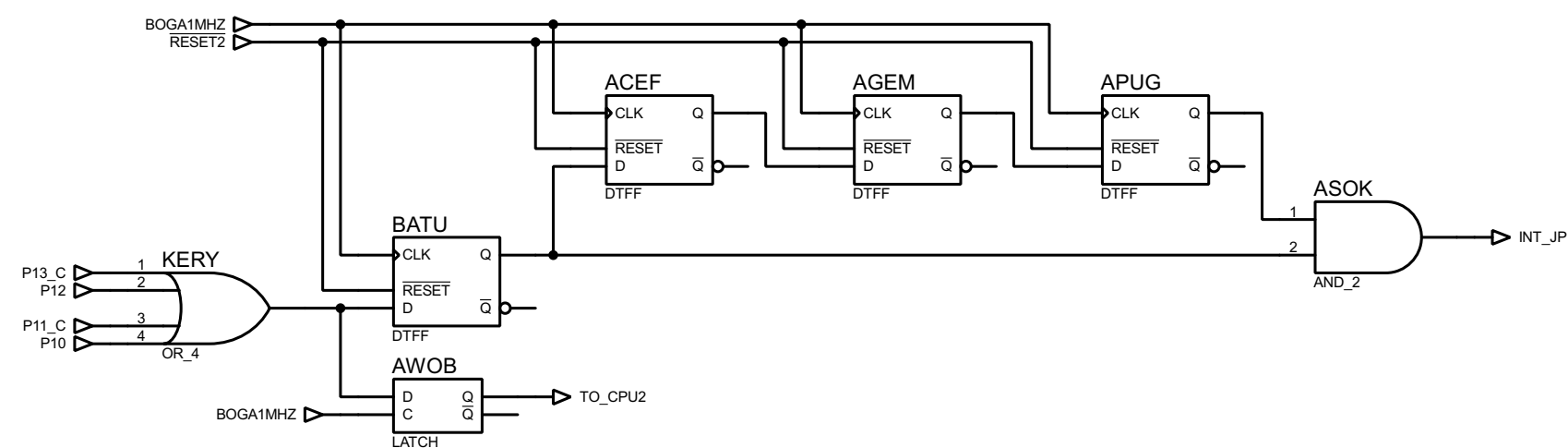
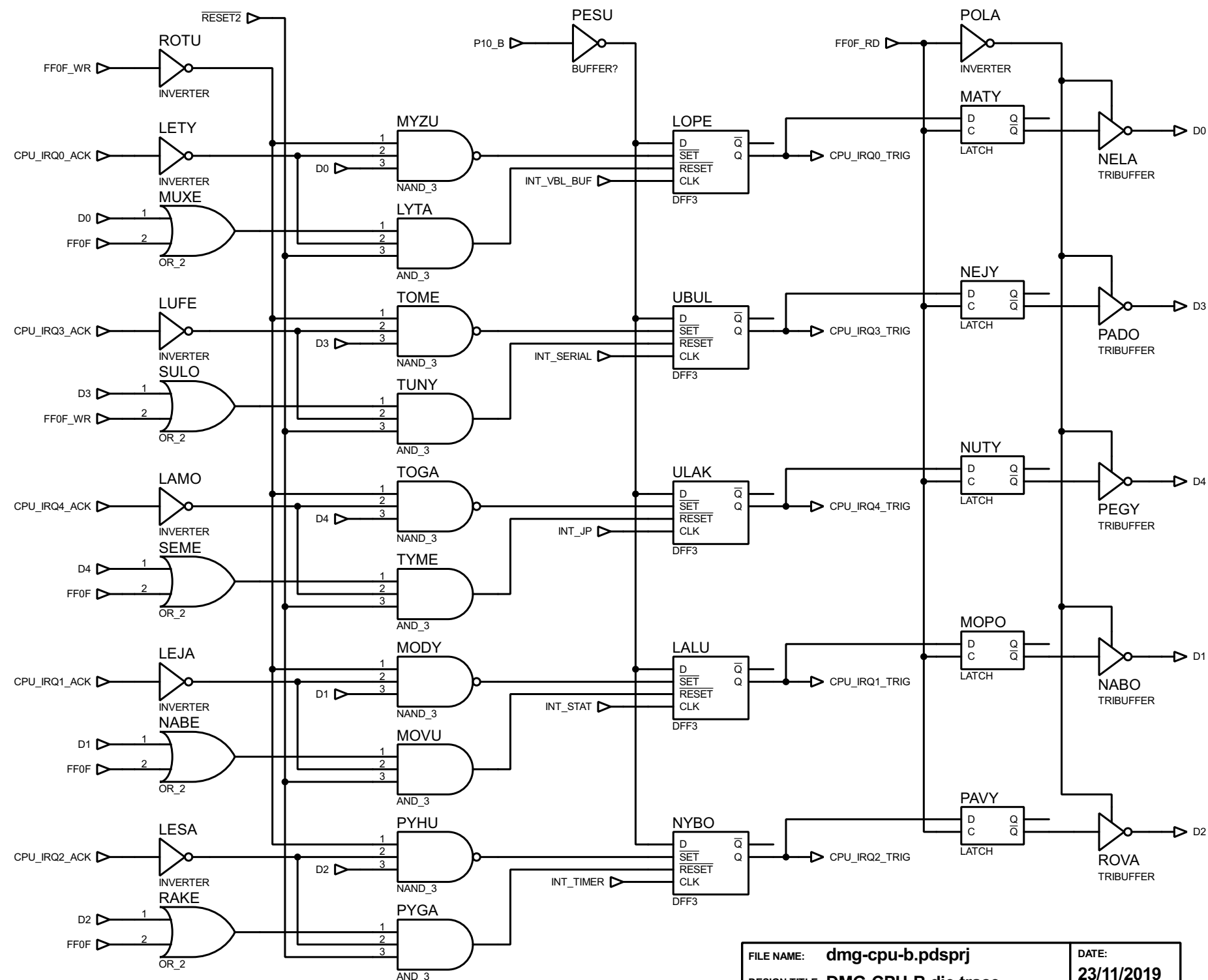




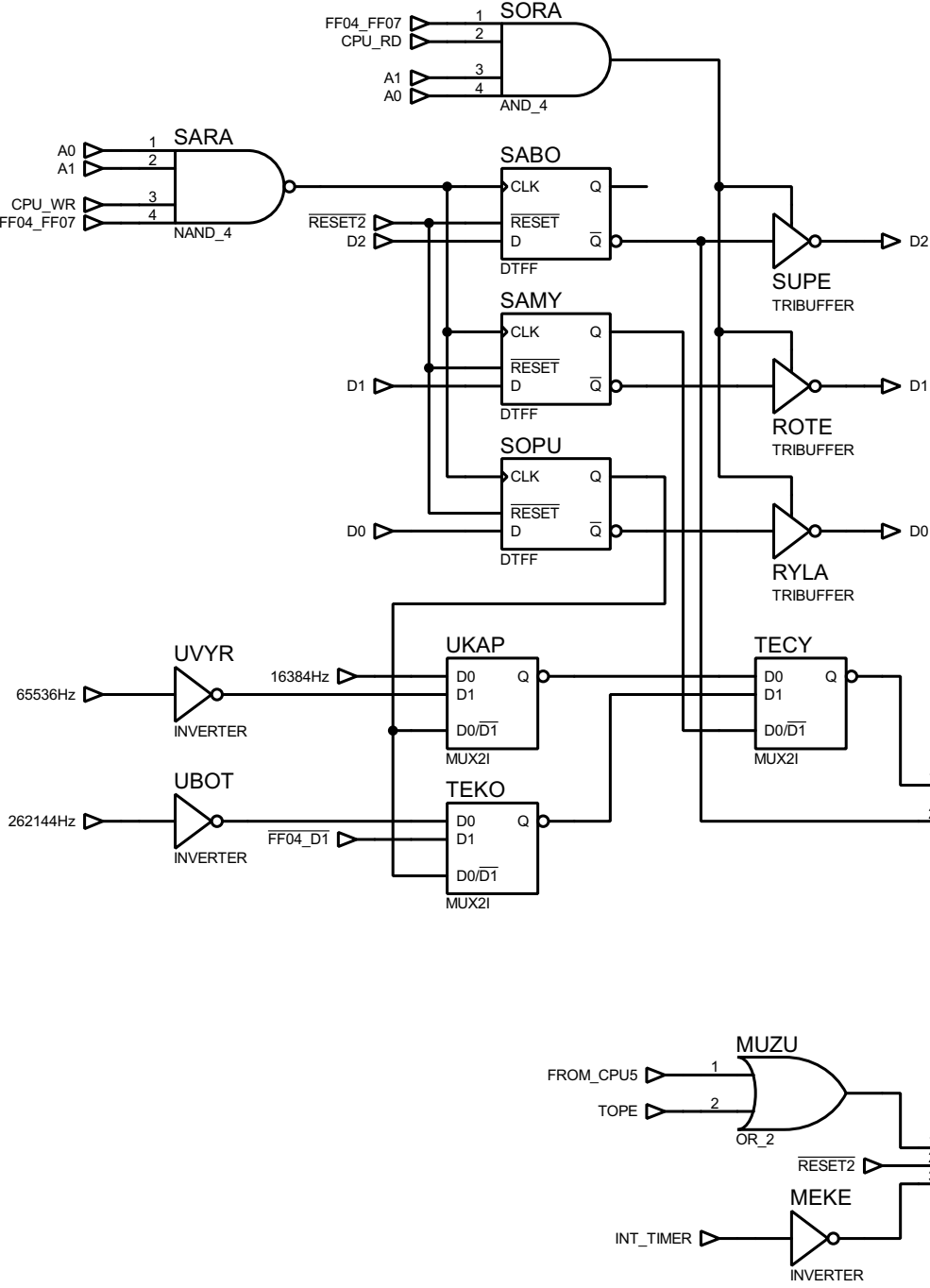
## Joypad interrupt (flawed) debounce



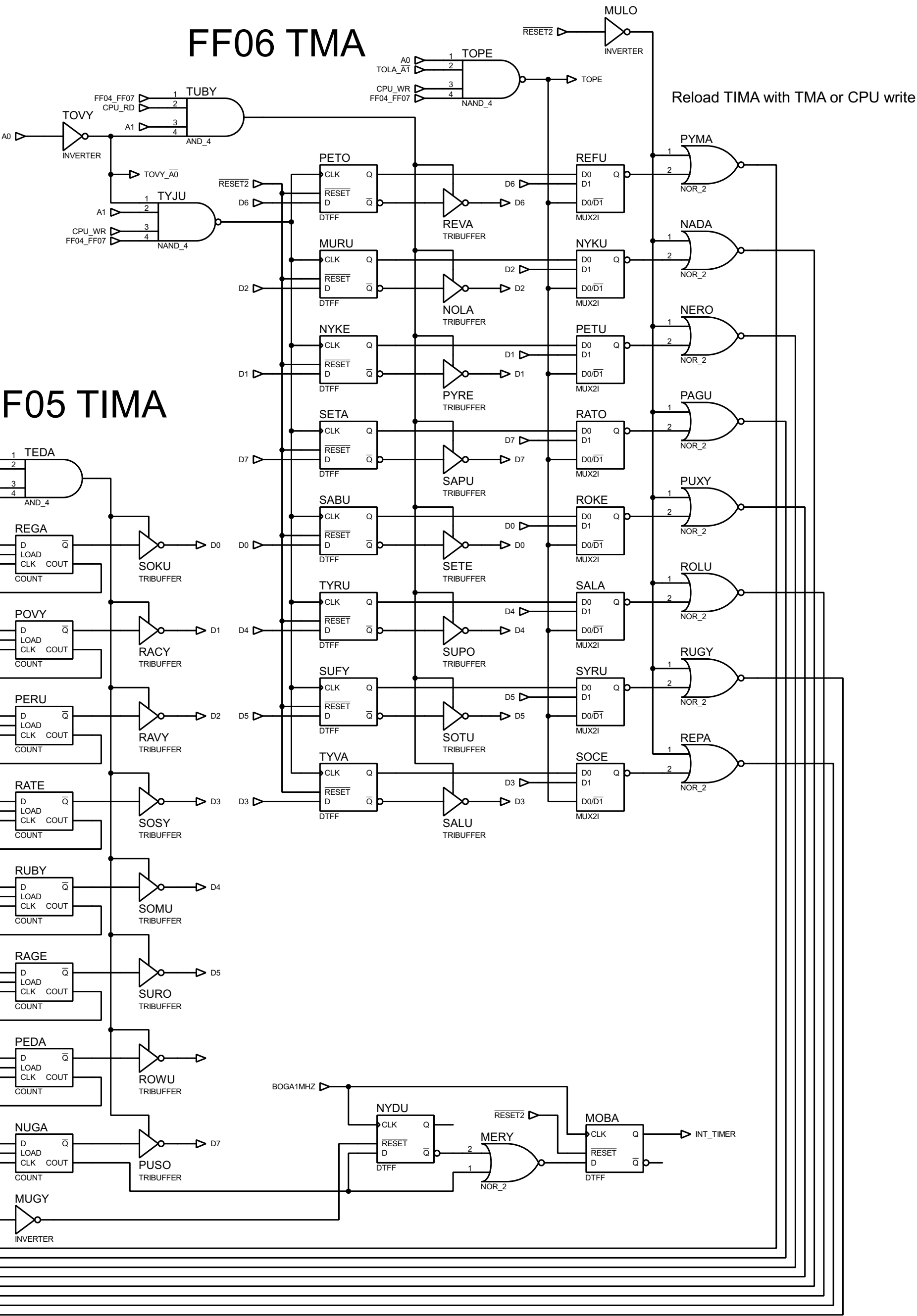
FF0F IF



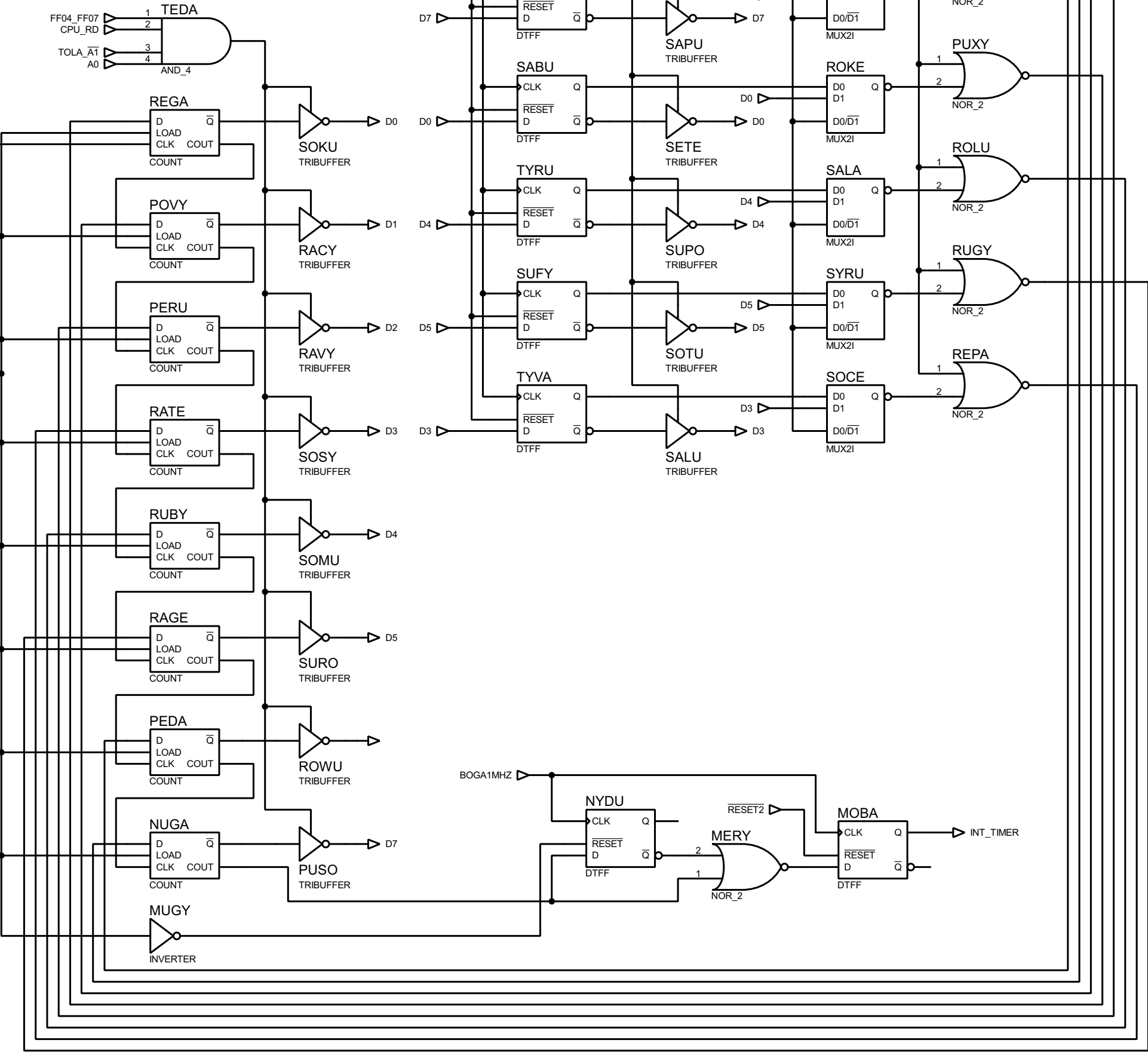
FF07 TAC

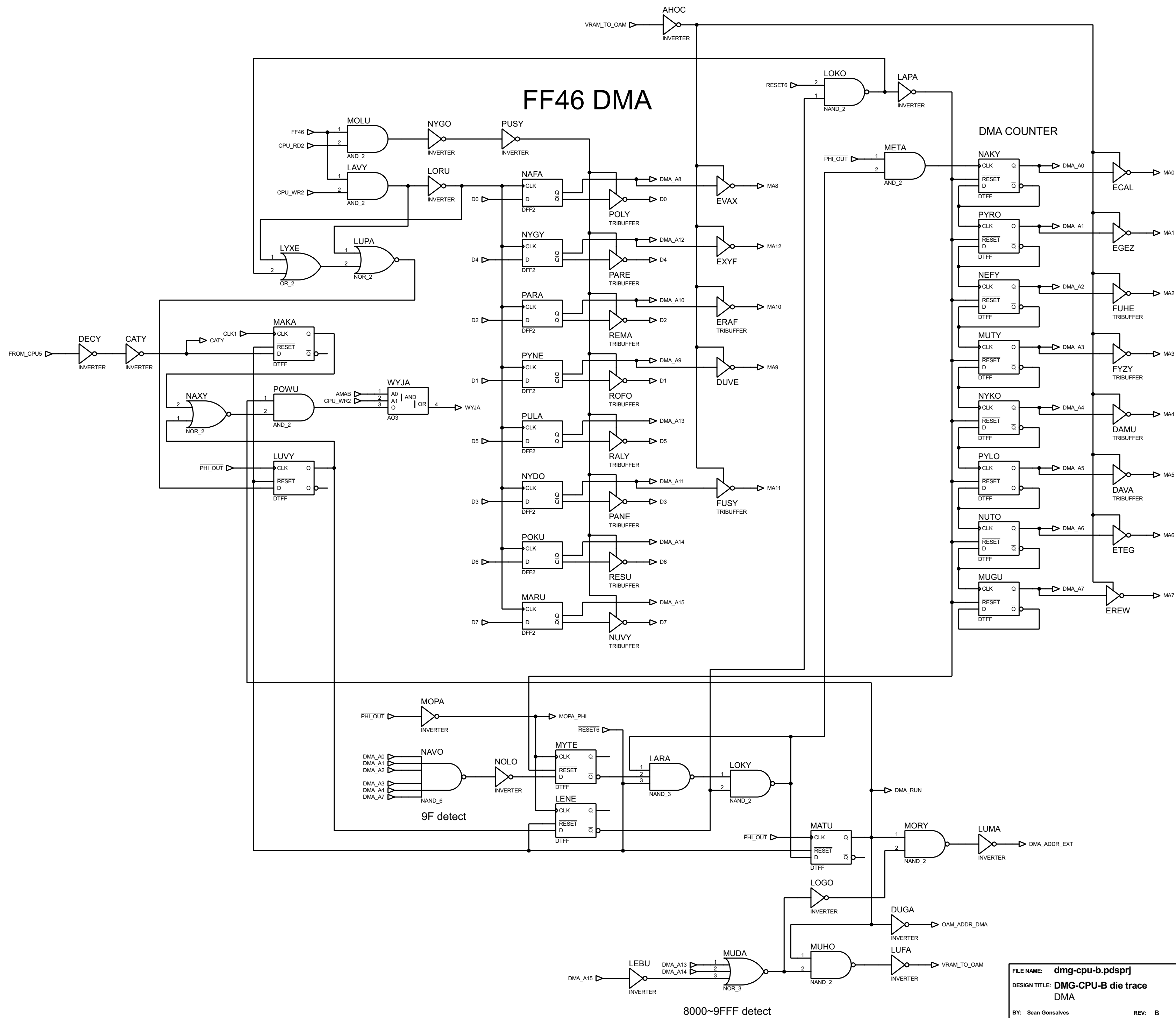


FF06 TMA

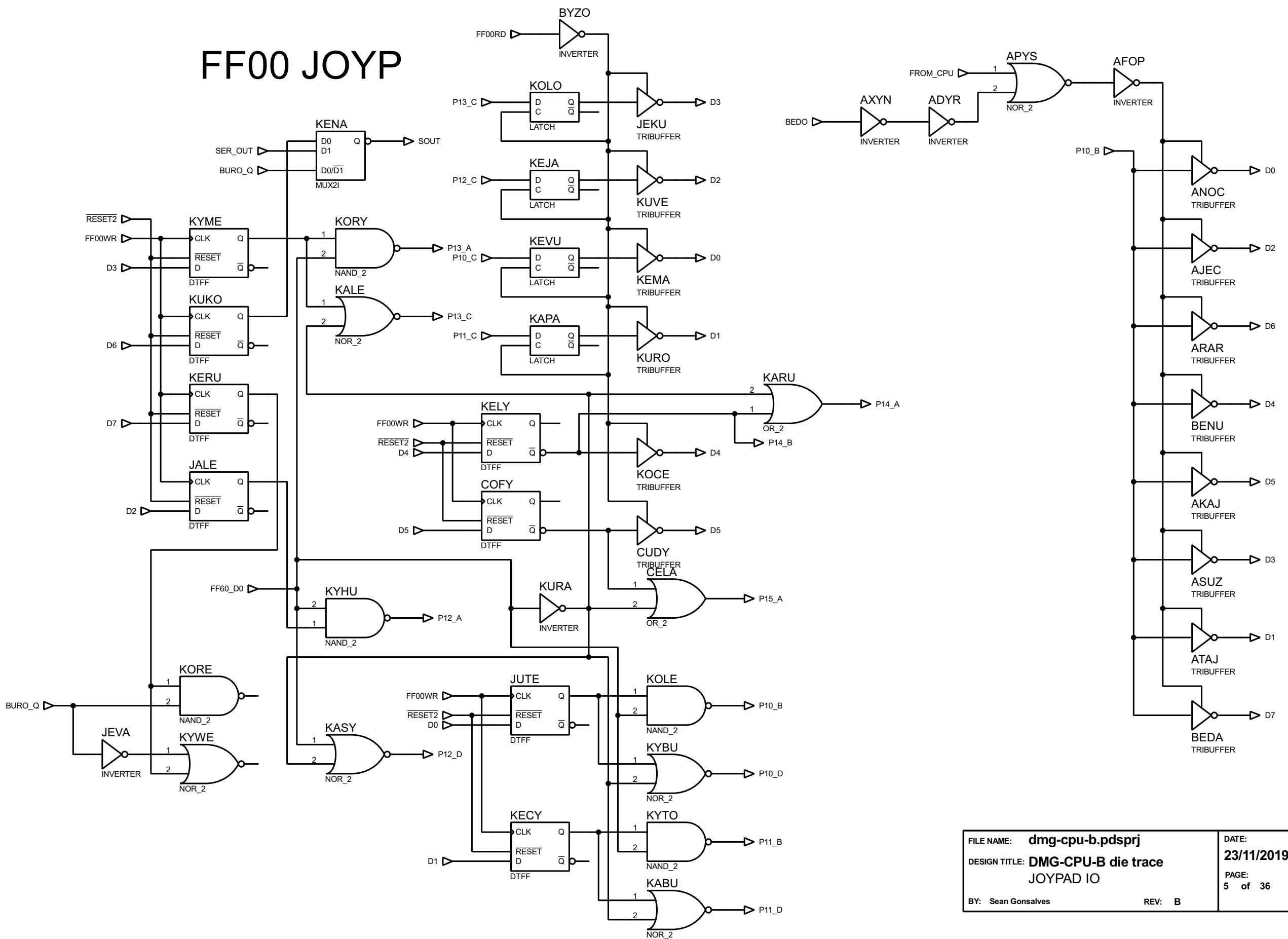


FF05 TMA



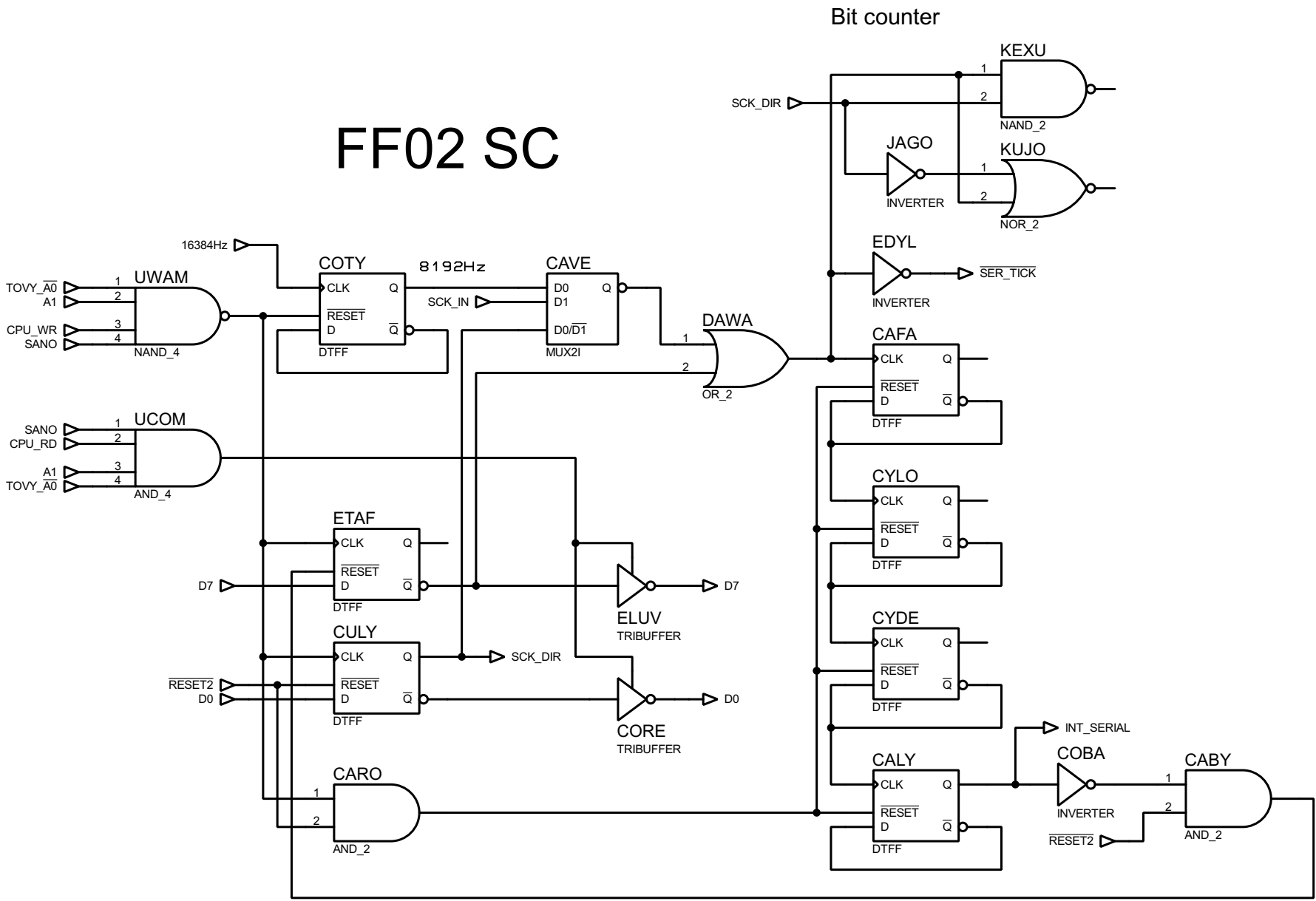


# FF00 JOYP

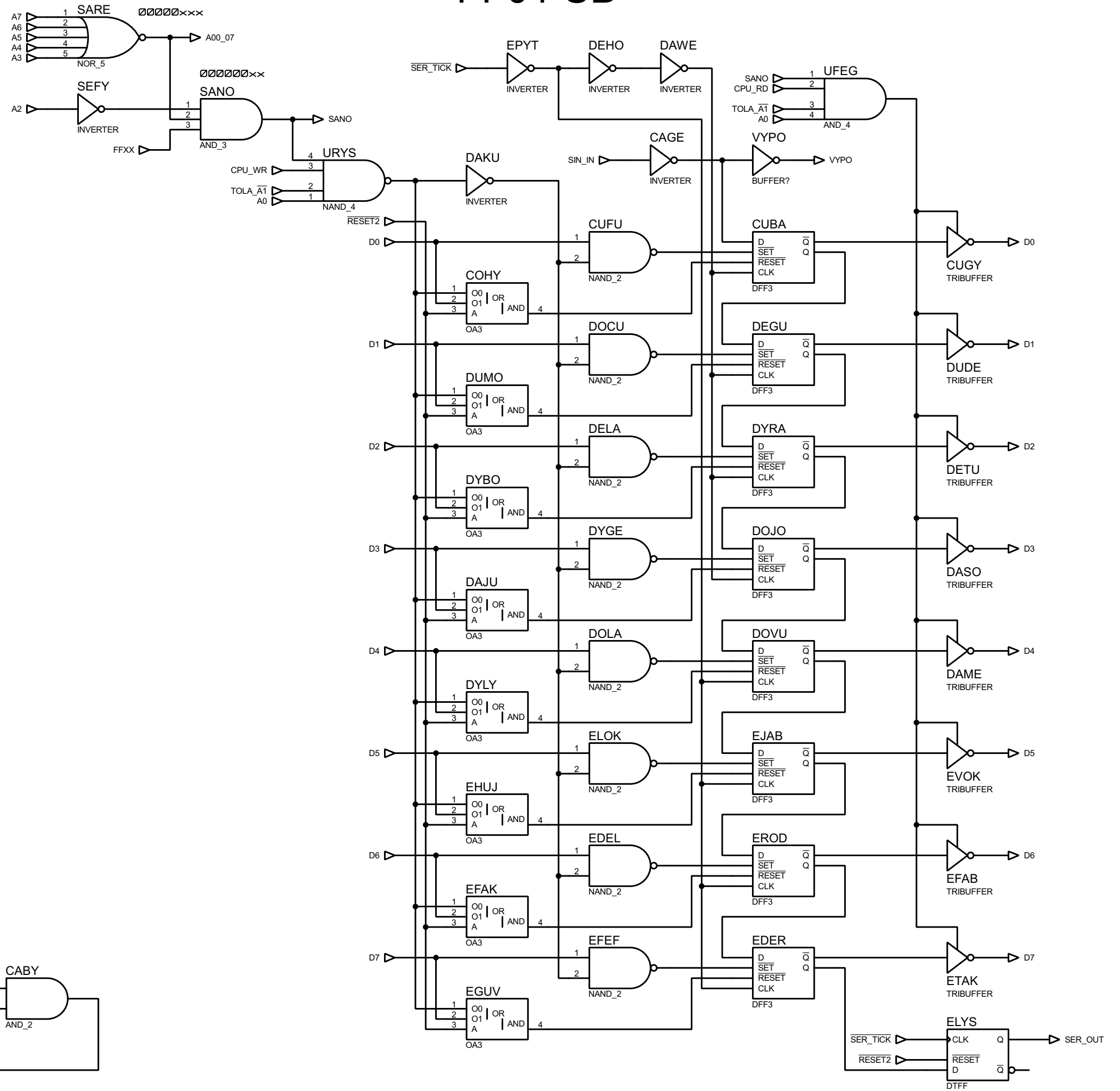


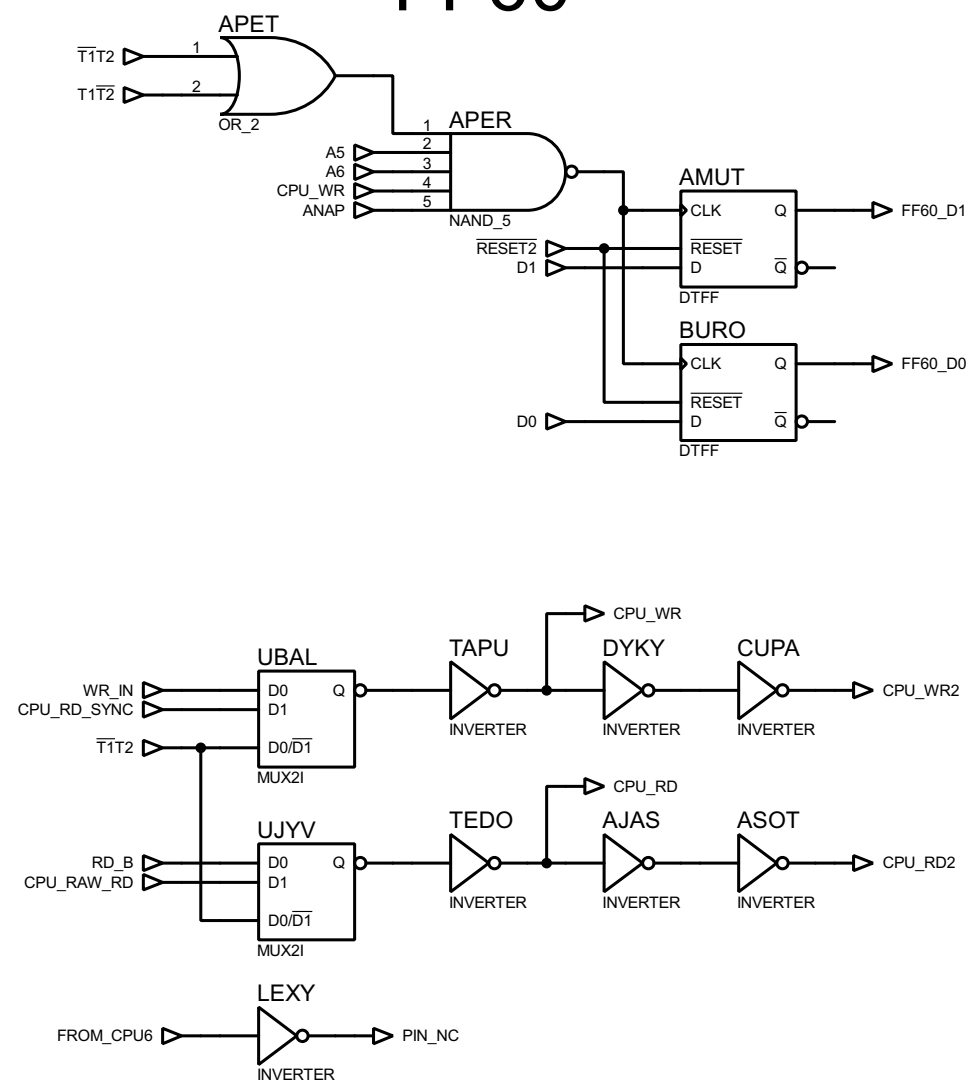
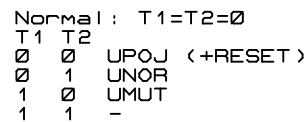
FILE NAME: <b>dmg-cpu-b.pdsprj</b>	DATE: <b>23/11/2019</b>
DESIGN TITLE: <b>DMG-CPU-B die trace</b> <b>JOYPAD IO</b>	PAGE: <b>5 of 36</b>
BY: <b>Sean Gonsalves</b>	REV: <b>B</b>

