Raylib4Consoles

https://github.com/raylib4Consoles

ENTER

About me!

Before October 3th, 2022

- Consulting and Technical Project Management
- In my free time
  - Open source projects for PlayStation devices
    - Homebrew toolchains
    - Libraries
    - Emulators (Msx, Retroarch/libretro)
    - Drivers: EyeToy, ps4eye,PlayStation Camera...
    - Tools
  - Security Research and Reverse Engineering

About me!

After October 3th, 2022

- The Game Kitchen
  - Publishing/Porting
    - Escape from Galaxen
    - AOB
    - Tormenture
    - Others under NDA
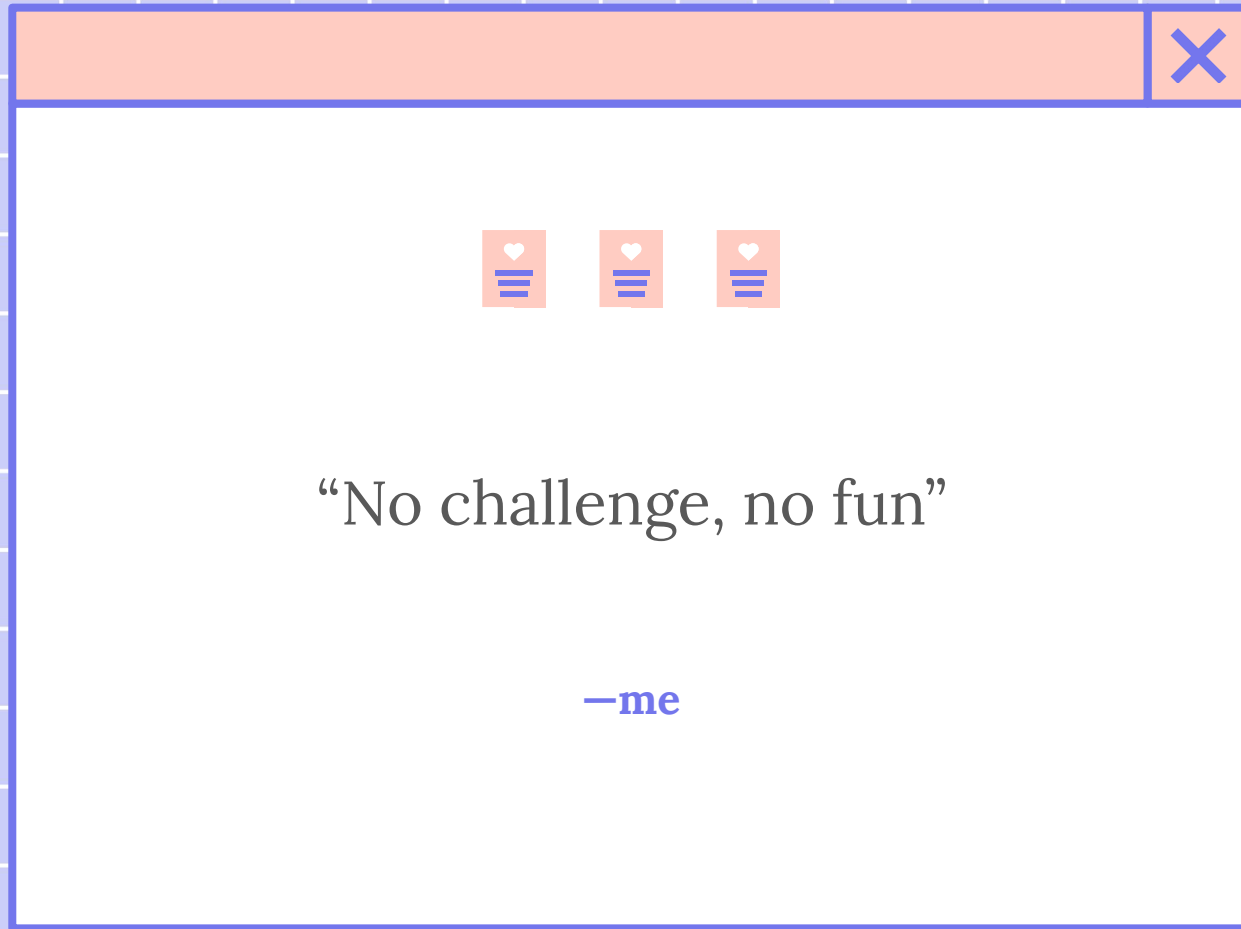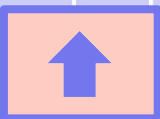
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“No challenge, no fun”

