CD32 Game Selector

Introduction

CD32 Game Selector (CDGS) is a collection of CD32 games that can be used in Windows via a launcher, direct from the WinUAE emulator via its "Configurations" menu or from the A500 Mini's USB menu.

This compilation has the complete collection of "official" CD32 releases as well as some homebrew and fan made updates. All games contain CD audio, FMV videos and MPEG FMV videos where available.

The included games are supplied with their manuals in PDF format (where available) as well as screen captures, box art, CD art and preview video. All these are accessible from the included launcher. The launcher will also add extra ram where necessary and emulate the Terrible Fire TF330 accelerator.

Installation

Requirements

CDGS uses WinUAE to emulate the CD32. You don't need to have an existing installation, but if you do, you can install CDGS into it. The included WinUAE installation is very basic and has been set up in portable mode so it can be installed anywhere.

You need approximately 52gb of free hard disk space on your drive for the full install. As the emulator is set up in portable mode, you can use external drives to store your installation.

To access the PDF files, you will need a PDF viewer installed.

Full Installation

The full installation contains the CD images and contents and a minimal installation of WinUAE. It's designed to be simple to install and doesn't require any other files.

To install, open the CD32 Game Selector archive in any archiver (e.g. WinZip, WinRAR, 7Zip…) and drag the CD32_Game_Selector folder onto your selected drive. That's it!

*Note! If you copy the install folder to your C: drive, you will need to change the properties of the **winuae64.exe** file to run as an administrator.*

Existing WinUAE installation

To install CDGS into an existing WinUAE installation you only need to copy three folders.

Open the CDGS archive in any of the above archivers and open the "`CD32_Game_Selector\WinUAE`" folder.

In a separate window, open your WinUAE installation folder. Drag over the CDGS folder first. Then drag over the ROMs folder and overwrite any files if

asked. Finally open the "Configurations" folder and copy the "CD32 Games" folder into the "WinUAE\Configurations" folder.

Now run WinUAE and open the Paths menu. Press the "Rescan ROMs" button to add the CD32 ROM files to WinUAE.

A500 Mini Installation

Important! Your USB drive needs to be formatted as FAT32. As the drive size is over 32GB you will need to use a tool like Rufus as windows format won't work.

Open the CD32 Game Selector archive in any archiver (e.g. WinZip, WinRAR, 7Zip…)

If you have an existing A500 Mini USB drive that has been set up for WHDLoad or has Amiga Game Selector or Aminimiga already on it, you can skip the next paragraph.

The A500 mini needs a WHDLoad installation on the USB drive to run extra games or homebrew installs. I've included a full WHDLoad install so all you need to do is copy the "THEA500" folder from the "CD32_Game_Selector" folder onto the root of your USB drive.

To install, open the "WinUAE" folder in the archive. Drag the "CDGS" and the "ROMs" folder into the root of your FAT32 formatted USB drive. Plug the drive into your A500 mini. Open the CDGS folder in the USB menu and run the game from its installation folder.

A500 Mini Notes

1. **DO NOT** use the A500 mini settings "Menu" button on a game as it will break the config.
2. If you get a Kickstart 1.3 boot screen when you run a game, you didn't read point 1 and will have to copy back the xxx_ol.uae file back. For instance, if you break Cannon Fodder you will need to copy back the "Cannon Fodder_ol.uae" file into the CannonFodder folder.
3. The A500 mini suffers from compatibility problems due to the really old version of Amiberry it uses. I've tried my best to get everything to run properly but some games have glitches and some just won't work. You can find the bugged games in the "Release Notes.txt" file in the main folder.

The CDGS Launcher

CD32 Game Selector is supplied with a Windows based launcher. The launcher is completely standalone and is designed to be as simple as possible. If you have ever run Amiga Game Selector, you will be familiar with the layout and how the launcher functions.

Like Amiga Game Selector, the launcher can be customized and re-themed by the user. Instructions on how to do this are included in the “Example Theme” preferences file in the “CDGS\Themes” folder.

You can control the launcher with keyboard and mouse as well as a game controller.

As you select each game, you will see an in-game preview, a title page preview, box art previews and CD preview. Press the F8 key and you will get a video preview as well. You also get a separate information panel with basic game information in it.

If you right click the mouse on the launcher, you get a pop-up menu with some options and access to any included manuals and cheats. You can also access the

settings window as well which lets you change the theme, theme settings and some basic WinUAE options.

Keyboard Controls

Up / Down – Select a game.

Page-Up / Page Down – Fast scroll the games list.

Home / End – Move to beginning or end of the games list.

Enter – Run the selected game.

F1 – Help window.

F2 – Donate window.

F3 – About window.

F5 – Refresh games list.

F6 – Open the selected game's data folder.

F7 – Open WinUAE with the default CDGS configuration

F8 – Toggle between picture or video previews.

