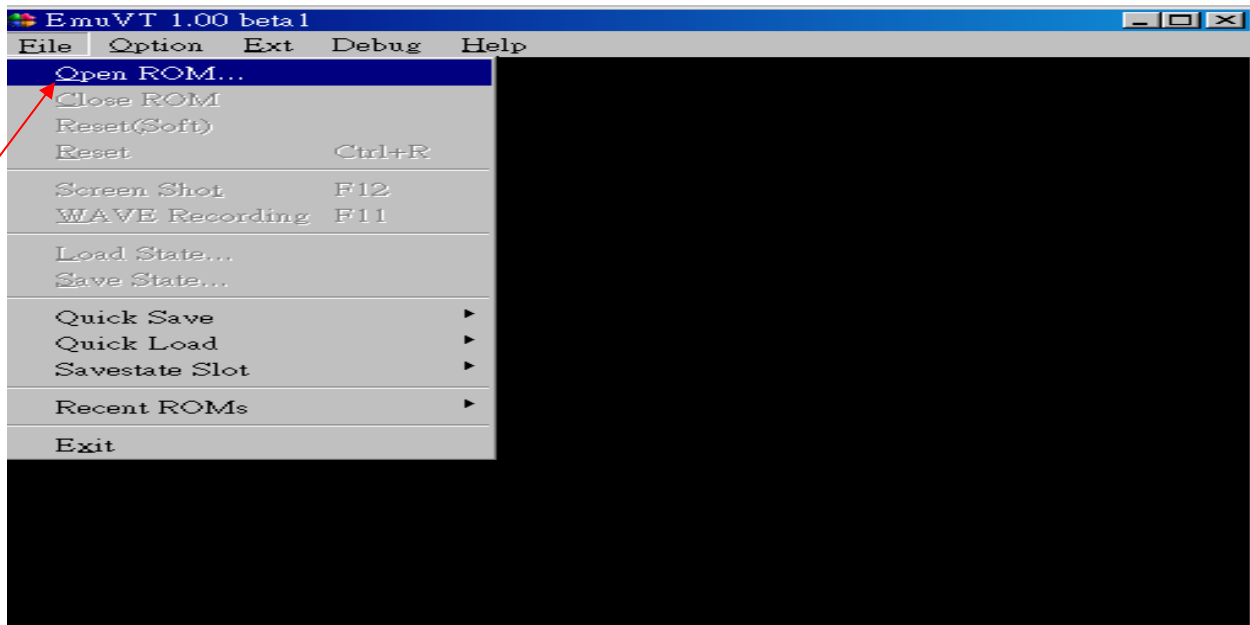
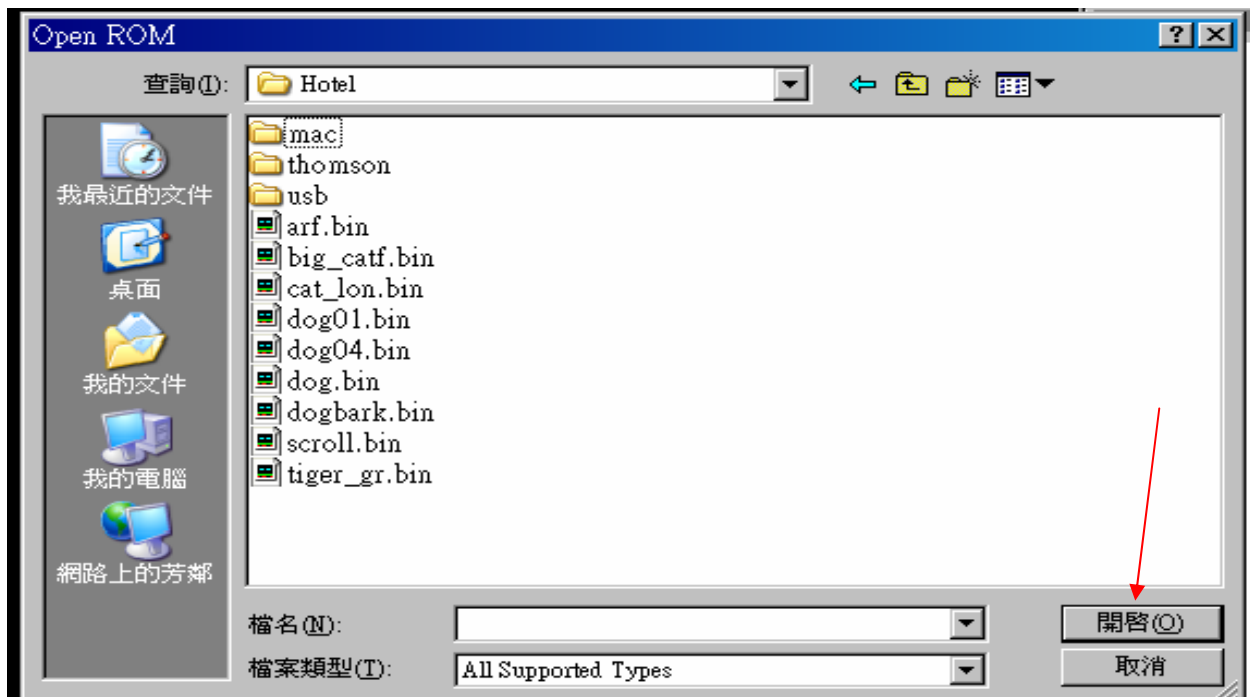


