

# Window Options

These options allow you to choose how you want the main 1964 window to display information. You may specify the default settings for:

- [File Menu Options](#)
- [Window Behavior](#)
- [Status Bar Monitoring](#)

# File Menu Items

These settings determine which items to display and how many you wish to display in the File Menu:



**Fig. 1** File Menu Entry additions

- **Display Recent ROM Folders** When selected, this option will enable a submenu called *Recent ROM Folders* under the File menu of 1964's main menu. Using the radio buttons, you can choose whether this menu will display the 4, 8 or 16 most recently used ROM folder paths.
- **Display Recent ROMs**  
When selected, this option will enable a submenu called *Recent ROMs* under the File menu of 1964's main menu. Using the radio buttons, you can choose whether this menu will display the 8 or 16 most recently used ROMs.

# Window Behavior

These settings modify how the 1964 window behaves. At the moment there is only one setting for Window Behavior.



**Fig. 1** *Window Behavior group box*

- **Start ROM in Full Screen**

When this option is selected, 1964 will start a loaded ROM in full screen. To keep the emulator windowed, uncheck this option.

# Status Bar Monitoring

These settings will display emulation statistics in the Status Bar.



**Fig. 1** Status Bar Monitoring group box

## Counters

Task Name Displayed	Counts the Number of Received:	Significance
ALists	<b>Audio Lists</b>	Audio Lists are processed by either the audio plug-in, or by the RSP plug-in, depending on your settings.
DLists	<b>Display Lists</b>	Display Lists are processed by the video plug-in
PI	<b>Peripheral Interface DMA transfers</b>	There are several different DMA transfers. This particular DMA is for DMA transfers from ROM to RDRAM.
Cont	<b>Controller Tasks</b>	Controllers are polled repeatedly
PC	<b>Program Counter</b>	This is the address of the current MIPS instruction being emulated. In the dynarec, this will be the address of the beginning of the current block only.

## Profiler

Component Name Displayed	Displays % CPU Time in which this component is:
Core	Running
Video	Processing graphics
Audio	Processing audio

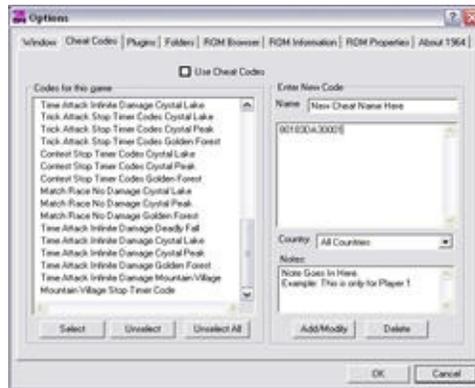
Compiler	Compiling code
Idle	Doing nothing
Netplay	Sending <a href="#">Kaillera</a> instructions
Kaillera	Processing the Kaillera DLL's Netplay routines

### **Disabled**

This means that Status Bar Monitoring is not active. Status Bar Monitoring is updated less than once per second, so there is likely a negligible increase in speed if it is disabled.



## Cheats



**:: Welcome to 1964 Cheats Offline Section ! ::**

For All Cheat Related Questions and a handy Cheats FAQ  
Plus a Nice easy to follow Guide for Using and Adding cheats.

This and much more can all be found within this section  
with no need for an Internet connection at all.

For Further help 1964 Cheats has a Message Board on [Emutalk.net](http://Emutalk.net)

you can find it here [1964 Cheats Message Board](#)

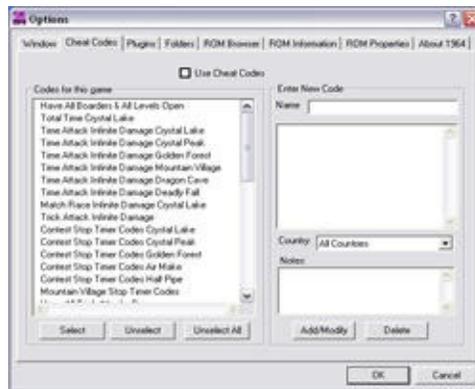
[Emu64 Cheats](#)



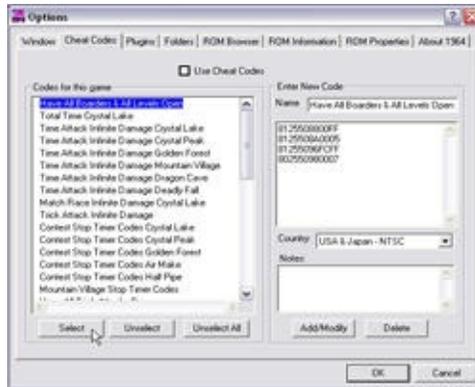
Here you will see how to Activate & Deactivate Cheat Codes.



