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jsTIfied is a free online graphcalculator emulator in your browser. Bugs/questions/comments? Post in Cemetech thread and discuss away! Load a ROM image to activate jsTified. Drop file here toload in RAM. Drop file here toload in Archive. jsTIfied is an online TI-73, TI-76.fr, TI-81, TI-82, TI-82 Stats.fr, TI-83, TI-83+, TI-83+SE, TI-84+, and TI-84+SE emulator written in JS/HTML5. It's an exact working copy of a real graph calculator, so you can use it for math, graphing, statistics, programming, and more. [How it works] Sign up or log in to access jsTified's full features. Once you log in, you will be able to export files, take screenshots, and transfer applications to and from SourceCoder 3, Cemetech's online TI-BASIC IDE. Whether you're logged in or not, your virtual calculator's ROM and RAM are stored entirely in your browser, so you can maintain a persistent calculator without worrying about your data's personal information or legal concerns. Sign up and sign in to Cemetech to take screenshots. Because screenshot data must be transferred through the Cemetech server due to Javascript restrictions, we require registration to mitigate abuse. Error: Invalid ROM file; must end in .rom or . Rome. On iOS devices can end up in .jpg or . For more information, see Export Calculator ROM Image below. jsTIfied needs a ROM image to work. Please note that this is only stored in your local browser and never sent over the Internet in any form, especially not to any Cemetech servers or storage. This must be a TI-73, TI-76.fr, TI-81, TI-82, TI-82 Stats.fr, TI-83, TI-83 Plus, TI-83 Plus Silver Edition, TI-84 Plus, TI-84 Plus Silver Edition or TI-84 Plus C Silver Edition ROM image. Note: In most countries, it is illegal to share or download ROM images to devices you don't own. From most devices, upload a *.rom file. If you're on an iOS6+ device like an iPad, iPhone, or iPod Touch, use the Export ROM Image Calculator tool below from a computer to export your ROM encoded in a JPEG image. You can then upload this image as a ROM from your iOS device. Restrictions on Apple iPad, iPhone, and iPod Touch devices mean you can't load *.rom files on jsTIfied from these devices. To use this graph calculator emulator on your Apple device, follow these steps: From a computer, transfer your *.rom image to jsTIfied From the same computer by clicking this: Create JPEG-encoded ROM image. Right-click the black-and-white square image that appears, choose Save As..., and save it to your computer as *.jpg. Use iTunes or iCloud to get the .jpg image on your iOS 6+ device. Alternatively, you can send yourself this email, then download it directly from your Apple device, or use Dropbox Caution: Some very large images sent via iTunes or iCloud will result in the image being altered and damaged! If jsTIfied seems incapable of For example, if you can load your JPEG-formatted ROM, try emailing it to yourself instead of using iTunes/iCloud. Open jsTIfied on your Apple device and upload JPEG in the Import Calculator ROM image section above. Voila! JPEG ROM (data bytes) Right-click this image and save it as anything.jpg. You can then load it on your iPad, iPhone, or iPod Touch to use it as a jsTIfied ROM image. I'm curious how it works. Can you explain? Happily! Read how jsTIfied works: learn the nitty-gritty of how jsTIfied was designed and constructed. This emulator will not work! jsTIfied complains that Javascript is disabled or displays error messages about missing Javascript features. How do I fix it? Make sure Javascript is enabled. If that's not the problem. some browsers do not offer all the Javascript features jsTified need to work. Most versions of Firefox, Chrome, Opera will work. Internet Explorer versions IE10 and later, and Safari 6 and later also work. Many mobile browsers will not run jsTIfied properly. Why do I need a ROM image to use this? A ROM image is the software (operating system) that is on your calculator, the way Windows or Mac OS X is the operating system on your computer. jsTIfied just emulates the calculator's hardware, so you need to load the ROM image from your real calculator to make jsTIfied work. Where can I download a ROM image? Your calculator software has a unique area called the certificate; it is illegal to share ROMs (otherwise jsTIfied would come with ROM already installed and save you work!). You will need something like Rom8x to dump the ROM image out of your calculator. Cemetech does not recommend downloading ROM images from the Internet because, as mentioned earlier, it is illegal for websites to distribute ROMs. Although Cemetech does not provide support, members have reported that wabbitEmu emulator can generate . ROM images from 0.8xu OS's provided by Texas Instruments. The legality of this approach is challenged. Please contact