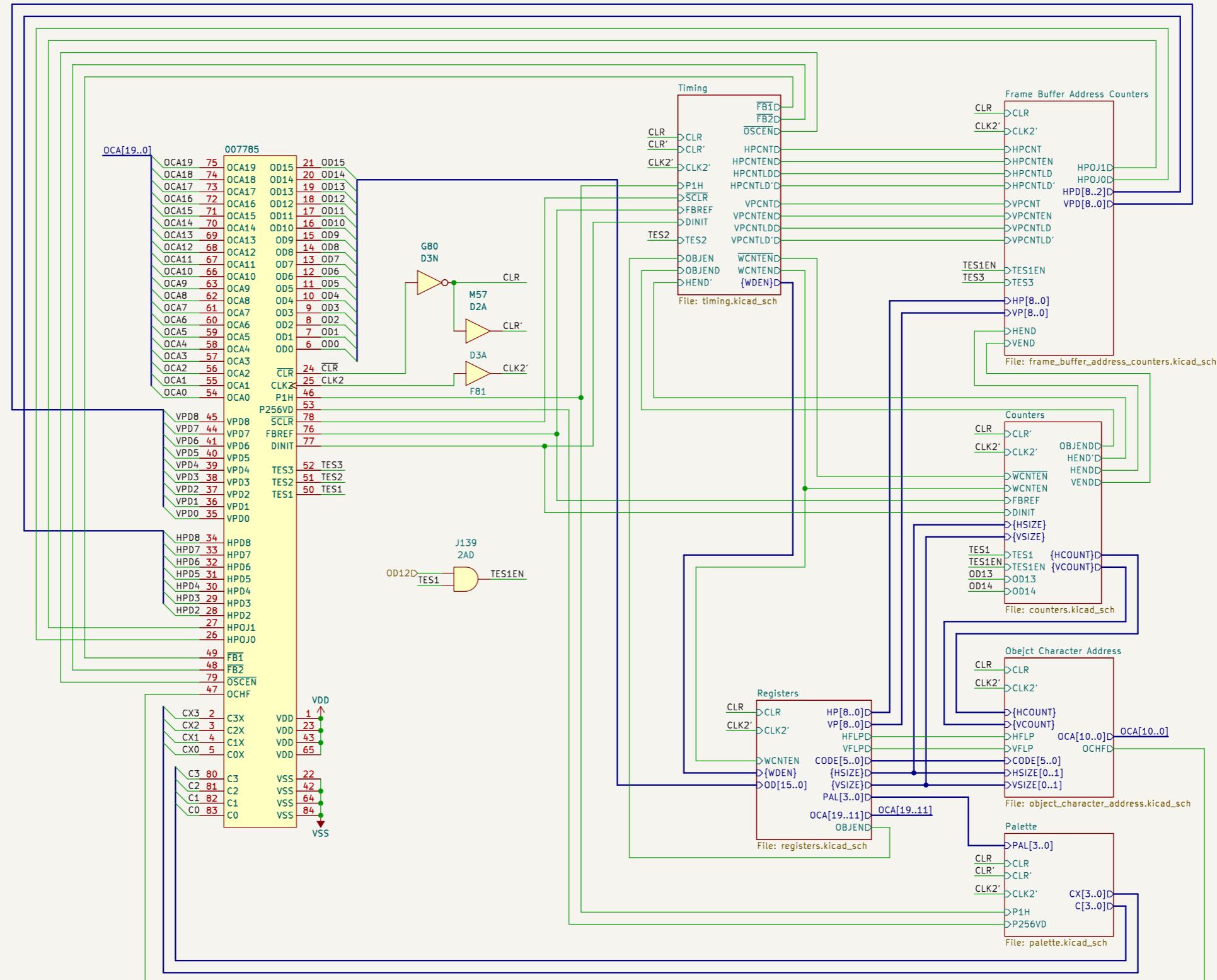


- It translates it into:
 - Individual object character (tiles) color code,
 - Palette values
 - object character address

This is copied into the frame buffers with the 007786.

