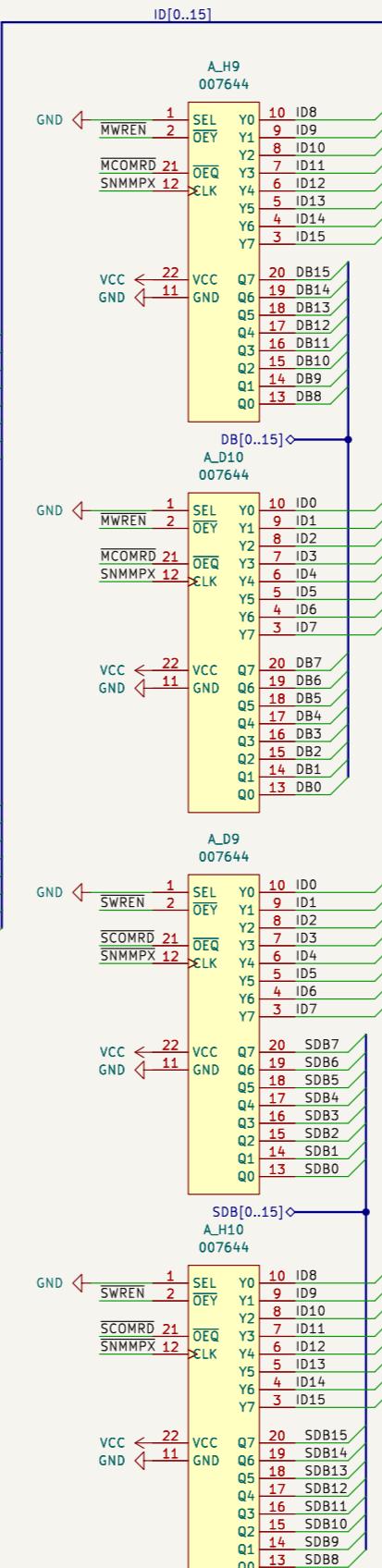
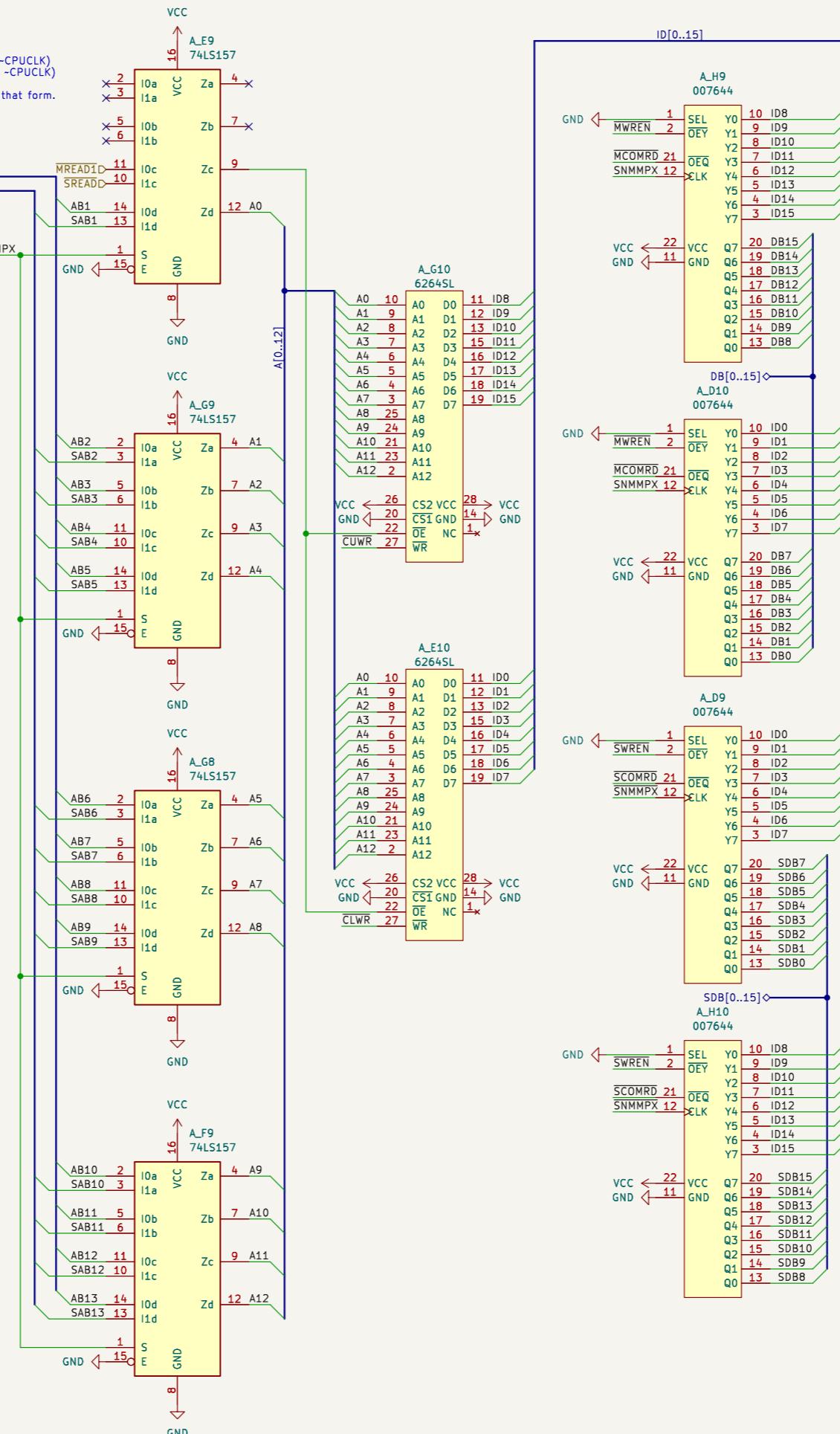
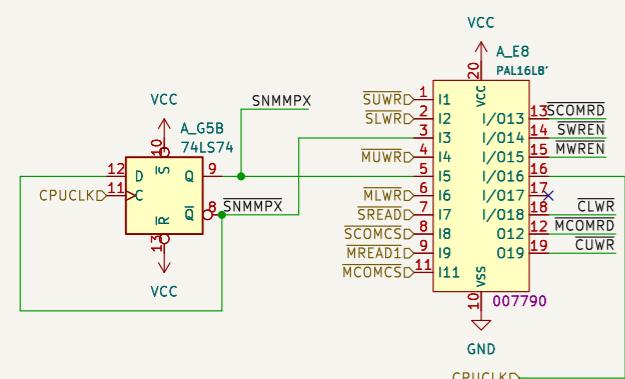