—me

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"Kahoot quiz 1"

01.

Raylib

Raylib

- https://raylib.com
- https://raylib.com/examples
- https://github.com/raysan5/raylib
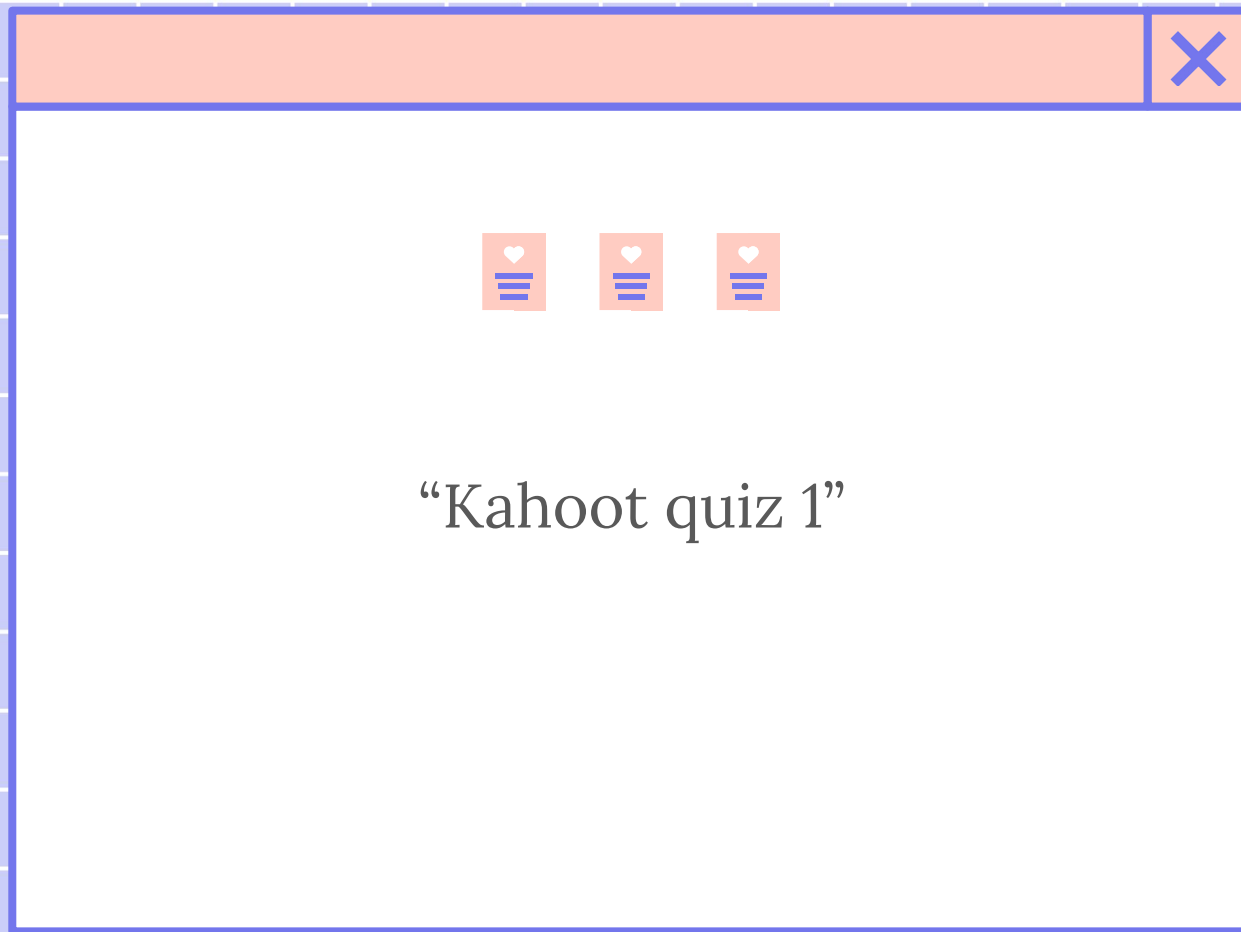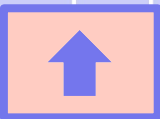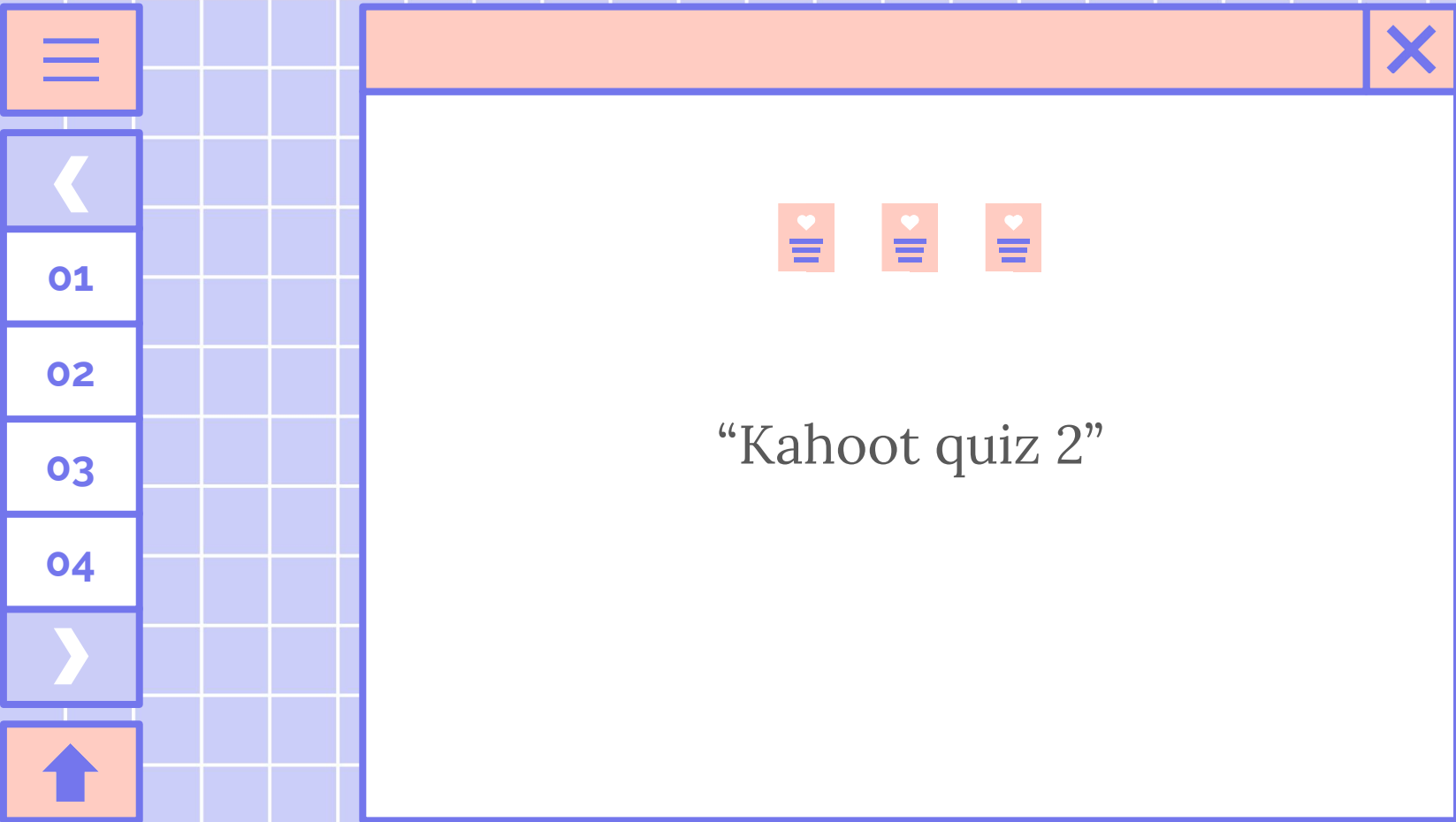
Raylib

