

Run/stop/loop logic

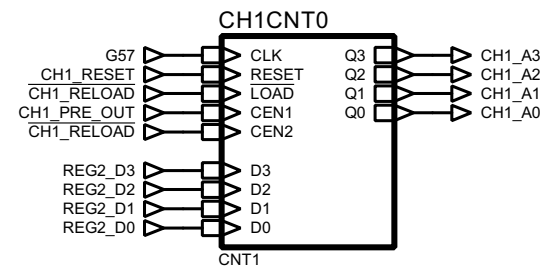
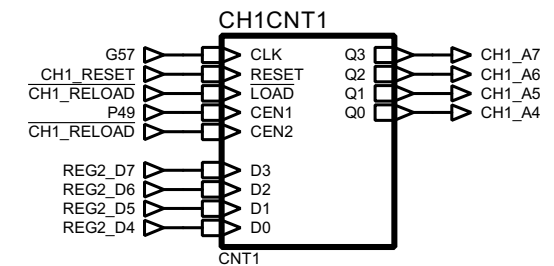
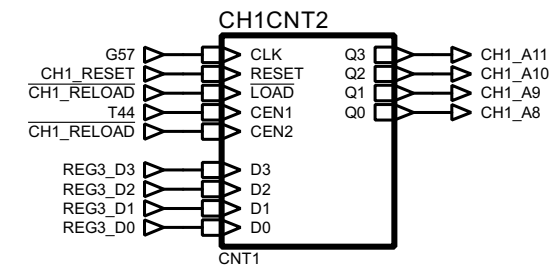
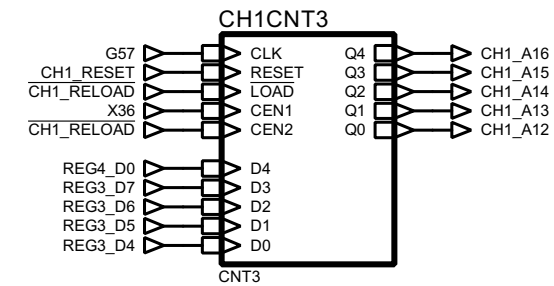
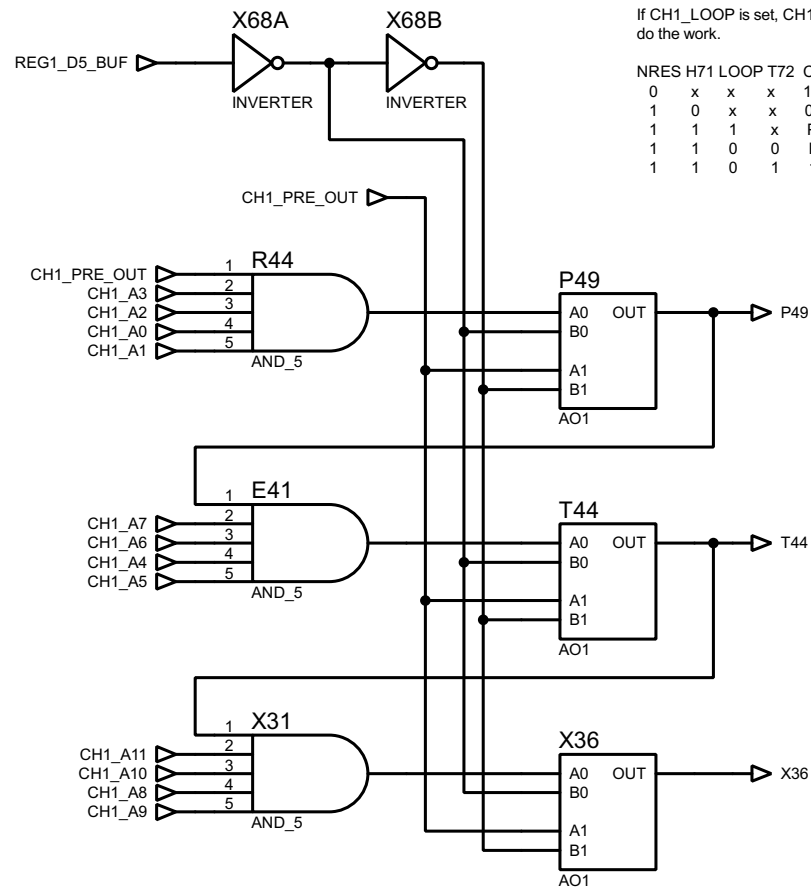
Whenever PIN_NRES is low, CH1_RESET becomes high and gets latched as such nCH1_RELOAD can be active but it doesn't matter since CH1_RESET keeps the channel stopped.

When PIN_NRES is high (chip out of reset), two events can affect CH1_RESET:
 -Accessing register 5 resets CH1_RESET, starting the channel.
 -A sample with its MSB set and CH1_LOOP reset sets CH1_RESET, stopping the channel.

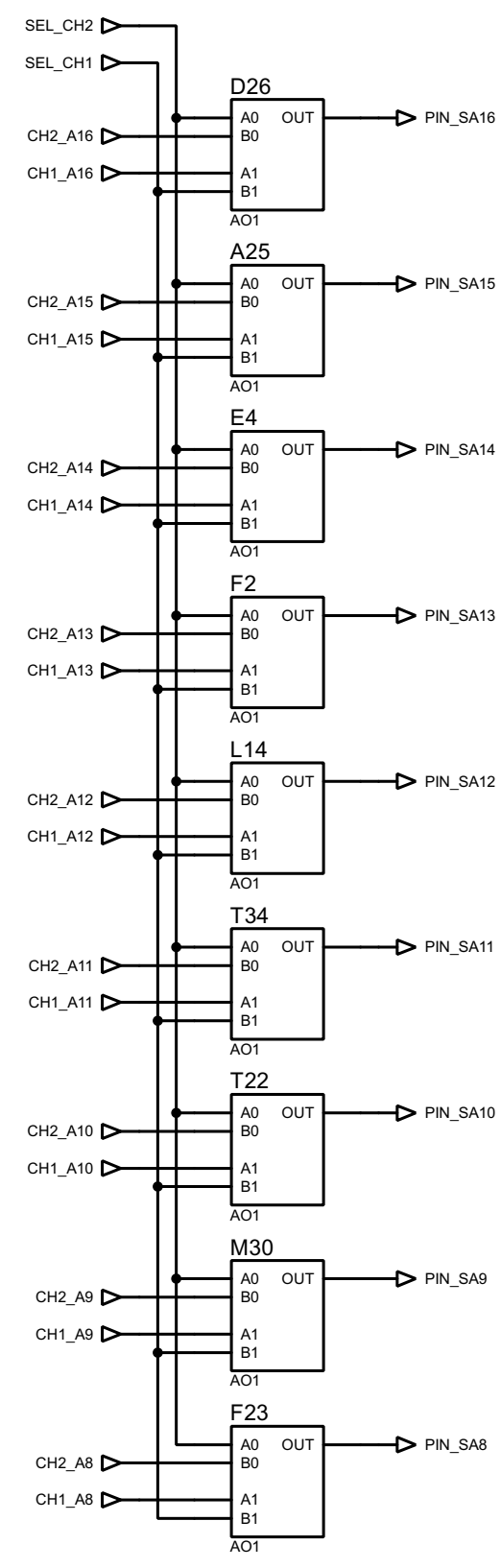
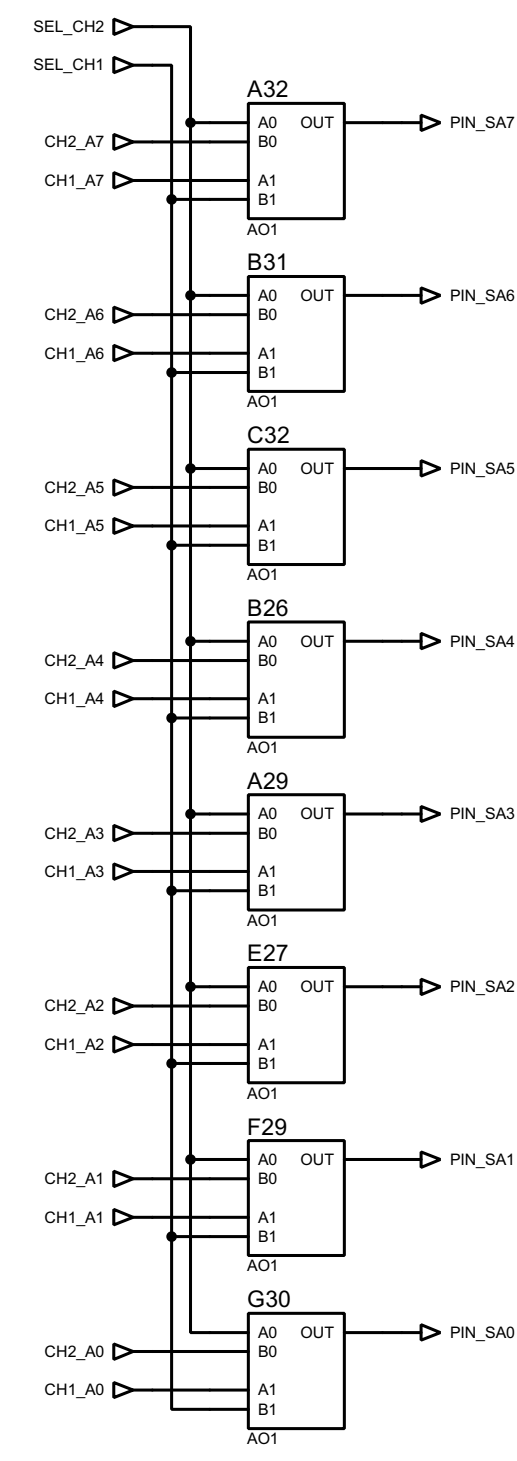
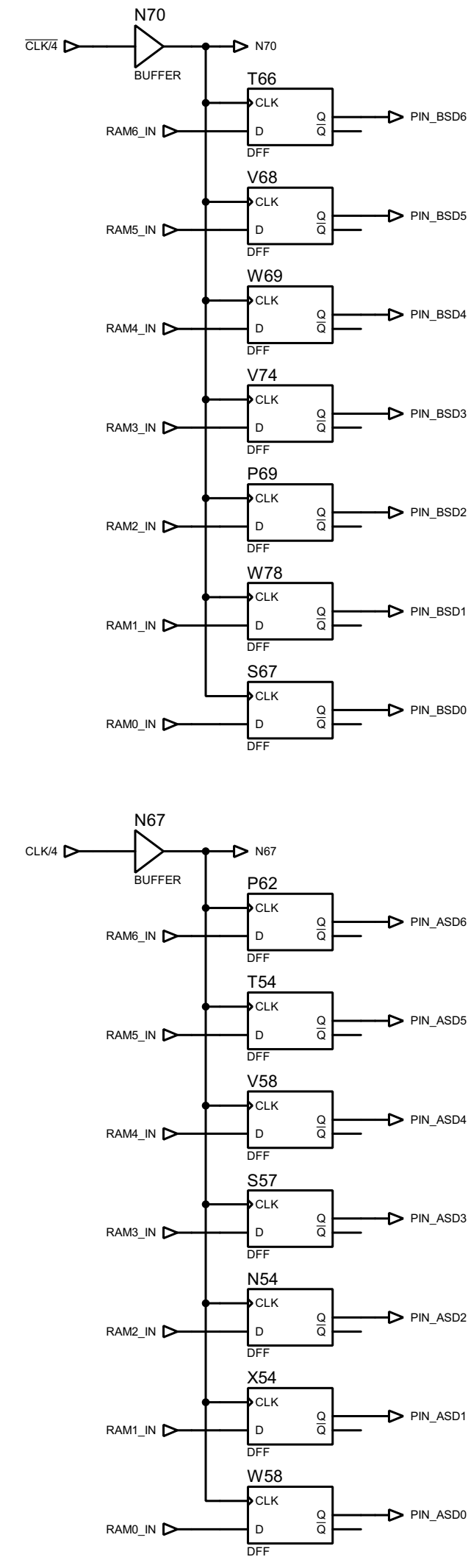
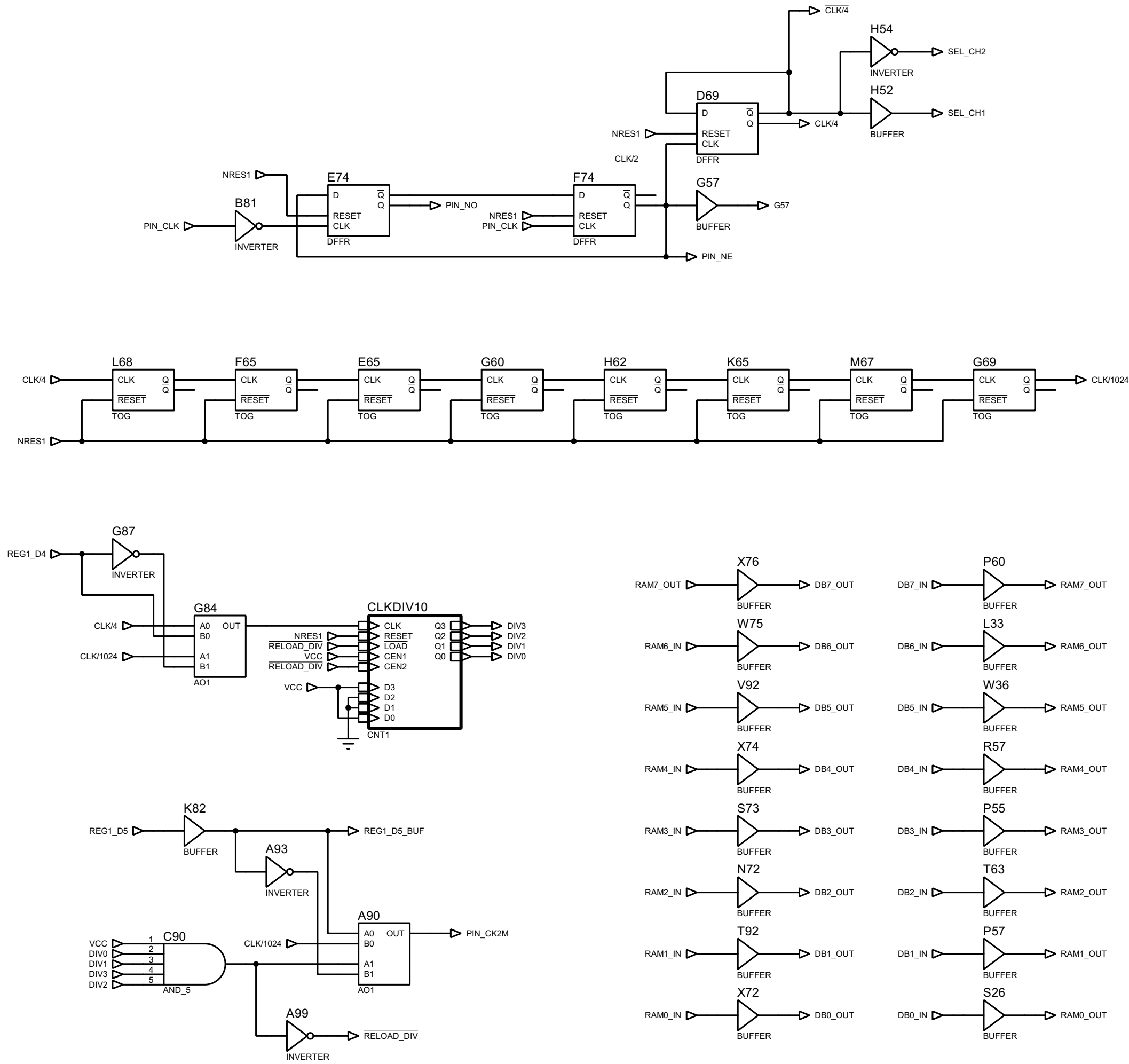
nCH1_RELOAD is asserted when register 5 is accessed, or when a CH1_LOOP set and a sample with its MSB set is read.

