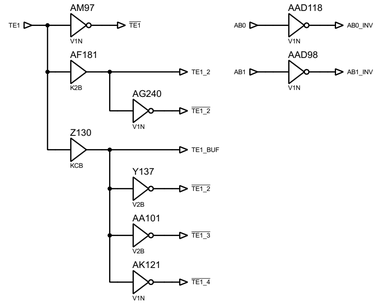
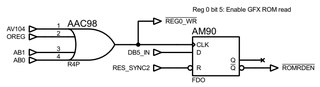
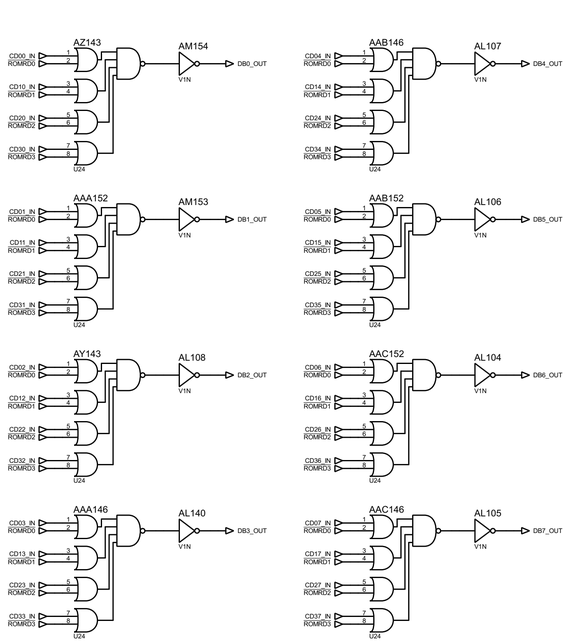
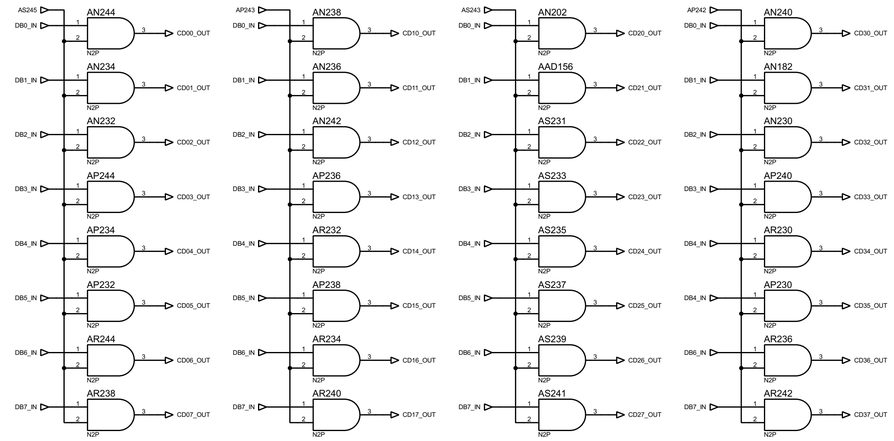
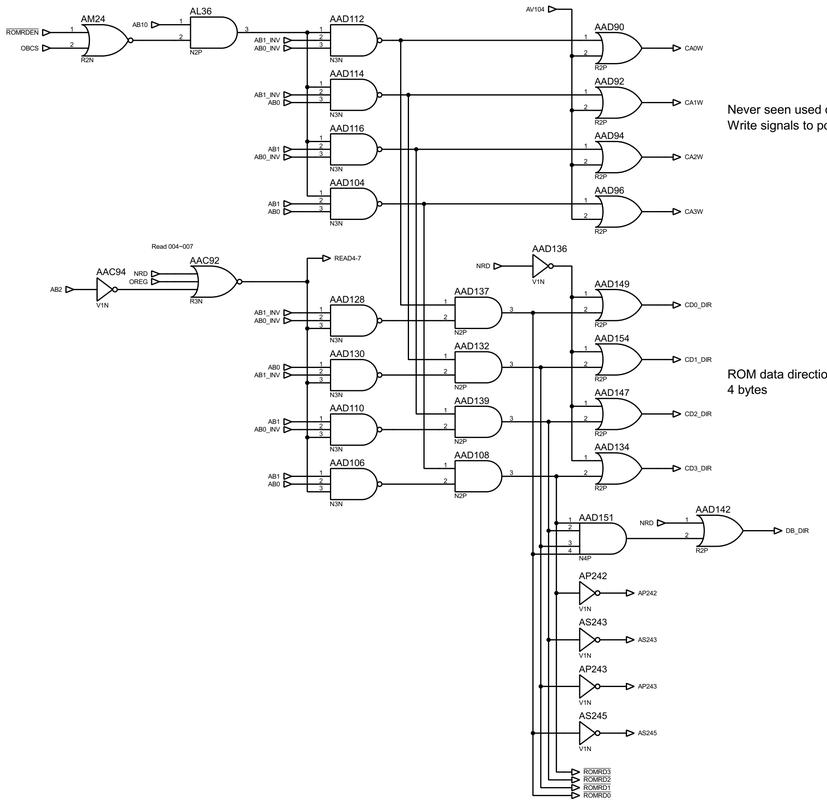




32 to 8 mux for ROM CPU readback







Never seen used on schematics
Write signals to possible GFX RAM ?

ROM data direction
4 bytes

TITLE:	DATE:
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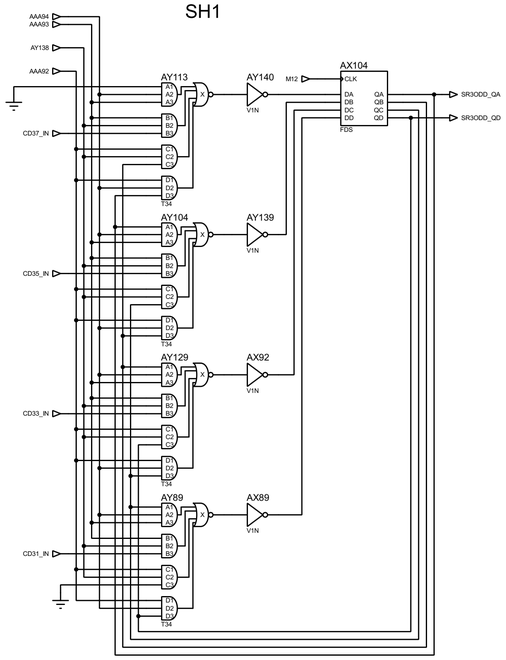
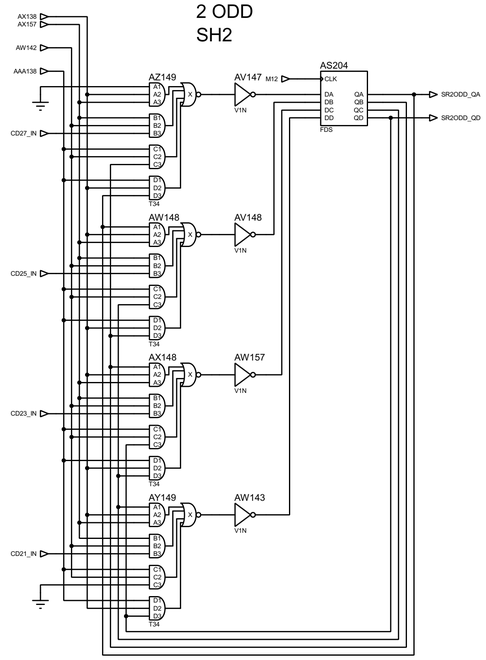
Eight 4bpp pixels in

