dSet_Source

$00	+0	Cmd
Lo Addr	+1	Parm 1
Hi Addr	+2	Parm 2

dSet_Target

$10	+0	Cmd
Lo Addr	+1	Parm 1
Hi Addr	+2	Parm 2

dSet_Offset

$20	+0	Cmd
OffsetL	+1	Parm 1
OffsetH	+2	Parm 2

dSet_Reg3

$30	+0	Cmd
Lo Data	+1	Parm 1
Hi Data	+2	Parm 2

Parm 2

15	**RCDIS_D**	--- 0 = Disable Quad D access, 1 = Enable Quad D access
14	**RCDIS_C**	--- 0 = Disable Quad C access, 1 = Enable Quad C access
13	**RCDIS_B**	--- 0 = Disable Quad B access, 1 = Enable Quad B access
12	**RCDIS_A**	--- 0 = Disable Quad A access, 1 = Enable Quad A access
11	**RCSEL_D**	--- 0 = Disable Quad D write, 1 = Enable Quad D write
10	**RCSEL_C**	--- 0 = Disable Quad C write, 1 = Enable Quad C write
9	**RCSEL_B**	--- 0 = Disable Quad B write, 1 = Enable Quad B write
8	**RCSEL_A**	--- 0 = Disable Quad A write, 1 = Enable Quad A write

Parm 1

7	**TA17**	--- Target address bit 17
6	**TA16**	--- Target address bit 16
5	**SA17**	--- Source address bit 17
4	**SA16**	--- Source address bit 16
3	**SCALE2**	--- 0 = disabled, 1 = enabled (See "Blit" notes for more info)
2	**ZSEL2**	--- Target counter mode (See below)
1	**ZSEL1**	--- Target counter mode (See below)
0	**RECIRC**	--- Target counter mode (See below)

RECIRC is intended to be used during display time only. For non-display use, it should be set to 1. If set to 0, all the Target address bits from TA9 on up will be frozen and only TA0-8 will increment. Useful for horz scrolling with images that are multiples of 512 bytes in width

dSet_Reg4

$40	+0	Cmd
Lo Data	+1	Parm 1
Hi Data	+2	Parm 2

Parm 2

15	**PSEL_1**	--- Selects plane data during Blit/PalWrt, otherwise set to 1
14	**PSEL_0**	--- Selects plane data during Blit/PalWrt, otherwise set to 1
13	**CFORCE**	--- 1 = Force use of Color register value during Blit 2 / Blit 1
12	**EN640A**	--- 1 = Enable 640/4 mode using "A" plane
11	**EN_DCLR**	--- 1 = Enable P4/5 clear during nibble set (in "D" 320/4 mode)
10	**EN320B4**	--- 1 = Enable "A" & "D" 320/4 mode (using "A" plane data)
9	**CPLANE2**	--- 0 = Enable "C" plane split priority mode (1-127,128-255)
8	**APLANE2**	--- 0 = Enable "A" plane split priority mode (1-127,128-255)

Parm 1

7	**DPLANE**	--- 1 = Enable display of "D" Plane 8-bit pixel data
6	**CPLANE**	--- 1 = Enable display of "C" Plane 8-bit pixel data
5	**BPLANE**	--- 1 = Enable display of "B" Plane 8-bit pixel data
4	**APLANE**	--- 1 = Enable display of "A" Plane 8-bit pixel data
3	**ENOUTD**	--- 1 = Enable write data to "D" Quad memory
2	**ENOUTC**	--- 1 = Enable write data to "C" Quad memory (Disp = ASEL_6)
1	**ENOUTB**	--- 1 = Enable write data to "B" Quad memory (Disp = ASEL_5)
0	**ENOUTA**	--- 1 = Enable write data to "A" Quad memory (Disp =ASEL_4)

dSet_Reg5

$50	+0	Cmd
Lo Data	+1	Parm 1
Hi Data	+2	Parm 2

Parm 2

15	**reserved**	--- Future use (Set to zero)
14	**reserved**	--- Future use (Set to zero)
13	**reserved**	--- Future use (Set to zero)
12	**reserved**	--- Future use (Set to zero)
11	**reserved**	--- Future use (Set to zero)
10	**reserved**	--- Future use (Set to zero)
9	**reserved**	--- Future use (Set to zero)
8	**reserved**	--- Future use (Set to zero)

Parm 1

7	**DFILL**	--- 1 = Enable "D" Plane Fill mode (8-bit pixels)
6	**CFILL**	--- 1 = Enable "C" Plane Fill mode (8-bit pixels)
5	**BFILL**	--- 1 = Enable "B" Plane Fill mode (8-bit pixels)
4	**AFILL**	--- 1 = Enable "A" Plane Fill mode (8-bit pixels)
3	**A_OVERCH**	--- 1 = Enable "A" pixels over "C" Hi pixels (128-255)
2	**D_OVERCH**	--- 1 = Enable "D" pixels over "C" Hi pixels (128-255)
1	**D_OVERB**	--- 1 = Enable "D" pixels over "B" pixels
0	**D_OVERC**	--- 1 = Enable "D" pixels over "C" pixels

dSet_Reg6

$60	+0	Cmd
Lo Data	+1	Parm 1
Hi Data	+2	Parm 2

Parm 2

15	**ASEL_7**	--- "A" Plane 320/4 mode pallette select (& Line_Draw enable)
14	**EN640CD**	--- 1 = Enable 640/8 mode using coupled "C" & "D" planes
13	**EN640AC**	--- 1 = Enable 640/8 mode using coupled "A" & "C" planes
12	**EN640AB**	--- 1 = Enable 640/8 mode using coupled "A" & "B" planes
11	**reserved**	--- Future use (Set to zero)
10	**reserved**	--- Future use (Set to zero)
9	**reserved**	--- Future use (Set to zero)
8	**reserved**	--- Future use (Set to zero)

Parm 1

7	**DLENGTH**	--- 0 = Display access extended 2 bytes @ left, 1 = Normal
6	**DWIDTH**	--- 0 = Normal display width (320), 1 = Horz overscan (384)
5	**DFREEZE**	--- 0 = Freeze "D" Pipe 2nd stage output, 1 = Normal "D" Pipe
4	**RFORCE**	--- 1 = Force use of Repeat register value during Blit 1
3	**INTERLACE**	--- 0 = Normal, 1 = Force Interlace sync pulse
2	**SCALE**	--- 1 = Enable Blit 1 Scale mode (See also SCALE2)
1	**EN400**	--- 0 = Enable 400 line mode (w/modified HSync/HBlank)
0	**QUADPIPE**	--- 1 = Force 32Mhz sequential Data Pipe access (A,B,C,D,...)

dSet_Reg7

$70	+0	Cmd
Color	+1	Parm 1
Repeat	+2	Parm 2

dJump

$80	+0	Cmd
Hi Addr	+1	Parm 1
Lo Addr	+2	Parm 2

dLine_Skip

$90	+0	Cmd
Skip #	+1	Parm 1

dBlit_1

$A0	+0	Cmd
Length	+1	Parm 1

dNull

$B0	+0	Cmd
$B0	+1	Parm 1

dStop

$Cn	+0	Cmd

dPal_Wrt

$D0	+0	Cmd

dBlit_2

$E0	+0	Cmd

dSet_VBL

$Fn	+0	Cmd