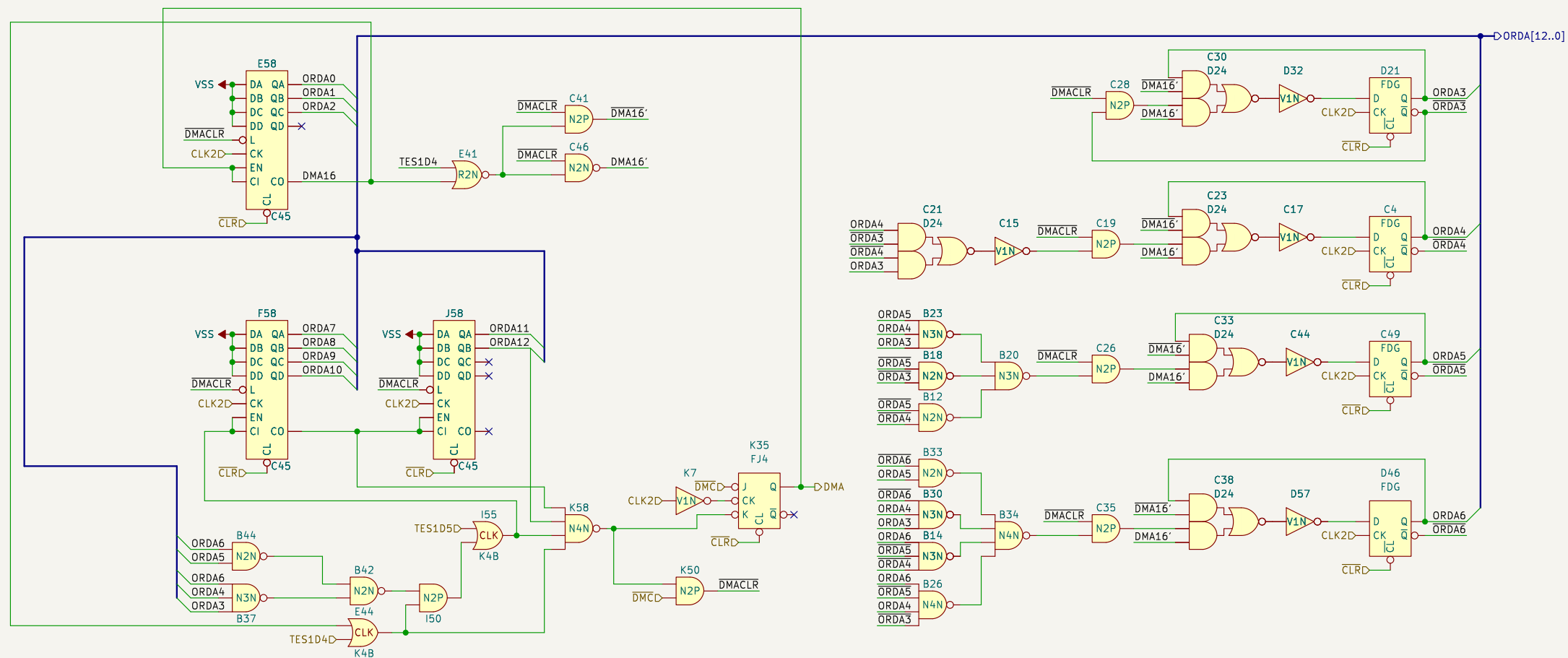
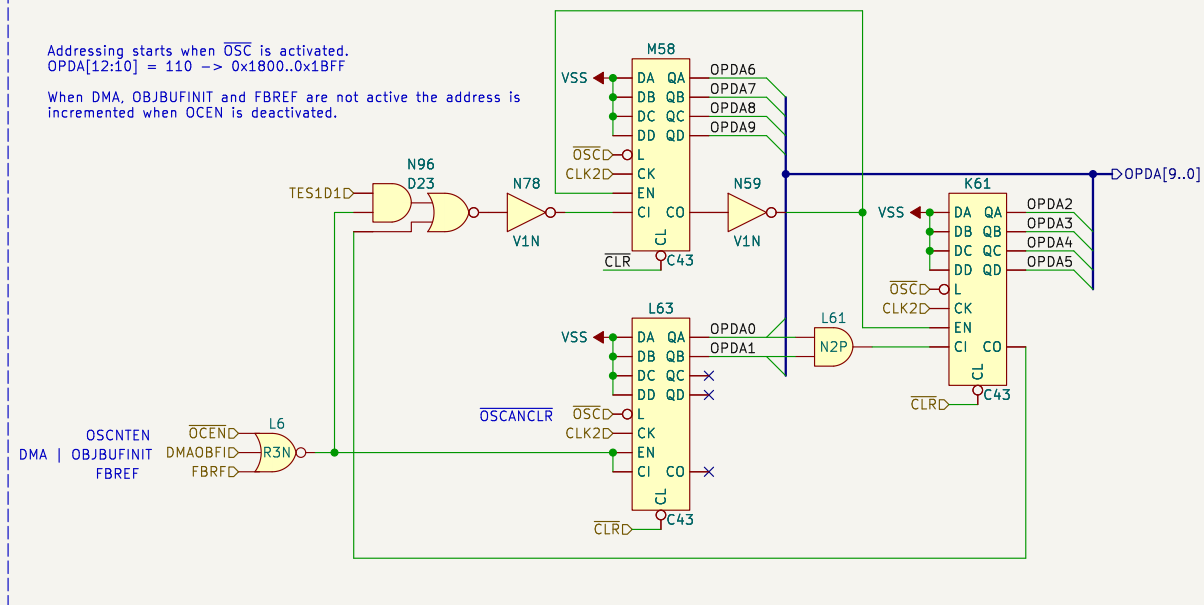