Load the game that you want to use cheats for I have used 1080 Snowboarding (JU) as an Example. When the game has loaded, go into Edit & then Cheats, This will open the following screen.



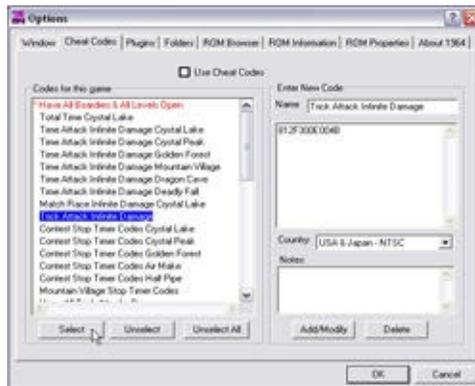
All available cheat codes for this Game will show up in Black Text in the Cheats menu. Any Codes in grey text are not to be used.



Once you have seen the cheats you want to use, Click on it once to highlight.

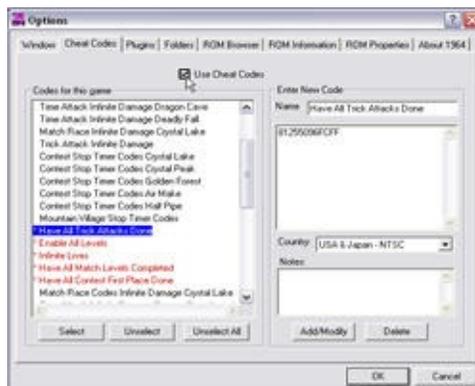
To activate the code press the Select button as shown above.

(also always remember to check for note's on cheat usage information)



As shown above, the cheat has now been activated & is displayed in red text.

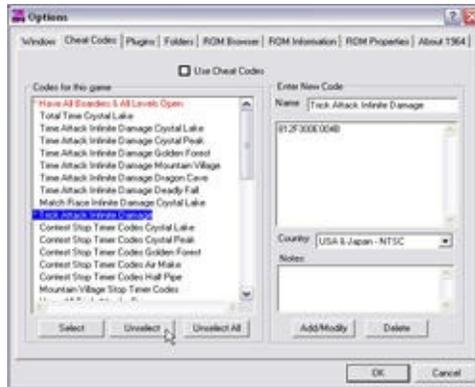
(you can activate many more cheats by repeating the above Procedure)



Once you have your cheats selected click on the Use Cheat Codes and close button.

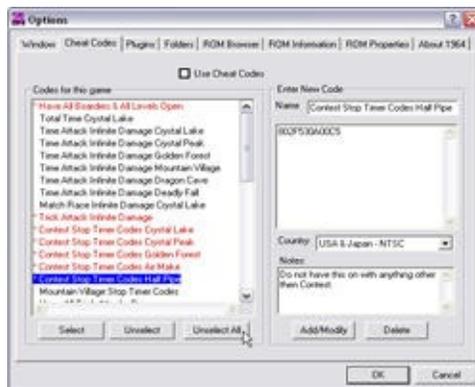
Clicking on the Use Cheat Codes will activate the cheats effects in your game.

(You are now ready to play with your chosen cheats)

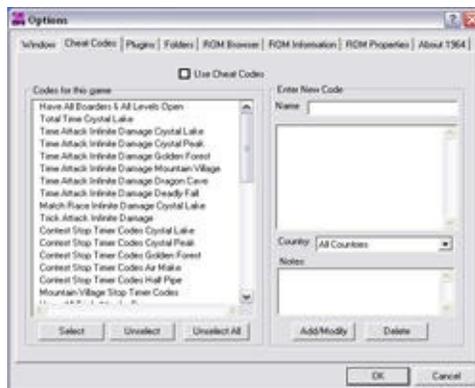


The same procedure applies for deactivating cheat codes.

So just follow the above procedure, this time replacing Select with the Unselect button.



If you have more than one or two cheats on, then you can just press the Unselect All button.



