

ANES

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COLLABORATORS

	TITLE : ANES		
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REVISION HISTORY

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Chapter 1

ANES

1.1 -÷×÷- A/NES -÷×÷-

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-$\div$-  Amiga Nintendo Emulator  -$ \div$-
          Version 0.34b
          SHAREWARE

          Created by:

          Morgan Johansson
          Fredrik  Schultz

          Documentation

          The authors cannot be held responsible for any possible
          damage caused by this program. You are using it at your
          own risk!

```

1.2 -÷×÷- A/NES -÷×÷-

Welcome to A/NES - Amiga Nintendo 8-bit emulator.

Introduction	A short introduction to A/NES...
Requirements	What do you need to run this..?
Installation	Shouldn't be a problem...
Registered User?	Read this if you're a registered user.
Features	Features

Controls	If you don't already know them...
Register	A/NES is now shareware!
Authors	How you can contact us...
Comments	Comments from the public.
Future	What will the future be?
History	Link to the past ;)
Bugs	Still some to fix...
FAQ	Frequently Asked Questions
Is this legal?	A legal notice found on the Net...
Greetings to	

There are NO demo limitations implemented yet!

1.3 -÷×÷- A/NES - Registered Users -÷×÷-

Information for registered users

The keyfile you've got, should be placed
in your S: directory and nowhere else.

More information to come...

1.4 -÷×÷- A/NES What's new? -÷×÷-

Features

- Full 6502 emulation!
- Battery backup
- Sound support via internal Paula chip! (partial!)
- CD32 joypad support
- Supports mappers 1,2,3,4,7,9,11 (more or less)
- Written in 100% 680x0 assembler code
- There is NO limitations in non-registered version!

As the NES sound is not always correctly emulated,
don't turn up your volume too high! :)

The Preferences & Save buttons doesn't have any
functions yet.

1.5 -÷×÷- A/NES Controls -÷×÷-

JOYSTICK 1

ENTER - Start
RIGHT SHIFT - Select
LEFT CTRL - A
LEFT ALT - B
 ARROWKEYS - Guess what? :)

 ESCAPE - Abort emulation

or if you've got a CD32 compatible joypad:

YELLOW - Start
GREEN - Select
RED - A
BLUE - B

Joystick 2 is not yet emulated.

If you abort the emulation (by pressing ESCAPE),
remember there is no way to continue the emulation
where you left it. This will be implemented in a
later version of A/NES.

1.6 -÷×÷- A/NES Bugs -÷×÷-

Reporting bugs

Yes. There is bugs in A/NES. It's just a question
of time before you find them. :)
Please report bugs to us that causes your computer
to behave strangely. (See our addresses elsewhere
in this guide file).
BUT! Don't report about non-working ROMS!
Many things is NOT emulated properly / yet, so please
have patience...
Note that questions/problems concerning the GUI
should be reported to Fredrik .

When reporting bugs to us, don't forget to mention:
* Your complete machine setup! (cpu, ram, PAL/NTSC?, etc)
And anything else that may be usefull for us to know..

Known bugs

- * CPU emulation bugs (Damn, these are hard to find!)
 - * Bugs in sound emulation.
 - * Compability problems with NTSC.
 - * Memory deallocation problems.
-

1.7 -÷×÷- A/NES Requires -÷×÷-

Requirements

- AGA chipset
- 68020+
- ~2Mb of Memory
- reqtools.library

A/NES sometimes have problems to run on unexpanded A1200 machines, so a fastram expansion is a good thing to have. Or even better, a turboboard! :)

If you want CD32 joypad support you will also need the "lowlevel.library" in your LIBS: drawer. (Not included in this archive!)

1.8 -÷×÷- A/NES Registration -÷×÷-

How to register

A/NES from now on is Shareware. We have spent alot of time developing this piece of software so we think it's time we get something back instead of just giving..

Here is the shareware price and only the following currencies are accepted:

- * 100 SEK
- * \$15 US

NOTE! Only cash is accepted! (No coins please!)

