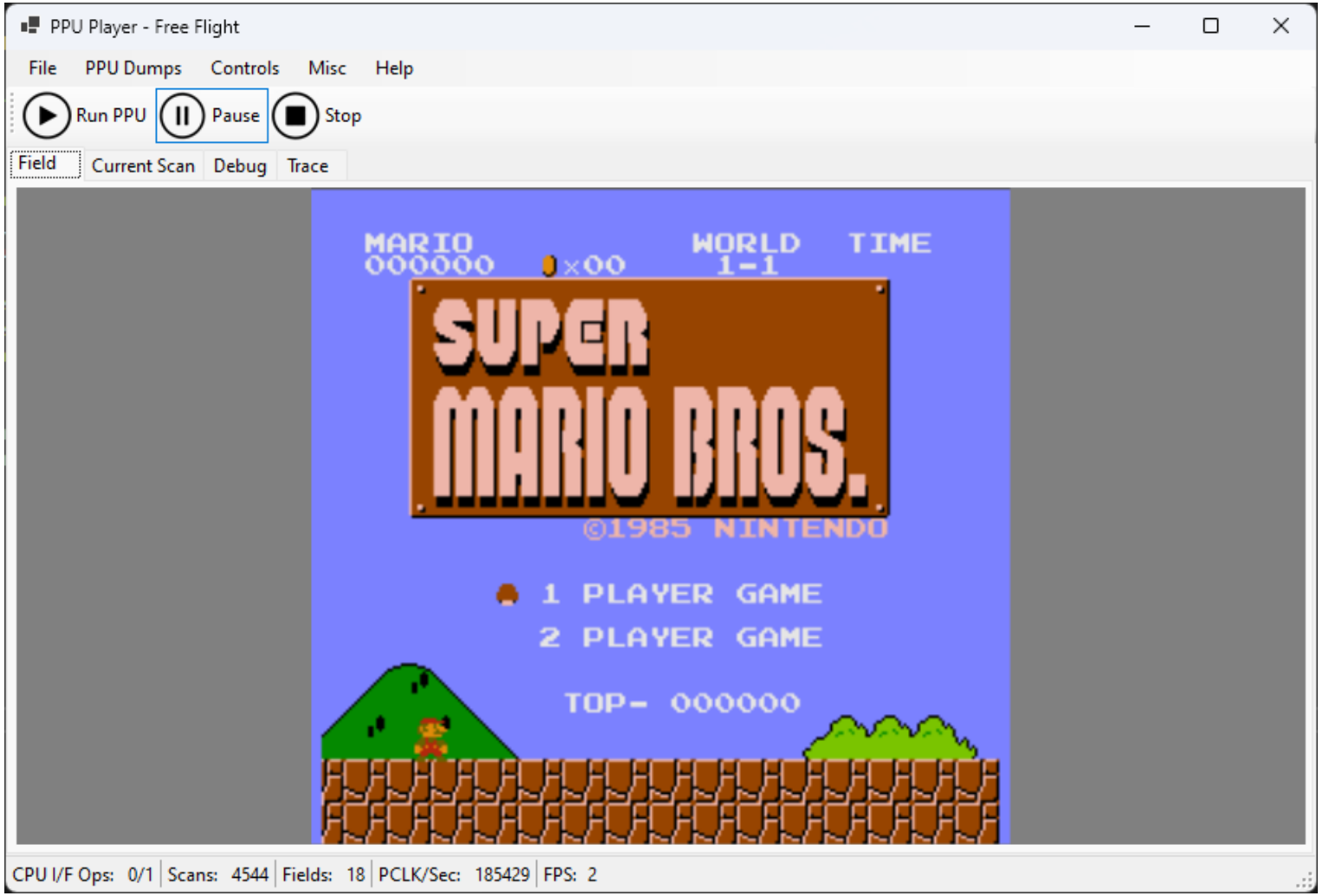
PPU Player

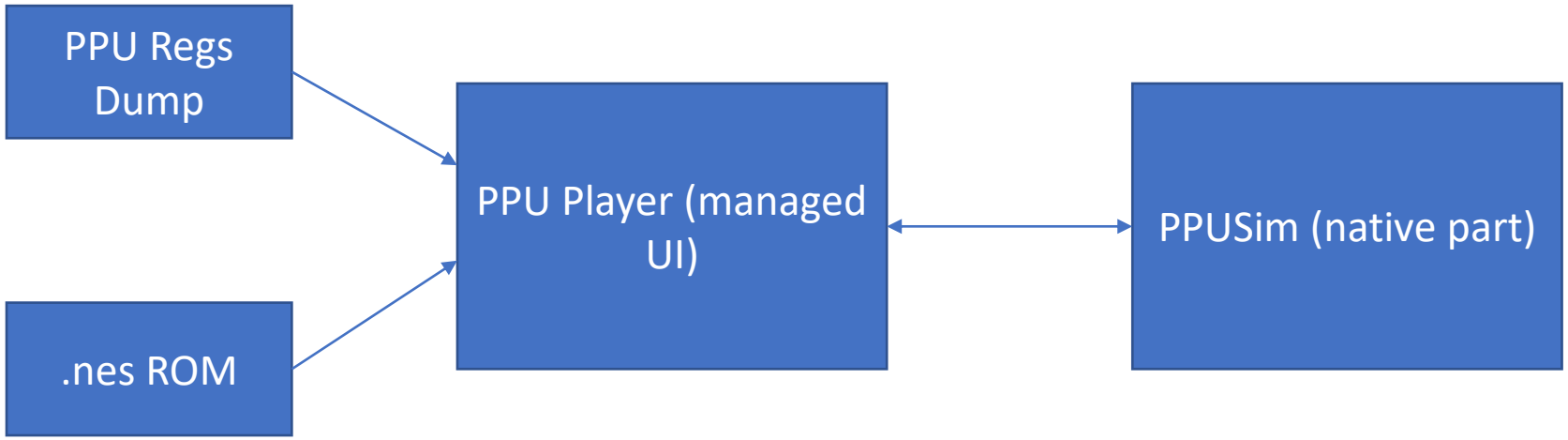
breaknes/BreaksPPU/PPUPlayer at main · emu-russia/breaknes (github.com)

Что это

По сути - эмулятор PPU



Архитектура



Ещё немного, чтобы было понятнее

A special version of the Nintendulator, which collects writes to the PPU registers in a dump (.bin file)

