


Commodore amiga bios

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2019/12/25 Праздничное чудо! Повторно добавлен CD-i, PCECD, Dreamcast, 3DO, НПОКД ISOs. Заменен набор GC на ISOs, очищенный от NKit. Преобразовано почти все наборы компакт-дисков в формат CHD. Заменены многие из старых наборов ROM с No-Intro. Обновлен набор MAME до .216. Recompressed почти все в 7z, где это возможно. 2019/04/07 Заменены все наборы с GoodMerge, добавил DS и Gamescube. Обновлено MAME до .208. Удален флэш-эмулятор, DC, 3DO, ISOs Сатурна. 2015/03/08 Теперь вы можете играть РЭШ, SNES, Game Boy, GBA и Genesis игры прямо в браузере! Требуется Adobe Flash. 2015/02/02 MAME ROMs обновлен до .158! Тем не менее работает над CHDs, некоторые логистические вещи, чтобы выяснить, из-за их размера. 2015/01/29 Добавлено более 150 компакт-дней SNK Neo-Geo! 2015/01/19 Еще 450 игр! NEC Turbo Grafx CD получает некоторую любовь! Наслаждаться! 2015/01/12 450 Sega CD ISOs добавил! 2014/12/31 Счастливые праздники! Вернуться с несколько обновленный вид. Количество загрузок сбрасывается, извините за это. Тем не менее добавить вещи, проверить обратно для более скоро! # | А Б С Д Е F -1 Г.Я. Н Я Дж. К.К. Л. М3 N О.К. Пз В(К. R S -1 Т3 У.К. В. W X-я Y В(К. Viewing Commodore Amiga ROMs ROMs starting with a numberNameSizeDLs[BIOS] Amiga 1000 Bootstrap (USA, Europe) (64k)5.12 kb245 [BIOS] Amiga 1000 Bootstrap (USA, Europe) (8k)5.03 kb193 [BIOS] Kickstart (USA, Europe) (v1.2 Rev 33.180) (A500, A2000)121.17 kb228 [BIOS] Kickstart (USA, Europe) (v1.3 Rev 34.005) (A500, A2000)120.86 kb339 [BIOS] Kickstart (USA, Europe) (v1.4 Rev 36.015) (Beta) (A500, A2000)123.22 kb186 [BIOS] Kickstart (USA, Europe) (v1.4 Rev 36.016) (A3000)276.06 kb312 [BIOS] Kickstart (USA, Europe) (v2.04 Rev 37.175) (A3000)298.90 kb210 [BIOS] Kickstart (USA, Europe) (v2.04 Rev 37.175) (A500 Plus, A2000)245.41 kb270 [BIOS] Kickstart (USA, Europe) (v2.04 Rev 37.175) (Proto) (A500 Plus, A2000)245.43 kb187 [BIOS] Kickstart (USA, Europe) (v2.05 Rev 37.210) (Proto) (A600)254.15 kb170 [BIOS] Kickstart (USA, Europe) (v2.05 Rev 37.299) (A600)254.04 kb245 [BIOS] Kickstart (USA, Europe) (v2.05 Rev 37.300) (A600HD)254.10 kb215 [BIOS] Kickstart (USA, Europe) (v2.05 Rev 37.350) (A600HD)254.03 kb203 [BIOS] Kickstart (USA, Europe) (v3.0 Rev 39.065) (Beta) (A3000)307.50 kb178 [BIOS] Kickstart (USA, Europe) (v3.0 Rev 39.106) (A1200)313.64 kb231 [BIOS] Kickstart (USA, Europe) (v3.0 Rev 39.106) (A4000)310.71 kb307 [BIOS] Kickstart (USA, Europe) (v3.1 Rev 40.055) (Beta) (A3000)310.91 kb195 [BIOS] Kickstart (USA, Europe) (v3.1 Rev 40.063) (A500, A600, A2000)265.47 kb332 [BIOS] Kickstart (USA, Europe) (v3.1 Rev 40.068) (A1200)315.38 kb315 [BIOS] Kickstart (USA, Europe) (v3.1 Rev 40.068) (A3000)310.99 kb236 [BIOS] Kickstart (USA, Europe) (v3.1 Rev 40.068) (A4000)312.50 kb235 [BIOS] Kickstart (USA, Europe) (v3.1 Rev 40.068) (Proto) (A600)265.35 kb182 [BIOS] Kickstart (USA, Europe) (v3.1 Rev 40.070) (A4000)312.86 kb212 [BIOS] Kickstart (USA, Eбpona) (v3.1 Rev 40.070) (A4000T)277.79 kb200 1869 - Erlebte Geschichte Teil (Germany)1.53 mb154 1869 - Erlebte Gesichte Teal Teal (Germany) (AGA)2.14 mb164 1st Division Manager (Europe)377.51 kb141 3D Construction Kit (Europe) (En,Fr,De,It) (r01.1000)265.91 kb221 3D Galax (Europe) (Compilation - Action Amiga)244.26 kb137 3D Pool (Europe)300.84 kb144 3D World Boxing (Europe) (En,Fr,De,It) (Compilation - Amiga Sports Pack)758.19 kb166 3D World Tennis (Europe) (En,Fr,De,It) (Compilation - Amiga Sports Pack)713.00 kb140 4D Sports Boxing (Europe)562.23 kb147 4D Sports Driving (Europe) (v1.2)1.03 mb156 4th & Inches (Europe)320.34 kb136 4x4 Off-Road Racing (USA)427.08 kb159 50 Great Games (Europe)1.44 mb174 500 C.C MotoManager (Europe) (En,It)627.38 kb241 5th Gear (Europe)204.00 kb137 688 Attack Sub (Europe)582.91 kb146 7 Colors (Europe) (En,Fr,De,Es,It)268.72 kb154 The Amiga was a family of personal computers released by Commodore in the 