HANDBOOK

Amiga Imager

macOS build studio — build ready-to-use Amiga systems

Version 0.99

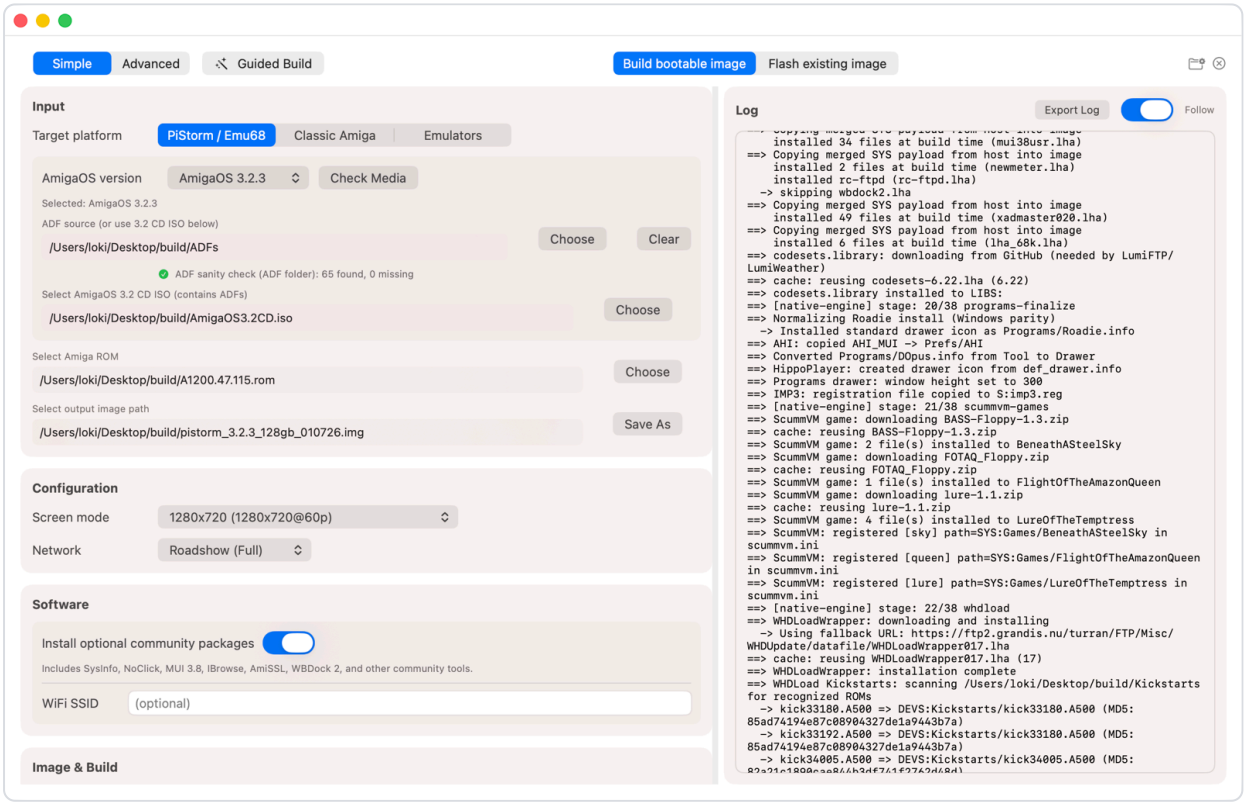
English reference guide · July 2026

Contents

1. Introduction

Amiga Imager is a native macOS app that builds complete, ready-to-boot Amiga systems in one workflow: pick your hardware, point the app at your AmigaOS media and Kickstart ROM, choose optional software, and get a finished disk image — or write it straight to an SD/CF card. Everything runs **in-process in native Swift**; there are no external tools, scripts, or dependencies involved.

- **PiStorm / Emu68** and **Classic Amiga** builds produce `.img` files (or write directly to a card).
- **Emulator** builds (MiSTer/Minimig, UAE, Amiberry) produce `.hdf` files; the UAE and Amiberry profiles also write a companion `.uae` config next to the image.
- Optional community software — over 30 packages — can be installed during the build, fully configured and with tidy Workbench icons.
- Point the build at your WHDLoad game collection and your games are in iGame on first boot — index pregenerated, no scan. ScummVM comes with four freeware adventures, launcher-ready.
- Beyond building, the app is a complete Amiga toolbox: the Amiga File Manager, real floppy drive support, and Quick Look previews in Finder.



The build screen in Simple mode — platform, media, ROM, and output in one place, with the live build log beside it.

What you need

- a Mac running **macOS 14 Sonoma or later** (Apple Silicon or Intel)
- a valid **Kickstart ROM** for your target
- matching **AmigaOS installation media** — see Appendix A for exactly what each OS version needs
- a destination SD, CF, or USB device if you plan to write the image immediately
- internet access for the first build (everything downloaded is cached; later builds run fully offline)

Optional, if you own them:

- a paid **Picasso96** archive from **Individual Computers** — recommended for Classic RTG cards, and also used as the active RTG core on PiStorm when supplied
- a licensed **Roadshow.lha** for the full TCP/IP stack (otherwise the bundled demo is used)
- registration/key files for **IBrowse** or **IMP3**

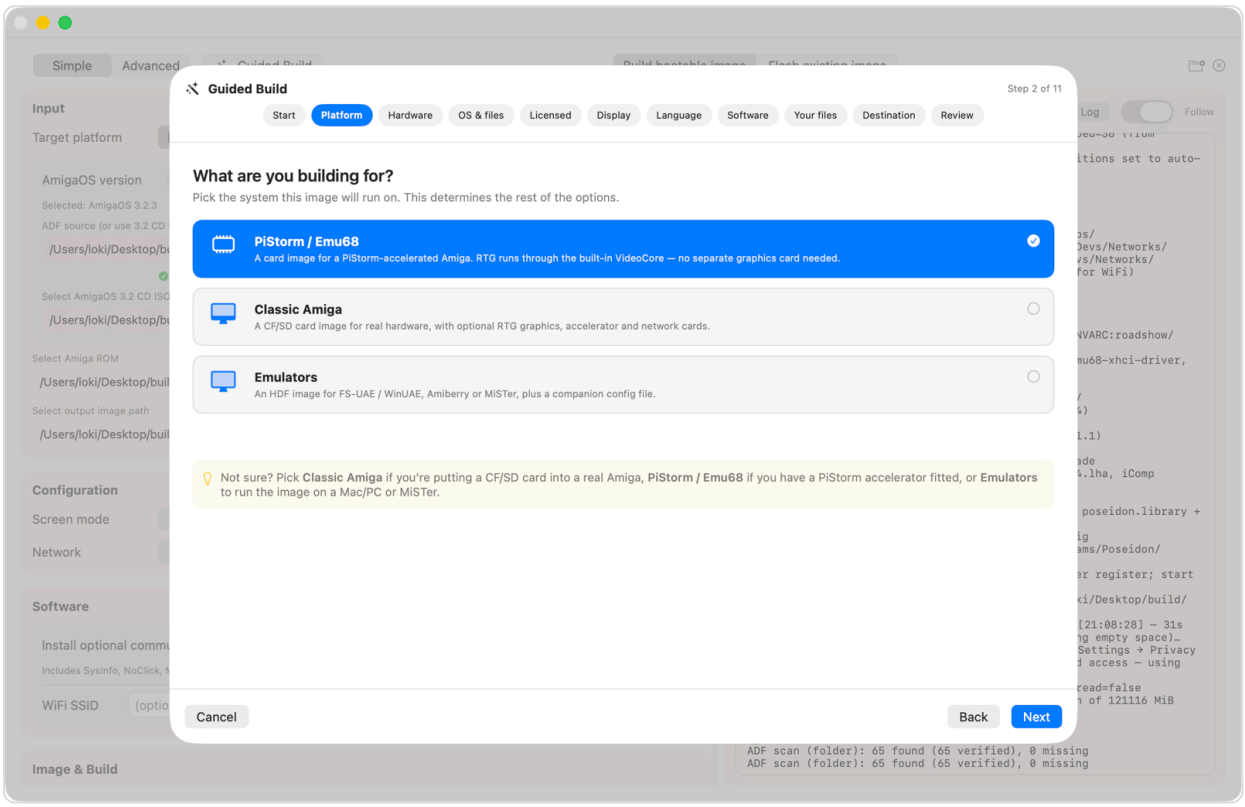
Amiga Imager does not bundle AmigaOS or Kickstart ROMs — you supply your own licensed copies (for example from an AmigaOS 3.2 purchase or Amiga Forever).

Staying up to date

Amiga Imager checks for newer releases once a day (and on demand via **Amiga Imager → Check for Updates...**). The check reads a **cryptographically signed** version manifest — verified against a key built into the app, so the web server is never trusted — and shows a quiet banner with a Details button when a newer release exists. **Nothing downloads or installs itself**: updating is always your click on the download page. The automatic check can be switched off in **Settings → Build → Check for app updates at launch**.

2. Quick start — the Guided Build

New to Amiga Imager? Click **Guided Build** in the toolbar. It is a full-screen wizard that walks you through one decision at a time, with a plain-language tip on every screen. It drives the same build engine as the normal form, so the result is identical — it just makes the choices easier to find.



The Guided Build wizard: one decision at a time, with a tip on every step.

The wizard adapts to your platform and covers, in order:

1. **Welcome** — what you'll need: a Kickstart ROM and AmigaOS install media.
2. **Platform** — PiStorm / Emu68, Classic Amiga, or an emulator (with its profile), on large labelled cards.
3. **Hardware** — Classic: machine, accelerator, RTG card, network card. PiStorm: board type, FrameThrower, and Wi-Fi. (Skipped for emulators.)
4. **AmigaOS & install files** — version, Kickstart ROM, and an ADF folder or CD ISO. A live check confirms the media before you continue.
5. **Language & region** — locales to install; your Mac's language and region are pre-selected.
6. **Licensed files** — optional paid add-ons you own: Picasso96 (iComp), Roadshow (full), IBrowse key, IMP3 registration. Leave any blank to skip.
7. **Your own files** — optionally copy a folder into a `Transfer` drawer on the image.