Recommended requirements for gl backend
- Old devices: OpenGL 1.1
- Modern devices and embed devices: OpenGL ES 2.0

"Kahoot quiz 2"
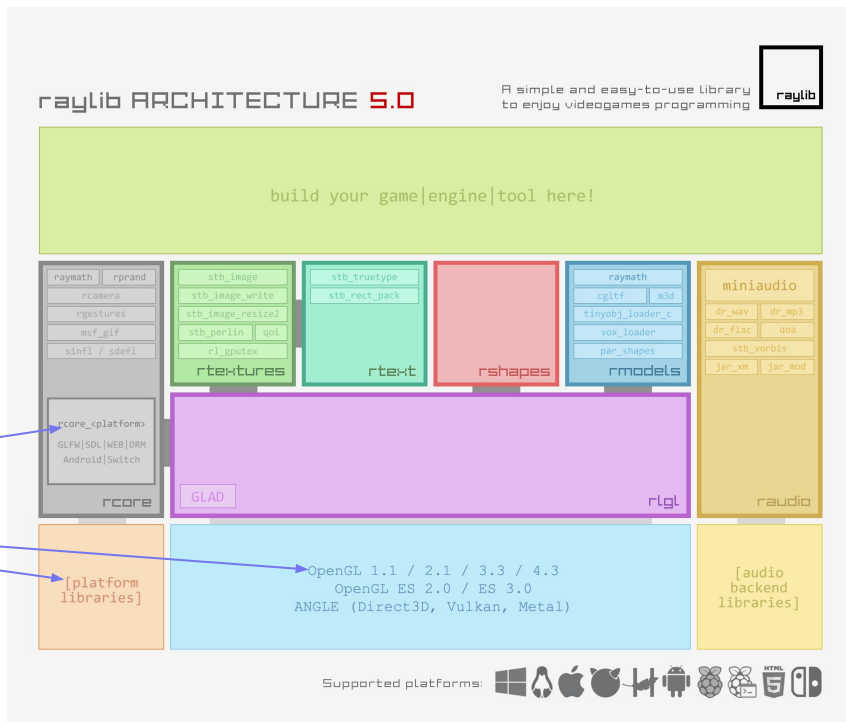
02.

Raylib4Dreamcast

Raylib4Dreamcast

- https://github.com/raylib4Consoles
- https://github.com/raylib4Consoles/raylib/tree/dreamcast
- https://github.com/raylib4Consoles/raylib4Dreamcast

- rcore_dreamcast
- https://github.com/KallistiOS/KallistiOS

Raylib4Dreamcast

Peripherals

- Broandband adapter let you upload code with ethernet connection using dcload-ip
- Hdmi adapter to connect console to a hdmi capture device on development PC

Some Love for Dreamcast

- [cubicmap](#)
- [logo_anim](#)
- [spine](#)

"Kahoot quiz 3"

