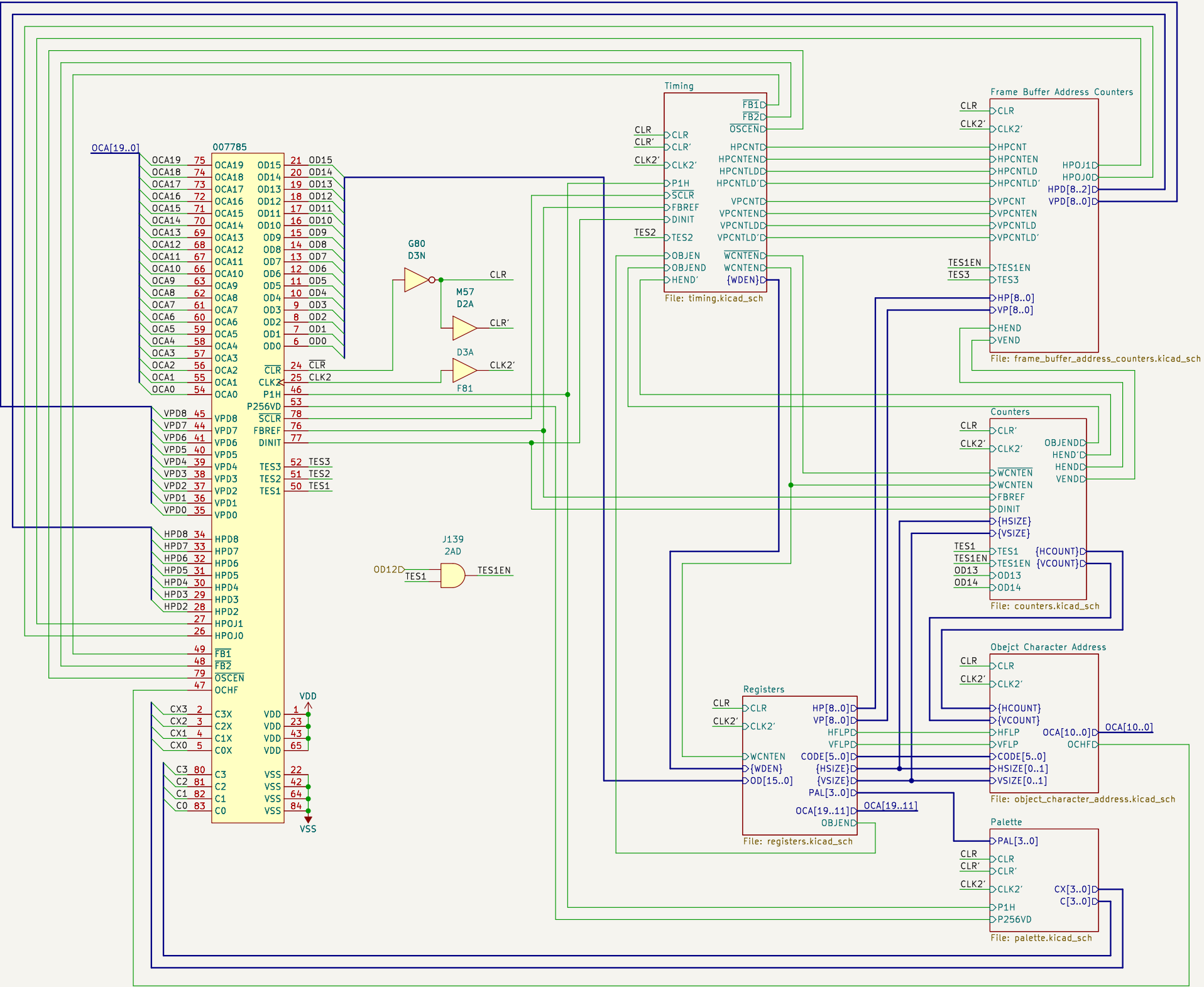
It translates it into:

- Individual object character (tiles) color code,
- Palette values
- object character address

This is copied into the frame buffers with the 007786.

1. SCLR (OSCANCLR) starts the obejct scanning process.
2. OSCEN is activated when each of the four words to be scanned are to be read. The 007783 increments the address.

