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94-323039 1994 12 26 (JP)(73) 가 가
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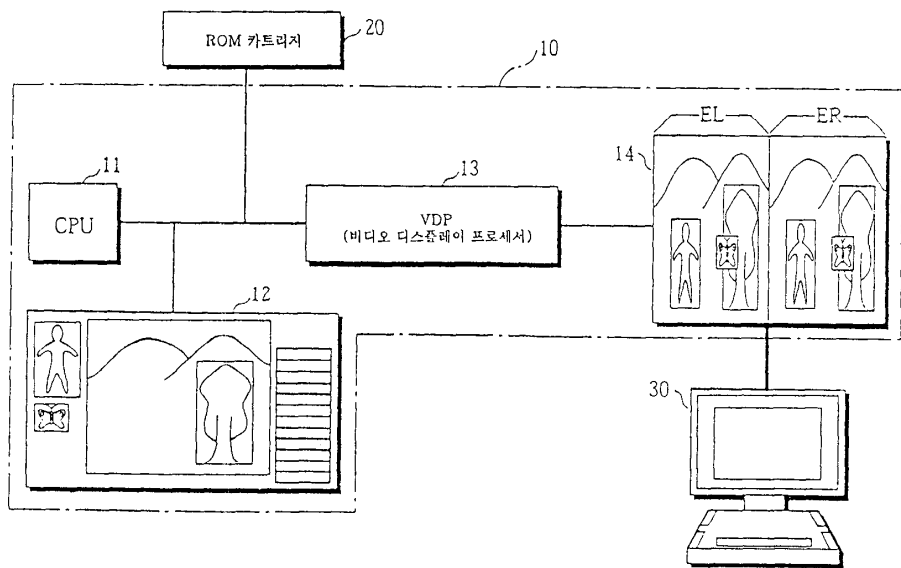
(74)

:

(54) 2 3

(2 3)

제 3 도



1
2
3
4 VDP
5 3
6 3
7
8
9 3

11, 111 : CPU 12, 112 : RAM
13, 113, 114 : VRAM 20, 120 : ROM
30, 130 : 3 115 :
116 : 117 :

(sprite surface) 2 3
(front-and-rear) 가 가
2 2
3 3
3 3

2 2 3 ,
2 3
2 3
2 3
가
가
(1) 1
1 2 3
1 2
S0, S1 S2 () S3
S0, S1, S2 S3
가 S0, S1, S2 S3
가
(1 2 S3) 가
1 2 S0, S1, 가 S2 가
S3 (parallax)가 S0, S1, S2 S3
() 가
(S0, S1, S2 S3
S3() 가
S3 S0, S1 S2
가 S3
S3 S0, S1 S2
가 가
S1, S2 S3
가 S0 가
(

VDP(13) , 2 /3 CPU(11)

가 , 가 , 가

4 , VDP(13) A 1/2 (B) A 가

B가 VRAM(14) EL (X_L, Y_L) B가 VRAM(14)

ER (X_R, Y_R)

4 , B B가 EL (X_R, Y_R) (X_L, Y_L)

4 B가 , VRAM(14) 가 ER XY W 가 , VRAM(14)

EL ER H

H ()

가 ,

H가 가

B가 VRAM(14) EL (X_L, Y_L) B가 VRAM

(14) ER (X_R, Y_R) (1) :

$$X_L = X / 2 + \Delta H$$

$$Y_L = Y$$

$$X_R = X / 2 - \Delta H + W / 2$$

$$Y_R = Y \dots (1)$$

A가 VRAM(14) EL ER , A

A A B A B H

VDP(13) , 1/2 가 VRAM(14) (

EL VRAM(14) ER 가

ER EL

VRAM(14) EL (X_L, Y_L)

VRAM(14) ER (X_R, Y_R) (2) :

$$X_L = X / 2$$

$$Y_L = Y$$

$$X_R = X / 2 + W / 2$$

$$Y_R = Y \dots (2)$$

3 (30)

