

Boycott/MacOS v0.6.3b

Gameboy Emulator for Macintosh and Power Macintosh

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Sound driver by BouKiCHi: <boukichi@vintagegaming.com>

Official web page: <http://www.bannister.org/software/>

What is it?

Boycott/MacOS is a Nintendo GameBoy and a Nintendo Color GameBoy emulator entirely written in C (with a few C++ lines). It works on various platforms (MS-DOS, Windows, Linux, Unix, Macintosh). This is the Macintosh version.

The Macintosh version is the only version of Boycott to include full sound. It uses the sound driver from DBoy for DOS written by BouKiCHi.

How do I use it?

You need Gameboy or Colour Gameboy ROMs in order to use Boycott. Do not under any circumstances ask any of the authors to send you ROMs.

Requirements

Boycott/MacOS requires a Mac or Power Mac running MacOS 8.5 or later. The 68K version may work on MacOS 8.1, but this has not been tested.

What is emulated?

- Z80-like CPU at 4.194304 Mhz
- Real-Time emulation (cycle count)
- BG/Window displaying and refreshing
- BG Scrolling
- BG Flipping X/Flipping Y (CGB)
- BG priorities (CGB)
- BG Colors/Palettes (CGB)
- OBJ 8x8/8x16/Flipping X/Flipping Y
- OBJ priorities/transparencies
- OBJ Palettes (OBJ0/OBJ1)
- OBJ Colors/Palettes (CGB)
- Raster effects (line-per-line graphics engine for BG/Window)

- VBlank/LCDC/Timer/SIO interrupts
- Joypad emulation (PC keyboard)
- Echo Memory
- DMA Transfer
- HDMA Transfer (CGB)
- Divider Register
- MBC1/MBC2/MBC3/MBC5 ROM/RAM Bank switching
- 32Ko to 4Mo cartridges loading
- Roms with RUMBLE pack included
- GB/SGB/CGB file format
- CGB initialization
- Savefiles (GB batteries)

What is planned?

X.XX :

- SGB (Super Gameboy) support
- Fix last bugs in Z80 core
- Optimizations (Z80 core, gfx core, CGB core)
- Joystick/Mouse support
- Sound support
- Add free games to Boycott