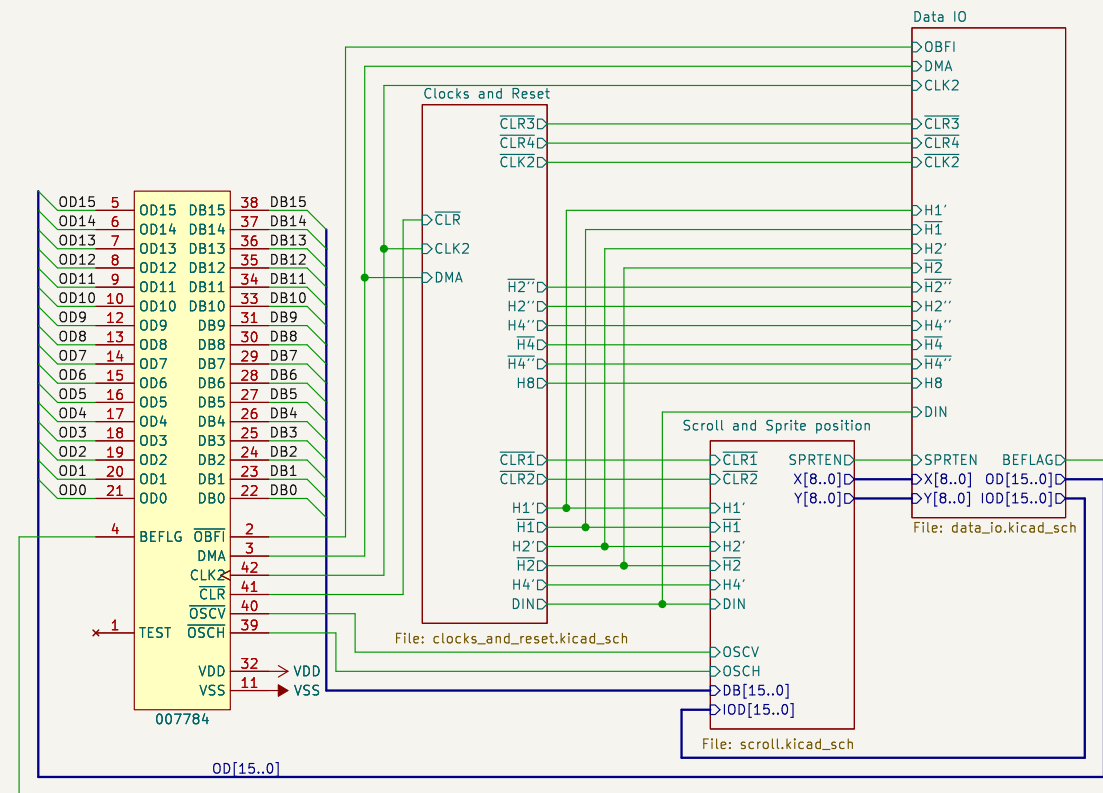


Word 0 -> Sets/Clears BEFLAG according to bit 15.
Word 2 -> Word 3
Word 3 -> Word 0
Word 4 & 5 - XSCROLL -> Word 1
Word 6 & 7 - YSCROLL -> Word 2

- Sets BEFLAG high if bit OD15 is set on every eight words in. Otherwise BEFLAG goes low. DMA does not need to be active.
- All other words in need DMA to be active to be parsed.
- Calculates the final vertical and horizontal positions of the sprite by using the sprite position in the unparsed object table and the horizontal and vertical scroll registers. It is written to a new parsed object table in RAM.
- The Sprite Enable (SPRTEN) bit is only set if the position is within the allowed range.
- When OBF1 (OBJBUFINIT) is in high, only zeros are written to data out. That is to reset the object RAM table.