8. **Display**, **Software** (an all-or-none set of community tools), and **Size & destination** (save to a file or write straight to a card).
9. **Review & build** — a summary of every choice; the build starts when you confirm.

Networking is chosen for you from the Licensed files step: supply your Roadshow archive for the full stack, otherwise the bundled demo is used. A disabled **Next** always explains what is still missing, and the tab strip lets you jump back to any earlier step.

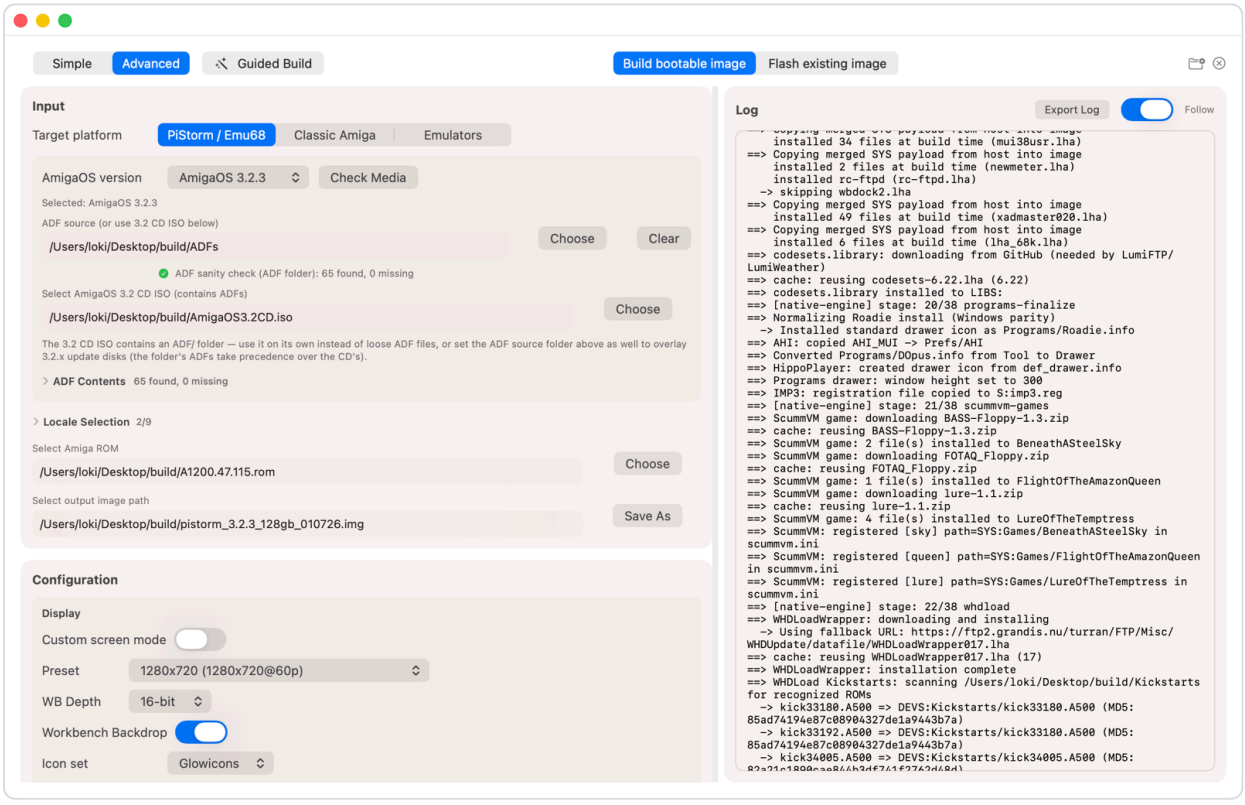
3. Building a bootable image

The three build modes

Build bootable image is the main mode: select a platform, point the app at your media and ROM, choose software, review the **Build Summary**, and generate a ready-to-use image. **Build blank image** creates the same partitioned, formatted disk structure *without* installing an OS — and can pre-fill each partition from a folder on your Mac (see the power-user guide). **Flash existing image** writes an already-built image to removable media — choose the image, choose the disk, click **Write to Disk** (see chapter 7).

Simple or Advanced

Simple is the fastest route. It applies safe defaults for a first build: bundled assets, `EN` plus your system locale, **Roadshow Demo**, and the shareware Picasso96 path when RTG is needed. **Advanced** is where the full app lives — custom hardware, manual Roadshow or Picasso96 archives, transfer folders, registration files, custom image sizing and partition layout, and profile save/load.



Advanced mode: the Input card with the platform selector, combined ADF folder + 3.2 CD ISO media, Kickstart ROM, and the auto-named output image.

The Input card

- **Target platform**: `PiStorm / Emu68`, `Classic Amiga`, or `Emulators` (with a profile picker for MiSTer, UAE, and Amiberry).
- **AmigaOS version**: keep it on **Auto** where possible and use **Check Media** to verify what the app found.
- **Install media**: an ADF source folder, a CD ISO, or both. For AmigaOS 3.2 you can point the app at a **3.2 CD ISO** (the kind that holds an `ADF/` folder) and additionally at a folder of **3.2.x update disks** — the build combines them, with the folder's ADFs taking precedence. The media check reads the combined view, so it reports exactly what the build will use.
- **ADF folders are read flat**: the build uses only the *top level* of the selected folder — disks inside subfolders are not staged. If you pick a parent folder by mistake, the app helps out: a folder whose disks all sit in a single subfolder is adopted automatically, and otherwise the media check shows a warning with a one-click **"Use <subfolder> instead"** button.
- **Amiga ROM**: your Kickstart file. The check shows a green checkmark for a checksum-verified ROM, and a yellow checkmark for a ROM recognized by its Kickstart header (e.g. *"Kickstart 47.115 (AmigaOS 3.2.3) - recognized by ROM header"*) — Hyperion ships several binary variants per release, so a yellow checkmark on an official download is perfectly fine. Only a genuinely unidentifiable file shows as *Unknown ROM*.
- **Output image**: pre-filled with a self-describing name derived from your configuration — for example `classic_a1200_3.2.3_68060_rtg_64gb_150626.img` — defaulting to Downloads. It updates as you change settings; use **Save As** to take over naming yourself.
- On Classic builds the Input card also holds the hardware selectors: **Machine**, **Accelerator**, **RTG Graphics Card**, **Network Card**, and **USB Card**.

The Configuration card

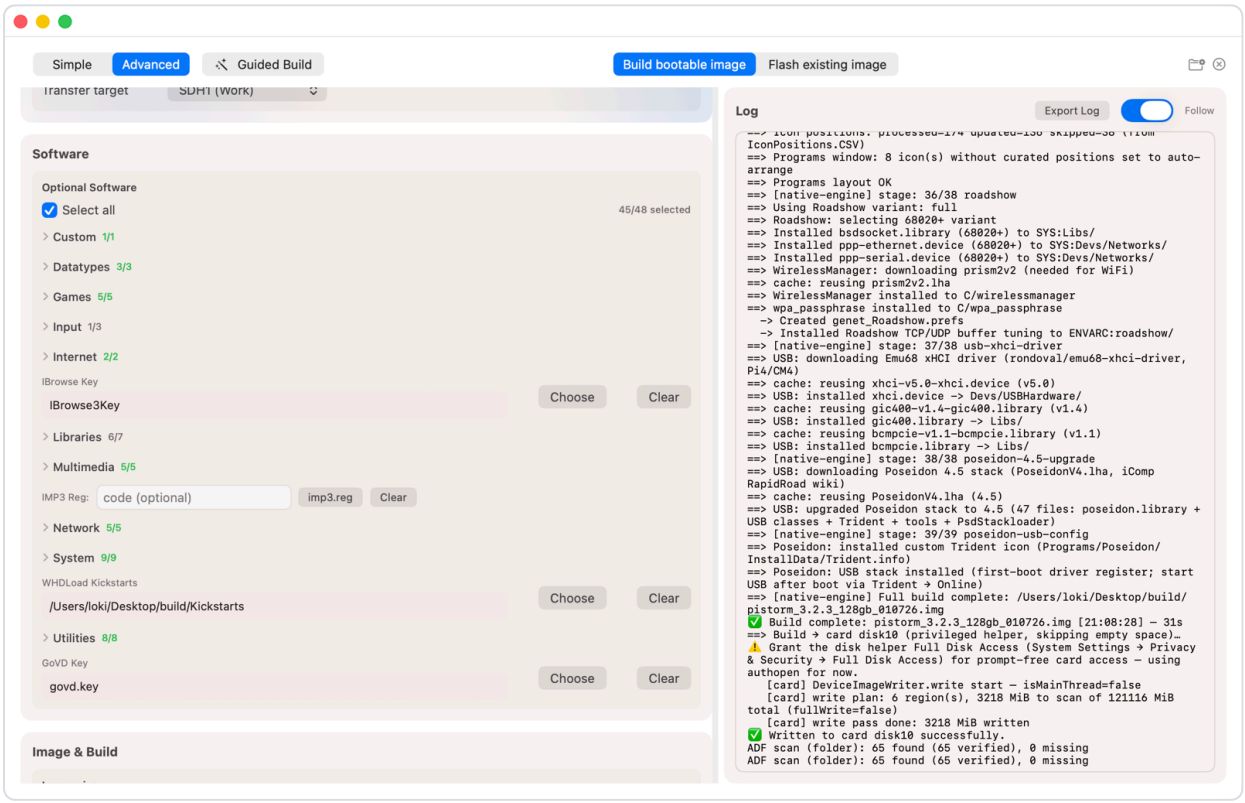
- **Display**: preset or custom screen mode, Workbench depth, backdrop, icon set. The selected RTG mode is written directly into the image's preferences, so the machine comes up in the right mode on first boot.
- **P96 iComp archive**: your commercial Picasso96 archive (used for Classic RTG cards, and as the active RTG core on PiStorm).
- **FrameThrower**: PiStorm-only HDMI video capture — mode, autostart, scaling, size, brightness, contrast (see chapter 4).
- **USB**: PiStorm-only toggle to include the USB host stack (see chapter 4).

