

# Software by Richard Bannister

## Updated on December 25th, 2003

<http://www.bannister.org/software/>

### Introduction

This document contains a list of all the publicly released Macintosh software developed by me. Most of the programs here are freeware, with a few shareware packages. This file tends to go out of date rapidly. Therefore, for most current information, you should visit my software web pages - located at <http://www.bannister.org/software/>. At the time of writing, all of the programs found in this document can be downloaded from this web page. Screenshots are also available online.

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### Before E-mailing Me

Before e-mailing me, check that your question isn't covered here:

- *Where to get ROMs for my emulators?* ROMs and software can be dumped from your original copies using tools available on the Internet. Try a web search. I cannot and will not send you ROM images - to do so would be illegal.

- *Can I have the source code?* If the source code to one of my programs is available, it is on

my web page. I do plan to release some more of my source code in the future - but I will not send it to anyone until I do.

- *Can you make X do this, this, and this?* I'm always willing to add useful features to any of my programs. If the program is Shareware, though, I'm far more likely to listen to you if you are a registered user.

- *XXX doesn't work on this emulator.* I'm probably aware of this - emulators are notoriously difficult to get exactly right. Sorry, there's nothing I can do.

In addition, please make sure you've read the entire read me file - your answer might well be covered in there.

I also maintain a comprehensive FAQ on my web site, which contains answers to more questions than I have space to cover here. It can be seen at:

<http://www.bannister.org/cgi-bin/faqmanager.cgi>

If you still have a legitimate question (and trust me, the answers above are 90% of all the e-mail I get), feel free to e-mail me via the web form at <http://www.bannister.org/email/>. Please bear in mind, however, that I receive an awful lot of e-mail, and it may take me a while to get back to you.

## **Emulator Enhancer**

A lot of my emulator ports can work can use a plug-in I have developed called Emulator Enhancer. These are indicated over the next few pages. It can be downloaded from my web page, located at <http://www.bannister.org/software/>. Features added include support for USB gamepads, Full Screen Mode, Bilinear Filtering, and more.

Note that this plug-in is shareware. Information on registering is built in to the package.

The latest version of Emulator Enhancer is v1.3.1, released on December 1st, 2003.

## **Blitter Library Plugin**

Older generations of my ports can use a plug-in called Blitter Library. This plugin is no longer under development. The final version of this plugin is v0.8.5, released on February 25th, 2003. Emulators using Blitter Library are being gradually converted to use Emulator Enhancer instead.



### **Audio Overload - Video Game Music Player.**

v1.5.1 - May 10th, 2002

Audio Overload can play original game music sound tracks from the Nintendo NES, Nintendo Gameboy, Super Nintendo, Sega Genesis/Megadrive, Sega Master System/Game Gear Atari XL/XE, and Atari ST. Support for play lists is included, as is transparent decompression of RAR and GZIP files.



### **Arnold - Amstrad CPC/CPC+ emulator.**

v1.7.1 - December 25th, 2003 - Supports Emulator Enhancer.

Arnold features emulation for the five different models of Amstrad CPC - namely the CPC464, CPC664, CPC6128, 464 Plus, and 6128 Plus. It can also emulate the KC Compact, a bootleg of the CPC. Arnold features extremely precise emulation, allowing even the most complicated demos to run without problems.



### **BoycottAdvance - Gameboy Advance emulator.**

v0.3.3 - December 25th, 2003 - Supports Emulator Enhancer.

Boycott Advance can run most of the existing Gameboy Advance software to some degree, albeit slowly - a G4 is the realistic minimum system, and even then you will not get full speed all the time. Very accurate sound emulation is now included, meaning that many games now work perfectly.



### **Cacophony - Digital Audio Editor for Mac OS X**

v1.3 - May 3rd, 2003

Cacophony has a number of unique features which set it apart from other similar programs for Mac. Over twenty different file formats are supported with read and write support, and a number of additional formats can be read in. In addition, support for multiple tracks is included.



### **Frodo - Commodore 64 emulator.**

v4.3.1 - December 25th, 2003 - Supports Emulator Enhancer.

Frodo was developed to reproduce the graphics of games and demos with higher precision than the existing C64 emulators. To that end, Frodo can display raster effects correctly that only result in a flickering mess with other emulators. A special single-cycle emulation is also included for maximum compatibility.



**fMSX - Sega Megadrive/Genesis emulator.**

v2.7.3 - December 25th, 2003 - Supports the Blitter Library plugin.

fMSX is a MSX1/2/2+ emulator for Macintosh. It supports accurate emulation of the original hardware, including support for Disks, Cassettes, and ROM Images. Full sound emulation, including SCC support, is included.



**Genesis Plus - Sega Megadrive/Genesis emulator.**

v1.2.4 - December 25th, 2003 - Supports Emulator Enhancer.

