
Subject: Comprehensive Commodore Emulator update (v4.2.1)

Posted by [Cameron Kaiser](#) on Sat, 01 Apr 2006 16:58:02 GMT

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The next version of the Comprehensive Commodore Emulator has been released, which seeks to add emulator compatibility with vast numbers of Commodore machines based on on-going research into their history, with regular version announcements given at constant intervals.

- * The TVGame 2000/3000 emulation has been improved with support for 7601 undocumented opcodes. This allows greater compatibility with onboard software and corrects a bug with the lightgun aim where the emulated console could crash.
- * The DTV emulation core has been rewritten into a modular format allowing "a la carte" updates for testing. In particular, the SID module now supports linking with reSID (a separate project) to improve the sound, and the colours are now adjustable for DTV2 users with a control panel. For greatest fidelity, the "resistors" are now accessible as sliders for precise manipulation. Please note that programs developed under unsupported modes may no longer be operational on original hardware.
- * IEC is now mappable to FireWire for external devices, allowing emulated machines to access FireWire drives as disk drives. This is only supported for solid-state drives and hard disks; burners may have timeouts during data transfer and DV is not supported in this mode as it does not allow LISTEN. In addition, USB drives (if they are named according to manual convention) will be seen by the emulated disk system as individual floppies and may be mounted on the fly. Reformatting may be needed depending on true 1541 emulation settings.
- * The HHC-4 emulator had problems driving CRT displays, or resolutions less than the original unit's maximum display width. This has been corrected. Display scaling is used where appropriate; OpenGL is required.
- * The DOS version has been updated to allow direct REC access to appear as calls to XMS. This allows an REU size theoretically as large as addressable memory, but you should not have DOS loaded high or unpredictable interactions may occur.
- * SMP-capable ports will enable the CPU for disk drives to run on the other CPUs if available. Due to limitations in the emulator scheduler, each CPU must be dedicated per device.
- * The Ultimax core is still unable to load or save in MiniBASIC. We have eliminated interactions with the emulated cassette port output or the direct DMA driver as causes on most ports. Please report any additional suggestions you have for repairing this problem, as this bug is

longstanding. There is rudimentary support for adding an emulated serial bus as a first-pass solution.

* The 6509 module now adds support for banks 32-47 where available.

* Universal binaries are now available for Intel Mac users.

This version has been tested on the following architectures. Binaries may not be available for all systems.

- Microsoft Windows 98SE and higher, under Cygwin
- MS-DOS djgpp 32-bit
- Solaris
- AIX 4.1 or better
- HP/UX 10.20 or better
- Mac OS 9, under MPW
- Mac OS X 10.1.5 or higher
- Coherent UNIX

The official download site is

<http://www.floodgap.com/ccemu/>

Please report all bugs and deficiencies. Thank you.

--

Cameron Kaiser * ckaiser@floodgap.com * posting with a Commodore 128
personal page: <http://www.armory.com/%7Espectre/>

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Subject: Re: Comprehensive Commodore Emulator update (v4.2.1)

Posted by [Sam Gillett](#) on Sat, 01 Apr 2006 21:53:21 GMT

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"Cameron Kaiser" wrote ...

- > The next version of the Comprehensive Commodore Emulator has been released,
- > which seeks to add emulator compatibility with vast numbers of Commodore
- > machines based on on-going research into their history, with regular
- > version
- > announcements given at constant intervals.

>

[snip]

>

- > - Microsoft Windows 98SE and higher, under Cygwin
- > - MS-DOS djgpp 32-bit

- > - Solaris
- > - AIX 4.1 or better
- > - HP/UX 10.20 or better
- > - Mac OS 9, under MPW
- > - Mac OS X 10.1.5 or higher
- > - Coherent UNIX
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- > The official download site is
- >
- > <http://www.floodgap.com/ccemu/>
- >
- > Please report all bugs and deficiencies. Thank you.

When I try to run the Windows version, a window pops up with this message,
"Error... DUH"

Could you please explain what the DUH error means? I can't find it in the
documentation. :-(

--

Best regards,

Sam Gillett

Change is inevitable,
except from vending machines!

Subject: Re: Comprehensive Commodore Emulator update (v4.2.1)

Posted by [Anton Treuenfels](#) on Sun, 02 Apr 2006 01:57:25 GMT

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"Cameron Kaiser" <ckaiser@floodgap.com> wrote in message
news:442eb0bf\$0\$74424\$bb4e3ad8@newscene.com...

> The next version of the Comprehensive Commodore Emulator has been
released,

- > * The DOS version has been updated to allow direct REC access to appear as
- > calls to XMS. This allows an REU size theoretically as large as
- > addressible
- > memory, but you should not have DOS loaded high or unpredictable
- > interactions may occur.

