

NES Programming in Rust

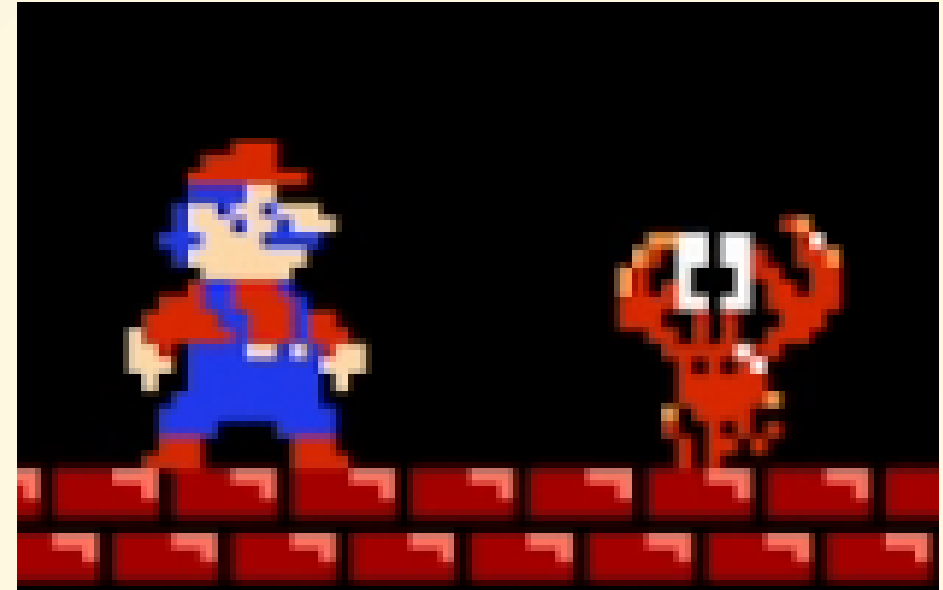
Sydney Rust Meetup
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```
File  Movie  Options  Emulation  Tools  Debug  Help

Pulse1
4000 DDLCVVVV
4001 EPPPNSSS
4002 TTTTTTTT
4003 LLLLLTTT

Triangle
4008 CRRRRRRR
400A TTTTTTTT
400B LLLLLTTT

DMC
4010 IL--RRRR
4011 -DDDDDDDD
4012 AAAAAAAAAA
4013 LLLLLLLL

Pulse2
4004 DDLCVVVV
4005 EPPPNSSS
4006 TTTTTTTT
4007 LLLLLITT

Noise
400C --LCVVVV
400E M---PPPP
400F LLLLL---
```

Demo (video) 🙌 🙌 🙌

<https://youtu.be/QHoISiWdPXo>



gridbugs Initial commit

95811d9 4 minutes ago ⌚ 1 commit

📁	images	Initial commit	4 minutes ago
📁	src	Initial commit	4 minutes ago
📄	.gitignore	Initial commit	4 minutes ago
📄	Cargo.lock	Initial commit	4 minutes ago
📄	Cargo.toml	Initial commit	4 minutes ago
📄	README.md	Initial commit	4 minutes ago
📄	shell.nix	Initial commit	4 minutes ago



README.md



NES Audio Playground

A tool for generating NES ROM files give access to the Audio Processing Unit's registers. Move the cursor with the d-pad, press A to flip a bit, and hold B to defer any bit flips until after B is released. Releasing B also has the side effect of rewriting the current value of the register under the cursor.

Tool for generating NES ROM files giving control over the bits in the APU's registers

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- ☆ 0 stars
- 👁 1 watching
- 🔗 0 forks

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