- **Network**: `None`, `Roadshow (Demo)`, or `Roadshow (Full)`, plus Wi-Fi where supported.
- **Transfer Folder**: copy a folder from your Mac into the chosen Amiga partition during the build.
- **Locales**: which language catalogs are installed; your Mac's region is pre-selected.

The Optional Software card

Simple mode offers a one-switch community package set. Advanced mode exposes grouped selection with over 30 packages across Internet, Multimedia, Utilities, and System categories — browsers, players, file managers, dock and desktop tools, and more. Some packages reveal extra fields when selected (WHDLoad Kickstarts folder, IBrowse key, IMP3 registration). You can also register **your own LHA archives** as custom packages in **Settings → Packages**; they install to `SYS:Programs/<Name>`.

IMP3 community tools (Settings → Packages, off by default, applies to every platform) stages the prerequisite libraries and `C:` tools the Amiga Germany **IMP3** chat client needs — Triton (OpenTriton), ReqTools, RexxReqTools, RexxTricks, TritonRexx, plus `ActivateWindow`, `RawInsert`, `Redit`, `Uptime`, `aget` and `utf8Decode` — all downloaded from Aminet at build time. The IMP3 client's own ARexx scripts are the community's to distribute, so add those from the channel.



Optional Software in Advanced mode — grouped packages, with key fields (IBrowse, IMP3, WHDLoad, GoVD) appearing where needed.

Your WHDLoad game collection — playable on first boot

If you have a WHDLoad game library on your Mac — a folder of game archives (`.lha`, as shipped by the usual retroplay-style collections), already-extracted game drawers, or a mix of both — Amiga Imager can install it during the build. In the **WHDLoad Games** section, set **Games collection** to that folder; two further fields appear:

- **Games target** — which partition the games land on. The default, *Automatic*, uses the first data partition (for example `DH1:`) so the boot partition stays lean.
- **Drawer name** — the drawer that holds the collection (default `WHDGames`).

The build extracts every archive and copies every game drawer into `<partition>:<drawer>/`, keeping your collection's own folder structure. If your library is organized `A`–`Z`, keep it that way — thousands of drawers in one flat directory make Amiga filesystem listings crawl, so the A–Z layout is preserved deliberately.

Everything the games need comes along automatically:

- The **WHDLoad runtime** and the **iGame** launcher are auto-included in the package selection — you don't have to tick them yourself.
- The **iGame games index is pregenerated during the build**, with each game's title read from its WHDLoad slave. Open iGame on the very first boot and your games are already listed — no scan needed. (iGame's repository config is also written, so a manual *Scan* on the Amiga rebuilds the same list.)
- The build knows the **exact uncompressed size** of the collection before copying (LHA archives carry it in their headers) and stops with a clear message if the target partition is too small — instead of failing halfway through a multi-gigabyte copy. Size the image generously for large collections.
- A single broken archive doesn't abort the build: the game is skipped and reported in the build log, and everything else installs.

One thing to add yourself: many WHDLoad games need **Kickstart images** (kick 1.3 / 3.1) in `DEVS:Kickstarts` to run. Point the **WHDLoad Kickstarts folder** field at your own licensed ROM image files — the Build Summary warns you if a games collection is set without one. As with AmigaOS itself, Amiga Imager does not bundle these.

WHDLoad games are skipped in blank-image mode (there is no OS to launch them from).

ScummVM and the free adventure games

The **ScummVM 2.5.1 RTG** package (NovaCoder's 68060 port, which opens on a Picasso96 screen) comes with four classic point-and-click adventures that their creators have released as freeware, selectable individually in the **Games** group:

- **Beneath a Steel Sky** (Revolution Software)

- **Flight of the Amazon Queen** (John Passfield & Steve Stamatiadis)
- **Lure of the Temptress** (Revolution Software)
- **DreamWeb** (Creative Reality)

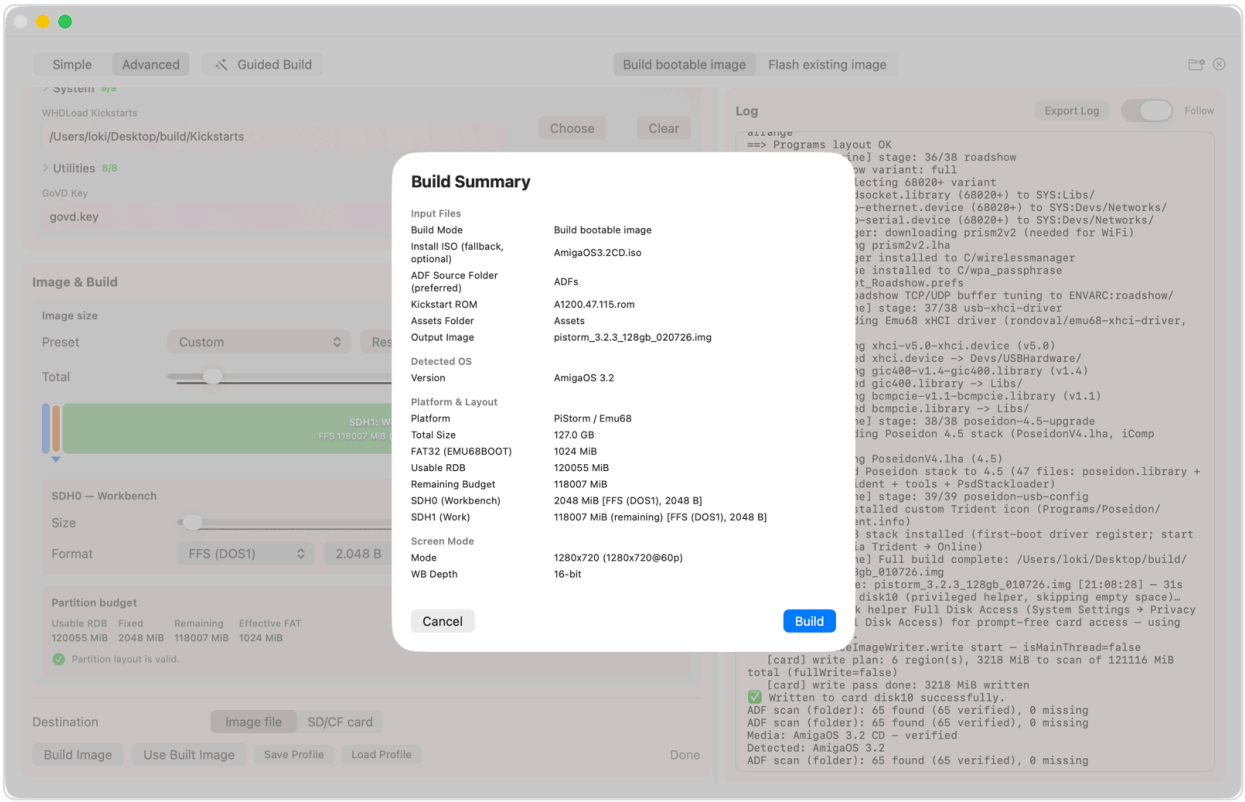
The game data is downloaded from scummvm.org during the build (and cached like all other downloads), installed to `SYS:Games/<Name>`, and registered in ScummVM's configuration with complete launcher entries — the games appear in the ScummVM launcher immediately, correctly named, with no *Add Game* step. Two automatic upgrades:

- On images of **4 GB or larger**, Beneath a Steel Sky and Flight of the Amazon Queen install as their **CD "talkie" releases** with full voice acting instead of the smaller floppy versions.
- **Lure of the Temptress** ships in German, French, Italian, and Spanish: if your locale selection includes one of these, that localized release is installed (following the same first-locale rule as the keyboard layout).

ScummVM's 68060 build sets the hardware envelope: on **PiStorm** it is always available (Emu68 presents a 68060); on **Classic Amiga** it requires a 68060 accelerator (the packages are hidden otherwise); on **UAE and Amiberry** the companion `.uae` config requests a 68060 automatically — enable RTG, since the interpreter opens on a Picasso96 screen; on **MiSTer** (a 68000 Minimig core) it is not available.

The Image & Build card

- Choose the image size (presets or custom) and, in Advanced mode, the full partition layout with a live budget display.
- **Build destination**: a file, or **SD/CF card** to build and write in one step (see chapter 7).
- Before the build runs, the **Build Summary** lists your settings together with any warnings or errors — for example missing media, an RTG card without a screen mode, or a 3.2.x build without the Update disk (see the V47 rule). Blocking errors disable the build button and tell you exactly what to fix.
- When the build finishes, macOS sends a notification — you can work in another app in the meantime. After a successful build, **Use Built Image** switches straight into the write flow.



The Build Summary — inputs, detected OS, layout, and screen mode, reviewed before anything is written.

Downloads and the build cache

Everything a build downloads is cached in `~/Library/Application Support/AmigaImager` and reused on every later build. This covers both the community packages you select and the engine's own dependencies (the Emu68 boot bundle, Emu68-tools, network/RTG/USB drivers, `fat95`, the CompactFlash driver, and so on). If a download can't reach the internet, the app automatically falls back to the cached copy — so a flaky connection never breaks a build, and repeat builds are noticeably faster.