The 007786 uses an OKI 79V000 gate cell array with 3289 unit cells.



Ulf Skutnabba, twitter: @skutis77

Sheet: /  
File: 007785.kicad\_sch

**Title: Konami 007785**

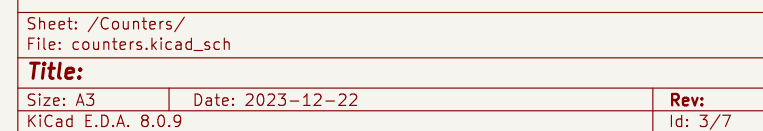
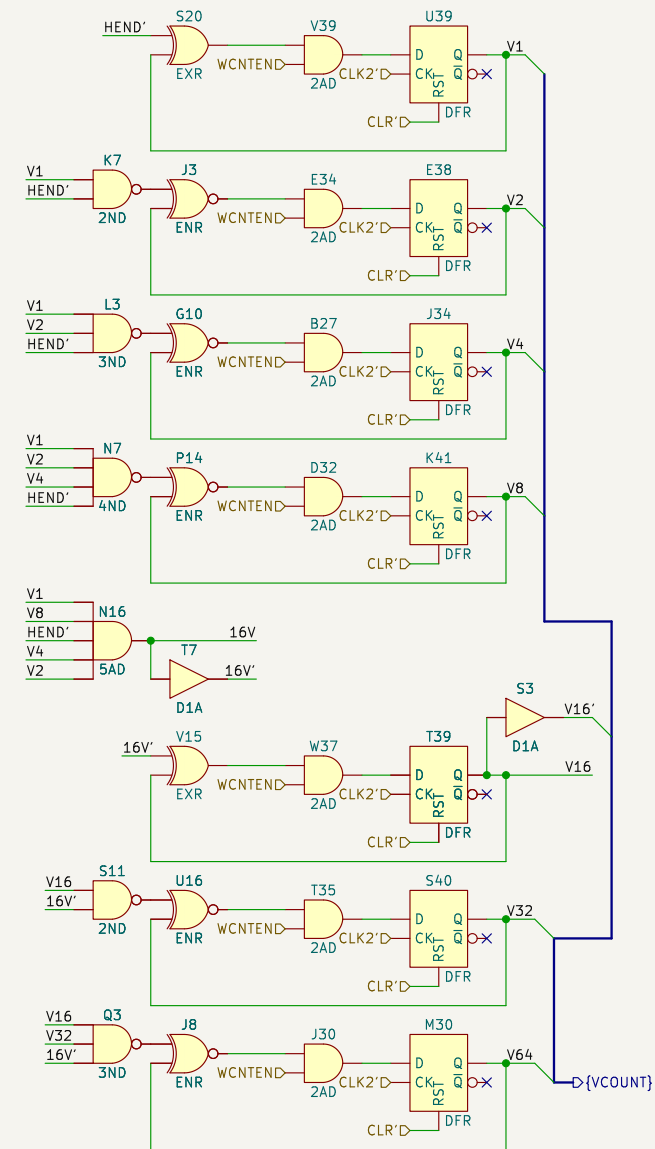
Size: A3 Date: 2023-12-22

