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 (12) (B1)

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(21)	10-1995-0049642	(65)	1996-0028602
(22)	1995 12 14	(43)	1996 07 22

(30)	94-311980	1994 12 15	(JP)
	94-323039	1994 12 26	(JP)

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(72)	394-14
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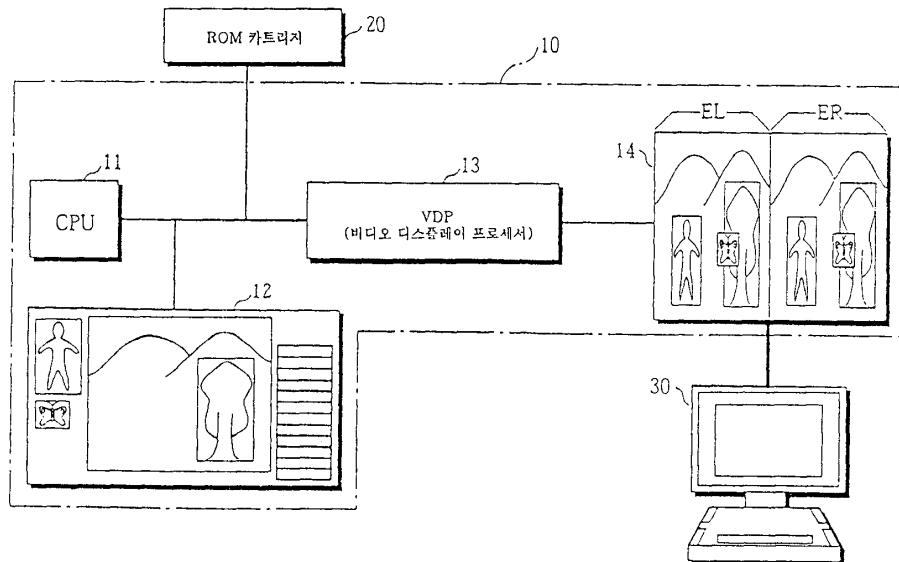
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가 10-34-214

(74)	2	3
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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 :

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

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

, 가
4 , VDP(13) A 1/2 (B)
B가 VRAM(14) ER (X_L, Y_L) A
4 , VRAM(14) B ER XY 가 EL (X_R, Y_R) (X
4 , VRAM(14) ER W H
H
H
B가 VRAM(14) ER EL (X_R, Y_R) (1) B가 VRAM
(14) :
 $X_L = X / 2 + \Delta H$

$$Y_L = Y$$

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

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

A가 VRAM(14) EL B ER H , A
A , A B H
VDP(13)) , 1/2 VRAM(14) ER VRAM(14) , 가
EL VRAM(14) ER EL (X_L, Y_L) (2)
VRAM(14) :
 $X_L = X / 2$

$$Y_L = Y$$

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

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

$$3 \dots (30)$$

5 3
3 (30) (31) (32) (31) (31)
3 (30) (33a) (33b) (40L) (50L) (40R) 6
3 , - , (31) (40L) (40L)

(57)

1.

2 3
(sprite image)

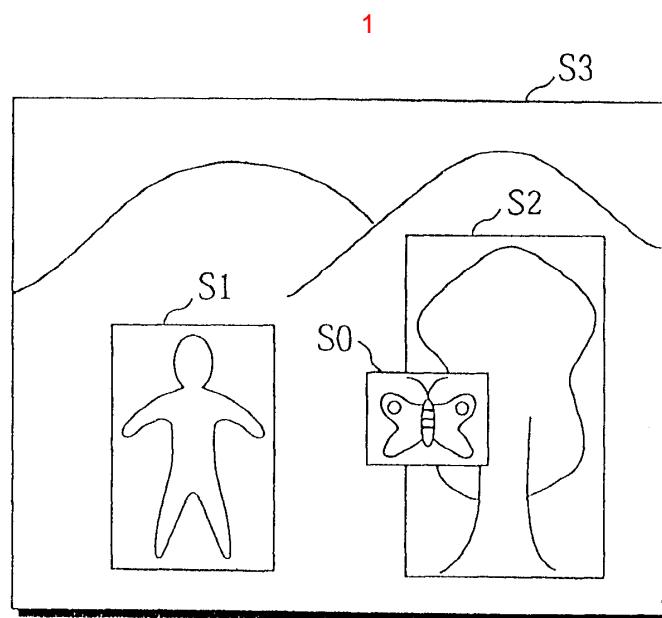
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2 3