F9 – Open settings window.

Escape/ESC – Quit the launcher

Mouse Control

Left-Click to select a game.

Right-Click to open the popup menu.

Double-Click to run a game.

Hold down the left button to move the window.

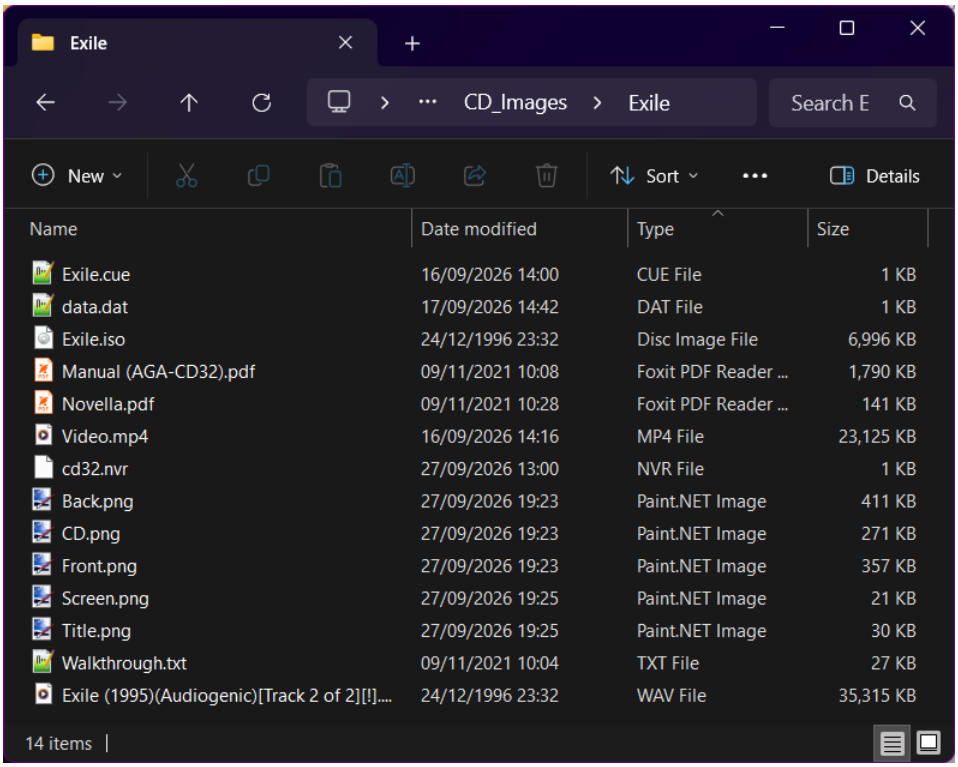
Game Controller

Up / Down – Select a game.

Left / Right – Fast scroll the games list.

Button 1 – Run the selected game.

CDGS Game Folder Structure



The CDGS launcher doesn't require a database or internet connection to function. It scrapes the "`CDGS/CD_Images`" folder on launch and adds any **cue** or **chd** files. I have excluded iso images on purpose, as they work better with cue files. Just add a generic cue file to the folder and point it to the iso that you have added and refresh the launcher (F5). There's blank one in the "`CDGS`" folder.

In each game folder you will find several files. There will always be a **cue** or **chd** file. A cue file is used to provide data to WinUAE to show the CD file structure. It can also be used by CD burning software for the same reason. A chd (compressed hunks of data) file is a compressed CD image file developed by the Mame team. Inside the file it has the same data as a cue/bin/iso image but compressed into a single file.

You will also see some bin/iso/wav/mp3 file. These are the data and music files for the CD image.

As well as the CD files, there are several media files. The PNGs contain the in-game screen shots, box art and CD picture. They must be named as above, or the launcher won't pick them up.

There is also a video called Video.mp4 which shows the video preview. Again, this must be named exactly as above.

The **cd32.nvr** file is the CD32 NVRam save data. The NVRam on the CD32 is notoriously small and must be managed, especially if you have a lot of games. I made it so the cd32.nvr file is copied over when a game is run from the launcher and backed up when you quit WinUAE. This feature only works from the CDGS launcher.

The **data.dat** file is the text that is displayed in the information panel on the launcher.

The **lha** and **uae** files are the A500 mini configuration files.

Finally, there may be **pdf** and **txt** files. These are the manuals and extra files for the launcher. You can access them from the pop-up menu. If the files have the pdf or txt extension, the launcher will pick them up.

Cue File Naming

You will notice that come of the cue files and games have extension in square bracket. These are read by the launcher and determine the launcher settings when a game is launched.

[Extra Ram] – Adds 8mb of fast ram.

[TF330] – Emulates a Terrible Fire TF330 68030 accelerator.

[Enhanced] – These games are new or have been updated or enhanced from the original CD32 release.

