WzonkaLad

Ville Helin

COLLABORATORS

	TITLE : WzonkaLad		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY	Ville Helin	June 25, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

WzonkaLad

1.1   Go flying mad with the new Gameboy (tm) emulator v0.57!

Read me before anything (new for v0.57)!

Requirements

Colour editor window

Controls

Preferences window

Rom images

Menu window

Snapshots

Tools (directory)

Emulation

Games working

Things to do

Installing

```
              Thanks to

              History

              The Author         ammw

              Copyrights
  aa

              Final words        ####L
  ###                              J#####,  ____    ___
  ###          _a_                 J##########  J###                          d##_  am#w_
  ###L    __      J###K            g############  d###Q            _ww__  _####m######
  ####wg####     d####w            ###############m######M###m_  d##################
  #########L    ########mm_     J#########################____##M"9###############
  #######@###m_d####@@####m_   J#####M"""#####"""0#######@PM##"   #############M
  ######   ########P  J######__#####K    "#@"   7#####M""       J######@PP@##
  P""#@"    9P"  "@   F   0###@P9M"           ~""""              """""
                          ""
```

1.2   The tools directory

```
              prefs_to_cfg       - Converters
            Wzonka-Lad
             .prefs files to
                  Virtual GameBoy .CFG files. SYNTAX:

                  prefs_to_cfg "[INPUT NAME]" [OUTPUT NAME] [ENTER]

                  NOTE! Background colours are also extracted as window
                        colours to create a whole .CFG file.
```

1.3   Copyrights

1.4 Installing

Installing the emulator would not be easier; Just click on the icon
and Installer (tm) does the job for you.

Thanks to Lennart Johannesson (95lenjo@ostrabo.uddevalla.se) for
the script. Without him we wouldn't have the option of automatic
installation. ;) Cheers!

1.5 Read me before anything!

                  It is deplorable that games like Gargoyle's Quest, Super Mario II ←
                      and
Castlevania II do not work, but don't e-mail me about it! I know it already!

Also ... uh... here's a list that you must not write me about:

·Games not working.
·Free ROM images.
·Gfx-card driver (I'll do it if I can).
·WB-window (this is only reasonable to do on a gfx-board, so it'll
          come with the gfx-card support).
·Sound emulation (it's coming).
·A little bug in the 144/144 screen driver. About the first four bytes of
          the view are trashed. I'm working on a fix.
·Keyboard is not read from the SCREEN. That's because I haven't found out
          how to do that.
·Sprite priority is not emulated. Well, if it was it would drop the emulation
          speed down to almost VGB level. Really! ;)
·Old preferences not working. Move them to the ENVARC: device.
·AGA 1/144 mode is lacking the h/w window. It'll be implemented in the
          next version.
·AGA modes are lacking keyboard handler. It'll be added as soon as I know
          how to use the keyboard.device.

 PS. If something seems to be wrong when first trying out a new version of

              Wzonka-Lad
               , delete the old prefs file first, before sending me
          mail. If that doesn't help, then please write me a line or two.

 But do write about these things:

·Emulator bugs.
·Brilliant ideas (brilliant = exceptionally good).
·Current compability with your gfx-board (with system configuration).
·How much you like this emulator. ;) Or how little. 8)
·The ~three colours that are missing from the VGB colour support. Supported
          colours are yellow,
                      green,
                      brown,
                      black,
                      cyan,

```
                                  red,
                                  white,
                                  pink,
                                  blue,
                                  dkcyan,
                                  orange,
                                  magenta,
                                  dkmagenta,
                                  dkcyan,
                                  dkgreen,
                                  dkred and
                                  dkblue
```

Like the version number indicates, this is still a very new product.
So take it easy, I'll do what I can, but It can take some time.

1.6 Games working

```
              You are provided with two games list.
            One
              is created by Patrik Alexandersson
and Lennart Johannesson with a little help from Nik Racine, and it covers the
games working with
            Wzonka-Lad
            v0.55.
```

```
The
            other
              one is made by Sampo Kytömäki (Ribbon/SuLPu) and it has all the
information about games working/not working with
            Wzonka-Lad
            v0.56.
```