wabbitemu developers for support and details. Which calculators support jsTified? jsTIfied emulates the TI-83 Plus, TI-83 Plus Silver Edition, TI-84 Plus and TI-84 Plus Silver Edition. It also supports ti-82, TI-83 (non-Plus), TI-73, TI-81, TI-76.fr and TI-82 Stats.fr; future support for the TI-84 Plus C Silver Edition is planned. It will never support TI-89, TI-92, Voyage 200, or TI-Nspire calculators that run on completely different hardware. Why is jsTIfied running so slowly on my computer? jsTIfied operates on the edge of current computer technology capabilities, both hardware and software wisely. It uses lots of tricks to run as fast as possible, and a lot of effort and testing time was spent making it perform optimally in popular browsers. Emulation however, a significant performance penalty even in compiled languages such as C++, and brings the added slowdown of an interpreted language plus rendering overhead of a complex modern browser. Once again optimized Javascript engines and faster hardware are available, jsTIfied will be automatically faster. Unfortunately, by then we will have faster calculators that it will have to mimic. I still need help. That's not a question, is it? Post a topic on the Cemetech forum and our helpful members will try to help you. jsTIfied follows the PindurTI Key Mapping Convention. PC key / actionCalculator key Click on LCD[ON] [A] to [Z] the button that yields the corresponding letter if alpha is on, see below [space][0] Arrow keysArrow keys [0] to [9], [ENTER], [.], [,]Corresponding key [+][-][/][*] on the Number Pad[+][-][/][*] [[ ]([ ]]) [F1][Y=] [F2][WINDOW] [F3][ZOOM] [F4][TRACE] [F5][GRAPH] [ESC][MODE] [SHIFT] or [~][2nd] [CTRL][ALPHA] [/][CLEAR] [-][(-)] [=][XT0n] [PG UP] or [B][APPS] [PG DN] or [C][PRGM] [INS][VARS] [DEL][DEL] [HOME][MATH] [END] [STAT] [A][MATH][B][MATRX][C][PRGM] [D][x-1][E][SIN][F][COS][G][TAN][H][^] [I][x2][J][,][K][(][L])[M][÷] [N][LOG][O][7][P][8][Q][9][R][×] [S][LN][T][4][U][5][V][6][W][-] [X][Sto>][Y][1][Z][2] By using this emulator , you agree to the following terms of service. You agree to use this emulator for good, for the development of positive and constructive software. You acknowledge that this emulator stores all calculator information client-side, in your browser, and never transmits the ROM image of the calculator in whole or in part to or from Cemetech servers and hardware. Cemetech does not host any ROM images; You must dump a legitimate ROM from your calculator to use this tool. SourceCoder integration allows you to choose to transfer files you have written on it to Cemetech for sharing and editing, but only user-written programs and files will be transferable. Due to technical limitations of Javascript, data in screenshots and exported programs only need to be jumped through cemetech web server. The data is not cached or stored in any way, but if you want to keep your calculator's data fully in your browser, don't use these features. You acknowledge that this tool is provided for free personal, educational and non-commercial use. No aptitude or stability guarantees are provided and data may be lost without notice. Cemetech reserves the right to suspend access to this tool at any time. Misuse of this tool may result in individuals or organizations being blocked from access. The code and images used to create jsTIfied tool are either the only intellectual property cemetech/Christopher Mitchell or by other writers/artists and used with permission. Do not reproduce the jsTified tool in whole or in part, reverse engineer the or try to host it on your own website, especially (but not exclusively) for profit, without the express written permission of Cemetech// Mitchell. Sign up and sign in to Cemetech to link jsTIfied with SourceCoder. SourceCoder projects are associated with individual user accounts, so you must be signed in to access SourceCoder projects. © Copyright 2000-2020 Cemetech & Christopher Mitchell :: Page Execution Time: 0.106835 seconds. jsTIfied Online TI-83 +/TI-84+ Emulator Category: Web Applications (back to the list) Project page: jsTIfied Online TI-83 +/TI-84 + Emulator Project Page Summary: If you've ever wanted to use an online graphing calculator in your browser, now you can! Take screenshots, test files, even enjoy SourceCoder integration. Complete: Begin: December 4, 2011 Completed: December 31, 2012 jsTIfied is an online graph calculator emulator, mimicking the TI-83 Plus, TI-83 Plus Silver Edition, TI-84 Plus, and TI-84 Plus Silver Edition. It runs completely in your browser using HTML5 and Javascript, so it requires neither Java nor Flash. Table of Contents 1. Overview » 2. How does it work? » 3. Links and information » 1. Overview jsTIfied is an online graphcalculator emulator, mimicking the TI-83 Plus, TI-83 Plus Silver Edition, TI-84 Plus, and TI-84 Plus Silver Edition. It