1980's and 1990's. Emulator Rom Folder Extension BIOS Controller Config Amiberry amiga .lha .zip .adf .dms .fdi .ipf .hdf .hdz .hdc kick33180. A500, kick34005. A500, kick40068. A1200 /opt/retropie/configs/amiga/retroarch.cfg lr-puae amiga .zip .uae .adf .dms .fdi .ipf .hdf .hdz .m3u kick34005. A500, kick40063. A600, kick40068. A1200 /opt/retropie/configs/amiga/retroarch.cfg UAE4ALL2 amiga .adf kick12.rom, kick13.rom, kick20.rom, kick31.rom Hardcoded UAE4ARM amiga .zip .adf .dms .exe .adz .rp9 kick13.rom, kick20.rom, kick31.romCoded Emulators: Amiberry Amiberry is a UAE4ARM fork with WHDLoad support that offers the best console experience. Please contact the official Amiberry wiki for a detailed step-by-step setup and config guide. ROMS For the best Amiberry experience, it's a good idea to use pre-installed WHDLoad packages. Amiberry was designed to have compatibility with 'Retroplay' WHDLoad packages. For more information on WHDLoad packages, click here. Accepted file extensions: .lha Place your WHDLoad packages in /home/pi/retroPie/roms/amiga/ More information about adding game data can be found here. The full roms Kickstart documentation required by Amiberry can be found here. Place Kickstart roms in /home/pi/retroPie/BIOS/Controls Amiberry using a RetroArch configuration created during the controller configuration. Thus, Hotkey-X will bring up the user interface and Hotkey-Start can be used to exit Amiberry. For full documentation, please contact here. Choosing the default controller can be edited to /opt/retropie/configs/amiga/amiberry/whdboot/hostprefs.conf. You can also set the default controller selection, as well as other Amiberry settings for individual games. For full documentation, please contact here. You can customize controls for individual games using the Amiberry user interface. For full documentation, please contact here. Emulator: lr-puae lr-puae is an experimental emulator. It can be installed from RetroPie-Setup Script. Place the desired Kickstart drives in: /home/pi/RetroPie/BIOS/ To use the drive and WHDLoad games with this core you will need the following Kickstart ROMs. Romс. them to this name and copy the file to the RetroArch catalog. It is very important to use Kickstarts with the right MD5, otherwise the core can not begin. The name description system MD5 kick34005. A500 Kickstart v1.3 (Rev. 34.005) Amiga 500 82a21c1890cae844b3df741f2762d48d kick40063. A600 Kickstart v3.1 (Rev. 40.063) Amiga 600 e40a5dfb3d017ba8779fab30cbdc1c8e kick40068. A1200 Kickstart v3.1 (Rev. 40.068) Amiga 1200 646773759326fbac3b2311fd8c8793ee Controls lr-puae uses retroarchic configurations. Add custom retroarchic controls to the retroarch.cfg file in /opt/retropie/configs/amiga/retroarch.cfg For more information on custom controls RetroArch see: RetroArch Configuration Control Button L2 Show/Hide status R2 Sound in/off L Toggle Num Joy R Change rate 1 to 6 (for gui and emu) to choose the Mouse Switch / Joy Mode Start Show / Hide vkbd Fire / Mouse BTN A / Real Key in virtual keyboard B Mouse BTN B V X Y Emulator GUI Retro traditional configs Setting choice (default in bold) Notes Model A500 / A600 / A1200 This installation predetermined a number of other parameters including processor, memory, and which Kickstart bios use. Video standard PAL / NTSC Most PAL software. High resolution is true/false If turned off, high-resolution Amiga screens will have a horizontal resolution in half (only every other horizontal pixel will be drawn). Most classic games use low-resolution screens. Harvest overscan truth/false overscan culture, which can lead to cropped images in some games. The combination of NTSC and overscan settings will allow you to achieve all possible permissions for the Amiga screen; see the table under the rendering in the documents. Use analog false/true STANDARD LEDs/simplified/nobody shows drive activity and power LEDs in the bottom right corner. The real/max real