Konami 007790

$MCOMRD = \neg(MREAD1 \& \neg MCOMCS) = MREAD1 \mid MCOMCS$
 $SCOMRD = \neg(SREAD \& \neg SCOMCS)$
 $SWREN = \neg(SNMMPPX \& SREAD \& \neg SCOMCS)$
 $MWREN = \neg(SNMMPPX \& MREAD1 \& \neg MCOMCS)$
 $CLWR = \neg(CLWR \& \neg SNMMPPX \& SREAD \& \neg SCOMCS \& \neg CPUCLK \mid \neg SNMMPPX \& MREAD1 \& \neg MCOMCS \& \neg CPUCLK)$
 $CUWR = \neg(CUWR \& \neg SNMMPPX \& SREAD \& \neg SCOMCS \& \neg CPUCLK \mid \neg MUWR \& \neg SNMMPPX \& MREAD1 \& \neg MCOMCS \& \neg CPUCLK)$

A All AND logic can be converted to OR form. But since AND logic and inverters are used in the PAL16L8 device it is kept in that form. The equations follow verilog syntax. The active low signals are not inverted, the bar is there only to show activeness.



This is from jammarcade.net

Pin 1 = SEL – changes whether the Q outputs require a rising edge clock or not.
Pin 2 = OEQ – Output enable for the Y outputs else they are inputs. Active LOW
Pin 21 = OEQ – Output enable for the Q (clocked) outputs else they are inputs. Active LOW
Pin 12 = CLK – Clock input

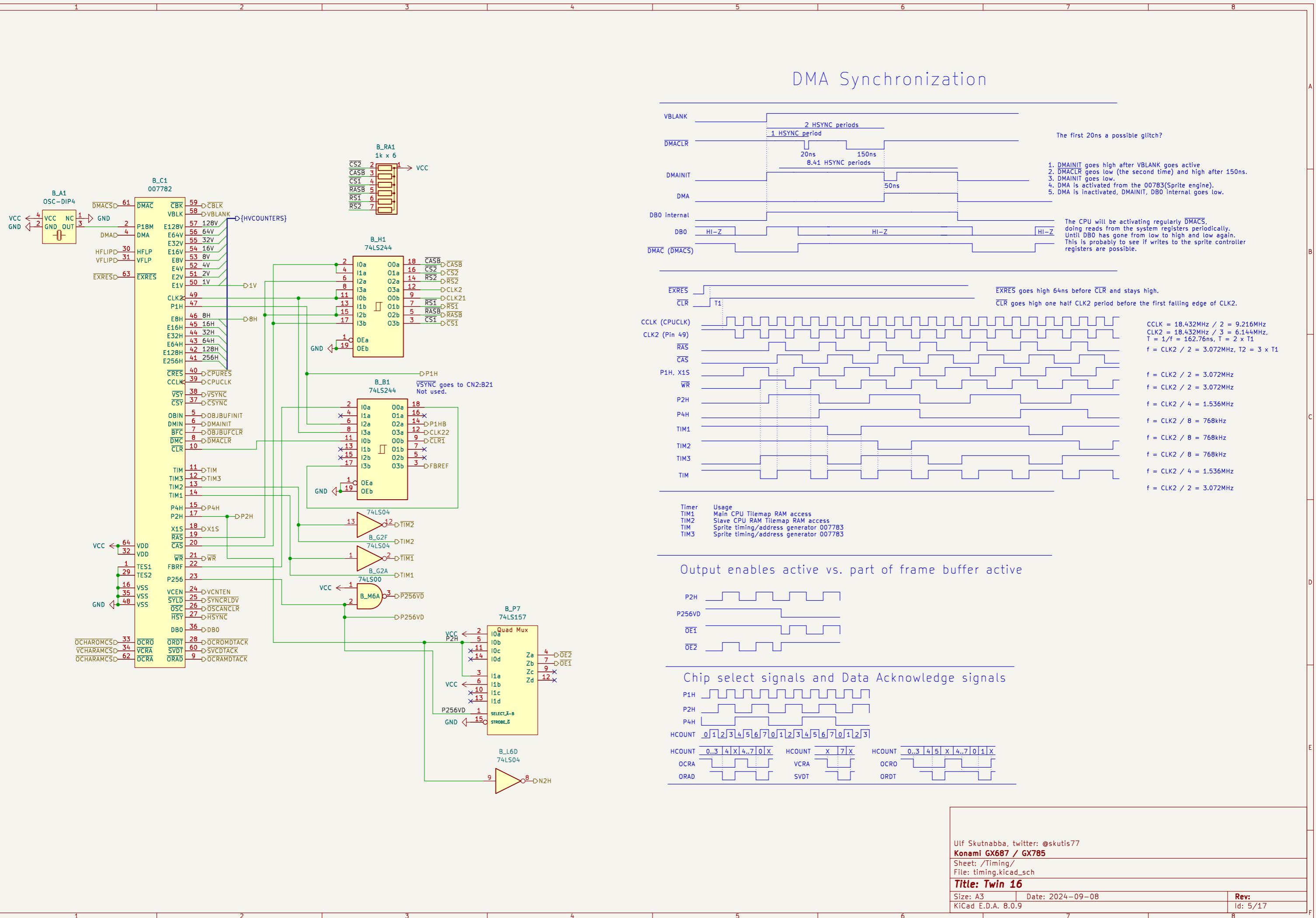
Pins 3–10 = Y outputs – normal outputs. If OEQ is LOW these pins become outputs
mirroring the state of the Q input pins. SEL and CLK pins are not used in this mode.
Pins 13–20 = Q outputs – clocked outputs. If OEQ is LOW these pins become outputs.
If SEL is HIGH and CLK is HIGH these outputs will mirror the state of the Y inputs.
If SEL is LOW then the outputs will only change state on a rising edge CLK.

