Memory Bank Controllers

Is necessary?

Small games of not more than 32 KiB ROM do not require a MBC chip for ROM banking. The ROM is directly mapped to memory at $0000-7FFF. Optionally up to 8 KiB of RAM could be connected at $A000-BFFF, using a discrete logic decoder in place of a full MBC chip.

However our game requires more than 32KiB!

Retired from https://gbdev.io/pandocs/MBCs.html

Just a reminder that a kilobyte and a kibibyte are not the same.

The next available MBC for our game is MBC1.

We will implement a simple "variant" of MBC1 because in our game we only care about some very specific data from the rom

```
pub struct MemoryBankController {
    rom: Vec<u8>,
    rombank: usize,
    rombanks: usize,
}

impl MemoryBankController {
    pub fn new(rom: Vec<u8>) -> Self {
        Self {
            rom,
            rombank: 1,
            rombanks: 8,
        }
    }
    pub fn readrom(&self, a: u16) -> u8 { &0×FF }
    pub fn writerom(&mut self, a: u16, v: u8) {}
}
```