TOCVIS v0.4 Release

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Introduction

TocVIS is a third party boot application for the Sega Dreamcast. It's purpose is to make using the SWAN-SD and the Broadband Adapter easier for the end user. It also adds support for the Hard Drive and the GD-ROM drive.

So, what does it do initially?

- Support has been added, now you can use cheats even while playing games from the SWAN-SD.
- Support for launching homebrew DLF files stored on an integrated hard drive.
- Support for launching homebrew DLF files stored on a standalone hard drive.
- Support for launching boot games stored on an integrated hard drive.
- Support for launching boot games stored on a standalone hard drive.
- Support for selecting your own wallpaper for the TocVIS GUI.
- Support for selecting your own font for the TocVIS GUI (Currently on select files, a font converter will be released soon to convert your own fonts to the TocVIS font format).
- Support for selecting your own GUI skin for the TocVIS GUI (Currently on select files, a skin converter will be released soon to convert your own skins to the TocVIS format).
- Support for playing games from the HDD that have been knocked. Games such as Sonic Adventure, Sonic Adventure 2 and Crazy Taxi.
- Support for playing games from the HDD that have been cracked.
- Many other miscellaneous changes and fixes.

Also, the Broadband Adapter and the integrated PTT server are now booted directly in to the TocVIS GUI. This means that the Broadband Adapter and the PTT server included in the initial release of TocVIS is no longer required.

TocVIS Network Set

OS Features:

- Support for games directly from IL - ZR - HDD. This builds on decrypted loading times and adds support for games that require the decryption of the IP.BIN and 1ST_READ.BIN.
- Support for launching homebrew DLF files stored on an integrated hard drive.
- Support for launching homebrew DLF files stored on a standalone hard drive.
- Support for launching boot games stored on an integrated hard drive.
- Support for launching boot games stored on a standalone hard drive.
- Support for selecting your own wallpaper for the TocVIS GUI.
- Support for selecting your own font for the TocVIS GUI (Currently on select files, a font converter will be released soon to convert your own fonts to the TocVIS font format).
- Support for selecting your own GUI skin for the TocVIS GUI (Currently on select files, a skin converter will be released soon to convert your own skins to the TocVIS format).
- Support for playing games from the HDD that have been knocked. Games such as Sonic Adventure, Sonic Adventure 2 and Crazy Taxi.
- Support for playing games from the HDD that have been cracked.
- Many other miscellaneous changes and fixes.

Broadband Adapter Support:

- Integrated PPP server.
- The ability to transmit data via compatible serial ports at custom rate, dependent from mode of operation.
- Some custom which we know you'll love!

Detailed Feature Overview

TocVIS

TocVIS is the main application that is presented with the main menu which lets you navigate through the various options.

- Boot Games from the HDD - Boot games that are directly stored in the CDFS drive. This can be a CDDA game, PC or DC data.
- Integrated Hard Drive - Boot homebrew applications stored on the integrated hard drive.
- Standalone DLF launcher - Boot homebrew applications stored on the standalone hard drive.
- Bootstrap GUI - Access to the settings screen and the ability to change the bootstrap to suit the OS and ROM combination you are booting from.

The controller mapping for the TocVIS main screen is as follows:

UP/DOWN	Move selection
A	Select highlighted selection
B	Change the selected item
L/R	Scroll through pages
Triggers	Control pan, when applicable for selected game. (Triple tap - Resets pan to default position)

The controller mapping for the onscreen keyboard is as follows:

A	Select selection
B	Delete last character
X	Move cursor to the LEFT by one
Y	Move cursor right
L	Move cursor to start
R	Move cursor to end
START	Move cursor to the NEXT key
Z	Shortcut to "Shift" key

Boot Games from the HDD

Using TocVIS you can install and run games directly from an IDE HDD connected to your PSU. Games that are supported are CDDA games, PC data and DC data. Games that require decryption of the IP.BIN and 1ST_READ.BIN are also supported.

To install a game, an Dreamcast Linux device drive will be installed initially to the game partition.

Once installed, the game can be booted. Once booted, you can change the cheats and activate them from the in game menu. Cheats can be manually added into the cheat.txt file, which is stored in the root directory of the game. Cheats can be found from a number of sources, such as GameHacking.org. Cheats are stored in the following format: [Cheat Name] [Cheat Code]. Each cheat must be on a new line. Cheats can be activated from the in game menu by pressing the Z button. Cheats can be activated and deactivated as required. Multiple cheats can be activated at the same time. Cheats can be activated and deactivated as many times as required. Cheats will not affect saves in any way, so you can use cheats to help you get past a difficult section of the game, then deactivate the cheat and continue playing the game as normal.