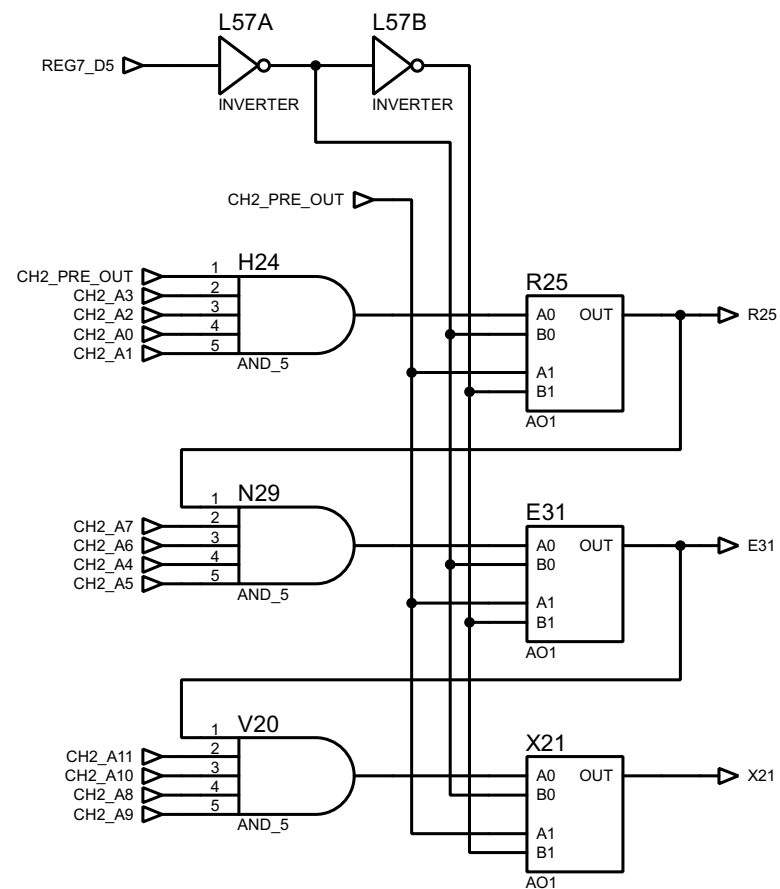
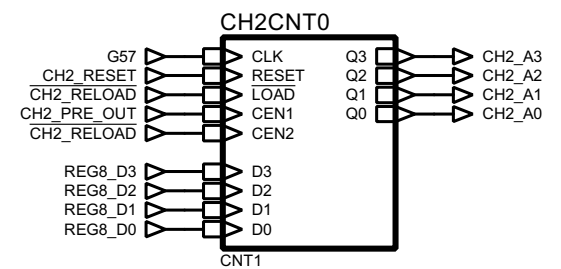
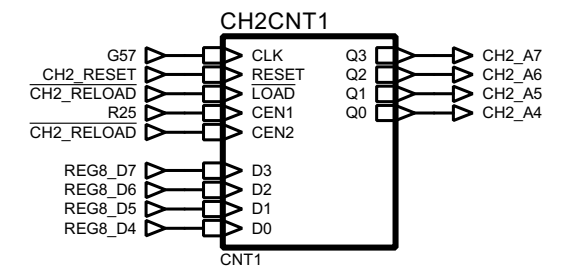
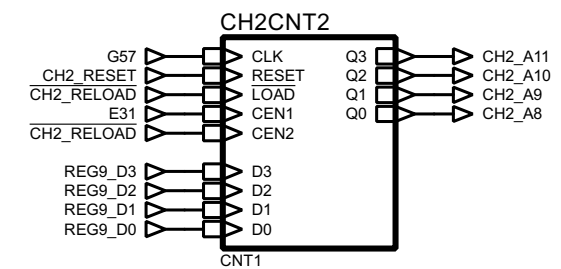
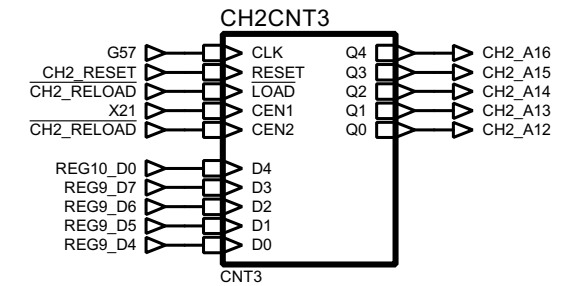
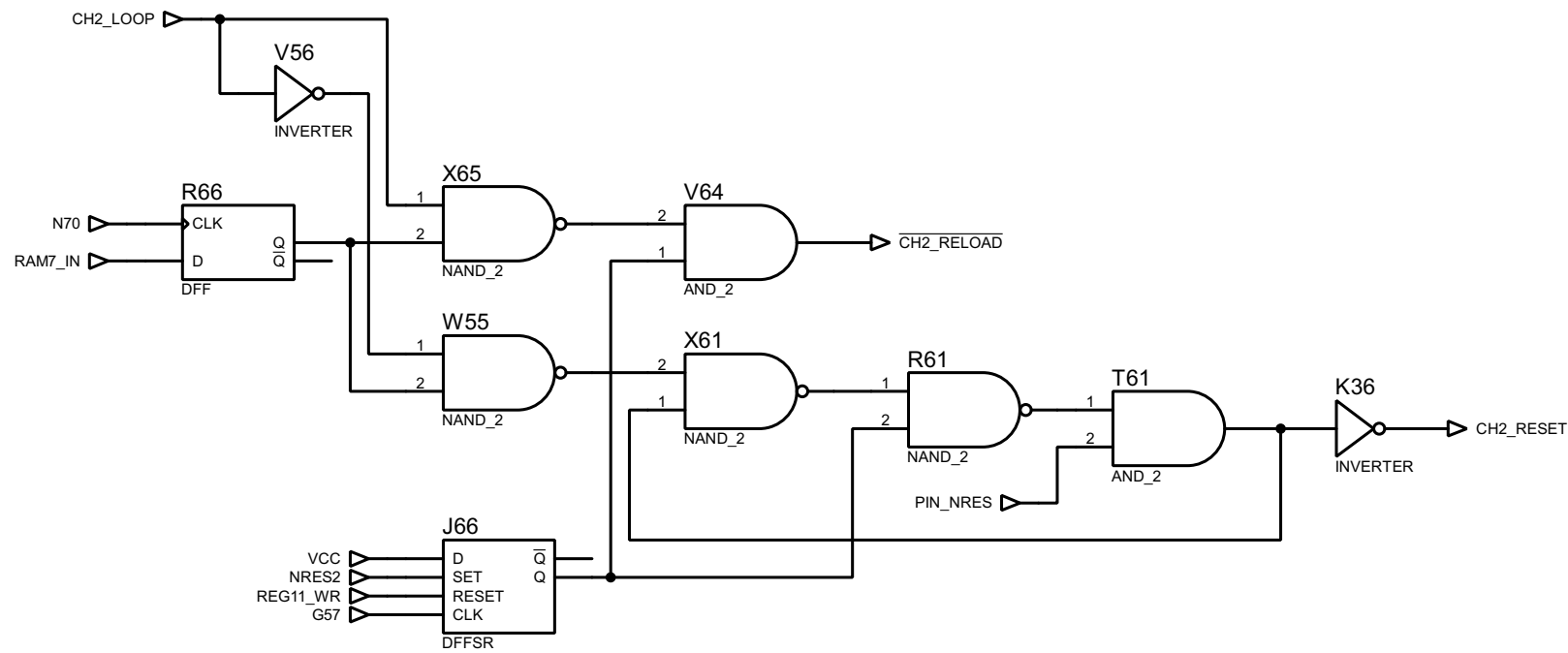
If CH1_LOOP is set, CH1_RESET will always keep its low state, letting nCH1_RELOAD do the work.

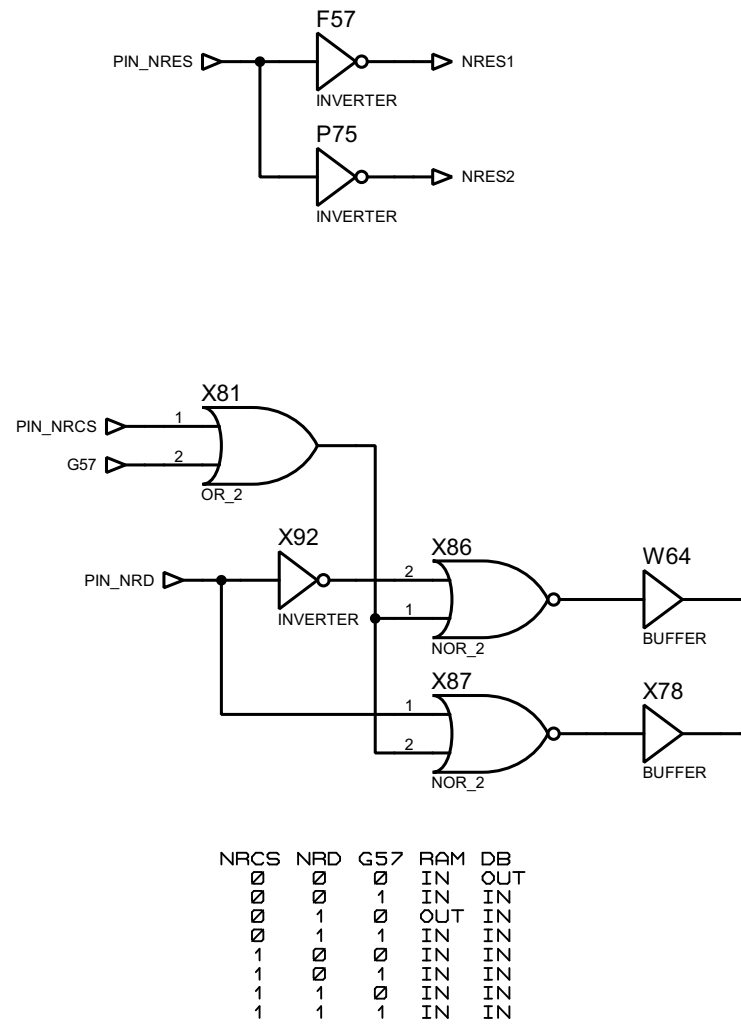
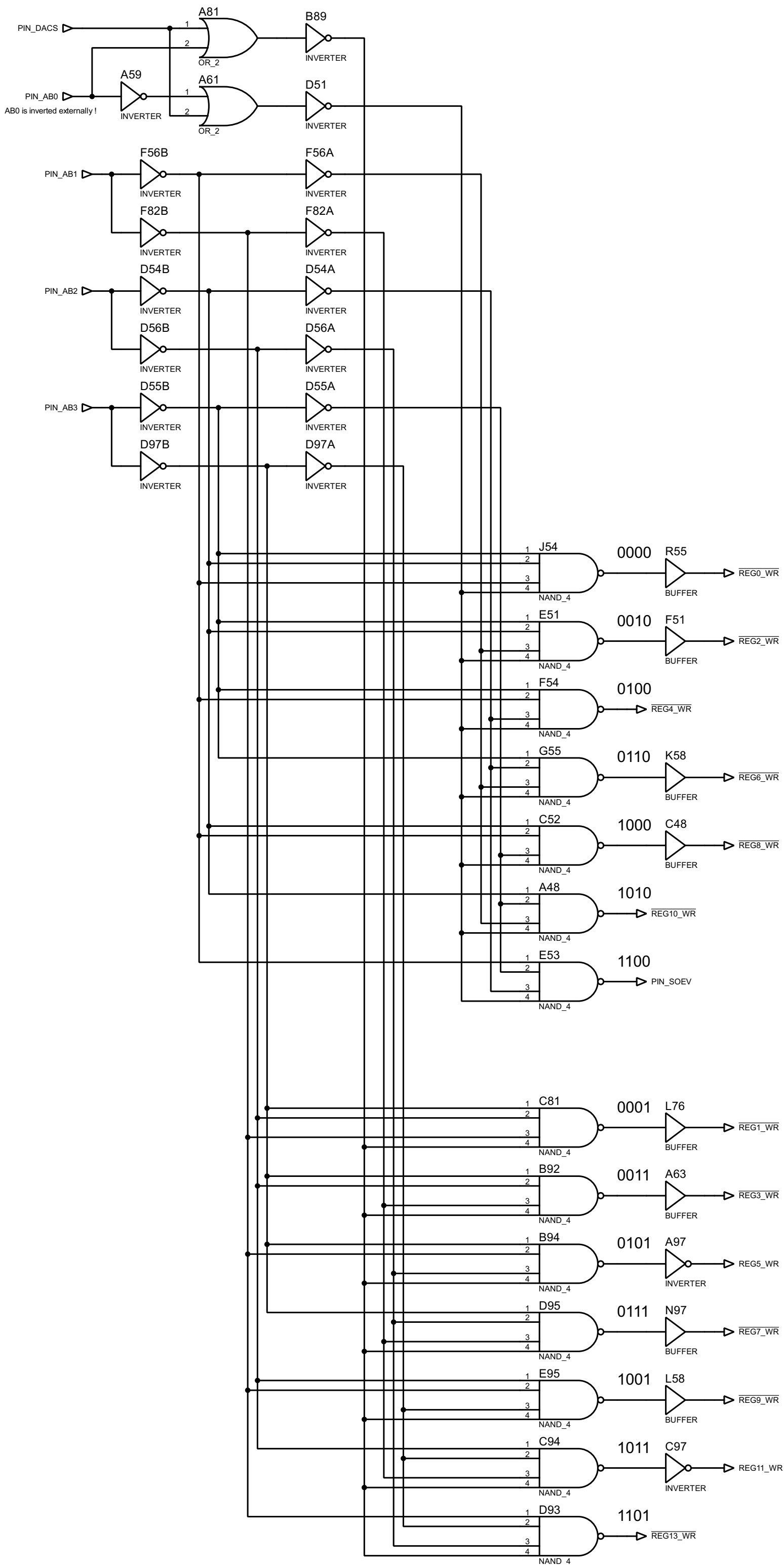
NRES	H71	LOOP	T72	CH1_RESET	
0	x	x	x	1	Chip is reset
1	0	x	x	0	Start playing (H71 is automatically set the next clock)
1	1	1	x	Prev	nCH1_RELOAD asserted if T72 high
1	1	0	0	Prev	
1	1	0	1	1	Stop playing