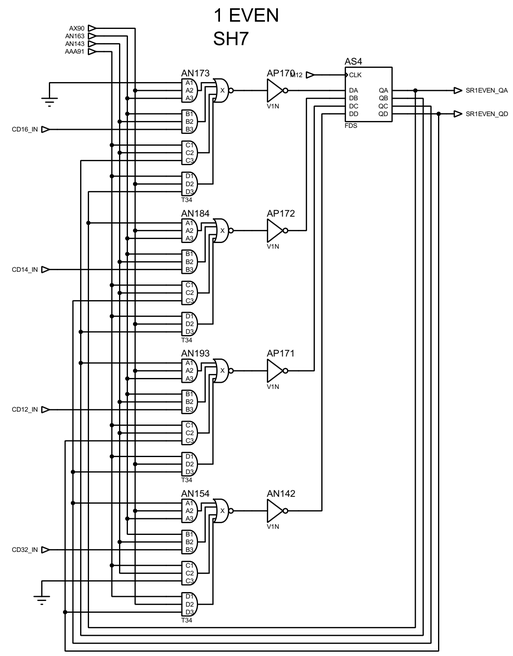
3 ODD
SH1



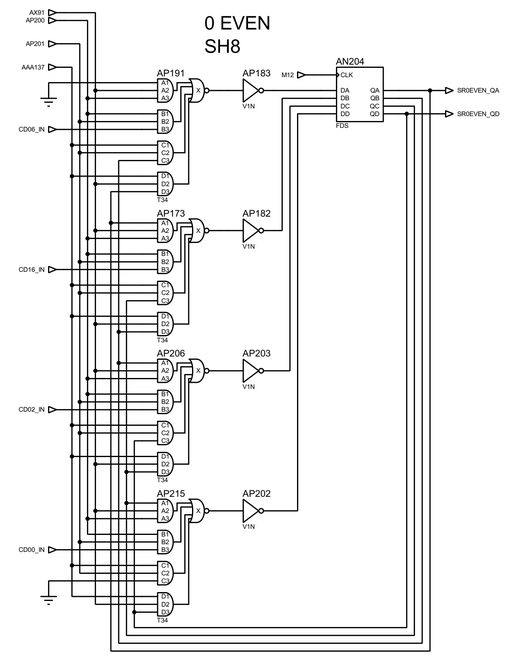
2 ODD
SH2



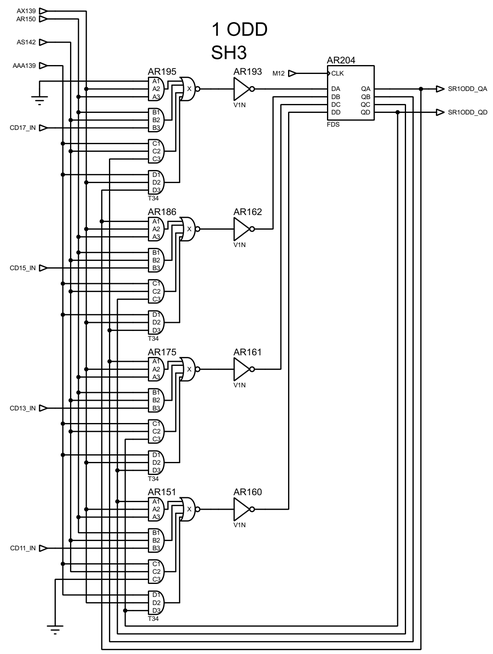
1 EVEN
SH7



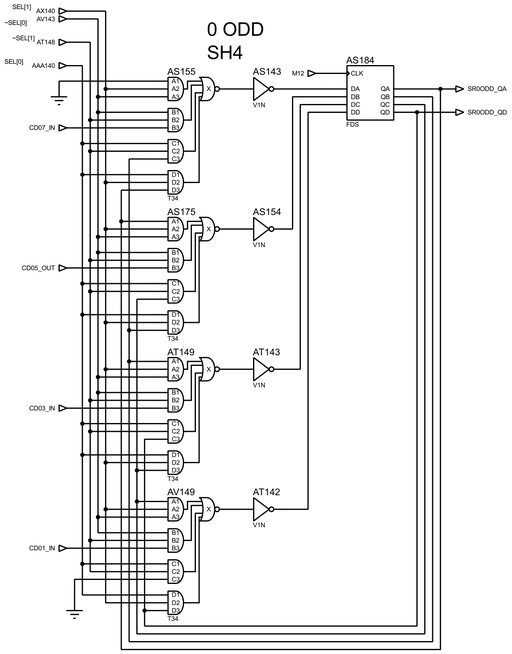
0 EVEN
SH8



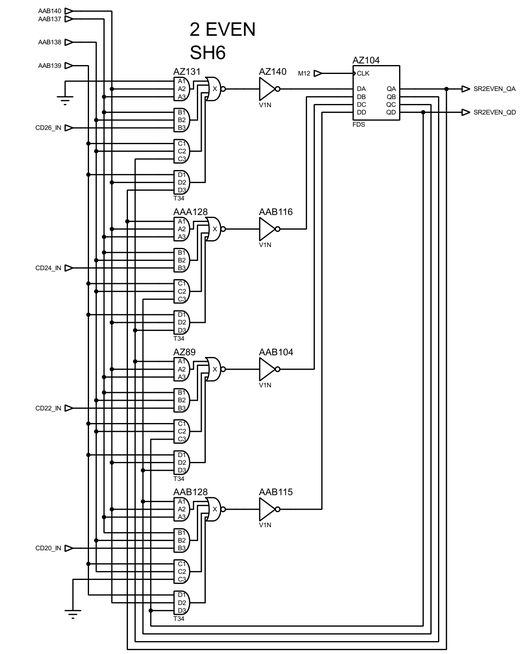
1 ODD
SH3



0 ODD
SH4



2 EVEN
SH6



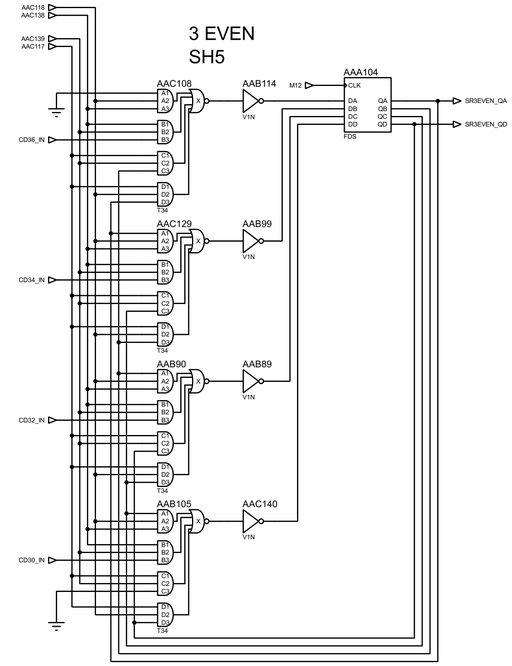
3 EVEN
SH5

-Zero
-Load
-Next
-Same

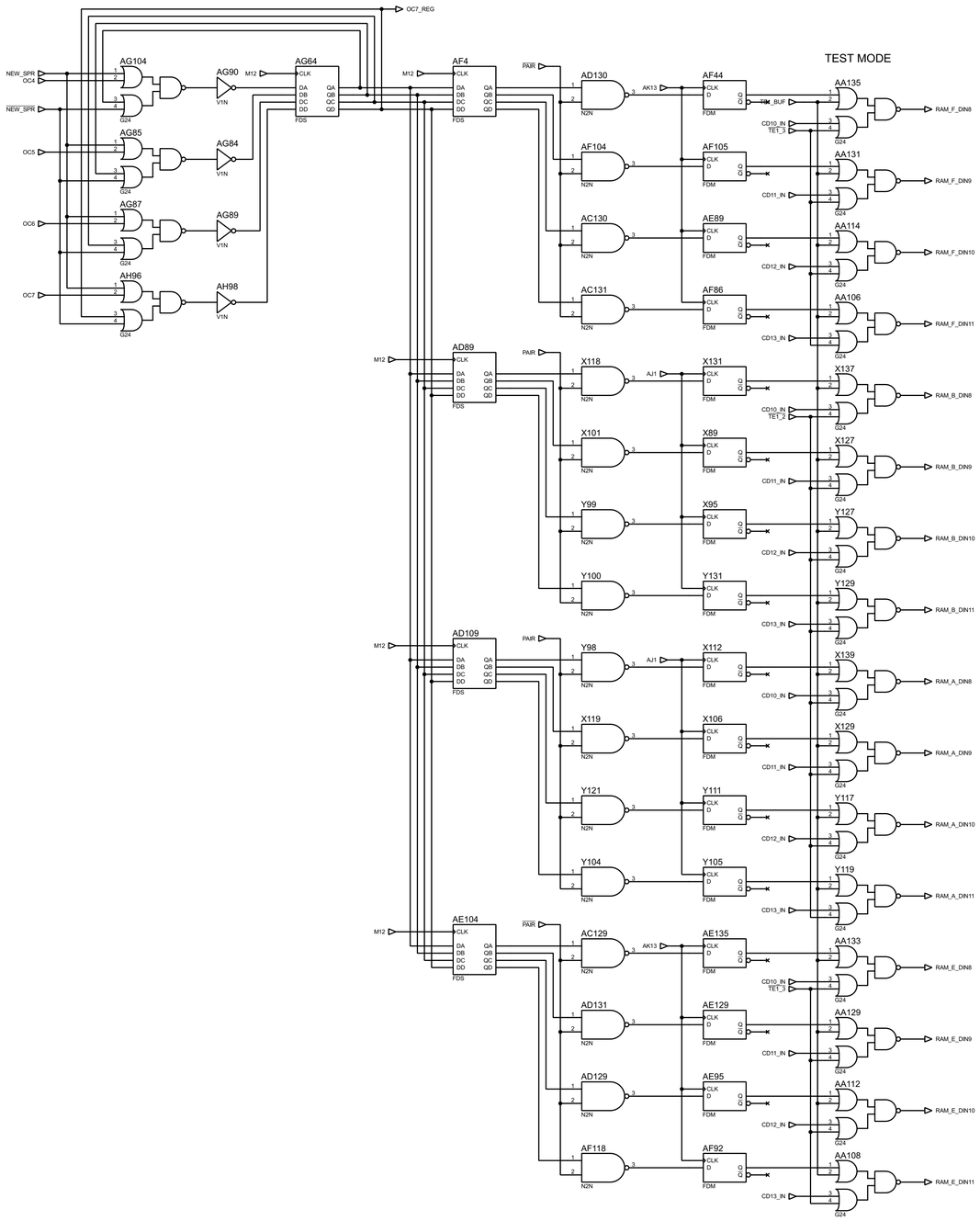
-Prev
-Load
-Next
-Same

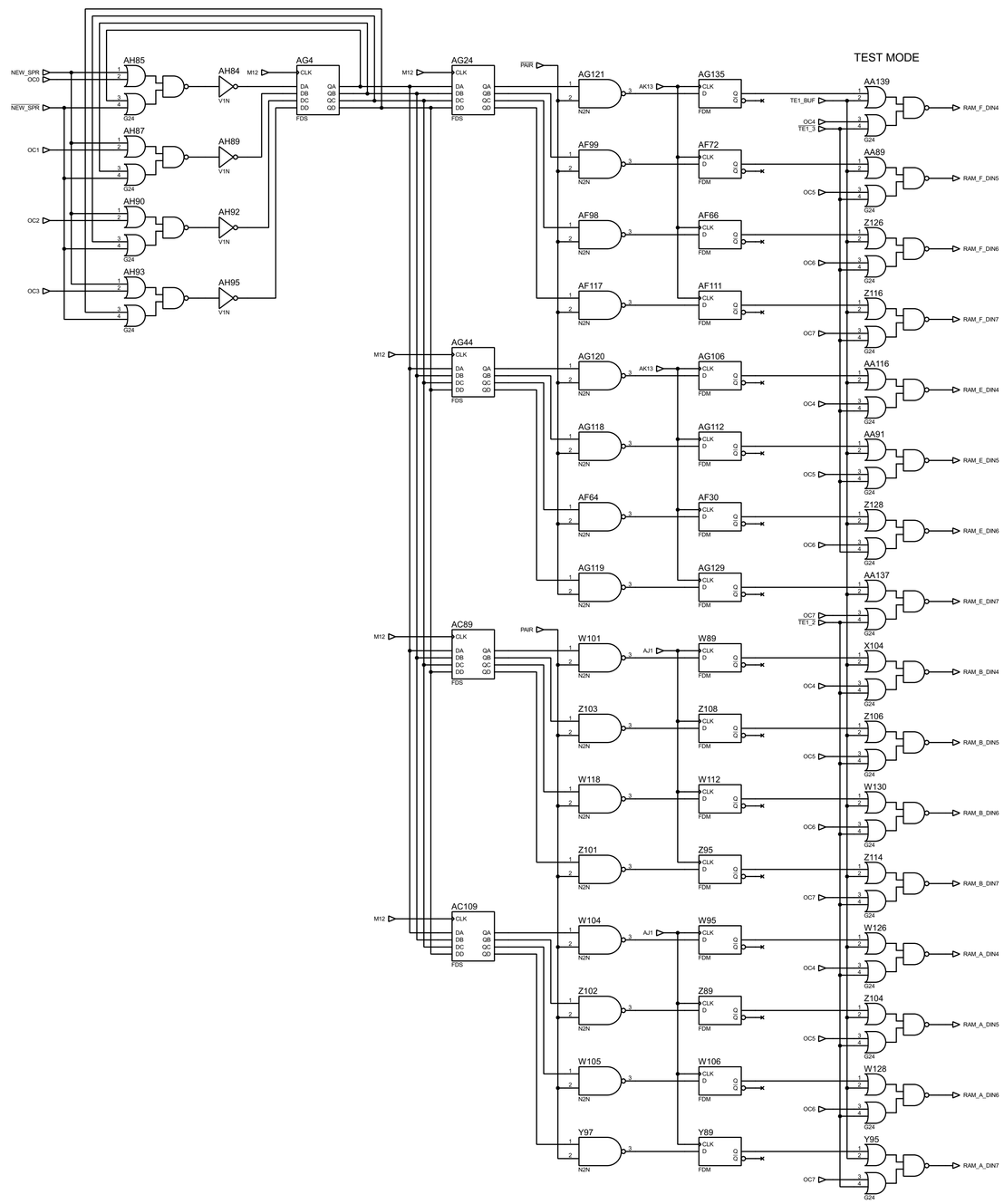
-Prev
-Load
-Next
-Same

-Prev
-Load
-Zero
-Same



TITLE: Konami 051937 SHIFTERS	DATE: 10/04/2023
BY: Sean "furrtek" Gonsalves REV: A	PAGE: 2/11