03.
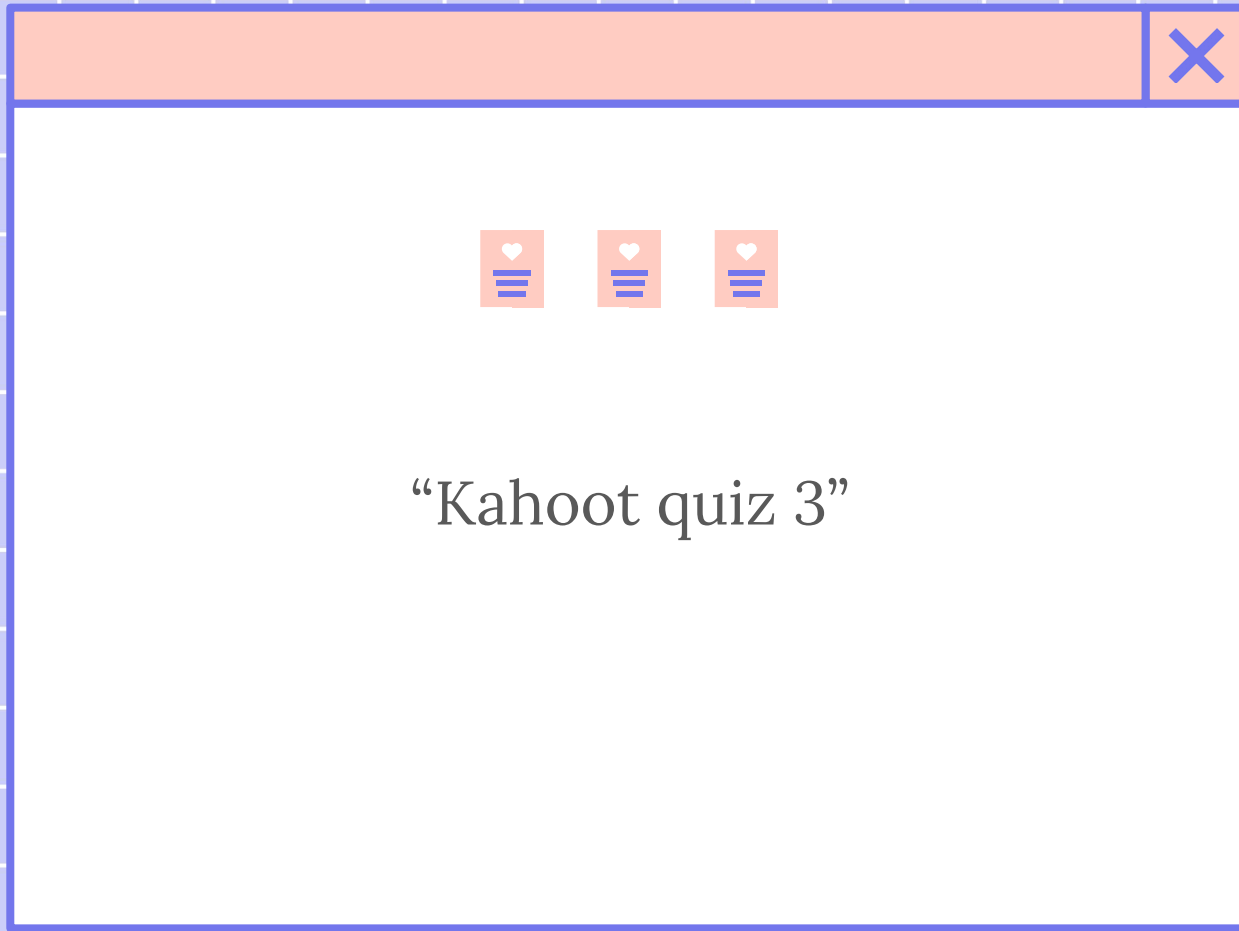
Raylib4Nintendo64

Raylib4Nintendo64

- https://github.com/raylib4Consoles
- https://github.com/raylib4Consoles/raylib/tree/dreamcast
- https://github.com/raylib4Consoles/raylib4Nintendo64

