

Running Amiga Games and Demos on your Pandora using WHDLoad.

1. Introduction

UAE4ALL on the Pandora allows to mount directories as haddisks as well as hardfiles.

WHDLoad works fine here – so this is the best method to run classic games.

However, setting it up can be a bit of a hassle – that's why I created some tools and a little guide here.

If you follow this guide, you will have a nice bootable harddisk image with your favourite Amiga Games and a nice menu when finished.

You should have some basic Amiga / WinUAE knowledge to follow the guide.

2. Prerequisites

What you need:

- WinUAE on your PC (or any other version that supports hardfiles and directories as haddisks). Grab the latest version from www.winuae.net
- A kickstart rom and Workbench disks (or any bootable disk that allows you to format the hardfile image). Any from 1.3 to 3.0 should work fine, I suggest to use 2.04 if you have it.
You can also download a preformatted hardfile image from me – then you don't need a workbench disk.
- Games / Demos packaged up for WHDLoad.

3. Prepare and copy your games

Inside this archive, you'll find another archive called „WHDLoad.zip“. This is actually a tiny bootable harddisk directory which will copy everything you need (and your games) over to the hardfile image.

It includes the following tools:

WHDLoad (can be freely downloaded from <http://www.whdload.de>) and TinyLauncher (a frontend for WHDLoad, can be downloaded from <http://aminet.net/package/util/misc/TinyLauncher>) and fback (which can be downloaded here: <http://aminet.net/disk/bakup/fback.lha>)

These original archives are also included in the OriginalPackages-Directory.

TinyLauncher is awesome, but unfortunately doesn't work when your Amiga harddisk is mounted as directory. That's the reason we need to create the hardfile. Additionally, not all WHDLoad games work on harddisk directories.

1. Extract the WHDLoad.zip archive.
2. Inside the archive, look for the directories „Games/ECS“, „Games/AGA“, „Demos/ECS“, „Demos/AGA“. This is where you simply copy your WHDLoad-packaged games into.
One game/demo usually has one directory and an .info file. Copy these directly into the appropriate directories. Do NOT create any further subdirectories (TinyLauncher doesn't support that).
To install amegas, for example, copy the amegas-directory and the amegas.info-file directly into Games/ECS/
3. OPTIONAL: If you want to use the emulator as modplayer as well, you can play Mod-Files into the MODS-Directory.
4. OPTIONAL: If you registered WHDLoad (you should do, it's awesome!), then place your keyfile into the S-directory

That was the first step.

4. Create and format a hardfile image

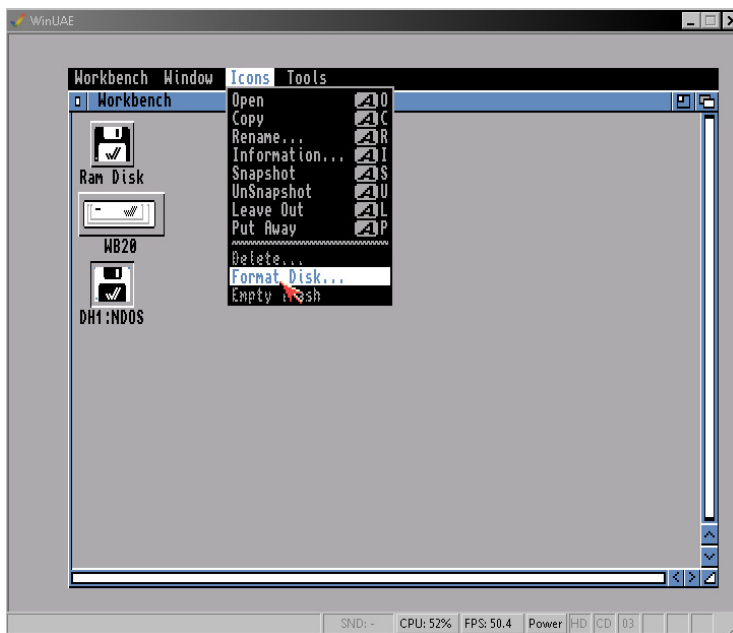
NOTE: This step can be skipped if you download an already prepared hardfile image.

