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News

2013-01-07
A/NES PRO v1.16 released. Just a minor update with some small sprite optimizations that should be just a little bit faster than the previous sprite-engine.

2012-10-21
Believe it or not, I've got another minor A/NES PRO update in the works. Sorry for the long delay. :) Stay tuned.

2011-08-27
A/NES PRO v1.15 released. Here's what's new:
* Midscreen sprite CHR-bankswapping bugfixed (Batman).
* Initial CHRRAM garbageproblems fixed (Metroid).
* Some mapper 1 bugs fixed.
* Minor audio bugfixes.

2011-06-19
A/NES PRO v1.14 is out! Hope you enjoy it! Here's what's new:
* CPU: cmp ($xx,x) bugfixed
* CPU: Stackhandler bugfixed (fixes "Slalom")
* Massive rewrite of CPU clockcycle timings (=better compability)
* Reading from CHRROM was broken. Fixed.
* Mapper 3 initcode was broken (fixes Dragon Quest(J).)
* Lots of PPU compability fixes
* Mappers that are not emulated now carries a "(!)" sign in the GUI.
* Added mapper 184 (95%)

2011-06-17
I've been working very hard on the next version, which will feature alot of compability improvements. Releasedate coming up very soon. Until then, some more screenshots.
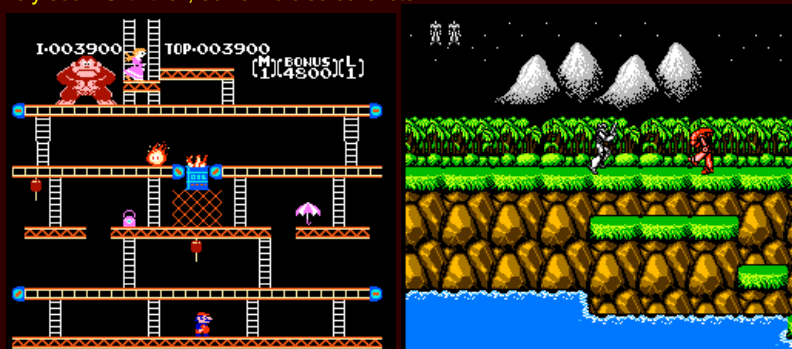
2011-05-29
A/NES PRO v1.13 released! The CGFX/P96 code was broken and is now fixed. Also I've done some minor optimizations to the graphicsengine. Some spritefixes has been done aswell. Download it in the download section.

2011-05-23
Today I've uploaded an updated version of our old "Fade2Black" NES intro created in 1998. I've bugfixed it and added some other minor stuff just for fun. Check it out in the download section.

2011-05-01
Wow, time flies. A/NES PRO v1.13 is in the works right now (no major fixes at the moment). Not sure about a releasedate yet.

2010-10-08
So, here it is, finally a new A/NES PRO for you (all five or so? :)). It's not really a massive update. I think the most interesting part is the possibility of running NES-ROMs from a project-icon. This looks really cool on your Workbench, imagine having to start Zelda by clicking on it's box-cover for example. :) Let me know if you create any good looking icons (I've included a few on my own in the archive). Anyway, the news are:
* One-screen mirroring fixed again (RC Pro Am is now almost 100%).
* Minor cosmetical fixes.
* ROMs can now be started from a project-icon!
* Minor optimizations.

2010-08-26
Sorry for not writing here for awhile. I've been busy doing, eh, not much to be honest. :) I haven't forgotten about A/NES PRO and a new version is on the way in the near future.

2010-05-24
Upcoming feature:

2010-05-22
A/NES PRO v1.11 released. Phew, this was alot of work. Anyway, here's the changelog:
* NMI/IRQ addresses in GUI was wrong. Fixed!
* Timing of branch-opcodes fixed! (Should now be 100% accurate)
* Improved CPU clockcycle timings.
* NES stack-related code rewritten, now behaves like the real hardware.
* CGFX/P96-driver should now be faster.
* Gameregion are now also detected by analyzing filename instead of only checking header.
* One-screen mirroring fixed (RC Pro Am is now playable)
* Mirroring fixes (Final Fantasy 1)
* Various mapper fixes
* Misc minor optimizations.

2010-05-21
Just wanted to let you know I am working really hard with the next version. Currently I'm working to improve the timings. I dare to say that the NTSC mode is now probably like 90-95% cycle-accurate compared to a real NES. This means better compability in the end. Some games uses real ugly CPU-loops for scrolling ("Balloon Trip" mode in "Balloon Fight" comes to mind) and these kind of tricks will obviously work better with a more accurate CPU-core.

2010-05-13
A/NES PRO v1.10 released. Some minor fixes was done, but the biggest news is CGFX/P96 support is now implemented! It's in an early state and is a work-in-progress but I hope it should work. :)
Remember that there's many hours of work developing A/NES PRO. If you want to support and encourage future development, feel free to use the Paypal-link found here.
Anyway, here's the complete changelog:
* CGFX/P96 support (partial, W.I.P)
* Spritehit flag for 8x16 sprites was sometimes ignored. Fixed (Zelda2).
* Fixed some scrolling issues.
* Shell-parameter handling was broken, fixed!

