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- (void)startupBL2DEngine
{
    // BL2D addition - create our BL2D instance
    EAGLView * v = (EAGLView *)self.view;
    bl2de = [[BL2D alloc] initWithEffectiveScreenWidth:v->framebufferWidth
                                                Height:v->framebufferHeight
                                                ];

    [bl2de retain];

    // load the two graphics banks. (only two banks for now.)
    tiles = [bl2de addPNGGraphics:@"graphics1" tilesWide:32 tilesHigh:8];
    sprites = [bl2de addPNGGraphics:@"graphics2" tilesWide:16 tilesHigh:4];

    tilemap = [bl2de addTilemapLayerUsingGraphics:tiles tilesWide:32
                                                tilesHigh:32];
    for( int i=0 ; i<6 ; i++ )
    {
        sprite[i] = [bl2de addSprite:sprites];
    }

    z8h = [[Z80Handler alloc] init];
    [z8h retain];
    [z8h startupCore];
    [z8h loadRoms];

    // patch the rom to skip the test.
    [[Z80Pack sharedZ80] Poke:0x0f01 data:0x00];
    [[Z80Pack sharedZ80] Poke:0x0f02 data:0x00];

    [z8h run];
}

- (void)drawFrame
{
    [(EAGLView *)self.view setFramebuffer];

    // fill the tilemap ram
    unsigned char * ram = [[Z80Pack sharedZ80] ramStartingAt:0x4000];

    [tilemap copyNewTilesBufferU8:ram];
    [tilemap commitChanges];

    for( int s=0 ; s < 6 ; s++ ) {
        int sp = [[Z80Pack sharedZ80] Peek:0x4ff0 + (s*2)];

        // pac sprite hardware is 256x256 in the top left, 0,0 in bottom
        right
        float spx = [[Z80Pack sharedZ80] Peek:0x5060+(s*2)];
        float spy = [[Z80Pack sharedZ80] Peek:0x5061+(s*2)];
    }
}

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        sprite[s].active = YES;
        [sprite[s] setSpriteIndex: (sp >> 2)&0x03f ];
        sprite[s].spx = spx;
        sprite[s].spy = spy;
        sprite[s].flipX = (sp&0x02)?NO:YES;
        sprite[s].flipY = (sp&0x01)?YES:NO;
        sprite[s].scale = 2.0;
    }

    [bl2de render];
    [(EAGLView *)self.view presentFramebuffer];
}

@end
```