Each game must have a mode pre-selected and selected with it. Entering the render mode is also highly recommended. Failure to do so may result in the game not booting correctly. Some games may require a specific video mode to be selected. Please refer to the game's manual for more information. Some games may require a specific region to be selected. Please refer to the game's manual for more information. If you're unsure of what region to select, then select "Unknown". Some games may require a specific peripheral to be selected. Please refer to the game's manual for more information.

Integrated Hard Drive

Using the integrated hard drive, you can boot homebrew applications stored from TocVIS. Applications must be stored in the root directory of the hard drive and must be stored in a supported format. The root directory is searched for applications that are supported by TocVIS. Applications must be stored in a supported format. You can force the database to be saved to the memory card by pressing the Y button on the controller. This will save the database to the memory card in slot 1.

Standalone DLF launcher

Using the standalone DLF launcher, you can boot homebrew applications stored from TocVIS. Applications must be stored in the root directory of the hard drive and must be stored in a supported format. The root directory is searched for applications that are supported by TocVIS. Applications must be stored in a supported format. You can force the database to be saved to the memory card by pressing the Y button on the controller. This will save the database to the memory card in slot 1.

File Browser

Controls from the Game Of Life can be accessed. B7 files and installation scripts (INSTALL.CNF) are supported. Files can be copied, moved, renamed and deleted. Directories can be created, renamed and deleted.

Pre-action Fade Out

Pre-action fade out is a feature that is available when booting a game. It's purpose is to fade out the middle screen that instead of showing an IP.BIN that's loading. This is useful for those who don't want to see the loading screen when booting a game. Pre-action fade out is supported when booting from the integrated hard drive, standalone hard drive and GD-ROM drive.

Bootstrap GUI

The Bootstrap GUI is accessible by pressing the Z button on the main menu. It's purpose is to allow the user to change the bootstrap to suit the OS and ROM combination you are booting from. Currently, the following bootstraps are supported:

- Dreamcast Linux device drive (Default)
- Dreamcast Linux device drive (Alternative)
- Dreamcast Linux device drive (Alternative 2)
- Dreamcast Linux device drive (Alternative 3)
- Dreamcast Linux device drive (Alternative 4)
- Dreamcast Linux device drive (Alternative 5)
- Dreamcast Linux device drive (Alternative 6)
- Dreamcast Linux device drive (Alternative 7)
- Dreamcast Linux device drive (Alternative 8)
- Dreamcast Linux device drive (Alternative 9)
- Dreamcast Linux device drive (Alternative 10)
- Dreamcast Linux device drive (Alternative 11)
- Dreamcast Linux device drive (Alternative 12)
- Dreamcast Linux device drive (Alternative 13)
- Dreamcast Linux device drive (Alternative 14)
- Dreamcast Linux device drive (Alternative 15)
- Dreamcast Linux device drive (Alternative 16)
- Dreamcast Linux device drive (Alternative 17)
- Dreamcast Linux device drive (Alternative 18)
- Dreamcast Linux device drive (Alternative 19)
- Dreamcast Linux device drive (Alternative 20)
- Dreamcast Linux device drive (Alternative 21)
- Dreamcast Linux device drive (Alternative 22)
- Dreamcast Linux device drive (Alternative 23)
- Dreamcast Linux device drive (Alternative 24)
- Dreamcast Linux device drive (Alternative 25)
- Dreamcast Linux device drive (Alternative 26)
- Dreamcast Linux device drive (Alternative 27)
- Dreamcast Linux device drive (Alternative 28)
- Dreamcast Linux device drive (Alternative 29)
- Dreamcast Linux device drive (Alternative 30)
- Dreamcast Linux device drive (Alternative 31)
- Dreamcast Linux device drive (Alternative 32)

HDD partition format information - ALL READ!

TocVIS supports a number of different partition formats for the integrated hard drive. TocVIS supports games that are stored using the Core Electronics IDE Extreme partitioned format, the Dreamcast Linux partitioned format and the Dreamcast Linux device drive partitioned format. Games that require decryption of the IP.BIN and 1ST_READ.BIN are also supported