Caching is managed in **Settings → Packages → Build Download Cache**:

- **Cache downloaded files** (default on) — turn off to download fresh into a temporary folder every build.
- **Offline mode** — never attempt downloads; use only cached files. If a *required* dependency isn't cached, the build stops with a clear message.
- **Re-download** / **Clear** — refresh or empty either cache (packages and build dependencies are tracked separately).

To prepare a fully offline machine, run one normal build online first to warm the cache.

UserFiles — automatic file discovery

If you build often, **UserFiles** saves you from picking your ADFs, ROM, and extras by hand every time. Turn it on in **Settings → Build**, point the app at one **base folder**, and it fills in the media automatically from a fixed folder layout.

The app seeds the structure for you (each folder holds a short "place files here" note):

- `AOS31`, `AOS3141`, `AOS32`, `AOS39` — the OS media and Kickstart ROM for that AmigaOS version (ADFs, or a CD ISO, plus a `.rom`).
- `Install` — optional extras, matched by filename: your **Picasso96** (iComp) archive, **Roadshow**, and the **IBrowse**/**GoVD** keys.
- `Kickstarts` — extra Kickstart ROMs for WHDLoad.

Keeping several AmigaOS 3.2.x releases side by side. By default all 3.2.x point releases share the one `AOS32` folder. If you own more than one and want to keep them separate, create a per-version folder next to it — the app checks the version folder first and falls back to `AOS32`:

- 3.2.1 → `AOS321`
- 3.2.2 → `AOS322`
- 3.2.2.1 → `AOS3221`
- 3.2.3 → `AOS323`

If you only have one 3.2.x set, just use `AOS32` — nothing else to do. The build log shows exactly which folder and files were discovered.

4. Platform guide: PiStorm / Emu68

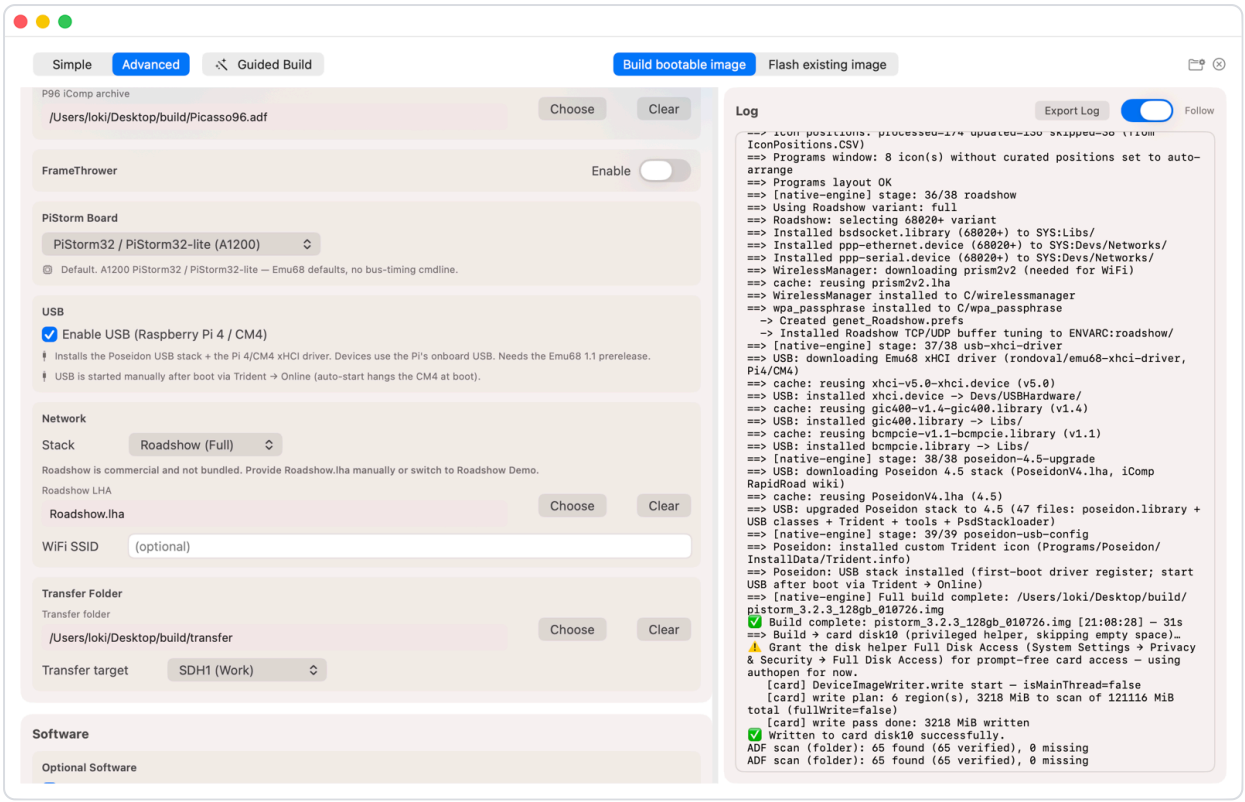
PiStorm builds produce a complete SD card layout: a FAT32 boot partition with the Emu68 firmware, your Kickstart as `kick.rom`, and a generated `config.txt` matched to your board — plus the Amiga RDB partitions with the OS install. VideoCore RTG is always included; the machine boots straight into an RTG Workbench.

The board selector

Different PiStorm boards need different Emu68 boot configurations. Pick yours in the PiStorm section of the build screen:

- **A1200 — PiStorm32 / PiStorm32-lite** (CM4). The default. Writes the official Emu68 configuration for the 32-bit board.
- **A600 — PiStorm16** (CM4). *A600 only* — no PiStorm16 exists for other machines. Writes the PiStorm16 configuration, including the bus-timing boot parameters the 16-bit board needs.
- **A500 / A2000 — PiStorm Classic** (40-pin, e.g. Pi 3). Writes the classic-board configuration with the classic Emu68 kernel.

Selecting the right board matters: each one receives a hardware-proven configuration, and a mismatched config can leave the machine stuck on the Emu68 splash screen — or not booting at all. In particular, a 40-pin A500/A2000 PiStorm must use **PiStorm Classic**, never PiStorm16. FrameThrower is its own option and works with any board (it requires an Emu68 1.1+ prerelease).



The PiStorm section: the 3-way board selector, and the USB toggle — note USB starts manually after boot via Trident → Online.

Emu68 firmware

The build downloads the current Emu68 release automatically (and caches it). The **PiStorm** settings pane offers a **prerelease** opt-in for Emu68 1.1 test builds — required for FrameThrower — plus a boot-bundle source override for advanced setups. **Auto-mount EMU68BOOT:** (default on) makes the FAT boot partition appear as a drive on Workbench.

FrameThrower

FrameThrower digitizes the Amiga's native video output and shows it over the Pi's HDMI — one cable for both RTG and native screens. Enable it in the **FrameThrower** section and choose mode (integer or smooth scaling), size, offset, brightness, and contrast. Autostart brings the capture up at boot. FrameThrower requires the Emu68 1.1 prerelease (enable it in Settings → PiStorm).

USB devices

On a Raspberry Pi 4 or CM4, the build can include a full USB host stack: the **Poseidon** USB system plus the Emu68 xHCI controller driver. Enable it in the **USB** section of the build screen. USB storage devices (sticks, card readers) then work from Workbench.

- **Starting USB:** after boot, open **Trident** — it sits right in the WBDock — and click **Online**. The controller and drivers are pre-configured on first boot; going online is the

only manual step. (USB deliberately does not auto-start at boot: bringing the controller up during the boot sequence can hang the machine, so the app follows the same manual-start practice as the wider Emu68 community.)

- The upstream xHCI driver is *experimental* — test with a USB stick you don't care about before trusting it with real data.

Wi-Fi and networking

PiStorm builds can include Roadshow networking with the Pi's own hardware: onboard **Wi-Fi** (enter your network name and password at build time; connect on the Amiga via the **OnlineWifi** tool) or wired **Ethernet** on the Pi 4/CM4. The WBDock gets a matching go-online entry.

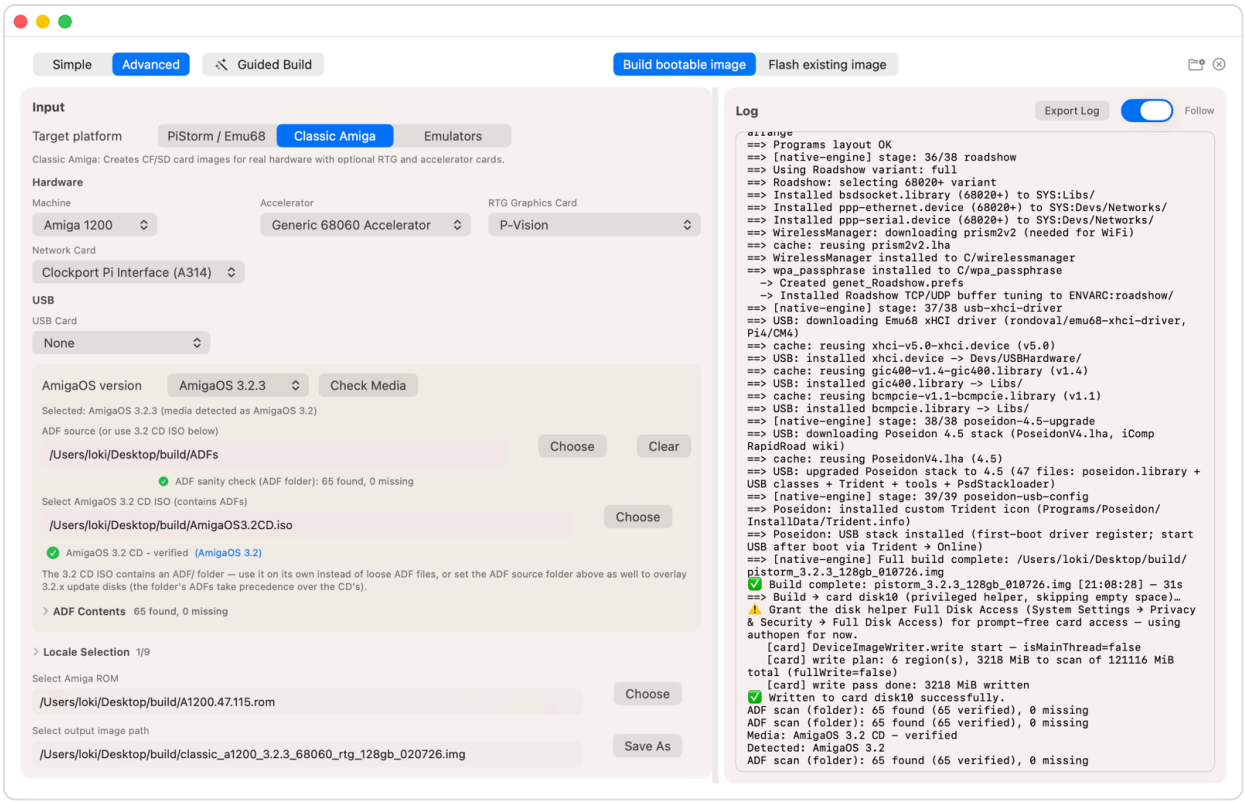
CompactFlash cards (PCMCIA)

A600/A1200-based PiStorm builds include the CFD133 `compactflash.device` driver with an auto-mounting `CF0` DOSDriver: insert a CF card in the PCMCIA slot and it just appears. With no card present it is a silent no-op.

