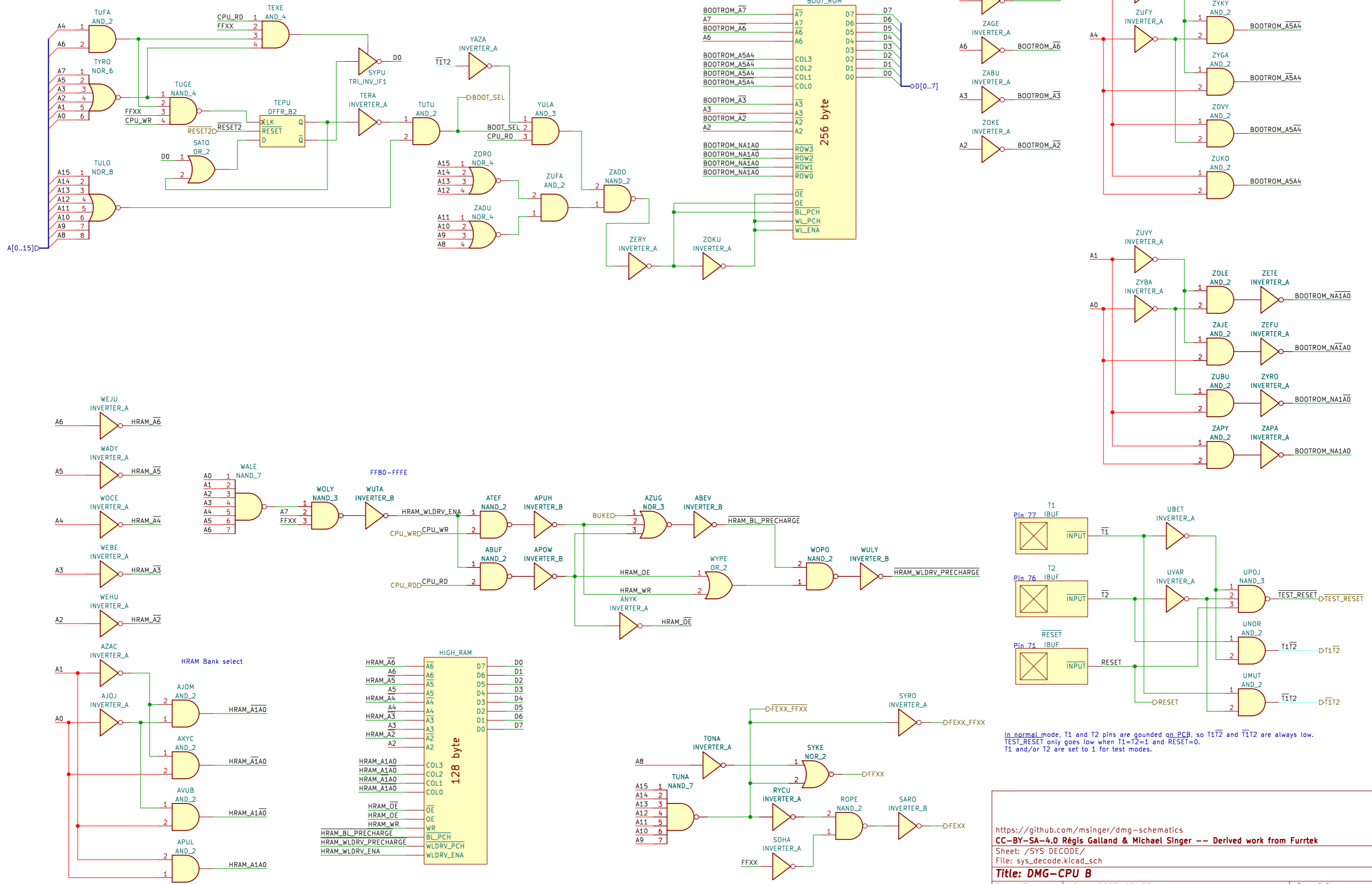
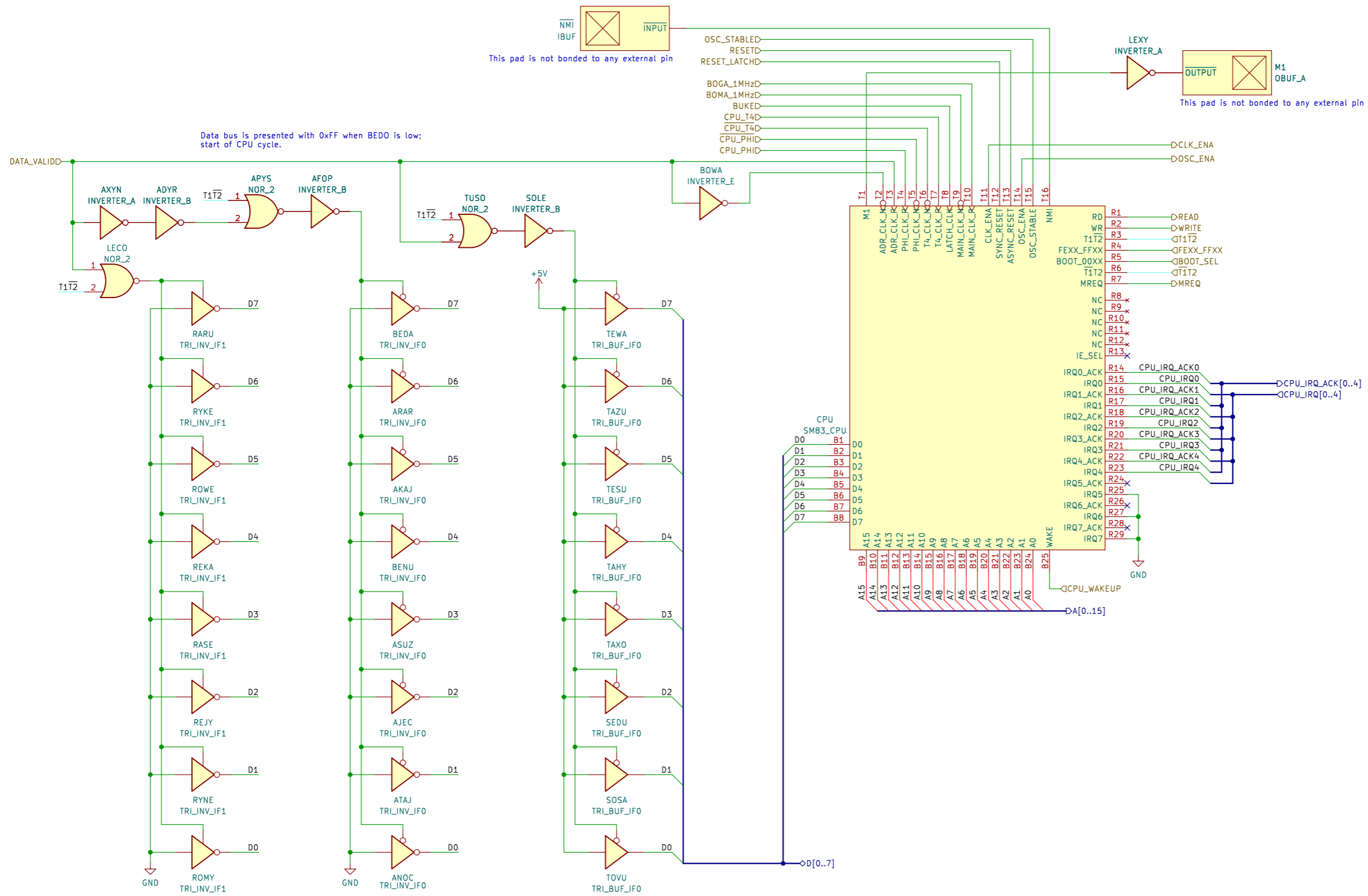


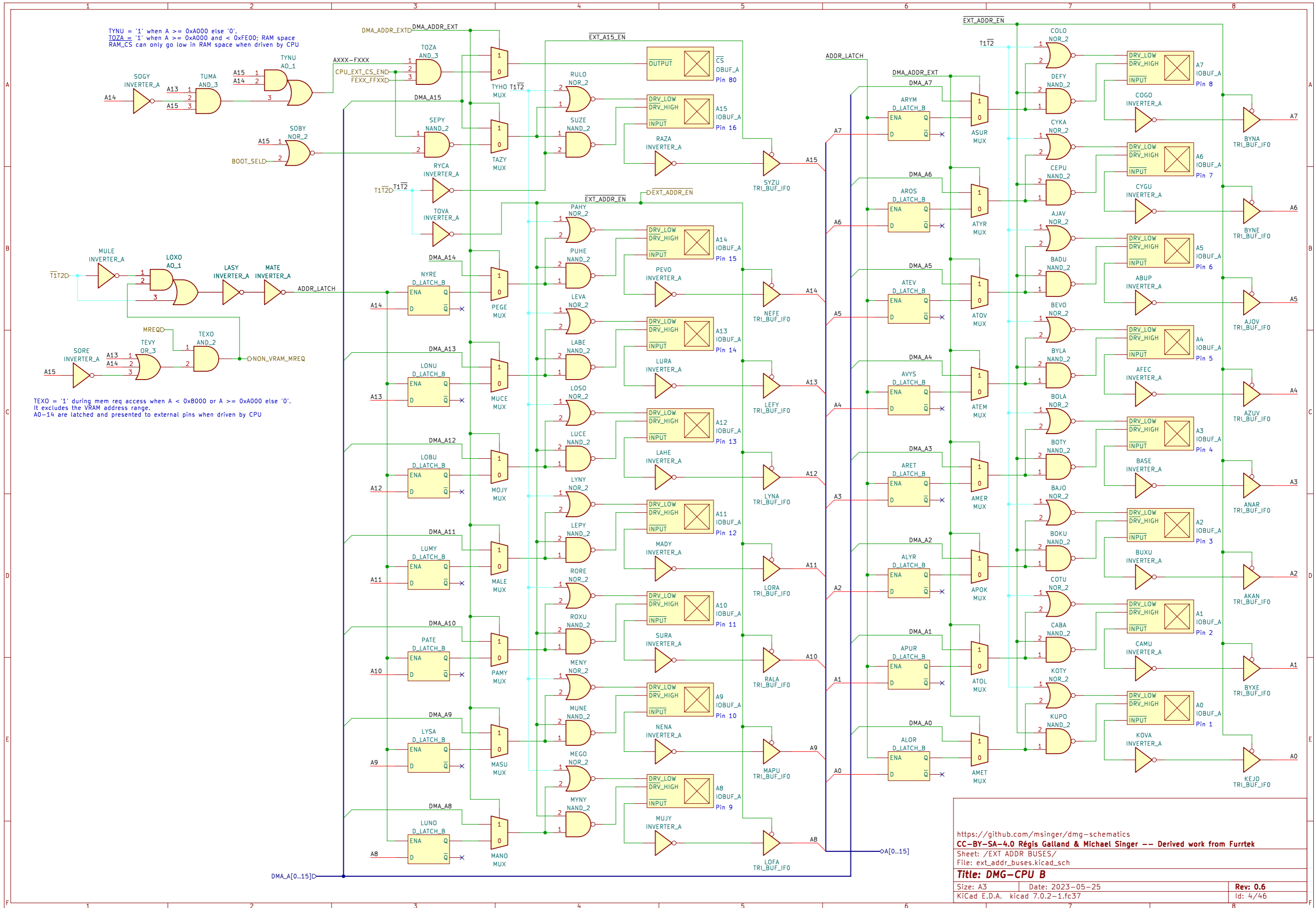
Green boxes contain 10 pins
 Red boxes contain sub sheets

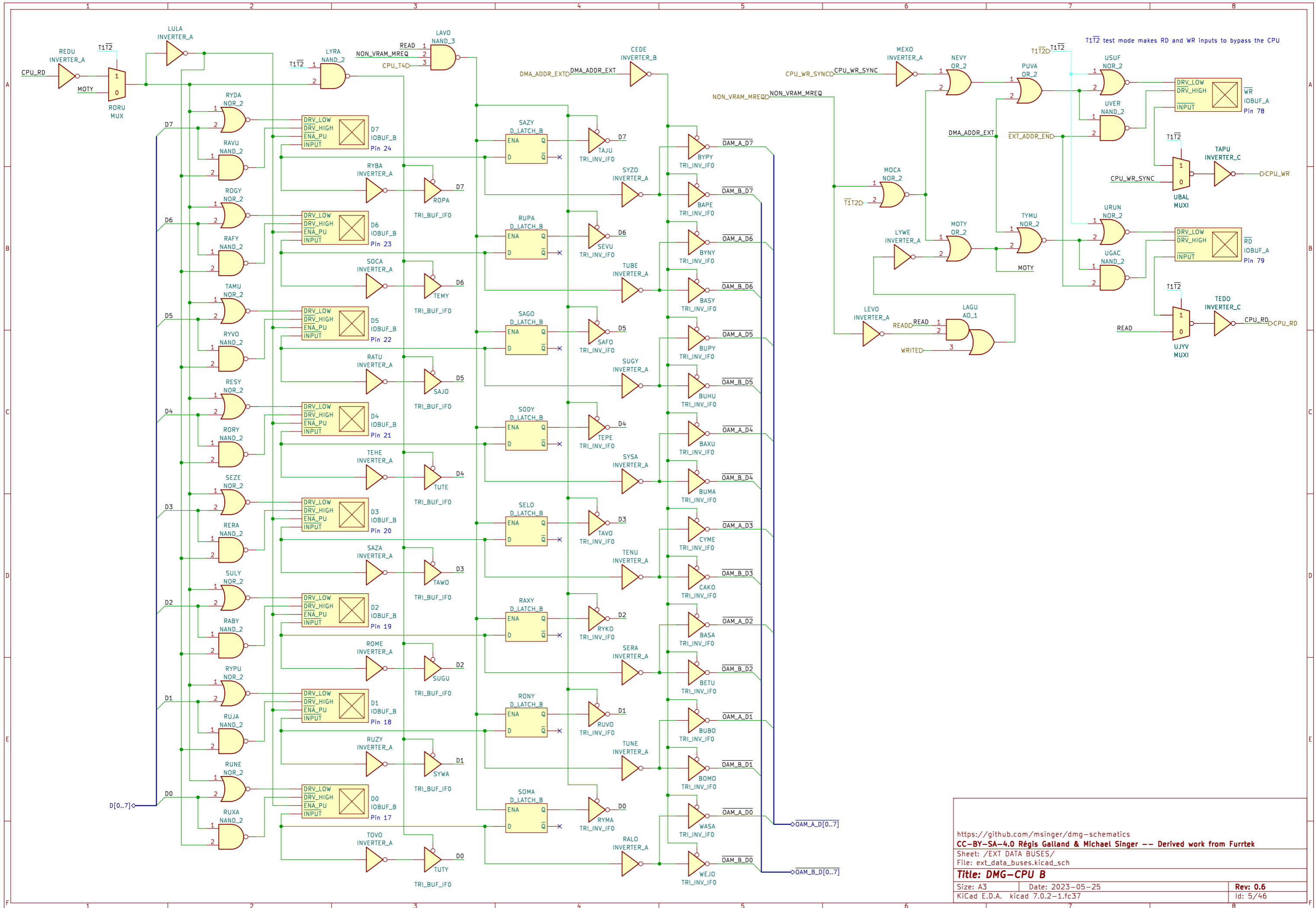
FF50 BOOT EN



In normal mode, T1 and T2 pins are grounded on PCB, so $\overline{\text{T}}1\overline{\text{T}}2$ and $\overline{\text{T}}1\overline{\text{T}}2$ are always low. TEST_RESET only goes low when T1=T2=1 and RESET=0. T1 and/or T2 are set to 1 for test modes.

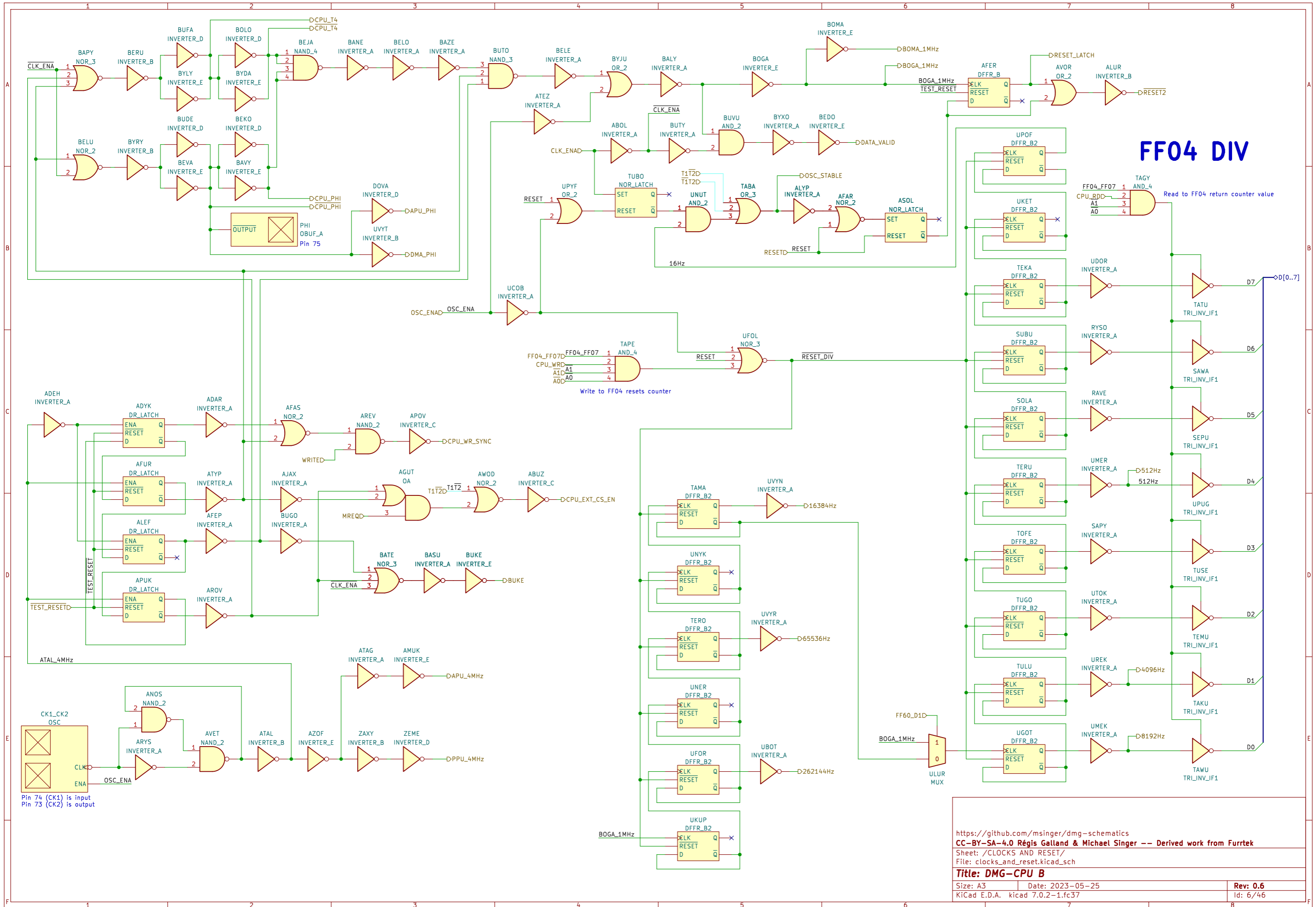




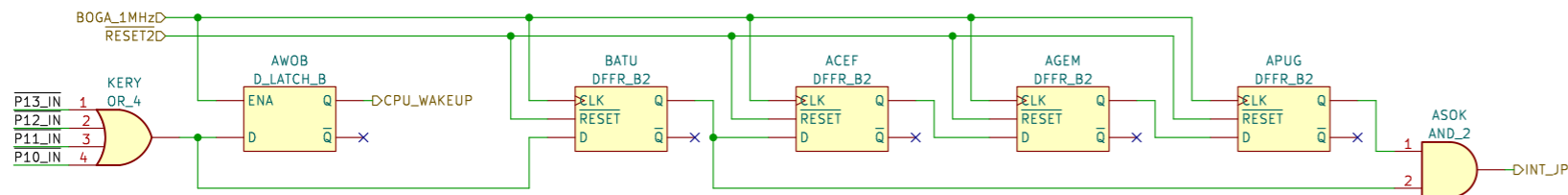


<https://github.com/msinger/dmg-schematics>
CC-BY-SA-4.0 Régis Galland & Michael Singer -- Derived work from Furrtek
 Sheet: /EXT DATA BUSES/
 File: ext_data_buses.kicad_sch

