

In order to build the picture, tiles are referenced in another type of table known as **tile map**.



PPU*

LCD Control

LCD Display enable
Window Tile Map Address
Window Enable
BG & Window Tile Data
BG Tile Map Address
OBJ Size
OBJ Enable
BG Enable

LCDC Status

LYC=LY Interrupt
Mode 2 OAM Interrupt
Mode 1 V-Blank Interrupt
Mode 0 H-Blank Interrupt
LYC=LY Flag
Mode

Scroll Y

Scroll X

LCDC Y-Coordinate

LY Compare

DMA Transfer and Start

BG Palette

Object Palette 0

Object Palette 1

Window Y Position

Window X Position

* We will need partial functionalities
of the PPU for our game.