AmigaVGB_PPC_Guide

COLLABORATORS			

	TITLE : AmigaVGB_PPC_Guide		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY			

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

AmigaVGB_PPC_Guide

1.1   AmigaVGB - PPC

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                \    /   /  (_)  \   |   |__\   \
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                                             PPC
```
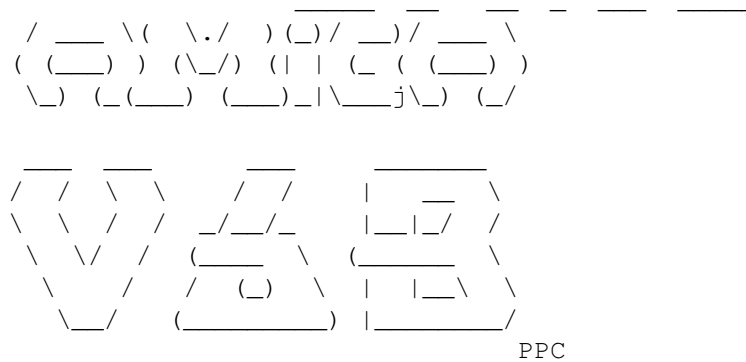
```
       This is the seventh release of AmigaVGB PPC!
   It is a recompile with some changes of AmigaVGB (for 68k) on Aminet.
             Compared with AmigaVGB running on a 060,
   AmigaVGB PPC has a GREAT speed (even faster than a Gameboy!)..



                            Usage

                          Features

                  Limitations/Requirements

                         Known Bugs

                          History

                          Future

                          Author
                                        Enjoy it!
                        Felix
```

1.2 Usage

```
Usage
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If you want to run a .gb-file, you must use the following syntax:
 runelf AmigaVGB_CGX.elf CR=<your .gb-file here>
or just double-click the PPC-icon for an ASL-Requester!
If the emulator is too fast for you, make the window larger or play
around with the options (enter "runelf AmigaVGB_CGX.elf ?" for help..)..


Keys
----
Left Alt    or '+' on key pad   - 'A'
Left Shift  or '6' on key pad   - 'B'
Right Shift or '4' on key pad   - 'Select'
Return      or '5' on key pad   - 'Start'
Cursorkeys  - Joypad
ESC         - Quit emulation
HELP        - opens a help-requester with all these keys
```

1.3 Features

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Features
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 - Uses CyberGraphX-routines for FAST gfx-output
 - runs in a window on the Workbench-screen
 - own scaling code on PPC for fastest refresh
 - works stable and systemconform
 - fully multitasks
 - saves games' Flash-ROMs
 - uses ppc.library
```

1.4 Limitations & Requirements

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Limitations/Requirements
------------------------
 - only runs on PowerUP-powered AMIGAs ;-)
 - *** you need version 45.20 or better of the ppc.library, get it ***
   from ftp://ftp.phase5.de/pub/phase5/ppc
 - It might need CyberGfx V3 or compatible..
 - quite "slow", as pure ANSI-C without any assembler-source-code .. therefore
   portable (also read VGB.doc inside Misc/ ..) An OPTIMIZED version (I won't
   do it ;-) might get _a lot more_ speed, so if this port of VGB only runs
   bit faster than an original gameboy, then this is not the fault of PowerUP
   or the PowerUP-software, it's because pure ANSI-C-code is used for emulation!
 - faster than any ASM-optimized GameBoy-emulator on a 68060 .. once again
   (Power)Amiga rulez!

 - ************************************************
   * I WON'T SEND ANYONE ANY .GB-FILES!! ALSO NOT *
   * "FRIENDS" !! FREE EXAMPLES ARE INCLUDED FOR  *
   * TESTING IN THE Demos-directory!!             *
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1.5 Known Bugs

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Known Bugs
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 - slower display on screens deeper than 8 bit..
 - doesn't work with CGX AGA (more a bug in CGX AGA
   than in AmigaVGB PPC - get a real GraphX-board!)
```

1.6 History

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History
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Rev. 1 + Rev. 2
---------------
 - 68K-version

Rev. 3
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 - initial PowerUP-version

Rev. 4
------
 - more SPEED
 - reincluded ASL-Requester and Shell-Options
 - scalable window
 - new icon done with UConv NG 2.1

Rev. 5
------
 - more SPEED
 - fixed small bug in gfx-output when scaling
 - trashed runelf, because it is no more needed
   with LoadSegPatch
 - doc converted to AmigaGuide by Tomas Amsrud - thanx!
 - please also read the future-section - YOUR help might be needed!

Rev. 6
------
 - removed CyberGraphX-scaling-code and wrote own routine for highspeed-
   scaling (at least as fast as the CGX-one on 604e/180). Nice effect of
   this: 68K has to work less, the display is refreshed much faster and
   you can also play it on screens deeper than 8 bit!
 - seems as sound will take a bit longer as the emulation-code for the
   soundchip is still missing
 - compiled optimized version

Rev. 7
------
 - optimized scaling routine .. much faster now .. anyone know a graphics-
```

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      board that can cope with its speed ? CVision PPC can't BTW ..
  - sound won't be implemented (due to missing code for the soundchip emulation)
  - WarpUP-version planned
```

1.7 Future

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Future
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Future plans:
 · WarpUP-Version
```

1.8 Authors

```
Original sourcecode by:
 Marat Fayzullin <fms@freeflight.com>

68K-Amiga-Port by (Rev1+2):
 Lars Malmborg <glue@df.lth.se>

PowerUP-Version and additional features:
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```