1.7 Games working with Wzonka-Lad v0.55

Game title:	Type:	Size:
ALIEN	ROM+MBC1	131,072
ASTERIX	ROM+MBC1	131,072
ASTEROIDS	ROM Only	32,768
AYAKASI NO SIRO	ROM+MBC2+BATTERY	65,536
ADVENTURE ISLAND	ROM+MBC1	131,072
ADDAMS FAMILY	???	131,072
ALIEN OLYMPICS	ROM+MBC1	131,072
ALLADIN	???	262,144
ALTERED SPACE	???	131,072
BARBIE GAME GIRL	ROM+MBC1	131,072
BASES LOADED GB	ROM+MBC1	131,072
BATMAN ROJ	ROM+MBC1	131,072
BATTLE SHIP	ROM+MBC1	66,048

```
BUBBLE BOBBLE        ROM+MBC1                131,072
BEETHOVEN            ROM+MBC1                131,072
BEST OF THE BEST     ROM+MBC1                262,144
BILL AND TED         ROM+MBC1                131,072
BIONIC-COMMANDO      ROM+MBC1                262,144
BLODIA               ROM+MBC1                65,536
BLADES OF STEEL      ROM+MBC1                131,072
BONK'S ADVENTURE     ROM+MBC1                262,144
BOXXLE2              ROM Only                32,768
BREAKTHRU!           ROM+MBC1                131,072
BUBBLE GHOST         ROM Only                32,768
BURAI FIGHTER DE     ROM+MBC1                65,536
BURNING PAPER        ROM+MBC1                131,072
BUGS BUNNY           ???                     65,536
CARD GAME            ROM+MBC1                65,536
CHOPLIFTER III       ROM+MBC1                131,072
CHOPLIFTER 2         ROM+MBC1                131,072
CHIKI RACE           ???                     262,144
CONTRA               ROM+MBC1                131,072
COOL SPOT            ROM+MBC1                131,072
CRASH DUMMIES        ROM+MBC1                131,072
CRYSTAL QUEST        ROM Only                32,768
CYRAID               ROM+MBC1                65,536
CAESARS PALACE       ROM+MBC1                131,072
DAEDALIAN OPUS       ROM Only                32,768
DAFFY DUCK           ROM+MBC1                131,072
DOUBLE DRAGON        ROM+MBC1                131,072
DOUBLE DRIBBLE       ROM+MBC1                131,072
DEFENDER/JOUST       ROM+MBC1                131,072
DESERT STRIKE        ROM+MBC1                262,144
DICK TRACY           ROM+MBC1                131,072
DIRTY RACING         ???                     262,144
DUNGEON LAND         ???                     131,072
DLAIR LEGEND UK0     ROM+MBC1                131,072
DRAGON SLAYER 1      ROM Only                32,768
DR FRANKEN           ROM+MBC1                131,072
DR.MARIO             ROM Only                32,768
EARTHWORM JIM        ROM+MBC1                262,144
EMPIRE STRIKES       ROM+MBC1                131,072
F15 STRIKE EAGLE     ROM+MBC1                131,072
F1 SUPER DRIVING     ROM+MBC1                262,144
F1 BOY               ROM+MBC1                65,536
FELIX THE CAT        ROM+MBC1                131,072
THE FIDGETTS         ROM+MBC1                262,144
FIFA SOCCER 96       ROM+MBC1                524,288
FIGHBIRD  GB         ROM+MBC1                131,072
FINAL REVERSE        ROM+MBC1                65,536
FLINTSTONES          ROM+MBC1                131,072
THE FLINTSTONES      ROM+MBC1                262,144
FAMILYJOCKEY         ROM+MBC1                131,072
FORTIFIED ZONE2      ROM+MBC1                131,072
FUNNY FIELD          ROM+MBC1                65,536
NETTOUGAROU2         ROM+MBC1                524,288
FORTIFIED ZONE2      ROM+MBC1                131,072
GALAGA&GALAXIAN      ROM+MBC1                131,072
GAME&WATCH           ROM+MBC1                131,072
GB GARMS 1           ROM+MBC1                131,072
```

```
GAUNTLET II            ROM+MBC1                      270,336
GB NEW SD GUNDAM       ROM+MBC1                      262,144
GENERATIONS            ROM+MBC1                      131,072
GODZILLA               ROM+MBC1                      131,072
GRADIUS                ROM+MBC1                      262,144
GREMLINS 2             ROM+MBC1                      131,072
VATTLE GIUCE           ROM+MBC1                      131,072
HATRIS                 ROM+MBC1                      65,536
HEAD ON                ROM+MBC1                      65,536
HOME ALONE             ROM+MBC1                      131,072
THE HUMANS             ROM+MBC1                      262,144
HYPERLODERUNNER        ROM Only                      32,768
HYPER DUNK             ROM+MBC1                      131,072
INDIANA JONES 3        ROM+MBC1                      131,072
JURASSIC PARK          ROM+MBC1                      262,144
JURASSIC PARK II       ROM+MBC1                      262,144
KID ICARUS             ROM+MBC1                      131,072
KESAMARU               ROM+MBC1                      65,536
