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Mac-on-Mac

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Author	Message
<p>killeen Newbie</p> <p></p> <p>Last Visit: 16 Dec 2005 Posts: 3 Location: Austria</p>	<p>Posted: Wed Dec 14, 2005 10:40 am quote ↑</p> <hr/> <p>Just download Cocktail from versiontracker. With Cocktail you can make the invisible System files visible and rename them with a dot in front.</p> <hr/> <p>in a world without walls and fences - who needs Windows and Gates ?</p> <p>profile pm aim</p>
<p>Glendalough Newbie</p> <p></p> <p>Last Visit: 19 Dec 2005 Posts: 8</p>	<p>Posted: Wed Dec 14, 2005 5:28 pm quote ↑</p> <hr/> <p>Thanks EVERYONE for the help! Thanks for explaining about the dot, glad to get that behind...Got TinkerTool and Cocktail, great tools!</p> <hr/> <p>Still haven't got Sheepshaver to fire up yet though, get a split second black screen...this when the prefs are NOT in right place (?)</p> <hr/> <p>Think I don't have the right rom, copied the one from system 9 on this machine (G3 iBook). Have an 8.6 disc, would the rom on this do? Thought I read somewhere this would be OK?</p> <hr/> <p>If not, will try to follow instructions above, back farther in this thread.</p> <p>profile pm www</p>

<p>usingpond iVeteran</p> <p></p>	<p>Posted: Wed Dec 14, 2005 5:29 pm</p> <hr/> <p>So can Sheepshaver emulate the graphics chip or what as you some of you might remember from way back, I' way to play X-Wing on my iBook. It doesn't work on cla</p>
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old 3-D games.

I AM USING THE INTERNET

Last edited by usingpond on Wed Dec 14, 2005 5:37 pm; edited 1 time in total

Last Visit: 18 Dec 2005
Posts: 322
Location: Brooklyn, NY

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killeen
Newbie



Posted: Wed Dec 14, 2005 5:37 pm

[quote](#) [↑](#)

You will need the rom, which is included in this update here:

<http://www.versiontracker.com/dyn/moreinfo/macos/362>

Last Visit: 16 Dec 2005
Posts: 3
Location: Austria

extract it with TomeViewer.

This worked for me

in a world without walls and fences -
who needs Windows and Gates ?

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Glendalough
Newbie



Posted: Wed Dec 14, 2005 6:18 pm

[quote](#) [↑](#)

I got the rom as you said, it seems pretty much identical with the one on the 8.6 disc.....

Last Visit: 19 Dec 2005
Posts: 8

Still no luck. Wonder if the Sheepshaver application should be run from the app. folder and not the desktop as I'm doing?...always run BasiliskII from the desktop though...

Actually trying to use the Basilisk starterdisk 7.5.3 to start this up but will try to put an 8.6 image up now....

Maybe should check real carefully the paths in the pref file....

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Glendalough
Newbie



Last Visit: 19 Dec 2005
Posts: 8

Posted: Wed Dec 14, 2005 7:28 pm

Some luck, Thanks for all the Help!

It's starting up now OK and boots up on the disk, but th says error and asks if I want a report, something about continues to boot but then the screen gets huge, twice t out of focus.....

Running 10.3.9 and Sheepshaver is 2.3

Have no trouble with running any programs on this lapt ones....can't work it out, enclose prefs:

```
rom /Applications/SheepShaver/Mac OS Rom 1.6.ROM
disk /Applications/SheepShaver/OS 8.6 US.img
extfs /Applications/SheepShaver/Share
screen fbdev/800/600
bootdrive 0
bootdriver 0
ramsize 67108864
frameskip 6
gfxaccel true
nocdrom false
nonet false
ether slirp
nosound true
nogui true
ignoresegv true
jit false
keycodes true
keycodefile /Applications/SheepShaver/keycodes.sdl
```

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www

L66

iVeteran



Last Visit: 18 Dec 2005

Posts: 919

Posted: Wed Dec 14, 2005 8:13 pm

I just tried something with sheepshaver and had screen mainly the problem of a totally distorted screen after an switch.

Since it didn't happen with extensions off and I had not Sound pref file yet (OS 8.5) the only possible option was SheepShaver. Starting with extensions off and turning on SystemAV extension solved the problem temporarily. After "windowmodes" value to "4" and strangely everything worked after putting back the SystemAV extension. A "windowmodes" allows a maximum resolution of 1024x768. You haven't the x11 screen option defined though, but that one isn't mentioned in the readme.