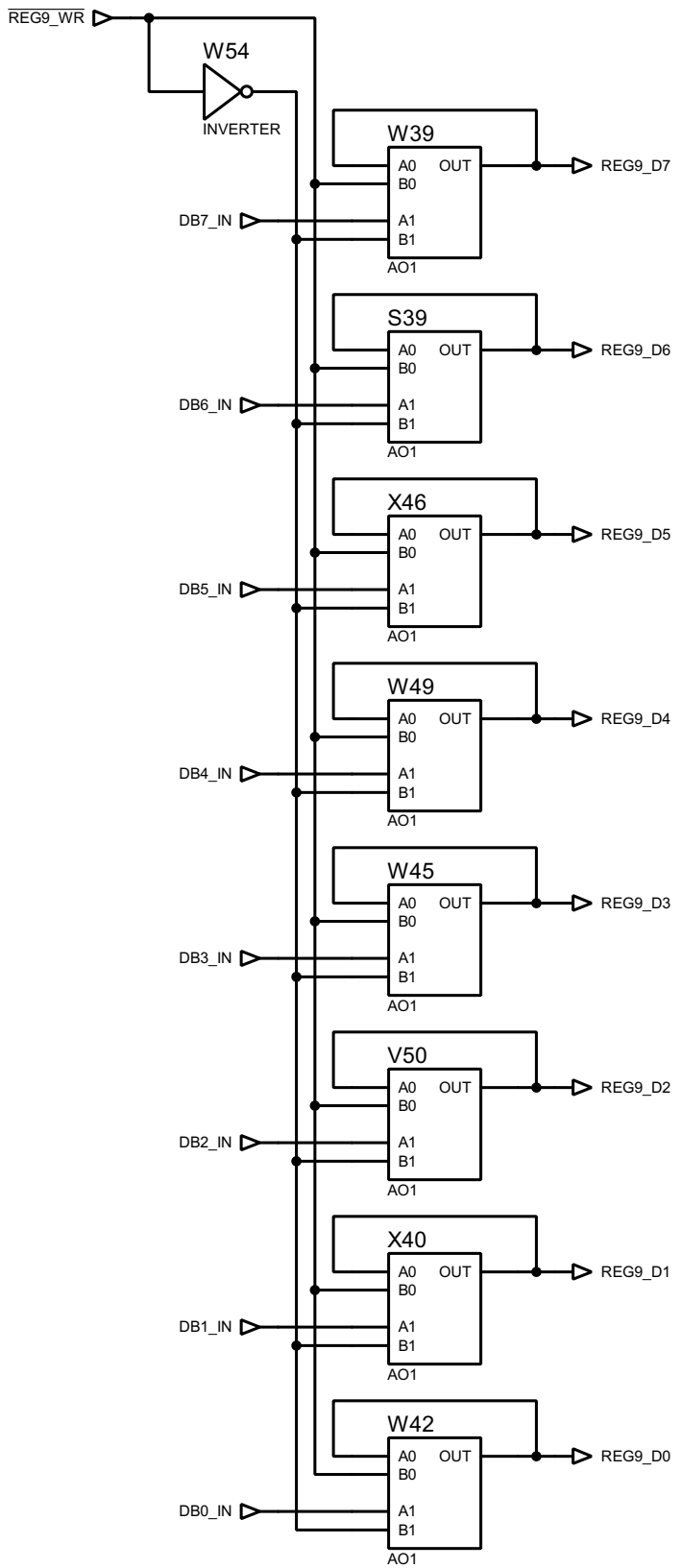
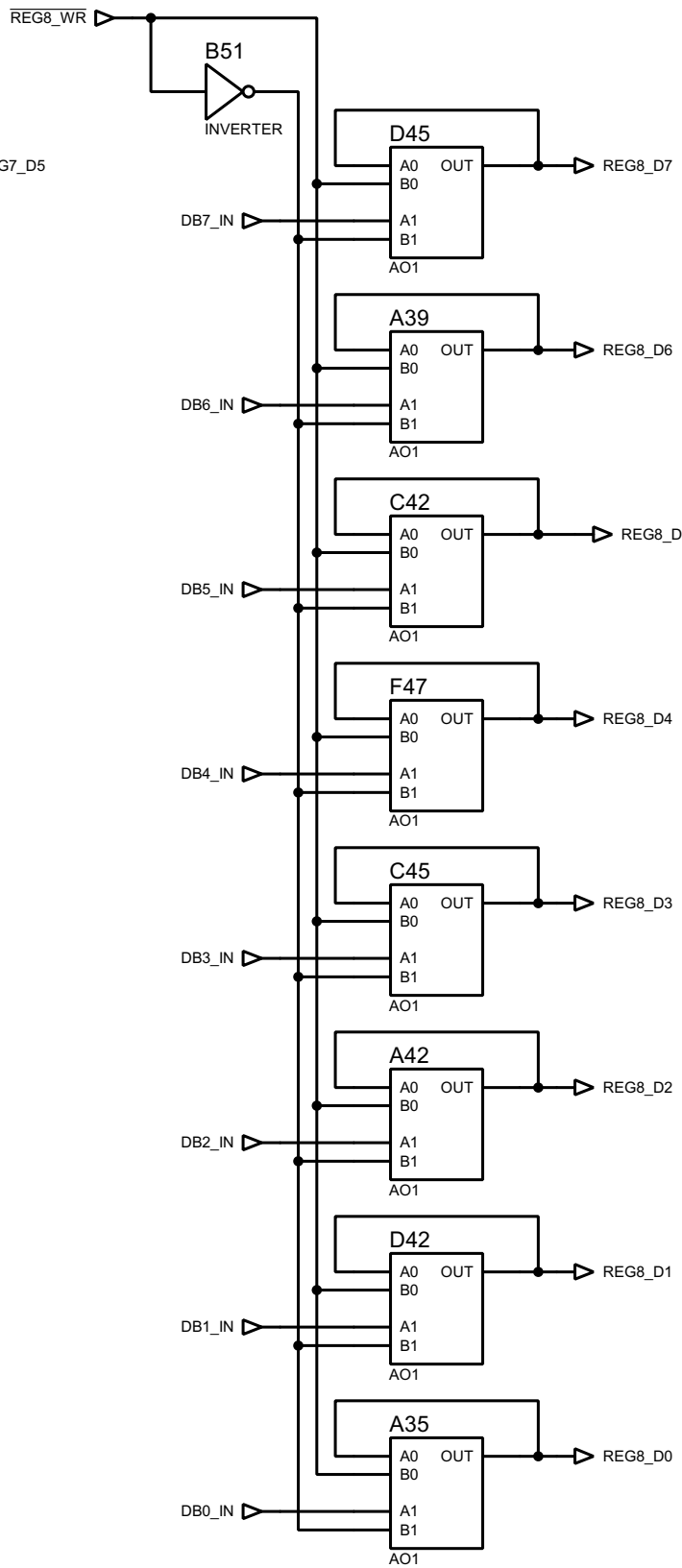
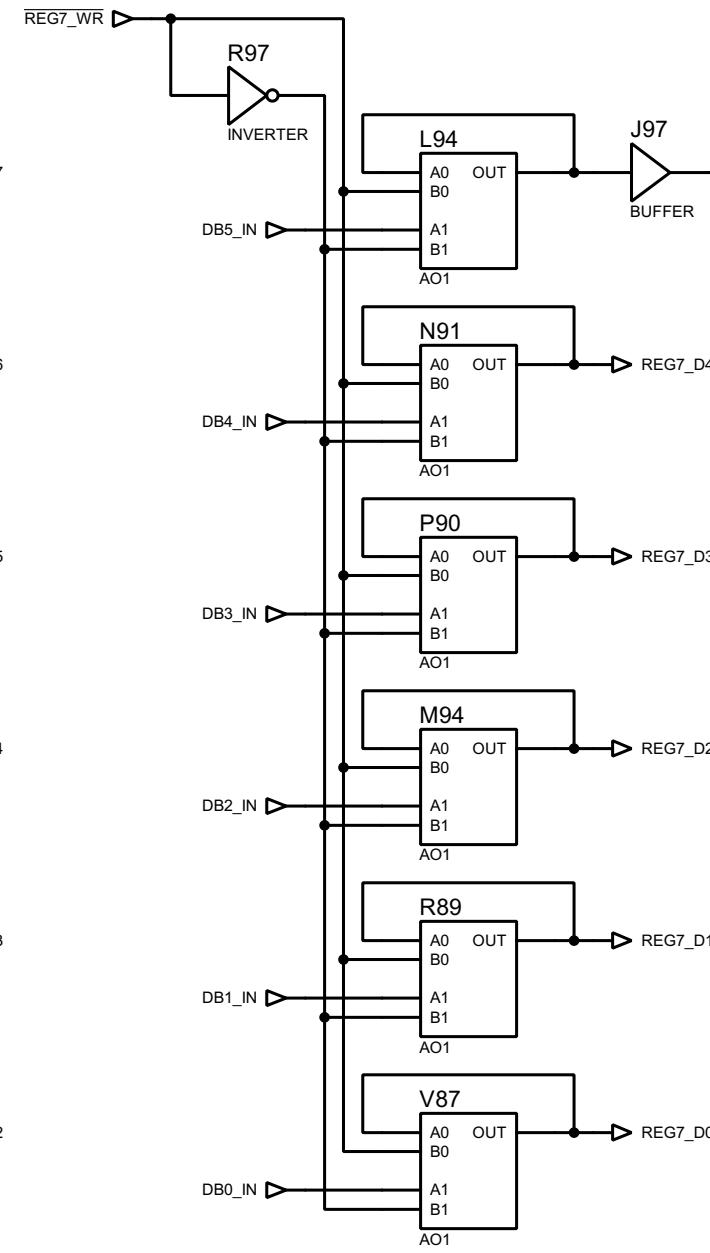
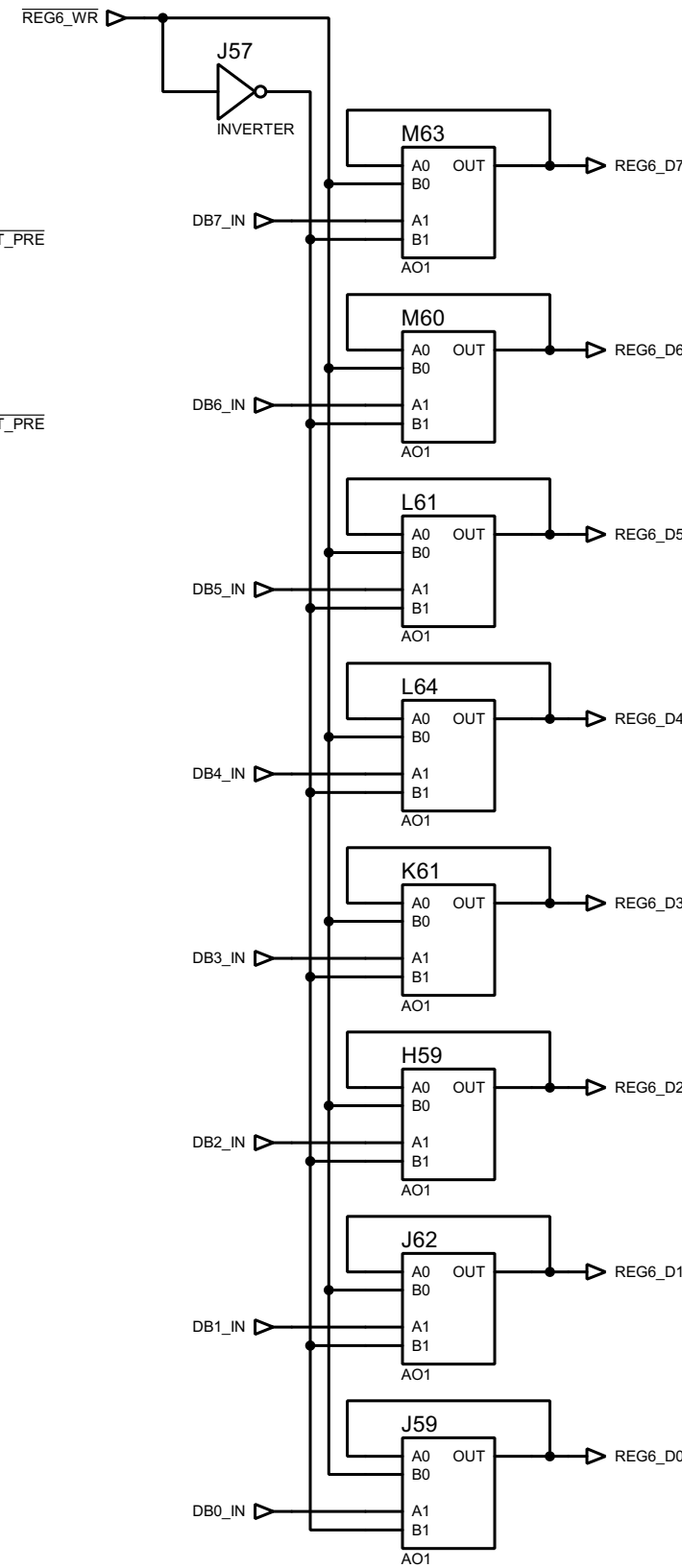
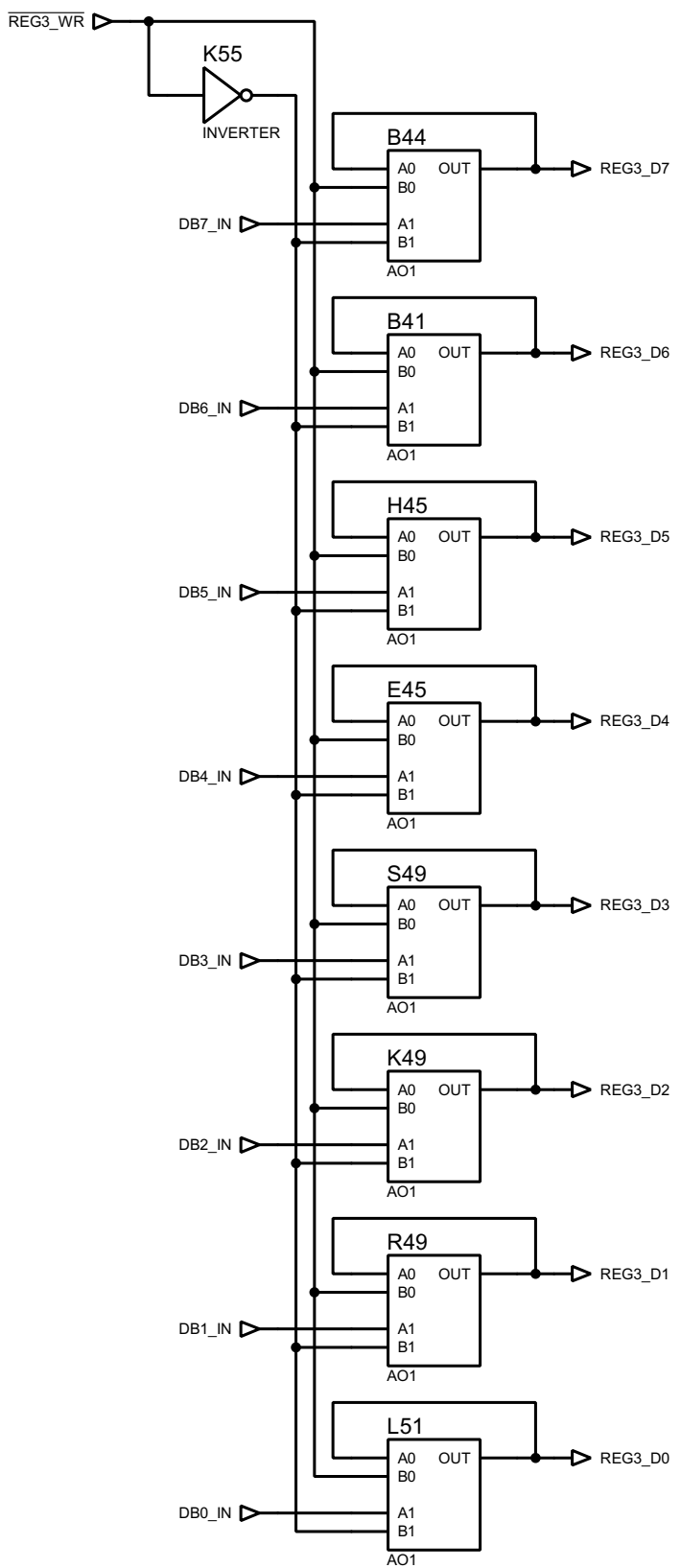
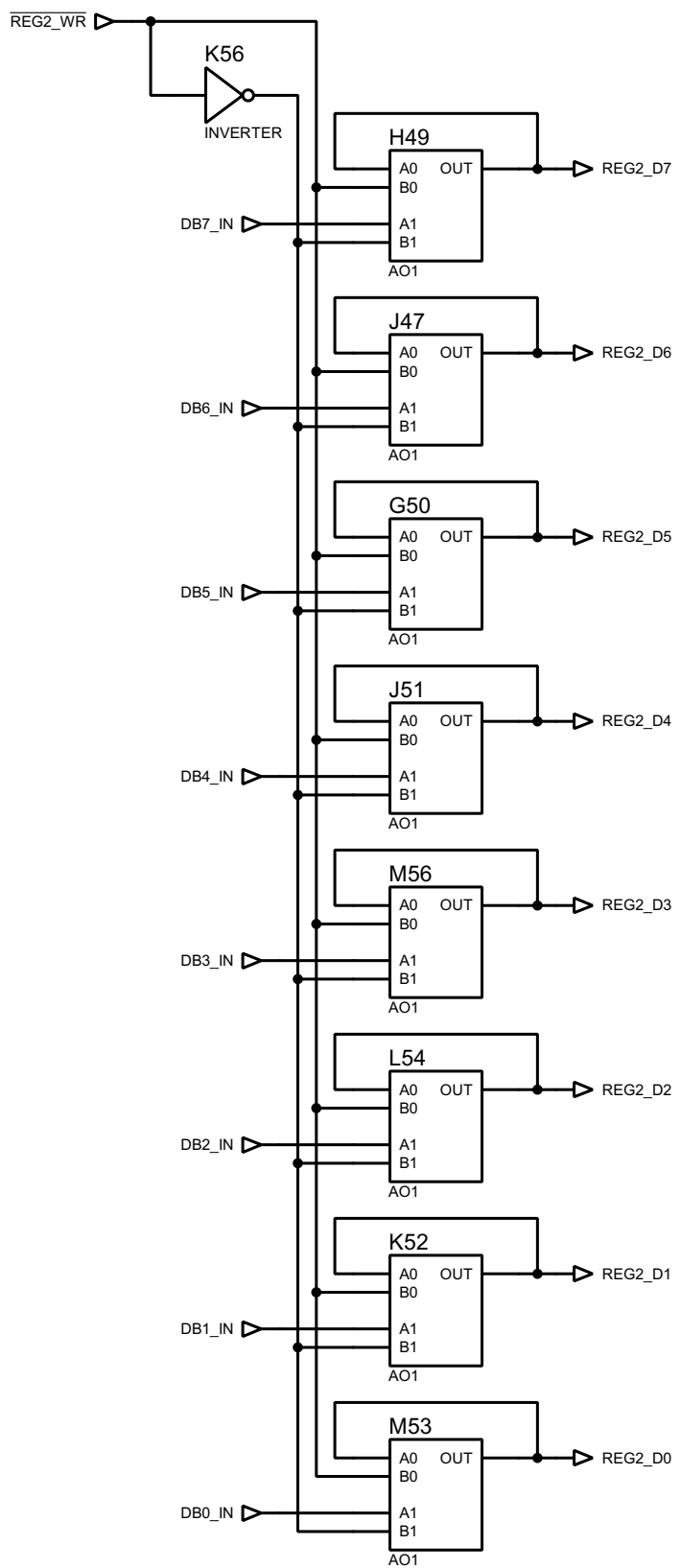
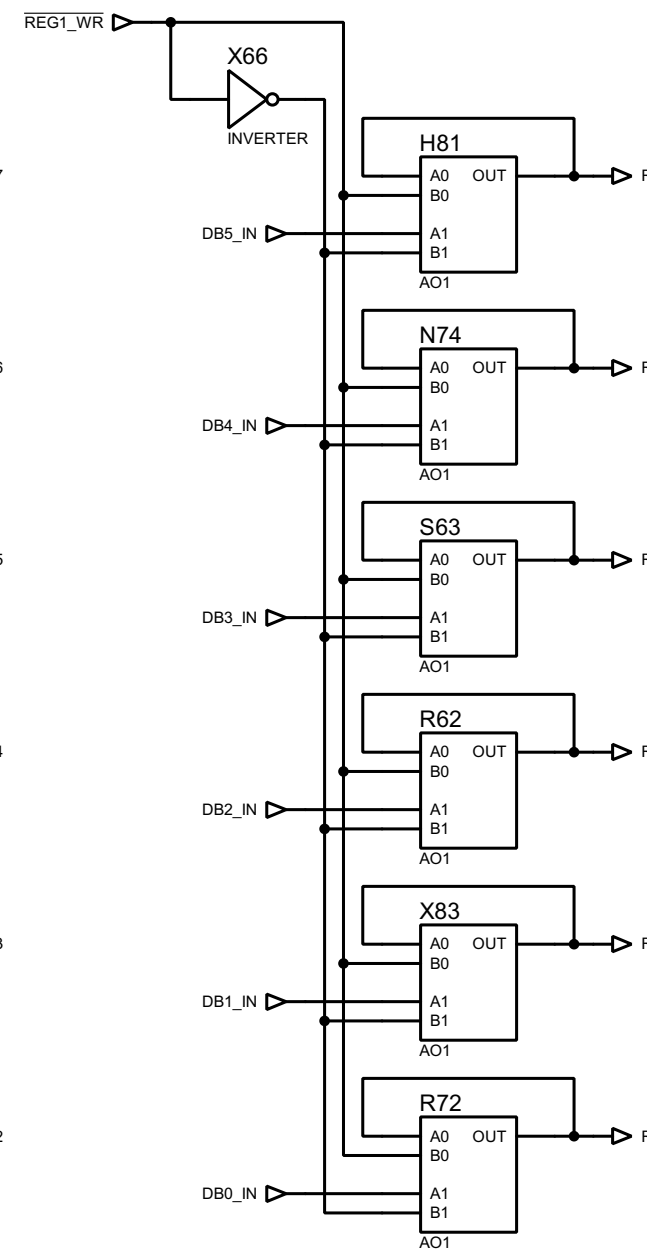
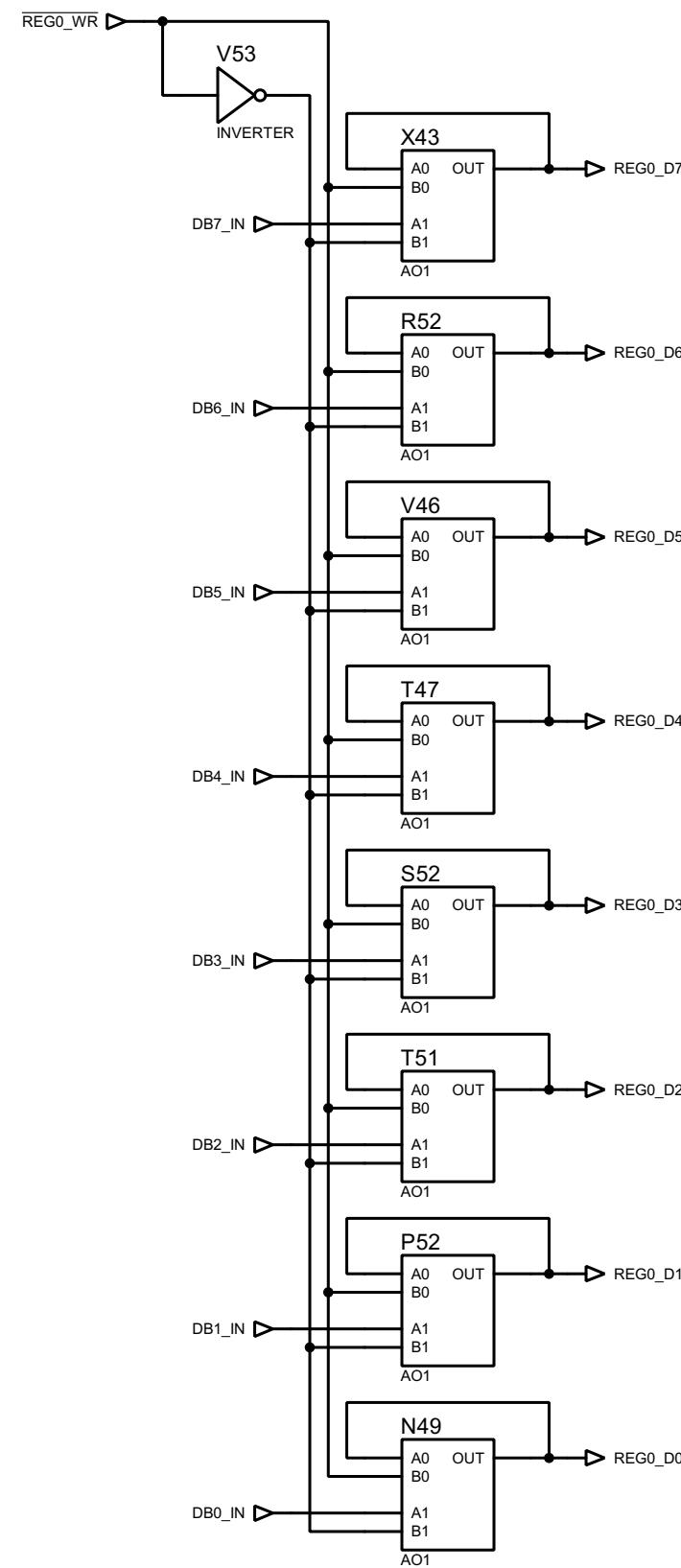
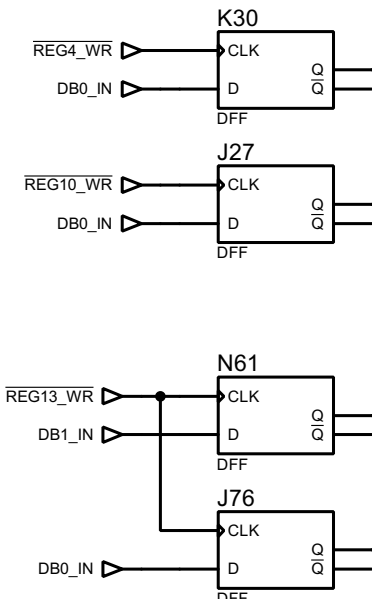
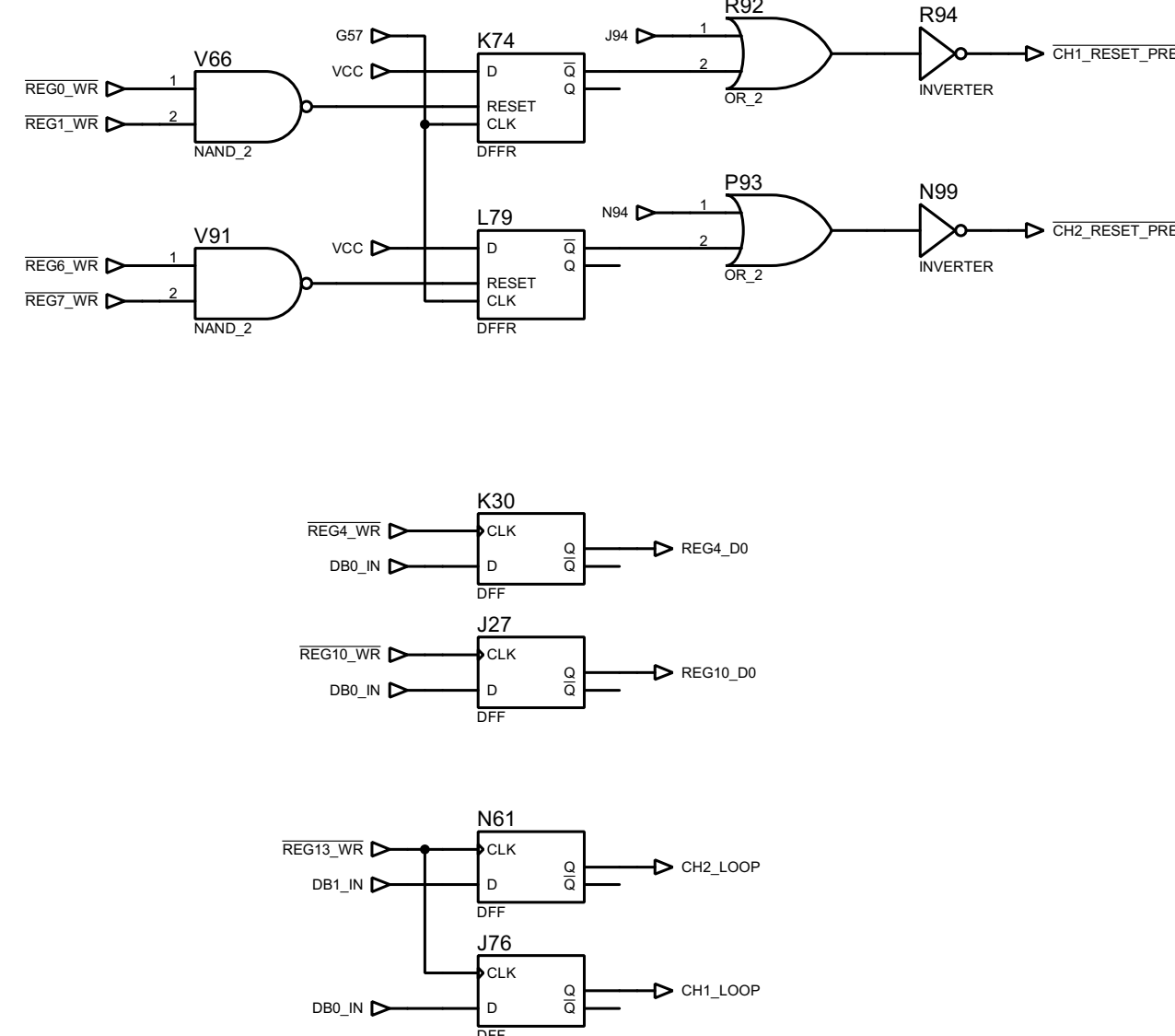
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Konami 007232	24/04/2023
CH1 COUNTER	PAGE:
BY: Sean Gonsalves	1/21
REV: A	

