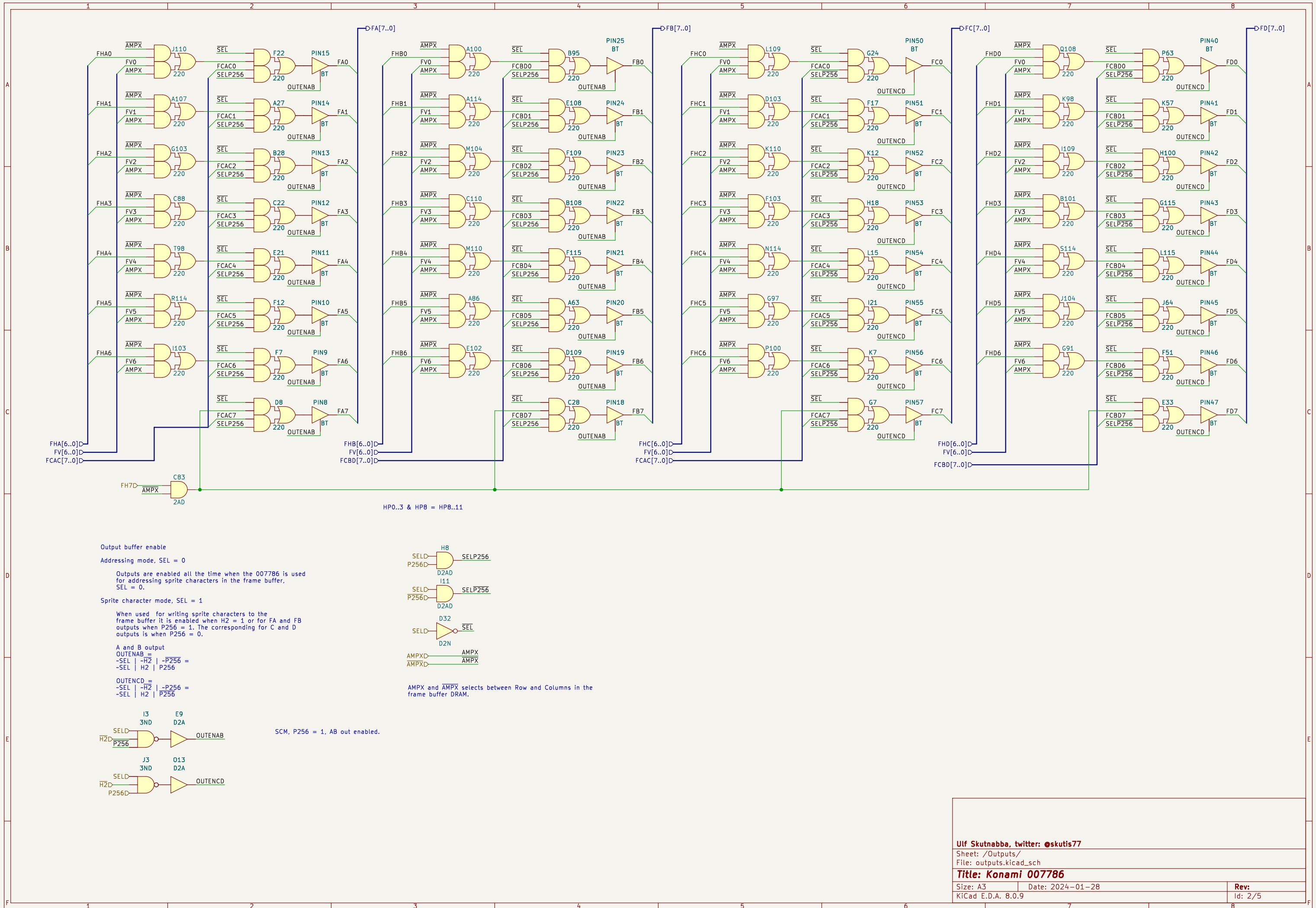
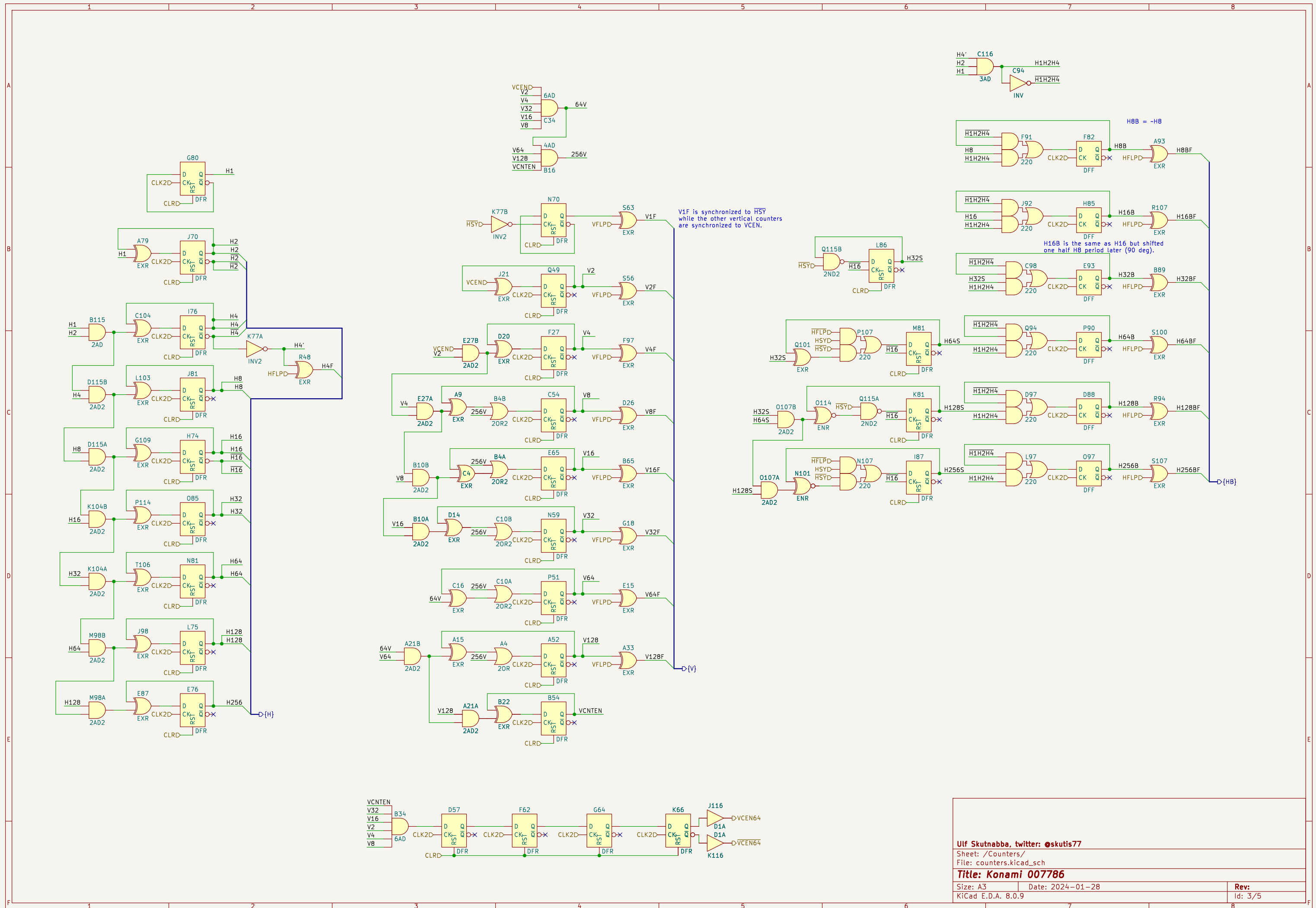


The 007786 is a sprite frame buffer controller.  
It works in two modes:  
- When SEL = 0, it generates addresses for the frame buffer.  
- When SEL = 1, it parses sprite character data  
It also handles refreshing of data in the DRAM memory.

The 007786 uses an OKI 74V000 CMOS gate array  
with 2400 unit cells.





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File: counters.kicad\_sch

Title: Konami 007786

Size: A3 Date: 2024-01-28

KiCad E.D.A. 8.0.9

Rev:

Id: 3/5

