

TrueReality

COLLABORATORS

	<i>TITLE :</i> TrueReality		
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WRITTEN BY		February 14, 2023	

REVISION HISTORY

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Chapter 1

TrueReality

1.1 TrueReality - a Nintendo 64 emulator for your PPC Amiga!

TrueReality Amiga PPC version 990629.3, 000410

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TrueReality is Copyright (c) 1998-2000 Niki W. Waibel

Introduction

- What is this?

Requirements

- What does it require?

Features

- What can it do?

Installation

- How to install?

Usage

- How do I use it?

Speed

- How fast is it?

Disclaimer

- Who's responsible?

Development

- How is it done?

Bugs

- Are there any known bugs?

History

- What's new?

Future

- What will be added?

Contact

- How to contact me?

Thanks!

- Which have helped me?

Visit the homepage at <http://www.amidog.com/emu/>

1.2 TrueReality - Introduction

This is a Nintendo 64 emulator for Amigas equipped with a PPC board and 3D graphics hardware like the C/BVision cards.

1.3 TrueReality - Requirements

Hardware:

- * Amiga 1200/3000/4000 with a PowerPC board
- * 3D graphics hardware, Permedia 2 recommended.
- * 32 MB of free RAM (more with large ROMs)
- * OS 3.0+

Software:

- * WarpUP v4
- * Warp3D v3
- * lowlevel.library for CD32 pad support

1.4 TrueReality - Features

This is what's being emulated:

- * ... (to be written)

1.5 TrueReality - Installation

Just copy it to any place on your HD.

1.6 TrueReality - Usage

* Starting TR:

1. Open a CLI/Shell window and write stack 500000.
2. Write TrueReality.exe ROMNAME.
3. TR will now start, load the ROM, open a screen and start emulating.
4. It will probably take a few seconds before any action will take place on screen, and please remember that NOT all ROMs work, check out <http://www.amidog.com/n64/> for a few screenshots of working ROMs.

* Commandline options

-nojoy - Do not use CD32 pad even if lowlevel.library is present
-screen - Use fullscreen (def: window)
-width - Set the width of the display (def: 320)
-nofps - Disables the fps counter in window mode

* These keys are used

ESC - Quits TrueReality

Q - Start Button

W - A-Button

E - B-Button

8 (numeric keyboard) - C-Button UP

2 (numeric keyboard) - C-Button DOWN

4 (numeric keyboard) - C-Button LEFT

6 (numeric keyboard) - C-Button RIGHT

UP (arrow) - D-Button UP

DOWN (arrow) - D-Button DOWN

LEFT (arrow) - D-Button LEFT

RIGTH (arrow) - D-Button RIGHT

A - L-Button

S - R-Button

D - Z-Button

K - Moves stick Up

J - Moves stick Down

L - Moves stick Right

H - Moves stick Left

I - Stick Up (75%)

U - Stick Down (75%)

O - Stick Right (75%)

Y - Stick Left (75%)

, - Stick Up (25%)

M - Stick Down (25%)

. - Stick Right (25%)

N - Stick Left (25%)

F5 - ALPHA Off

F6 - ALPHA On
F9 - FLAT Shading
F10 - SMOOTH Shading

* CD32 joystick support

Up - Stick Up (25%)
Down - Stick Down (25%)
Right - Stick Right (25%)
Left - Stick Left (25%)

Rewerse - Doubles the movement (from 25% of max to 50% of max)
Forward - Quadruples the movement (from 25% of max to 100% of max)

* Notes, please read!

NOTE1: If lowlevel.library is present, TrueReality will assume that you have a ↵
CD32
joypad connected, if this isn't the case, you MUST start TrueReality with ↵
the
-nojoy argument (if you want to use the K, J, L and H buttons that is).

NOTE2: The stick is a simulated analogue one and thus do NOT return to zero when ↵
you
release one of the K, J, L or H buttons, you must return in manually by ↵
pressing
the opposite one. This do not apply for the 75% and 25% keys.

NOTE3: Demo ROMs can be found at <http://www.dextrose.com/>

1.7 TrueReality - Speed

All values are approximate and measured on a 603e'200 with BVision (320x240).

* Mario64 - 4fps.
* ...

1.8 TrueReality - Disclaimer

Remember! You use this piece of software at your own risk!
I can never be held responsible for any sort of damage caused
to your software or hardware by the use of this product!

Bugreports and suggestions might be sent to one of my addresses.

1.9 TrueReality - Development

The TrueReality PPC Amiga port is developed using:

v990203.x-v990216.2, A1300Ti -> 040/FPU/MMU'25, 603e'200, 2+128+0MB, AGA.

v990322.1- A1300Ti -> 040/FPU/MMU'25, 603e'200, 2+128+8MB, BVision.

1.10 TrueReality - Bugs

These are the known bugs:

- * I've wrecked some gfx while converting the OpenGL code to MiniGL.
- * ...

1.11 TrueReality - Contact

Bugreports, suggestions, comments or anything else you may want to contact me about can preferably be sent by e-mail to:

truereality@amidog.com

You may however also contact me by normal mail:

Mathias Roslund
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Sweden

1.12 TrueReality - Thanks!

I would like to thank the following persons:

- * Niki W. Waibel - For writing TrueReality and helping me porting it.

1.13 TrueReality - Future

These features are planned (in no particular order):

- * Better sound.
- * Analogue joystick support.
- * Fixed MiniGL renderer.
- * Dynamic recompiler (this IS required for descent speed).
- * Improved compatibility.
- * ...

1.14 TrueReality - History

990629.2 -000120

-Some small fixes to this old version. There is actually a newer version ↔
of TR out,
but since the static compiler isn't complete, there is no reason to ↔
update the Amiga
version to that release. I've also ditched the 2D and J3D versions, ↔
after all, the
N64 is a 3D consol, and no one likes playing a 3D game in wireframe!
-The Mario64 logo is now visible after fixing an Amiga specific bug.
-000123
-Major graphical improvements. Mario 64 now looks a lot better!

990629.3 -000324

-Compiled a MiniGL version, this is faster but currently the 2D stuff ↔
isn't working
making it quite useless.
-000325
-Added -screen (fullscreen) and -width options.
-000326
-Some minor changes to the AmigaOS code, -nofps option added.
-000410
-Recompiled with EGCS 2.95.2.
-Fixed the Mario64 logo.
-Removed a crash, the problem with MiniGL is that it ("thanks" to ↔
CyberGraphics)
crashes if a printf (or similar) is executed when in hardware locked ↔
state.
-I just watched Mario64 at 3-4fps on my 603e'200. Much faster and much ↔
better
gfx quality than using StormMESA IMHO, there are still some problems ↔
with the gfx,
Mario himself look a bit weird for example.