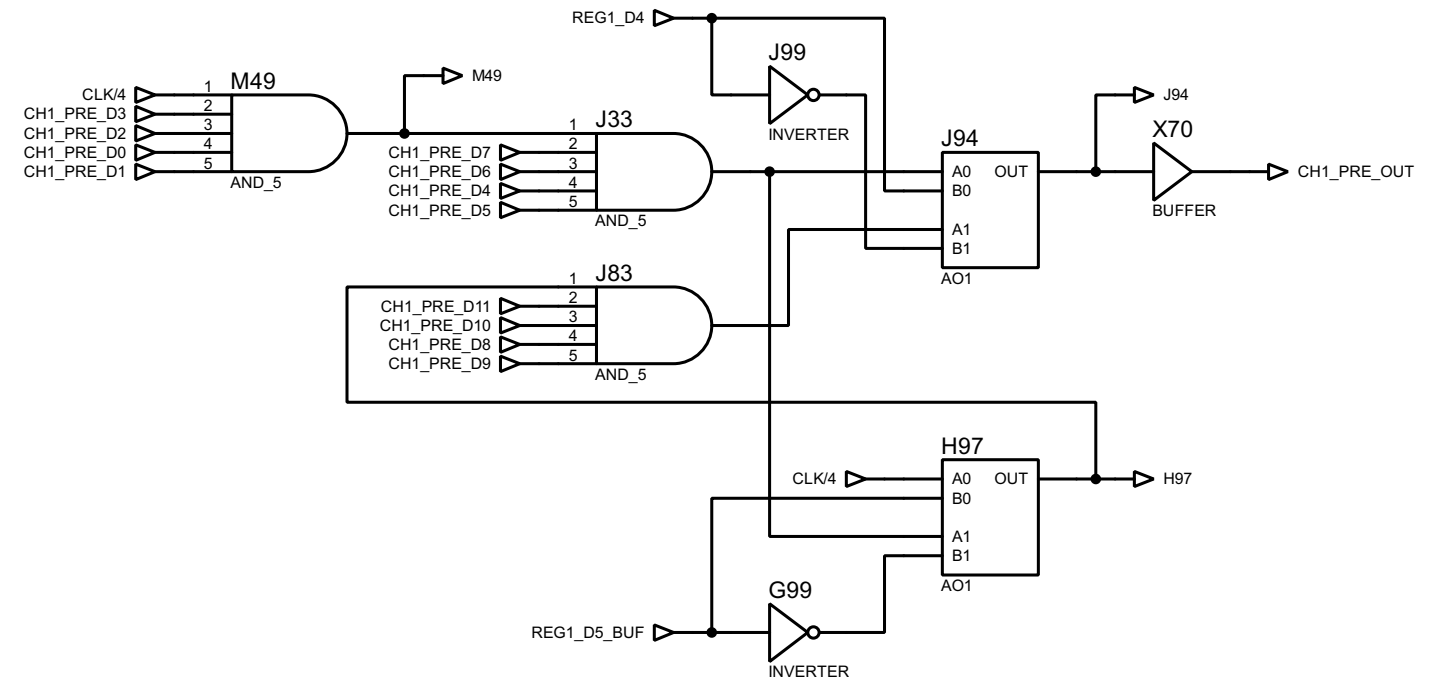
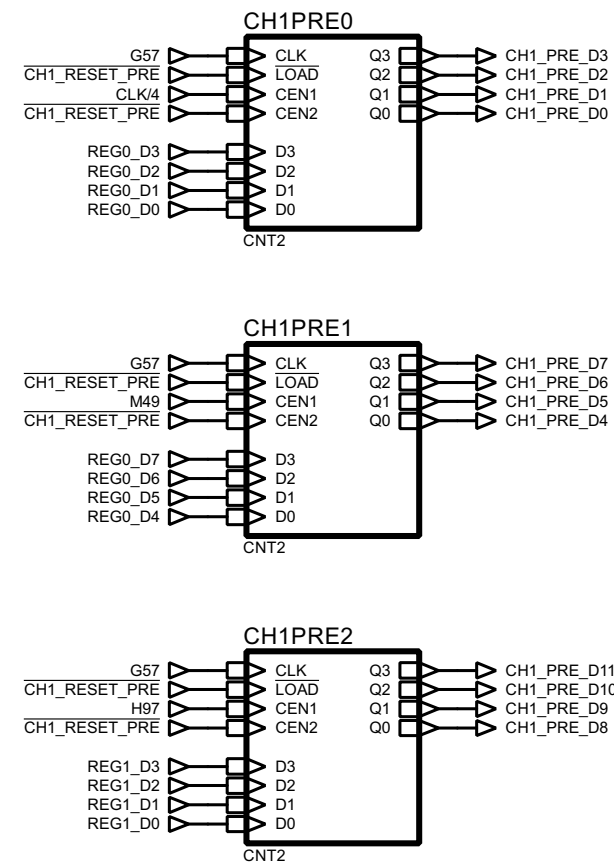