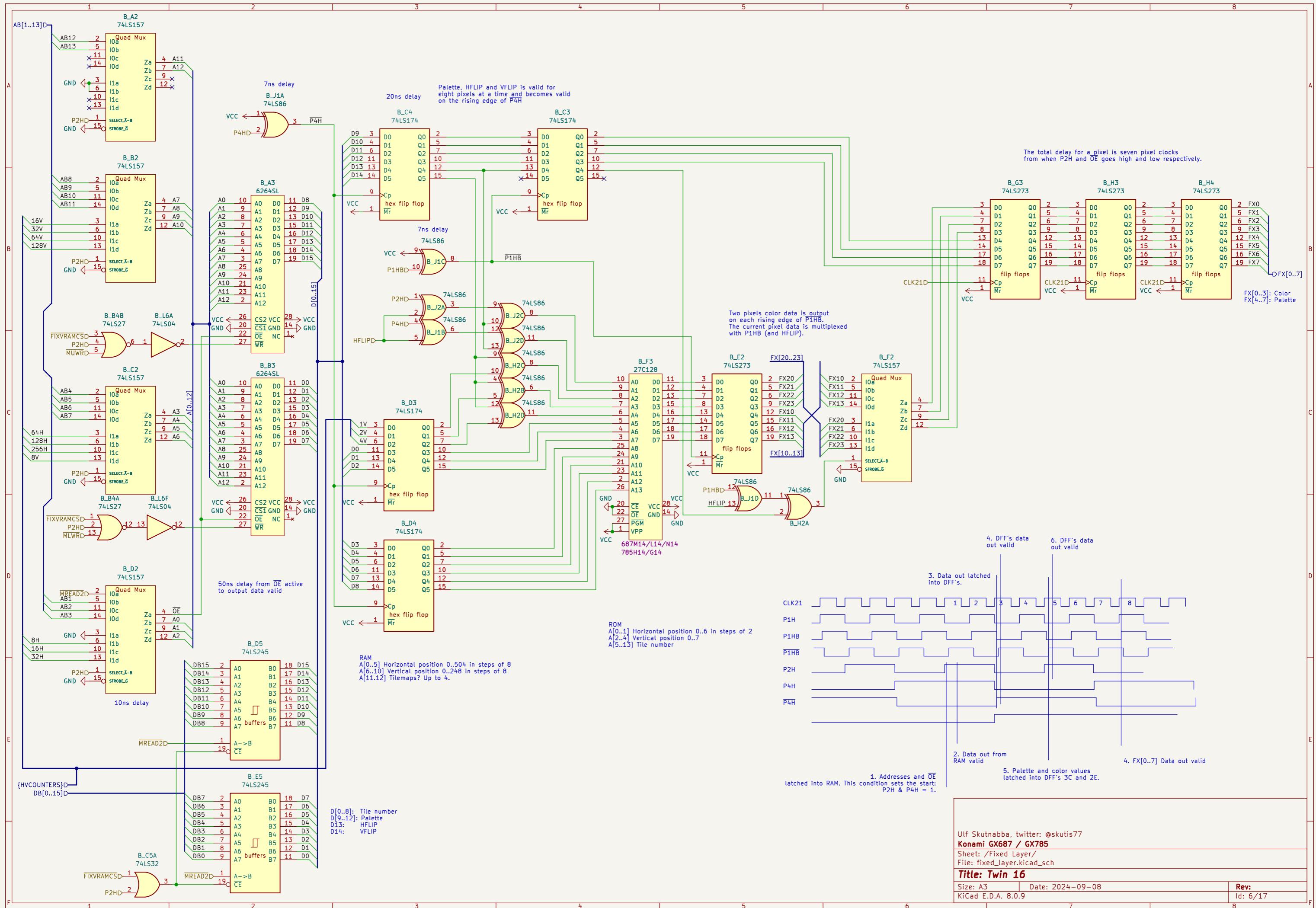
Ulf Skutnabba, twitter: @skutis77
Konami GX687 / GX785
Sheet: /Shared Resources/
File: shared_resources.kicad_sch

