

K1GE Resister Table

1998.11.18 ver. 1.0 K. Takeda

OS Development	Common Use Expansion	Register Name	Abbreviation	Summary	R/W	Address	Control	L o c k	Display Timing H: Horizontal Blanking	Effective Area	Initial Value	Function
X	X	Window H Origin	WBA.H	WD Origin H	W (R)	8002	User		H		"00"	
X	X	Window V Origin	WBA.V	WD Origin V	W (R)	8003	User		H		"00"	
X	X	Window H Size	WSI.H	WD Size H	W (R)	8004	User		H		"FF"	
X	X	Window V Size	WSI.V	WD Size V	W (R)	8005	User		H		"FF"	
X	X	Raster Position H	RAS.H	Raster Address H	R	8008	User		-			Negation Counter
X	X	Raster Position V	RAS.V	Raster Address V	R	8009	User		-		-	
X	X	2D Status	C.OVR BLNK	2D Status	R	8010	User		-		-	D7: Character Over 0 = No, 1 = Yes D6: 0 = Display Period, 1 = V Blanking
X	X	2D Control	NEG OOWC	2D Control	W (R)	8012	User		H		"00"	D7: 0 = POS display, 1 = NEG display D2 ~ D0: Outside window frame color CODE
X	X	H Position Offset	PO.H	Sprite Offset H	W (R)	8020	User		H		"00"	
X	X	V Position Offset	PO.V	Sprite Offset V	W (R)	8021	User		H		"00"	
X	X	Switch Scroll Plane Priority	PF	Scroll Priority	W (R)	8030					"00"	D7: 0 = Scroll 1high priority, 1 = Scroll 2 high priority
X	X	Scroll Plane 1 H Scroll Offset	S1SO.H	Scroll 1 Offset H	W (R)	8032	User		H		"00"	
X	X	Scroll Plane 1 V Scroll Offset	S1SO.V	Scroll 1 Offset V	W (R)	8033	User		H		"00"	
X	X	Scroll Plane 2 H Scroll Offset	S2SO.H	Scroll 2 Offset H	W (R)	8034	User		H		"00"	
X	X	Scroll Plane 2 V Scroll Offset	S2SO.V	Scroll 2 Offset V	W (R)	8035	User		H		"00"	
X	X	Palette LUT01 for Sprites	SPPLT.01	Sprite Palette 01	W (R)	8101	User		Immediate		"07"	
X	X	Palette LUT02 for Sprites	SPPLT.02	Sprite Palette 02	W (R)	8102	User		Immediate		"07"	
X	X	Palette LUT03 for Sprites	SPPLT.03	Sprite Palette 03	W (R)	8103	User		Immediate		"07"	

(continued)

OS Development	Common Use Expansion	Register Name	Abbreviation	Summary	R/W	Address	Control	Lock	Display Timing	Effective Area	Initial Value	Function
X	X	Palette LUT11 for Sprites	SPPLT.11	Sprite Palette 11	W (R)	8105	User		Immediate		"07"	
X	X	Palette LUT12 for Sprites	SPPLT.12	Sprite Palette 12	W (R)	8106	User		Immediate		"07"	
X	X	Palette LUT13 for Sprites	SPPLT.13	Sprite Palette 13	W (R)	8107	User		Immediate		"07"	
X	X	Palette LUT01 for Scroll Plane 1	SC1PLT.01	Scroll 1 Palette 01	W (R)	8109	User		Immediate		"07"	
X	X	Palette LUT02 for Scroll Plane 1	SC1PLT.02	Scroll 1 Palette 02	W (R)	810A	User		Immediate		"07"	
X	X	Palette LUT03 for Scroll Plane 1	SC1PLT.03	Scroll 1 Palette 03	W (R)	810B	User		Immediate		"07"	
X	X	Palette LUT11 for Scroll Plane 1	SC1PLT.11	Scroll 1 Palette 11	W (R)	810D	User		Immediate		"07"	
X	X	Palette LUT12 for Scroll Plane 1	SC1PLT.12	Scroll 1 Palette 12	W (R)	810E	User		Immediate		"07"	
X	X	Palette LUT13 for Scroll Plane 1	SC1PLT.13	Scroll 1 Palette 13	W (R)	810F	User		Immediate		"07"	
X	X	Palette LUT01 for Scroll Plane 2	SC2PLT.01	Scroll 2 Palette 01	W (R)	8111	User		Immediate		"07"	
X	X	Palette LUT02 for Scroll Plane 2	SC2PLT.02	Scroll 2 Palette 02	W (R)	8112	User		Immediate		"07"	
X	X	Palette LUT03 for Scroll Plane 2	SC2PLT.03	Scroll 2 Palette 03	W (R)	8113	User		Immediate		"07"	
X	X	Palette LUT11 for Scroll Plane 2	SC2PLT.11	Scroll 2 Palette 11	W (R)	8115	User		Immediate		"07"	
X	X	Palette LUT12 for Scroll Plane 2	SC2PLT.12	Scroll 2 Palette 12	W (R)	8116	User		Immediate		"07"	
X	X	Palette LUT13 for Scroll Plane 2	SC2PLT.13	Scroll 2 Palette 13	W (R)	8117	User		Immediate		"07"	
X	X	Background Color	BG	Background Color	W (R)	8118	User		H		"07"	Using Background Color, the values are fixed as follows: D7 = "1", D6 = "0"