

Interrupts

Interrupt register is just an 8 bit value consisting of flags (single bits) to indicate what kind of interrupts are enabled.

It interrupt the current program flow in response to certain events.

Interrupts

We saw the CPU executes the instruction the program counter is pointing to. However whenever an interrupt is put in action it will move the PC to the stack and run a opcodes based on that interrupt.

The Game Boy has interrupts for modules besides the CPU (like GPU and Button inputs).