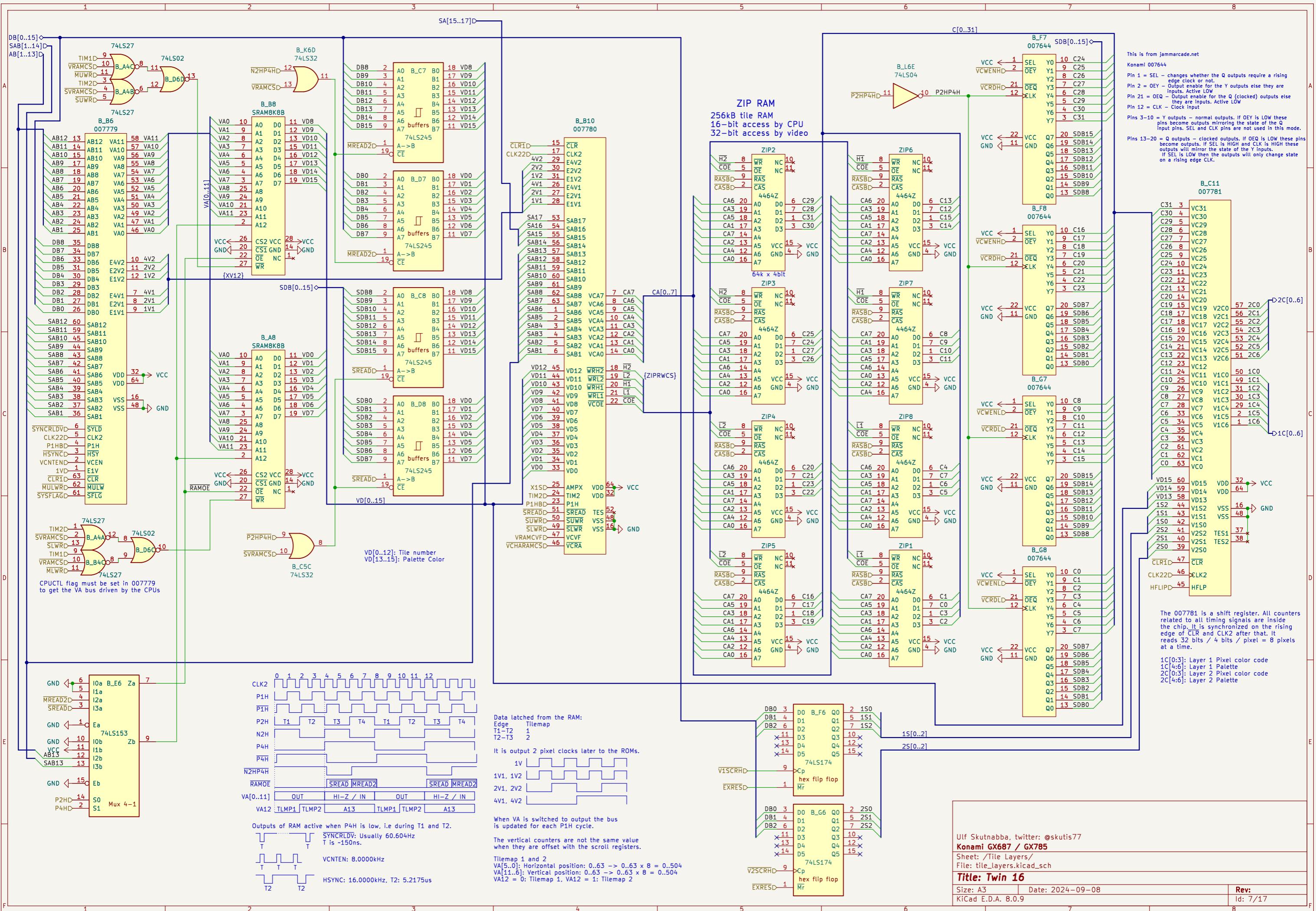
Title: Twin 16

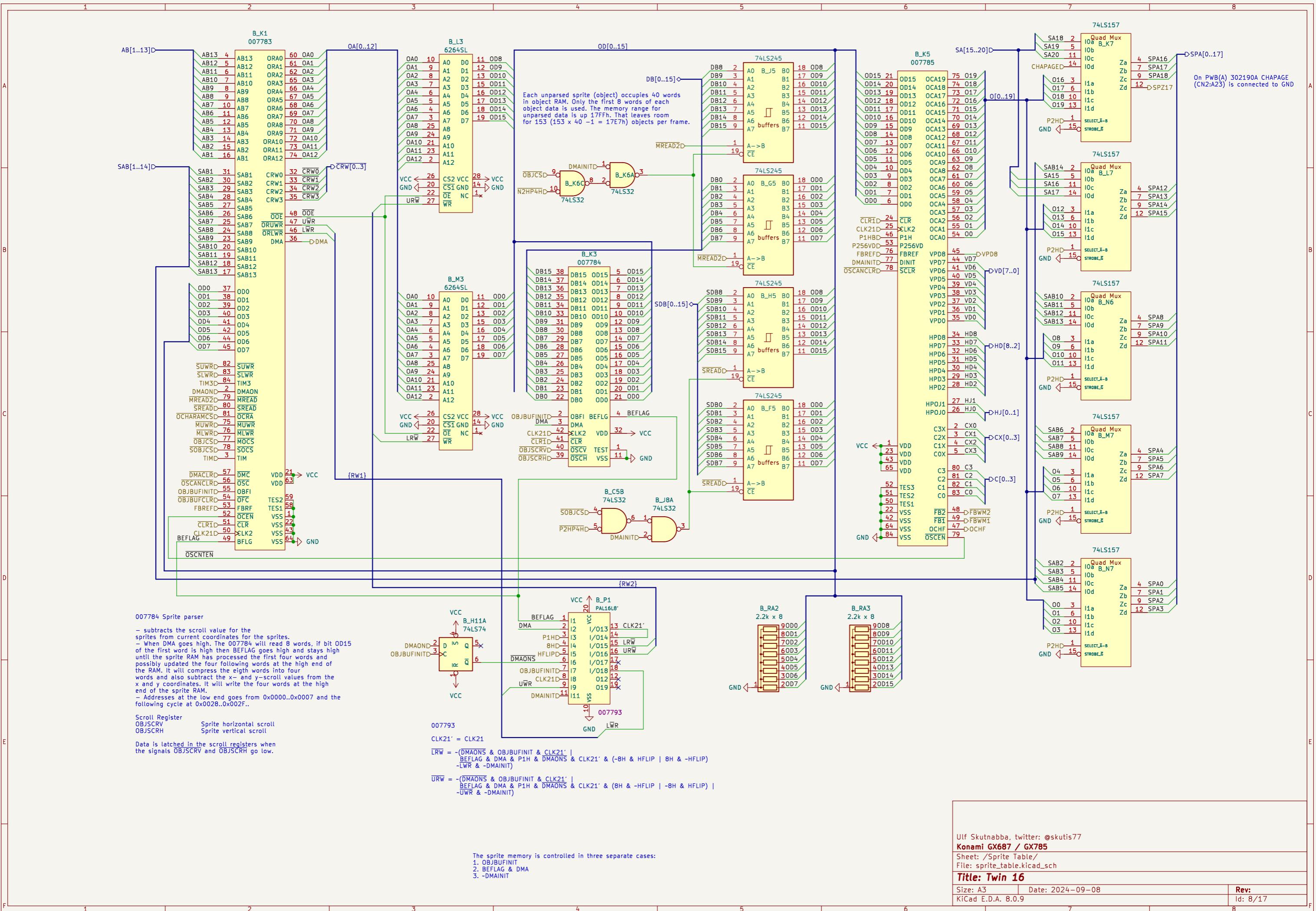
Size: A3 Date: 2024-09-08
KiCad E.D.A. 8.0.9

