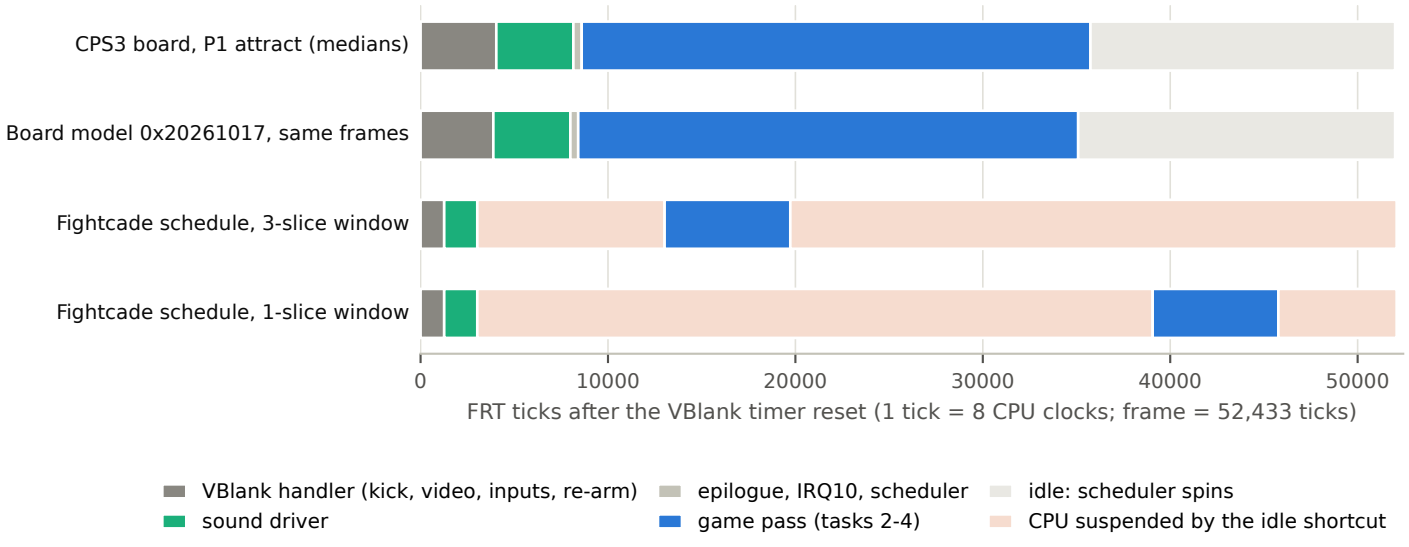

CPS3 board, P1 attract (medians)
Board model 0x20261017, same frames
Fightcade schedule, 3-slice window
Fightcade schedule, 1-slice window
0
10000
20000
30000
40000
50000
FRT ticks after the VBlank timer reset (1 tick = 8 CPU clocks; frame = 52,433 ticks)
VBlank handler (kick, video, inputs, re-arm)
sound driver
epilogue, IRQ10, scheduler
game pass (tasks 2-4)
idle: scheduler spins
CPU suspended by the idle shortcut