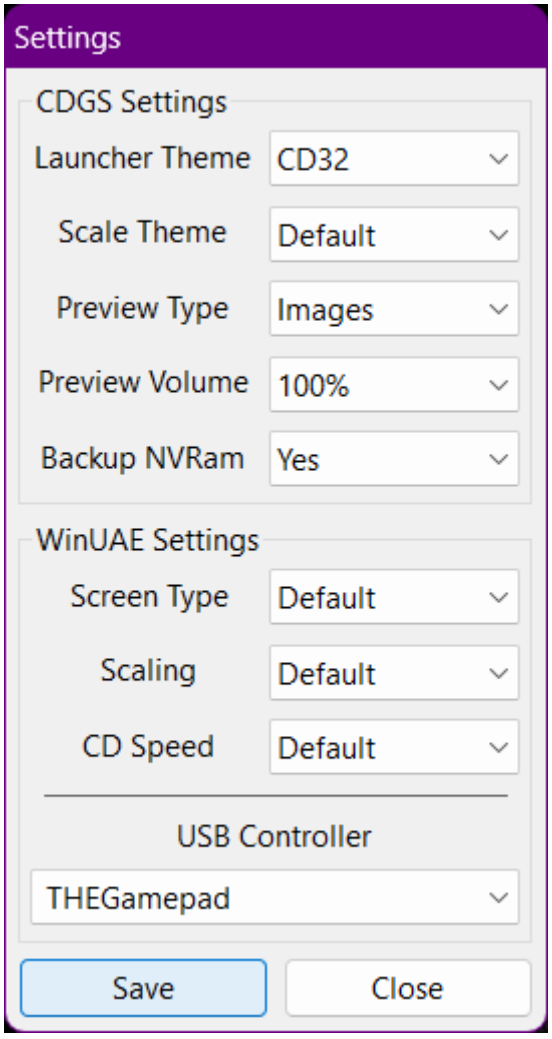
Launcher Themes

The CDGS launcher is completely customisable. The background image, games list, preview panel and info panel can all be moved and resized. You can also change fonts and font sizes, background colours and font colours.

You can find the themes in "`CDGS/Themes`". Each theme needs to be in a separate folder, and the launcher will scrape the folder names and add them to the settings window.

Themes are controlled by the **themes.prefs** file. Open the file in any text editor and you can change the settings. I've added comments and instructions to an example preferences file in the "Themes" folder.

Settings Menu



The settings menu lets you change some theme settings and a few WinUAE settings.

CDGS Settings

Launcher Theme – Sets the launcher theme.

Scale Theme – Upscales the theme on high resolution screens.

Preview Type – Toggles the preview between pictures or video.

Backup NVRam – Sets whether the launcher automatically backs up the CD32 NVRam file. The file is stored in the game folder.

WinUAE Settings

Screen Type – Can be Windowed, Full Window or Full Screen. The full screen resolution is set to your native screen resolution.

Scaling – Changed between Default and Automatic. Default does no stretching to the WinUAE screen. Automatic will try and fill the whole of your monitor screen height. The screen aspect ratio will stay the same.

CD Speed – Switched between normal and turbo modes for faster loading.

USB Controller – Lets you pick a default game controller for WinUAE.

None of the above settings affect the **CDGS.uae** configuration file and are added via the command line at launch. If you want to make the settings permanent or change other settings, run WinUAE from the popup menu or by pressing F7, change the settings you want and overwrite the CDGS.uae file by using “Save as“.

Pressing the “Save” button will save your settings into the **CDGS.prefs** file which is stored in your CD32_Game_Selector folder. Pressing close will not save your settings but they will be applied when running a game.

Disclaimer

CD32 Game selector is supplied in good faith. All included media is assumed to be in the public domain or abandonware and has been sourced from public FTP and web sites. No intended copyright infringement is intended.

Credits

Here is a list of the web sources that CDGS was created from…

- Hall of Light (https://amiga.abime.net/) – Manuals / Cheats
- Lemon Amiga (https://www.lemonamiga.com/) – Screen Captures
- Turran FTP (https://ftp2.grandis.nu/turran/) – CD Images
- Launchbox (https://gamesdb.launchbox-app.com/) – Box Art / CD Scans
- Amiga Game Selector (https://www.amigagameselector.co.uk/) – Screen Captures / Game Data

Special mentions need go out to JOTD, Gravedigger and Rochabian who are doing a great job enhancing CD32 games and making new installs. Also, thank you to all the Amiga sites out there that are keeping the Amiga alive!

Finally, please support Amiga developers!

Donate

CD32 Game Selector is completely free of charge. Anyone is free to use the collection in any way they want to. Please give me a credit if you do.

If you feel that I deserve a coffee, you can donate via…

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https://ko-fi.com/amigagameselector

Thank you for your support!