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Subject: Something I'm trying to do...

Posted by [Steve Nickolas](#) on Tue, 21 Dec 2021 05:29:42 GMT

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I made an oblique comment about diglot code in CSA2 because what I wanted to do is part of a larger project. But to sort-of reduce how deep I was in the project, I decided to simplify it to the essentials first. (This is a self-inflicted learning exercise, and I know it's a complicated one.)

I'm still in over my head.

The essentials in question would be an Apple ][+ emulator written strictly in 8086 assembly (nasm dialect). I've started learning it and written a few tools with it. I'm currently trying to migrate my semi-functional 6502 emulator into 8086 asm.

The current idea is to emulate a basic 48K ][+, and only text/GR mode on page 1. Unfortunately, I need to basically create the CPU before I can even try to implement the emulation part...

I am currently uploading my code to <https://6.buric.co/asmemu/> as a matter of off-site backup, but that's not final.

-USO.

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