



NEO-CD REDUX 0.1.36

Introduction

Thank you for downloading NEO-CD REDUX, a NeoGeo CD/Z emulator for the Nintendo GameCube console. It owes its 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 your 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 named **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.

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 == PAUSE / LOAD NEW GAME

GUI Keys

Within the emulator directory selector

A == Enter Directory

B == Parent Directory

X == Select Directory

Selecting a directory starts the game

Credits

NEO-CD REDUX

Porting Code and tweaks

Graphics

softdev

raz

NGCD 0.8 "*The Kick Ass NeoGeo CD Emulator*"

NeoCD/SDL 0.3.1

NeoGeo CDZ

Martinez Fabrice

Fosters

NJ

Musashi M68000 C Core

Mame Z80 C Core

Karl Stenerud

Juergen Buchmueller

Sound Core and everything else !

Mame Devs

Technical Info

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

Contact

If you really need to get in touch, try softdev@tehskeen.com

ChangeLog

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