Sending us SEK is prefered since that saves us alot of trouble and you will get your keyfile even faster.

When registering A/NES you will get a personal keyfile of A/NES which you must not spread. If we ever find a registered / cracked version of A/NES or a spreaded keyfile we will simply stop the development!

When you send the money to us, do not forget to mention in your letter:

- * Your complete name and address.
 - * Your e-mail address
 - * Computer (Cpu, memory, etc.)
-

People with e-mail will get their keyfiles into their e-mailbox.

For questions, send an e-mail / snail-mail to the addresses found in the "author" section.

Why should I register?

By registering this program you help keeping this project alive and you show us your support. Also, more registrations will make us work faster! :)

Send the registration fee to:

FREDRIK SCHULTZ
ÖSTRAVÄGEN 12
715 31 ODENSBÄCKEN
SWEDEN

And if everything is alright, you'll receive your keyfile within just a couple of days.

1.9 -÷×÷- A/NES Introduction-÷×÷-

Introduction

It all started a day in may in the year of 1997. I was watching Nesticle on a PC machine and started to wonder why there wasn't any decent NES emulator for Amiga... So I (Morgan) and my friend Fredrik started this little project. We had never done anything like this before so it was a challenge. The CPU emulation (it's incredible fast) was written from scratch in 68020 assembly language and everything else concerning the emulation is also written in assembly.

And here it is!
An early beta version...

Although the emulation is far from complete and A/NES isn't the fastest emulator today, we still hope you enjoy it. Since it seems that this is the only emulator that actually flip the sprites correctly. ;)

"Why register a shareware emulator when there are several freeware-ones?"
 By registering A/NES you show us your support in our project,
 and the chances of this project to continue increases.
 Without YOUR support, A/NES will die!

..... more to come

1.12 -÷×÷- How 2 A/NES -÷×÷-

Installation

Copy the nintendo.font into your FONTS: assign and copy
 the rest of the files to a suitable directory.
 Ta-da! :)

An installation script will probably be added later
 for this purpose...

1.13 -÷×÷- The future of A/NES -÷×÷-

The future

Things that will be implemented VERY soon are:

- * Much better & faster sprites!
- * Splitscreen scroll!

Here are more things we are working on:

- * More bugfixes
- * More speed
- * More Mappers
- * Better sound support
- * Zapper emulation
- * GameGenie / Action Replay support

1.14 -÷×÷- A/NES History -÷×÷-

History

 Version: Released:

0.34b	13/9-97	* Small joypad bug fixed.
		* Keyfiles are now supported.
		* Minor speedup and fixes

		<ul style="list-style-type: none">in the spriteroutines.* Bank-switching code optimized.* Triangle Wave soundchannel implemented.* Minor optimisation in PPU code.
0.33b	3/9-97	<ul style="list-style-type: none">* A small (but major) CPU-bug fixed!* CD32 joypad support!
0.32b	31/8-97	<ul style="list-style-type: none">* Sound support! (partial)* A spriteregister wasn't properly emulated. Fixed now!
0.31b	23/8-97	<ul style="list-style-type: none">* FAST version included!* Mapper #11 supported.* Small fixes.* A/NES is SHAREWARE! Support us!
0.30b	5/8-97	<ul style="list-style-type: none">* Mapper #4 is now partly supported!* Mapper #7 supported.* Mapper #9 now fully supported.* Minor changes and bugfixes.
0.29b	3/8-97	<ul style="list-style-type: none">* Major improvements in the graphic routines, resulting in an incredible speedup in some games.* Minor fixes.
0.28b	27/7-97	<ul style="list-style-type: none">* A register wasn't properly emulated. Fixed now! (some games works alot better!)* Battery backup functions added!* Mapper #1 emulation improved and bugfixed (ALOT)!* The filerequester now remembers where you "left it" the last time (saved in S:ANES.prefs).* Small CPU emulation bugs fixed.
