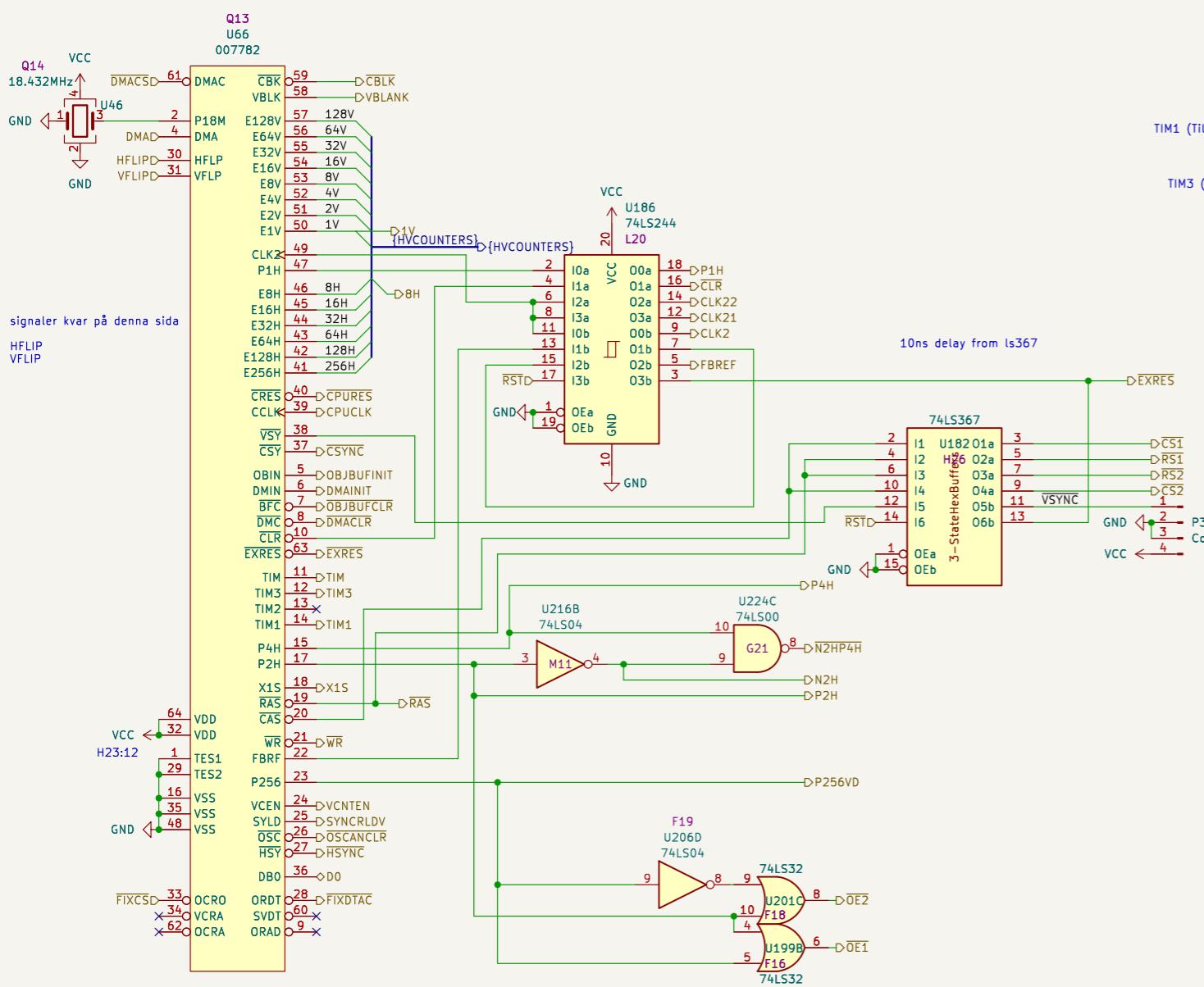