- 1>. Extract the EmuVT.rar to your disk.
- 2>. When you extract the EmuVT.rar later then you can click on EmuVT.exe to operate this tool.
- 3>. Please use the mouse to choose the File/Open ROM item to open your program.



----When you choose Open ROM then it will appear the window as below. You can use the mouse to choose the disk which your program location.



---When you choose your program later and click on the "Open" button then it will appear the display as below. It means that your program has been downloaded to this system.



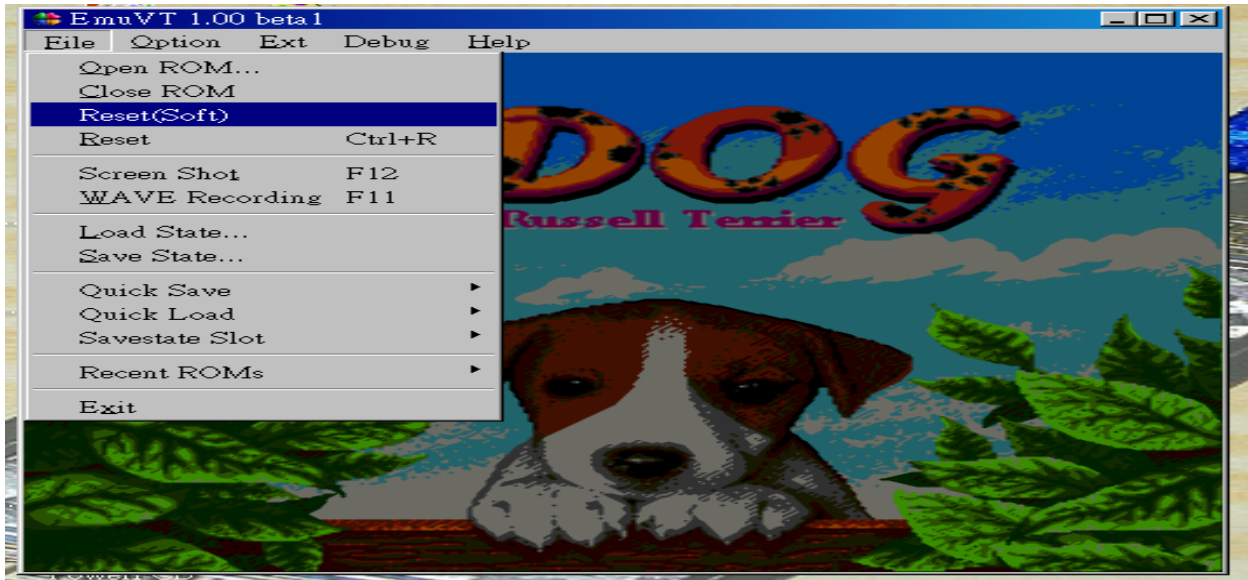
4>. You can use Option/Mode function key to choose the play system. (The function is the same as NTSC/PAL of the TV) Because of this simulator will automatic to elect one system to play your program, so you have to check this operation mode is your request or not in advance.