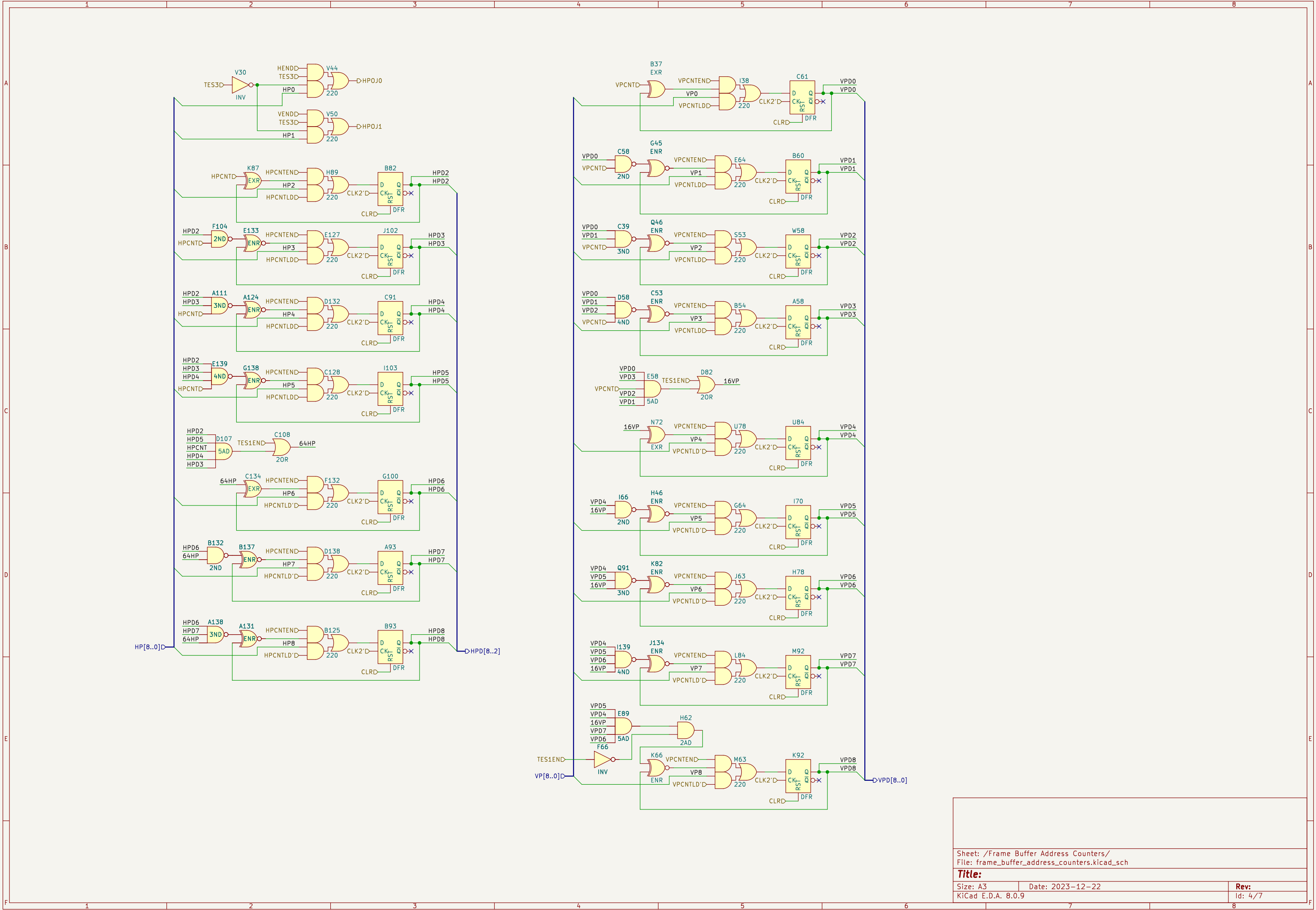
KiCad E.D.A. 8.0.9

Rev:

Id: 1/7

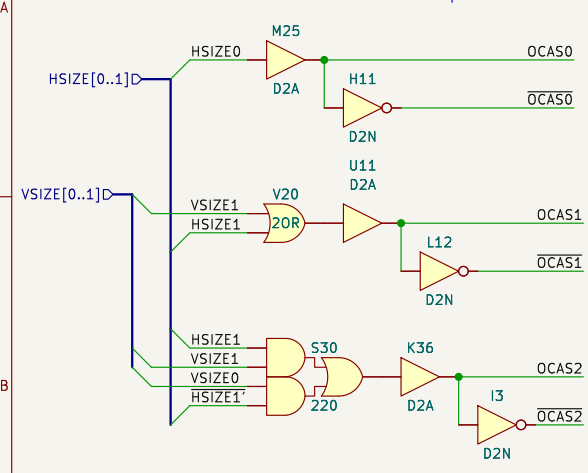




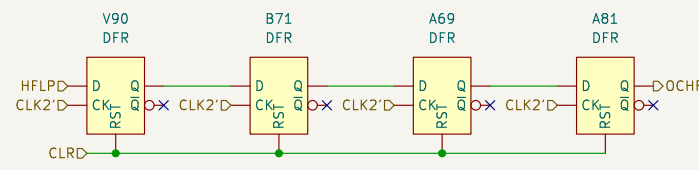
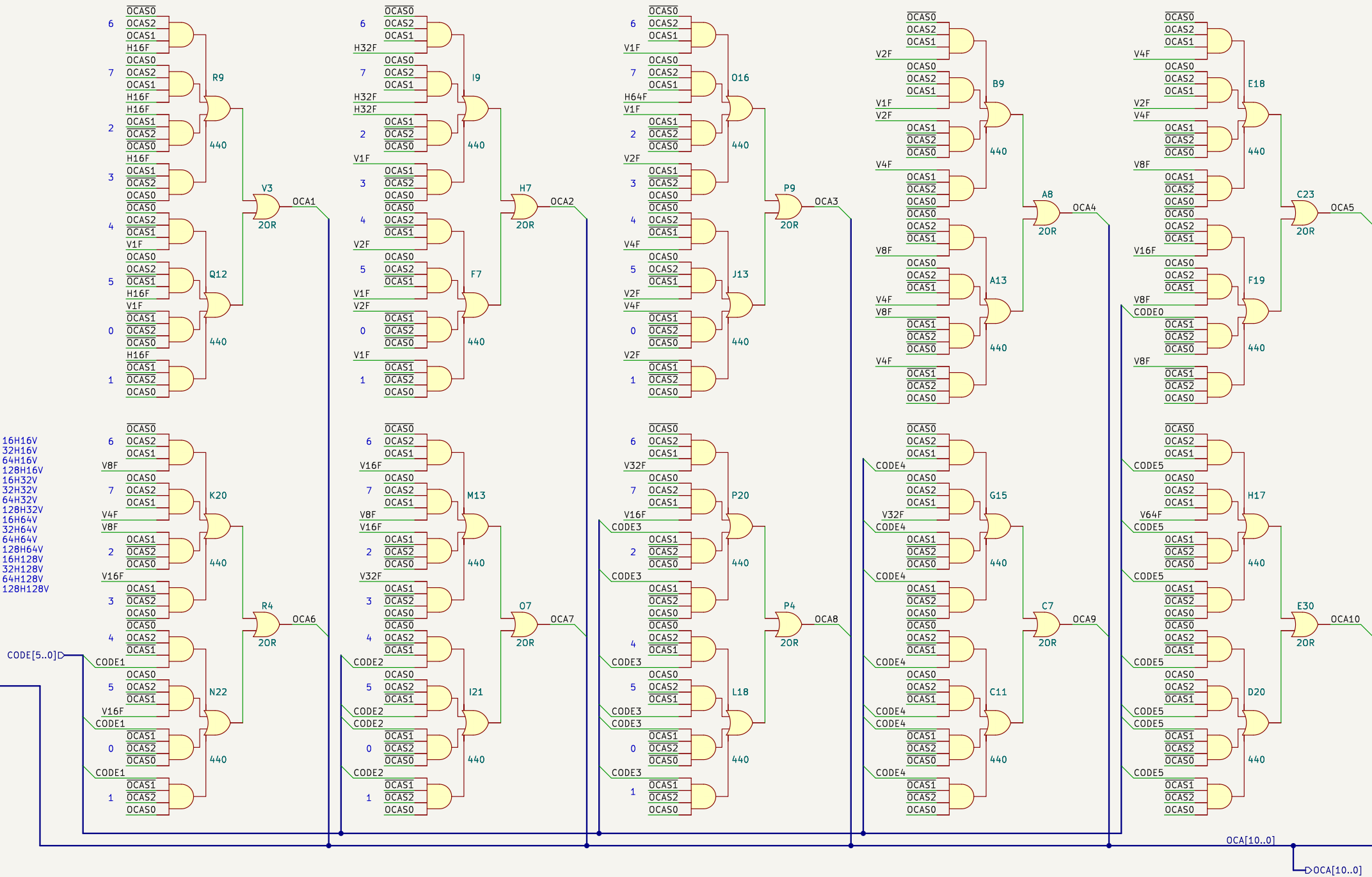
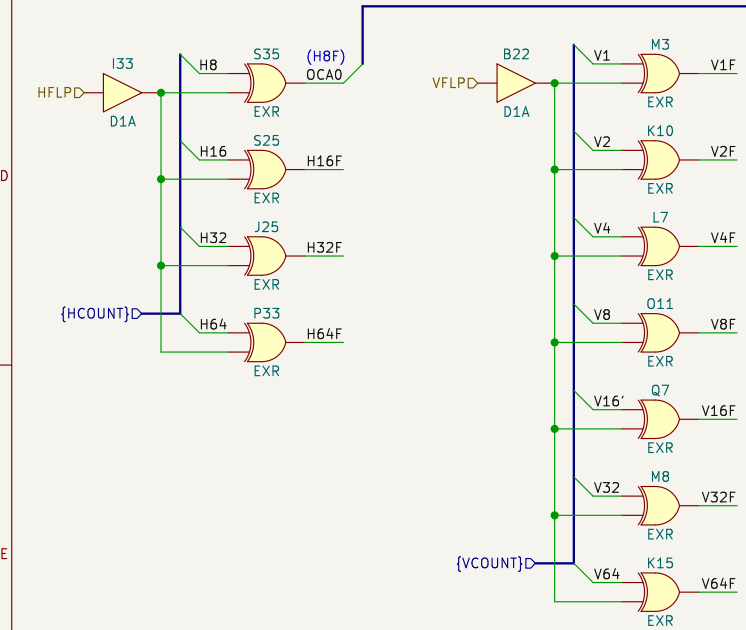


