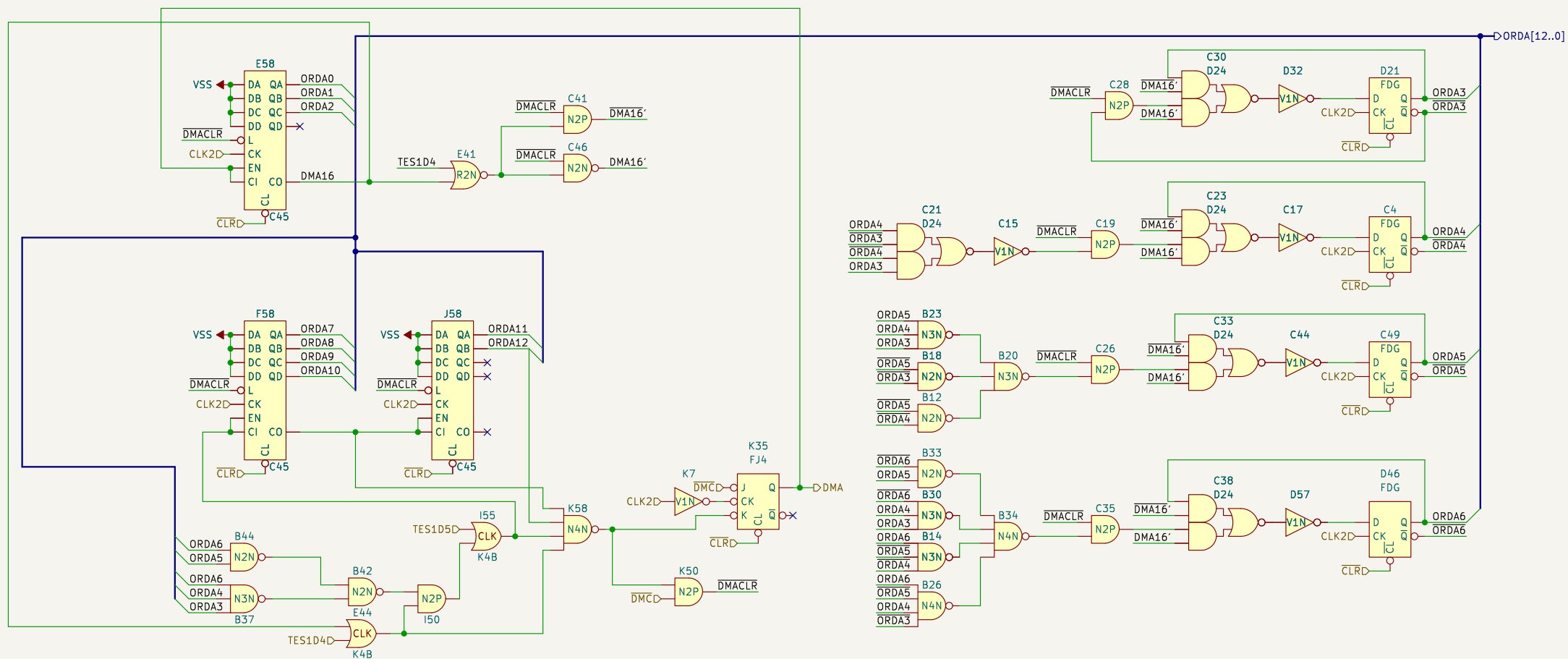
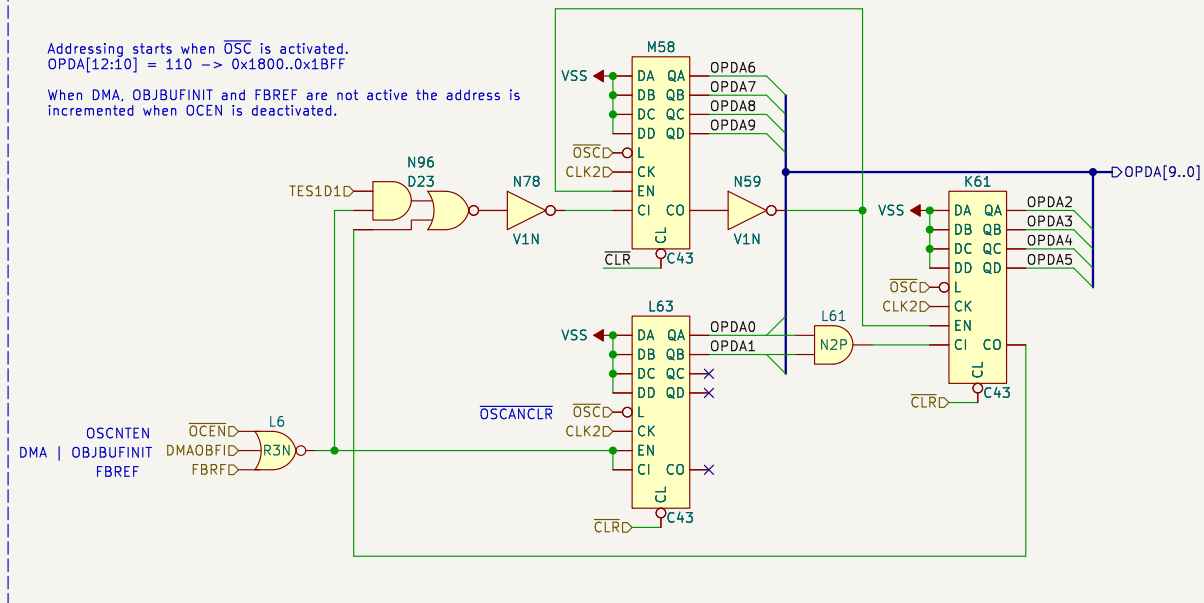


