Platform

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The following table shows the machines supported by the ***classic*** library.

Many features can be tested programmatically using `<features.h>` which is generated from the spreadsheet: features.csv

Not all columns are visible. Horizontal scroll to see them.

Machine	Native Console I/O	Portable Console	"Monochrome" Graphics	File I/O
ABC80	Yes	40x24	78x72	No
ABC800	Yes	No	No	No
MITS Altair 8800	Yes	No	No	No
Alphatronic PC	No	40x24 80x24	80x48 160x48	No
Amstrad CPC	Yes	Yes	640x200+graylib	Yes
Amstrad NC100/NC150	Yes	No	480x64	No
Amstrad NC200	Yes	No	480x128	No
Amstrad PCW	Yes	No	720x256	No
Mattel Aquarius	Yes	40x24	80x72	No
Bandai RX-78	Yes	24x23	192x184	No
Bandai Supervision	No	32x16, 32x12	32x16,256x96	No

Machine	Native Console I/O	Portable Console	"Monochrome" Graphics	File I/O
8000				
Bondwell 12/14	Yes	80x25	160x75	No
Bondwell 2	Yes	No	640x200	No
Knight 2000 (Aussie Byte)	Yes	80x25	not yet	CP/M
Canon X-07	Yes	No	No	No
Casio FP-1100	No	40x25,80x25	640x200,320x200	No
Casio PV-1000	No	28x24	56x48	No
Casio PV-2000	No	32x24	256x192	No
Cambridge Z88	Yes	Yes	256x64	Yes
Camputers Lynx	Yes	32x32	64x64	No
Colecovision	No	32x24	256x192	No
Colecovision Adam	No	32x24	256x192	CP/M only
Commodore 128 (z80)	No	40x25	80x50, 80x75, 640x200, 640x480	CP/M only
CCE MC-1000	Yes	24..85x24, (hires)/32x16	256×192	No
CP/M	OS calls	ADM-3a + Target specific	Target specific	Yes
Corvette	CP/M	64x16	512x256	CP/M
DAI	Yes	No	No	No

Machine	Native Console I/O	Portable Console	"Monochrome" Graphics	File I/O
Dick Smith Super-80	No	32x16 / 80x25	64x48 / 160x50	No
EACA EG2000	40x24..25	40x24 - default	160x96..102	No
Epson PX-4/HC-40	40x8	30..80x8	240x64	No
Epson PX-8/HC-80/HC-88	80x8 (80x9*)	60x10	480x64	No
Enterprise 64/128	40x25	No	336x243*, 672x243*	No
Excalibur 64	No	40x25, 80x25	No	No
Galaksija	32x16 (B&W)	32x16 + 32x26 (Gal+)	64x48 + 256x208 (Gal+)	No
Gemini Galaxy	Yes	80x25, 40x25, 32x24	160x75	CP/M
Genius Leader	No	20x2,20x4,30x12	240x100 (6000SL)	No
Hanimex Pencil II	No	32x24	256x192	No
Homelab 2	No	40x25	80x50	No
Homelab 4	No	64x32	128x64	No
Hübler/Evert-MC	64x24	64x24	64x24	No
Hübler Grafik-MC	32x24	32x32	256x256	No
Jupiter Ace	32x24	32x24 - default	64x48, 64x72	No
Kaypro	80x25 (ADM3)	No	160x100('84) 80x50('83)	CP/M
Kramer-MC	64x16	64x16	64x16	No
Krokha (tiny)	No	48x32	96x64	No
Lambda 8300	32x24 (TXT)	No	64x48	No

Machine	Native Console I/O	Portable Console	"Monochrome" Graphics	File I/O
LM-80C	32x24	32x24	256x192	No
Lviv/Lvov PK-01	Yes	32x32	256x256	No
Osborne 1	52x24	No	104x48	CP/M
Otrona Attachè	80x25 (ADM3)	No	320x240	CP/M
Memotech MTX	40x24	24..85x24 (Colour)	256x192	CP/M
Micro 8085	-	-	-	No
MicroBee	Yes	40x25,64x16,80x24	80x50,128x32,160x48 and optional 640x275, 512x256, 320x275, 160x75	CP/M
Mikro 80	64x32	64x32	128x64	No
Mitsubishi Multi8	Yes	40x25, 80x25	640x200	No
MSX	40x24	24..85x24 (Colour)	256x192	No
Nabu PC	32x24	32x24	256x192	No
Nascom	48x16	48x16 - default	96x48	(CP/M)
Grundy Newbrain	Yes	No	No*	(CP/M)

Machine	Native Console I/O	Portable Console	"Monochrome" Graphics	File I/O
Nichibutsu My Vision	No	32x24	256x192	No
Nintendo Gameboy	20x18	20x18	40x36	No
v6z80p (OSCA)	40x24	40x24	320x200	Yes
Pac Man HW	28x36	No	84x72*	No
PC-6001	32x16, 32x24	32x16	64x48, 128x192, 256x192	No
PC-8801	40x25, 80x25	40x25, 80x25	160x100, 600x200	No
Philips P2000	40x24	Monochrome 40x24	78×72	No
Philips C7420	39x20	No	Not Yet	No
Philips VG-5000	40x24	40x24	80×72	No
PMD85	-	48x32	288x256	No
Primo	-	32x24	256x192	No
Radio-86	64x25	64x25	64x25	No
Rabbit Control Module				
Regnecentralen RC700	80x25	80x25	80x25	CP/M