## Object Read Addressing



## Parsed Object Data Addressing

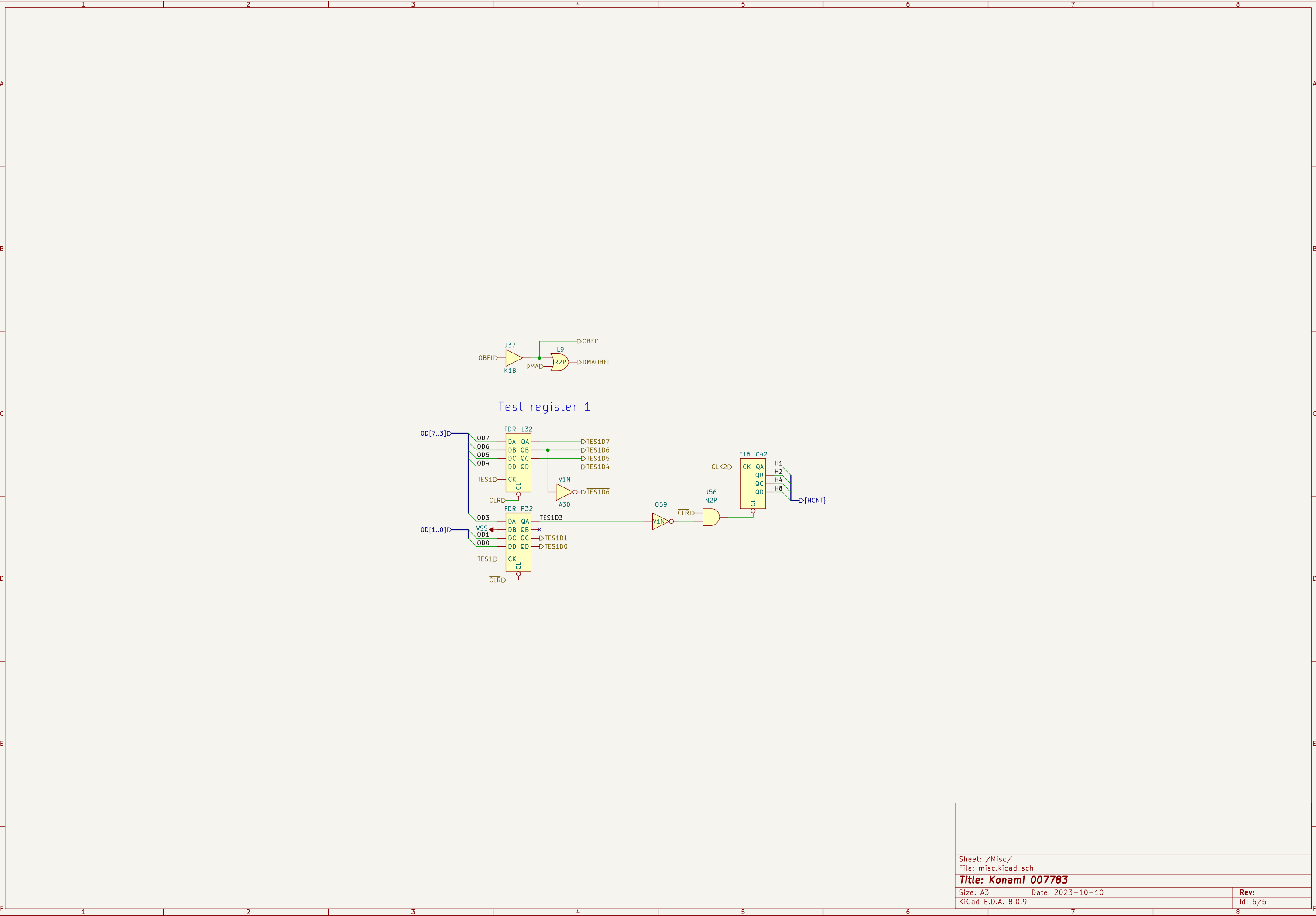


Sheet: /Obejct read addressing/  
 File: object\_read\_addressing.kicad\_sch

**Title: Konami 007783**

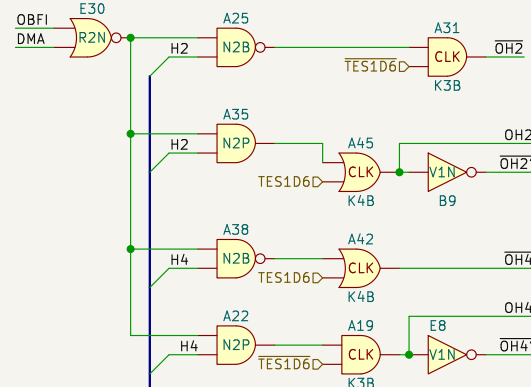
Size: A3 Date: 2023-10-10  
 KiCad E.D.A. 8.0.9

