6569, Bad Line, no sprites:

```
Cycl-# 6                   1 1 1 1 1 1 1 1 1 1 2 2 2 ...5 5 5 5 5 5 5 5 6 6 6 6
       3 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 ...2 3 4 5 6 7 8 9 0 1 2 3 1
                                                     ...
    ø0                                               ...
                                                     ...
   IRQ                                               ...
                                                     ...
    BA                                               ...
                                                     ...
   AEC                                               ...
   VIC i 3 i 4 i 5 i 6 i 7 i r r r r rcgcgcgcgcgcgcgc...gcgcgcg i i 0 i 1 i 2 i 3
  6510  x x x x x x x x x x x x X X X                ...       x x x x x x x x x x
Graph.                        |===========01020304050 6 ... 37383940=========
X coo. \\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\...\\\\\\\\\\\\\\\\\\\\\\
       1111111111111111111111111110000000000000000000...111111111111111111111111
       89999aaaabbbbccccddddeeeeff0000111122223333444...344445555666677778888999
       c048c048c048c048c048c048c048c048c048c048c048c048...c048c048c048c048c048c048
```

i idle, x CPU cycle, X CPU cycle (write only)
0-7 sprite pointer, r refresh,
c video matrix/color ram access (e.g., $0400+$d800), g graphics access