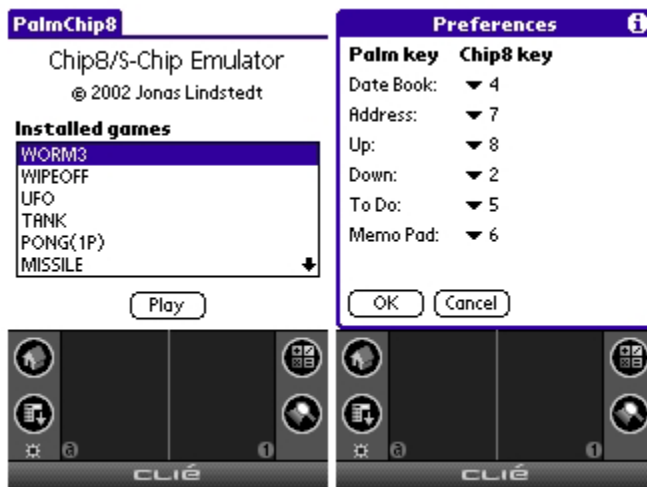


CHIP8 EMULATOR

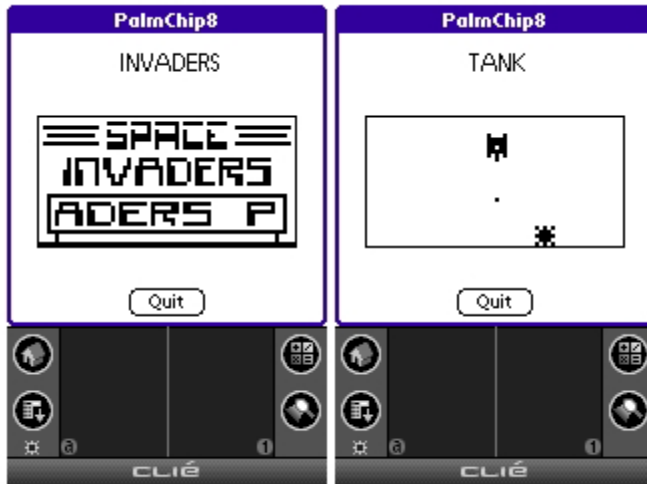
[From Henry Kong from Henry's 3Cs site] In my recent post on emulators running on the Palm, I mentioned 10 of 'em including the Atari 2600 and LEDhead, very retro primitive stuff. Here's another of these ancient emulators, the Chip8. Everyone knows of Liberty, the GameBoy emulator for Palm OS. Although it runs on the old OS (pre OS5), it does a credible job with the double-speed Clies. Now that the OS5 is up and running, we are seeing more and more emulators ported to the faster processor.

While old soldiers never die, some emulators do merely fade away. One of these is the Chip8 emulator. Actually the Chip8 computer has never actually produced, it is a virtual computer that has found its way in many a console or computer by people who just like to fool around with code.

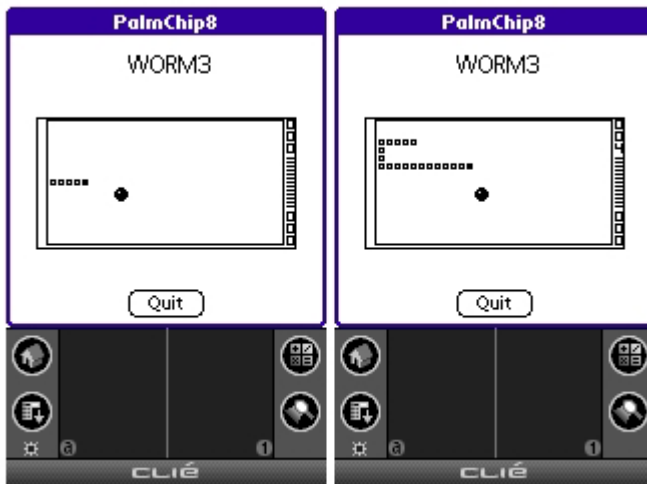
As for me, the appeal of Chip8 comes from mere nostalgia when we were programming with our TI-85 graphing calculator and running those blocky 1k programs. Jonas Lindstedt did a good job with his emulator, running as fast as I want it to, and with sound to boot.



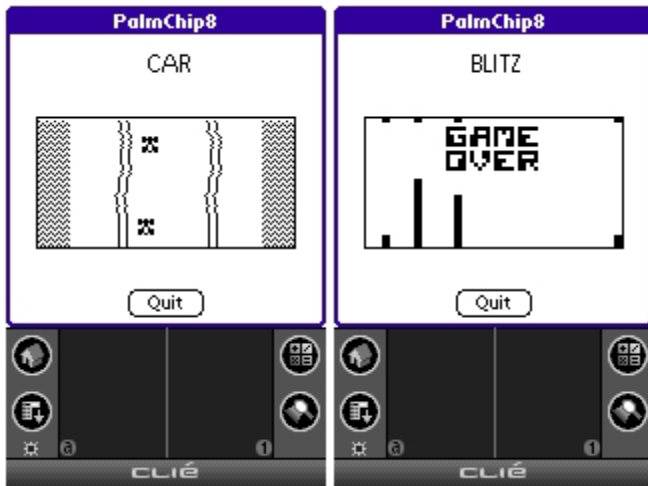
The above shows the opening menu with more than 2 dozen games and demos to test-run the emulator. The most tricky part is to configure the keys as most programmers seem to use different keys for directions, jump, shot etc. After a morning's testing, I have concluded that the above configuration works for most games, at least the ones I liked.



Space Invaders was all the rage during the early days of computing. Can the tiny Chip8 come up with its version? Yes... but don't set your hopes too high! I really like the Tank game although most people will dismiss it as pure rubbish.



Here are 2 shots from a very playable (with sound) Snake Byte clone. As you can see from the shots above, I am on my way to hitting yet another high score on this game.



Some games like the Car racing game looks quite acceptable, and plays okay for a 1k game. I like Blitz alot, as well as WipeOut, Landing, Airplane, Brix and Pong. But can all these spell "Game Over" for the likes of blocky blasts from the past?

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