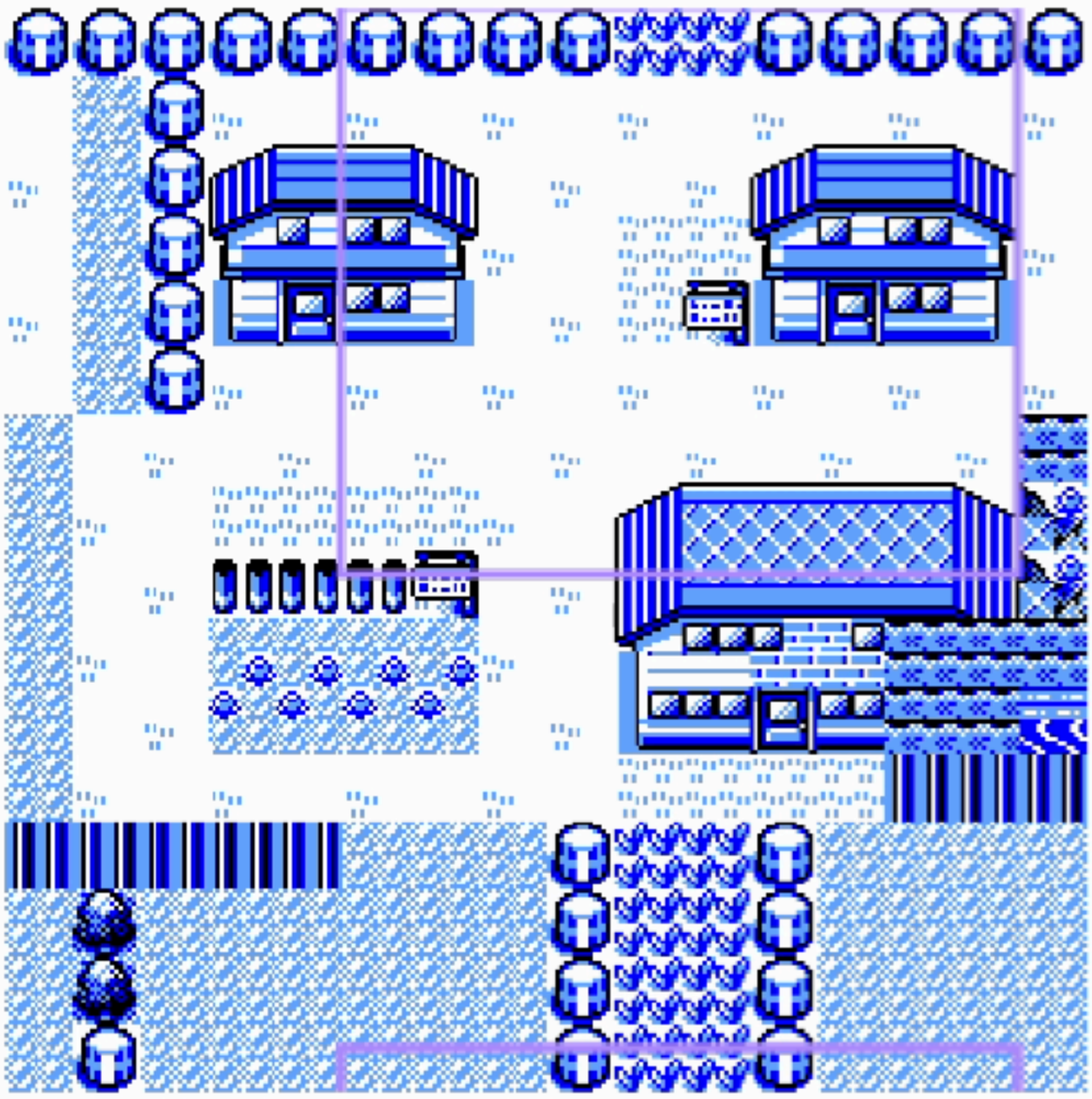
Background Map X

Background Map



Tile Data X

Tile Data

Retired from https://github.com/torch2424/wasmboy

Background Map with Scrolling