CPU speed is recommended for games designed to run on the A500-class Amiga, but that won't work on faster Amiga games. If set to the max, the emulation of the processor will run at the maximum speed that the host processor can achieve. lr-puae will spend as much time as it can emulate the 68,000 processor and won't wait at all behind the scenes. The processor is compatible false/true If enabled, the E-UAE will use a slower but more compatible version of the false emulation processor. It may be necessary to run some demos and game properly. The audio output is no /interrupts / normal / accurate - no - audio emulation is off. interrupts - audio emulation is on, but the audio output is off. Normally - audio emulation is turned on and output is on. Accurate - audio emulation is enabled and the exact output is included. Frequency 11025 / 22050 / 44100 Frequency audio output in Hertz. Generally, higher frequencies will require more work, but have better quality. The sound channels mono/stereo/mixed Amiga supports the 4-voice stereo sound, with two channels coming out on the left channel and two on the right. Mono-monophonic output; all Amiga voices are out on the same channel. Stereo - stereo output; Two Two the voices are the exit on the left channel and the two on the right. Mixed - stereo output; Amiga's four voices are mixed and exit on both left and right channels. The sound of interpolation no / rh / crux / sinc interpolation is a method that smooths audio. Three other variants are different algorithms for it that can give different results and performance hits. Floppy speed 100 / 200 / 300 / 400 / 500 / 600 / 700 / 800 Valid values from 1x to 8x speed of standard floppy Amiga. Values other than 100 can affect compatibility with Amiga software, especially on the basis of the floppy copy protection system included in some games. Immediate bit true / false If included, blits performed by amiga chipset emulation will be reported as finishing immediately. This can improve performance at the cost of compatibility. The NTSC chipset is true/falseLy set this as the video system's correct ratio of aspects true/false Vertical Centering no/simple/smart Used to center the screen vertically in the emulator display (which is then positioned by retroarch display) Horizontal centering no/simple/smart See above. ROMs Place your Amiga ROMs and configuration files in /home/pi/retroPie/roms/amiga requirements to describe the file extension. uae text text configuration file pointing to .hdf, .adf, or .ipf to be created in the ROM .adf drive image is loaded directly .adipped image of the disk, it seems rare not supported. .dm image disk seems to be a rare image of the disk, it seems a rare load directly .ipf image drive requires capsimg so in the retroarchy catalog, .hdf hard drive image requires WHDLoad to customize. .hdz lightning hard drive image requires WHDLoad to customize. .m3u text config file to be created for multi-disc games. zip must contain .adf, .hdf, or .ipf unzip processed by RetroArch .lha lightning hard drive images in Amiga specific compression format; not processed lr-puae unzip processed in emulator One thing that Amiga enthusiasts seem to indicate repeatedly is that although you may be able to expand the .lha file on Windows, you often shouldn't. The Amiga and Windows operating system don't always agree on the way and special characters, so you can damage the file when it's unpacked. Drive images, WHDLoad and M3U support You can transfer the drive or HDD image (WHDLoad) as a drive. Supported format: - .adf, .dms, .fdi, .ipf, .zip files for disc images. Note that .ipf files require additional files, see below. - .hdf, .hdz for hdd images. Note that hdd images require WHDLoad to set up, see below. - .m3u for multiple disc images. Please note that they have special requirements, see below. Please note that .lha files are not supported. If you want to use the WHDLoad set