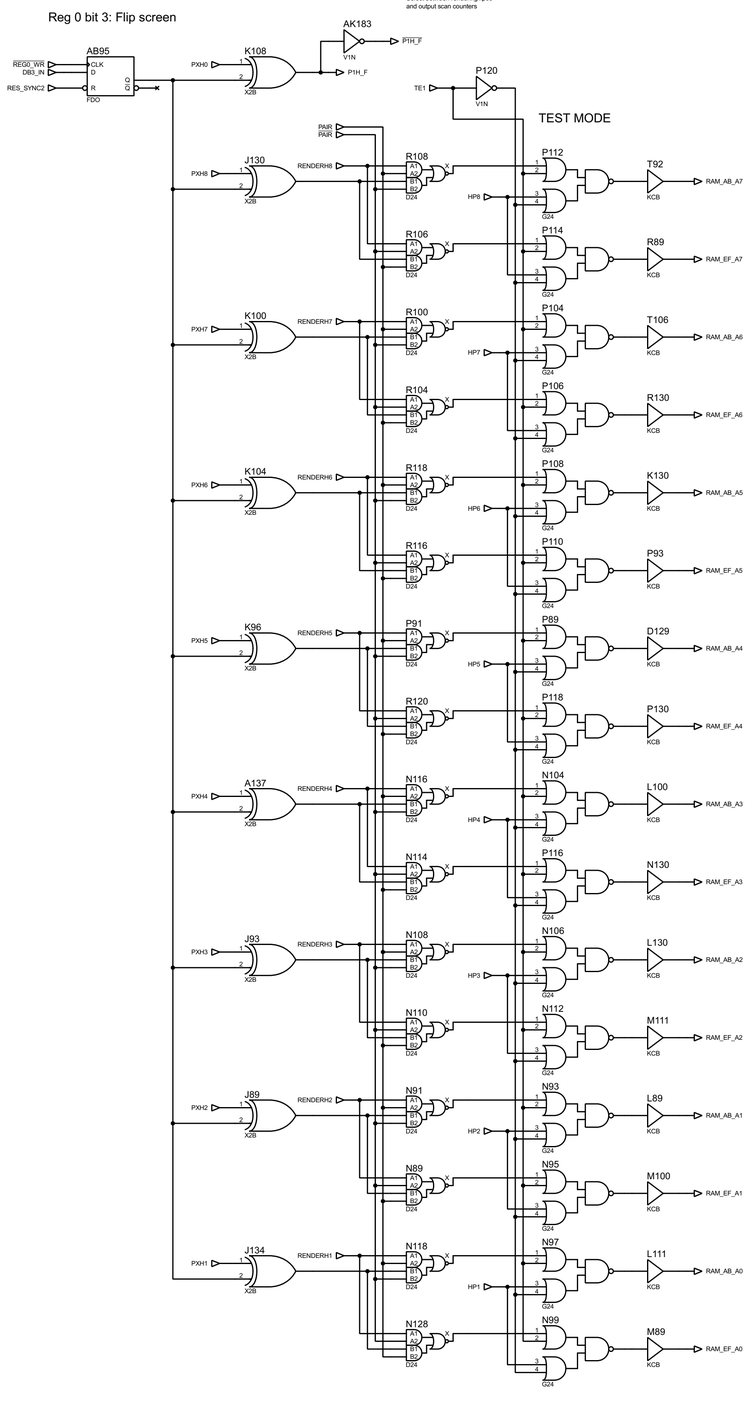


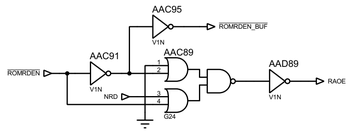
TITLE: Konami 051937 PALETTE LATCHES	DATE: 10/04/2023
BY: Sean "furrtek" Gonsalves REV: A	PAGE: 3/11

