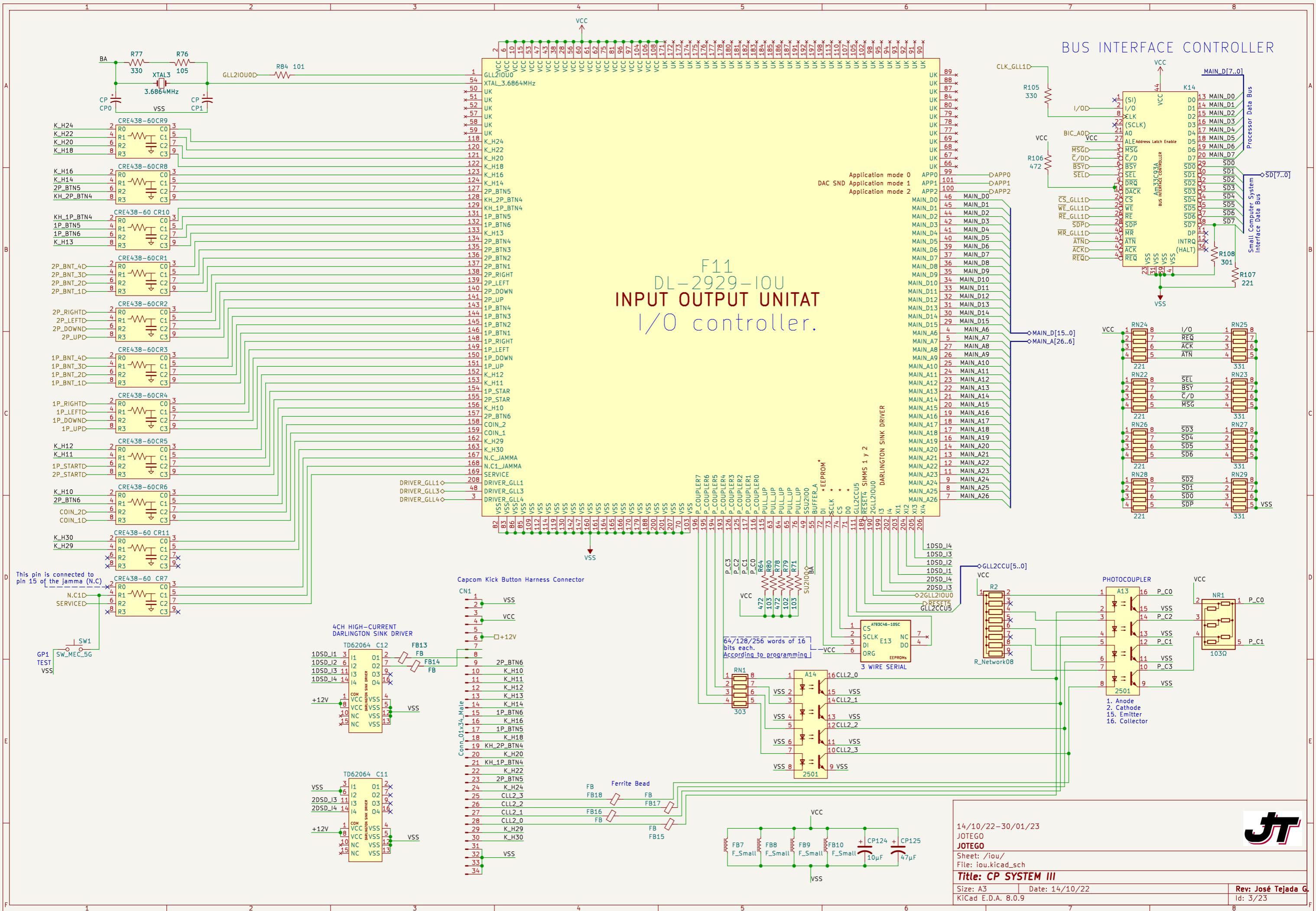
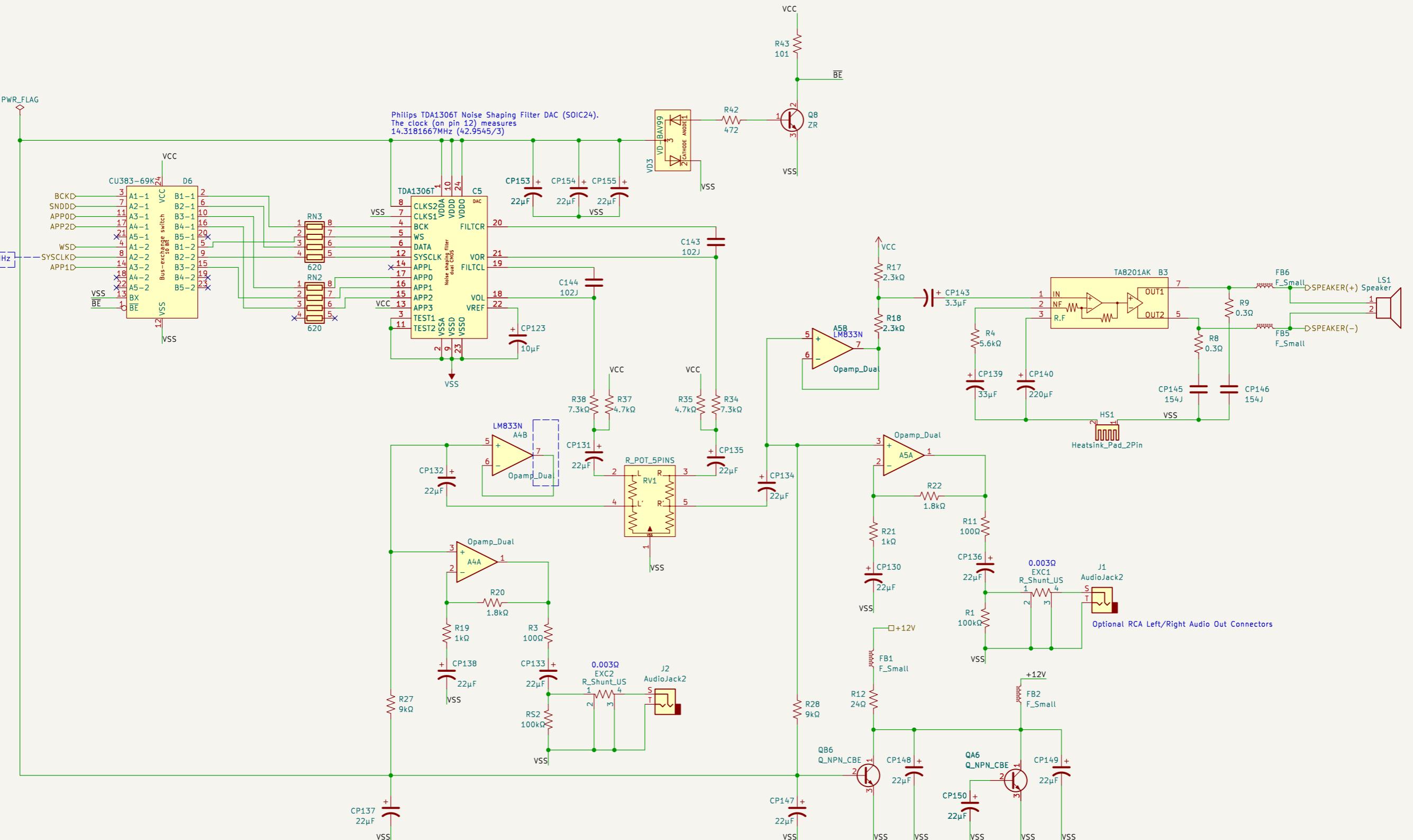


**F11**  
**DL-2929-IOU**  
**INPUT OUTPUT UNITAT**  
**I/O controller.**





14/10/22-30/01/23

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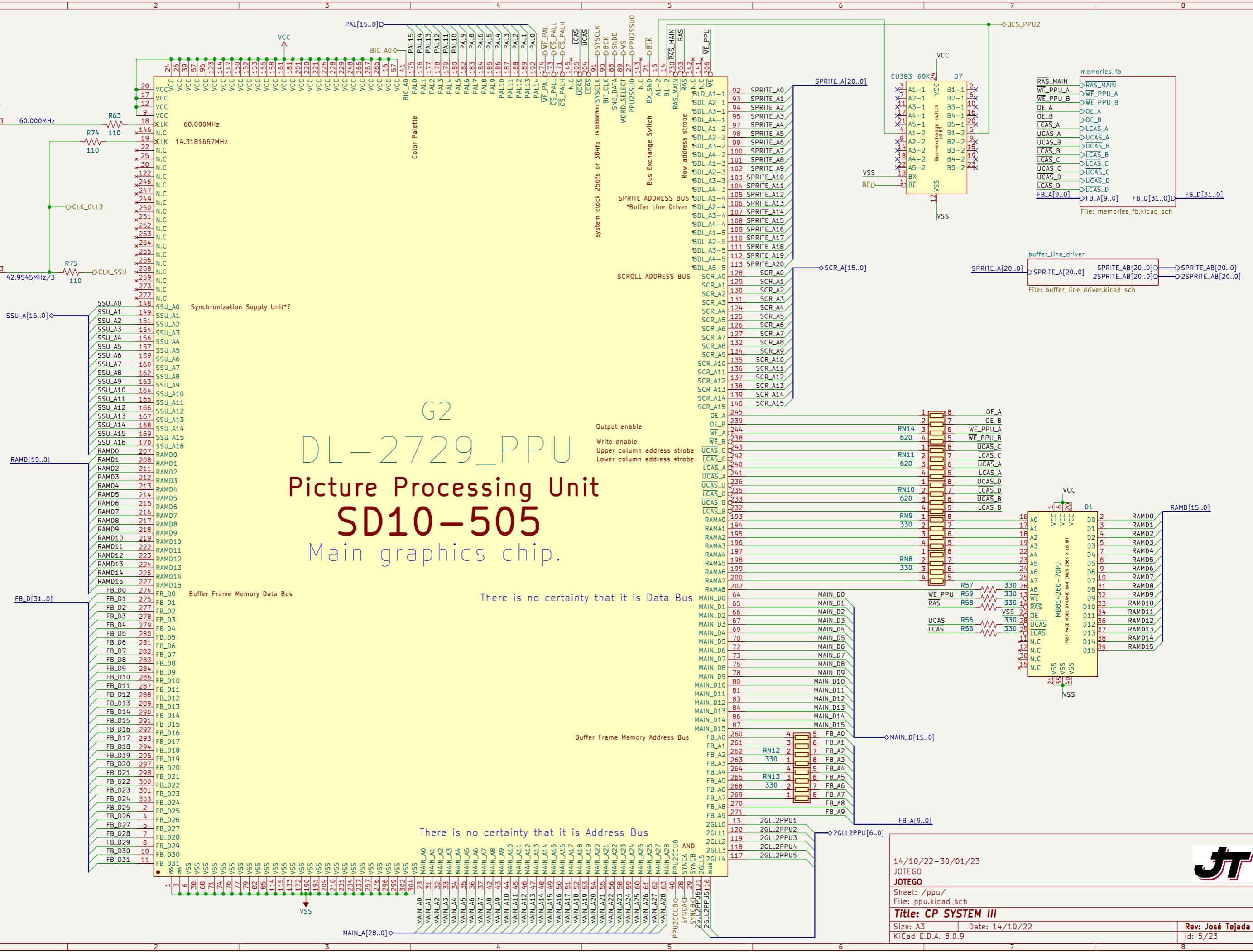
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KiCad E.D.A. 8.0.9



Rev: José Tejada G.

