

gsplus

Modern cross-platform Apple IIgs emulator and tools based on KEGS

Manual Version: Initial Draft

Date: 2016/04/30

Overview & Purpose

This is an early release of an experimental project to modernize the KEGS/GSport emulator platform and eventually extend it.

The first steps are represented here. This release features a new SDL2 driver. SDL or "Simple DirectMedia Layer" allows me to write one driver to handle input and output (video, mouse, keyboard, audio, joystick). The hope is that I can leverage the multi-platform nature of SDL to provide first-class support for the major platforms supported by SDL, which includes Mac OSX, Windows and Linux.

Currently, five builds are being supported:

- OSX (SDL2 driver)
- Ubuntu (SDL2 driver)
- Ubuntu (SDL driver)
- Ubuntu (X11 driver)
- Window (Win32 driver)

There are more platforms still in the codebase, and some, like Raspberry Pi will probably be added to official support. But I may drop some of the older platforms like OS/2.

Getting started

- 1. Download the emulator and put it in a folder
- 2. Download the Apple IIgs Firmware ROMs, for either a ROM01 or ROM03 machine. (If you have a real IIgs, there are ways to save it from your machine as well.)
- Download some Apple IIgs software. (I recommend the excellent Apple IIgs dedicated site, http://www.whatisthe2gs.apple2.org.za/)
 (If you have a real IIgs, you can transfer your disks using ADTPro http://adtpro.sourceforge.net/)
- 4. Edit your config:
 - a. By hand... edit the config file (config.txt, config.gsplus, or .gsplus)
 - b. While the emulator is running... hit F4 to enter config menu.
- 5. Boot the Apple IIgs by running the emulator

a. Windows: gsplus.exeb. Mac/Ubuntu: ./gsplus

Emulator Hot-Keys

There are several keys used to interact with the emulator while it is running. Here's a quick list of the main hot-keys and what they do.

F4 - Config menu.

F6 - Toggle System Speed $(1, 2.8, 8, \infty MHz)$

F7 - Toggle Fast Disk Emulation

F9 - Invert Paddles

F10 - Toggle a2vid_palette (?)

F11 - Toggle Fullscreen Mode

F12 - RESET Key (i.e. - "Ctrl-F12" = "Ctrl-Reset" on an Apple II)

Mouse/Joystick

- 1. Mouse support is transparent
- 2. Joystick with SDL2 driver is known working. Better info forthcoming.

Debugger Commands

Enter from the debugger prompt (Shift-F6)

GSport Debugger help (courtesy Fredric Devernay)

General command syntax: [bank]/[address][command]

e.g. 'e1/0010B' to set a breakpoint at the interrupt jump pt

Enter all addresses using lower-case. As with the IIgs monitor, you can omit the bank number after having set it: 'e1/0010B' followed by '14B' will set breakpoints at e1/0010 and e1/0014

g Go

[bank]/[addr]g Go from [bank]/[address] s Step one instruction

[bank]/[addr]s Step one instr at [bank]/[address]
[bank]/[addr]B Set breakpoint at [bank]/[address]

B Show all breakpoints

[bank]/[addr]D Delete breakpoint at [bank]/[address]

[bank]/[addr1].[addr2] View memory

[bank]/[addr]L Disassemble memory

P Dump the trace to 'pc_log_out'

Z Dump SCC state
I Dump IWM state
[drive].[track]I Dump IWM state
E Dump Ensoniq state

[osc]E Dump oscillator [osc] state

R Dump dtime array and events

T Show toolbox log

[bank]/[addr]T Dump tools using ptr [bank]/[addr] as 'tool_set_info'

[mode]V XOR verbose with 1=DISK, 2=IRQ,4=CLK,8=SHADOW,10=IWM,20=DOC,

40=ABD,80=SCC, 100=TEST, 200=VIDEO

[mode]H XOR halt_on with 1=SCAN_INT,2=IRQ, 4=SHADOW_REG, 8=C70D_WRITES

r Reset

[0/1]=m Changes m bit for I listings [0/1]=x Changes x bit for I listings

[t]=z Stops at absolute time t (obsolete)

S show_bankptr_bank0 & smartport errs

P show_pmhz

A show_a2_line_stuff show_adb_log

Ctrl-e Dump registers

[bank]/[addr1].[addr2]us[file] Save mem area to [file] [bank]/[addr1].[addr2]ul[file] Load mem area from [file]

v Show video information q Exit Debugger (and GSport)

Project Info

Developers inquire within :P

Main page and full source code repository: https://github.com/digarok/gsplus

This project has an ugly unmaintained homepaged at http://apple2.gs/plus/

