

Change History

Version 0.8 beta (Panther Release)

- recompiled for Mac OS X 10.3 (Panther)
- fixes the sound problem which appeared with Panther.

Version 0.7 beta (NVidia fixes)

- fixes a problem with NVidia graphics cards

Version 0.6 beta

- allows write protection of disk images to make some games work (for example, Wizardry)
- fixes a nasty sound problem on some PowerMacs running 10.2.3.
- slows down disk reading somewhat so it does not skip over intros or title screens
- distribution now includes a binary of "nulib2" for conversion of ".shk" and ".sdk" files
- distribution now includes some disk images reclassified as freeware

Version 0.5 beta

- Joystick/Paddle emulation using keyboard cursor & command/option keys
- Sound improvement (simulates chassis/echo)
- Speed control improvements
- Distribution now includes some shareware titles for testing

Version 0.4 alpha

- MacOSX 10.2.3 fixes, sound improvements and fixed a problem with reboot
- Update only release (no distribution)

Version 0.3 alpha

- Speed increase
- Update only release (no distribution)

Version 0.2 alpha

- Emulator speed control improvements. Speed and sound should be almost correct now.
- Changed scan line display and added option to switch scan line display off
- Added button to write data back to disk image files
- Added a new startup screen

Version 0.1 alpha

- Initial release

right.jpg "

Welcome to OSXII. If you liked this stuff when were a kid, it might be fun to play around with it. Otherwise, I'd say it's really pointless. OSXII is a native Apple II emulator for Mac OSX, based on Cocoa and OpenGL:

screendump.jpg "

- emulates Apple II+ or Apple IIe computers (including 80 column card, 128K, Double Hires etc.)
- emulates one disk drive and lets you organize floppy disk images in subfolders
- provides an easy to use interface for changing disks, rebooting and so on
- simulates a monochrome display, has sound and joystick/mouse support

If you're looking for general information about the Apple II, check <http://www.faqs.org/faqs/by-newsgroup/comp/comp.sys.apple2.html>.

Feedback

Feedback is welcome. Please send emails regarding this emulator to axel@intergalactic.de.

I might not always find time to respond immediately.

Quick Start

If you're impatient and already used to other Apple II emulators, please perform the

following
steps:

- 1) drag the OSXII folder to your hard disk
- 2) place Apple.ROM and Disk.ROM in "Roms" directory
- 3) place disk image files in "Disks" directory
- 4) launch the application

This emulator is distributed without the required firmware ROMs, as I am not certain about the legal situation. From my perspective, the use of the following sources is legal as long as you own the original equipment or software licenses. But I'm not certain about this.

Obtaining the required ROM image files

Although I do not encourage to use the following hints, the required firmware ROM files may be obtained from various sources on the Internet including old emulator distributions such as **apl2em** (which also includes the required Disk.ROM file) and other sources on the Internet.

Some good sources dedicated to the Apple][are:

Asimov (the most comprehensive archive):

apl2em/

- *ftp://ftp.apple.asimov.net/pub/apple_II/emulators/apple_2_for_windows/*
- *ftp://ftp.apple.asimov.net/pub/apple_II/emulators/rom_images/*
- *ftp://ftp.apple.asimov.net/pub/apple_II/images/games/*

Emulation.net (Macintosh emulation site)

- *http://www.emulation.net/apple2/*
- *http://www.faqs.org/faqs/apple2/emulators-faq/part1/*

The preferred setup is to use an Apple //e firmware ROM.

Please also refer to **<http://apple2.intergalactic.de>** for more information.

System Requirements

The emulator has been tested using the following system environment:

- Mac OS X Version 10.2.2 (10.2.3)
- Power Macintosh G3 >= 500 Mhz
- ATI Rage 128 or better graphics card
- ROM and floppy disk image files

There will be problems with the user interface when using Mac OSX versions prior to 10.2.

Required ROM files

As with many emulators, OSXII relies on the presence of several ROM images, which are copyrighted and may not be distributed. You must obtain the ROM image files and place them in the "*Roms*" subdirectory before you can use the emulator. The following files must be present in the "*Roms*" subdirectory, located at the same level as the application:

- Apple.ROM
- Disk.ROM

Apple][, Apple][+ or Apple //e ROM images should work, although I had some trouble with an Apple //c ROM.

For some features, an Apple //e image will be required.

Disk images

Disk image files must be placed in a subdirectory named "*Disks*" at the same level as the application.

The disk image files do not require any extension or file type. Also, you might want to create subdirectories within the "*Disks*" folder for more convenient organization of many disk images.

Disk images may be in interleaved or non-interleaved format. If you're experience problems booting a given

disk image, it is quite likely in the wrong format. OSXII currently does not automatically detect disk image

formats, but you might use a simple command line utility (located in the Misc directory of the distribution) as follows:

```
$ make conv
```

```
$ conv < my_disk_image > converted_disk_images
```

Historically, disk image files using the ".dsk" extension would work without conversion, while images with a ".nib" or ".dos" extension should be considered to be converted.

To deal with ".sdk" or ".shk" files, check the "nulib2" command line utility.

Known Issues

The following are known issues I intend to fix soon:

- sound might affect other applications while OSXII is running
- speed and sound synchronization does not work perfectly
- B&W is not implemented for double lowres and double hires modes
- Some rare disk image files won't boot or crash

Acknowledgments

This emulator is based on a Unix emulator called YAE 0.6. In turn, YAE was based on previous work by Randy Frank and others. Please refer to the source code of YAE 0.6 for more information.

OSXII uses the "PortAudio"-Library, Copyright ©1999-2000 Ross Bencina and Phil Burk.

The application icon and other icons were created by Hein Mevissen, ©2002 miXthepiX.

Distribution and Source Code

OSXII may be freely distributed. You must not distribute this software along with copyrighted material, such as ROM or floppy disk images. If you're interested in the source code, please let me know.

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