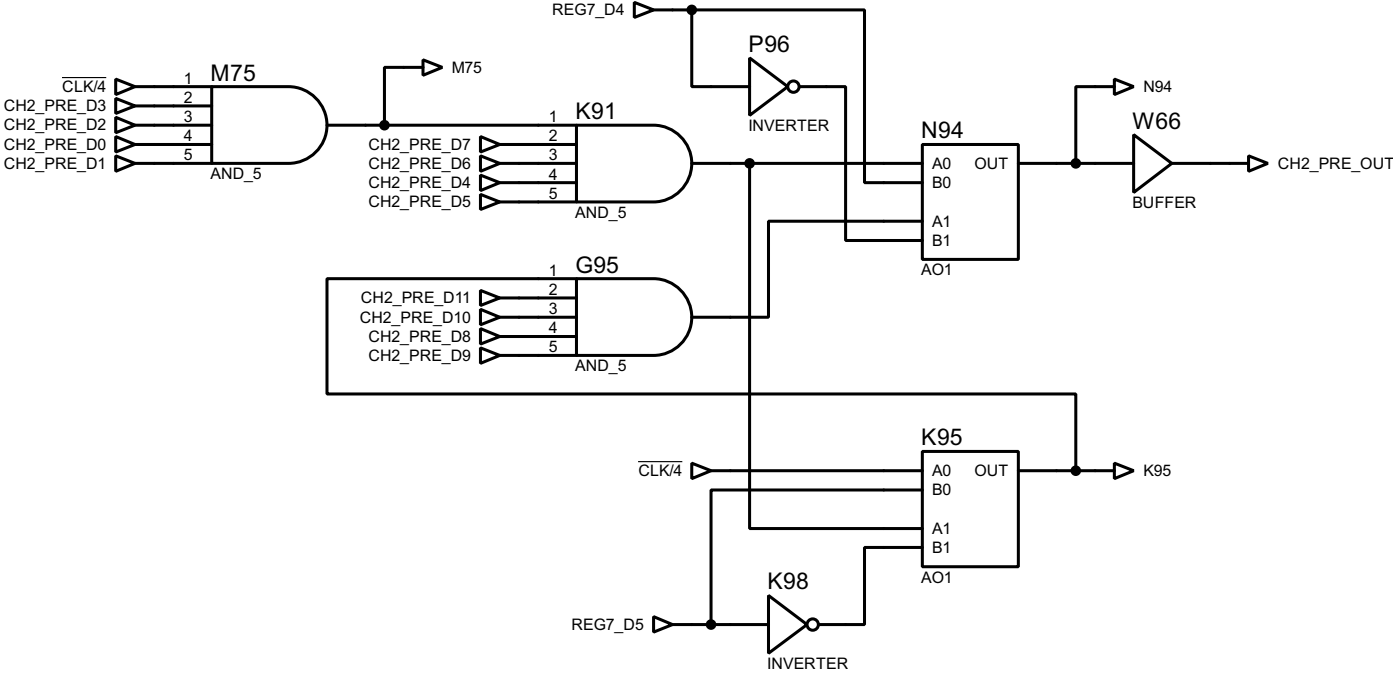
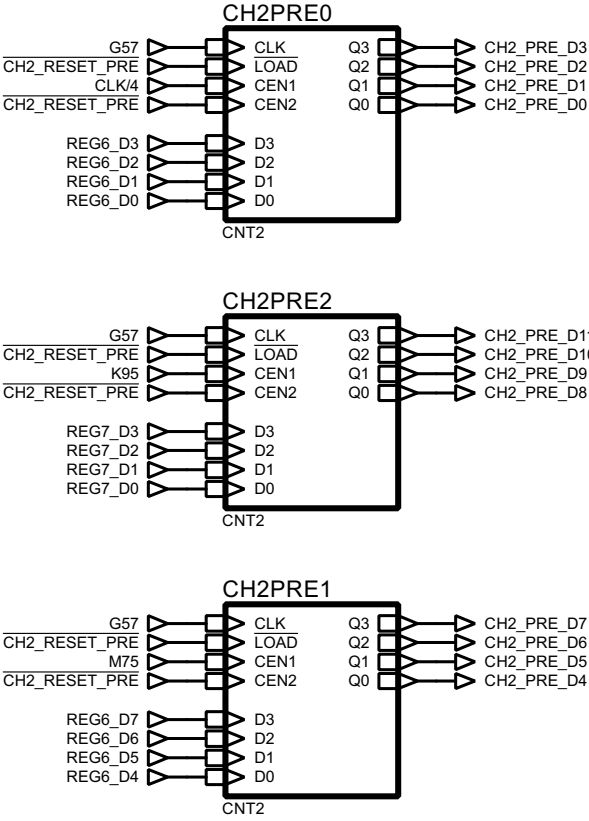


NRCS	NRD	G57	RAM	DB
0	0	0	IN	OUT
0	1	1	IN	IN
0	0	1	IN	IN
1	0	0	IN	IN
1	0	1	IN	IN
1	1	0	IN	IN
1	1	1	IN	IN

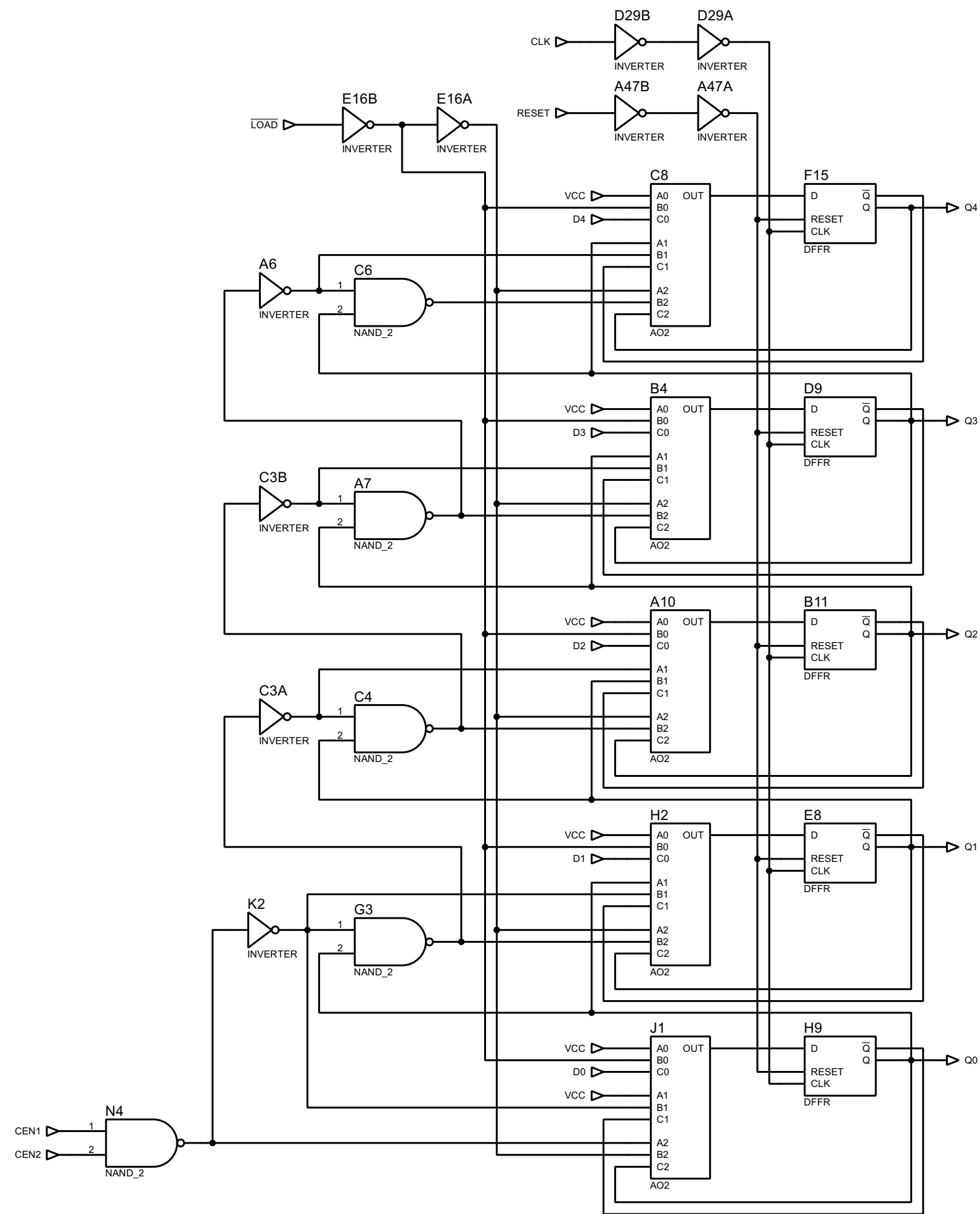


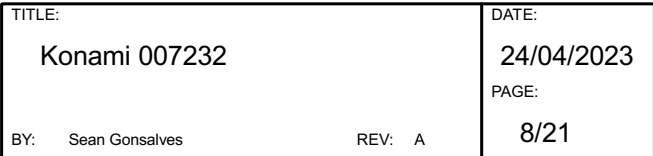


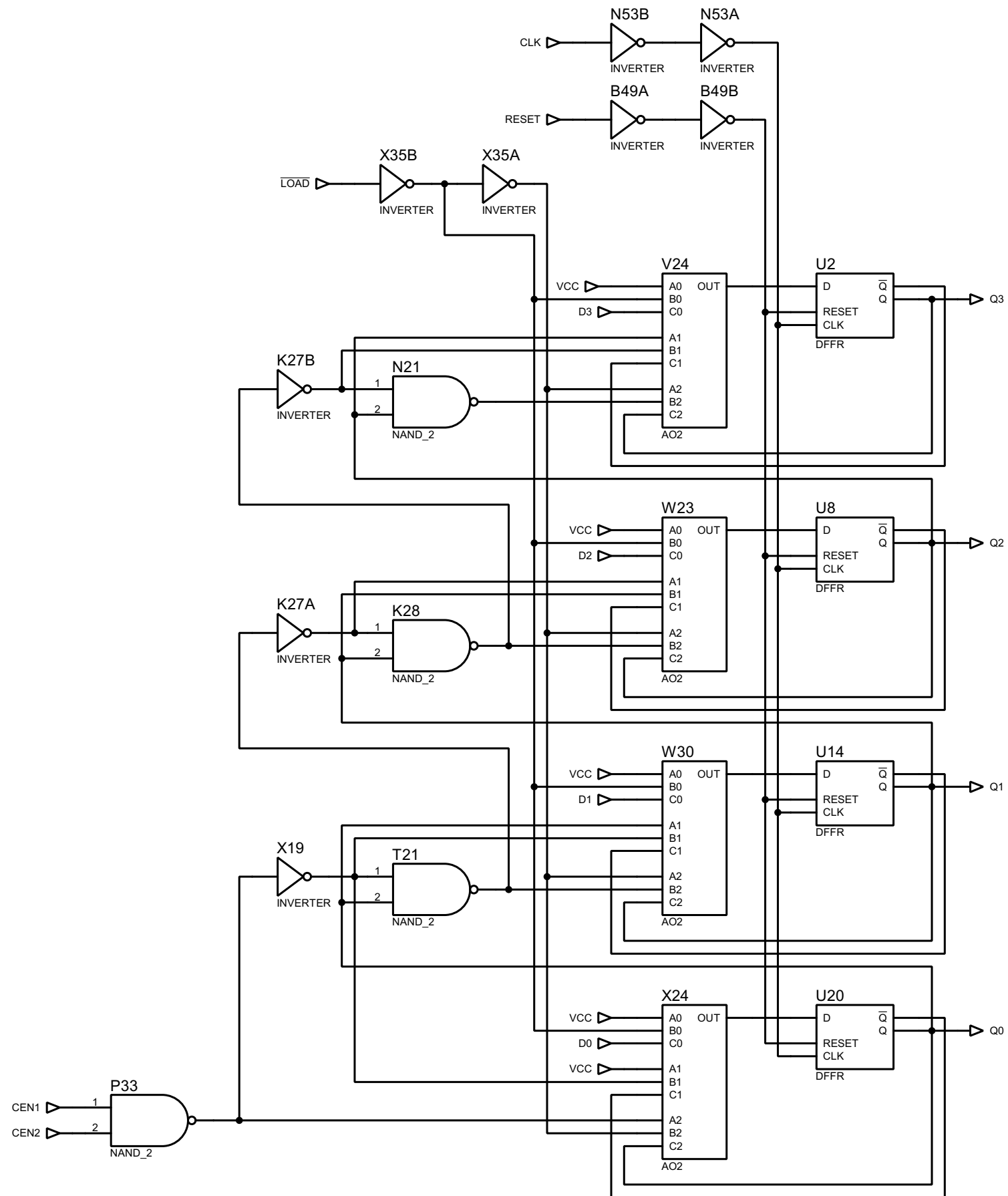
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BY: Sean Gonsalves	REV: A	5/21

