

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

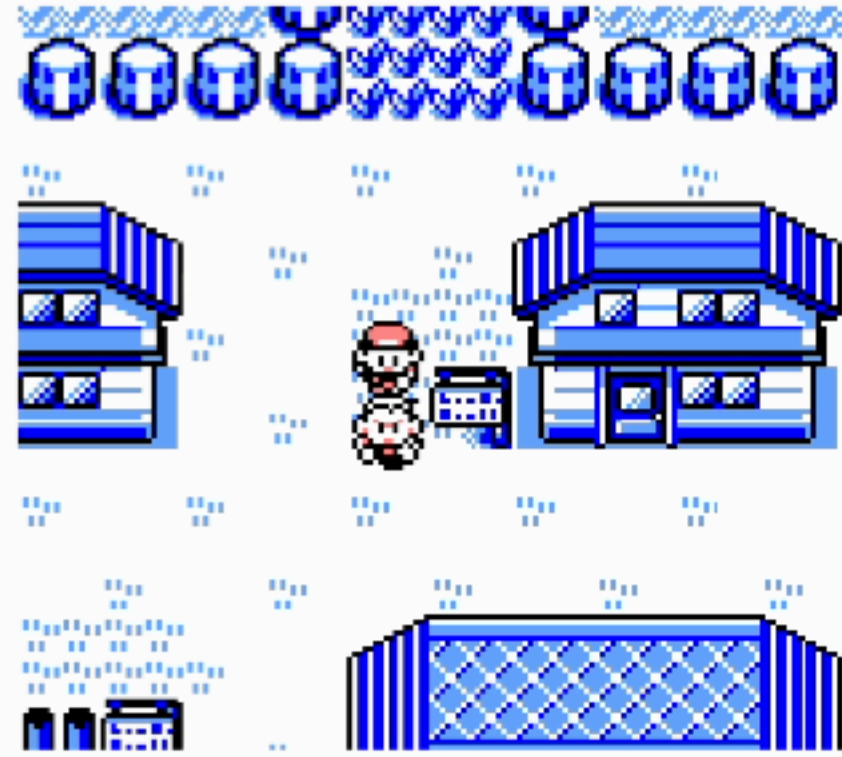
Object Palette 0

Object Palette 1

Window Y Position

Window X Position

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

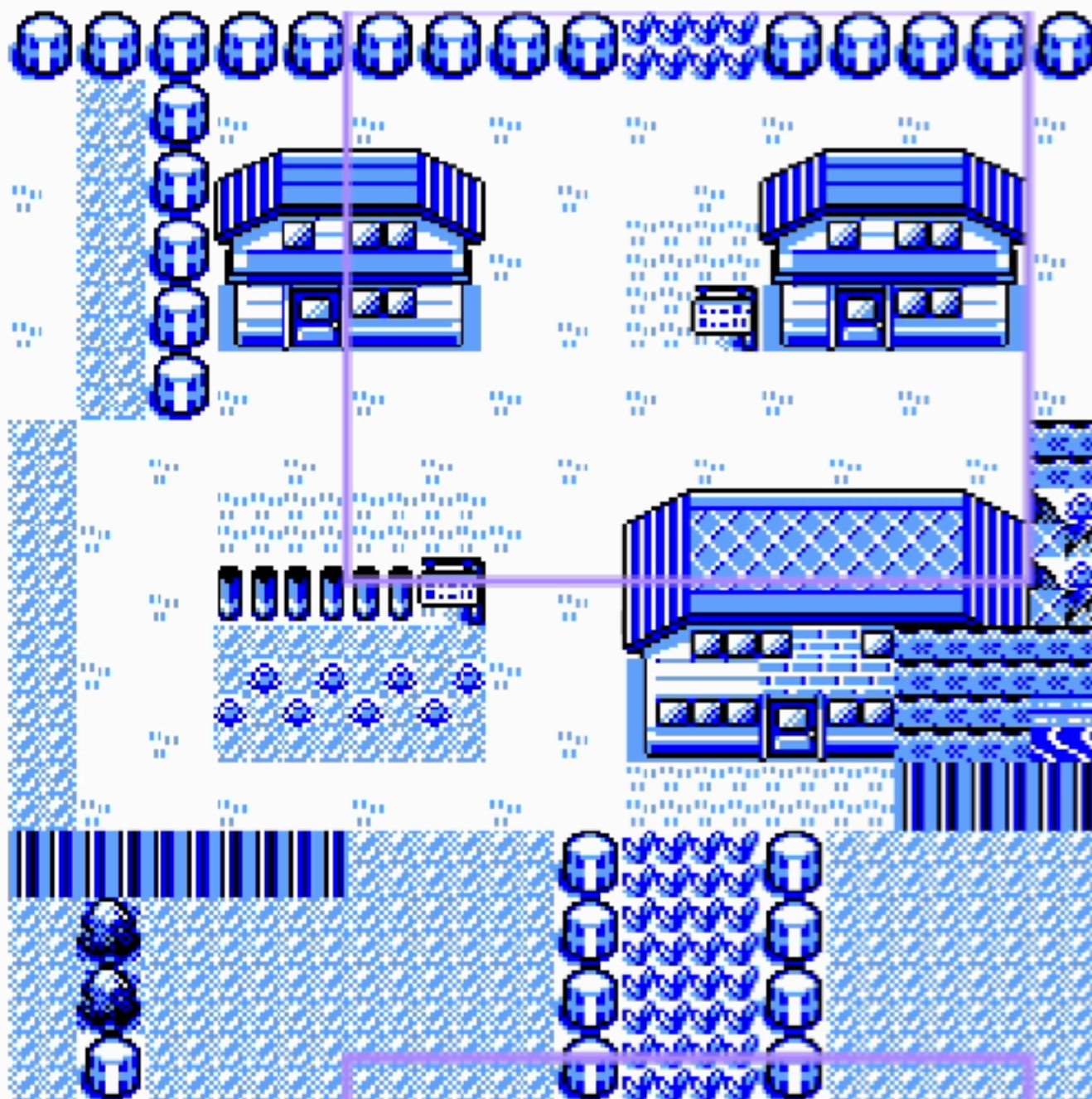


**PPU contains all logic about display.
In this example you can see
background map with scrolling**

Background Map X

Tile Data X

Background Map



Tile Data



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.