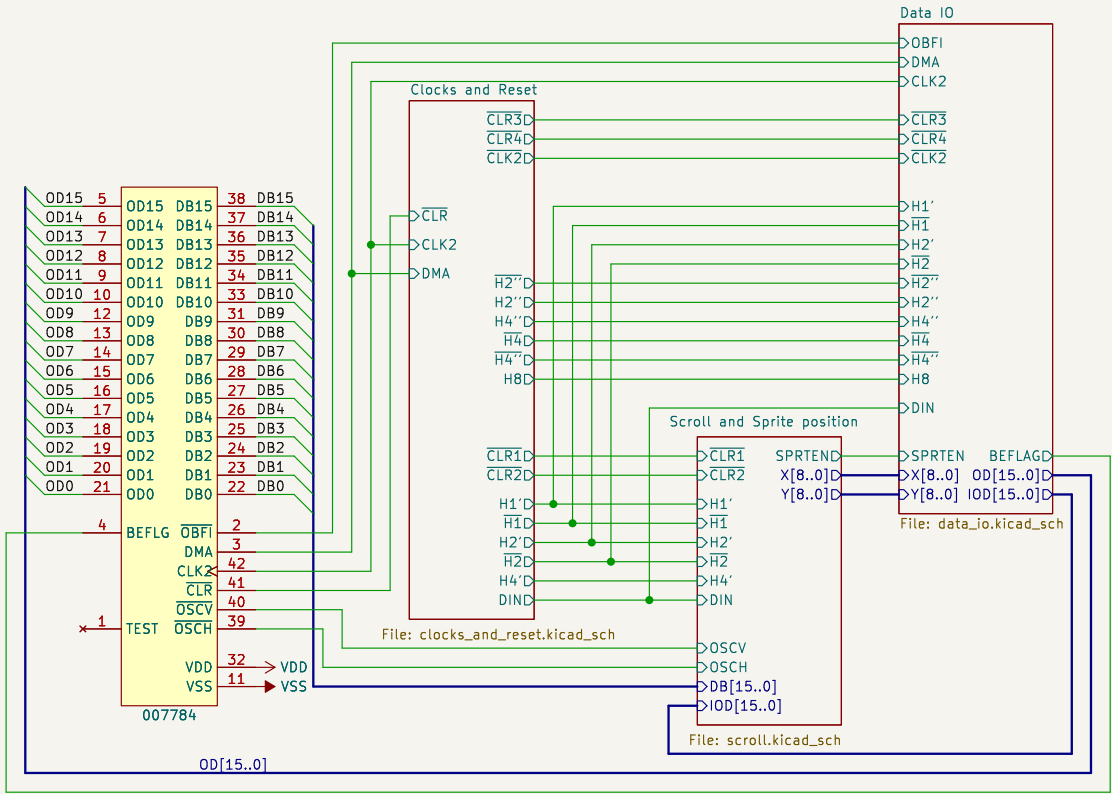


Words are parsed and written to sprite RAM in the following way:

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

The 007784 does the following things:

- 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.



Ulf Skutnabba, twitter: @skutis77

Sheet: /  
File: 007784.kicad\_sch

**Title: Konami 007784**

Size: A3 Date: 2023-10-23

KiCad E.D.A. 8.0.9

Rev:

Id: 1/4

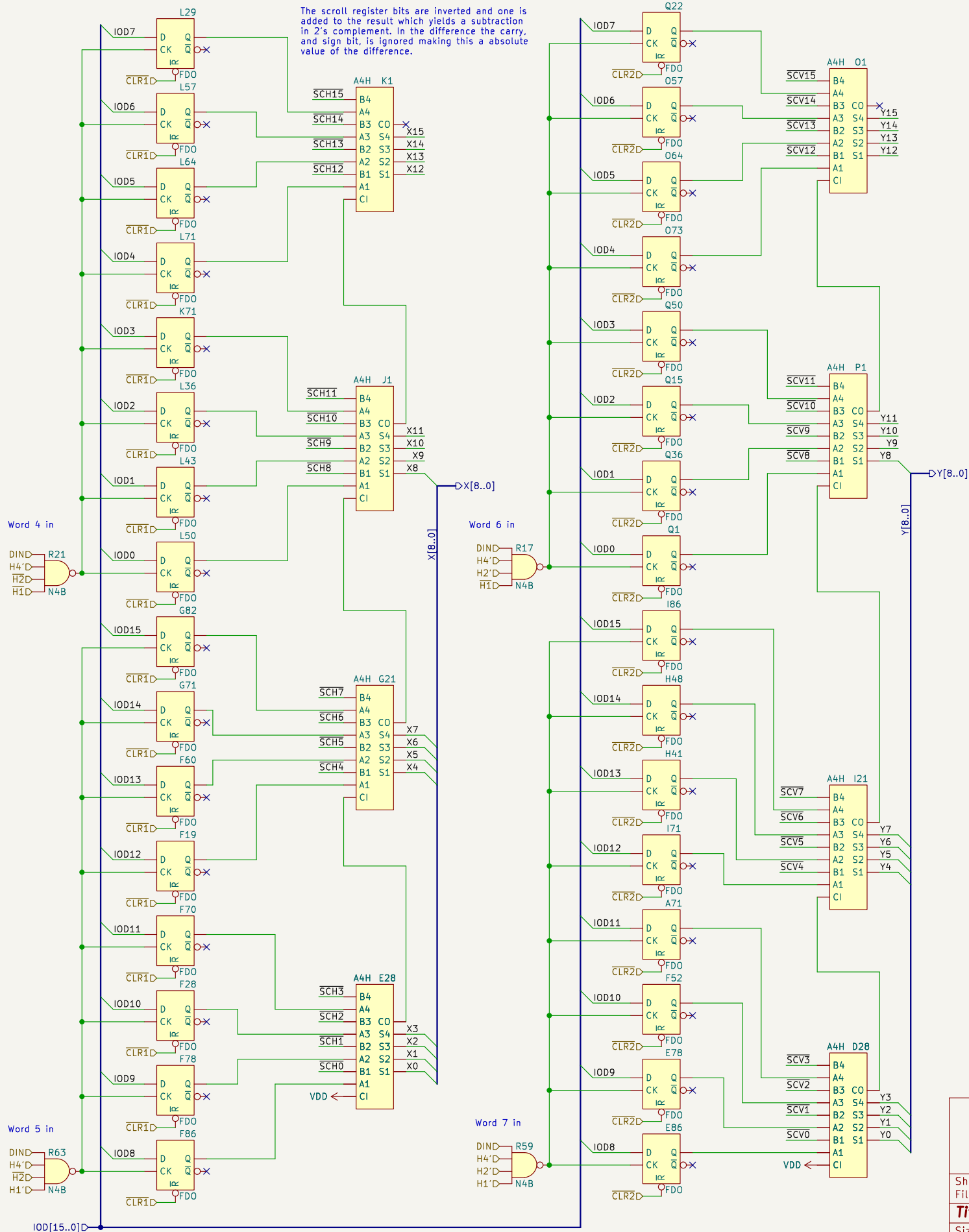
## Scroll Registers

### Horizontal

### Vertical

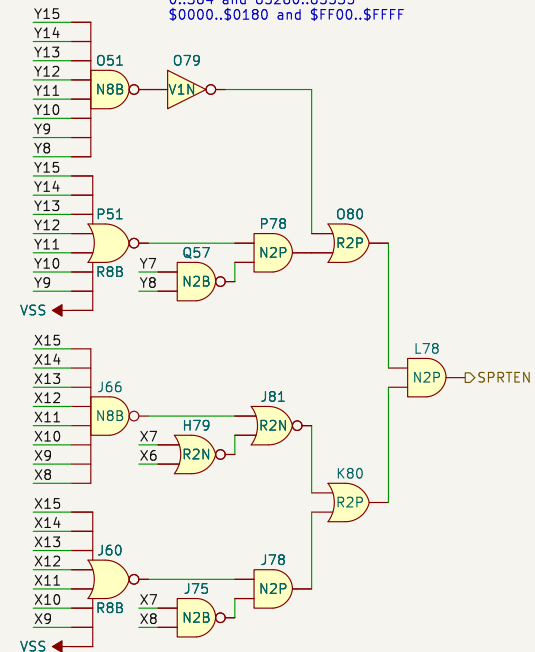


## Horizontal and Vertical Positions



## Sprite Enable

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



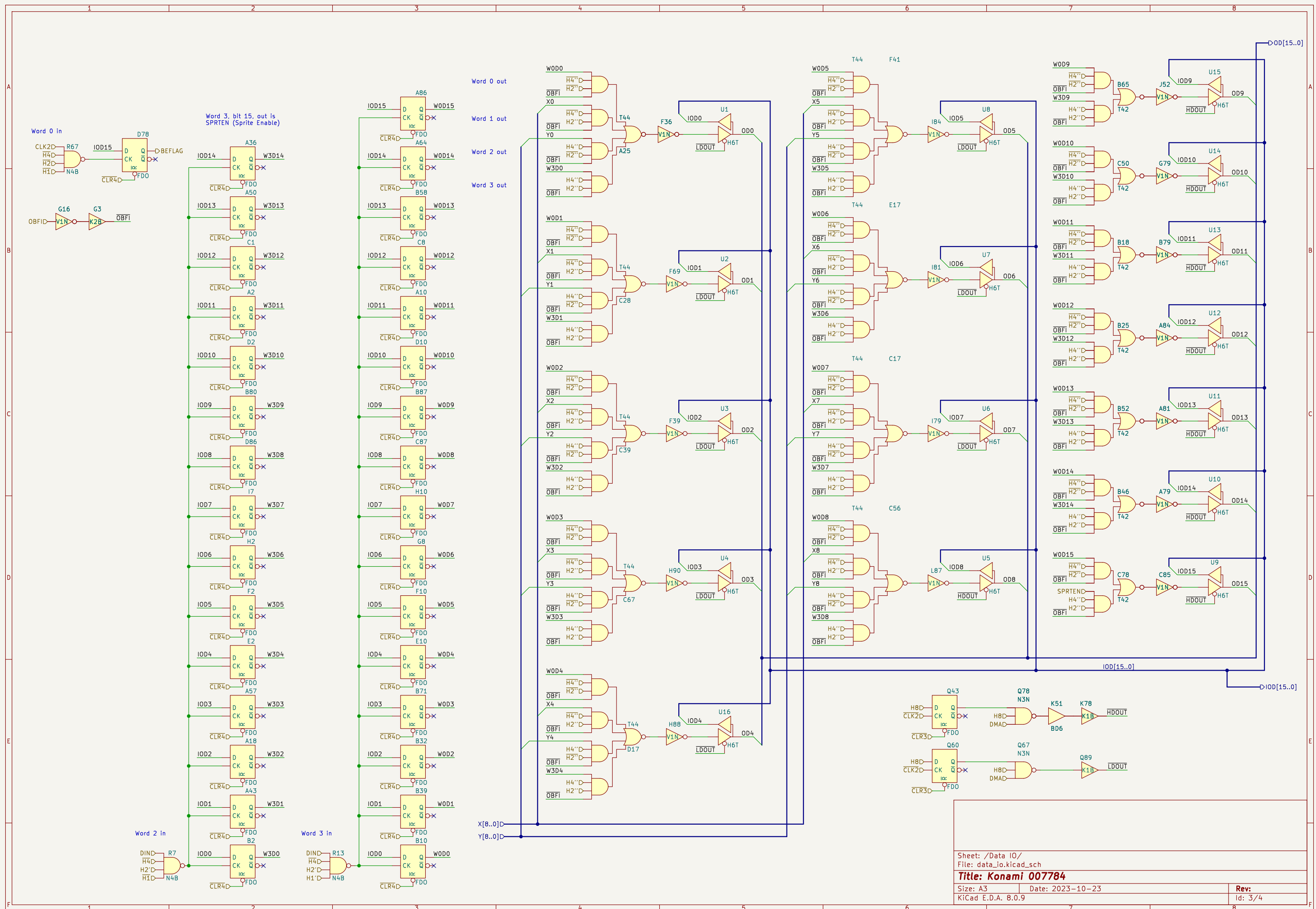
Sprites enabled between horizontal positions  
0..384 and ...

Sheet: /Scroll and Sprite position/  
File: scroll.kicad\_sch

**Title: Konami 007784**

Size: A3 Date: 2023-10-23  
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Rev:  
Id: 2/4





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