
Subject: : E-UAE

Topic: : UAE UAE-X1000 help for an exact configuration

UAE UAE-X1000 help for an exact configuration

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URL:

Hi,

Before opening this little post, I thought about it a lot.

I hope to get help, I do not own a real amiga machine.

But reading documentations, and receiving the help of many people here on the forum, I was able to gradually configure amigaOS 4.1.1 using winUAE 64bit.

Now it works very well.

I can surf to watch videos and do many other things.

I know the limits of the emulation of 4.1.1, so I do not expect it to work like a real machine.

Over time I started using E-UAE.

There are two UAE and UAE-X1000 executables, the one I use is UAE-X1000

All games work very well, including demos written in assembly.

I do not expect its functioning to be perfect.

While UAE crashes, UAE-X1000 works perfectly in the window and in full screen.

Placed here the .log and my configuration, I ask for help to understand if the configuration is correct.

What I would like to know to learn, and if the parameters are correct.

The emulated machine is a 040 with fast ram.

I have followed some guides to configure these parameters so I do not expect everything to work better, but to understand if the configuration is right, I have to correct some parameters.

I'm sorry, if I put the .log directly and the configuration in the post.

If I have to delete this post because it's too long, I can put them on
on mediafire not to take up space on the forum.

Thanks again for every help!

.log

E-UAE 1.0.0

Build date: Jan 1 2015 18:38:45

Found 0 joysticks

Opening cfgfile '.uaerc'...okay.

unknown config entry: 'sound_max_buff=8192'

Opening cfgfile 'T:RunInUAE.uaerc'...okay.

Error: directory/hardfile 'Sys:Emulation/RunInUAE/WB31' already added

EClock frequency:16.079060 MHz

Rexx port "UAE" installed.
Resetting frame rate hack
Building CPU table for configuration: 68040
1866 CPU functions
Building CPU function table, 46416 opcodes (4 0 0).
JIT: Building compiler function table.
JIT: Allocation of translation cache...
JIT: Translation cache size in prefs: 8192
JIT: Allocated 8192 KB translation cache.
JIT: allocated 1760 KB macroblock buffer.
Resetting frame rate hack
AMIGFX: Using screenmode: 0x50031300:24 (1342378752:24)
AMIGFX: Using a 24-bit true-colour display.
Sound driver found and configured for mono at 44100 Hz, buffer is 10584 bytes.
Driveclick init...
reset at 0
JIT: Compiling reset
PAL mode, 50Hz (h=227 v=312)
chipmem cleared
SERIAL: period=372, baud=9600, hsyncs=16 PC=f8018a
JIT: Change cache emulation: enabled
Fastcard: mapped @\$200000: 8MB fast memory
Card 1 (Zorroll) done.
Filesystem: mapped memory @\$e90000.
Card 2 (Zorroll) done.
Mounting uaehf.device 0 (0):
FS: mounted virtual unit DH0 (Sys:Emulation/RunInUAE/WB31)
Mounting uaehf.device 1 (0):
FS: mounted virtual unit Amiga_ (Amiga:)
FS: Workbench starting..
FS: Amiga starting..
JIT: Change cache emulation: disabled
PTEST @ 0022338c
JIT: Change cache emulation: enabled
PAL mode, 54Hz (h=227 v=286)
PAL mode, 50Hz (h=227 v=312)
Illegal instruction: 4e7a at 0025da42 -> 0025da52
Illegal instruction: 4e7a at 0025da5a -> 0025dad8
Remote CLI started.
PFLUSH @ 0084a182
PFLUSH @ 0084a188
JIT: Change cache emulation: disabled
JIT: Change cache emulation: enabled
JIT: Change cache emulation: disabled
PFLUSH @ 0084a368
PFLUSH @ 0084a36e
PFLUSH @ 0084b700
PFLUSH @ 0084b700
PFLUSH @ 0084b700
JIT: Change cache emulation: enabled
PFLUSH @ 0084b700

```
PFLUSH @ 0084b700
PFLUSH @ 0084b700
PFLUSH @ 0084b700
0000 written to DSKDAT. Not good. PC=00849A1A
PFLUSH @ 0084b700
PAL mode, 52Hz (h=227 v=300)
PAL mode, 50Hz (h=227 v=312)
PFLUSH @ 0084b700
PFLUSH @ 0084b700
PFLUSH @ 0084b700
PFLUSH @ 0084b700
PFLUSH @ 0084b700
PFLUSH @ 0084b700
```

```
Byte put to custom register DFF05B PC=0086DEDA
Byte put to custom register DFF05B PC=0086DEDA
New max_color_change=750
Byte put to custom register DFF05B PC=0086DEDA
Byte put to custom register DFF05B PC=0086DEDA
Byte put to custom register DFF05B PC=0086DEDA
Byte put to custom register DFF05B PC=0086DEDA
Byte put to custom register DFF05B PC=0086DEDA
Byte put to custom register DFF05B PC=0086DEDA
Byte put to custom register DFF05B PC=0086DED6
Byte put to custom register DFF05B PC=0086DED6
Byte put to custom register DFF05B PC=0086DED6
```

```
Trying on public screen...
```

```
AppWindow started.
```

```
AMIGFX: Using a 24-bit true-colour display.
```

```
.config
```

```
# UAE config for RunInUAE, which is designed to modify an existing working UAE config
```

```
# Use 3.1 Kickstart for Workbench, but allow ADF-booted games to still use an older Kickstart
```

```
kickstart_rom_file=kick3.1.rom
```

```
# Emulate an A1200, but still allow A500 emulation for ADF-booted games
```

```
cpu_type=68040
```

```
cpu_speed=max
```

```
chipmem_size=4
```

```
chipset=aga
```

```
#collision_level=none
```

```
# Emulate an expanded A1200 with 8MB of Fast Ram!
```

```
fastmem_size=8
```

```
# Set frame skipping (1=show all frames, 2=show every 2nd frame, 3=show every 3rd frame, etc)
```

```
#gfx_framerate=2
```

```
# Add floppy disk which can be used for saving games
```

```
floppy0=PROGDIR:SaveGames.adf
```

Filesystem settings for virtual devices

filesystem2=rw,DH0:Workbench:Sys:Emulation/RunInUAE/WB31,1

filesystem2=rw,DH0:Workbench:Sys:Emulation/RunInUAE/WB31,1

filesystem2=rw,Amiga_:Amiga:Amiga:,-0

Example .config Breathless AGA

#RUNINUAE: LOCAL_VERSION=2

floppy_speed=800

cache_size=8192

gfx_width_windowed=640

gfx_height_windowed=480

gfx_lores=false

gfx_correct_aspect=yes

gfx_linemode=double

gfx_framerate=2

amiga.screen_type=ask

gfx_fullscreen_amiga=true

joyport0=kbd3

collision_level=none

#RUNINUAE: SCREENMODE=ScreenMode_HiRes.prefs

Here small video

<https://www.youtube.com/watch?v=PBXHanDwaLw>