Id: 4/23



1 2 3 4 5 6 7 8

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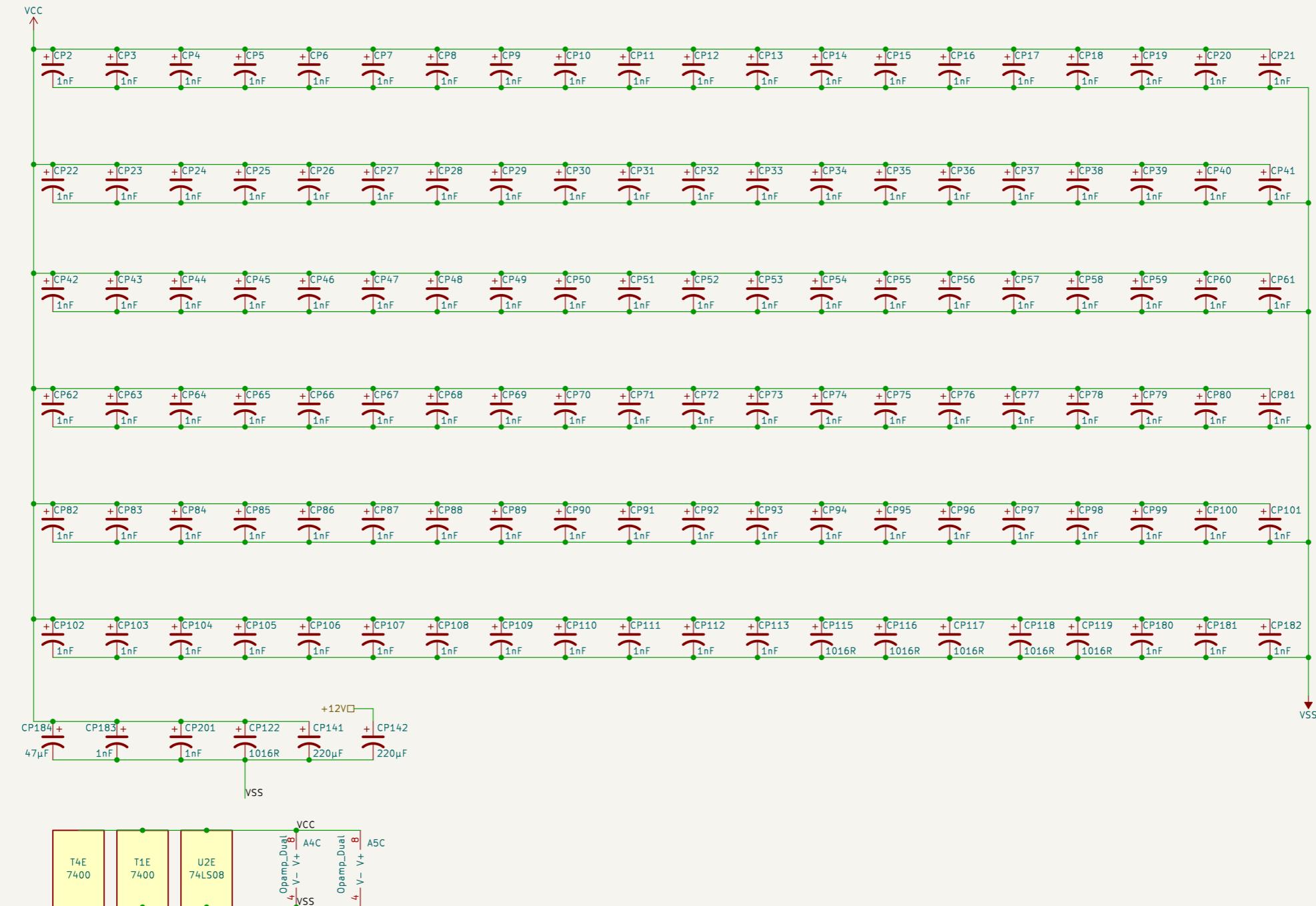
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14/10/22–30/01/23