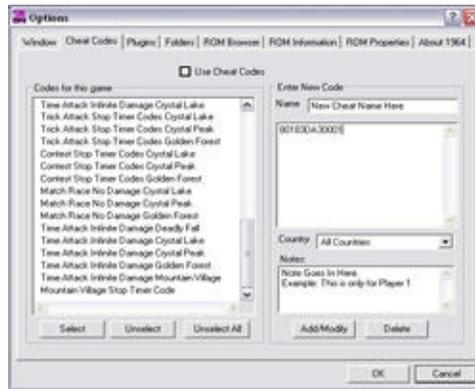
Which will bring you back to the menu with nothing activate.

For information on Adding, Editing & Deleting cheats  
 click on the [Adding Cheats](#) Link.

::Using Cheats ::

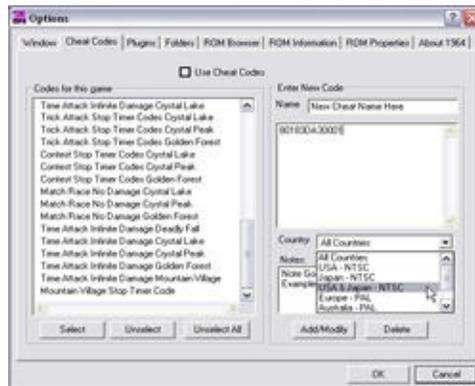


Here you will see how to add & edit new cheats into the 1964 Cheats Database.  
For the following example I have used 1080 snowboarding (JU).



As the above shot shows, put in the name of cheat, the cheat code & note if needed.

If the cheat requires more than one code this is not a problem as you can add up to 100 codes to one cheat.  
(also remember to put your codes in a 12 string line with no spaces)

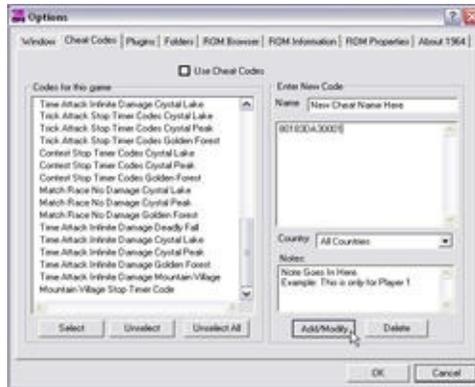


Don't forget to choose the right country setting as shown above.

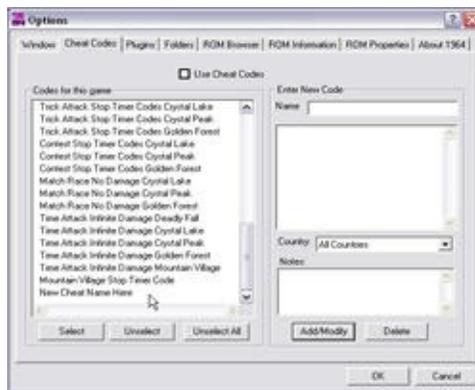
Example:

1080 Snowboarding (JU) = Country: USA & Japan

1080 Snowboarding (E) = Country: Europe - PAL



Once you have checked everything is correct, press Add/Modify Button to add to the Database



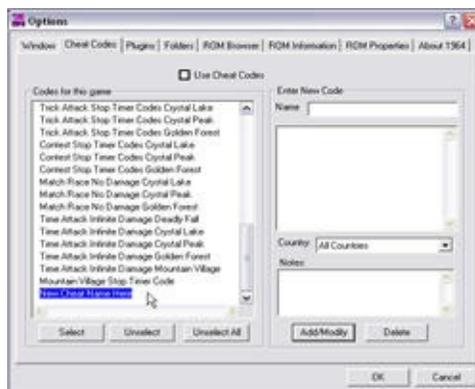
As you can see above, the new cheat is added & at the bottom ready to use.

The menu will display all cheat codes for all game regions in the Database.

On loading of any game it will recognise the region and show the correct cheats in black text.

All other region cheat codes will be shown in greyed text

(This will displayed with a warning of country mismatch, & are not to be used)



So now you know how to add new cheat codes to the 1964 Cheat Database.

To Edit the Cheats are just as simple as shown above, just click on the cheat you want to edit & it will be

highlighted.

Now you can edit the name, codes, notes & even the country settings.

So do not worry if you get it wrong when adding, as the edit will make it right in the end.

Once you have changed what is needed, again just click on the Add/Modify button & you are done.

