

in

Thomas Rehbein

COLLABORATORS

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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

in

1.1 IDEfix-CD32-Emulator-Support-Guide - Menu

IDEfix-CD32-Emulator-Support-Guide

Version 1.02 (03. 12. 1997)

Introduction see ReadMe ! ;-)

Main part (See also "Index")

General information
Gadgets

How to find optimal settings
Hints and tips

Concrete information
Example settings

Ending

Inquiry: Need of new settings
Who helps?

Author
How to contact me

Updates
Where can you get them?

Greetings
Who has supported me?

1.2 Main part: CD32-Emulator-Gadgets

Setting the CD32-Emulator preferences

Select the gadget you want to know more about:

No FastMem
No Instr. Cache
No Data Cache
Vector Base 0
No Volume Control
Emulate Controller
Use 68040.library
Load Workbench
DOS Device
Blocks Buffer
Delay p. Block
Max Volume
Language

1.3 No FastMem

No FastMem
=====

Enabling NoFastMem will disable all Fast Memory in your Amiga. You should only enable this switch, if the game you want to play requires this. If the graphic and/or sound of a game is corrupted, try this option.

1.4 No Instr. Cache

No Instr. Cache
=====

This will disable the instruction cache of the processor. This option should rarely be necessary. If you encounter that a game is running too fast, you should try this option.

1.5 No Data Cache

No Data Cache
=====

This will disable the data cache of the processor. If you encounter that a game is running too fast, you should try this option.

1.6 Vector Base 0

Vector Base 0
=====

This option is only necessary if you started the game from Workbench. Some games don't work at all if this option isn't enabled.

1.7 No Volume Control

No Volume Control
=====

This will disable the attenuation control of the CD32-Emulator. If the digital audio produced by a game CD cannot be heard or the game "hangs", try enabling this flag.

1.8 Emulate Controller

Emulate Controller
=====

If this is enabled, the CD32 Game Controller will be emulated with the keyboard. You shouldn't select this, if you have a CD32 Game Controller connected to your Amiga. You may connect a one or two button joystick and use the keyboard to access the additional keys. Emulation keys are:

- > Joypad direction:
Numbers 1,2,3,4,6,7,8,9 on numeric keypad and cursor keys
 - > Reverse:
[and / on numeric keypad
 - > Forward:
] and * on numeric keypad
 - > Green button:
F1 and F6
 - > Yellow button:
-

F2 and F7

-> Red button:

F3, F8 and Space, Enter and 0 on numeric keypad

-> Blue button:

F4, F9 and Del on numeric keypad

-> Play/Pause button:

F5 and F10

Note: It is possible that some games do not work if controller emulation is enabled!

1.9 Use 68040.library

Use 68040.library

=====

Most games will not work if Commodores 68040.library is used. But if it is possible to use this library, system performance will be greatly increased. This only applies to machines with 68040 processors, of course.

1.10 Load Workbench

Load Workbench

=====

Some games will probably not run correctly if there is no Workbench process running. We know only of the game "Morph" which requires this flag to be selected. Usually you should leave this off.

1.11 DOS Device

DOS Device

=====

Here you define the CD-ROM drive, where the CD32 emulation should happen.

1.12 Blocks Buffer

Blocks Buffer

=====

The CD32-Emulator has a built in prefetch cache. Here you can set the size of this cache (1 Block equals 2048 Bytes). The optimum value differs

depending on your configuration (Amiga model, hostadapter, CD-ROM drive). You have to experiment to find a good value. The rule is: Keep the value as small as possible, but big enough, that off-the-disk-animations run smoothly. For TandemCD/CD1200 the optimum value is 4, most SCSI drives work best with a value of 2.

1.13 Delay p. Block

Delay p. Block
=====

If you specify a value other than zero, a delay will be added between reading different sectors. This is important, if you have a CD-ROM drive which is faster than the original CD32. If you have a single or double speed drive, leave this value to zero. If you have a faster (triple, quad speed) drive, you should enter a value between 50 and 100 here. You must experiment for best results, as the correct timing will be affected by your system performance.

1.14 Max Volume

Max Volume
=====

Here you can specify the maximum level the CD sound should have during gameplay.

1.15 language

Language
=====

Here you can select your preferred language for multi-language games.

