

The logo features the text "Firestorm gbaZ" in a white, sans-serif font. The text is centered within a rectangular area that has a blurred, fiery background of red and orange hues.

Firestorm gbaZ

Gameboy / Gameboy Color / Gameboy Advance Emulator

Software Manual

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DISCLAIMER:

This software is a legal emulation of a hardware platform (see [SONY V. CONNECTIX](#)) developed entirely from scratch. Crimson Fire Entertainment respects the copyrights of software developers and does not condone violating these copyrights through illegal copying, piracy or other means. Crimson Fire Entertainment does not violate copyright laws and is fully compliant with the Digital Millennium Copyright Act (DMCA), which only prohibits the distribution and use of tools that circumvent a technological measure designed to protect copyrighted material. It is illegal to download or use ROMs for commercial games that you do not own.

Additionally, Crimson Fire Entertainment is aware of US Patent 6,672,963 by Nintendo. Although it relates to software emulation of a handheld video game system, it is clearly focused on “high level emulation” where optimization is done based on detecting what video game title a ROM file represents. Nintendo can not patent emulators in general, because they have been in existence for decades. Crimson Fire Entertainment has been very careful to avoid violating this and other software patents.

Gameboy, Gameboy Color, and Gameboy Advance are registered trademarks of Nintendo. All copyrights and trademarks are property of their respective owners. Crimson Fire Entertainment has no affiliation with Nintendo.

INSTALLATION

Simply copy Firestorm.prc into the \PALM\Launcher folder of your SD card, or install it into main memory using TapWave's installation program.

Place any ROM image files (.gb, .gbc, .gba) into the root directory (“\”) of the SD card or internal Virtual File System (VFS). You may also place ROM files into \PALM\programs\Firestorm-gbaZ or use the ROM Installer program to do it for you.

OBTAINING ROM FILES

You can download hundreds of public domain Gameboy and Gameboy Advance games from <http://www.zophar.net/roms.phtml>

You can also download ROM images from commercial cartridges that you own. Using a cable called a Linker, you connect the GameBoy to your PC and download the ROM. Please see <http://www.gameboy-advance.net> for more information about the Flash Advance Linker.

GAMEPLAY CONTROLS

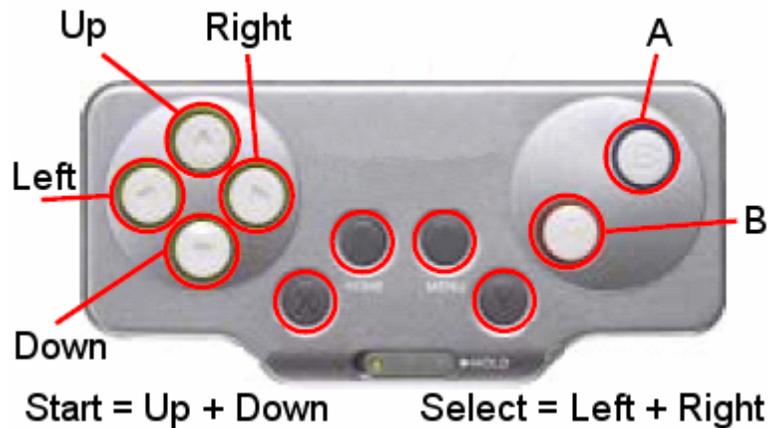
ZODIAC



5-WAY NAVIGATOR



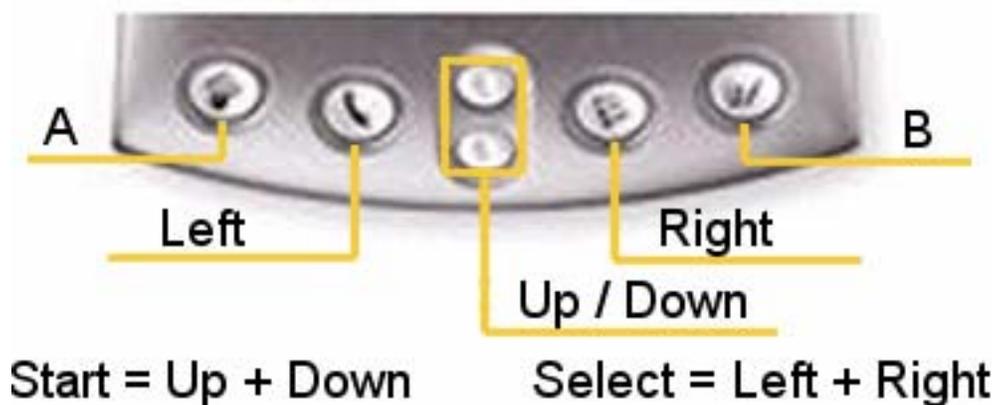
SONY GAME CONTROLLER



NOTE: Due to a lack of keys (unfortunately the X/Y buttons are hard to get working), you can simulate the start button by pressing the up and down keys at the same time. Likewise, select is the left and right keys at the same time.

NOTE: You can also select this configuration for a standard Palm if you prefer the alternate key layout, where the left/right keys are both on the left side, and the A/B buttons are on the right side.

STANDARD PALM KEYS



NOTE: Due to a lack of keys, you can simulate the start button by pressing the up and down keys at the same time. Likewise, select is the left and right keys at the same time.

USING THE PROGRAM MENUS



During gameplay, tap on the left side of the screen to bring up the program menu, or tap on the top right corner of the screen to toggle fullscreen mode.

Simply tap on the menu option to select it, and tap again to activate it. Close windows such as the "Load ROM File" or "Options" windows by tapping on the X in the upper right corner.

You can also navigate the menus using the joystick and keys.

OPTIONS



Fullscreen: In fullscreen mode, the Gameboy display will take up most of the screen. But it will be stretched so it might look blocky, and gameplay will be slightly slower.

Sound Mute: You can disable sound to speed up slow games, or if you just want some peace and quiet.

Max Frame Skip: To speed up slow games, try increasing the frame skip. This means that Firestorm will skip drawing the screen a few times, to allow more time for the emulation. We recommend you start at 0 and work your way up only if you need to.

Auto Framerate: This will have Firestorm try to keep the game going at 100% speed, either slowing down or skipping frames if it needs to. We don't suggest this setting, but it could help if a game is playing very quickly...

Navigation: Choose your basic navigation style here (see diagrams above). You can also configure the keys.