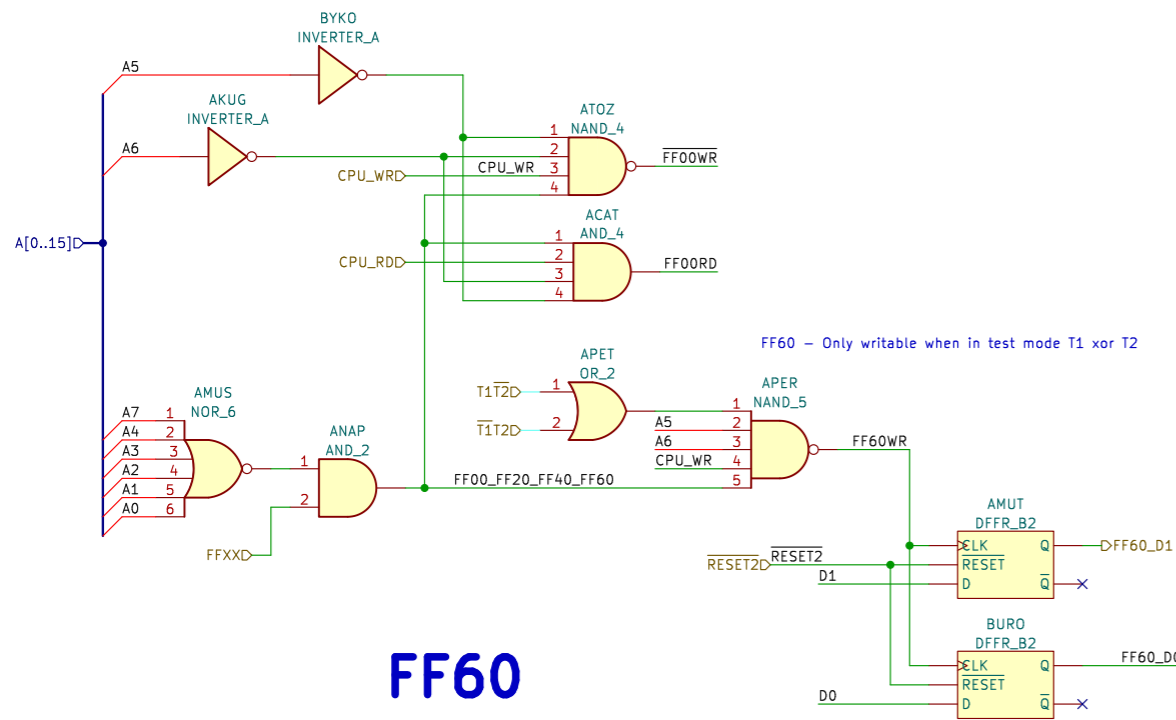
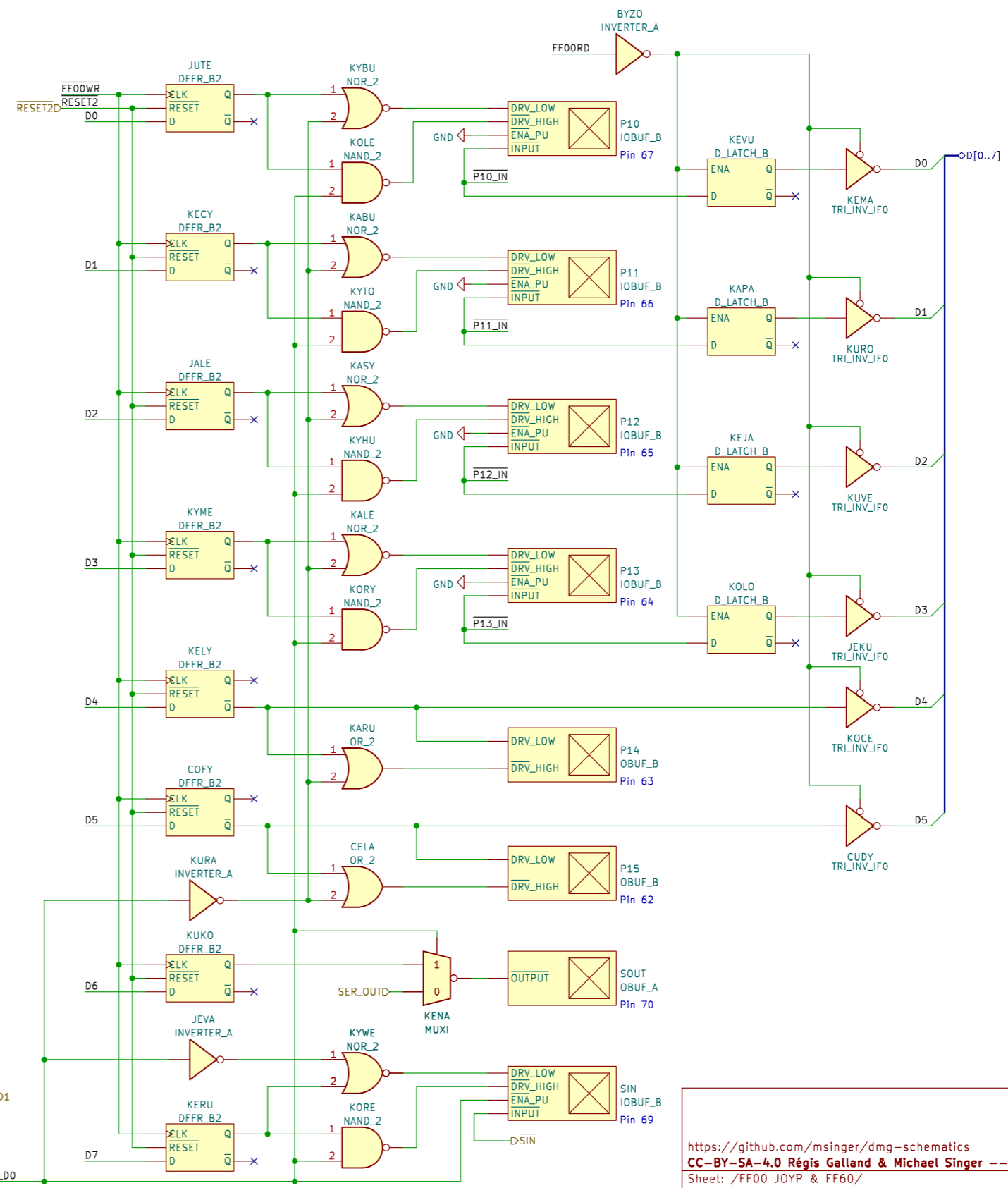
Title: DMG-CPU B		
Size: A3	Date: 2023-05-25	Rev: 0.6
KiCad E.D.A. kicad 7.0.2-1.fc37		Id: 5/46



<https://github.com/msinger/dmg-schematics>
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 Sheet: /CLOCKS AND RESET/
 File: clocks_and_reset.kicad_sch
Title: DMG-CPU B
 Size: A3 Date: 2023-05-25 Rev: 0.6
 KiCad E.D.A. kicad 7.0.2-1.fc37 Id: 6/46

