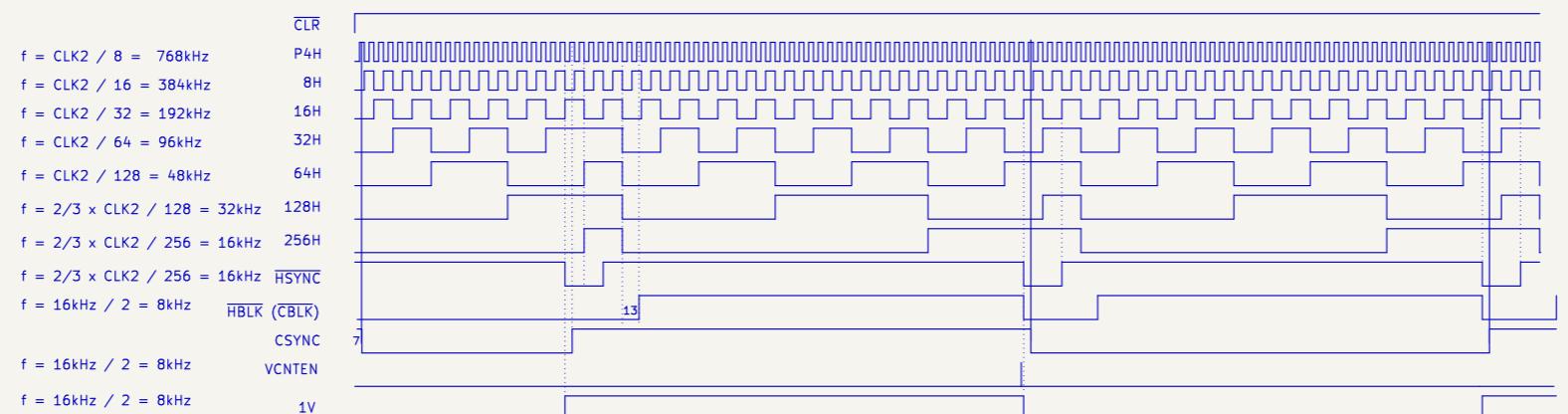


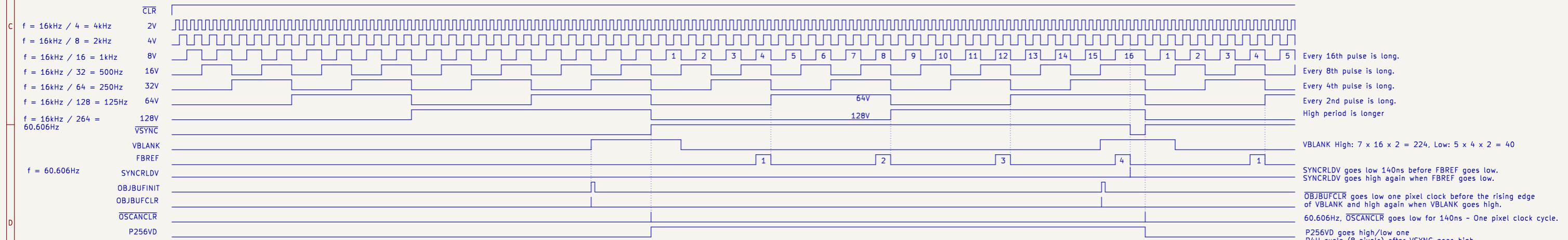
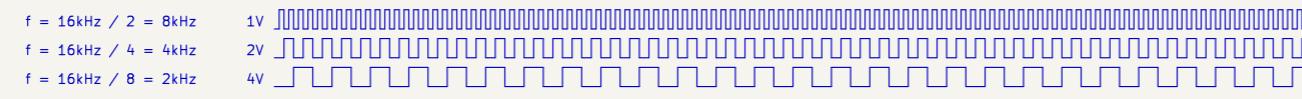
Horizontal signals



