

SABENE SPECIFICATION

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1 – What is Sabene?

Sabene is an 8-bit emulator written entirely in C. The emulator itself has drivers that allow communication between the emulated GPU, ROM disk, VGA, Keyboard, and Speaker.

The emulator runs a custom CPU and GPU architecture that is only seen in the Sabene emulator. This means that x86-64, ARM, or other types of assembly architecture will *not* run on Sabene emulators. You *must* assemble and create programs with the assembler packaged with your *Sabene Emulator*.

1.1 – Why use Sabene?

Sabene is a fun little project created in order to explore the ins-and-outs of computer architectures, emulation, and driver emulation. Users of sabene can write their own programs utilizing the assembler packaged with the copy of *Sabene Emulator* that they download from the github: