

# RogEm Demo Material

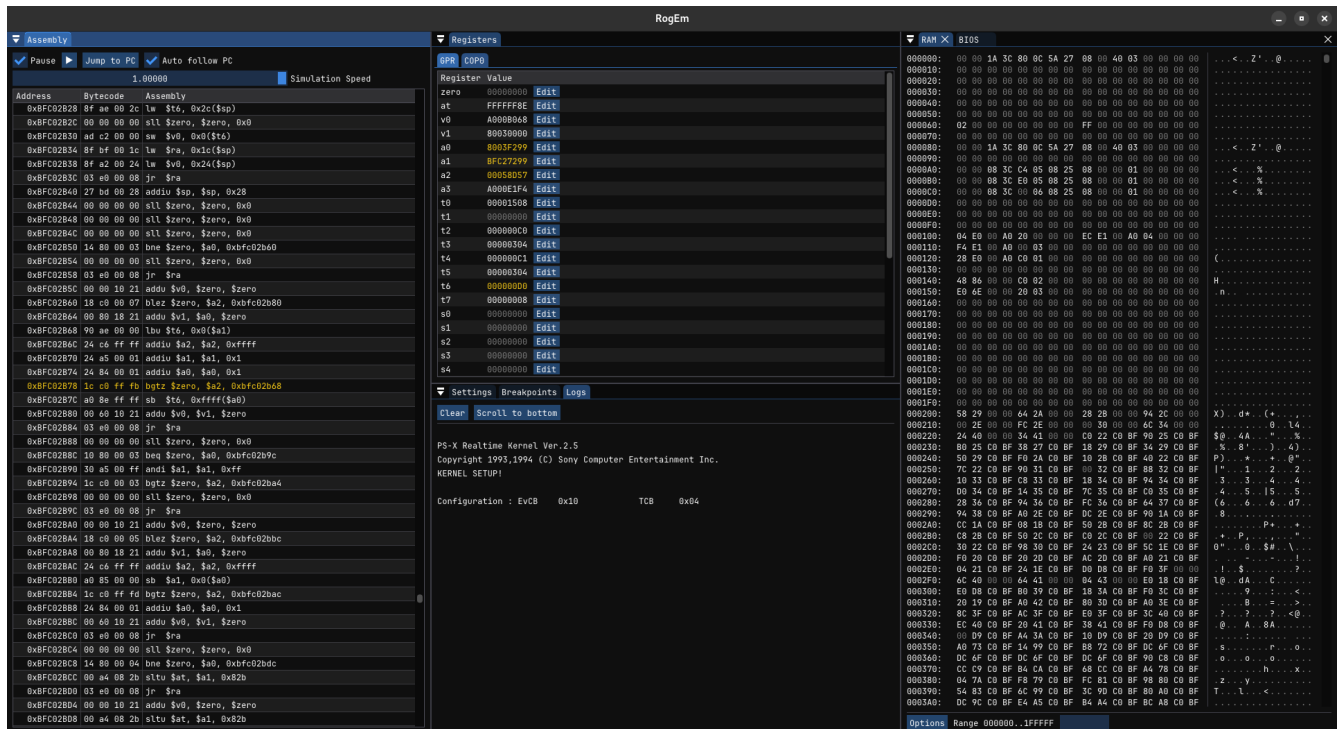


Figure 1: RogEm Debugger with Tiled Windows

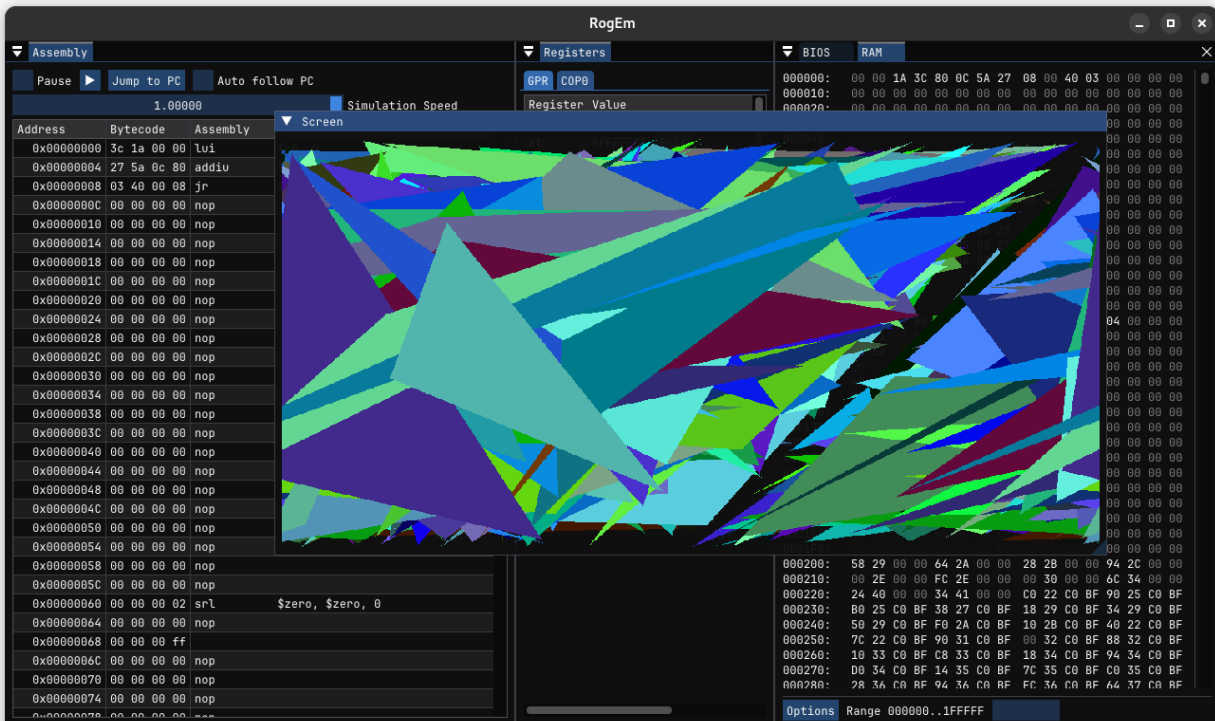


