

Appendix C

GPU command listing

Overview of packet commands:

0x01	clear cache
0x02	frame buffer rectangle draw
0x20	monochrome 3 point polygon
0x24	textured 3 point polygon
0x28	monochrome 4 point polygon
0x2c	textured 4 point polygon
0x30	gradated 3 point polygon
0x34	gradated textured 3 point polygon
0x38	gradated 4 point polygon
0x3c	gradated textured 4 point polygon
0x40	monochrome line
0x48	monochrome polyline
0x50	gradated line
0x58	gradated line polyline
0x60	rectangle
0x64	sprite
0x68	dot
0x70	8*8 rectangle
0x74	8*8 sprite
0x78	16*16 rectangle
0x7c	16*16 sprite
0x80	move image in frame buffer
0xa0	send image to frame buffer
0xc0	copy image from frame buffer
0xe1	draw mode setting
0xe2	texture window setting
0xe3	set drawing area top left
0xe4	set drawing area bottom right
0xe5	drawing offset
0xe6	mask setting