Reg 0 bit 3: Flip screen

Select between rendering xpos
and output scan counters

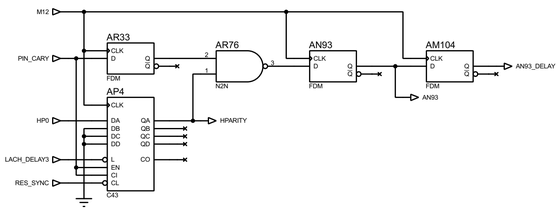
TEST MODE



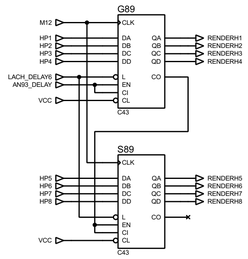


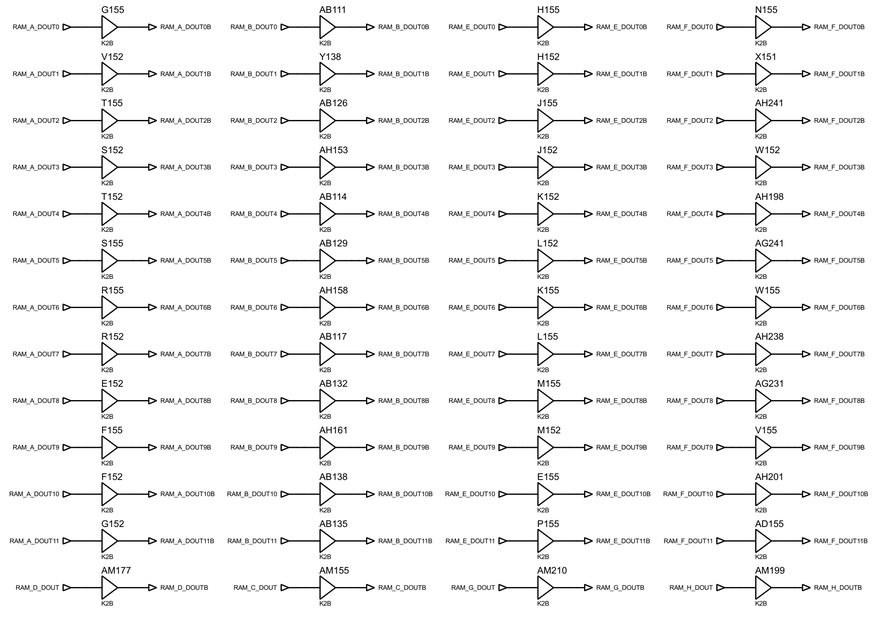
Overwrite pixel in LB if CARY changes

CHECKED

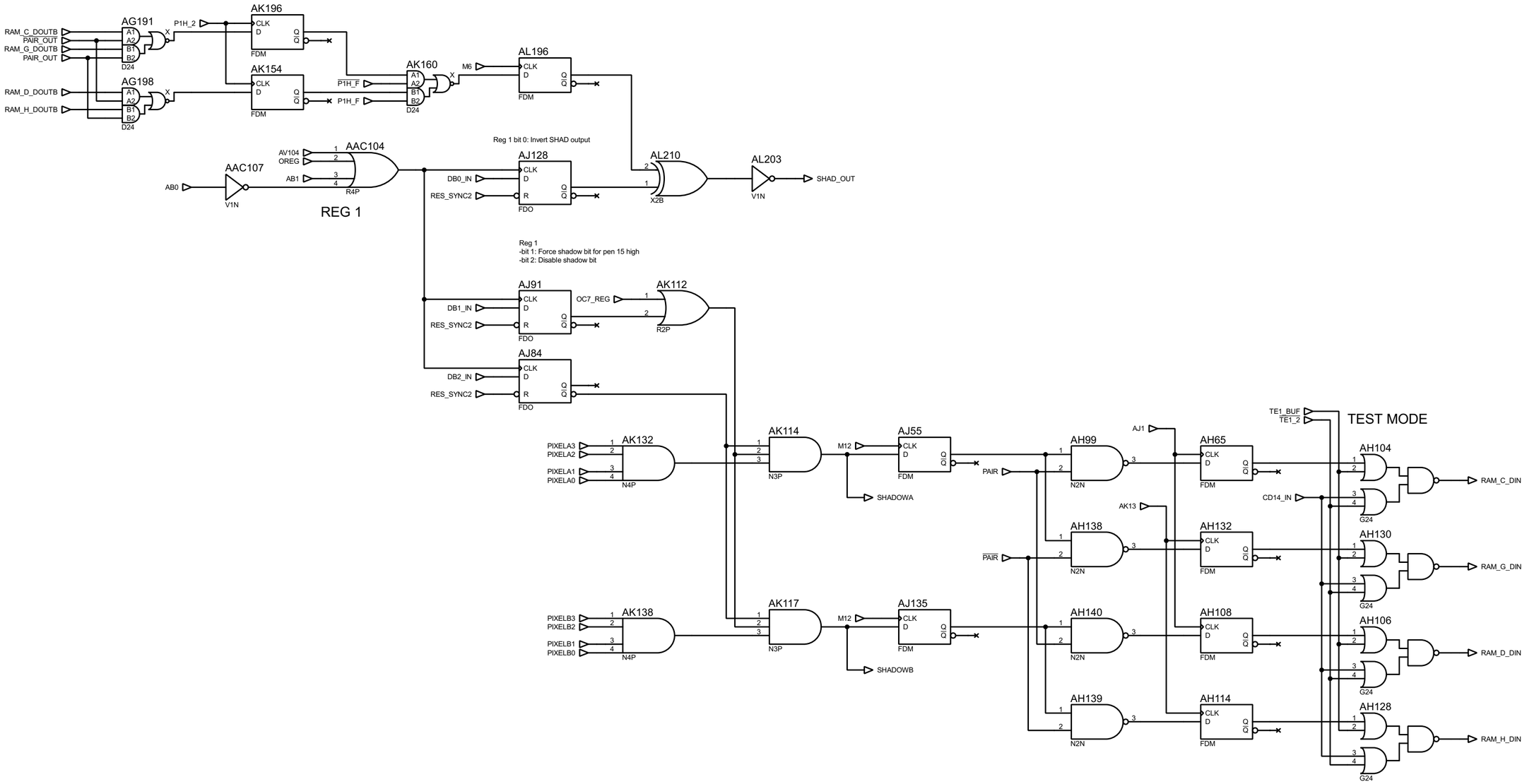


Render counters