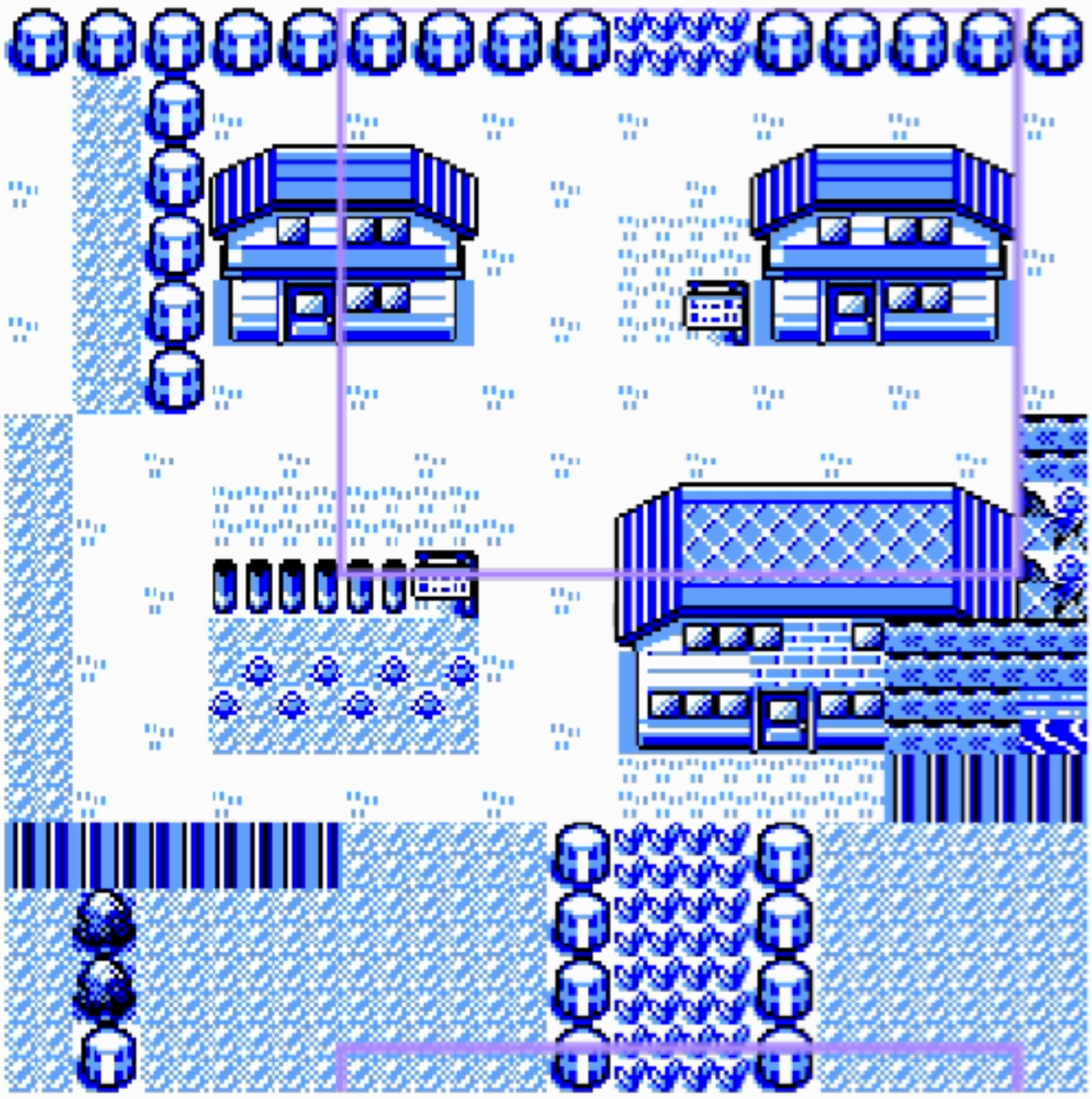
(Using scroll Y and scroll X)

Basically it specify the coordinate of the screen's top-left pixel somewhere on the 256x256 pixel background map.