There's a conversion script here that can convert drives into a format that's lr-puae. When transferring an image of a disk, hdd image or m3u file as a kernel option will generate a temporary configuration file puae_ libretto_uae in RetroArch saves And use it to automatically run the game. Configuration To create a temporary .uae configuration file, the core will use the basic settings set up in RetroArch. The most important option is the model. Three models are provided (tough configuration) : description of the model A500 Imitation Amiga 500 with chipset OCS, 1MB of RAM and 1.8MB of slow memory extension (god). The A600 simulates the Amiga 600 with an ECS chipset, 1MB of RAM and 4MB of rapid memory expansion. The A1200 simulates the Amiga 1200 with AGA chipset, 2MB of RAM and 8MB of rapid memory extension. Because the configuration file is only generated when the game starts, you have to restart RetroArch for changes to take effects. IPF Support Most of the full price of Commercial Amiga games has been in some form of custom drive and/or copy protection on the game. For this reason, most Amiga commercial games cannot be stored in ADF files without use, but there is an alternative called the Interpernsable Save Format (IPF), which has been specifically designed for this purpose. IPF support is done through the CAPSIMG library. To include it, you must put a dynamic library called capsimg.dll (Windows) or capsimg.so (Linux, macOS) in the retroarch catalog (where there is a retroarchy that can be performed; when installed by default it is /opt/retropie/emulators/retroarch/bin/). In the linux system (x86 or x86_64), the correct architectural library should be copied to the BIOS folder instead of the retroarch/bin folder. Compatible CAPSIMG libraries for Windows, macOS and Linux can be found on please keep in mind that there are 32-bit and 64-bit versions of the library. Choose the one that matches your RetroArch run. By July 1, 2019, the support .ipf may not work on the Raspberry Pi, although it appears to be working on Windows. Support M3U When you have a multi-disc game, you can use the .m3u file to specify each game drive and change them from the retroArch Disk control interface. The M3U file is a simple text file with one disk per line (see - Example : The Simpsons, - Bart vs. Space Mutants.m3u The Simpsons, - Bart vs. Space Mutants_Disk1.adf The Simpsons, - Bart vs. Space Mutants_Disk2.adf Way can be absolute or relative to the location of the M3U file. When the game asks for it, you can change the current drive in the RetroArch 'Disk Control': - Ejection of the current disk from Disk Cycle Tray Status. - Choose the right disk index. - Insert a new disk with Disk Cycle Tray Status. Note: Lightning support is provided by RetroArch and is done before the game is transferred to the core. Thus, if you use the m3u file, the specified image of the disk should be unpressed (.adf, .dms, .fdi, .ipf file formats). WHDLoad To use WHDLoad games you need to have WHDLoad image titled 'WHDLoad.hdf' in the RetroArch (No/RetroPie/BIOS) catalog. In this WHDLoad image you should have three kickstart runs (kick34005. A500, kick40063. A600, kick40068. A1200) Catalog. To do this, you can consult an excellent tutorial made by Allan Lindqvist (just go to the Create WHDLoad.hdf section. The kernel only supports the HDD (hdf and hdz) image file format, and the slave file should be called 'game.slave'. Create an hdf file for the game If you have a WHDLoad game in a zipper or catalog, you will have to create an image file. To do this, you can use ADFOpus (or amitoools (- Example to create a hdf file from the lightning WHDLoad game : - Extract files from lightning to the catalog. Go to the directory where the files were extracted. - Rename the main slave file (ending with '. Rab') to the game. 