Default

COLLABORATORS			

	TITLE : Default		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		February 12, 2023	

REVISION HISTORY			

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

Default

1.1 Main Menu

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             EmuCPC 0.6 (12-May-1996)

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```

1.2 Installation of EmuCPC

Assign CPCDISK: where your CPC Disk files could be found

That's all ?

You can now type EmuCPC and enjoy it !
When started, EmuCPC automatically try to select in current directory
the CPC Disk file named 'disk'. If not found, then it try to select the CPC
Disk file 'CPCDISK:disk'.

If you want to 'connect' expansion roms to it, put your binary rom into a file
named EXTnn.ROM, where nn is the decimal value of the expansion rom (0 to 15)
Warning, expansion rom 0 is the basic rom and expansion rom 7 is the disk rom.
If you create file with one of this number, your rom vill overwrite standard
roms.

@{ " CLI options " LINK "CLI_options" }
@{ " Run EMUCPC on workbench " LINK "EMUCPC_workbench" }

1.3 Run options

CLI Usage: EmuCPC [options] [<snapshot file>]

If <snapshot file> is specified, then EMUCPC automatically load this
snapshot and run it.

options
  -a : azerty keyboard

  -0 <delay> : wait delay after each screen refresh in 1/50 sec for mode 0
  -1 <delay> : wait delay after each screen refresh in 1/50 sec for mode 1
  -2 <delay> : wait delay after each screen refresh in 1/50 sec for mode 2

  if a screen wait delay is not specified, it is calculated with the speed
  of your CPU.

  -w <delay> : wait delay (to slow down EMUCPC) (0=full speed)

  -d <cpc disk>: initial CPC disk to load (default='disk')

  -c <cpc disk dir>: CPC disk directory (default='CPCDISK:')
  -s <snaphot dir>: Snapshot directory (default='CPCDISK:')

1.4 Use Tooltypes !

EMUCPC use the following Tooltypes:

    AZERTY   -> 'azerty' keybord switch
    MODE0=<delay>   -> Screen mode 0 refresh wait delay (1/50 sec)
    MODE1=<delay>   -> Screen mode 1 refresh wait delay (1/50 sec)
    MODE2=<delay>   -> Screen mode 2 refresh wait delay (1/50 sec)
    WAIT=<delay>   -> Emulator Wait delay (0=full speed)

```
   DISK_DIR=<dir>  -> CPC Disks directory path
   SNA_DIR=<dir>   -> Snapshots directory path
   DISK=<path>     -> Initial disk to load (full path name)
   SNA=<path>      -> Initial snapshot to load (full path name)

   You can use this Tooltypes in the EMUCPC icon or in a project icon
```

1.5 Requirement

An @{ " Amiga " LINK "Amiga" }

Kick 3.0+

MC68EC020+ (accelerator and fastram recommended)

You need at least the reqtools.library 38.1266

1.6 Distribution of EmuCPC

```
              This program is copyright (c) 1994-1996 by
              Stephane TAVENARD
              .
```
It may be distributed freely under the condition that no profit is
gained from its distribution, nor from any other program distributed
in the same package.

  Permission is granted to distribute this package by Bulletin Board
systems or network sites, under the condition that no fee is charged
on downloading it.

  All files that are part of this package have to be distributed
together and none of them may be changed in any way other than
archiving or crunching. The only exception to this rule are the
icons, including the tooltypes, which may be changed to accommodate
them to the rest of the disk it is distributed on.

  This program is distibuted as freeware.

1.7 IMPORTANT

```
****************************************************************************
*                                                                          *
*      The ROM images are copyright by Amstrad and Locomotive software     *
*                                                                          *
****************************************************************************
```

1.8   Utilities of EmuCPC

```
                CreateCPCDisk: Create an empty CPC Disk file (data format)

 ListCPCDisk:   List the content of a CPC Disk file (like basic CAT)

 ReadCPCFile:   Read file(s) from a CPC Disk file and copy them to current dir

 WriteCPCFile:  Write file(s) to a CPC Disk file

 LoadCPCDisk:   Load your old 3' CPC Disk to Amiga !


                Other Utilities
```

1.9   Transfer a 3' Disk to your Amiga !

```
How to copy your old 3' Disk to your Amiga ?

1) Send PARDISC.BAS to your old CPC (on side 0 of bonus disk)

   EMUCPC is able to emulate the TAPE SAVE command with help
   of Amiga audio hardware. You just need to make a cable from any
   'headphone' output of amiga (like hifi amplifier) to the CPC
   tape connector.

   Amiga audio --------------------------> CPC Tape in  (pin 4)
   GND         --------------------------> CPC Tape GND (pin 2)


   The CPC Tape connector look like:
                                       \_/
                              (3)  O        O  (1)

           (CPC 664 rear view)    (5)  O     O  (4)
                                         O

                                       (2)

   1 & 3 -> TAPE motor control relay
   2 GND
   4 Tape in
   5 Tape out


   To send 'PARDISC.BAS' to your old CPC:

   on old CPC type:  |TAPE
                     LOAD""

     -> Your old CPC is waiting for somthing from a tape now

   on EMUCPC type:
```
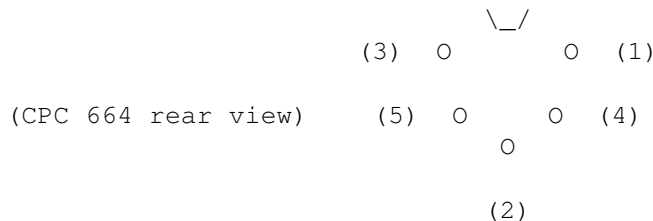
```
                        LOAD"PARDISC"
                        |TAPE
                        SAVE"PARDISC"

      -> EMUCPC is going to send the file to your old CPC via audio !

   If it doesn't work, check:

      - the output level of your 'headphone' is too low or too high.
      - your Amiga is too fast, so disable some cpu cache to slow
        the EMUCPC emulator or increase the wait delay.

      - You can rewrite the whole 'PARDISC.BAS' program by hand ! :-(
```

2) Make a special parallel cable

   In order to copy a CPC 3' disk to Amiga, you neen to connect your
   old CPC this your Amiga via parallel ports.