2010-05-10 #2
Time for a small experiment. How many of you are actually using A/NES or A/NES PRO? Everyone who send me an e-mail within the next 48 hours will get a preview version of the next A/NES PRO in their mailbox. The e-mail should contain a description of your Amiga setup (OS,RAM etc. etc.) + a short story about your A/NES experiences.
The e-mail address is here.

2010-05-10
The work continues. I've fixed a few more bugs (Bubble Bobble now works 100%). I'm also trying to get MMC3 IRQ's to work properly. If you've tried SuperMario3 you can see the effect of no IRQ's running (statusbar is corrupt etc.). When enabling MMC3 IRQ's, things seems to crash and have a hard time locating the issue at the moment. Annoying to say atleast..

2010-05-08
Today, thirteen years ago, A/NES was given birth. And today, it's time to announce the sequel of A/NES, entitled *A/NES PROFESSIONAL*.
This is the emulator that I've been working on the last couple of weeks and I think it's ready for a public release now. However, due to complexity of the NES, there's still a few bugs to fix.
Anyway, *A/NES PRO*, is for high-end Amigas. It's not something you want to try on your 68030. Minimum recommended setup is atleast a 50Mhz 68060 CPU (and overclocked is even better). The reason for these high requirements is that I wanted to create an accurate emulator. I am not there yet, but it's a start. :). A/NES PRO was inspired and designed with the NatAmi in mind.
Anyway, let's skip the tech-stuff, here's the news:
* Completely rewritten graphicsengine. Alot more accurate and nice looking, but also slower. :)
* Implemented "frameskip" option in preferences-section.
* ROMs can now be started from Shell, using "anes <romname.nes>".
* CPU-core bugfixes.
* Partial one-screen mirroring implemented (RC Pro Am)
* Mapper 87 implemented.

Parts of the new graphicsengine:
* Graphics are now handled as chunky- data instead of planar. More accurate at cost of performance.
* Sprite priorities implemented (sprites can appear behind background).
* CHR-bank swapping are now done entirely by using pointers instead of moving data. Many thousand percent faster than previous gfxengine.
* Screen-mirroring are now handled correctly and uses pointers instead of moving data (=alot faster). Games like Metroid and Zelda2 now works properly.
* Now uses C2P (Chunky2Planar) code by Mikael Kalms. Both 68060 and 68030 optimized versions included.

You may also have noticed that I've added a paypal-donate button my page. Feel free to use it if you'd like to encourage me to improve A/NES PRO even more in the future.
Now, check out the download-section. :)

2010-05-06
More screenshots. These are actual screenshots from A/NES (grabbed by WinUAE). These games are fully playable in an upcoming A/NES release.

2010-05-04
The gfxcoding was progressing nicely, until I discovered something that didn't quite work. So I have rewrite parts of the code (again) to make it work as I want to. This will hopefully result in even better compability.
I really want to release a public version soon so stay tuned. :)

2010-04-28
I've now changed my website provider to something that hopefully works a little better for me.

2010-04-20
Here are some more screenshots for you to enjoy!
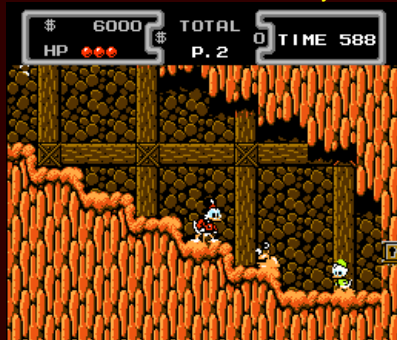
2010-04-18
The new gfxdrivers is progressing nicely. I hope to have a public beta available shortly. However, the new and improved gfxdriver is coming at a price, and that's performance.
Next version of A/NES will be targeted at high-end classic Amigas (040/060) as a primary goal, due to the increased complexity of the new gfxdriver.
However, I'll still do my best to continue to improve performance for all Amigas. But if you haven't overclocked your CPU yet, this might be a good time to do that. :-)

2010-04-06 update #2
I just thought it might be interesting to show some progress on the new gfxdriver. It's obviously not complete but anyway.. :)
Here's a quick screenshot of "RC Pro Am". Ignore the buggy colours. Worth to notice here is that the graphics is shown correct unlike current version of A/NES. This titlescreen features "midscreen patterntable-swapping" (for you technically interested), that A/NES currently doesn't support properly, but the new gfxdriver does!

