CoolNESs

COLLABORATORS			
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Chapter 1

CoolNESs

1.1 CoolNESs.guide

```
                    CoolNESs a cool NES-emulator for Amiga
              version 0.36b [1996/07/17]

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```

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.
```

More to come.......

1.3 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 rutines
 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 thougt......

 Eeeh well at least I tried to think :)

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

                                CoolNESs!

1.4 Usage of CoolNESs

 Kind of simple actualy, just run it from cli or WB,
       with or without filename as command.

       Return works as Start.
       Right_Shift works as Select.
       Fire1 is A.
       Fire2 is B.

       Esc is used to quit.
       F10 is reset (is not fully functional).

1.5 Requirements

       To start the emulator you need AGA and a 68020 or better.
       To get good speed (full frame rate) you will need a 25MHz+
       processor and fast-mem. Its not bad with a 040 or so....

       It needs a total of 800K or so.
       Right now I Use 1/2 Meg for the cartridge, but that will change.

       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. :)

1.6   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. 16 pixel high. No 8pixel jumps. Priority.

Support for MMC1. Later on all MMC;s.

Sound for at least 4 channels.

FamilyBasic Keyboard???

NES-DiskDrive???

Zapper???

A kewl demo, to show off some gfx.
```

1.7   The history of CoolNESs

```
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.
```

1.8   Limitations

```
Are there Limitations!?!

Yepp, but only for now.....
The first and your worst is the time limit of 3 minutes.
And it doesn't support more than MMC 0,2,3. soon MMC1.
No Keyboard support!  Poor you.
No save of Battery-mem.

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

Bah, register you say..... But its free as long as you have
an Email adress! =)
```

Send your full name and adress to:
flubba@hem2.passagen.se
and you will get a keyfile with the new version of CoolNESs.

But this offer won't last forever.... only till I get the new
version out. So hurry.

1.9 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've had problems with the rom-switch of Mapper 02.
The Sprites is not good.
Joy2 has problems.
Some games get garbage on screen at startup, do a reset (F10).
Probably some more to....

Check
        Limitations
         also.

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