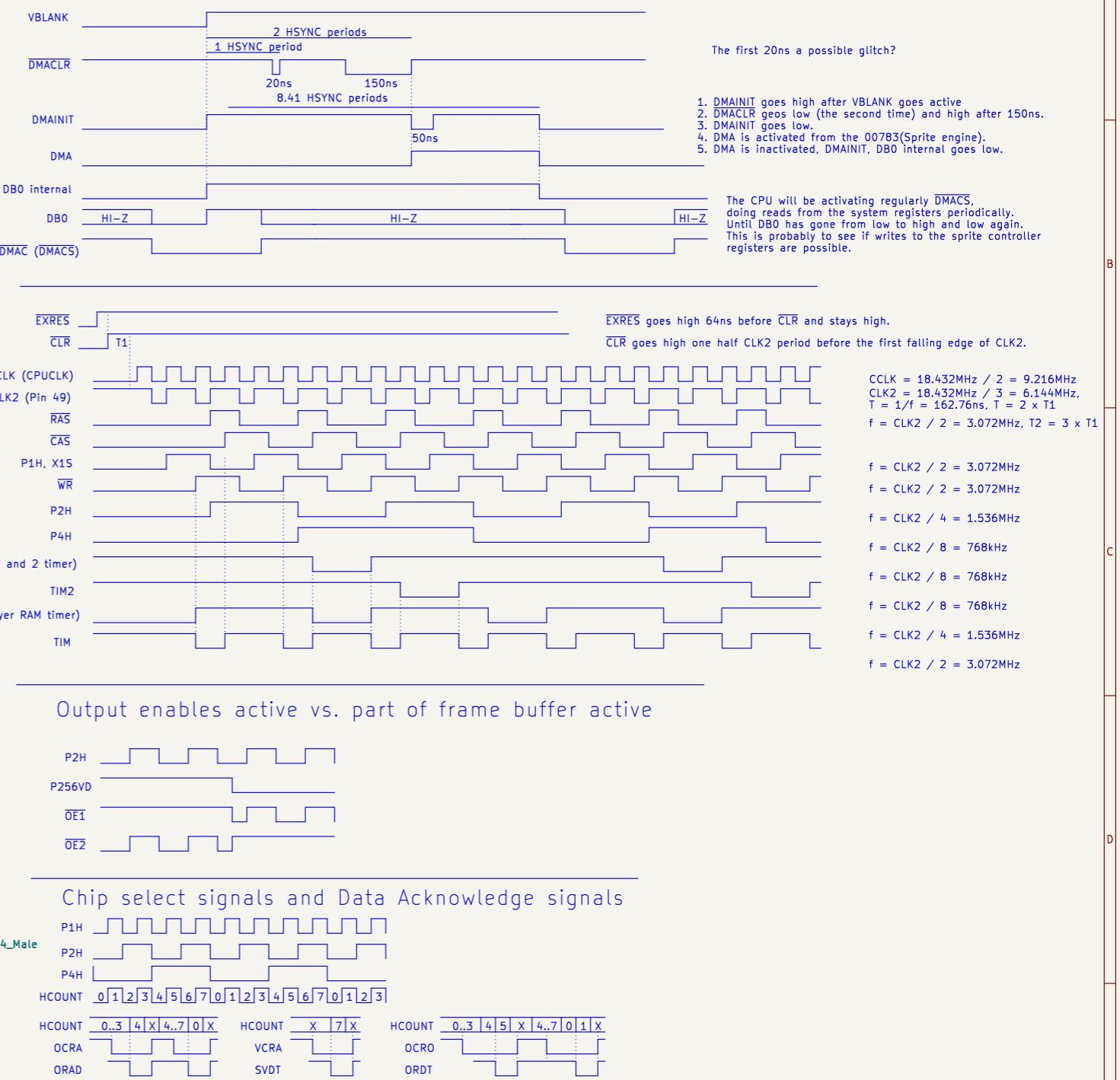