KINGOFTHEZOO           ROM+MBC1                      65,536
KIRBY'S PINBALL        ROM+MBC2+BATTERY              262,144
KLAX                   ROM Only                      32,768
KWIRK                  ROM Only                      32,768
LAST BIBLE2            ROM+MBC1+RAM+BATTERY          262,144
THE LION KING          ROM+MBC1                      524,288
LOCK'N CHASE           ROM+MBC1                      65,536
LOLO                   ROM+MBC1                      131,072
SD LUPIN THE 3RD       ROM+MBC1                      65,536
MARIO & YOSHI          ROM+MBC1                      65,536
MAGNETIC SOCCER        ROM+MBC1                      131,072
MANSELL                ROM+MBC1                      131,072
MARU'S MISSION         ROM+MBC1                      131,072
MEGA MAN 2             ROM+MBC1                      262,144
MEGAMAN4               ROM+MBC1                      524,288
METROID2               ROM+MBC1+RAM+BATTERY          262,144
MICKEYS CHASE          ROM+MBC1                      131,072
MICRO MACHINES         ROM+MBC1                      524,288
MINER 2049ER           ROM+MBC1                      65,536
POWER RANGERS          ROM+MBC1                      262,144
LUCKY MONKEY           ROM+MBC1                      65,536
MONOPOLY               ROM+MBC1                      262,144
MONSTERTRUCK           ROM+MBC1                      65,536
MR NUTZ                ROM+MBC1                      262,144
NAVY BLUE 90           ROM+MBC1                      131,072
NAVY SEALS             ROM+MBC1                      131,072
NFL QB CLUB 96         ROM+MBC1                      262,144
ONI                    ROM+MBC2+BATTERY              131,072
ON THE TILES           ROM+MBC1                      131,072
OTHELLO                ROM Only                      32,768
GB SUPERBIKKURI1       ROM+MBC1                      262,144
OUT OF GAS             ROM+MBC1                      131,072
PAC-MAN                ROM+MBC1                      65,536
PAINTERMOMOPIE         ROM+MBC1                      65,536
PARASOL STARS          ROM+MBC1                      131,072
PARODIUS DA!           ROM+MBC1                      262,144
PEETAN                 ROM+MBC1                      131,072
GB KUREYON SHIN4       ROM+MBC1                      131,072
PENGUINKUNWARSVS       ROM+MBC1                      65,536
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PENGUIN LAND        ROM Only                32,768
PERSONAL ORGANIZ    ROM+MBC1+RAM+BATTERY    65,536
PINBALL             ROM+MBC1                65,536
PRINCE OF PERSIA    ROM+MBC1                131,072
POPEYE 2            ROM+MBC1                131,072
POP UP              ROM Only                32,768
POWER MISSION       ROM+MBC1                131,072
PREHISTORIK MAN     ROM+MBC1                131,072
GB POWER MOVIE      ROM+MBC1                262,144
PUZZNIC             ROM+MBC1                65,536
Q*BERT II           ROM+MBC1                65,536
RED OCTOBER         ROM+MBC1                131,072
RUBBLE SAVER 2      ROM+MBC1                65,536
SAILORMOON R        ROM+MBC1                262,144
SIDE POCKET         ROM+MBC1                65,536
SIMPSONS 2          ROM+MBC1                131,072
SIMPSONS3           ROM+MBC1                131,072
SNEAKY SNAKES       ROM+MBC1                131,072
SNOOPY              ROM+MBC1                65,536
SOCCER MANIA        ROM+MBC1                65,536
SPIDER-MAN 3 DMG    ROM+MBC1                131,072
SPIDERMAN XMEN      ROM+MBC1                131,072
NETTOU SAMURAI      ROM+MBC1                524,288
STAR WARS           ROM+MBC1                131,072
TAIL GATOR          ROM+MBC1                65,536
TENNIS              ROM Only                32,768
TERMINATOR 2        ROM+MBC1                131,072
TETRIS              ROM Only                32,768
TETRIS2             ROM+MBC1                131,072
TETRIS FLASH        ROM+MBC1                131,072
TMHT BACK FROM S    ROM+MBC1                262,144
TMNT3               ROM+MBC1                131,072
TOPRANKTENNIS       ROM+MBC2+BATTERY        262,144
TOUR DE THRASH      ROM+MBC1                131,072
TRUMP  BOY          ROM Only                32,768
THE PUNISHER           ???                  131,072
NETTOU TOSHINDEN    ROM+MBC1                524,288
VOLLEY FIRE         ROM Only                32,768
WARIO BLAST         ROM+MBC1                262,144
WINTER OLYMPICS     ROM+MBC1                131,072
ZELDA               ROM+MBC1+RAM+BATTERY    524,288
ZOIDS J1            ROM+MBC1                65,536
```