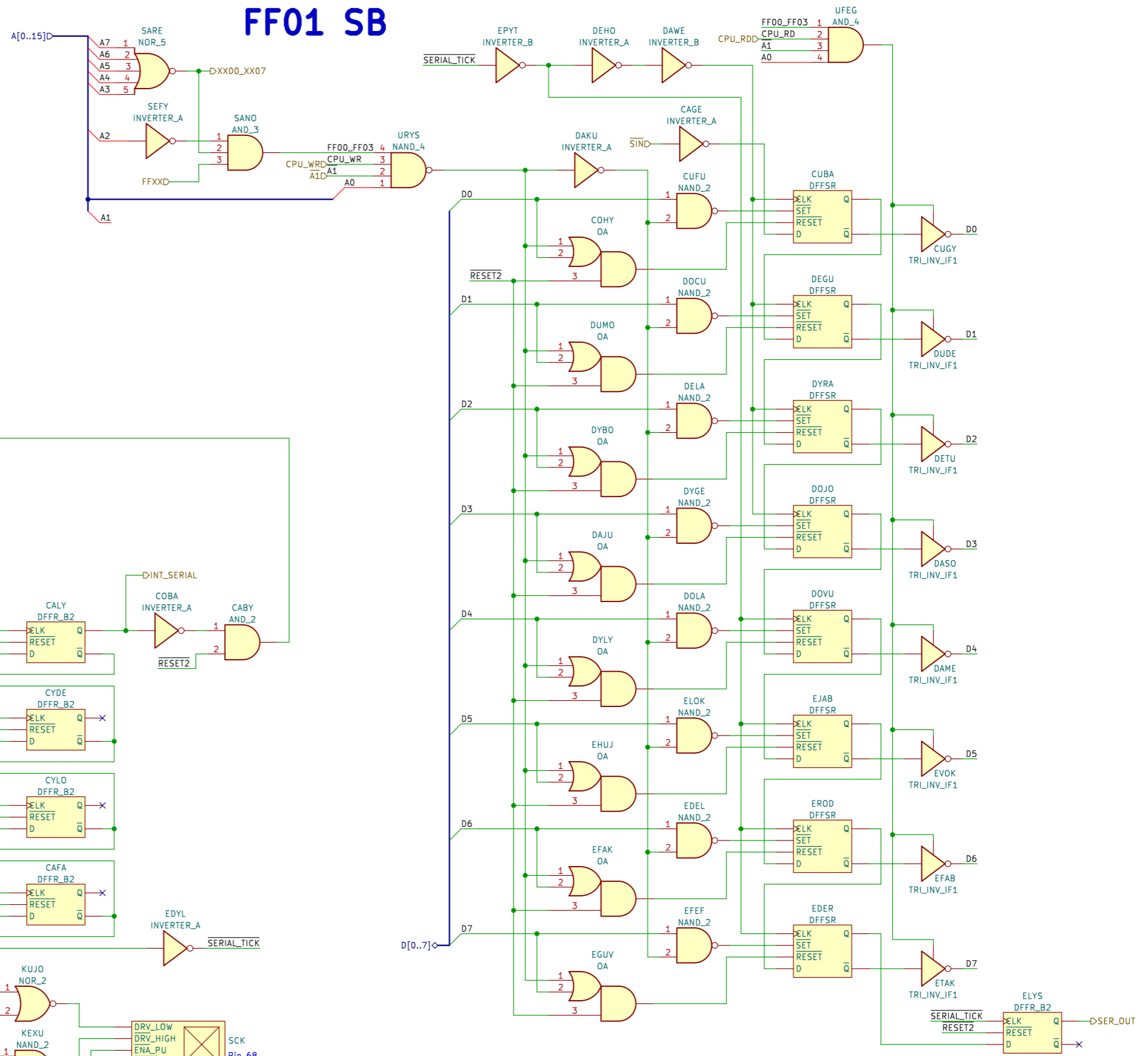


FF00 JP

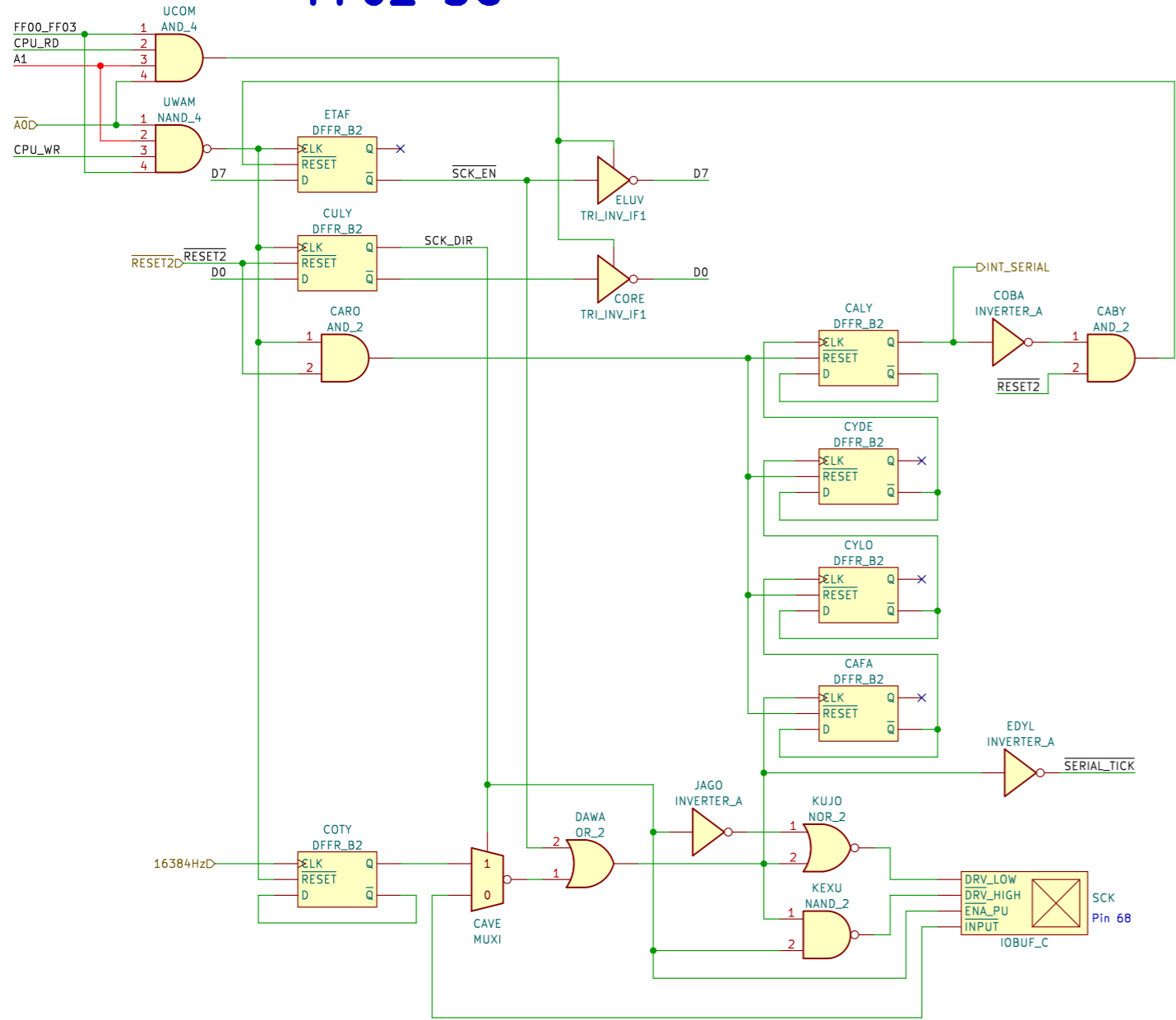


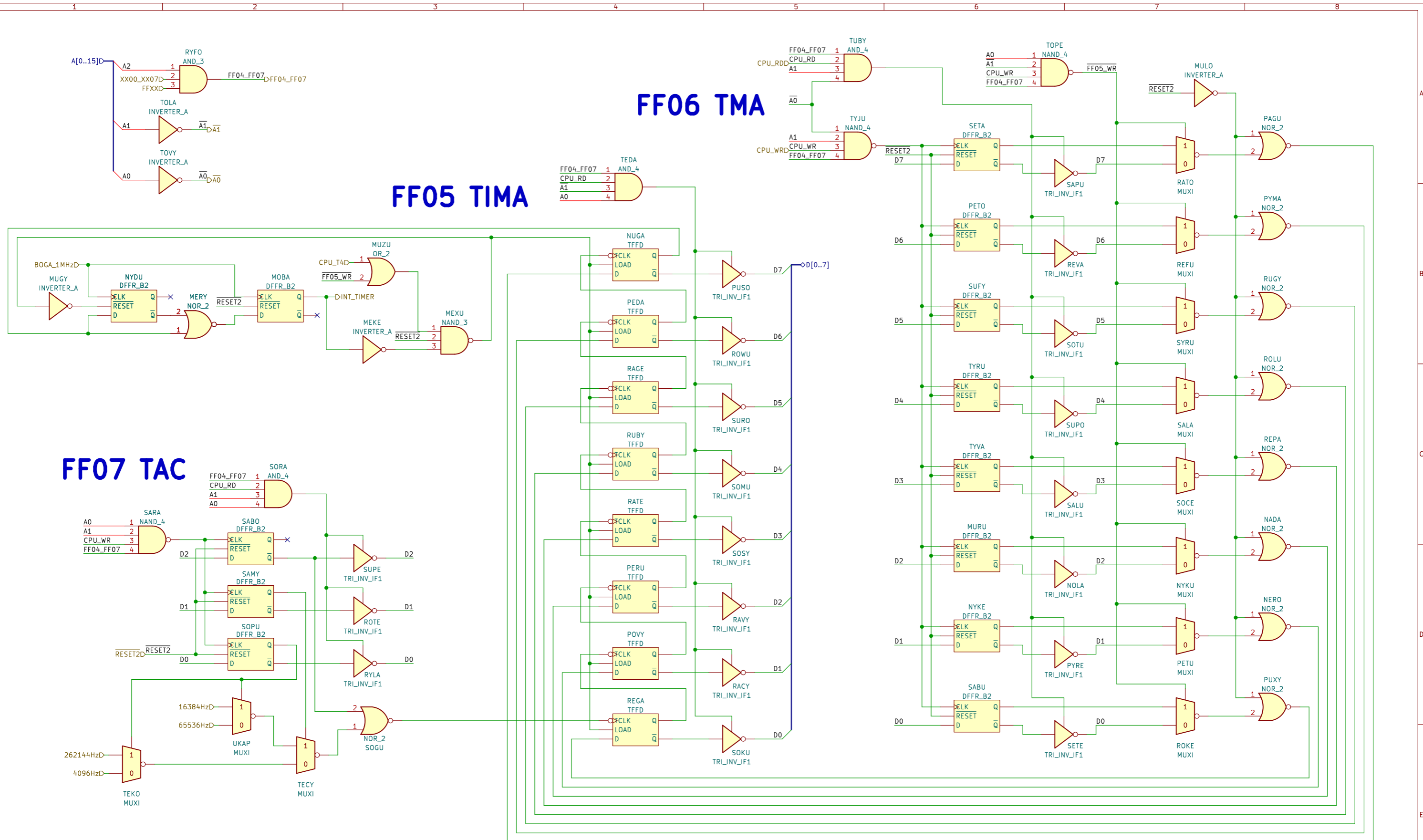
FF60

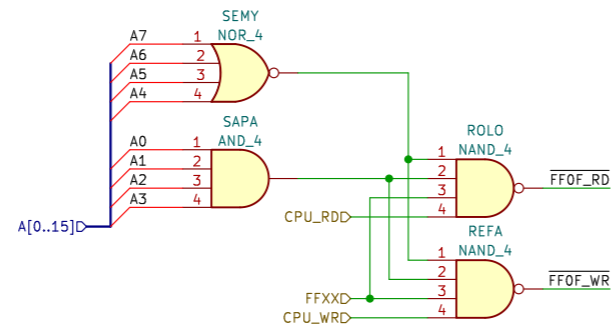
FF01 SB



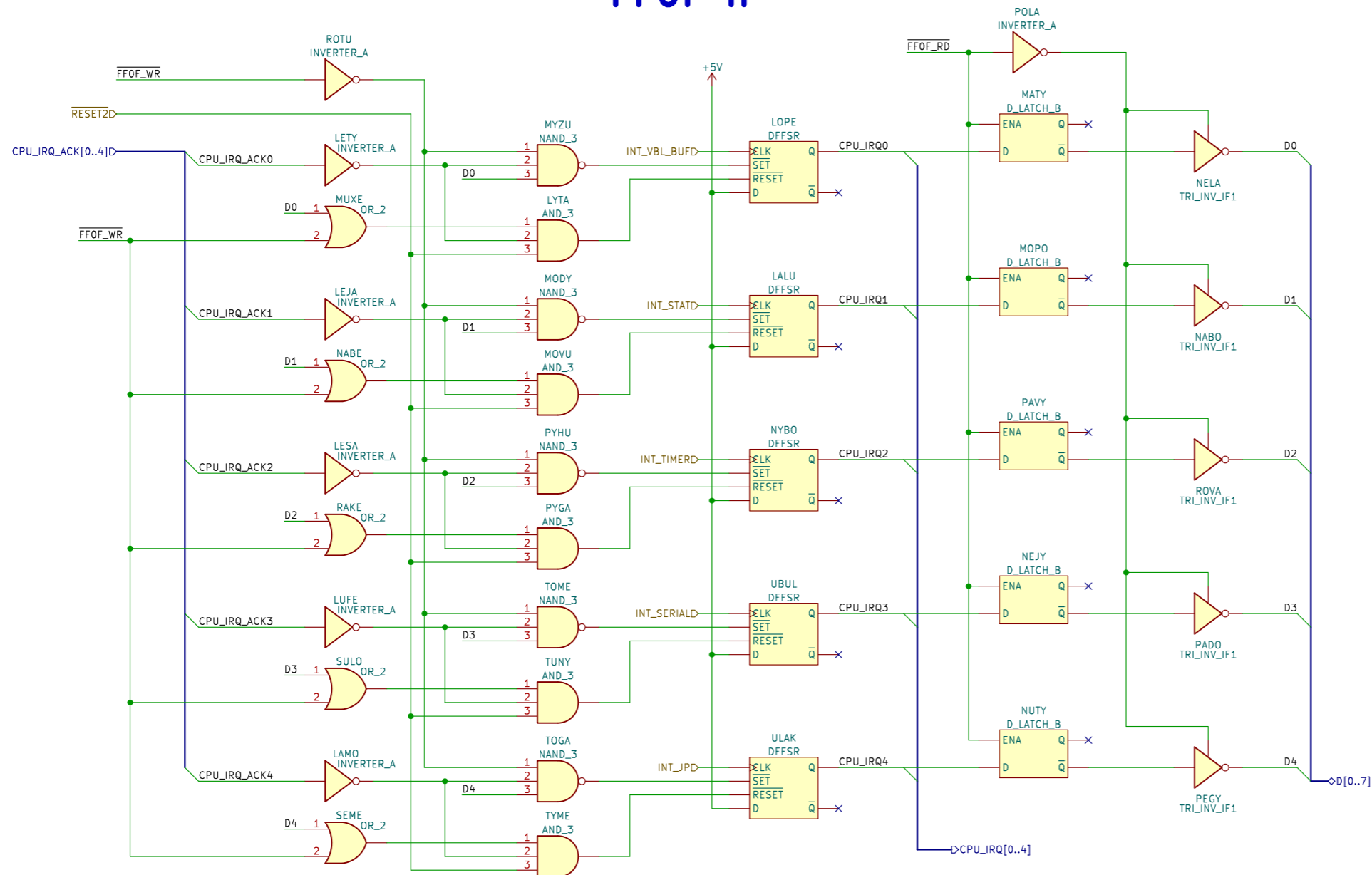
FF02 SC



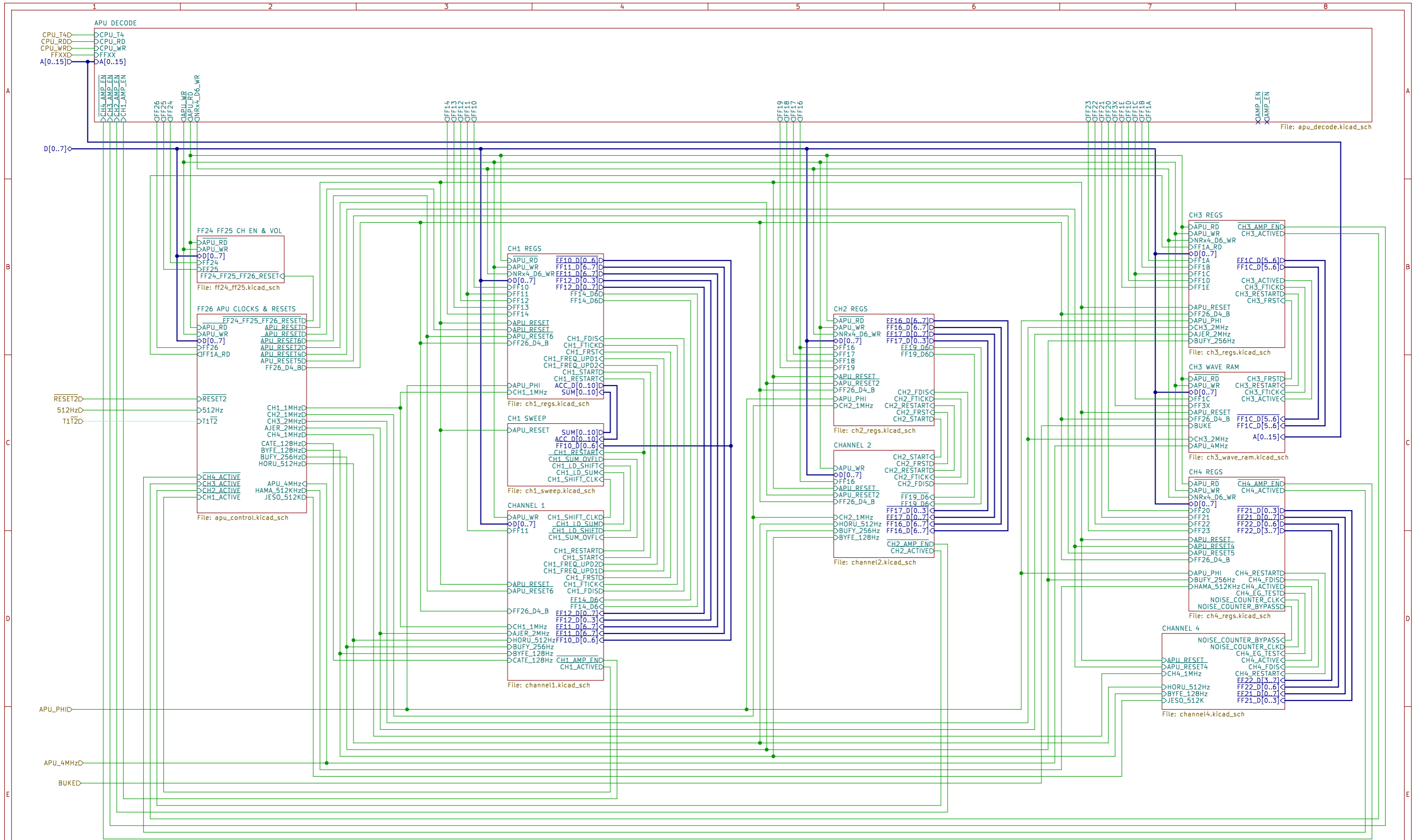


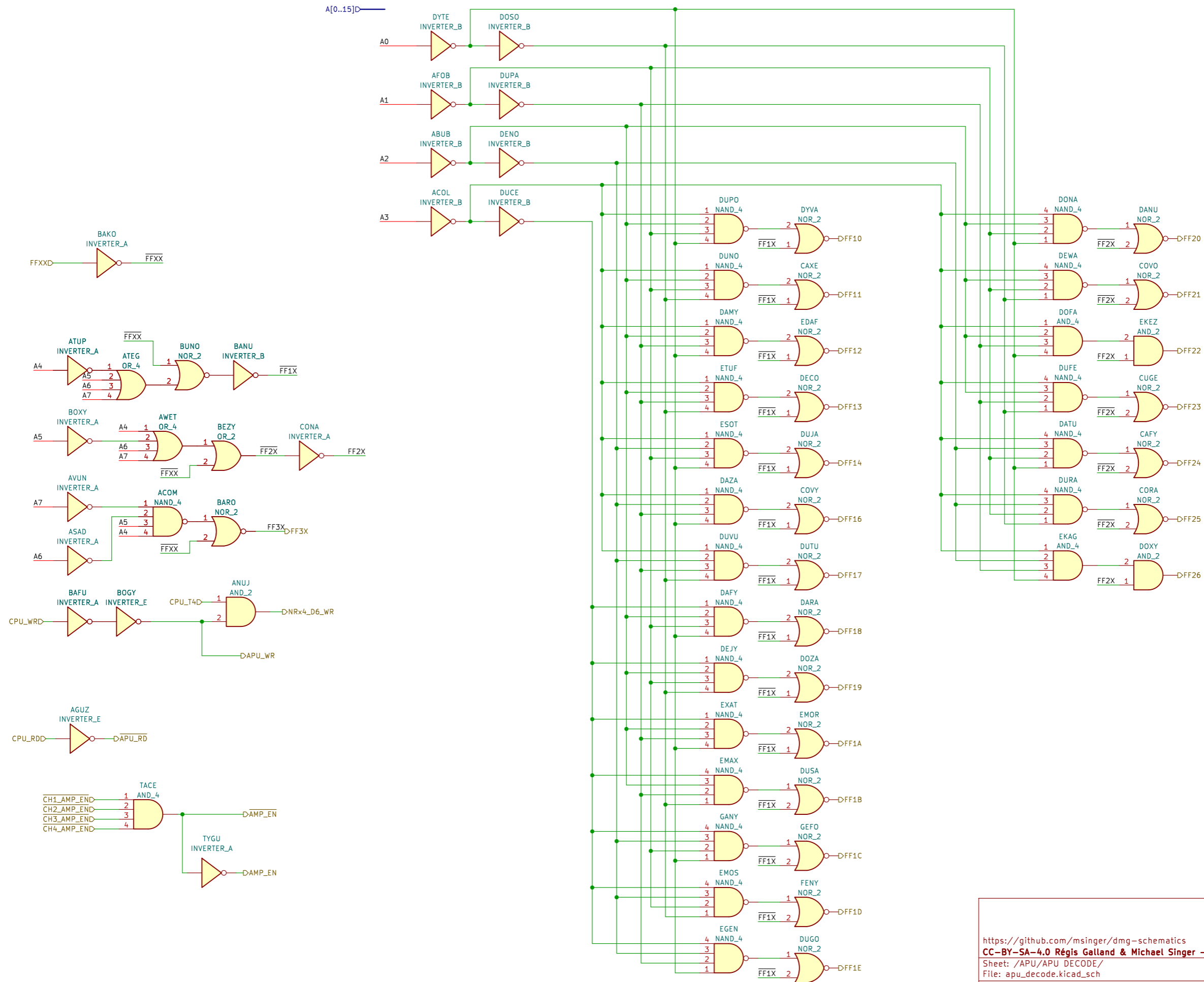


FFOF IF

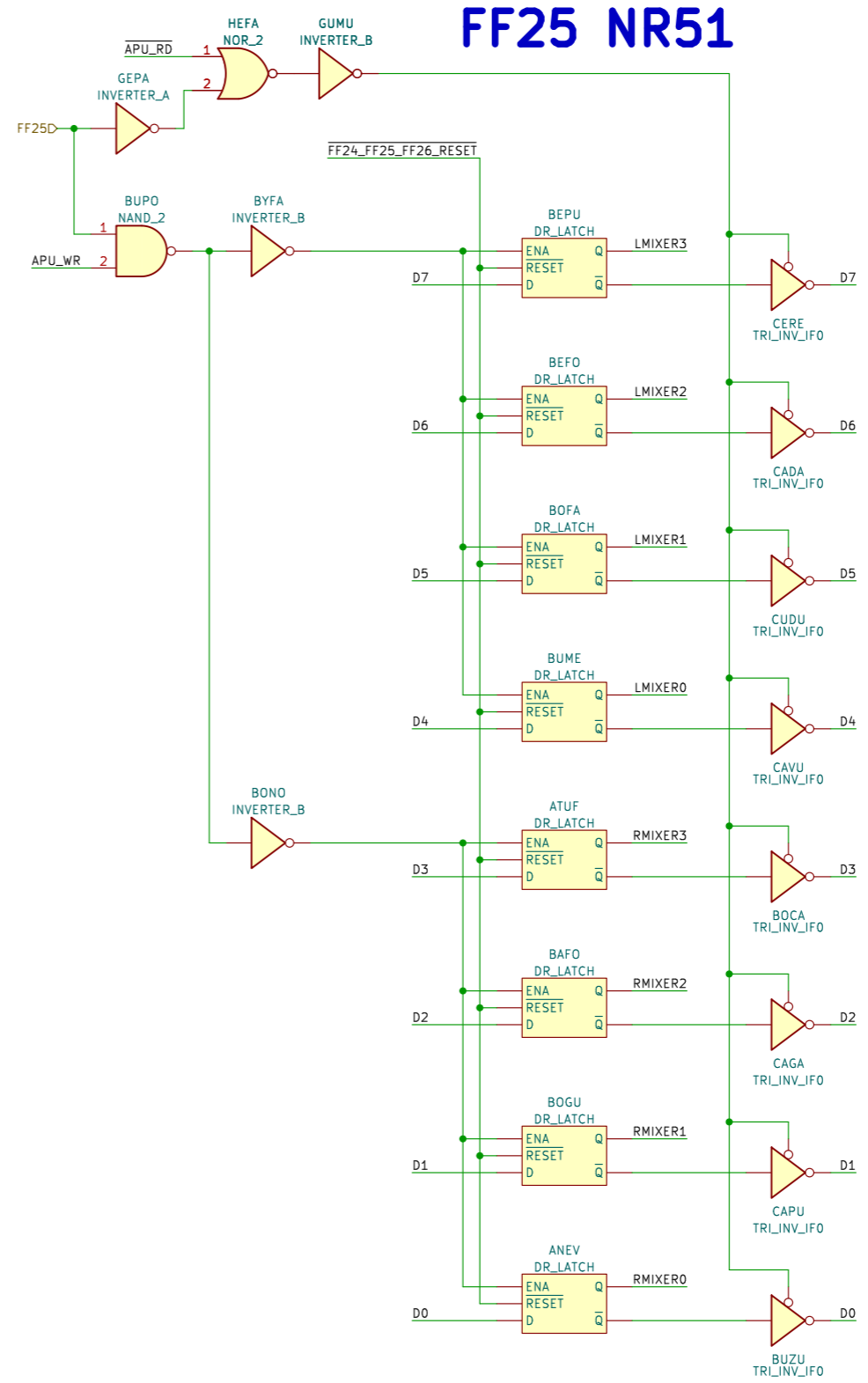
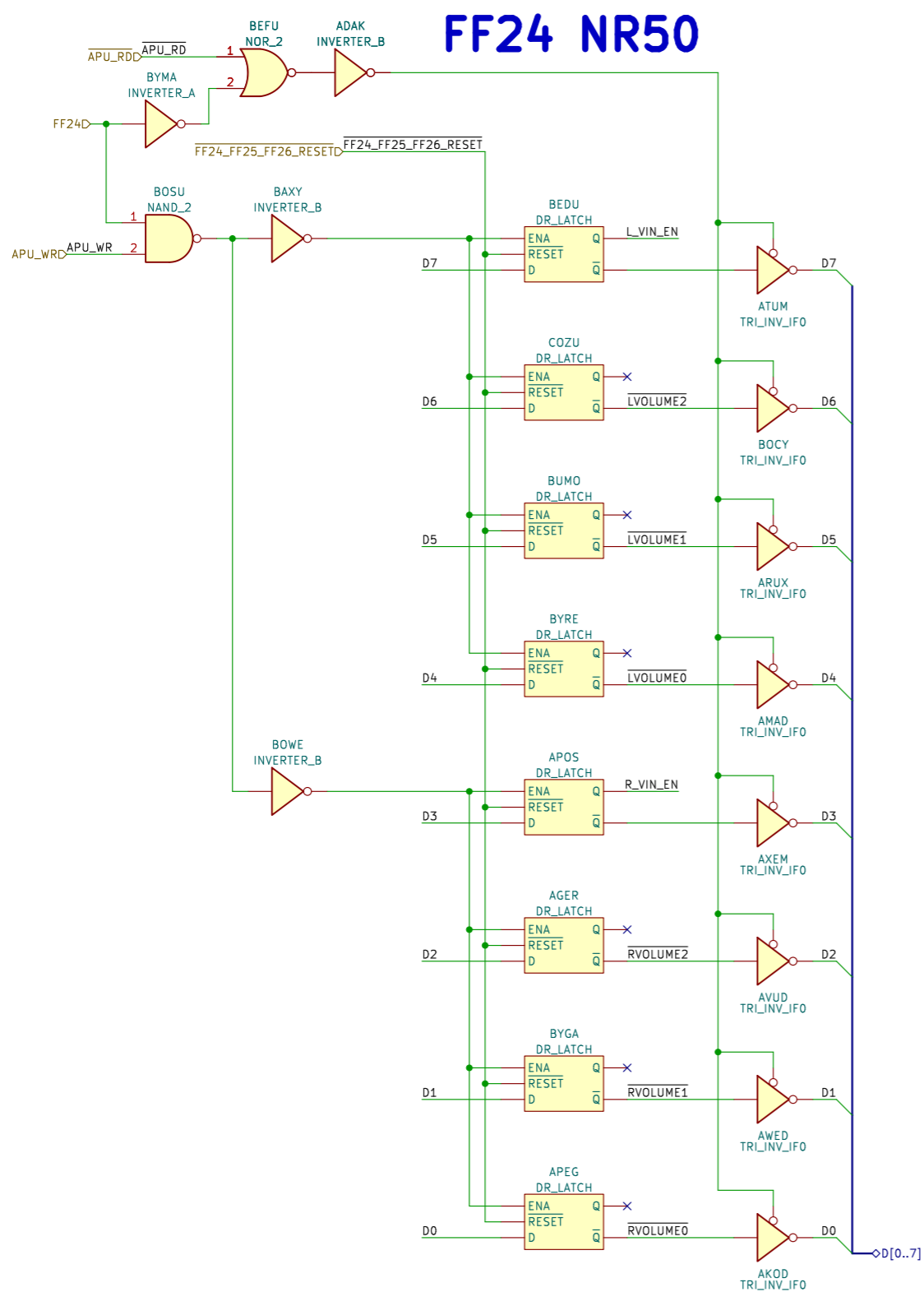


https://github.com/msinger/dmg-schematics CC-BY-SA-4.0 Régis Galland & Michael Singer -- Derived work from Furrtek		
Sheet: /FFOF INT/ File: ffof_int.kicad_sch		
Title: DMG-CPU B		
Size: A3	Date: 2023-05-25	Rev: 0.6
KiCad E.D.A. kicad 7.0.2-1.fc37		Id: 10/46

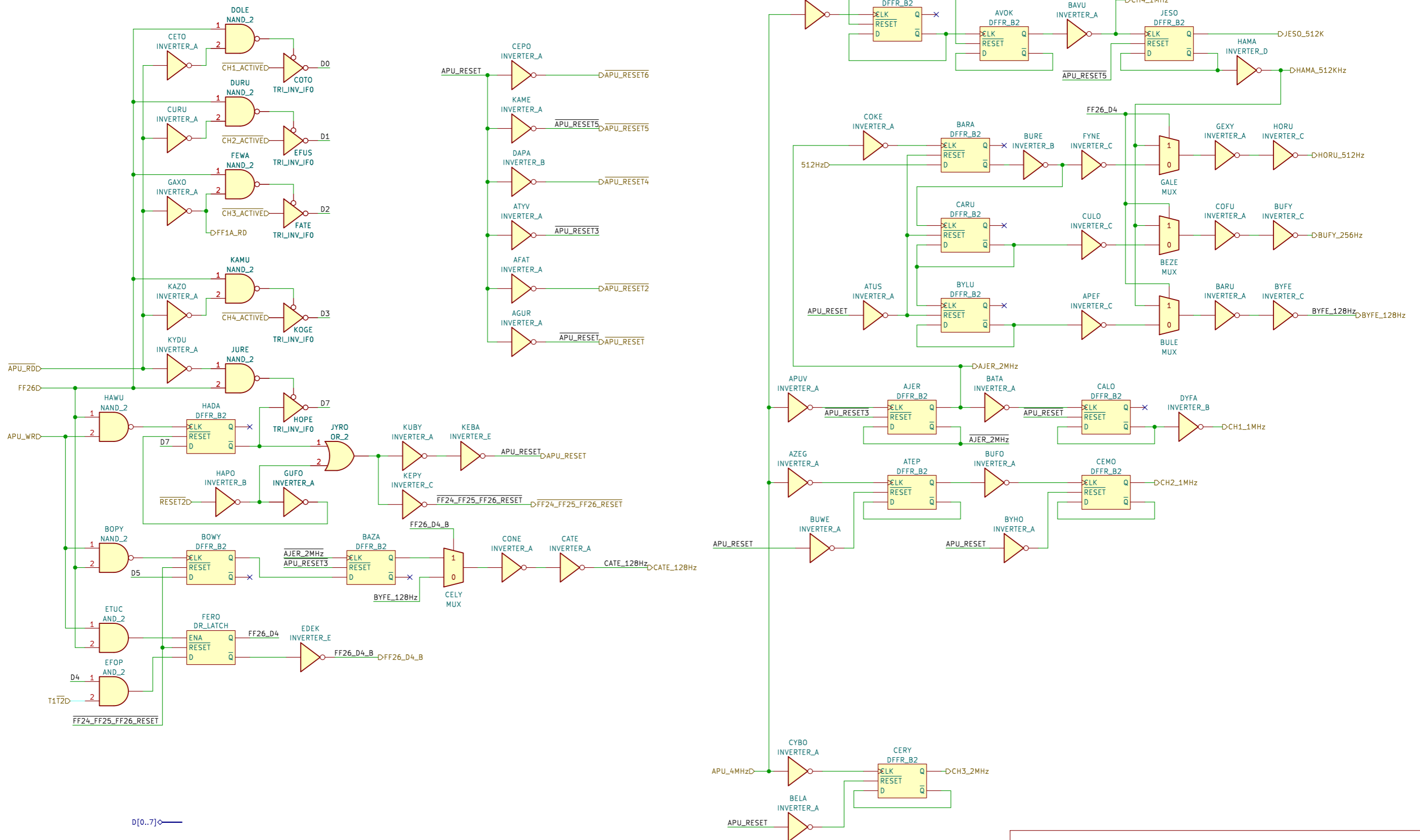


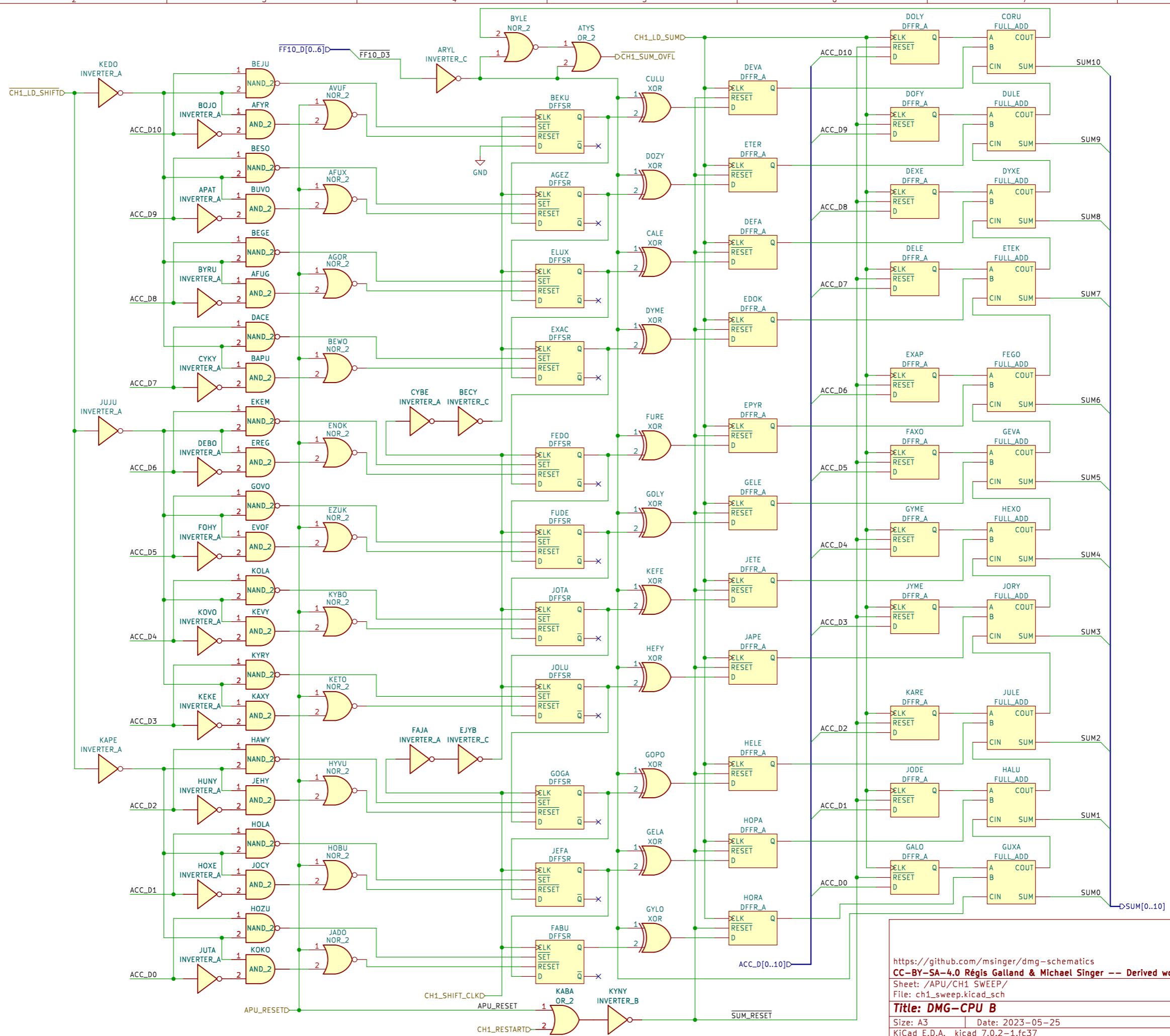


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 Sheet: /APU/APU DECODE/
 File: apu_decode.kicad_sch
Title: DMG-CPU B
 Size: A3 | Date: 2023-05-25 | Rev: 0.6
 KiCad E.D.A. kicad 7.0.2-1.fc37 | Id: 12/46