To Delete Cheats is also as easy as Editing like the Edit, just click on the cheat you want to Delete & it will be highlighted.

Now you can Delete the entire cheat form the cheat file.

For information on Enabling & Disabling cheats

click on the [Using Cheats](#) Link.

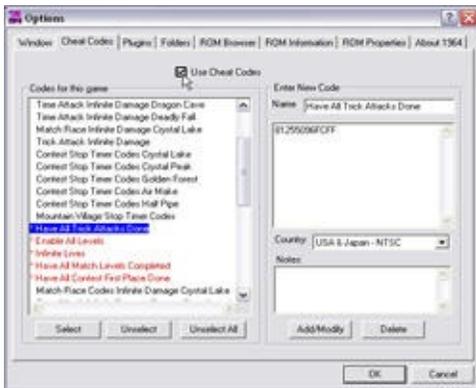
::Adding & Editing Cheats ::



## 1964 Cheats FAQ. Written by The Gentleman

This should help you with any questions that you might have about adding & editing Codes in the Cheat Database. Maximize this window if you are having trouble viewing it.

The Do's & Don'ts of Adding and Editing Cheat Codes



- The game you are playing has no cheat support at the moment, so either follow the links to a site to add yourself some cheats, or wait until they are supported for that game.
- Make sure that the 1964.cht file is in the root folder (main 1964 folder with the 1964.exe file).
- You are using a different ROM version and only Good [!] v1.0 versions are supported in the 1964.cht file. So, although you see the cheats in the menu, they will not work because your ROM is a v1.1 or v1.2, etc. Every version of a ROM requires its own set of cheat codes. So, unless you are using either version v1.0 [!] of the ROM or the only version of the ROM (because there are no other versions), the cheats will not work.
- Check your ROM with Goodn64. You may either have a ROM that is a bad or an altered ROM with a different internal name that isn't recognized. You can do 2 things here to fix this problem:
  - o Check [Paulob's "GoodN64 Bad2Good Patches"](#). You will also need [IPSWin 2.0](#) to Patch the Rom. These are available from the superb [Emutalk.net Downloads](#) > [Misc](#) > [Tools](#) and see if it has your ROMs name in there, if it does then patch it to be recognized as the Good Rom version. Leaving you to play on with no problem at all.
  - o You would need to add a cheat into the blank menu for the game and then close 1964.





Click on the [Adding Cheats](#) link for a full explanation.  
But please remember that you do not need to add Enable or Keycodes codes.

### ***Q: How do I use cheat codes in 1964 ?***

A: For a full Visual Explanation on using the Cheats menu:  
click on the [Using Cheats](#) link

[Emu64cheats](#) link & then [Cheat Sites](#).

### ***Q: Can i add, edit & delete cheat codes in 1964 without having to open the cheat file in a text editor ?***

A: Yes you can add, edit & delete through the GUI.  
Click the [Adding Cheats](#) link for more information on Editing & Deleting

Ostrich Mario,1="Mario runs with his head buried in the ground",0,8033B3BC-0090,

The note will now be displayed in the cheats menu

when you click on the chosen cheat code

it will be displayed on the right hand side along with the code/s & the country code.

Notice how the codes are written & how the code's are Separated by a -  
like XXXXXXXX-XXXX, & not all in one code XXXXXXXXXXXXX,

(If adding them through the cheat menu though. either way is fine)

also in case you are wondering, the ,1=0, shows us the Country code (Region) ,1=

& if you want the code on ready to use the 0, is off & 1, is on.

The NumberOfGroups= is the amount of cheats in that Game.









[Emu64cheats](#) Website.

If there is something you are still unsure of that isn't covered in the FAQ  
Then give us a visit on irc #1964cheats on EFnet  
or post a question on the [1964 Cheats Message Board](#) On [Emutalk.net](#)

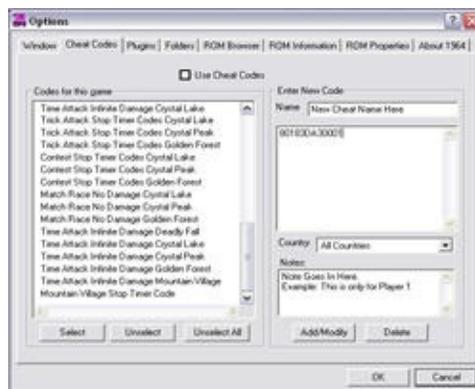


::About !::