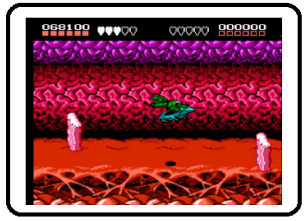
dump of writes into registers

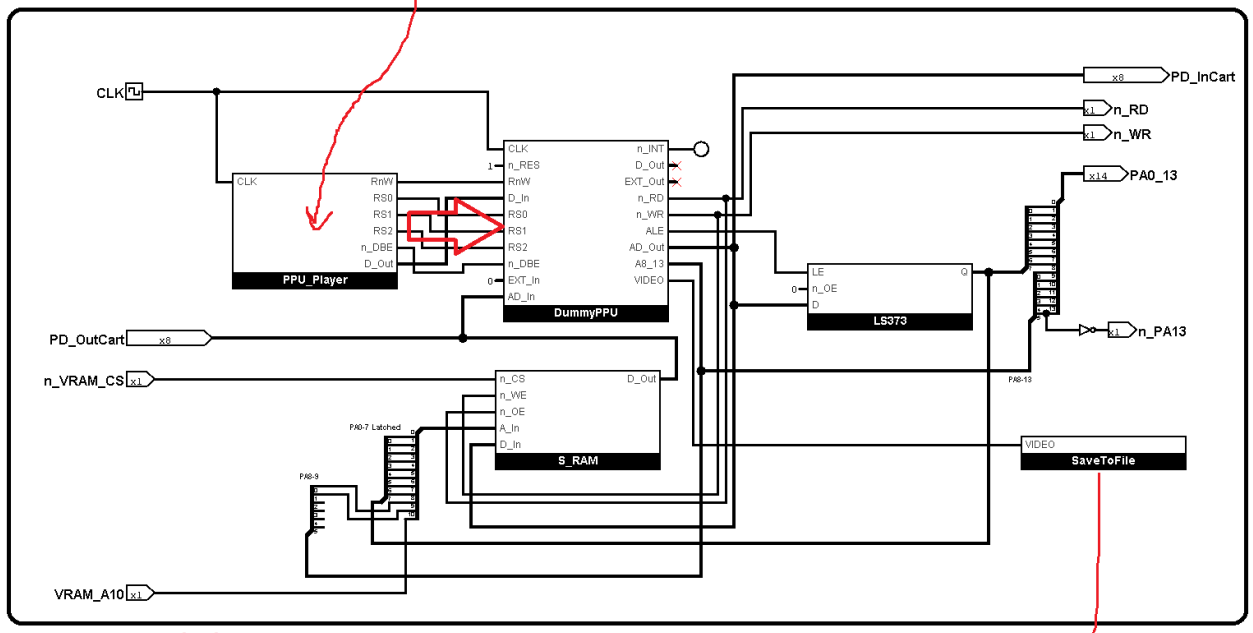
ppu_dump.bin

PPUPlayer looks at the PCLK and writes to the PPU register when the moment comes