# FF02 SC

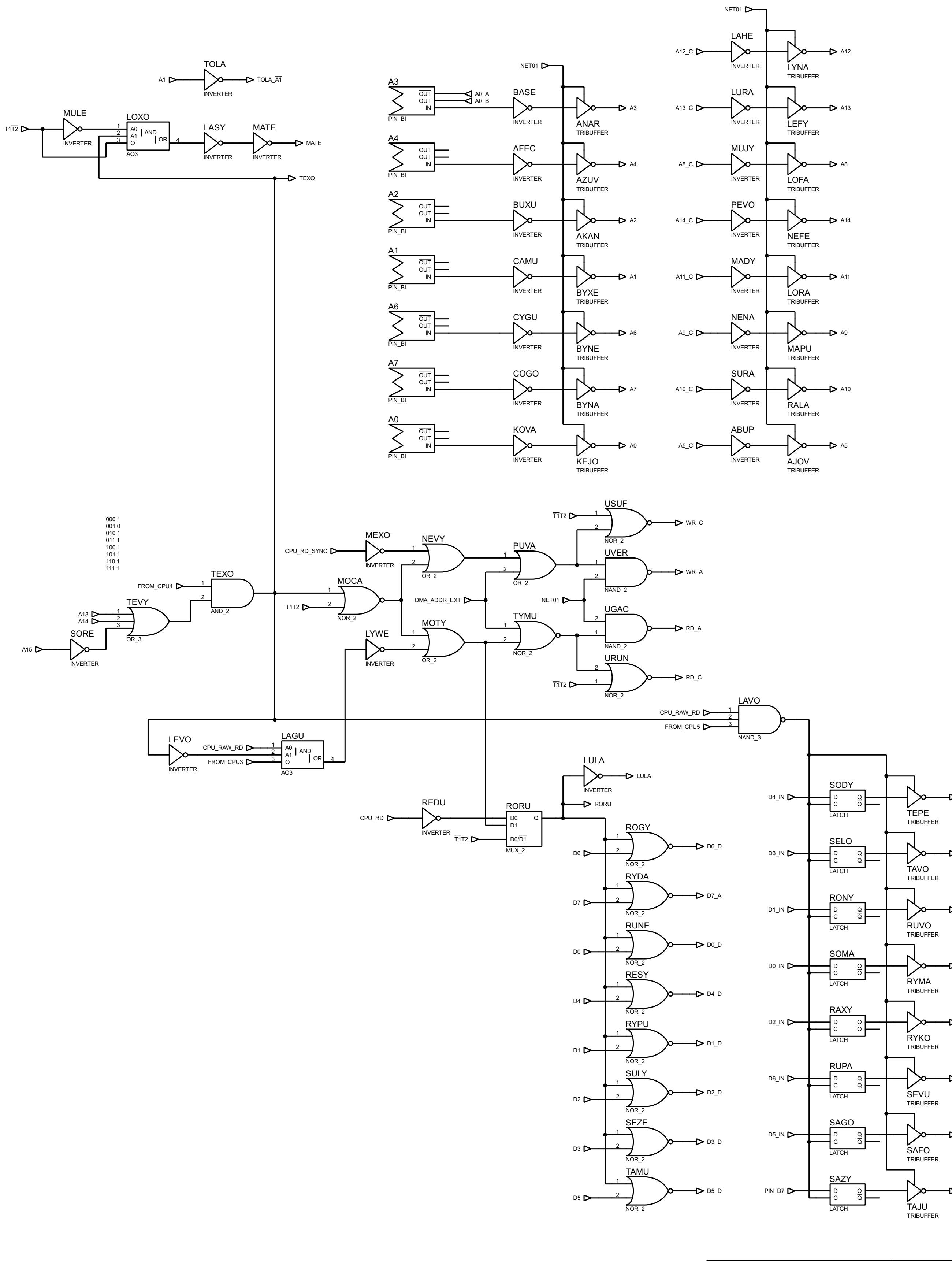
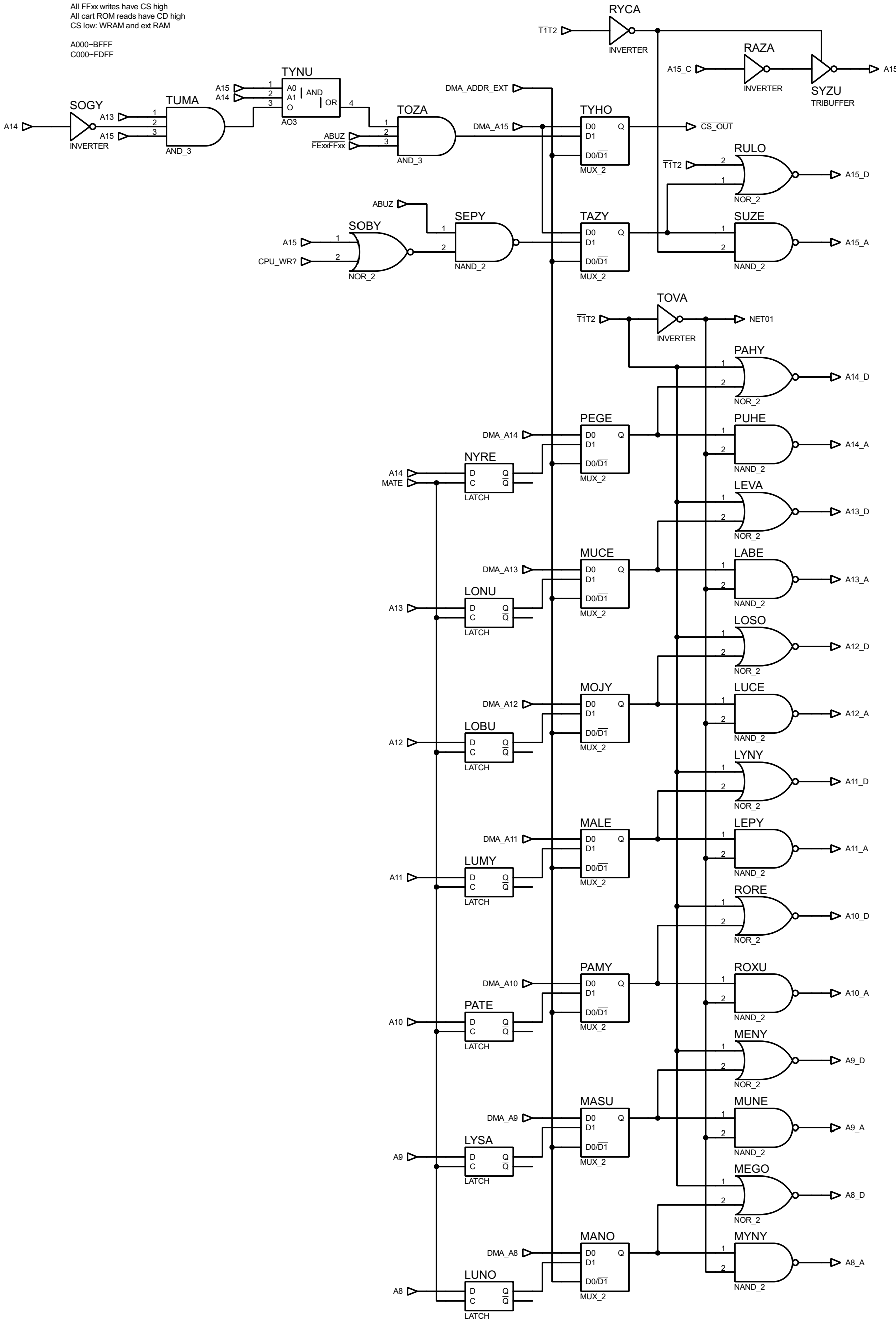


# FF01 SB

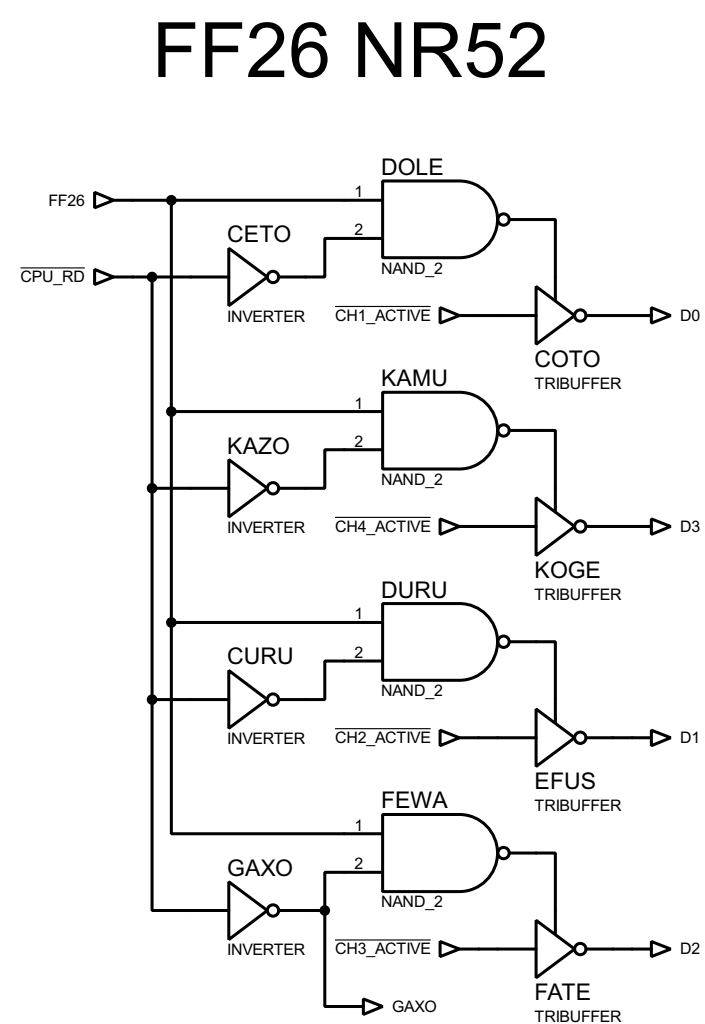
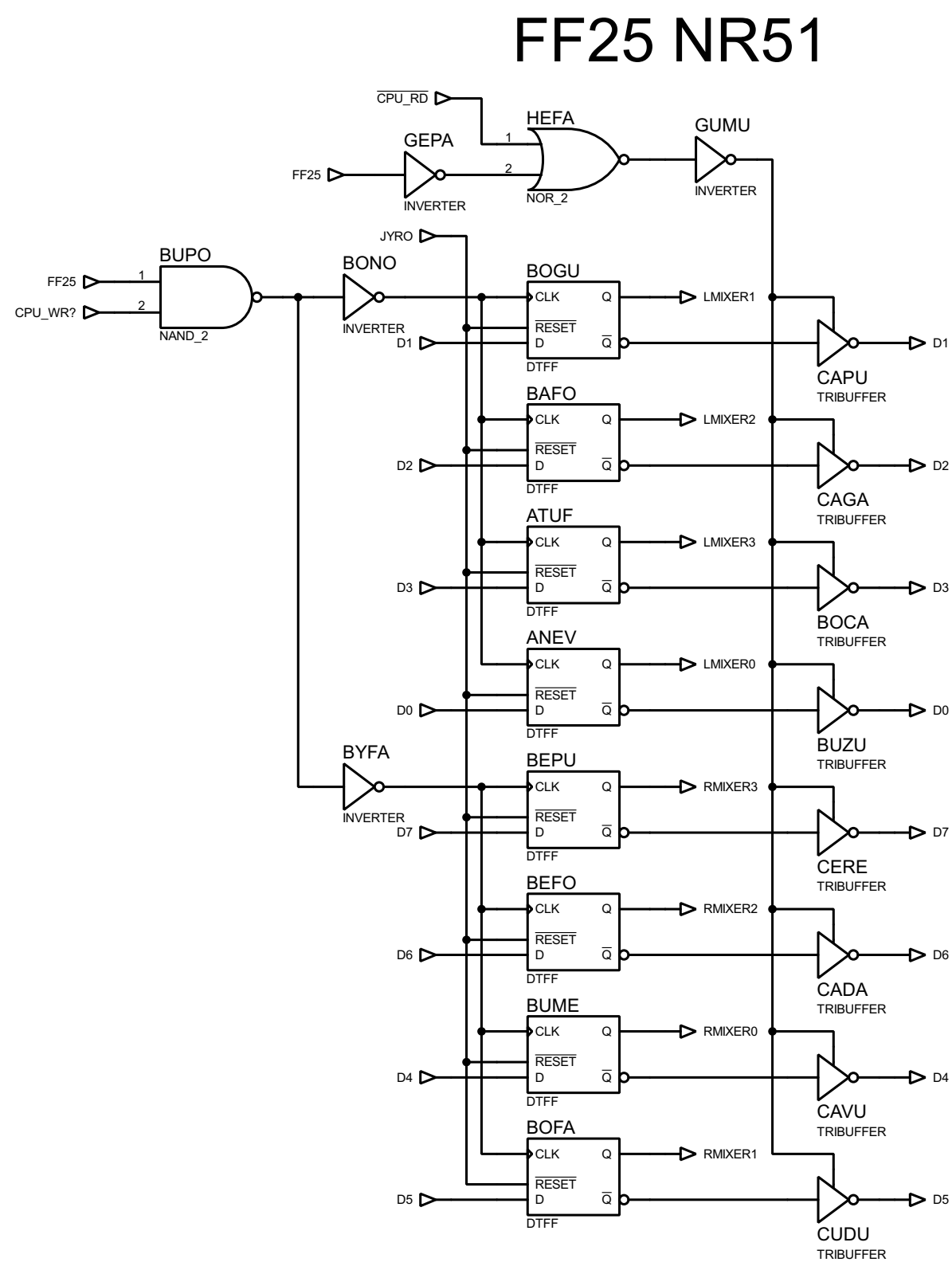
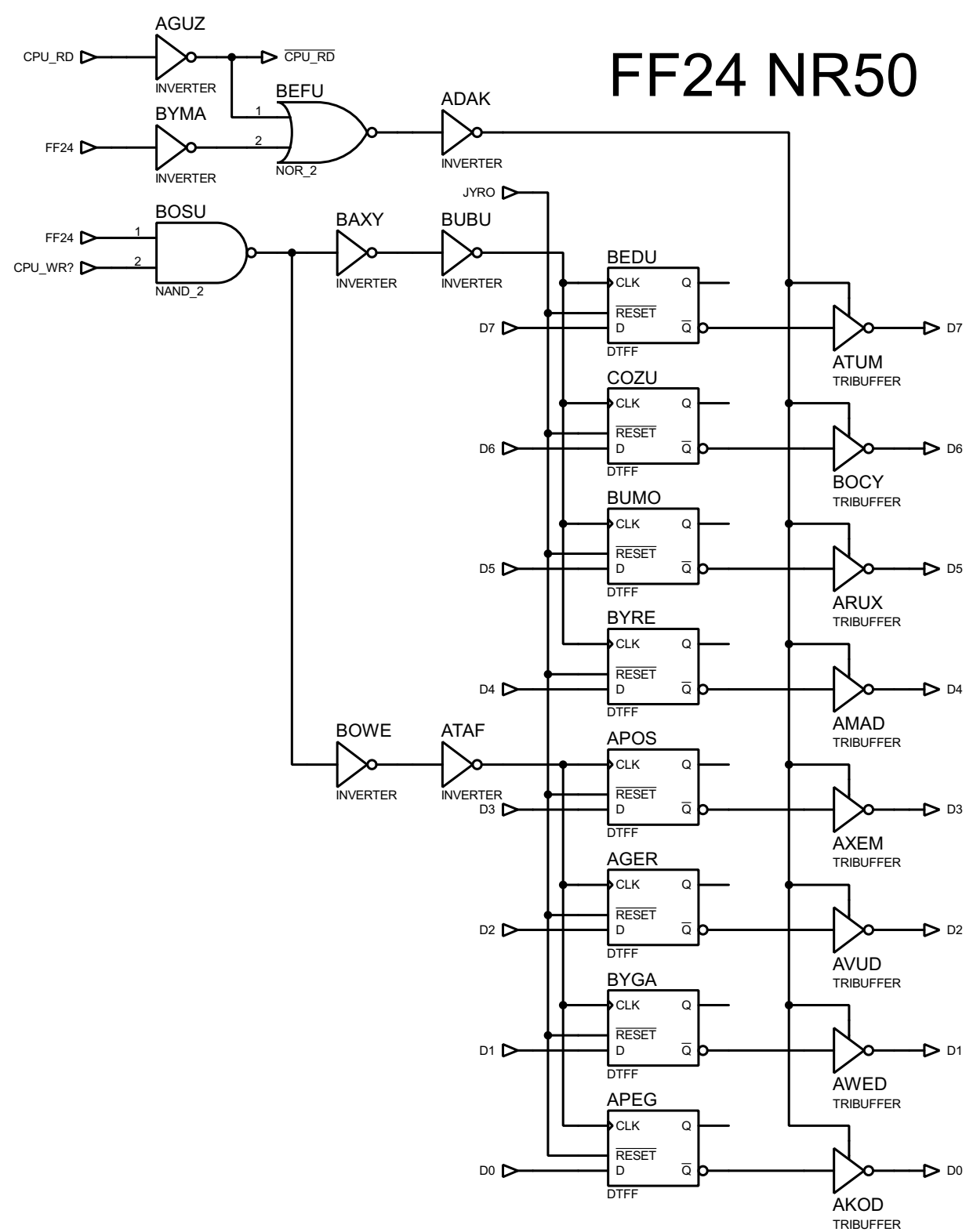
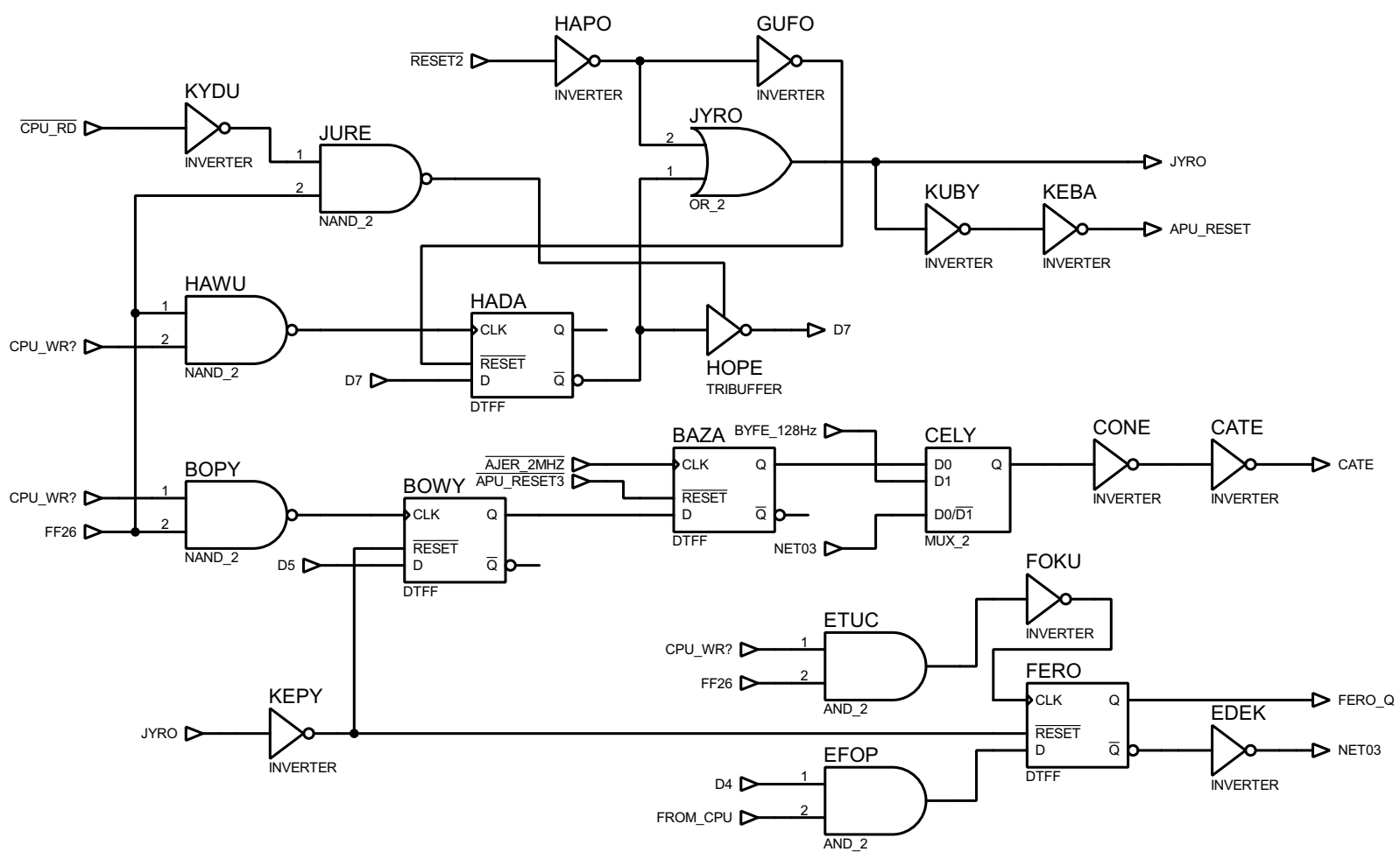
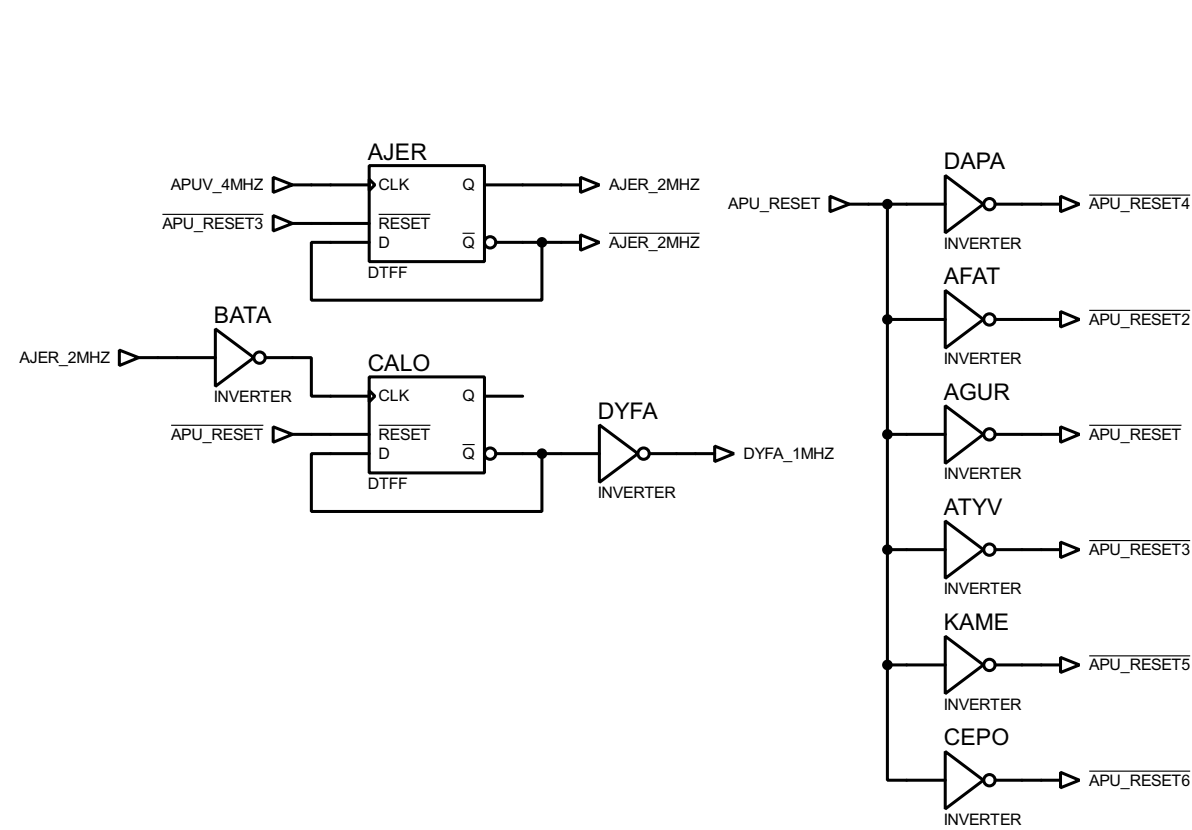


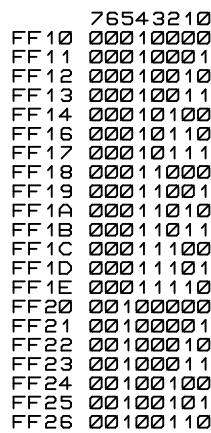
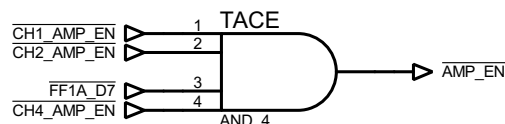


All FFxx writes have CS high  
All cart ROM reads have CD high  
CS low: WRAM and ext RAM  
A000-BFFF  
C000-FDFF