Figure 2: Rendering of 1000s of Random Triangles

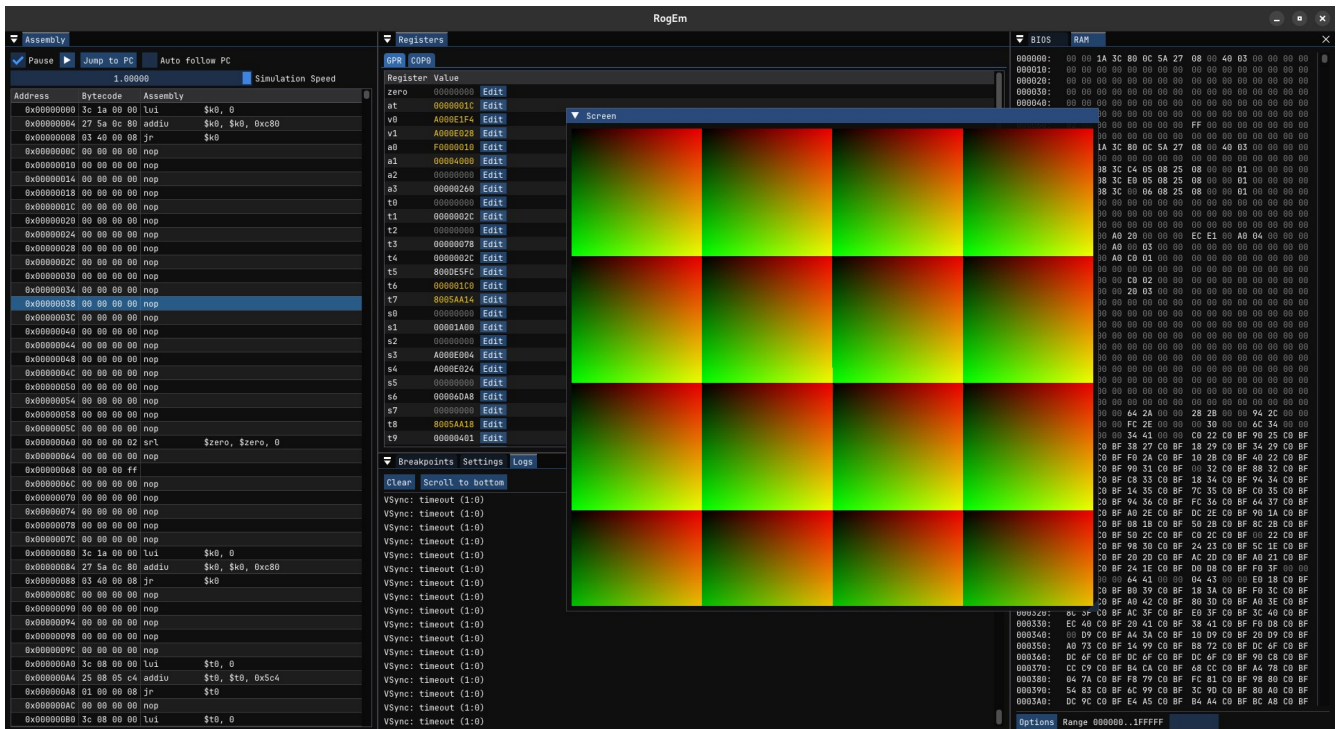


Figure 3: Generation of a Color Table to Test Rendering Functions