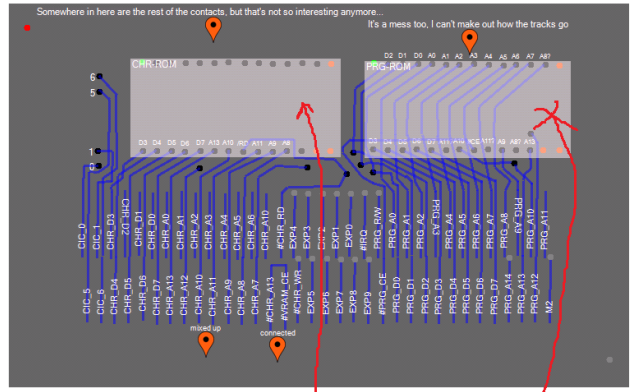
C# app

Image screen;





It sits in a .DLL



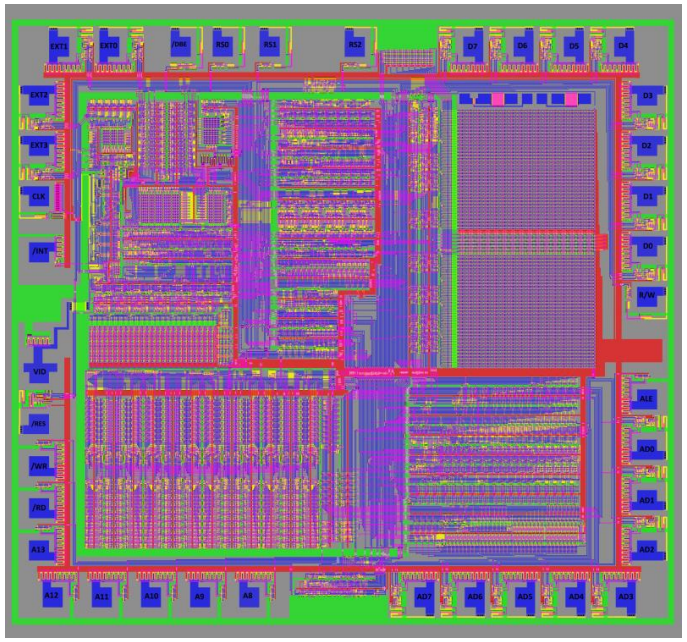
not required

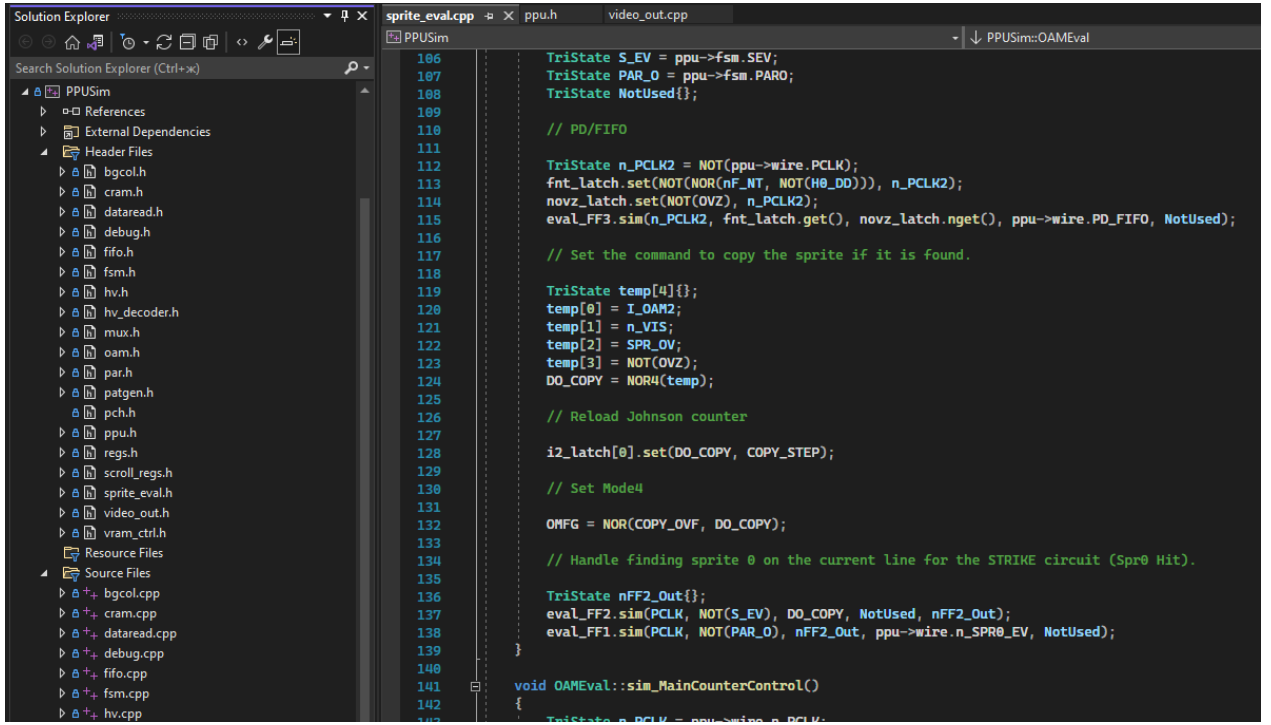
bomberman.nes
(or any other on Mapper 0)