0.27b	19/7-97	<ul style="list-style-type: none">* Mapppper #1 emulation improved but not yet perfect.* 8x16 sprites supported.* Some emulation bugs fixed.* GUI changes/fixes.* File requester routines bug-fixed once again.* And some other changes...
0.26b	13/7-97	<ul style="list-style-type: none">* Keyboard handler a little bit improved.* File requester should now work properly (phew!)* ESCAPE is now used to abort

the emulation.

0.25b	12/7-97	* Damn! Bugfixing the previous version resulted in another bug. The "cannot click any button" bug should now have been removed
0.24b	12/7-97	* Major improvements in the keyboard handler! * Mapper #1 partly supported! * Minor GUI fixes. * Small CPU bugs fixed.
0.23b	8/7-97	* Minor fixes. * Some GUI-NTSC problems fixed.
0.22b	8/7-97	* Shouldn't crash anymore if started from an icon.
0.21b	6/7-97	* Fixed some minor stupid bugs! * 50 FPS speed limit for fast computers. (Could cause very annoying flickering if framerate was more than 50FPS). * We're still at SCC'97 and we have just found out that we won the democompo! :)
0.20b	6/7-97	* Released at the SCC '97 party held in Köping, Sweden. * Mapper 2 and Mapper 3 supported. * Many bugfixes. * Sprite routines optimised. * Colours now look better.
0.10a	30/6-97	* First official beta release!

1.15 -÷×÷- A/NES -÷×÷-

Authors of A/NES:

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guilty of: 6502 CPU emulation
Sound
Mapper support
ROM-handler
Gfx in general
Bugtesting (and finding most of them)

FREDRIK SCHULTZ
ÖSTRAVÄGEN 12
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SWEDEN

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4mb Fast, 540Mb HD.
e-mail : giants@hem.passagen.se

guilty of: 6502 CPU emulation
GUI
Gfx in general
Sprite & Scrolling
Some bugfixing

NOTE! Letters concerning ROM FILES won't be answered.

Also big thanks to
Dew / Limited Edition - for fixing the keyboard handler!
(dew@led.org)

1.16 -÷×÷- Frequently Asked Questions -÷×÷-

Frequently Asked Questions

Q: Will there ever be a A/SNES??

A: Who knows... But with enough support on A/NES.. Nothing is impossible.

Q: There is no scrolling!

A: Well, we haven't implemented it yet. Don't worry. It will come!

Q: Why is A/NES written in assembler and not C?

A: There is enough slow c-ports out there, don't you think?

Q: I keep getting a "FAILED" message what does that mean?

A: Well, the game has tried to execute an invalid assembler instruction. This is probably not caused by the game itself, it is just caused by bugs in our emulator. :)

Q: Why does A/NES requires AGA chipset?

A: This is due to speed-reasons. An ECS version will probably be released later, but it will be a little bit slower than the AGA version.

Q: Not many games work!

A: Hey! We are no magicians! It'll take time to do a perfect emulator.

Q: It doesn't work correctly on my NTSC system.

A: We are aware of these NTSC problems and we are working on them.

Q: In some games, the graphics looks very strange.

A: Yes. This could be the result of an unsupported (or not an entirely supported) Mapper chip.

Q: Why doesn't A/NES multitask?

A: A/NES doesn't use any system routines because of speed-reasons. Running A/NES in a workbench window would sure be nice, if you have an INCREDIBLE fast machine, but most Amiga users doesn't have that kind of equipment today.

1.17 -÷×÷- A/NES Greetings to: -÷×÷-

Thanks to:

Yoshi

- Well, thanks for your docfile and for your support!

-
- Marat Fayzullin - Without your NES doc file this wouldn't even exist.
- Ville Helin - Thanks for alot of technical information and also for beeing such a nice guy! :)
- Dew/LED - Woah! Thanks man for everything!
- Fredrik Olsson - Thanx for some bugfixing-hints.
- Nate_DAC - For providing us with various usefull information about the 6502.
- Bloodlust Software - For Nesticle.
- #Amycoders - Thanks for all help.
- Everyone - That has supported us this far and believed in this project. Thanks!
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