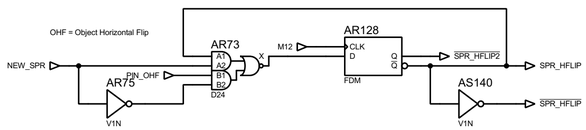


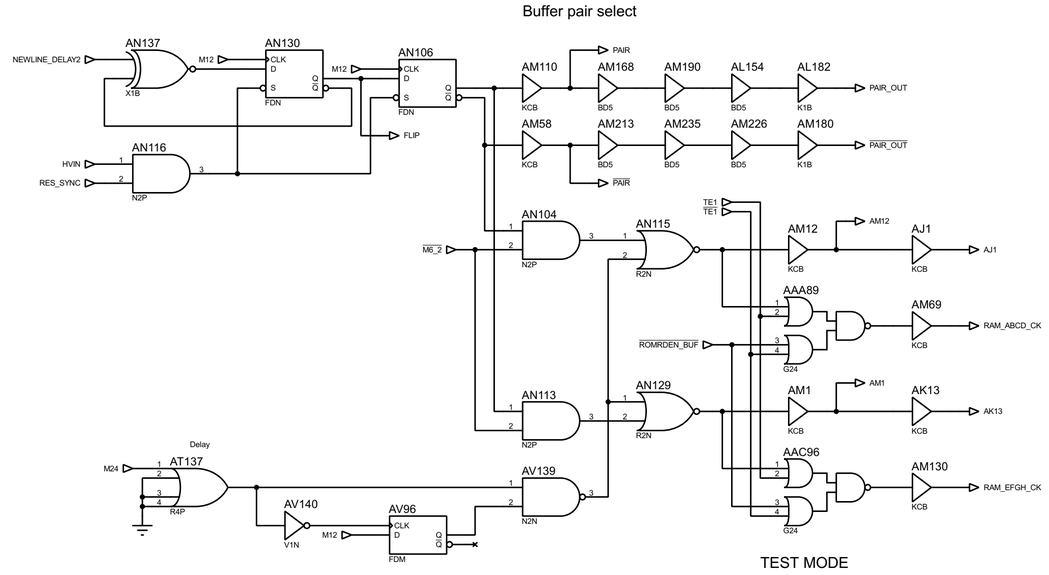


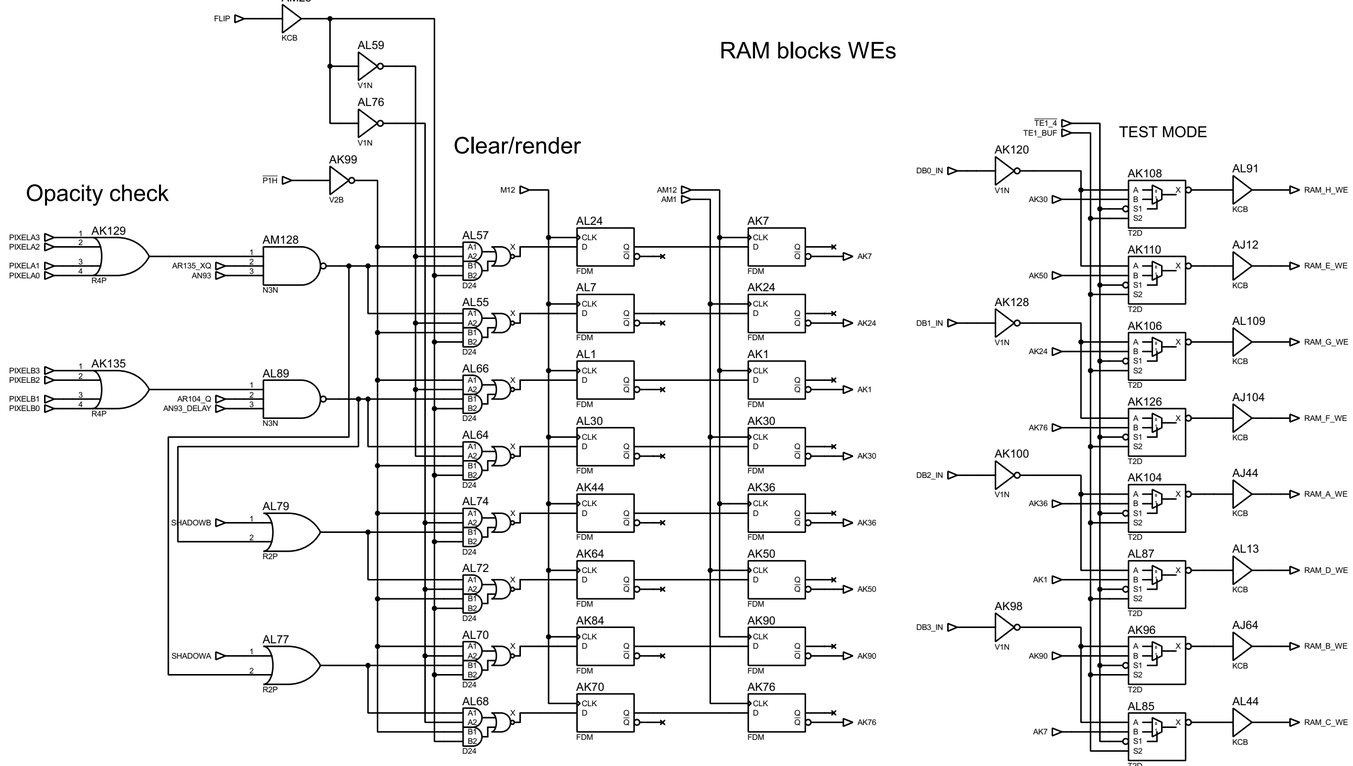
TITLE: Konami 051937 LB ADDRESS	DATE: 10/04/2023
BY: Sean "Iurtek" Gonsalves REV: A	PAGE: 4/11



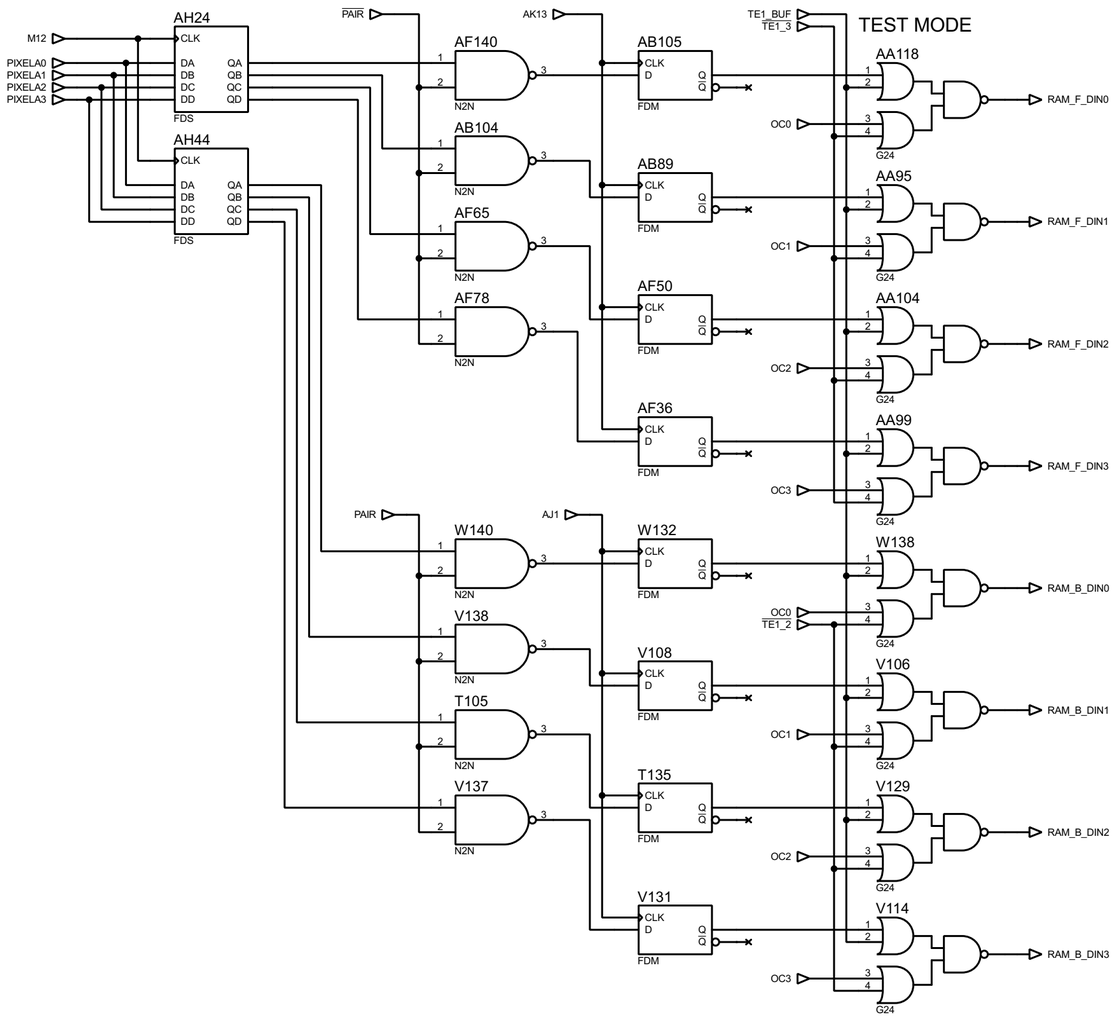
TITLE:	DATE:
Konami 051937 SHADOW	10/04/2023
BY: Sean "furrtek" Gonsalves REV: A	PAGE: 5/11