Samples are sampled.
As it is sampled for 1 frame, it is output as Image.

PPUSim

- Полноценный C++ симулятор PPU на уровне логических вентилей





Образ .nes ROM

- Поддерживаются простые дампы, на базе маппера 0 (NROM)
- Bomberman, Super Mario etc.

RegDump

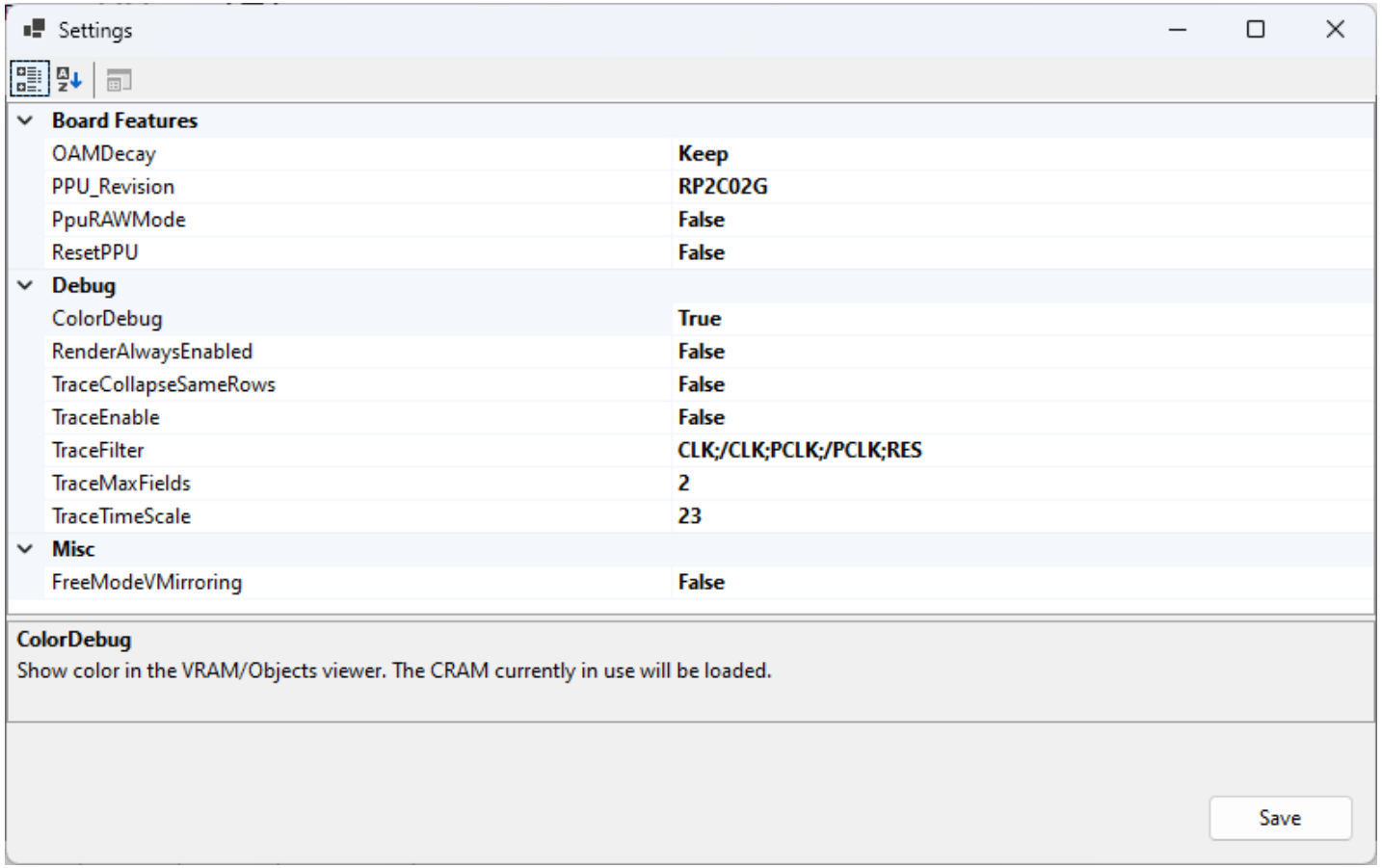
- Дамп доступа к регистрам PPU со стороны CPU
- Массив записей простого формата

```
#pragma pack(push, 1)
struct PPULogEntry
{
	uint32_t	pclkDelta;	// Delta of previous PCLK counter value at the time of accessing to the register
	uint8_t		reg;		// PPU register index (0-7) + Flag (msb - 0: write, 1: read)
	uint8_t		value;		// Written value. Not used for reading.
	uint16_t	padding;	// Not used (yet?)
};
#pragma pack(pop)
```

