

AmigaVGB_PPC_Guide

COLLABORATORS

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| | <i>TITLE :</i> AmigaVGB_PPC_Guide | | |
| <i>ACTION</i> | <i>NAME</i> | <i>DATE</i> | <i>SIGNATURE</i> |
| WRITTEN BY | | January 13, 2023 | |

REVISION HISTORY

| NUMBER | DATE | DESCRIPTION | NAME |
|--------|------|-------------|------|
| | | | |

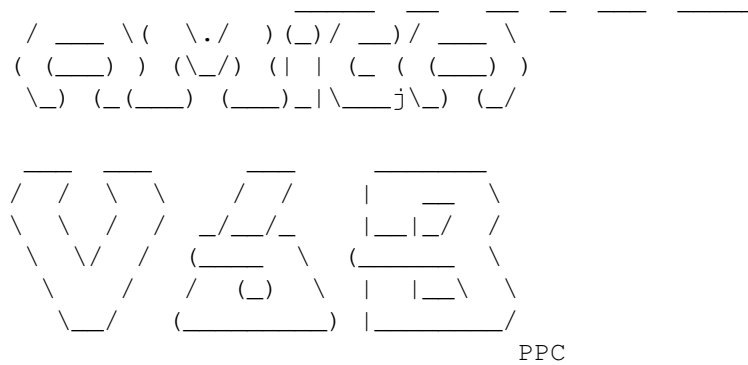
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Chapter 1

AmigaVGB_PPC_Guide

1.1 AmigaVGB - PPC



This is the sixth release of AmigaVGB PPC!
 It is a recompile with some changes of AmigaVGB (for 68k) on Aminet.
 Compared with AmigaVGB running on a 060,
 AmigaVGB PPC has a GREAT speed (even faster than a Gameboy!)..

Usage

Features

Limitations/Requirements

Known Bugs

History

Future

Author

My other PowerUP-Developments

Enjoy it!

Felix

1.2 Usage

Usage

If you want to run a .gb-file, you must use the following syntax:

```
runelf AmigaVGB_CGX.elf CR=<your .gb-file here>
```

or just double-click the PPC-icon for an ASL-Requester!

If the emulator is too fast for you, make the window larger or play around with the options (enter "runelf AmigaVGB_CGX.elf ?" for help..) ..

Keys

```
Left Alt      or '+' on key pad   - 'A'
Left Shift   or '6' on key pad   - 'B'
Right Shift  or '4' on key pad - 'Select'
Return       or '5' on key pad - 'Start'
Cursorkeys   - Joypad
ESC          - Quit emulation
HELP         - opens a help-requester with all these keys
```

1.3 Features

Features

- Uses CyberGraphX-routines for FAST gfx-output
- runs in a window on the Workbench-screen
- own scaling code on PPC for fast refresh
- works stable and systemconform
- fully multitasks
- saves games` Flash-ROMs
- uses ppc.library

1.4 Limitations & Requirements

Limitations/Requirements

- only runs on PowerUP-powered AMIGAs ;-)
- *** you need version 45.20 or better of the ppc.library, get it ***
from <ftp://ftp.phase5.de/pub/phase5/ppc>
- It might need CyberGfx V3 or compatible..
- quite "slow", as pure ANSI-C without any assembler-source-code .. therefore portable (also read VGB.doc inside Misc/ ..) An OPTIMIZED version (I won't do it ;-)
- might get _a lot more_ speed, so if this port of VGB only runs bit faster than an original gameboy, then this is not the fault of PowerUP or the PowerUP-software, it's because pure ANSI-C-code is used for emulation!
- faster than any ASM-optimized GameBoy-emulator on a 68060 .. once again (Power)Amiga rulez!

```

- *****
* I WON'T SEND ANYONE ANY .GB-FILES!! ALSO NOT *
* "FRIENDS" !! FREE EXAMPLES ARE INCLUDED FOR *
* TESTING IN THE Demos-directory!!           *
*****

```

1.5 Known Bugs

Known Bugs

- slower display on screens deeper than 8 bit..
- doesn't work with CGX AGA (more a bug in CGX AGA than in AmigaVGB PPC - get a real GraphX-board!)

1.6 History

History

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Rev. 1 + Rev. 2

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- 68K-version

Rev. 3

-----

- initial PowerUP-version

Rev. 4

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- more SPEED
- reincluded ASL-Requester and Shell-Options
- scalable window
- new icon done with UConv NG 2.1

Rev. 5

-----

- more SPEED
- fixed small bug in gfx-output when scaling
- trashed runelf, because it is no more needed with LoadSegPatch
- doc converted to AmigaGuide by Tomas Amsrud - thanx!
- please also read the future-section - YOUR help might be needed!

Rev. 6

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- removed CyberGraphX-scaling-code and wrote own routine for highspeed-scaling (at least as fast as the CGX-one on 604e/180). Nice effect of this: 68K has to work less, the display is refreshed much faster and you can also play it on screens deeper than 8 bit!
- seems as sound will take a bit longer as the emulation-code for the soundchip is still missing
- compiled optimized version

## 1.7 Future

Future

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Future plans:

- maybe joystick/joypad support
- sound-support via AHI
(I need some help with this as I never did anything with sound before - basically the sound-support is already existing in VGB, but no code for giving them out on the AMIGA :-(- anyone willing ?)
- link-option via Nullmodem-cable

1.8 Author

```
+-----> NEW EMAIL ADDRESS: bs168@fen.baynet.de <-----+
| // A4000/060/50Mhz+604e/180Mhz/54MB/6.4GB/CV3D + A1200/030/6MB |
| \x/ Felix Schwarz, Am Gründla 3, D-91074 Herzogenaurach, GERMANY |
| Amiga +-----+
| forever! | NEWS: UConv NG V3 and PPC version available! |
+-----+-----+
|. o O Go, get Innovative - NOW: http://innovative.in-tec.de/ O o .|
+-----+-----+
```

1.9 My other PowerUP-Developments

Other PowerUP-developments

My other PowerUP-Developments are:

PowerSearch - look for it on Aminet!

Ultraconv NG - THE converter for the AMIGA - now available with PPC-support