1.16 Main part: Finding optimal settings

How to find optimal settings

The best way of finding optimal settings is to start with a "conservative" one:

This would be: - "No FastMem=ON"
- "Vector Base 0=ON"
- "Use 68040.library=OFF"
- "No Instr. Cache=ON"

- "No Data Cache=ON"
- "Emulate Controller=OFF"
- "No Volume Control=ON"
- "Load Workbench=OFF"

If you like the game, you first should try to activate the instruction cache ("No Instr. Cache=OFF"). If everything was fine you can try to use "No FastMem=OFF" and "Use 68040.library=ON". If you're using an IDE-ATAPI Sony CDU-55E CD-ROM drive (e. g. with the A4000_atapi.device by "Elaborate Bytes"), "No Volume Control=ON" has to be selected.

To get more concrete information about the gadgets, please look at the

General information
- part!

1.17 Main part: Concrete information about CD32-Games

Example settings

Important note:

Games marked with "New" have been included by myself.

So you shouldn't ignore my
computer configuration
!

1. Alfred Chicken
New
2. Bump 'n' Burn
New
3. Clou
4. D-Generation
5. Dangerous Streets
6. Diggers
7. Frontier - Elite II
8. Gloom
New
9. James Pond II - Robocod
10. Microcosm
11. Morph
- 12.

Oscar
 13.
 Pinball Fantasies
 14.
 Pirates Gold
 15.
 Sleepwalker
 16.
 Syndicate
 New

1.18 Information about the configuration

My computer configuration

CD32-Games marked with "New" have been tested with the following system:

- o Amiga 1200/420 MB AT-HD/10 MB RAM/12xATAPI-CD-ROM drive

In future configurations of other users supporting me will be included in the

Greetings
 - part.

Differences on other systems could be possible. Especially in reference to the gadgets "No Data Cache", "Vector Base 0" and "Use 68040.library" that I can't use on my system!

However, if there are problems you should experiment (See also

How to find optimal settings
).

1.19 Information about the game Alfred Chicken

Alfred Chicken
 =====

All off.

1.20 Information about the game Bump 'n' Burn

Bump 'n' Burn
 =====

All off.

1.21 Information about the game Clou

Clou
=====

All off.

1.22 Information about the game D-Generation

D-Generation
=====

All off.

1.23 Information about the game Dangerous Streets

Dangerous Streets
=====

The following gadgets should be selected:

- "No FastMem"
- "No Data Cache"
- "Vector Base 0" (Only if started from Workbench on 68040 machines)

1.24 Information about the game Diggers

Diggers
=====

All off, but the intro sequence will probably run too fast.
For the correct speed of the intro sequence you should select "No FastMem".

1.25 Information about the game Frontier - Elite II

Frontier - Elite II
=====

All off.

1.26 Information about the game Gloom

Gloom
=====

All off.

1.27 Information about the game James Pond II - Robocod

James Pond II - Robocod
=====

All off,
but "No Volume Control" might be required on some hostadapters.

1.28 Information about the game Microcosm

Microcosm
=====

All off.

1.29 Information about the game Morph

Morph
=====

The following gadgets should be selected:

- "No FastMem"
- "Load Workbench"

1.30 Information about the game Oscar

Oscar
=====

The following gadgets should be selected:

- "No FastMem"
- "No Data Cache"
- "Vector Base 0" (Only if started from Workbench on 68040 machines)

1.31 Information about the game Pinball Fantasies

Pinball Fantasies
=====

All off,
but "No Volume Control" might be required on some hostadapters.
Moreover, if there are problems in the game with reference to badly
counted points you should select "No FastMem", too.

1.32 Information about the game Pirates Gold

Pirates Gold
=====

All off.

1.33 Information about the game Sleepwalker

Sleepwalker
=====

All off.

1.34 Information about the game Syndicate

Syndicate
=====

All off.

1.35 Ending: Want of new settings

Who helps extending this guide?

As everyone can see this guide hasn't been completed yet. That's why I want you to help me extending it. So if you know other example settings not being included here please let me know them! You should do this preferably via e-mail. However, snail mail won't be ignored! :-)
Please send me your computer configuration with your settings, too!
E-mail and snail mail addresses are in the

Author

- part...