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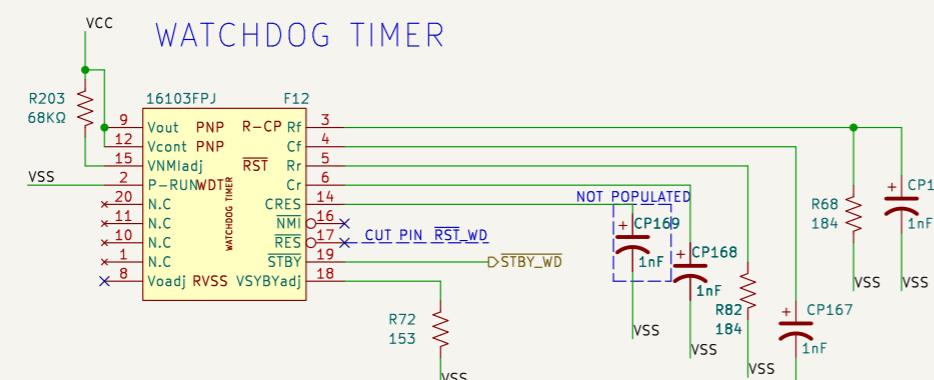
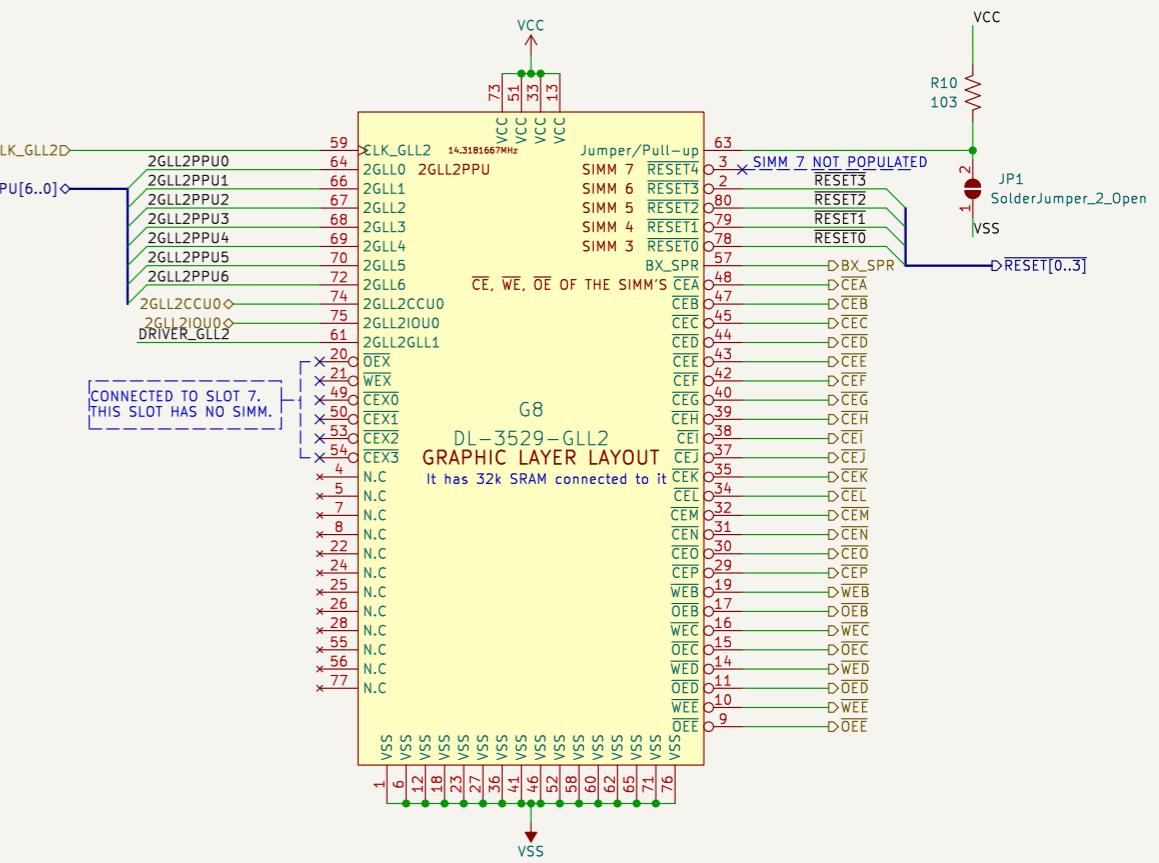
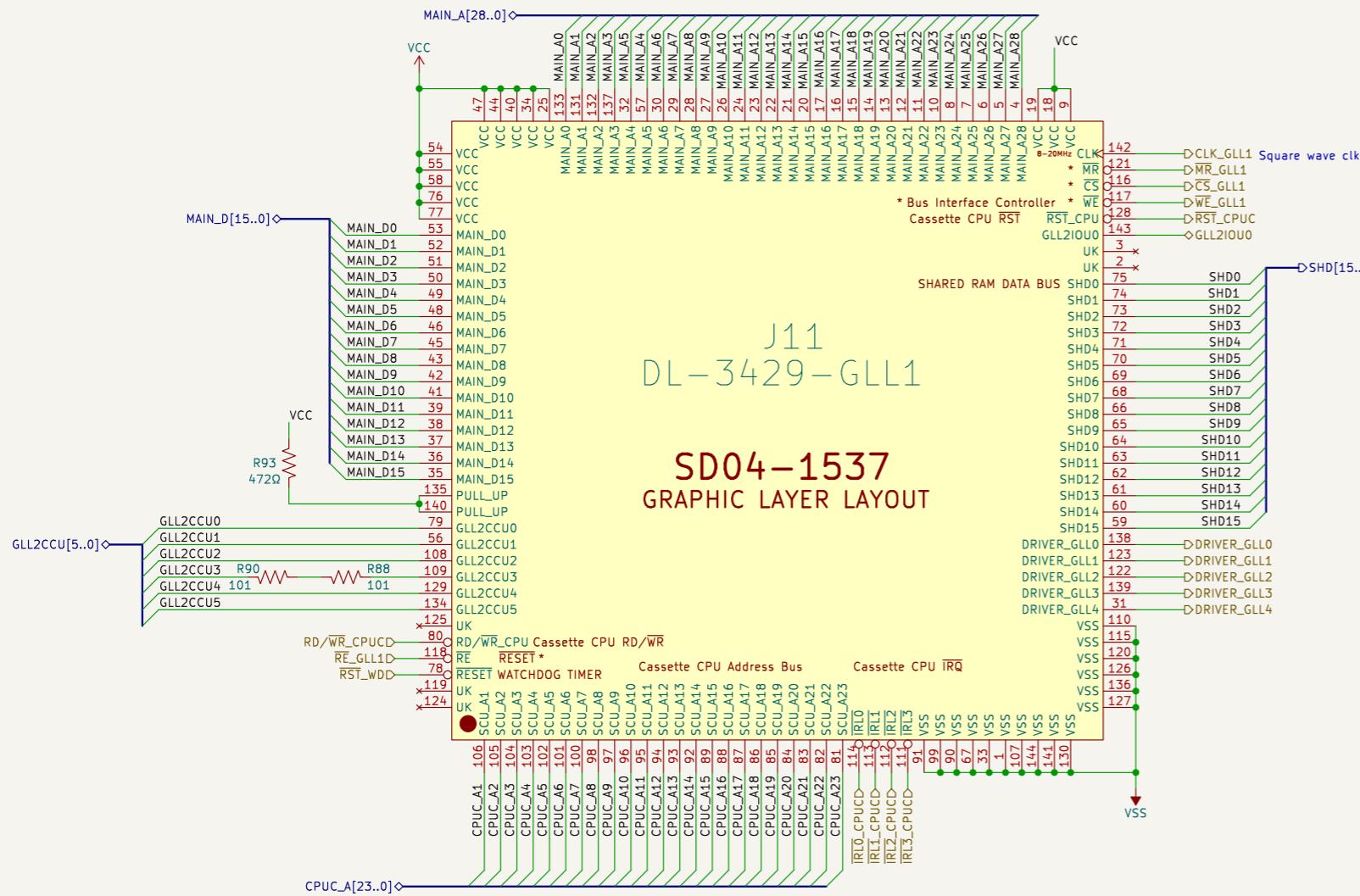
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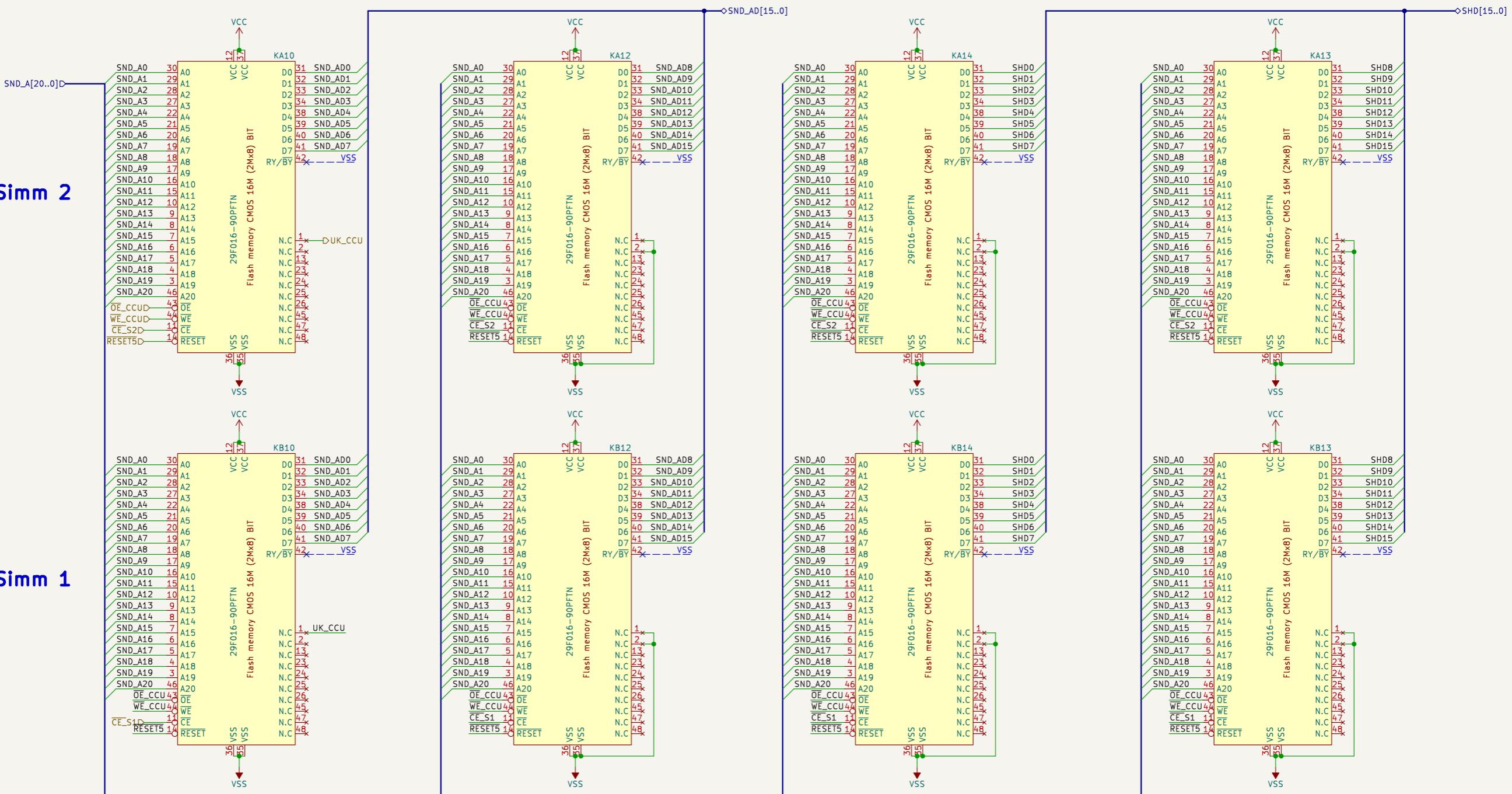
KiCad E.D.A. 8.0.9



Rev: José Tejada G.

Id: 6/23



**Simm 2****Simm 1**

14/10/22–30/01/23

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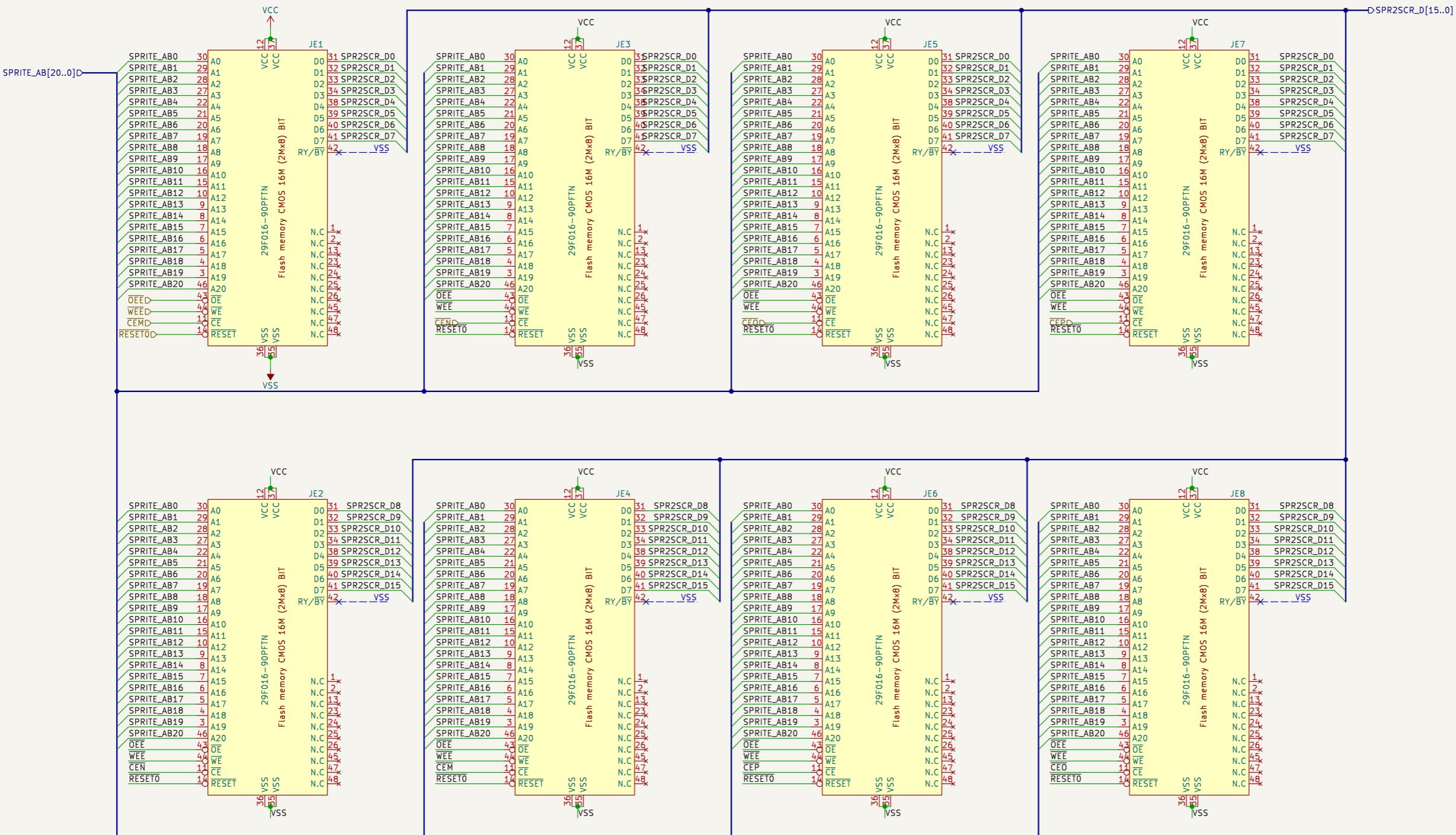
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KiCad E.D.A. 8.0.9