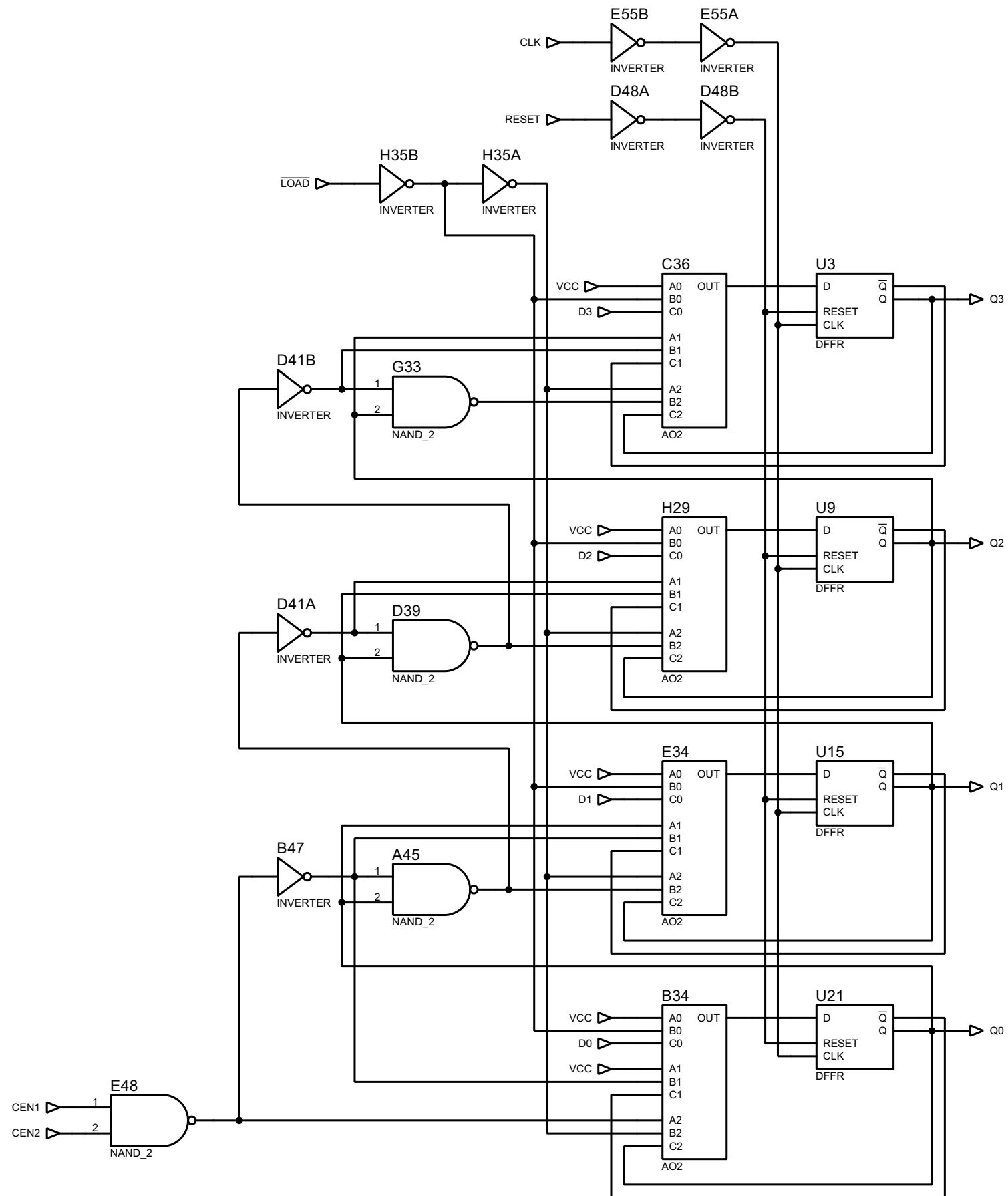


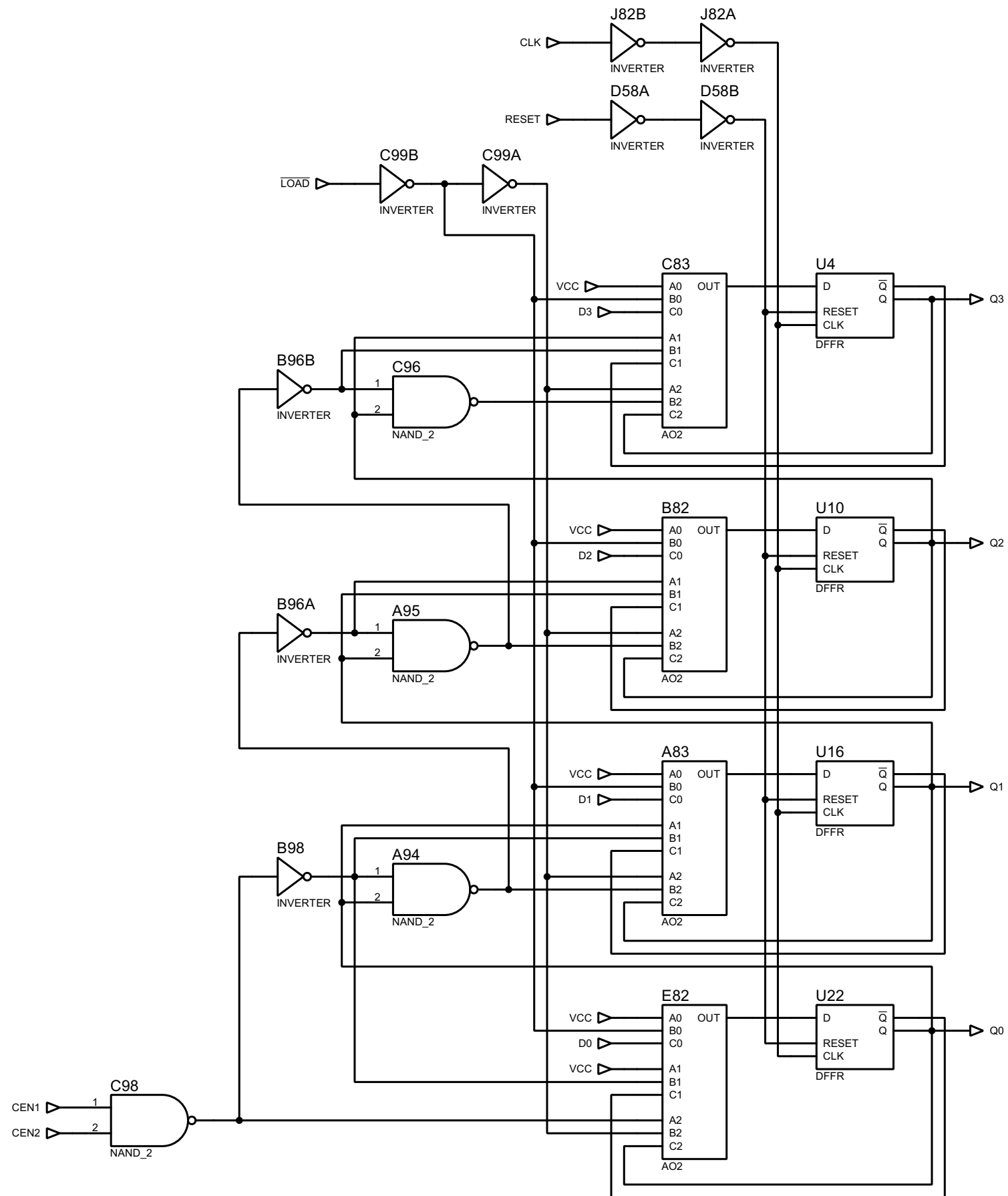
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BY: Sean Gonsalves	REV: A	6/21

