NEO-CD REDUX 0.1.51

Introduction

Thank you for downloading NEO-CD REDUX, a NeoGeo CD/Z emulator for the Nintendo GameCube console. It owes it's existence to several other emulators, but I think it's safe to say it's about 40% Foster's NeoCD/SDL 0.3.1 and 40% NJ's NeoCDZ emulators. The other 20% is all new and specific to the GameCube port.

Requirements

Before using the emulator, you will need to obtain a NeoGeo CD/Z bios. The emulator has been tested with the following:

> *NeoCD.bin   md5 f39572af7584cb5b3f70ae8cc848aba2 crc32 df9de490*

> *NeoCD.bin   md5 11526d58d4c524daef7d5d677dc6b004 crc32 33697892*

If you're BIOS does not match one of the above, you should obtain a better dump.

Making a NeoGeo DVD

To make a DVD compilation is pretty straight forward. Create a subdirectory, named **BIOS** in the root of the DVD. Copy your bios file here.

For each game disc, you should create a subdirectory, and copy the game data files there. Inside this directory, create a subdirectory called **MP3**, and copy the audio tracks there, encoded to mp3. These should be name **Trackxx.mp3**. MP3 files can be 44.1Khz or 48Khz. To help the emulator along, encode at 128kbps or better.

For example, for **NEOGAME,** you should have a directory tree like this:

/BIOS/NEOCD.BIN

/NEOGAME/IPL.TXT and **all** other data files

/NEOGAME/MP3/TRACK02.MP3

/NEOGAME/MP3/TRACK03.MP3

and so on for all audio tracks.

NOTE: Audio tracks should be numbered around the data track. For example, if data track is 1, the first audio track would be 2. The names *must not contain spaces*, but be exactly as shown above.

GameCube Pad

The Nintendo GameCube pad is mapped thus for NeoGeo CD games

A == A, B == B, X == C, Y == D, START == START, Z == SELECT

The in game extra keys are

LEFT SHOULDER == SAVE MEMORY CARD

RIGHT SHOULDER == OPTION MENU

GUI Keys

Within the emulator directory selector

A == Enter Directory

B == Parent Directory

X == Select Directory

Selecting a directory starts the game

Option Menu

Load New Game

Surprisingly, allows you to change game

Return to Game

Go back to same game. Pause for games which don't have it

Region

Set region to USA, EUROPE or JAPAN.

You need to reload the game before this setting takes effect.

SFX Volume, MP3 Volume, Low Gain, Mid Gain and High Gain

Adjust volume or equalise. **A** increases, **B** decreases.

Credits

NEO-CD REDUX
Porting Code and tweaks   softdev
Graphics   raz

NGCD 0.8 *"The Kick Ass NeoGeo CD Emulator"*   Martinez Fabrice
NeoCD/SDL 0.3.1   Fosters
NeoGeo CDZ   NJ

Musashi M68000 C Core   Karl Stenerud
Mame Z80 C Core   Juergen Buchmueller

Sound Core and everything else !   Mame Devs

The EQ Cookbook   Neil C / Etanza Systems

Of Note

NEO-CD REDUX also uses libMAD from Underbit Technologies, and libZ from zlib.org

Thanks

Cedy_nl for testing.

Shagkur for the float only version of The EQ Cookbook code.

Everyone at tehskeen forum thread for the taking the time to give me feedback. This has helped me improve the emulator enormously. Thanks again guys!

Technical Info

NEO-CD REDUX was developed with DevkitPPC r12 and libOGC 2007-02-04

Contact

If you need to contact me, try softdev@tehskeen.com

ChangeLog

0.1.51   * Wii 64bit DVD offsets added

0.1.50   * Mutex locking MP3 / Data reads

0.1.48   * More FIX memory corrections. Fixes KOF99 load screens in particular.

                * CDDA command interpreter updated.

                * Streams interface initialised to clean position.

                * SDLoad reload added as Z from in game menu.

0.1.45   * Full loading screen support - finally!

                * New GC audio mixer and 'The EQ Cookbook'

                * Audio and region options added to Option Menu

                * ISO parsing corrections for multi-level directories

                * Correction of FIX memory uploads

                * Sprite banking restricted (KOF 99)

                * Samurai Spirits RPG patch removed. No longer needed.

                * Startup.bin removed. Data is now populated by BIOS load.

0.1.36   * Partial loading screen support

Load screens from the original game are now displayed while loading.
The speed is considerably wrong, as the NeoGeoCD expects small 2k sector reads, and increments internally per sector.

The NeoCD/SDL way is to load the entire file in one hit.

Still, looks better to me ;)

                * Corrected CDDA check, confirmed with BIOS

                * Numerous code cleanups

                * Added safeguard to all cdrom_load_xxx_file

                * Changed porting code rendering

                * Corrected ISO9660 path tables for Nero Burning ROM

0.1.0   Initial release