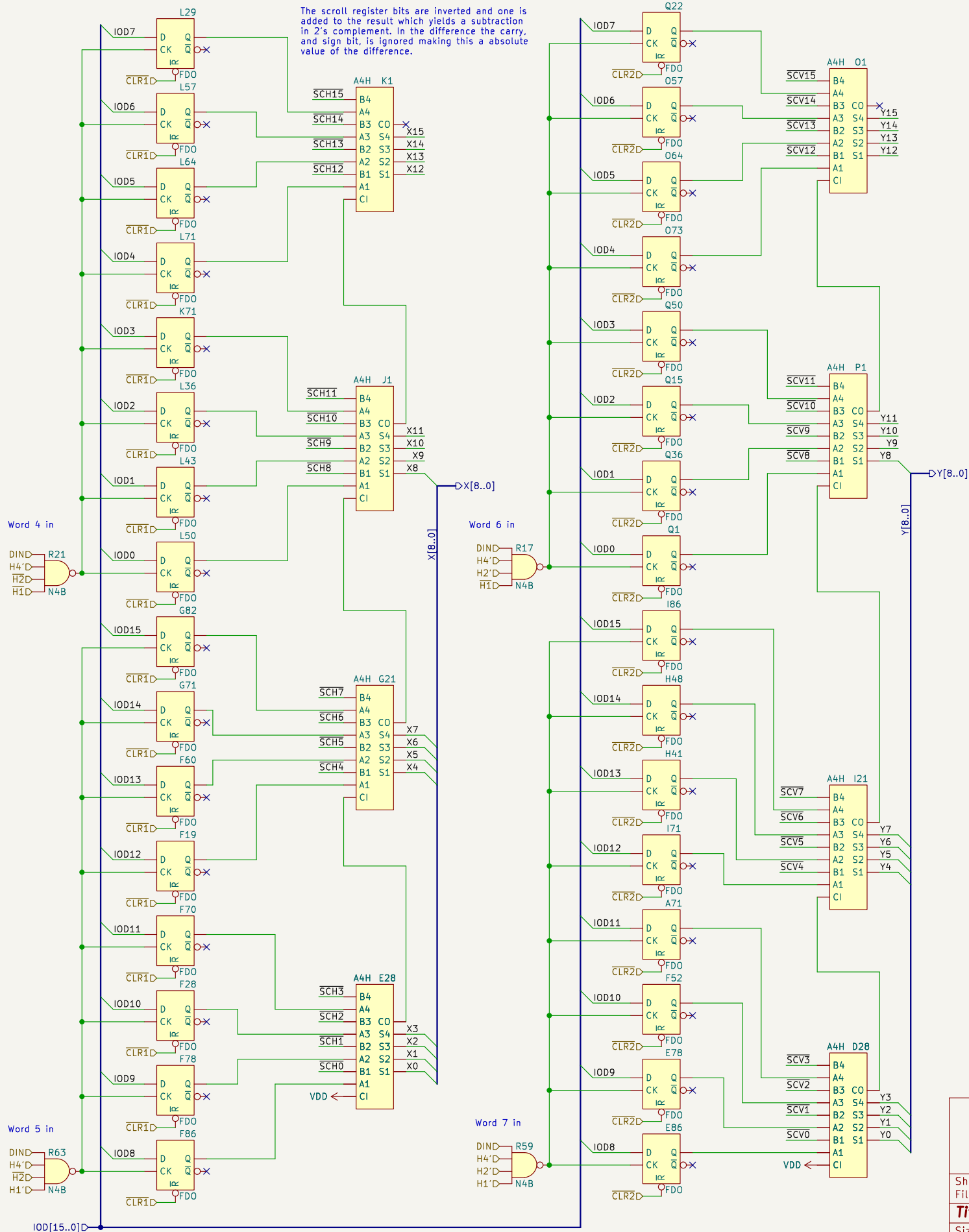
Scroll Registers

Horizontal

Vertical

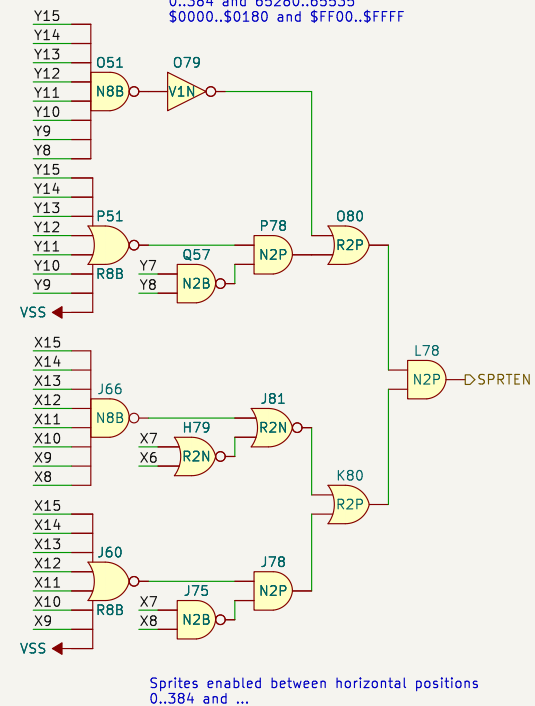


Horizontal and Vertical Positions



Sprite Enable

Sprites are enabled on vertical positions
0..384 and 65280..65535
\$0000..\$0180 and \$FF00..\$FFFF

