

# Amiga Imager

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Beta Test Handbook v0.82

CONFIDENTIAL – TESTERS ONLY

Thank you for taking the time to test Amiga Imager. This document guides you through installation, the user interface, and the most important test scenarios.

PiStorm / Emu68

Classic Amiga

MiSTer FPGA

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Platform **macOS 14 Sonoma or later**

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# 1 Overview & System Requirements

**Amiga Imager** is a native macOS application that creates bootable Amiga disk images for three platforms: PiStorm/Emu68, Classic Amiga, and MiSTer FPGA. The app handles every step automatically — from partitioning to software installation.

Requirement	Minimum	Recommended
macOS	14.0 Sonoma	15 Sequoia or later
Processor	Apple Silicon or Intel	Apple Silicon (M1 or later)
Memory	4 GB RAM	8 GB RAM
Disk Space	500 MB free	2 GB (for downloads)
Internet connection	Required	Broadband (Aminet downloads)
SD card / CF card	8 GB	32 GB or more

**⚠ Important:** The app requires **AmigaOS installation media** (ADF files) and a **Kickstart ROM**. These files are copyright-protected and are not included. You need a valid licence (e.g. Cloanto Amiga Forever or original media).

## 2 Installation

### 2.1 Installing the App

- 1 Unzip the provided `.zip` file (double-click).
- 2 Drag **Amiga Imager.app** to your *Applications* folder.

- 3 On first launch a security warning may appear. Dismiss it via *System Settings* → *Privacy & Security* → *Open Anyway*. The app is signed and notarized.

## 2.2 First Launch

On first launch the app automatically downloads required helper tools:

- **hst-imager** — Amiga RDB partitioning tool
- **hst-amiga** — Amiga icon manipulation tool
- **lha** — Archive utility for Aminet packages

This takes approximately 1–2 minutes. Progress is shown in the app.

**Note:** If automatic installation fails, click **Install / Retry** in the app.

## 2.3 Preparing Required Files

The following files are needed for a build. Keep them all in one folder for convenience:

File	Description	Example filename
AmigaOS Workbench ADF	AmigaOS installation floppy images	<code>Workbench3.2.adf</code>
Kickstart ROM	Kickstart ROM file for the target Amiga	<code>kick.rom</code> / <code>Kickstart3.2.rom</code>
Modules ADF ( <i>optional</i> )	For KS 3.1 → OS 3.2 upgrade on Classic hardware	<code>Modules.adf</code>
P96 iComp archive ( <i>optional</i> )	Picasso96 RTG drivers for Classic RTG cards	<code>Picasso96.lha</code>

# 3 The User Interface

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## 3.1 Simple Mode vs. Advanced Mode

The app has two modes, toggled with the switch in the top-right corner:

Mode	Cards shown	Best for
Simple	Input, basic Configuration, Software, Image & Build	Quick builds with default settings
Advanced	Input, full Configuration, Software, Image & Build	All settings, custom hardware

✓ **Tip:** For beta testing please always use **Advanced Mode** to exercise all features.

## 3.2 Card 1 — Input

① Input

⊕ Configuration

⊕ Software

⊕ Image & Build

### Target Platform

Segmented control at the top with three options:

- **PiStorm / Emu68** — Raspberry Pi as an accelerator inside an Amiga
- **Classic Amiga** — Real Amiga hardware (A500 through A4000)
- **MiSTer FPGA** — MiSTer running the Minimig core

### AmigaOS Version

Automatically detected from the ADF filenames. Use **Check Media** to trigger detection manually.

### Kickstart ROM

Select the Kickstart ROM file. The app checks compatibility with the chosen platform automatically. For PiStorm the ROM is written to the FAT boot partition.

### Workbench ADF Files

Select the AmigaOS installation media. Multiple ADFs can be selected at once (Workbench + Extras + Fonts + Modules, etc.).

### Classic Amiga — Hardware Selection

Only visible when **Classic Amiga** is the active platform:

Field	Description	Example values
Machine	Amiga model	A500, A600, A1200, A2000, A3000, A4000, A4000T
Accelerator	Accelerator card (CPU)	None, 68030, 68040, 68060
RTG Graphics Card	RTG graphics card	None, Picasso II, Picasso IV, CyberVision 64, ZZ9000, ...
Network Card	Network card (SANA-II)	None, Ariadne, X-Surf 100, PCMCIA 3Com, ...