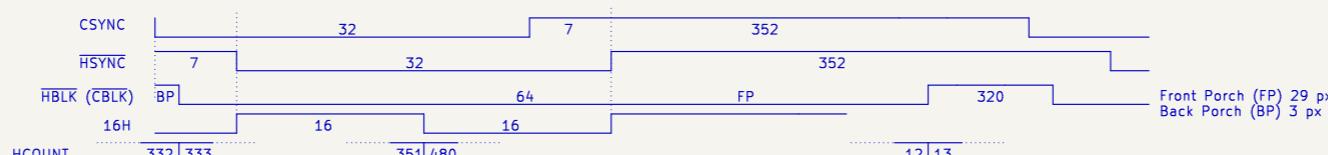
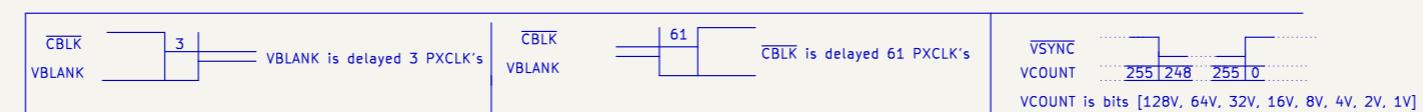
– The first VCOUNTEN is skipped after reset.
It goes low 140ns before HSYNC goes low,
and high again when HSYNC goes low.
VCOUNTEN is active right before every second falling edge of
HSYNC.

– CPURE5 goes high, and stays high, on the seventh falling edge
of HSYNC.

Vertical signals



FBREF is measured at pin 22. At U186:3 FBREF is delayed by 22ns going high and 12ns going low.



The horizontal blanking part is shown of the composite blanking signals.

HCOUNT is bits [256H, 128H, 64H, 32H, 16H, 8H, P4H, P2H, P1H]

HSYNC = $6.144\text{MHz} / 384 = 16\text{kHz}$

Konami GX870

Sheet: /Timing diagrams/
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Title: The Final Round

Size: A3 | Date: 2023-05-11
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Rev: | Id: 11/12

A

B

C

D

E

F

A

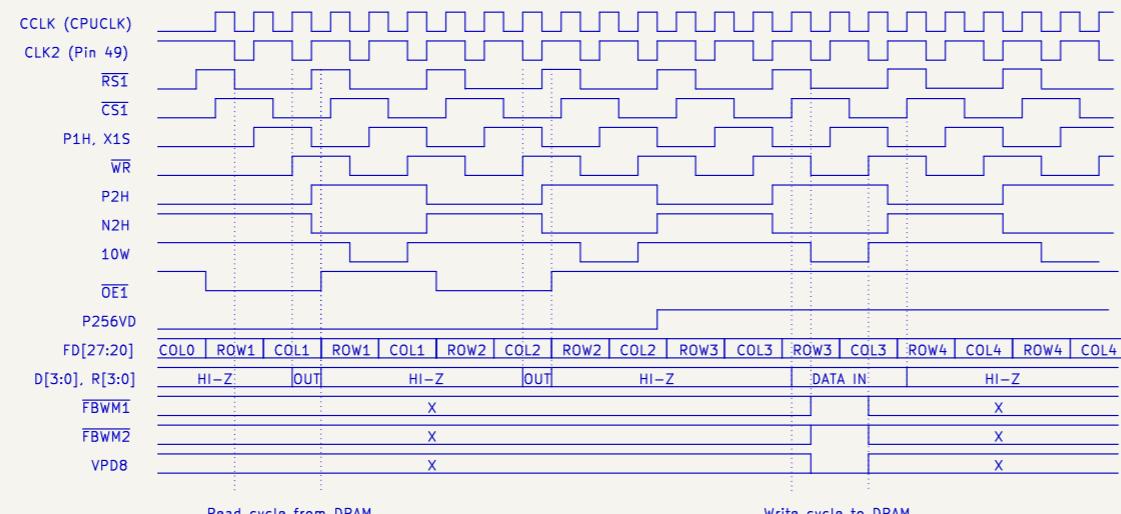
B

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**Konami GX870**

Sheet: /Sprite timing diagrams/
 File: sprite_timing_diagrams.kicad_sch

Title: The Final Round

Size: A3 Date: 2023-05-11
 KiCad E.D.A. 8.0.4

Rev:
 Id: 12/12