5. Platform guide: Classic Amiga

Classic builds produce a pure RDB image for CF/SD-to-IDE or SCSI solutions in real Amigas — no PiStorm content. The full hardware matrix is supported natively:

- **Machines**: A500, A600, A1200, A2000, A3000, A4000(T), CD32-based setups — the machine choice drives the right `scsi.device` modules, keymaps, and boot handling.
- **Accelerators**: 68000 through 68060, including iComp ACA cards (with the correct MapROM handling) and TF cards. MMU libraries are installed and configured when the CPU has an MMU.
- **RTG cards**: P-Vision, ZZ9000, VA2000, Vampire SAGA, Picasso, CyberVision, and more. Supply your iComp Picasso96 archive for the broadest compatibility; the selected screen mode is seeded so the card comes up in RTG on first boot.
- **Network cards**: PCMCIA (3Com, NE2000…), Zorro (Ariadne, X-Surf, ZZ9000Net…), clockport (PicoWiFy), and the A314. **A314 requires Roadshow** — the Build Summary flags the mismatch. A1200 PCMCIA builds get CardPatch automatically.
- **USB host cards**: Poseidon-based cards (Subway, Highway, Algor) with the free driver set, or supply the driver disk/archive for licensed cards (e.g. FreeWay/Triton). On Classic there is a **one-time setup** after the first boot: open **Trident**, add your controller on the Hardware page (*New* → pick your `.device` from `DEVS:USBHardware`, unit 0), click **Online**, then **Save**. From then on it's simply Trident → Online per session. (The build deliberately does not probe USB controllers during boot — a failed probe can freeze some machines, so this one manual step buys a reliable first boot on every setup.)
- **Controller compatibility**: `MaxTransfer` and `Mask` are settable under Settings → Classic for picky IDE/SCSI controllers; the defaults are safe for common setups.



Classic Amiga: machine, accelerator, RTG card, network card, and USB card selectors on the Input card.

The V47 rule: 3.1 ROMs and the Update disk

AmigaOS 3.2 on a hard drive normally requires a **V47 (3.2) Kickstart ROM**. Machines with an older **3.1 (V40) or 3.1.4 ROM** can still boot it — the hard-drive startup performs a *soft-kick* (`LoadModule … ROMUPDATE`) that loads the V47 ROM modules from disk at boot. That soft-kick startup script ships **only on the 3.2.x Update disk** (`Update3.2.3.adf` and friends).

In practice:

- If your Amiga has a physical **V47 ROM**, any 3.2 build boots.
- If it has a **3.1/3.1.4 ROM**, make sure your ADF sources include the **Update disk** of a 3.2.x point release. Without it the image drops to a shell saying *"This disk must be booted from Kickstart ROM 3.2 (V47)"*.
- The app checks this **before building**: selecting 3.2.2 or later without an Update disk is a blocking error in the Build Summary; base 3.2/3.2.1 shows a warning.

PiStorm builds are not affected — Emu68 always provides a V47 ROM.

CompactFlash cards (PCMCIA)

A600 and A1200 builds include the CFD133 `compactflash.device` driver with an auto-mounting `CF0` DOSDriver — a CF card in the PCMCIA slot just works.

Vampire V4 / Apollo 68080

The Vampire is handled as a **Classic accelerator**, not a separate platform. Selection recipe (example: an Icedrake in an A1200): machine `A1200`, accelerator **Apollo 68080 / Vampire**, RTG card **Vampire SAGA**, network card **Apollo V4Net** (V4-family boards) or **V2ExpEth** (V2 cards) — the network choice also tells the build which board generation you have. Support is **hardware-validated on an Icedrake A1200**. Everything is sourced from the official Apollo `SAGADriver.lha`, so a matching set of drivers and tools is installed automatically:

- **68080 CPU handling**: the build deliberately ships *no* `68040.library`, `68060.library`, or MMU libraries. On a 68080 those make SetPatch run the CPU/MMU setup for the wrong class and **guru the machine on boot** (`#80000008`), so they are stripped — you don't need to clean anything up by hand.
- **VampireSAGA RTG**: pick a screen mode as usual. Hardware-measured resolutions (for example **1280×720**) are seeded so the Vampire comes up in RTG on first boot. An un-measured resolution boots to the native screen and you pick the RTG mode once in ScreenMode prefs — the choice then persists.
- **Networking**: the onboard NIC driver is installed with Roadshow — `v4net.device` on V4 boards, `v2expeth.device` on V2 / A2000 boards. Board generation is inferred from your selections.
- **SD card**: a FAT-formatted card in the board's (micro)SD slot auto-mounts as `SD0:` (`sagasd.device` + `fat95`) — handy for moving files from the Mac. The second slot is available as `SD1:` via Storage/DOSDrivers. Toggle in Settings → Classic.
- **FreeWay CP USB**: if you use the FreeWay clockport USB card, its own `freewaycpusb.device` is installed. It is **not** Subway-compatible, so a generic Poseidon/Subway driver leaves it empty — Amiga Imager ships the correct one. Remember the one-time Trident setup described above (add the controller → Online → Save); on the Vampire especially, probing USB hardware during boot is exactly the kind of thing that can wedge a first boot, so the build leaves it to you.

The ROM caveat — read this before you build. Vampire boards usually ship with the **ApolloOS (AROS) ROM**, and the V47 soft-kick trick described in the V47 rule above **does not work on it**. So the build stages the Apollo tools — `C:ApolloMap`, `C:ApolloFlash`, `C:ApolloControl` and your Kickstart at `SYS:Apollo/kick.rom` — for you to map or flash a real 3.2 (V47) ROM yourself: run `ApolloMap SYS:Apollo/kick.rom` to map it temporarily (lost on power-off), or `ApolloFlash SYS:Apollo/kick.rom` to flash it permanently — for a dedicated AmigaOS machine, flashing is the comfortable choice. **Never interrupt ApolloFlash**: a broken flash needs a USB-Blaster recovery. There is deliberately *no* automatic boot hook: `ApolloMap` reboots after mapping, which would loop forever if it ran from the startup. Run it once by hand, then your 3.2 builds boot normally.

6. Platform guide: Emulators

The Emulators target builds a pure-RDB `.hdf` with no PiStorm boot content. Pick the profile — **MiSTer (Minimig)**, **UAE**, or **Amiberry** — next to the platform selector.

MiSTer / Minimig

- Optional RTG uses the official MiSTer RTG path.
- Networking uses Roadshow over PPP: set the MiSTer core to **UART Mode = PPP**, **Baud = 115200** (8N1, RTS/CTS on). The image is pre-configured to match; bring the link up from the **Ethernet** dock icon.
- **Before launching the Amiga core**, make sure the network icon is showing in the MiSTer Menu core — otherwise PPP never hands out an address. If it doesn't connect, check `RAM:Roadshow-PPP.log` (and see Troubleshooting).
- Extras (Settings → Emulators): the official **SHARE:** shared folder (Linux side: `/media/fat/Amiga/shared`) and **mouse wheel** support.