DMA Synchronization



Pins 30 and 31 were swapped on the schematics.



Timing
Konami GX870
Sheet: /Timing.
File: timing.kicd

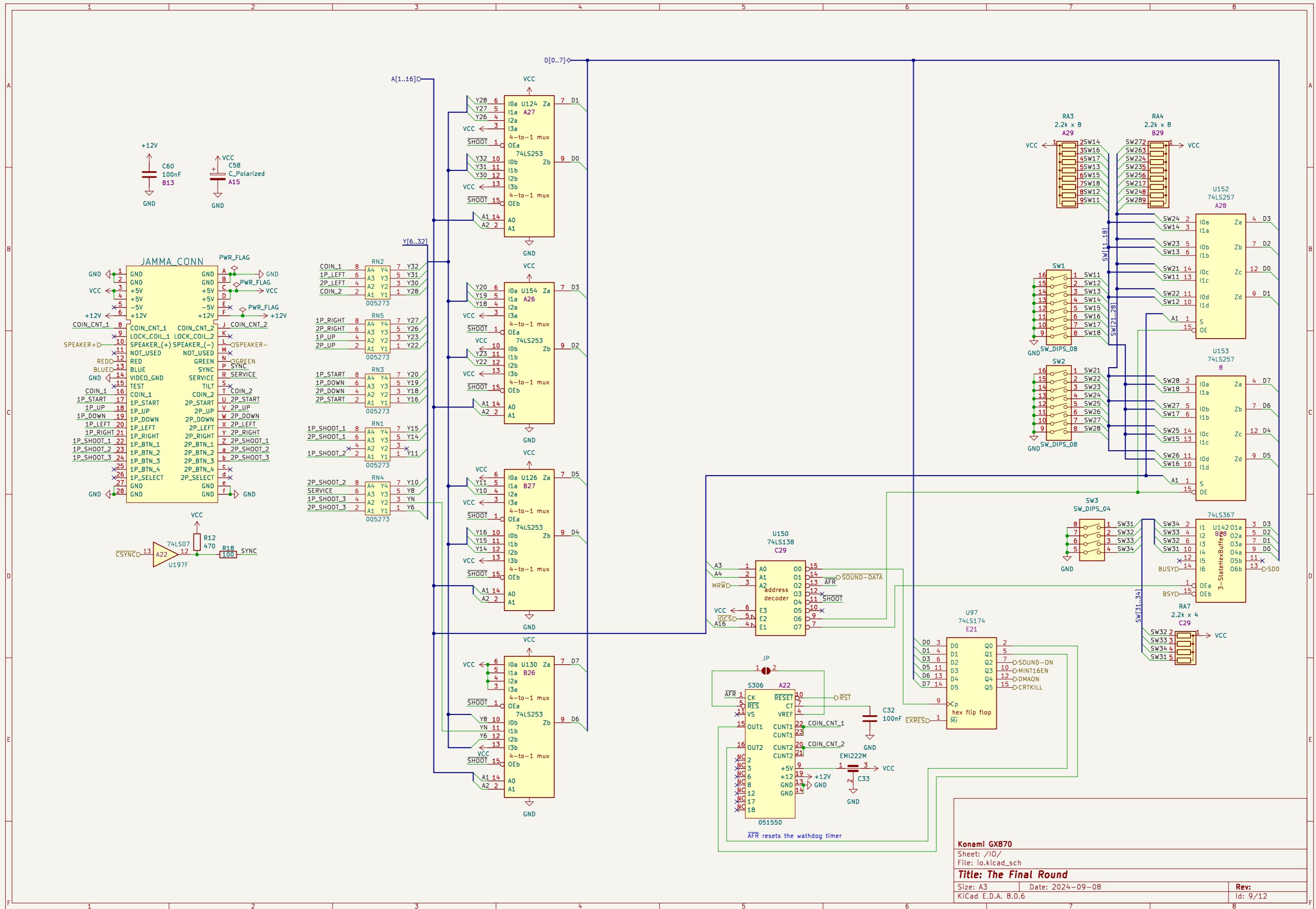
Title: The Final Round

