MP-0

# nes\_bootloader.c

No idea what the structure looks like. Need to draw a diagram.

NESCore\_Callback\_OutputFrame() gets called when we are drawing a row that isn’t the first row and isn’t a vertical sync.

# System Assembly View

The Green Boxes

1. 32b GP AXI Slave Ports

We can enable GP0 and GP1 interfaces. We can modify the address ranges of each. Controlling memory is always useful in an embedded system. It seems like we can set memory addresses ourselves or we can let the program decide them for us.

1. I/O Peripherals

We can enable or disable peripherals. This is useful because it lets us optimize our designs and be flexible to modifications.

1. General Settings

It has a lot of options that don’t fit anywhere else. We can change the baud rate of the UART as well as Enabling power on reset. These are very nice features to extend the ability of your design.