So, fire up a terminal, make a backup of your prefs and run:
cp ~/.sheepshaver_prefs ~/sheepprefsbackup
nano ~/.sheepshaver_prefs

Here are mine, but I'm on OS 10.4.3. Sorry for the long paths, but I hate to make a partition for OS X because it is one big partition and I want to even come near my organized files.

Code:

```
rom /Users/someone/Library/Application\
Support/Sheepshaver/MacOSROM1.6.rom
disk /Volumes/Applications\ \ (OS\ 9\)/System\
Folder/SheepshaverHD.img
extfs /Users/someone/Desktop
windowmodes 4
screenmodes 0
bootdrive 0
bootdriver 0
ramsize 67108864
frameskip 1
gfxaccel true
```

```

nocdrom false
nonet false
nosound true
nogui true
ignoresegv false
jit false
keycodes true
keycodefile /Users/someone/Library/Application\
Support/Sheepshaver/keycodes.sdl

```

I'm going to test some more. For now, sheepshaver panics on Quicktime 3.0 or the 'startup disk' control panel. I have yet to see the QuickDraw acceleration work on OS X (but I doubt it) and I have to make some extra settings for sound I'm afraid. If someone already figured out how to enable it please let me know.

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Glendalough
Newbie



Posted: Wed Dec 14, 2005 8:55 pm

[quote](#) [↑](#)

It's doing the exact same thing with these preferences:

Last Visit: 19 Dec 2005
Posts: 8

```

rom /Applications/SheepShaver/Mac OS Rom 1.6.ROM
disk /Applications/SheepShaver/OS 8.6 US.img
extfs /Applications/SheepShaver/Share
windowmodes 4
screen fbdev/800/600
bootdrive 0
bootdriver 0
ramsize 67108864
frameskip 1
gfxaccel true
nocdrom false
nonet false

nosound true
nogui true
ignoresegv true
jit false
keycodes true
keycodefile /Applications/SheepShaver/keycodes.sdl

```

Really beginning to think that it's 10.3.9 doing this, wonder if a slightly older version would work?

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L66
iVeteran



Posted: Thu Dec 15, 2005 7:39 pm

Your config does work here.

Something is amiss though:



Last Visit: 18 Dec 2005
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rom /Applications/SheepShaver/Mac OS Rom 1.6.ROM
disk /Applications/SheepShaver/OS 8.6 US.img

These links are not correct. It is unlikely you got some results with these, so I assume you have configured them right in the actual file.

Correct links:

rom /Applications/SheepShaver/Mac\ OS\ Rom\ 1.6.ROM
disk /Applications/SheepShaver/OS\ 8.6\ US.img

Anyway, I get the same crash notification immediately at boot as you do. Clicking it away is no problem.

Try to boot the Mac OS without extensions by holding the 'shift' key and repeatedly clicking on the window to prevent the stupid error message from messing up. I had screen problems at first too, maybe the Mac OS tries to switch to a weird resolution.

If a boot without extensions works you can try deleting the monitor & sound prefs (or whatever they're called in OS 9) if they exist (probably not) or try to set your emulated screen at 1024x768 by adding "windowmodes 4" and removing the screen fbdev option or vica versa.

Hope that works. Here SheepShaver is rather useless with OS 8.6. It freezes up often. Marathon 1 does work though, Quicktime does not. You could try using the Mac OS ROM image of the 8.6 install you're using with SheepShaver if you want to get OS 8.6 stable afterwards. I'm trying OS 9 first.

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Glendalough
Newbie



Last Visit: 19 Dec 2005
Posts: 8

Posted: Fri Dec 16, 2005 9:46 am

Thanks again for all the help!

Just 3 more questions please if anyone has the time.

Managed to get Sheepshaver going pretty well. There's a message that comes up when it boots saying it "unexpected" though it continues to run fine. Think there must be something either OS 10.3.9 or implementation of video card (?)

But I don't think it would have started except that I swapped version for the one before. This started up the first time white, a pretty frightening though sublime experience. Eventually preferences and tuning off extensions managed to bring colour, than changed back to most recent version. By then begin to gather strength and finally now wrks fine -up to path is right, changing the prefs doesn't seem to have a only works in Windows?)

3 Questions:

1.Find that BasiliskII really runs better, is more snappy than this. This is to be expected? Others experience the same?

2.Does Mac-On-Mac perform better or worse than Sheep

3.And finally (THANKS FOR THE LINK), that version of -l

farther back in this thread, does this really work on a Macintosh?

P.S. -iVeteran

Interesting you get the same crash notification. Good idea about trying the ROM from the 8.6 install. Found that 8.6 stopped freezing so much after being restarted a few times, seems to strengthen the system. Put up the memory for some of the programs, mostly graphic stuff I do, and this helped them run better.