Genesis Plus has excellent compatibility with original software, and full sound support. Saved states, gzipped ROMs, and battery RAM are all supported. Six button joypads are also supported as of the latest version.



**Generator - Sega Megadrive/Genesis emulator.**

v0.3.8 - December 25th, 2003 - Supports Emulator Enhancer.

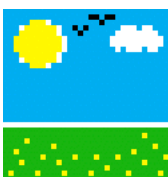
Generator is compatible with the majority of Genesis software. It supports full sound emulation, with accurate emulation of both the YM2612 FM chip and the SN76489 PSG. Two different video rendering engines are provided; one for maximum speed, and one for accuracy.



**Handy - Atari Lynx emulator.**

v0.8.3 - November 19th, 2001 - Supports the Blitter Library plugin.

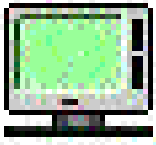
Handy supports reasonably good compatibility with Atari Lynx ROMs. There are a few titles which don't work, but the majority seem to work pretty well. Handy also supports full sound emulation. Although the Lynx is a complex system, this emulator runs at full speed on 200MHz or faster machines.



**Horizon - BBC Model B emulator.**

v1.3.1 - December 25th, 2003 - Supports Emulator Enhancer.

Horizon (formerly MacBeebEm) was one of the first emulators available for Macintosh. Despite this, it has fairly good compatibility with original BBC software, allowing you to play titles such as Elite without problems.



### **Joyce - Amstrad PCW emulator.**

v1.1.2b2 - August 28th, 1997

Joyce appears to run the only PCW software I have been able to locate personally, namely LocoScript and CP/M. However, due to a faulty CD-R disc, the source code to the Macintosh port of Joyce has been lost. I presently do not have the motivation to redevelop the Mac port from scratch.



### **Jum52 - Atari 5200 emulator.**

v0.8.4 - December 25th, 2003 - Supports Emulator Enhancer.

Jum52 supports reasonable compatibility with Atari 5200 titles. At the present collision detection is a bit hit and miss (no pun intended) but otherwise the emulator is solid enough. It also includes full sound support. Updates are likely in the future to fix the few titles that do not work.



### **KiGB - Gameboy/Gameboy Colour emulator.**

v1.5.5 - December 25th, 2003 - Supports Emulator Enhancer.

KiGB is the newest Gameboy emulator for Macintosh. It features detailed and accurate emulation, which brings with it excellent compatibility. Support for both Game Genie and Game Shark codes is included, as well as extremely high fidelity sound support. KiGB can even emulate the Super Gameboy.



### **M1 - Arcade Music Player.**

v0.7.3 - November 16th, 2003

M1 plays the music from arcade games by running the code in the original ROMs (not supplied). The current release supports over one thousand different games. M1 emulates over a dozen different CPUs to play music and sounds from games running on over one hundred different arcade boards.



### **MacBean - A simple graphics editor.**

v0.1b3 - September 21st, 1998

MacBean was developed entirely by me as an experiment - I wanted to see if I could write a useful application. I also wanted to provide some justification for buying the book "Mac Programming FAQs", which, at the time, cost a fair bit more than I could afford to spend!



### **MO5 - Thomson MO5 emulator.**

v2.3.2 - December 25th, 2003 - Supports Emulator Enhancer.

MO5 runs most Thomson MO5 software without problems, and with full sound. I believe the sound is accurate, although I do not have an original MO5 to compare to. The emulator uses an AZERTY keyboard layout, just like the original machine. Lightpen emulation is also supported.



### **Modeler - Sega Arcade emulator.**

v0.9.3a - December 12th, 2001 - Supports the Blitter Library plugin.

Modeler supports the three Sega arcade boards based on the NEC V60 CPU - Sega System 32, Sega System 32 Multi, and Sega Model 1. While the Model 1 games are currently not playable, due to the lack of 3D graphics emulation, the System 32 games work quite well.



### **Mugrat - Colecovision emulator.**

v0.1 - December 25th, 2003 - Supports Emulator Enhancer.

Mugrat is a Colecovision emulator for Mac OS X. For many years now I have been porting emulators by other others to Mac OS. Mugrat marks my first attempt at writing one of my own, in this case to emulate the Colecovision.



### **Neopocott - Neo Geo Pocket Colour emulator.**

v0.4.5 - December 25th, 2003 - Supports Emulator Enhancer.

Neopocott can run a little over half the existing Neo Geo Pocket Colour games, and most of the home-brew demos. Unfortunately Sound Emulation is not supported at this time. Having said that, this emulator is developing rapidly, so hopefully a future release will correct the shortcomings.



### **Nestopia - Nintendo NES emulator.**

v1.0.9 - December 25th, 2003 - Supports Emulator Enhancer.