Object Read Addressing



Parsed Object Data Addressing

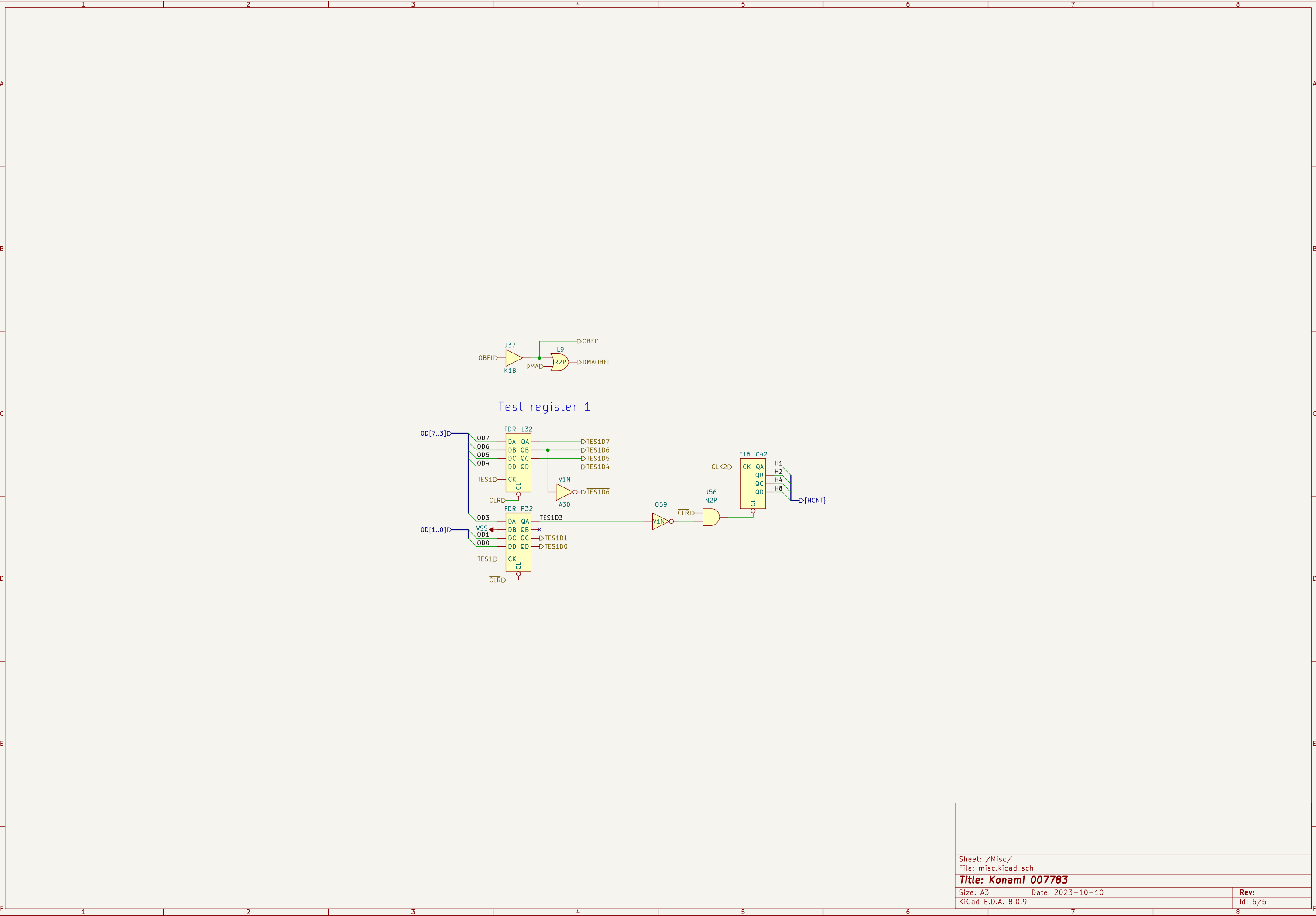


Sheet: /Obejct read addressing/
File: object_read_addressing.kicad_sch

Title: Konami 007783

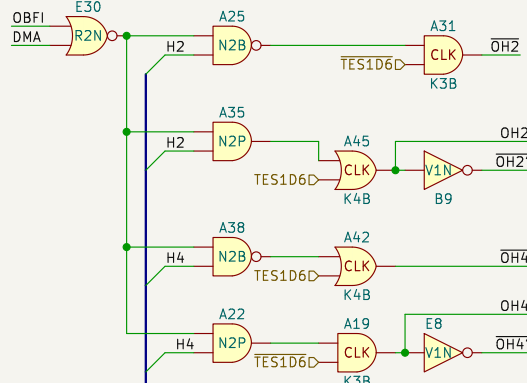
Size: A3 Date: 2023-10-10
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Id: 3/5