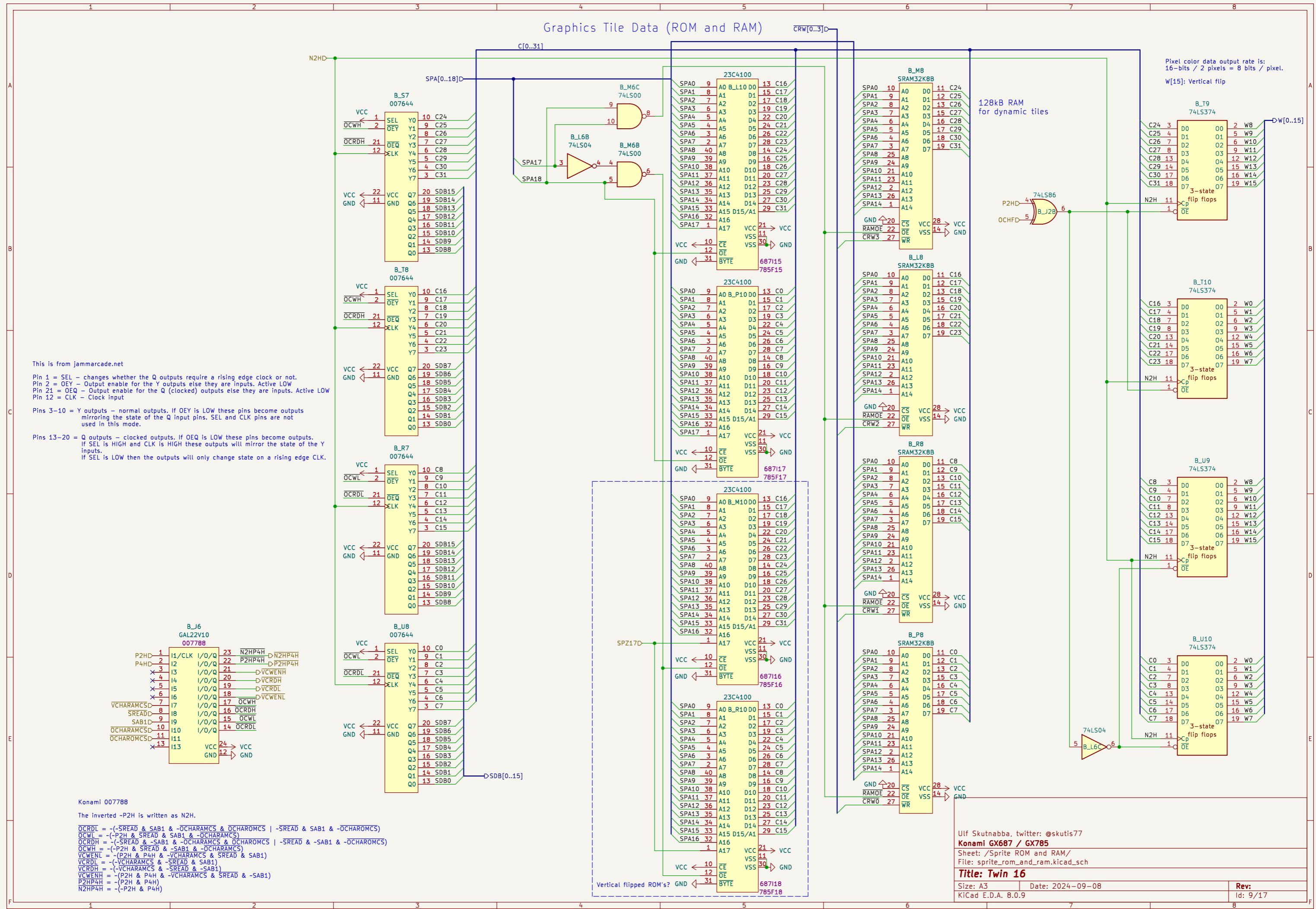
Rev:
Id: 4/17

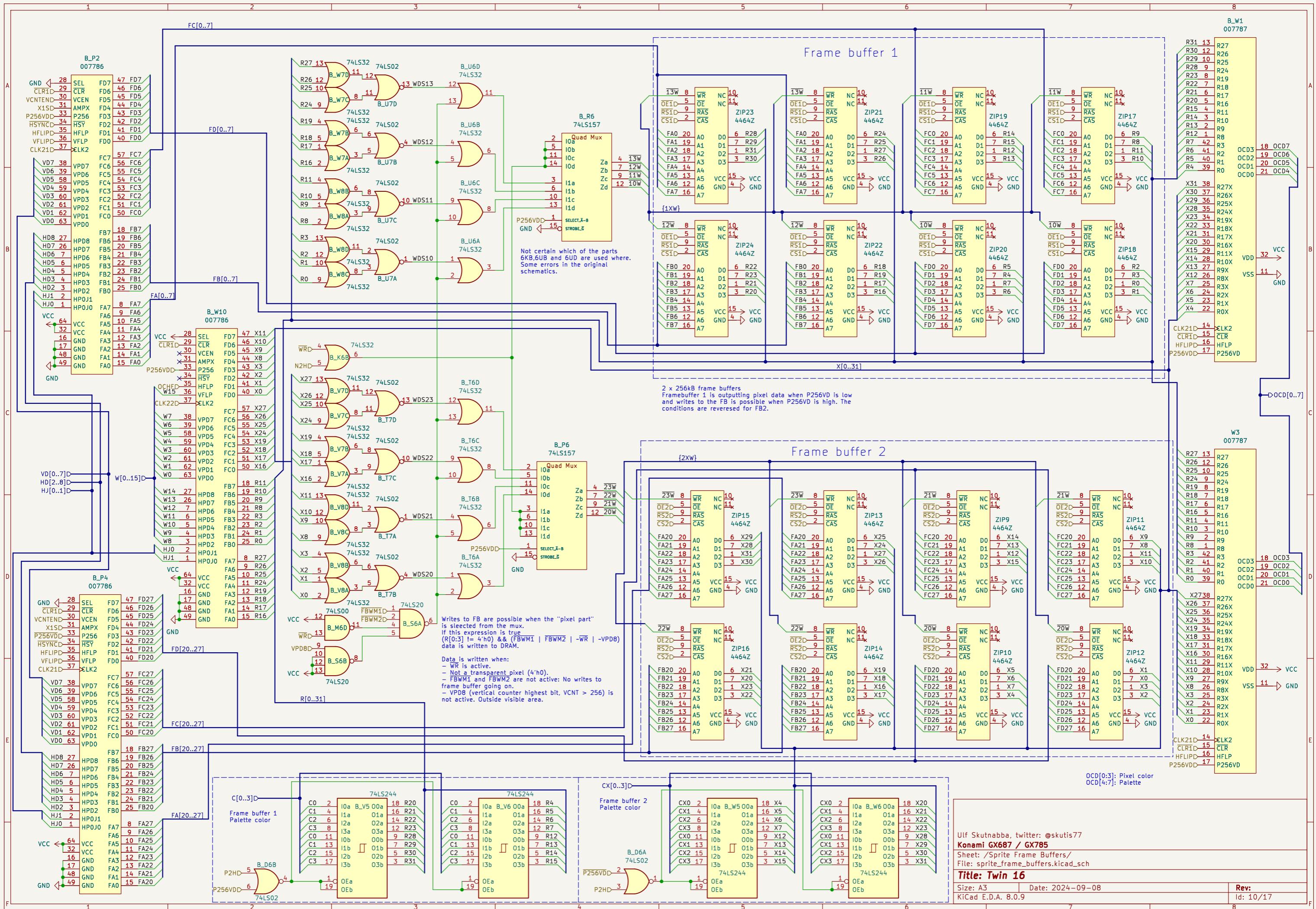




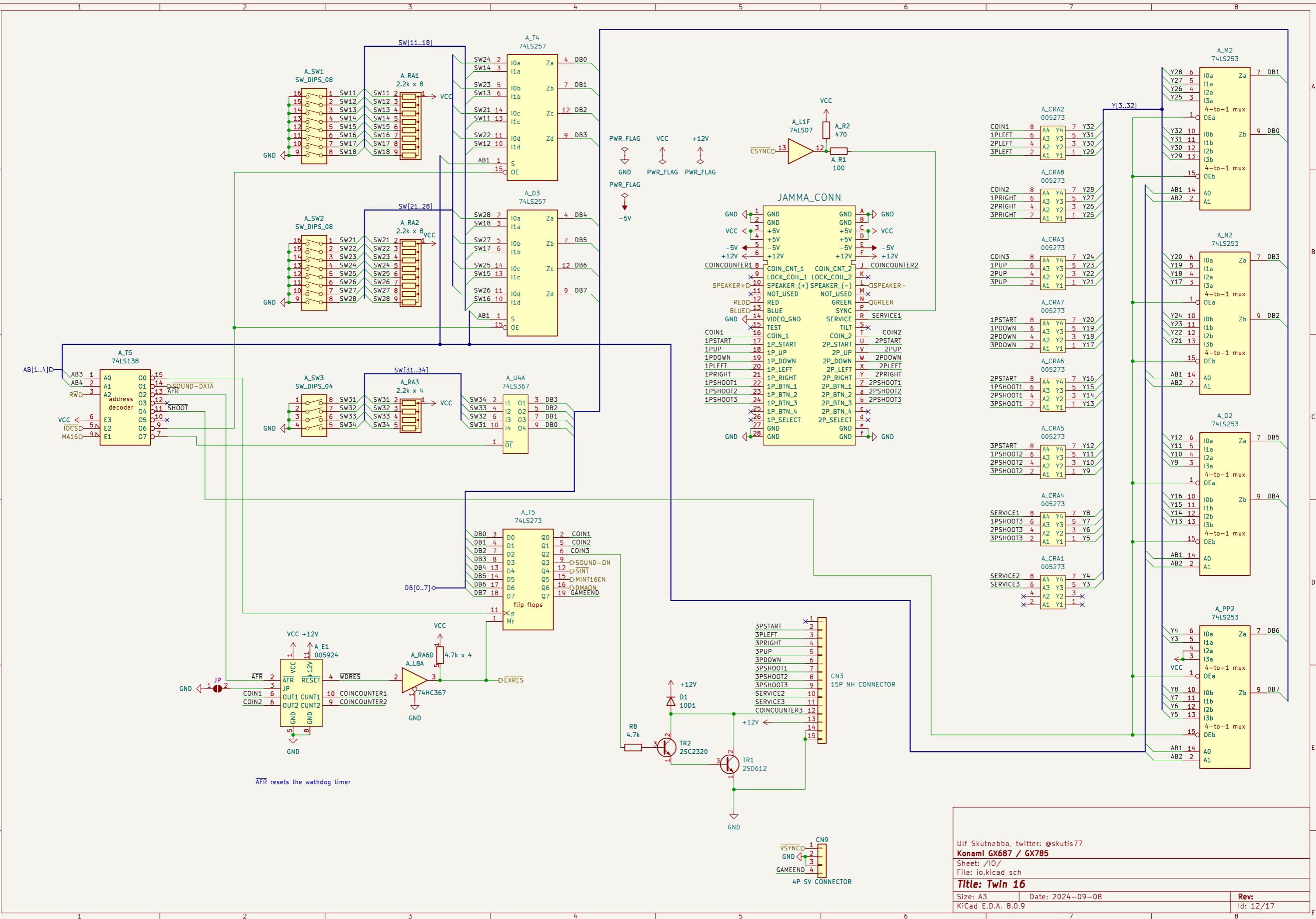


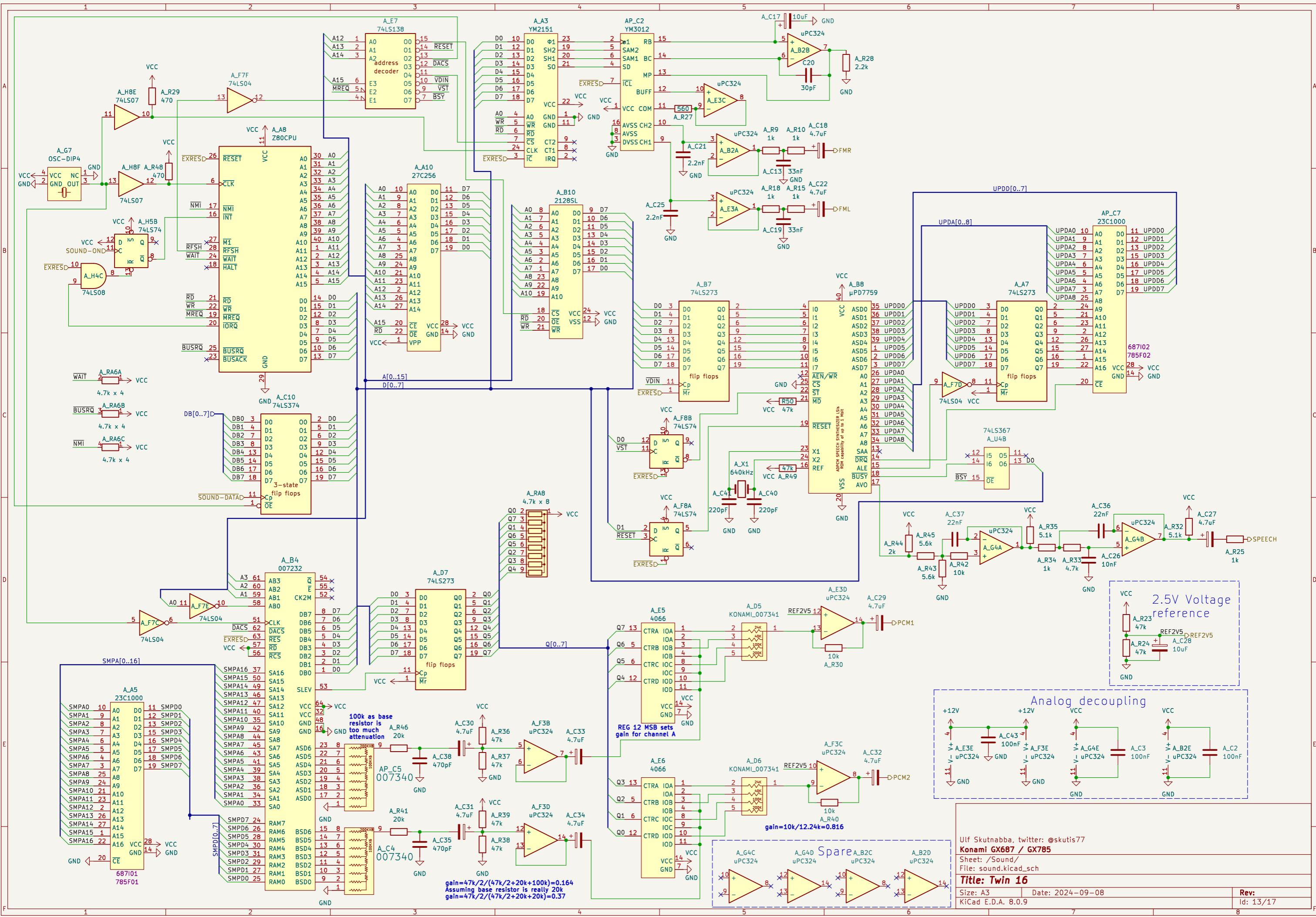




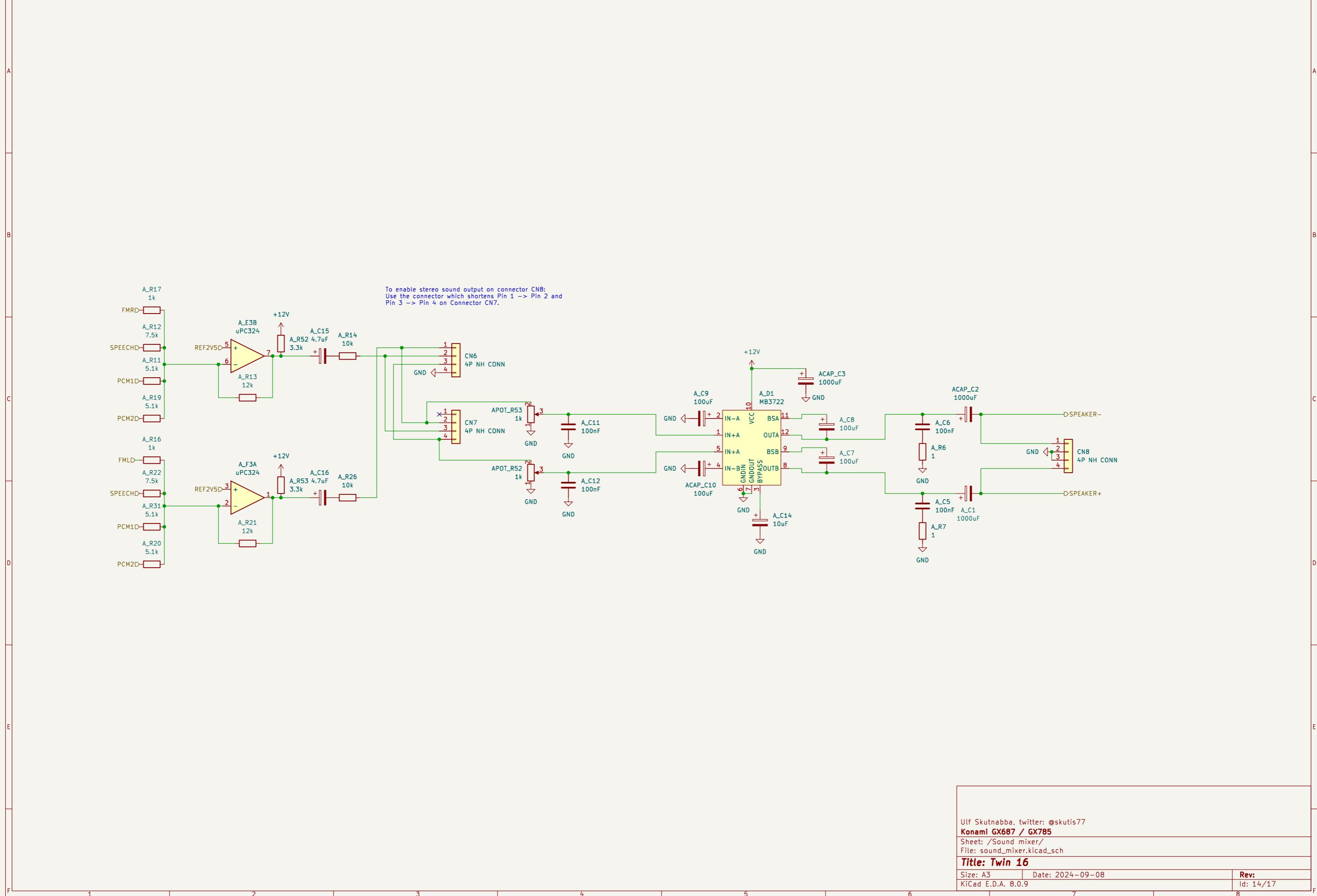




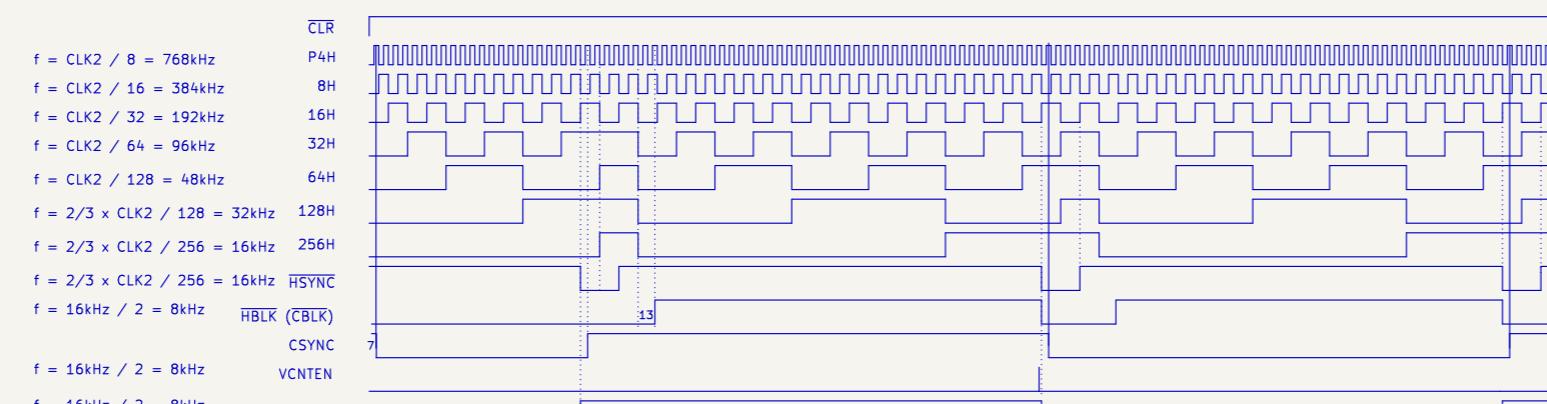




1 2 3 4 5 6 7 8



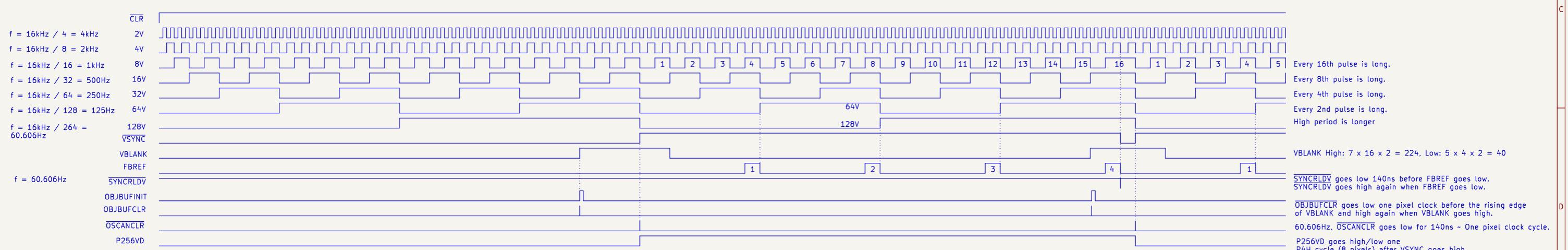
