

# **AmiMasterGear**

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**COLLABORATORS**

	<i>TITLE :</i> AmiMasterGear		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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## Chapter 1

# AmiMasterGear

### 1.1 AmiMasterGear Emulator.

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                                     <=====>
          AmiMasterGear Emulator
Version 0.51 (1.February.1998)
  By:  Juan Antonio Gómez Gálvez
      ( Shareware DEMO Version )
                                     <=====>

```

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Introduction~~~
Features~~~~~
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### 1.2 AmiMasterGear Emulator.

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## Introduction

This program is designed to emulate the famous "Master System" and "Game gear" machines.

Although this version is not yet finished, it emulates many ROM images successfully.

This software is still in the development stages (hence the version number), so no guarantee can be made by the author that this program emulates a full "Master System" or "Game Gear".

THE AUTHOR ACCEPTS NO RESPONSIBILITY FOR THE LOSS OF DATA OR EQUIPMENT FROM THE USE OF THIS SOFTWARE.

## 1.3 Features

### Features

- Fast: Original speed of "Master System" and "Game Gear" achieved
- Smooth scrolls
- One frame screen refresh
- Sound support
- Snapshot support
- Save battery RAM
- Supports line interrupts with screen changes in real time
- Supports realtime palette changes.
- Support for two controllers
- Various control methods supported (Keys, (CD<sup>3</sup>\$<sup>2</sup>) Joypad, Joystick)
- Cheat mode (Find and set cheats in your games!)
- PAL or NTSC display modes only, but PAL is more compatible
- Z-80A Emulation: Highly optimized and compatible (Ported from my AmiMSX2)
- Great GUI, so it's very easy to use
- XPK support for packed ROMs
- Keyfile support

## 1.4 Requirements

### Requirements

- An AGA Amiga computer (eg. A1200/A4000)
- MC68020+ (and 100% compatible with MC68030/MC68040/MC68060)
- A PAL or NTSC compatible VDU
- asl.library
- stc.library (Only for Stone Cracker decrunch support)
- xpkmaster.library (For XPK support)

Minimum requirements for adequate emulation:

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- MC68020 at 28Mz or MC68030 at 25Mz
- 1Mb of real 32bit fast memory

Recommended requirements for adequate emulation:

- MC68030 at 50Mz or better
- 1Mb of real 32bit fast memory

## 1.5 Instructions

How to use AmiMasterGear

### Project

- |            |  |
|------------|--|
| Save VRAM  | Saves MasterGear VRAM as an IFF-ILBM (not implemented yet) ↔ |
| Save Prefs | Save current preferences to 'S:AmiMasterGear.prefs'          |
| Cheat mode | Locate and set cheat addresses of the current cartridge      |

### Cartridges

- |                        |   |
|------------------------|---|
| Insert/Eject Cartridge | Load/Unload a cartridge                   |
| Load/Save Frozen       | Creates snapshots of the emulation screen |
| Load/Save RAM Batt     | Loads/Saves the virtual RAM battery       |
| Clear RAM Batt         | Clears the virtual RAM battery            |

### Options

- |               |   |
|---------------|---|
| JoyStick 2 ON | Enables Second Joystick (Mouse port)<br>(Only for games supporting two players) |
| Swap JoyPorts | Swap Amiga Joyports<br>If this option is disabled:                              |

Player One = Amiga Joy Port B.  
Player Two = Amiga Joy Port A.

If this option is enabled:

Player One = Amiga Joy Port A.  
Player Two = Amiga Joy Port B.

Note: Player one always uses the keyboard

- |                    |  |
|--------------------|--|
| Black Border       | Borders of the emulaton screen will be black   |
| No illogical moves | Left and Right instantly, or Up and Down instantly.<br>Joy-reads are not accepted. (Useful if keyboard is used for gameplay) ↔ |

- |                                |   |
|--------------------------------|---|
| Auto Load RAM-Battery inserted | Reads battery (nameofgame.sav) when a cartridge is inserted ↔ |
|--------------------------------|---|

- |  |   |
|--|---|