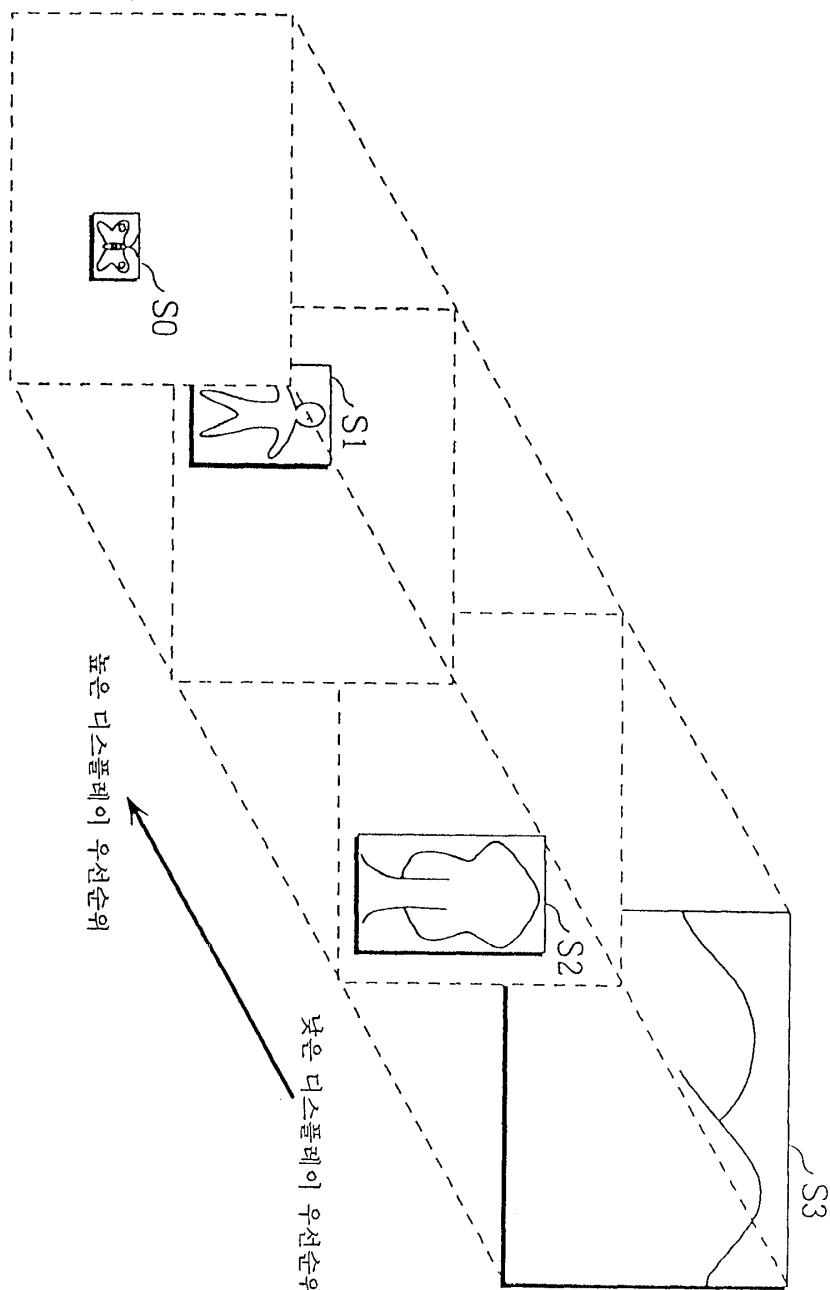
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