The advantage in creating your own hardfile image is that you can determine the size of it.

Some users only need 100MB while others want more.

(Please note: You should not make the hardfile image larger than 1000MB)

Fire up WinUAE.



1. Go to „Hard drives“
2. Click on „Add Hardfile“
3. Go to „New hard disk image file“ and enter your size.
Don't tick „sparse file“ or „Dynamic HDF“. The size needed depends on the amount of games you want to copy over.
4. Click on the „Create“-Button and give it a name.
5. Boot your Workbench installation and format the newly created HDF.

Note: I suggest you select the fastest as possible emulation method – otherwise, formatting huge harddisks can take hours!

I used an 68020 CPU running at 500% CPU Speed and full JIT caching.

5. Copying your games to the hardfile image

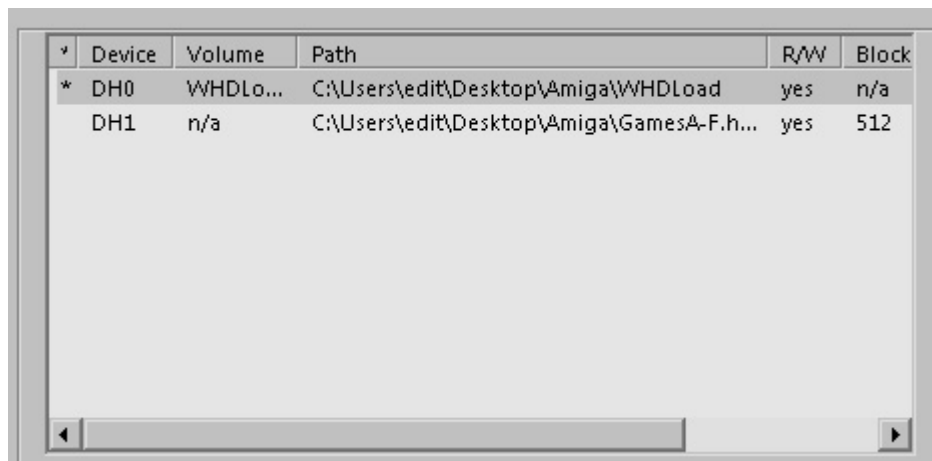
Whether you created the image yourself or simply downloaded one of those I prepared for you doesn't matter.

The next step is to mount them and let the system copy over your games so they are ready to be used on the Pandora.

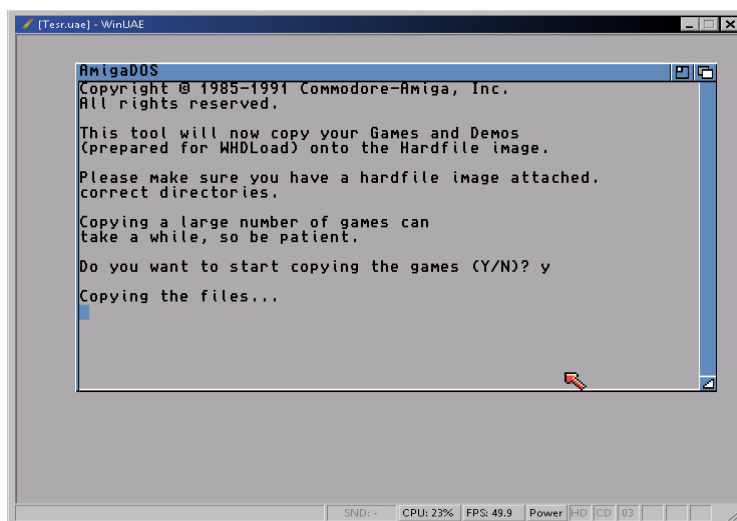
Be sure to give your system as much RAM as possible (I usually use 8MB FAST RAM), otherwise you will get a „Stack Overflow“ Error.

If you get any error message while backing, simply change your config and restart.

Files that are already available on your hardfile won't be copied again, so you can later redo this step every time you add more games.



