

Subject: : AmigaOS4

Topic: : RuninUAE issues

Re: RuninUAE issues

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URL:

@DStastny

Ok, which game would that be or do all behave like that?

Can you start the WB inside RuninUAE, open a shell and type "version C:WHDLoad full"?

I just dusted off my final cd and started a few games, all run accordingly.

Here's my .uaerc (i enhanced it over the years to cope with numerous glitches in games and and did a lot of commenting to trick my failing memory).

You probably need to adapt it anyway

```
## Example UAE configuration
```

```
## Lines beginning with a '#' are comments
```

```
## Kickstart ROM settings
```

```
kickstart_rom_file=PROGDIR:roms/kick3.1.rom
```

```
# If you have an encrypted ROM image from Amiga forever, this is a path to the  
# key file.
```

```
#kickstart_key_file=rom.key
```

```
#kickstart_ext_rom_file=
```

```
## CPU type settings
```

```
# (can be 68000, 68010, 68ec020, 68ec020/68881, 68020, 68020/68881, 68040 and  
# 68060)
```

```
# NB:
```

```
# E-UAE does not support 68030 processor types, it will fall back to an 68010
```

```
# instead. The 68060 emulation is incomplete and might not work correctly.
```

```
cpu_type=68040
```

```
## CPU compatibility (true is slower)
```

```
# Has to be set to no for JIT to work correctly, and only applies to emulating
```

```
# a plain 68000 cpu anyway.
```

```
cpu_compatible=no
```

```
cpu_cycle_exact=no
```

```
## CPU emulation speed
# (real = approx A500 speed. max = CPU emulation will run as fast as it can)
cpu_speed=max

## Amiga chipset settings
# (can be ocs, ecs_agnus, ecs or aga)
chipset=aga
immediate_blits=true
# Collision detection (none, sprites, playfields, full)
collision_level=playfields

## Memory settings
# Chip memory to emulate (in multiples of 512K), thus chipmem=4 means 2MB
chipmem_size=4
# "Slow" memory (0=0 KB, 2=512 KB, 4 = 1 MB and 7 = 1.8 MB)
#bogomem_size=7 # Only used by some very old games and demos
# Fast memory (in MB)
fastmem_size=8
# Zorro III Fast memory and gfx card memory (in MB)
# The next two options will only work with 68020 CPU's and above - NOT with 68ec020.
z3mem_size=8
gfxcard_size=32

## Sound settings
# Output (none, interrupts, normal, exact)
sound_output=exact
# Channels (mono, stereo, mixed)
sound_channels=stereo
# Frequency of emulated sound (output in Hz)
sound_frequency=22050
# Sound buffer size (latency in ms)
# (sound_max_buffer in bytes is obsolete)
sound_latency=100
# Sound interpolation mode (none, rh, crux, sinc)
sound_interpol=crux

## Display settings
gfx_width_windowed=640
gfx_height_windowed=512
#gfx_width_fullscreen=640
#gfx_height_fullscreen=512
gfx_lores=false
# Linemode (none, double, scanlines)
# Biing!!! needs double
gfx_linemode=double
gfx_correct_aspect=yes
```

```
## (none, simple, smart)
gfx_center_horizontal=smart
gfx_center_vertical=smart
gfx_fullscreen_amiga=true
# Frame skip
# (1=show all frames, 2=show every 2nd frame, 3=show every 3rd frame, etc)
gfx_framerate=1
# Has to be set to no, for JIT to work correctly
blitter_cycle_exact=no

## Amiga settings
# Screen type (public, custom, ask)
amiga.screen_type=custom
#amiga.publicscreen=
amiga.use_dither=false

## Disk settings
# Floppy disks
amiga.floppy_path=PROGDIR:disks
# Enable floppy drives 2, 3 and 4 (0=3.5" DD, 1=3.5" HD, 2=5.25" SD).
floppy1type=0
floppy2type=0
floppy3type=0
# Floppy drive noise (to enable, set floppy0sound=1
floppy0sound=0
floppy1sound=0
floppy2sound=0
floppy3sound=0
# Floppy drive speed (100 is normal speed [most compatible],
# 800 is fastest speed [least compatible])
floppy_speed=100
# Add floppy disks which can be used for e.g. saving games.
# (we use floppy drive 2 and 3, since the first two (0/1) will most likely be
# used for game data disks).
floppy2=PROGDIR:disks/Save_Disk_1.adf
floppy3=PROGDIR:disks/Save_Disk_2.adf

# HDD Disks
# Filesystem settings (for virtual devices)
# e.g. filesystem2=r(eadable)w(ritable),Device (for EUAE):Volume Name (for EUAE):Path to dir,1(boot priority) or
-1(not bootable)
filesystem2=rw,DH0:Workbench:Sys:Emulation/RunInUAE/WB31,1
filesystem2=rw,DH1:Games:Games:AmigaOS3,-128
#hardfile2=rw,DH0:RAM:SYS:Emulation/RunInUAE/E-UAE_1.0.0_AmigaOS4/disks/WB31.hdf,32,1,2,512,0,1
hardfile2=rw,DH2:Games:AmigaOS3/Adventure/Universe.hdf,32,1,2,512,0,
#hardfile=rw,32,1,2,512,disks/WB31.hdf
#filesystem2=ro,CD0:Universe:CD0:,0

## JIT settings
```

```
# Only works with 68ec020 CPU or better, as JIT depends on processor cache
# availability.
# Cachesize in KB.
cachesize=16384
comp_optimize=true
# Must be set to yes, for JIT to work correctly.
comp_constjump=yes
# The direct memory access is not completed yet, theoretically it might work
# for certain software, but it's suggested to be set to indirect for this version.
comp_trustbyte=indirect
comp_trustword=indirect
comp_trustlong=indirect
#comp_flushmode=hard # Not used in the current JIT.

## Miscellaneous settings
# Show status LEDs
# NB:
# On-screen LEDs are not visible on Picasso96 RTG screens.
show_leds=true
# Joystick port (none, mouse, joy0, joy1, kbd1, kbd2, kbd3)
joyport0=mouse
joyport1=kbd2
use_debugger=no
ppc.use_tbc=true
filesystem2=rw,APPDIR_:APPDIR:APPDIR:,-1
```