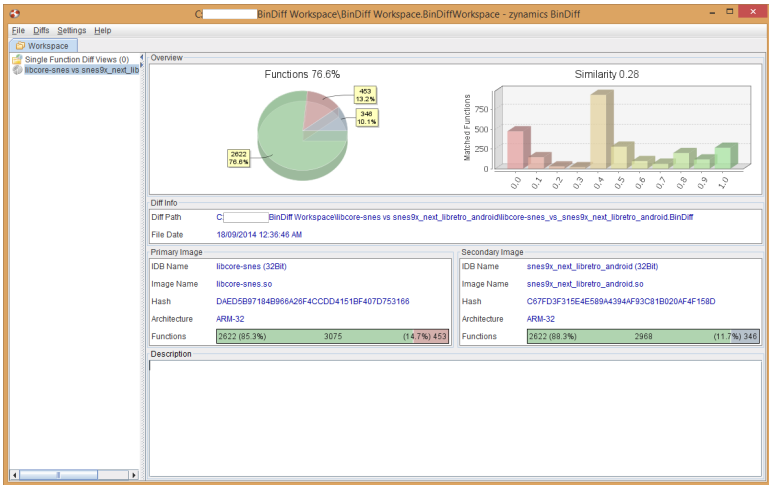
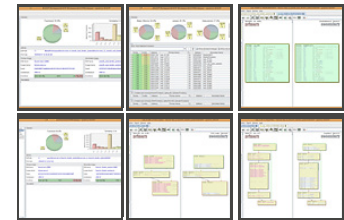


SNES: RetroN vs SNES9x NEXT code (76.6% of functions match)



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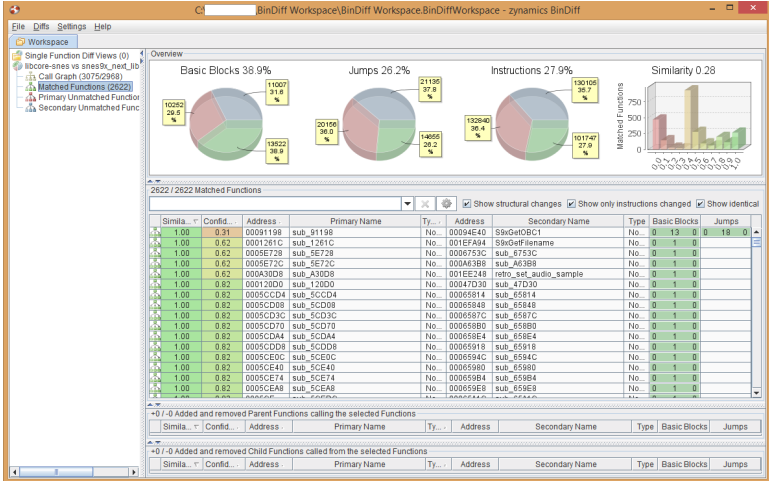
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Sources:

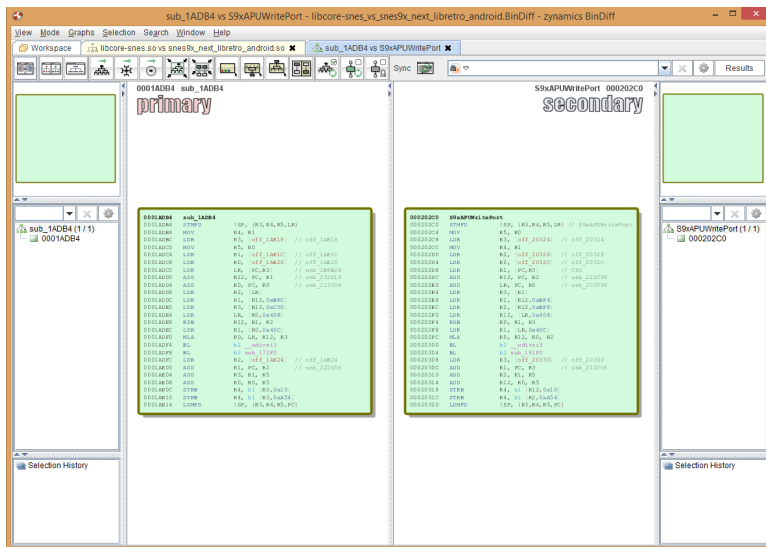
- <https://github.com/snes9xgit/snes9x>
- <https://github.com/libretro/snes9x-next>

SNES: RetroN vs SNES9x NEXT code (2622 functions match)