Not really interested on OS9, as can use it in Classic, feel it's a bit like a bloated 8.6.

8.1 is the system would really like to see! Feel the jump from 7.5 to 8 was a sort of a quantum leap....This would run on Sheepshaver? Would it go on BasiliskII? Not too clear about the Old and New, PPC and Before Divide (HFS ???).

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Em
The Site's Man



Posted: Fri Dec 16, 2005 12:05 pm

[quote](#) [↑](#)

Someone feel like adding a SheepShaver section to the Wiki? Sounds like it would be a valuable resource.

Quote:

Maintainer of emulation.net -- the *other* Mac Emulation site.

Last Visit: 16 Dec 2005
Posts: 1122
Location: Igloo

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L66
iVeteran



Last Visit: 18 Dec 2005
Posts: 919

Posted: Fri Dec 16, 2005 1:12 pm

Glendalough wrote:

But I don't think it would have started except that I the present version for the one before. This started in just black and white, a pretty frightening though experience. By changing the preferences and tuning managed to bring it up to 100s of colour, than char most recent version. By restarting a few times it be strength and finally now wrks fine -up to millions. (right, changing the prefs doesn't seem to have any this only works in Windows?)

The prefs do have at least *some* effect, but the Mac OS file is able to override things (~/.sheepshaver_nvram) and with sheepshaver (?).

Glendalough wrote:

1. Find that BasiliskII really runs better, is more snappy SheepShaver, This is to be expected? Others exper

I don't know for sure, I haven't been able to do much without crashing SheepShaver yet. It seems that Marathon runs full speed, that was certainly not the case with Basilisk. Other than that I have no idea. Basilisk emulates an 68K machine while SS doesn't emulate anything. Basilisk could have a faster drawing engine or something like that though.

Glendalough wrote:

2.Does Mac-On-Mac perform better or worse than SheepShaver?

I never got it to work normally. MoM will run on OS 10.3.9, 10.4 is unsupported. On Linux I was able to get OS X to boot (installing MoL on Linux is a real, real pain. I'll NEVER recommend it to anyone without too much free time), but since X11 refuses to do any 2D/3D acceleration on my ATI card it was sluggish.

Glendalough wrote:

3.And finally (THANKS FOR THE LINK), that version of -BasiliskII with Sound- farther back in this thread, does this really work on a Macintosh?

Yes, I have it working here.

Glendalough wrote:

Interesting you get the same crash notification. Good idea about trying the ROM from the 8.6 install. Found that 8.6 stopped freezing so much after being restarted a few times, seems to strengthen the system. Put up the memory for some of the programs, mostly graphic stuff I do, and this helped them run better.

After fiddling with some extensions and modes the correct settings are made in the PRAM and prefs. That explains the need for some restarts 😞.

I still have a black PowerMac 5500. Works like a charm with PS 6 and Illustrator 8 and a nice Wacom tablet. Adobe CS 2 definitely feels slower on a G4. What do you want to run so badly on OS 8?

Glendalough wrote:

Not really interested on OS9, as can use it in Classic, feel it's a bit like a bloated 8.6.

That's true. It is very likely that's the best supported SS system though. With OS 9.1 (or 9.2) and up Apple dropped support for compressed resource forks, so if you have old apps you know of they have compressed resource forks or suddenly stopped working after a 9.x update you should try OS 9.0.4.

Glendalough wrote:

8.1 is the system would really like to see! Feel the jump from 7.5 to 8 was a sort of a quantum leap....This would run on Sheepshaver? Would it go on BasiliskII? Not too clear about the Old and New, PPC and Before Divide (HFS ???).

OS 8.1 was the last OS that would run on 68K machines. With a Quadra ROM and an emulated 68040 processor you should be able to run it just fine with Basilisk II.

OS 8.1 ran on the first generation iMac as well, and it will most likely run in

SheepShaver.

I'm going to dump an iMac ROM and see what it does in combination with OS 8.x.

EDIT: OK, that didn't work. Logical, forgot SS needs a PCI ROM. The 1st iMac uses an AGP bus for the Rage II. Strange enough the OS 8.6 ROM didn't work here either, it just gave a black screen. &*(!.

Em wrote:

Someone feel like adding a SheepShaver section to the Wiki? Sounds like it would be a valuable resource.

It sure would be. But I'm afraid the info we have now is too little, too vague and too complicated. Ah well, it's better as nothing at all.

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Jetboy
Staff



Posted: Fri Dec 16, 2005 5:00 pm

[quote](#)



My belief is that OS 8.1 did not officially work on 68k machines and you had to trick it into doing so?