## 3.3 Card 2 — Configuration

[① Input](#)[⊕ Configuration](#)[⊕ Software](#)[⊕ Image & Build](#)

This card is divided into four subsections:

## Display

Setting	Description
Screen mode	RTG resolution (e.g. 1280×720, 1920×1080). For Classic without RTG: native modes (PAL/NTSC/HIRES)
WB Color depth	Workbench screen colour depth (4, 8, 16 or 32 bit)
Backdrop	Enable/disable desktop backdrop image
Icon set	GlowIcons or 4ColorIcons
P96 iComp archive	Optional Picasso96 archive from iComp (for Classic RTG cards)

**Note:** PiStorm always uses RTG (VideoCore). The resolution is written directly to `screenmode.prefs` and applied on first boot.

## FrameThrower (PiStorm only)

Setting	Description
Enable FrameThrower	Enable USB camera support
Mode	<b>Smooth</b> (bilinear) or <b>Integer</b> (pixel-perfect)
Autostart	Camera starts automatically after boot

## Network

Setting	Description
Network stack	<b>None</b> — no networking; <b>Roadshow</b> — TCP/IP stack (freeware version included; your own licence also works)
WiFi SSID / Password	Wireless credentials for PiStorm (WirelessManager)

## Transfer Folder

Optional folder on the Mac that is copied to a separate partition on the image at build time — useful for your own files and games.

## 3.4 Card 3 — Software

Optional software packages from Aminet, grouped by category:

Category	Packages (selection)
System	MUI 3.8, StackAttack, icon.library 46
Multimedia	AHI (audio driver), IMP3 (MP3 player), AmigaAMP, RiVA
Utilities	iGame (game launcher), TankMouse / HID2AMI (USB mouse)
Network	LumiFTP (FTP client), IBrowse (web browser), WHDLoad
Appearance	WBDock (Workbench dock), GlowIcons / 4ColorIcons

**Note:** Some packages have hidden dependencies (e.g. selecting AmigaAMP automatically pulls in *asyncio.library* and *mpega.library*). The selection handles this automatically.

### 3.5 Card 4 — Image & Build

#### Image Size

Presets: 8 GB, 32 GB, 64 GB, 128 GB, 256 GB, or custom. The app automatically subtracts a buffer so the image fits on a real SD card.

#### Starting the Build

- Build Image** — Creates the image file on disk
- Build & Write to SD** — Creates the image and writes it directly to the selected SD card

**Important:** Do not interrupt the build. A half-finished image will not boot. If something goes wrong, simply start the build again.

### 3.6 Settings (Cmd+,)

Setting	Description
Debug mode	Verbose log output (for bug reports)
Use UserFiles	Automatically include your own files from <code>~/Library/Application Support/Amiga-Imager/Assets/UserFiles/</code>
Floppy drive	Set up DF0: in the image
SD Card Size Reduction	Buffer per card size (default: 300–1500 MB)
PiStorm: Use Prereleases	Use Emu68 prerelease builds (important for PiStorm16)

Setting	Description
PiStorm: Boot Mode	Emu68 boot mode (Auto, FAT, RDB)

## 4 Platform: PiStorm / Emu68

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### 4.1 Requirements

- Amiga with a PiStorm module installed (PiStorm32Lite, PiStorm16, or classic PiStorm)
- Raspberry Pi 3 or 4 / CM4 on the PiStorm
- SD card (recommended: 32 GB or more, A1/A2 class)
- AmigaOS 3.2 Workbench + Extras + Fonts ADF files
- Kickstart ROM (compatible with the Amiga model)

**i Note:** Emu68 provides complete 68040 emulation — meaning it runs on any A500/A600/A1200 without a physical accelerator, as if a real 68040 were installed.

### 4.2 Step-by-Step Guide

- 1 Select platform:** Card 1 → **PiStorm / Emu68**
- 2 Select media:** Choose ADF files, Kickstart ROM, and output file path.
- 3 Screen mode:** Card 2 → Display → choose **Screen mode** (recommended: 1280×720 or matching your monitor).
- 4 Network:** Select **Roadshow**. For WiFi enter your SSID and password.
- 5 Software:** Card 3 → select desired packages (recommended: MUI, AHI, WBDock, iGame, WHDLoad).
- 6 Image size:** Card 4 → choose the card size (32 GB recommended to start).
- 7 Start build:** **Build & Write to SD** → select your SD card from the list. Build takes approximately 15–45 minutes.
- 8 Done:** Eject the SD card, insert it into the PiStorm, and power on the Amiga.

