

GAYMCUBE

A GameCube Documentation

June 27, 2021



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Chapter 1

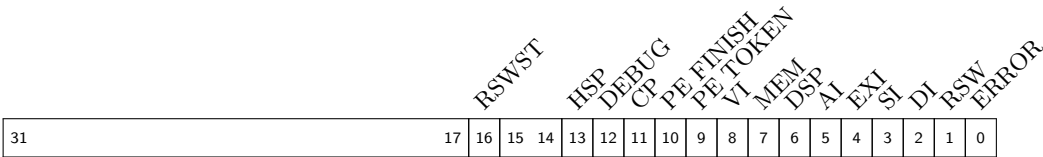
Example

Just a short example of how to use the L^AT_EX environment. Citing [1]. Citing chapter [2, Chapter 5]. Citing YAGCD [2] with fancy command.

```
1  #include <stdio.h>
2
3  int main() {
4      printf("%s\n", "Hello World!");
5      return 0;
6  }
```

Internet link [Google](#)

Register 1.1: PI INTSR (0xCC003000)



- RSWST** Reset switch state
- HSP** High Speed Port
- CP** Command Processor

Referencing stuff like Register 1.1 for our own stuff. I gotta figure out how to set that up to work with \Cref, so that we don't have to type out "Register" every time.

Bibliography

- [1] GameCube DSP User's Manual. https://github.com/dolphin-emu/dolphin/blob/52fb2fad4016a58aacfbcf11bdf517f4680cd1fb/docs/DSP/GameCube_DSP_Users_Manual/GameCube_DSP_Users_Manual.tex, September 2005.
- [2] Yet Another GameCube Documentation. <https://www.gc-forever.com/yagcd/>, September 2006.