5 3 (30) (31) (32) (31) (31)

3 (30) (33a) (33b) (33) (31)

3 (30) - (40L) - (40R) 6

(31) (50L) - (40L)

(31) (50R) - (40R) , (33)

가 , ROM (rendering) , VDP(13) ,

가 CD-ROM

ROM

(2) 2

2

7 2

2 3

ROM() (: 110), () (110) (110) (130)

0) CPU(111) CPU(111) CPU(111) ROM (12)

(110) RAM(112), 1 VRAM(113), 2 VRAM(114), (115), (116), (117), (D/A) (118), D/A (119)

ROM (120)가 (110) , RAM(112) ROM

ROM (120) . ROM (120)

ROM (120) 1 VRAM(113) . ROM (120)

2 VRAM(114) (115) RAM(112) 2 VRAM(114) (11)

5) (115) (binocular)

(116) (117)

6) 1 VRAM(113) (116) (11)

(NTSC(National Television System Committee))

(synthesize) D/A (118) N

TSC NTSC 3 (130)

1 VRAM(113) (117) (NTSC)

(117) (NTSC)

3 (130) D/A (119) NTSC , NTSC

3 (130) 3 (130) 3

(130) ,

8 1 (115)

(original)

L

가 () L()

가 ,

9 , 3 (130) 9 ,

가 , (

)가

(57)

1.

2
(sprite image)

3

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2.

1

2

3

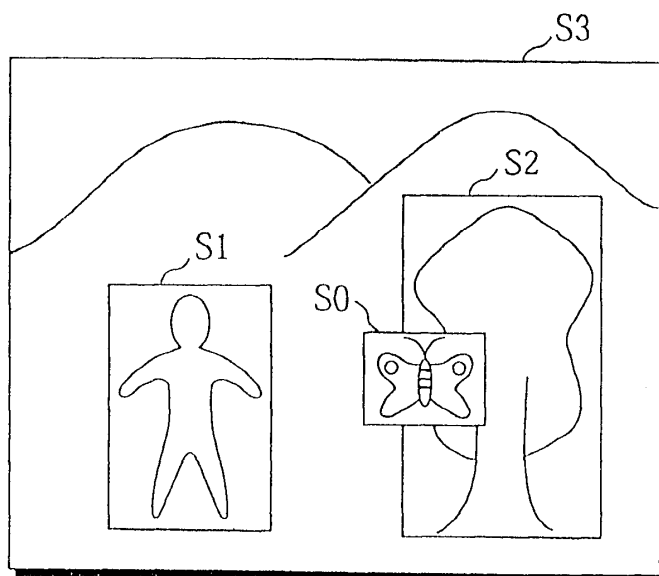
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가

