

Gem

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Chapter 1

Class Index

1.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

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Chapter 2

File Index

2.1 File List

Here is a list of all files with brief descriptions:

Device.cpp	9
Device.h	9
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Machine.h	9

Chapter 3

Class Documentation

3.1 Device Class Reference

```
#include <Device.h>
```

Public Member Functions

- [Device](#) ()
- [Device](#) (const char *newName)
- const char * [getName](#) ()
- void [setName](#) (const char *newName)
- virtual bool [getAddressName](#) (char *str, int len, int addr)
- int [getSize](#) ()
- void [setSize](#) (int newSize)
- byte [peek](#) (int addr)
- void [poke](#) (int addr, byte b)
- virtual byte [readByte](#) (int addr)
- virtual void [writeByte](#) (int addr, byte b)
- bool [save](#) (const char *loc, bool overwrite)
- int [load](#) (const char *loc)
- void [setListener](#) (DeviceListener *lstnr)
- void [fireReadListener](#) (int addr)
- void [fireWriteListener](#) (int addr, byte val)

Protected Attributes

- char [name](#) [[MAXDEVNAME](#)]
- DeviceListener * [listener](#)
- int [size](#)

3.1.1 Constructor & Destructor Documentation

3.1.1.1 [Device::Device](#) ()

3.1.1.2 [Device::Device](#) (const char * *newName*)

3.1.2 Member Function Documentation

- 3.1.2.1 void Device::fireReadListener (int *addr*)
- 3.1.2.2 void Device::fireWriteListener (int *addr*, byte *val*)
- 3.1.2.3 bool Device::getAddressName (char * *str*, int *len*, int *addr*) [virtual]
- 3.1.2.4 const char* Device::getName () [inline]
- 3.1.2.5 int Device::getSize () [inline]
- 3.1.2.6 int Device::load (const char * *loc*)
- 3.1.2.7 byte Device::peek (int *addr*)
- 3.1.2.8 void Device::poke (int *addr*, byte *b*)
- 3.1.2.9 virtual byte Device::readByte (int *addr*) [virtual]
- 3.1.2.10 bool Device::save (const char * *loc*, bool *overwrite*)
- 3.1.2.11 void Device::setListener (DeviceListener * *lstnr*)
- 3.1.2.12 void Device::setName (const char * *newName*)
- 3.1.2.13 void Device::setSize (int *newSize*) [inline]
- 3.1.2.14 virtual void Device::writeByte (int *addr*, byte *b*) [virtual]

3.1.3 Member Data Documentation

- 3.1.3.1 DeviceListener* Device::listener [protected]
- 3.1.3.2 char Device::name[MAXDEVNAME] [protected]
- 3.1.3.3 int Device::size [protected]

The documentation for this class was generated from the following files:

- [Device.h](#)
- [Device.cpp](#)

3.2 Machine Class Reference

```
#include <Machine.h>
```

Public Member Functions

- [Machine](#) ()
- virtual void [configureDevides](#) ()
- virtual void [configureProcessor](#) ()

Protected Attributes

- Processor * [proc](#)
- MemoryMap * [memory](#)

3.2.1 Constructor & Destructor Documentation

3.2.1.1 Machine::Machine ()

3.2.2 Member Function Documentation

3.2.2.1 virtual void Machine::configureDevides () [virtual]

3.2.2.2 void Machine::configureProcessor () [virtual]

3.2.3 Member Data Documentation

3.2.3.1 MemoryMap* Machine::memory [protected]

3.2.3.2 Processor* Machine::proc [protected]

The documentation for this class was generated from the following files:

- [Machine.h](#)
- [Machine.cpp](#)

Chapter 4

File Documentation

4.1 Device.cpp File Reference

```
#include <string.h>
#include "gem.h"
#include "Device.h"
```

4.2 Device.h File Reference

```
#include "gem.h"
#include "DeviceListener.h"
```

Classes

- class [Device](#)

Macros

- #define [MAXDEVNAME](#) 128

4.2.1 Macro Definition Documentation

4.2.1.1 #define MAXDEVNAME 128

4.3 Machine.cpp File Reference

```
#include "Machine.h"
```

4.4 Machine.h File Reference

```
#include "Processor.h"
#include "MemoryMap.h"
```

Classes

- class [Machine](#)

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