Those who send me new settings will get an actual version as fast as possible. Besides, these users will be included in the

Greetings

- part. ;-)

Those who do not want their name to be included there should inform me or simply use a nickname. 0=)

Thanks in anticipation!

1.36 Ending: Information about the author

Details about the author

Opinions, comments, improvement suggestions and information about settings of other CD32-Games can be sent to me via:

-> E-mail:

Tommy@SpyBox.shnet.org

Tommy@Vesalia.domino.de

-> Snail mail: Thomas Rehbein
Werner-Seelenbinder-Strasse 31
19059 Schwerin
Germany

1.37 Information about the 'SpyBox'

The "SpyBox"

I'm user of the "SpyBox". This BBS is situated in Schwerin (Germany). You can contact me by sending an e-mail to <Tommy@SpyBox.shnet.org>. In my opinion the "SpyBox" is a very nice BBS due to high quality Public Domain software. You can get more information by taking a look at the ASCII picture below! =-)

```

/-----24 h0ur$ \textdegree{}nL|nE on 28.8----- ←
/
/ (a|| / \ / \ / // / // / \ / / \textdegree{}nLy ←
/
/ tHe / / \ / \ // / -- // / / \ \ / lEga| \
/ bIgGeST \_ \ / / \ // / // / / \ \ / wArEz \
\ B\textdegree{}X / \_ \ / / / // / / / / / \ \ ←
FoR /
\ |n / / / / / // / -- // / / / \ \ åM|G@ /
\ SN \_____/ / //_____/ /_____/ /_____/ \_____/ PC /
\ $Y$0p ---The Spy--- (\textdegree{}$Y$0¶ ---RUDI--- ←
/
/-----
© BY YpN0

```

```

|-----|
| CALL the biggest BBS in and near Schwerin. |
| CALL ++49-(0)-3869-58012/13 |
| CALL 4 Amiga warez (only legal!!) |
| CALL ++49-(0)-3869-58012/13 |
| |
| The SPYBOX is running on: |
| A4000/040/25 Mhz; 42 MB RAM; 4,5 GB HD; 2 modems V.34 |
| (via Multiface III) + ISDN; 2xCD-ROM drive |
| |
| A lot of nets, tools, mods, pics and games available. |
|-----|

```


See the board "Binaer/Amiga/Disk/CDROM"

You can also find it in Aminet in the "disk/cdrom"-area! The name of the archive will always be "IDefixCD32Guid.lha".

Another possibility is to send me your request. I'll send you the archive via e-mail. Just do the following steps:

- o Send your mail to <Tommy@SpyBox.shnet.org>
- o Subject: "Send IDefixCD32Guide.lha"
- o Mail body: Just tell me if you want the archive to be sent uuencoded (The way you write this isn't important).

I think it is not necessary to say that it's worth visiting the homepage of "Elaborate Bytes", just try "<http://www.elaborate-bytes.com>"! :-)

1.40 Ending: Greetings

Who has supported me?

First of all I want to thank
Oliver Kastl ("Elaborate Bytes") <Olli@Elaborate-Bytes.com>
who has 'allowed' me to create this guide in a simple way!

Thanks to
Jörg Riemer <Mission@Cs.tu-Berlin.de>
for the new version (V40.2) of "RequestChoice"!

I also want to thank
"Lore" <Lore@Vesalia.domino.de>
for supporting the development of this guide.

Now it's time for greetings to all those who helped/are helping me extending this guide. The following users have sent me new settings for the IDefix-CD32-Emulator:

```

--- PATTERN ---
The user's   Name of the   The user's system for   Included
name        CD32 Game    the CD32 Game          on
--- END OF PATTERN ---

```

// Greetings to //
\X/ all AMIGiAns \X/

1.41 Index

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Example settings:

Gadgets:

Alfred Chicken

No FastMem

Bump 'n' Burn

No Instr. Cache

Clou

No Data Cache

D-Generation

Vector Base 0

Dangerous Streets

No Volume Control

Diggers

Emulate Controller

Frontier - Elite II

Use 68040.library

Gloom

Load Workbench

James Pond II - Robocod

DOS Device

Microcosm

Blocks Buffer

Morph

Delay p. Block

Oscar

Max Volume

Pinball Fantasies

Language

Pirates Gold

Sleepwalker

Syndicate