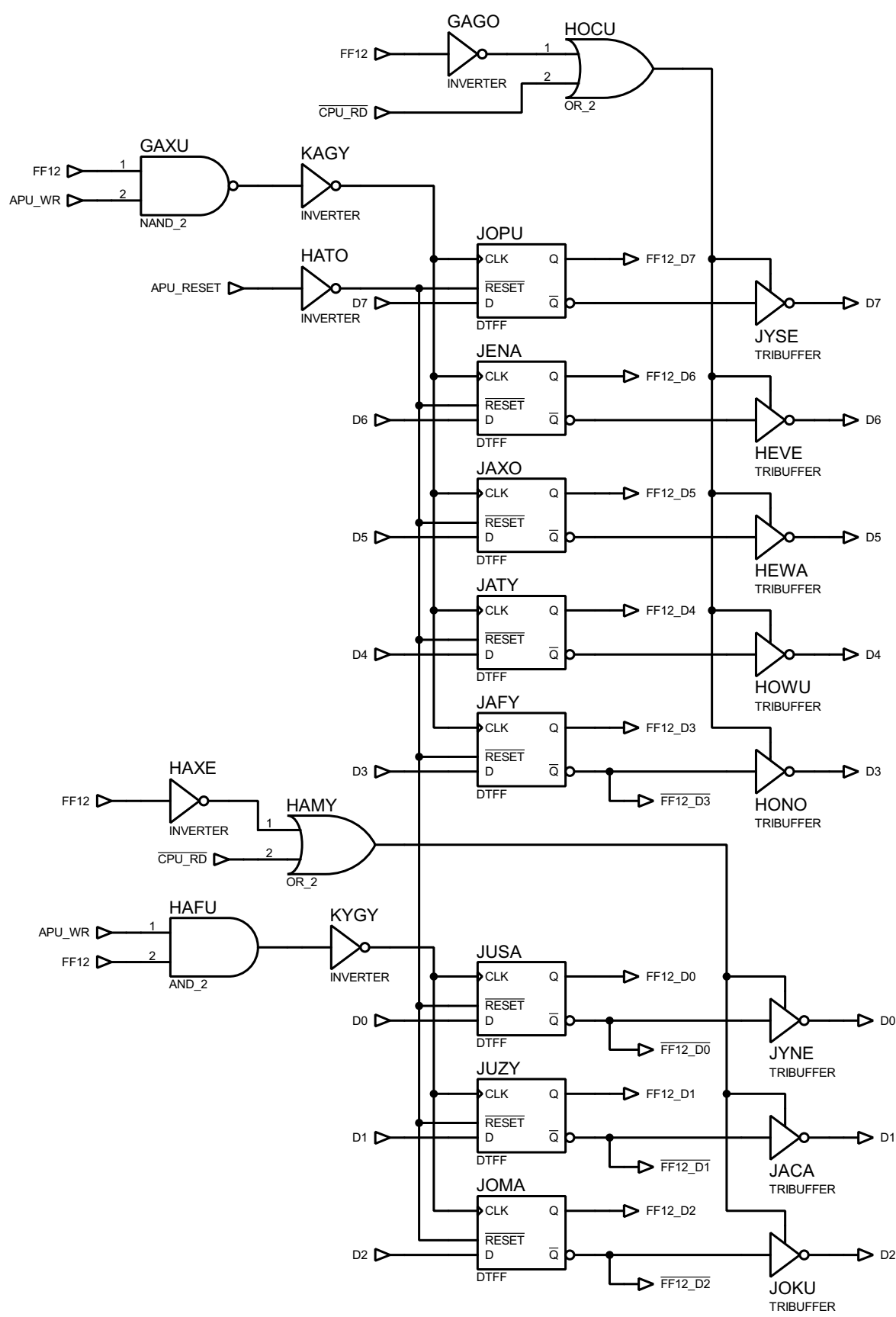




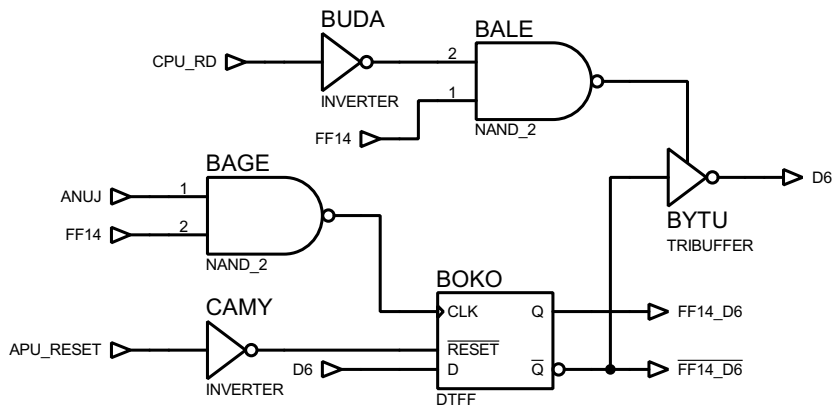




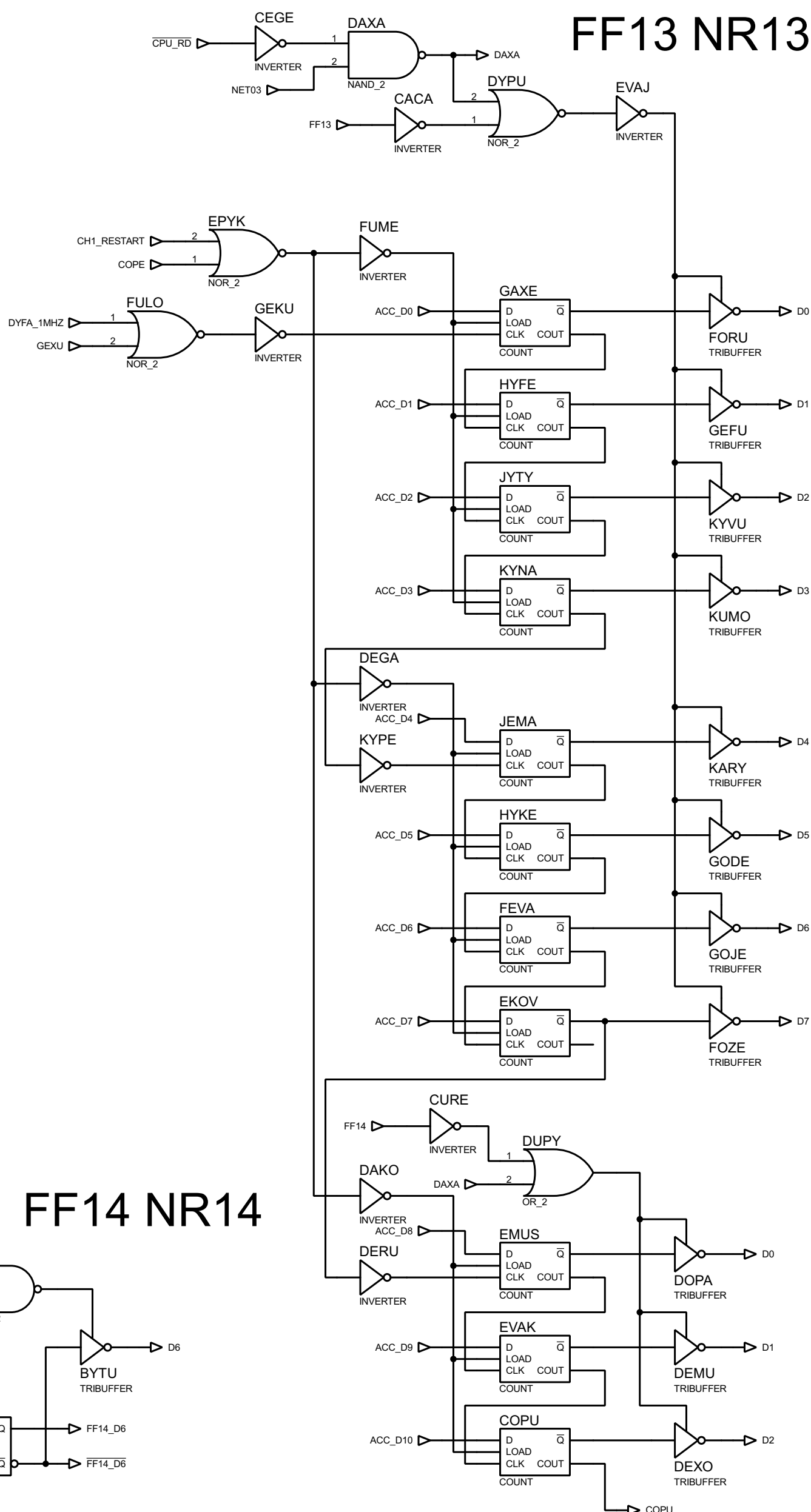
# FF12 NR12



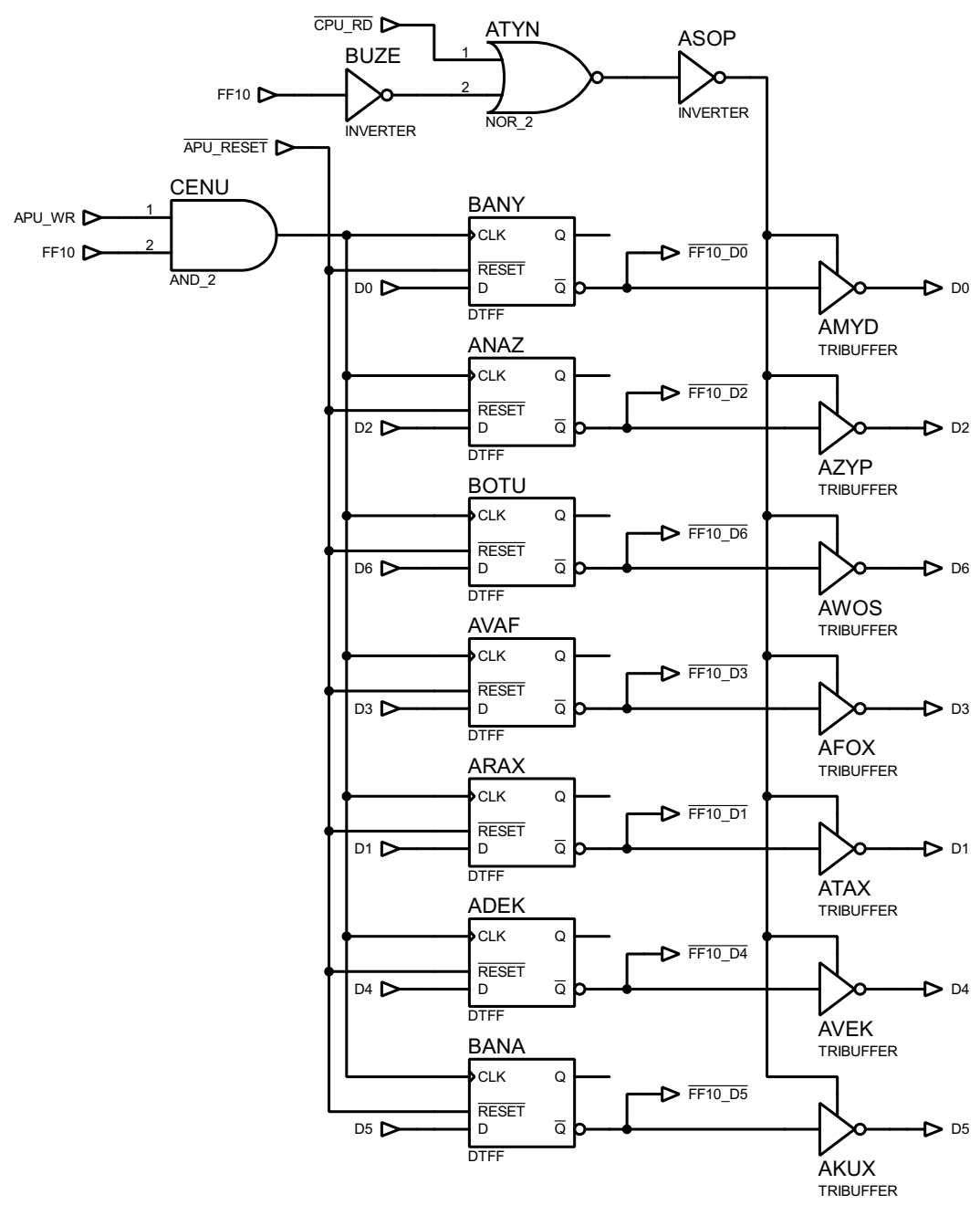
# FF14 NR14



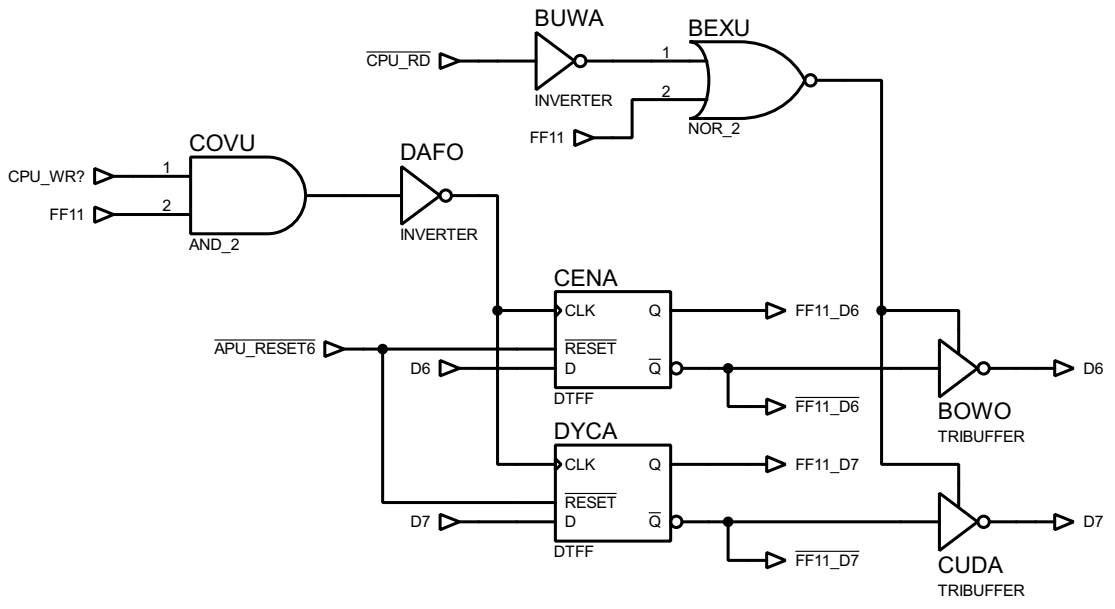
# FF13 NR13

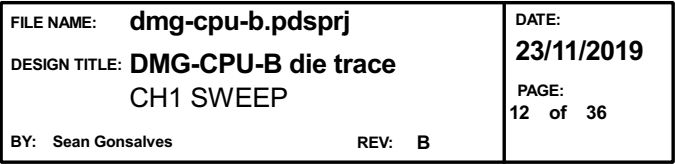


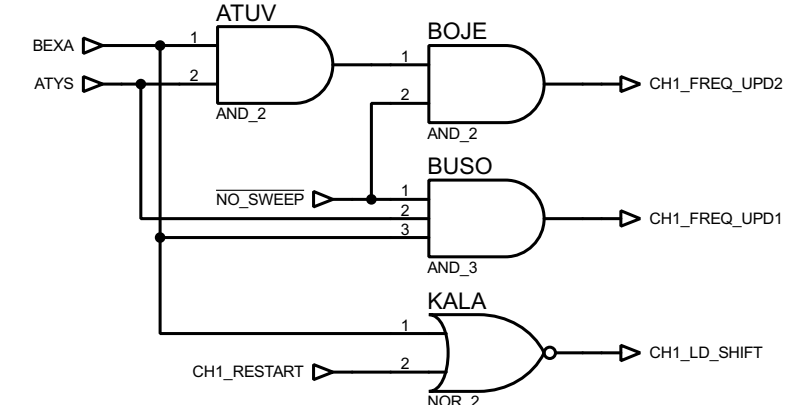
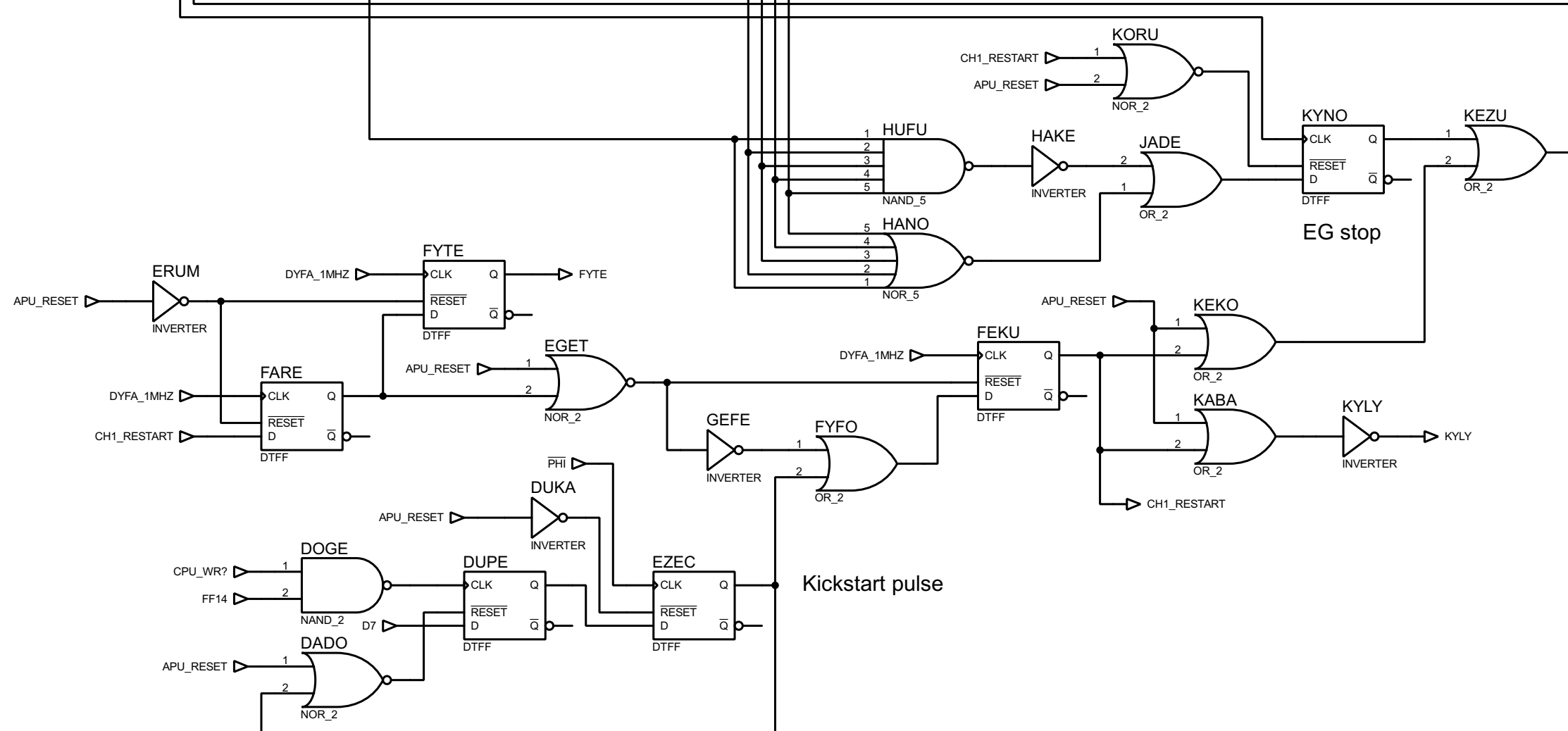
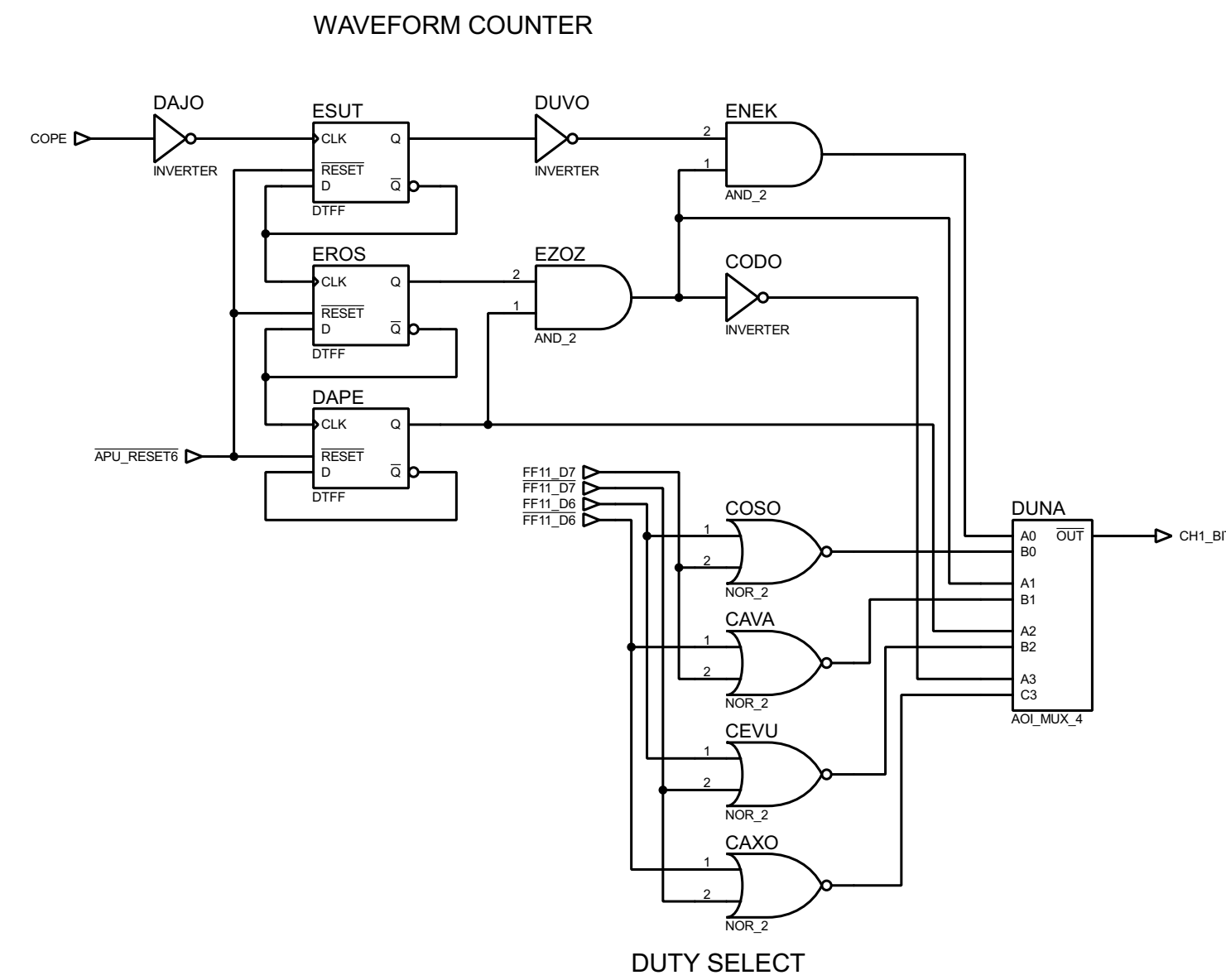
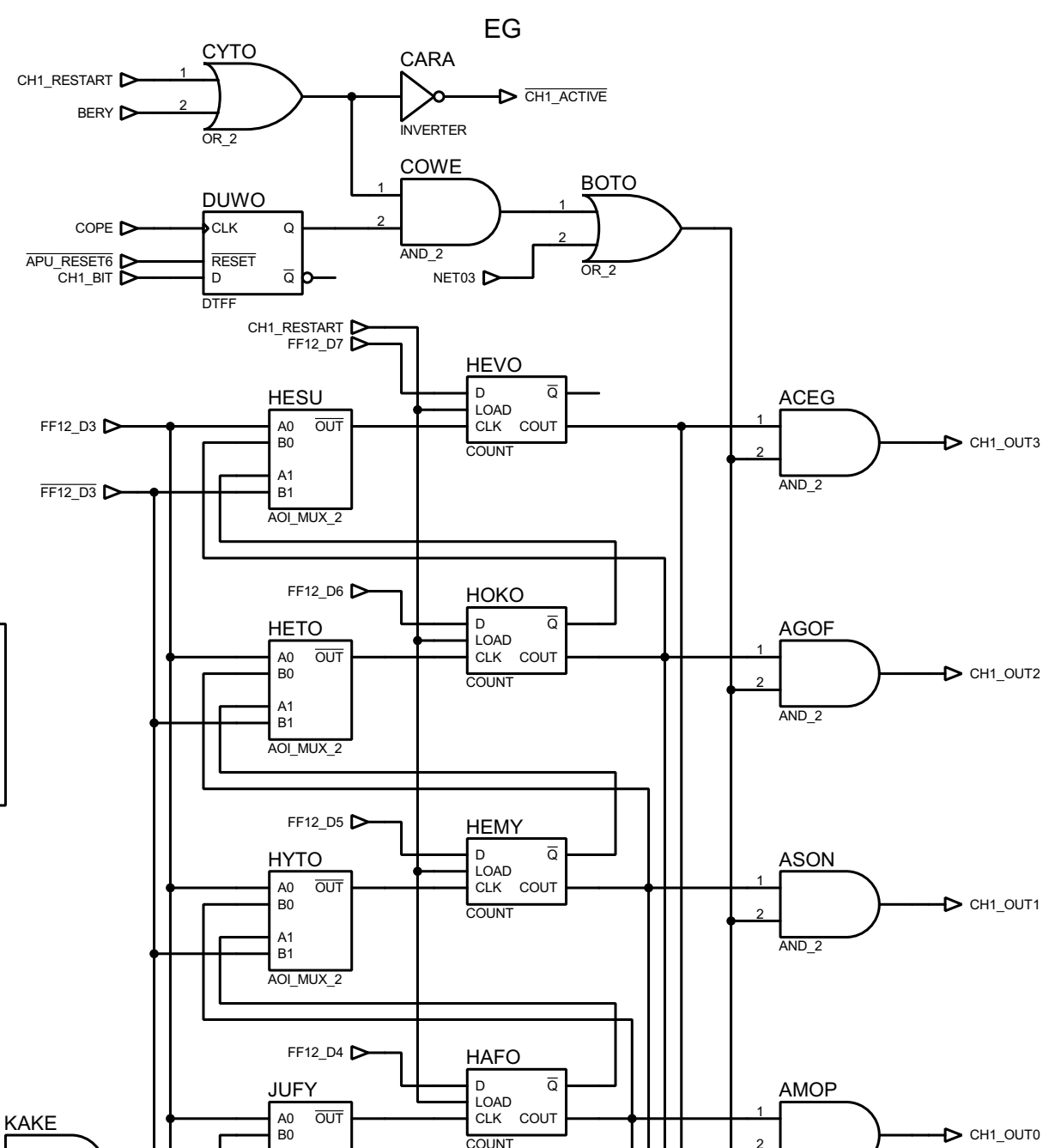
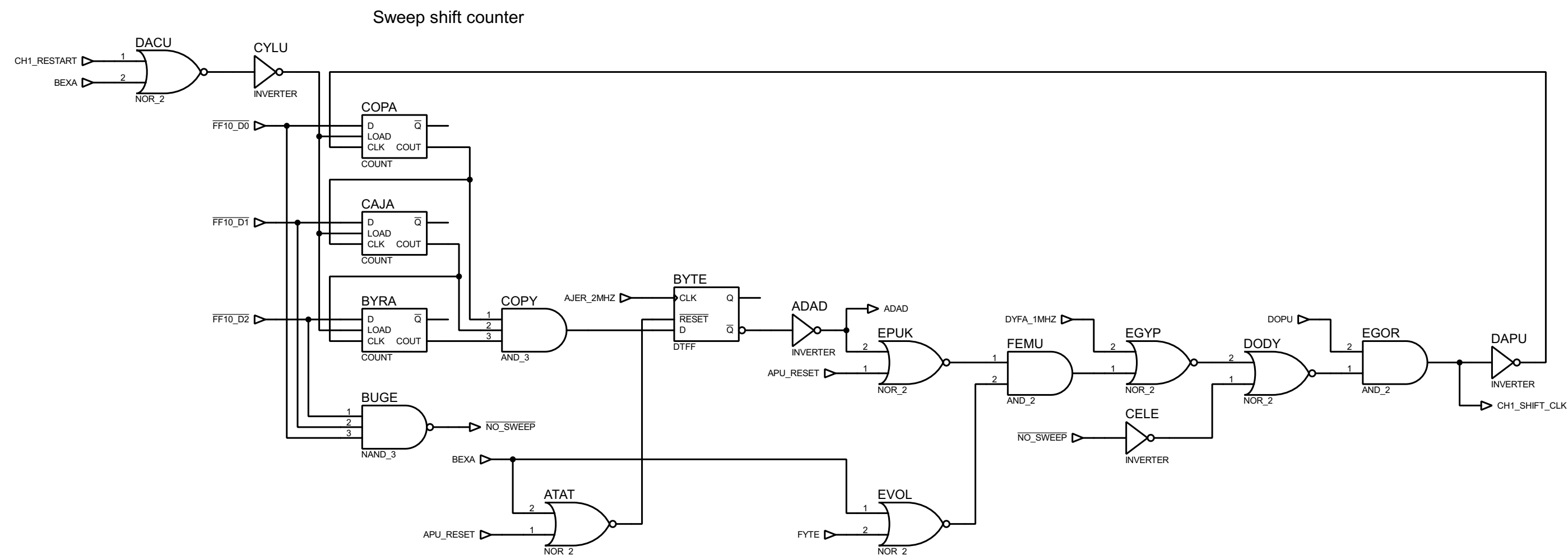
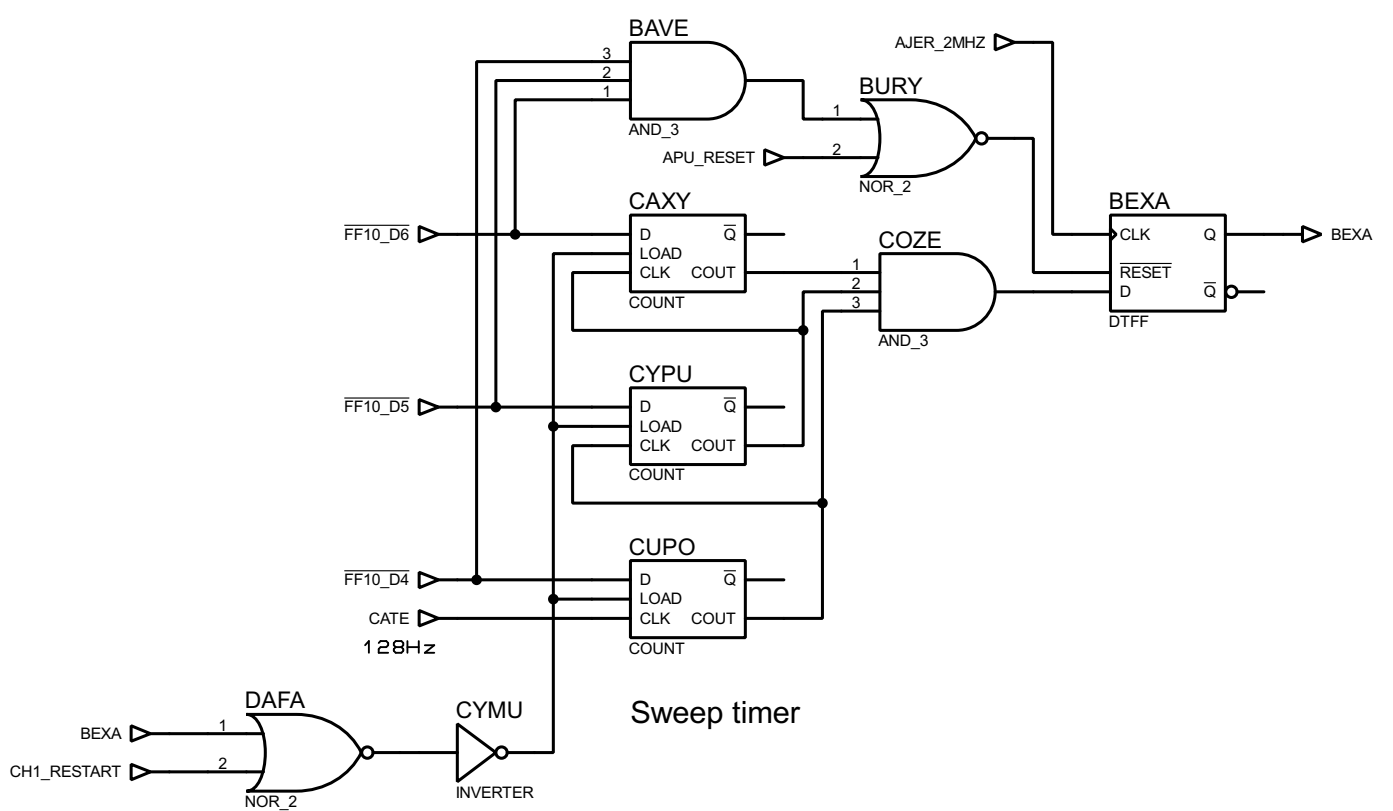
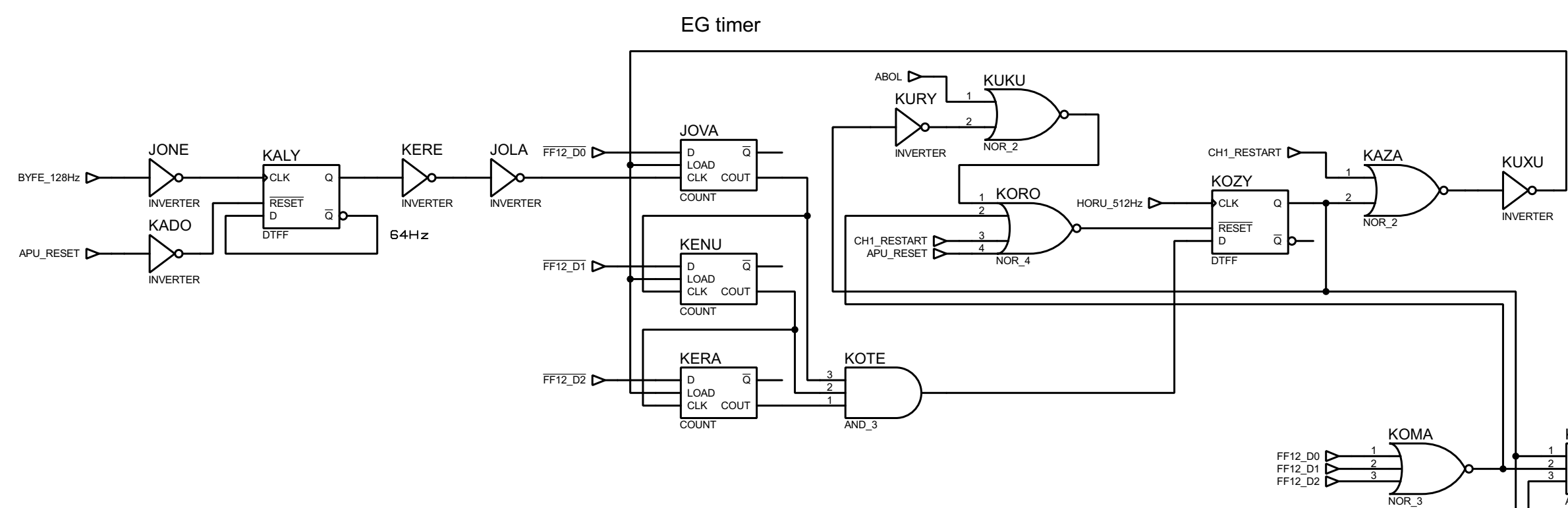
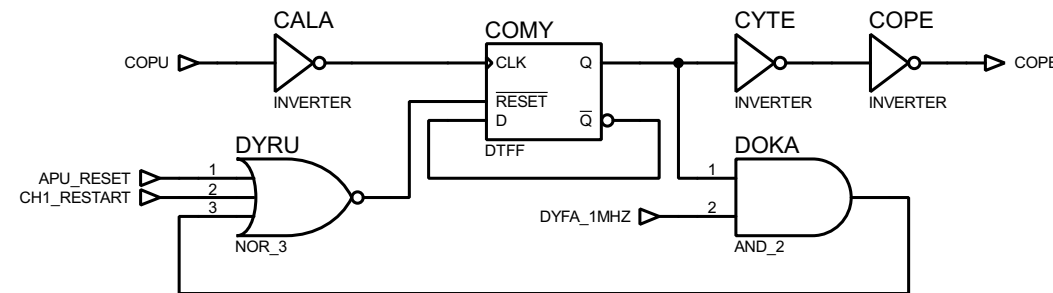
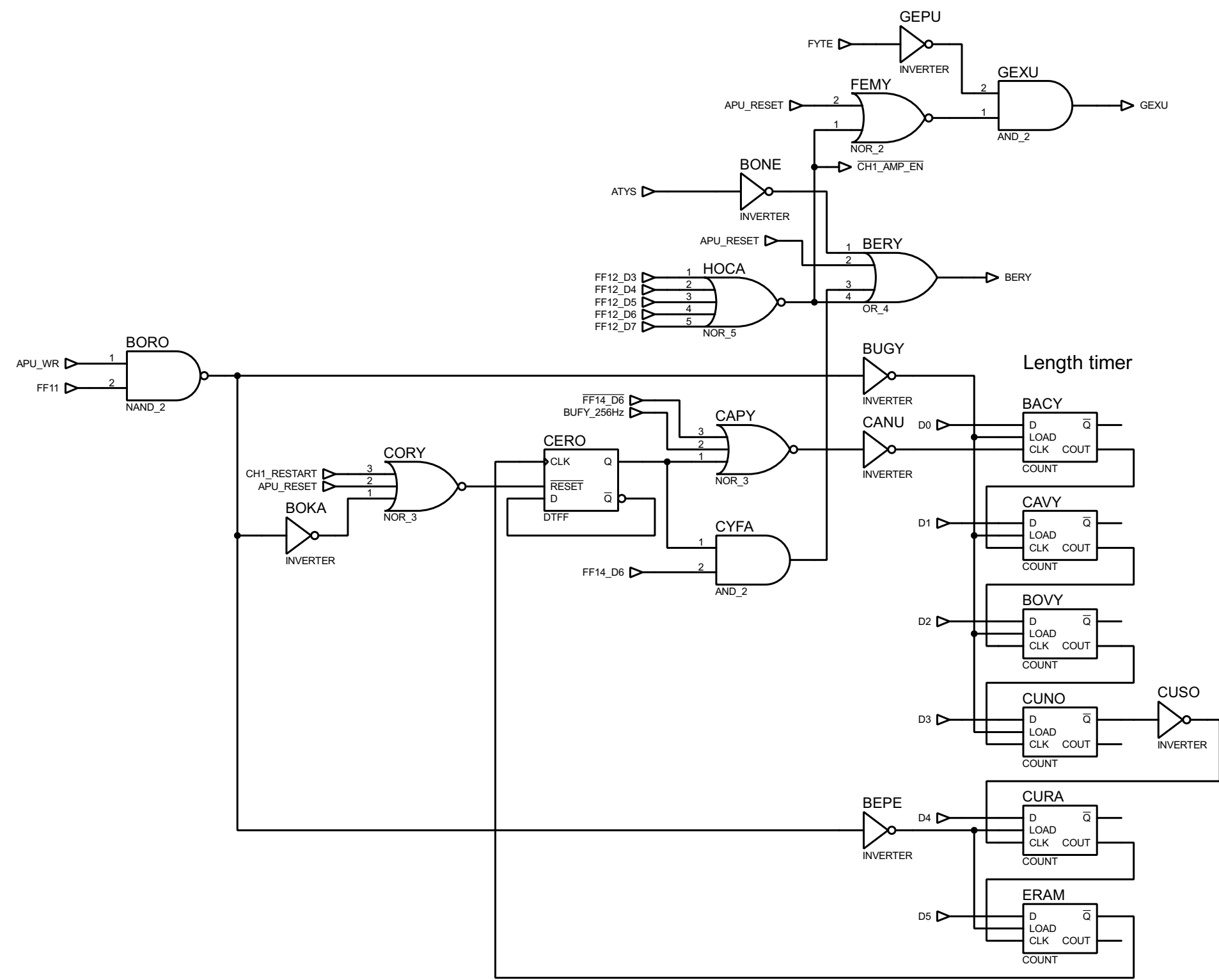
# FF10 NR10



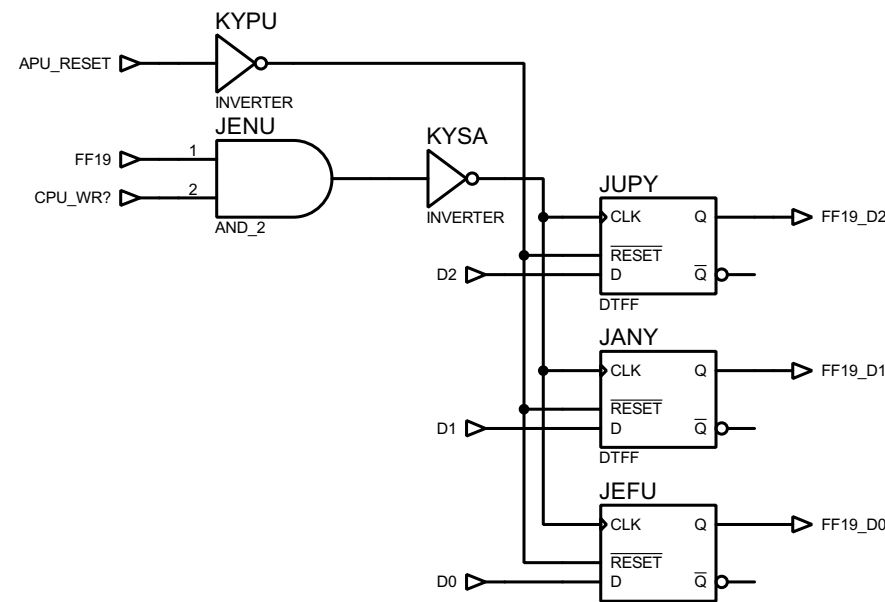
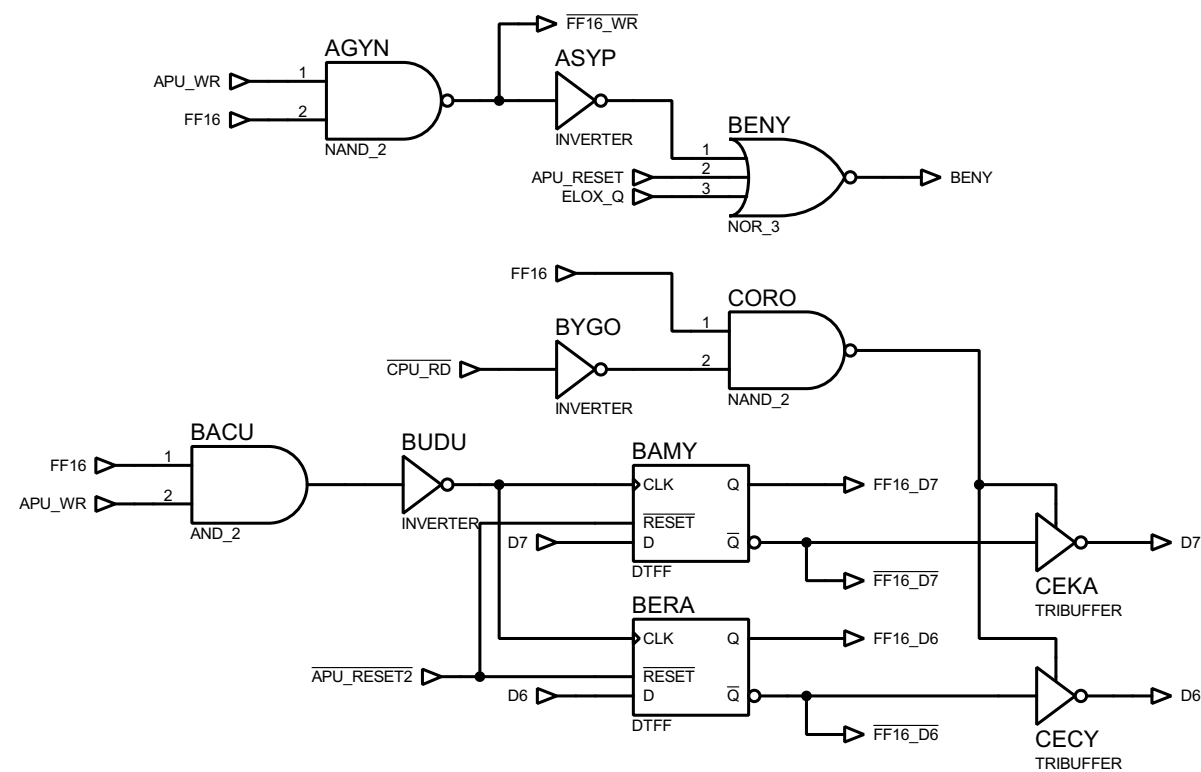
# FF11 NR11



