


**Commodore amiga system kickstart roms**

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## Commodore amiga system kickstart roms

The Amiga was a family of personal computers released by Commodore in the 1980s and 1990s. Rom Folder Extension Emulator BIOS Driver Configure Amiberry amiga .lha .zip .uae .adf .dms .fdi .ipf .hdf .hdz kick33 180.A500, kick34 005.A500, kick40 068.A1200 /opt/retropie/configs/amiga/retroarch.cfg lr-puae .zip .uae .adf .dms .fdi .ipf .hdf .hdz .m3u kick34 005.A500, kick40 063.A600, kick40 068.A1200 /opt/retropie/configs/amiga/retroarch.cfg UAE4ALL2 amiga .adf kick12.rom, kick13.rom, kick13.rom, kick20.rom, kick20.rom, kick31.rom Hardcoded UAE4ARM friend .zip .adf .dms .exe .adz .rp9 kick13.rom, kick20.rom, kick31.rom Hardcoded Emulators: Amiberry Amiberry is a UAE4ARM fork with support for WHDLoad, which offers a better console-like experience. Please refer to the official Amiberry wiki for a detailed step-by-step installation and configuration guide. ROMS For an optimal Amiberry experience, it is recommended to use pre-installed WHDLoad packages. Amiberry has been designed to be compatible with the rRetroplay packages of WHDLoad. For more information about WHDLoad packages, see here. Accepted File Extensions: .lha Place your WHDLoad packages at /home/pi/RetroPie/roms/amiga/ You can find more information on how to add game data here. The complete documentation on the Kickstart roms required by Amiberry can be found here. Place your Kickstart roms in /home/pi/RetroPie/BIOS/ Controls Amiberry uses the RetroArch settings created during the Controller Setup. As a result, Hotkey+X will display the user interface and Hotkey+Start can be used to exit Amiberry. For full documentation, please consult here. The default driver selection can be edited at /opt/retropie/configs/amiga/amiberry/whdboot/hostprefs.conf. It is also possible to set the default driver selection, as well as other Amiberry game settings. For full documentation, please consult here. It is possible to customize the controls for individual games using the Amiberry user interface. For full documentation, please consult here. Emulator: lr-puae lr-puae es es Experimental emulator. It can be installed from the experimental section of the RetroPie configuration script. Place your desired KickStart Rom Tart at: / Start / Pi / Retriep / BIOS / To use disk and WHDload games with this nucleus, you will need the following ROM KickStart. Rename the name of the name and copy the file in the BIOS folder. It is critical to use Kickstarts with the right MD5, otherwise, the nucleus could not begin. File Name Friend Name Forever System MD5 Kick33180.A500 KickStart V1.2 Rev 33.180 (!) From Amiga-os-120.Rom Amiga 500 85AD74194E87C089043A KICK34005.A500 Kickstart v1.3 Rev 34,005 friend-os-130.ROM friend 500 82a21c1890cae844b3df741f2762d48d kick37175 .A500 Kickstart v2.04 37,175 rev friend os 204.rom friend 500+ dc10d7bd1b6f450773dfb558477c230 kick40063.A600 Kickstart v3.1 40,063 rev friend-os-310 600-a600.rom friend e40a5dfb3d017ba8779faba30cb1c8e kick40068.A1200 Kickstart v3.1 40,068 rev -OS-310-a1200.rom friend amiga 1200 Kickstart v3.1 646773759326fbac3b2311fd8c8793ee kick40068.A4000 40,068 rev friend-os-310-a4000.rom the amiga 4000 9bdedde6a4f3355b4a270c8ca53297d kick34005.CDTV CDTV extended ROM v1.00 friend os 130- CDTV-ext .rom friend CDTV 89da1838a24460e4fb93f40c5d92d48d kick40060.CD32 CD32 Kickstart v3.1 rev 40,060 N / A amiga CD32 CD32 5f8924d013dd57a89ef349f4cdedc6b1 kick40060.CD32.ext extend4 40,060 rev ROM friend-os-310-cd32.rom amiga CD32 bb725 65701B1B6FAEGEC07D6 8E45DA639 KICK40060.CD32 CD32 KS + Extended V3.1 rev 40,060 friend CD32 F2F241BF094168CFB9F7805DC2856433 Note: - The nucleus has a built-in kickstart Rollback, which is used when the real kickstart is not found. It can be compatible enough for some A500 games. - KickStart v1.2 (!) It is only necessary for WHDload Arcadia Games: For the emulation of CD32, whether kick40060.cd32 (CD32 KS + Extended v3.1 rev 40,060) or both kick40060.cd32 (Kickstart v3.1 Rev3. 