Rev: José Tejada G.  
Id: 8/23

### Simm 3



14/10/22–30/01/23

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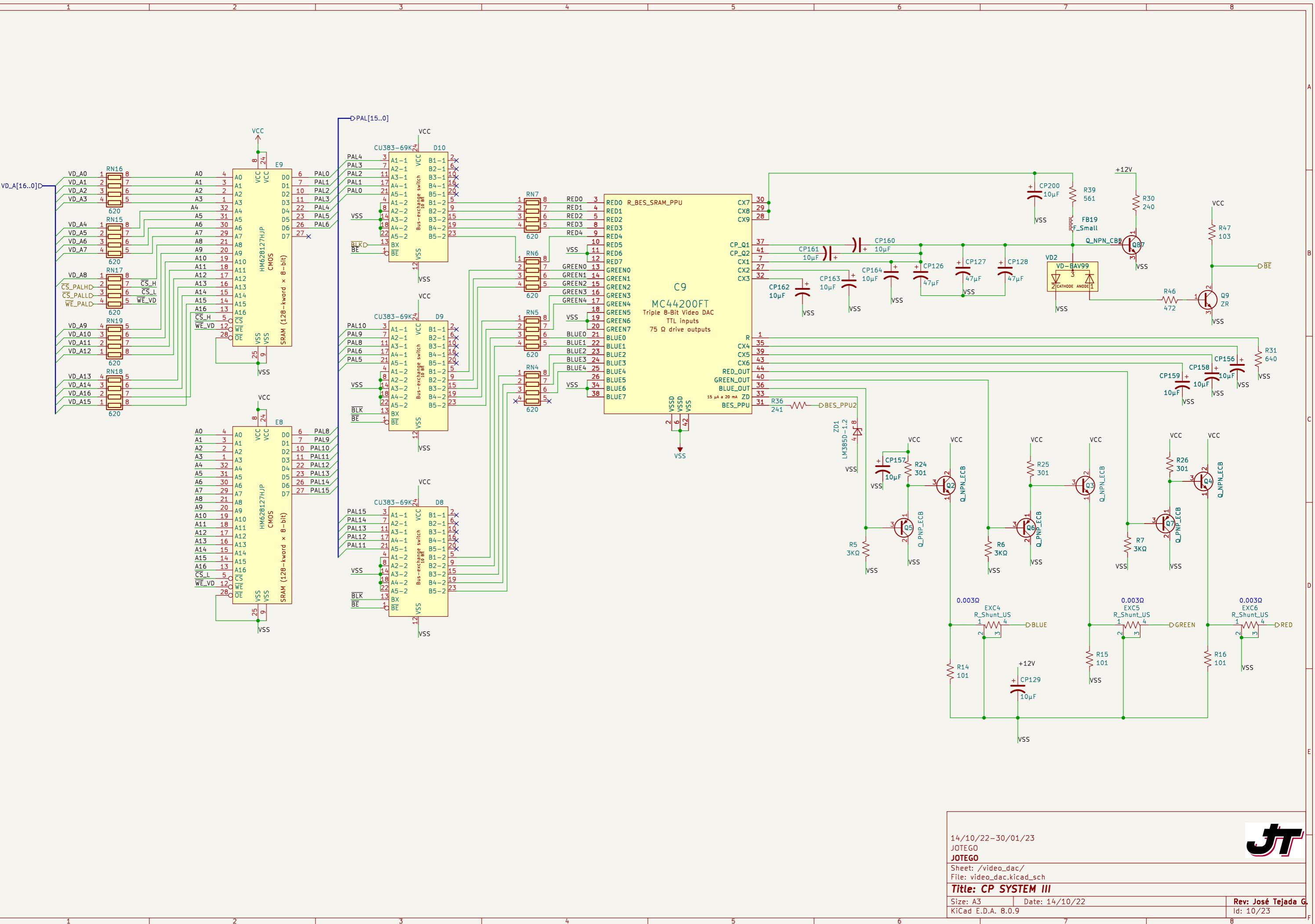
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KiCad E.D.A. 8.0.9

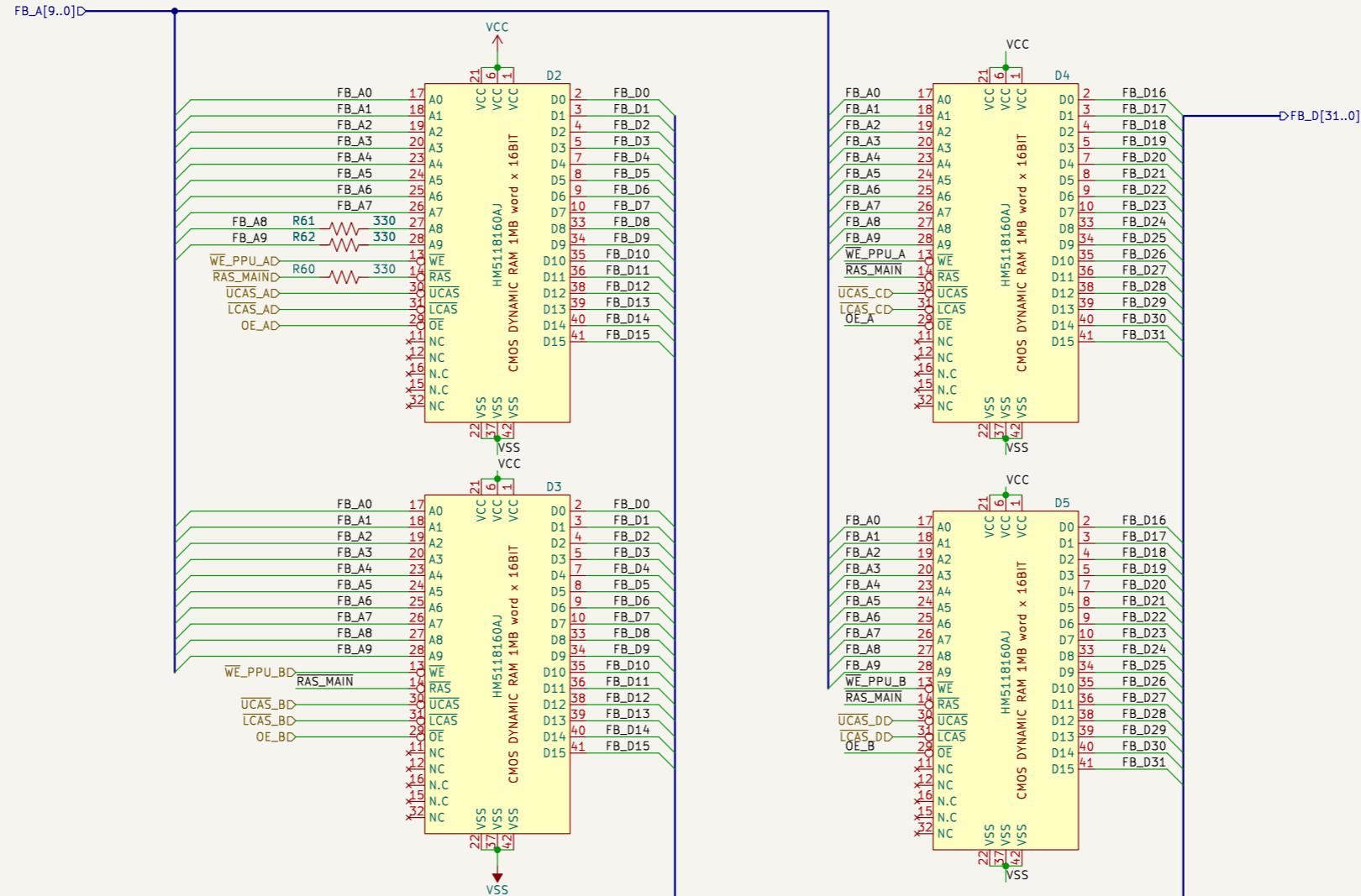


Rev: José Tejada G.