1.8   Game compability list for Wzonka-Lad v0.56

```
Y   = Works with Wzonka-Lad v0.56
YS  = Works with Wzonka-Lad v0.56, but the sprites are screwed up.
144 = Works with Wzonka-Lad v0.56, but only with refresh mode 144/144.
N   = Doesn't work with Wzonka-Lad v0.56
```

Game Title:	Manufactured:	Year:	Type:	Size:	Notes:
ADVENTURE ISLAND	Hudson Soft	1991	ROM+MBC1	131072	Y
AFTER BURST	NCS	1990	ROM+MBC1	65536	Y
ALADDIN	Nintendo	1994	ROM+MBC1	262144	Y

ALIEN 3	LJN	1992	ROM+MBC1	131072	Y
Alien Olympics	Nintendo	19?		131072	Y
ALIEN V PREDATOR	Activision?	1993		131072	Y
ALLEY WAY	Nintendo	1989	ROM ONLY	32768	N
ALTERED SPACE	Imagesoft	1991	ROM+MBC1	131072	Y
ASTEROIDS	Accolade	19?	ROM ONLY	32768	Y
Balloon Kid	Nintendo	1990		131072	Y
BASEBALL	Nintendo	1989		65536	N
BASES LOADED GB	Jaleco	1990	ROM+MBC1	131072	Y
BATMAN FOREVER	Nintendo	1995	ROM+MBC1	262144	N
BEETLEJUICE	LJN	1991	ROM+MBC1	131072	Y
BILL AND TED	LJN	1990	ROM+MBC1	131072	Y
Blaster Master Boy	Nintendo	1991		131072	Y
Blues Brothers	Titus	1991		131072	Y
BOMB JACK	Infogrames?	1992	ROM ONLY	32769	Y
BOULDER DASH	Broderbund?	1990	ROM+MBC1	65536	Y
BREAKTHRU!	Spectrum Holobyte	1994	ROM+MBC1	131072	Y
BUBBLE BOBBLE	Taito	1990	ROM+MBC1	131072	Y
BUBBLE BOBBLE 2	Taito	1993	ROM+MBC1	131073	YS
BUBBLE BOBBLE JR	Taito	1993	ROM+MBC1	131072	YS
Bugs Bunny	Kemco	1990		65536	Y
CAESARS PALACE	Virgin	1990	ROM+MBC1	131072	Y
CASTLEVANIA2 BEL	Konami	1991	ROM+MBC1	131072	N
Chuhk Rock	Imagesoft	1993		131072	Y
CLIFFHANGER	Imagesoft	19?	ROM+MBC1	131072	Y
COOL SPOT	Virgin	1994	ROM+MBC1	131072	Y
CRASH DUMMIES	LJN	1992	ROM+MBC1	131072	N
DESERT STRIKE	Nintendo	1994	ROM+MBC1	262656	Y
DONKEY KONG	Nintendo	1995	ROM+MBC1+RAM+BATTERY	524288	Y
DONKEYKONGLAND95	Nintendo	1995	ROM+MBC1+RAM+BATTERY	524288	N
Double Dragon	Technos Japan	19?		131072	Y
DOUBLE DRAGON 2	Acclaim	1991	ROM+MBC1	131072	Y
DR.MARIO	Nintendo	1990	ROM ONLY	32768	Y
DUCK TALES	Capcom	19?	ROM+MBC1	65536	N
DUNGEONLAND	Enix?	1992	ROM+MBC1+RAM+BATTERY	131072	Y
Earth Worm Jim	Nintendo	1995	ROM+MBC1	262144	Y
EMPIRE STRIKES	Capcom	19?	ROM+MBC1	131072	Y
ESPARKS	Unkown	1992	ROM+MBC1	131072	Y
F1RACE	Nintendo	1990	ROM+MBC2+BATTERY	131072	Y
FIFA SOCCER 96	Nintendo	1995	ROM+MBC1	524288	Y
final fantasy	SquareSoft	1989	ROM+MBC2+BATTERY	131072	Y
final fantasy 2	SquareSoft	1991	ROM+MBC1+RAM+BATTERY	262144	N
final fantasy 3	SquareSoft	1993	ROM+MBC1+RAM+BATTERY	262144	N
FISH DUDE	Sofel	1991	ROM+MBC1	65536	Y
Flint Stones	Taito	1992		131072	Y
FOOTBALL INT'L	Unkown	19?	ROM+MBC1	131072	Y
GALAGA&GALAXIAN	Nintendo	1995	ROM+MBC1	131072	Y
GARGOYLE'S	Capcom	1995	ROM+MBC1	131072	N
GAUNTLET II	Bitmap Brothers	1990	ROM+MBC1	262144	Y
GB BASKETBALL	Imagineer	1992	ROM+MBC1	131072	N
GO GO TANK	Unkown	1990	ROM+MBC1	65536	Y
GOLF CLASSIC	Nintendo	1993	ROM+MBC1	262144	Y
HATRIS	Bullet-Proof Software	1990	ROM+MBC1	65536	Y
HEIANKYO ALIEN	Meldac?	1989		32768	Y
Hudson Hawk	Imagesoft	1991		131072	N
HYPERLODERUNNER	Unkown	1989	ROM ONLY	32768	Y
INDIANA JONES 3	Unkown	1993	ROM+MBC1	131072	Y