--- When you finish the change of “Option/Mode” setting, please move your mouse to choose

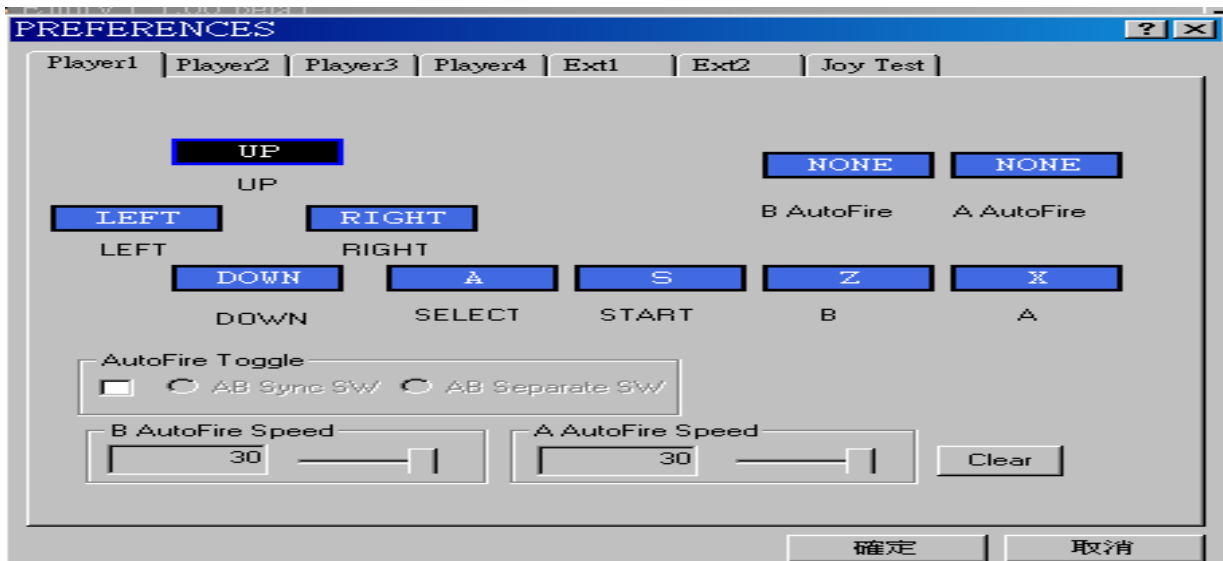
File/Reset(soft) or File/Reset to reset this system otherwise your change will not active.

Reset(soft):Software reset ; Reset: Hardware reset.



----You can use “Option/Controllers” to define the operation key in your keyboard. You also can use the default definition of this system. (USB Joystick is OK)





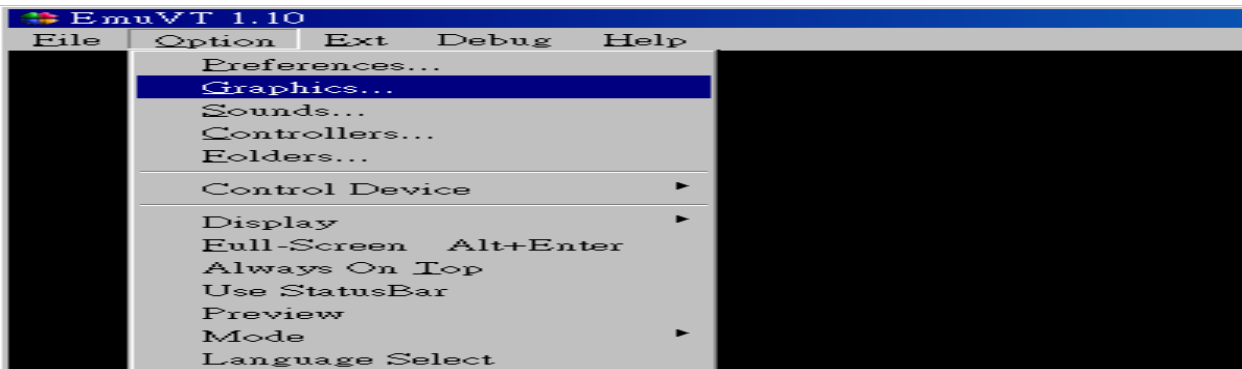
---Choose "Option/Graphic" can set the display mode in your PC and it is the same as in the TV.