PPU contains all logic about display.
In this example you can see
background map with scrolling

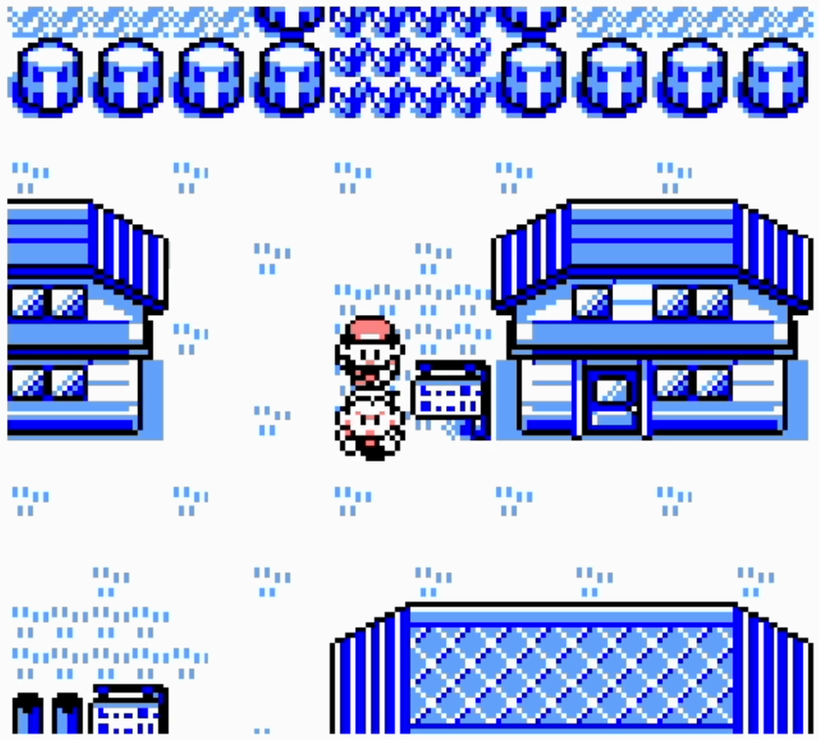
Background Map X

Background Map



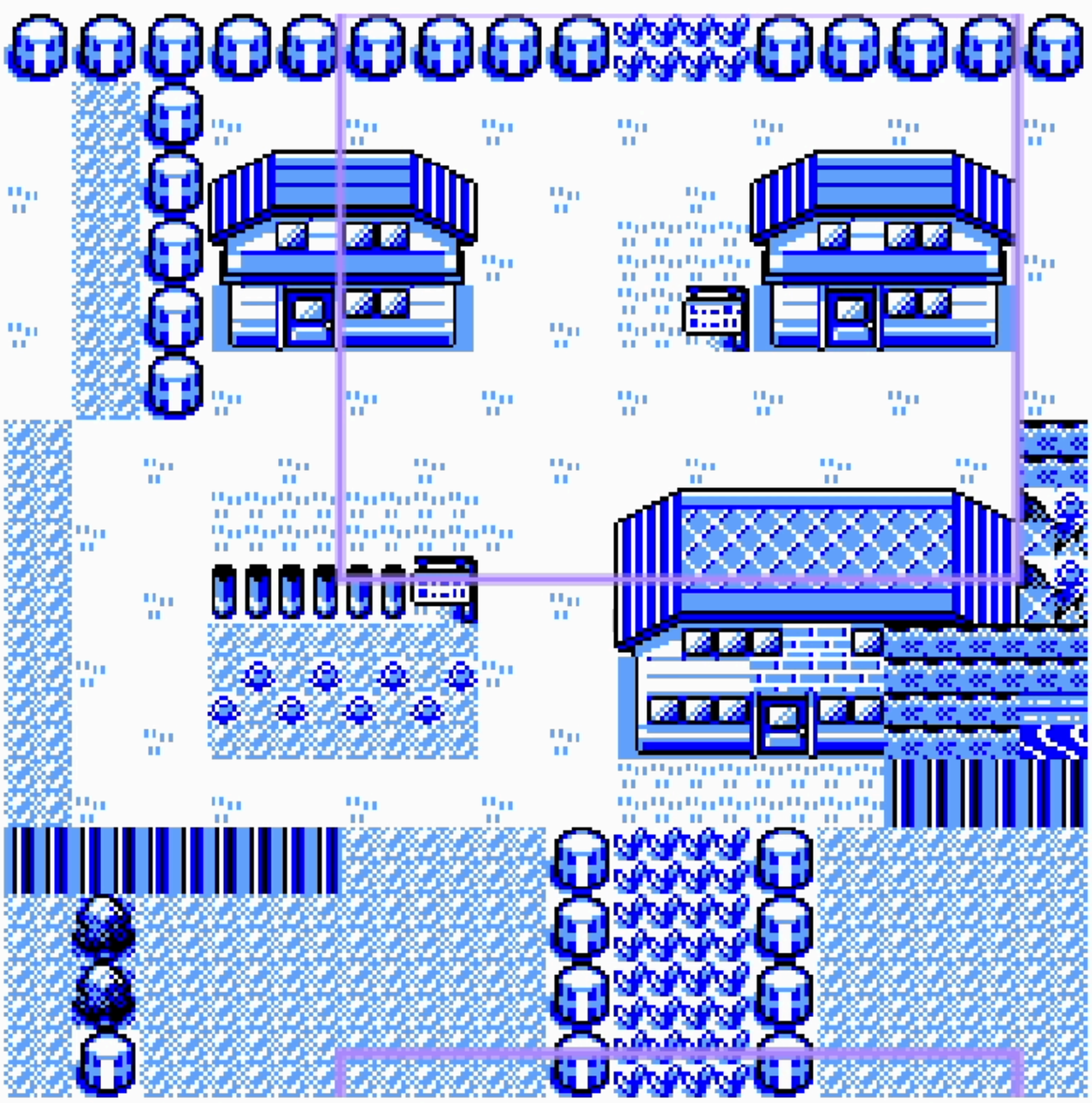
Tile Data X

Tile Data