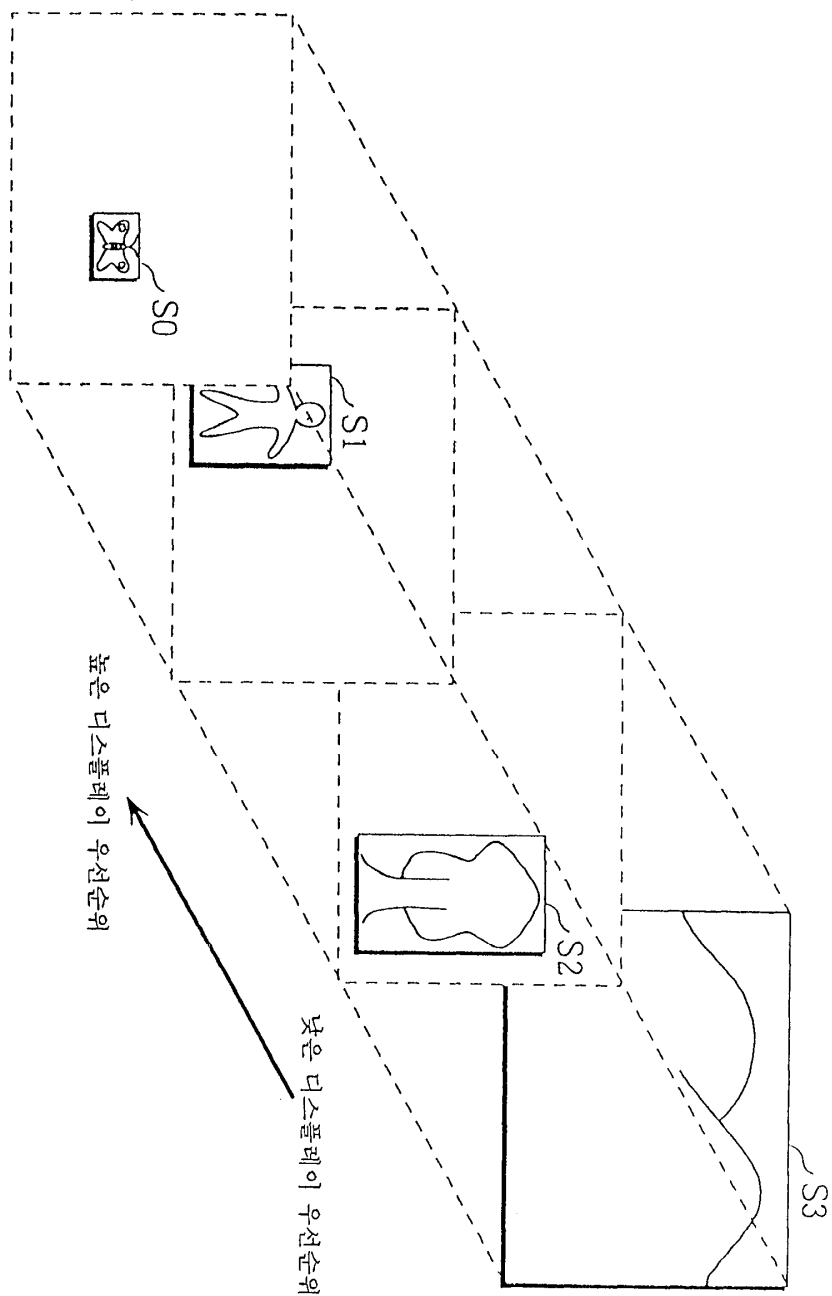
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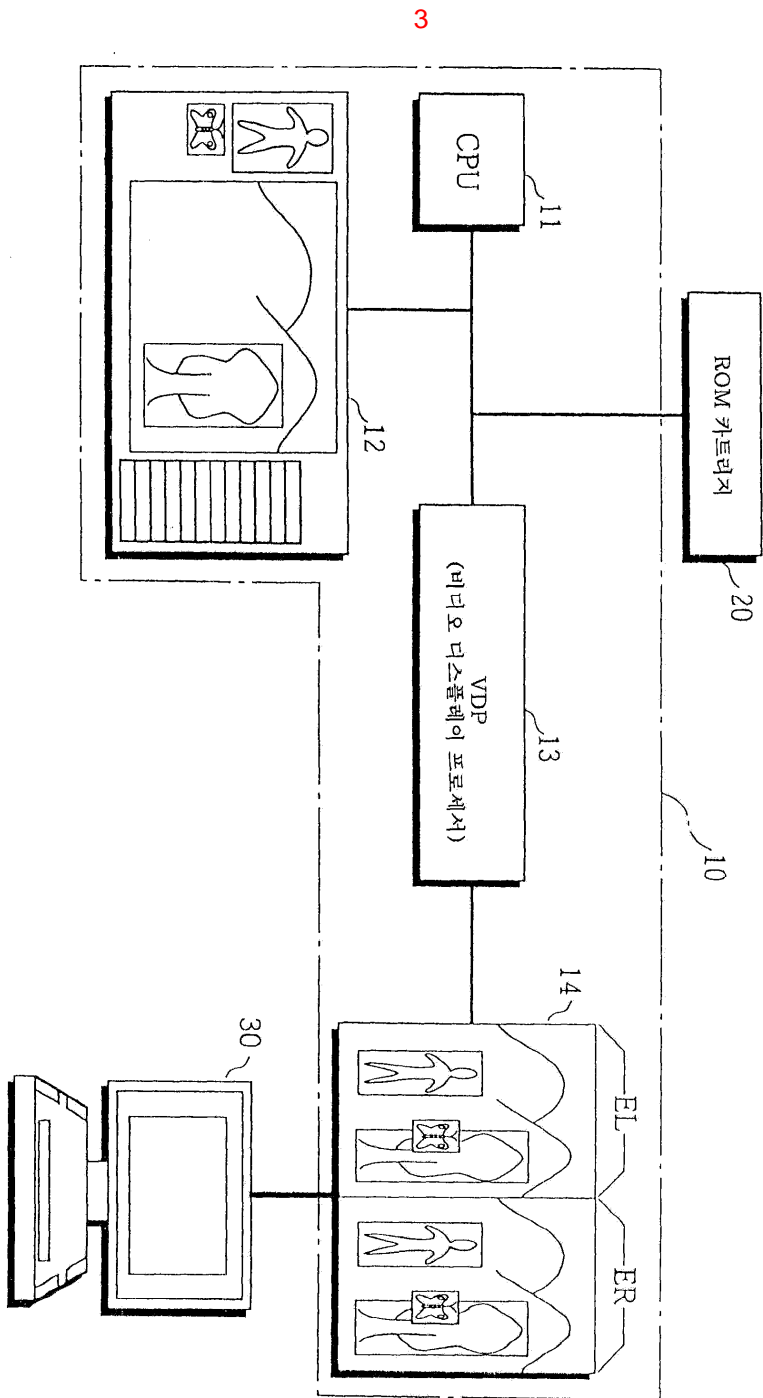
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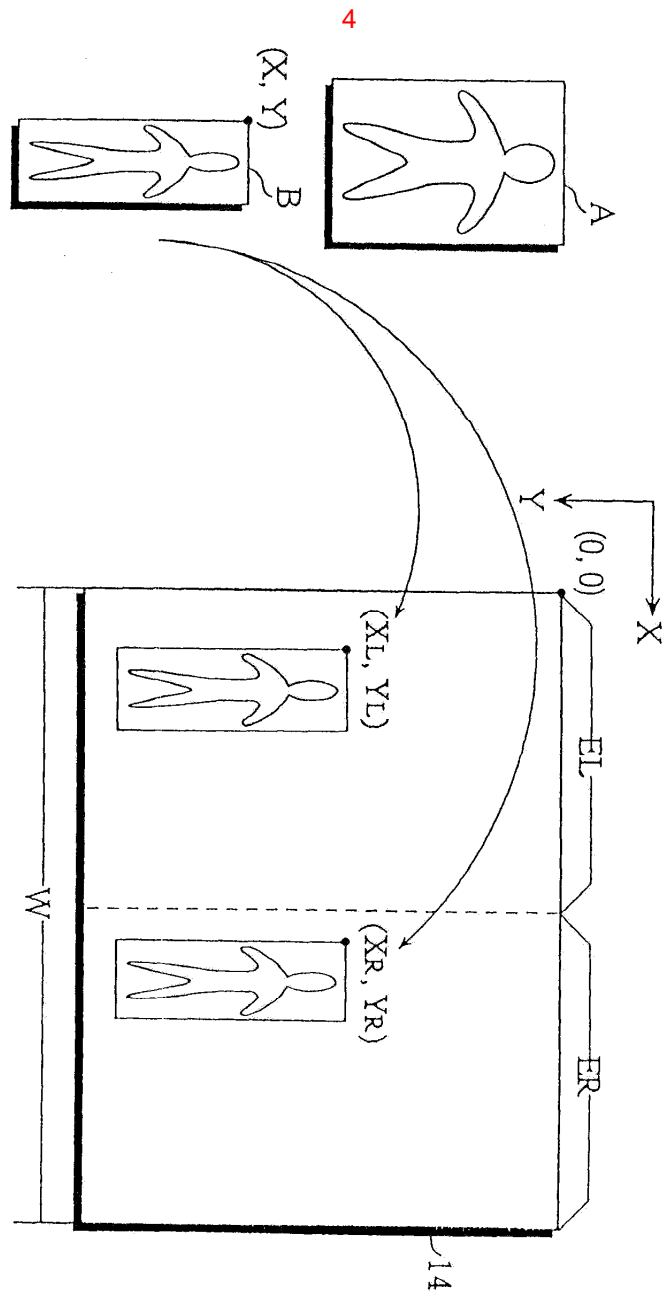
