

This is part 8 of an article series on emulation development in JavaScript; ten parts are currently available, and others are expected to follow.

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Please note: This article has been updated to remove an incorrect interrupt handling procedure. --12th Nov, 2010

In the previous part, the foundations for simulating a game were laid, with the introduction of sprites. However, one aspect was missing from the emulator: the vertical blanking interrupt. In this part, interrupts as a whole will be introduced, and the blanking interrupt in particular will be implemented; once this has been done, the emulator will run Tetris.