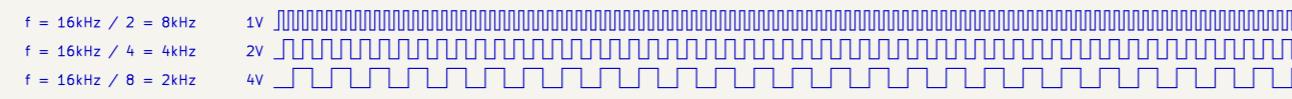
Horizontal signals



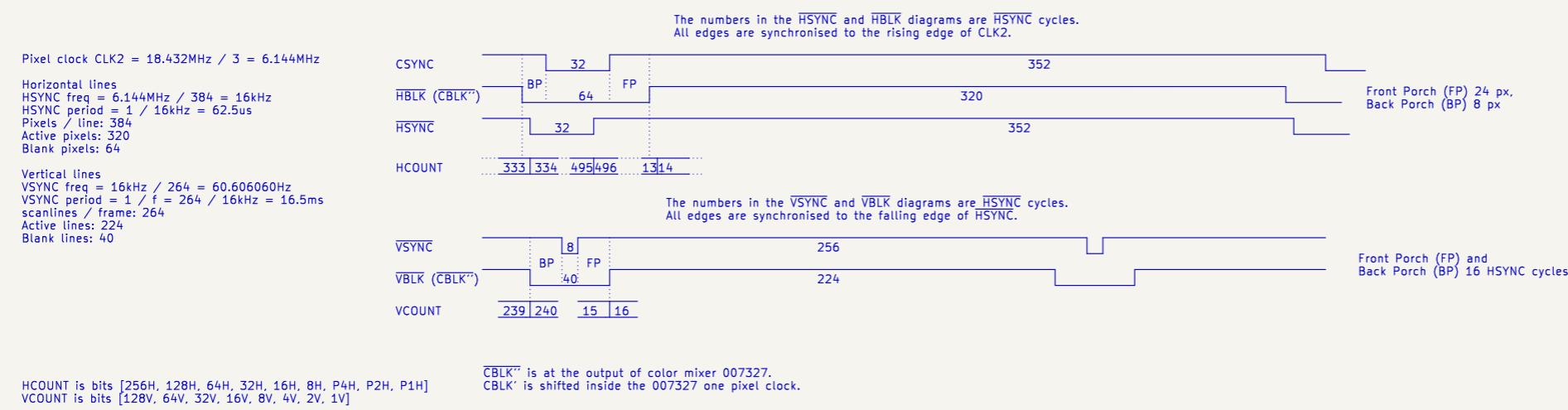
– The first VCNTEN is skipped after reset.
It goes low 140ns before HSYNC goes low,
and high again when HSYNC goes low.
VCNTEN is active right before every second falling edge of
HSYNC.

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

