C8E

0.1

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Chapter 1

File Index

1.1 File List

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Chapter 2

File Documentation

2.1 src/C8E.c File Reference

```
#include <GLUT/glut.h>
#include <stdlib.h>
#include "Logs.h"
#include "Memory.h"
#include "CartridgeReader.h"
#include "Display.h"
#include "CPU.h"
```

Functions

- void printUsage ()
- int main (int argc, char **argv)

2.1.1 Function Documentation

2.1.1.1 int main (int *argc,* char ** *argv*)

Definition at line 24 of file C8E.c.

2.1.1.2 void printUsage ( )

Definition at line 15 of file C8E.c.

2.2 src/CartridgeReader.c File Reference

```
#include "CartridgeReader.h"
#include <stdio.h>
```

Functions

- int readCartridge (const char *const filename, unsigned char *data)
  Provide a pointer to the cardridge data.

2.2.1 Function Documentation

2.2.1.1 int readCartridge (const char *const *filename*, unsigned char * *data*)

Provide a pointer to the cardridge data.

Parameters

in	*filename*	Point the file to load into memory
out	*data*	Buffer that eventually receive the cardridge data. It must be initialized and big enougth.

Returns

The number of bytes read if the file exists, -1 otherwise.

Definition at line 30 of file CartridgeReader.c.

2.3 src/CartridgeReader.h File Reference

Define all functions, variables and defines for cartridge management.

Functions

- int readCartridge (const char *const filename, unsigned char *data)
  Provide a pointer to the cardridge data.

2.3.1 Detailed Description

Define all functions, variables and defines for cartridge management.

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Definition in file CartridgeReader.h.

2.3.2 Function Documentation

2.3.2.1 int readCartridge (const char *const *filename,* unsigned char * *data*)

Provide a pointer to the cardridge data.

Parameters

in	*filename*	Point the file to load into memory
out	*data*	Buffer that eventually receive the cardridge data. It must be initialized and big enougth.

Returns

The number of bytes read if the file exists, -1 otherwise.

Definition at line 30 of file CartridgeReader.c.

2.4 src/CPU.c File Reference

```
#include "CPU.h"
#include <GLUT/glut.h>
#include <stdlib.h>
#include <time.h>
#include "Logs.h"
#include "Display.h"
#include "Memory.h"
```

Functions

- void CPUTick (int)
- int setupCPU ()
- void cleanupCPU ()
- void handleOpCode ()

2.4.1 Detailed Description

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Maxime Gaudin

Definition in file CPU.c.

2.4.2 Function Documentation

2.4.2.1 void cleanupCPU ( )

Definition at line 88 of file CPU.c.

2.4.2.2 void CPUTick (int *na*)

Definition at line 433 of file CPU.c.

2.4.2.3 void handleOpCode ( )

Definition at line 439 of file CPU.c.

2.4.2.4 int setupCPU ( )

Definition at line 65 of file CPU.c.

2.5 src/CPU.h File Reference

Defines

- #define MAX_STACK_SIZE 0xF

  Define the maximum stack size, i.e. the maximum amount of subroutine calls.

Functions

- int setupCPU ()
- void cleanupCPU ()

2.5.1 Detailed Description

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Maxime Gaudin

Definition in file CPU.h.

2.5.2 Define Documentation

2.5.2.1 #define MAX_STACK_SIZE 0xF

Define the maximum stack size, i.e. the maximum amount of subroutine calls.

Definition at line 31 of file CPU.h.

2.5.3 Function Documentation

2.5.3.1 void cleanupCPU ( )

Definition at line 88 of file CPU.c.

2.5.3.2 int setupCPU ( )

Definition at line 65 of file CPU.c.

2.6 src/Display.c File Reference

```
#include "Display.h"
#include <string.h>
#include <stdlib.h>
#include <GLUT/glut.h>
#include "Logs.h"
```

Defines

- #define SCREEN_WIDTH 64

- #define SCREEN_HEIGTH 32
- #define SCREEN_RATIO 10
- #define DISPLAY_IDLE_TIME 16

Functions

- void render ()
- void reshape (int width, int height)
- int setupDisplay (int argc, char **argv)

  Setup all display related memory buffer and glut framework.

- int cleanupDisplay ()
- int clearScreen ()

  Clear screen.

2.6.1 Define Documentation

2.6.1.1 #define DISPLAY_IDLE_TIME 16

Definition at line 43 of file Display.c.

2.6.1.2 #define SCREEN_HEIGTH 32

Definition at line 40 of file Display.c.

2.6.1.3 #define SCREEN_RATIO 10

Definition at line 41 of file Display.c.

2.6.1.4 #define SCREEN_WIDTH 64

Definition at line 39 of file Display.c.

2.6.2 Function Documentation

2.6.2.1 int cleanupDisplay ( )

Definition at line 65 of file Display.c.

2.6.2.2 int clearScreen ( )

Clear screen.

Returns

1 if any pixel has been erase, 0 Otherwise.