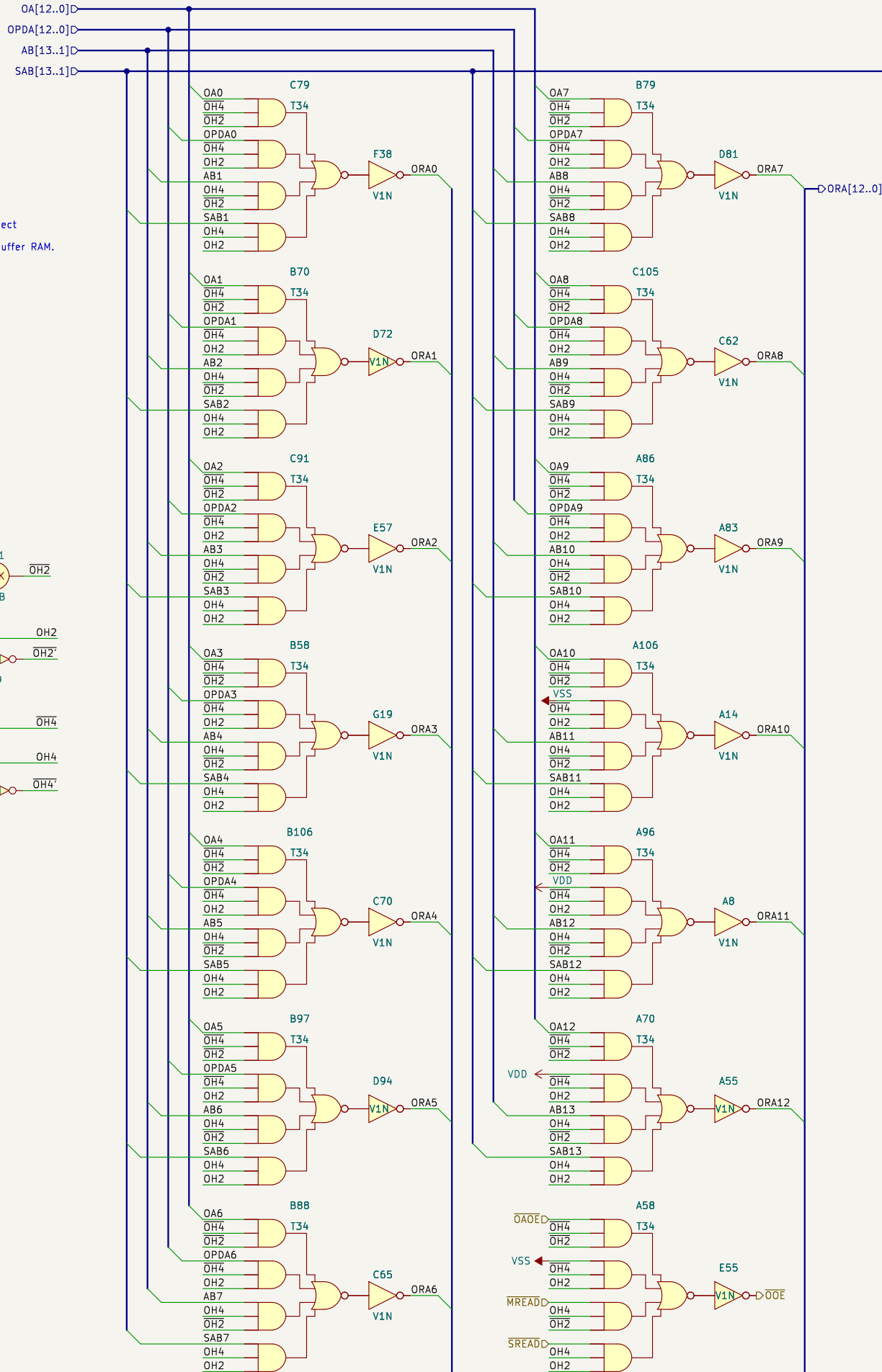


Four time slots available all the time for addressing.
0: - OBJBUFINIT high: Writing zeros to all data in the Object Data Buffer.
- DMA high: Data copying from Object RAM to Object Buffer RAM.
1: Parsed object data copy to the frame buffers.
2: Master CPU access
