

A

B

C

D

E

F

A

B

C

D

E

F

HSEL	1	0
FP _{HBLK}	392	456
FP _E	431	479
Sc _S	432	480
CNT _E	447	511
CNT _S	64	0
Sc _E	79	31
BPs	80	32
BP _{E,HBLK}	135	71
AV _S	136	72
AV _E	391	455

Total pixels	384	512
Active pixels	256	384
Blanked pixels	128	128
Front Porch	40	24
Sync ₁	16	32
Sync ₂	16	32
Sync	32	64
Back Porch	56	40

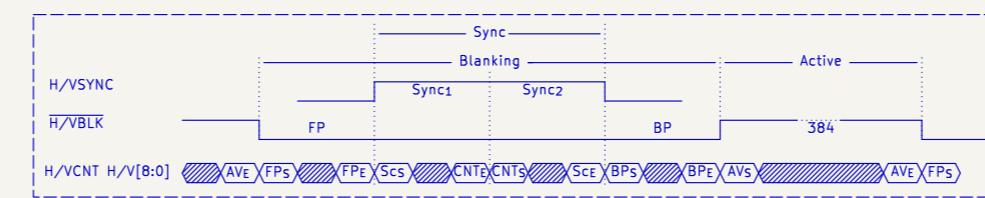
HSEL = 0, VSEL = 1 is used on all games on the Capcom/Mitchell platform.

Total pixels: 512
 Active pixels: 384
 Blanked pixels: 128
 Pixel clock: 8Mhz
 Hsync frequency: 15.625kHz
 Vertical lines: 272
 Blanked lines: 32
 Vsync frequency: 57.44485Hz

Horizontal/Vertical Counter Abbreviations

AV_S, AV_E: Active Video Start/End
 FPS, FP_E: Front Porch Start/End
 BPs, BP_E: Back Porch Start/End
 CNT_S, CNT_E: Horizontal/Vertical Counter Start/Stop
 Sc_S, Sc_E: Horizontal/Vertical Sync Start/Stop

Active: Active video signal, AV = AV_E-AV_S+1
 Blanking: Blank video signal
 Sync: Synchronizing video signal
 FP: Front Porch, FP = FP_E-FPS+1
 BP: Back Porch
 Sync = Sync₁ + Sync₂



VSEL	0	1
FP _{E,VBLK}	382	376
FP _E	383	387
Sc _S	384	388
CNT _E	385	391
CNT _S	126	120
Sc _E	127	123
BPs	128	124
BP _{E,VBLK}	143	135
AV _S	144	136
AV _E	381	375

Total lines	260	272
Active lines	238	240
Blank lines	36	32
Front Porch	2	12
Sync ₁	2	4
Sync ₂	2	4
Sync	4	8
Back Porch	16	12

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