

Subject: : AmigaOS4

Topic: : RuninUAE issues

Re: RuninUAE issues

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URL:

@Raziel

*You are not trying to start WHDLoad under AmigaOS4, do you? Because that would always crash hard*

Nope 😊

uaerc\_RuninUAE

# 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=68020

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=ro,Work\_:Work:Work:,-1

filesystem2=ro,System\_:System:System:,-1

```
# Example UAE configuration
#
# Lines beginning with a '#' are comments

# Path to file containing Kickstart ROM image
kickstart_rom_file=kick1.3.rom

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

# Default path where floppy disk images may be found
amiga.floppy_path=PROGDIR:Floppies

# Show status LEDs on emulator screen
show_leds=false

# Enable floppy drives 2 & 3
floppy2type=0
floppy3type=0

# Speed of floppy drives; 100 is normal speed (most compatible), 800 is fastest speed (least compatible)
floppy_speed=100

# Joystick port emulation; none, mouse, joy0, joy1, kbd1, kbd2, kbd3
joyport0=mouse
joyport1=kbd2
#joyport1=joy1

# CPU type to emulate
cpu_type=68000
# CPU compatibility (true is slower)
cpu_compatible=false
cpu_cycle_exact=false
# CPU emulation speed
# real = approx A500 speed. max = CPU emulation will run as fast as it can
cpu_speed=real

# Amiga chipset to emulate
# Can be ocs, ecs or aga
chipset=ecs
immediate_blits=true
# Collision detection; none, sprites, playfields, full
collision_level=playfields

# Amount of chip memory to emulate
# in multiples of 512K. Thus chipmem=4 is 2MB
chipmem_size=2
bogomem_size=0
```

```
# Amount of fast memory to emulate in MB
fastmem_size=0

# Sound output; none, interrupts, normal, exact
sound_output=normal
#sound_output=interrupts

# Sound channels; mono, stereo, mixed
sound_channels=mono

# Frequency of emulated sound output in Hz
sound_frequency=44100

# Sound buffer size in bytes, default 8192
sound_max_buff=8192
sound_latency=120

# Prompt for screen mode to use; public, custom, ask
amiga.screen_type=custom
amiga.publicscreen=

gfx_fullscreen_amiga=true

# Don't dither
amiga.use_dither=false

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

# Display settings
gfx_width_windowed=640
gfx_height_windowed=480
gfx_lores=false
gfx_linemode=double
gfx_correct_aspect=yes
gfx_center_horizontal=smart
gfx_center_vertical=smart

# Miscellaneous
use_debugger=no
ppc.use_tbc=false

# Full floppy drive noises
floppy0sound=1

# Additional settings
#RUNINUAE: SCREENMODE=ScreenMode_HiRes.prefs
```

Pretty straight forward defaults. I never really messed with it.

The fact workbench just locks up after a few minutes or right after boot is I think place for me to look.

I am starting to suspecting its the sound card. I have had multiple in this X5000. Currently its some version of some CMI8738 and I am aware some of them are not stable. I have played Tower 57 no problem and I have written audio code under OS 4.1 though and that seems to run fine. But, cant say same for the UAE code.

I am going to disable it and see if that helps, then make a clean install. Now I am on mission. Might have to find another audio card too.

Regards  
Doug