3: Slave CPU access

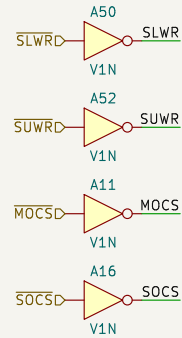
OBFI	DMA	OH2	OH2'	OH4	OH4'
1	X	0	1	0	1
X	1	0	1	0	1



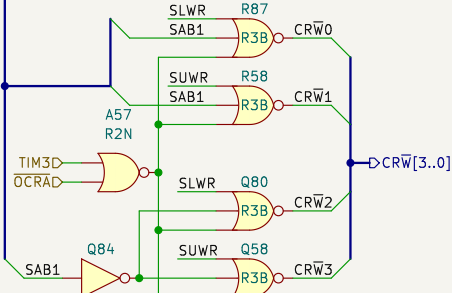
{HCNT}D



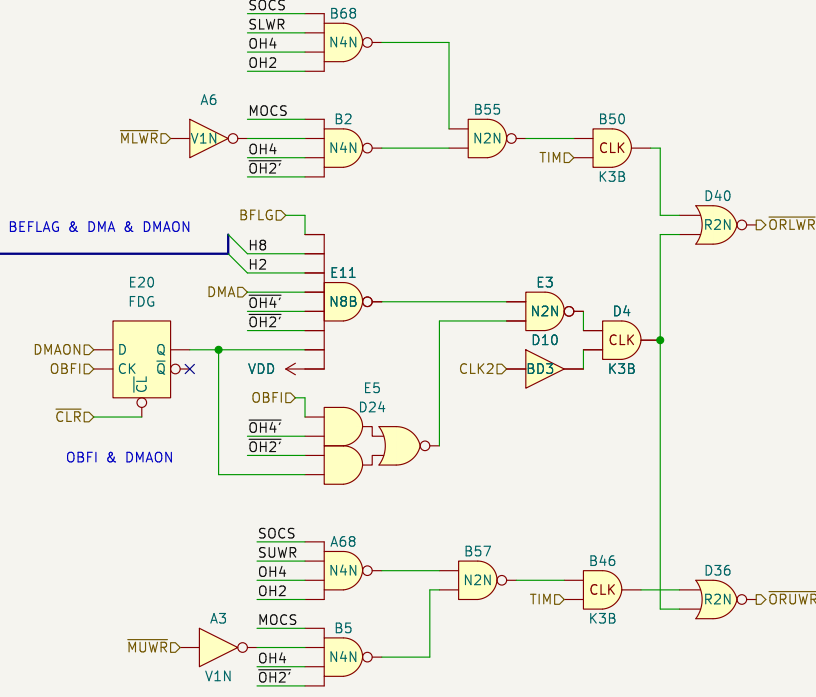
CPU Read/Write logic



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