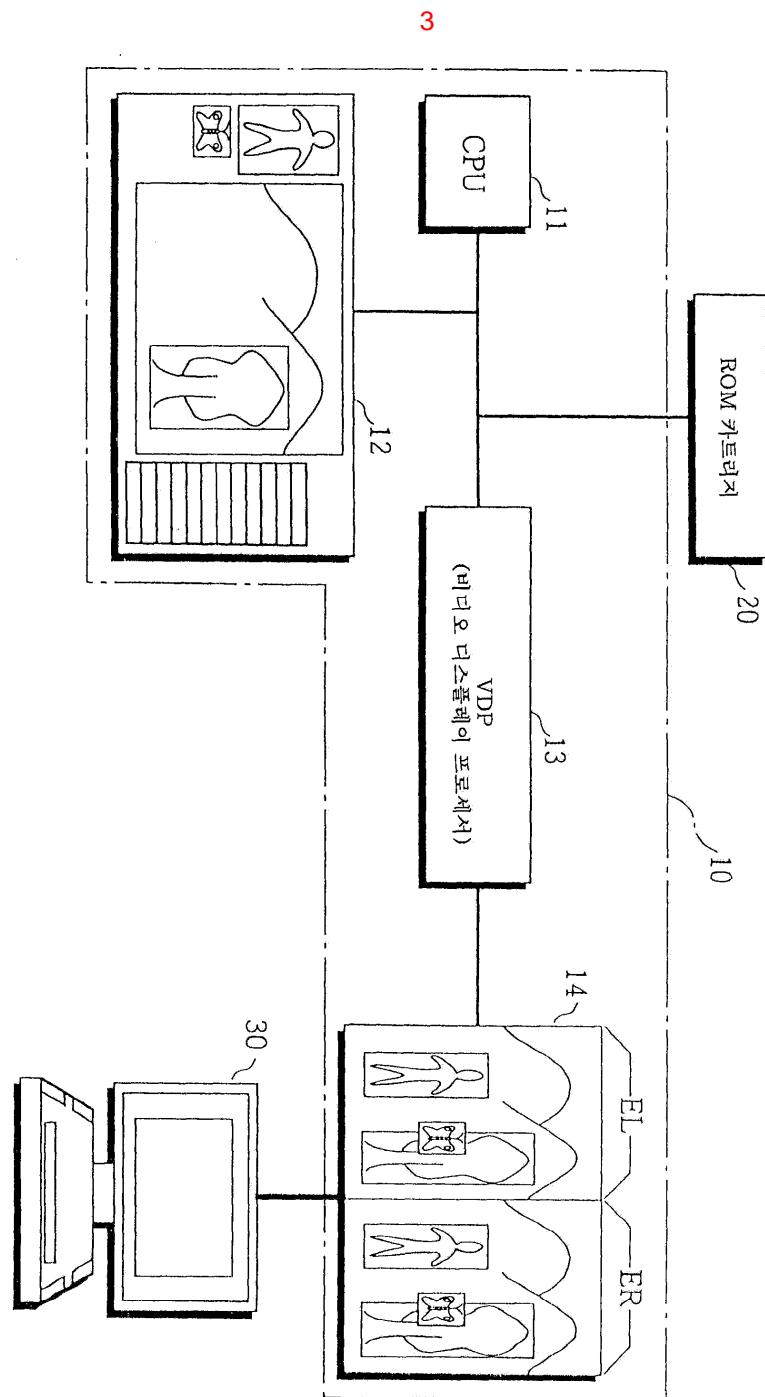
