Summary: Sharp PC-1600 meet-up on 14 November 2026

Key takeaway

The meet-up on 14 November 2026 at Harald Richter's home in Emstek was a resounding success for the Sharp PC-1600 community. The focus was on new technical developments, in particular an AI-supported development environment, new hardware modules and the potential for expansion through new software for the Sharp PC-1600. The unveiling of the 1 megabyte RAM modules was a particularly surprising and welcome development!

1. Meeting and informal get-together

- The meeting began at 2.00 pm at Harald Richter's house in Emstek.
- Christian Becker and Jörg Walenta were the first to arrive, followed later by Thomas Stahl.
- Over coffee and cake, a cosy discussion got underway.
- Video conference featuring a presentation of the Calc-U-1600 emulator.
- This was followed by dinner together.
- The conversations continued in a convivial atmosphere until well past midnight.

2. Presentation of the PC-1600 emulator

During a video conference lasting around an hour with Martin Erzberger from Switzerland, the PC-1600 Calc-U-1600 emulator was presented.

The focus was on its further development and integration into a development environment for the PC-1600.

3. New AI-powered development environment

One particularly interesting topic was a new AI-based development environment.

- The 'Tom' system was specifically trained for Z80 programming.
- The AI can assist with software development.
- As a practical example, a file browser programme was created in Z80 code in just 20 minutes.
- Porting arcade games to the Sharp PC-1600 was also mentioned as a possible future project.

This demonstrates the new possibilities that AI can open up for the further development of older computer systems.

4. New Hardware Developments and Modifications

Several interesting hardware projects were presented:

- A homemade PC-1600 mount with integrated lighting.
- A PC-1600 with a double-clocked crystal and a clock frequency of 7.5 MHz.
- Possible applications for the PC-1600 in craft workshops.
- Presentation of a new expansion module with 1 MB of memory for Slot 2 or as a 32 KB module for Slot 1.

Particular interest

The first five prototypes of the new module found buyers straight away and were practically snatched out of Tom's hands.

Further modules for the community are planned for the coming year.

5. An interesting project from Japan: CP/M

Another fascinating topic was a project presented from Japan, which focused on the use of CP/M on the Sharp system.

- The project was received with great interest by the participants.
- Tom has taken on the task.
- He intends to analyse whether such an implementation is technically feasible.

This could open up another interesting area of development for the Sharp PC-1600.

6. Outlook and next steps

The meeting has opened up several exciting prospects:

1. Further development of the AI-supported Z80 programming environment.
2. Porting further potential arcade games.
3. New user software for the community.
4. Investigating the technical feasibility of the CP/M project.
5. Further potential uses for the Sharp PC-1600, including in practical working environments.
6. Continuing the exchange of ideas and joint development work.

The date for next year's meeting has already been agreed.

Conclusion

The meet-up impressively demonstrated that, even after many decades, the Sharp PC-1600 is by no means obsolete.

The combination of classic computer technology, creative hardware developments and modern AI tools opens up entirely new possibilities. In particular, AI-assisted Z80 programming and the new memory expansions give cause for optimism.

However, alongside the technical achievements, personal interaction was also a key part of the gathering. The enthusiasm for the Sharp PC-1600 unites the community and ensures that the development of this extraordinary computer system continues.