

NAME

dgen — Sega Genesis/Mega Drive emulator

SYNOPSIS

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dgen [-Pfhmv] [-R (J|U|E)] [-H HZ] [-D DEMONAME] [-d DEMONAME] [-n USEC]
      [-p CODE, CODE...] [-r RCFILE] [-X XFACT] [-Y YFACT] [-S FACT] [-g (0|1)]
      [-G XxY] [-s SLOT] [romname [...]]
```

DESCRIPTION

The ROM image in the file *romname* is executed, as emulated on a Sega Genesis or Mega Drive running in 60Hz NTSC mode (unless the **-P** option is specified, in which case 50Hz PAL mode is used). *romname* should be in raw binary or SMD format, and may be compressed with *gzip*(1), *zip*(1), or *bzip2*(1).

When *romname* isn't specified, DGen starts without a ROM. It can be loaded later from the prompt. When more than a single *romname* is specified, they are executed sequentially.

The options are as follows:

- H HZ** Use a custom frame rate, can be used to accelerate or slow down emulation.
- P** Emulate 50Hz PAL mode (as used in European models of the Mega Drive).
- R (J|U|E)**
 - Emulator region. Without this option, DGen uses the first region mentioned in the ROM header. It should be combined with **-P** for PAL mode. See below.
 - (none) Autodetect (NTSC, 60Hz)
 - P** Autodetect (PAL, 50Hz)
 - R J** Japan (NTSC, 60Hz)
 - R J -P** Japan (PAL, 50Hz)
 - R E** Europe (NTSC, 60Hz, music will certainly play too fast)
 - R E -P** Europe (PAL, 50Hz)
 - R U** America (NTSC, 60Hz)
 - R U -P** Same as **-R E -P**
- f** Run fullscreen, if possible.
- h** Show a brief synopsis of all options.
- m** MinGW only. This option prevents DGen from detaching from its control console.
- v** Show the version number, and exit.
- D DEMONAME**
 - Play back a demo recorded with the **-d** option.
- d DEMONAME**
 - Record a demo of the program running, which can be later replayed with the **-D** switch.
- n USEC** Sleep for a number of microseconds after every frame, to give time to other processes.
- p CODE, CODE...**
 - Modify the ROM image in memory, using Game Genie or Hex style codes. Game Genie codes are of the form *ABCD-EFGH* and Hex codes are in the form *123456:ABCD*. To specify more than one code, separate them with commas (do *not* use spaces).
- r RCFILE**
 - Parse another rc file after *\$HOME/.dgen/dgenrc*. Values in the specified file override those in the preceding files.

- X *XFACT* Scale the window *XFACT* times in the X direction. *XFACT* must be a positive integer.
- Y *YFACT* Scale the window *YFACT* times in the Y direction. *YFACT* must be a positive integer.
- S *FACT* Scale the window *FACT* times in both directions. *FACT* must be a positive integer.
- g (*0|1*) Enable/disable OpenGL (if compiled-in).
- G *XxY* Desired window size (e.g. 640x480, 800x600, etc.)
- s *SLOT* Load the saved state from the given slot at startup (0-9)

INTERACTIVE PROMPT

A minimalist interactive prompt inspired from *vi*(1) can be used to perform various operations described below. It is triggered by pressing colon (:), the default key. Command-line editing, history and completion are supported.

Commands

- {quit, exit, q}
Quit, or load the next *romname* from command-line, if any.
- {load, open, plug, o} *filename*
Load a given ROM *filename*.
- {unload, close, unplug}
Unload the current ROM.
- config_load *filename*
Load configuration from file *filename*.
- config_save *filename*
Save current configuration to file *filename*.
- reset Genesis reset.
- {ctv_push, ctv_pop, ctv_none}
Manage the stack of Crap TV filters (if compiled-in).
- calibrate *number*
Interactive calibration of the specified gamepad (1 or 2). If *number* isn't specified, default to 1.
- unbind *binding* [...] *binding*
Remove specified bindings (variables prefixed with "bind_"). See *dgenrc*(5) for more information about them.
- vgmdump start *filename*
- vgmdump stop
Manages VGM dumping/logging. If the second argument is *start* VGM dumping will be started at the path specified by the third argument. If the second argument is *stop* VGM dumping will be stopped and the dump finalized.

Variables

All configuration variables from *dgenrc*(5) can be displayed and modified interactively, with immediate effect.

- {int_name, bool_name, key_name, joy_name, ...} {value}
Affect *value* to variable *name*.
- {int_name, bool_name, key_name, joy_name, ...}
Display current value for variable *name*.

FILES

<i>\$HOME/.dgen/dgenrc</i>	Contains user settings for the emulator.
<i>\$HOME/.dgen/dgenrc.auto</i>	Generated file containing saved user settings.
<i>\$HOME/.dgen/saves/*</i>	Save states generated by the emulator.
<i>\$HOME/.dgen/ram/*</i>	Battery-backup RAM images, generated by the emulator for ROMs with save RAM.
<i>\$HOME/.dgen/screenshots/*</i>	Screenshots are generated there.
<i>\$HOME/.dgen/roms/*</i>	ROMs default search path.
<i>\$HOME/.dgen/demos/*</i>	Demos default search path.

SEE ALSO

gzip(1), *bzip2*(1), *zip*(1), *dgenrc*(5)

AUTHORS

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BUGS

There are known emulation bugs, see BUGS in DGen source package.

Report bugs to <<http://sourceforge.net/projects/dgen/>>.