## [1964 Cheats Website](#)

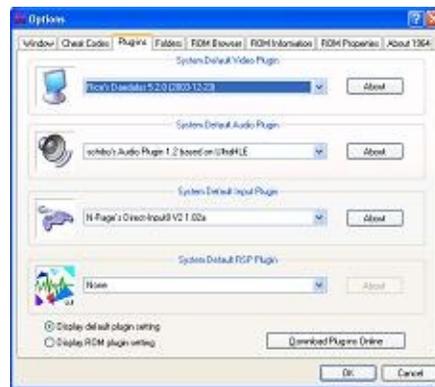
(If you have access to a Internet Connection)

## [Emu64 Cheats](#)



# Plug-in Options

This window lets you select both Rom Specific and System Default plugins to use in 1964.



**Fig. 1** Change Plug-ins window

These settings change, depending on whether you have selected:

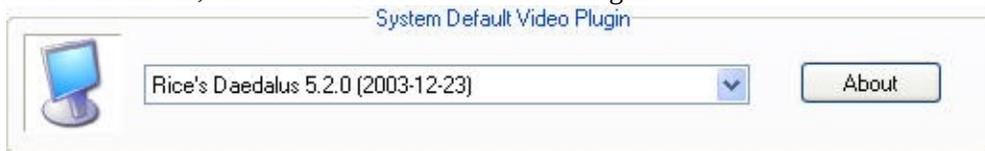
- [Display Default plugin settings](#)
- [Display ROM plugin settings](#)

# System Default Plug-in Settings

This allows you to set the default plug-ins for all ROMs. These settings do not override the ROM Specific settings, unless the plugin specified there is missing.

These settings allow you to specify the default settings for:

- **System Default Video Plugin:** This is the Video plugin you wish to use with the majority of your roms. In a default install, this is set to Rice's 5.2.0 Video Plugin.



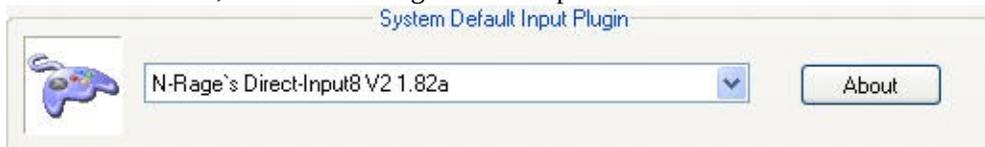
**Fig. 1** *Default Video Selection ListBox*

- **System Default Audio Plugin:** This is the Audio plugin you wish to use with the Majority of your roms. In a default installation, this is set to Schibo's Audio v1.2.



**Fig. 2** *Default Audio Selection ListBox*

- **System Default Input Plugin:** This is the input plugin you wish to use with the majority of your ROMs. In a default install, it is set to N-Rage's DirectInput V1.82a.



**Fig. 3** *Default Input Selection ListBox*

- **System Default RSP Plugin:** This is the RSP plugin you wish to use with the majority of your roms. In a default install, this is set to None. 1964 emulates many of these functions via HLE, making the RSP plugin unnecessary. If you chose to enable an RSP plugin, it will override 1964's internal HLE, and some games will not work as well.



**Fig. 4** *Default RSP Selection ListBox*

# Per ROM Plug-in Options

This lets you select the plug-ins for each ROM individually.

These settings are for specific ROMs that work better with alternate plug-ins than the system defaults. Examples include Conker's Bad Fur Day, which works better with Jabo's D3D6 v1.5.1.

- Video Plugin for Current ROM : [Rom Name Here]. This item allows you to select a video plug-in that works better with the specific ROM in question. Some ROMs do not work properly unless used with Rice's 5.2.0 plugin, and if you pick Jabo's 1.5.1 as your default, you will need to specify the alternate plug-ins here.



**Fig. 1** ROM Video Plug-in selection box

- Audio Plug-in for Current ROM : [Rom Name Here]. This allows you to select a specific audio plugin for the ROM in question. Some games do not work unless Azimer's .55.1 alpha plugin is used. You can set this option here, so you don't have to change the system default every time you play this game.



**Fig. 2** ROM Audio Plug-in Selection Box

- Input Plugin for Current ROM : [Rom Name Here]. Some games work better with other input plug-ins, or keyboard specific plug-ins. As an example, Wonder project will not work with N-Rage's, but does with Jabo's.