Id: 9/23



# MEMORIES FRAME BUFFER



14/10/22–30/01/23  
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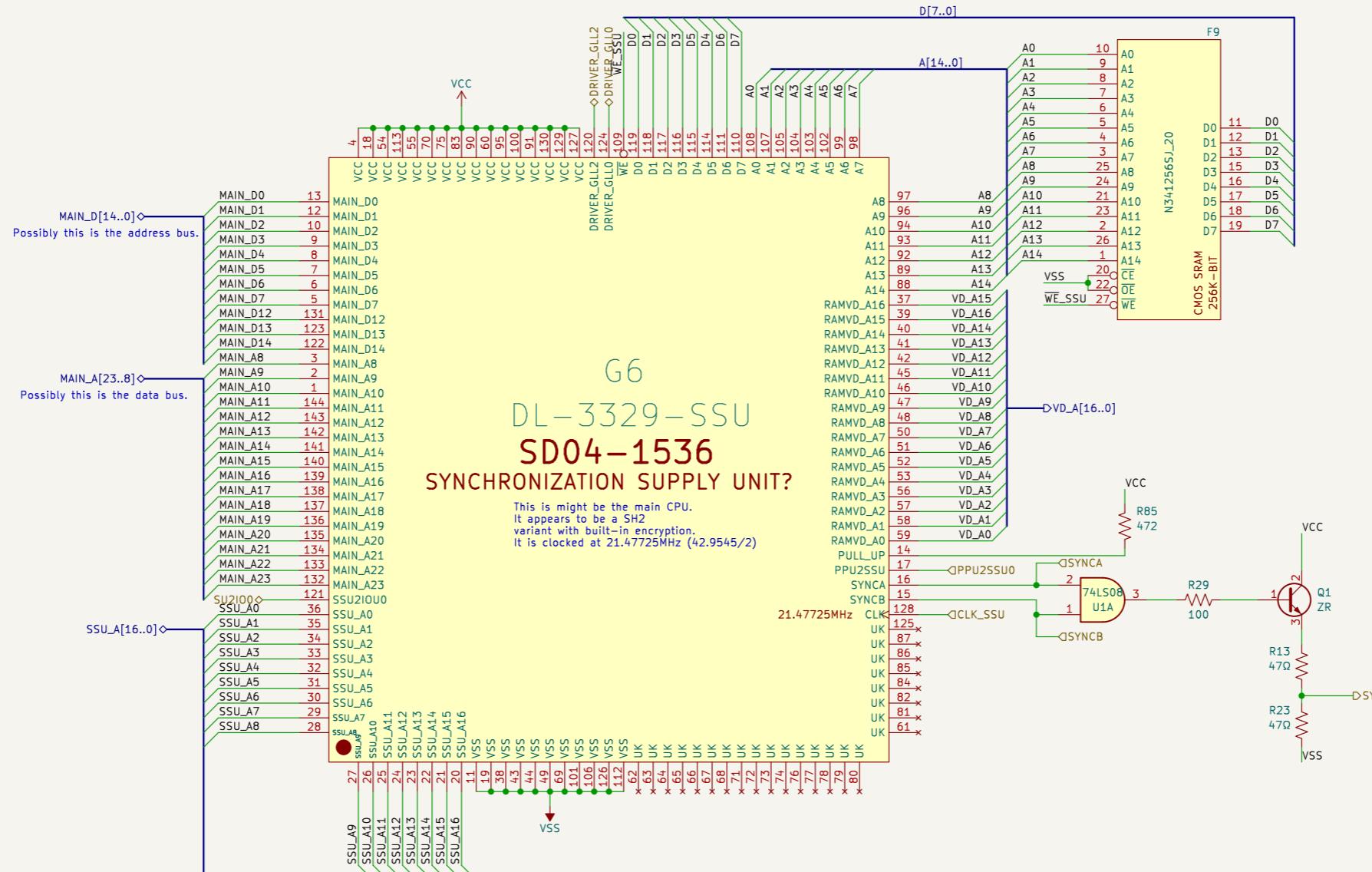
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Size: A3 | Date: 14/10/22  
KiCad E.D.A. 8.0.9



Rev: José Tejada G.  
Id: 11/23



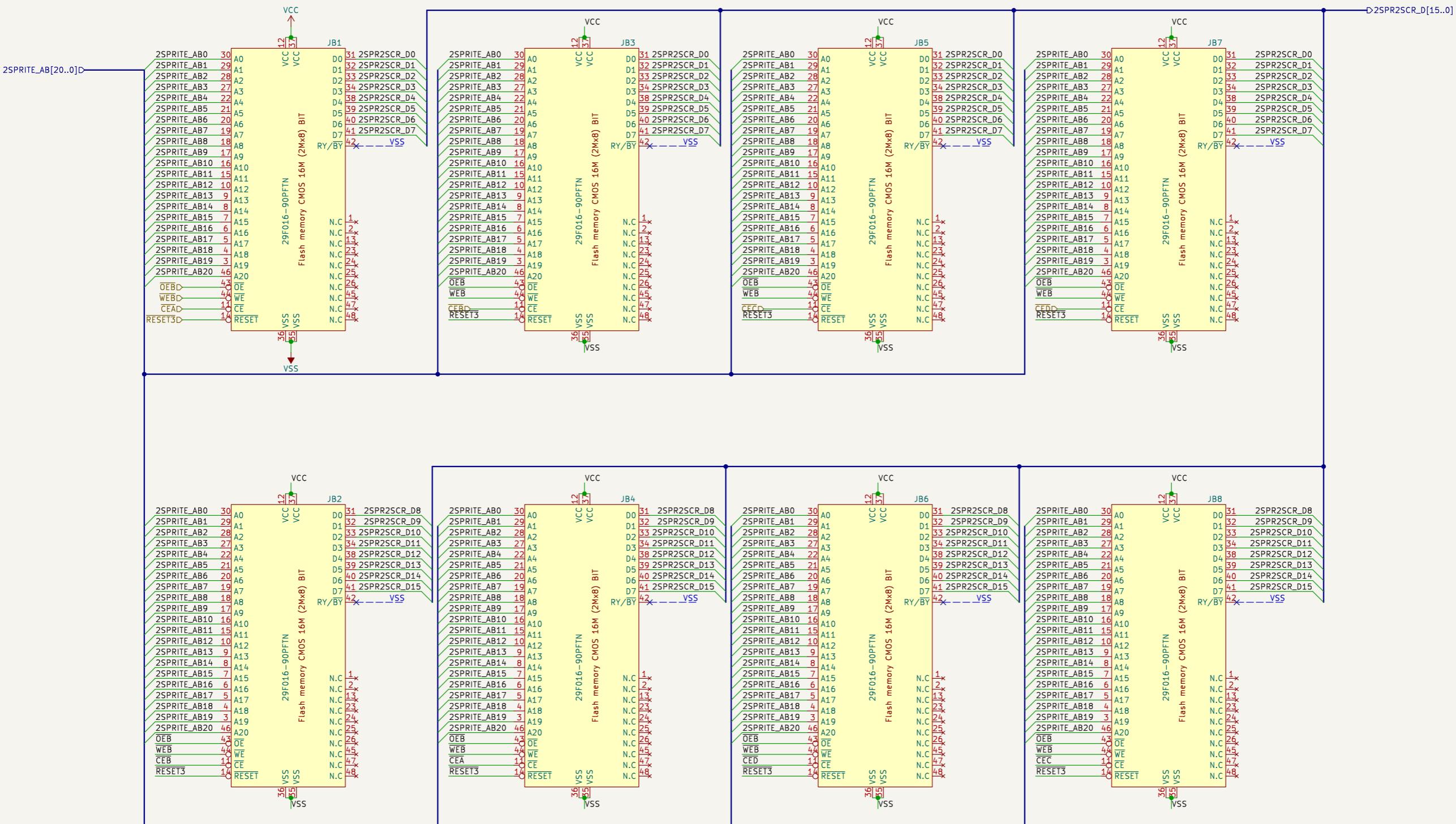
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KiCad E.D.A. 8.0.9Rev: José Tejada G.  
Id: 12/23

## Simm 6



14/10/22–30/01/23

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Size: A3 Date: 14/10/22

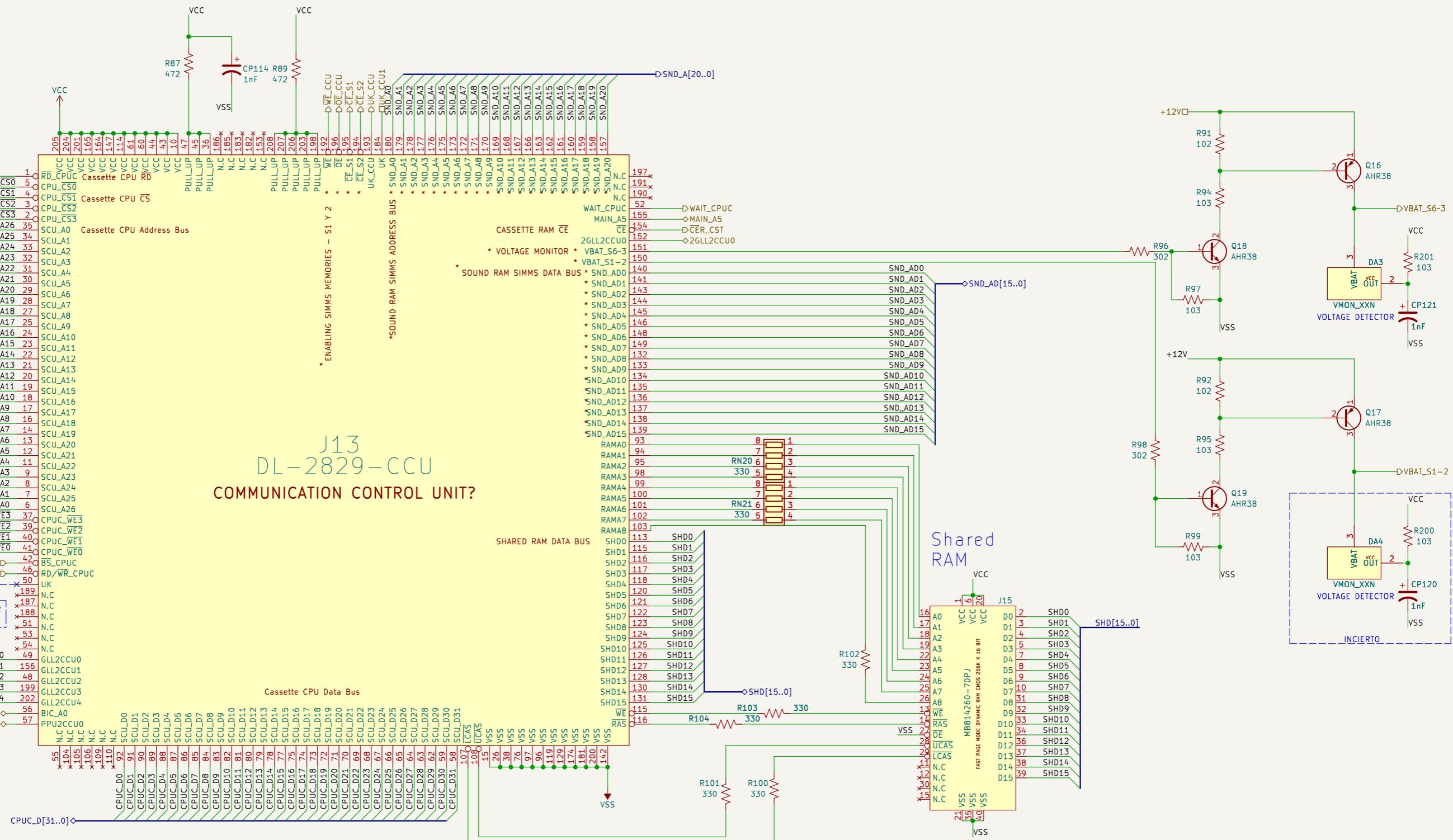
KiCad E.D.A. 8.0.9



Rev: José Tejada G.

Id: 13/23

**J13**  
**DL-2829-CCU**  
**COMMUNICATION CONTROL UNIT?**



14/10/22-30/01/23

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Sheet: /ccu/

File: ccu.kicad\_sch

**Title: CP SYSTEM III**

Size: A3 Date: 14/10/22

KiCad E.D.A. 8.0.9



Rev: José Tejada G.