Nestopia is by far the most compatible of any NES emulator for Mac OS X. Using cycle-exact emulation, it is able to run titles that rely on precise timing, and which therefore break under other emulators. It supports five extra sound chips and an astonishing 143 mappers.



### **O2Em - Odyssey^2 emulator.**

v1.0.5 - December 25th, 2003 - Supports Emulator Enhancer.

O2Em is a competent Odyssey^2 emulator for Macintosh. It runs just about all the existing software with reasonable sound support - with only one or two titles that do not run well.



### **Oric - Oric 1/Oric Atmos emulator.**

v1.7.2 - December 25th, 2003 - Supports Emulator Enhancer.

Oric provides accurate emulation of the Oric hardware, with excellent compatibility and full sound support, with sufficient accuracy for speech samples to work. ROM files are included for 6 different languages, so the Oric you remember should be included.



### **Oswan - Wonderswan emulator.**

v0.7.3 - December 25th, 2003 - Supports Emulator Enhancer.

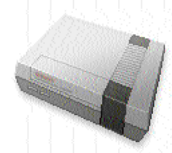
Oswan is the first Bandai Wonderswan emulator for the Mac. While it does not support sound at this time, compatibility is very high. Only a small number of titles do not work correctly.



### **Rainbow - Atari 800 series emulator.**

v1.5.0 - December 25th, 2003 - Supports Emulator Enhancer.

Rainbow is an Atari 800 series emulator for Mac OS X. Rainbow was one of the first emulators available for Macintosh. Despite this, it has fairly good compatibility with original software. The Mac OS X version adds an improved GUI and significantly improved sound to the original version.



### **RockNES - Nintendo NES emulator.**

v2.5.1 - December 25th, 2003 - Supports Emulator Enhancer.

RockNES is by far the most compatible NES emulator currently available for the Macintosh, given that it supports full PPU emulation, full sound emulation (including VRCVI sound, used by some Japanese games), battery backed RAM, Famicom DiskSystem, VS Unisystem, and some 83 different mappers.



### **ROM Organizer - ROM sorting utility**

v1.1.1 - July 22nd, 2003

ROM Info was one of the first programs I developed for Macintosh. As a result, there were many things that could have been done better. ROM Organizer is a new ROM sorter rebuilt from the ground up for Mac OS X. It can sort and organize nearly 39,000 ROMs across 23 different platforms.



### **SMS Plus - Sega Master System/Game Gear emulator.**

v1.0.4 - December 25th, 2003 - Supports Emulator Enhancer.

The hardware for the Sega Master System and Game Gear consoles is almost identical from a technical standpoint, which means that when you emulate one, it is trivial to emulate the other. SMS Plus provides solid emulation for both systems, with full sound support.



### **SimCoupe - SAM Coupe emulator.**

v0.7.9v4 - December 25th, 2003 - Supports Emulator Enhancer.

SimCoupe emulates the original SAM Coupe 512K computer. It is also able to function as a Spectrum emulator because the hardware is very similar. Sound support is now included, using the SAA1099 core by Juergen Buchmueller and Manuel Abadia.



### **SoftVMS - Dreamcast VMU emulator.**

v1.8.1 - September 21st, 2000

SoftVMS is a Dreamcast Visual Memory System emulator for the Macintosh. This is NOT a full Sega Dreamcast emulator - it is simply a program that allows you to play games for the Dreamcast Visual Memory unit on your Macintosh. This program includes full source code.

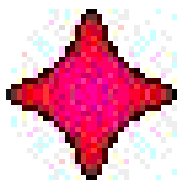


### **Smashing Windows II - Space Invaders for the Macintosh**

v1.1 - July 19th, 1999

Why on earth would you want ANOTHER Space Invaders game? What makes this game unique is the ability to choose between different sets of sprites. You can have Netscape shooting the evil MSIE; Apple shooting the evil Windows; and so on. There are also two different backdrops to choose from.

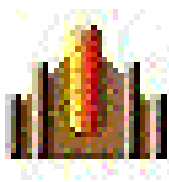




### **Space Debris - Crystal Quest clone.**

v2.5 - April 30th, 2002

The objective of Space Debris is to collect all the crystals on screen and then escape through the gate at the bottom of the screen. This must be done while avoiding all the enemies - who try to prevent you from reaching this goal. You also have to be careful to avoid mines, which are scattered around the levels.



### **Star Chaos - Fast Action shoot-em-up.**

v2.5 - April 30th, 2002

Based on Operation Intercept by DGS, Star Chaos is a game where the emphasis is on raw speed rather than beautiful graphics. To that end, Star Chaos can sustain 60fps animation on almost any PowerMac. The objective is to shoot your way through 60 levels of enemies.