JUNGLE BOOK	Virgin	1994	ROM+MBC1	131072	Y
Jungle Strike	Nintendo	1994		262144	Y
JURASSIC PARK	Ocean	1993	ROM+MBC1	270336	Y
JURASSIC PARK II	Nintendo	199?	ROM+MBC1	262144	Y
Killer Instinct	Nintendo	1995		524288	N
King Kong	Nintendo	1994		524288	Y
Kipry's Pinball	Nintendo	1993		262144	Y
KIRBY 2	Nintendo	199?	ROM+MBC1+RAM+BATTERY	524288	N
KIRBY DREAM LAND	Nintendo	1992	ROM+MBC1	262144	Y
KONAMIC SPORTS	Palcom/Ultra	19?	ROM+MBC1	131072	N
Krusty	Acclaim	19?		131072	Y
LAWNMOWER MAN	Unkown	199	ROM+MBC1	131072	N
LEMMINGS	Ocean	1991	ROM+MBC1	131072	Y
LEMMINGS 2	Nintendo	1994	ROM+MBC1	524288	Y
LOONEY TUNES	SunSoft	1992	ROM+MBC1	131072	Y
lucle	Vic Tokai	1994		524288	Y
MADDEN 96	Nintedo	1995		524288	N
MARBLE MADNESS	Bitmap Brothers	19?	ROM+MBC1	262144	Y
Mario&Yoshi	Nintendo	1992	ROM+MBC1	65538	Y
MC Donald Land	Ocean	19?		131072	Y
MEGAMAN	Capcom	1991		262144	Y
MEGAMAN 2	Nintendo	1992		262144	Y
MEGAMAN 3	Capcom	19?	ROM+MBC1	262144	N
MEGAMAN 4	Nintendo	1993		524288	Y
METROID 2	Nintendo	1991	ROM+MBC1+RAM+BATTERY	262144	Y
MICRO MACHINES	Ocean	19?	ROM+MBC1	524288	Y
Mortal Kombat	Acclaim	1993		262144	N
Mortal Kombat 2	Nintendo	1994		262144	Y
MORTAL KOMBAT 3	Nintendo	1995	ROM+MBC1	524288	144
MOTOCROSSMANIACS	Konami	19?	ROM ONLY	32768	N
MR-NUTZ	Nintendo	19?		262144	Y
NBA JAM TE	Nintendo	1995	ROM+MBC1	524288	144
Nemesis II	Konami	1990	ROM+MBC1	262144	Y
Nettougarau 2	Nitendo	1994		524288	Y
NEW CHESSMASTER	Park Place?	1992	ROM+MBC1	65536	Y
NFL QB CLUB 96	Nintendo	1995	ROM+MBC1	262144	Y
NHL HOCKEY 95	Nintendo	1995	ROM+MBC1	524288	N
OTHELLO	Kawada	1990	ROM ONLY	32768	Y
Pac-In-Time	Nintendo	19?		262144	N
PAC-MAN	Namcot	1991		65536	Y
paperboy	Bitmap Brothers	1990		65536	Y
PARODIUS DA!	Konami	1991		262144	Y
PINBALL	HAL	19?		65536	Y
Pinball Mania	Nintendo	19?		262144	Y
Pocahontas	Nintendo	1996		524288	Y
Popeye	Activision?	19?		262144	Y
Primal Rage	Nintendo	1995		262144	144
Prince of Persia	Virgin	1991		131072	Y
RANMA 1/2	Banaresto	1990		65536	144
Rtype 2	Irem	1992		121072	YS
Sailor Moon	Angel?	1994		262144	Y
Shikinjoy	Unkown	1991		65536	Y
SIMPSON 2	Acclaim	1992		131072	Y
SMURFS	Nintendo	1994		131072	N
Snoopy	Kemco	1990		65536	Y
Solar Striker	Nintendo	1989		65536	Y
STARTREK	Ultra Software	1991		131072	N

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STARWARS              Capcom          1992                              131072  Y
Street Fighter 2      Nintendo        1995                              524288  N
Super Kick Off        Imagineer       19?                              131072  Y
SUPER MARIOLAND       Nintendo        1989    ROM+MBC1                   65536  Y
Super Marioland 2     Nintendo        1992    ROM+MBC1+RAM+BATTERY 524288  N
SUPER MARIOLAND 3     Nintendo        1993    ROM+MBC1+RAM+BATTERY 524288  N
Super Offroad         Tradewest       1992                              131072  Y
SUPER RC PRO-AM       Nintendo        1991                              131072  N
TENNIS                Nintendo        1989                               32768  Y
tetris                Nintendo        1989                               32768  Y
TETRIS 2              Nintend         1993                              131072  Y
TETRIS Flash          Nintendo        1993                              131072  Y
THE HUMANS            Gametek         1992    ROM+MBC1                  270336  Y
THE LION KING         Nintendo        1994    ROM+MBC1                  524288  Y
TMNT 3 (Turtles)      Konami          1993                              131072  Y
TMNT FOOT CLAN        Palcom/Ultra    1990    ROM+MBC1                  131072  Y
TOP Rank Tennis       Nintendo        1993                              262144  Y
Tour De Trash         Unkown          1991                              131072  Y
True Lies             Nintendo        1994                              262144  N
Versus Hero           Banaresto       1992                              131072  Y
Wario Blast           Nintendo        1994                              262144  Y
WORMS                 Nintendo        1995                              262144  N
Yoshi's Cookie        Nintendo        1993                              131072  N
ZELDA                 Nintendo        1993                              524288  Y
ZOIDS                 Tomy            1990                               65536  Y
```

1.9 Requirements

Real Requirements:

·An Amiga computer (OSC/ECS/AGA, all will do fine). Though AGA will give you
 the 24-bit palette to play with and a h/w mode to boost the graphics,
 which is soon available!

·mc68020+

·Little memory = ~3MB (FAST memory speeds things up remarkably ;)

·A lot of patience, because this is a very alpha beta gamma delta
 uh... sigma release 8D

·reqtools.library v38+ for loading the rom images and other disk related
 activity.

·wzonka.font for the screen (zapot or topaz fonts will do it if wzonka font
 isn't found, but the view is optimized for wzonka font).

·OS3.0.

Things good to have:

·A cd32 compatible joypad (a very, very, very good thing to have).

·lowlevel.library for the joypad routines (not required by the keyboard
 handler).

·A fast processor (030/~40 MHz should guarantee enjoyable playability in
 all graphics modes, I guess).

·xpkmaster.library and some good sub libraries to pack the rom images
 and ram snapshots with.

1.10 Snapshots

               From version 0.51
               Wzonka-Lad
                has allowed you to save and load ram snapshots.
That means that you can always save your positions even though the
cartridge didn't have its own battery to backup the datas.

Version 0.52 introduced the use of xpk packer libraries to pack your
snapshots. Just choose from the preferences window the library you
wish to use. All the snapshots are packed with best possible effiency
with the selected sub library.

Version 0.53 fixed some bad bugs in the emulation and I had to add
a new byte to the save file, so it can happen that snapshot saved
before v0.53 do not work with v0.53+, but there's no way I can fix this.

I modified the GBS file format a little with version 0.54. If older
ram snapshots refuse to work, you could help a lot by clearing
the first four bytes of the GBS file. Remember to unpack them first
before editing! ;)

Please make the files end to .GBS to indicate that the format really
is
               Wzonka-Lad
               's own snapshot format.

1.11 Controls

                    cd32 compatible joystick:

               yellow = start
               green   = select
               blue   = a
               red   = b

               pause   = pauses the emulator
                          (same as pressing
                           the pause icon.)

                    The keyboard:

          left shift   = b

