

Hardware

- Memory (address modes)
- real arithmetic (FPS)
- integer arithmetic
- testing (flags)
- branching (self-relative)
- faults & loops (MATLAB crash)

- Hardware
- C puns (in MEX)
 t = (unsigned int (*)(void*))code;
 res = t(frame);
 float d = *(float*)addr;
 int i = *(int*)addr;

- Hardware
- C puns
- Runtime library
 - go
 - static jackets
 - ->> makeRuntime

- Hardware
- C puns
- Runtime library
- Emulation
 - step forward/back
 - demo