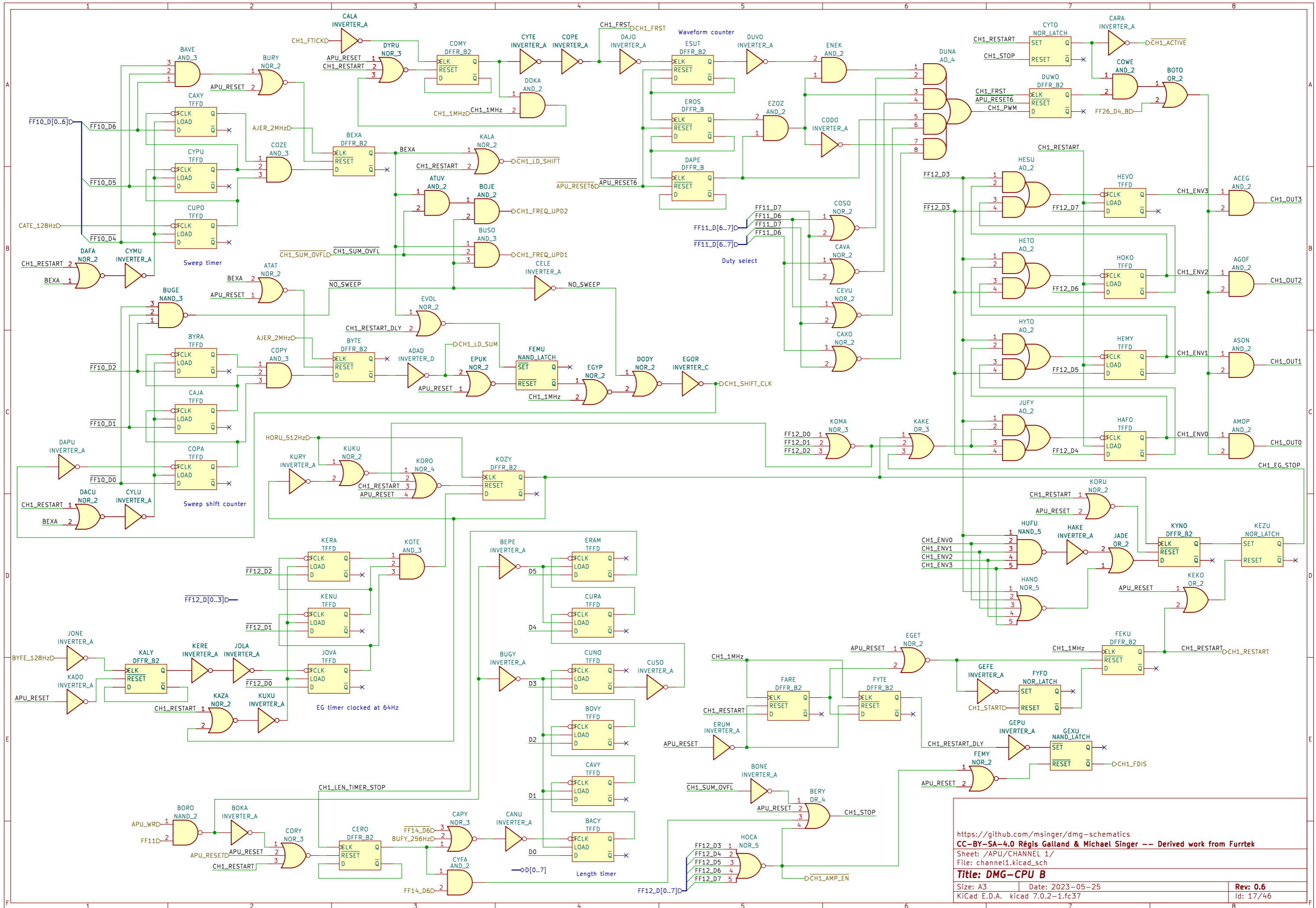


FF26 NR52

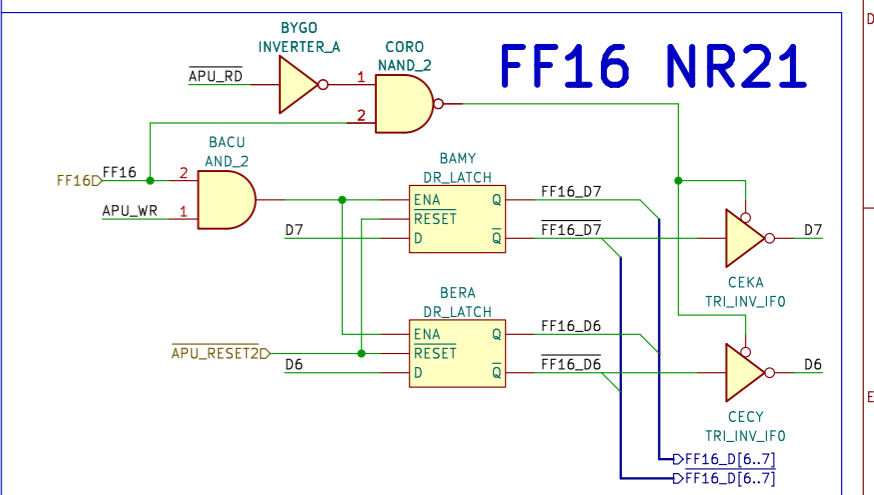
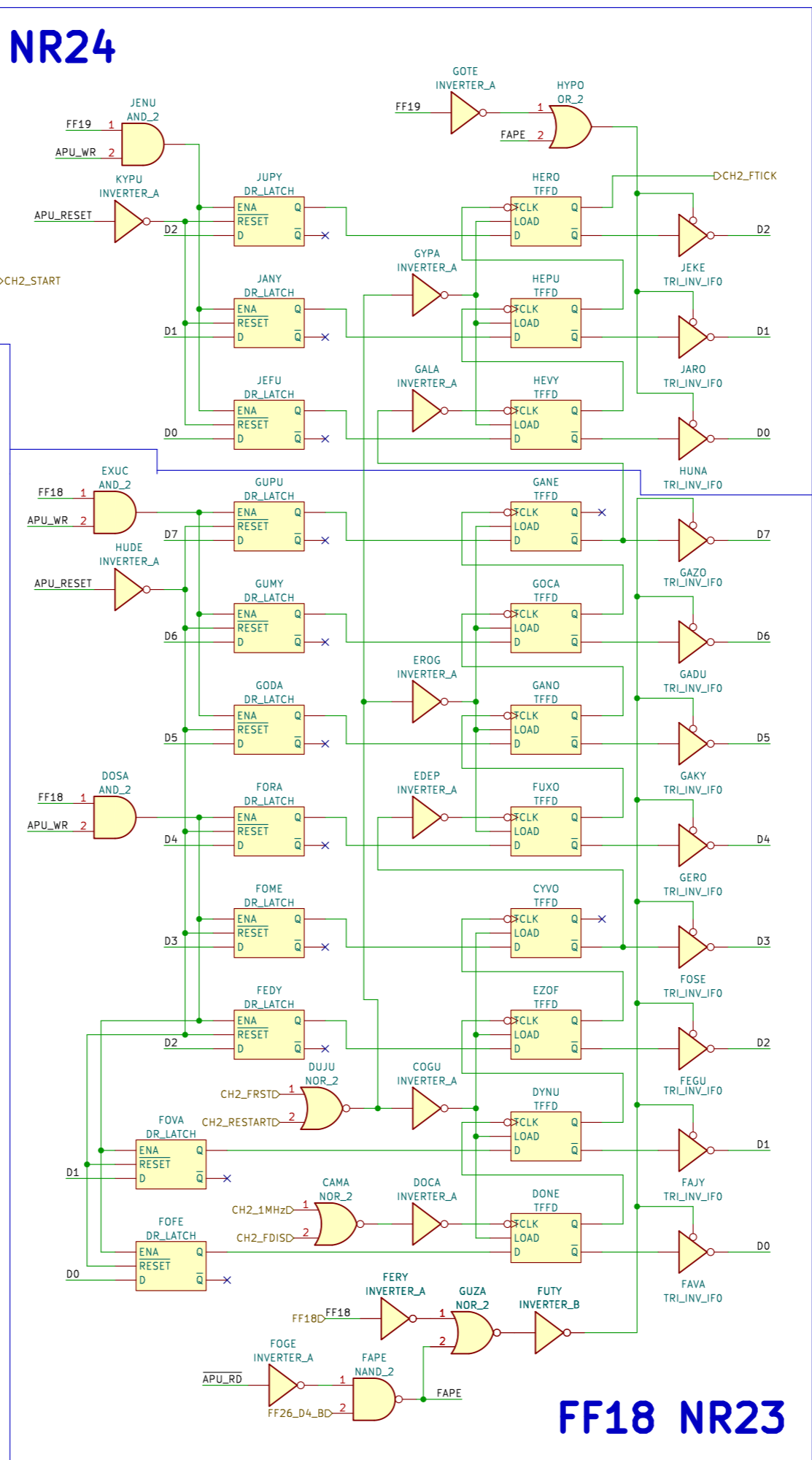
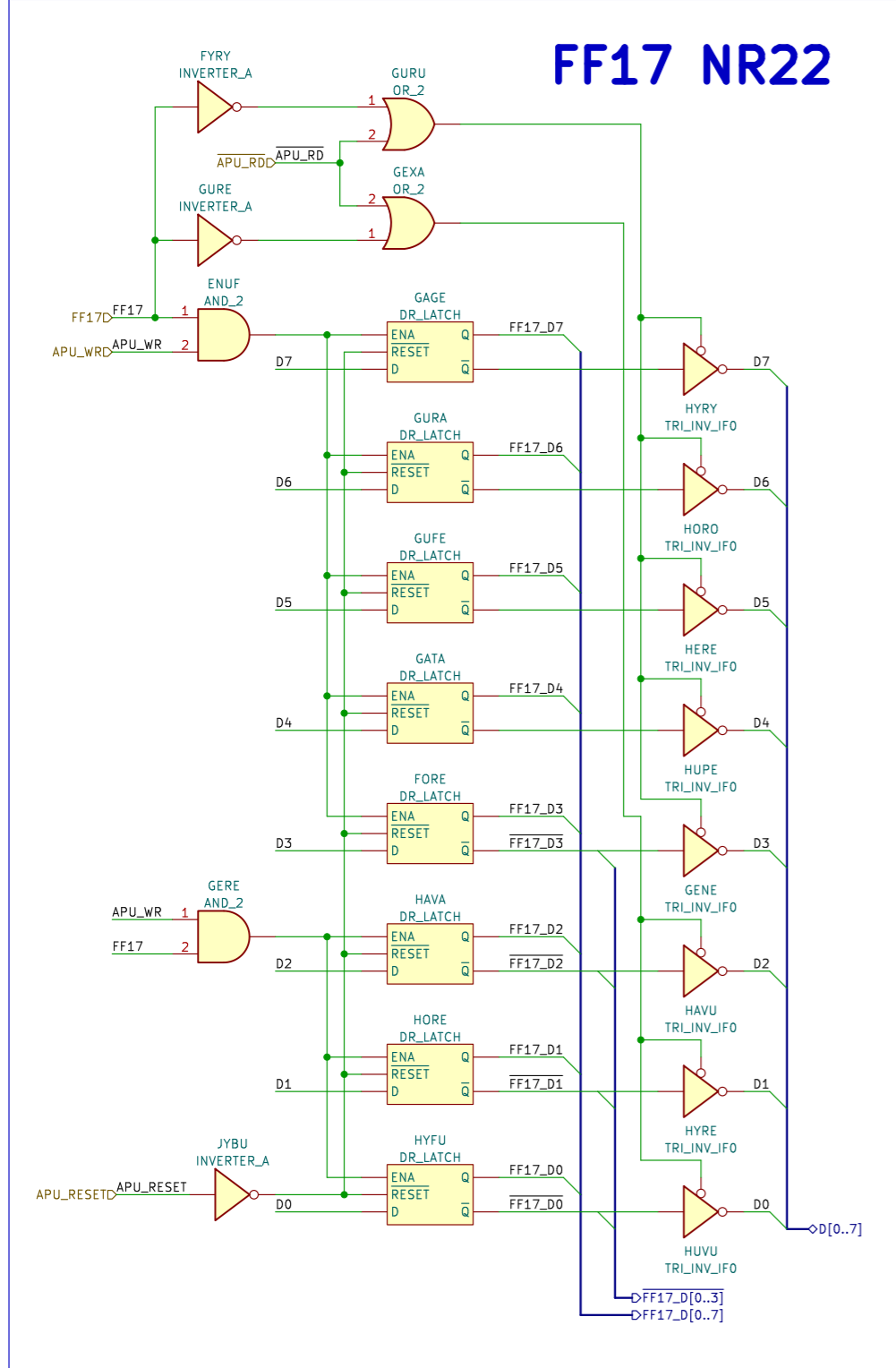
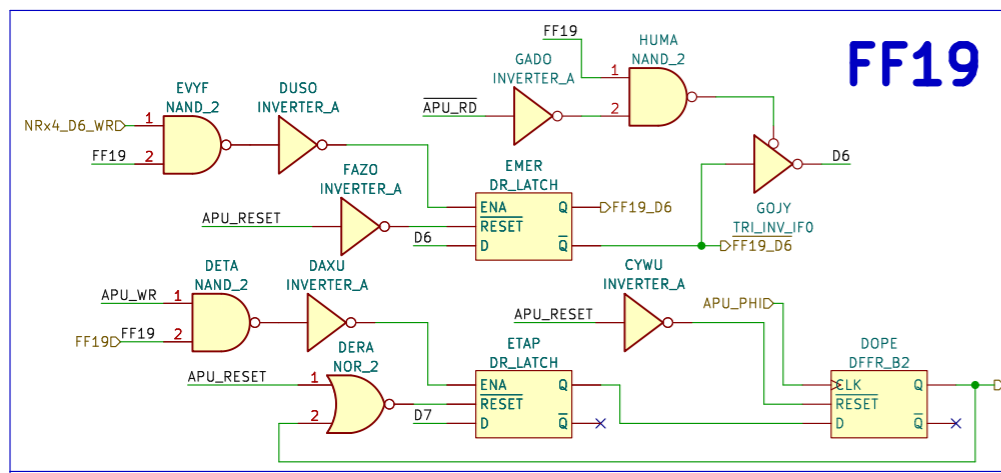


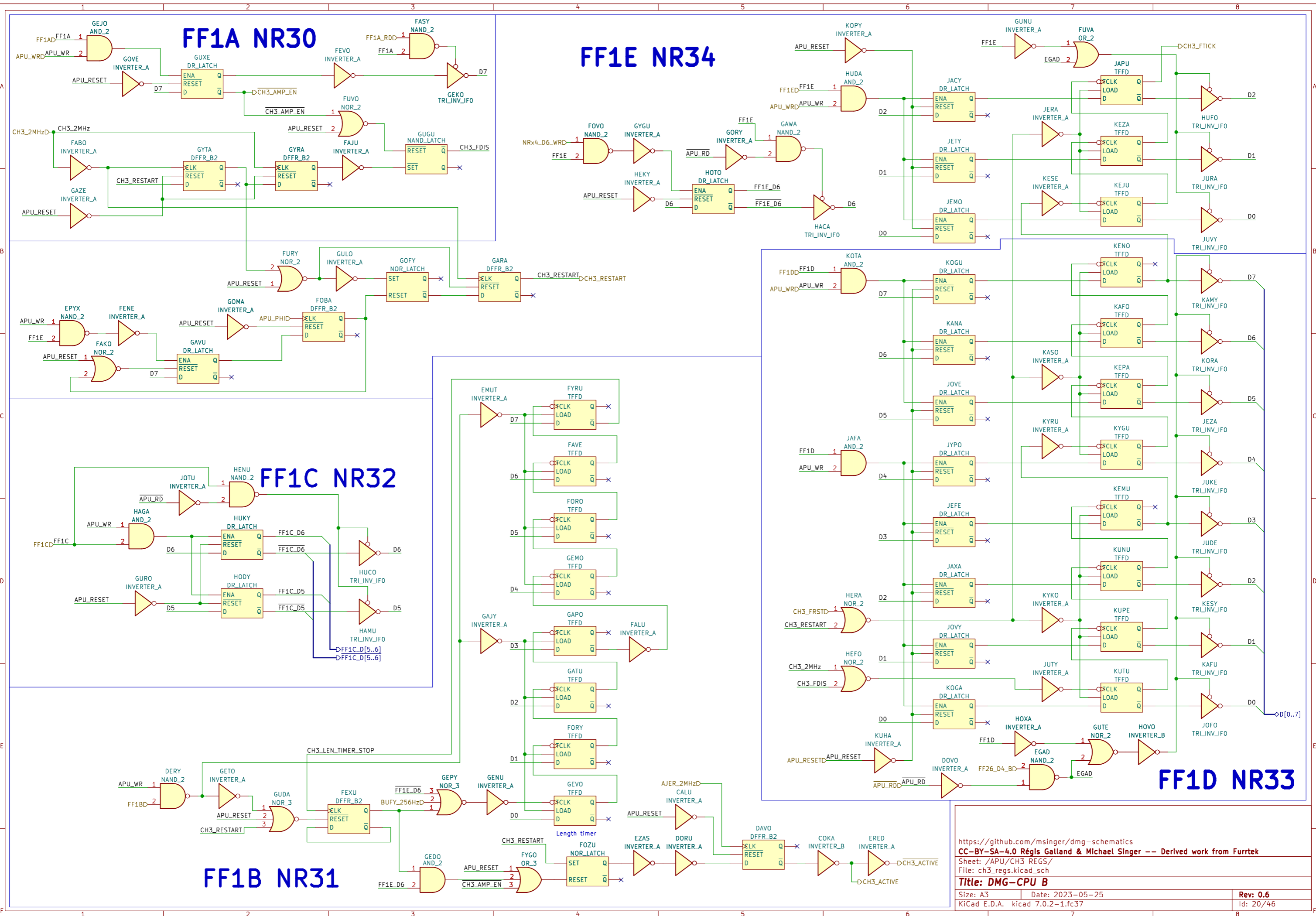


<https://github.com/msinger/dmg-schematics>
CC-BY-SA-4.0 Régis Galland & Michael Singer -- Derived work from Furrtek
 Sheet: /APU/CH1_SWEEP/
 File: ch1_sweep.kicad_sch
Title: DMG-CPU B
 Size: A3 | Date: 2023-05-25 | Rev: 0.6
 KiCad E.D.A. kicad 7.0.2-1.fc37 | Id: 16/46

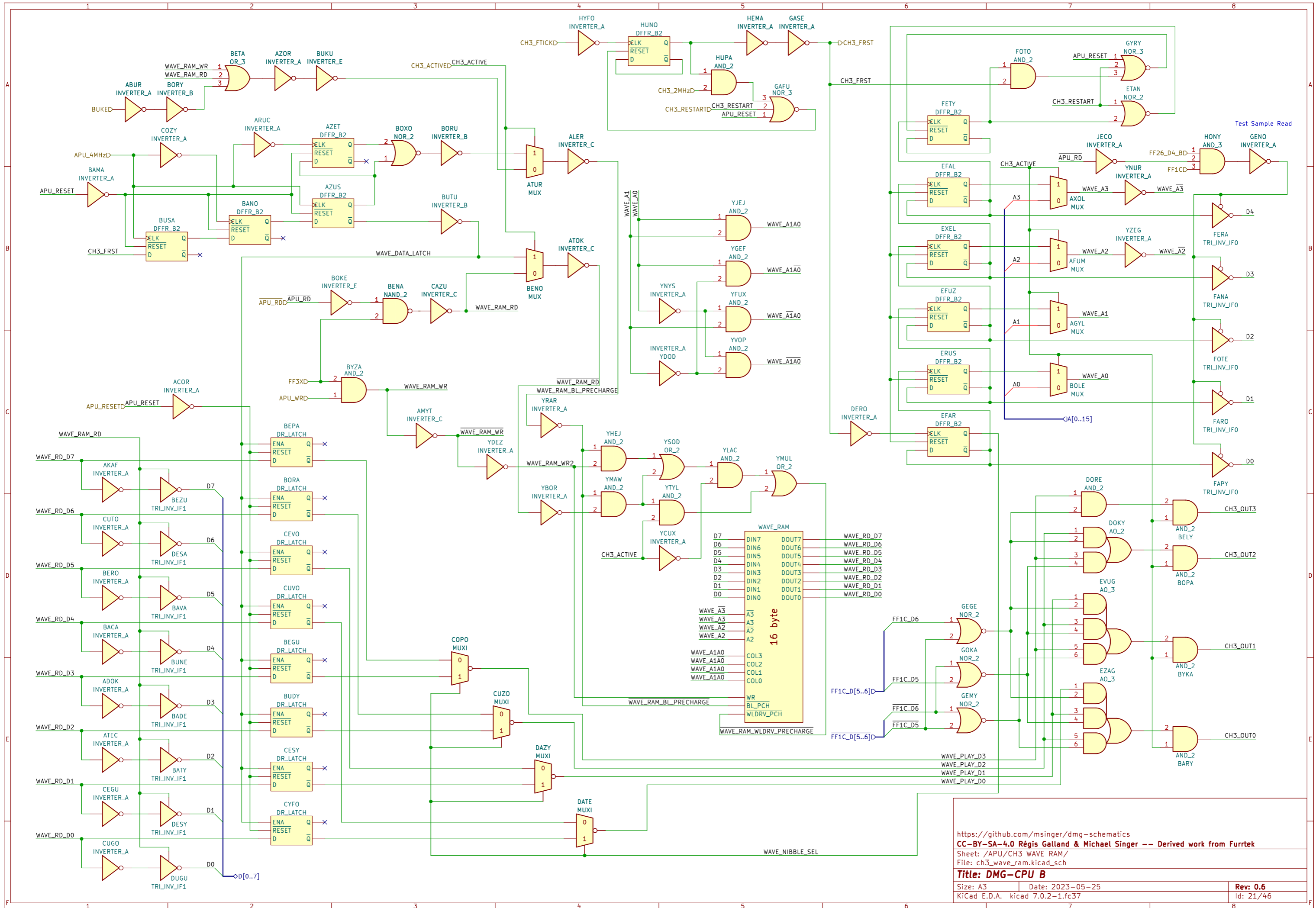


<https://github.com/msinger/dmg-schematics>
CC-BY-SA-4.0 Régis Galland & Michael Singer -- Derived work from Furrtek
 Sheet: /APU/CHANNEL 1/
 File: channel1.kicad_sch
Title: DMG-CPU B
 Size: A3 | Date: 2023-05-25 | Rev: 0.6
 KiCad E.D.A. kicad 7.0.2-1.fc37 | Id: 17/46