```
                        left alt        = a
                        right shift     = start
                        right alt       = select
                        cursor keys     = joypad

                        p               = pauses the emulator
                                           (same as pressing
                                            the pause icon.)
```

1.12   Menu window

```
                        Menu bar buttons (from left to right):
```

·Reset the emulator, start again the loaded cartridge.
·Load a new cartridge.
·Run the cartridge. NOTE! When the SCREEN screen mode is selected
                               then pressing to this button will also bring
                               the game screen to front, but only if the
                               joypad is in use.
·Pause the execution.

·Info window open / close.
·About window open / close.
·Preferences window open / close.

·Save ram snapshot.
·Load ram snapshot.

1.13   Preferences window

```
                              Preferences window buttons info:
```

 With version 0.52 came a separate configuration window. In it there are
 slidebars to do the following things:

·Select the amount of frames to skip.
·Select the used
              display
               mode.
·Select the method for
              refreshing
               .

·Select the used xpk library for ram snapshot packing.
·Select the controller type.

·Toggle backdrop on / off.
·Toggle debug window on / off.

·S   - button : Save the preferences to the ENVARC: device.
·Monitor - button : Select a new screenmode.
·Bars   - button : Open a colour editor window.

1.14   Render - slider

                                                     There are three modes to choose from:

·WIN+SCREEN – Uses the window on
                 Wzonka–Lad
                  's screen.

·SCREEN   – Opens a custom 16 colour screen to enhance the output speed.

·AGA H/W   – Fastest of the three modes, this one bangs directly the
               hardware, which is something that the others do not do.
               Like the same suggests, AGA H/W mode is only available on
               AGA equipped computers. Use at your own risk!

1.15   Colour editor window

 With colour editor window you can edit the background and sprite colours
 to match your fancy. The buttons:

·C – slider : Select the colour to edit.

·R – slider : Alter the amount of red in that colour.
·G – slider :   green   .
·B – slider :   blue   .

·IP – button : Interpolate the values between colours zero and three.
               By pressing this the CPU will compute colours one and
               two so that all the colours form a nice smooth set.

·L – button : Load colours from a preferences file.

·S – button : Save the colours to the active cartridge. If there's no
               cartridge loaded, then this button will be shadowed.
               Pressing the S – button will create a file named
               GAME.prefs, where GAME is replaced by the name of the rom
               image used (e.g. ZELDA   .prefs for ZELDA.GB). This
               file is saved in the prefs – directory. NOTE! Preferences
               file inheriths the cartridges real name, not the file name
               to indentify the master rom correctly.

               This way you can have different names for the same cartridge
               and the emulator can still indentify the preferences file.

               Next time the same cartridge gets loaded the colours
               are recalled.

 Universal colours are saved along with the preferences by pressing the
 S – button on the prefs window, but if you wish to save the current colours

to the loaded cartridge, then you must press the S – button on this window.

NOTE! While editing colours, look at the screen to see the effect. The four
      boxes at the bottom of colour editor window represent the current
      colours, but they are often changed by the game rom. So don't be
      bewildered if the four colour box doesn't show the colour morphing
      correctly.

NOTE! When you load a new rom image and the emulator cannot find its
      preferences file the default colours will be used.

1.16 Refresh - slider

                        There are three modes to choose from:

·144/144   – Some games wait for a particular scanline to appear and
               poke new values to the gfx registers causing the graphics
               to alter while the screen is being refreshed. This mode
               forces the emulator to draw one scanline at a time, like
               the Gameboy's h/w does it. Therefore 144/144 mode is the
               slowest of them all, but if games have problems with
               graphics with the other two modes then this is the remedy.

·1/144 VBR   – Waits until the VBR IRQ gets executed and draws the screen.
               Problems with scrolling can be somewhat cured with this
               mode, but doesn't offer the compability the 144/144 gives.

·1/144 LAST – Waits even longer than the 1/144 VRB mode, all the way
               until it's time to start from scanline zero and draws the
               screen in a big flash like the VBR mode does. Many games
               seem to work with this mode, so it's advisable to try out
               this option before the two others.

1.17 Rom images

You can load your own rom images assuming that you have some ;) I recommend
