

Memory Map

Address	15	0
>FFFF FFF0	64 words	Interrupt vectors
>FFFF FC00		
>FFFF FBFO	512 words	Reserved
>FFFF E000		
>FFFF DFF0	2 ²⁶ - 1024 words	General use
>C000 2000		
>C000 1FF0	512 words	Reserved
>C000 0200		
>C000 01F0	32 words	I/O registers
>C000 0000		
>BFFF FFF0	3 × 2 ²⁶ words	General use
>0000 0000		

Status Register

3 3 2 2 2 2 2 2 2 2 1 1 1 1 1 1 1 1 1 1
1 0 9 8 7 6 5 4 3 2 1 0 9 8 7 6 5 4 3 2 1 0

N	C	Z	V	P	res	I	reserved	F	FS1	E	FS0
1	1	1	1	1	1	1	1	1	1	1	1

N Sign bit (or X=0) **IE** Interrupt enable
C Carry bit (or Y<0) **FI** Field extension bit 1
Z Zero bit (or Y=0) **FS1** Field size bit 1
V Overflow bit (or X<0) **FE0** Field extension bit 0
PBX PixBit executing bit **FS0** Field size bit 0

Register File B

	31(MSB)	0(LSB)
B0	DR	Source Address
B1	H	Source Pitch
B2		Destination Address
B3		Destination Pitch
B4	I	Diffset
B5		Window Start
B6		Window End
B7		Delta Y/Delta X
B8		Color 0
B9		Color 1
B10		Temporary Register
B11		Temporary Register
B12		Temporary Register
B13		Temporary Register
B14		Temporary Register
SP		Stack Pointer

I/O Registers

Address	15	0
>C000 01F0	PF	DRAM refresh count
>C000 01E0		Display address
>C000 01D0		Vertical count
>C000 01C0		Horizontal count
>C000 01B0		Display tap point
.. 01A0		Reserved
.. 0170		Reserved
>C000 0160		Plane mask
>C000 0150		Pixel size
>C000 0140		Conversion (dest. pitch)
>C000 0130		Conversion (source pitch)
>C000 0120		Interrupt pending
>C000 0110		Interrupt enable
>C000 0100		Host control, 8 MSBs
>C000 00F0		Host control, 8 LSBs
>C000 00D0		Host address, 16 MSBs
>C000 00E0		Host address, 16 LSBs
>C000 00C0		Host data
>C000 00B0		I/O control
>C000 00A0		Display interrupt
>C000 0090		Display start
>C000 0080		Display control
>C000 0070		Vertical total
>C000 0060		Vertical start blank
>C000 0050		Vertical end blank
>C000 0040		Vertical end sync
>C000 0030		Horizontal total
>C000 0020		Horizontal start blank
>C000 0010		Horizontal end blank
>C000 0000		Horizontal end sync

Vector Address Map

Trap Number	Address	32	0
0	>FFFF FFE0		Reset
1	>FFFF FFC0		External interrupt 1
2	>FFFF FFA0		External interrupt 2
3	>FFFF FF80		Traps 3-7
4	>FFFF FF60		
5	>FFFF FF40		
6	>FFFF FF20		
7	>FFFF FF00		
8	>FFFF FEE0		Nonmaskable interrupt
9	>FFFF FEC0		Host interrupt
10	>FFFF FEAO		Display interrupt
11	>FFFF FEB0		Window violation
12	>FFFF FE00		Traps 12-29
13	>FFFF FED0		
14	>FFFF FE80		
15	>FFFF FE60		
16	>FFFF FE40		
17	>FFFF FE20		
18	>FFFF FE00		
19	>FFFF FED0		
20	>FFFF FE80		
21	>FFFF FE60		
22	>FFFF FE40		
23	>FFFF FE20		
24	>FFFF FE00		
25	>FFFF FED0		
26	>FFFF FE80		
27	>FFFF FE60		
28	>FFFF FC60		Illegal opcode
29	>FFFF FC40		
30	>FFFF FC20		
31	>FFFF FC00		

CONTROL Register

	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
CD	PPOP		P	P	W	T	RR	RM	res							
			B	B												
			V	H												