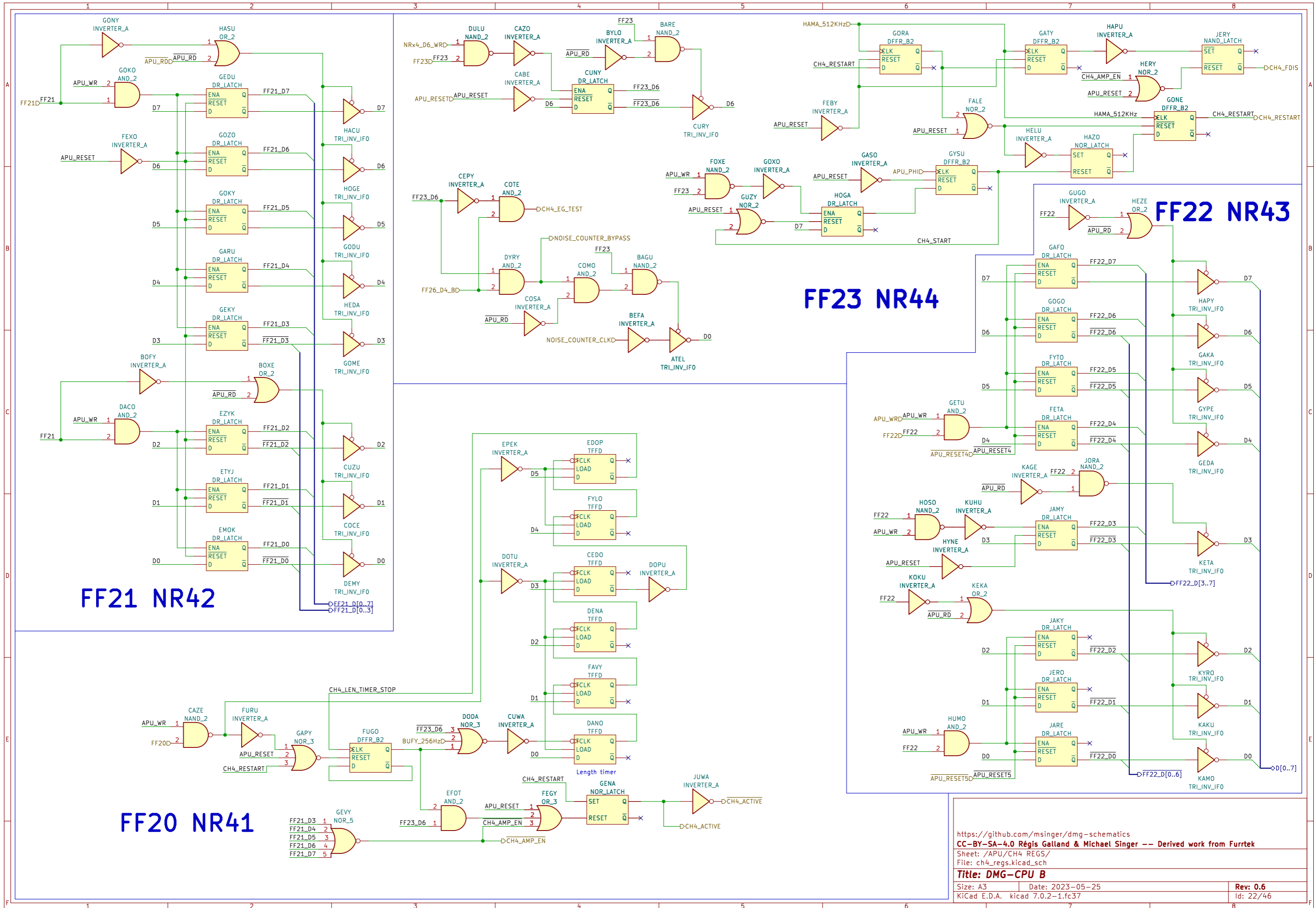


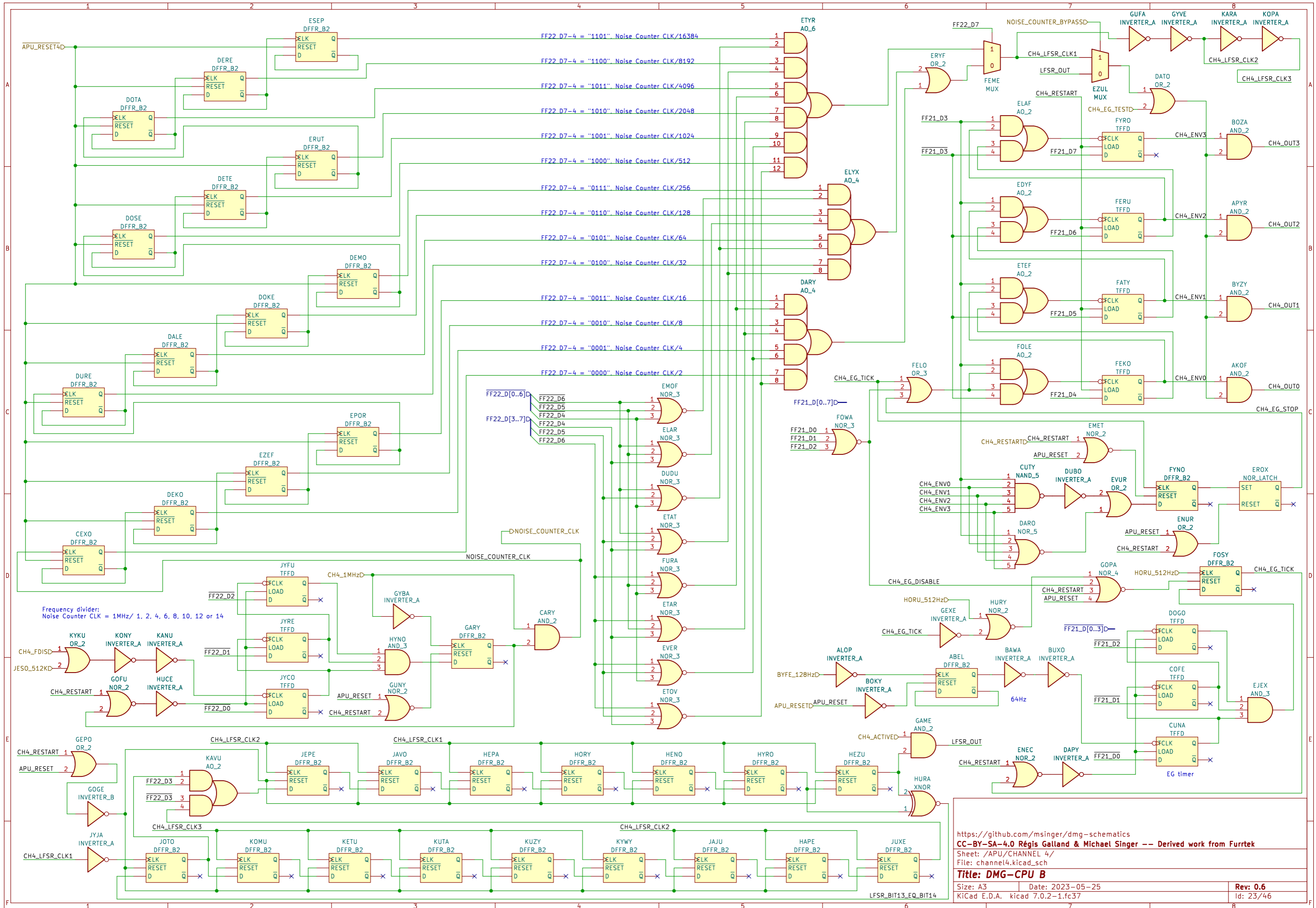


<https://github.com/msinger/dmg-schematics>
 CC-BY-SA-4.0 Régis Galland & Michael Singer -- Derived work from Furrtek
 Sheet: /APU/CH3 REGS/
 File: ch3_regs.kicad_sch
Title: DMG-CPU B
 Size: A3 Date: 2023-05-25 Rev: 0.6
 KiCad E.D.A. kicad 7.0.2-1.fc37 Id: 20/46

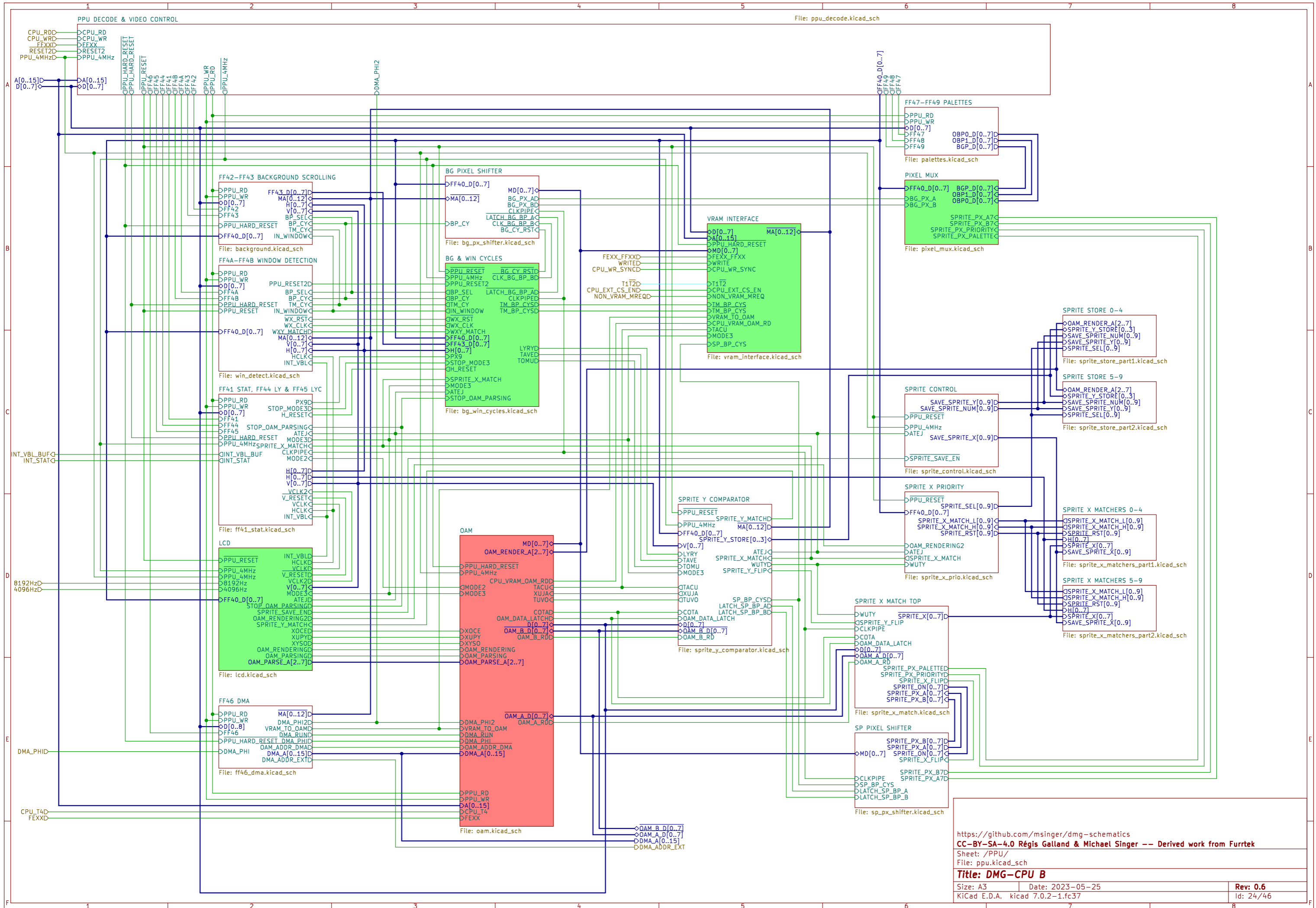


<https://github.com/msinger/dmg-schematics>
CC-BY-SA-4.0 Régis Galland & Michael Singer -- Derived work from Furrtek
 Sheet: /APU/CH3 WAVE_RAM/
 File: ch3_wave_ram.kicad_sch
Title: DMG-CPU B
 Size: A3 | Date: 2023-05-25 | Rev: 0.6
 KiCad E.D.A. kicad 7.0.2-1.fc37 | Id: 21/46

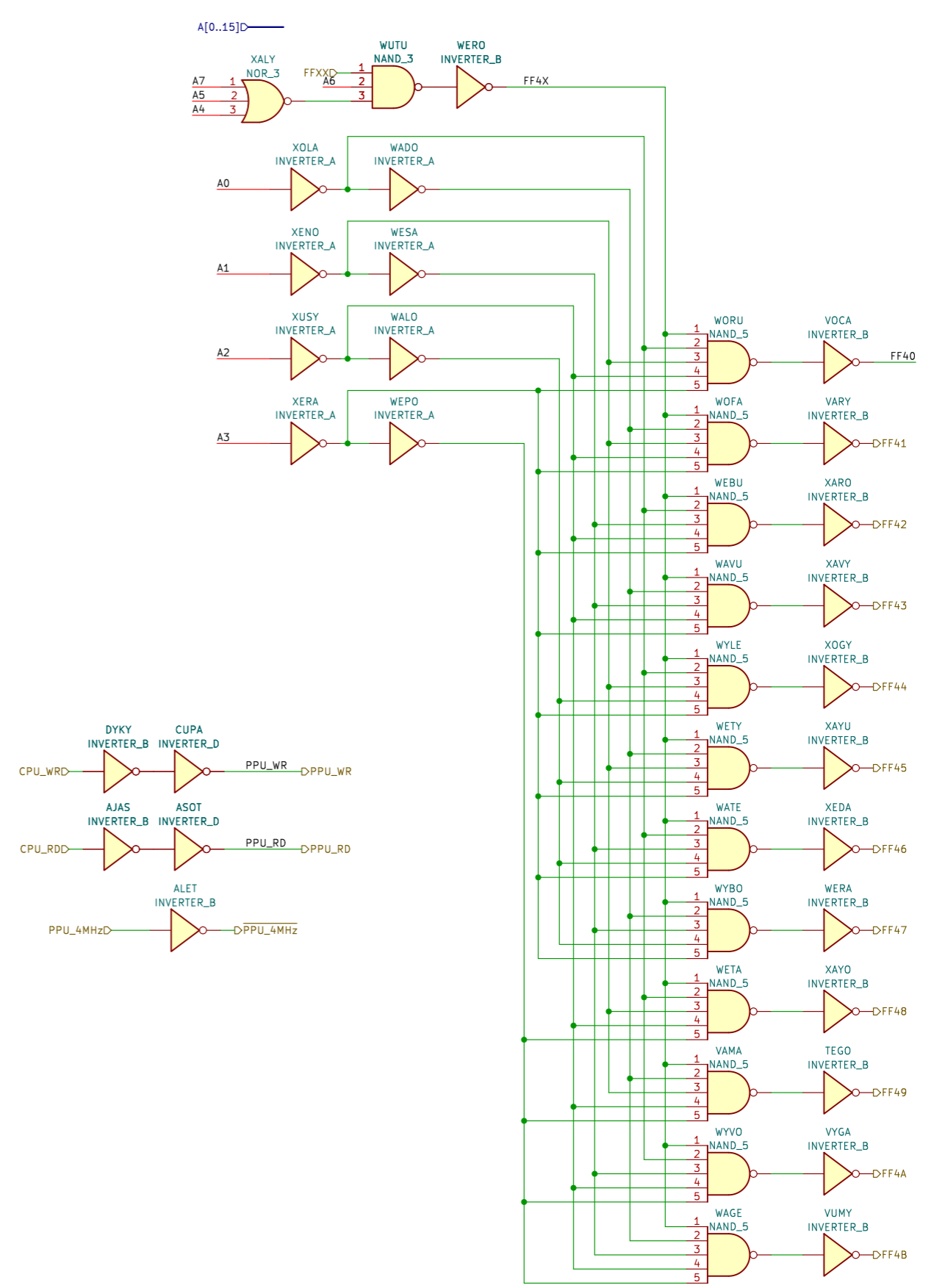
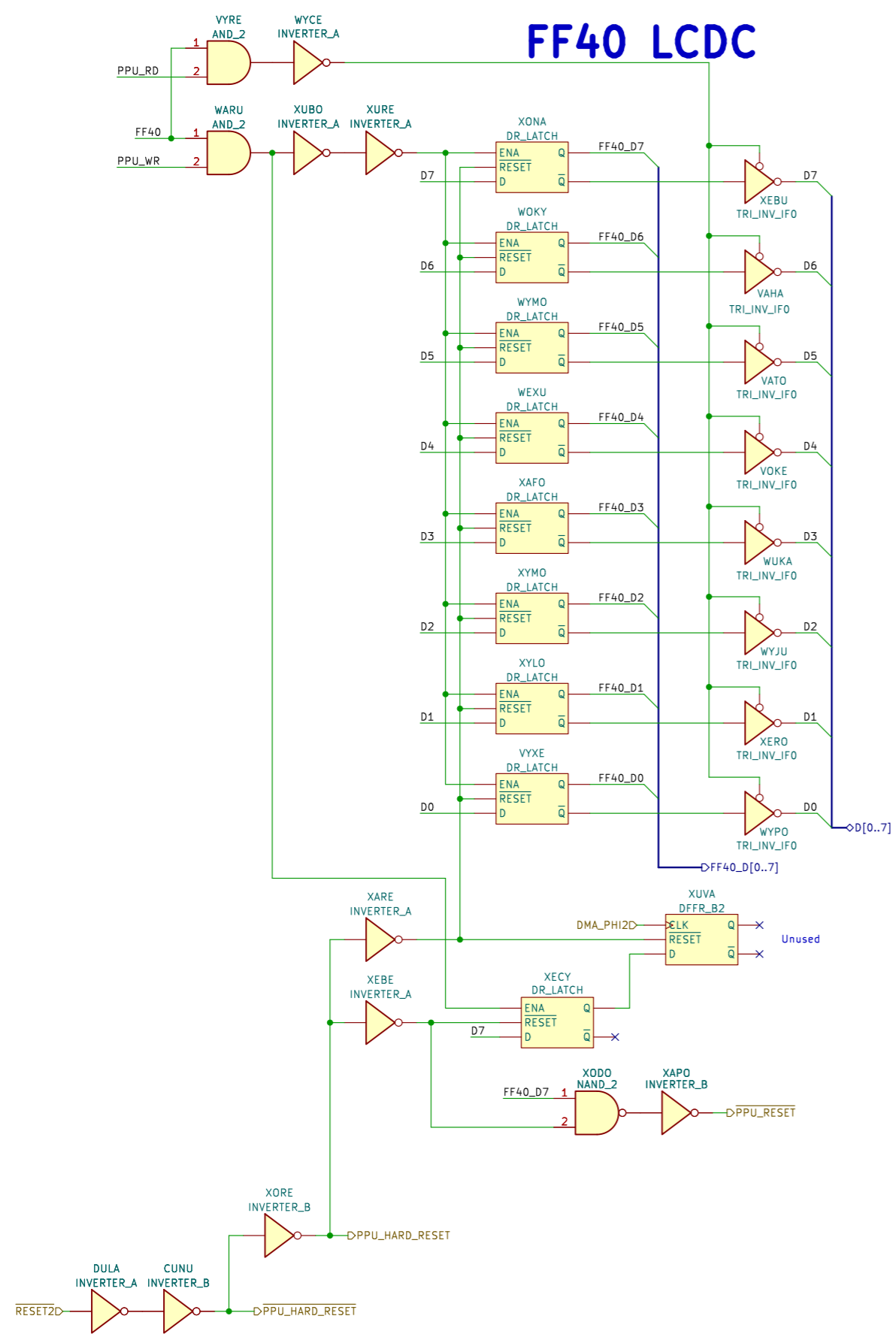


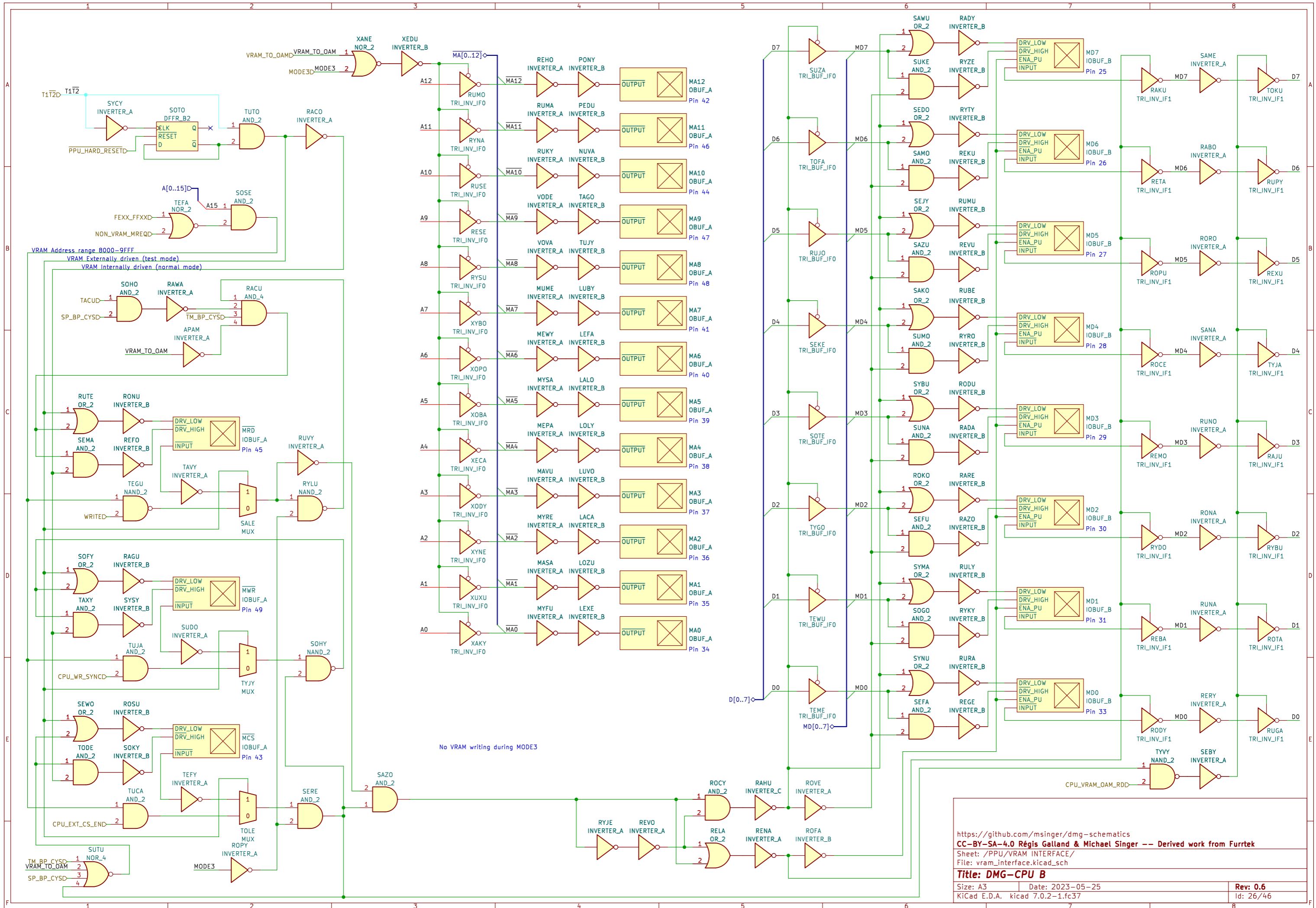


<https://github.com/msinger/dmg-schematics>
CC-BY-SA-4.0 Régis Galland & Michael Singer -- Derived work from Furrtek
 Sheet: /APU/CHANNEL 4/
 File: channel4.kicad_sch
Title: DMG-CPU B
 Size: A3 | Date: 2023-05-25 | Rev: 0.6
 KiCad E.D.A. kicad 7.0.2-1.fc37 | Id: 23/46

