



Berlin Hack & Tell



# commodore 64



- Released in 1982, discontinued in 1993 (!)
- 8 bit
- 64 kByte RAM
- CPU: 6510 (6502 variant) at roughly 1 Mhz
- Special Video Chip VIC-II
- Special Sound Chip SID
- Very active community in 2019 (games & demo scene)









1

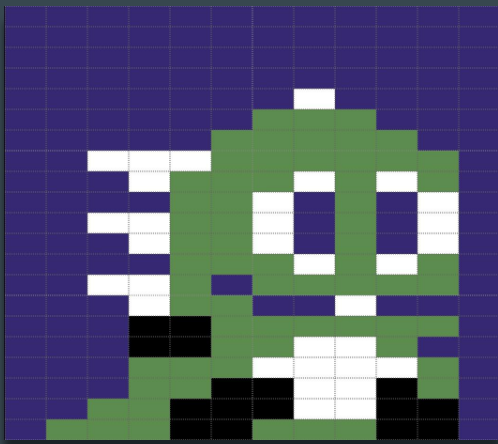
1UP 00  
000

2UP 00  
000

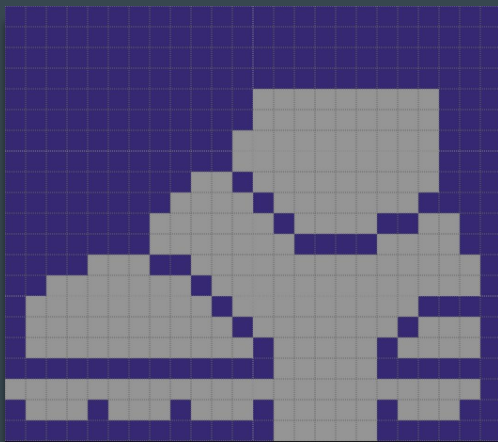
TOP  
20000

CREDITS  
9

# Sprites



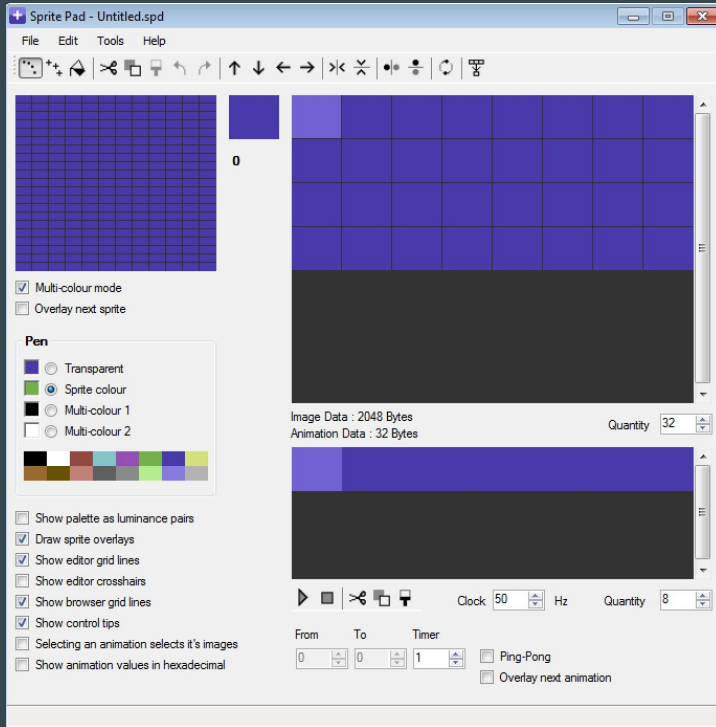
Multicolor: 12x21 pixels, 4 colors



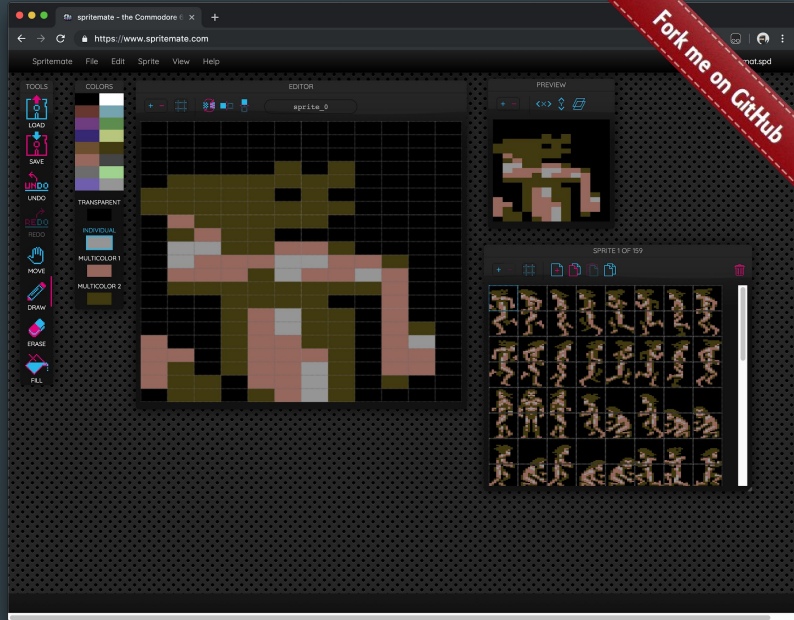
Singlecolor: 24x21 pixels, 2 colors

- Freely movable graphic objects
- 8 hardware sprites
- dozens of sprites with multiplexing
- 24x21 pixels with two colors
- 12x21 pixels with four colors

# Sprite Pad



- Released 2003, Last update 2014
- Windows only
- UI a bit outdated
- Not Open Source ;(



- Released 2018
- Browser based
- Various import & export formats
- Linux, Mac, Windows...
- Open Source :)



# Tech

- Client only - no server side code
- Babel -> vanilla JavaScript
- jQuery & jQuery UI
- Webpack

Total App size:

**946 kBytes** (code, libraries, html, css, images...)

```
1  {
2    "name": "spritemate",
3    "version": "1.2.1",
4    "description": "A browser based sprite editor for the O
5    "homepage": "http://www.awsm.de",
6    "author": "Ingo Hinterding",
7    "license": "MIT",
8    "main": "App.js",
9    "repository": {
10     "type": "git",
11     "url": "https://github.com/Esshahn/spritemate"
12   },
13   "devDependencies": {
14     "babel-cli": "^6.24.1",
15     "babel-core": "^6.26.3",
16     "babel-loader": "^7.1.5",
17     "babel-preset-env": "^1.5.2",
18     "eslint": "^5.16.0",
19     "webpack": "^4.30.0",
20     "webpack-cli": "^3.3.1",
21     "webpack-dev-server": "^3.3.1"
22   },
23   "scripts": {
24     "start": "webpack-dev-server -d",
25     "build": "webpack --mode production"
26   },
27   "dependencies": {
28     "copy-webpack-plugin": "^4.6.0",
29     "file-loader": "^1.1.11",
30     "html-webpack-plugin": "^3.2.0",
31     "jquery": "^3.4.0",
32     "mini-css-extract-plugin": "^0.4.5",
33     "webpack-jquery-ui": "^2.0.1"
34   }
35 }
```

# Demo Spritemate

**Code**

# Get in touch and contribute :)



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<https://www.sprite-mate.com/>

<https://github.com/Esshahn/sprite-mate>

<http://awsm.de/>

