

1 Historical Story about UAE

Some years ago, UAE was known as the most famous software for emulating AMIGA systems.

Several forks were made, with one of the most famous E-UAE. Originally E-UAE was for Experimental, but this 'E' became no longer necessary, since it gave excellent performances and it was sufficiently stable.

2 Why UAE Rebirth today?

Have you probably heard of programming bloat? There are today numerous softwares under Unix-like system that produce an heavy use of CPU, memory,... without any funded reasons. Programmers have maybe be today too comfortable, relying on high-end languages and compilation compilation methods, which can produce bloat. This is of course reasonable, since it allows to make programmes faster and at reduced cost.

Versions of UAE are not bloated, of course, but the programmer intentions have been quite different. The first UAE versions were programmed in a manner that it could be ported on many systems. By making more some complex versions, e.g. E-UAE, it causes difficulties in compiling the emulator. Later, FS-UAE came with amazing graphical performans (e.g. OpenGL) and nice frontend, but this is in detriment of the portability, bloat, and performances.

3 Conclusion

In my opinion, making use of large amount of memory and increase significantly CPU usage for emulating a system of more than 20 years old is not necessary. Furthermore, keep in mind automake, complex compilation methods and all heavy library dependencies is also not necessary.