

[nesdoug](http://nesdoug.com)

21. Credits and Thanks

I would like to thank everyone who helped me learn NES programming, especially the people at forum.nesdev.com

I learned a lot from the example code for cc65 written by Shiru. I've used a few bits and pieces of code from his example files. Also the Famitone2 code and NES Screen Tool were written by Shiru. Check out his games on his website...

<https://shiru.undergrund.net/software.shtml> (<https://shiru.undergrund.net/software.shtml>).

(scroll down to **NES/Famicom**) or check out the cc65 examples yourself...

http://shiru.undergrund.net/articles/programming_nes_games_in_c.htm
(http://shiru.undergrund.net/articles/programming_nes_games_in_c.htm).

(click on "these small example programs").

And, two of his games are available (or soon will be) for sale from GreetingCards (Retroscribe) here...

<http://www.greetingcards.com/> (<http://www.greetingcards.com/>).

Or here, maybe...

<http://preview.greetingcards.com/> (<http://preview.greetingcards.com/>).

Also, I want to thank THEFOX for his help when I was getting started using cc65. And also for the cc65 example code I found on his website (but isn't there anymore?).

<https://www.fauxgame.com/> (<https://www.fauxgame.com/>).

Well, anyway, you can still play his game, Streemerz.

I also want to thank Rainwarrior for his Coltrane demo, which was written for cc65. You can find the example code on his website...

http://www.rainwarrior.ca/music/coltrane_src.zip (http://www.rainwarrior.ca/music/coltrane_src.zip).

Also, be sure to check out his Lizard Game (soon to be finished, I believe).

<http://lizardnes.com/> (<http://lizardnes.com/>).

Thanks to everyone.

Now, if I can only figure out how to program a SNES game...

December 24, 2015 April 5, 2016 dougfraker

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