

NOTE: Both of these data buffers can be active at once.

SRAM\_CE is decoded from Sega address and control signals only.  
ESP32\_CONTROL is from the feather only.

If this happens, the Sega will end up reading whatever word is being actively written by the feather. This would not be catastrophic, and it could only happen if the feather were unable to write to SRAM fast enough, and the Sega's read caught up to the write position.