UAE / Amiberry

- Optional RTG uses **uaegfx** (Picasso96).
- A companion `.uae` config is written next to the image. It ships with an **empty Kickstart path** by design — set `kickstart_rom_file` to a Kickstart 3.2 (47.x) ROM before launching. AmigaOS 3.2 needs a 47.x ROM; a 3.1/40.x ROM will not boot it reliably.
- There is no Amiga-side network stack on these profiles — networking goes through the emulator host (bsdsocket).
- **FS-UAE users: add Fast RAM yourself.** The companion config requests 256 MB of Zorro III Fast RAM via `z3mem_size`, which WinUAE and Amiberry honour but **FS-UAE ignores** — it wants its own key. Add this to your FS-UAE configuration:

  ```
  zorro_iii_memory = 262144
  ```

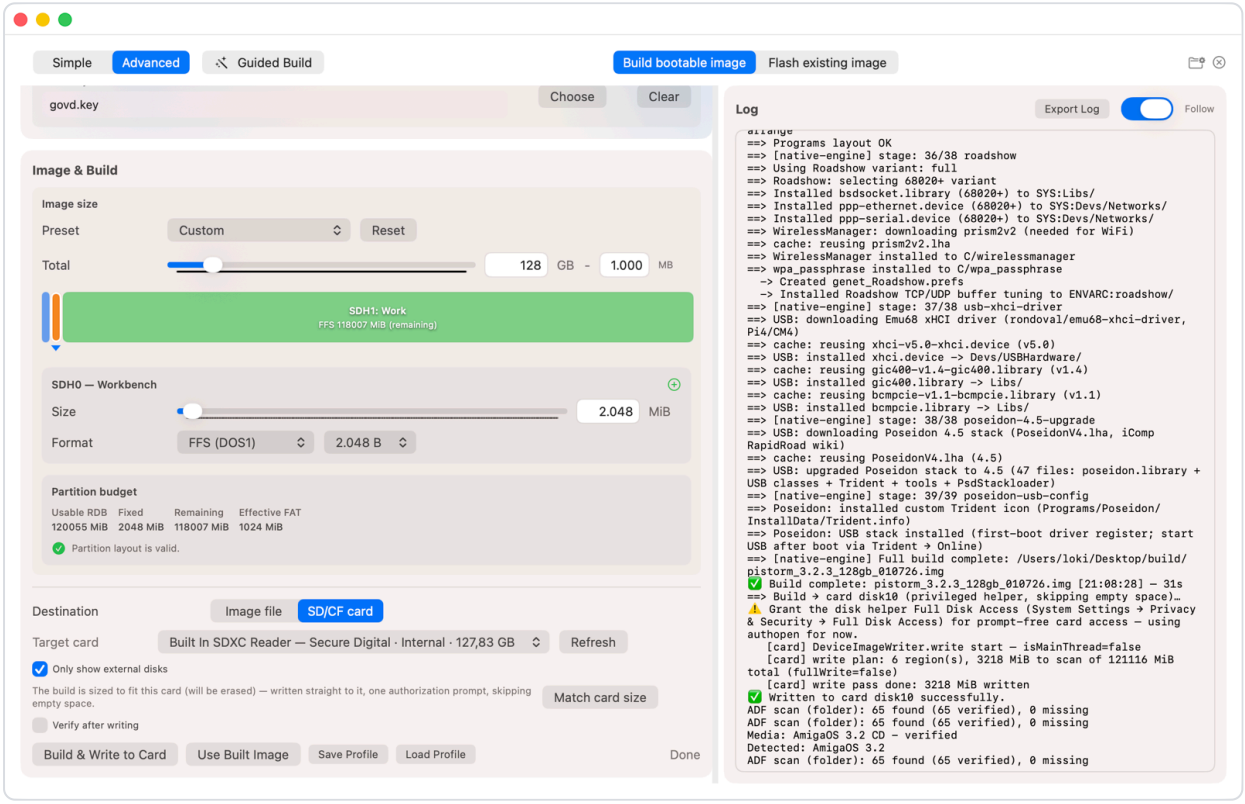
  Without it the machine runs on 8 MB of Zorro II Fast RAM, and once Workbench, MUI, the dock and a stats window are loaded there is very little left. Programs then fail in ways that point somewhere else entirely: the package manager reports *"Catalog update failed … no output"*, and AmiSSL-based apps insist *"AmiSSL 5.x is required"* although it is installed correctly. Both are simply out of memory. If something behaves oddly under FS-UAE, check this first.

7. Writing images to SD and CF cards

There are two ways to get an image onto a card:

- **Build straight to a card**: on the build screen, set **Build destination** to **SD/CF card** and pick the target. The build button becomes **Build & Write to Card** and the finished image is written immediately.
- **Flash existing image**: the second workflow tab writes any previously built image — choose the file, choose the disk, click **Write to Disk**.

Writing **erases the card**, so the app first shows a confirmation naming the exact target — card name, size, and `/dev` node. Read it, then click **Erase and Write** (the confirmation can be disabled in **Settings → Storage → Card Writing**). The write skips empty space, so only actual content is transferred, and verifies the result afterwards; a progress bar under the toolbar shows both passes.



Build straight to a card: the build is sized to fit the selected card and written directly to it, skipping empty space.

Prompt-free card access

Card access goes through the signed **Amiga Imager Disk Helper**, so the authorization is branded rather than a generic system prompt — and silent once set up. One-time setup:

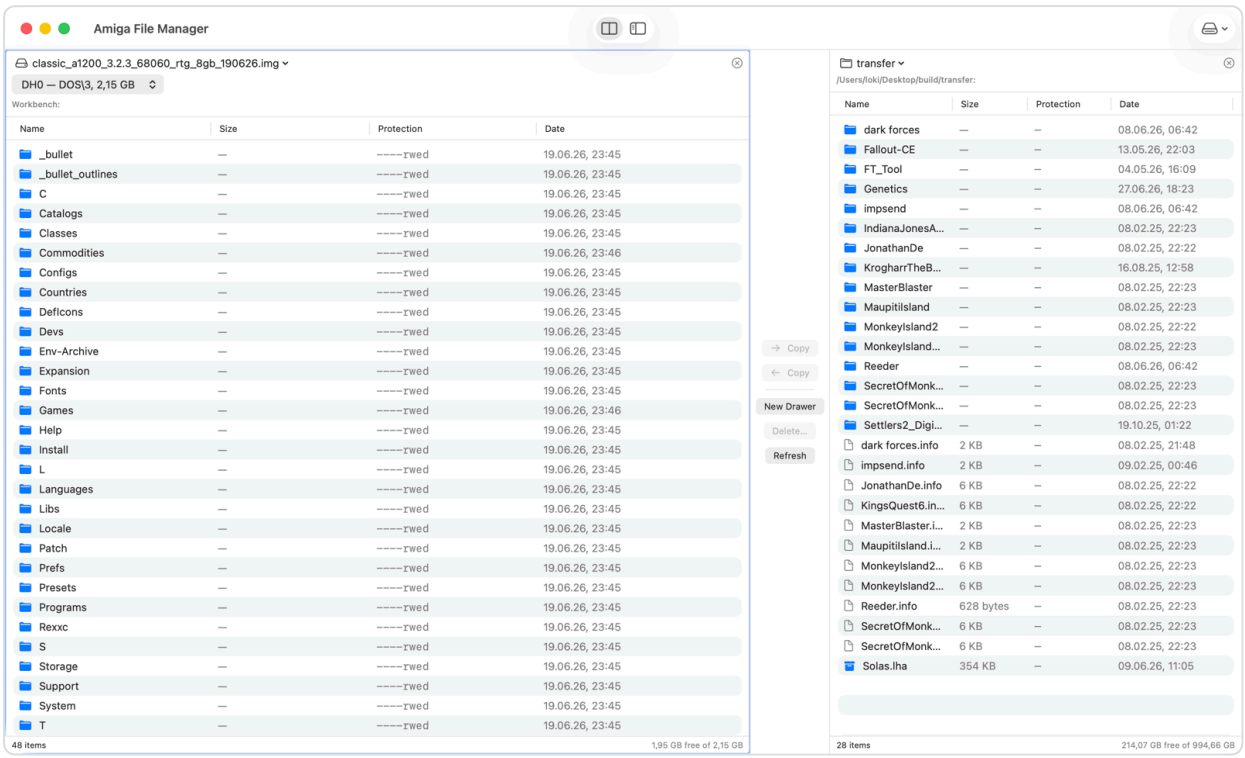
1. If prompted, enable **Amiga Imager** under **System Settings → General → Login Items & Extensions** (*Allow in the Background*).

2. Under **System Settings → Privacy & Security → Full Disk Access**, add and enable **Amiga Imager Disk Helper** (inside the app bundle at `Contents/MacOS/AmigaImagerDiskHelper`). macOS protects removable media, so this step is required for silent access.

Until the helper is approved, the app falls back to the standard macOS authorization prompt — card access always works either way.

8. The Amiga File Manager

The **Amiga File Manager** is a built-in window for browsing and editing Amiga disks without booting an Amiga. It reads and writes real Amiga filesystems directly — drop files onto an image, pull a save-game off an SD card, or peek inside an archive, all from macOS. Open it from the toolbar or with **Shift-Cmd-M**.



The File Manager in dual-pane view: a mounted Amiga volume on the left, a Mac folder on the right — copy either way.

What you can open

- **Hard-disk images** (`.hdf` , `.img`) — RDB partitions formatted as **FFS** or **PFS3**, and the **FAT32** boot partition of a PiStorm image.
- **Floppy images** (`.adf`) — OFS and FFS.
- **Physical SD/CF media** — a card in a reader, browsed straight from the device.
- **Folders on your Mac** — for copying between host folders and Amiga volumes.
- **LHA / LZH archives** (`.lha` , `.lzh`) — browsed read-only, like a drawer.

Two views

A toolbar toggle switches between **dual pane** (two side-by-side panes, Directory Opus style — ideal for copying between two disks) and **browser** (a single Finder-like view with a sidebar of everything open). Your choice is remembered. In either view, pick a **source**, then a **partition**, then navigate; a breadcrumb shows where you are.

Working with files

- **Copy out** — drag files or whole drawers from an Amiga volume to the Finder or to a host-folder source.
- **Copy in** — drag files from the Finder onto an Amiga volume or folder.
- **Move** — dragging within the *same* volume moves; dragging to a different volume copies.
- **New drawer** and **Delete** — create folders and remove items (recursive for non-empty drawers).
- Double-click an `.lha` / `.lzh` to descend into it like a drawer and drag files out (archives are read-only).

There is no rename yet.

Physical cards

Physical media is treated carefully: a card always opens **read-only first**; writing is an explicit second step. While a build is running or a card is being written, the File Manager refuses to open that image or disk. Access uses the same silent Disk Helper as card writing (chapter 7).

9. Real floppy drives

With a supported USB floppy controller and a 3.5" drive, the File Manager reads and writes real Amiga floppies — no separate tools. Use the **Floppy** menu in the File Manager toolbar.