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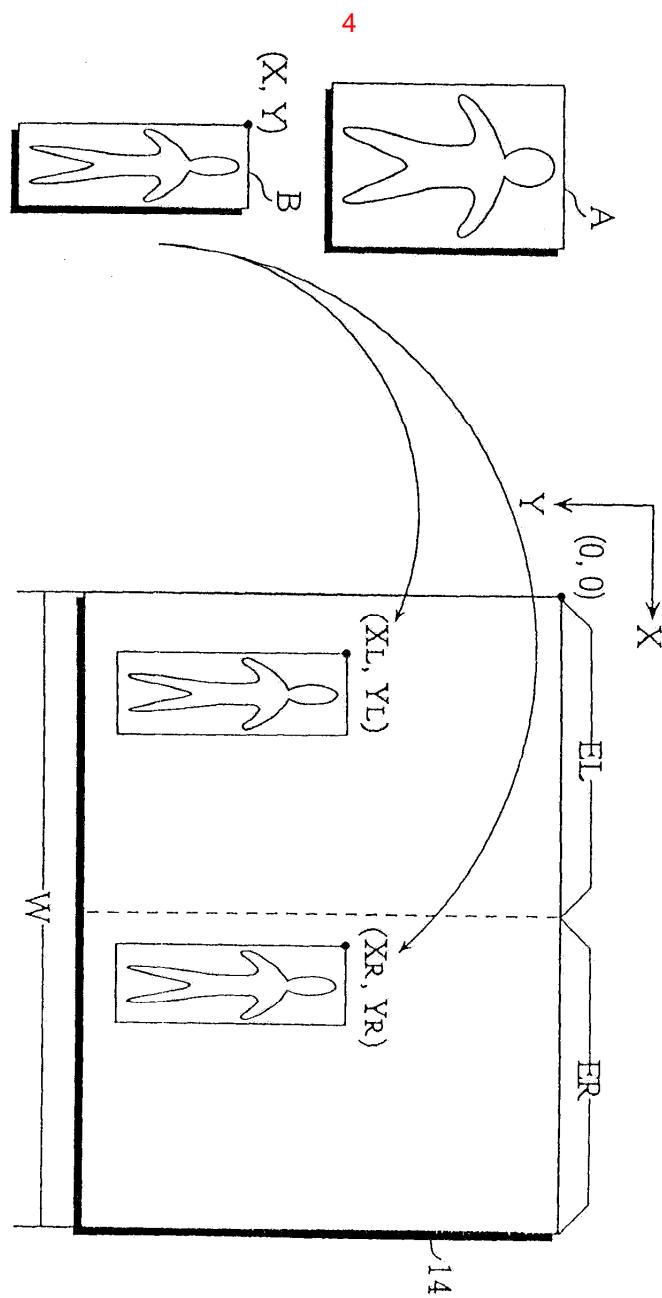
2 3