'Slave' (some games have a lot of slave files, guess which is correct). - Pack the catalog into the hdf file : - Use ADFOpus (see Allan Lindqvist's tutorial). - Use of amintula. The amitoools team to use: the xdtfool-f package size of the note size of the NAME_OF_HDF SIZE_OF_HDF to the GAME_DIRECTORY the HDF specified SIZE_OF_HDF should be larger than the size of the catalog to store more file system information (I use the 1.25 ratio). Many files out there have a catalog structure that looks like this: Agony (1992) (Psygnosis).hdf Agony.info Agony (folder) Agony.info Disk.1 Disk.2 Disk.3 Agony.slave Guide Manual.info ReadMe ReadMe.info scores.sav Two big changes: 1. no folder on the top level. If your .slave file is not on the top .hdf level, you will receive a DOS pop-up with the words DOS Error #205 (object not found) when reading '.slave'. 2. Instead of .slave, this file should be called game.slave. It doesn't matter (despite what you can see online), whether it's. Slave or .slave, based on my testing. If you want to use the WHDLoad 'RetroPlay' set, there's a conversion scenario here that can do all of the above on the Raspberry Pi and convert the drives into a lr-puae-produced format. A game that needs a specific Model Amiga (AGA games, for example) If the game needs a specific Model Amiga (AGA games, for example), you can specify which amiga models to use. To do this, simply add these lines to your adf, hdf or m3u file: (A500) or (OCS) to use the Amiga 500, (A600) or (ECS) to use the Amiga 600, (A1200) or (AGA) to use the Amiga 1200. Example : When you start the Alien Breed 2 (AGA.hdf kernel) file, the Amiga 1200 will use the Amiga 1200 model, you can transfer the '.uae' configuration file as a disk, and the kernel will download the settings and start emulation without 1 gui showing. For help, see the Lemmings.uae sample configuration file (see NAME_OF_HDF_SIZE_OF_GAME_DIRECTORY/NAME_OF_HDF.html) You can use this sample as a starting point to create your own configuration files for each of your games. All documentation can be found at configuration.txt. lr-puae automatically generates a .uae file called /roms/amiga/puae_ libretto_uae based on Retroarch settings, but you can create them by hand by pointing to ADF and Kickstart ROM like this: kickstart_rom_file /home/pi/retroPie/BIOS/ insert kickstart rom filename here floppy flop0/home/pi/retroPie/roms/amiga/insert ADF filename here Files can be .hdf or .adf. Please note that .m3u files are not supported. Below is an example to use as a template to create your own .uae file. If you want to use more than one floppy floppy1type-0, floppy2type-0, etc.kickstart_rom_file. kickstart_rom_file/home/pi/retroPie/BIOS/kick31.rom chipmem_size 2 bogomem_size 2 bogomem_size 2 use_gui no cpu_type68000 cpu_speed-real cpu_compatible-true ntsc>false chipset -ocs immediate .blits>false gfx_linemode-double gfx_framerate -1 sound_output -normal sound_frequency 44100 sound_channels-mixed sound_interpol no one show_leds sty floppy_speed 100 gfx_center_vertical sound_output smart gfx_center_horizontalsmart gfx_color_mode'16 floppy1type-0 floppy0/home/pi/retroPie/roms/amiga/Lemmings_1.a floppyfp1/home/pi/retroPie/rom Lemmings_2 The P-UAE configuration.txt: Emulate the high resolution, fully overscanned PAL screen - either not intertwined with the doubling line, or intertwined - you have to use the display, at least 720 by 568 pixels. If you specify a smaller size, the E-UAE display will be trimmed to fit (and you can use the gfx_center_options - see below - in the center of the clipped display area). Similarly, to fully display an over-scanned lo-res PAL screen, you need a 360 display by 284 pixels. Three options control the output resolution of the kernel: Default Default Name Video standard PAL, NTSC PAL High resolution false, true false yield overscan false. True False With These Settings All Resolution Standards amiga available : 360x284: PAL Low Resolution with overscan No 320x256: PAL Low Resolution Circumcised/Circumcised (Borderless) - 