
Subject: Chip 8 Emulator

Posted by [mobilehunter](#) on Sat, 06 Jan 2007 14:13:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

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,multipliy,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

[View Forum Message](#) <> [Reply to Message](#)

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 599 times