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 Id: 3/5

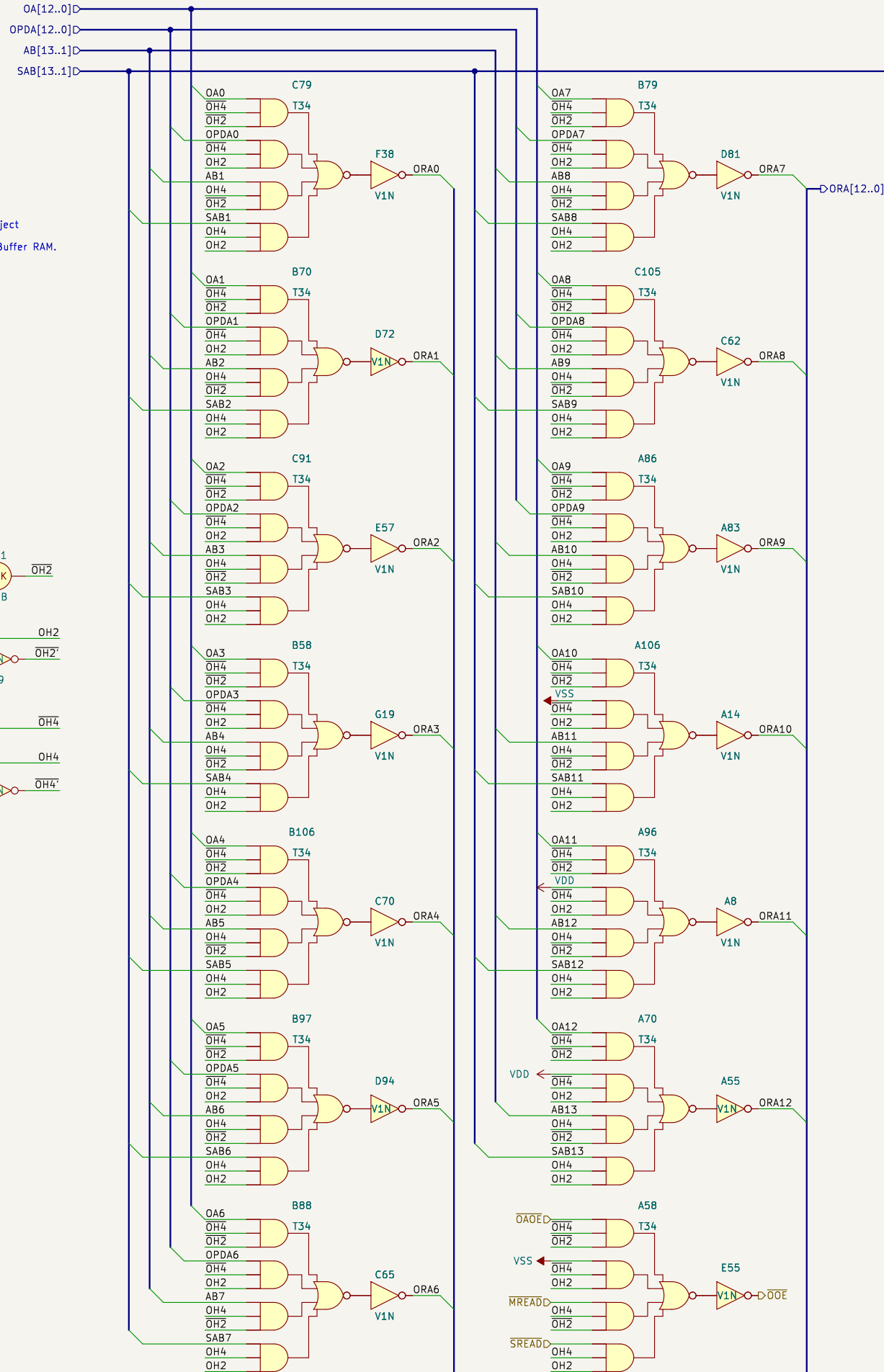


Four time slots available all the time for addressing.  
0: - OBJ/BUF/INIT high: Writing zeros to all data in the Object Data Buffer.  
- DMA high: Data copying from Object RAM to Object Buffer RAM.  
1: Parsed object data copy to the frame buffers.  
2: Master CPU access  
3: Slave CPU access

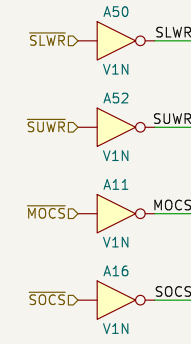