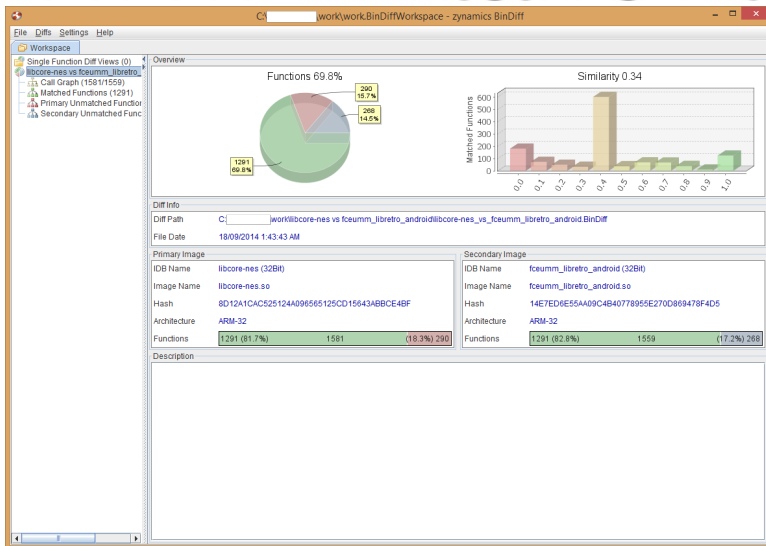
2622 functions in the RetroN 5 SNES emulator code were found to match Snese9x.

SNES: RetroN vs SNES9x NEXT code



An example of an exact match of a function's assembly code.

NES: RetroN vs FCEUMM/FCEUX code (high percentage matches)



FCEUMM/FCEUX

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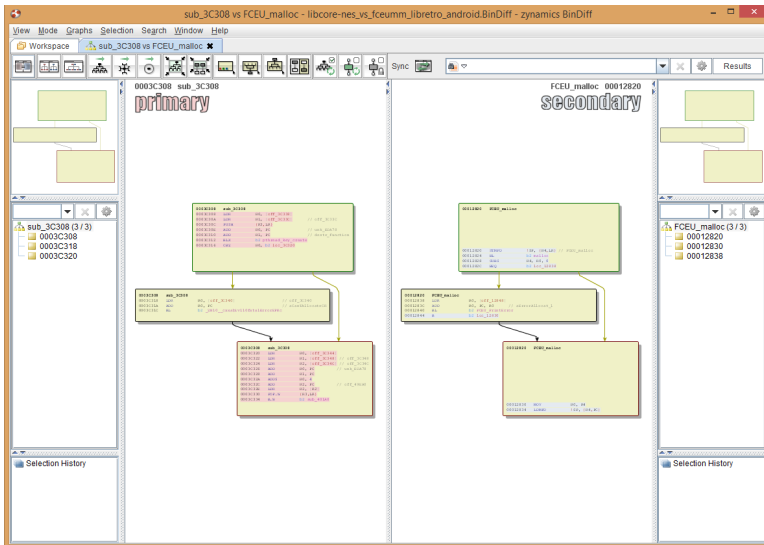
Sources:

<http://sourceforge.net/projects/fceumm/>

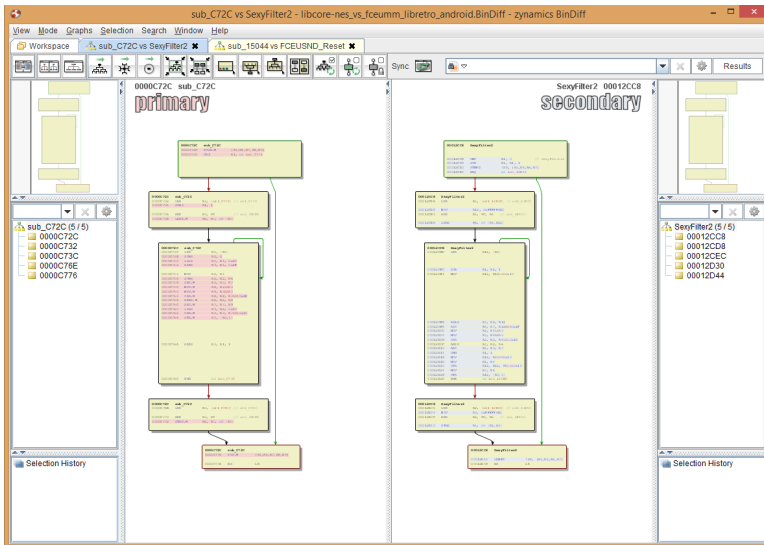
<http://sourceforge.net/projects/fceultra/>

<https://github.com/libretro/libretro-fceumm>

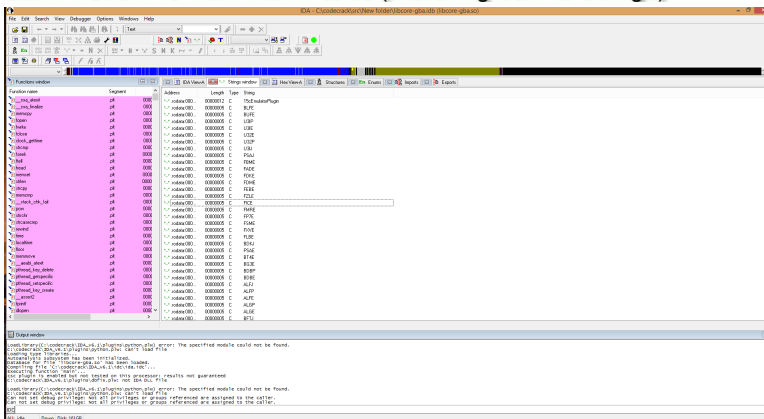
NES: RetroN vs FCEUMM/FCEUX code (matching assembly)