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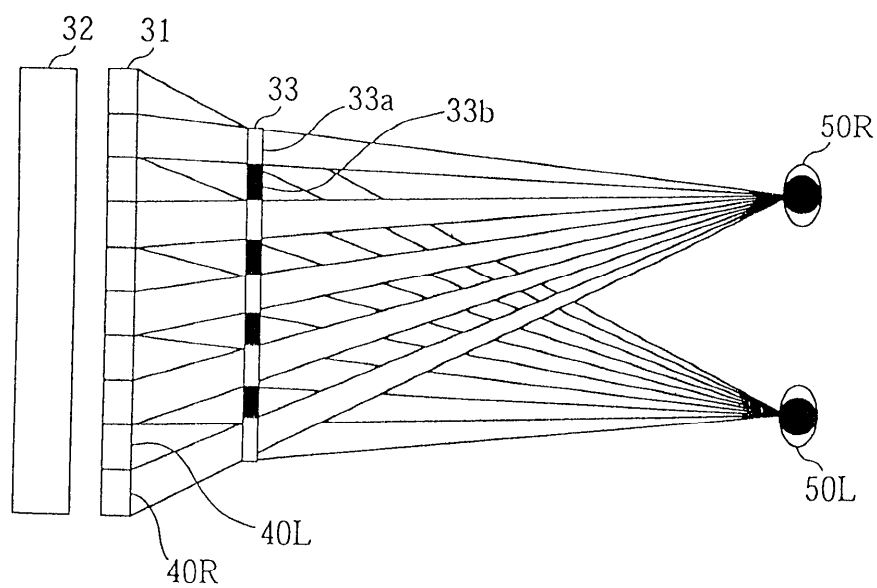
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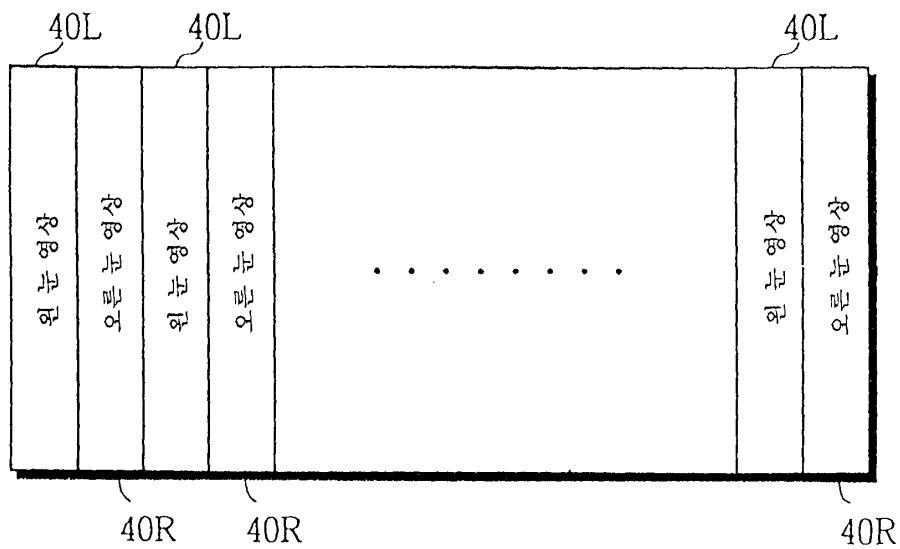