Id: 15/23

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## HARDWARE DESCRIPTION

Main CPU : Main CPU: Hitachi HD6417099 (SH-2) at 25 MHz

Storage : SCSI CD Rom, RAM and Flash ROM.

RAM : SIMMs on the left will physically

hold 16M of data each (each has 8x 16M

Flash ROMs, there's 4 SIMMs plugged in on

this board). The SIMMs on the right will

physically hold 8M each (there's 4 Flash

ROMs on each board and there are 2 SIMMs

plugged in)

OSC : 60MHz, 42.9545MHz, XTAL : 3.6864MHz

\*Sound chip: 16-channel 8-bit sample player, stereo

\*Maximum color palette: 16 million shades[5]

\*Maximum number of colors on screen: 32,768[6] (15-bit colour, 555 RGB)

\*Palette size: 131,072 pens

\*Colors per tile (backgrounds / sprites): 64 (6 bits per pixel) or 256

(8 bits per pixel), selectable

\*Colors per tile (text overlay): 16 (4 bits per pixel)

\*Maximum number of objects: 1024, with hardware scaling[6]

\*Scroll faces: 4 regular + 1 text overlay 'score screen' layer

\*Scroll features: Horizontal & vertical scrolling, linescroll, linezoom[6]

\*Framebuffer zooming

\*Color blending effects

\*Hardware RLE decompression of 6 bpp and 8 bpp graphics through DMA

\*Resolution, pixels: 384×224 (standard mode) / 496×224 (widescreen mode)

## KNOWN CP SYSTEM III (CPS3) GAME LIST

All six games are developed by Capcom and are all head-to-head fighting games in a list of games that appears to be as small as the CP System Dash library.

English title	Release date	Japanese title
<i>Red Earth</i>	1996-11-21	<i>War-Zard</i> (ウォーザード)
<i>Street Fighter III: New Generation</i>	1997-02-04	<i>Street Fighter III</i> (ストリートファイターIII)
<i>Street Fighter III 2nd Impact: Giant Attack</i>	1997-09-30	<i>Street Fighter III 2nd Impact</i> (ストリートファイターIII 2nd Impact)
<i>JoJo's Bizarre Adventure</i>	1998-12-02	<i>JoJo no Kimyō na Bōken</i> (ジョジョの奇妙な冒険)
<i>Street Fighter III 3rd Strike: Fight for the Future</i>	1999-05-12	<i>Street Fighter III 3rd Strike</i> (ストリートファイターIII 3rd Strike)
<i>JoJo's Bizarre Adventure: Heritage for the Future</i>	1999-09-13	<i>JoJo no Kimyō na Bōken Mirai e no Isan</i> (ジョジョの奇妙な冒険 未来への遺産)

Font:  
The Museum Arcade System 16

14/10/22–30/01/23  
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Sheet: /h\_description/  
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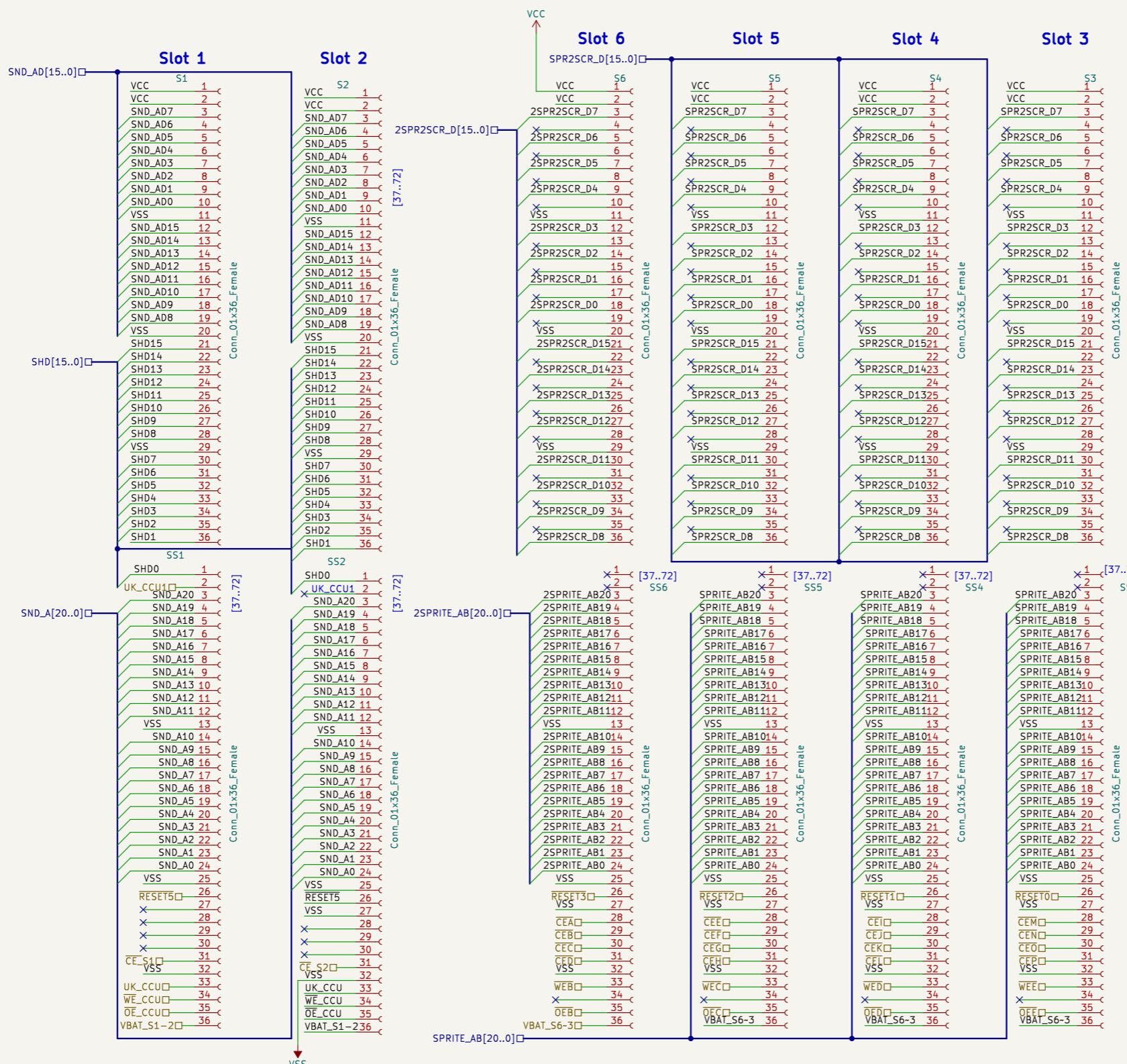
Title: CP SYSTEM III

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KiCad E.D.A. 8.0.9



Rev: José Tejada G.  
Id: 16/23

## Slot Female



14/10/22–30/01/23

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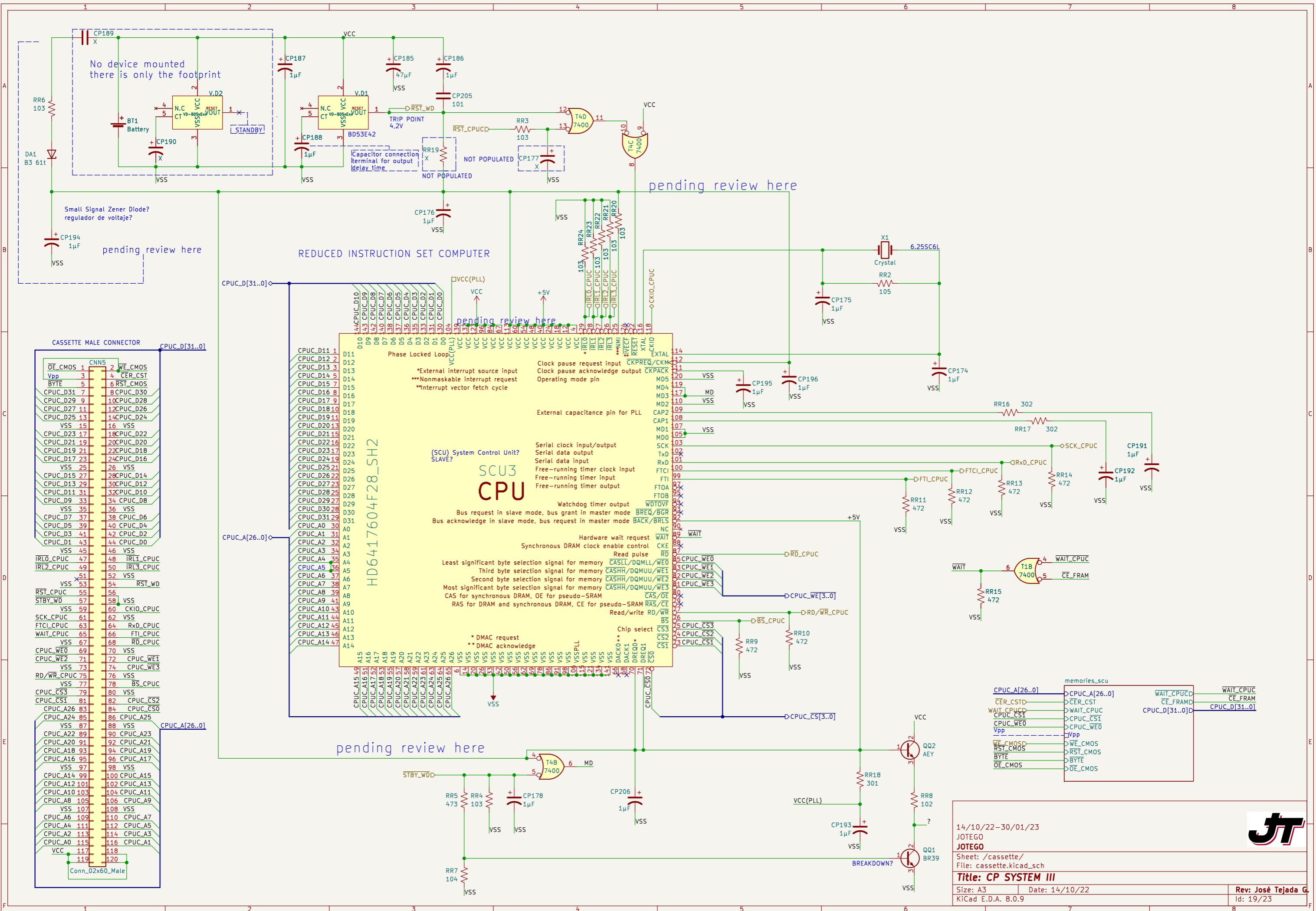
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**Title: CP SYSTEM III**