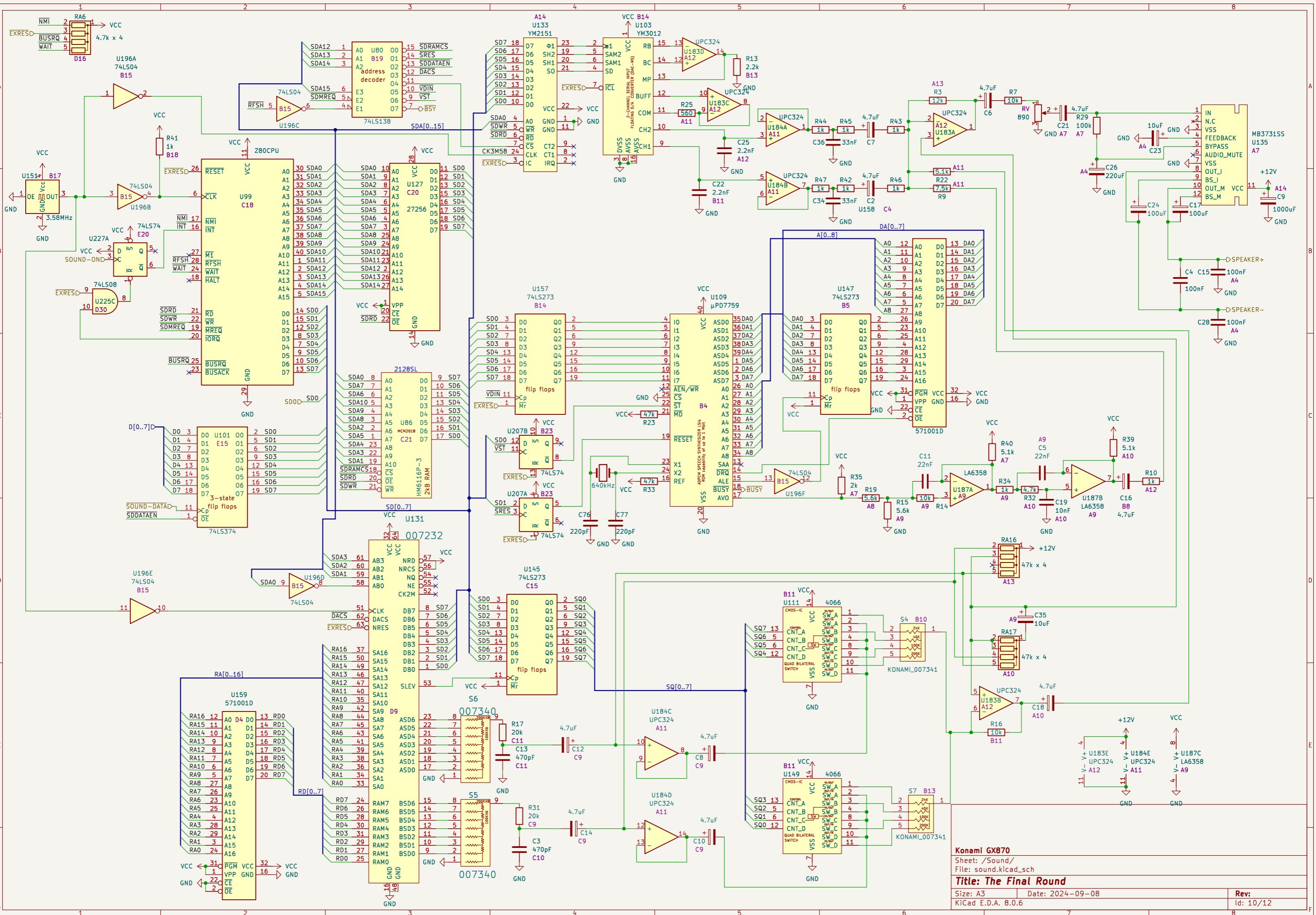
Size: A3

Date: 2024-09-08

KiCad E.D.A. 8.0.0

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Konami GX870
Sheet: /Sound/
File: sound.kicad_sch