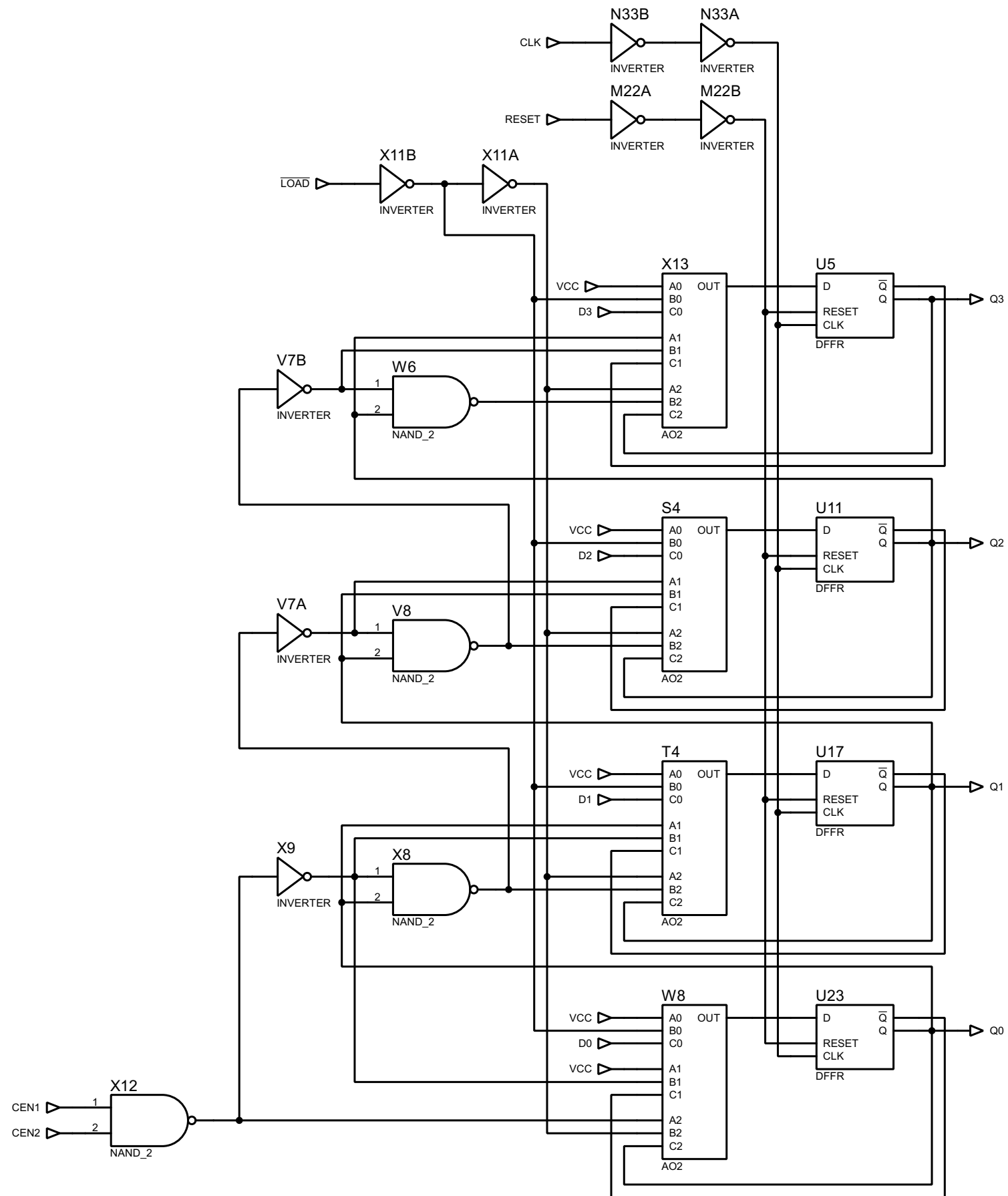


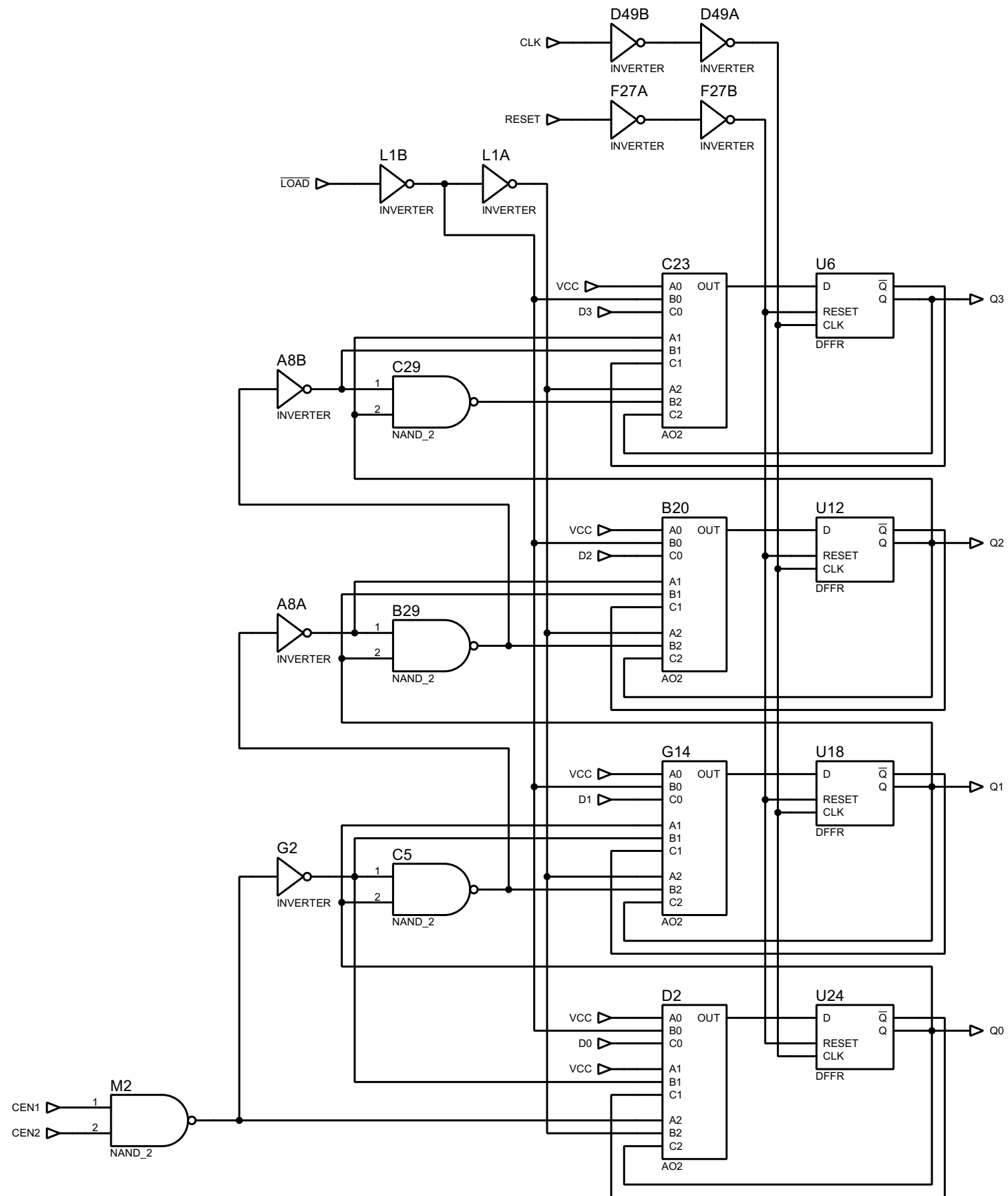


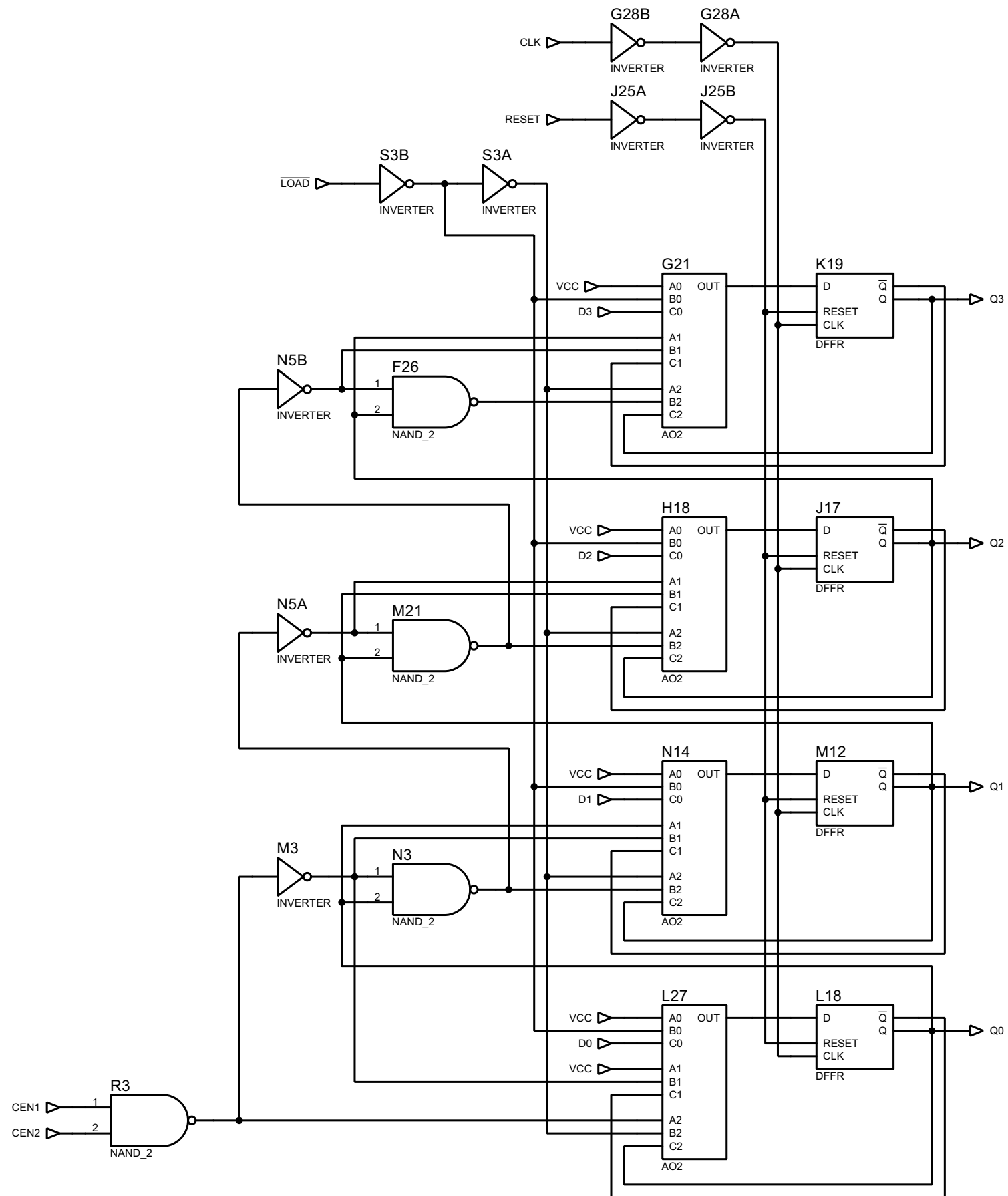




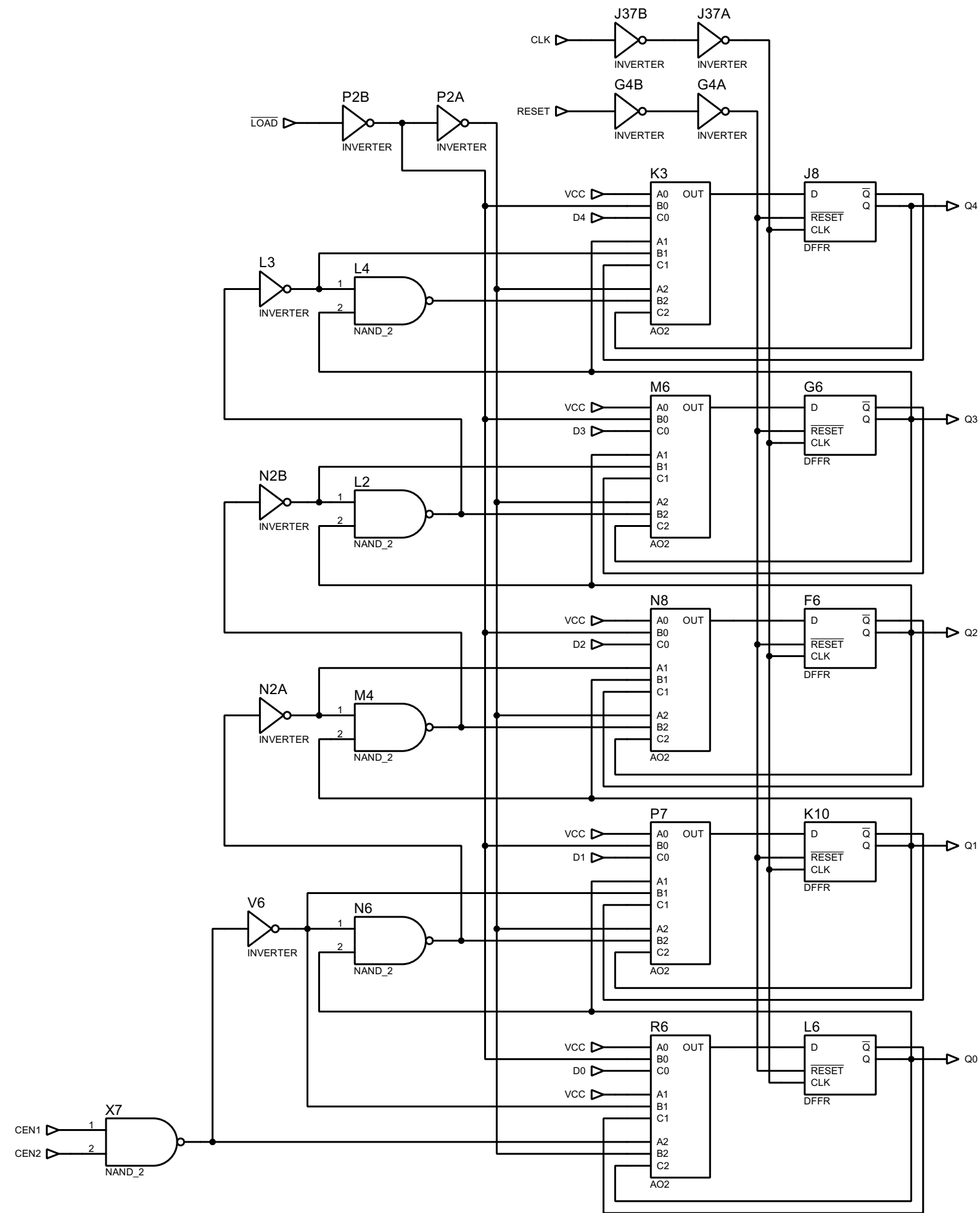


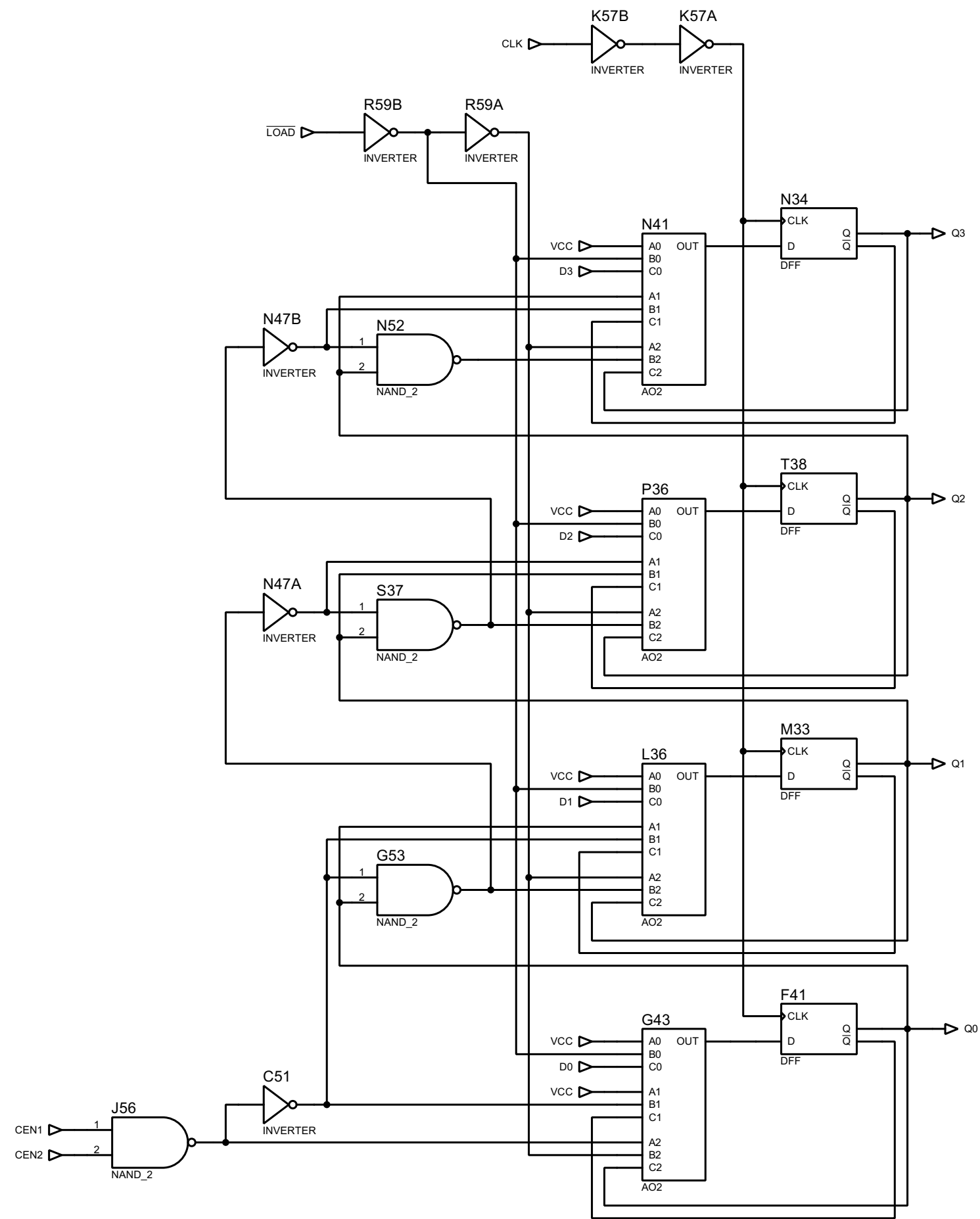




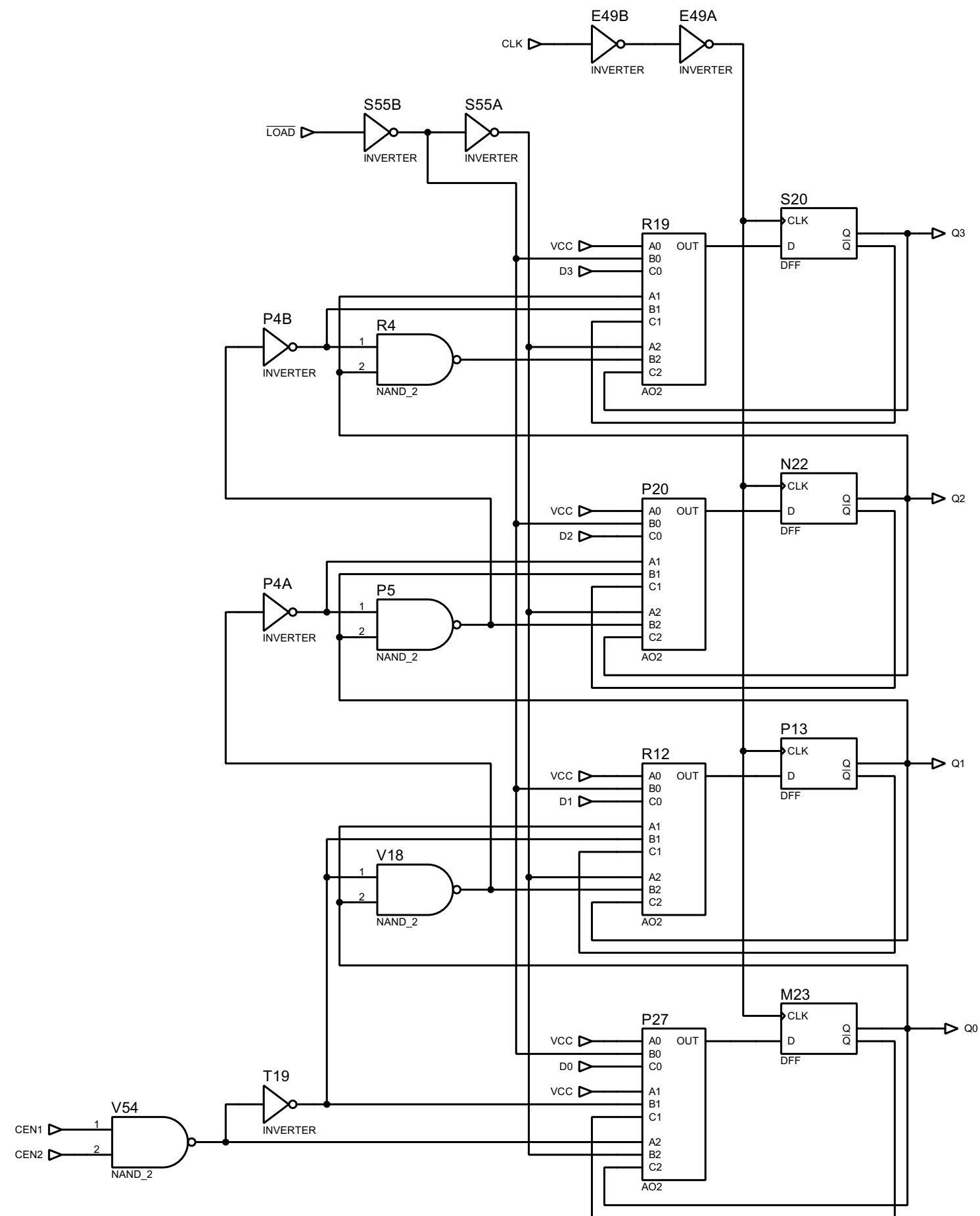


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REV: A		14/21	