runs completely in your browser using HTML5 and Javascript, so it requires neither Java nor Flash. For legal reasons, load your own ROM image, which is stored in your browser and never sent to the Cemetech server. As a full calculator emulator, it provides plenty of features: Full TI-83+ /TI-84+ emulation, including accurate LCD physics for great looking grayscale Runs on all major browsers and operating systems Can take animated and still screenshots Load any .8xp, .8xk, etc program or App to test it Drag calculator files on jsTIfied LCD to import them Can export all files from emulated calculator integrated with SourceCoder TI-BASICDE/editor, so you can write programs in SourceCoder and instantly test them on a calculator Built-in debugger and CPU/memory view for assembly programmers Click here to launch jsTIfied online graphing emulator, check out the video below for an overview of the major highlights, or read on for more details on how jsTIfied works. 2. How does it work? The jsTIfied emulator is written entirely in Javascript and HTML5. It was long a dream for me to be able to create such an online emulator, but until recently, it was impossible. A number of factors came together to finally make jsTIfied possible, namely: The Javascript File API: This API provides a means of Javascript to directly load files, rather than just sending them out to a remote server as a form attachment. This API was important because for legal reasons, I didn't want users' ROM images to be stored on or even pass through the Cemetech web server. VERDICT Storage: Just as Flash programs are allowed to save a small data in customers' browsers for the next time launch, a reasonable graph calculator emulator should store data in the user's browser. The most obvious piece of data is the ROM image, which can be up to 2MB for a TI graph calculator, but there is also calculator RAM, current flash, ASIC, keyboard, and LCD mode, preferences, debugger settings, and more. Canvas API: Instead of doing something raggy like manipulating thousands of small divs, programmers can create images from Javascript with Canvases, essential for a Javascript grapher emulator to have a fast, realistic LCD screen. Browsers like Firefox even let users right-click the canvas and save it as an image. Fast, efficient JIT JS interpreters: Perhaps the most important thing on this list, modern Javascript interpreters combined with modern consumer hardware are actually fast enough to mimic a 15MHz processor in Javascript. Other coders' projects have shown GameBoy, ZX Spectrum, and even 386 emulators in Javascript. To understand how it works, you need to know a little about how graphing calculators (or any basic embedded system) work. I will give you a very high level overview, provided you know the basics of computer architecture theory and practice. High-Level Overview jsTIfied is built as a series of modules that are roughly equivalent to either an important component of a graph calculator or an important element of the emulator. Figure 1 shows the main modules of jsTified, categorizing them as emulator functions or calculator components. Figure 1: A flowchart of larger jsTified components. Blue are modules with calculator hardware equivalents, purple are emulator-related features, and turquoise are network-dependent features. Larger text and larger boxes are similar to modules that require more code. Figure 1 shows that while the majority of the code in jsTIfied corresponds to physical hardware functions in a TI graph calculator, a significant amount is also needed for emulator-specific functions and tools. Let me tell you about each of the modules in Figure 1, how they work and how they communicate with other pieces jsTified. z80 CPU: CPU (processor) is the heart of jsTIfied, and consumes a huge amount of code. Although automated tools adapted from the FUSE emulator helped simplify the process, a great deal of tweaking, optimization and adjustment was required. The CPU contains the code to process instructions, all the z80's records, and most of the code to manage interrupts. Memory: The memory module handles raw memory reads and writes. While many go to RAM, some also go to ROM, and write to special addresses triggering special meta flash commands. ASIC in TI-83+ and TI-84+ contains multiple numeric ports that remap pages around the device's address space and capture all memory commands, so this module shares some of the work of ASIC modules. Flash: Handles only flash commands, such as those used to delete sectors, pages, or the entire chip, or retrieve its capacity or ID. Reads and writes from / to EEPROM is handled by the memory module. TI ASIC: The second largest module in addition to the z80 CPU. Serializes and deserializes rain-wide mode, including RAM, ROM, and ports in and out of DOM storage. Mediate between SourceCoder and the file import/export module and the calculator's virtual link port, so files can be sent to and from the emulated calculator. Handles the main event loop that feeds upcodes to cpu, times and hands disconnects out to the CPU, and handles z80 port input and output. Not shown: timer module that handles TI-84+ specific crystal timers, technically part of ASIC, but divided into a separate module for jsTIfied. 