FM Towns Emulator : TSUGARU Startup guide / Tutorial

[Article]

Quick guide for TSUGARU emulator for FM Towns Computer and FM Towns Marty by Xale00



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=== 1.1 Author ===

TSUGARU is made by Soji Yamakawa, alias CaptainYS This guide is made by Benoit Adam alias Xale00 (find me on Youtube)

=== 1.2 Download & Code === Here : <u>https://github.com/captainys/TOWNSEMU</u> TSUGARU is Open-Source under BSD-3-Clause license

=== 1.3 Compatibility List & Other emulators ===

UNZ was the first FM Towns emulator to achieve high compatibility.

You can check a compatibility list here : <u>https://wiki3.jp/fmtowns/page/10</u> ==== 2 FM Towns Machine ====



=== 2.1 FM Towns PC ===

FM town PC is a 1989 PC by Fujitsu aiming for Video games. It has a Floppy Disk, a CD-Rom drive and a keyboard + Mouse, Hard Drive and Gamepad.



=== 2.2 FM Towns Marty ===

FM towns Marty is the console version of FM Towns PC. It released in 1993 It still got the Floppy/User disk drive (basically it's like a memory card for Playstation 1) ==== 3 Basic Configuration ====

TSUGARU offers 2 way to configure : text or GUI.

Here we will explain with the GUI interface, so launch Tsugaru_GUI.exe

Main Window File(F) View(V) State(S) FM TOWNS(T) CD-ROM(C) FD0(0) FD1(1) Devices(D) Automation(A) Help(H)	
C:\Users\Benoit\Documents\Tsugaru_TOWNS\PrinceOfPersia1.Tsugaru Main SCSI GamePort Keyboard1 Keyboard2 Sound Boot Advanced Mouse by Elight Joystick Application Hot Keys TGDBV/	
ROM dir: D:\Jeux-emulation\FMTown\Tsugaru\bios\	
(When browsing for the ROM dir, please select one of the ROM files.)	
CPU Speed (MHz) 40 (Too-fast frequency rather slows down VM) O Enable 80387 FPU RAM (MB) 4	
CD Image: ince of Persia (1992)(Riverhill Soft)(Jp)\Prince of Persia (1992)(Riverhill Soft)(Jp).cue	
FD0: OWrite Protect D.\Jeux-emulation\FMTown\Tsugaru\disk\Pop1.d77.BIN	
FD1: OWrite Protect	
Scaling(%): 150	
OAuto Scaling (Fit to Window Size) NORMAL WINDOW	
Model: Unspecified OPretend 80386DX ORender Damper-Wire Line (to make you nostalgic)	
Load VM State	
START OAuto Start (Start VM as soon as the profile is loaded) O Separate Process	
to come back to the GUI from the VM.	

=== 3.1 Configuration profile ===

You can save a configuration for each game, this will be saved as .Tsugaru files If you don't have a Default file, it will be created as "Tsugaru_Default.Tsugaru"

"Tsugaru_Default.Tsugaru" will ALWAYS be in this folder :

"C:\Users\UserName\Documents\Tsugaru_TOWNS\"

I highly recommend doing a shortcut from your main folder to this folder

Don't overwrite config for this default, except the BIOS location.

=== 3.2 Joypad / Gamepad / Controller ===

For me, I can't make my Xbox 360 controller to work I use "AntiMicro" software to map the buttons to the keyboard :

https://github.com/AntiMicro/antimicro

For this method I choose "Game Pad by Host Keyboard" for Game Port 0 :

📕 Main Window
File(F) View(V) State(S) FM TOWNS(T) CD-ROM(C) FD0(0) FD1(1) Devices(D) Automation(A) Help(H)
C\Users\Benoit\Documents/Tsugaru_TOWNS/Tsugaru_DefaultTsugaru
Main SCSI GamePort Keyboard1 Keyboard2 Sound Boot Advanced Mouse by Flight Joystick Application Hot Keys TG
Game Port 0:
Game Pad by Host Keyboard
Max Button-Hold Time(ms) Btn0: 0 Btn1: 0
Game Port 1:
Mouse
Max Button-Hold Time(ms) Btn0: 0 Btn1: 0
Max Button-Hold Time will help you make a single click. Some games are virtually unplayable because you end up making unwanted menu selection unless you really release the button quickly after pressing. By setting non-zero value in Max Button-Hold Time, Tsugaru virtually releases the mouse/pad button after the specified time.
Mouse-Integration Speed
(Try slowing down if mouse-cursor jumps around)
Slow Fast Ø Consider VRAM Offset
MinX: 0 MinY: 0 MaxX: 1023 MaxY: 767
(START) OAuto Start (Start VM as soon as the profile is loaded) O Separate Process
Press SCROLL_LOCK or Click on the lower-right [MENU] icon to come back to the GUI from the VM.

