

V9968 Programmer's Manual

Attention!

This document has been translated from Japanese to English from its original source at:

https://github.com/hra1129/V9968_Cartridge/blob/main/fpga/V9968_Cartridge_TangNano20K/src/th9958/manual/v9968_programmers_manual_introduction.odt

This documentation was translated on March 6, 2026, and it is important to note that it is part of a Work in Progress documentation on the development of V9968 and information could change or it can contain errors.

For the most up-to-date and accurate information, please refer to the original documentation and repository:

https://github.com/hra1129/V9968_Cartridge

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Introduction

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1. Introduction

This manual provides an overview of the V9968 processor and explains its various functions. Details of individual functions are explained in separate manuals for similar items. Specifically, the scope of this manual covers the following items:

- (1) Functionality Overview
- (2) I/O Port Access Methods and Variations
- (3) Screen Mode Overview
- (4) Sprite Function Overview
- (5) VDP Command Overview
- (6) Other Functions

2. Feature Overview

This is a Video Display Processor (VDP) developed for MSX2++, and is compatible with TMS9918/V9938/V9958 while incorporating new features.