2

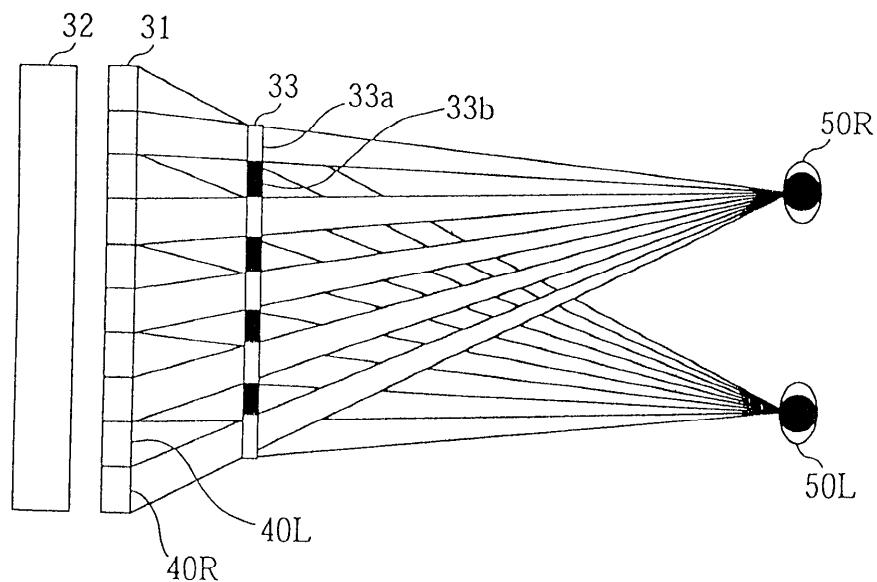




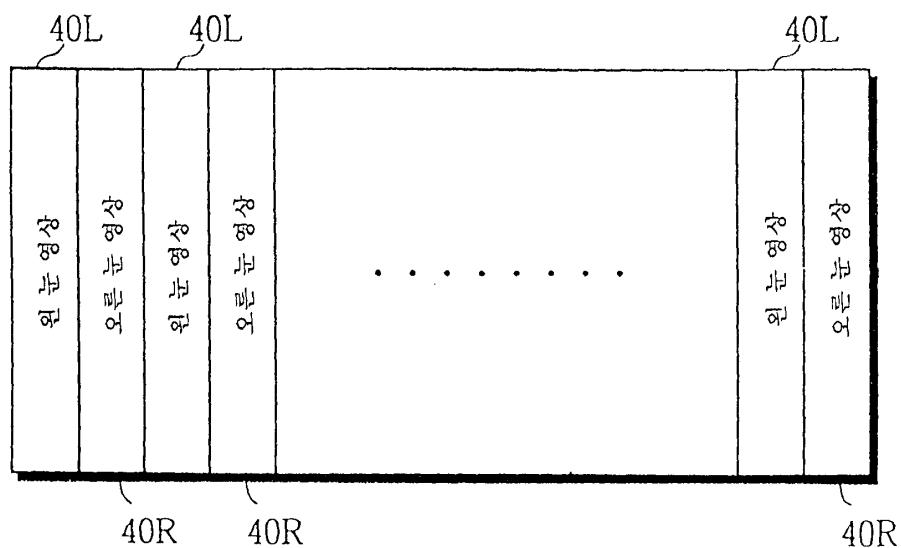


14

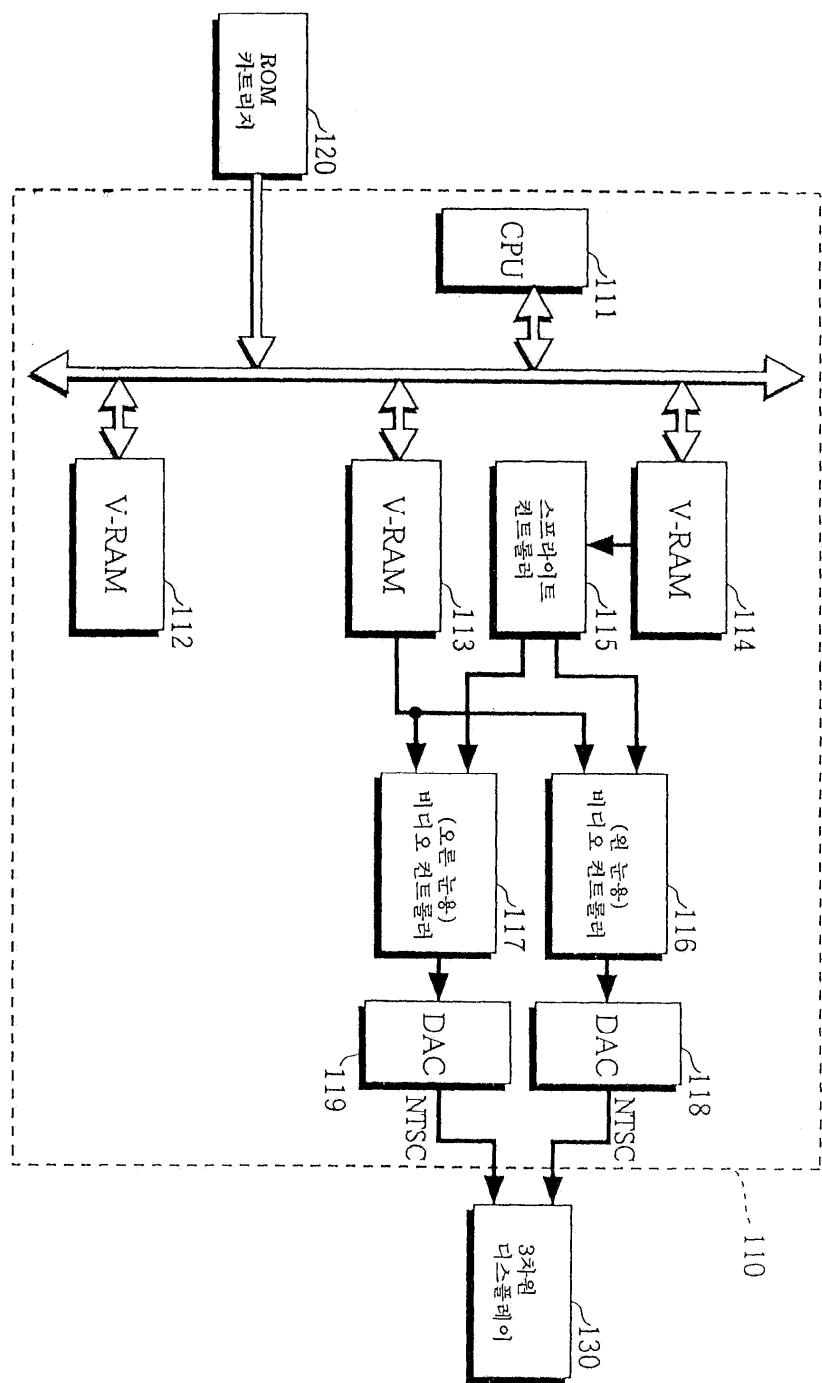
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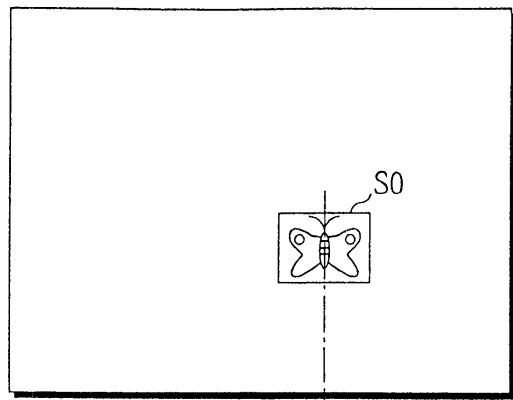