1. SCLR (OSCANCLR) starts the object 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 007/86 uses an OKI /9V000 gate cell array with 3289 unit cells.



Ulf Skutnabba, twitter: @skutis77

Sheet: /

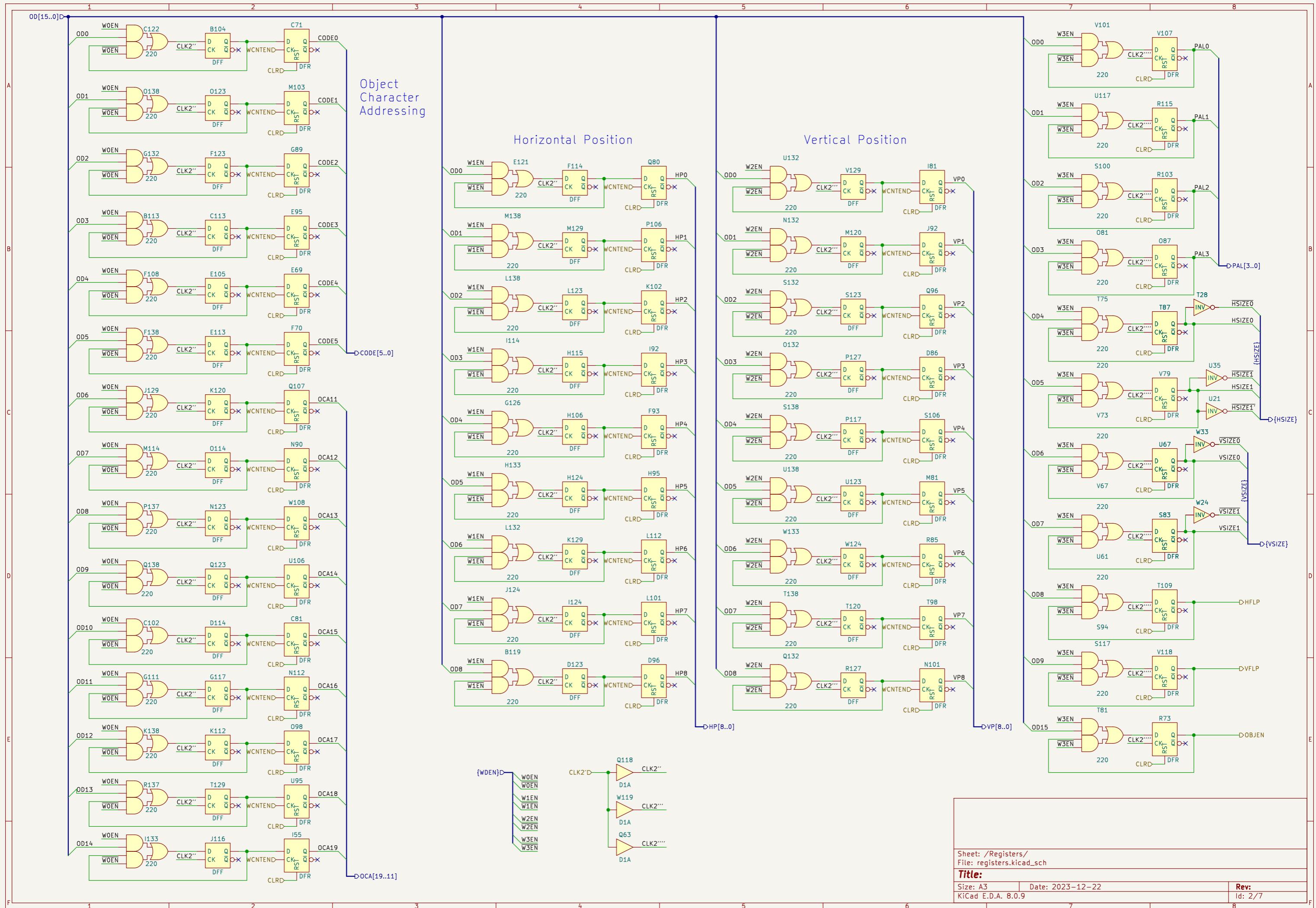