those shipped with the Virtual Gameboy, because almost all of them run
without any problems 8D

From version 0.52 and on it has been possible to load xpk packed cartridges.
If you use this feature, you should have xpkmaster.library located
in the LIBS: device and the xpk sub library you used for packing in
LIBS:compressors/ drawer. The same goes for saving xpk packed GBS files.

                        Tictactoe:

Made by Norman Nithman. I got his permission to use the rom image.
Thanks, Norman. ;)

1.18 Emulation

Not very far from perfect. ;) There are two things that are not ←
done
in the graphics emulation. Sprite priorities and sprite colour changes
on a scanline basis are left out for your's sake. It would eat up too
much resources.

It's a real Gameboy emulation this time, no fakes here! ;)

Runs a lot faster than the medicore unix-port Virtual Gameboy, which is
though a far better emulator in the terms of compability.

Here is some misc
information
about the emulator programme.

1.19 Things to do

·A list of background patterns (unique colours & images) to choose from.

·Perhaps a background image editor.

·Code this damn thing complete. ;)

·Keyfile system, because this will be shareware some day $) ($15).

·Sound emulation!

1.20 Information

·Opens a 320x256x5 screen. Very reliable, multitasking and colourful ;)
 The SCREEN screen driver will use a depth of four planes to speed up
 graphical operations.

·100% assembler code.

·Assembled with PhxAss MC680x0/68851/6888x Macro Assembler v4.35
 Copyright 1991-97 by Frank Wille. Thanks Frank!

·020 / 32bit instructions used. Very little memory access while
 doing the z80 emulation.

·Sound emulation is still missing...

·NOTE! Don't load something that isn't a rom image, because I haven't done
 the code to check the cartridge's validity. It won't guru, though, but
 be careful!

1.21 Thanks to

·Jarkko Vatjus-Anttila for great help, succestions, information, ←↩
                 source
codes and for being such a nice geezer ;) Without him this emulator
would look much more boring.

·Marat Fayzyllin for the most valuable information 8D He's one of the
 two guys who helped me through the developement and stayed calm,
 though my mails filled his account's hd-space ;) VGB inspirated me
 to do
                Wzonka-Lad
                !

·Chaos-Knight for the documents.

·Hans Guijt, the author of 100% asm fMSX, for z80 example codes, information
 and source codes. Without him this emulator would not exist. Brilliant, Hans!
 Good work with the fMSX!

·Morgan Johansson [orbit / giants] for (his everstopping whining about when
 the emulator is ready ;) and for his fast magnifying zoom routine, which
 will be used in the h/w version of
                Wzonka-Lad
                .

·Brothers Sandgren for their help with os-code and graphics.

·Luca Longone for his marvellous newicons!

·Lennart Johannesson for the installer script!

·Paul Barker for beta testing and excellent ideas!

·Jon Åslund for the magic-wb drawer icon.

·Jeff Frohwein for his brilliant GameBoy homepage and the variety of documents
 available there. Keep that robot rolling!

·Sampo Kytömäki for VGB preference files and info!

·And all the others for encouraging me to continue the work. Cheers!

·Special hidden secret thanks to an anonymous individual! ;) Thanks! 8D

1.22 The author

I'm happily living here in Finland. Age is 19 and I'm studying computer
science at the Helsinki University of Technology.
After the school I'll be a lot older and Master of Technology =D

Hardware used for developement: A1200/030/28MHz + 16MB FAST + 400MB HD.
                               + CD^3^{2} JOYPAD + "DRACULA X" - AUDIO CD ;)

                                        NOTE! NUMEROUS URUSEI YATSURA EPISODES WERE
                                        WATCHED DURING THE TIME WHICH SHOULD HAVE
                                        BEEN SPENT ON CODING. ;)

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            00190 Helsinki
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www: http://www.hut.fi/~vhelin (Go to see the captive and you'll find
                                   a link to my gameboy-page, which
                                   informs about updates and so on).

        http://www.niksula.cs.hut.fi/~tursas (This is for people capable
                                              of reading finnish. Take a
                                              look at my school related
                                              home page ;).

1.23 Final Words

If you think you could improve on some parts of the program, then let me know.

                              Help wanted: ;)

If anyone has very good information about GB's sounds, well, I could use some
help here ;)

1.24 Wzonka-Lad

So, where does this silly name come from? Many have guessed that Wzonka
stands for Game and Lad for Boy in finnish, but that's not it!
Wzonka-Lad is the first name that came into my mind when it was time
to choose a title for this emulator. I often like to name things like this,
though it sounds as an act of lunacy ;) Anyway, it's much better than
something like "MagiGB", "GoggleBoy" or "AmiGameBoy", well not better
than GoggleBoy, but anyway. ;)

1.25 History

v0.42 (20-Oct-96)
The first public release.

v0.43 (30-Oct-96)
Added a little debug window. Modified the z80 emulation. Now faster and
safer. Made the other windows nicer ;) Found irritating bugs... ;(

