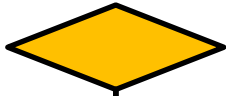


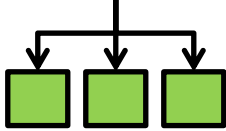
Legend



Variable State



RTS Launcher



JMP Command



Action

Notes

1. Each scene has at least 3 subroutines
 - Initialize
 - Update
 - Deconstruct
2. The RTS Launchers in each branch (Initialize, Update, Deconstruct) use their own pointer tables that contain the addresses of these subroutines, respectfully.
3. Waiting for an NMI or frame change is done with a CMP-BNE infinite loop.
4. If updating takes more than 1 frame, set the NMI Flag to Wait between the controller read and the launcher. Restore the NMI Flag to Normal prior to the JMP to Main