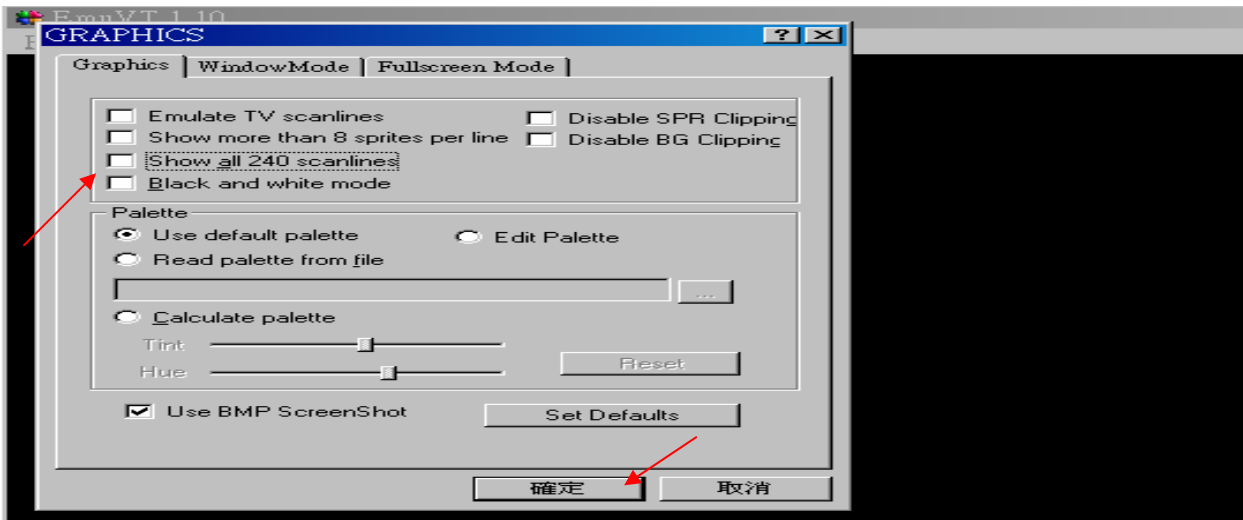
The method is as below:

Option-→Graphics-→Graphics -→Cancel Show all 240 scanlines selection-→click on"OK"

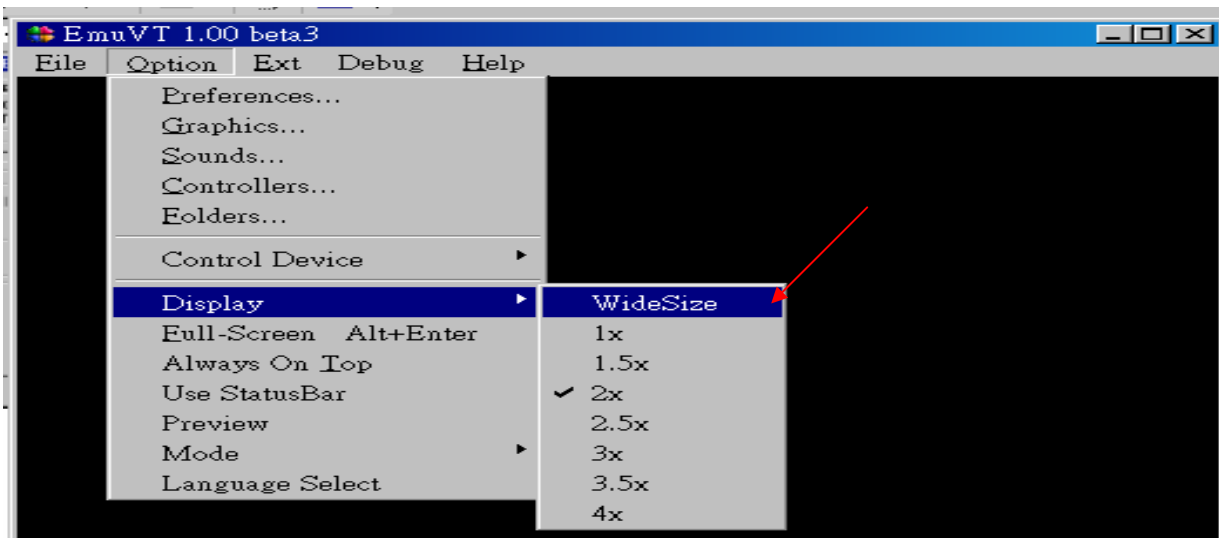
=→On this appearance, the PC screen only can display the standard TV can display part. This is because of the game picture has some under the NTSC system of TV not to be able to display.