96x64 LCD: Thanks in part to research from the PindurTI emulator, emulates very precise LCD physics, making grayscale look good and calculations and graphs look authentic. Emulated physics includes LCD power levels, pixel-on-power intensity profiles, and sub-pixel-emulated LCD pixel divisions. Keyboard: Almost a single function, sets internal ASIC records in response to the Javascript key up and enter down events. Debugger: Reads CPU mode and memory mode from the z80 CPU and memory modules. Also contains a rudimentary disassembly to render memory as z80 ASM code. Assistant: Part of ASIC; A number of functions to perform silent connects to send files to the calculator and get them out again. Also used to list the variables present on the emulated calculator. Screenshot tools: Contains code to capture an LCD image once or periodically and generate a GIF image. Although a public GIF library was used as a base for this functionality, extensive changes were made to correct errors, introduce new GIF features, and optimize the size of the resulting files that it is practically a new GIF library. SourceCoder, File Import/Export: A simple set of features to interact with the SourceCoder API. AJAX Interface: Standard AJAX features for pushing and dragging data to and from cemetech server. Because Javascript cannot directly print files in the client's browser, jsTIfied uses the Cemetech server as a mediator for screenshots and files. It pushes the data to be exported, and then opens an invisible iFrame that causes a file download dialog box to appear. For the layman, the logic behind some of the design decisions that I made may not be obvious. Why, for example, was it so important to keep ROM images on users' computers? Or why have I chosen to implement/overhaul GIF rendering in Javascript instead of using simple server-side GIF libraries? Critical Design Decisions jsTIfied's design was influenced by several important considerations. First and it should be fast, regardless of whether one or 1000 users were using it simultaneously. Secondly, it should be prevent the possibility that users may lose protected mode stored on their devices. Third, it should be legal: Many emulators have become inaccessible over the years by including or releasing ROM images. Fourthly, it should be as compatible as possible and require minimal conditions. Finally, it had to offer most if not all (or more!) features compared to offline, installable emulators. Among the decisions that each factor influenced: Fixed: Although Javascript is not an inherently fast language, modern JIT Javascript engines help. To eke out every bit of speed possible, I use Google's Shutdown compiler, compress global names to reduce symbol table lookup times, and performed many rounds of profiling and optimization using Firebug and Chrome's JS profiles. To ensure that users have a consistent experience, I made sure that almost none of jsTified's necessary computing power comes from Cemetech's own servers. The most server-intensive features are exporting screenshots and exporting files, and even those that simply require the server to echo a data stream back to the client. It would also be impossible to include the Cemetech server in the loop for any critical part of the emulation due to variations in latency. Safe: All RAM and ROM mode is kept on the clients. Screenshots and file exports are sent through the Cemetech server due to Javascript restrictions, but are not cached or stored on the server side. Legal: According to most interpretations of the law, ROM images are specific to the entity from which they are dumped, on the grounds that by purchasing the device (i.e. the calculator) you purchased a license for its software (i.e. its operating system), and by duplicating or distributing a ROM you are illegally distributing software without permission or a license. By using DOM Storage to keep jsTIfied ROM from touching Cemetech server, there is no doubt that users only use their own ROM and that Cemetech does not inadvertently turn either itself or its users into legally vulnerable criminals. Compatible: By requiring only a browser and Javascript, jsTIfied can run on any operating system with a decent browser, from Windows, Linux and Mac OS to mobile devices. Flash and Java would both be too cumbersome of job requirements, not to mention that I don't like Java and have little Flash experience. Features: Using a web app