



ECE 391 Discussion

Week 5

Announcements & Reminders

- ▶ First midterm exam
 - ▶ Next Thursday (Oct 2) 7:00 – 9:00 pm
 - ▶ You are allowed **ONE** 8.5x11 sheet of notes
 - ▶ You may use both sides
 - ▶ You are **NOT** allowed to use a magnifying glass
 - ▶ MP2 will **NOT** be covered on the exam
 - ▶ Conflict? Notify us before this Friday (9/28) – Email Professors and Tianxi
 - ▶ Room assignments TBA
 - ▶ Review session on Saturday (9/29) room ECEB1002
- ▶ MP2.1 is due on the following Monday (Oct 8) at 6:00 pm
- ▶ MP2.2 is due the following week (Oct 15 at 6:00pm
- ▶ Plan your time accordingly!

MP2

- ▶ Run the demo and play around (reaching the end game might require you to look through the source code if you're curious)
 - ▶ If you're unsure of how something should look, just follow the demo
- ▶ Use `su -c` or `sudo` to run the adventure-demo program
- ▶ Read the documentation, read it again, read the code comments
- ▶ For vertical line draw, look at horizontal line draw
 - ▶ To test if your `draw_vert_line()` is working, scroll to the right
- ▶ This MP involves some synchronization
- ▶ Personal tux controllers (optional) will be distributed next week
- ▶ Use version control!

Mode X

- ▶ Status bar
 - ▶ Split screen by modifying VGA registers (PS2)
 - ▶ Write text to the status bar
 - ▶ Read file "text.c"
 - ▶ Any background/font color combination is fine as long as it's readable
- ▶ Palette
 - ▶ 18-bit to represent RGB
 - ▶ Each pixel is 1 byte in memory
- ▶ Planes in Mode X
 - ▶ Every **FOUR** pixels share one virtual address
 - ▶ We use a bitmask to select which one to write to

Mode X (cont.)

► Build buffer

