

A4

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COLLABORATORS

	<i>TITLE :</i> A4		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

A4

1.1 A4 - C-16/116/+4 Emulator

A4 V0.1

A4 - Emulates a Commodore C-16/116 (16k) or Plus4 (64k)

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Overview

What is it?

Installation

How to get it running?

General

General infos

Features

What the A4 can do.

Future

What it can't do yet.

=====

History

Author

1.2 History

Release history:

V0.1 First Public Release

1.3 Overview

The A4 is a program that emulates the old Commodore machine Plus4. Files can be loaded and saved to an Amiga directory. Graphic capabilities are very limited right now but this will change in the future. User defined char-sets can be used though.

1.4 Installation

Installation is very simple:

- 1.) Copy the files A4 and R4 to any directory.
- 2.) Place the
 ROM Image file
 in the same directory.
(The file has to be named A4ROM.dat !)
- 3.) Make sure there is a directory named P4Dir in
 the same path of A4!
- 4.) Now start the programs A4 and R4. <- This will be fixed soon
(don't care about the order)

And now you should see this very familiar screen that says:

```
COMMODORE BASIC V3.5 60671 BYTES FREE
```

```
READY.
```

```
*
```

```
^- well, this should be this great cursor :-)
```

Basic v3.5 and the simple builtin Assembler/Monitor are available now.

Now, have the same fun you had those days with your real C=16/116/+4

;-)

1.5 ROM Image

The A4 needs a ROM Image file taken from an original C ↔
=16/116/+4.

The same old problem with almost every emulator, but I think I'm not allowed to spread the ROM along with the A4. If somebody know better, please let me know!

How to get the File:

* I used a serial cable from a +4 to the Amiga.
In this case the +4 needs to be equipped with a RS232 driver circuit (e.g. MAX232). No problem for Mr. Solder :-)
A short program (A4Ser (included within the archiv) will receive 32768 bytes and save the Image file: A4ROM.dat.

* If you have a 1541-Floppy Drive maybe this works:

1.) Save the rom to Disk:
in monitor type:

```
T 8000 FD00 8000
T FF40 FFFF FF40
S"A4ROM.DAT",8,8000,FFFF
```

2.) Get this file somehow into your Amiga by using

Frodo
and the floppy cable described in
Frodo.guide (Aminet). This file needs a small correction.
The program A4Cor does this for you.

Otherwise try the 1541 Emulator on Aminet.

1.6 About me

If you have problems check the docs and THEN contact me.
Please send me bug reports.
Tell me bugs in this A4.guide document too, because english is not my native language.

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1.7 Future

Things being worked on:

- * Direct Floppy drive access through cabel (soon :-)
- * A simple way transferring the ROM from C=16/116/+4 to Amiga (a 2 wire transfer method: concept already finished)
- * Support decimal mode for SBC and ADC
- * Integrate R4 into A4 (because this is ugly :-()
- * Undocumented OpCodes
- * Much better Graphic/Video support
- * Speed optimization (still some potential left)
- * Supporting jokers in filenames
- * Better Floppy Drive emulation (DIRECTORY,DLOAD,DS\$,.....)
- * Datassette (if frequently requested)
- * Better Key mapping
- * IRQs
- * Of course a Prefs window!! (Screenmode,

1.8 Features

- * A4 needs a 68020
 - * needs reqtools.library
 - * OS-version 2.0 or later
 - * emulates the Commodore C-16/Plus4 OS (Basic 3.5 + Ass. monitor)
 - * allows data storage in Amiga directories (LOAD and SAVE) (a floppy-drive emulation)
 - * TED-Registers emulated so far:
 - \$FF12 - Charset RAM/ROM switch
 - \$FF13 - Charset address
 - * general Registers
 - Bank switching:
 - \$FF3E - ROM On
 - \$FF3F - RAM On
-

- * Better structure in this document
- * some key combinations can't be used yet

1.9 Frodo

Great C=64 emulator © by Christian Bauer.
Available on Aminet. (misc/emu)

1.10 General infos...

- * The SAVE command is disabled in this version.
The next version will be shareware.
Registered users will get a keyfile which enables all funktions
 - * Do not use DLOAD or DSAVE they do not work yet.
use e.g. LOAD"SOMETING",8
 - * The DIRECTORY command doesn't work yet.
 - * Interrupts do not work yet.
 - * Ctrl key on the Amiga equals the RUN/STOP key
(may be you have to press it several times!)
 - * F1 - F8 are supported too
 - * F10 equals CLR/HOME
 - * Press Help key to EXIT or RESET
-