

GAYMCUBE

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# A GameCube Documentation

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# Chapter 1

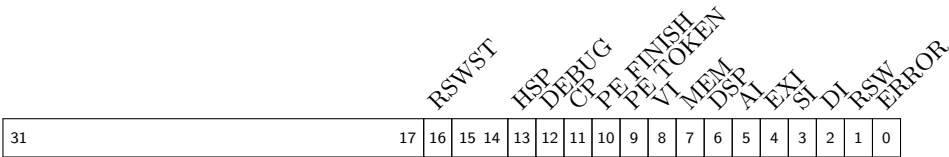
## Example

Just a short example of how to use the  $\text{\LaTeX}$  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  $\text{\Cref}$ , 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](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.