1 CD32) and (CD32 Extended Rom Rom 40.060) Controls LR-PUAE uses retroarch input configurations. RetroArch Personalized retroarch controls to Retroarch.cfg file in /Opt/retropie/configs/amiga/retroarch.cfg For more information about custom retroarch controls, see: Retroch configuration. Default Controls Retropad Button Action D-Pad Joystick Left Analog Mouse Righ Analog Mouse A Fire Button 2 / Blue B Fire Bottom 1 / Red L2 Left Mouse Button R2 Right Button Select Change Virtual Keyboard Keyboard Key. Action F12 Change Status bar Right control Switch between joystick / virtual keyboard mouse The PUAE nucleus has a virtual keyboard that can be accessed by default through retropad SELECT. The virtual keyboard can be controlled with: BUTTON ACTION D-PAD MOVE B KEYPRESS TO TOGGLE Toggle Transparency and Toggle Capslock x Toggle Position Home Press Return Keyboard Action Keyboard Cursors Move Enter Keypress Capslock Toggle Capslock The virtual keyboard has these additional actions: J / m = Switch Between Joystick / Mouse TRBF = Toggle Turbo Fire ASPR = Change STBR aspect Relation = Change Reset Status Bar (Red Key with Undo icon, Soft Reset = Ctrl-friend-friend) Mouse Controls (Left Button + Right, Up, Down, Left, Right) Numpass key (Toggles numbers, arrows, Return etc. to the NUMPAD variants) Press for adhesive keys. Paste the third key will replace the second. Joyport Control Some games use the mouse instead of joystick. D-PAD can be switched between the joystick and mouse control in several ways: Use the main option: Rapid Menu -> Options -> Retroup Joystick / Mouse upload the virtual keyboard with the SELECT button and then press the tagged key J / M Press the default keyboard shortcut à € "Right Control Assign Change Joystick / Mouse to any Retropup Back Button -> Options Configuration of the Nucleus The P-UAE nucleus has a comprehensive set of configuration options that control experience emulation. A complete list can be found here. Selecting Models You can force a specific model if a game needs it (AGA games, for example) either by using the "Model" option or by using file path tags. The core "Model" "Model" AT A «Automatic» will be default A500 when booting diskettes, A600 when booting hard drives, and CD32 when starting CD images. The full route will be sought for the following labels if the model is «Automatic»: Discopy HD / LHA CD String / Tag result XX (A500OG), (512K) Amiga 500 (0.5MB chip RAM ) X (A500), OCS Amiga 500 (0.5MB CHIP RAM + 0.5MB RAM SLOW) XX (A500 +), (A500plus) Amiga 500+ (1MB chip RAM) X (A600), ECS Amiga 600 (2MB chip RAM + 8MB Rapid RAM) X (A1200OG), (A1200NF) Amiga 1200 (2MB CHIP RAM) XX (A1200), AGA, CD32, AmigaCD Amiga 1200 (2MB CHIP RAM + 8MB RAM) XX (A4030), (030 ) Amiga 4000/030 (2MB chip RAM + 8MB RAM RAPID) X (A4040), (040) Friend 4000/040 (2MB chip RAM + 8MB RAM RAPID) X CDTV Friendly CDTV (1MB chip RAM) x ( CD32), (CD32NF) Friendly CD32 (2MB chip RAM) X (CD32FR), Fastram friend CD32 (2MB chip RAM + 8MB RAM) XXX NTSC, (USA) NTSC 60HZ XXX PAL, (Europe) ( ! ) PAL 50HZ X (MD) (!!) Insert each disk into different XXX units (EC) force CPU Exact cycle (!) Additional tags: (Denmark), (Finland), (France), (German IA), (Italy), (Spain), (Sweden) (!!) Maximum 4 discs Example: By launching à «Alien Breed 2 aga.hdf» or à «AGA / Alien Breed 2.hdf» The Model will be friend 1200. ROMS place your Roms and Friend Configuration Files in / Home / Pi / RetroPie / Roms / Friend The content that LR-PUAE can load has the following file extensions: Diskets images WHDLOAD hard drives Compact discs Other one thing that friend enthusiasts seem to show repeatedly is that although you can expand a .lha file in Windows, it often should not. The friendly and Windows operating system do not always agree on the special routes and characters, with the result that you can corrupt the file when decompressing it. Disk images You can pass a disk image or HDD (WHDload) as a ROM. Supported formats are: .adf, .Adz, .dms, .fdi, .ipf for disc images, .hdf, .LHA for disk images, .cue, .iso, .ccd, .nrg, .mds for compact disc images a disk disk an hdd image or a M3U file as a parameter, the kernel will generate a temporary configuration file puae.libretro.uae in RetroArch saves the directory (the rom friendly folder) and uses it to automatically start the game. M3U Support When you have a multidisk game, you can use a .m3u file