360x240: NT Low SC Resolution with Overscan No 320x200: NTSC Low Resolution Circumcised/Circumcised (No Borders)x568: PAL High Resolution with Overscan No 640x512: PAL High Resolution Circumcised/Circumcised (Without Borders) - 720x480: NTSC High Resolution with Overscan No 640x400: NTSC High Resolution Clipped/Circumcised (Without Borders) When using high-resolution mode, visualization will be horizontal twice and for vertically low games res. It's compatible with High Res Games and Workbench, but scaling shaders (such as scalefx) will look ugly. When using low resolution, scale shaders look great, but the high game res and the work bench are poorly rendered (but still to use). Known bugs when downloading save the state by leaving the GUI without reset. You have to re-enter the graphical interface and make a reset. It's a debugging release, so Errors. Emulators: UAE4ALL2, UAE4ARM UAE4ALL2 are no longer developed and we recommend using UAE4ARM on Raspberry Pi. ROMS Accepted File Extensions: .adf UAE4Arm also supports: .dms .exe .rp9 and compressed formats .zip .adz Place images of Amiga discs in /home/pi/retroPie/roms/amiga/ Emulator comes with a free AROS rom that will run for many games and demos. If you want to use kickstart 1.3, 2.0, 3.1 rom place your kick13.rom, kick20.rom, kick31.rom files in /home/pi/retroPie/BIOS/ Name Description md5 CRC32 Comment kick13.rom KS ROM v1.3 (A500,A1000,A2000) rev 34.5 (256k) 82a21c1890cae844b3df741f2722d48d kick c4f0f55f20.rom KS rom v2.04 (A500) turnover 37.175 (512k) dc10d7bdd1b6f450773dfb558477c230 c3bdb240 kick31.rom KS ROM v1.3 (A1 200) turnover 40.68 (512k) 646773759326fbac3b2311fd8c8793ee 1483a091. These hard coding controls are currently. This original mapping was chosen because it is somewhat similar to MAME, and should mostly work on any controllers that use this input (such as picadu). Joypad/Joystick has not yet been tested. In the game: lctrl - joy 1/mouse 1 (button X in gui) lalt - joy 2/mouse 2 (button Y in gui) lshift - joy 1 autofire (button A in gui) z - mouse 1 (button B in gui) 5 - Switch entry between mouse arrow keys/joystick - up/down/left/right F12 (UAE4ARM) and/or CTRL ESC (UAE4ALL) - Open Emulator Menu Run it out of Emulation Station and you get a graphical interface, Where you can customize the discs/runs/memory and insert the image adf into the virtual floppy disk drives. Video Tutorial Running the game directly from EmulationStation Script to create configuration files Here you will find the script, and the necessary configuration files according to another version of UAE4arm, to create a game configuration file: On EmulationStation, AMIGA, open 'Start UAE4Arm and save the profile with a random name then open the file and check the number in the config_version option. Download the correct configuration file from the previous link then rename it config.uae and copy it, along with AGCC.sh (also download this from the previous link) to Raspberry Pi. AGCC.sh uses the config.uae file to create a game configuration and (if you like) you can edit it. For the default behavior emulator, search for kickstart 2.04 in /home/pi/retroPie/roms/amiga/ renamed kick20.rom, so you should rename your kickstart or edit config.uae. Also follow these steps: sudo nano/etc/emulationstation/es_systems.cfg and edit the tag for the amiga emulator in this way: zlt'extension.sh .uae . Sh. UAE/lt/extension/gt; Then sudo nano /opt/retropie/configs/amiga/emulators.cfg and edit the line in this way: uae4arm - pushd /opt/retropie/emulators/uae4arm//.uae4arm -f% ROM% Point of attention to Image extension (case-insensitive): .adf, .adz, .dms, .ipf, .zip For the game with multiple discs rename them this way: Game blah blah blah (Disc 1 N).adf games blah blah blah (Disk 2 N).adf N).adf N).adf N). Irpra bla bla bla (Disk N N).adf N).adf commodore amiga bios retroarch. commodore amiga cd32 bios

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