

Pong (PONG)

Pong is a simple application that uses four threads.

The state machine polls the button thread to see if a button is currently pressed, makes the main game calculations, updates the positions of the pads and ball and passes them to the frame generator.

The frame generator draws the raw pixel data, and passes it through a channel to the LCD driver thread to output to the screen.

The demonstration is divided across four XCores due to the device mapping on the XDK.

Use the two left buttons to move the left paddle up and down, and the two right buttons to move the right paddle.