- **Greaseweazle** — the recommended controller, hardware-validated for reading and writing.
- **DrawBridge** (Arduino Amiga Floppy Reader/Writer) — also supported; the app auto-detects the controller type. Not yet verified against real DrawBridge hardware.
- **Mount Floppy (Read & Browse)** — read the disk and browse it immediately as an ADF.
- **Read Floppy → ADF** — save a disk as an `.adf` (DD 880K or HD 1.76M).
- **Write ADF → Floppy** — write an `.adf` back to disk, verified by default.
- **Raw flux (SCP)** — image a whole disk to a SuperCard Pro `.scp` file or write one back, for copy-protected or non-AmigaDOS disks. (IPF is not supported.)

Drive options live in **Settings → Floppy**: bus type, drive unit, read revolutions and retries, verify-after-write, motor and head-settle timing, default density. If a read fails with `noTrk0`, try the other **bus type** or **drive unit 1** (PC drives on a twisted cable usually answer as unit 1).

10. Quick Look previews

Amiga Imager previews Amiga files right in **Finder** (select a file, press **Space**) and inside the File Manager:

- **Images and icons** — IFF `.iff` / `.ilbm` pictures and Workbench `.info` icons render as images.
- **Disk images and archives** — `.hdf`, `.img`, `.adf`, and `.lha` show an info card: partitions with volume name, size, and free space, plus an expandable tree of the contents.

To act on a file, use Finder's **right-click → Open With → Amiga Imager**: `.hdf` / `.img` open in the File Manager; `.lha` / `.adf` extract to a folder next to the file (a handy replacement for The Unarchiver for these formats — use *Get Info → Change All* to make double-click extract).

Enable the previews once under **System Settings → General → Login Items & Extensions → Quick Look**; the button in **Settings → Build → Quick Look Previews** takes you straight there.

11. The package manager (amipkg)

Every image Amiga Imager builds ships with **amipkg** — a package manager for AmigaOS 3.x, in the spirit of Homebrew or apt. It installs, updates and removes software from **AmigaPKG**, a curated, **cryptographically signed** catalog of 200+ freely distributable classics and tools — straight on the running Amiga. It also works on *any* other 3.x system, from a stock A500 up: the standalone `amipkg.lha` is a free download at github.com/thomas-luebker/amiga-pkg (and on Aminet). Extract it into a drawer of your choice and run **`Install`** (self-contained — everything stays in that drawer, nothing else on the system is touched) or **`Install-System`** (additionally adds the `AMIPKG:` assign and Shell path to `S:User-Startup` as one clearly marked, removable block).

On the Amiga

amipkg lives in **one home drawer** — `SYS:Tools/AmigaImager` on built images, published as the **`AMIPKG:`** assign. CLI, both GUIs, the signed catalog, the download cache and the receipt database all sit together there (like `MUI:`), so amipkg's self-update always lands on the binaries actually in use:

- **`AMIPKG:amipkg-mui`** — the MUI front-end (needs MUI 3.8+, no extra custom classes): a toolbar with the catalog and package actions, a sidebar with *View* (Installed/Available) and *Categories* panes for one-click filtering, sortable list columns, a description pane, and a status bar with live catalog counters. A failed operation pops the full error message in a requester.
- **`AMIPKG:amipkg-gui`** — the GadTools front-end: the same features in a simpler dress, runs on any stock 3.x system with zero dependencies.
- **`amipkg`** — the CLI both GUIs drive; with the default *integrated* setup it is on the Shell path, so it works from any Shell. The essentials: `amipkg update` (fetch the latest catalog), `avail`, `info <id>`, `install <id>` (add `DRYRUN` to preview the plan without changing anything), `check`, `upgrade`, `remove <id>`, `adopt`, `doctor` (audit installs against the receipts) and `dir` (show or set the install drawer). Full documentation ships on the image as an AmigaGuide (`AMIPKG:amipkg.guide`, also in the GUIs' Documentation menu).

On built images amipkg also appears in the **WBDock** (the MUI front-end when MUI is installed, GadTools otherwise), and GlowIcons builds get a proper colour amipkg icon.

Installing, updating, removing

Installing resolves **dependencies** automatically — an app needing MUI or AmiSSL pulls it in first, with the right CPU build for the machine — and shows the resolved plan (packages + download sizes) before anything happens. amipkg checks the package's hardware floors

(CPU, Kickstart) and free disk space up front and refuses clearly instead of installing something that cannot run; interrupted downloads resume where they stopped. Each app lands in **its own drawer** inside the install directory — and that directory can be **any drawer on any drive**, not just the boot partition: default `SYS:Programs`, changeable with `amipkg dir` (e.g. `amipkg dir Work:Software`). Archives without a top-level drawer of their own are wrapped automatically, so loose files never pile up.

Everything is recorded in a **receipt database**: `remove` deletes exactly what was installed, including its `User-Startup` lines, and `doctor` audits the installed files against the receipts. Already have an app installed somewhere? `amipkg adopt <id> <drawer>` takes over managing it in place — updates then land in that drawer, not in `SYS:Programs`. amipkg keeps itself current the same way: `amipkg upgrade amipkg` updates the running installation in place.

Downloads need a TCP/IP stack (Roadshow, or an emulator's bsdsocket); browsing the bundled catalog works offline. The catalog and almost all archives are reachable over plain HTTP, so no TLS stack is required; packages on https-only hosts additionally need AmiSSL 5.x (which amipkg can install for you).

Integrated, self-contained — or not at all. Both choices live in **Settings → Packages → Package Manager**: *Integrate into the system at boot* (default on) makes the boot scripts set the `AMIPKG:` assign and put the drawer on the Shell path. Turned off, the image gets a fully *self-contained* amipkg: nothing is wired at boot, the programs find their data next to their binaries, and everything stays inside the drawer. And amipkg itself is entirely optional — switch off *Install the package manager on built images* and Amiga Imager builds completely amipkg-free images, exactly as before this feature existed.

The AmigaPKG catalog

The catalog behind amipkg is an open project of its own: github.com/thomas-luebker/amiga-pkg. Every entry pins the exact archive (SHA-256, size, mirrors) with honest CPU/Kickstart floors and dependencies, and the whole index is re-verified against the upstream sources and re-signed **automatically every night** — new upstream releases reach your Amiga without anyone lifting a finger. Missing a program? Package submissions are simple pull requests (a single JSON file; the repo's `PACKAGING.md` explains every key in about five minutes).

Contributing from the Amiga

The catalog is not a one-way street: since amipkg 0.6.x your Amiga can **author submissions itself**. Both GUIs offer *Submit a Package…* (a small form: package id, archive URL, category, description), and the Shell equivalent is `amipkg submit <id> <archive-url> [CAT=<Category>] [description]`. The submitting machine downloads the archive, computes the SHA-256 pin *on-device*, and sends the draft in; a courier verifies the pin against an

independent download, validates the entry, and opens a review branch. A maintainer still reviews the license and signs everything offline before it reaches any catalog — the Amiga is the authoring tool, never a trust shortcut. Duplicate ids are refused instantly on the Amiga (new versions of existing packages are picked up automatically by the nightly refresh — no submission needed).

Trust

The catalog is signed with an Ed25519 key and **verified on the Amiga** against a built-in public key; every download must match the SHA-256 recorded inside that signed catalog. A tampered catalog or archive is refused — the download host is never trusted, which is exactly why plain HTTP is safe here.

Manage Amiga Software (on the Mac)

The same package management, without booting the Amiga: click the **package toolbar button** (or **Shift-Cmd-P**) to open **Manage Amiga Software**, open a built `.hdf` / `.img`, and see every installed package with its version and update status. Search the catalog, install (dependencies resolved, just like on the Amiga), update one or all, remove, or change the install drawer — presets, one entry per drive of the image, or any custom path like `Work:Software` via the Install Drawer menu. The window edits the image's receipt database directly, so the Amiga and the Mac always agree about what is installed. The catalog refreshes automatically from the signed online index.

12. Settings reference (Cmd+,)

- **Build** — build behavior, Aminet exposure, UserFiles auto-discovery, asset folder override, Quick Look previews, and the daily **app update check** (a signed version manifest, verified before trust; notification only — the app never updates itself; also available manually via Amiga Imager → Check for Updates…).
- **Packages** — the **Package Manager** (install amipkg on images, default on; and its boot integration: *integrated* = `AMIPKG:` assign + Shell path at boot, or *self-contained* in its drawer), the **Build Download Cache** (cache on/off, offline mode, re-download, per-cache clear) and **Custom Packages** (register your own LHA archives as installable packages).
- **Storage** — **SD Card Size Reduction** presets so images fit real media, **Card Writing** (erase confirmation, verify after write), and **Partition Device Names** (customize `SDH0` / `DH0` -style device names).
- **PiStorm** — boot-bundle source, Emu68 **prerelease** opt-in (needed for FrameThrower), optional firmware URL override, floppy buffers, and **Auto-mount EMU68BOOT:** (default on).
- **Emulators** — MiSTer profile extras: SHARE: shared folder, mouse-wheel support.
- **Classic** — A314 auto-mount and optional `DEVS:a314.config`, and **Controller Compatibility** (`MaxTransfer`, `Mask`).
- **Floppy** — controller and drive selection, read reliability, timing, density (see chapter 9).
- **Debug** — diagnostic output and developer-oriented behavior.

If you keep the defaults, you can ignore most of these — they matter when matching specific hardware or tuning repeated workflows.

13. Power-user guide

Simple mode and the Guided Build are the on-ramps; this chapter is the deep end — full control over partitions, filesystems, and repeatable builds. Everything here lives in **Advanced** mode unless noted.

The partition layout editor

In Advanced mode the **Image & Build** card exposes the complete partition layout: a proportional partition bar you can click to select, plus per-partition controls. For each partition you set:

- **Device name and label** — `SDH0` / `DH0`-style device names follow your naming scheme from **Settings → Storage → Partition Device Names**; the label is the volume name on Workbench.
- **Size** — a fixed size, or **Use remaining** to absorb whatever the other partitions leave (one per layout; it needs at least 256 MiB).
- **Filesystem** — **FFS (DOS1)**, **FFS Intl (DOS3)**, or **PFS3 (PDS3)**, with the filesystem's allowed **block sizes** (FFS defaults to 2048 B for speed; PFS3 to 512 B).