### **TEO - Thomson TO8 emulator.**

v1.7.4 - December 25th, 2003 - Supports Emulator Enhancer.

TEO, like its partner MO5, features accurate emulation and full sound. Mouse and light pen emulation is included. The keyboard emulation remaps the keys to the equivalent Mac key via ASCII codes, therefore allowing the keyboard layout to be correct with both French and English keyboards.



### **Thom - Thomson TO7 emulator.**

v1.5.4 - December 25th, 2003 - Supports Emulator Enhancer.

Thom is an extension of the old Thomson TO7 emulator originally ported to Macintosh many years ago by Carlo Noben. It supports sound emulation, as well as the optional disk controller ROM.



### **TGEmu - NEC PC Engine emulator.**

v0.2.5 - December 25th, 2003 - Supports Emulator Enhancer.

TGEmu features reasonably good compatibility with PC Engine HuCards. While this release does not support CD-ROM based software, this will be included in a future release. Sound emulation is supported, as is Sprite Priority emulation for the games that require it.



**Vecx - GCE Vectrex emulator.**

v0.1 - December 25th, 2003 - Supports Emulator Enhancer.

Vecx is a GCE Vectrex emulator for Mac OS X. Vecx can run just about all the Vectrex software out there, and the Mac OS X version includes sound emulation. This initial release does not support overlays, however I will add this in the future if enough people are interested.



**ViBE - Virtual Boy emulator.**

v1.0b4 - December 25th, 2003 - Supports Emulator Enhancer.

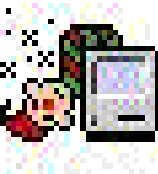
ViBE, written by Gil Pedersen and myself, is the only Virtual Boy emulator for any platform to include support for some of the more complicated Virtual Boy features, such as Affine and Direct-to-Screen graphics, and Sound emulation. This allows it to run almost all known Virtual Boy games to a playable degree.



**vMac - Macintosh Plus emulator.**

v0.1.9c - January 20th, 2001

Why would you want to emulate a Mac on a Mac? The answer is simple. Try running all those old classics, like Dark Castle, Beyond Dark Castle, the Fools Errand, and so on, on a Mac without a 9-inch monitor. They don't work. vMac, however, enables them all to work perfectly.



**ZapResForks - Resource fork deletion utility.**

v1.1 - March 30th, 2000

ZapResForks is a program which allows you to delete the resource fork from a file, while leaving the data fork intact. This allows you to reclaim disk space from files that have an empty resource fork. (This utility can damage files if used incorrectly - always read the manual).



**Zap'T'Balls II - Super Pang clone.**

v2.5 - April 30th, 2002

Zap'T'Balls II is based heavily on the Amstrad CPC game of the same name, while taking a few pieces from Super Pang. ZTB2 features the two different game modes found in Super Pang, namely travelling through many scenes and one fixed scene where more and more balls keep appearing.



**Boycott - Gameboy/Gameboy Colour emulator (Discontinued).**

v0.6.7 - November 19th, 2001 - Supports the Blitter Library plugin.

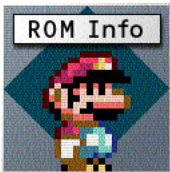
Boycott can emulate both the Classic Gameboy and the later colour models. While compatibility is far from perfect with some of the newer colour titles, the titles that do work run very well. Boycott is now obsolete - I recommend using KiGB instead (see below).



**Hu6280 - NEC PC Engine emulator. (Discontinued)**

v1.8.9v4 - February 5th, 2000

Hu6280 was a rapidly advancing PC Engine emulator for the Macintosh. The existing version works well enough, although there is no sound. As this program has been discontinued, I cannot provide you with any support or assistance with it. I recommend using TGEmu instead (also by me).



**ROM Info Bundle - Emulator ROM utilities. (Discontinued).**

v1.5 - July 25th, 2002

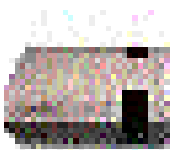
There is a huge amount of software available for use under emulators. However, organising it can prove extremely difficult - especially if you have a large collection. I have written a number of utilities to attempt to solve this problem for 19 different platforms. This program has been superseded by ROM Organizer.



**VSWC - Super Nintendo emulator. (Discontinued)**

v0.0.8r3 - July 31st, 1997

VSWC was once the leading SNES emulator for any platform - and indeed once the only SNES emulator for the Macintosh. However, it was discontinued some years ago by the author due to lack of time. It can only run a few ROMs, and it does not support sound.



**xNES - Nintendo NES emulator. (Discontinued)**

v0.4.0 - December 15th, 1997

xNES was a rapidly developing NES emulator for DOS, Linux, and Macintosh. However, it was discontinued some time ago due to internal differences within the xNES team. For a good solid NES emulator, I strongly recommend using RockNES, ported to the Macintosh by me.