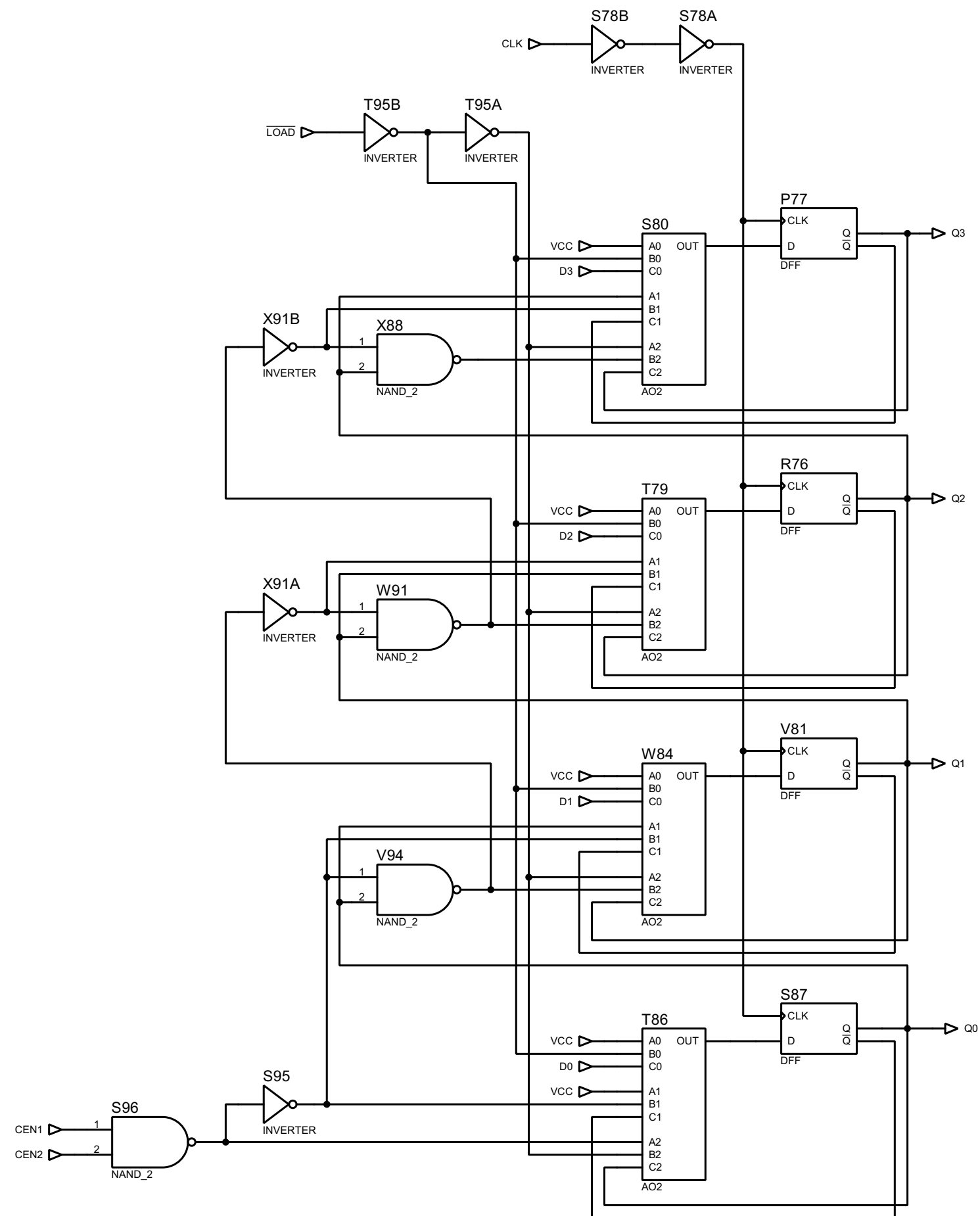




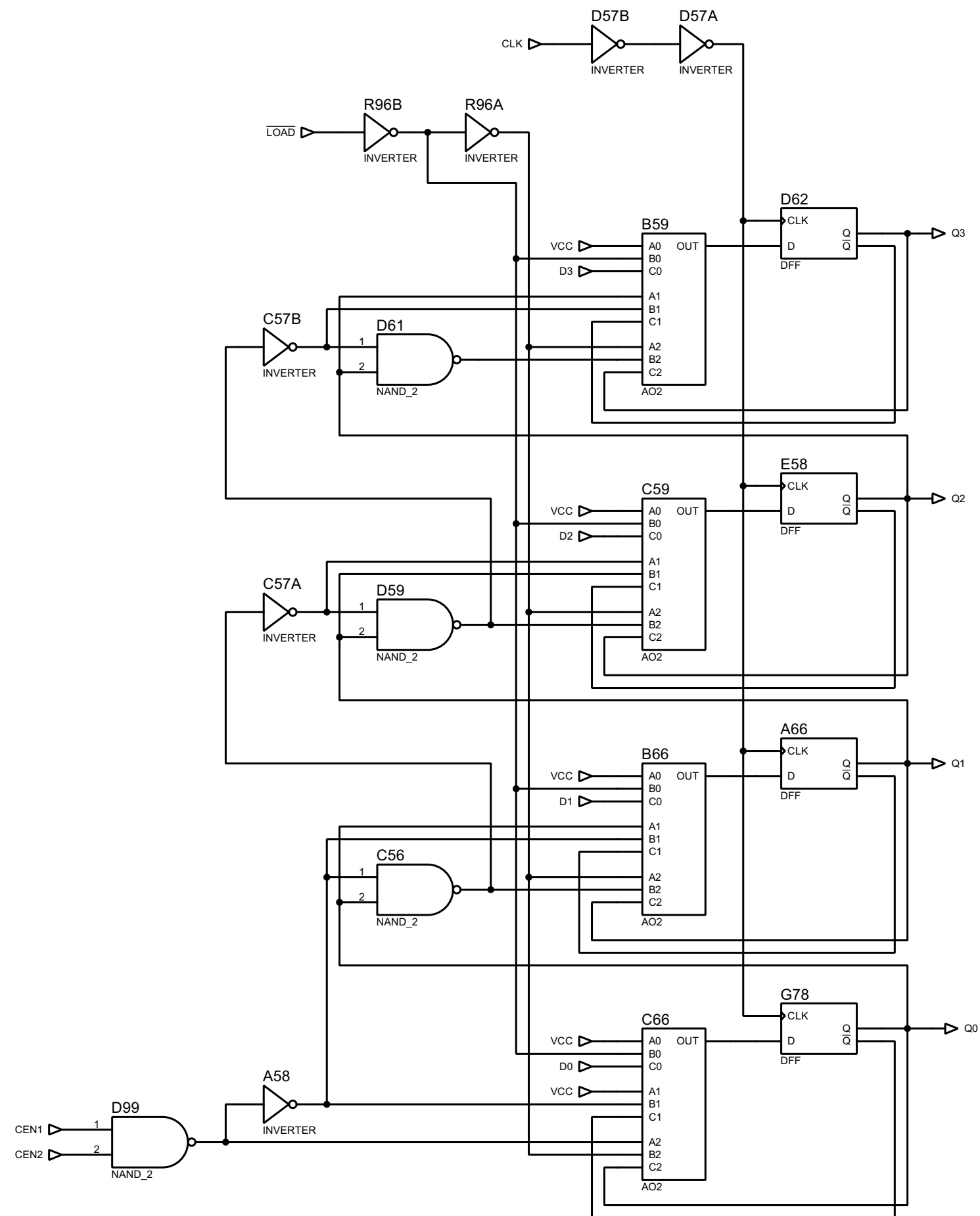
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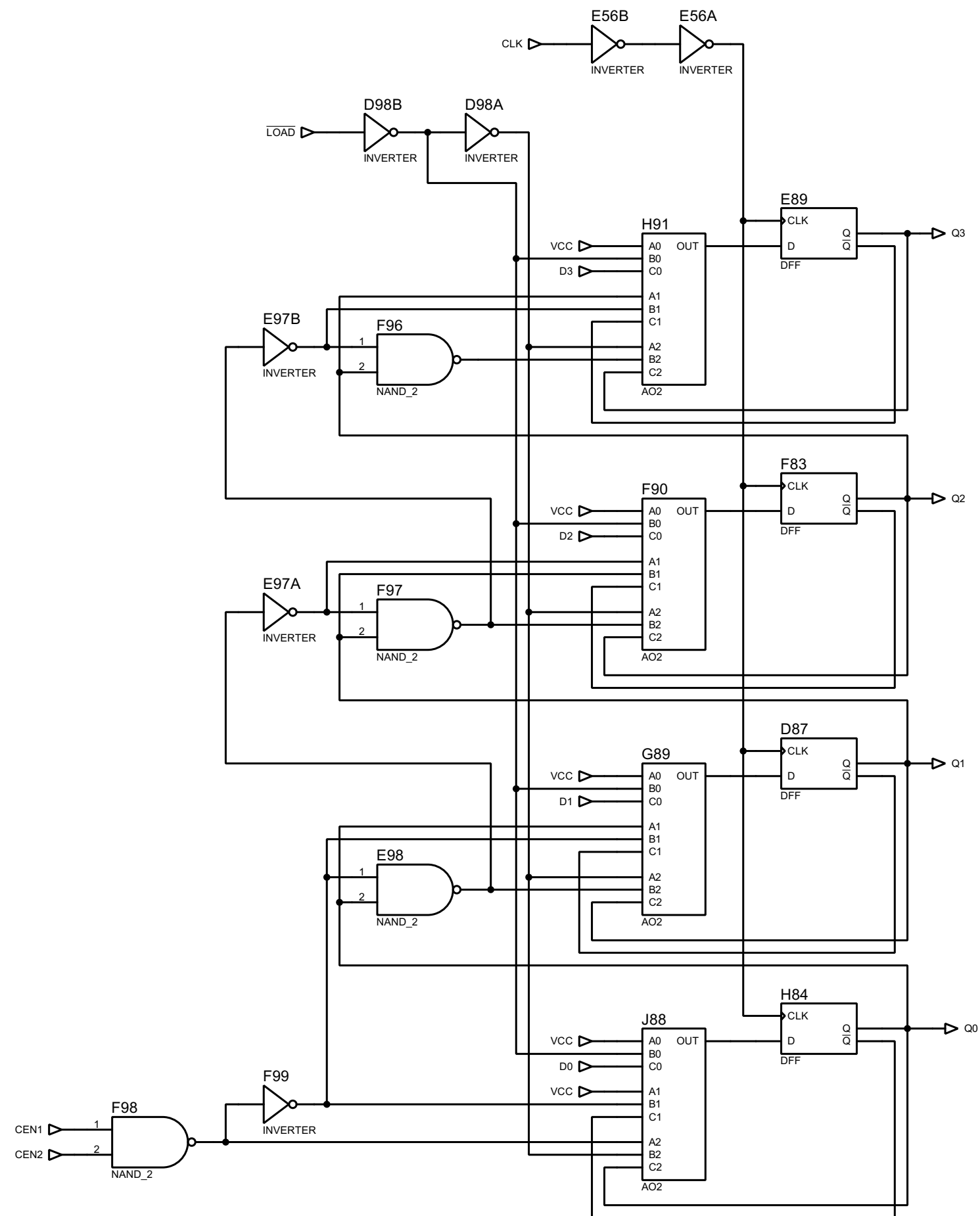
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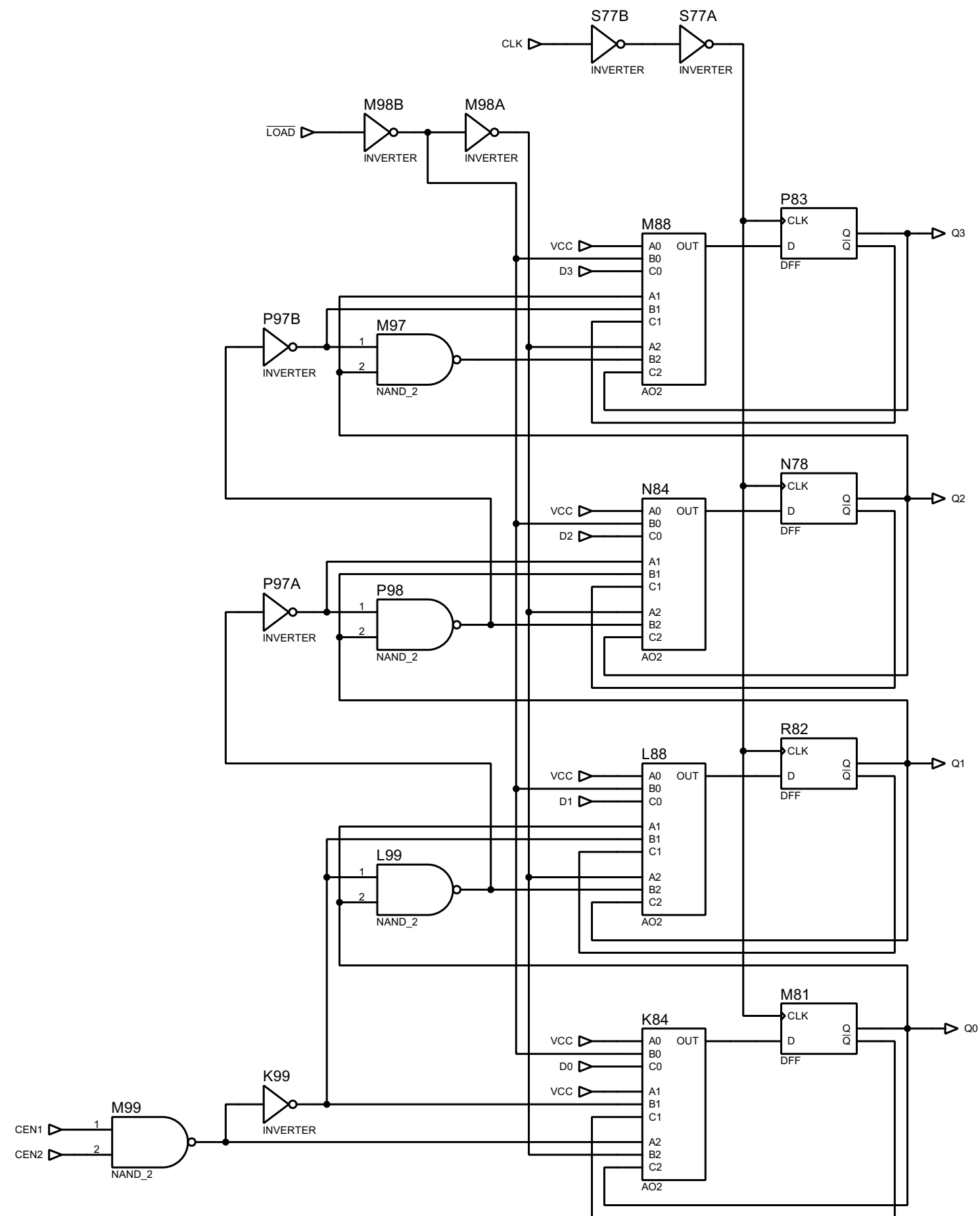
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