Режим «свободного полёта»

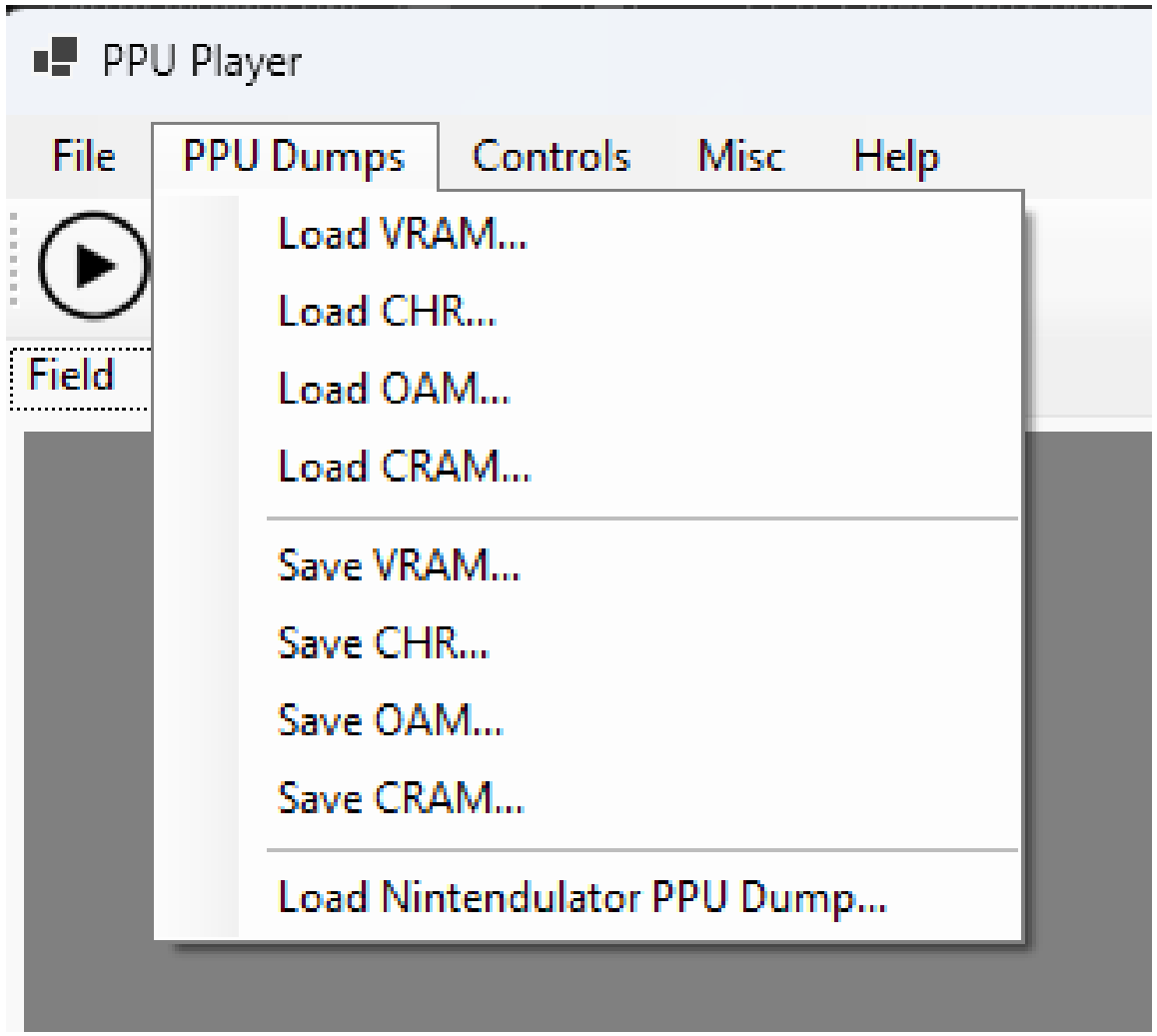
- Free Flight
- Не требует дампа регистров PPU или .nes
- PPU выводит то что загружено в VRAM / CHR / OAM