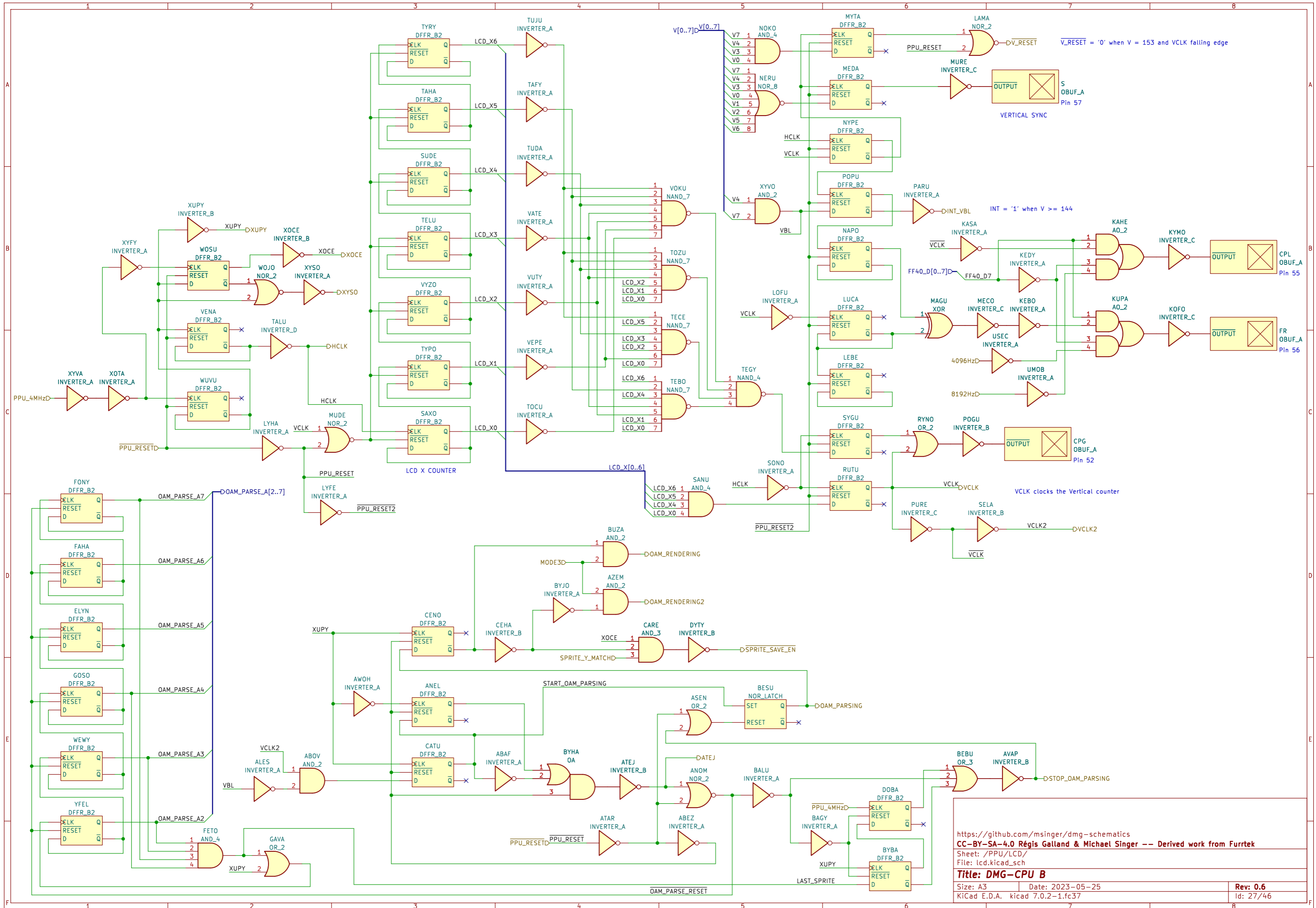


FF40 LCDC

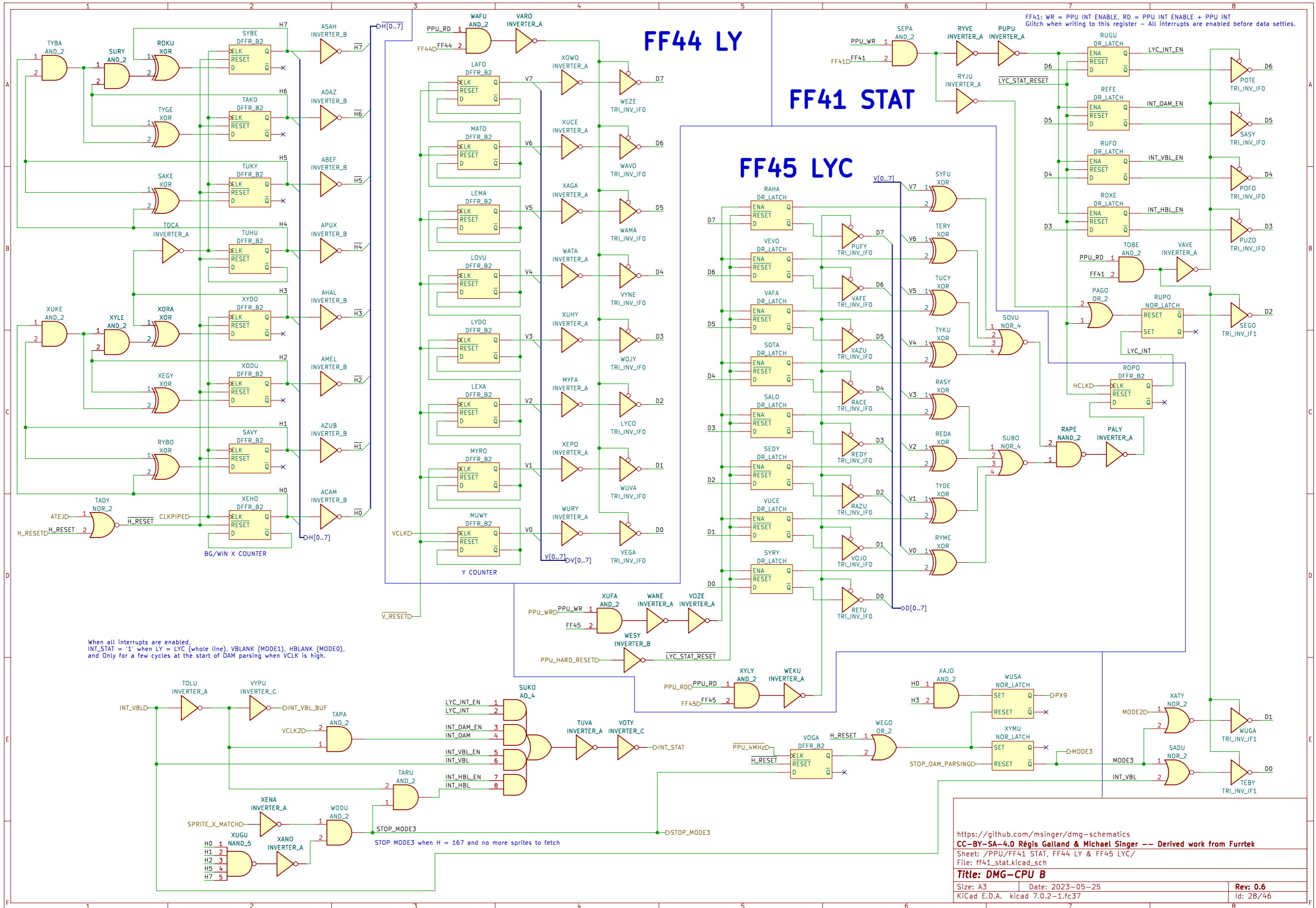




<https://github.com/msinger/dmg-schematics>
CC-BY-SA-4.0 Régis Galland & Michael Singer -- Derived work from Furrtek
 Sheet: /PPU/VRAM INTERFACE/
 File: vram_interface.kicad_sch
Title: DMG-CPU B
 Size: A3 | Date: 2023-05-25 | Rev: 0.6
 KiCad E.D.A. kicad 7.0.2-1.fc37 | Id: 26/46



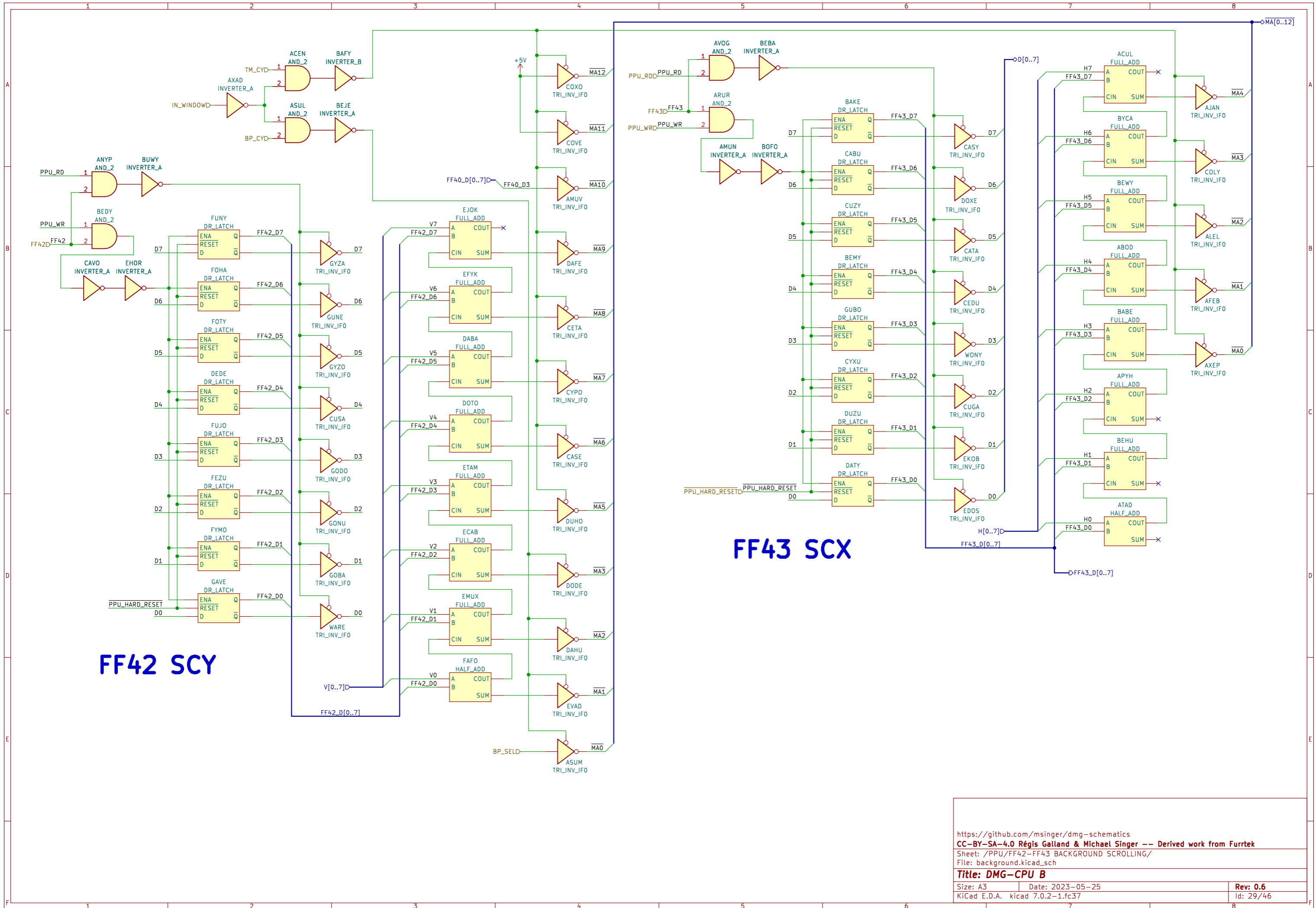
<https://github.com/msinger/dmg-schematics>
CC-BY-SA-4.0 Régis Galland & Michael Singer -- Derived work from Furrtek
 Sheet: /PPU/LCD/
 File: lcd.kicad_sch
Title: DMG-CPU B
 Size: A3 | Date: 2023-05-25 | Rev: 0.6
 KiCad E.D.A. kicad 7.0.2-1.fc37 | Id: 27/46

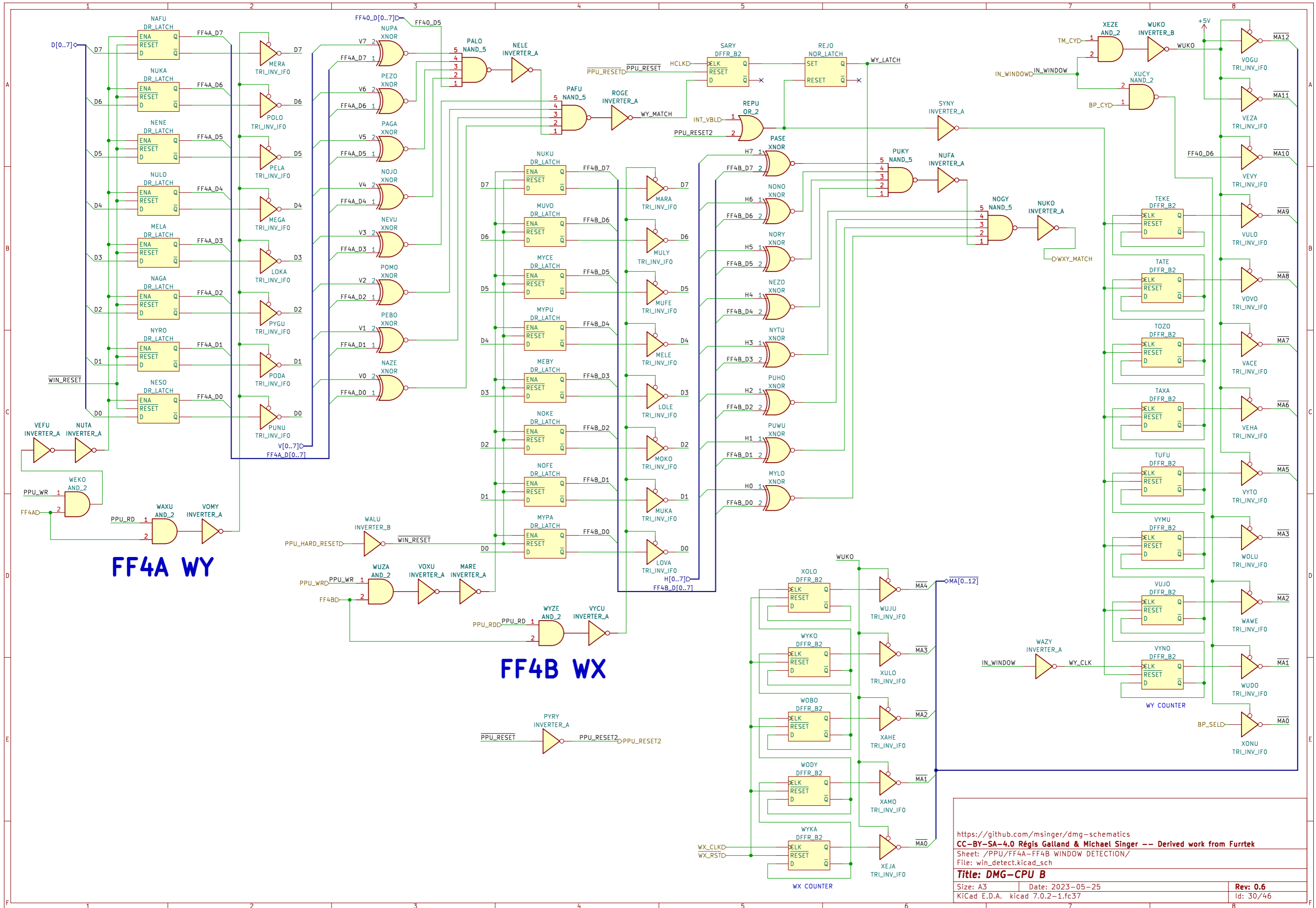


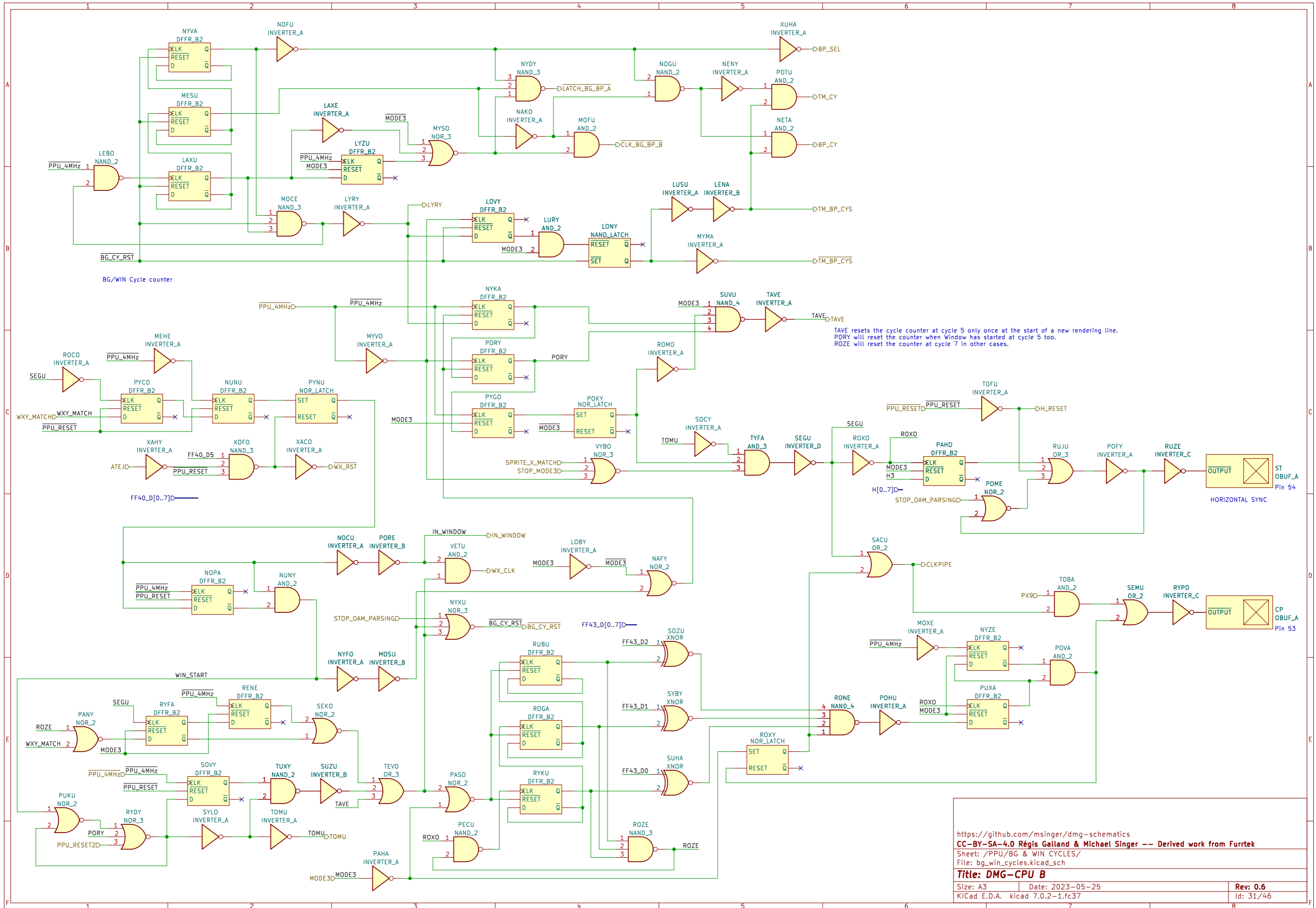
When all interrupts are enabled,
 INT_STAT = '1' when LY = LYC (whole line), VBLANK (MODE1), HBLANK (MODE0),
 and Only for a few cycles at the start of OAM parsing when VCLK is high.