Vertical signals



Horizontal and vertical synch timing diagrams



Ulf Skutnabba, twitter: @skutis77

Konami GX687 / GX785

Sheet: /Timing diagrams/

File: timing_diagrams.kicad_sch

Title: Twin 16

Size: A3 Date: 2024-09-08

KiCad E.D.A. 8.0.9

Rev:

Id: 15/17

A

B

C

D

E

F

A

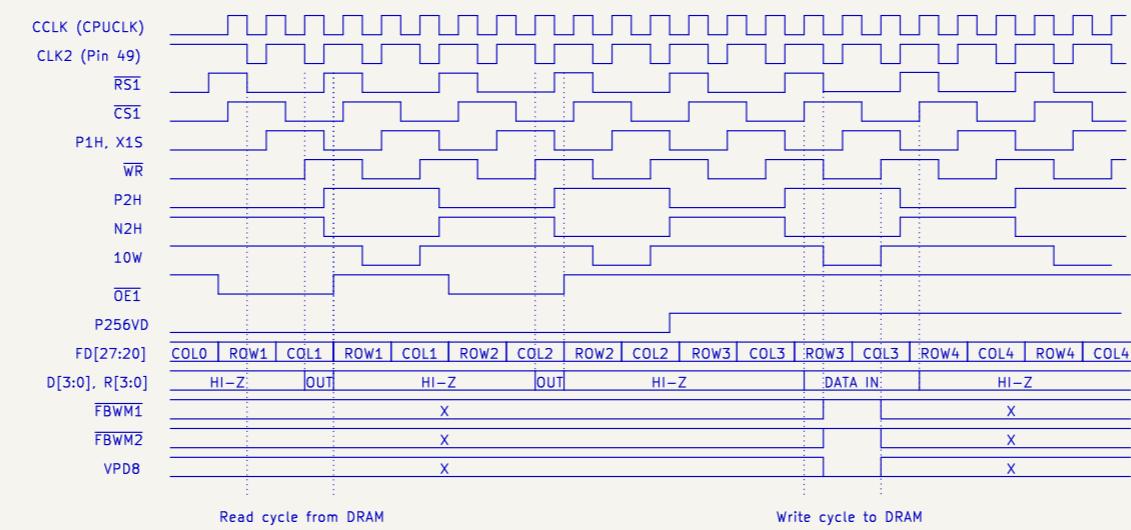
B

C

D

E

F



The same row and column addresses are repeated twice.
One for read cycle and the other for write cycles.

Ulf Skutnabba, twitter: @skutis77
Konami GX687 / GX785

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

Title: Twin 16

Size: A3 | Date: 2024-09-08
KiCad E.D.A. 8.0.9

Rev:
Id: 16/17