```
v0.44 (06-Nov-96)
Now you can load rom images by the power of reqtools.library (assuming
that you have it). ;) Added some more things to the debug window and
made the emulator behave better.

v0.45 (11-Dec-96)
Fixed some bugs and added the keyboard controller!

v0.46 (15-Dec-96)
Added emulation for the gameboy h/w window.

v0.47 (25-Dec-96)
Rewrote the gfx routines. Now faster (much faster on slower machines) and better.
Added emulation for sprite x and y flippings.

v0.48 (26-Dec-96)
Added emulation for sprite colours, and an amigaguide version of the documents.

v0.49 (28-Dec-96)
Fixed a sprite palette bug (Reported by Morgan Johansson).
Now requires 1 MB more memory for the bank switching table, which isn't yet
in use. Fixed some bugs and speeded up the z80 emulation.

v0.50 (30-Dec-96)
Implemented the code for bank switching with look up table. Multibank games
speed up! Fixed some more z80 bugs. Now uses OpenWindowTags and
supports the 3d look mode, so there is no need for MultiCX anymore ;)
Thanks to Johan Sandgren for this fix! Fix for the new button looks goes
for Johan's brother, Rickard! (Though I did not do all the modifications he
suggested). Anyway, great support! ;)

v0.51 (03-Jan-97)
Speeded up the z80 emulation. Added icons by Rickard Sandgren to the icons
directory. Switched from Asmone to PhxAss, because the bug I encountered
in Asmone wasn't funny. Boo! Added ram bank switching. Now the requester
recalls its path. The emulator can be launched from wb. Drew myself
a newicon. ;) Fixed some misc user interface bugs. Added ram snapshot loader
and saver.

v0.52 (08-Jan-97)
Fixed some z80 bugs. Added new icons by Luca Longone. Reordered the keys
and buttons to enhance the emulation ;) Fixed a GBS loader bug. Added xpk
cartridge and GBS packing/unpacking support. Speeded up debug and cartridge
info windows output. Visuals changed a bit, due to the addition of a
preferences window. Fixed a bug which could cause a crash on exit.
Added a primitive preferences saver. Added frame skipper.

v0.53 (10-Jan-97)
Fixed a debug window update bug. Fixed some major z80 and h/w emulation bugs.
"Zelda is working!" - release ;)

v0.54 (15-Jan-97)
Compability boost release. Interrupt emulation and z80 bugs fixed.
Once again reordered the keys to avoid A1200 keyboard bug. Fixed a sprite
priority bug. Added a screenmode requester. Modified the GBS file format!

v0.55 (18-Jan-97)
```

Added window position saving with preferences. Added installer script by
Lennart Johannesson! Thanks! Fixed screenmode requester cancel button
bugs. Reordered the keys once again (!). This time they work perfectly
on an A1200 (10hrs of testing accomplished). The 1st Aminet release.

v0.56 (03-Feb-97)
Added a new screen driver and introduced a new graphics emulation mode.
Added reset button to the menu bar. Added colour editor window and
possibility to save colours universally and cartridge independently.
The SCREEN screen driver now inherits the main screen's ID. The SCREEN
screen driver now works correctly with all modes. Joypad's pause button
is now utilized. Removed window's priority over the sprites, because many
games were suffering from invisible sprites on the window. Echo RAM
emulation added. Added automatic screen to front popper in SCREEN + JOYPAD
mode.

v0.57 (02-Mar-97)
Added automatic window activation in KEYBOARD mode. Now the CARTRIDGE, PREFS
and GBS paths from the file requesters are saved along with the universal
prefs. Colour loader defaults to prefs directory. Added close gadgets to
the CARTRIDGE INFO, PREFERENCES, ABOUT and COLOUR EDITOR windows.
Changed the background pattern image. ;) Added p-key pausing to KEYBOARD
controller. Fixed a bug in NONE xpk library GBS saver. The colour editor now
accepts VGB CFG files. Added a colour prefs to VGB.CFG file converter
executable. The COLOUR EDITOR and PREFERENCES window gadgets are shadowed
when the emulator is running. Luca Longone fixed the drawer icons! (Which I
accidentally messed up). ;) Lennart Johannesson updated the installer script.
Speeded up all graphics modes a little. Now the screens use the SA_AutoScroll
tagitem. Moved S:WzonkaLad.prefs to ENVARC:Wzonka-Lad.prefs by request.
Added AGA (unfinished) screen drivers.