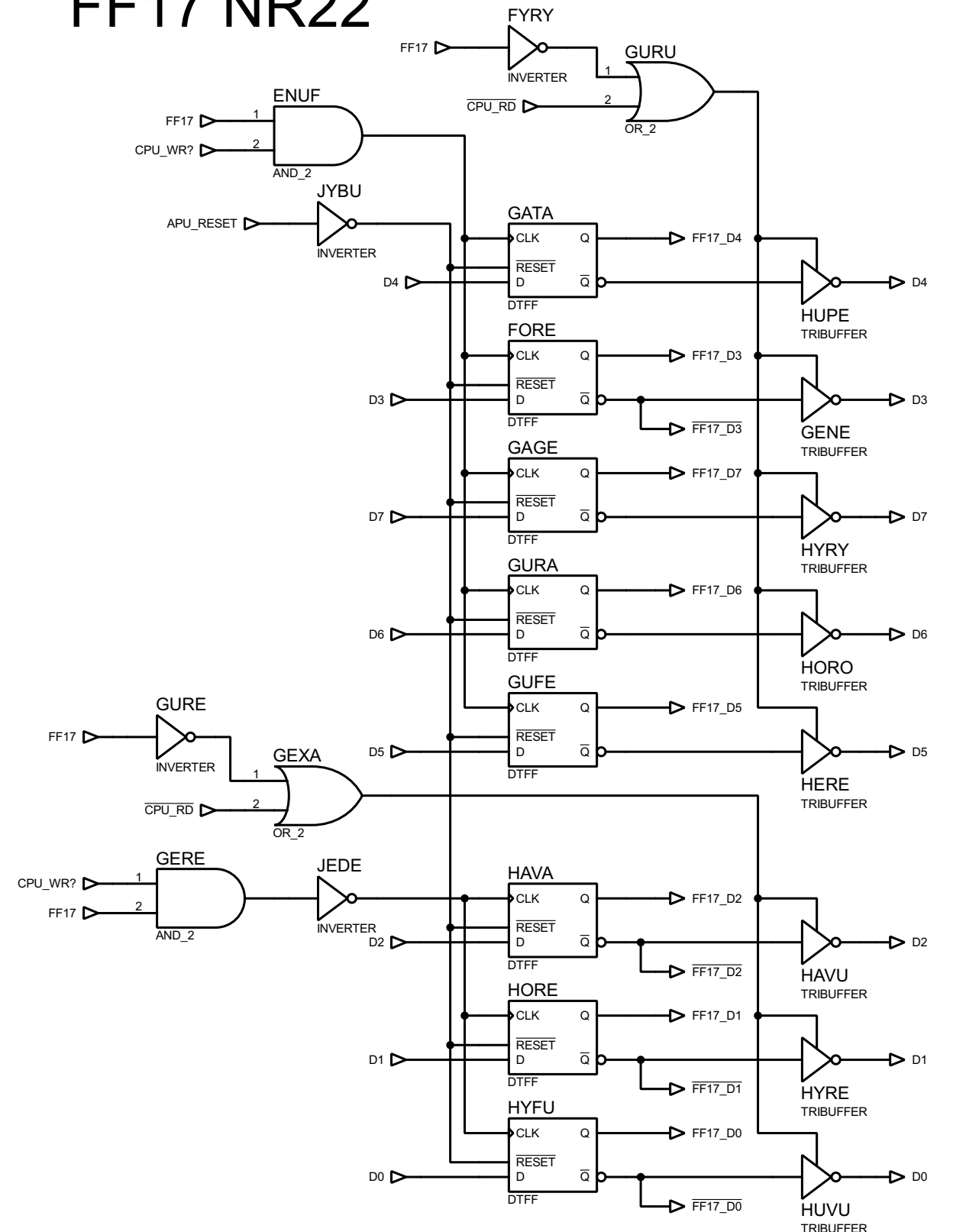




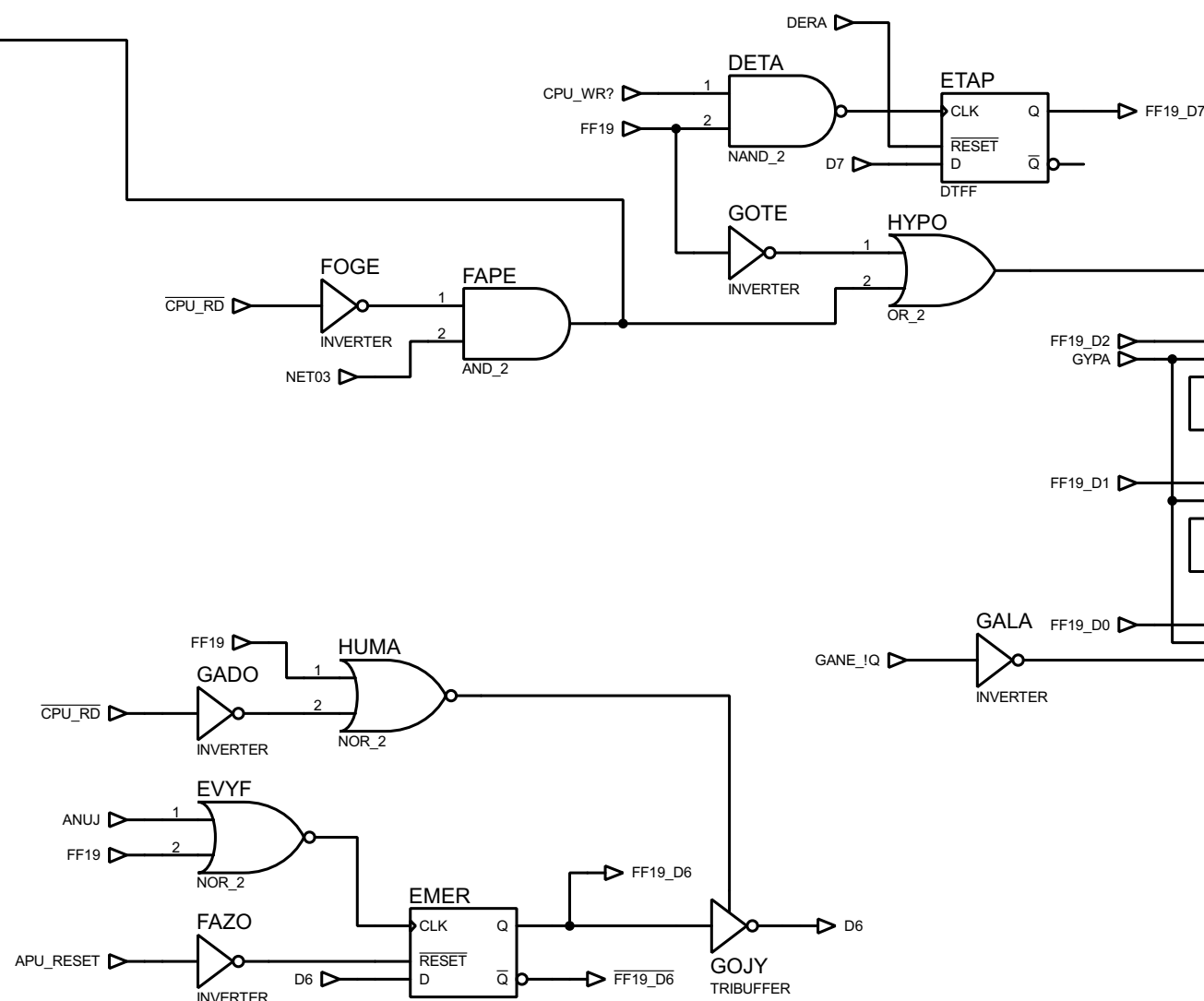
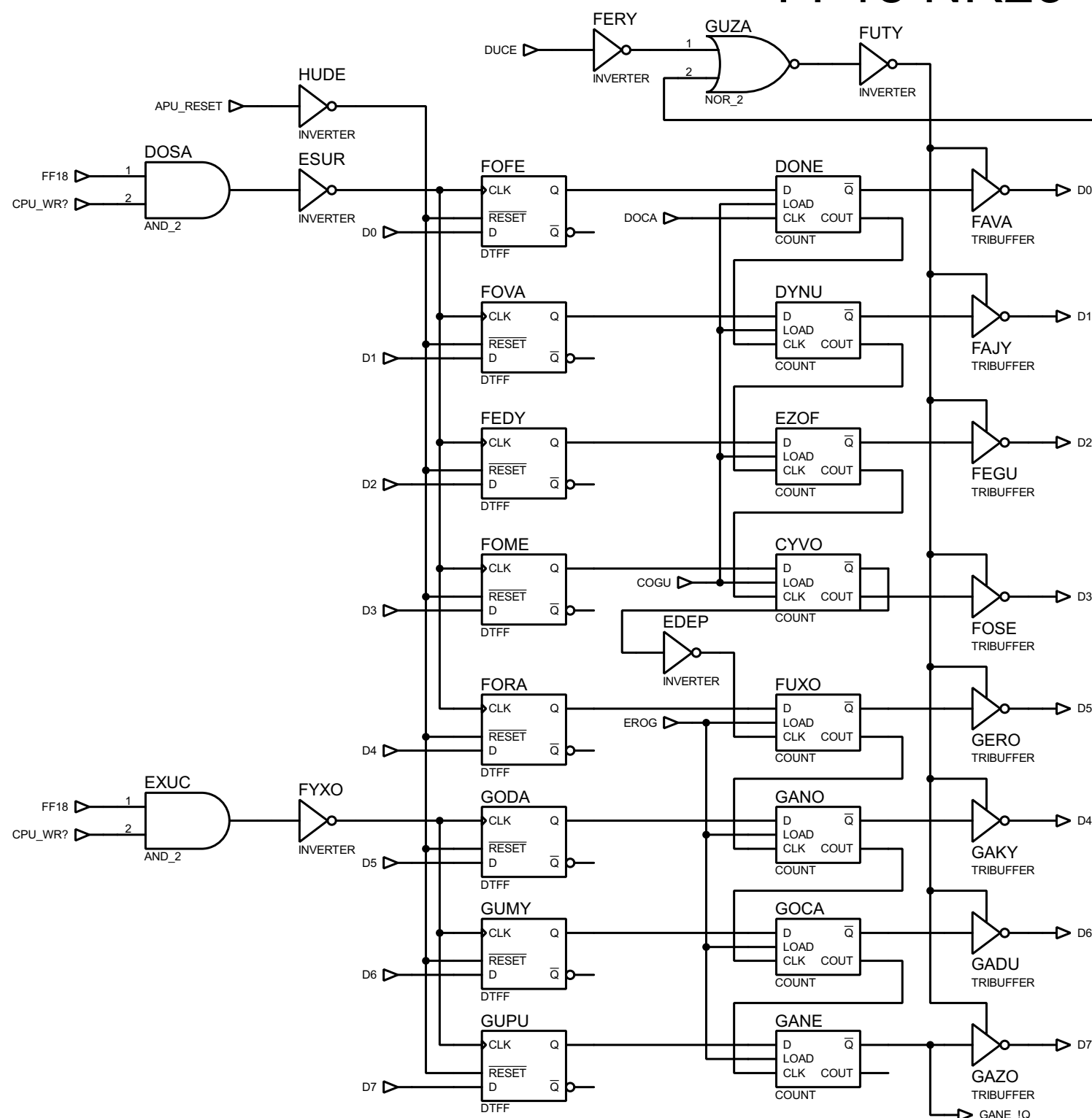
## FF16 NR21



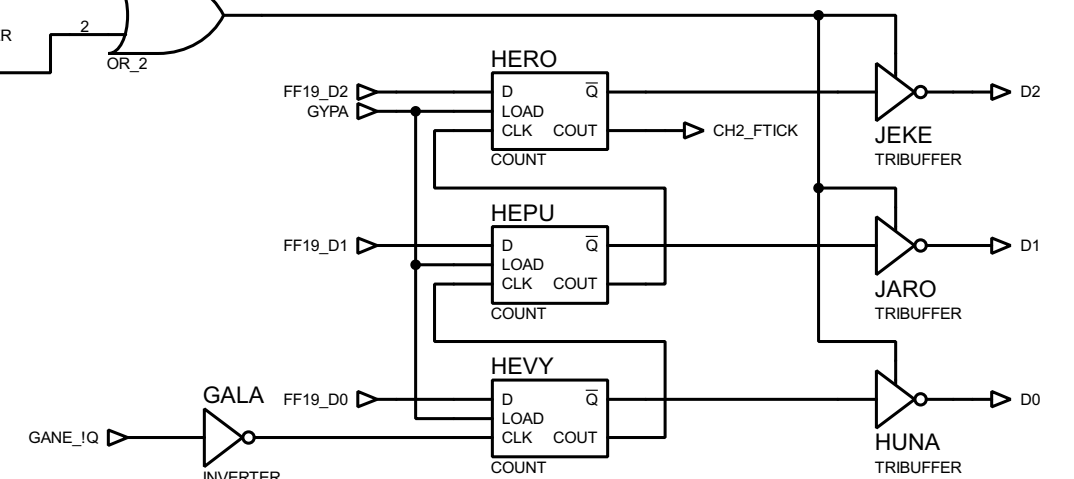
## FF17 NR22

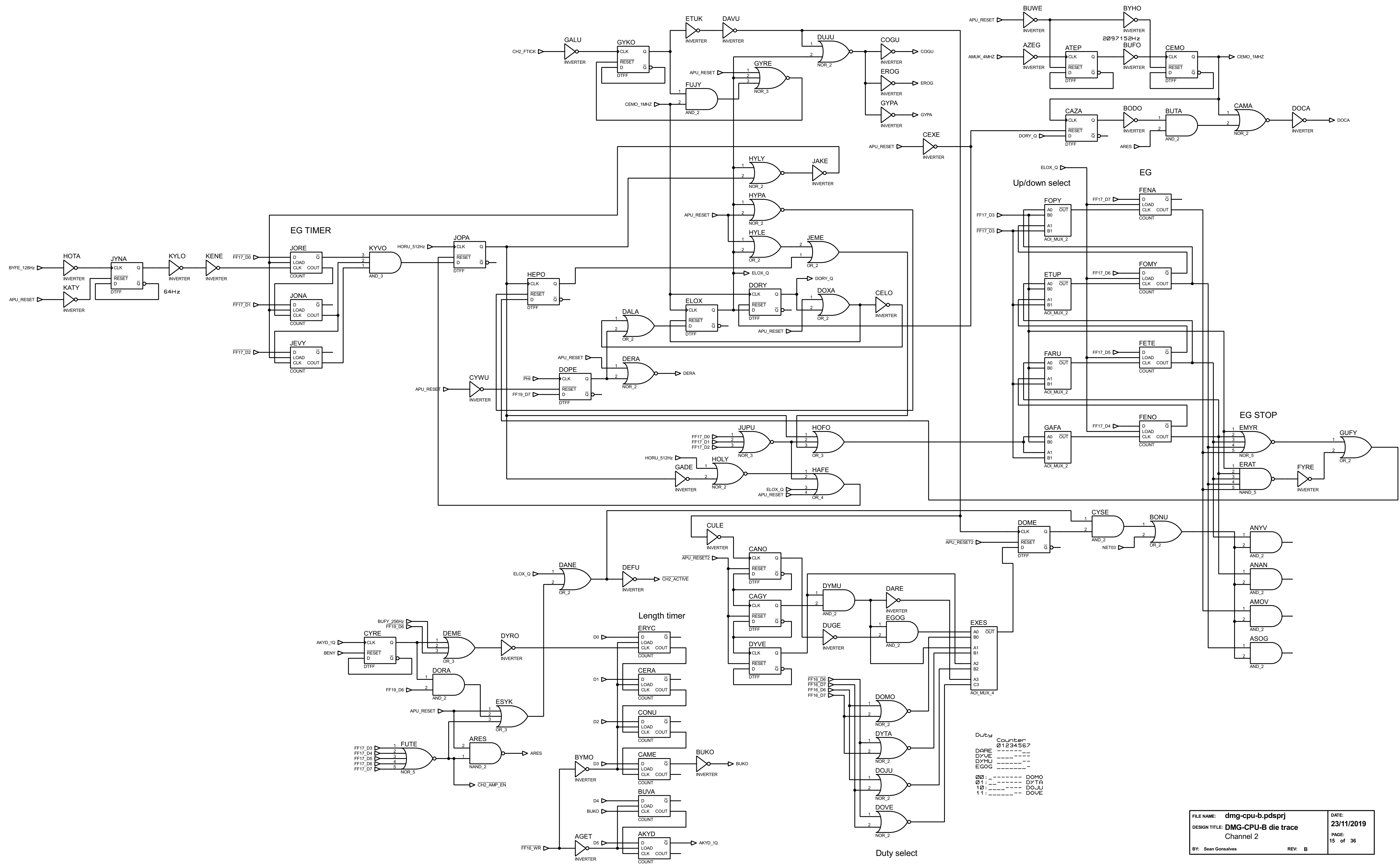


## FF18 NR23

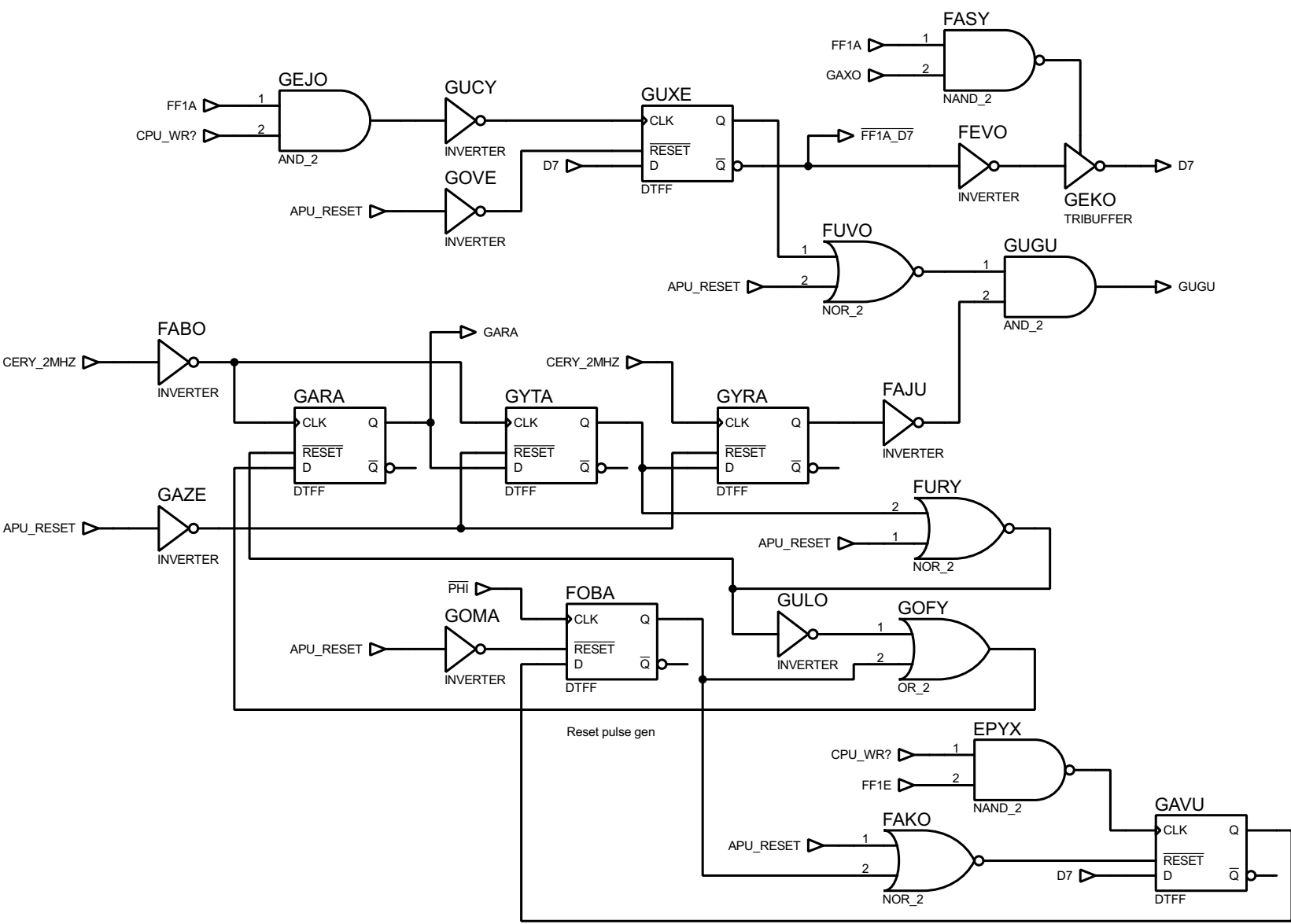


## FF19 NR24

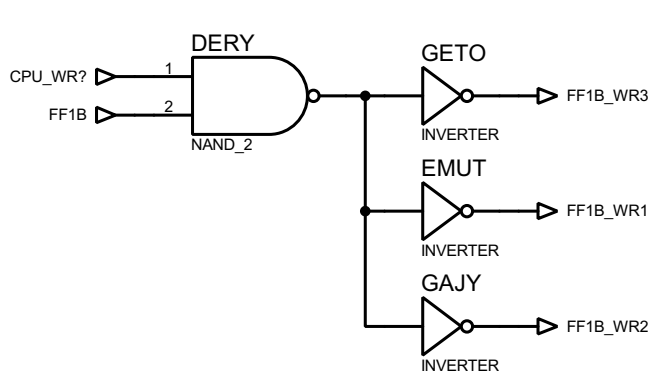




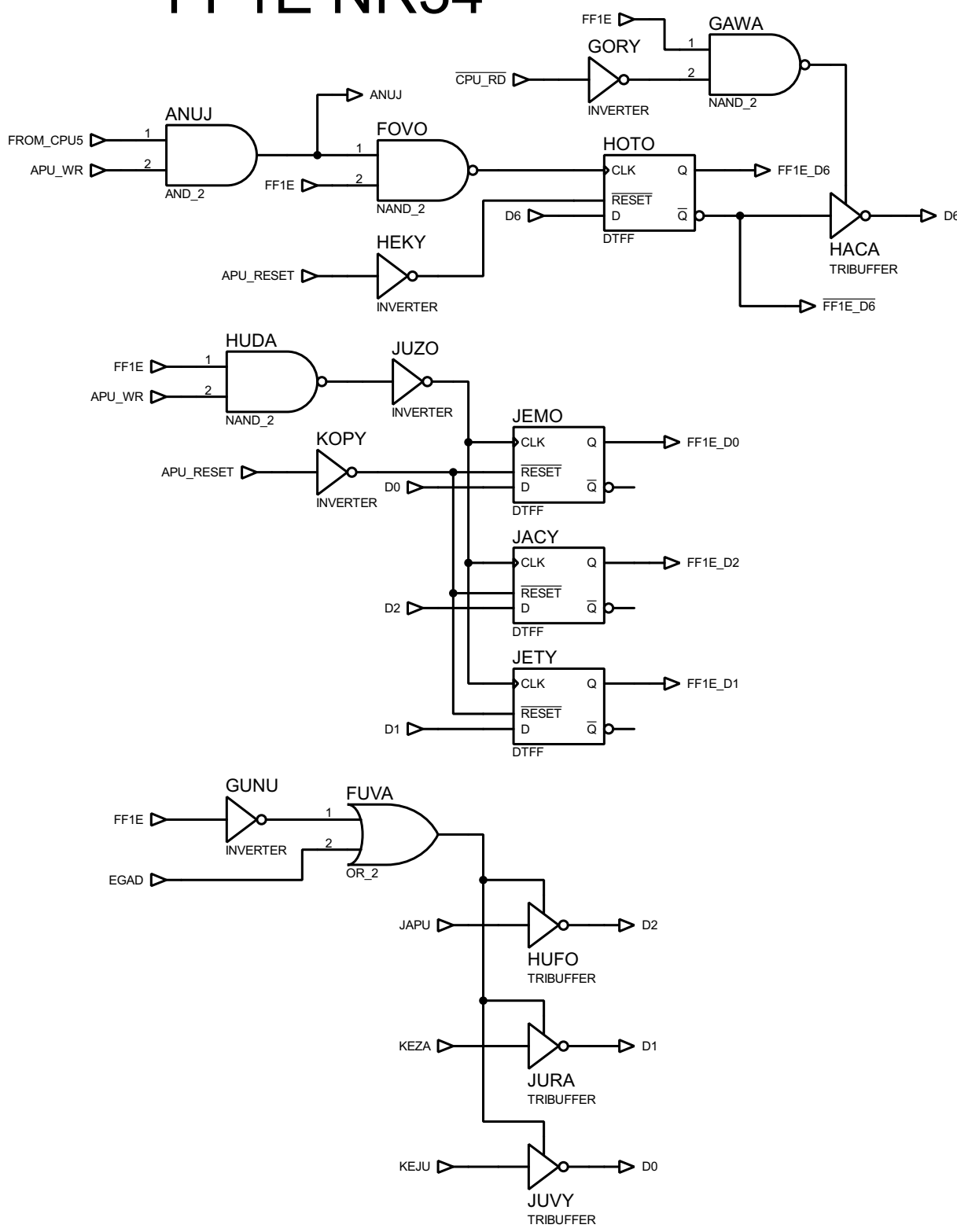
# FF1A NR30



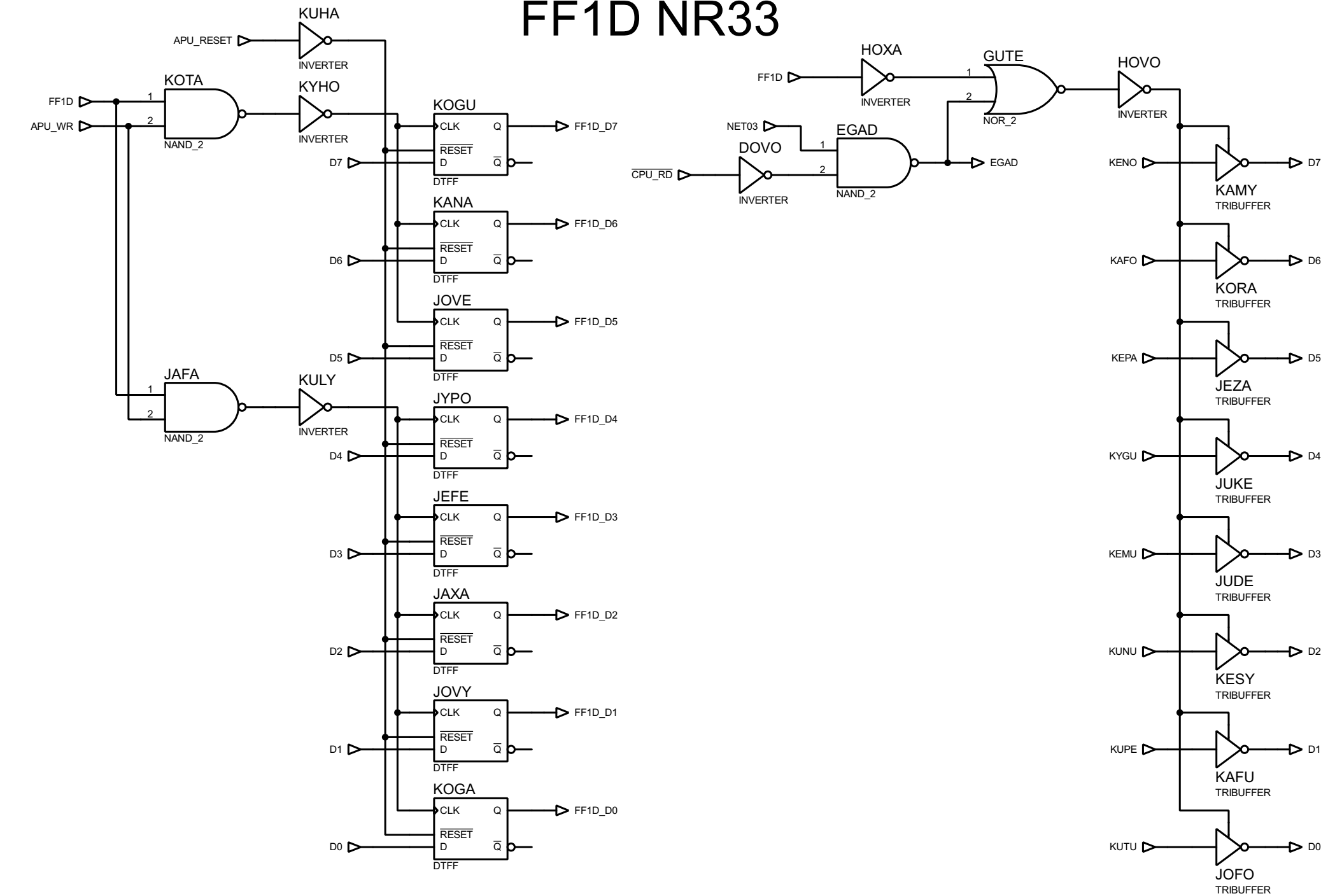
# FF1B NR31



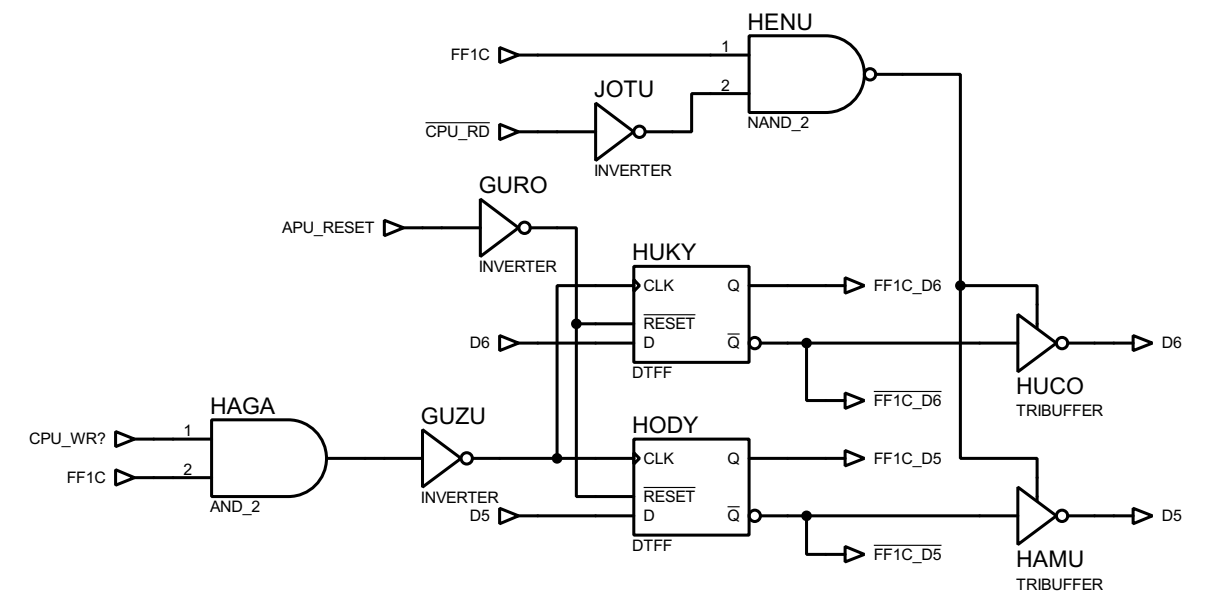
# FF1E NR34



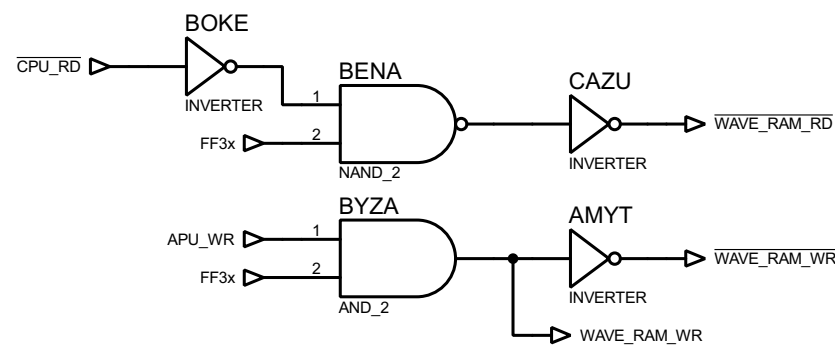
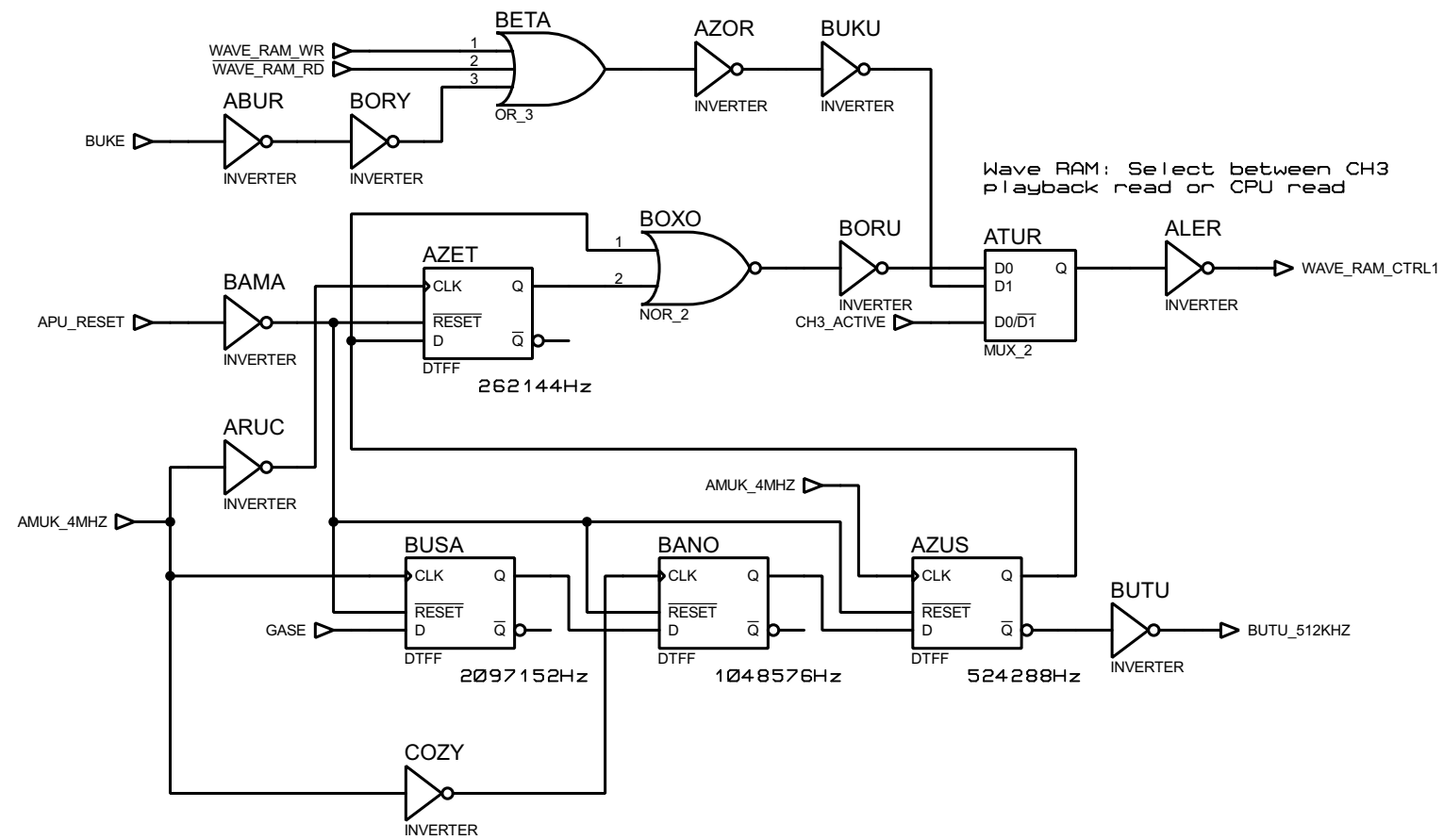
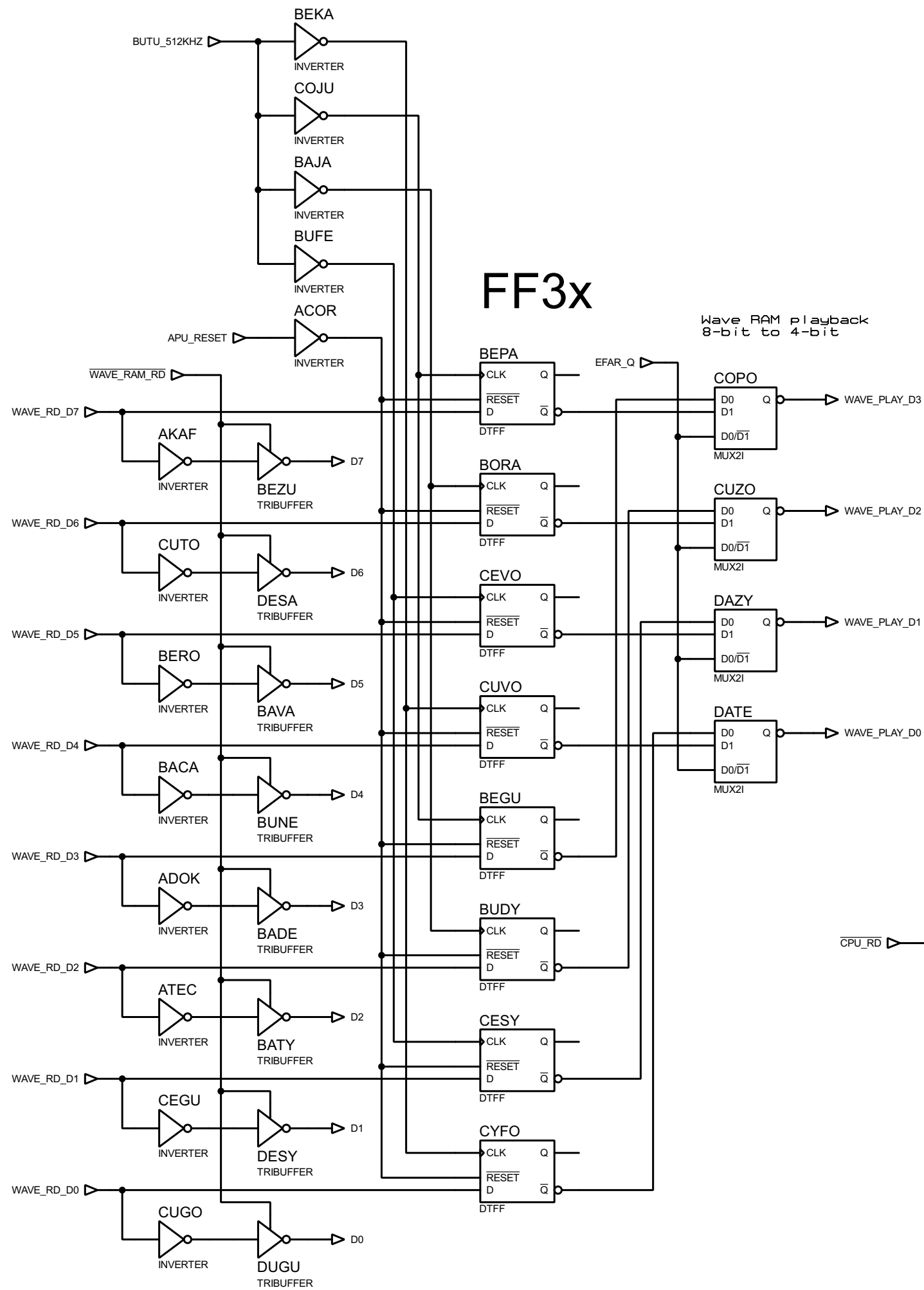
# FF1D NR33



