

# CP/M Box 1.2 ß

## Amstrad PCW Emulator.

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### Legal stuff:

- 1) You can do what you want with this program, but I maintain the copyright.
- 2) In exchange, I take no responsibility for anything.

### Introduction:

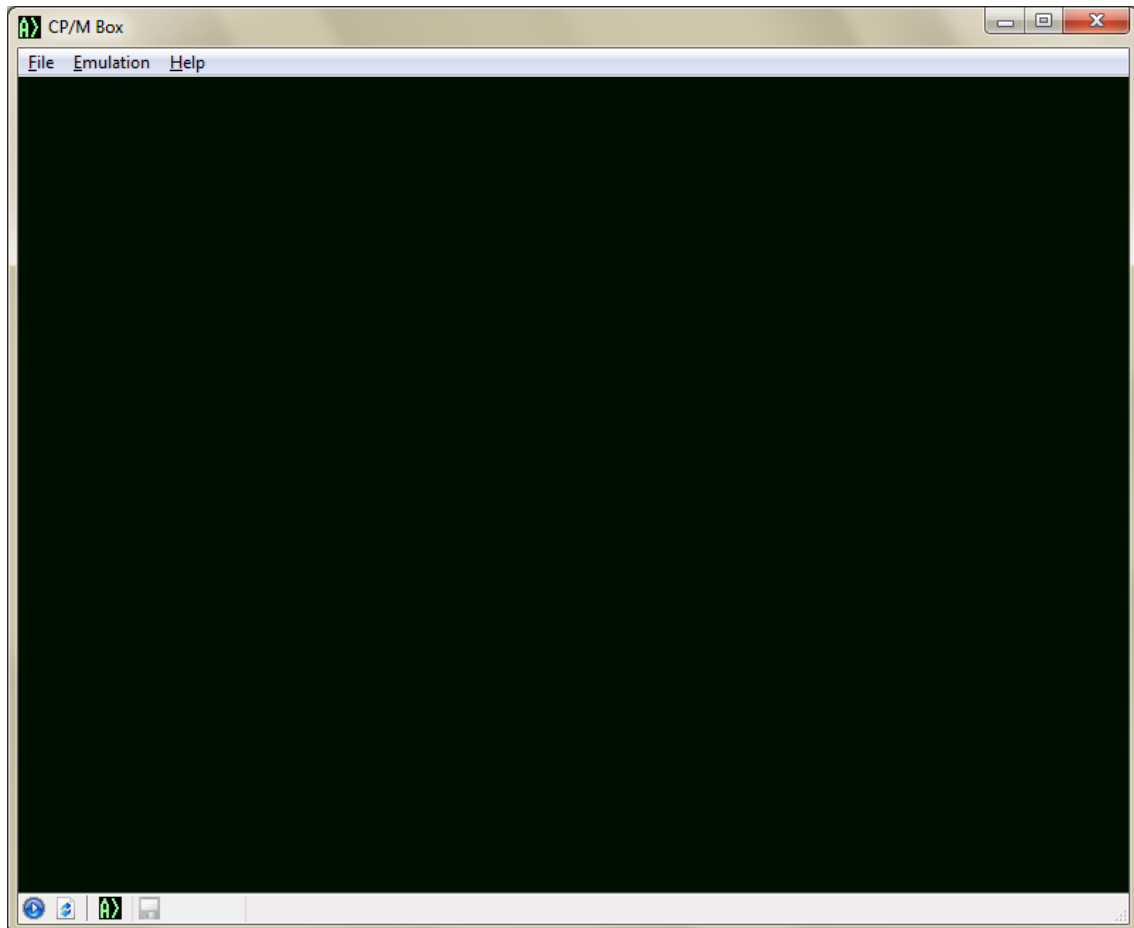
CP/M Box is an Amstrad PCW computer emulator, more exactly and at this moment the 8xxx series. It can emulate 256 or 512 Kb of memory, 1 or 2 floppies, PAL or NTSC and run nearly all software written for these computers.

The main idea is to make the most perfect emulation, instead of artificially extend the capabilities of emulated machines beyond its original specifications.

## Installation and use:

Inside the ZIP archive there are this document (in English and Spanish), the executable and the file of Spanish idiom. To use, unzip everything inside a folder, then do a double click over the executable, or make a shortcut, or whatever. I'll make an installer in the near future.