1. Mount the WHDLoad directory as drive DH0
2. Mount the hardfile image as drive DH1 (untick the bootable flag)
3. Boot and follow the instructions (again, switch the emulator to run as fast as possible for a speedup in copying).



4. Once the copying is finished, you can stop the emulation and get a hardfile which you can run directly on your Pandora. Sometimes the copying stops – in that case, simply restart.
5. In case something goes bad: Reformat the Hardfile and

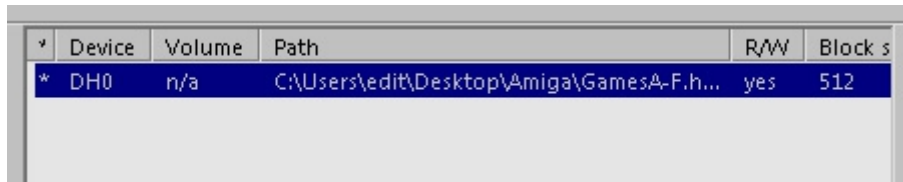
restart (the only thing that can really go bad is that you put too many games for a too small hardfile into the directory. I suggest putting 850 – 900MB games on a 1GB hardfile)

6. Booting the launcher and creating the database

Once the hardfile has been properly created, it's time to boot it and create the database.

You can do this both on your Pandora or on your PC, but I suggest using the PC, as it's faster.

Remove all harddisks from the UAE configuration and add the created hardfile as bootable drive DH0.



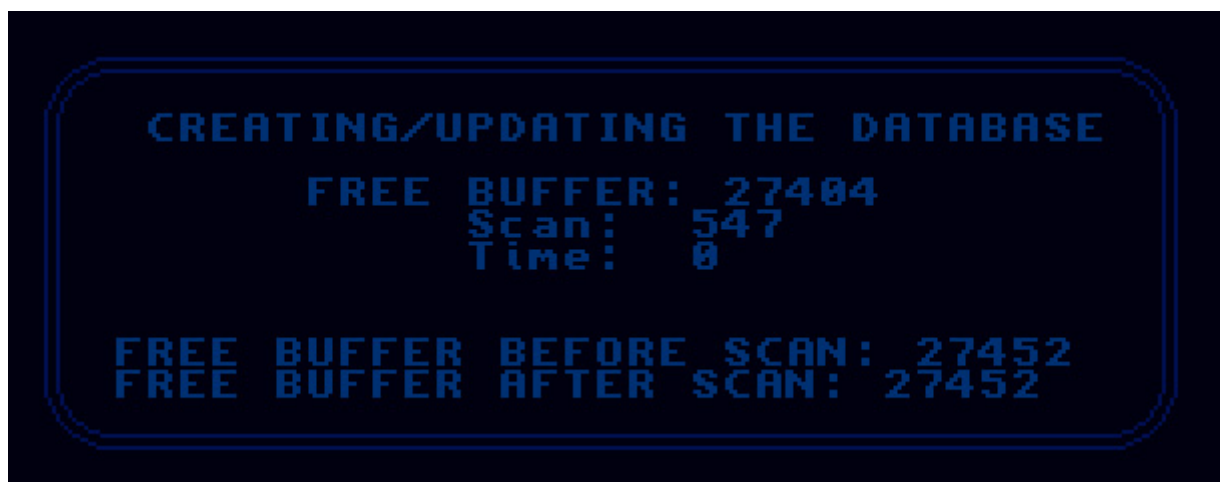
Device	Volume	Path	R/W	Blocks
* DH0	n/a	C:\Users\edit\Desktop\Amiga\GamesA-F.h...	yes	512

When you start the emulator, it should present you the GUI for TinyLauncher.



Everything is already setup, however, you probably want to create a database for your games.

To do that, select the category you want (Games ECS / AGA, Demos ECS / AGA) and press F1.



It will then create and save a database, which will make running games very fast.

7. Using the launcher

Now that everything has been finished, you can use that hardfile either in your PC or your Pandora to quickly run games.

Boot it up and use the joystick to select and run a game. Reset to start a new game.

If you got a lot of games there, you can hold up for a while on the game selection screen and quick-jump to any letter.

I hope this guide helped you – and enjoy the many many classic Amiga games!