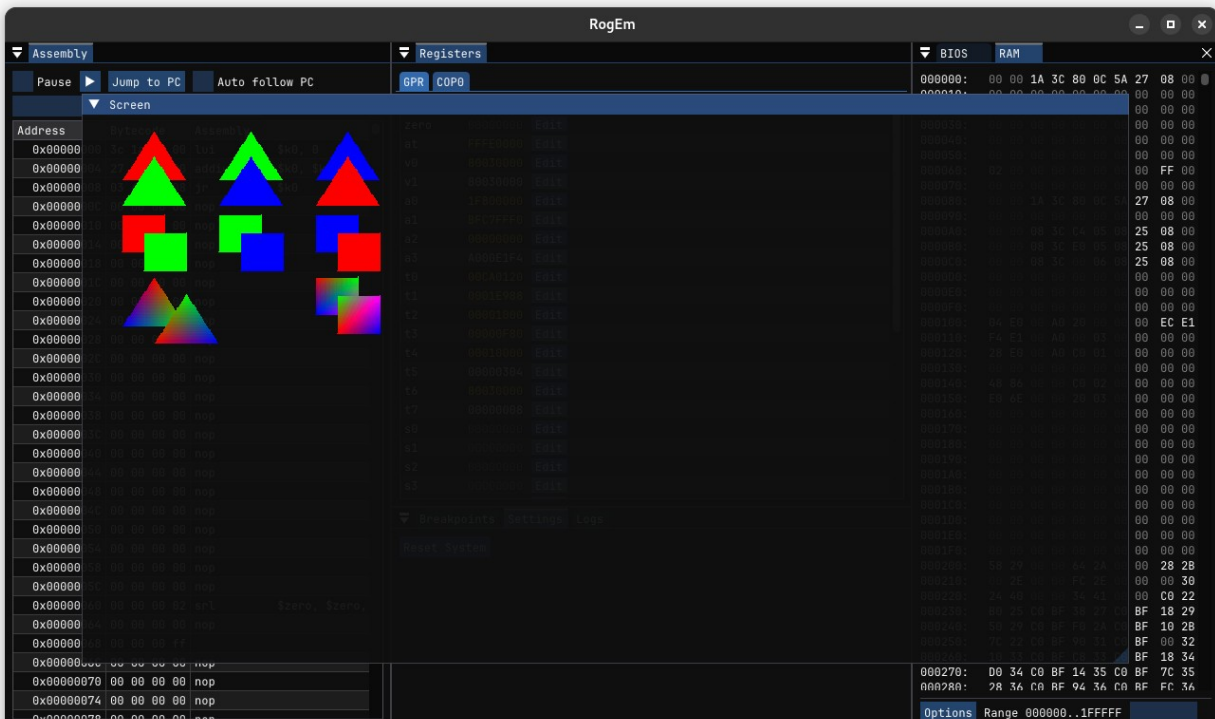


Figure 4: Gouraud Shaded Polygons Rendering Test

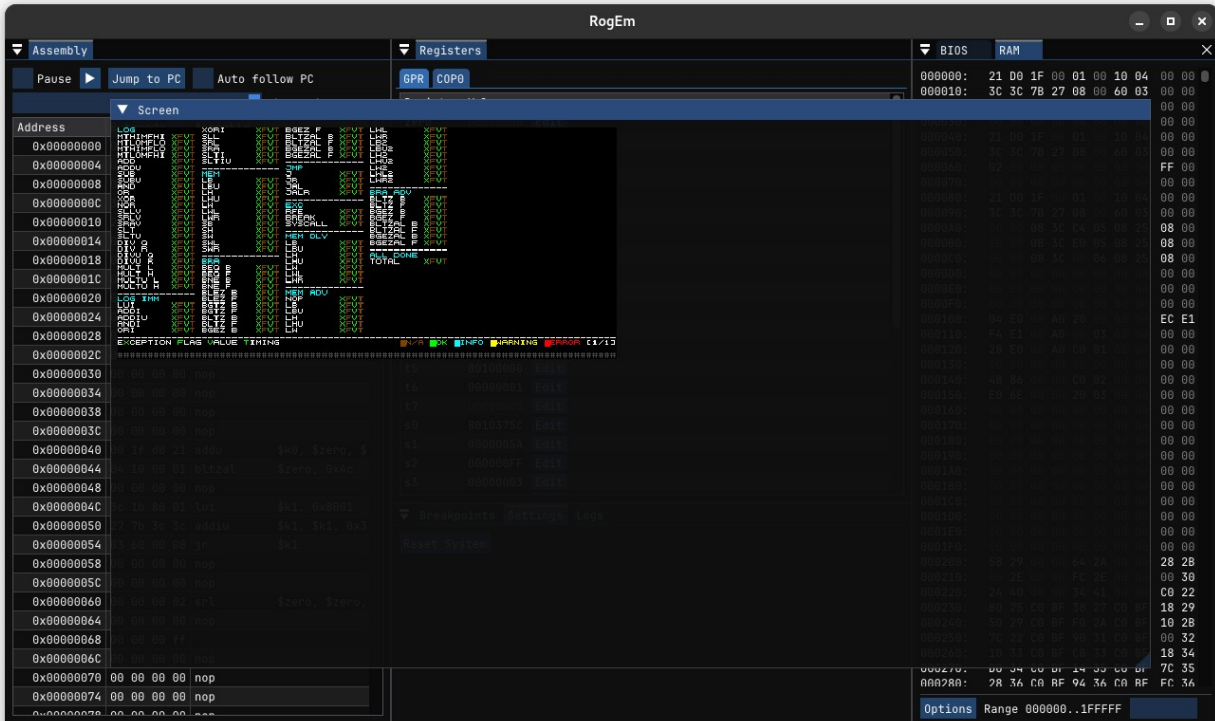