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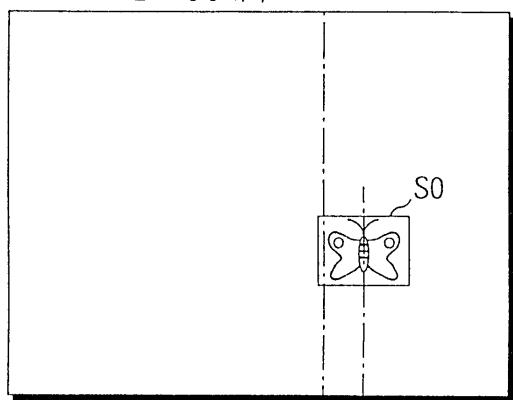


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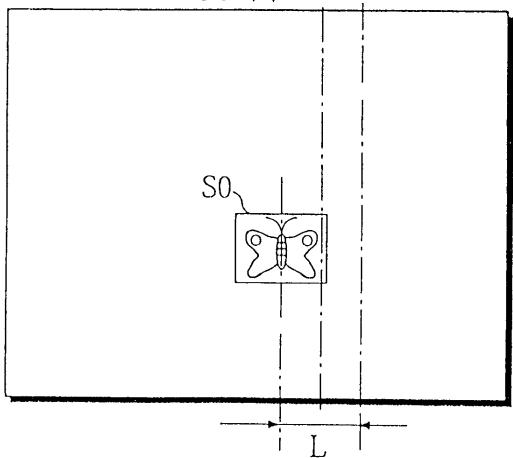
원 위치



원 눈 영상 위치



오른 눈 영상 위치



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