Настройки


Settings
Board Features
OAMDecay
Keep
PPU_Revision
RP2C02G
PpuRAWMode
False
ResetPPU
False
Debug
ColorDebug
True
RenderAlwaysEnabled
False
TraceCollapseSameRows
False
TraceEnable
False
TraceFilter
CLK;/CLK;PCLK;/PCLK;RES
TraceMaxFields
2
TraceTimeScale
23
Misc
FreeModeVMirroring
False
ColorDebug
Show color in the VRAM/Objects viewer. The CRAM currently in use will be loaded.
Save

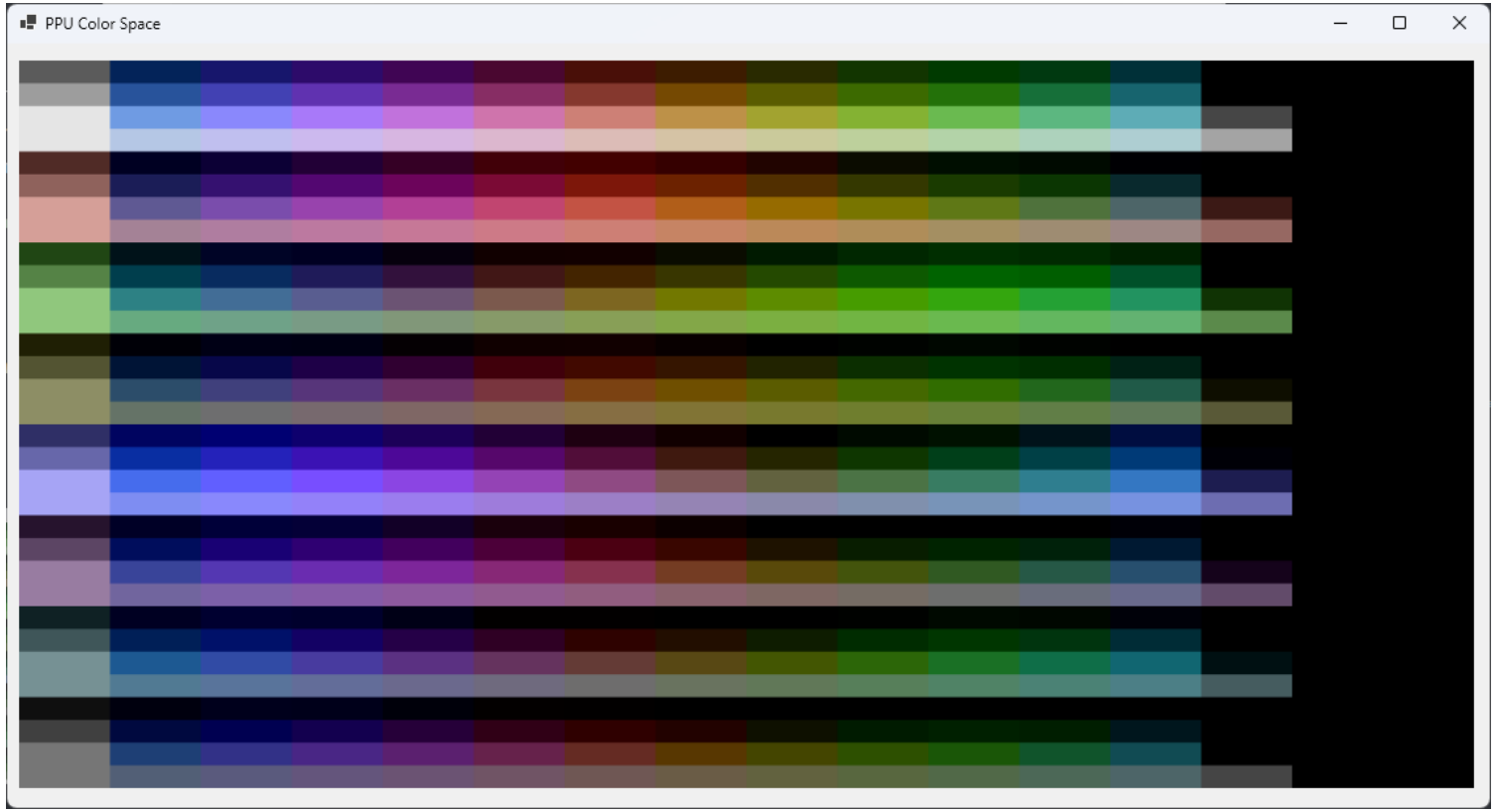
Работа с дампами памяти PPU

- Можно загружать и сохранять VRAM / CHR / OAM / CRAM
- Можно загружать дамп памяти PPU из Nintendulator