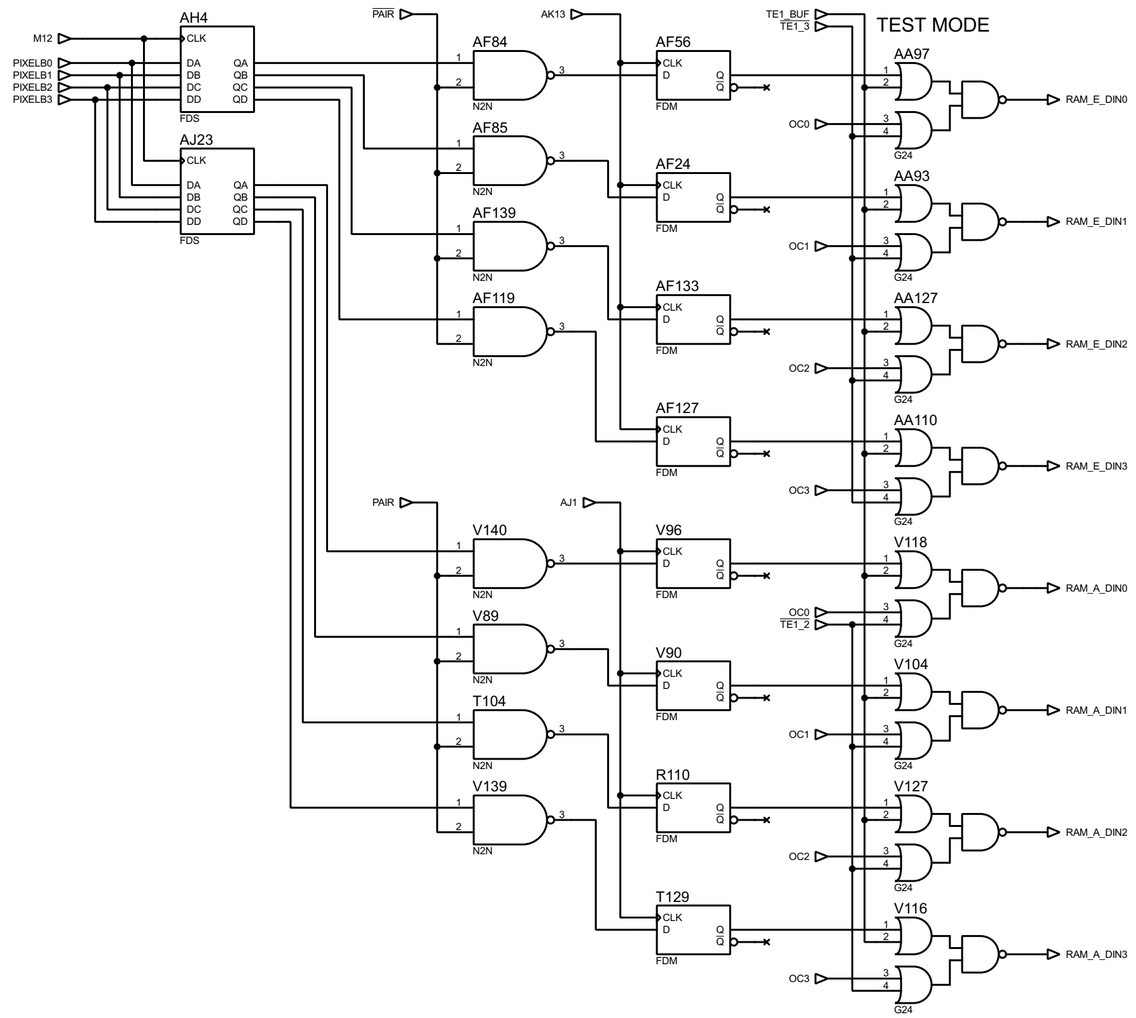






TITLE: Konami 051937 LB CONTROL	DATE: 10/04/2023
BY: Sean "furrtek" Gonsalves REV: A	PAGE: 6/11





TITLE:	DATE:
Konami 051937 PIXEL LATCHES	10/04/2023
BY: Sean "furrtek" Gonsalves REV: A	PAGE: 7/11