NES: RetroN vs FCEUMM/FCEUX code (more matching assembly)



GBA: RetroN vs VBA NEXT code (matching cart ID strings)

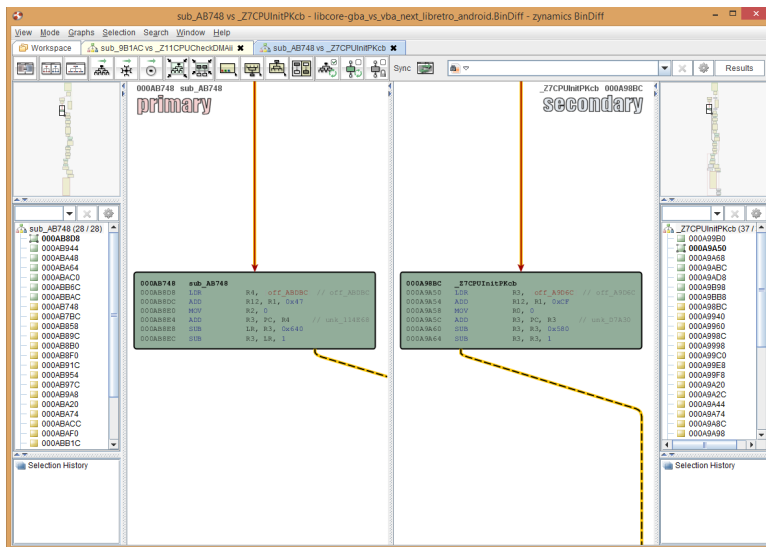


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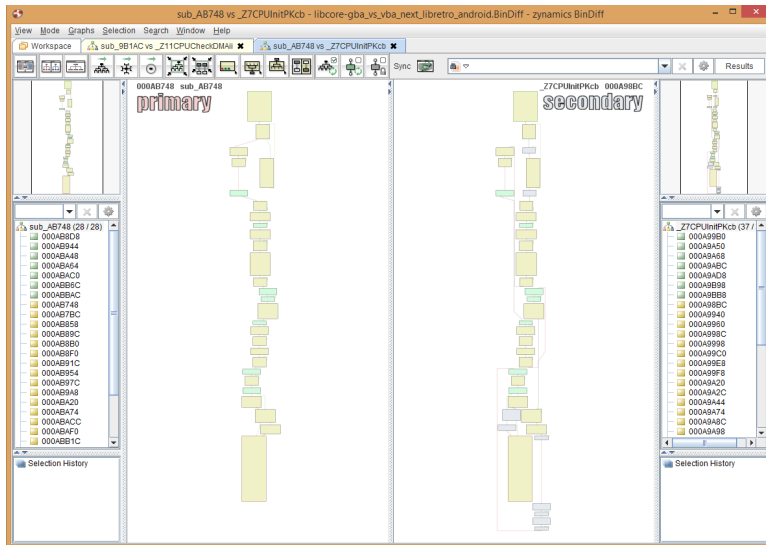
Sources:

<https://github.com/libretro/vba-next/blob/master/libretro/libretro.cpp#L198>

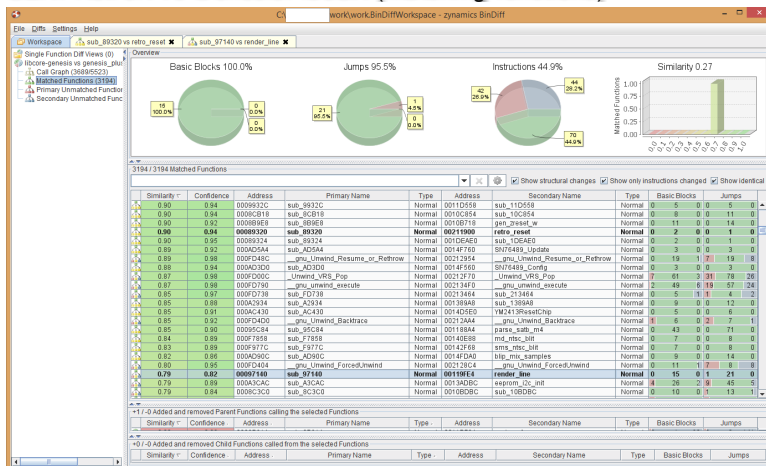
GBA: RetroN vs VBA NEXT code (matching assembly)



GBA: RetroN vs VBA NEXT code (matching callgraphs)



GEN: RetroN vs GenesisPlusGX (matching functions)



GenesisPlusGX code is licensed as non-commercial and cannot legally be shipped and sold with the RetroN 5.

Sources:

<https://github.com/libretto/Genesis-Plus-GX>

GEN: RetroN vs GenesisPlusGX (matching assembly)