Last Visit: 18 Dec 2005
Posts: 289

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Glendalough
Newbie



Last Visit: 19 Dec 2005
Posts: 8

Posted: Sat Dec 17, 2005 9:17 am

Interesting about that invisible PRAM file, was wonderin

Because of the start up problems, I Couldn't get the pro through SS, so started up initially on a Disc image (OS in Classic). Maybe try to boot from the OS CD disc with thi and make another install, see if this gives better or wor

The worst thing about SS and 8.6 here is that opening fi doesn't always work, the interface response doesn't see the keyboard responses are lightning fast (well, relative things, like say, the magnifying glass in a graphics prog properly, are delayed...

The Quicktime is definitely not working, tries to hook to freezes, though last time it pulled out it, but it opens file picture-viewer the error says a "suitable decompressor

About OS 8.1, mostly just interested in the design aspect nature of the interface. Want to recreate the separate w 8.6. It's the only OS I don't have at present, actually ha dumped it...

Like Illustrator 8 + PS5 best, don't care too much for the someday, use some high performance emulator, rather

Classic.

BasliskII boots up pretty much instantly on a G5, only most of the graphic applications from this (7.5) era are of historical interest only, though they must have been amazing at the time....

Just one last question, if anyone has time, Could memory be doubled:

ramsize 67108864

This my present reading, (64mg. ?). If I double this number will it equal 128, or is this not going to work for some reason?

P.S.

Historically speaking about formatting, Where does HFS come in, Mac extended and Mac standard ?

profile

pm

www



Last Visit: 18 Dec 2005
Posts: 919

Posted: Sat Dec 17, 2005 8:57 pm

quote



64 MB = (x1024) 65536 KB = (x1024) 67108864 Bytes 😊

Now you know where that cryptic number comes from, yes, doubling the number will give the emulated OS 128 MB RAM.

I have the same problem with QT. It can crash, or it opens and gives me that "suitable decompressor could not be found" error as well. Installing a fresh OS 8.6 will not change anything I'm afraid...

I do have most Mac OSses installed here. OS 6 is just damn fast on an 8 MHz SE. I didn't like OS 8 at first (ugly and slow platinum) but OS 8.1 is the OS I use on the old PPCs. On a G3 (upgrade?) OS 8.6 is my choice. Faster as OS 9.2.2 and way more stable, if you dump IE that is.

To speed up the interface in the emulator, you should disable the "Apple Menu Options" control panel. It replaces most menu code in the system with 68K code. Apple never updated it. Other extensions that replace interface related PPC code with 68K code:

- QuickTime 3.0 (yeah, I should have figured that out earlier, I just thought about it now. QT 3 is almost entirely written in 68K code and is said to patch some native Quickdraw code with 68K code as well...). Upgrade to 4 or 5.
- The QT 3 Sound Manager
- Video Startup
- Date & Time

Seems the page I got this from still lives, read for yourself:

<http://www.lowendmac.com/tech/code.shtml>

Anything messing with the interface or Quickdraw can cause problems with SS since it probably hooks into Quickdraw (acceleration) somehow...

That's why I wanted to test OS 9. Still haven't done that though.

profile

pm

Glendalough
Newbie



Last Visit: 19 Dec 2005
Posts: 8

Posted: Mon Dec 19, 2005 9:34 am

quote



Thanks for all the info....

Put on QT 4, still getting "suitable decompressor could not be found" error.

Think SheepShaver needs a bit more updating, work to pull it together. It must be more than 75 per cent on track, but think there is some conflict with its redraw and video card capabilities -or something like that anyway. Know from 3D work that the slightest conflict with video card, drivers etc. can cause most unexpected and unpredictable mayhem....

Think I'll go onto trying to get BasiliskII going with sound.....

L66 wrote:

I do have most Mac OSses installed here. OS 6 is just damn fast on an 8 MHz SE. I didn't like OS 8 at first (ugly and slow platinum) but OS 8.1 is the OS I use on the old PPCs. On a G3 (upgrade?) OS 8.6 is my choice. Faster as OS 9.2.2 and way more stable, if you dump IE that is.

I think its the appearance of the platinum (ugly) thing thats slightly fascinating about 8.1.....a sort of exaggeration of earlier ideas, some right and some very wrong.....

But in contrast, 7.5 is so simple and elegant. About 6, (serious minimalism) I don't know too much -it appears to be on just 2 discs? Could never get the "multifinder" application switcher thing to work (whatever the hell they called it). I wonder, this would work in BasiliskII?

Think I ran it in that MiniMac emulator, and that was a low resolution what-you-see-you-don't-get experience....

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