STOP MODE3 when H = 167 and no more sprites to fetch

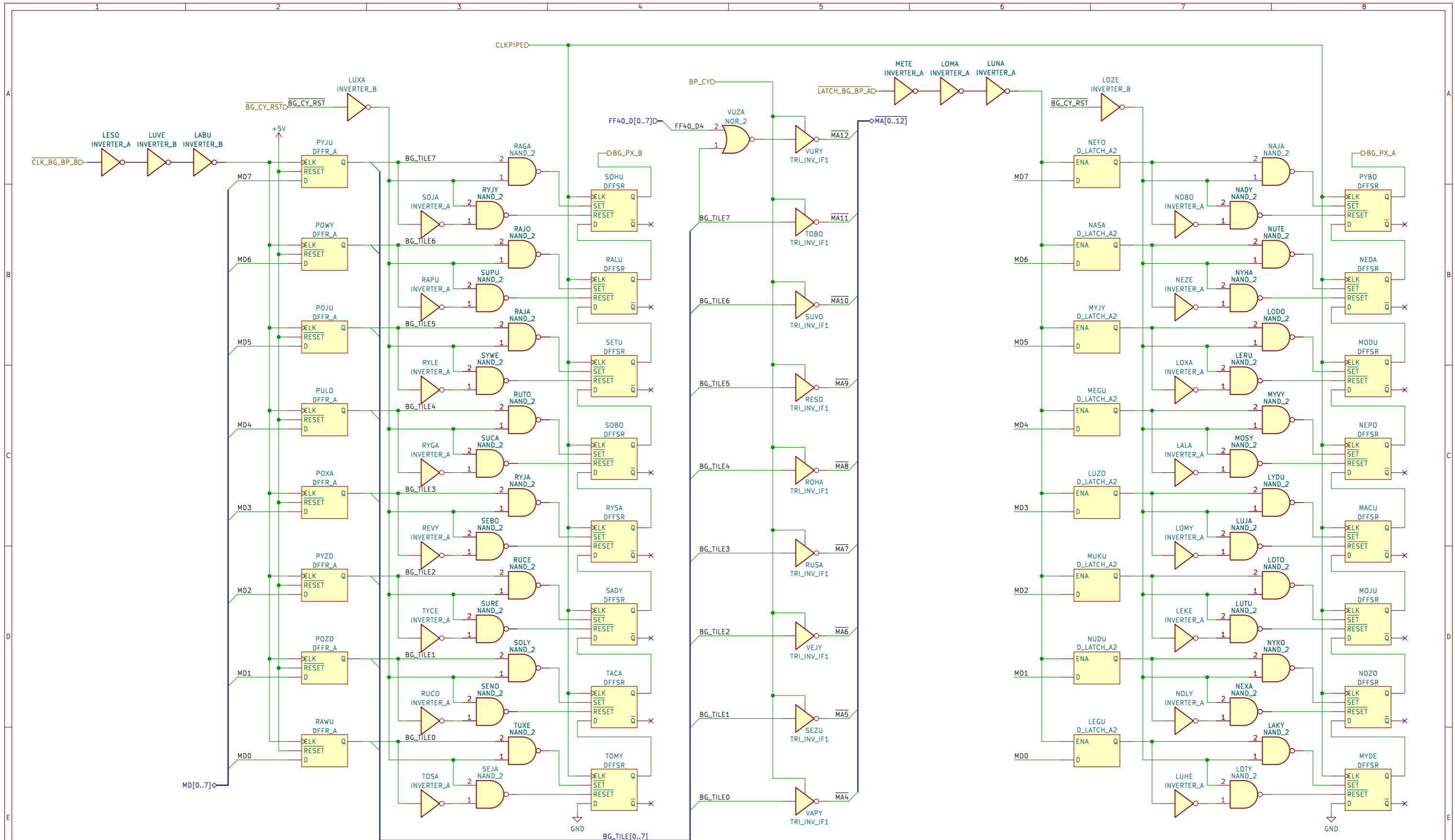
<https://github.com/msinger/dmg-schematics>
 CC-BY-SA-4.0 Régis Galland & Michael Singer -- Derived work from Furrtek
 Sheet: /PPU/FF41 STAT, FF44 LY & FF45 LYC/
 File: ff41_stat.kicad_sch
Title: DMG-CPU B
 Size: A3 | Date: 2023-05-25 | Rev: 0.6
 KiCad E.D.A. kicad 7.0.2-1.fc37 | Id: 28/46





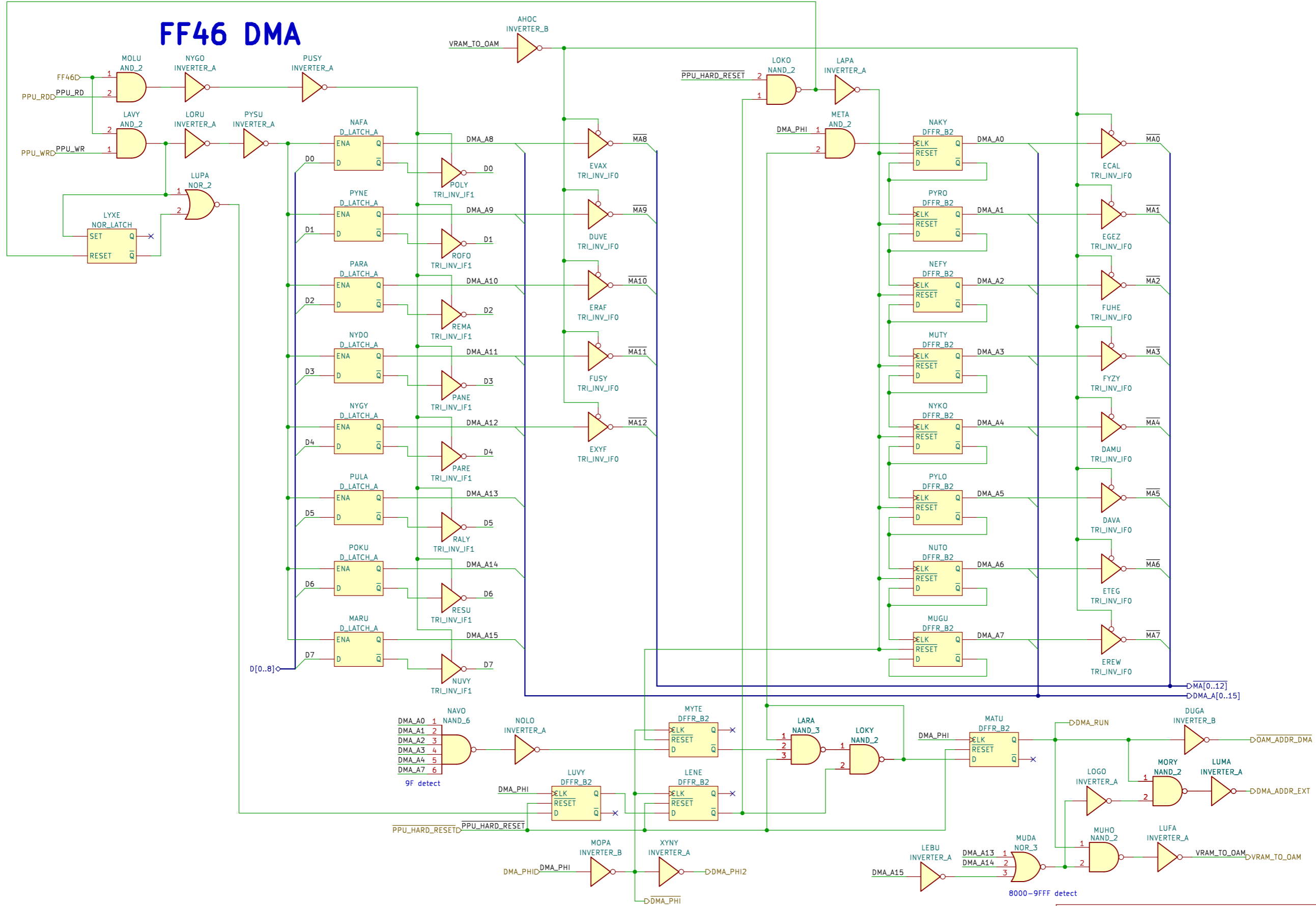


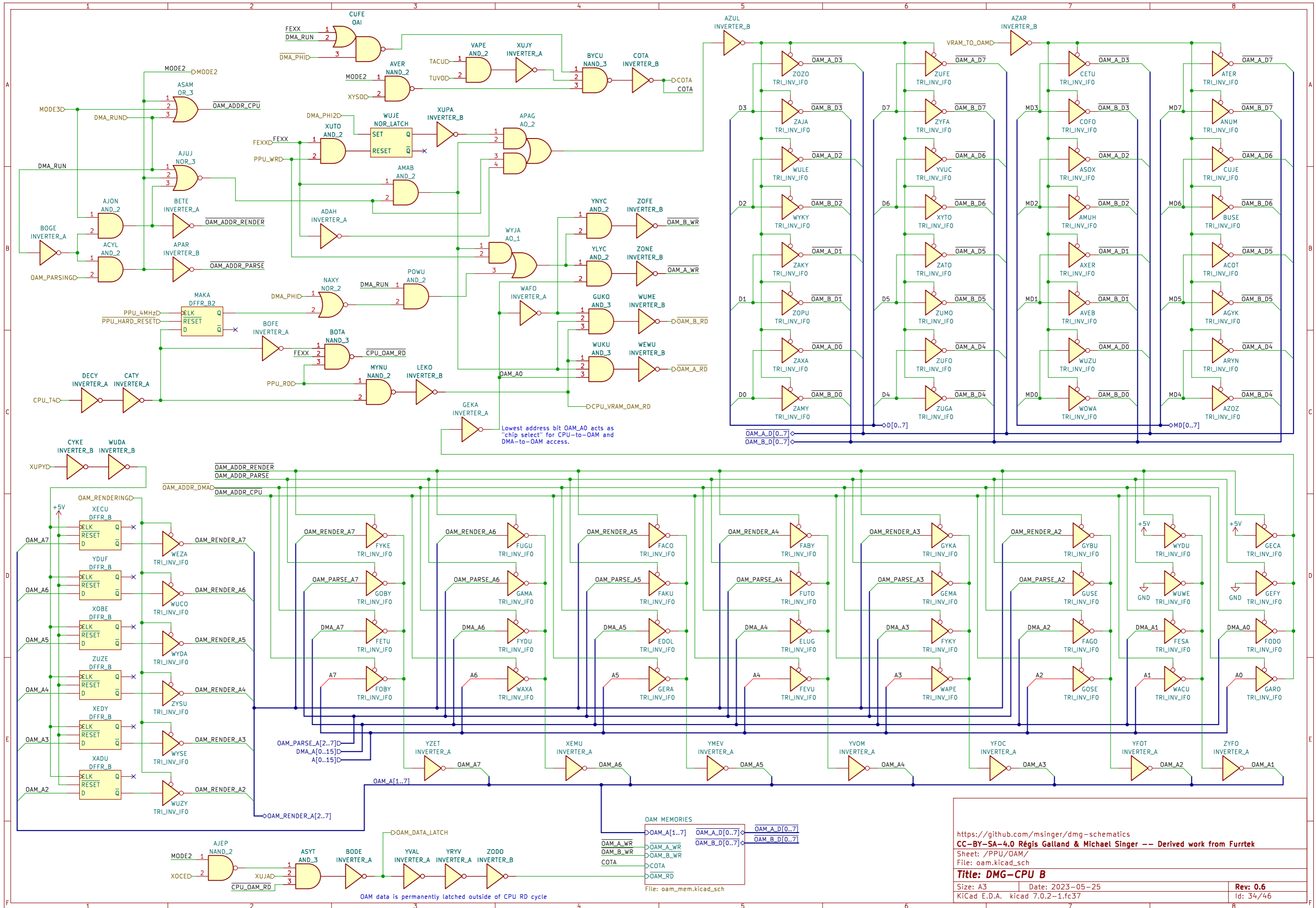
TAVE resets the cycle counter at cycle 5 only once at the start of a new rendering line.
 PORY will reset the counter when Window has started at cycle 5 too.
 ROZE will reset the counter at cycle 7 in other cases.



MA bit 3-0 comes from BG or WIN sheets which gives the y offset in the tile

FF46 DMA

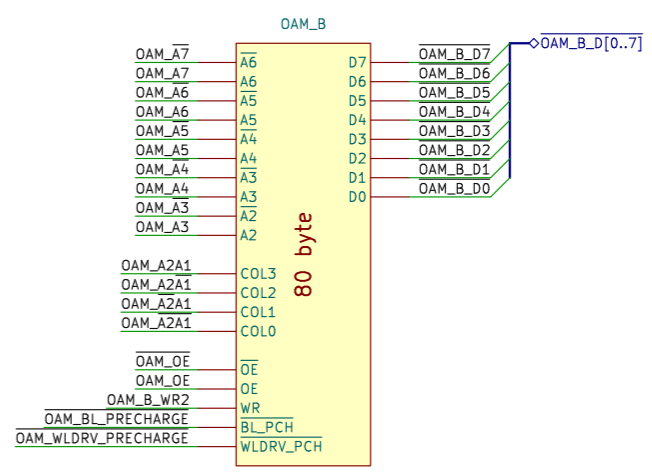
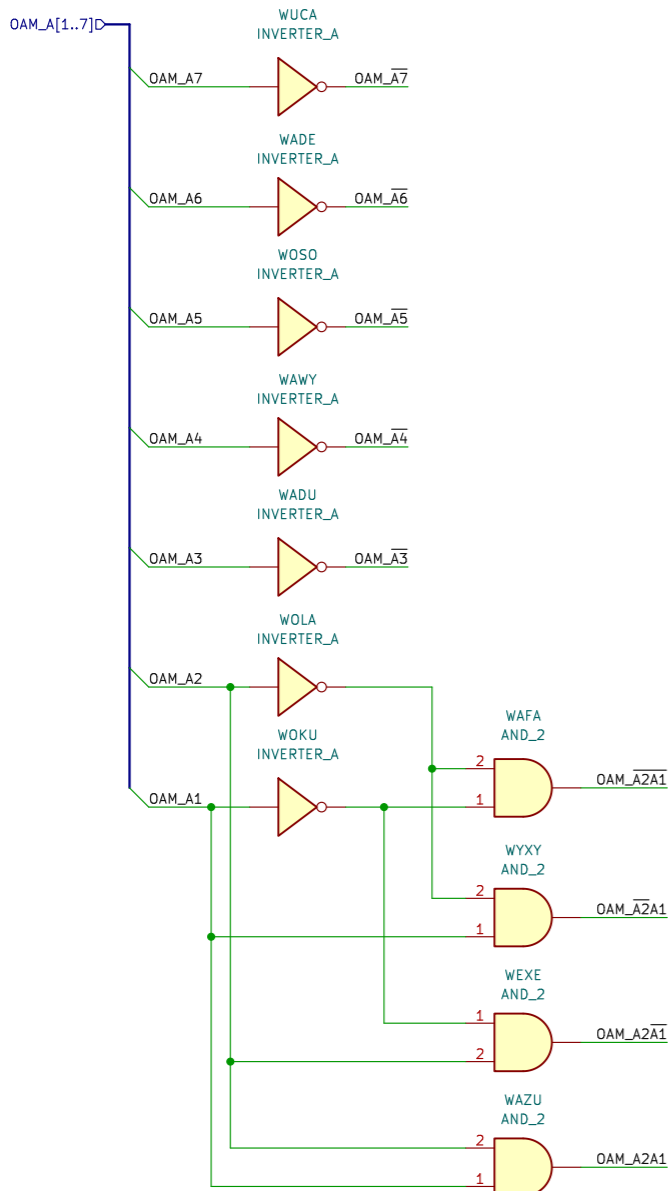
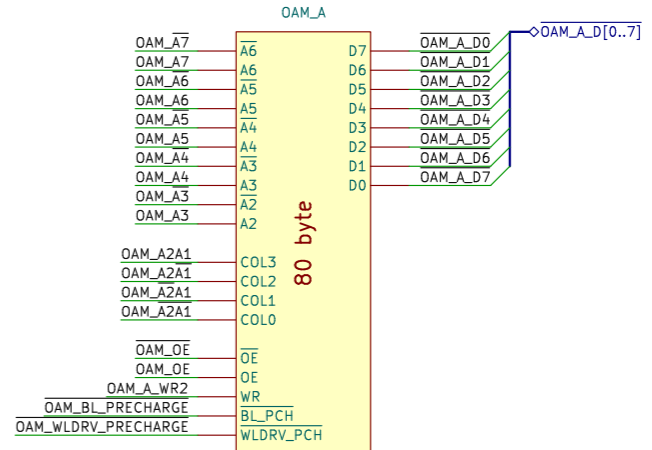
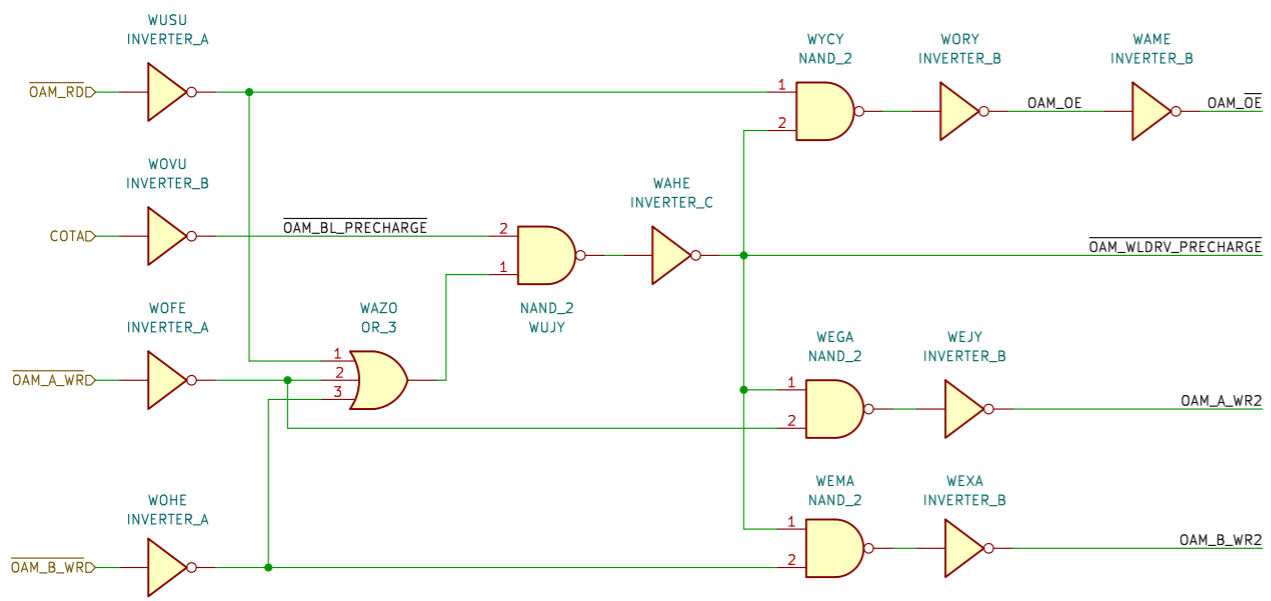


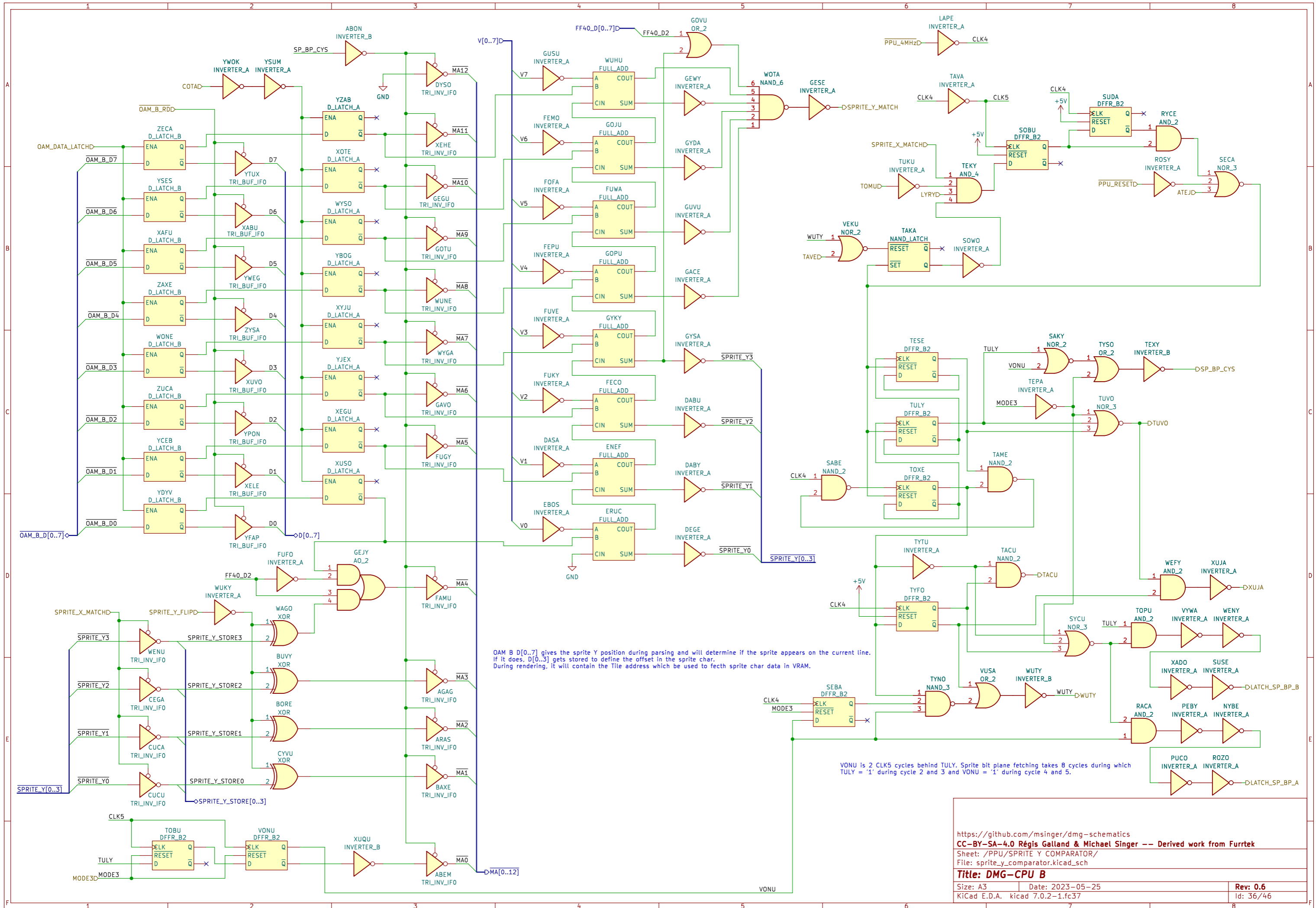


Lowest address bit OAM_A0 acts as "chip select" for CPU-to-OAM and DMA-to-OAM access.

