Subject: /// Emulator and Dev setup
Posted by Dagen on Fri, 10 Oct 2014 02:20:51 GMT
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I heard the guys on the "Drop /// Inches" podcast (http://drop-iii-inches.com/) talking about the new emulator environment available for the Apple ///.   Has anyone tried it yet?

I think it's using MESS or some other multi-system emulator like that.

I'd be curious to find out what kind of dev toolchain can be written to take advantage of the /// hardware. Apple did a great/shit job of restricting its capabilities, but it has some interesting features like a re-definable character set (hrmm.. sprites anyone?) and colors and such.

Anyway, I'd love to hear if anyone has done much with this. I'd be stoked to work on coding for the Apple ///, but due to time limitations, I'm hoping someone can kind of help hold that door open for me to step through.