Object Character Select Address

Object (Sprite) tiles are called characters on the twin16 platform.



VSIZE1	VSIZE0	VSIZE	HSIZE1	HSIZE0	HSIZE	OCAS2	OCAS1	OCAS0		
0	0	16	0	0	16	0	0	0	0	16H16V
0	0	16	1	0	32	0	0	1	1	32H16V
0	0	16	1	1	64	0	0	1	1	64H16V
0	0	16	1	1	128	0	1	1	1	128H16V
0	1	32	0	0	16	1	0	0	0	16H32V
0	1	32	0	1	32	1	0	1	1	32H32V
0	1	32	1	0	64	0	1	1	0	64H32V
0	1	32	1	1	128	0	1	1	1	128H32V
1	0	64	0	0	16	0	1	0	0	16H64V
1	0	64	0	1	32	0	1	1	1	32H64V
1	0	64	1	0	64	1	1	0	0	64H64V
1	0	64	1	1	128	1	1	1	1	128H64V
1	1	128	0	0	16	1	1	0	0	16H128V
1	1	128	0	1	32	1	1	1	1	32H128V
1	1	128	1	0	64	1	1	0	0	64H128V
1	1	128	1	1	128	1	1	1	1	128H128V



Size	
16H16V	H8F
32H16V	H16F
64H16V	H32F
128H16V	H64F
16H32V	H16F
32H32V	H32F
64H32V	H64F
128H32V	H128F
16H64V	H16F
32H64V	H32F
64H64V	H64F
128H64V	H128F

OCA0	OCA1	OCA2	OCA3	OCA4	OCA5	OCA6	OCA7	OCA8	OCA9	OCA10
H8F	V1F	V2F	V4F	V8F	CODE0	CODE1	CODE2	CODE3	CODE4	CODE5
H16F	V16F	V2F	V4F	V8F	CODE1	CODE2	CODE3	CODE4	CODE5	CODE6
H32F	V32F	V4F	V8F	V16F	CODE2	CODE3	CODE4	CODE5	CODE6	CODE7
H64F	V64F	V8F	V16F	V32F	CODE3	CODE4	CODE5	CODE6	CODE7	CODE8
		V16F	V32F	V64F	CODE4	CODE5	CODE6	CODE7	CODE8	CODE9
			V32F	V64F	CODE5	CODE6	CODE7	CODE8	CODE9	CODE10
				V64F	CODE6	CODE7	CODE8	CODE9	CODE10	CODE11
					CODE7	CODE8	CODE9	CODE10	CODE11	CODE12
						CODE8	CODE9	CODE10	CODE11	CODE12
							CODE9	CODE10	CODE11	CODE12
								CODE10	CODE11	CODE12
									CODE11	CODE12
										CODE12