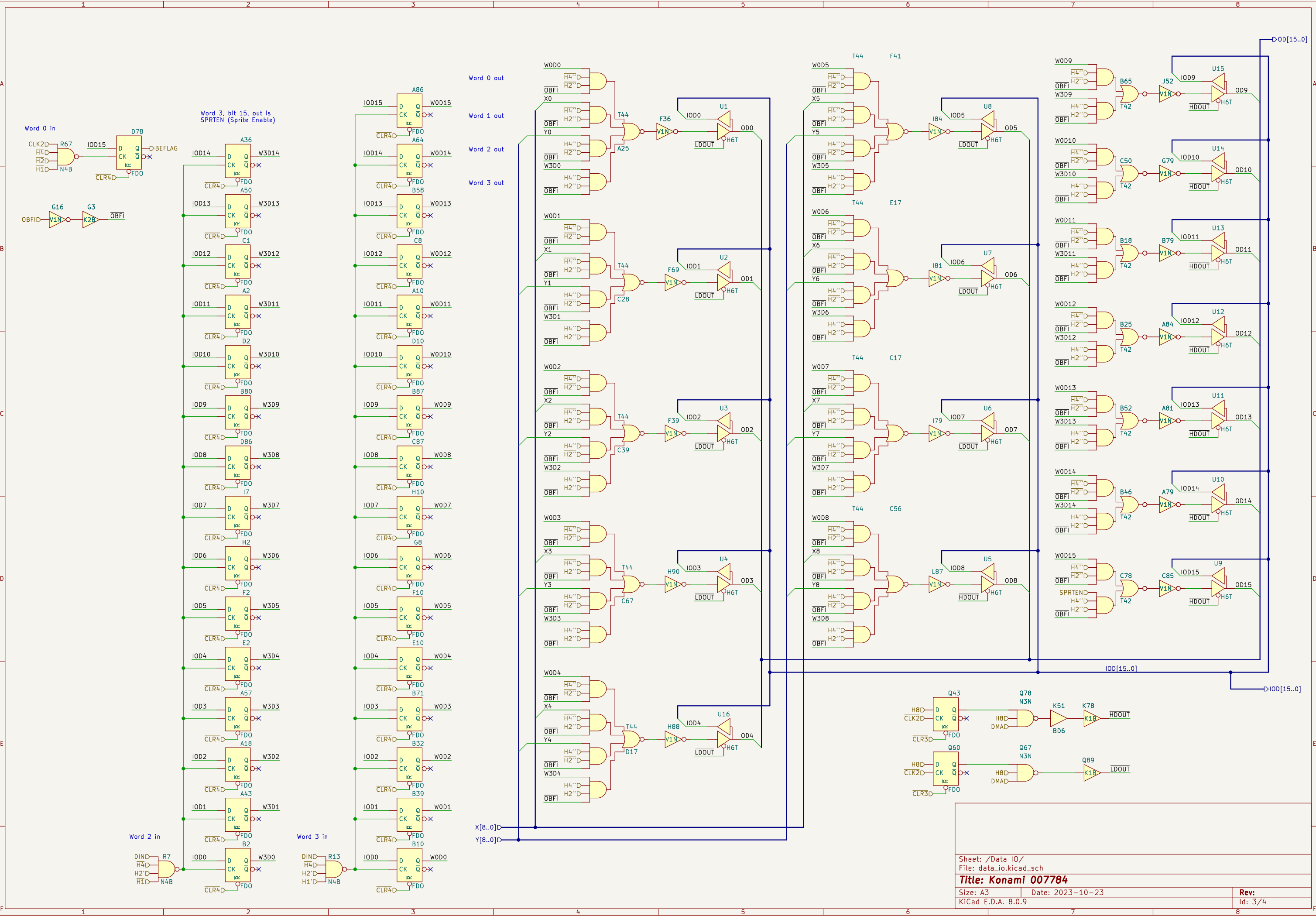


Sheet: /Scroll and Sprite position/
File: scroll.kicad_sch

Title: Konami 007784

Size: A3 Date: 2023-10-23
KiCad E.D.A. 8.0.9

Rev:
Id: 2/4





Sheet: /Clocks and Reset/		
File: clocks_and_reset.kicad_sch		
Title: Konami 007784		
Size: A3	Date: 2023-10-23	Rev:
KiCad E.D.A. 8.0.9		Id: 4/4