# FF1C NR32



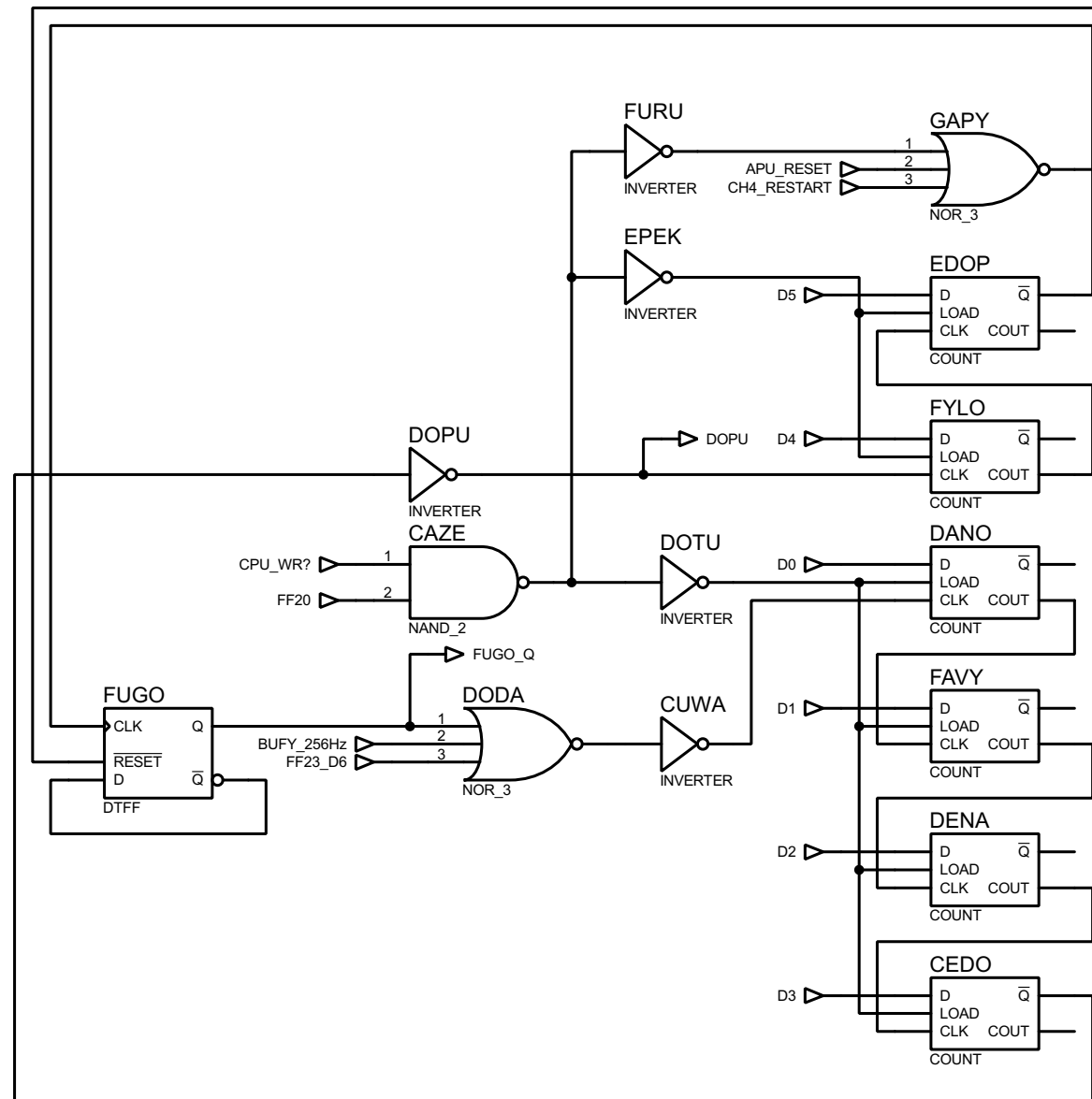




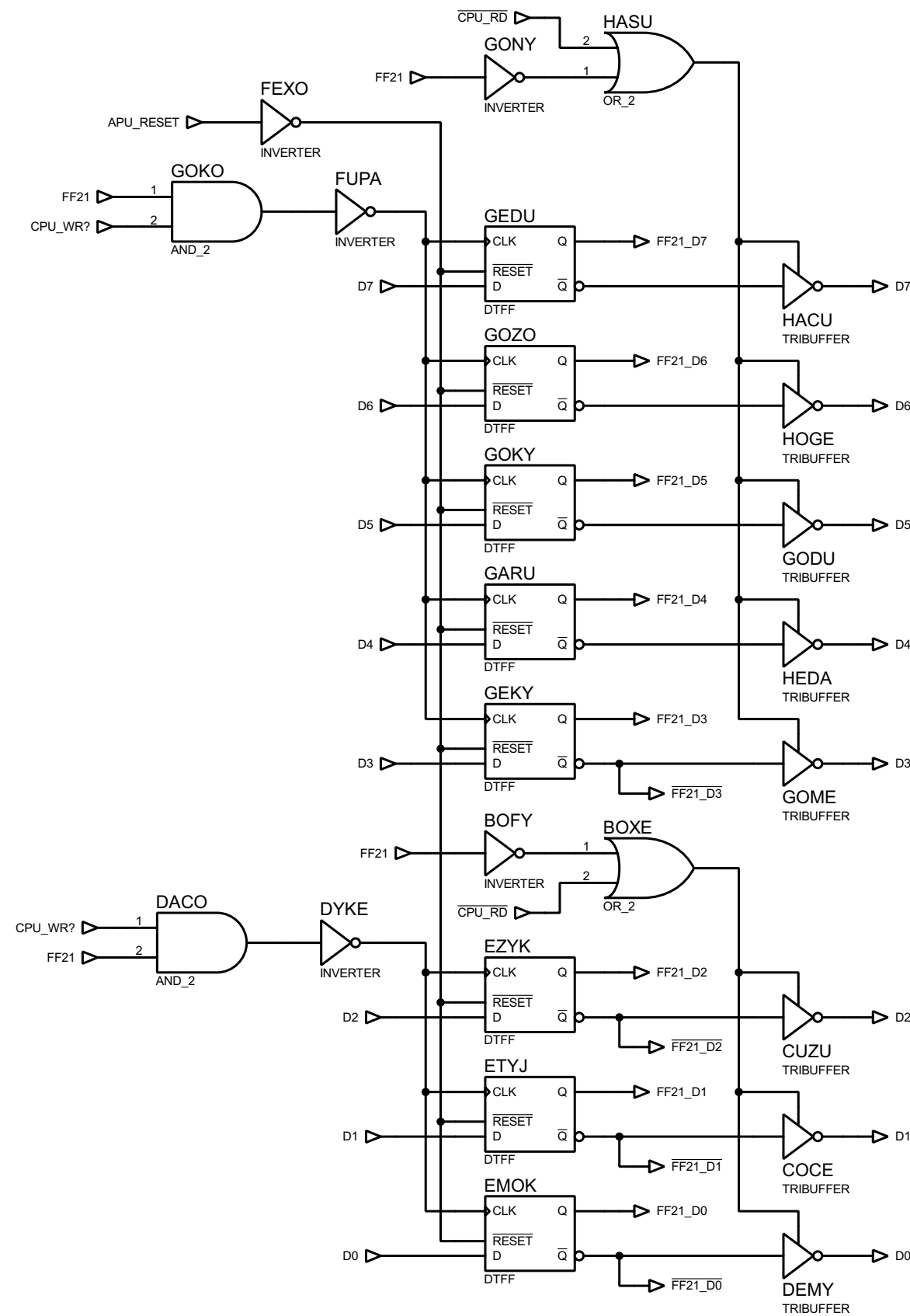
FILE NAME:	dmg-cpu-b.pdsprj	DATE:	23/11/2019
DESIGN TITLE:	DMG-CPU-B die trace	PAGE:	17 of 36
BY:	Sean Gonsalves	REV:	B



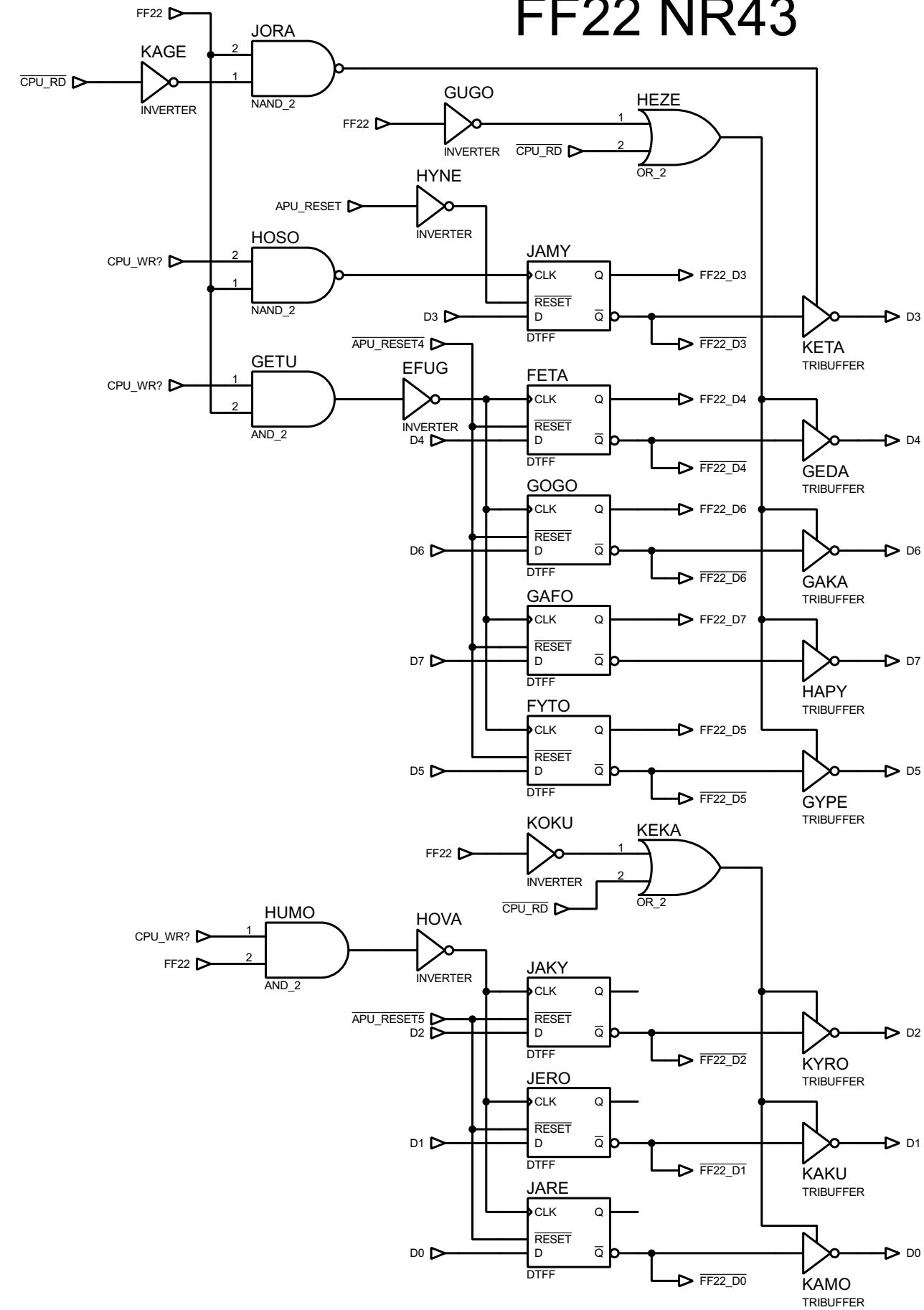
## FF20 NR41



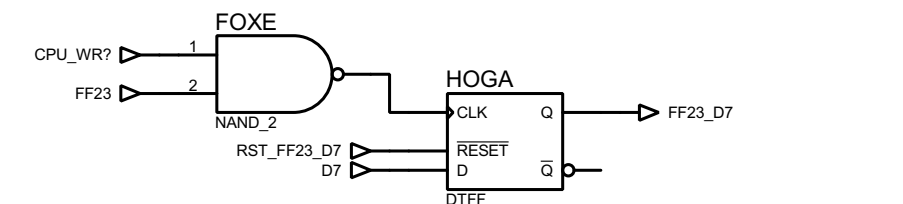
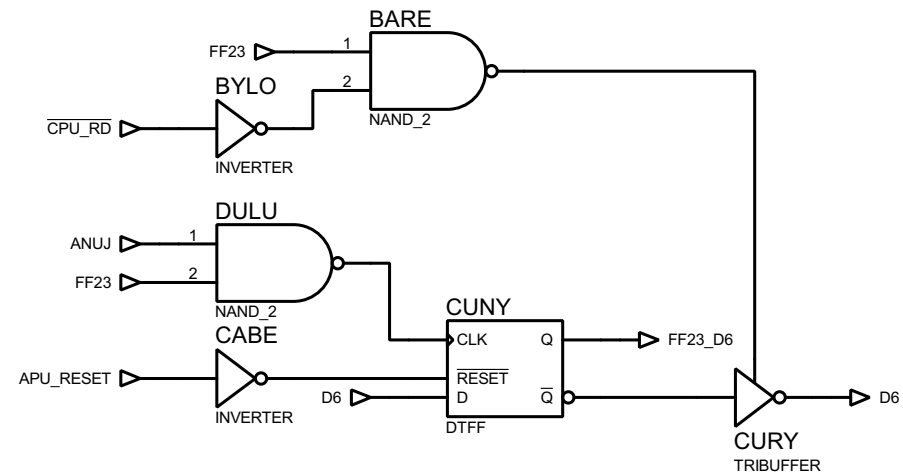
## FF21 NR42

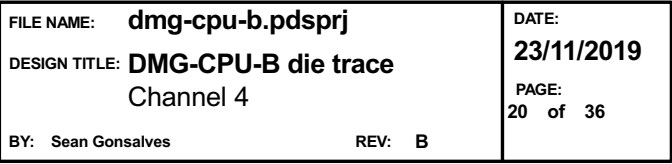


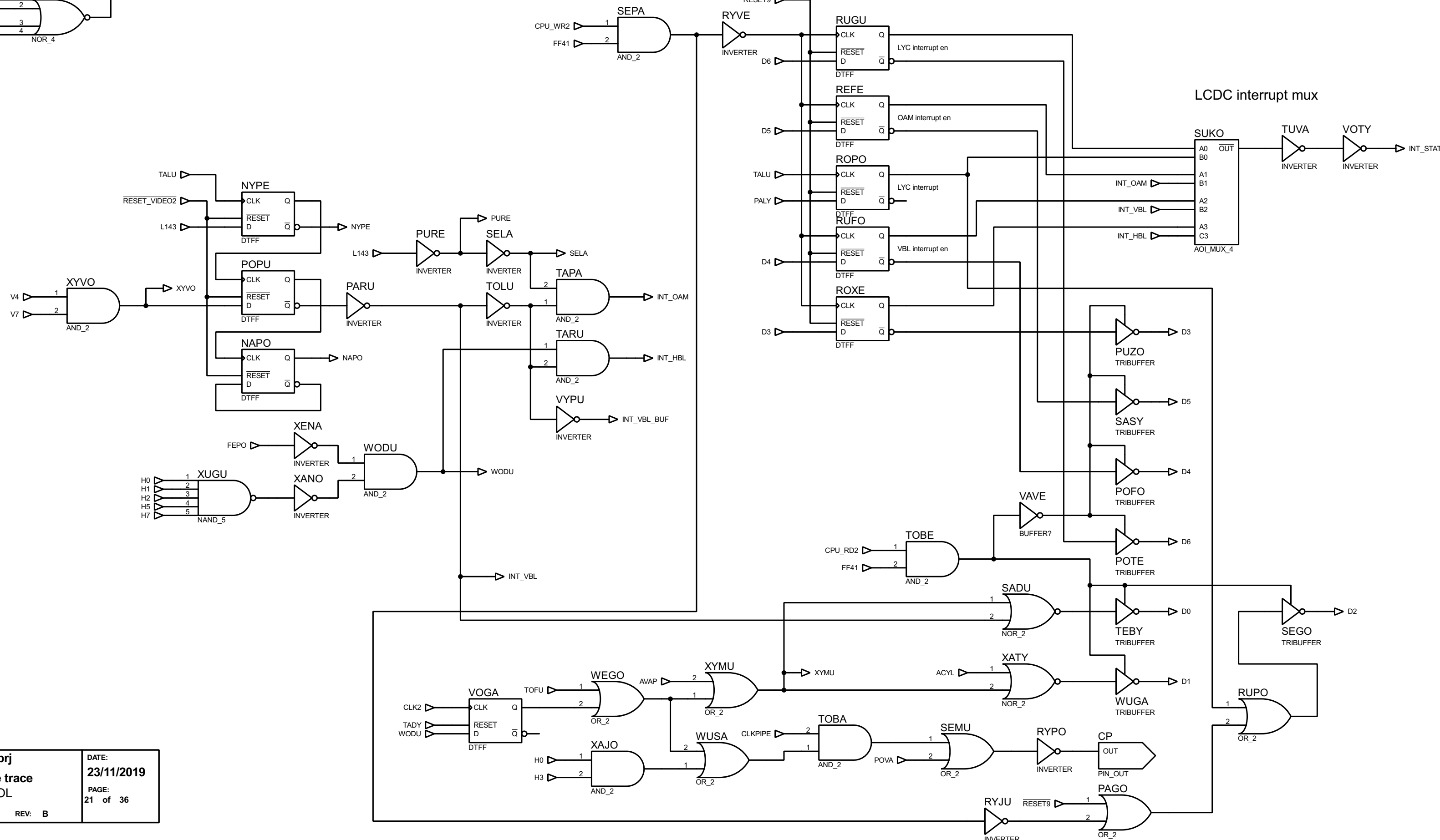
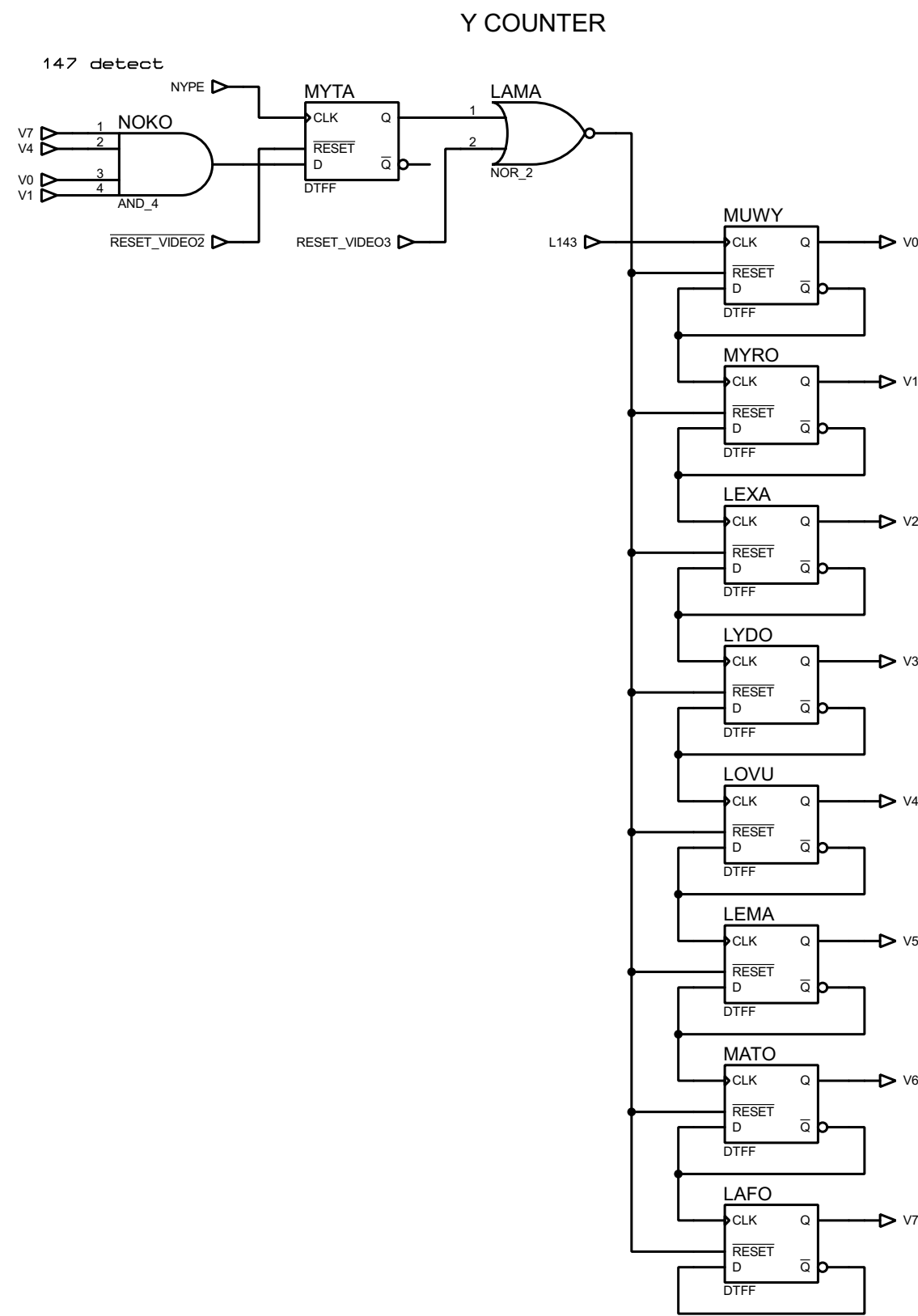
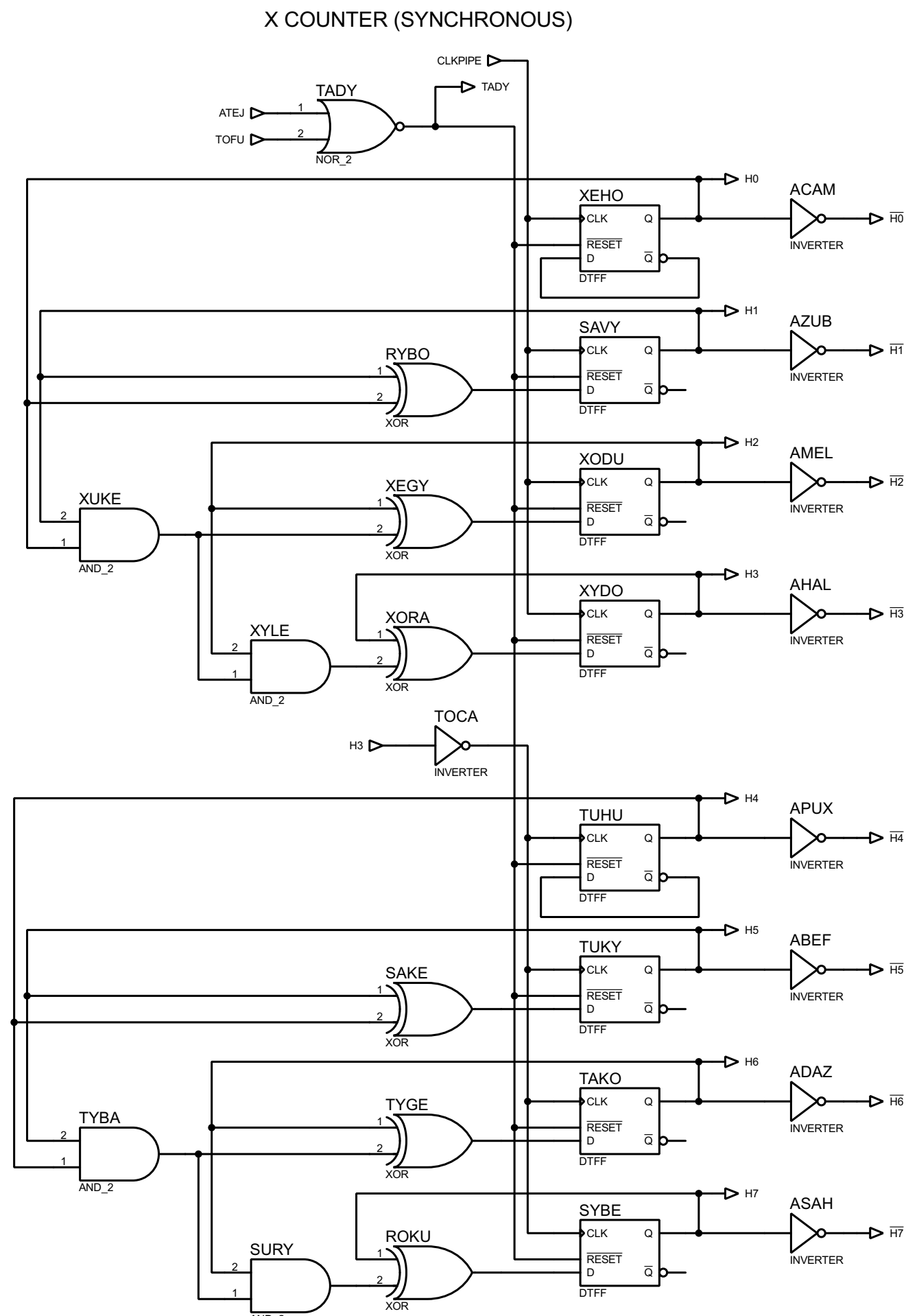
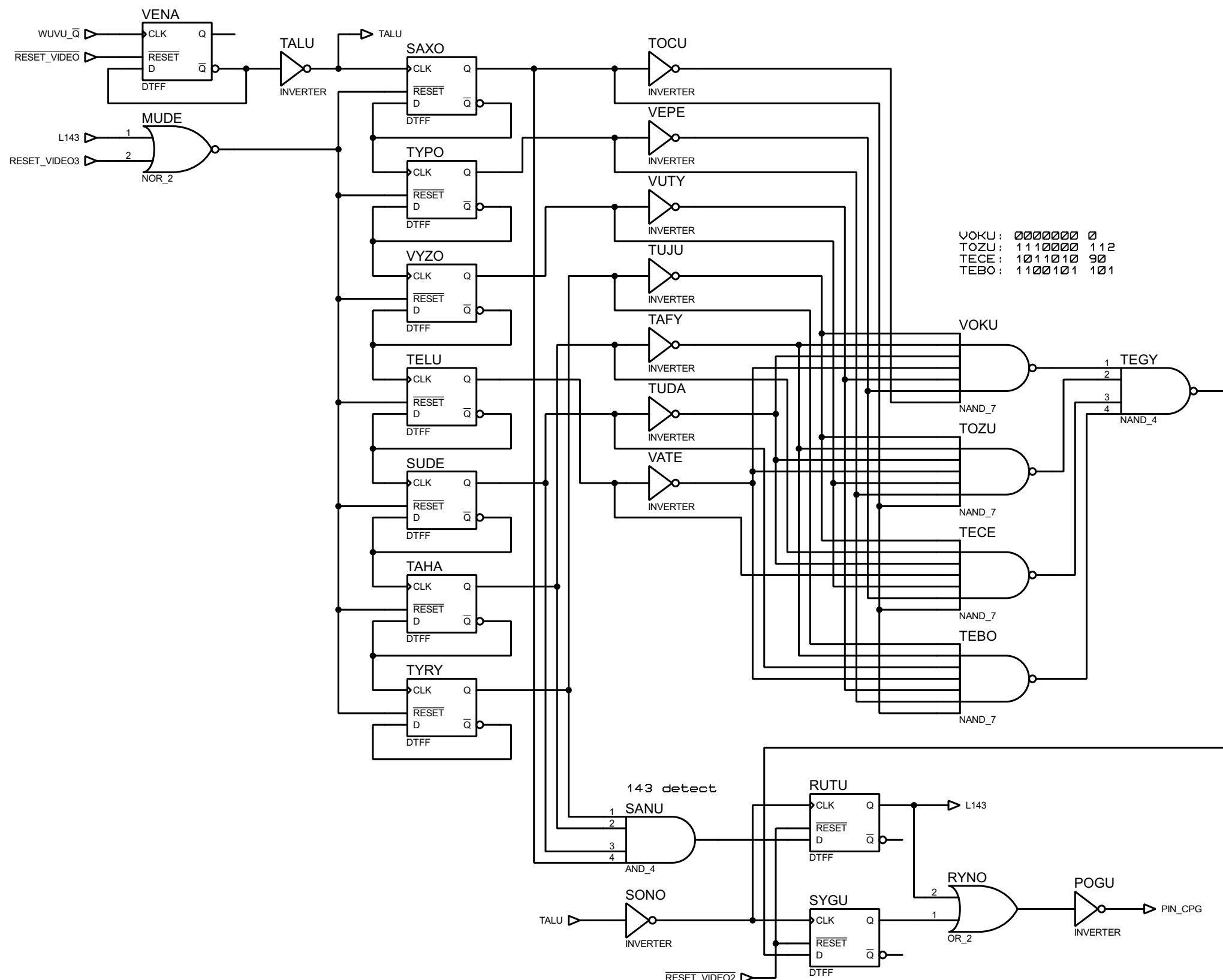
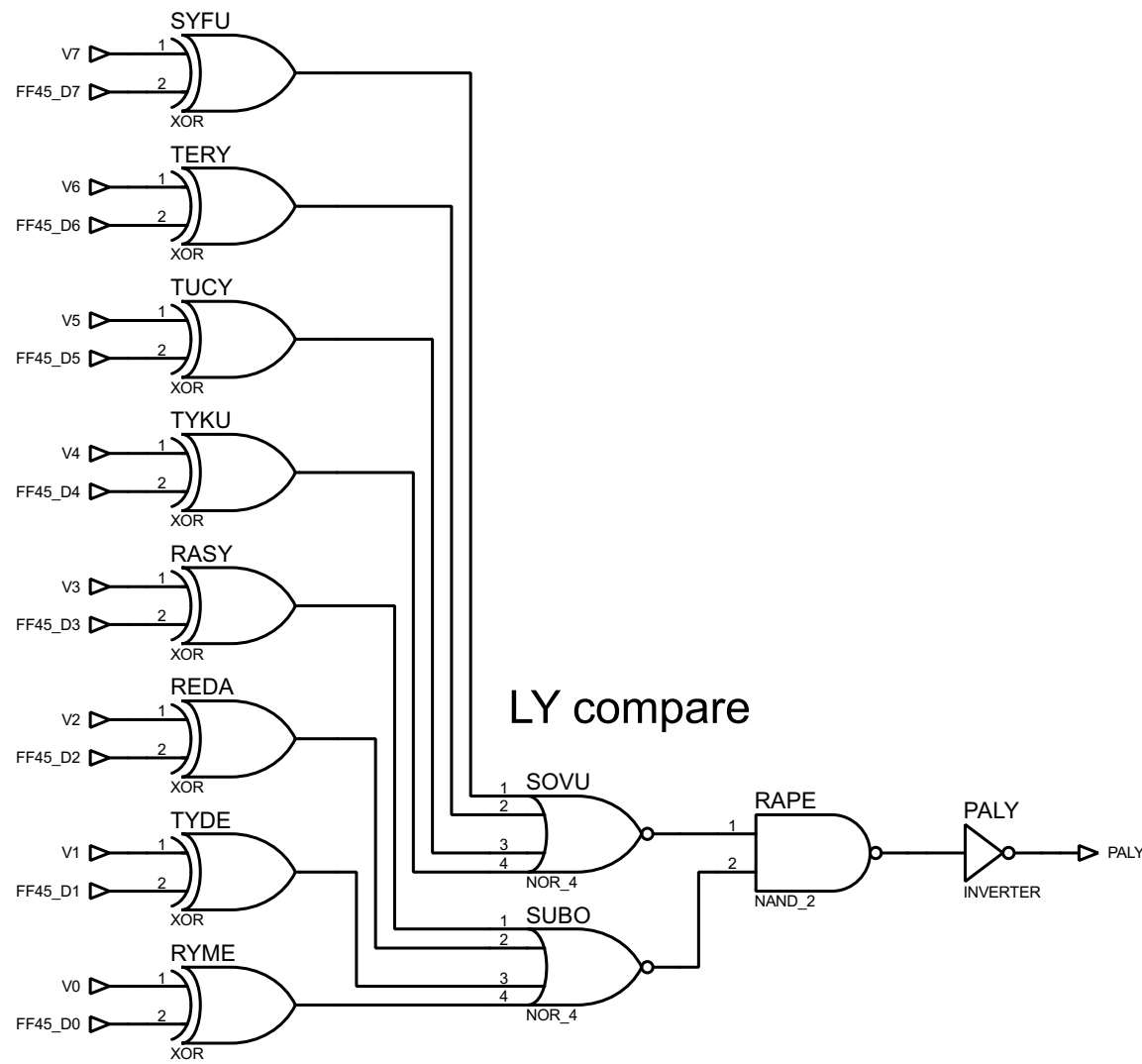
## FF22 NR43

