Videogames

The Super Nintendo Entertainment System or Super NES (also called SNES and Super Nintendo) was a 16-bit video game console released by Nintendo in North America, Brazil, Europe, and Australasia between 1990 and 1992.

The Super Nintendo Entertainment System is Nintendo's second home console, following the Nintendo Entertainment System (NES). The console introduced advanced graphics and sound capabilities that compensated for its relatively slow CPU, compared to other consoles at the time. Additionally, the system's support for numerous enhancement chips (which were shipped as part of certain game cartridges) helped to keep it competitive in the marketplace.

As part of the overall plan for the SNES, rather than include an expensive CPU that would still become obsolete in a few years, the hardware designers made it easy to interface special coprocessor chips to the console. One of such coprocessors was a RISC CPU designed to perform functions that the main CPU could not feasibly do. The chip was primarily used to create 3D game worlds made with polygons, texture mapping and light source shading. The chip could also be used to enhance 2D games. Another coprocessor was a fixed-point digital signal processor (DSP) chip that allowed for fast vector-based calculations, bitmap conversions, coordinate transformations, and other functions. Four revisions of the chip were used, each physically identical but with different microcode.

The SNES was a global success, becoming the best-selling console of the 16-bit era despite its relatively late start and the fierce competition it faced in North America from Sega's Genesis console. The SNES remained popular well into the 32-bit era, and although Nintendo has dropped all support for the console, it continues to be popular among fans, collectors, and emulation enthusiasts, many of whom are still making "homebrew" ROM images.