Definition at line 110 of file Display.c.

2.6.2.3 void render ( )

Definition at line 84 of file Display.c.

2.6.2.4 void reshape (int *width,* int *height*)

Definition at line 71 of file Display.c.

2.6.2.5 int setupDisplay (int *argc,* char ** *argv*)

Setup all display related memory buffer and glut framework.

Definition at line 50 of file Display.c.

2.7 src/Display.h File Reference

Define all functions, variables and defines for display management.

Functions

- int setupDisplay (int argc, char **argv)

  Setup all display related memory buffer and glut framework.

- int cleanupDisplay ()
- int drawSprite (unsigned char X, unsigned char Y, const char *const spriteData, unsigned char len)

  Display a [len] byte sprite contained into [spriteData] at ([X], [Y]). TECHNICAL DESCRIPTION TODO.

- int clearScreen ()

  Clear screen.

2.7.1 Detailed Description

Define all functions, variables and defines for display management.

Version

0.1

Date

December 12, 2010

Author

Maxime Gaudin

Definition in file Display.h.

2.7.2 Function Documentation

2.7.2.1 int cleanupDisplay ( )

Definition at line 65 of file Display.c.

2.7.2.2 int clearScreen ( )

Clear screen.

Returns

1 if any pixel has been erase, 0 Otherwise.

Definition at line 110 of file Display.c.

2.7.2.3 int drawSprite (unsigned char *X,* unsigned char *Y,* const char *const *spriteData,* unsigned char *len*)

Display a [len] byte sprite contained into [spriteData] at ([X], [Y]). TECHNICAL DESCRIPTION TODO.

Returns

1 if any pixel has been erase, 0 Otherwise.

2.7.2.4 int setupDisplay (int *argc,* char ** *argv*)

Setup all display related memory buffer and glut framework.

Definition at line 50 of file Display.c.

2.8 src/Logs.c File Reference

```
#include "Logs.h"
```

Functions

- int setupLogs (int redirect, unsigned char debugLevel, char ∗const outputFilename)

  Setup output log file and debug level to values passed in paramaters. Moreover, a file descriptor is created and initialized. if [redirect], log are also written in stdou.

- int closeLogs ()

  Close output log file descriptor and flush file buffer.

- void addEntry (unsigned char level, const char ∗const message)

  Add new entry in output log file if [level] is below or equal to debug level.

2.8.1 Function Documentation

2.8.1.1 void addEntry (unsigned char *level,* const char ∗const *message*)

Add new entry in output log file if [level] is below or equal to debug level.

Definition at line 56 of file Logs.c.

2.8.1.2 int closeLogs ( )

Close output log file descriptor and flush file buffer.

Returns

0 if success, 0 otherwise.

Definition at line 50 of file Logs.c.

2.8.1.3 int setupLogs (int *redirect,* unsigned char *debugLevel,* char ∗const *outputFilename*)

Setup output log file and debug level to values passed in paramaters. Moreover, a file descriptor is created and initialized. if [redirect], log are also written in stdou.

Returns

0 if success, 0 otherwise.

Definition at line 36 of file Logs.c.

2.9 src/Logs.h File Reference

```
#include <stdio.h>
```

Defines

- #define DEFAULT_DEBUG_LEVEL 1
  Specifies teh default debug level : Warning.
- #define DEFAULT_OUTPUT_FILENAME "DEBUG_LOGS"
  Specifies the default output filename, i.e. the file where log will be written.

Enumerations

- enum DEBUG_LEVELS {
  ERROR = 0, WARNING = 1, DRAWING = 2, DISASSEMBLY = 3,
  LOW_LEVEL_OPERATION = 4 }

Functions

- int setupLogs (int redirect, unsigned char debugLevel, char ∗const outputFilename)
  Setup output log file and debug level to values passed in paramaters. Moreover, a file descriptor is created and initialized. if [redirect], log are also written in stdou.
- int closeLogs ()
  Close output log file descriptor and flush file buffer.
- void addEntry (unsigned char level, const char ∗const message)
  Add new entry in output log file if [level] is below or equal to debug level.

2.9.1 Define Documentation

2.9.1.1 #define DEFAULT_DEBUG_LEVEL 1

Specifies teh default debug level : Warning.

Definition at line 23 of file Logs.h.

2.9.1.2 #define DEFAULT_OUTPUT_FILENAME "DEBUG_LOGS"

Specifies the default output filename, i.e. the file where log will be written.

Definition at line 26 of file Logs.h.

2.9.2 Enumeration Type Documentation

2.9.2.1 enum DEBUG_LEVELS

Enumerator:

ERROR

WARNING

DRAWING

DISASSEMBLY

LOW_LEVEL_OPERATION

Definition at line 20 of file Logs.h.

2.9.3 Function Documentation

2.9.3.1 void addEntry (unsigned char *level,* const char ∗const *message*)

Add new entry in output log file if [level] is below or equal to debug level.

Definition at line 56 of file Logs.c.

