

GOLD3 ALPHA CORE BUG REPORT

The AGA core is in ALPHA stage. You will notice bugs, inevitably. If you want help the team, best method is to retry the same game or demo into UAE.

Configure UAE to be close to the Vampire setup :

- MODEL : Amiga 1200
- CPU : MC68040, Fastest possible, WITHOUT « JIT »
- FPU : CPU internal with « Unimplemented FPU emu »
- RAM : 2 MB ChipRAM
- RAM : 8 MB FastRAM « Z3 Fast » starting at 0800 000.
- ROM : KS ROM v3.1 (A1200) rev 40.68 (512k) [391773-01/391774-01]
- Your harddisks, with AmigaOS 3.x, and some WHDLoad games or demos

Or use the provided .UAE configurations :

- Vampire2_AGA_8MB.uae
- Vampire2_AGA_128MB.uae

Run the game or demo on UAE until you reach the scene of the bug that was detected on the Vampire.

- Use the « **F12** » key
- Go into **Miscellaneous** panel
- Make a **screenshot**.
- ~~Make a Savestate and choose the « Uncompressed .USS » file format.~~
- Make a **Savestate** using « **WinUAE snapshot files (*.USS)** » file format.
- Make a **ZIP archive** of the Screenshot + Savestate,
Name the file like « Vampire_Turrican2.zip »
- **Mail** us the ZIP file to gold3@apollo-accelerators.com,
With a little description of the bug in the mail body.

Once received, the APOLLO-TEAM will analyse the SaveState, by extracting the Chipset registers, looking closely at the Copperlists, and the ASM code at the PC address and reproduce the scene. If needed we will ask some more details.