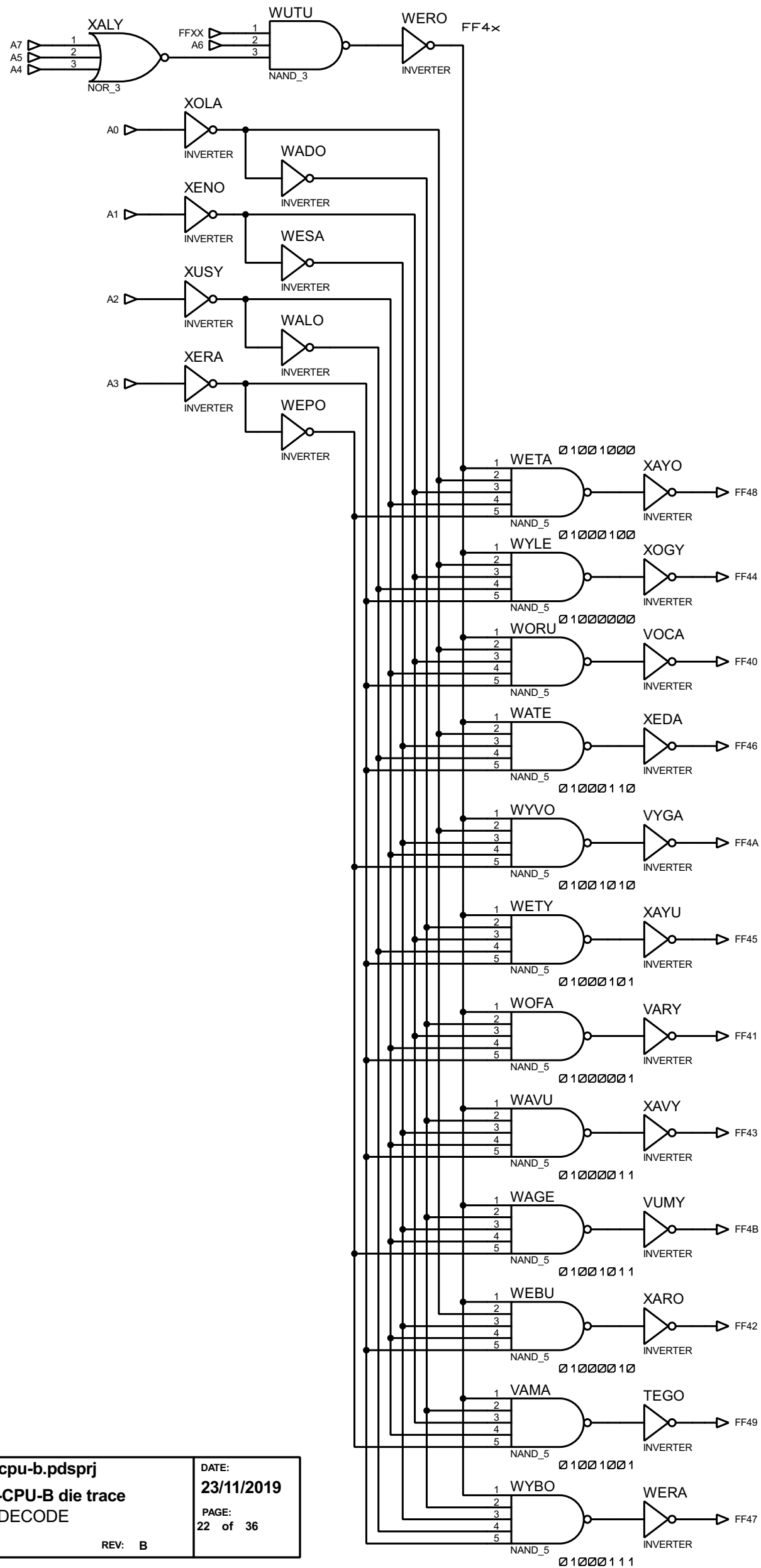


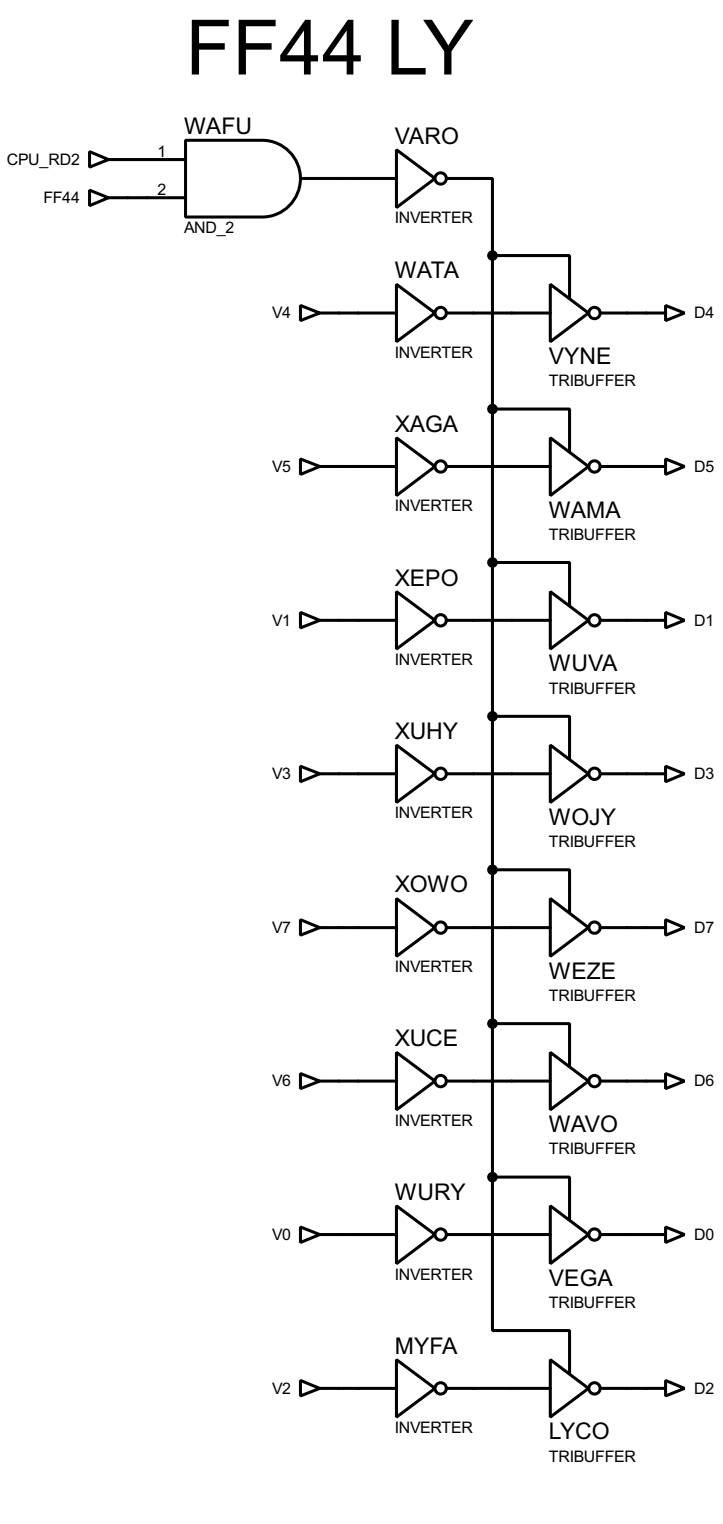
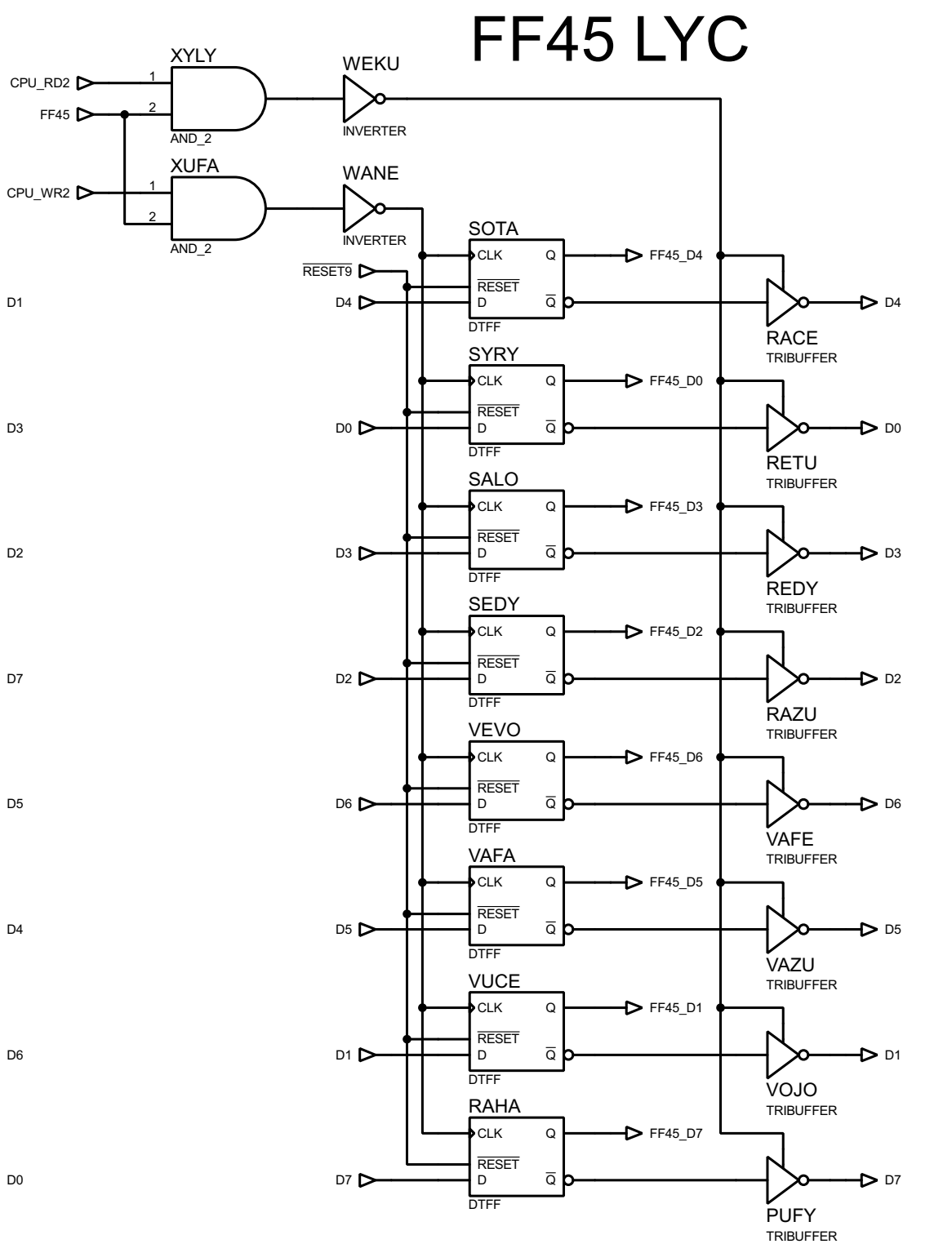
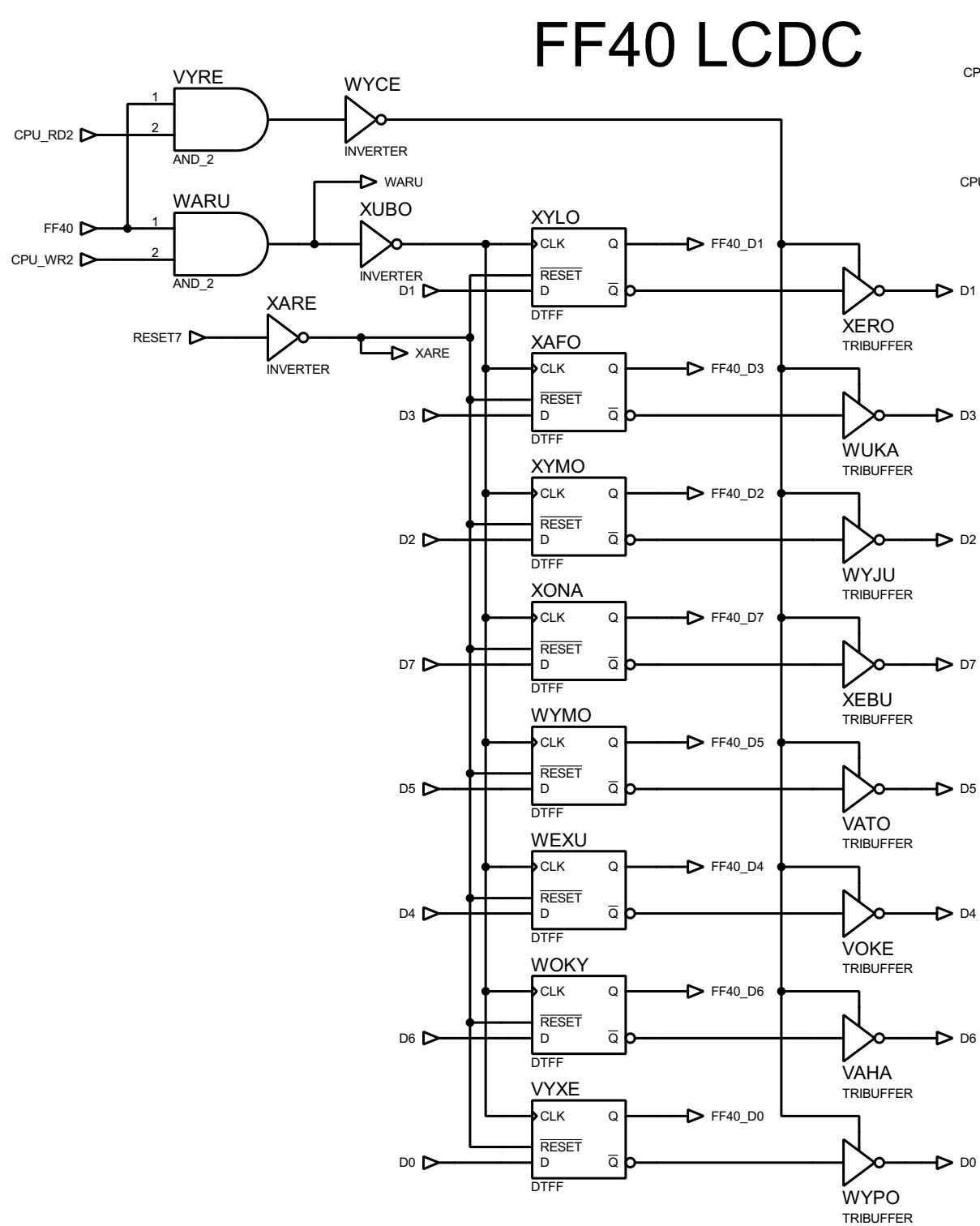
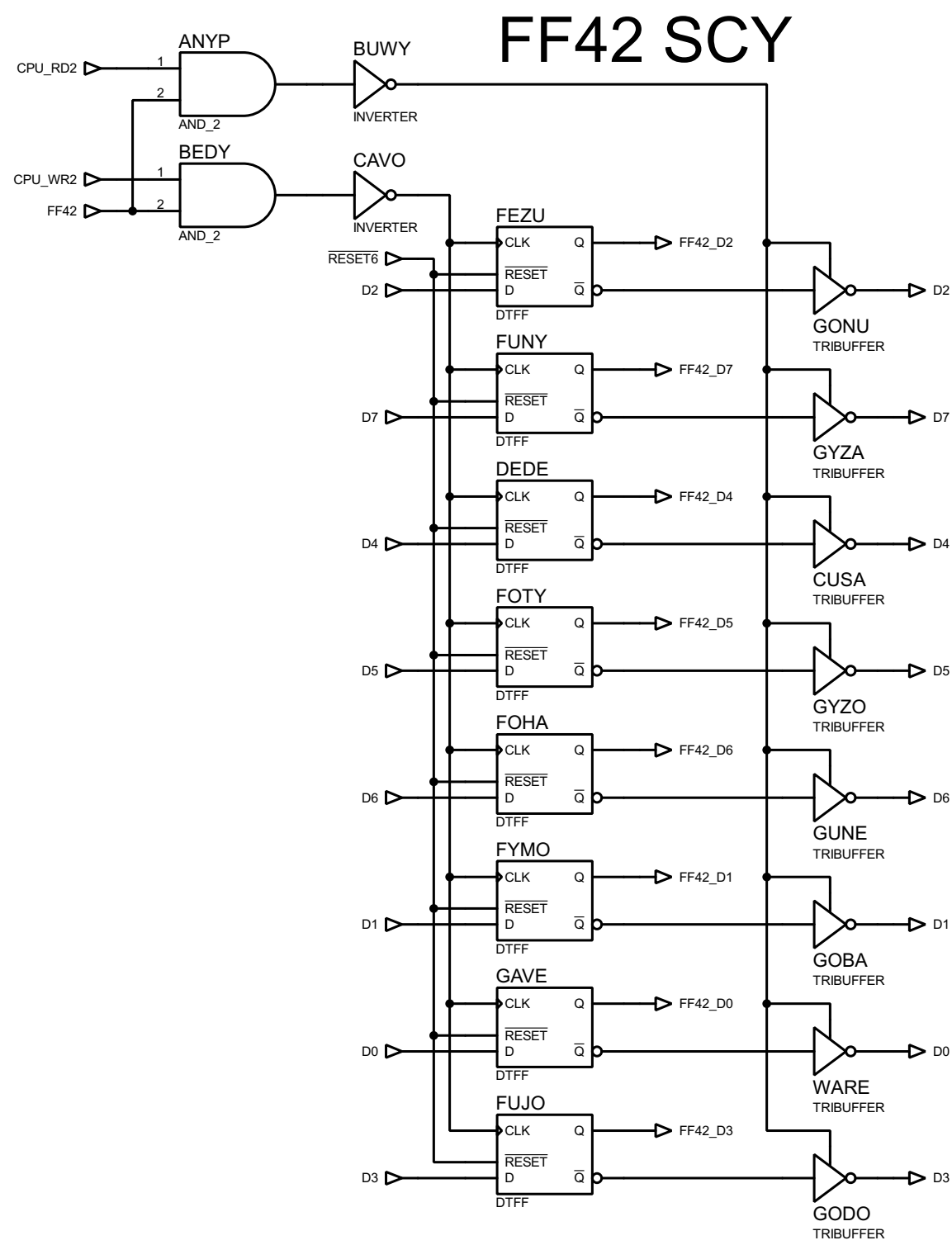
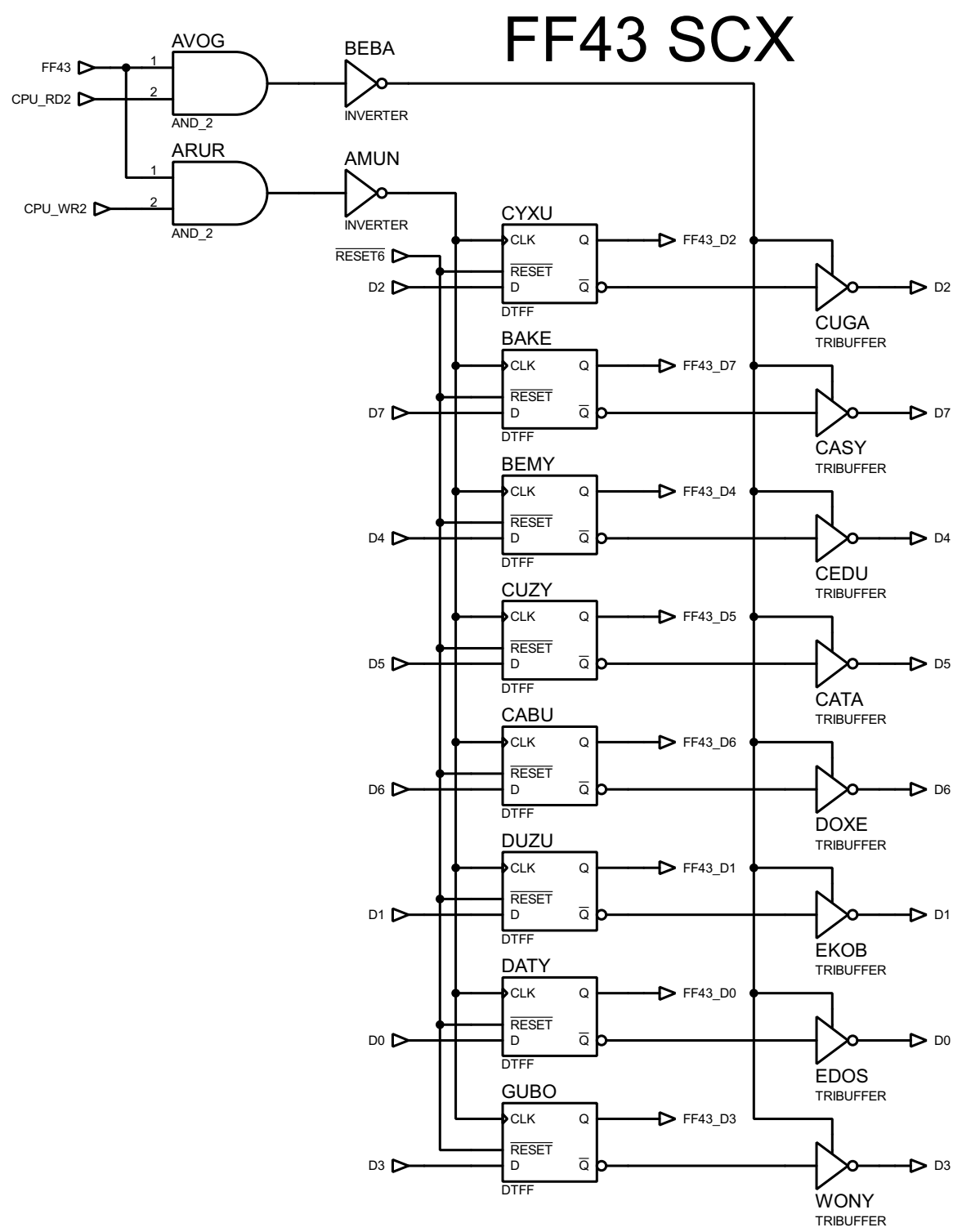
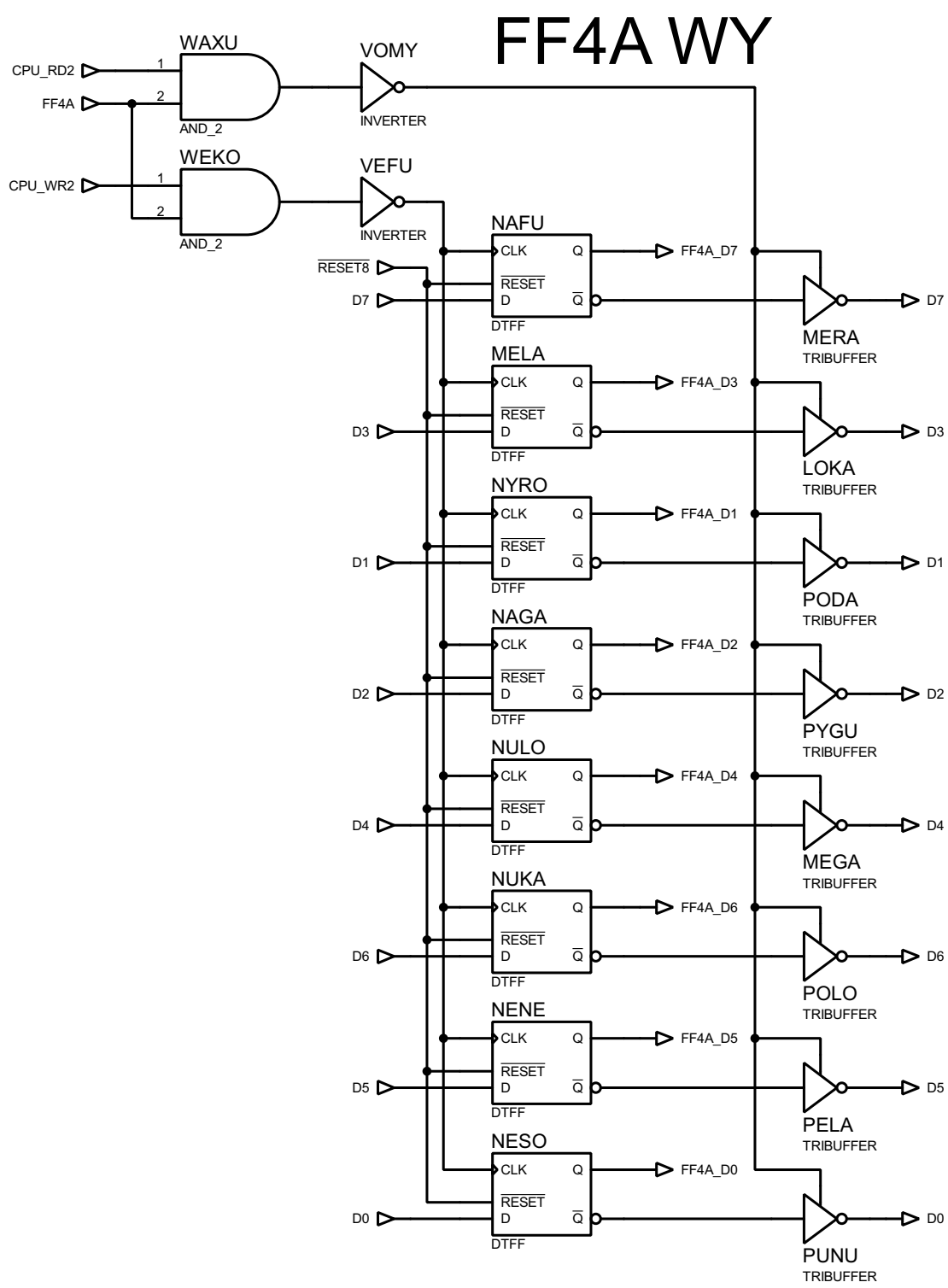
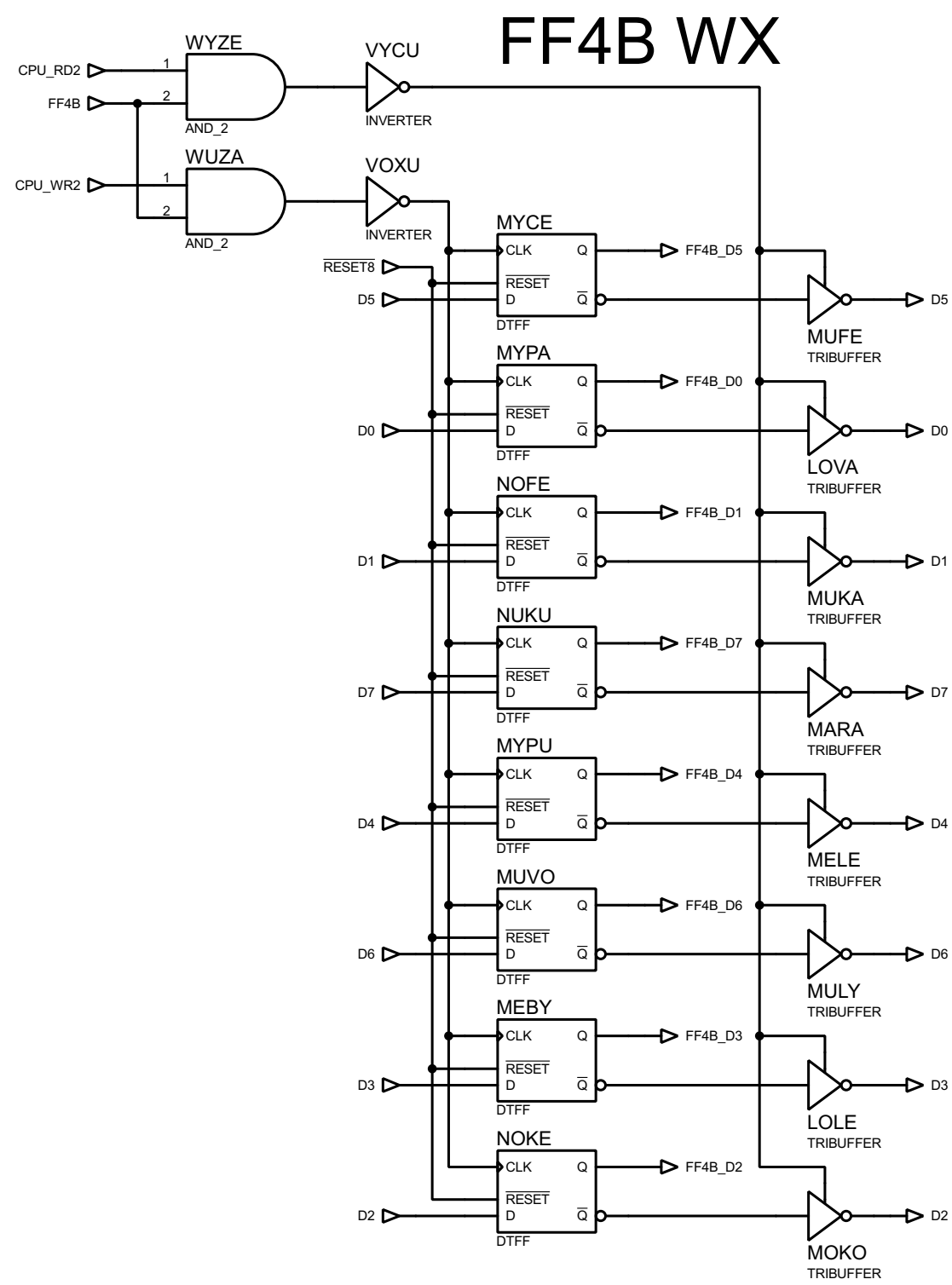
## FF23 NR44