Correct me if I'm wrong, but didn't the previous version work correctly with
EMS and DOS loaded high? I know it's older technology, but why give up a
stable working solution for an unstable one? The emulated REU's were always
large enough for anything I needed!

- Anton Treuenfels

Subject: Re: Comprehensive Commodore Emulator update (v4.2.1)

Posted by [Cameron Kaiser](#) on Sun, 02 Apr 2006 03:49:01 GMT

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"Anton Treuenfels" <atreuenfels@earthlink.net> writes:

>> * The DOS version has been updated to allow direct REC access to appear as
>> calls to XMS. This allows an REU size theoretically as large as addressable
>> memory, but you should not have DOS loaded high or unpredictable
>> interactions may occur.

> Correct me if I'm wrong, but didn't the previous version work correctly with
> EMS and DOS loaded high? I know it's older technology, but why give up a
> stable working solution for an unstable one? The emulated REU's were always
> large enough for anything I needed!

You can add a line into cce\config.sys to set oldrec=true and recover the old
behaviour, or alter cce\src\reu\dosmem.c to ignore the HMA. This will make
REU space non-contiguous, however, and is less preferred.

--

Cameron Kaiser * ckaiser@floodgap.com * posting with a Commodore 128
personal page: <http://www.armory.com/%7Espectre/>

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Subject: Re: Comprehensive Commodore Emulator update (v4.2.1)

Posted by [Mike Paull](#) on Sun, 02 Apr 2006 08:42:07 GMT

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On 1 Apr 2006 10:58:02 -0600, Cameron Kaiser <ckaiser@floodgap.com> wrote:

> The next version of the Comprehensive Commodore Emulator has been released,
> which seeks to add emulator compatibility with vast numbers of Commodore
> machines based on on-going research into their history, with regular version
> announcements given at constant intervals.

<<snip>>

Where is the Cray port you promised?

Mike

Subject: Re: Comprehensive Commodore Emulator update (v4.2.1)

Posted by [Cameron Kaiser](#) on Sun, 02 Apr 2006 16:07:03 GMT

Mike Paull <mike351@removethis.ozemail.com.au> writes:

>> The next version of the Comprehensive Commodore Emulator has been released,
>> which seeks to add emulator compatibility with vast numbers of Commodore
>> machines based on on-going research into their history, with regular version
>> announcements given at constant intervals.

> Where is the Cray port you promised?

There are some hooks in the SMP version but not yet. For some reason, INY,
DEX and HCF did not work properly using vector Crays. The Z8001 emulation
core does work properly, however.

--

Cameron Kaiser * ckaiser@floodgap.com * posting with a Commodore 128
personal page: <http://www.armory.com/%7Espectre/>

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Subject: Re: Comprehensive Commodore Emulator update (v4.2.1)

Posted by [christianlott1](#) on Sun, 02 Apr 2006 21:27:24 GMT

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> , and
> the colours are now adjustable for DTV2 users with a control panel. For
> greatest fidelity, the "resistors" are now accessible as sliders for precise
> manipulation.

I was really looking forward to this! Thanks!

Subject: Re: Comprehensive Commodore Emulator update (v4.2.1)

Posted by [David Murray](#) on Mon, 03 Apr 2006 13:16:31 GMT

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> I was really looking forward to this! Thanks!

So has anybody here besides me actually clicked on the link? Or do
people prefer to talk about it for days before checking it out? I was
excited about the DTV emulation. That would be so helpfull to my
programming task. But, alas, it wasn't meant to be.

Subject: Re: Comprehensive Commodore Emulator update (v4.2.1)

Posted by [Golan Klinger](#) on Mon, 03 Apr 2006 16:46:53 GMT

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David Murray wrote:

> So has anybody here besides me actually clicked on the link?

Many of us recognize Cameron's annual joke by now. This is like the 5th year he has 'updated' the Comprehensive Commodore Emulator. I'm patiently waiting for him to release an actual program that does something silly. Maybe next year!

--

Golan Klinger

Dark is the suede that mows like a harvest.

Subject: Re: Comprehensive Commodore Emulator update (v4.2.1)

Posted by [Sam Gillett](#) on Tue, 04 Apr 2006 05:23:14 GMT

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"David Murray" wrote ...

>

> So has anybody here besides me actually clicked on the link? Or do
> people prefer to talk about it for days before checking it out?

Yes, I clicked on the link, and left an April Fool's reply to the April Fool's post. There were a couple of other April Fool's threads as well I noticed. :-)

> I was excited about the DTV emulation.

I was disappointed that KIM-1 emulation wasn't included this year.

> But, alas, it wasn't meant to be.

Maybe next year. ;-)

--

Best regards,

Sam Gillett

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except from vending machines!
