Subject: Chip 8 Emulator
Posted by mobilehunter on Sat, 06 Jan 2007 14:13:08 GMT
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Hi everybody

I have created a chip8 emulator with limited function.
Able to run some chip8 games. Doesn't have debugger function.
Thanks for GuiMT reference. But i still have some doubts or problems.
They are:
1. How to do proper user input(capturing key event)? Previously i used GetKeyState, then i changed to the current codes now.

2. About focusing, first i set focus to my console display(inherited from static rect) then i switch to another window, but when i switched back to my emulator, i lost the focus from my console display, so no user input captured.
Then i overridden gotfocus event from main window to do setfocus to my console display, but the result i cannot access the menu using alt+f.

Please share your comment.

It's for windows, maybe work in linux.
Control key:0 to 9,decimal,multiply,divide,return,add,substract located at numpad keys.

The codes are free. Use at your own risk

Subject: Re: Chip 8 Emulator
Posted by mobilehunter on Sun, 07 Jan 2007 14:26:37 GMT
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New codes.
Fix focus problem.
Hope cleaner codes.

Updated:
- Fix shift left problem.
- Fix keyboard problem.
- Add debug module.

File Attachments

1) RSChip8.rar, downloaded 717 times