to specify each disc in the game and change them from the RetroArch Disk Control interface. An M3U file is a simple text file with one disc per line (see Wiki). An example M3U file: Simpsons, The à Bart vs. The Space Mutants.m3u containing Simpsons, Bart vs. The Spatial Mutants Disk1.adf Simpsons, Bart vs. The Space Mutants Disk2.adf path in the M3U file can be absolute or relative to the location of the M3U file. When prompted by a game, you can change the current disc in the RetroArch Disc Control menu: Eject the current disc with Eject Disc Select the correct disc index with current disc index insert the new disc with Insert Disc For games that support multiple disc drives, add " (MD) " (as in "MultiDrive" to the name of the M3U file to insert each disc into different drives, up to a maximum of 4 discs. For games that require a dedicated storage disk, one can automatically generate one by entering the following line into an M3U file: #SAVEDISK:VolumeName. VolumeName is optional and may be omitted. For example, this will create a blank disc image, untaged in Disk Index 5: Secret of Monkey Island.m3u Secret of Monkey Island Disk 1.adf Secret of Monkey Island Disk 2.adf Secret of Monkey Island Disk 3.adf Secret of Monkey Island Disk 4.adf #SAVEDISK: By default, RetroArch will show the filename (without extension) of each M3U input when selecting a disc via the current Disc Index drop-down menu. Custom display labels can be configured for each disc using the following syntax in the of .m3u playlist: DISK FILEWJDISK LABEL. For example: M3U Playlist Retroarch Disc control dropdown Valhalla & the Fortress of Eve Disk1.adfanuGame Disk 1: Game Disk Valhalla & the Fortress of Eve Disk2.adfanuData Disk 2: 2: Disc Valhalla and the Fortress of Eva Disk3.adfU Level 1 Disc 3:Level 1 Disc Valhalla and the Fortress of Eva Disk4.adfWjLevel 2 Disc 4:Level 2 Disc Valhalla and the Fortress of Eva Disk5.adfWjLevel 3 Disc 5:Level 3 Disc 5:Level 3 Disc 5:Level 3 Disc 5:Level 3 Disc 5:Level 3 Disc 5:Level 3 Disco Valhalla 5 Hall and the Fortress of Eve Fortress of Eve Disk6.adfH Level 4 Disk 6:Level 4 Diskisk WHDLoad Disc Preinstalled images of WHDLoad can be launched directly, there is no need for any manual preparation and download. WHDLoad help files (Directory or HDF) will be generated in the save folder (ROM folder), WHDLoad.prefs will be generated in the BIOS folder. WHDLoad.prefs & WHDLoad.key will be copied from the BIOS folder (system) to the help image Kickstarts will be copied automatically to the help image To update WHDLoad: just delete the directory or the HDF file Zip files Support ZIP files will be extracted to a temporary directory in saved, avoiding the default frontend extraction. The temporary directory will be deleted on exit. This allows: Automatic generation of M3U playlists of all floppies The use of compressed images on M3U hard disk and CD images will be processed one by one and only the first file found will be selected for launch If no disk/drive images are found, the ZIP will be will treat as an IPF directory IPF support is done through the CAPSIMG library. To enable it, you must put the dynamic library called capsimg.so (Linux) into the RetroArch system directory (/home/pi/RetroPie/BIOS). CAPSIMG libraries supported for Windows, macOS, and Linux can be found at and . If you can't find the CAPSIMG library for your CPU architecture, you can always compile capsimg.so from the source code available at . git clone cd ./Bootstrap ./configure MAKE CP Capsimg.so ~ / RetroPie / BIOS Sounds of diskettes The nucleus has embedded samples of internal floppy discs. External sound samples should be: Be: from in a directory named UAE\_DATA or UAE in the system directory Retroarch (/ Home / Pi / RetroPie / BIOS). Resolution and representation of the following center options Control The output resolution of the core (default values are in bold): Name Values Video Standard PAL 50HZ, NTSC 60Hz Video resolution Automatic, low, high, Super-High Line Line Mode Automation, line-only, C Automatic Line Aspect Ratio, PAL, NTSC with these configurations All standard resolutions are available: PAL 50Hz Resolution Description 360x288 LORES 720x288 contracts Single-line lines 720x576 