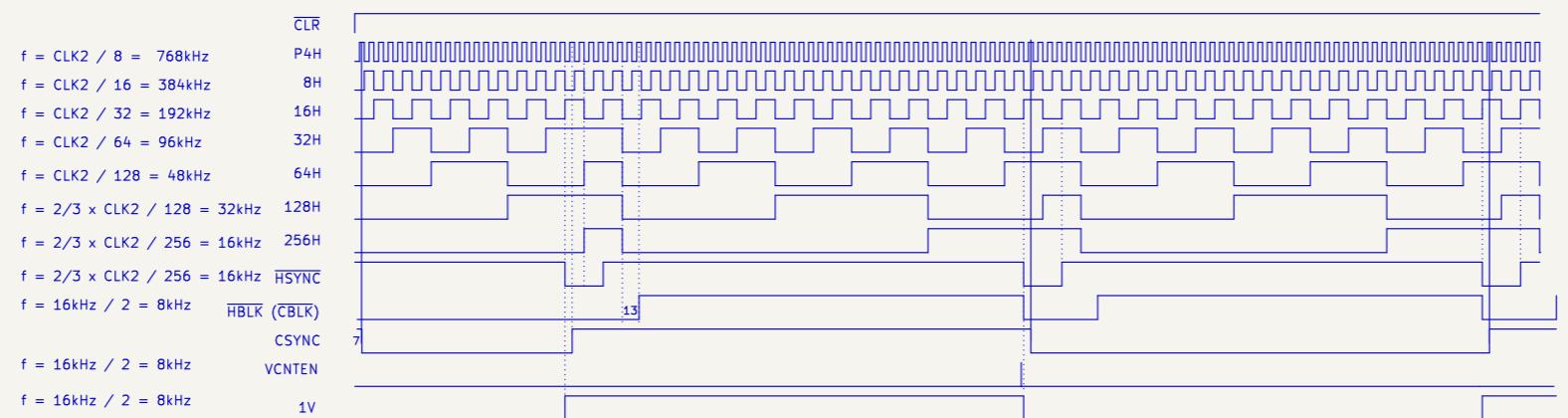
Title: The Final Round

Size: A3 Date: 2024-09-08

KiCad E.D.A. 8.0.6

Rev: Id: 10/12

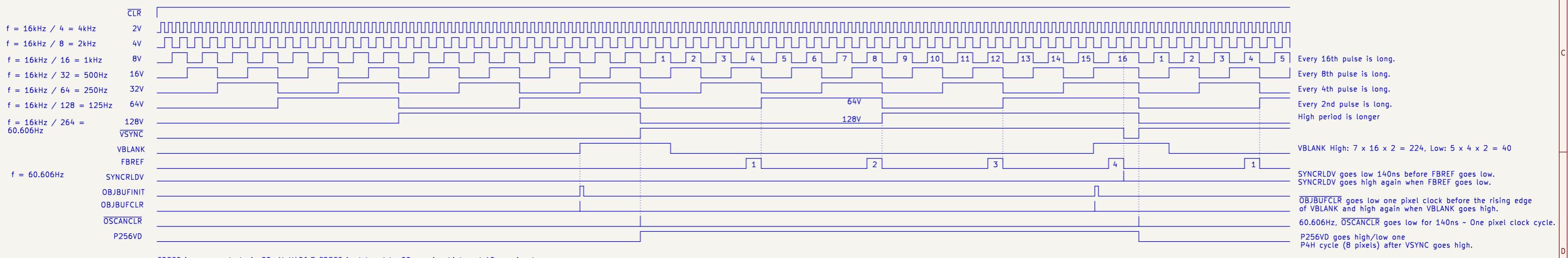
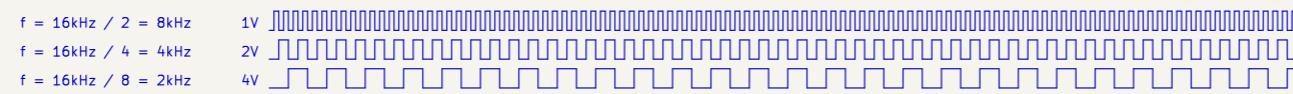
Horizontal signals



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

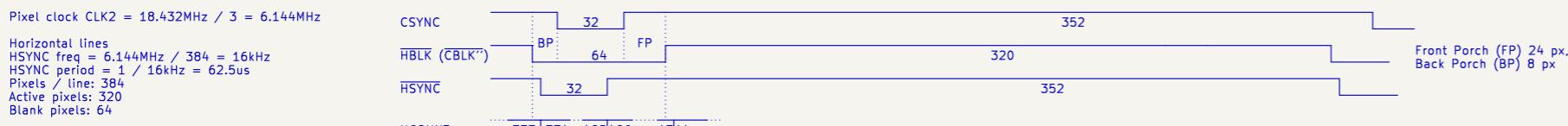
- CPURES goes high, and stays high, on the seventh falling edge
of HSYNC.

Vertical signals



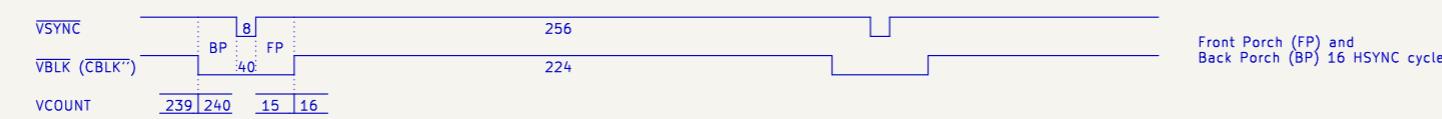
Horizontal and vertical synch timing diagrams

The numbers in the HSYNC and HBLK diagrams are HSYNC cycles.
All edges are synchronised to the rising edge of CLK2.



Front Porch (FP) 24 px,
Back Porch (BP) 8 px

The numbers in the VSYNC and VBLK diagrams are HSYNC cycles.
All edges are synchronised to the falling edge of HSYNC.



Front Porch (FP) and
Back Porch (BP) 16 HSYNC cycles.