=== 3.3 In Game Menu ===

During game you'll be able to use most of the option of In-Game menu

Scroll Lock = Bring up Menu (can be accessed with mouse through the icon on botoom-right also)

==== 4.0 Main Configuration ==== === 4.1 BIOS === Bios is needed for that emulator (mandatory) Use the "ROM Dir:" button It will ask for FMT_SYS.ROM

=== 4.2 CPU Speed === TSUGARU offer clock change and RAM change Defaut is 40mhz and 2MB of RAM You can also Enable 80387 FPU (Floating Point Unit) (Probably needed for some games)

=== 4.3 CD Rom === Here you can select your Image CD. Mostly *.cue or *.mds file You can also change CD Speed

=== 4.4 Floppy/User Disk ===

Floppy disk is kinda like Playstation 1 memory card

Here you can setup a Floppy/User Disk /!\ **To create a floppy disk, use File => New => Floppy disk** 1232kb will usually do As usual, the default folder is this one : "C:\Users\UserName\Documents\Tsugaru_TOWNS\"

=== 4.5 Scaling ===
Here you can scale the resolution.
Default FM Towns resolution is mostly something like 640*480
Default : 150%

=== 4.6 Load VM State === You can choose a save State to load as soon as you launch the emulator

=== 4.7 Start === Start VM = Start the game

=== 4.8 Application-Specific Augmentation ===

Main Window	
File(F) View(V) State(S) FM TOWNS(T) CD-ROM(C) FD0(0) FD1(1) Devices(D) Automation(A) Help(H)	
C:\Users\Benoit\Documents/Tsugaru_TOWNS/Tsugaru_Default.Tsugaru	
Main SCSI GamePort Keyboard1 Keyboard2 Sound Boot Advanced Mouse by Flight Joystick Application Hot Keys TGDRV	
Application-Specific Augmentation	
NONE	
NONE AFTERBURNER2 AIRWARRIORV2 AMARANTH3 BRANDISH DAIKOUKAJIDAI DUNGEONMASTER_EN DUNGEONMASTER_JP LEMMINGS LEMMINGS	
START OAuto Start (Start VM as soon as the profile is loaded) OSeparate Process	
Press SCROLL_LOCK or Click on the lower-right [MENU] icon to come back to the GUI from the VM.	

This tab needs attention as it fix/tweak these games :

- AfterBurner 2
- AirwarriorV2
- AMARANTH3
- BRANDISH
- DAIKOUKAIJIDAI
- DUNGEONMASTER_EN
- DUNGEONMASTER_JP
- LEMMINGS 1
- LEMMINGS 2
- OPERATION WOLF
- RASHINBAN
- STRIKECOMMANDER
- SUPERDAISON
- ULTIMAUNDERWORLD
- WINGCOMMANDER1
- WINGCOMMANDER2

=== 4.9 Other Options ===

Feel free to navigate to see other options

==== 5 Tips for games ====

=== 5.1 Basic Commands === Scroll Lock = Bring up Menu (can be accessed with mouse through the icon on bottom-right also)

A = Start button Z = Button 1 X = Button 2

Arrows = In most games Space Bar = In some games *NOTE : I use an AZERTY keyboard, so Maybe A* = *Q* and *Z* = *W*

=== 5.2 Save States === Bring the menu (SCROLL LOCK) and go to "States" You can manually save states to files. As usual, default folder will be : "C:\Users\UserName\Documents\Tsugaru_TOWNS\" I highly suggest creating a /GameName/ folder for each game.

== 4D Sports Driving (aka Stunts) ==



May need to overclock the CPU for this game

You can Skip the Floppy/User Disk creation

A = Boost

- Z = Accelerate
- X = Brake

== After Burner 2 ==

Activate the tweak in the "Application" tab before launching the game

- A = Start, Boost
- Z = Shoot
- X = Missile

== Air Combat 2 == doesn't run, disk error for me

== Alone In The dark ==



On Click on Alone in the dark (no need to install) Floppy/User Disk Mandatory Menu translation :

- New Game
- Load Game
- End (Return to OS)

Pause Menu Translation :

- Fight
- Open/Search
- Close
- Push

== Dead Force == Floppy/User Disk mandatory (See Configuration)

== Lemmings ==



Activate the tweak in the "Application" tab before launching the game

Can be played with mouse or Keyboard.

Arrow = Move Cursor Z & X = Choose Action A = Screen on the Left S = Screen on the Right Space = Action

== Morita Shogi (Japanese Chess) == Mouse Control

== Prince Of Persia 1 ==



Floppy/User Disk mandatory (See Configuration) Intro menu translation :

- Start Game
- Load User Disc
- Save User Disc
- Name Register
- Read User Disk
- Return To Intro

To launch the game the first time, do this in order :

- 1. Register name
- 2. Enter your name (with keyboard)
- 3. Save User Disc
- 4. Click first option (hai = yes in Japanese)
- 5. Start Game

Prepare to use Save States ! Game is hard !

== Prince Of Persia 2 ==



Floppy/User Disk mandatory (See Configuration)

Intro menu translation :

- Start Game
- Data Load
- User Disk Creation
- Name Registration
- Options Play
- Mode Back
- Return To Intro
- •

To launch the game the first time, do this in order :

- 1. User Disk Creation
- 2. Select first option (hai = yes in Japanese)
- 3. Start Game

Controls :

Arrow = movement DOWN Key = put away the word CTRL = get sword SHIFT = Slow walk, hang on corners KEYPAD_0 (not sure) = This will be used in last level

== RAC Rally == Game uses Mouse (Weird !)

== Splatterhouse ==



Arrow = Move Down = Get object A = Pause Z = Jump X = Punch

== Super Street Fighter II ==



Arrow = Move A = Pause Z = Foot X = Punch

== Syndicate ==

May need an overclock Uses mostly mouse Game in Japanese so good luck

== Turbo Outrun ==



Arrow = Left-Right A = Boost Z = Accelerate X = Brake

HAVE FUN GUYS !

Remember to report any bugs to the developer : https://github.com/captainys/TOWNSEMU/issues

You can ask me question on my Youtube also : (@Xale00)

https://www.youtube.com/channel/UC6J9fsIdacEzHwkE_OPMfmA