- rcore_nintendo64
- libdragon

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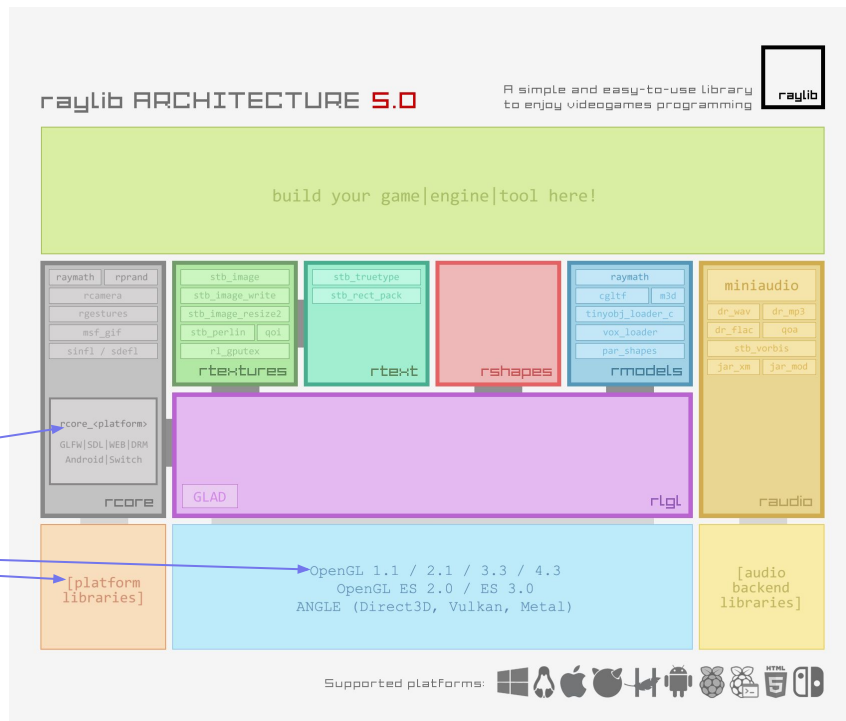
Peripherals

- Different flash cartridges (everdrive64 best option to use with UNFLoader)
- Hdmi adapter to connect console to a hdmi capture device on development PC

Some Love for Nintendo 64

- [logo_anim](#)
- [collision_area](#)
- [spine](#)

04.

Raylib4PlayStation

Raylib4Nintendo64

- https://github.com/raylib4PlayStation

- rcore_vita rcore_orbis
- orbisdev
- vitasdk
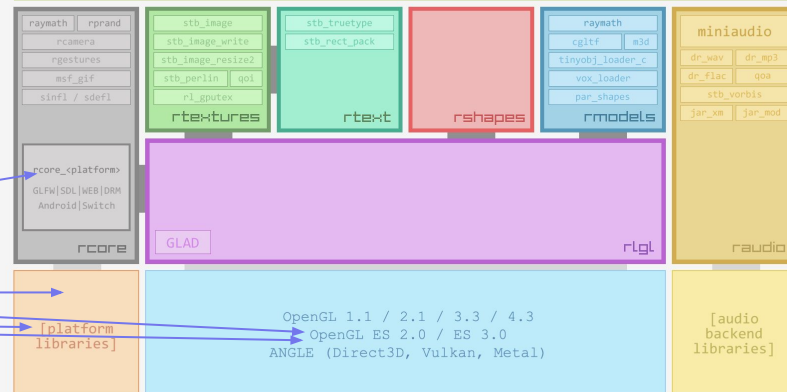
THANKS!

Antonio José Ramos Márquez
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@psxdev

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