Figure 5: Results of Amidog's Extensive CPU Test Suite

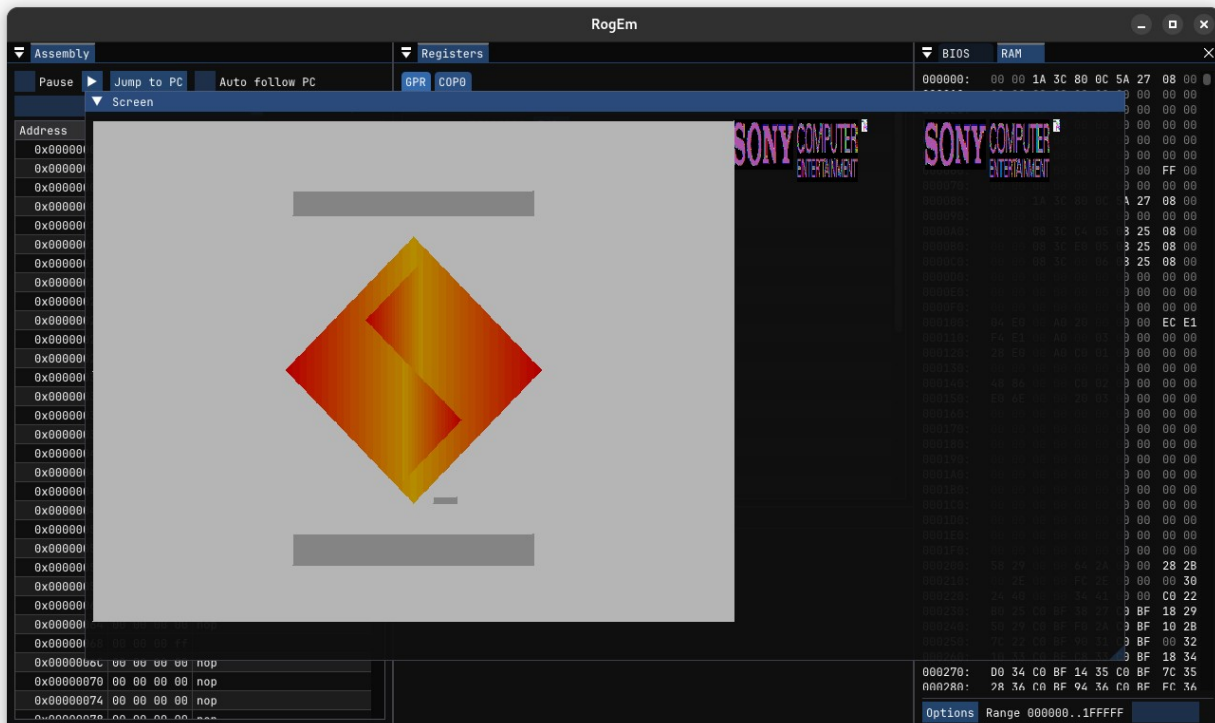


Figure 6: Rendering the Playstation Entertainment Logo on the Emulator Screen