| Auto Save RAM-Battery another cartridge or quit the emulator | Save battery (nameofgame.sav) when you re-insert another cartridge or quit the emulator ↔ |
|--|---|

- |                          |  |
|--------------------------|--|
| Ask for Save RAM-Battery | This will display a prompt before the battery is saved<br>NOTE: The option 'Auto Save RAM-Battery' must be disabled) ↔ |
|--------------------------|--|

CPU Emulation (This mode is not implemented yet)

Synchronized	Emulation is 100%, all work correctly.
UnSynchronized	Not a full emulation, but runs substantially faster The video can run in a 1 frame refresh mode

Video Emulation

Sprites Pri	Causes sprites to prioritise emulation
Background Pri	Shares priorities between sprites and background
Realtime Scroll	Support all scroll changes in realtime
Realtime Palette	Support all palette changes in realtime

Country code

Master System	Enables either the Japanese or English version of a game
Game Gear	Country code is automatically established when you ↔ insert a cartridge

Disable Cheats                    'Cheat mode' and 'Save Frozen' are disabled for the ↔  
current cartridge

Ask for Reset                    Prompts the user before the emulator is reset

## 1.6 Control

Control methods

Keyboard (Keys also work in joystick mode)

Esc	= Exit to menu.
Del	= Pause (Master System only)
Enter	= Start (Game Gear only)
Left Amiga	= Button A
Left Alt	= Button B
Space	= Button B
Cursors	= Up/Down/Left/Right

Amiga joystick or compatible joypad

Fire	= Button A
Second Fire	= Button B (If exists) [pin 9]
Third Fire	= Start (Game Gear only) (If exists) [pin 5]

Use keyboard keys for other buttons

CD32 joypad

Play Button	= Exit to menu
Green Button	= Pause (Master System only)
Yellow Button	= Start (Game Gear only)
Red Button	= Button B
Blue Button	= Button A
Rewind Button	= Button B
Fast Foward Button	= Button A

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## 1.7 How to register

How to register

This program is SHAREWARE. This program has restrictions, so that the user can evaluate the program, and then decide whether it is worth registering. If you feel that the program is worth registering then you can fill out the registration form below, and send it to me. For doing this, you will receive the FULL version.

ALL UPDATES WILL BE TOTALLY FREE WHEN YOU HAVE REGISTERED, THEY CAN BE OBTAINED FROM MY

WEB~PAGE

<-----> ←

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AmiMasterGear Emulator Registration form

- Full Name: \_\_\_\_\_

- Complete Address: \_\_\_\_\_  
 \_\_\_\_\_

- City: \_\_\_\_\_

- Country: \_\_\_\_\_

- e-mail: \_\_\_\_\_ Phone: \_\_\_\_\_(optional)

- Password: \_\_\_\_\_ (To decrypt your key file, REMEMBER CASE)

- Amiga you own: \_\_\_\_\_

- Bugs, ideas, etc... \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

<----->

Registration fee:

NOTE: All AmiMSX2 Registered users can obtain a 5 US\$ or 600 Pesetas discount

(Please tick)

VIA E-MAIL

[ ] \$15 US Dollars or 2000 Pesetas (or equivalent in your country)

PLEASE READ INSTRUCTIONS BELOW!

VIA SNAIL MAIL

[ ] \$20 US Dollars or 2500 Pesetas (or equivalent in your country) if I



send you one brand new TDK disk with the full package of AmiMasterGear

USERS IN SPAIN

[ ] Por contrareembolso de 2700 pesetas, te enviaría un sobre acolchado con un disco nuevo TDK con el paquete completo del emulador

Instructions when transaction is performed via e-mail:

- First, obtain the LATEST REGISTERED version of AmiMasterGear from my Web Page:

<http://www.arrakis.es/~joanant>

This version will be encrypted with a password, which you will get with the keyfile

- The keyfile is encrypted with your password, decrypt it when you receive it
- Most operations are performed automatically by this process

Please~send~your~questionnaire~and~money~to~my~address

Once I receive this questionnaire with your money, I'll send the keyfile ←

to you

All updates can be downloaded freely from my web~page

## 1.8 Technical information

Technical data

Developed using an Amiga 1200+Bizzard 1220+2Gb Hard Disk

Programmed using Devpac III

AmiMasterGear is 100% programmed and optimized in MC68020 assembly language

80% of the coding and design is based on the AmiMSX2 emulator

GUI created with GadToolsBox

8387 lines of MasterGear emulation code