**Fig. 3** ROM Input Plugin Selection Box

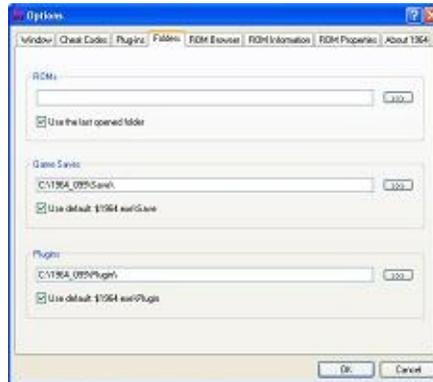
- RSP Plug-in for Current ROM : [Rom Name Here]. Some games do require a RSP plug-in to play. Both Jabo's RSP.dll and Hacktarux's RSP work very well.



**Fig. 4** ROM RSP Plug-in Selection Box

# Folder Options

These options allow you to specify locations of files and folders for use in 1964.



**Fig. 1** Folder Options editor window.

These settings allow you to decide where you want 1964 to:

- [Read ROMs](#)
- [Write save files](#)
- [Gather the list of available plug-ins](#)

For most installations of 1964, the default settings for save files and plug-ins will work. You will be asked to set the folder for ROMs on startup, and can always change it by hitting CTRL-D.

# Game Saves

1964 has several types of save files. EEPROM Saves, Save states, and all other save information is stored in the folder specified here. By default, the box "Use Default: \$1964.exe\Save" is checked. To use a different folder on your system or network, uncheck the box and click the  button to change the folder.



**Fig. 1** Game Saves Folder Box

# Plugins

1964 can use any plug-in compatible with zilmar's plug-in interface specifications. This gives you the flexibility to use plug-ins from other emulators or from any plugin author who decides to use the specifications. This setting allows you to specify where the plugin folder is on your computer or network. By default the box "*Use Default: \$1964.exe\Plugin*" is checked, meaning that 1964 will use a subfolder named Plugin in the root 1964 folder for its plug-ins. Uncheck this box and click the  button to use a folder at a different location.



**Fig. 1** *Plugin Folder selection box*

# ROMs

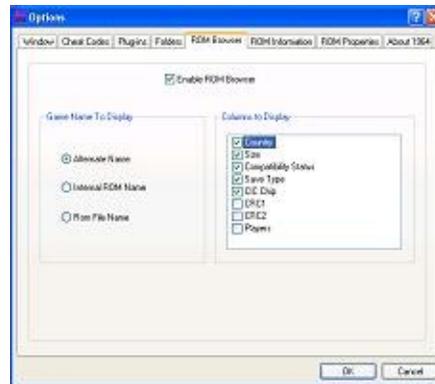
The ROMs entry allows you to choose which folder you want to load ROMs from. If you wish 1964 to always use the folder specified here, uncheck the box next to *Use the last opened folder*. If this box is checked, 1964 will use the folder you last picked using Ctrl-D. You can also change this folder by using the  button.



**Fig. 1** Rom Folder Selection Box

# ROM Browser Options

These options allow you to choose which information about each ROM you wish to display.



**Fig. 1** Rom Browser Options dialogue

These settings allow you to specify the default settings for:

- Enable ROM Browser: If you uncheck this, you can start 1964 without loading the ROM Browser.
- [Game Name to Display](#)
- [Columns to display](#)

# Columns to Display

These settings allow you to specify which of the following extra internal ROM information columns you want to display:

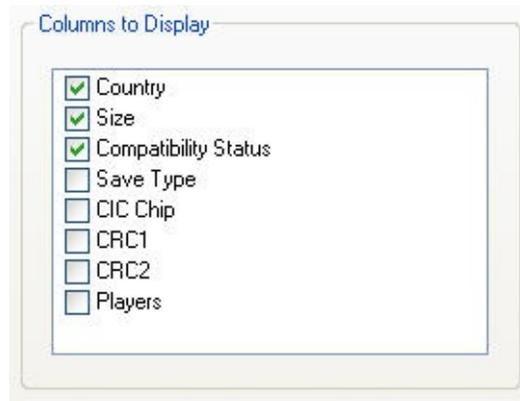
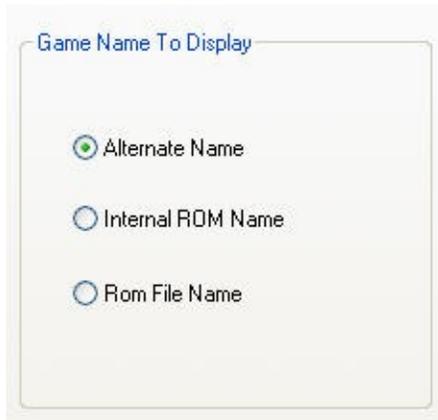