Size: A3 Date: 14/10/22  
KiCad E.D.A. 8.0.9



Rev: José Tejada G.  
Id: 17/23



Simm 5



14/10/22–30/01/23

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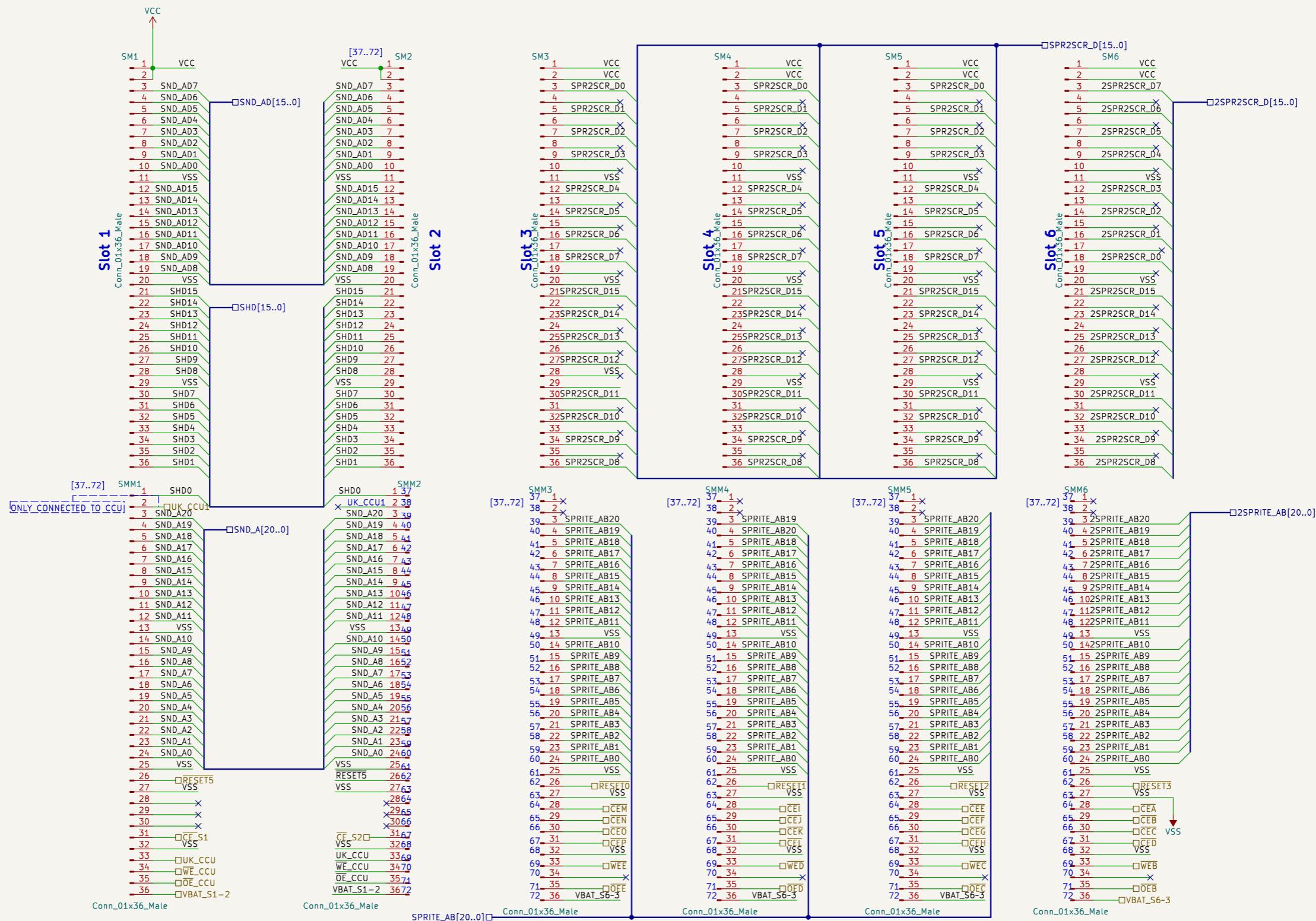
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File: simm5.kicad\_sch

**Title: CP SYSTEM III**Size: A3 Date: 14/10/22  
KiCad E.D.A. 8.0.9Rev: José Tejada G.  
Id: 20/23

# SIMM CONNECTOR



14/10/22–30/01/23  
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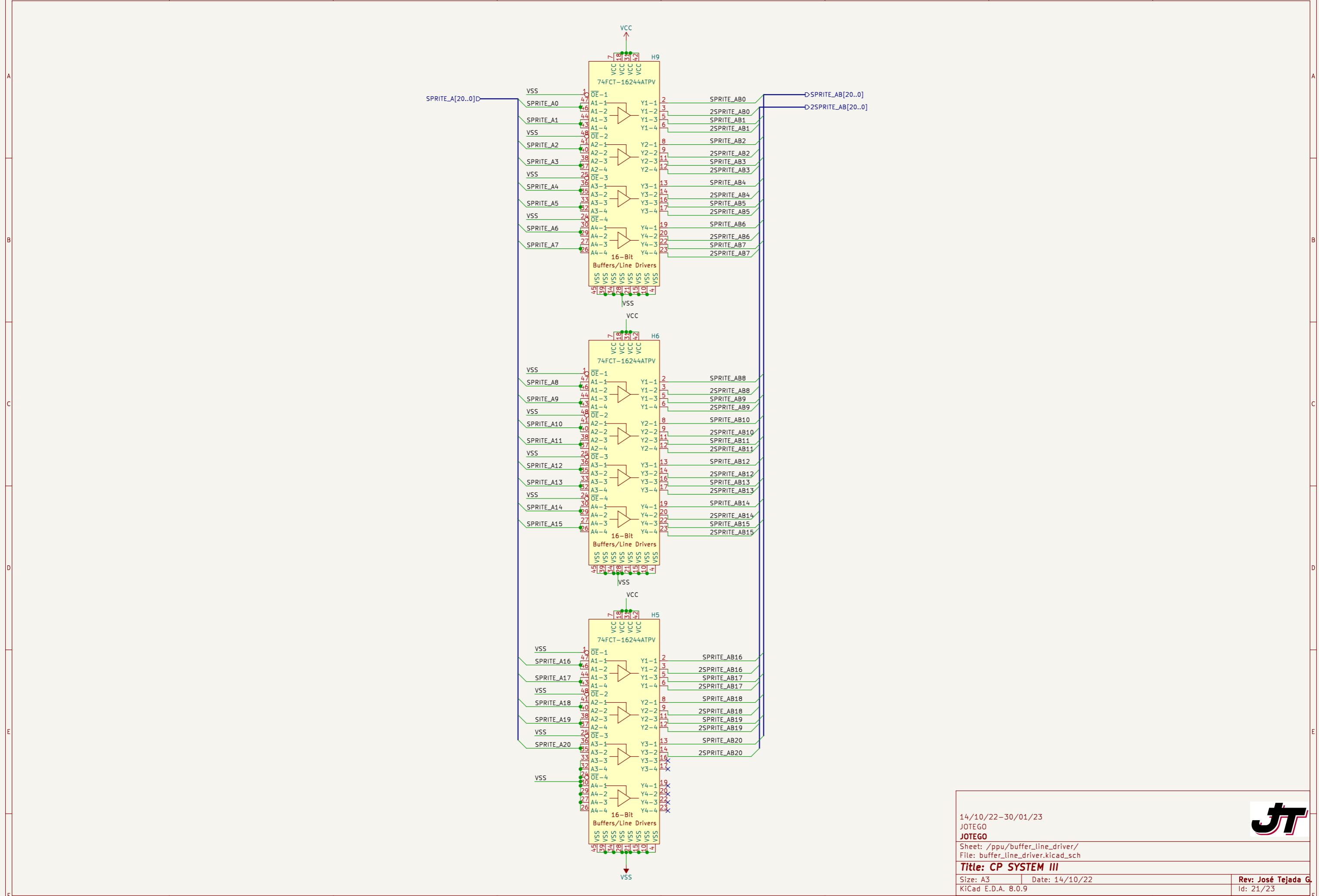
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Title: CP SYSTEM III