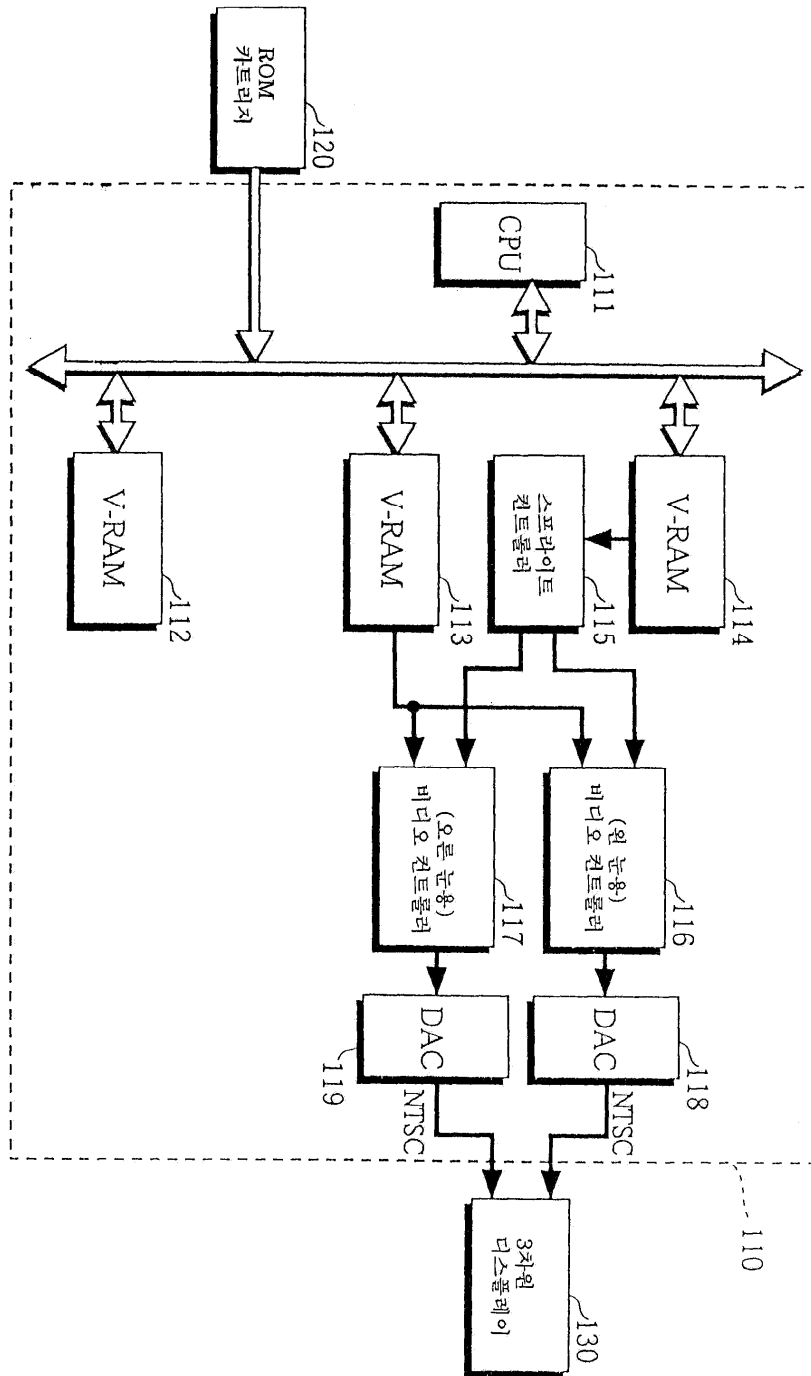
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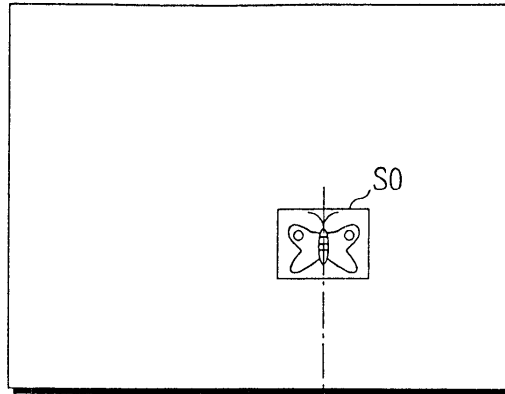