**i Note:** On first boot a setup routine runs automatically (OneTimeRun). The Amiga will reboot once — this is expected behaviour.

## 4.3 FrameThrower (USB Camera)

FrameThrower displays a live USB camera feed directly on the Amiga's RTG screen — a video digitiser for the modern era.

- 1 Card 2 → **FrameThrower** → enable  **Enable FrameThrower** .
- 2 Choose mode:  **Smooth** for soft scaling or  **Integer** for pixel-perfect output.
- 3 Connect the USB camera to the Raspberry Pi, then start the build and write to SD.
- 4 After boot: the camera starts automatically if  **Autostart** is enabled.

# 5 Platform: Classic Amiga

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## 5.1 Requirements

- A real Amiga (A500, A600, A1200, A2000, A3000, A4000 or A4000T)
- CF card or SD card with adapter (IDE→CF or PCMCIA→SD depending on model)
- AmigaOS 3.x ADF files and matching Kickstart ROM
- For RTG: a compatible P96 graphics card and optionally the iComp archive

**△ Important:** Classic Amiga images are created without a FAT boot partition. Kickstart comes from the ROM socket, not from the image.

## 5.2 Hardware Selection

### Machine

The Amiga model determines which options are available:

- **A1200** — built-in 68020, PCMCIA slot for NIC
- **A4000T** — built-in Zorro III bus, supports ZZ9000 and other high-end cards
- **A500/A600** — stock 68000, no RTG without expansion

### Accelerator

Option	Meaning
None	Stock CPU of the Amiga model

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Option	Meaning
68030	Accelerator card with 68030 (e.g. ACA630, Blizzard 1230, Terrible Fire 68030)
68040	Accelerator card with 68040 (e.g. Blizzard 1240)
68060	Accelerator card with 68060 (e.g. Blizzard 1260, TF1260)

### RTG Graphics Card

Supported cards: Picasso II/II+/IV, CyberVision 64/64-3D, Retina BLT, Spectrum, Piccolo, Piccolo SD64, A2410, Domino, Merlin, UAEGFX, ZZ9000.

**Note:** The correct Picasso96 driver is configured automatically for each RTG card.

### Network Card

Supported SANA-II drivers: Ariadne, Ariadne II, A2065, Hydra, X-Surf, X-Surf 100, EB920, LanRover, PCMCIA NE2000, PCMCIA 3Com.

## 5.3 Step-by-Step Guide

- Platform:** Card 1 → **Classic Amiga**
- Hardware:** Choose machine, accelerator, RTG card, and network card to match your hardware.
- Media:** Select Workbench ADF (and Modules ADF if upgrading KS 3.1), Kickstart ROM, and optionally the P96 iComp archive.
- Screen mode:** RTG mode (if a graphics card is selected) or native mode (PAL/NTSC).
- Network:** Select **Roadshow** (if a network card is present).
- Build and write** as for PiStorm — install the CF/SD card into the Amiga and power on.

# 6 Platform: MiSTer FPGA

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## 6.1 Requirements

- MiSTer FPGA with the Minimig core installed
- SD card for MiSTer (separate from the MiSTer system SD)

- AmigaOS 3.x ADF files

**Note:** MiSTer images are plain HDF files (no FAT boot partition). Kickstart is provided by the Minimig core.

## 6.2 Step-by-Step Guide

- 1 Platform:** Select .
- 2 RTG (optional):** Card 2 → enable *Enable UAEGFX RTG* (requires 68020 in the MiSTer OSD).
- 3 Network (optional):** Select Roadshow. MiSTer uses PPP over serial (UART). In the MiSTer OSD: UART Mode = PPP, Baud = 115200.
- 4** Start the build and copy the HDF file to the MiSTer SD card.

# 7 Test Protocol

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Please work through the following tests and record your results. When sending feedback, include the completed protocol (photo or transcription).

**△ Important:** Before each test session: enable Debug Mode in Settings ( `Cmd+,` → Debug mode). This produces detailed logs for diagnosis.