File: 007785.kicad_sch

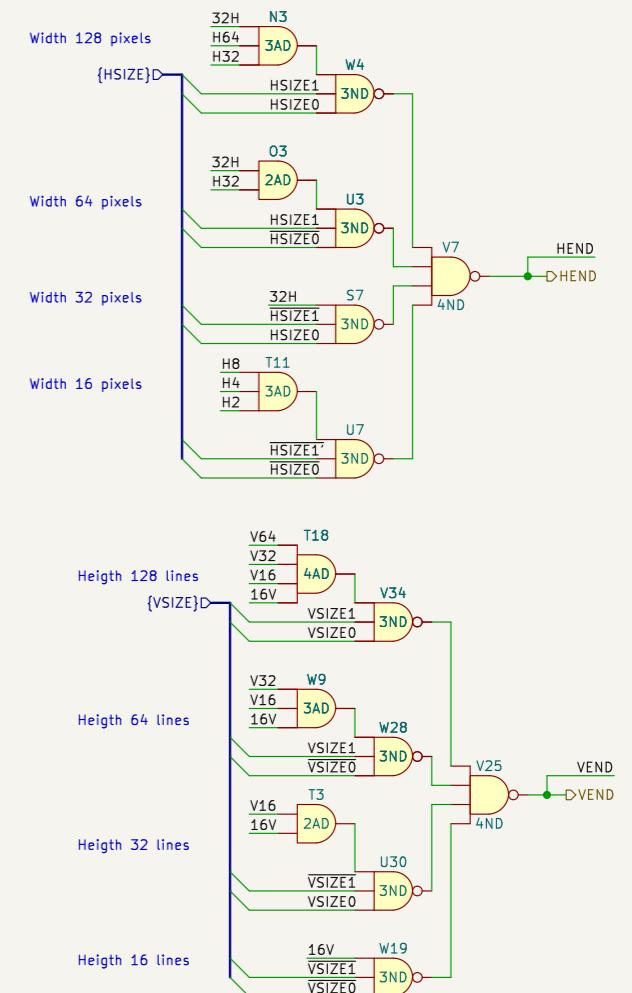
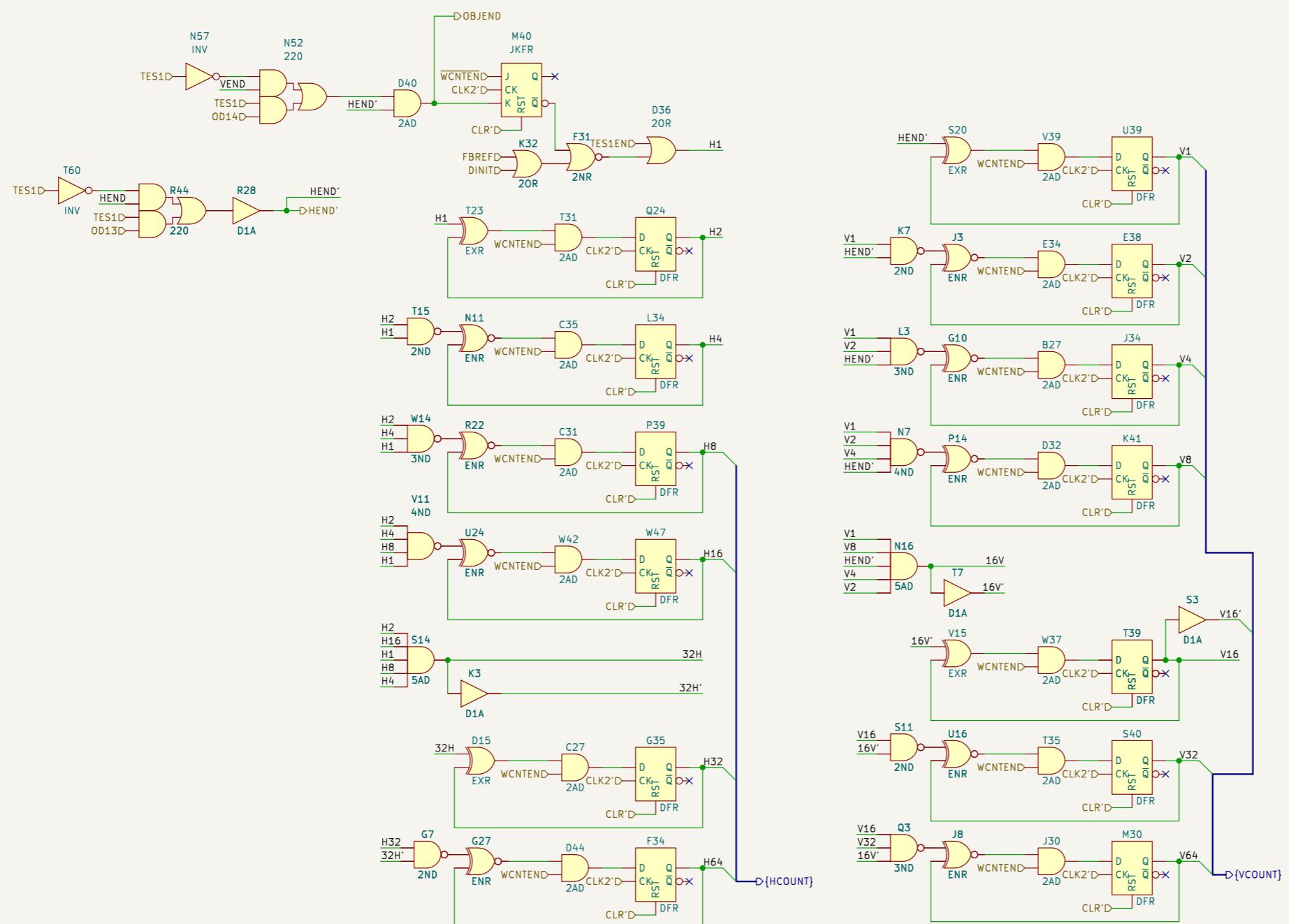
Title: Konami 007/85