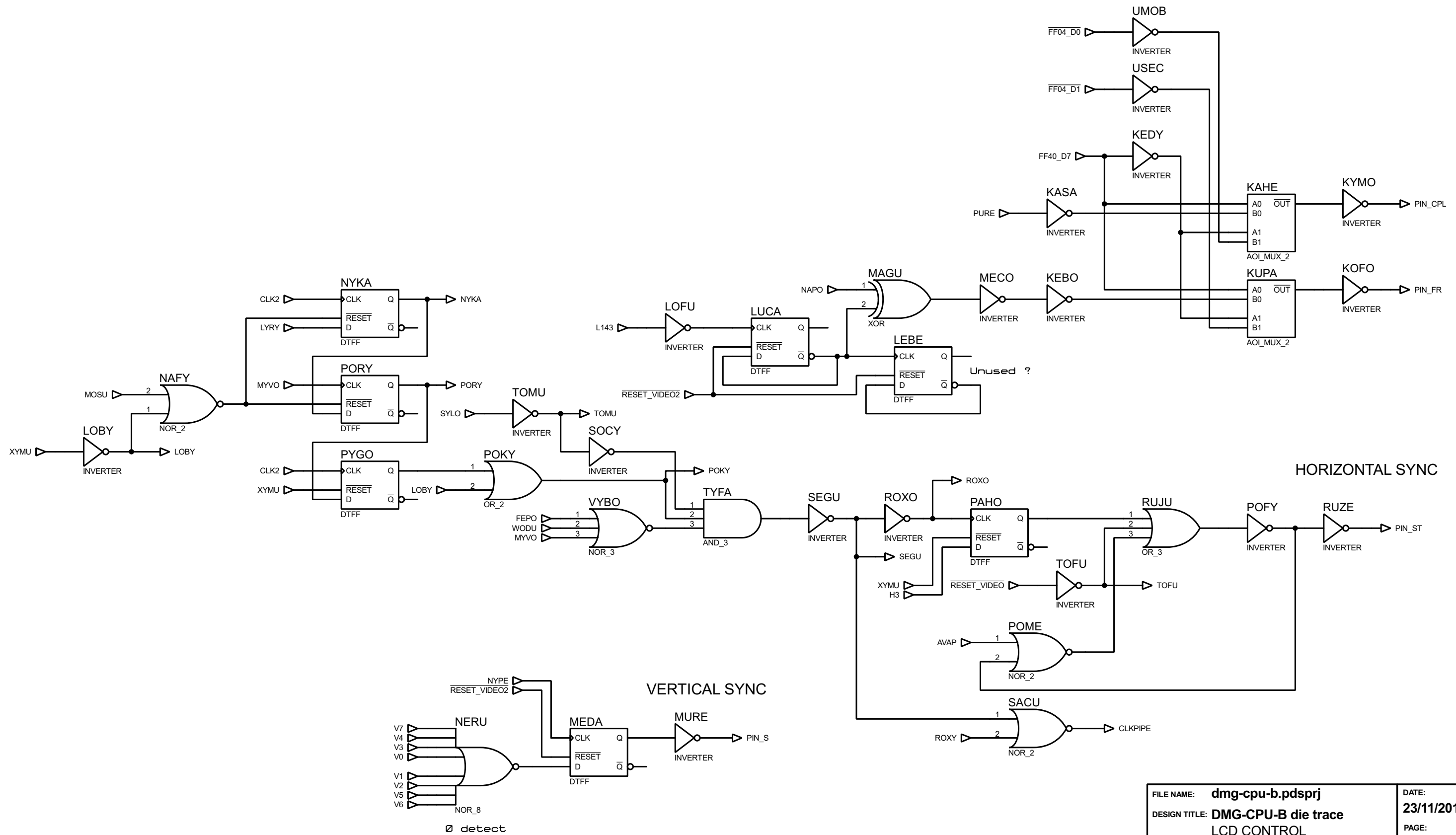






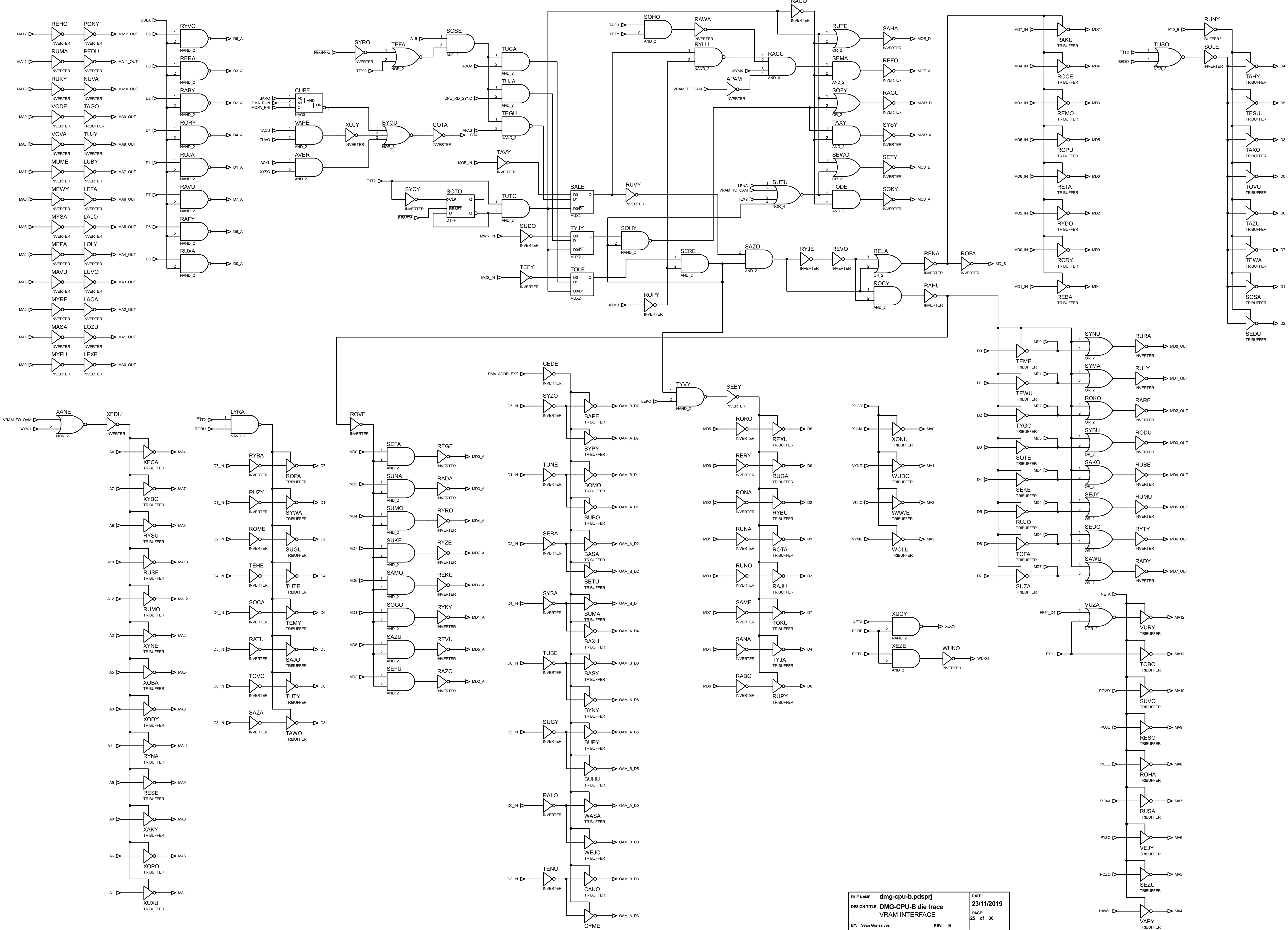


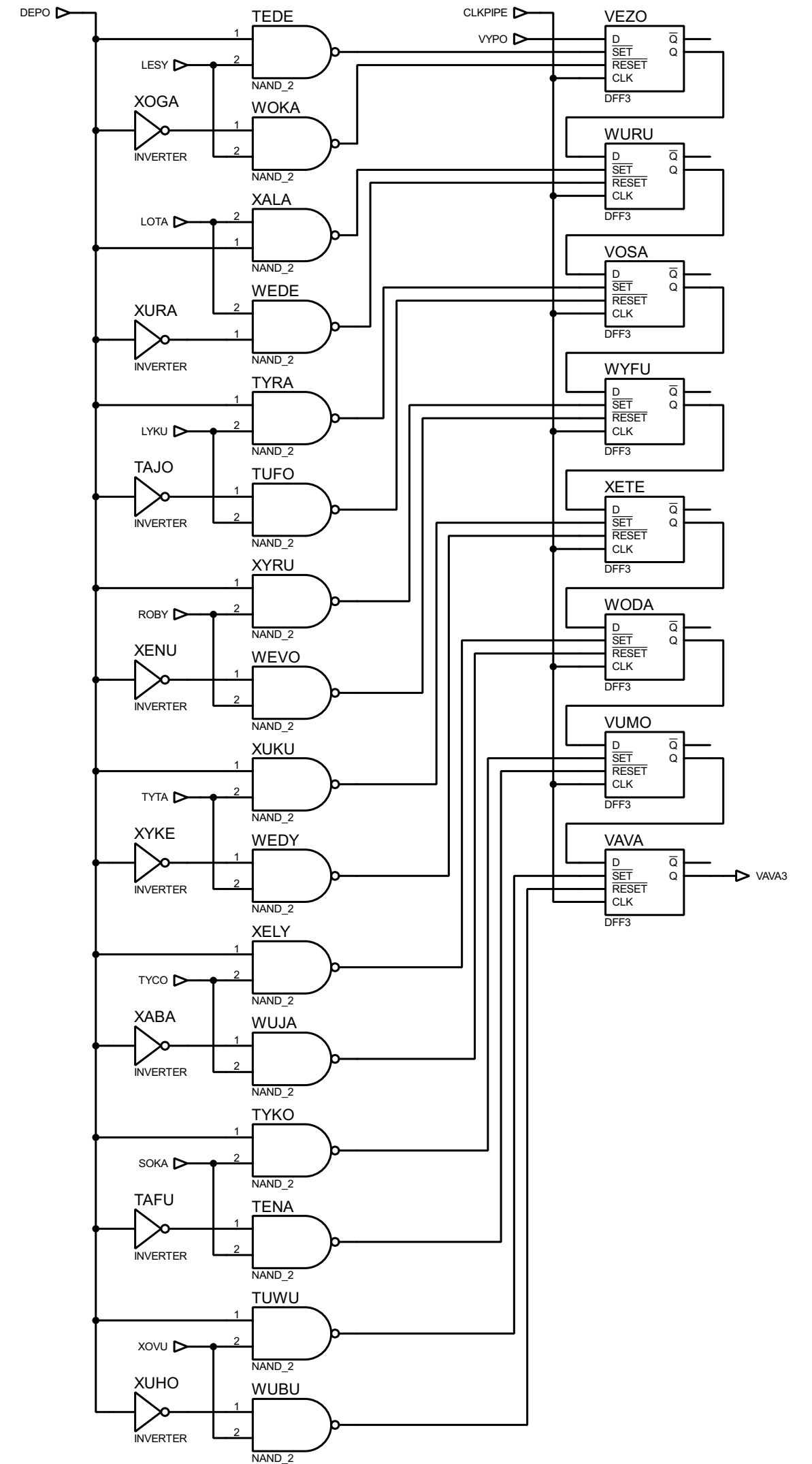
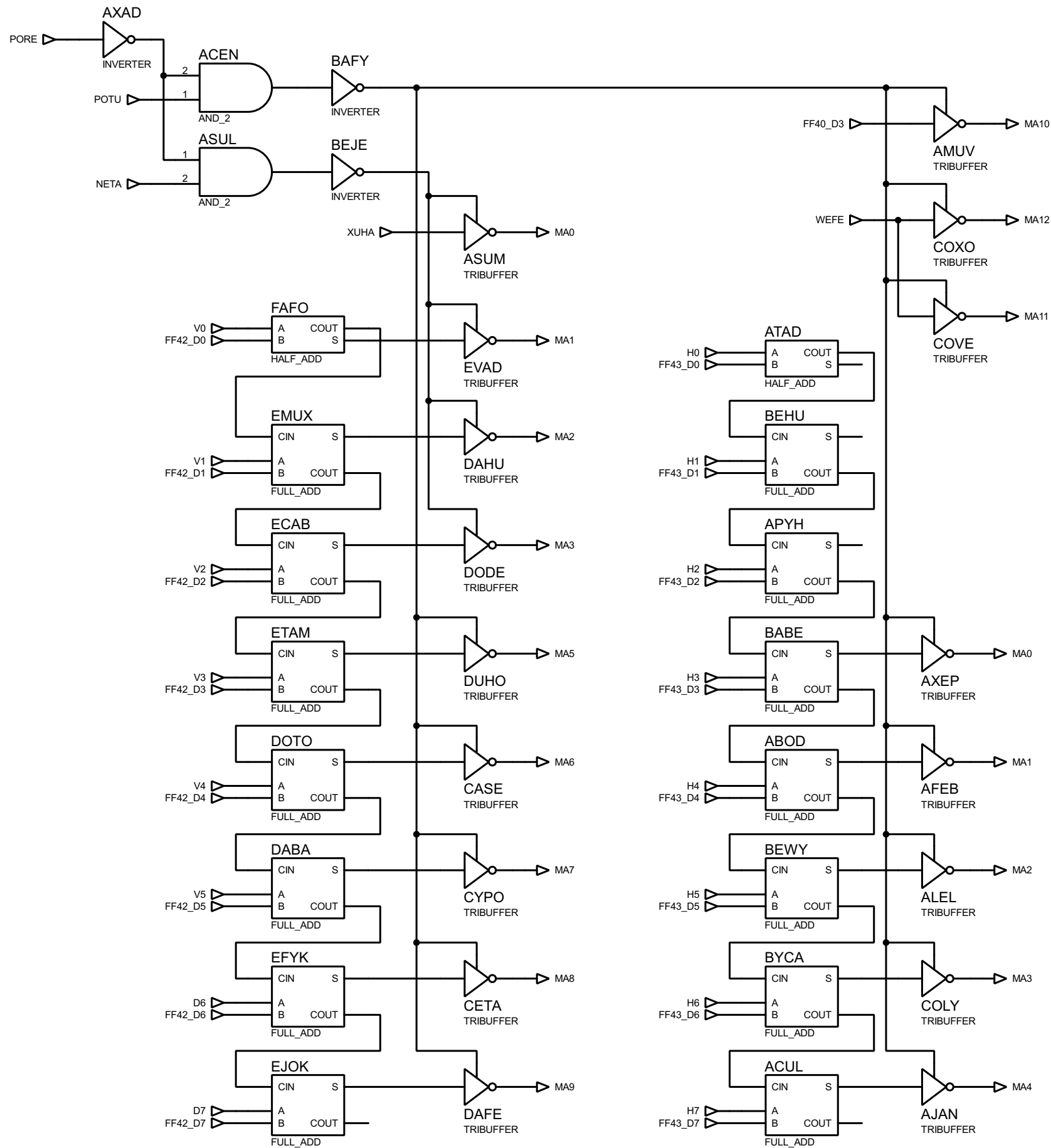


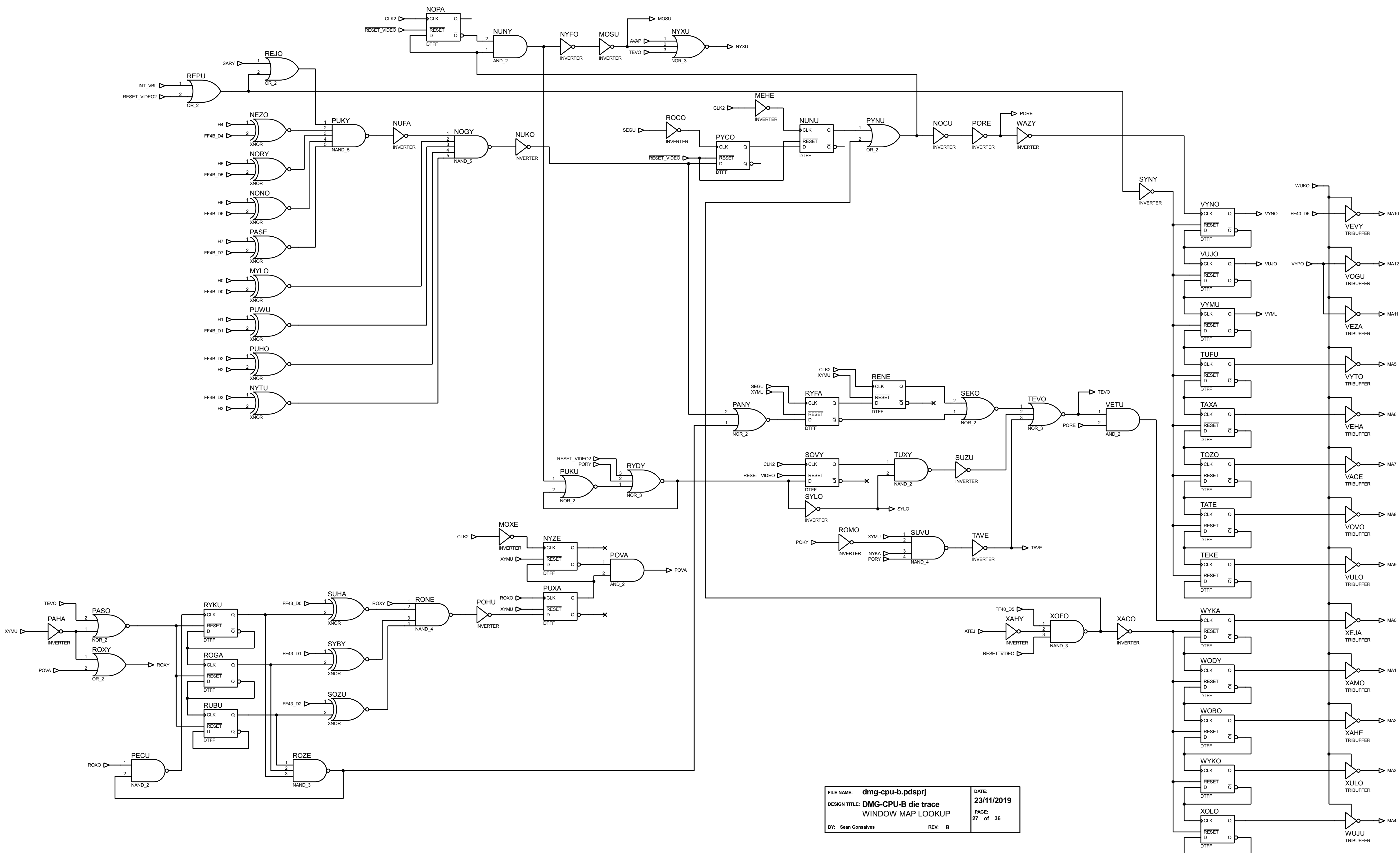
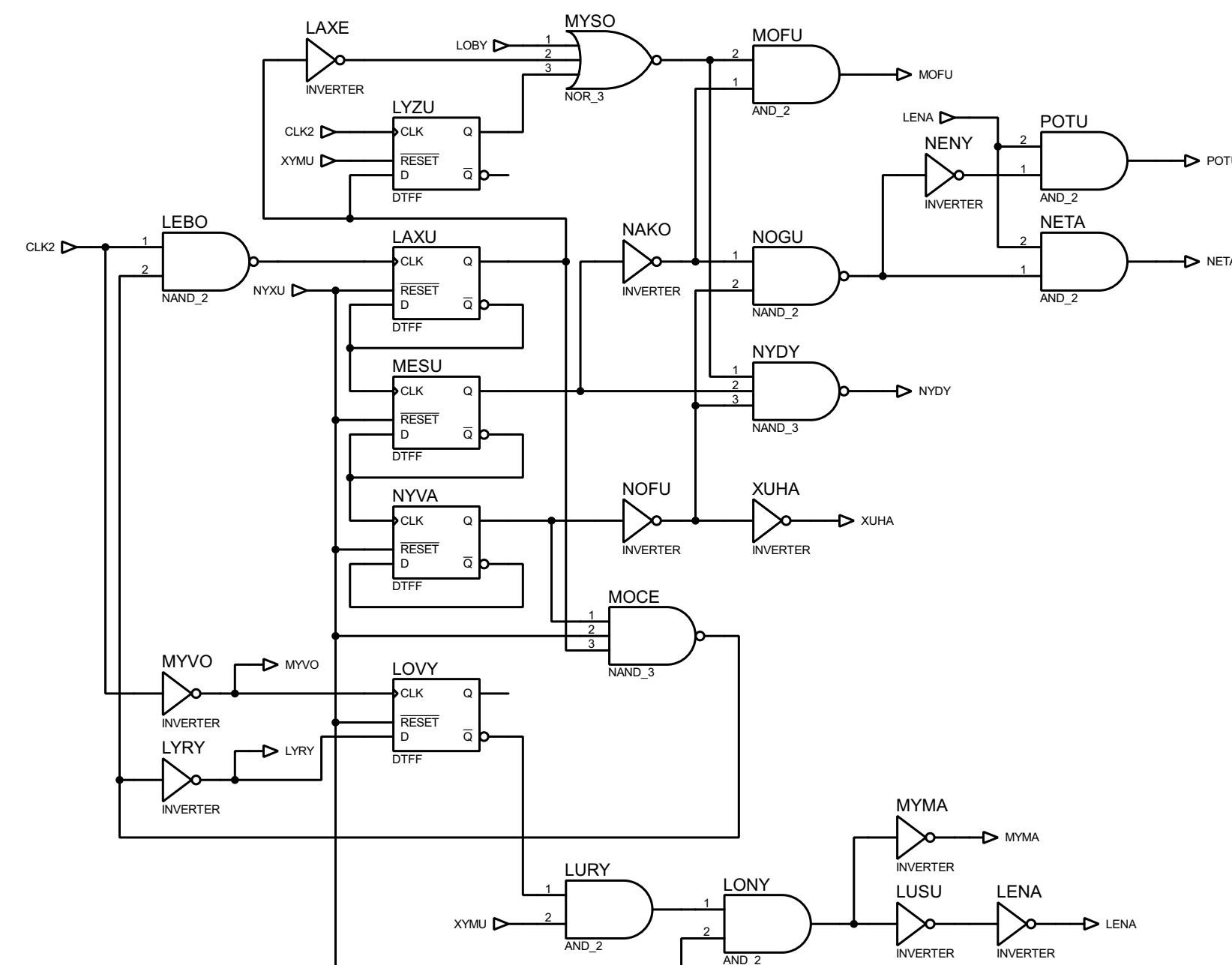
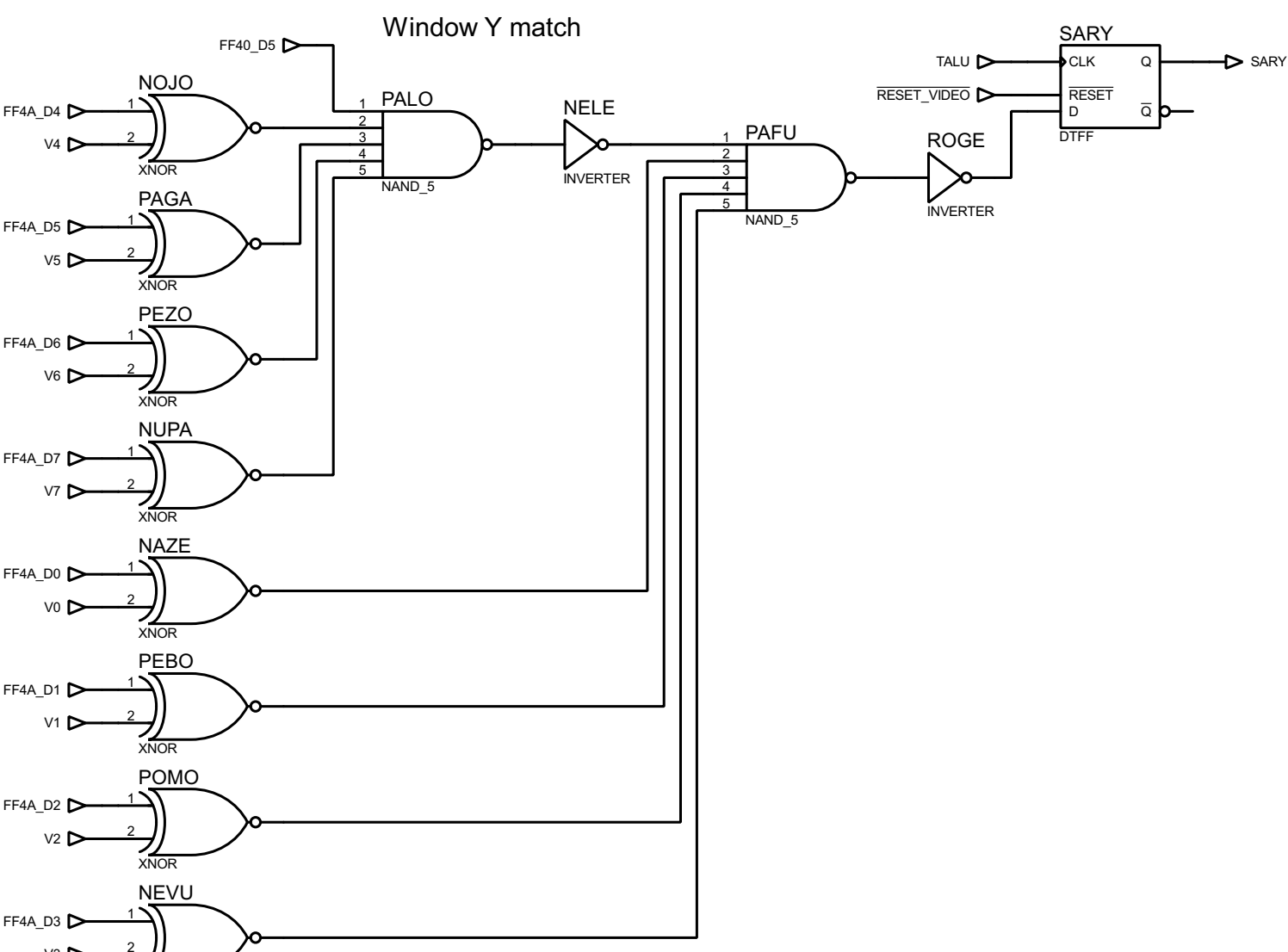
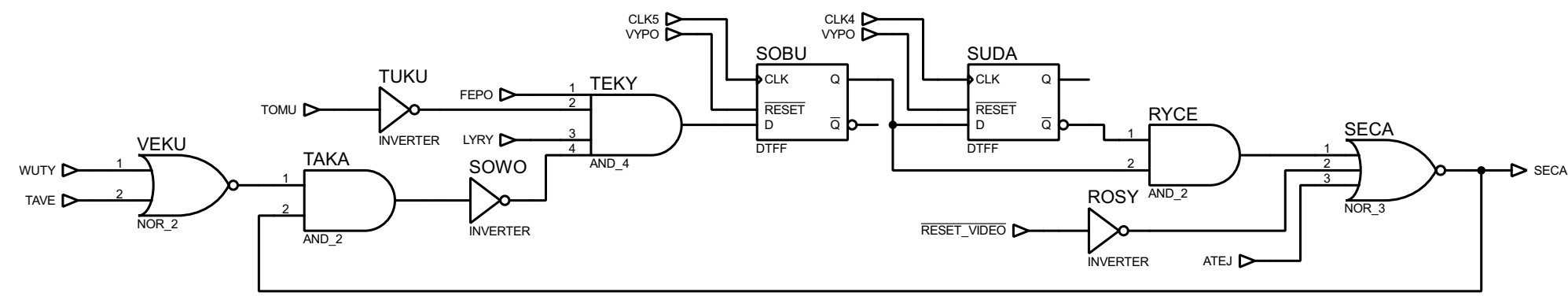


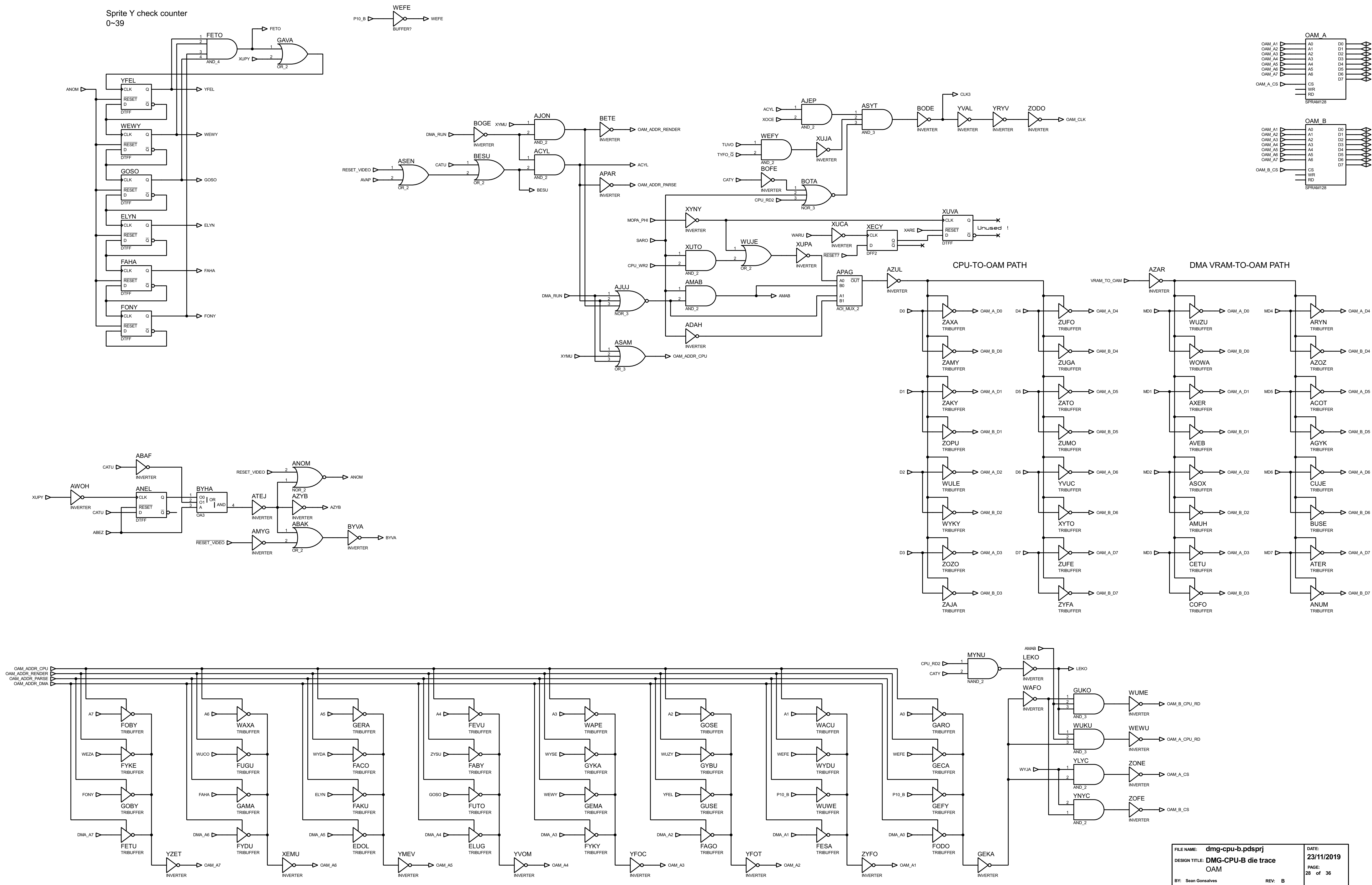
FILE NAME: <b>dmg-cpu-b.pdsprj</b>	DATE: <b>23/11/2019</b>
DESIGN TITLE: <b>DMG-CPU-B die trace</b>	PAGE: <b>24 of 36</b>
LCD CONTROL	
BY: Sean Gonsalves	REV: B



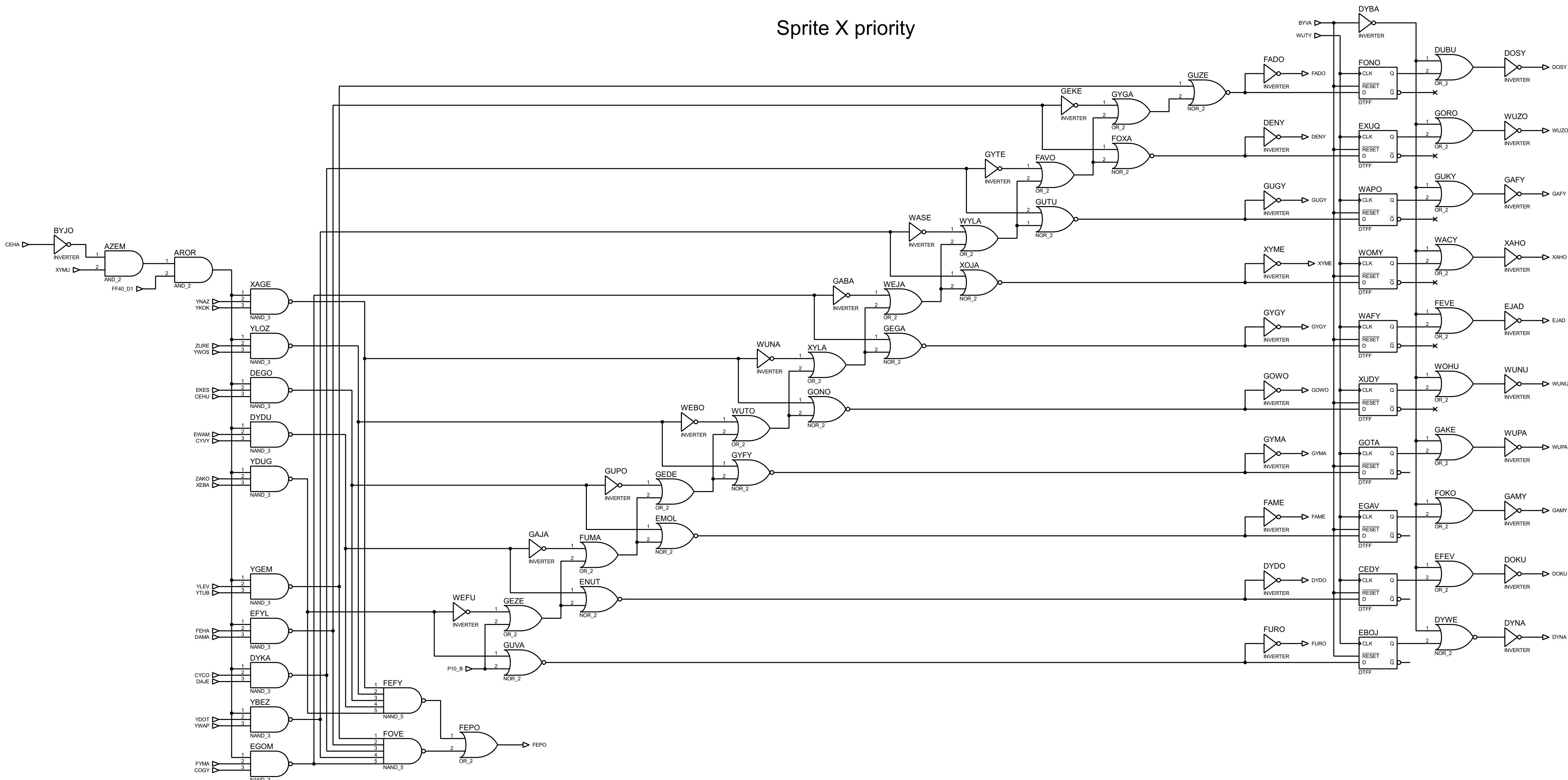




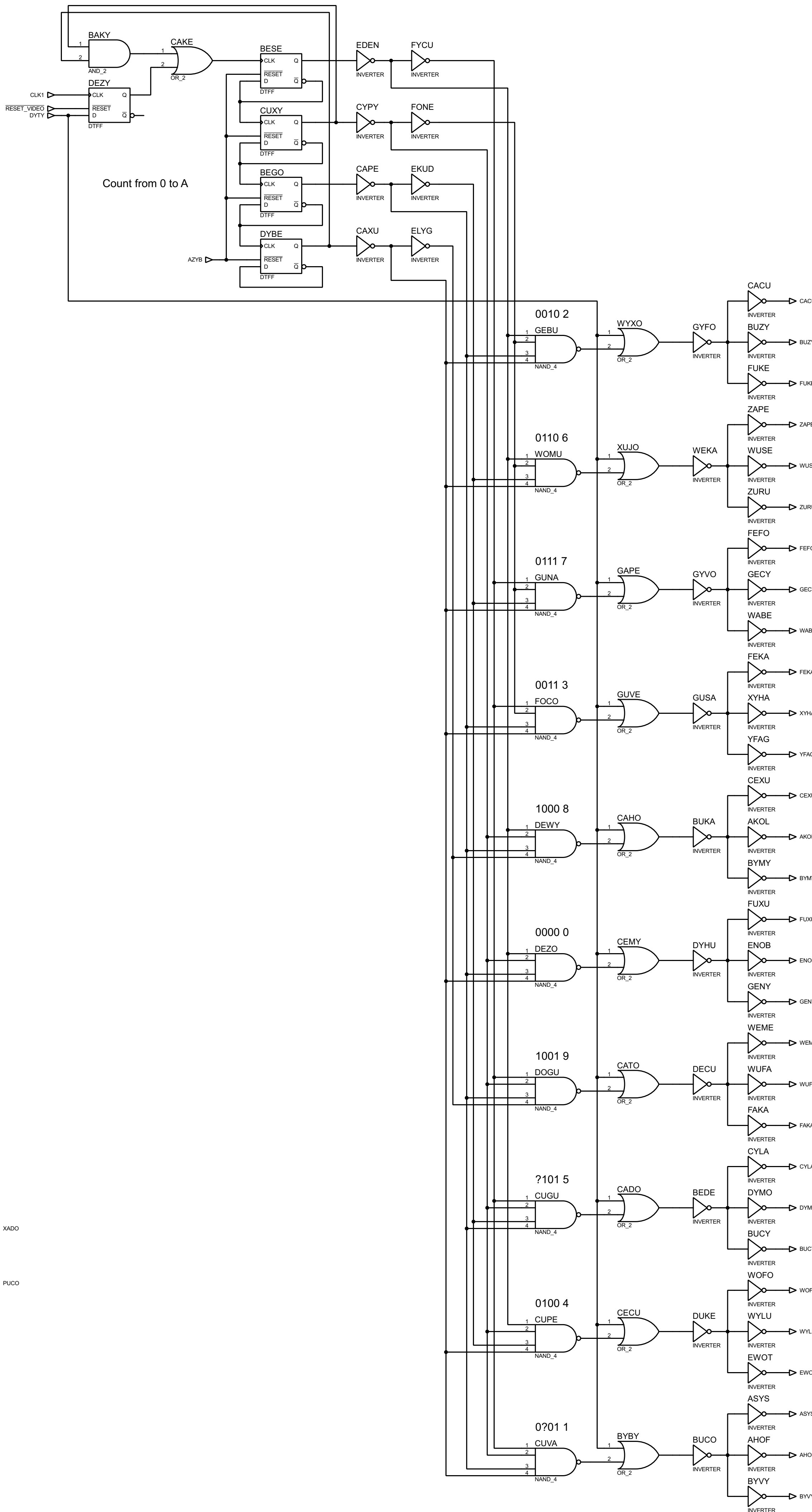
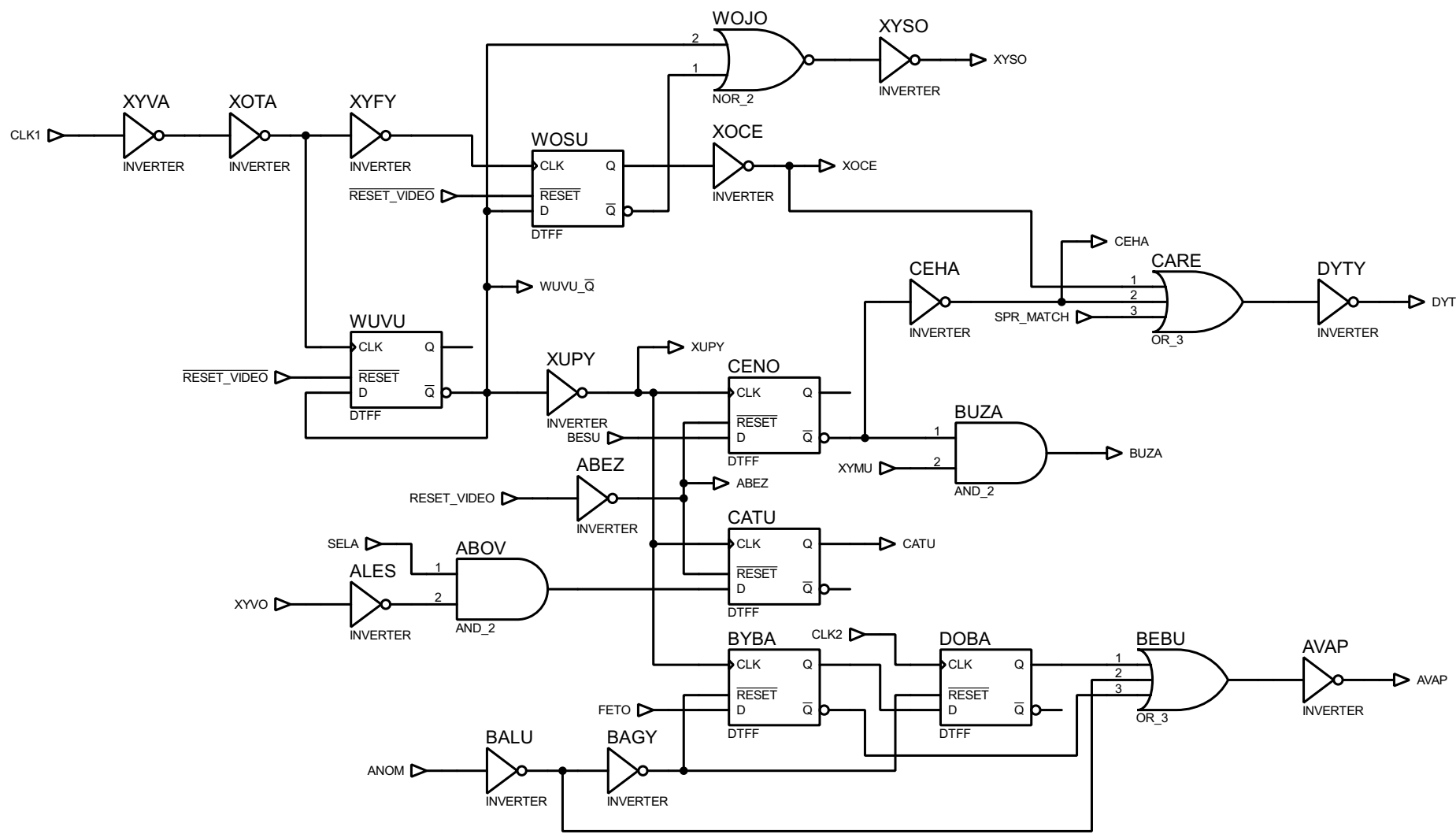
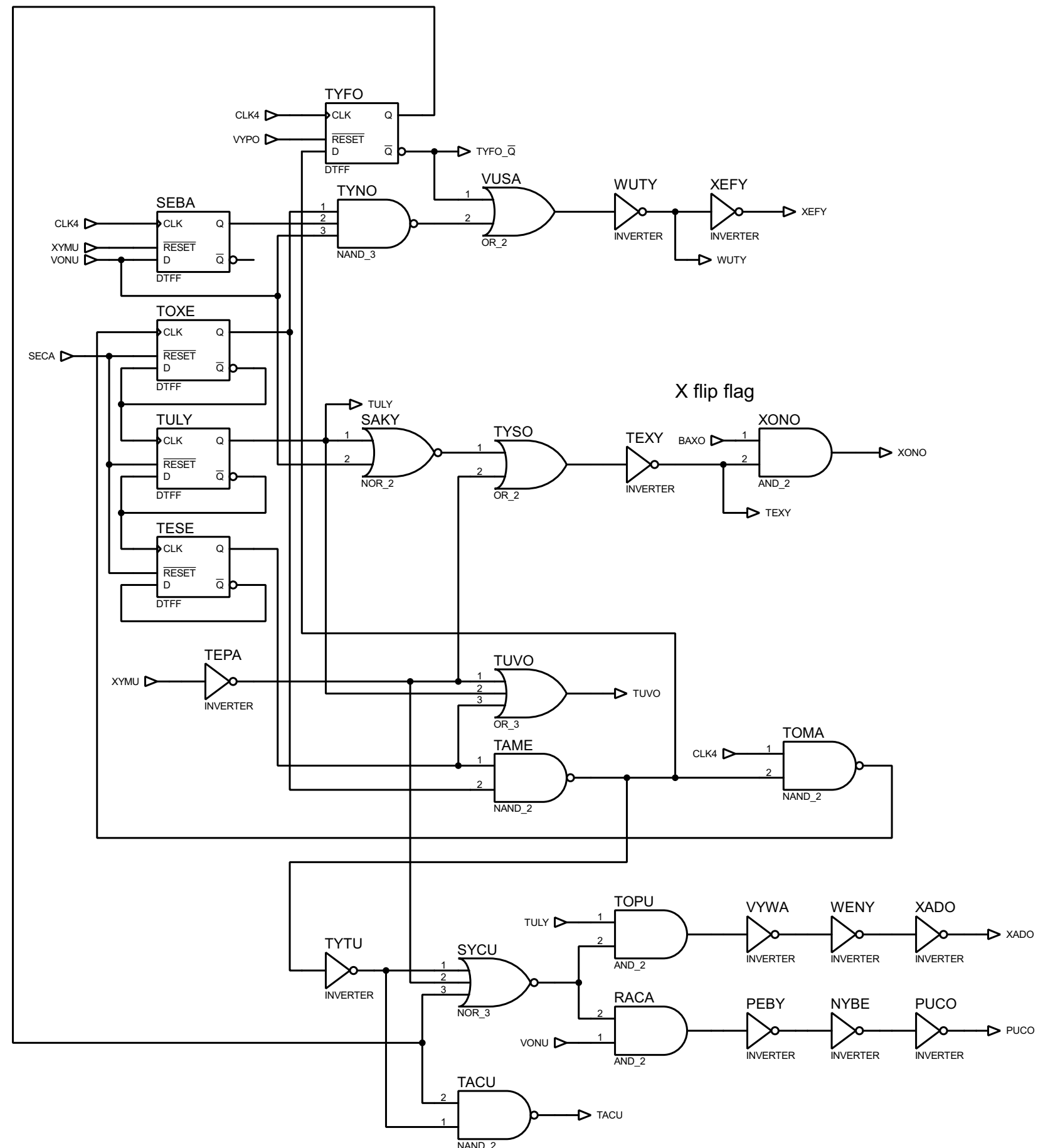
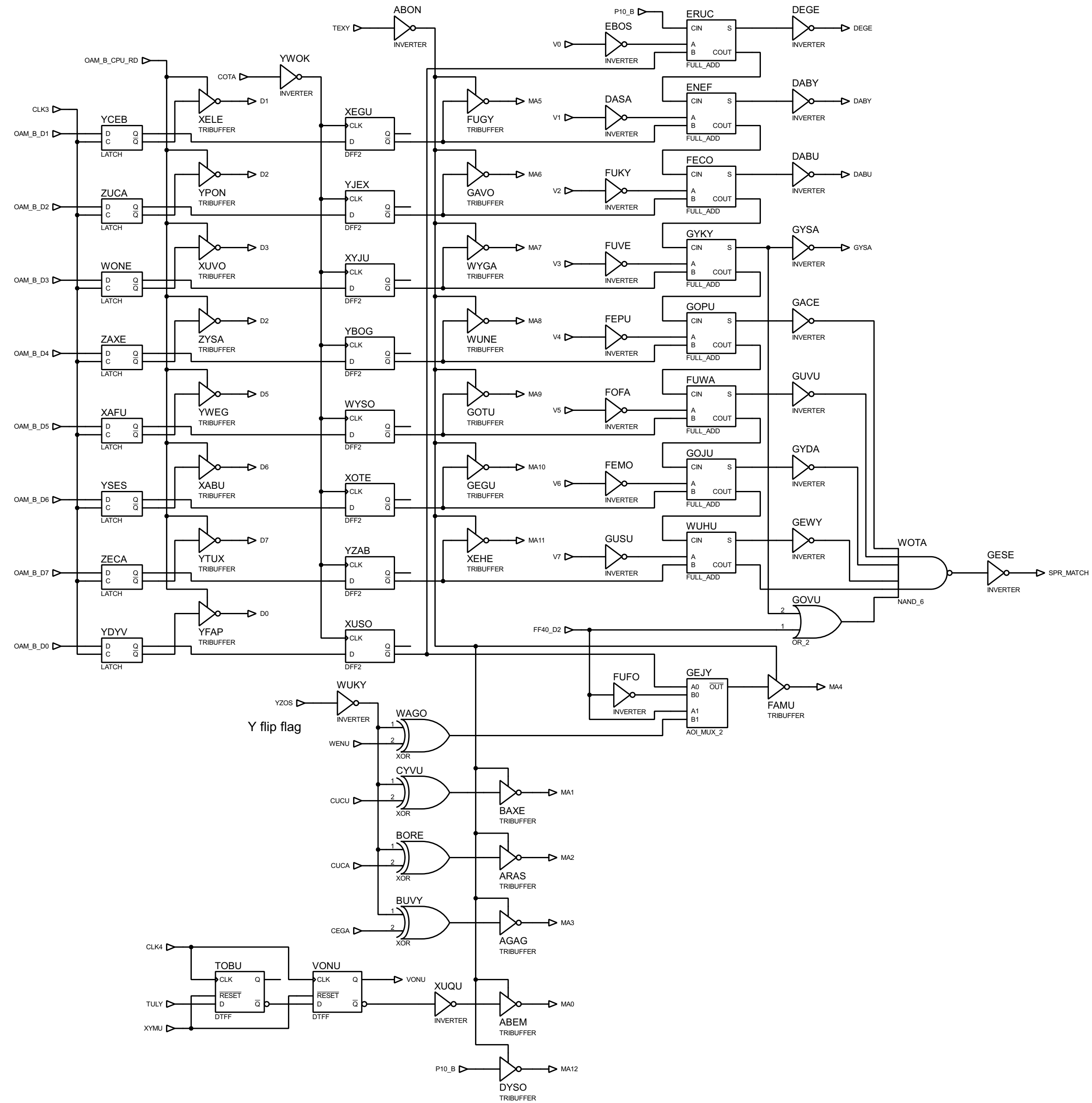




