

CoolINESs

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COLLABORATORS

	<i>TITLE :</i> CoolINESs		
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REVISION HISTORY

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Chapter 1

CoolNESs

1.1 CoolNESs.guide

CoolNESs a cool NES-emulator for Amiga
version 0.41b [1997/08/15]

Features:

Support for Mapper: 0, 1, 2, 3, 7, 9.
Support for 2 joysticks and keyboard.
Screenscrolling.
Battery save.
Minimal soundsupport. *Registered users only*
Keyfile support!!!

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Thanks

1.2 Thanks

I would like to thank the following people for their help in obtaining information regarding NES emulation.

Marat Fayzulin Would never have started without his doc!

Yoshi Should be nice when i start working on the sound.

Alex Krasivsky

Juan Antonio Gomez Thanks a lot, for hints on the code and stuff.

Special thanks to all Amiga-Users.....
All who registered Thanks alot for the moral support.
Specially Blonde Lion.

All the WarD-members. Guru, Tesla, Ash, Axe, xTs, Classe, CaB.

3LE, Spot/NewAge.

Ida Evertsson.

To the Quake-clan TheBlackKnights.

Nintendo???

More to come.....

1.3 Copyright

This guide and the executable CoolNESs-file is
copyright 1997 Fredrik Olsson. This is shareware so spread it as you
like, but don't spread the keyfiles.

This Software is provided "As is", so if your computer or anything
else bursts into flames or starts leaking or anything else unpleasent
happens and you think you can blame me, your wrong. You are responsible.
Don't use this if you don't like it.

This product may only be used on an Amiga compatible computer.

It may not be sold for profit. If published with a magazine I would
like a copy of the magazine or atleast be noticed about it.

You are not allowed to use this software in the creation of weapons.

If you cant read this text then you MUST ask a friend or
a parent to read it for you ;)

1.4 Contact Me

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FluBBa

1.5 Introduction

I was looking for a cool NES-emulator but all around me was darkness. ;)

Well it all started out a couple of years ago when I started on a Zelda-simulator, first we started recreating the graphics, and then some routines but the more I coded the more I saw how much time this would take. So when I heard of Nes-emulator for the Amiga I thought.....

Eeeh well at least I tried to think :)

So here is the result of some weeks thinking and some weeks of coding.

Zelda is working now! =)

CoolNESs!

1.6 Usage of CoolNESs

Kind of simple actually, just run it from cli or WB.
Select a *.nes file and away you go.

Return works as Start.
Right_Shift works as Select.
Left_Shift or Fire1 is B.
Left_Alt or Fire2 is A.
Arrow_Keys or joy is direction.

Esc is used to quit.
F2 turns on joy2.
F10 is reset (is not fully functional).

1.7 Requirements of CoolNESs.

To start the emulator you need AGA and a 68020 or better.
Right now a PAL-monitor is required too. Maybe changes in the future.
To get good speed (full frame rate) you will need a 25MHz+
processor and fast-mem. Its not bad with a 040 or so....

A 2button-joystick is nice but not necessary.

It needs a total of 200K chip and 250K any mem.
Plus mem for the cartridge. Varys from 24K to 768K.

A NES-rom would be fun also... =)
And NO! I wont send any to you! Not if its Copyrighted.

Maybe I write a demo for the NES. :)

1.8 What to come in the future.

There are a lot of things to come in the future.
To bad I can't predict the future ;)

First of all better and faster sprites.
Flip X, Y. No 8pixel jumps. Priority.

Support for MMC4 and some other.

Better sound.

Save of prefs.

A Nice Gui. =) A friend is working on it right now.

NTSC/PAL selectable. Frequency and screenheight.

Splitscreen, tricky but it's possible.

Cycle-count and system-screen to allow for real multitasking.
And a non-AGA version???

FamilyBasic Keyboard???

NES-DiskDrive???

Zapper???

A kewl demo, to show off some gfx.

1.9 The history of CoolNESs

Ver 0.41b 11 August 1997.
Added Keyfile support. Thanks to Blonde Lion. =)
Rewrote some of the CPU emulation. Thanks to Juan Antonio Gomez.
Added minimal soundsupport.

Ver 0.40b 9 August 1997.
Added 16pixel high sprites.
Added battery save.
Mapper#1 Partially working. Zelda, KidIcarus, Metroid, Castlevania2.
Edited sprite-flag in PPUstatus register (again).
Fixed the background-color.
Minor update of the gfx&cpu-routine.

Ver 0.39b 2 August 1997.
Lowered vertical resolution.
Fixed Mapper7 and Mapper9.
(Have you seen the PunchOut-logo in Darkness?)

Ver 0.38b 1 August 1997.
Fixed sprite-flag in PPUstatus register (many more games work).

Ver 0.37b 30 July 1997.
Added First try on mapper9, Punch Out.
Rewrote some cpu-routines (saved 10 cycles on rotate-left).
Rewrote the gfx-routines (scrolling games faster).
Added keyboard-support (not good but it works).
No more NMI during MemSwapping, mapper2 works better.
Moved gfx-routines out of the interupt. woops!
Added First try on mapper7, Wizards&Warriors etc.
Mapper3 changed to "Noncopying", pointer instead (faster).
Added MemAlloc for CartSize.

Ver 0.36b 17 July 1997.
Added Asl-requester.
Added RomInfo

Ver 0.3 never released
Fixed a groovy bug in the CPU-command SBC.

Ver 0.2 never released
Made screen-core.
Made cpu-core.

Ver 0.1 never released 29 June 1997
Started on the concept of a NES-emulator.
Downloaded Marats NES-Doc.

1.10 Limitations.

Are there Limitations!?!

Yepp, but only for now.....

The first and your worst is the time limit of 6 minutes.
And it doesn't support Mapper4.
Sprites dosn't flip or flop. But they jerk. ;)
Poor Keyboard support.

This will change in the
Future
, but I want your response.
So if you want a new version then Register.

And from now on it will cost \$15/£12/100SeKr

Send your full name and adress to:
Fredrik Olsson
Lars Kaggsgatan 111
504 43 Borås
Sweden

You will need an email-adress to receive keyfile. Sorry.
The Keyfile will come with the "next" version of CoolNESs.

1.11 BUGS!!!!

Are there BUGS!?!

Of course there is, otherwise it wouldn't be beta would it?

The CPU-emulation probably has some kind of bug.
I have problems with the NMI. PunchOut dosn't work with NTSC-height.??
The Sprites are not good.
Joy2 has problems with some games, also check your mouse.
The keyboard-routine is lame. If you have good one,
please send it to me.

There was a bug in V0.36b on the 68060 (some other?) which
caused a guru. Not anymore, I hope.....

Probably some more to....

Check

Limitations
also.

For Bugreports check
my adress

Remember to include computer plus processor info.
Any patches. Rom + Wb info. And wich game/mapper.

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