approach, new features will be immediately pushed to each user. Javascript is now powerful and expressive enough that all the essential emulation features, plus extras like a debugger and screenshots, are possible without sacrificing real-time speed emulation. Emulation Example: DJNZ Instruction To help you understand the very basics of how jsTIfied works, let me show you a on an opcode will be executed. In z80 collection, djnz opcode is a shrink and jump, if not Instruction. It operates on the b register, one of the multiple 8-bit records in the z80 CPU. First, it decrepits b, then checks to see if it's zero. If so, it continues to the next instruction past djnz, but if b is not zero, it jumps to the label mentioned after djnz. An example of some real code that uses djnz: ld a,(randData) ;save randomness of data ld b,255 ;255 bytes to clear ld hl, MainSafeRAM;clear our saferam areas InitClearLoop: ld (hl), 0 ;p ut zero in the inc hl ;go to next byte djnz InitClearLoop ;d one yet? ld (randData), a ;remember the contents of random data First I will tell you a little more about djnz. Each z80 instruction takes a certain number of clock cycles, and as on most processors, jump instructions take longer when the jump is taken. Fortunately, there are plenty of tables for z80 opcodes that tell you everything you need to know: Mnemonic Clock Siz Opcode DJNZ $+2 13/8 1 10 As you can see, djnz intruction takes either 13 or 8 cycles to perform and starts with byte 0x10. It is followed by a byte that indicates how far to jump forward or backward. Here's how the djnz line in this code above is being compiled: Addr Data Code 6C80 10 FB djnz InitClearLoop As you can see, this instruction is done to be at address 0x6C80. The main bytes from the program here are 0x10, djnz instruction itself, and 0xFB, which means to step backwards 256-251-2 = 3 bytes to address 0x6C80-3 = 0x6C7D. Let's imagine we're doing this on jsTIfied. When we start performing this instruction, the CPU will already have plenty of mode. The Z80 variable in jsTIfied has the current CPU mode, including registers z80.pc (application counter, address of the currently executing instruction) and z80.b (the value of the b-registry). We start with z80.pc = 0x6C80 and z80.b = 2. The core of the emulated z80 processor is z80.step() function, which looks like this:function z80.step() { if (z80.breaks) { // trigger on breakpoints for(var i=0; i if (z80.breakp[i] == z80.pc && !debug_stepping) { debug_trapped = true return } } } im = z80.im // used to break, when the interrupt mode changer was tss_old = tss; tss += 4; z80.r = (z80.r+1) & 0x7f //each instruction is at least 4 t-states were op_code = ti_83p_read(z80.pc++); z80.pc &= 0xffff switch(op_code) { ... case 0x10: // if the opcode is a djnz... tss+=4 // We have already added 4, now we have 8 z80.b = (z80.b-1) & 0xff // decrement b and overflow as needed, if (z80.b) { tss += 5 z80.pc += extend_sign(ti_83p_read(z80.pc)); //sign-extend byte after PC to a word, add z80.pc &= 0xffff // wrap about over 0xffff } z80.pc ++ // interval past jump distance byte z80.pc &= 0xffff //fix overflow if there is any pause //and done ... } ... } Focus on the part of the code near the end that processes the case, where op_code = 0x10, the code for djnz. tracks the number of urstats urstater has passed, and for each instruction, z80.step() function adds at least 4 clock states, since the fastest instruction takes 4 clock states. In case 0x10: code, we add another 4, since the no-jump djnz case takes 8 clocks. Next, the function decreases b, and since b is an 8-bit variable, resolves an undercurrent from -1 to 255. If z80.b is not equal to zero, then the code adds another 8 watches to tss (making 13 total), and changes z80.pc to take the plunge into account. Finally, whether the jump is taken or not, the code intervals z80.pc once more, and fixes z80.pc if it overflows. And that's all there is to it! Of course, there are about 500 other cases for all the other instructions z80 CPU supports. There's plenty of other code around this, including the code that updates the screen every time a certain number of clock cycles pass, but that's all you need to know to get an idea of what jsTIfied spends most of its time doing: imitating many z80 instructions very quickly. Conclusion I hope you enjoyed this brief introduction to jsTified's inner working and found it edifying. Do not hesitate to snag me (Christopher Kerm Martian Mitchell) on the Cemetech forum, SAX chat widget, or #cemetech on the Efnet IRC network if you have any questions, comments or suggestions. 3. Information and Links jsTIfied online graph calculator emulator Like jsTIfied and Cemetech on Facebook © Copyright 2000-2020 Cemetech & Christopher Mitchell :Page Execution Time: 0.134184 seconds. Seconds.

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