AmiNES-Famicom

COLLABORATORS

	TITLE : AmiNES-Famicom		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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              AmiNES-Famicom Emulator v0.12ß
                    (Preview Version)
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1.2 AmiNES-Famicom Emulator.

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    Introduction:
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This is a NES or Famicom emulator for Amiga computers.

I started it ONLY for make a 6510 emulation for my future AmiPC-Engine
Emulator. If you are actually interested in a good NES emulator then
register to coolNESs or A/NES.

                    I WILL NOT FINISH AmiNES. Sorry.

This is a fast compilation of my actual source.

It has got a lots of Bugs, I never was a 6502 programmer...

But the emulator works well with some software.

Enjoy this preview version.

                                        Juan Antonio Gómez

1.3 AmiNES-Famicom Emulator.

Requirements:

- AGA Amiga computer.
- MC68020+ (and 100% compatible with MC68030/MC68040/MC68060)
- PAL, or compatible monitor.
- asl.library

Requirements for real emulation:

- MC68020 at 28Mz or MC68030 at 25Mz.
- 1Mb of real fast32bit memory.

1.4 AmiNES-Famicom Emulator.

Instructions:

These options don't work in this version.

* Load/Save Frozen:

    Creates snatshops of your game.

* Cheat mode:

    Find and set cheat adresses of your games.

* Save VRAM:

Saves NES VRAM as an IFF-ILBM.

* Save Prefs:

It will save actual preferences in S:AmiNES.prefs

* Black Border:

Borders of NES will be black.

* No illogical moves:

Left and Right at once, or Up and Down at once in Joy-reads are not
acepted.

* Ask for Reset:

Ask always before Power On a Cart.

* Auto Load RAM-Battery:

It will Read RAM-Battery (Cart.sav) when you insert a cart.

* Auto Save RAM-Battery:

It will Save RAM-Battery (Cart.sav) when you Re-insert another cart
or Quit emulator.

* Ask for Save RAM-Battery.

It will ask you for save RAM-Battery.

* Overwrite:

It will Ask you before delete a file.

* Use xpk for save.

For Save all files compresed with xpk.

1.5 AmiNES-Famicom Emulator.

Joy-Control:

In future versions it will be totally configurable:

Keyboard Only: (These keys work in all Joy-Control modes)

ESC = Exit to menu.
Del = Select
Help = Start

```
                             Enter = Start
                        Left Shift = Button A
                        Left Amiga = Button A
                          Left Alt = Button B
                             Space = Button B
                           Cursors = Up/Down/Left/Right
                        Left Mouse = Select
                       Right Mouse = Start


        Amiga JoyStick or compatible Joypad:
        ------------------------------------


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


                Use keyboard keys for other buttons


        CD32 Joypad:
        ------------


                       Play Button = Exit to menu
                      Green Button = Select
                     Yellow Button = Start
                        Red Button = Button B
                       Blue Button = Button A
                     Rewind Button = Button B
                   Fastward Button = Button A
```

1.6 AmiNES-Famicom Emulator.

These are some Webs about Emulators for the Amiga:

```
Emulator Central          www.geocities.com/Area51/Corridor/6825/index.html

Tomas Amsrud              www.applausenett.no/~gdwarf/emu/

Rodney Norton             www.aic.net.au/~rodneyn/index.html

Carl Warrent              www.mechcity.demon.co.uk

Niklas Berg               www.geocities.com/Baja/3812/

Lennart Johannesson       www.netrunner.com.br/emulators-hq/index.htm
```

1.7 AmiNES-Famicom Emulator.

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        DISCLAIMER
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The author doesn't take any responsabilities for incorrect use of this
software.

NES is a registered trademark of Nintendo Corporation.

Devpac III   © HiSoft.

GadToolsBox   © Java Development.

Stc.library   © StoneWare SoftWorks.   (By Jouni Korhonen)

AmiMSX2 Emulator   © RED Soft   (By Juan Antonio Gómez)

AmiGameBoy Emulator   © RED Soft   (By Juan Antonio Gómez)

AmiMasterGear Emulator © RED Soft   (By Juan Antonio Gómez)

fMSX Amiga Emulator   © Hans Guijt.

coolNESs Emulator   © Fredrik Olsson

A/NES Emulator   © Morgan Johansson & Fredrik Schultz.

1.8 AmiNES-Famicom Emulator.

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    BARCELONA
    SPAIN

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    I am losing a lot of time answering a lot of mails. (my english is not
very good) mail me only if it is necesary.

    AmiEmuls Web available coming soon.

    AmiNES-Famicom is 100% programmed and designed by Juan Antº Gómez.

    All graphics and icons are drawn by Multivac.

    Instaler Script by Tomas Amsrud.

Special Thanks to Skid/Ozone for your help in all my emulators.

1.9 AmiNES-Famicom Emulator.

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Technical data:
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AmiNES-Famicom is 100% programmed and optimized in MC68020 assembly language.

Design is totally based on the  AmiMSX2 Emulator.

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

Programmed using Devpac III

GUI created with GadToolsBox.

 3875 lines of NES emulation code.
 2182 lines of menu code.
 4418 lines of GadToolsBox generated code.
 ------
10475 lines   (28731 lines with macros expanded)

100% compatible with 020,030,040 and 060.
```


1.10 AmiNES-Famicom Emulator.

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NES Emulation:
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This is only a preview version.  A lot of things are not yet finished.


6502 Processor:
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It's is finished but there are a lot of bugs.


NES System:
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Only supported mappers:  0 and 2.

Line interrupts don't emulated well.


Video Emulation:
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```
Very incomplete.

Vertical mirroring emulation not finished.

Sprites are not finished.


Sound Emulation:
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Very incomplete, it is under developing.
```

1.11   AmiNES-Famicom Emulator.

```
Future:
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This is unknonw, I am working with AmiMSX2 v2.4 and AmiGameBoy v0.9.

I only continue with AmiNES sometines.
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1.12   AmiNES-Famicom Emulator.

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Thanks:
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Multivac for your Icons and graphics.

Skid/Ozone for your helps.

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.

Matthew O'Neill for making this guide readable.  <mash@enterprise.net>

Tomas Amsrud for the Script instaler and WB icons.

Special thanks to:  Carl Warrent, Lennart Johannesson, Niklas Berg,
Rodney Morton, Fredrik Olsson and Ben Cass.

My sister for annoying me.
```