Size: A3 Date: 2023-12-22
KiCad EDA 8.0.9

KICad E.D.A. 8.0.9

Rev:
Id: 1 / 7



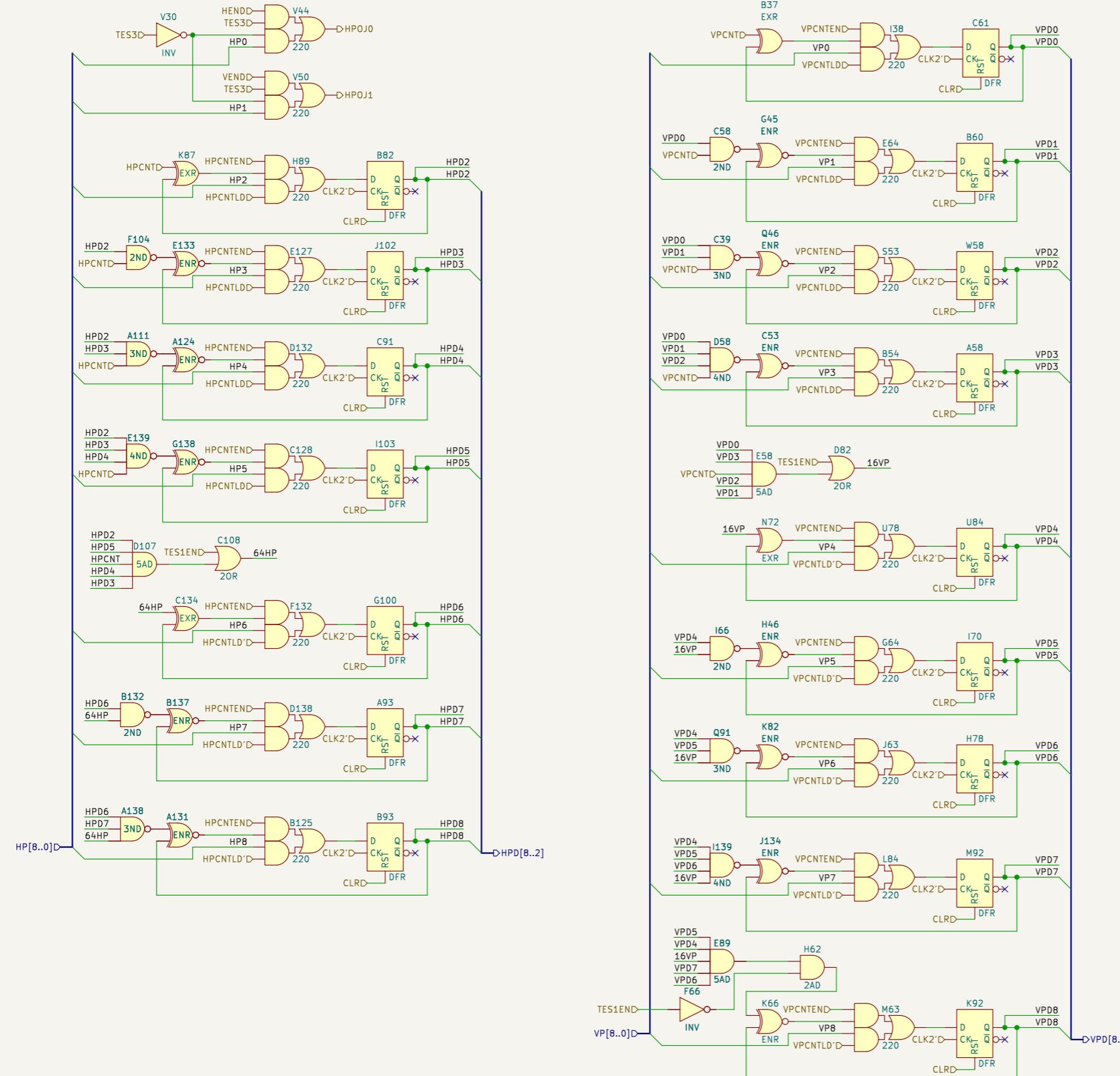


Sheet: /Counters/
File: counters.kicad_sch

Title:

Size: A3 Date: 2023-12-22
KiCad E.D.A. 8.0.9

Rev: Id: 3/7



Sheet: /Frame Buffer Address Counters/
File: frame_buffer_address_counters.kicad_sch

