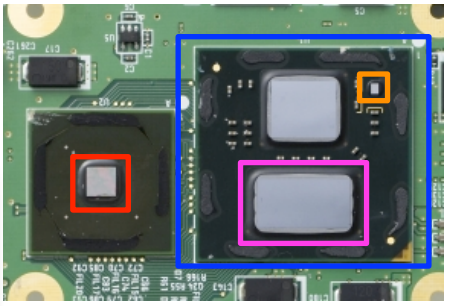
Wii HW architecture diagram, v2



10000000-13FFFFFF

64MB GDDR3 RAM

A/V controller

Note: All addresses are physical. For most addresses, add +0x8000000 for RAM or 0xC0000000 for I/O to get logical address on PPC side.

"Hollywood"

24MB 1T-SRAM

00000000-017FFFFF

GPU 0c0xxxxx

DSP 0c005xxx

?

0d04xxxx

@0d400000

AHB

USB2 (ehci)

PowerPC 750CL CPU ("Broadway")

A0-A31

D0-D63

Memory/IO bridge

0d800xxx

128K TCM SRAM

32x32 OTP

"Starlet" NEC ARM926 SOC

0d01xxxx NAND interface

512MB NAND Flash

spi

SEEPROM

GPIOS

i2c

A/V encoder

front buttons

0d8bxxxx

DRAM ctrl

0d02

AES

0d07xxxx

SDIO interface

SD card slot

0d03

SHA

0d08xxxx

SDIO interface

WiFi module

APB

GC Font ROM / RTC

0d8068xx GC EXI bus

0d8060xx Drive Interface

0d8064xx GC Serial Interface

0d05 USB 0d06 Controllers oh0 oh1

Note: depending on mode, 0d8 addresses may be remapped to 0d0, cc0 or cd0.

GC Mem Card slots (2)

Disc drive

GC controller ports (4)

BT module

External USB ports

Waikiki debug adapter?

USB / SD Gecko

bushing / hackmii.com

USB Ethernet adapter

USB Keyboard