

# Emulation Strategy

This page attempts to capture some of the ideas behind how the emulator is implemented, and how it in turn enables devices to be implemented to emulate actual hardware.

Devices can be emulated in one of two major ways: either by having the emulation core step them a bit at a time, and have the device indicate how much emulated time was consumed by the step – ideal for devices such as processors, with easily divisible operations; and by time slices, where the device runs continuously for some longer amount of time, which is ideal for devices with continuous outputs such as video and audio processors.

## Stepping

Eventually, this will have more information.

## Time Slices

Eventually, this will have more information.

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