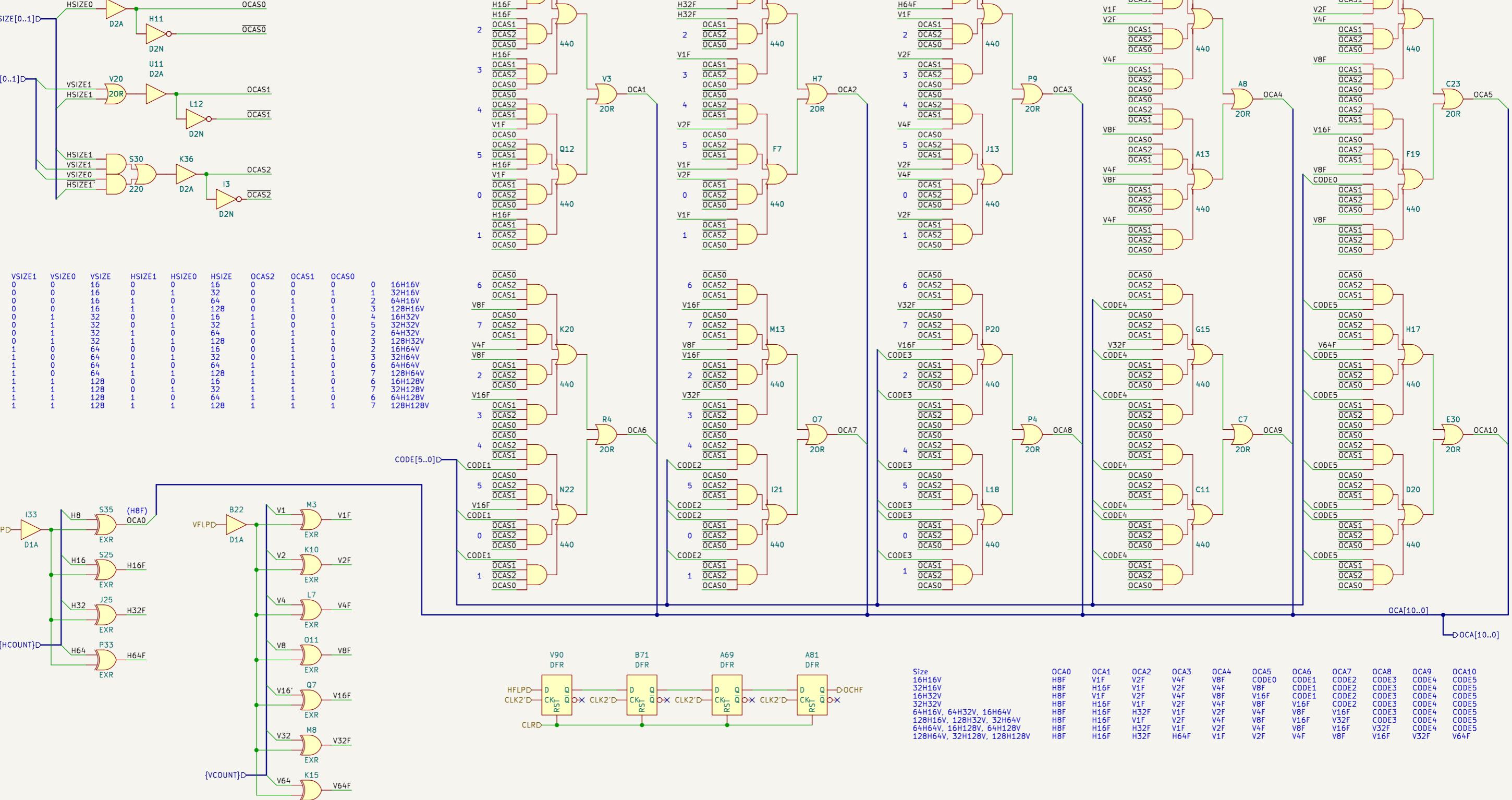
Title:

