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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,subtract located at numpad keys.

The codes are free. Use at your own risk

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