

Subject: : E-UAE

Topic: : UAE JIT BETA 4

Re: UAE JIT BETA 4

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URL:

@TSK

This is my config:

.uaerc

Example UAE configuration

#

Lines beginning with a '#' are comments

Path to file containing Kickstart ROM image

kickstart_rom_file=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

Default path where floppy disk images may be found

amiga.floppy_path=PROGDIR:Floppies

#Show status LEDs on emulator screen

show_leds=true

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=joy1

#JIT

enable_jit=yes

CPU type to emulate

```
cpu_type=68040
# 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=max

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

#New
blitter_cycle_exact=false
comp_optimize=true
cachesize=8192
comp_constjump=yes
comp_trustbyte=indirect
comp_trustword=indirect
comp_trustlong=indirect

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

# Amount of fast memory to emulate in MB
fastmem_size=8
z3mem_size=128

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

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

# 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=false

Don't dither

amiga.use_dither=default

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=true

gfx_center_horizontal=smart

gfx_center_vertical=smart

Miscellaneous

use_debugger=no

ppc.use_tbc=true

Full floppy drive noises

floppy0sound=1

Additional settings

#RUNINUAE: SCREENMODE=ScreenMode_HiRes.prefs

.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=68040

cpu_speed=max

chipmem_size=4

chipset=aga

#collision_level=none

Emulate an expanded A1200 with 8MB of Fast Ram!

fastmem_size=8

z3mem_size=128

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

gfx_framerate=1

Add floppy disk which can be used for saving games

floppy0=PROGDIR:SaveGames.adf

Filesystem settings for virtual devices

filesystem2=rw,DH0:Workbench:Work:Utilities/RunInUAE/WB31,1

filesystem2=rw,Games-Demos_:Games-Demos:Games-Demos:,-1

filesystem2=rw,Work_:Work:Work:,-1

filesystem2=ro,RAM Disk2_:RAM Disk2:RAM Disk:,-1