   This cable look like this (9 wires):

```
CPC (PRINTER PORT)                    AMIGA (PRINTER PORT)

PIN  SIGNAL                           SIGNAL  PIN

(1)   STROBE -------------------> BUSY     (11)

(2)   D0 ------------------------> D0       (2)
(3)   D1 ------------------------> D1       (3)
(4)   D2 ------------------------> D2       (4)
(5)   D3 ------------------------> D3       (5)
(6)   D4 ------------------------> D4       (6)
(7)   D5 ------------------------> D5       (7)

(11) BUSY <---------------------- D7       (9)

(14) GND ----------------------> GND      (25)
```

   The CPC printer connector is a 2x17 pin connector, the CPC 664 rear wiew is:

```
17 16 15 14 13 12 11 10  9  8  7  6  5  4  3  2  1
 -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -
 -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -  -
34 33 32 31 30 29 28 27 26 25 24 23 22 21 20 19 18
```

   The Amiga printer connector is a DB25 connector, the Amiga rear view is:

```
13  12  11  10   9   8   7   6   5   4   3   2   1
[]  []  []  []  []  []  []  []  []  []  []  []  []

  []  []  []  []  []  []  []  []  []  []  []  []
  25  24  23  22  21  20  19  18  17  16  15  14
```

```
3) Use some software

    - On your Amiga run 'ParLoadCPCDisc'

    - On your CPC run 'PARDISC.BAS'

    That's all ?
```

1.10 Bonus Disk

```
EmuCPC comes with a CPC Disk file named 'disk'.

Side A:

    1942        Game (airplane shot them up)
    BOMBJACK    Game
    TMS         Music editor (4 songs on disk)
    SPEED       Utility (run it to evaluate the emulation speed vs a real CPC 664)
    PARDISC     Utility (Transfer your old CPC 3" disk to your Amiga !)

Side B:

    ARKANOID    Game
    BATMAN      Game (no comment)
    BOULDER     Game (boulder dash !)
    FRUITY      Game (a CPC classic)
    GRAPH       Math utility (one of my CPC programs)
```

1.11 History of EmuCPC

```
V0.2B    17-Mar-1995    First beta release (not public)
V0.4B    02-Jan-1996    First aminet beta release
V0.5     03-Mar-1996    Second aminet release
V0.6     12-May-1996    Third aminet release
```

1.12 To Do

```
. Fast ticker interrupt synchronized with screen refresh for multi-resolution
  screens (like Sorcery game)

. CPC664 BIOS routines 680x0 coded ? (all of the Z80 rom code is emulated)
```

1.13 Thanks to

Kevin Thacker for his A-CPC emulator doc about snapshot files formats.
Nico François for his great reqtools library.
John Girvin for the cpc disk converter.
All other CPC fans.
@{ " Amiga " LINK "Amiga" }, the best computer ever made.

1.14 Disclaimer

   This package is provided "as is" without warranty of any kind.
The author assumes no responsibility or liability whatsoever
for any damage or dataloss caused by using this package.

1.15 Introduction to EmuCPC

This is an @{ " Amstrad " LINK "Important" } CPC 664 emulator ;-)

Main features:

- Full Multitasking (why not...)
- Emulates sound
- Emulates the #?@*% CPC floppy disk drive (one file = one 3' disk)
- Handles snapshot files (A-CPC, CPCEMU and CPE compatible format)
- Some utilities to handle disk files

This emulator has been developped on A1200/A1230TurboI/68882/40MHz/4MoFastram,
the relative speed vs real CPC 664 is 0.85 (a little bit slower)
Now, happy owner of a A1200/Blizzard 1260/50MHz/16MoFastram, I assume the
total compatibility with 68060 CPU, and I've just noticed that the relative
speed vs real CPC664 is 4.3 (a little bit faster) :-)

1.16 Other Utilities for EmuCPC

cpcconv V1.01: various cpc disks formats converter by John Girvin,
can be found on aminet: misc/emu

1.17 About me !

```
        / /
       / /
      / /
  \ \ / /
   \ \/ /
    \/\/
```

Stéphane TAVENARD (ANGERS/France)

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Note: It's the Email of my brother Raphaël (I'm not connected yet !) ;-(

1.18 My Friend

```
      _____
  T  ================================================  |T
  | ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~|[
  | _____[|
  |I __==_____  _____       .  ,._ .   __   T|
  ||[_j  L_I_I_I_I_j  L_I_I_I_I_j   /|/V||(g/|   ==  l|
  lI _____  _____  _____I]
   |[__I_I_I_I_I_I_I_I_I_I_I_I_I_] [__I__] [_I_I_]|
   |[___I_I_I_I_I_I_I_I_I_I_I_L  I    ___    [_I_I_]|
   |[__I_I_I_I_I_I_I_I_I_I_I_I_L_I __I_]_  [_I_I_T ||
   |[___I_I_I_I_I_I_I_I_I_I_I____] [_I_I] [___I_I_j|
   |  [__I__I_____I__L_]                |
   |                                               |
   l_____j
```