Background Map X

Background Map



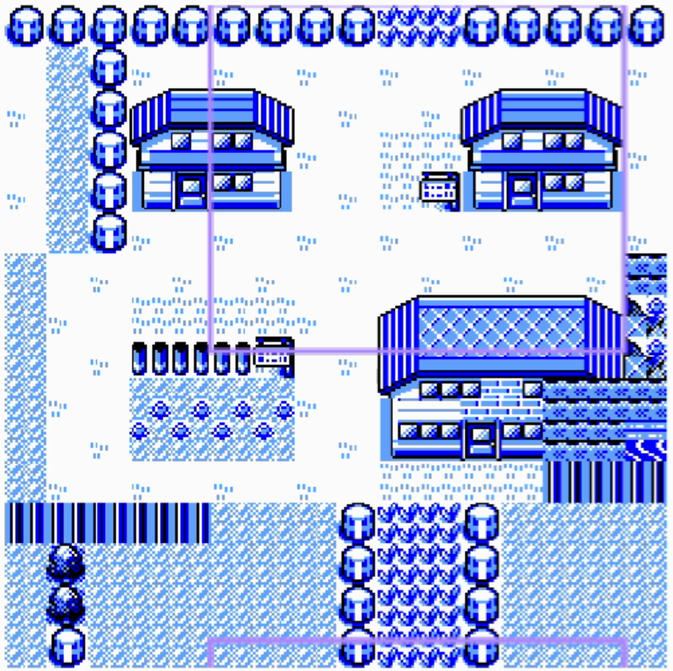
Tile Data X

Tile Data

Background Map X

Tile Data X

Background Map



Tile Data

PPU contains all logic about display.
In this example you can see background map with scrolling