Size: A3 Date: 2023-12-22
KiCad E.D.A. 8.0.9

Rev: Id: 4/7

Object Character Select Address

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

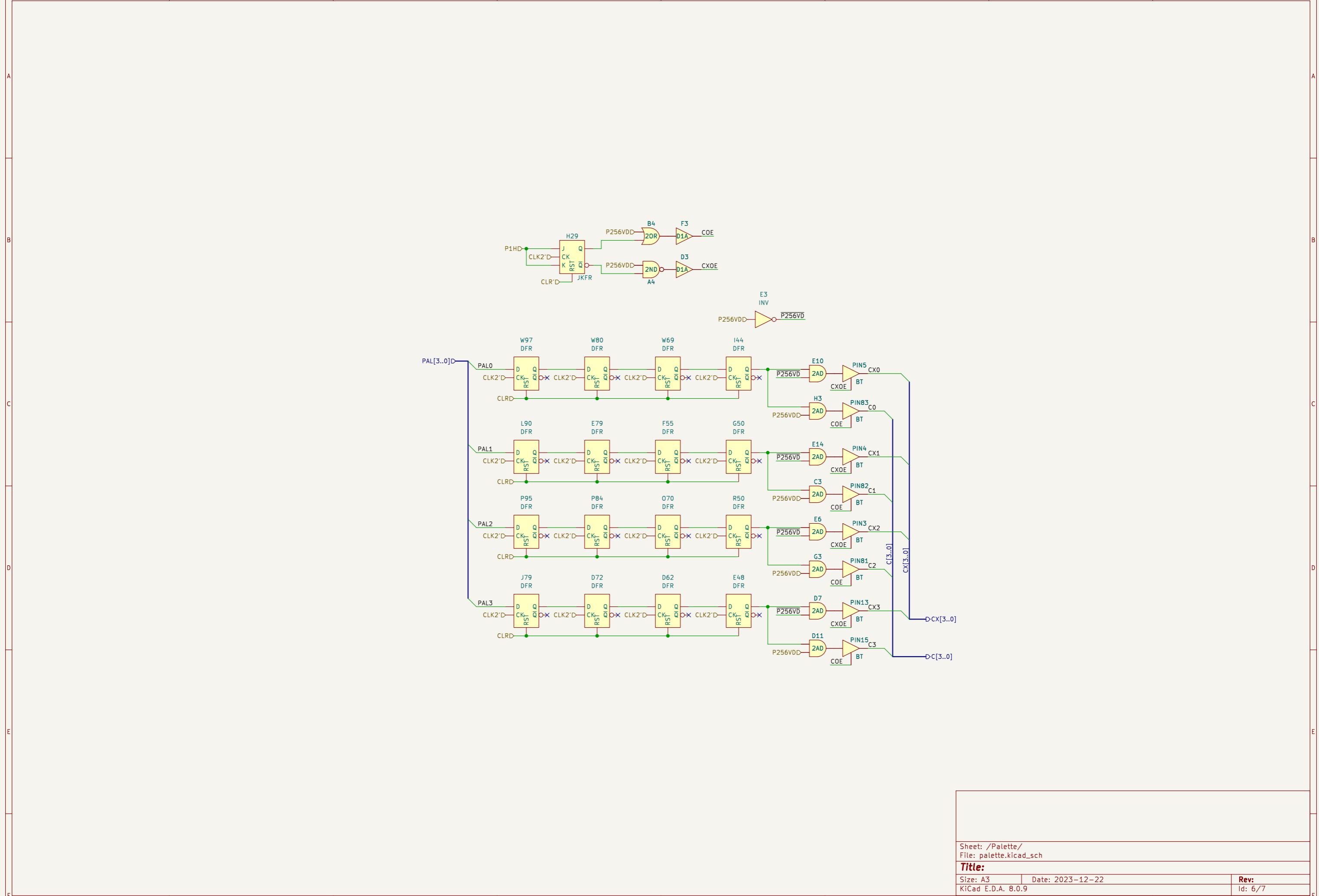


Sheet: /Object Character Address/
File: object_character_address.kicad_sch

Title:

Size: A3 Date: 2023-12-22
KiCad E.D.A. 8.0.9

Rev: 5/7



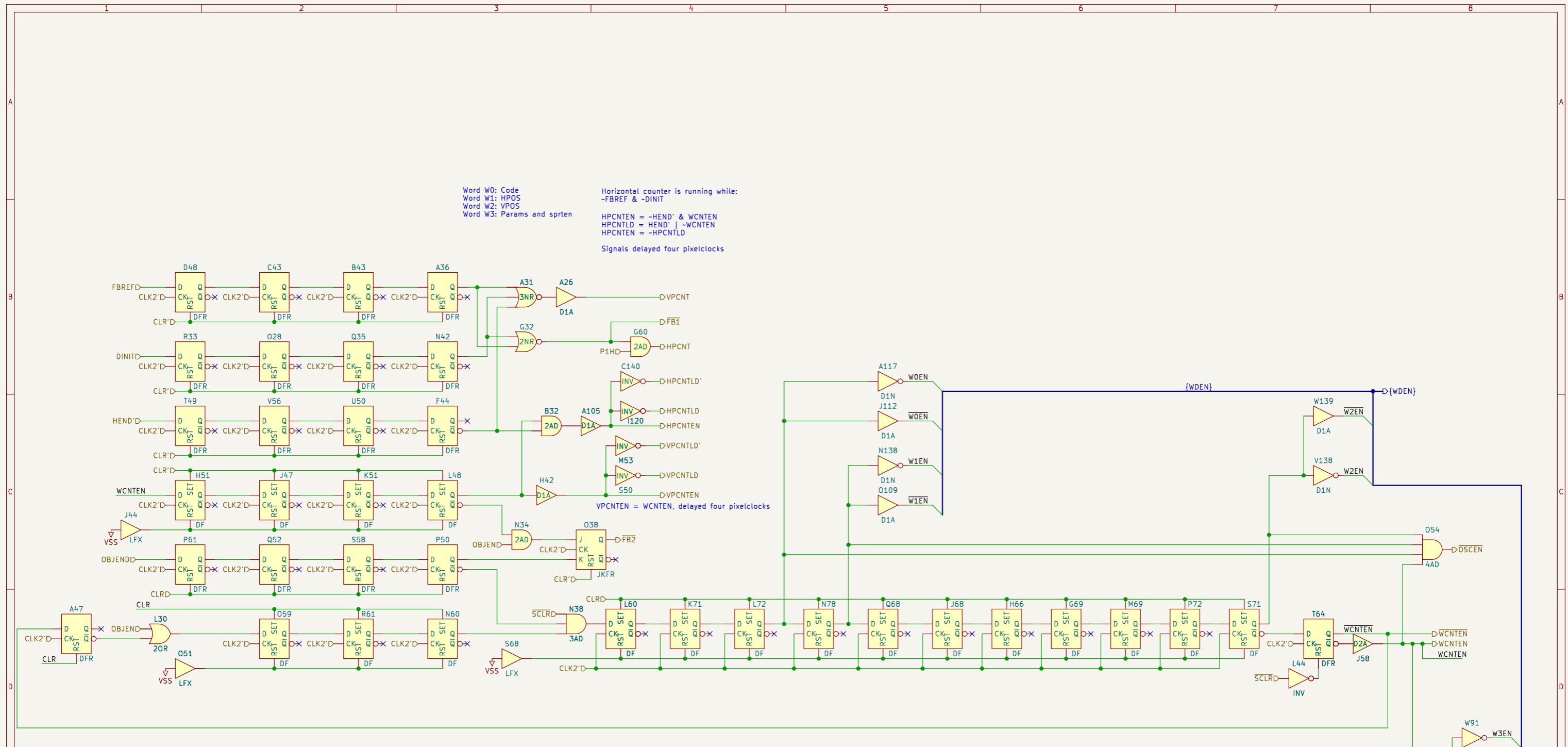
Sheet: /Palette/
File: palette.kicad_sch

Title:

Size: A3 Date: 2023-12-22
KiCad E.D.A. 8.0.9

Rev: 6/7

1 2 3 4 5 6 7 8



Sheet: /Timing/
File: timing.kicad_sch

Title:

Size: A3 Date: 2023-12-22
KiCad E.D.A. 8.0.9

Rev: Id: 7/7

1 2 3 4 5 6 7 8