2.9.3.2 int closeLogs ( )

Close output log file descriptor and flush file buffer.

Returns

0 if success, 0 otherwise.

Definition at line 50 of file Logs.c.

2.9.3.3 int setupLogs (int *redirect,* unsigned char *debugLevel,* char ∗const *outputFilename*)

Setup output log file and debug level to values passed in paramaters. Moreover, a file descriptor is created and initialized. if [redirect], log are also written in stdou.

Returns

0 if success, 0 otherwise.

Definition at line 36 of file Logs.c.

2.10 src/Memory.c File Reference

Define all functions, variables and defines for memory management.

```
#include "Memory.h"
#include "Logs.h"
#include <stdlib.h>
#include <string.h>
```

Functions

- int setupMemory ()
  Initialize memory to 0.
- void cleanupMemory ()
  Cleanup all memory.
- int write (unsigned short addr, unsigned char *const data, unsigned int len)
  write [len] bytes from [data] into memory at adress [addr]
- int read (short addr, unsigned short len, unsigned char *const buffer)
  Read [len] bytes of data from address [addr] to buffer.

2.10.1 Detailed Description

Define all functions, variables and defines for memory management.

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Definition in file Memory.c.

2.10.2 Function Documentation

2.10.2.1 void cleanupMemory ( )

Cleanup all memory.

Definition at line 39 of file Memory.c.

2.10.2.2 int read (short *addr,* unsigned short *len,* unsigned char ∗const *buffer*)

Read [len] bytes of data from address [addr] to buffer.

Parameters

in	*addr*	Address where read begins
in	*len*	Number of bytes read
out	*buffer*	Pointer to the data buffer

Returns

0 if success, 1 otherwise.

Definition at line 56 of file Memory.c.

2.10.2.3 int setupMemory ( )

Initialize memory to 0.

Returns

0 if success, 1 otherwise.

Definition at line 28 of file Memory.c.

2.10.2.4 int write (unsigned short *addr,* unsigned char ∗const *data,* unsigned int *len*)

write [len] bytes from [data] into memory at adress [addr]

Parameters

in	*addr*	Address where data will be written
in	*data*	Pointer to data buffer
in	*len*	Number of byte written

Returns

0 if success, 1 otherwise.

Definition at line 44 of file Memory.c.

2.11 src/Memory.h File Reference

Defines

- #define RESERVED_MEMORY_START 0x0

  Specifies where memory starts (0x0, what a surprise isn't it ??).

- #define RESERVED_MEMORY_STOP 0x200

  Specifies where the memory stops.

- #define DATA_SPACE_START 0x200

  Specifies the beginning of the data space.

- #define DATA_SPACE_STOP 0xFFF

  Specifies the end of the data space.

- #define MAX_REGISTERS 0xF

  Specifies the maximum number of registers..

Functions

- int setupMemory ()

  Initialize memory to 0.

- void cleanupMemory ()

  Cleanup all memory.

- int write (unsigned short addr, unsigned char *const data, unsigned int len)

  write [len] bytes from [data] into memory at adress [addr]

- int read (short addr, unsigned short len, unsigned char *const buffer)

  Read [len] bytes of data from address [addr] to buffer.

2.11.1 Define Documentation

2.11.1.1 #define DATA_SPACE_START 0x200

Specifies the beginning of the data space.

Definition at line 36 of file Memory.h.

2.11.1.2 #define DATA_SPACE_STOP 0xFFF

Specifies the end of the data space.

Definition at line 38 of file Memory.h.

2.11.1.3 #define MAX_REGISTERS 0xF

Specifies the maximum number of registers..

Definition at line 41 of file Memory.h.

2.11.1.4 #define RESERVED_MEMORY_START 0x0

Specifies where memory starts (0x0, what a surprise isn't it ??).

Definition at line 31 of file Memory.h.

2.11.1.5 #define RESERVED_MEMORY_STOP 0x200

Specifies where the memory stops.

Definition at line 33 of file Memory.h.

2.11.2 Function Documentation

2.11.2.1 void cleanupMemory ( )

Cleanup all memory.

Definition at line 39 of file Memory.c.

2.11.2.2 int read (short *addr,* unsigned short *len,* unsigned char *const *buffer*)

Read [len] bytes of data from address [addr] to buffer.

Parameters

in	*addr*	Address where read begins
in	*len*	Number of bytes read
out	*buffer*	Pointer to the data buffer

Returns

0 if success, 1 otherwise.

Definition at line 56 of file Memory.c.

2.11.2.3 int setupMemory ( )

Initialize memory to 0.

Returns

0 if success, 1 otherwise.

Definition at line 28 of file Memory.c.

2.11.2.4 int write (unsigned short *addr,* unsigned char ∗const *data,* unsigned int *len*)

write [len] bytes from [data] into memory at adress [addr]

Parameters

in	*addr*	Address where data will be written
in	*data*	Pointer to data buffer
in	*len*	Number of byte written

Returns

0 if success, 1 otherwise.

Definition at line 44 of file Memory.c.

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