RM: DRAM Refresh Mode
0 - Only
1 - before-CAS

PBH: PixBit Horizontal Direction
0 - Increment X
1 - Decrement X

RR: DRAM Refresh Rate
00 - Every 32 LCLKs
01 - Every 64 LCLKs
10 - Reserved
11 - No DRAM refresh

PBV: PixBit Vertical Direction
0 - Increment Y
1 - Decrement Y

PPOP: Pixel Processing Operation
CD: 0 - Enable cache
1 - Disable cache

T: 0 - Disable transparency
1 - Enable transparency

W: Window detection
00 - No windowing
01 - Window hit

10 - Window miss
11 - Window clip

DPYCTL Register

	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
E	N	D	S	S	D	DUDATE						res	H	S	D	
V	L	V	E	T	G											

HSG: Horizontal Sync Dir.
DUDATE:
00000000 - 0
00000001 - 1
00000010 - 2
00000100 - 4
00001000 - 8
00010000 - 16
00100000 - 32
01000000 - 64
10000000 - 128

SRT: Shift-Register Transfer
0 - Normal pixel accesses
1 - VRAM-shift-reg. cycles

SRE: 0 - Disable screen refresh
1 - Enable screen refresh

OXV: 0 - Disable external video
1 - Enable external video

NIL: 0 - Interlaced video
1 - Noninterlaced video

ENV: 0 - Blank entire screen
1 - Enable video

DRG: Screen Origin Select
0 - Upper left corner
1 - Lower left corner

HSTCTLH Register

	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
H	C	L	IN	IN	r	N	N	reserved								
L	F	B	C	C	e	M	M									
T	L	W	R	s	IM	I										

NMI: NMIM:
0 0 No effect
0 1 Undefined
1 0 NMI (save context)
1 1 NMI (discard context)

INCR: 0 - No increment
1 - Increment address before read

INCW: 0 - No increment
1 - Increment address after write

LBL: Lower Byte Last
0 - Access MSBs of HST-DATA and HSTADRH 1st
1 - Access LSBs of HST-DATA and HSTADRL 1st

CF: 0 - No effect
1 - Flush and disable cache

HLT: 0 - Allow GSP to run
1 - Halt GSP instruction execution

HSTCTLL Register

	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
reserved										INT	MSGDUT	INT	MSGIN			
										OUT		IN				

MSGIN: Message in, host to GSP
MSGOUT: Message out, GSP to host

INTIN: Interrupt in, host to GSP
INTDUT: Interrupt out, GSP to host

0 - No interrupt request
1 - Send interrupt request to GSP

0 - No interrupt request
1 - Send interrupt request to host

INTENB Register

	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
reserved										W	D	H	reserved			
										V	I	I				
										E	E	E				

0 = Disabled, 1 = Enabled
X1 External interrupt 1
X2 External interrupt 2

HI Host interrupt
DI Display interrupt
WV Window violation interrupt

INTPEND Register

	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
reserved										W	D	H	reserved			
										V	I	I				
										P	P	P				

0 = No interrupt request, 1 = Interrupt request pending

CPW Instruction (Outcodes)

	+X			
	0101	0100	0110	Y=Y Min
+Y	0001	0000	0010	
	1001	1000	1010	Y=Y Max
	X=X Min		X=X Max	

Pixel Processing Operations

PPDP Field	Operation
00000	Source → Destination
00001	Source AND Destination → Destination
00010	Source AND ~Destination → Destination
00011	0s → Destination
00100	Source DR ~Destination → Destination
00101	Source XNDR Destination → Destination
00110	~Destination → Destination
00111	Source NDR Destination → Destination
01000	Source DR Destination → Destination
01001	Destination → Destination
01010	Source XDR Destination → Destination
01011	~Source AND Destination → Destination
01100	1s → Destination
01101	~Source DR Destination → Destination
01110	Source NAND Destination → Destination
01111	~Source → Destination
10000	Source + Destination → Destination
10001	ADD(S, Destination) → Destination
10010	Destination - Source → Destination
10011	SUBS(S, Destination) → Destination
10100	MAX(S, Destination) → Destination
10101	MIN(S, Destination) → Destination
10110-11111	Reserved

