



Hatari is an Atari ST(E), TT and falcon emulator. The Atari ST was a 16/32 bits home computer.

The Wii version has specific features :

- A virtual keyboard to send atari ST keys to softwares.
- A mapper to bind ST keys to Wii controllers.
- Mouse emulation with Wiimote pointer, classic and GameCube controller stick/d-pad.
- 10 memory snapshots per game.
- A simple image viewer.

Run the emulator

Hatari can be launched directly with the Homebrew channel, or any other homebrew launcher. It also can be used as a plugin, and launched with command arguments through WiiFlow or Postloader (see Wiiflow plugin section). The emulator and folders can be copied on SD card, or USB drive.

When the emulator starts, it looks for a configuration file (`hatari.cfg`) and a TOS file in the current directory. Here is the default directory structure :

- `/apps/hatari`: the default executable (`boot.dol`), configuration file (**`hatari.cfg`**) and TOS (**`tos.img`**) directory.
- `/hatari/fd` : the floppy disk directory. Copy the games and softwares images here. The supported floppy images formats are : `.st`, `.stx`, `.msa`, or `.dim`.
- `/hatari/saves` : the memory snapshots are saved in this directory.
- `/hatari/hd` : hard disk directory.
- `/hatari/doc` : document directory. Manuals in image format can be stored here. The image viewer can read `.png`, `.jpg` or `.bmp` files.

TOS

The `tos` file is the operated system. By default, it should be named **`tos.img`**, and placed in `/apps/hatari`.

The included Tos is a free version, and is called the Emutos. For better compatibility, use original TOS 1.02 or 1.04 for ST games, and TOS 1.62 or 2.06 for STE games.

Tos 3.0x are for TT, and 4.0x are for falcon (untested in the Wii version).

Load a game

To launch a game, choose Floppy A, select the game in the file browser, validate with OK, and press Reset. To speed up the loading time, enable Turbo mode in the main menu. Don't forget to disable this option once in the game!

If the game can't start or crashes, try different options. First, try another TOS file. Ram size is important too, some games must be started with a specific size.

If there is a white screen for a very long time and then the GEM desktop, it could mean that no floppy has been inserted!

At last, if there are issues like controls not responding, or other bugs, try another version, it may be a bad dump/crack. The .stx format is generally better because it's closer to the original disk.

Wiiflow plugin

All command lines arguments can be sent to Hatari, by changing the **'arguments=...'** line in `/WiiFlow/plugins/hatari.ini` file. See the original Hatari manual for the available options.

There are several ways to launch the games. The simplest way (and default) is to launch the game directly without option only by sending game's path. With this method all the games share the same hatari.cfg.

However, some games require a different TOS, or Ram size. Here are two alternate methods:

Configuration files

Create one configuration file (.cfg) per game, containing the path, and launch the .cfg instead. Create a folder in /hatari called 'cfg' for example and copy your .cfg here. This way, we can specify all the settings like TOS etc. A PC application called 'createcfg' is provided to automate this task. See the associated README_WiiFlowCfg.txt for the basic usage.

Save files

Create one save file (.sav) per game once the settings are applied (Tos, Ram, etc.).

Modify `/WiiFlow/plugins/hatari.ini` to change the files WiiFlow is scanning: **'filetypes=.sav'**. Change the directory too: **'romdir=hatari/saves'**. Reload Wiiflow cache for the changes to take effect.

Hatari Main menu



Floppy A

Insert a floppy disk in drive A.

It will open the filebrowser to select the floppy image. You have to press OK to validate.

Floppy B

Insert a floppy disk in drive B.

Load/Save

Load or save a memory snapshot. There are 10 available slots. Choose a slot by pressing the arrows, then load or save your game.

Options

Open Hatari settings menu.

Reset ST

Reset the Atari ST. Each time you insert a new disk, you have to press Reset to start the game.

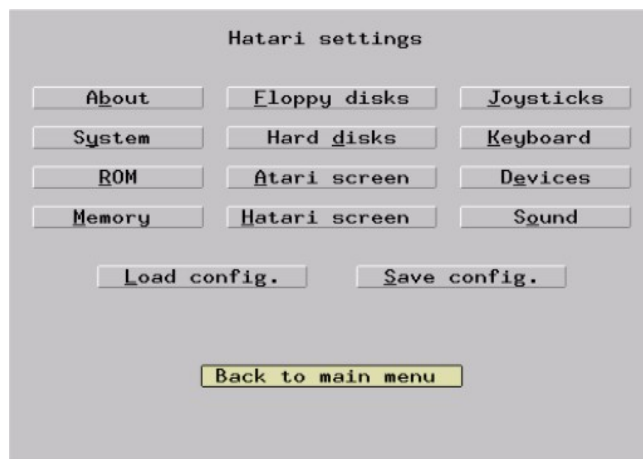
Quit

Quit the emulator.

