LLCommands

From Dvd-game

LowLevel commands are submitted with DIIO to the "analog controller".

Bytes	Desc
00 00	DiscCheck_0C: 00 00 20 00 06 2D 40 22 00 00
00 08	DiscCheck_0C: 00 08 A0 00 00 20 40 2C 06 00
00 0A	DiscCheck_0C: 00 0A 00 00 00 00 AD 80 40 80
00 10	xx 7F. XX = bitmask with enabled items. 0D, 0E, 0B, <delay>, 0B, 0A, 0D while cobra "swap" procedure. 08 before media check. This controls the motor.
00 11	DiscCheck_0C: 00 11 08 01 00 03 04
00 12	DiscCheck_0C: 00 12 00
00 13	DiscCheck_0C: 00 13 92 3F 46 01
00 30	DbgSetReadOpt_FE10 (1of2): 00 30 03/00 00 10
00 38	DbgSetReadOpt_FE10 (2of2): 00 38 xx
00 40	Serial debug cmd FC: 00 40 10 03/05 00
00 F0	LL_00 Controller setup (Seed etc.)
06 00 xx yy ss ss ll ll	LL_06 Transfer Sector Buffer ?
07 00 ll ll aa aa aa aa	LL_07 Send DI data
08 06 xx xx yy yy	LL_08 Play Audio Frame
0A ??	LL_0A DMA (dram->dram)

```
while init:

<reset>
00 70 05
<reset>
00 40 10 03 00
 write 21 02 to some config
 write 20 80 to some config
00 C0 04
00 20 7D 00 02 B0 09 0F
00 30 03 00 10 17 00
00 38 2C
00 A0 ... (audio config)
00 F0 ... (controller read config, incl. seed)
```

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