## 7.1 General Tests (all platforms)

#	Test	Expected Result	Pass?	Notes
A1	App launches and loads tools	No error; hst-imager / lha available	<input type="checkbox"/>	
A2	ADF detection: select Workbench ADF	AmigaOS version detected correctly	<input type="checkbox"/>	
A3	Build starts and shows progress	Progress bar advances, no crash	<input type="checkbox"/>	
A4	Build fails: missing ROM file	Clear error message, no crash	<input type="checkbox"/>	
A5	Build completes: image file present	Image file created with correct size	<input type="checkbox"/>	
A6	Build log auto-saved	Log file present in <code>~/Library/Logs/Amiga-Imager/</code>	<input type="checkbox"/>	
A7	Software packages: enable MUI + WBDock	Packages downloaded and installed	<input type="checkbox"/>	
A8	First boot of the image	Amiga boots, Workbench appears	<input type="checkbox"/>	
A9	Icon display: GlowIcons or 4ColorIcons	Colour icons visible on Workbench	<input type="checkbox"/>	

## 7.2 PiStorm-specific Tests

#	Test	Expected Result	Pass?	Notes
P1	Boot in RTG mode (1280×720)	Workbench in RTG resolution, no black screen	<input type="checkbox"/>	
P2	Different screen mode (e.g. 1920×1080)	Correct resolution after first boot	<input type="checkbox"/>	
P3	Open HDToolBox	Shows correct <code>brcm-emmc.device</code> (Pi4/CM4) or <code>brcm-sdhc.device</code> (Pi3)	<input type="checkbox"/>	
P4	Network: test genet/Ethernet	IP address obtained, ping works	<input type="checkbox"/>	
P5	Network: WiFi (WirelessManager)	Connects with entered SSID/password	<input type="checkbox"/>	
P6	Backdrop image	Resolution-matched backdrop visible on Workbench	<input type="checkbox"/>	
P7	Launch WHDLoad	WHDLoad v20.0 with no nag screen	<input type="checkbox"/>	
P8	Open iGame	iGame launches, WBDock entry present	<input type="checkbox"/>	
P9	AmigaAMP: play MP3 file	Audio playback works	<input type="checkbox"/>	
P10	IBrowse: open browser	IBrowse launches, bookmarks present	<input type="checkbox"/>	
P11	FrameThrower: enable camera	Camera image appears on screen	<input type="checkbox"/>	
P12	Prerelease build: Emu68 v1.1.x	Settings → PiStorm: Use Prereleases on, start build, check log	<input type="checkbox"/>	

### 7.3 Classic Amiga-specific Tests

#	Test	Expected Result	Pass?	Notes
C1	Boot without accelerator (stock CPU)	Amiga boots into Workbench	<input type="checkbox"/>	
C2	Boot with accelerator (68030/040/060)	ShowConfig shows correct CPU type	<input type="checkbox"/>	
C3	A500 + Terrible Fire 68030	Amiga boots into Workbench, CPU type recognised correctly	<input type="checkbox"/>	
C4	KS 3.1 → OS 3.2 ROMUPDATE	On KS 3.1 hardware: OS 3.2 loads after ROM update	<input type="checkbox"/>	

#	Test	Expected Result	Pass?	Notes
C5	RTG card: open P96Prefs	Correct RTG card shown with available modes	<input type="checkbox"/>	
C6	Start RTG mode	Workbench switches to RTG resolution	<input type="checkbox"/>	
C7	Network card: test Roadshow	IP address obtained via DHCP	<input type="checkbox"/>	
C8	PCMCIA NIC (A1200): cnetdevice/3c589	Card recognised, DHCP successful	<input type="checkbox"/>	
C9	Open HDToolBox	Shows correct <code>scsi.device</code>	<input type="checkbox"/>	

## 7.4 Software Packages

Package	What to test	Pass?
MUI 3.8	MUI-based apps (iGame, LumiFTP etc.) launch without error	<input type="checkbox"/>
AHI	Open AHI Prefs, test audio output	<input type="checkbox"/>
WBDock	Dock appears on Workbench with icons	<input type="checkbox"/>
iGame	Open iGame, launch a WHDLoad game	<input type="checkbox"/>
WHDLoad	Launch game via WHDLoad, no nag screen	<input type="checkbox"/>
IBrowse	Load a website (with network), check bookmarks	<input type="checkbox"/>
LumiFTP	Connect to an FTP server	<input type="checkbox"/>
AmigaAMP	Play an MP3 file	<input type="checkbox"/>
RiVA	Play a video file (68040+ only)	<input type="checkbox"/>
StackAttack	Present in SYS:C, no crash at boot	<input type="checkbox"/>

# 8 Troubleshooting

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## 8.1 Build Problems

### ✗ "hst-imager not found"

- Click `Install / Retry` in the app.
- Check your internet connection.
- Settings → `Show Folder` → verify `hst-imager` is in the tools folder.