The **partition budget** readout keeps the layout honest: usable RDB space, the fixed allocations, what remains — and on PiStorm the effective FAT boot partition alongside the Amiga space. Invalid layouts are flagged in place and in the Build Summary, with the reason spelled out.

Filesystems: FFS and PFS3

- **FFS** comes from *your own OS media* — the build extracts FastFileSystem from your ADFs/ISO and embeds it in the image's RDB, so the image is self-contained. An FFS partition larger than **2 GiB** is automatically upgraded to the long-filename **DOS7** FFS variant at build time (plain DOS1/DOS3 above 2 GiB is unreliable); the editor shows a notice when this will happen.
- **PFS3** uses the `pfs3aio` handler (downloaded automatically and cached), likewise embedded in the RDB. It is fast and robust for big data partitions, with one hard limit: **101.6 GiB per partition** — the layout validator blocks anything larger and tells you to cap the partition or use FFS.
- Mixing is fine and often ideal: a modest FFS boot partition plus large PFS3 data partitions is the classic power-user layout.

Blank images — structure without an OS

Build blank image (the mode picker next to the workflow tabs) builds the partitioned, formatted disk without installing AmigaOS — and optionally pre-fills it:

- Each partition in the editor can be assigned a **source folder** on your Mac; its contents are copied to that partition's root, and the partition can size itself automatically from the source.
- On **PiStorm**, the FAT boot partition is still fully prepared — Emu68 firmware, `config.txt`, your `kick.rom` — so a blank PiStorm card boots Emu68 and presents the empty Amiga partitions.
- DOS7 and PFS3 partitions still need their filesystem handler: point the **Filesystem source** field at an ADF folder or OS ISO so FastFileSystem can be embedded (pfs3aio downloads automatically).
- Typical uses: a second data card for a machine that already boots, migrating an existing installation's files onto fresh media, or preparing a large games/data disk to pair with the File Manager. (OS-dependent extras — packages, WHDLoad games — are skipped; there is no OS to host them.)

Profiles and repeatable builds

Save Profile / **Load Profile** (bottom of the build screen, Advanced mode) snapshot the entire configuration as a `.json` file — hardware, media paths, packages, partition layout, everything. Load one to reproduce a build exactly, keep one per machine you maintain, or drive unattended builds from the command line with `--build-profile` (Appendix B). After upgrading the app, re-save older profiles once so newly added fields are stored.

Hardware fine-tuning

- **MaxTransfer and Mask** (**Settings → Classic → Controller Compatibility**) — for picky IDE/SCSI controllers and CF adapters; the defaults are safe for common setups (see chapter 5).
- **Custom screen mode** (Display section) — instead of a preset, specify the exact resolution; it is written directly into the image's `screenmode.prefs`, and on PiStorm also into the HDMI timing in `config.txt`.
- **Custom packages** (**Settings → Packages**) — register your own LHA archives; they install to `SYS:Programs/<Name>` like any built-in package.
- **SD Card Size Reduction** (**Settings → Storage**) — the safety margin that keeps a "128 GB" image inside what real cards actually hold; raise it if a write reports a too-small card.

14. Troubleshooting

The build cannot start

The Build Summary lists the exact blocker. The most common causes: missing install media, missing Kickstart ROM, no output path — or, for AmigaOS 3.9, a missing Boing Bag; for 3.2.2+, a missing **Update disk** (see below).

Under FS-UAE, programs fail for no obvious reason

Symptoms that look unrelated but share one cause: the package manager reports *"Catalog update failed (rc 10) — no output"*, AmiSSL-based programs insist *"AmiSSL 5.x is required"* although it is installed, or an application simply refuses to start. The machine has run out of Fast RAM.

The companion `.uae` config asks for 256 MB of Zorro III Fast RAM, which WinUAE and Amiberry honour — but **FS-UAE ignores that setting** and needs its own. Add to your FS-UAE configuration:

```
zorro_iii_memory = 262144
```

Otherwise you are running on 8 MB of Zorro II Fast RAM, and a loaded Workbench with MUI, the dock and a stats window leaves only a few megabytes. A program that cannot be started at all usually reports nothing rather than an error, which is why the message rarely mentions memory.

The image drops to a shell: "must be booted from Kickstart ROM 3.2 (V47)"

Your Amiga has a 3.1/3.1.4 ROM and the image was built without the 3.2.x **Update disk**, so it has no soft-kick startup. Add `Update3.2.x.adf` to your ADF folder and rebuild — see the V47 rule in chapter 5. (Current versions block or warn about this in the Build Summary before building.)

USB devices don't show up (PiStorm / Classic USB)

USB is started manually by design: open **Trident** (in the WBDock) and click **Online**. Auto-starting the USB stack during boot can hang the machine, so the app — like the wider Emu68 community — leaves the stack offline until you bring it up. Also note that on a CM4, enabling **FrameThrower** excludes USB from the build entirely (they share the one USB controller).

Writing to disk fails on macOS

Set up the **Amiga Imager Disk Helper** with Full Disk Access (chapter 7), or grant **Full Disk Access** to Amiga Imager itself and retry. Replugging the target device can also help.

Did I pick the right card?

Writing erases the whole card. The confirmation names the exact target — card name, size, `/dev` node. Read it and cancel if it isn't the card you expect. (Settings → Storage → Card Writing controls the confirmation.)

A WHDLoad game doesn't start

Many WHDLoad games need **Kickstart images** (kick 1.3 / 3.1) in `DEVS:Kickstarts` — if a game quits straight back to Workbench or asks for a kickstart, that's usually it. Set the **WHDLoad Kickstarts folder** and rebuild (see chapter 3) — or copy the kickstart files into `DEVS:Kickstarts` on the finished image with the Amiga File Manager, no rebuild needed.

A314 does not work

Set the network stack to **Roadshow Demo** or **Roadshow Full** — A314 is not supported with `None`.

The image is too large for the card

Reduce the preset, adjust the custom size, or increase the margin in **Settings → Storage → SD Card Size Reduction**. The app also compares image size against the card before writing, so a mismatch fails fast rather than hours in.

MiSTer (Minimig) PPP networking stays at 0.0.0.0

If the Roadshow PPP log shows **Local IP address** stuck at `0.0.0.0` with repeated *IPCP configuration request reject* messages, the MiSTer's Linux side is not handing out an address. Edit `linux/ppp_options` on the MiSTer SD card and:

- Uncomment the explicit IP pair near the bottom, e.g. `192.168.1.1:192.168.1.254` (`local:remote`) — on many images the automatic assignment does not work. `proxyarp` (already enabled) then puts the Amiga on your LAN.
- Uncomment `-vj` to disable Van Jacobson compression — this stops the Configure-Reject loop.
- Optionally set `ms-dns <your-router>` for name resolution.

Keep `crtscts` active, confirm the OSD has **UART = PPP** at **115200**, then re-up the Amiga's PPP interface. Always eject the card cleanly from macOS before moving it back to the MiSTer.

You need help diagnosing a problem

Use **Export Log** after the failure and keep the Build Summary details — that captures the exact configuration of the build. Every build writes its own timestamped log file to `~/Library/Logs/Amiga-Imager/`, so a failed build's log survives even after you rebuild — the **Previous Logs** button next to Export Log opens that folder in the Finder.

Appendix A: install media by AmigaOS version

- **AmigaOS 3.1 / 3.1.4** — ADF source folder (Workbench, Install, Storage, Extras, Fonts, Locale).
- **AmigaOS 3.2 (base)** — ADF source folder *or* the 3.2 CD ISO (with its `ADF/` folder).
- **AmigaOS 3.2.1 / 3.2.2 / 3.2.3** — the 3.2 base (folder or CD ISO) *plus* the point release's ADFs — most importantly the **Update disk** (`Update3.2.x.adf`). Supply them in the ADF folder; when combined with a CD ISO, the folder's disks take precedence. The Update disk is required for machines with 3.1 ROMs (see the V47 rule).
- **AmigaOS 3.9** — the CD ISO plus **Boing Bag 1** and **Boing Bag 2** (`.lha`).
- **Kickstart ROM** — a ROM matching your target. For OS 3.2 under UAE/Amiberry, a 47.x ROM is required. **Encrypted Cloanto ROMs are not supported** — the media check detects them and blocks the build; decrypt the ROM first (Amiga Forever includes the tooling) and supply the plain ROM file.

Appendix B: command-line (headless) builds

Amiga Imager can run a build from the command line — no window — driven by a saved **build profile**. This is handy for scripting, repeatable batches, or running the same build unattended.

First create the profile: set everything up on the build screen the way you want it, then click **Save Profile** (in **Image & Build**, Advanced mode) to write a `.json` file. Then invoke the app binary inside the bundle with `--build-profile`:

```
/Applications/Amiga\ Imager.app/Contents/MacOS/Amiga\ Imager \
    --build-profile ~/Builds/AmigaVision.json \
    --output ~/Builds/AmigaVision.img
```

The profile carries the whole configuration; these flags override individual paths so one profile can be reused:

- `--build-profile <path>` — the saved profile (required).
- `--output <path>` — output image path.
- `--assets <path>` — Assets folder.
- `--install-media <path>` — install ISO.
- `--kickstart <path>` — Kickstart ROM.
- `--adf-dir <path>` — ADF source folder.
- `--help` — show usage.

Both *Build bootable image* and *Build blank image* profiles are supported; *Flash existing image* is not (it needs an interactive card selection). The build log is written to `~/Library/Logs/Amiga-Imager/`, and the process exits with a non-zero status if the build fails — so it fits cleanly in a shell script.

Tip: after upgrading the app, re-save older profiles once so any newly added path fields are stored.