Machine	Native Console I/O	Portable Console	"Monochrome" Graphics	File I/O
Robotron Z1013	32x32	32x32 - default	64x64,256x256	No
Robotron Z9001, KC85/1, KC87	40x24	40x24	80x48, 320x192	No
(Robotron) VEB Mikroelektronik HC-900, KC85/2..KC85/5	40x32	40x32	320x256	No
SAM Coupé	32x24	24..85x24 (Colour)	256x192 512x192	No
Samsung SPC-1000	32x16	32x16 + 32x24	64x32 + 256x192	No
Sega Master System / (Game Gear)	32x24 (20x16)	32x24	256x192	
Sega SC-3000/Sega SG-1000	40x24	24..85x24 (Colour)	256x192	No
Sharp PC-G8xx, PC-E2xx	No	24x4 *(24x6 / 36x8)		143x47 (G85 only)
Sharp MZ (80,700,800)	40x25	40x25	80x50	No
Sharp OZ	Yes	No	239x80	No
Sharp MZ2500	40(80)x25	40x24, 80x24	No	No
Sharp X1	No	40(80)x25	320(640)x200	No
S1MP3	No	Yes	No	No
Exidy Sorcerer	64x30	64x30	128x60	No
Sol20	No	64x16	64x16	No

Machine	Native Console I/O	Portable Console	"Monochrome" Graphics	File I/O
Sony SMC-70/SMC-777	80x24	40x25 + 80x25	80x50, 160x50, 320x200, 640x200	CP/M
SORD M5	32x24	24..85x24 (Colour)	256x192	No
S-OS (The Sentinel)	OS calls	No	No	Yes
Специалист/Specialist	48x32	48x32	384x256	No
Spectravideo SVI	40x24	24..85x24 (Colour), 80x24 (SV-806)	256x192	No
Sprinter	80x35	80x35 (Colour)	80x35 -default	Yes
Tatung Einstein	40x24	24..85x24 (Colour), 80x25 (TK-02)	256x192	Yes
Tesla Ondra	40x32	40x32	320x256	No
TI82	16x8	32x8 (B&W)	96x64+graylib	No
TI83	16x8	32x8 (B&W)	96x64+graylib	No
TI83+	16x8	32x8 (B&W)	128x64 +graylib	No

Machine	Native Console I/O	Portable Console	"Monochrome" Graphics	File I/O
TI85	21x8	32x8 (B&W)	128x64	No
TI86	21x8	32x8 (B&W)	128x64	No
TIKI-100	Yes	128x32,64x32,32x32	1024x256	No
Toshiba Pasopia 7	No	40x25	80x25	No
TRS-80	64x16	64x16 - default	128x48 384x192 512x192 640x240	No
TRS80 M100, & Kyotronic compatibles	40x8	No	240X64	No
TS2068	32x24, 64x24, 128x24	24..85x24 (Colour)	256x192 512x192	No
Вектор-06Ц/Vector06c	No	32x32	256x256	No
Videoton TV Computer	16x24, 32x24 - default, 64x24	No	No	No
VTech Laser 350/500/700	40x24	40x24 and 80x24	80x48,160x48,320x192	No
VZ/Laser 200	32x16	32x12 (B&W)	128x64 + 64x32	No
Xircom Rex 6000	No	No	No	No
Z80 TV Game	No	21x26	168x208	no

Machine	Native Console I/O	Portable Console	"Monochrome" Graphics	File I/O
ZX80	32x24	32x24 (TXT)	32x24 - default	64x48+gray
ZX81	32x24	32x24 (TXT), 24..85x24 (HRG)	64x48, 64x72, +HRG modes +graylib	No
ZX Spectrum	32x24 and 64x24	24..85x24 (Colour)	256x192	Yes
ZX Spectrum Next	[32x24,64x24]	24..85x24 (Colour)	256x192	Yes
ZXVGS	-	No	-	Yes

Getting Started

Classic Library

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- Building the libraries
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- Adding to Classic

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Misc

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- Writing optimal code

- Speeding up Compilation

Mixing C and Z80 Assembler

- Calling Conventions
- The Stack frame (Parameter passing)
- Sharing Code by Creating Libraries
- Inline Assembler

Tools

- The Compiler Frontend (*zcc*)
- The Assembler / Linker (*z80asm*)
- Object and Library file Dumper (*z80nm*)
- Object and Library file Manipulator (*zobjcopy*)
- *copt*
- *ticks* emulator
- z88dk-gdb debugger
- Disassembler
- Various tools

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https://github.com/z88dk/z88dk.wiki.git
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