Background Map with Scrolling

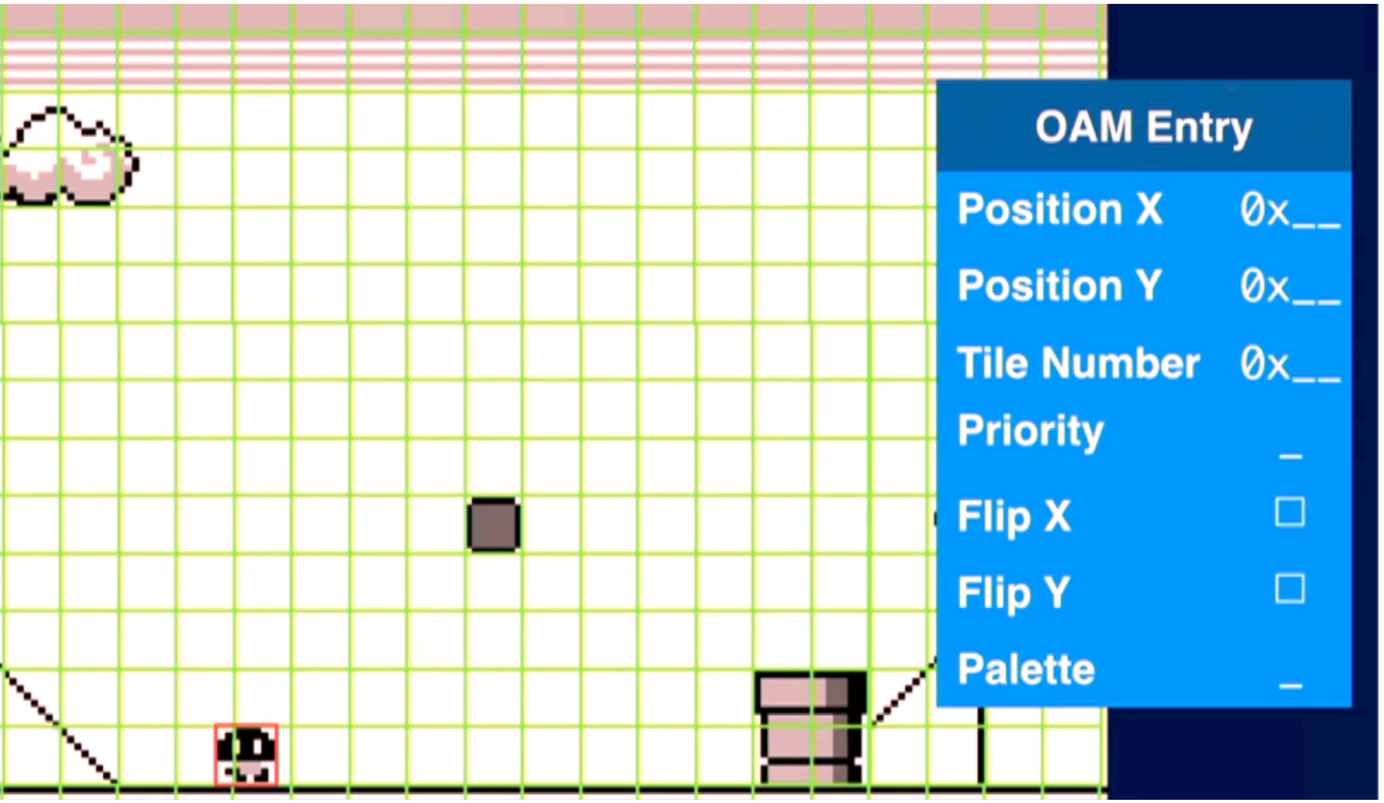
(Using scroll Y and scroll X)

Basically it specify the coordinate of the screen's top-left pixel somewhere on the 256x256 pixel background map.

Retired from https://github.com/torch2424/wasmboy

Object Attribute Memory (*OAM*)

The Game Boy PPU can display up to 40 movable objects (or sprites), each 8×8 or 8×16 pixels.



Retired from https://www.youtube.com/watch?v=HyzD8pNlpwI

Retired from https://gbdev.gg8.se/wiki/articles/OAM_DMA_tutorial