4264 lines of menu code

6686 lines of GadToolsBox generated code

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19337 lines (176489 lines with macros expanded)

100% compatible with 020,030,040 and 060

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## 1.9 History

### History

v0.51 (1 February 1998)

Snapshots 100% Finished, Now it work 100%. (Frozen)  
Realtime Palette changes refresh support.  
Rainbow Island.sms works again. (thanks Rickard)  
Reprogrammed 'Continue' cart mode, now it work 100% allways.  
Pause key read on CD32 Joypad fixed.

v0.50 (25 January 1998)

Snapshot support (Frozen)  
Some little bugs fixed.

v0.45 (15 January 1998)

Minor Bugs fixed:  
Fixed Game Gear Blank Screen.  
Sometimes Continue button resets carts. Now Fixed!  
Fixed a unsynchronization of Realtime Scroll Refresh.

v0.44 (12 January 1998)

Background Priorities with Sprites done.  
Sprites Collisions done (Simulation) (Cheese Catastrophe and others)  
Some bugs in CPU accesses to VDP fixed. (Bart vs mutans and others)  
Bug in Memory Mapper Page 0 fixed. (Now more games work!)

v0.43 (7 December 1997)

BIG Bug fixed in memory mapped control  
A variety of software now works:  
Sonic, Super Final Fury, Rampage, R-Type, and a lot more...

v0.42 (6 December 1997)

Master System country code bug fixed. (Now games work in English)

v0.41 (23 November 1997)

Sprite priorities supported (Selectable)

v0.40 (10 November 1997)

HALT bug fixed

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Sprite emulation optimized and finished (now 30% faster!)  
GFX emulation optimized and finished. (32 colours and 20% faster!)  
Line interrupts emulated  
Supports real time scroll changes  
Pause key emulated (Master System)  
Battery-RAM support  
Keyfile support  
XPK support  
Cheat mode

v0.3 (16 May 1997)

PAL/NTSC Selectable  
Little bug fixed in GFX realtime refresh  
OUT (\$BE),x x=H,D,B bug fixed

v0.2 (16 March 1997)

First version

## 1.10 Future

Future

Finish line interrupt emulation  
Save VRAM as an IFF-ILBM file  
Finish PSG emulation  
CPU emulation synchronized for 100% emulation (requires a fast Amiga)  
"Recent" and "Favourites" lists for ROM images

AmiMasterGear will always run with AGA: PAL/NTSC frequencies, with multitasking ↔ disabled

## 1.11 Copyrights

Disclaimer

The author does not take any responsibilities for the incorrect use of this software

Master System and Game Gear are registered trademarks of SEGA

Devpac III © HiSoft

GadToolsBox © Java Development

Stc.library © StoneWare SoftWorks (By Jouni Korhonen)

AmiMSX2 Emulator © Juan Antº Gómez Gálvez

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## 1.12 Contact addresses

Author

If you want to contact me, try the following means:

Snail-Mail:                   Juan Antº Gómez  
                              Aptdo. de Correos: 275  
                              08940 Cornellà de Llobregat  
                              BARCELONA  
                              SPAIN

E-Mail:                       joanant@arrakis.es

AmiEmulators Web Page: <http://www.arrakis.es/~joanant>

Note: I am currently very busy, so you may have to wait a while for a reply

## 1.13 Greetings

Greetings and Thanks

Special Greetings to the best Spanish group: Ozone  
Multivac for your Icons, graphics and AmiEmulators WEB  
Skid/Ozone for Modem support and stuff!!!  
Roderick Mouthaan and Philippe Bezon for being good friends  
Manuel Hiniesta for being my best friend  
Pascal Willano for helping me to make my emulators compatible with 040  
Sergi Martínez for his help in AmiMSX2  
Shaun Bellingham for making this guide readable and great!!!  
Simon Goodwin for your infos in how to emulate PSG noise  
Tomas Amsrud for your Sprints installers and icons for my emulators  
Lennart Johannesson, Emanuel Schleussinger, Carl Warrent, Hans Guijt, Niklas Berg  
Richard Koerber, Rodney Norton, and Ben Cass for your helps and support!  
Alvites Szaler Lobsang for the great AmiBEE!  
Tony Vera Díaz, que no coño!, que NO Tony, que tú no has estado akí!!!

Special Greetings to:

Hans Guijt   fMSX-Amiga.  
Ville Helin   Wzonka-lad.  
Fredrik Olsson   coolNESs.  
Morgan Johansson & Fredrik Schultz   A/NES.  
László Török   Avid / Savage.