OAM data is permanently latched outside of CPU RD cycle

<https://github.com/msinger/dmg-schematics>
CC-BY-SA-4.0 Régis Galland & Michael Singer -- Derived work from Furrtek
 Sheet: /PPU/OAM/
 File: oam.kicad_sch
Title: DMG-CPU B
 Size: A3 | Date: 2023-05-25 | Rev: 0.6
 KiCad E.D.A. kicad 7.0.2-1.fc37 | Id: 34/46

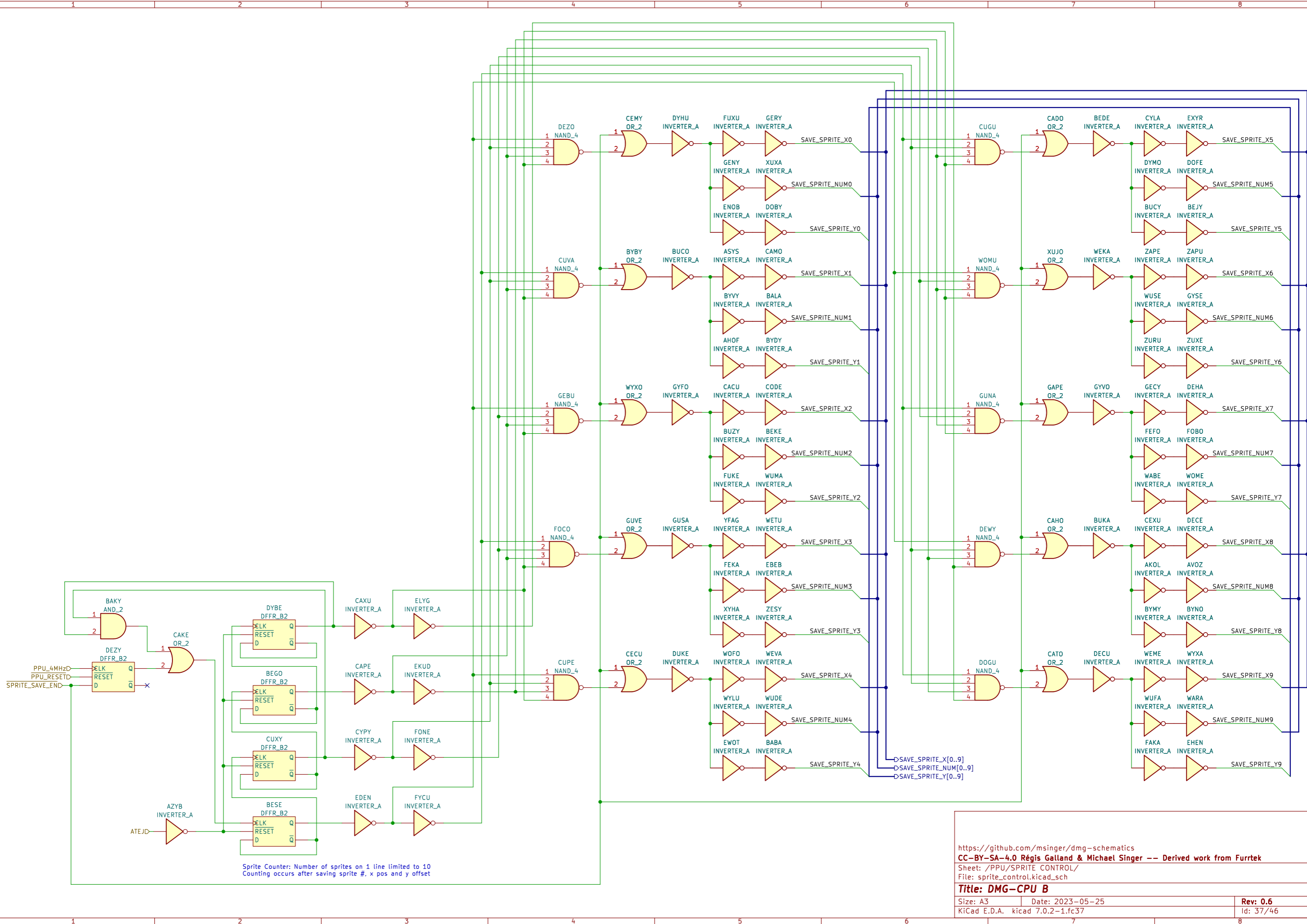




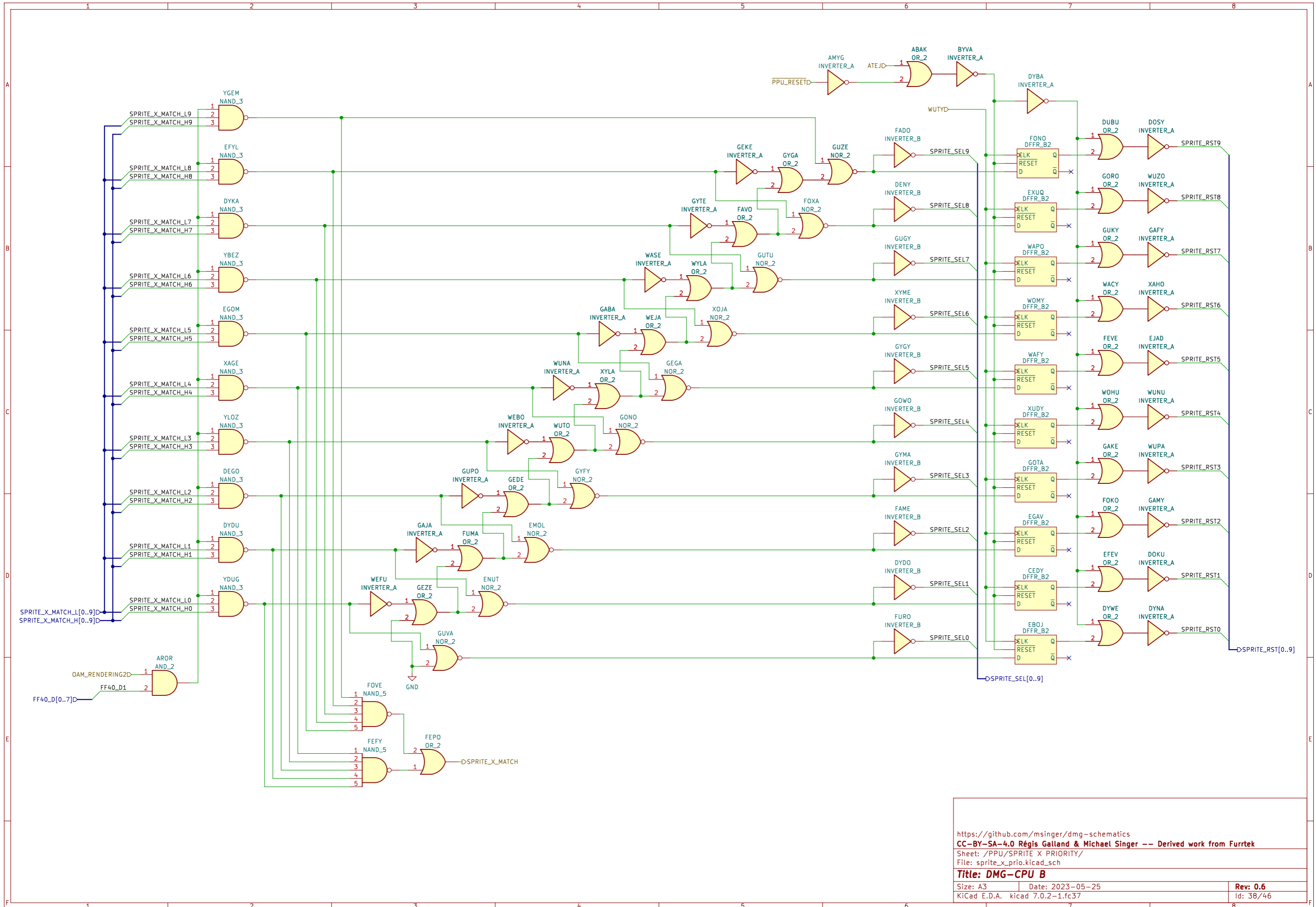
OAM B D[0..7] gives the sprite Y position during parsing and will determine if the sprite appears on the current line. If it does, D[0..3] gets stored to define the offset in the sprite char. During rendering, it will contain the Tile address which be used to fetch sprite char data in VRAM.

VONU is 2 CLK5 cycles behind TULY. Sprite bit plane fetching takes 8 cycles during which TULY = '1' during cycle 2 and 3 and VONU = '1' during cycle 4 and 5.

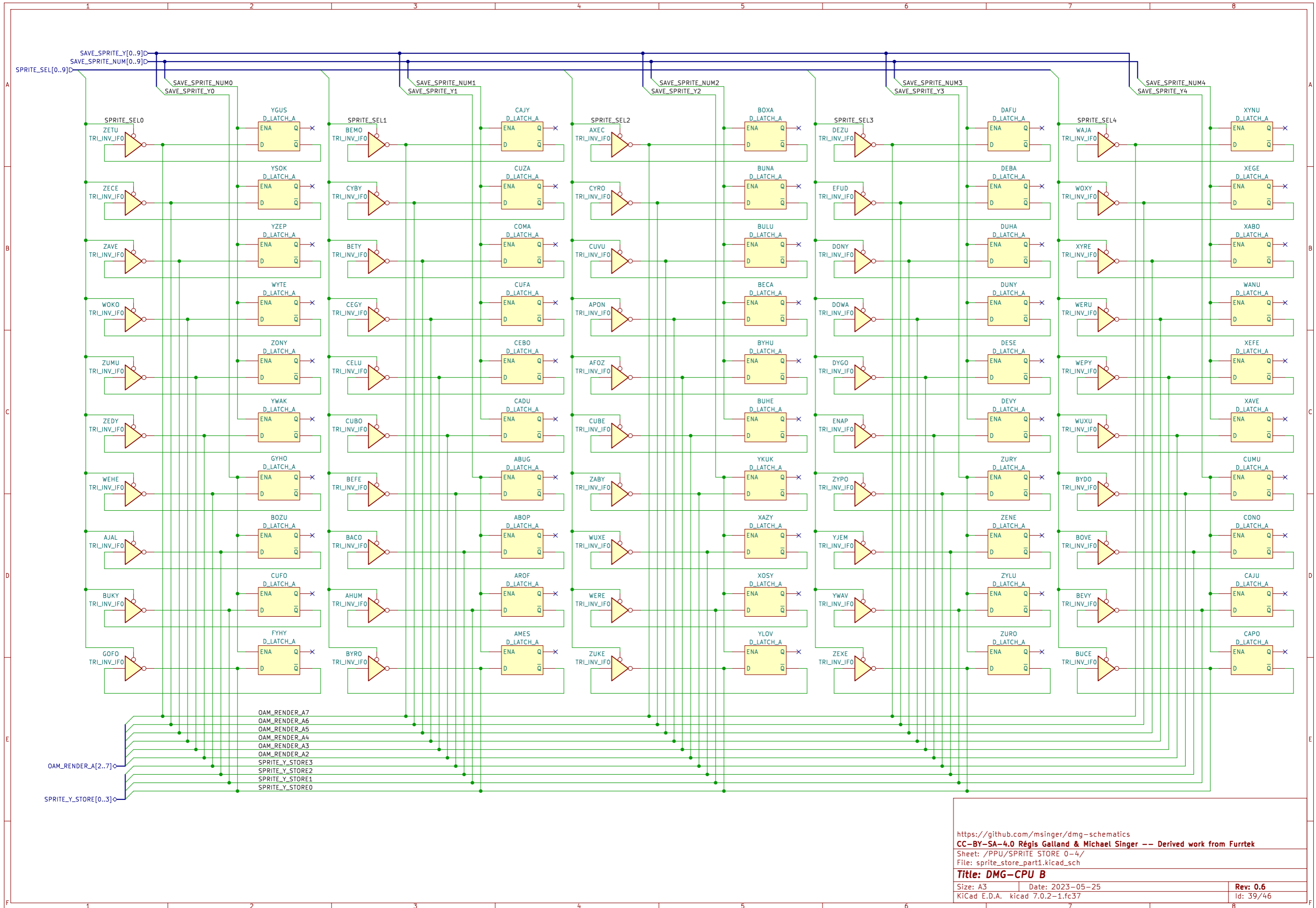
<https://github.com/msinger/dmg-schematics>
CC-BY-SA-4.0 Régis Galland & Michael Singer -- Derived work from Furrtek
 Sheet: /PPU/SPRITE Y COMPARATOR/
 File: sprite_y_comparator.kicad_sch
Title: DMG-CPU B
 Size: A3 | Date: 2023-05-25 | Rev: 0.6
 KiCad E.D.A. kicad 7.0.2-1.fc37 | Id: 36/46

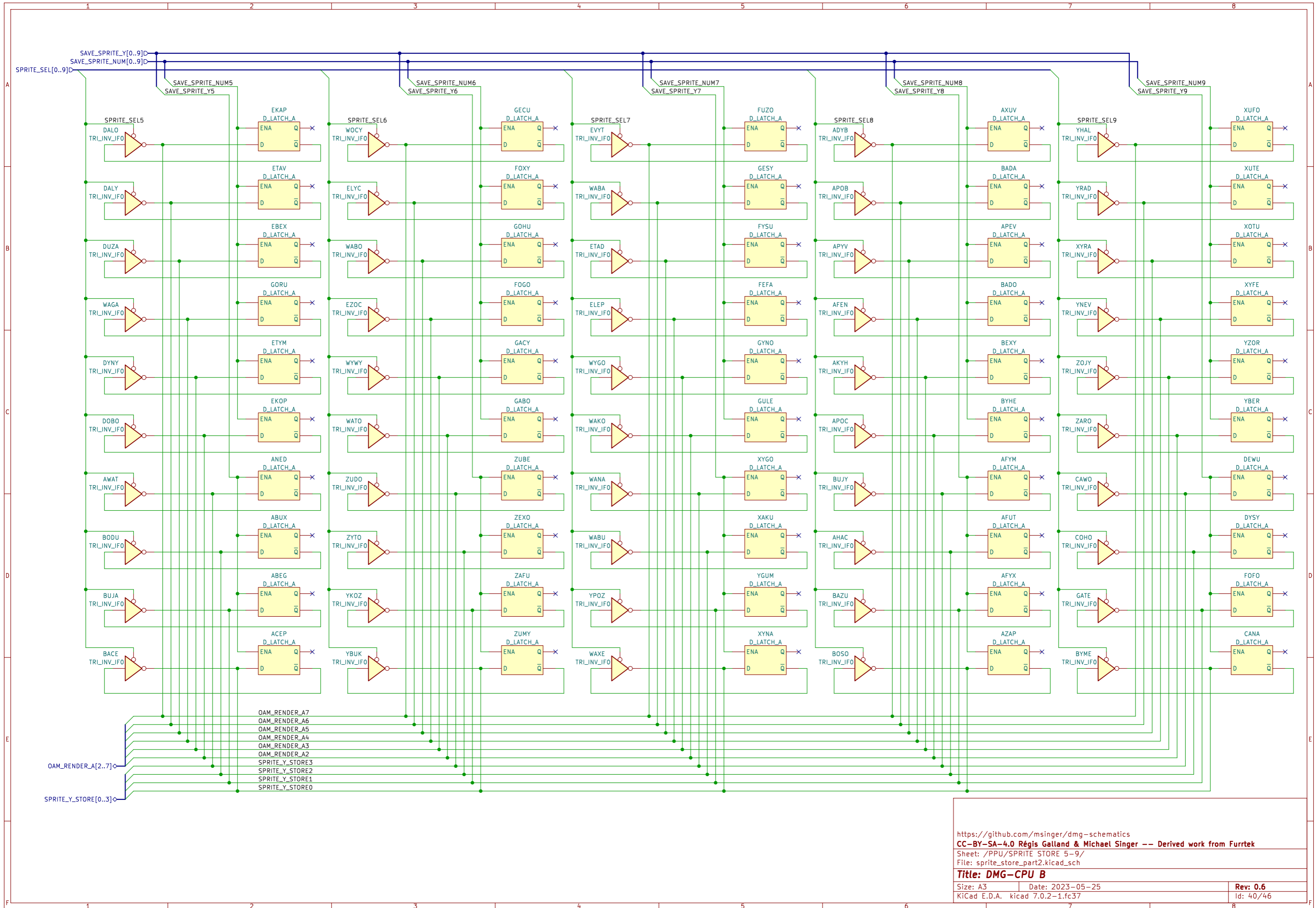


Sprite Counter: Number of sprites on 1 line limited to 10
 Counting occurs after saving sprite #, x pos and y offset

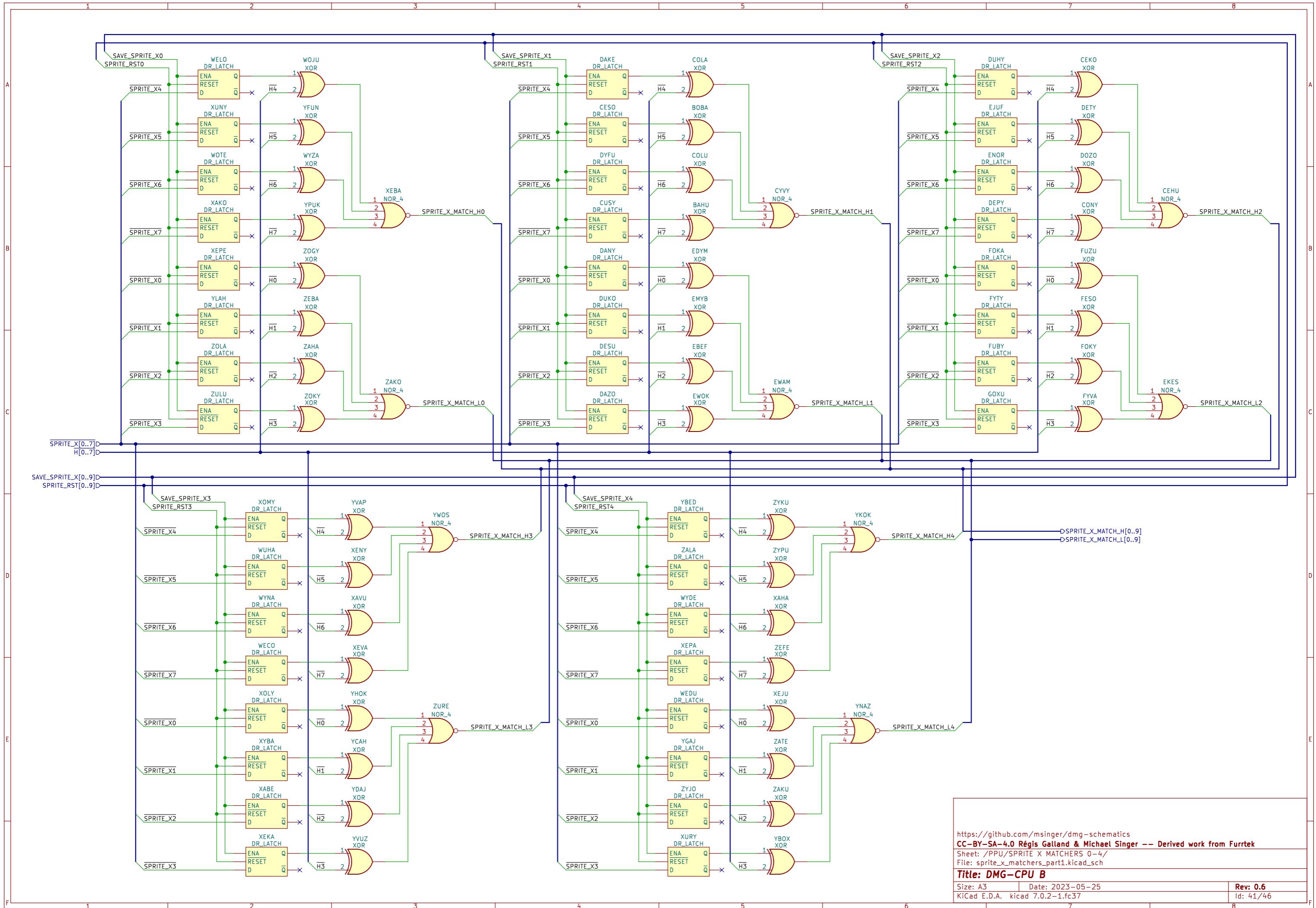


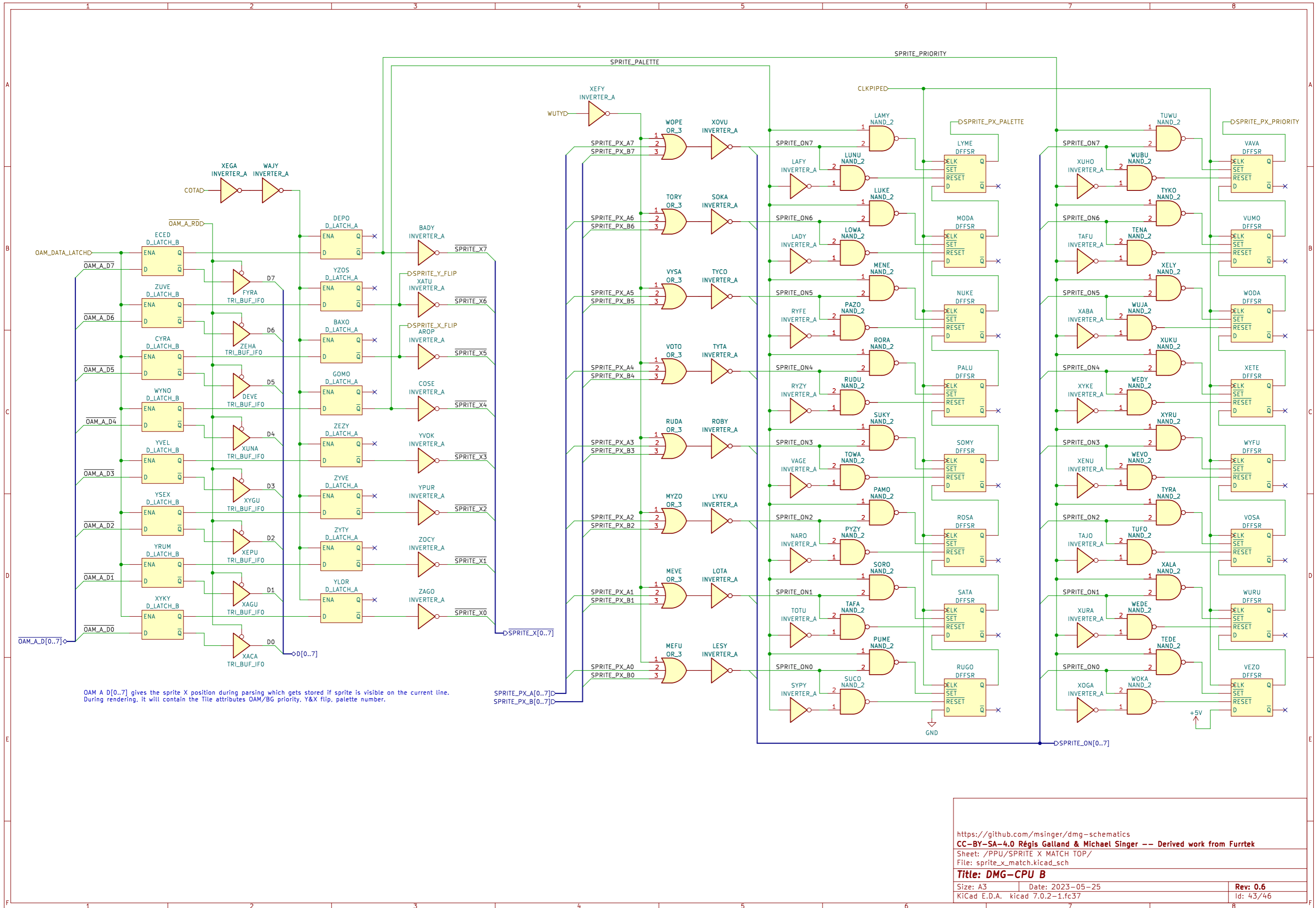
<https://github.com/msinger/dmg-schematics>
CC-BY-SA-4.0 Régis Galland & Michael Singer -- Derived work from Furrtek
 Sheet: /PPU/SPRITE X PRIORITY/
 File: sprite_x_prio.kicad_sch
Title: DMG-CPU B
 Size: A3 | Date: 2023-05-25 | Rev: 0.6
 KiCad E.D.A. kicad 7.0.2-1.fc37 | Id: 38/46





<https://github.com/msinger/dmg-schematics>
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 Sheet: /PPU/SPRITE STORE 5-9/
 File: sprite_store_part2.kicad_sch
Title: DMG-CPU B
 Size: A3 | Date: 2023-05-25 | Rev: 0.6
 KiCad E.D.A. kicad 7.0.2-1.fc37 | Id: 40/46





OAM A D[0..7] gives the sprite X position during parsing which gets stored if sprite is visible on the current line. During rendering, it will contain the Tile attributes OAM/BG priority, Y&X flip, palette number.

SPRITE_X_A[0..7]
SPRITE_X_B[0..7]

