3D-chip current data flow

1. 3D_init_module
2. Open device
3. Call mmap()
4. Map the physical address to logical address
5. Move Vertex data and configure CT/RT
6. Geometry Module & Tile Divider
7. Interrupt Service Routine
8. Rendering Engine
9. Truncate data
10. Complete a frame

Memory
- 3D vertex buffer
- 2D vertex buffer
- Z buffer
- 32’bit Temp Buffer
- 16’bit Frame Buffer

Data flow
Signal flow

Functional block
Storage, IP block

3D graphics testbench
3D graphics device driver
3D Graphics SoC

Functional block
Storage, IP block

Signal flow

Memory

Data flow