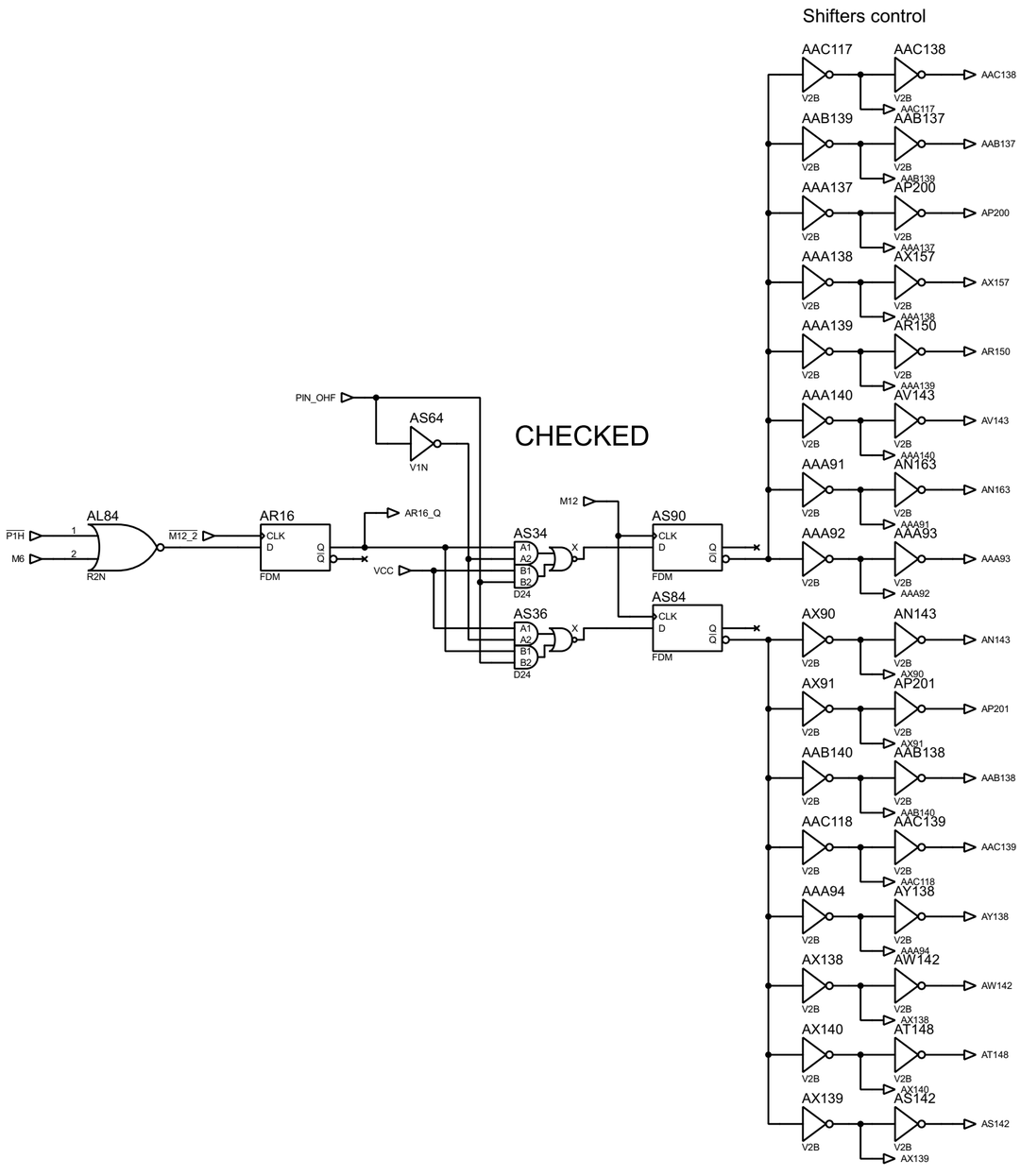
Select pair

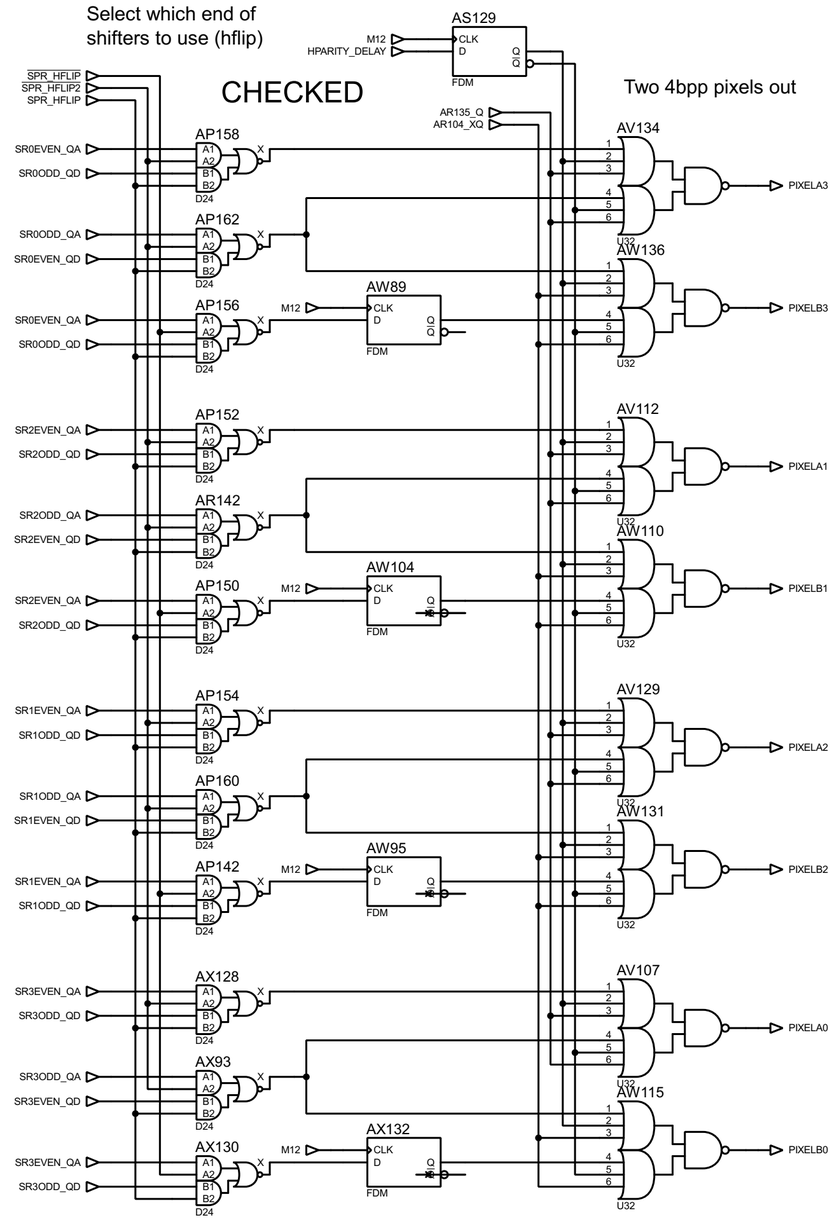
Select ODD/EVEN

TEST MODE

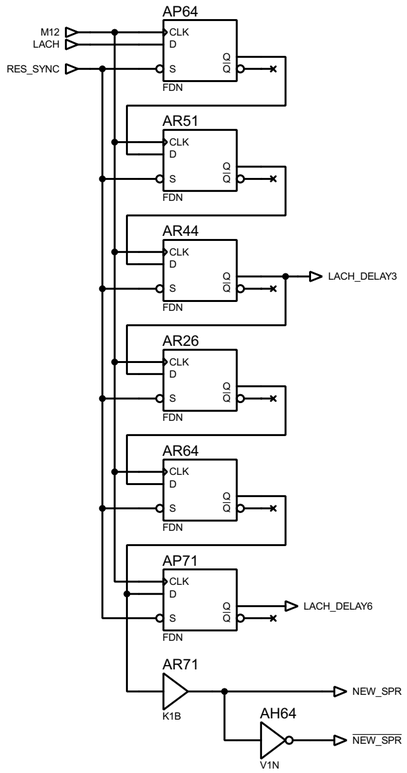
Test mode line buffer readback mues

TITLE:	DATE:
Konami 051937 FINAL OUTPUT	10/04/2023
BY: Sean "furrtek" Gonsalves REV: A	PAGE: 8/11