Here's an early screenshot of SuperMarioBros (please ignore colours and buggy sprites). Those large gray blocks represents different "colour-layers" which isn't really visible during gameplay (assuming the palette is correct, which it isn't on this screenshot). Anyway, the NES is a tricky piece of ancient hardware. :)
Oh by the way, at the moment the new gfxdriver *will* work on OCS/ECS chipsets. This is a feature once promised back in the 90's but perhaps it'll happen in the final release of the new gfxdriver (if ever finished). :)

2010-04-06
The work on the new gfxdriver is moving forward (slowly). My ambition is to make the gfxdriver work with A/NES as a plugin instead of integrated. And as usual, time will tell if this will succeed or not. It was along time ago I touched the gfxstuff in A/NES and at the moment I cannot say if the new driver will be usable on classic Amigas (which is of course, my goal). However, limitations of chipram and CPU makes this a challenging task. My current goal with A/NES is aswell to make it as accurate as possible (as accurate as the Amiga hardware allows). The downside is that making an accurate emulator requires fast hardware, and as you all know, Classic Amiga hardware isn't really up to date. :)
Some people may say that other NES emulators for AmigaOS can run some games at full speed on a 25Mhz 68030 or similar. Well, that might be the fact, but A/NES can't be compared to those emulators since they doesn't have any 6502 cyclecounting, which is a feature that improves compability but at the cost of performance.
Anyway, be sure to check back here for new updated versions of A/NES. Feel free to e-mail me if you want to show your support for A/NES. :-)

2010-04-03
Working on a new gfxdriver (have just started..), time will tell if it'll end up useful or in the trashbin.

2010-03-30
The next version of A/NES is progressing nicely so if you haven't bookmarked this website, I suggest you do that. :-)

2010-03-27
Miracles do happen. More than two years since last release and now A/NES has rised from the dead. :) Enjoy this new beta, "v1.17beta1". Development is now entirely done in WinUAE (sorry but it's the truth..).
The new beta has some palette issues fixes, a partly rewritten interrupt-handler for more accurate emulation. A NTSC/PAL mode is now available aswell. A/NES now detects the format of your ROMs and sets the current screenmode correctly (NTSC games now runs at 60Hz default and PAL at 50Hz). This is highly experimental so I hope it works on real Amigas. :)
Download it from the download-page. If you haven't installed A/NES previously, first install the v1.1 package and then replace the exe from the beta-archive.
I'd love to hear some constructive feedback so feel free to contact me!

2008-01-18
Today I've uploaded A/NES v1.16b2, feel free to check it out. Some minor things has been fixed and one new feature has been added. It allows you to "simulate" the sound from the FDS diskdrive while running an FDS game. Insert a standard AmigaDOS floppy in your DF0: and activate the setting in the preferences section. Your Amiga diskdrive will simulate the read on your floppy to let you know when the FDS is actually reading.
Kind of useless, but fun perhaps? :)
Now for the sad news. This is most likely the end of A/NES. Due to lack of free time, lack of interest (hard to maintain these amounts of code) and due to lack of Amiga-users I've decided to put A/NES on ice from now on.
It's been fun but now it's over. Thanks for the feedback we've got during these years!

2007-06-18
Don't worry, I'm still here.. :) I'm preparing a second beta release of v1.16 which I hope to release soon. Will contain some minor savestate fixes aswell as some new optimizations. Stay tuned!

2007-04-18
Today I decided to upload a small beta of the upcoming version. I've implemented a small savestate-function. Try pressing F5 during play to create a savestate. By pressing F6, the game will load your savestate.
Could be usefull when you're tired of replaying the level because you died. Just beat a couple of enemies, do the savestate, beat some more, press F5 again etc. If you die, simply press F6 and the gameplay will resume from your last savepoint.
This feature is kind of experimental at the moment and may work better with some mappers than others, so be careful. Mapper1 & 4 are most likely to cause problems at the moment.

2006-11-25
A/NES v1.1 is finally released! I'm pretty proud of this one since there are quite a few interesting changes. All of them are listed shortly in the included documentation but for those who are interested, I'll mention them more in detail here below. Some changes (especially concerning sprites) may affect performance in a negative way on low-end systems (<=68030 CPU's). I highly recommend running A/NES on systems with atleast a 68040 or preferable a 68060 CPU.
Anyway, here's the changelist:
• Audio improved - some parts of the audio engine has been rewritten and it should work better than previously. Especially "frequency sweeps" (Mario entering a pipe in SuperMarioBros) should sound pretty ok now.
• 8x16 sprites bugfixed - Well nothing much to mention here really. 8x16 spritecode was earlier full of bugs and it should now work ok. An obvious example is *Castlevania* that looked terrible before and now looks alot better.
• Mid-screen spritepattern-change supported. Some ROMs (Duck tales for example) using a different set of sprites depending on where the sprite is located on the screen. For example, the statusbar (In Ducktales) uses one spriteset and the playscreen is using another one. This didn't work earlier, now it does.
• Minor graphicscode optimizations - well, a few fixes has been made.
• Minor CPU-bugfixes
• Improved CPU-timing - The 6502 emulator should now be even more accurate.

2006-11-20
A new website. It's quite simple but It'll do for now. :) I'll add more stuff later.
Anyway, A/NES v1.1 is in the works and will be released shortly, stay tuned!