HCOUNT is bits [256H, 128H, 64H, 32H, 16H, 8H, P4H, P2H, P1H]
VCOUNT is bits [128V, 64V, 32V, 16V, 8V, 4V, 2V, 1V]

CBLK'' is at the output of color mixer.

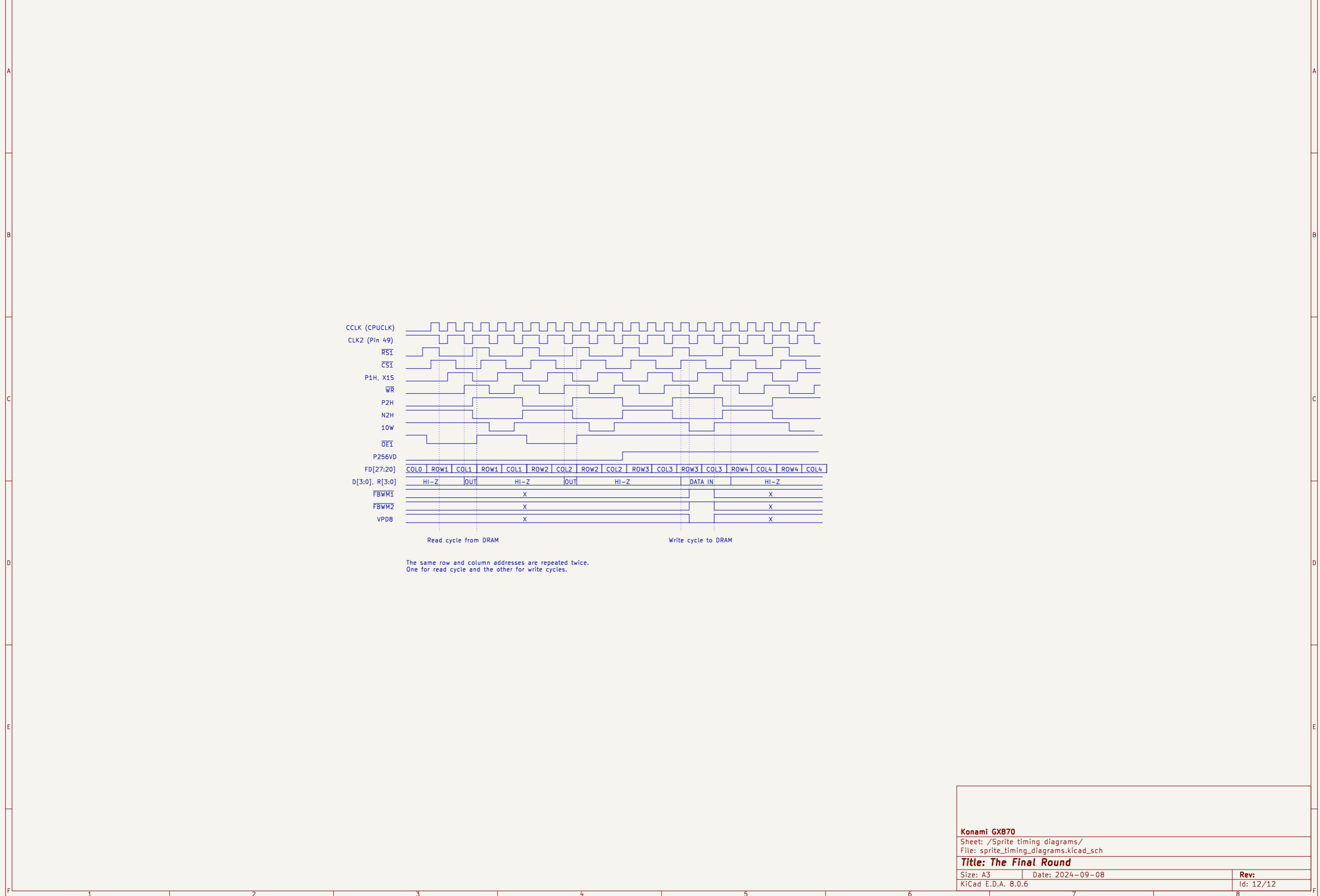
Konami GX870

Sheet: /Timing diagrams/
File: timing_diagrams.kicad_sch

Title: The Final Round

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Rev:
Id: 11/12



Konami GX870
 Sheet: /Sprite timing diagrams/
 File: sprite_timing_diagrams.kicad_sch

Title: The Final Round

Size: A3 | Date: 2024-09-08
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Rev: | Id: 12/12