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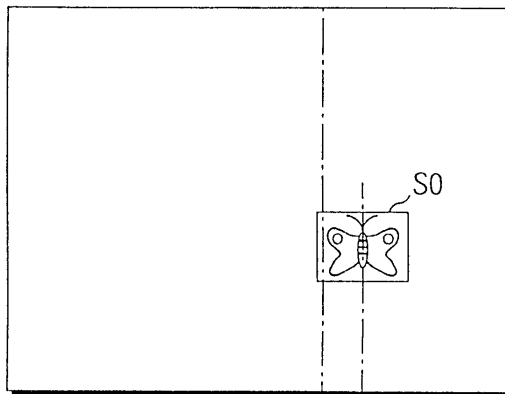


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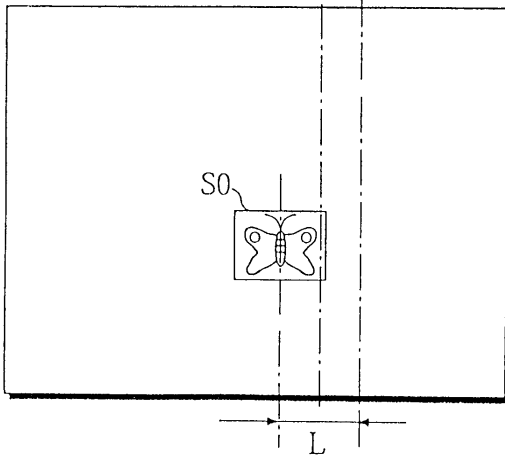
원 위치



