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With this book, you'll learn all about the hardware of Golden Age 8-bit arcade games produced in the late 1970s to early 1980s. We'll learn how to use the C programming language to write code for the Z80 CPU. The following arcade platforms are covered: * Midway 8080 (Space Invaders) * VIC Dual (Carnival) * Galaxian/Scramble (Namco) * Atari Color Vector * Williams (Defender, Robotron) We'll describe how to create video and sound for each platform. Use the online 8bitworkshop IDE to compile your C programs and play them right in the browser!.

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June 4th, 2020 - programming nes games in c by shiru 01 12 mailto shiru at mail dot ru introduction this article is aimed to the people who would like to start nes software development but aren t yet ready to get into programming large projects in 6502 assembly and seeking for an easier high level alternative

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