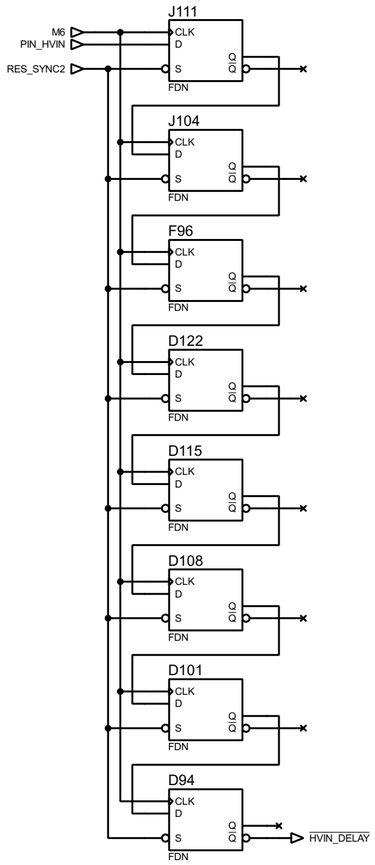


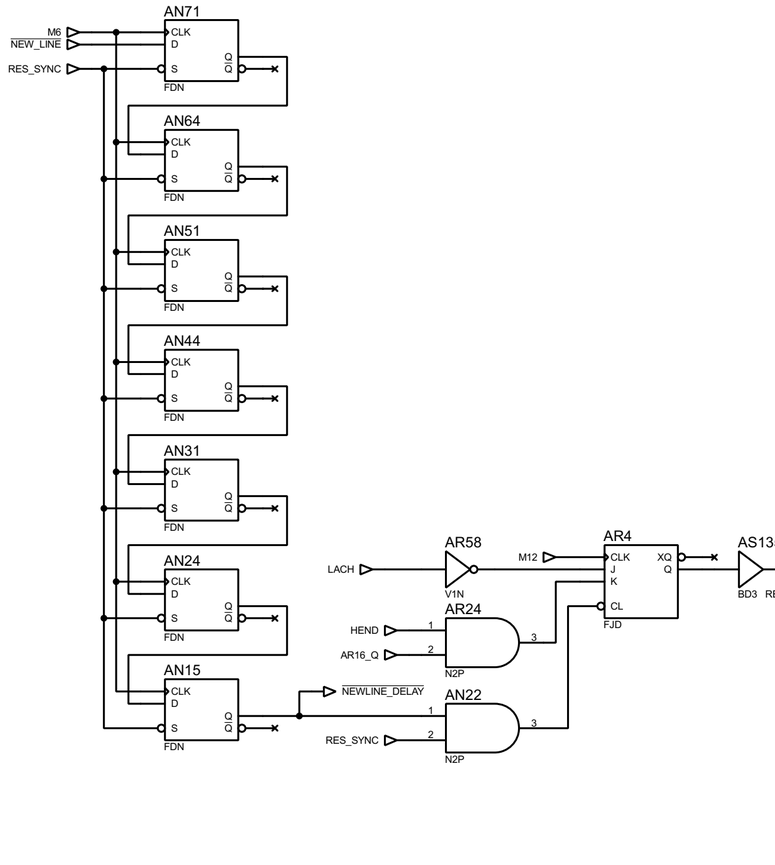


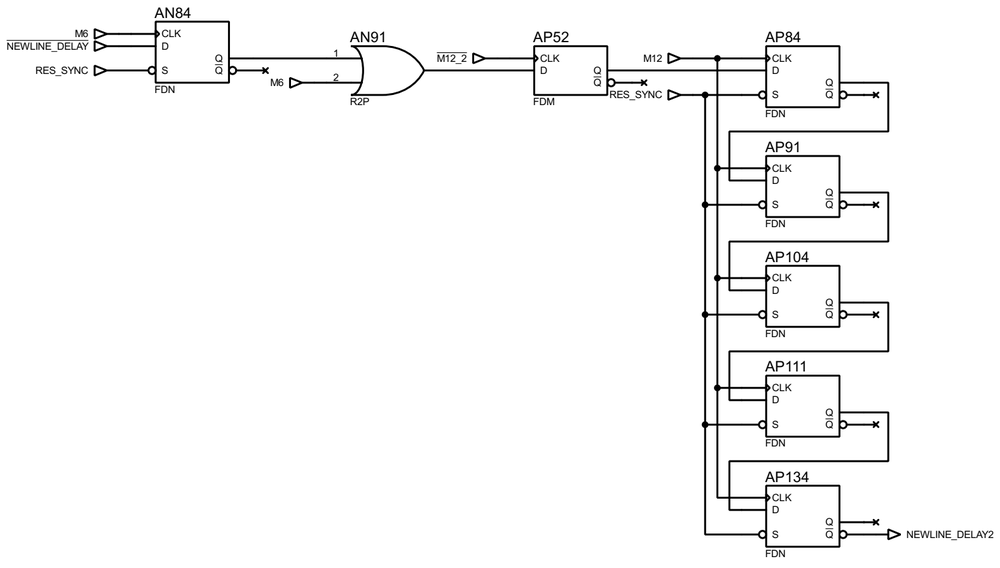
TITLE: Konami 051937 SHIFTER CONTROL	DATE: 10/04/2023
BY: Sean "furrtek" Gonsalves REV: A	PAGE: 9/11



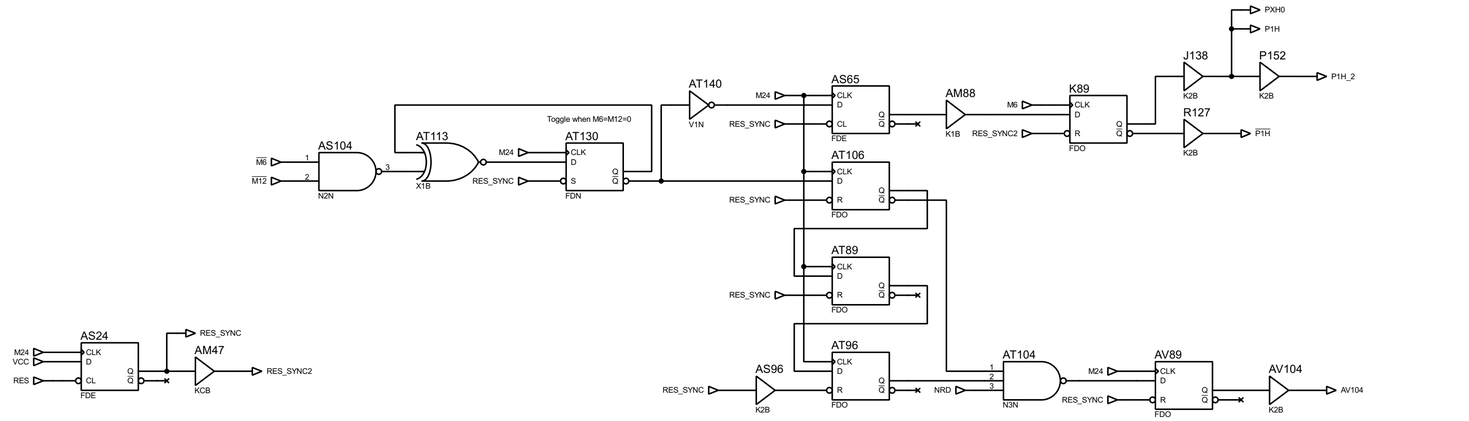
Catch palette # from OC*
Load sprite xpos
Load OHF hflip bit



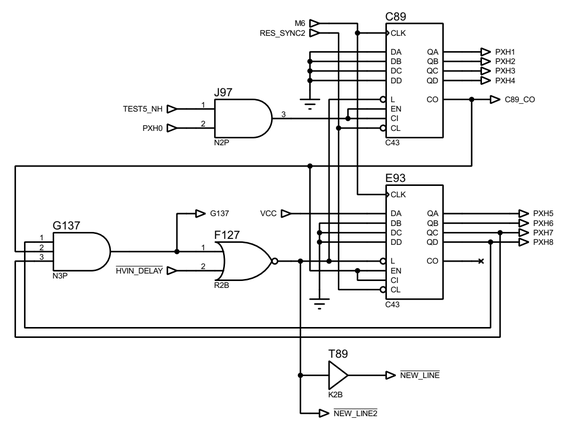




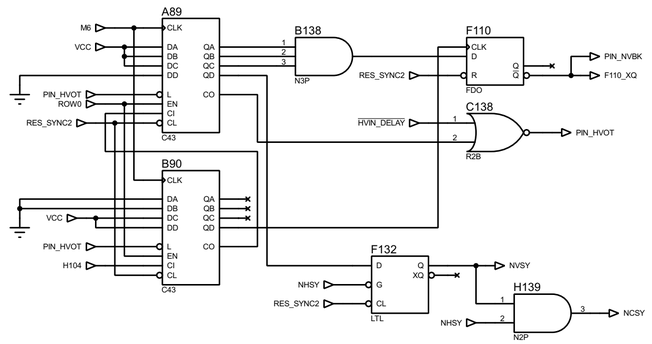
TITLE:	DATE:
Konami 051937 DELAYS	10/04/2023
BY: Sean "furrtek" Gonsalves REV: A	PAGE: 10/11

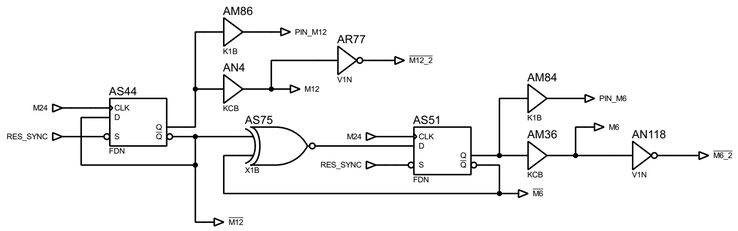


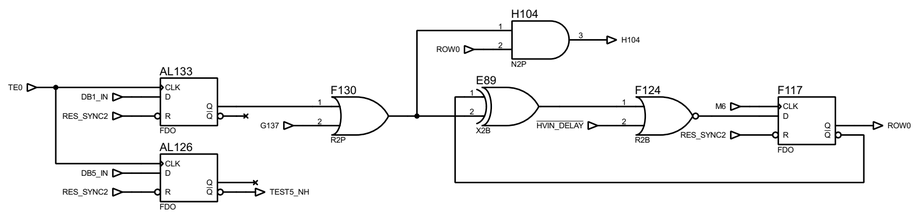
LB output scan counters



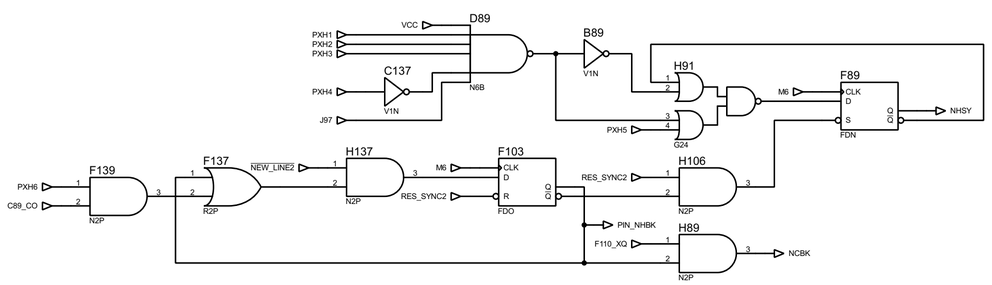
VSYNC and CSYNC generation







HSYNC and HBLANK generation



TITLE: Konami 051937 CLOCK & VIDEO SYNC	DATE: 10/04/2023
BY: Sean "furrtek" Gonsalves REV: A	PAGE: 11/11