

CMDFE

From Dvd-game

After the DebugMode has been enabled, one can use the FE xx commands to do several nice stuff.

Bytes	description
FE 01 rr xx	Read/Write Memory
FE 02	HL_01 02 (laserfocus 0x1f4)
FE 03	HL1 03 (DI_IO LLCommands)
FE 04	get controller state
FE 07	HL1 07 (C78_79 set)
FE 08 xx 00	HL1 08 Laser Enable/Disable
FE 09	send 8088/8084...
FE 0A	HL1 0A 0, 1, 2, 3
FE 0B	HL1 0B: 00 10 .x .. x = 0..7 (motor?)
FE 0C	??
FE 0D yy 4B 65 xx xx xx 79 00 00 00	set "key". some relict.
FE 0E	Seek
FE 0F	Read
FE 10	set ReadConfig
FE 11 xx yy	DBG_StartStopDisc
FE 12 00 00 zz aa aa aa 'f' 'u' 'n' 'c'	call subroutine at address a
FE 12 01 00 zz zz zz zz 'f' 'u' 'n' 'c'	copies 12 bytes from dicmdbuf to [80C0,80B4,80BC]

- new on the Wii DRIVE:

FE 13	Exec HLE 13
FE 14	Exec HLE 14
FE 15 XX	Eject/Inject Slot (00/01)
FE 17	Exec HLE 17

Open Questions:

- Why is read from 70000 protected?
- Why is read from 80000 protected? Were they just stupid?
- What's that 'Key'?
- What's that 0x80 in "read memory"? It sets something in the controller, then reads from 410000 (fixed)

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