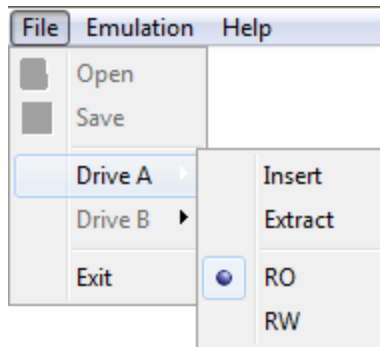
Once launched, it appears a window like this:



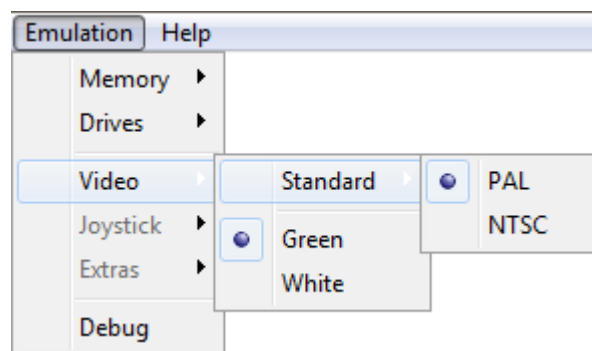
## The menus:

On the top we can see the menus, in which you can configure the emulator options. Some of these options are greyed, meaning you can't use because they are not available with current hardware or because they are not stable enough to use.

First menu is "File". There we have the options for load and save snapshots, disc drives control and the exit option.



Second menu is “Emulation”. There we can choose the emulated hardware options, for example how much memory, drives, video system (PAL o NTSC), screen colour, etc. Also we have the option to launch the debugger (not recommended, it’s half baked).



The “Help” menu for now only has the typical “About” information.

### The bar:

On the bottom there is a bar for actions and state. The first three buttons are for start / stop the emulation, make a reset, and launch immediately CP/M (if there is an image named “CPM.dsk” in the same folder than the emulator). It’s simply a shortcut for a really common operation.

Finally there is an indicator of disc activity, it lights up when the motor of disc drives gets on.

### The discs:

The emulator can load disc images in the DSK format of CPCEmu (normal or extended, with or without protection), and also raw images with extension IMG.

These images are loaded into memory by the emulator, but at this moment it doesn’t write back at dismount time. So it ignores the RO / RW options, too.

There is a known bug, the disc controller doesn’t notify well to CP/M disc geometry changes. That’s why games like “The pawn” or “Los templos sagrados” must be executed from B unit (real or the CP/M emulated one)

## The keyboard:

Well, it's a bit messy, because PCW keyboard is quite different from a PC one. Although internally it's easy to change key mapping, I don't offer this functionality to the user at this moment, because the emulator doesn't keep the configuration.

Also, I have only a Spanish PCW and PC keyboard. Keeping this in mind, the key mapping is:

[0]-[9], [A]-[Z], [Ñ], [,], [.;], [Shift], [F1], [F3], [F5], [F7], [Keypad 0]-[Keypad 9], [Tab], [Return], [Intro], [Del->], [Del<-], [Space] goes to the corresponding PC ones.

[Stop], [-], [=], [Ç], [@], [\$], [#], [/], [Alt], [Extra], [Prn], [Exit] goes to the corresponding by position ones; that is: [ª], [´], [i], [¨], [+], [´], [ç], [-], [Ctrl L], [Alt L], [Alt R], [Ctrl R] respectively.

Finally [[+]], [[-]], [;], [Can], [Cut], [Copy], [Ins], [Num .], goes to [Keypad +], [Keypad -], [<], [Re Pg], [Home], [End], [Insert], [Down] respectively.

Also, PC cursor keys goes again over the corresponding keys at the numeric keypad of the PCW.

## Known bugs:

FDC emulation doesn't notify geometry changes to CP/M, as said before. It will be fixed before 2.0 ß.

## TODO list:

Snapshots support.

Migrate GUI + MMA to DirectX.

Add all different joystick types, emulated with a PC joystick / pad.

Add printer, DK'tronics sound interface, and more hardware.

Make everything better.

Fix bugs.

## More information:

Web: <http://www.habisoft.com/pcw>

Email: [pcw@habisoft.com](mailto:pcw@habisoft.com)

I'm open to any kind of suggestion, doubts, donations of PCW material or whatever. But first check your question is answered in this document or the web FAQs.

**End:**

Enjoy it!