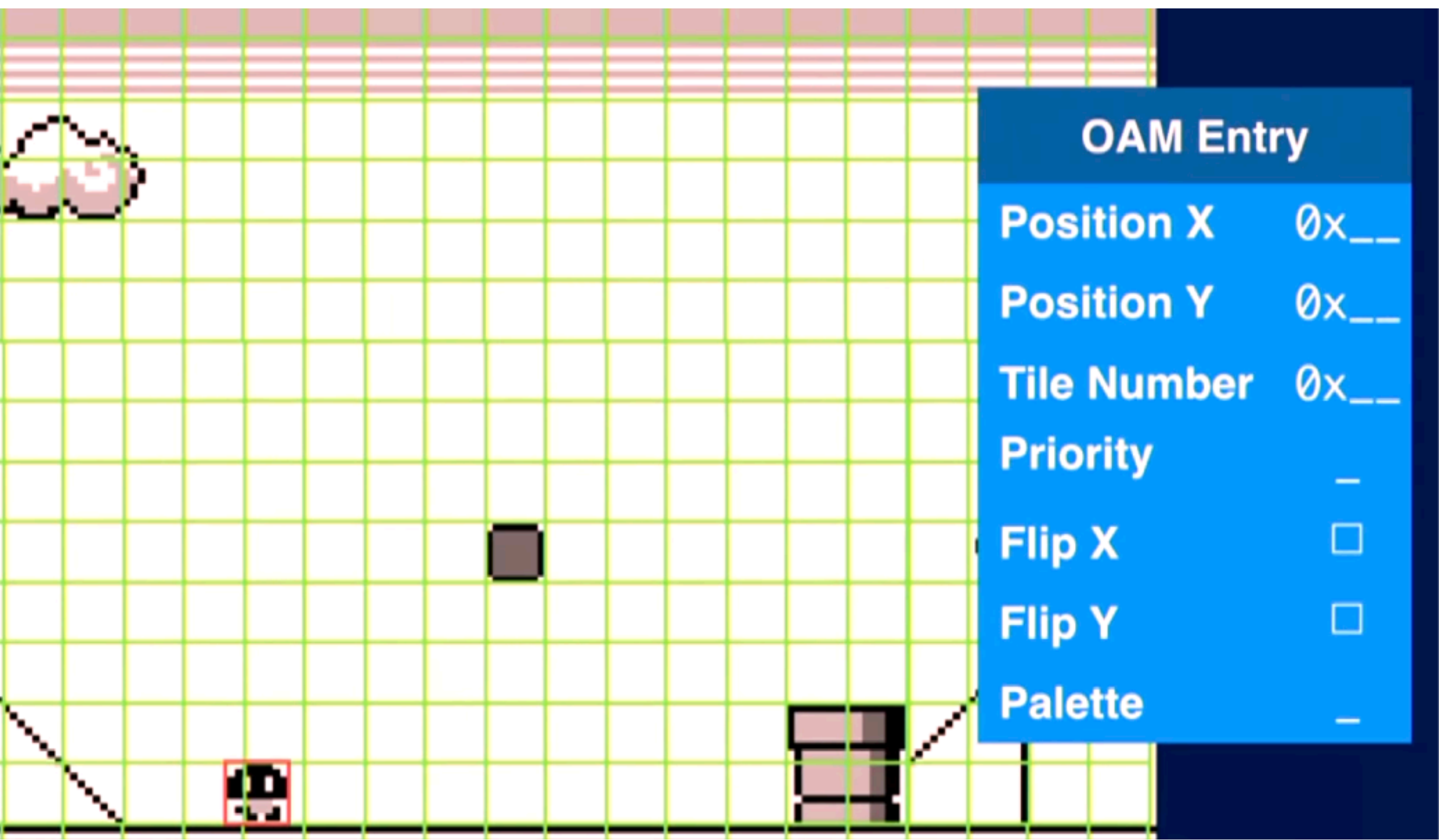


Object Attribute Memory (OAM)

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=HyzD8pNlpwl>



src/ppu.rs

```
enum Mode {  
    HBlank = 0x00,  
    VBlank = 0x01,  
    RdOam   = 0x02,  
    RdVram  = 0x03,  
}
```