Sprite X priority



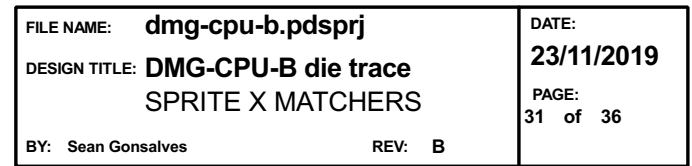
Sprite Y comparator

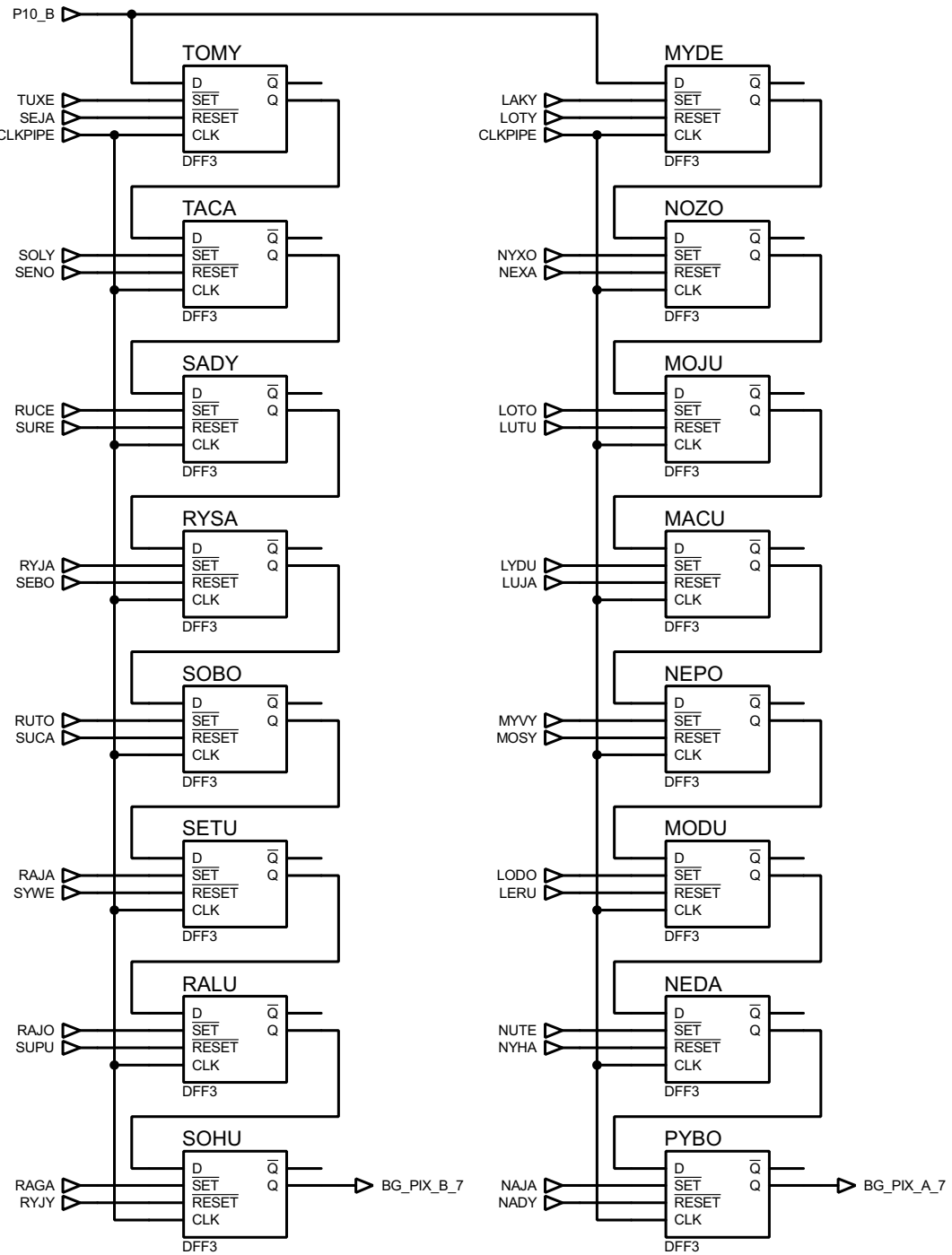
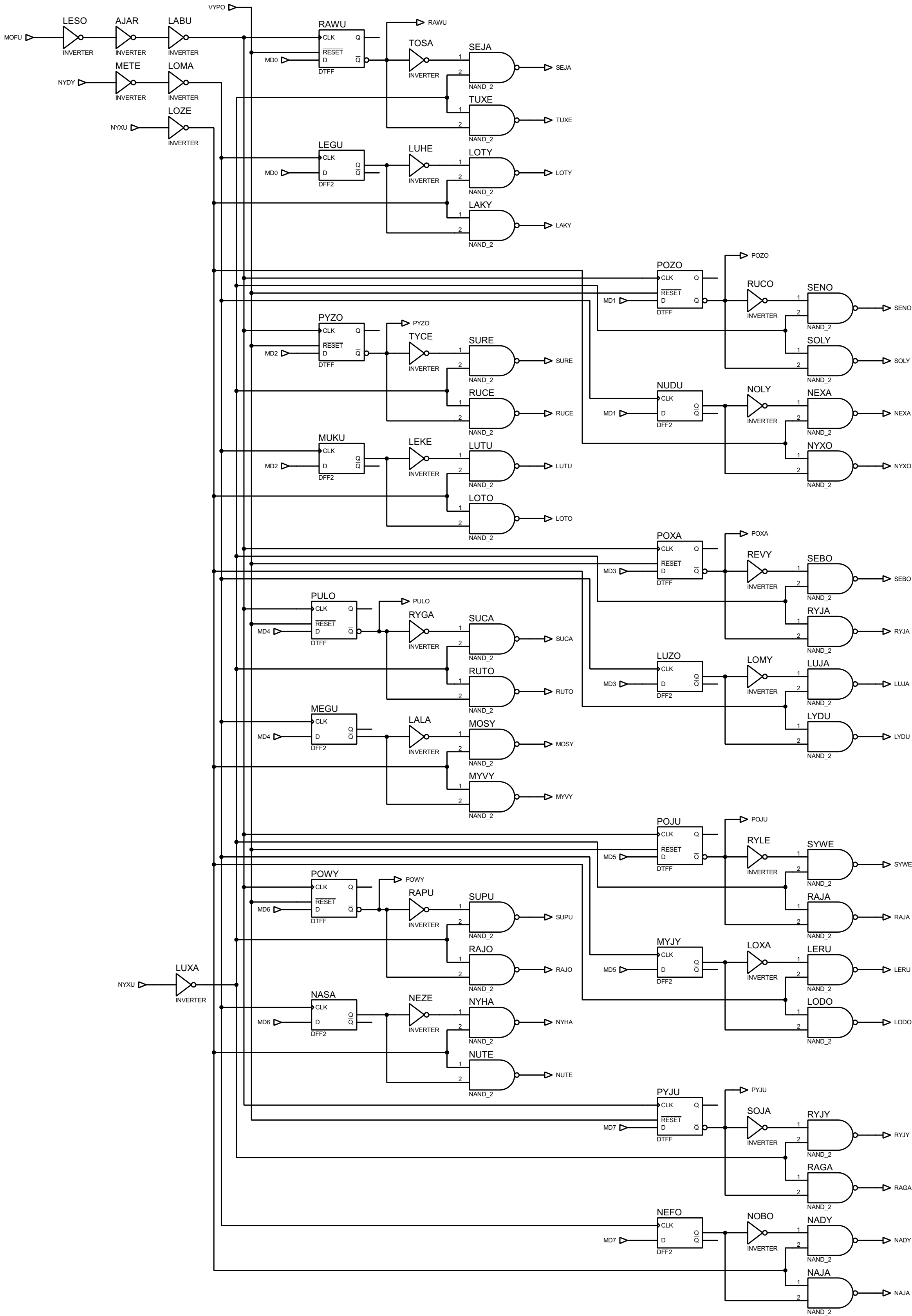


10x  
10-bit registers to store the  
matched sprite number (6 bits) and  
which line to render (0-15 4 bits)

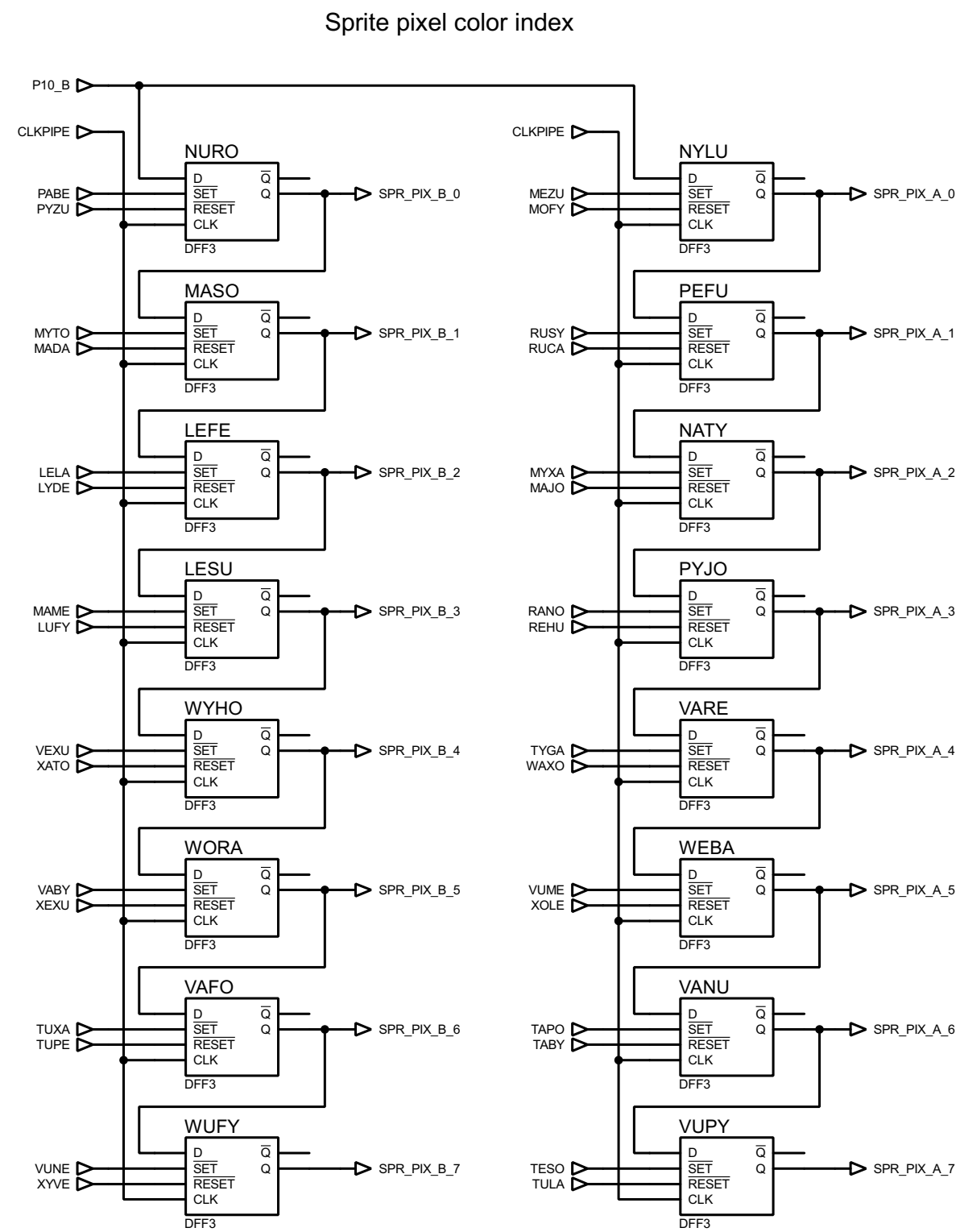
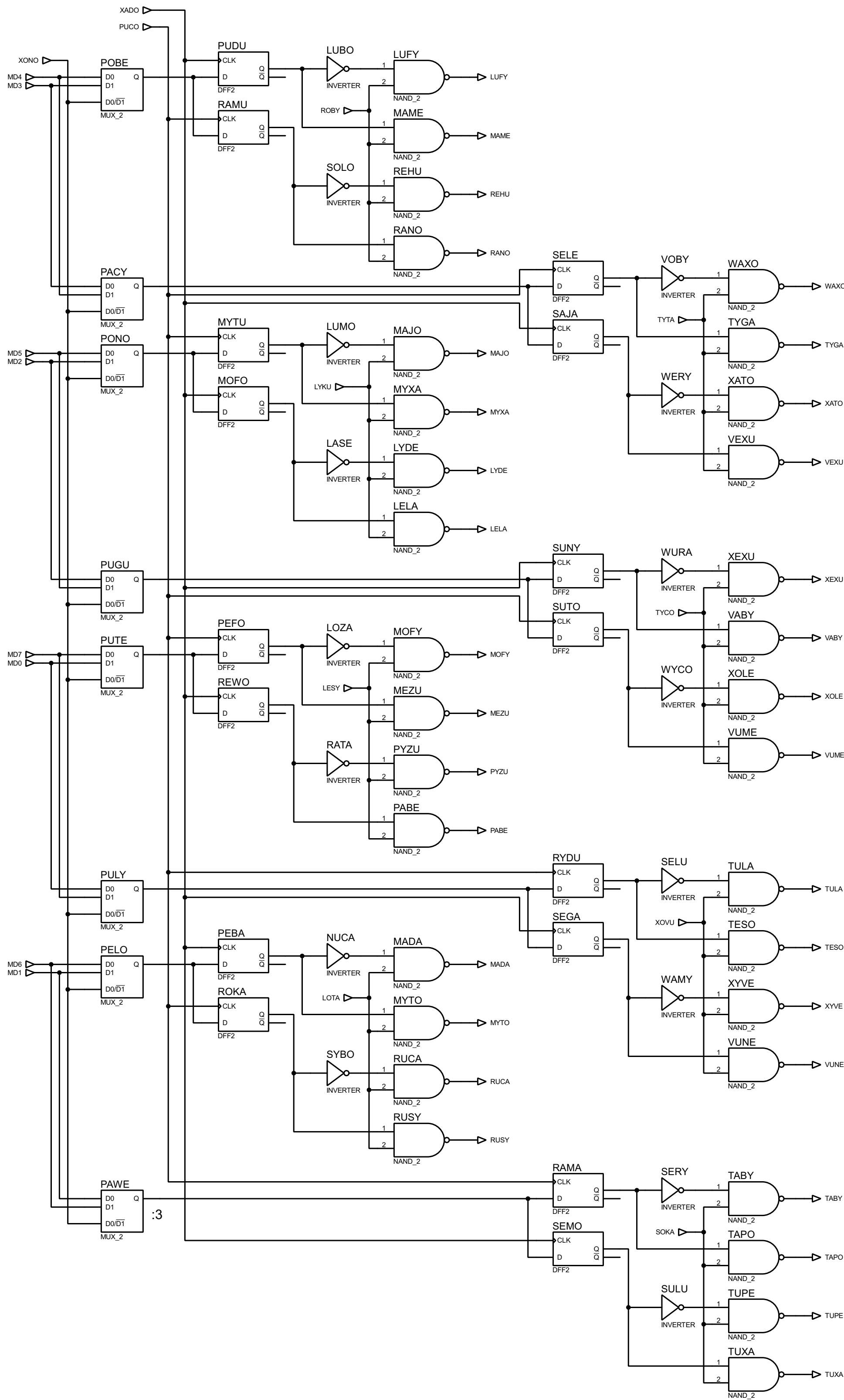


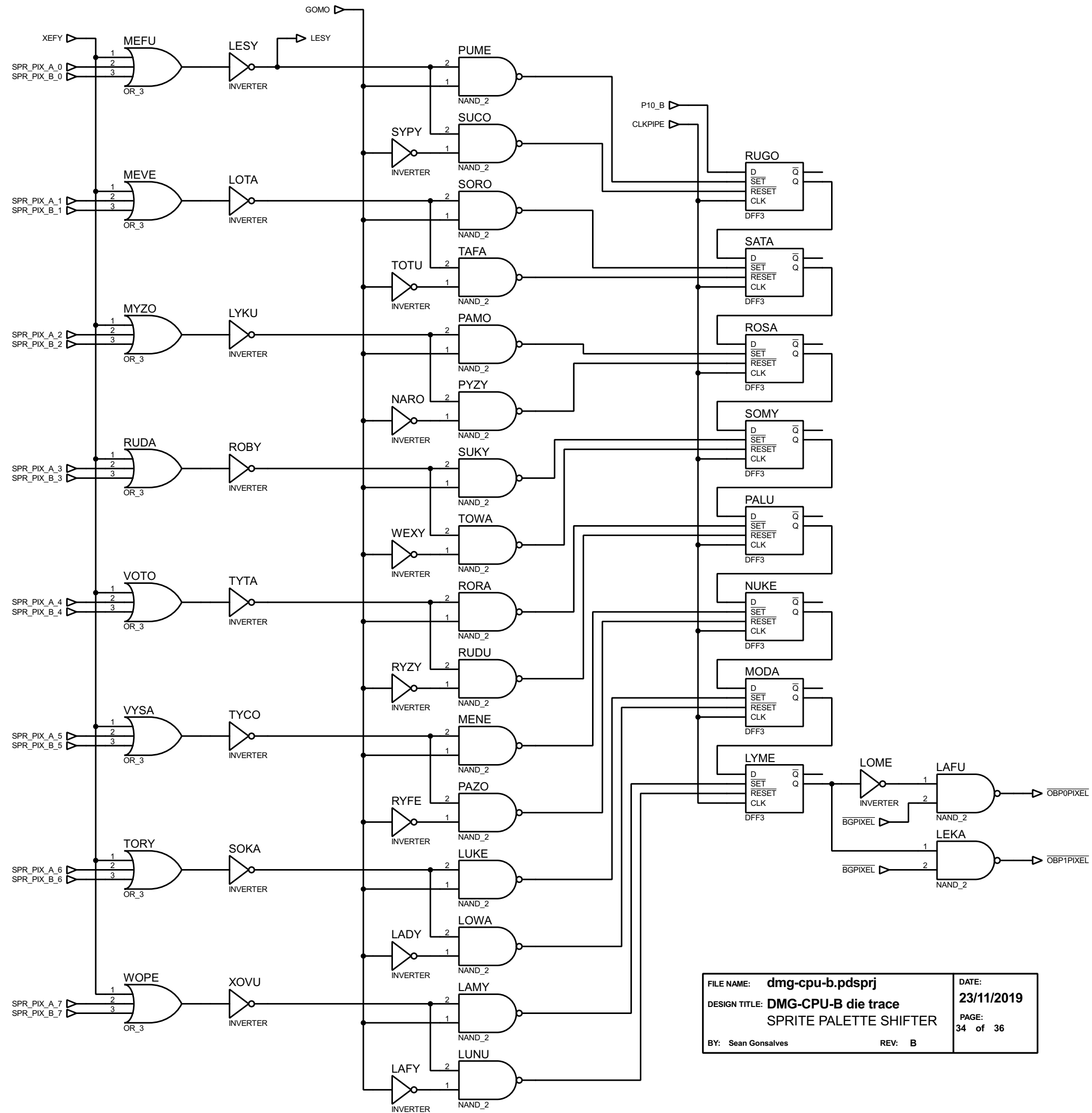


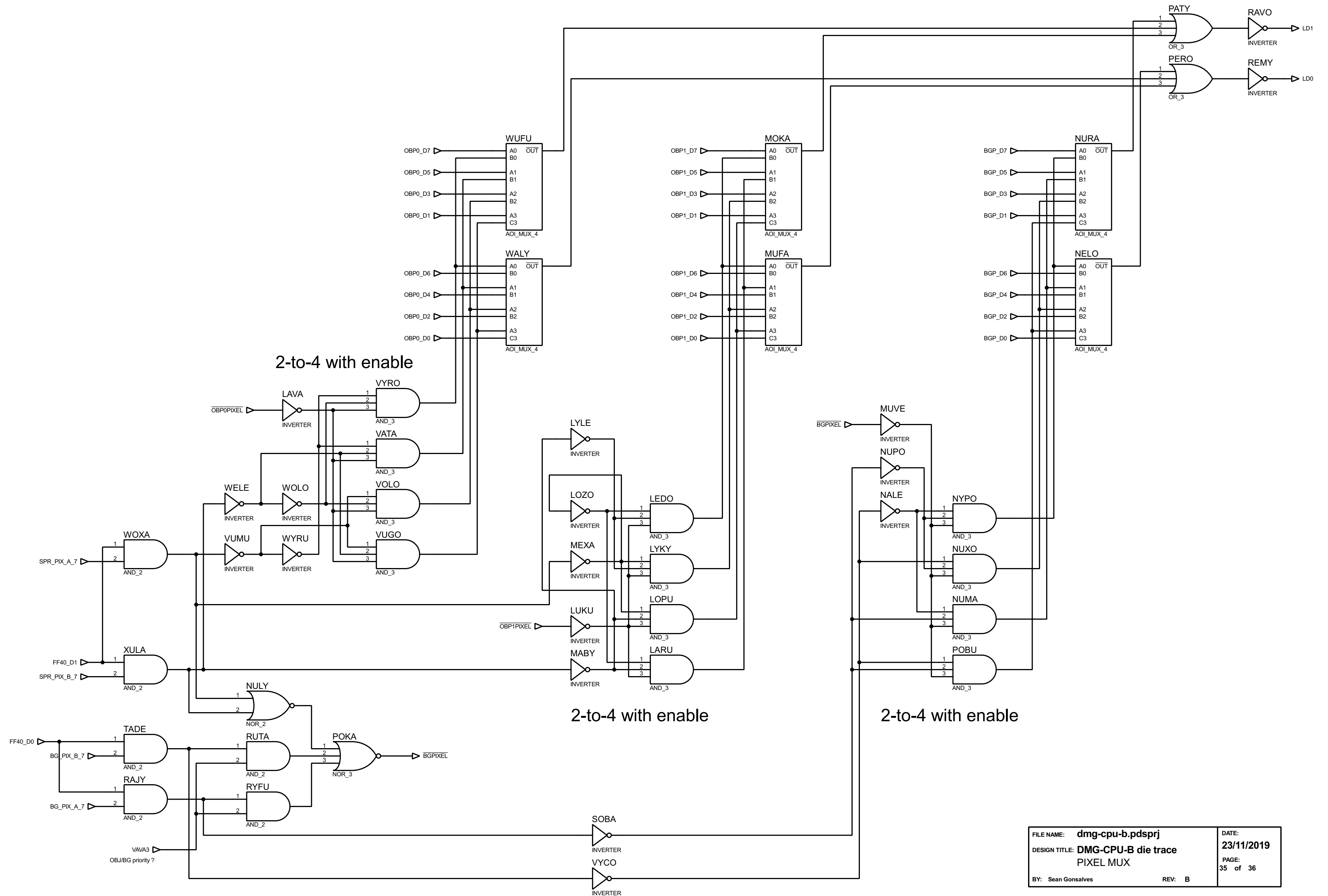




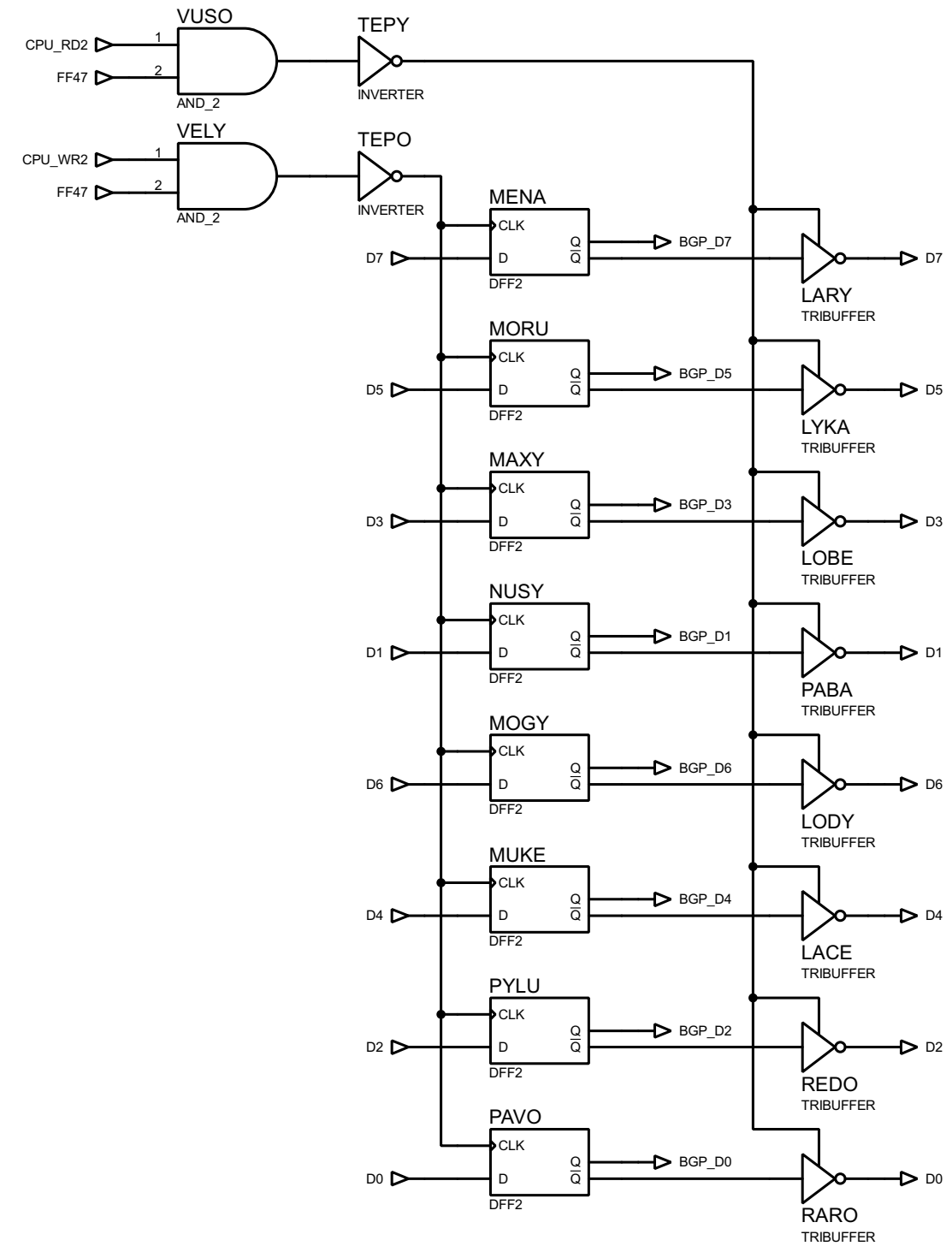




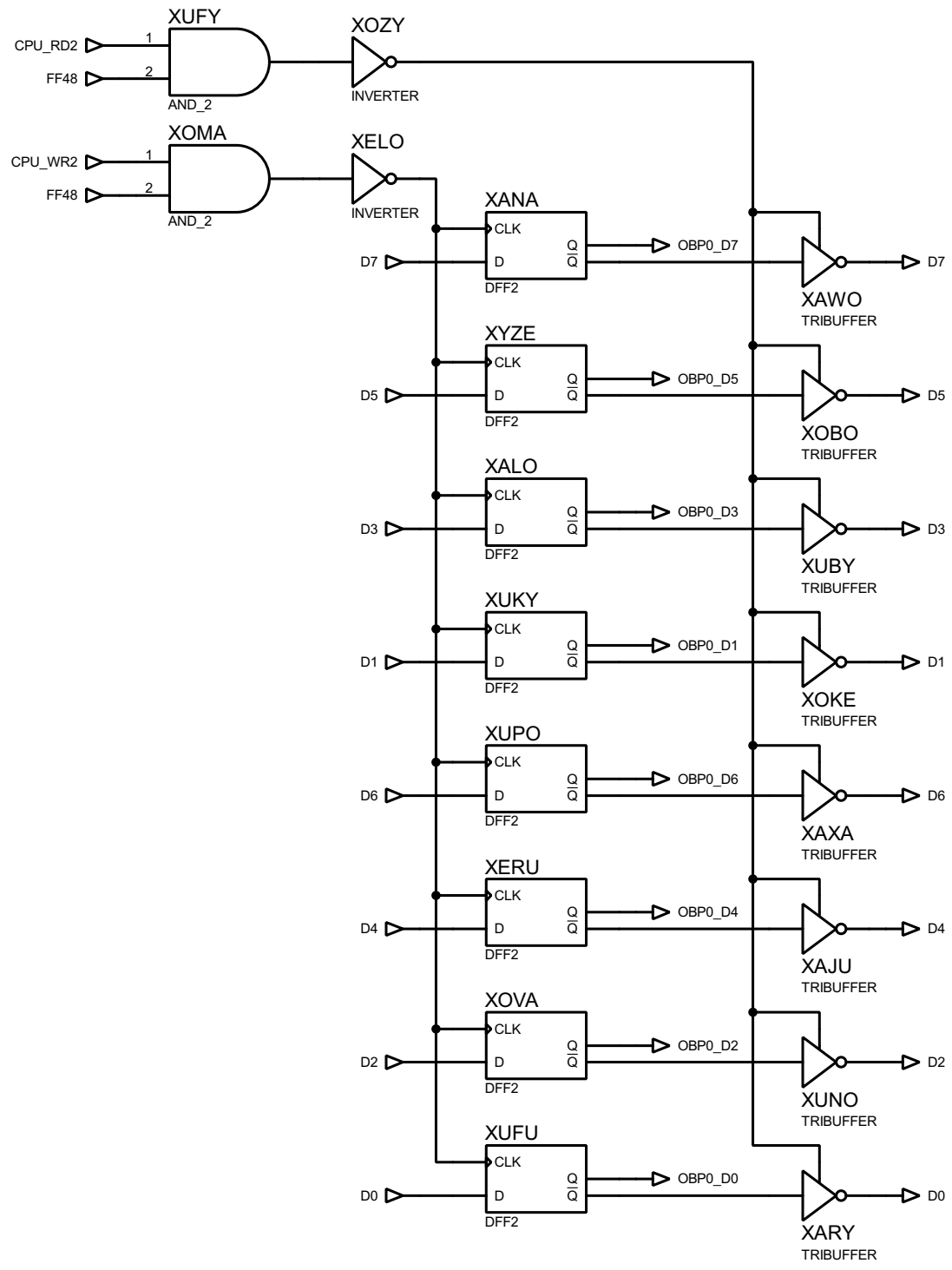




# FF47 BGP



# FF48 OBP0



# FF49 OBP1