Speed

Toggle emulator's speed. To speed up loading times, choose Turbo mode.

Settings menu



About

Display the credits window.

System

Choose machine type and adjust different CPU settings.

ROM

Select the TOS and cartridge image here.

Memory

Select ST RAM size.

Floppy disks

Default floppy directory and other floppy settings.

Hard disks

Select hard disk images.

Atari screen

Choose monitor type and display borders. Some softwares have extra information in the borders. Offset allows to adjust the vertical offset if borders enabled.

Hatari screen

Emulator screen settings. Display the statusbar and change the framerate.

Joysticks

Choose ST joystick type, and the corresponding Wii controller. Most options are available in the mapper, or automatically handled. By default, ST Joystick 1 is the mouse/joystick 1.

Keyboard

Load a keyboard mapping file for another layout (azerty for example). Used for an usb keyboard.

Devices

Printer, modem and midi settings.

Sound

Audio frequency, and other sound settings. The Wii requires 32000Hz.

Load config./Save config.

Load or save the configuration file. By default, it looks for hatari.cfg.

Virtual keyboard



By default, the keys on top of the keyboard with numbers will be sent as the symbols (!, *, £, etc.). To send numbers, press the keypad on the right. You can browse the keys with the dpad/stick or with the Wiimote pointer.

Long press

Check this box to send a long keypress. It can be useful if the key is not sent correctly in some games.

Joy mode

Toggle between ST Joystick and ST mouse mode. In joystick mode, the Wiimote is the default controller. You can choose another controller in the mapper('Bind key'). In mouse mode, the Wiimote pointer acts like the ST mouse. The classic and Gamecube controller can emulate mouse movements with the stick and d-pad too.

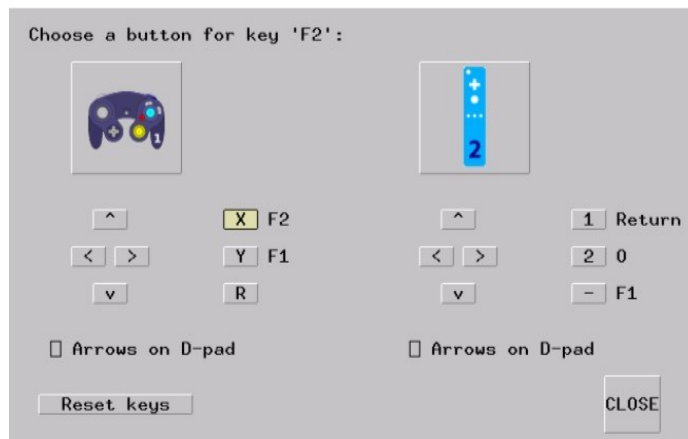
Bind key

Check this box to assign the selected key to a Wii button. It will open the Wii mapper.

Close


Close the virtual keyboard.

Wii mapper



The Wii mapper allows to bind Atari ST keys to Wii controllers. You open it when 'Bind key' is selected in the Virtual keyboard. Click on the controller icon to select the controller. In 'Joy mode', you need to choose the desired controller here for the d-pad to be active.

When mapping ST key to the Wiimote d-pad, the binding is for a Wiimote held vertically (contrary to what the icon suggests!).

You can clear a binding by choosing the configured button, and pressing ⊖ on Wiimote and Classic Controller, or  on the GameCube controller.

Arrows on D-pad

Check this box to enable ST arrow keys on the D-pad. When enabled, the ST joystick directions are ignored.

Reset keys



Restore the default key mapping.

Close

Close the Wii mapper.

Image Viewer


































A simple image viewer can be used to read documents, manuals or game's codes for example.

It can be accessed via the filebrowser. Open the main menu, press Floppy A, select the image by pushing A button. You can move the image with the d-pad or ⊖ / ⊕,   to browse per page. Push ⊙ button to go back.





























The images are best viewed with a width of 640. To convert a PDF to images for example, you can use a PC software like ImageMagick. You would convert a PDF to a single JPG like this : **convert -density 100 mydocument.pdf -append myimage.jpg**

CONTROLS

In-game

			Action
			ST Joystick/arrows/mouse left-right
			ST Joystick/arrows/mouse up-right
			ST Joystick directions
			Move mouse cursor
			ST Fire button/mouse left
 / 			ST Space/mouse right
			To be configured in the mapper
			To be configured in the mapper
			To be configured in the mapper
			To be configured in the mapper
			Open the virtual keyboard
			Open the main menu

Menu controls

			Action
			Previous-Next item/PageUp-PageDown (File selector)
			Previous-Next item
			Navigate the menu
			Move mouse cursor
			Confirm
			Cancel/close
			Go to first item/PageUp (Image viewer)
			Go to last item/PageDown (Image viewer)
			Clear binding (in the mapper dialog)

CREDITS

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