OBFI	DMA	OH2	OH2'	OH4	OH4'
1	X	0	1	0	1
X	1	0	1	0	1



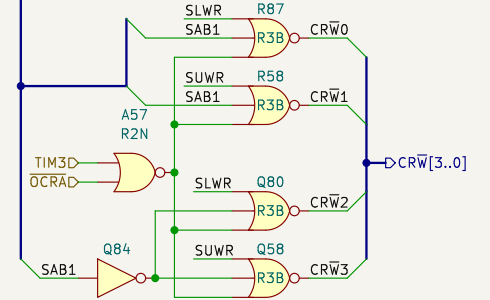
{HCNT}D



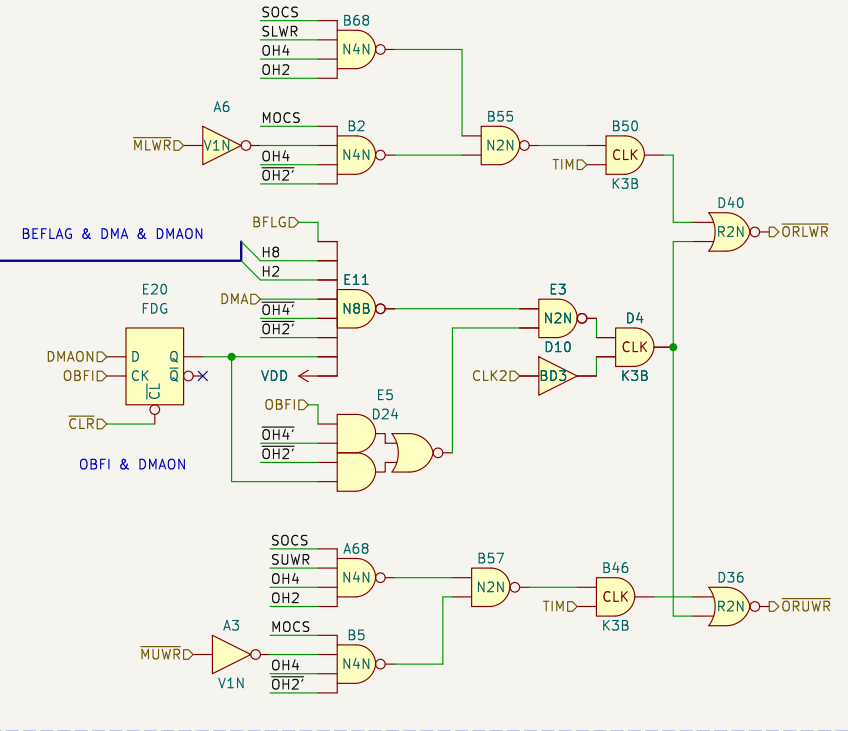
### CPU Read/Write logic



### Object Character RAM Read/Write logic



### Object RAM Read/Write logic



Sheet: /Address output/  
File: address\_output.kicad\_sch

**Title: Konami 007783**

Size: A3 Date: 2023-10-10  
KiCad E.D.A. 8.0.9

Rev:  
Id: 6/5