원 눈 영상 위치

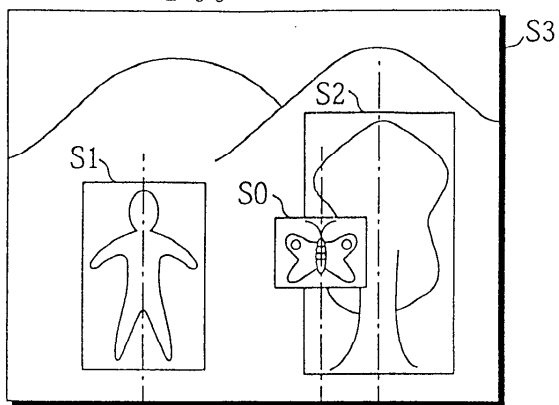


오른 눈 영상 위치

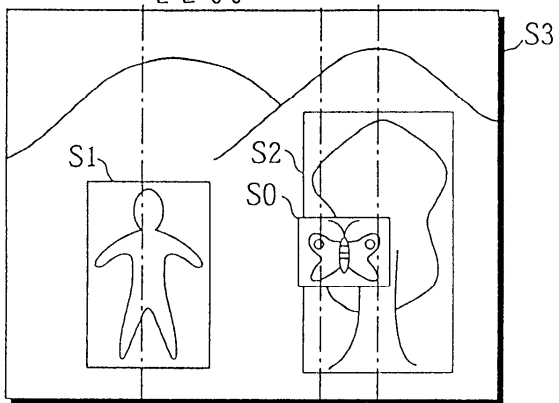


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원 영상



원 눈 영상



오른 눈 영상