### ✗ Build aborts with an error

- **Enable Debug Mode** (Cmd+, → Debug mode) and run the build again.
- The log file is saved automatically to `~/Library/Logs/Amiga-Imager/`.
- Common causes: wrong ADF files, missing ROM file, SD card too small.

### ✗ MUI not installed correctly

- Fixed in v0.81/v0.82. If this still occurs please report it as a bug with the log.
- Workaround: restart the build; confirm MUI is checked in Card 3 → Software.

### ✗ "No space left on device" when writing

- Settings → SD Card Size Reduction → increase the value for your card size (e.g. from 1000 to 1500 MB).
- Or choose a smaller image size (e.g. 32 GB instead of 64 GB).

### ✗ ADF detection fails

- Select the AmigaOS version manually from the dropdown.
- ADF filenames should include the version number (e.g. `Workbench3.2.adf`).

## 8.2 Boot Problems

### ✗ Amiga does not boot (black screen)

- **PiStorm:** SD card seated correctly? Check the Emu68 log on the FAT partition (`emu68.log`).
- **Classic:** ROM in the correct socket? CF/SD card partitioned correctly?
- Try a different screen mode and rebuild (e.g. 1280×720 instead of 1920×1080).

### **X Amiga boots but no RTG / wrong screen mode**

- Check that the monitor supports the chosen resolution.
- Try a lower resolution (800×600 or 1024×768).
- **PiStorm:** Is `DEVS:Monitors/Videocore` present? Rebuild if not.
- In P96Prefs verify that the graphics card is detected correctly.

### **X Guru Meditation on first boot**

- **Error 8700 xxxx** — on Classic with KS 3.1: Modules ADF missing or wrong. Add the Modules ADF in Card 1 and rebuild.
- Other startup errors: check the build log and send feedback.

### **X Workbench starts but icons missing or wrong**

- GlowIcons/4ColorIcons enabled? Check Card 2 → Display → Icon set.
- Rebuild with the icon set explicitly selected.

## **8.3 Network Problems**

### **X Roadshow does not start / no IP address**

- Check the cable connection (LAN cable to genet / Ethernet adapter).
- **Classic A600:** PCMCIA card properly seated?
- **PiStorm:** genet driver loaded? Try `AddNetInterface genet` in the Amiga Shell.
- Is there a DHCP server on the network? Test with a static IP if not.

### **X WiFi will not connect (PiStorm)**

- Double-check SSID and password (case-sensitive).
- Use a 2.4 GHz network (Pi 3/4 does not support 5 GHz).
- Is the WiFi network using WPA2? WPA3 is not supported.

## **8.4 Software Packages**

### **X MUI error when launching an application**

- Enable MUI 3.8 in Card 3 → Software and rebuild.
- Verify that MCC libraries are installed (iGame requires them).

### **X AmigaAMP launches but no sound**

- Is the AHI package selected in Software?
- Open AHI Prefs and configure the audio output.
- On PiStorm: set AudioMode to PAULA or AHI.

### ✗ WHDLoad shows a nag screen

- This should not happen (v20.0 no longer requires registration).
- Verify the WHDLoad version: `VERSION WHDLoad` in the Shell. Must be v20.0.
- Please report as a bug!

### ✗ IBrowse opens but no bookmarks

- IBrowse creates its default bookmarks on first launch.
- If no bookmarks appear: please report as a bug with a screenshot.

## 9 Submitting Feedback

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Your feedback is invaluable! When reporting a problem, please include the following:

### Always include

- **macOS version** (Apple menu → About This Mac)
- **Amiga model and configuration** (e.g. A1200 + TF1260)
- **Platform and settings** (screenshot of the app configuration)
- **What happened** (exact description of the problem)
- **What was expected**

### Include the log file (very important!)

The log file contains full details of the build process. From v0.80 onwards it is saved automatically:

```
~/Library/Logs/Amiga-Imager/amigaimager-DATE_TIME.log
```

In Finder: *Go* → *Go to Folder...* → `~/Library/Logs/Amiga-Imager/` → select the most recent file.

✓ **Tip:** Enable Debug Mode (Cmd+, → Debug mode) *before* starting the failing build — this produces a much more detailed log.

### Feedback checklist

Test protocol completed (pages 9–10 of this document)

Log file from `~/Library/Logs/Amiga-Imager/` attached

macOS version noted

Amiga configuration described

Screenshots of error messages or unexpected behaviour

For boot problems: photo of the Amiga screen