contracts DOUBLE LINE 1440x288 Super hires Single line line 1440x576 double line NTSC 60Hz Resolution Description 360x240 LORES 720x240 single line contracts 720x480 Double line contracts 1440x240 single line contracts 1440x240 single line contracts 1440x480 double line overhires when using a low resolution mode, the representation will be halved horizontally and forced in the "single line" mode. Scale Shaders looks great, but the high-resolution games and the workbench are poorly borrowed. When using the high-resolution "double line" mode, the representation will double vertically. It supports high-resolution games and the workbench, but the scale shadows will look ugly. "Double Line" shows the fields intertwined separately (fabric) and are adapted to the interrelationship shadows. When using the high-resolution "single line" mode, the representation is presented as is. It offers the best of both worlds, and looks great with high resolution games, bench work and shading. "Single Line" combines intertwined fields into a field (Bob), which will cause the high-resolution images to be blocked and nervous. Default values of "resolution" "contract" and select "overhires" when needed (practically only on the desktop and skidmarks above), the default values of "line" of the "line" line "and select" DOUBLE LINE "IN INTERLACATED PANEL EMULATORS: UAE4ALL2, UAE 4ARM UAE4ALL2 is no longer developed and we recommend using UAE4ARM on Raspberry Pi. ROMS accepted the archive .adf UAE4Arm also supports: .dms .exe .rp9 and compressed formats .zip .adz Place your Amiga disk images in /home/pi/RetroPie/roms/amiga/ The emulator comes with a free AROS rom that will work to run many games and demos. If you want to use a kickstart 1.3, 2.0, 3.1 rom place your files kick13.rom, kick20.rom, kick31.rom in /home/pi/BackPie/BIOS/ Name Description md5 CRC32 Comment kick13.rom KS ROM v1.3 (A500,A1000,A2000) rev 34.5 (256k) 82a21c1890 ca e844b3df741f2762d48d c4f0f55f kick20.rom KS ROM v2.04 (A500+) rev 37.175 (512k) dc10d7bd1b6f450 773dfb558 477c230 c3bdb240 kick31.rom KS ROM v1.3 (A1200) rev 40.68 (512k) 646 773 759 326fbac3b2311fd8c8793ee 1483a091 Controls These are currently coded rigidly. This initial mapping was chosen because it is something similar to MAME, and should work mostly on any controller that uses that input mapping (such as the picade). Joypad/Joystick has not been tested. In game: lctrl à joy 1/mouse 1 (X button in gui) lalt à joy 2/mouse 2 (Y button in gui) lshift à joy 1 autofire (A button in gui) z à mouse 1 (B button in gui) 5 à switch input between mouse arrow keys/joystick à up / down / left / right F12 (UAE4ARM) and/or (CTRL)+[ESC] (UAE4ALL) à Open emulator menu Launch it from Emulation Station, and you will get the graphical interface User interface where you can configure disks/roms/memory and insert adf images into virtual disks. Video Tutorial Launching games directly from EmulationStation Script to create configuration files Here you will find a script and the configuration files needed according to the different versions of UAE4arm, to create game configuration files: In EmulationStation, AMIGA, open "+Start UAE4Arm" and save a randomly named profile, open the file and check the number in the parameter "A"conf "À"ig version." Download the configuration file from the previous link and rename it to "config.uae" and copy it, along with "AGCC.sh" (also download this from In Raspberry Pi. Agcc.sh uses the "config.uae" file to create the settings of the games and (if you want) you can edit it. By default the emulator is looking for the kickstart 2.04 in /home / pi / retropie / roms / friend / renamed in "kick20.rom", so you have to rename your kickstart or edit "config.uae". Also Follow These Steps: Sudo Nano /etc/emulationStation/es\_systems.cfg and edit The Tag for "Amiga" Emulator In This Way: .sh .uae .sh .uae 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 ATTENTION TO THE FLOPPY EXTENSION (CASE-INSENSITIVE ): .adf, .adz, .dms, .ipf, .zip for game with multiple disks Rename Them in this way: Game blah blah (Disk 1 of n) .Adf Game blah blah (disk 2 of n). ADF ... Game blah blah blah (disc n) .adf .adf

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