Fig. 1. *Columns to Display Group Box*

- **Country:** Checked by default, this tells you what region and typically what language the ROM will be in.
- **Size:** Checked by default, this tells you how many Mbits the ROM is. Most games are between 8 and 64 Mbits. Most demos are smaller, and corrupted ROMs can be an uneven number.
- **Compatibility Status:** This displays notes from the ini, sometimes with important directions on how to get a ROM to work correctly.
- **Save Type:** Tells you whether the ROM uses EEPROM, SRAM, or other save types. These can be useful for exporting saves or sending to emulation sites.
- **CIC Chip:** Carts have various chips to prevent the copying of ROMs. This provides which model the cart would contain.
- **CRC1:** Use these to match your ROM to your partner's for netplay.
- **CRC2:** Use these to match your ROM to your partner's for netplay.
- **Players:** Shows how many players the game can have in multiplayer or netplay mode.

# Game Name to Display

These options allow you to select what name information you wish to display in the ROM Browser. These settings allow you to specify which of the following you want to display:



Game Name To Display

Alternate Name

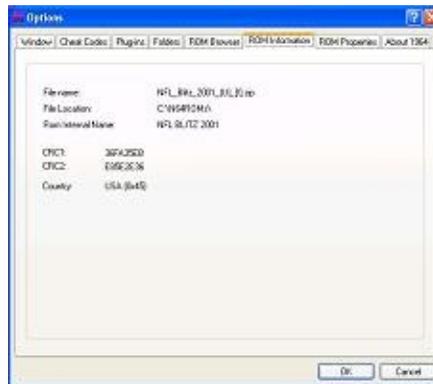
Internal ROM Name

Rom File Name

- **Alternate Name:** This is the name that is stored in the ROM\_Properties.ini file. Typically, this is a more friendly name of the ROM with version info.
- **Internal ROM name:** This is the name that is hard-coded in the header of the ROM file. This is typically in all caps.
- **Rom File Name:** This is the name of the ROM file.

# Rom Information

This screen contains no options.



**Fig. 1** Rom Information window

This details the information contained in the ROM. Provided are the following:

- **Filename:** This is the name of either the zip archive that the ROM is contained in or the ROM filename itself.
- **File-Location:** This is the location on your drive where the ROM is stored.
- **Rom Internal Name:** This is the name that the ROM has stored internally.
- **CRC1:** First CRC value generated for an N64 Cart. This information is used in verifying the ROM's integrity and ensuring the correct cart is used in netplay.
- **CRC2:** Second CRC value generated for an n64 Cart. This information is used in verifying the ROM's integrity and ensuring the correct cart is used in netplay.
- **Country:** This is expressed in both a text value (USA, Europe, Japan, Etc) and a Hex value (0x45,0x50,0x4a, etc).

# Save Type

Save Type is the type of memory that a ROM uses for saving your games. If an incorrect type is chosen, the ROM may not save game data and only save states will work correctly. This option is by default set to *All Used Types*, this allows the ROM to save all feasible types, but it will use more disk space. However, this is typically best for maximum compatibility if the save type isn't known in the INI. The other save types are:

- SRAM, EEPROM, FLASHRAM.

These are various types of Non Volatile (stays resident without power) RAM that are used to store game save data. What type the cart uses is based on what the manufacturer placed in the cart during production. Setting this to any of the wrong settings may prevent you from using internal game saves.

- MEMPAK: This uses the a MEMPAK file, or this is overridden by the MEMPAK attached to the controller, depending on the settings of certain input plug-ins.
- First Used: This sets the ROM to use only the first detected save type. It will not use any others.

## Max VI Limit

VI is short for *Vertical Interrupt*. When this option is set to *Auto Synch*, This option auto-detects how many Vertical Interrupts per Second (VI/s) should be processed for the given ROM. This is the most compatible option.

If the setting turns out to be wrong, you can try other settings in the ROM Properties. Refer to [this table](#) for more information