Size: A3 Date: 14/10/22  
KiCad E.D.A. 8.0.9



Rev: José Tejada G.  
Id: 20/23

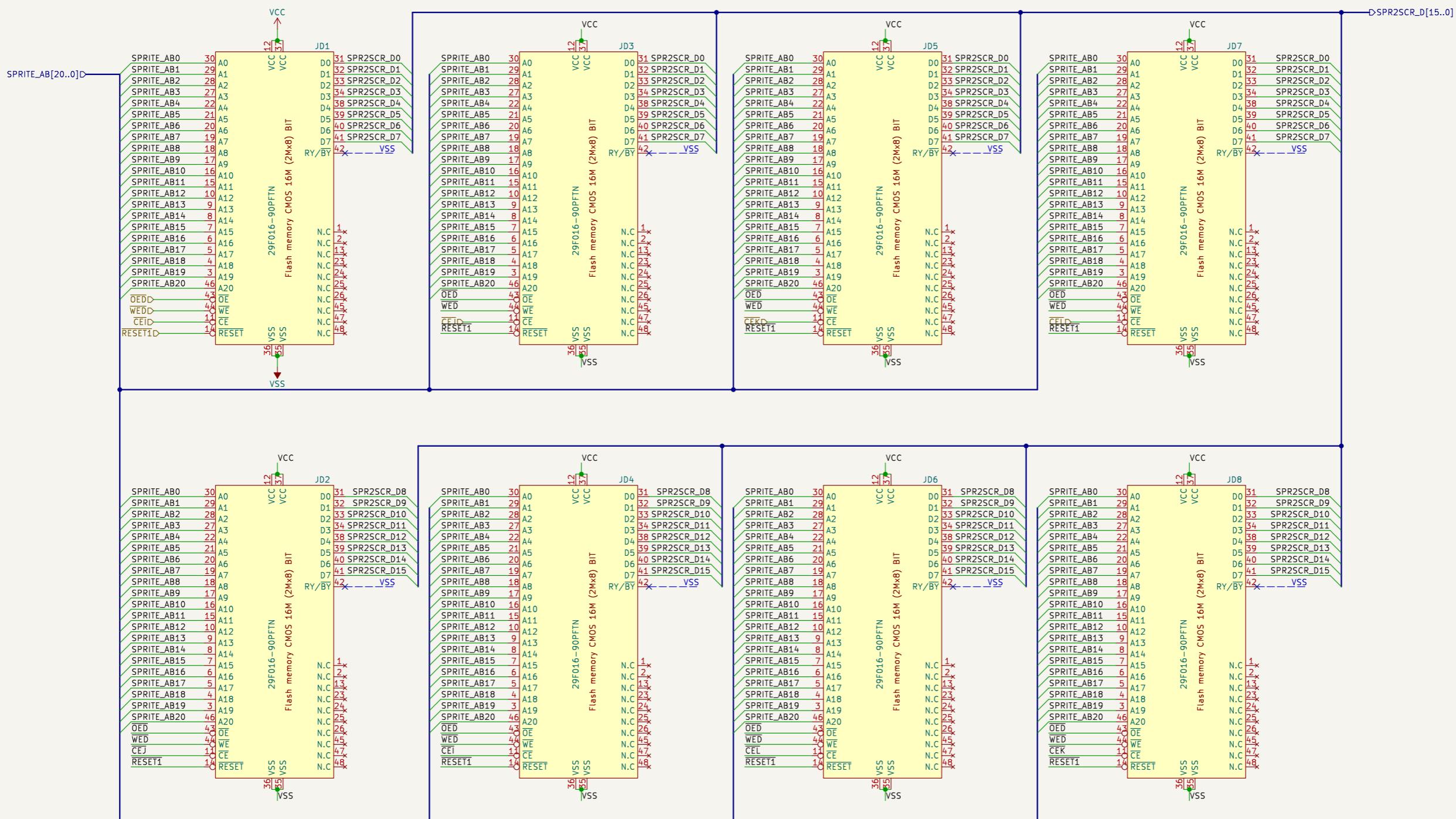


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KiCad E.D.A. 8.0.9Rev: José Tejada G.  
Id: 21/23

**Simm 4**

14/10/22–30/01/23

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Sheet: /simms\_flash/simm4/

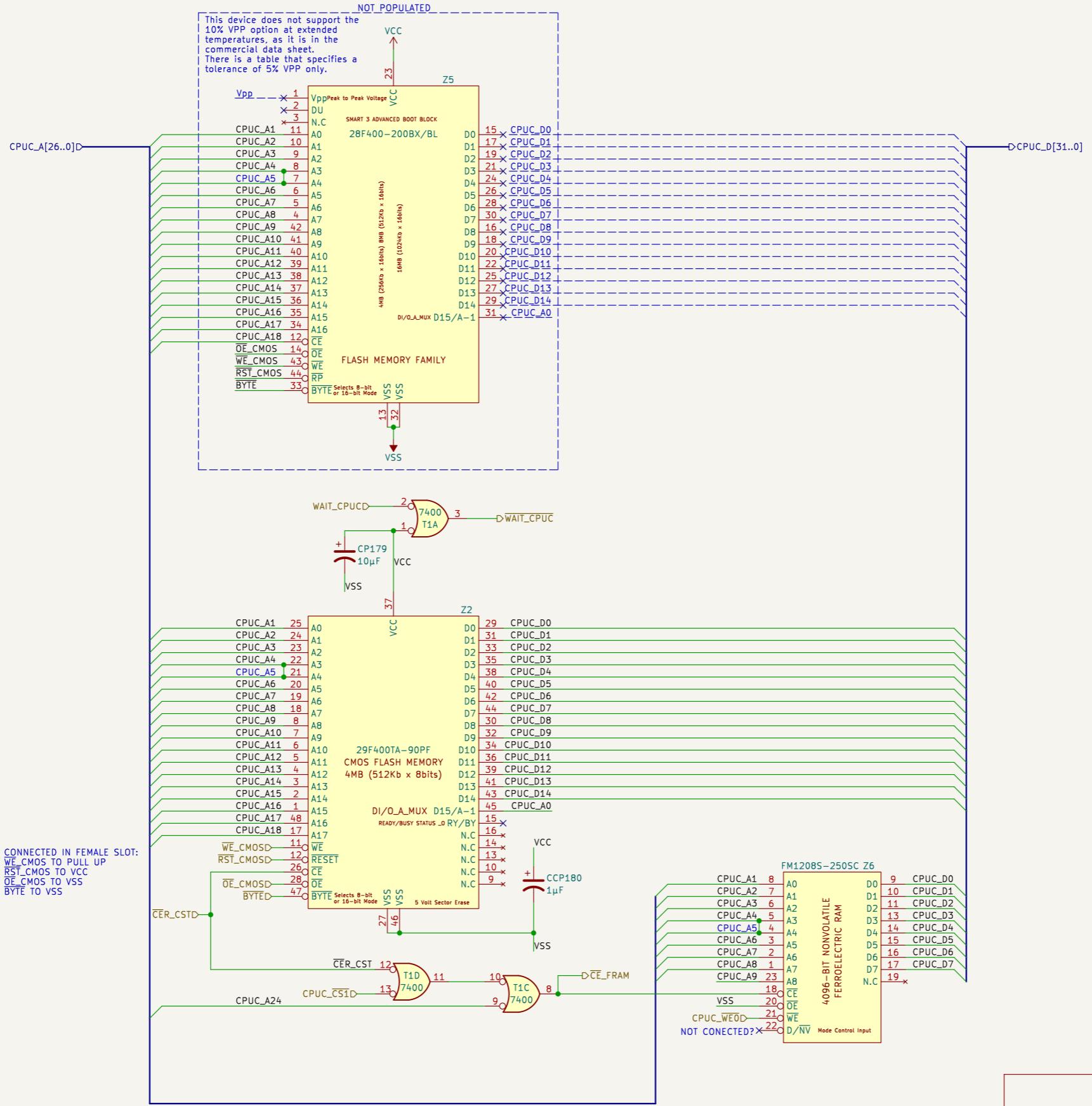
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Size: A3 Date: 14/10/22

KiCad E.D.A. 8.0.9





14/10/22-30/01/23

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Sheet: /cassette/memories\_scu/  
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Title: CP SYSTEM III

Size: A3 Date: 14/10/22  
KiCad E.D.A. 8.0.9

Rev: José Tejada G.  
Id: 22/23

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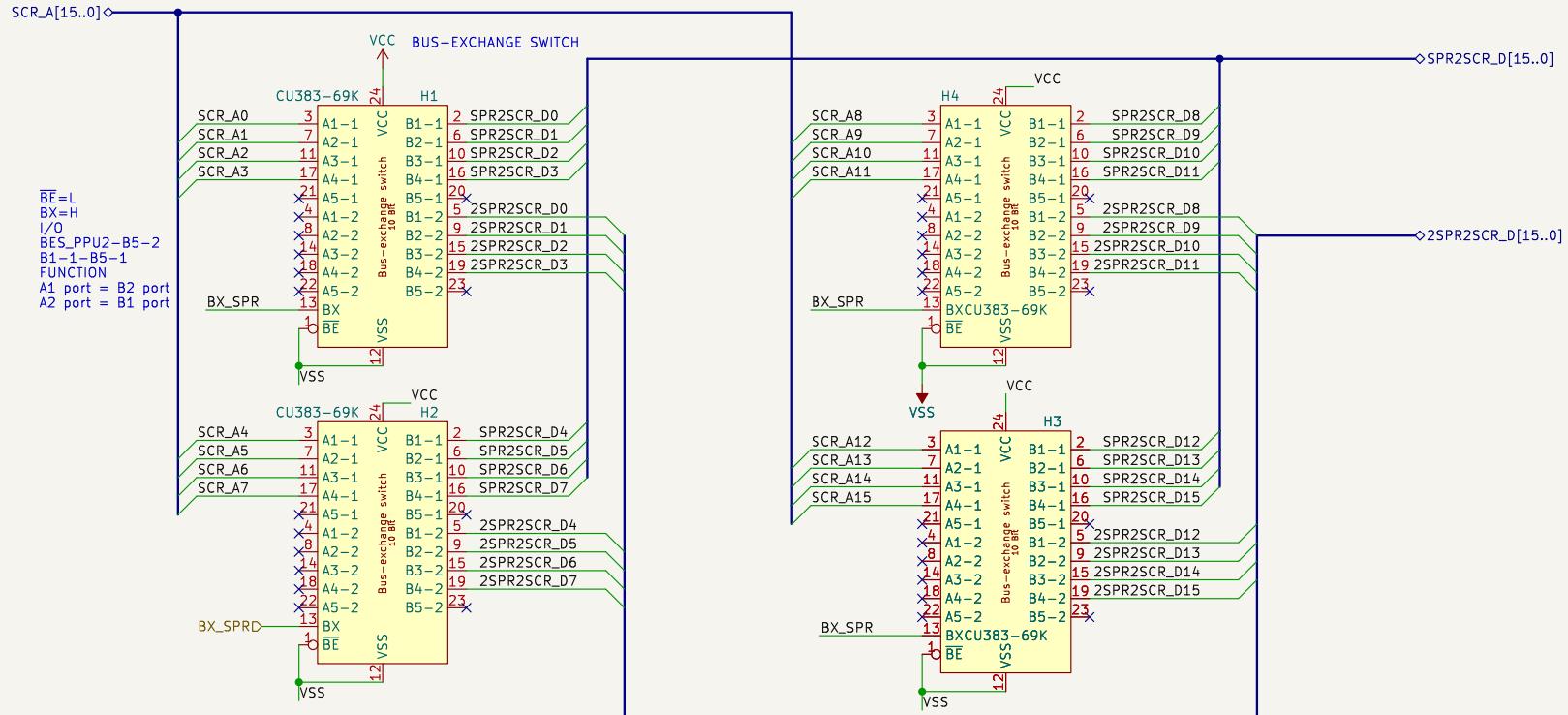
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14/10/22-30/01/23

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**JOTEGO**

Sheet: /simms\_flash/scroll/

File: scroll.kicad\_sch

**Title: CP SYSTEM III**

Size: A4 Date: 14/10/22

KiCad E.D.A. 8.0.9



Rev: José Tejada G.

Id: 23/23