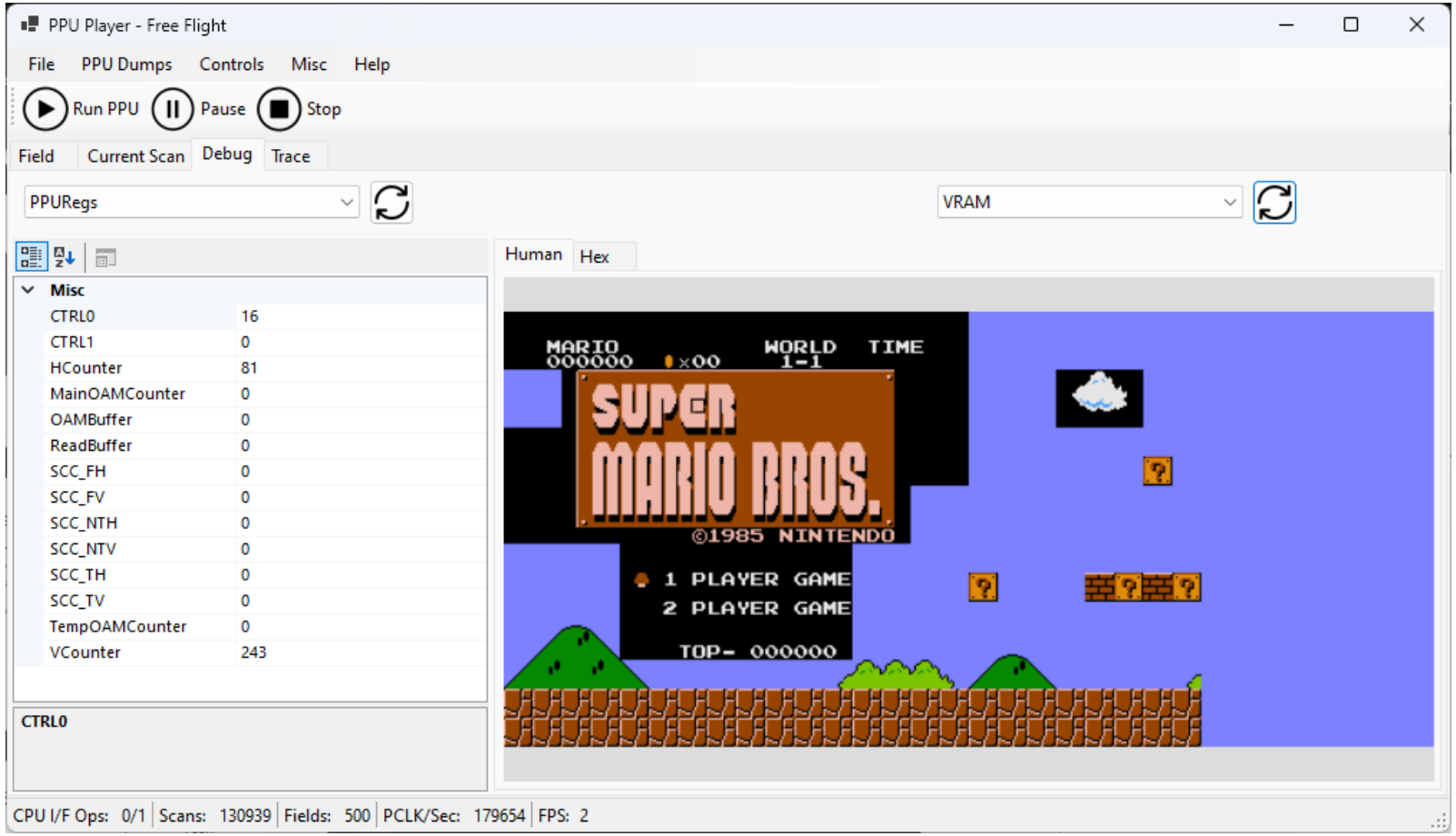


PPU Color Space

- Показывает цветовое пространство («палитру») PPU
- Включая Emphasis



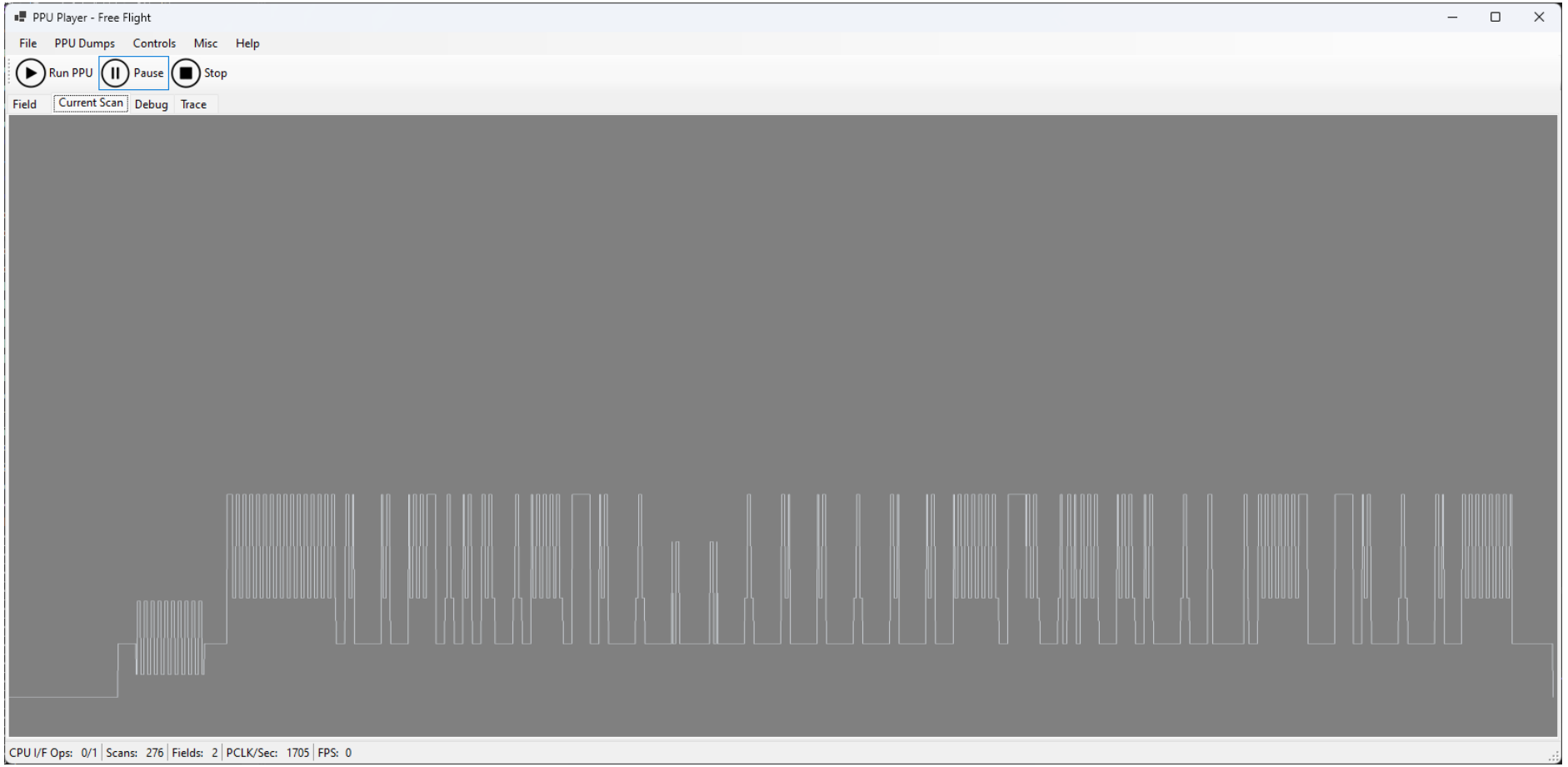
Отладка


PPU Player - Free Flight
File
PPU Dumps
Controls
Misc
Help
Run PPU
Pause
Stop
Field
Current Scan
Debug
Trace
PPURegs
VRAM
Human
Hex
Misc
CTRL0 16
CTRL1 0
HCounter 81
MainOAMCounter 0
OAMBuffer 0
ReadBuffer 0
SCC_FH 0
SCC_FV 0
SCC_NTH 0
SCC_NTV 0
SCC_TH 0
SCC_TV 0
TempOAMCounter 0
VCounter 243
CTRL0
MARIO 000000
×00
WORLD 1-1
TIME
SUPER MARIO BROS.
©1985 NINTENDO
1 PLAYER GAME
2 PLAYER GAME
TOP- 000000
CPU I/F Ops: 0/1
Scans: 130939
Fields: 500
PCLK/Sec: 179654
FPS: 2

Возможности отладки

- Смотреть состояние сигналов PPU
- Смотреть состояние регистров PPU
- Менять значение регистров PPU $2000/$2001 на лету
- Смотреть память VRAM / CHR / OAM / Temp OAM / CRAM в Hex
- Смотреть память в «человеческом» представлении

Текущий сканлайн



(*) только для композитных PPU

Вопросы?

- Спрашивайте @org / Discord