Certainly, make the program should be taken the TV as the standard.



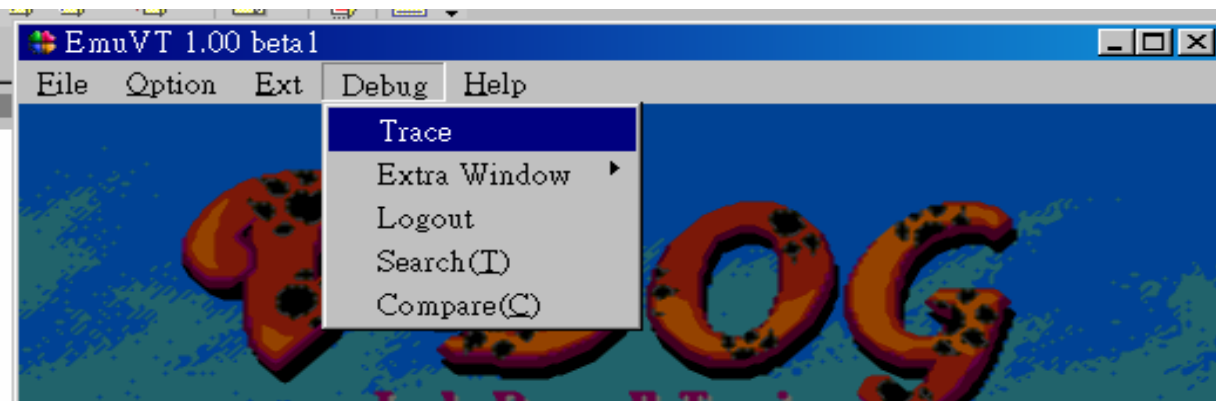


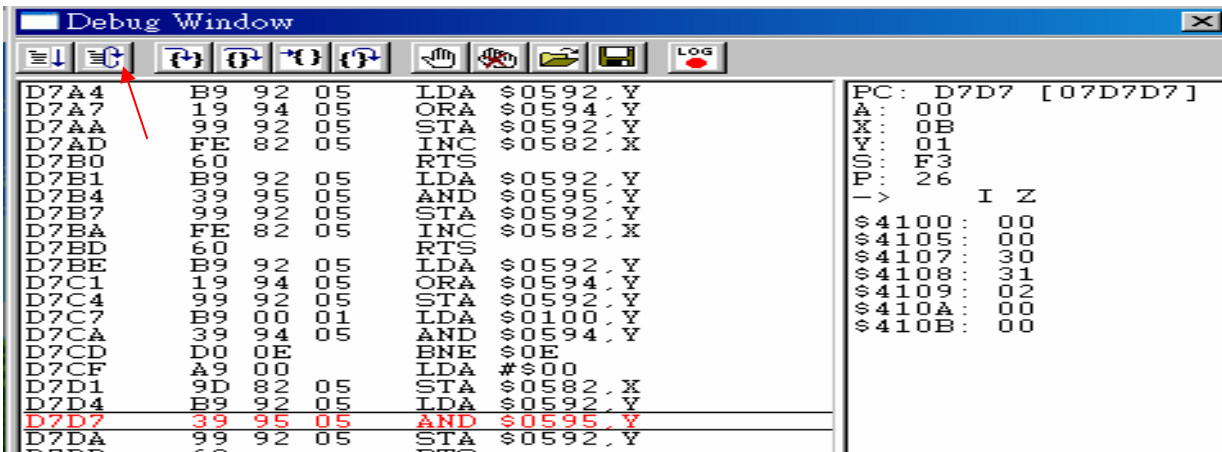
---Follow the above step: Option→Display --→Choose WideSize , so the effect on the emulator will be able to consistent with the TV.



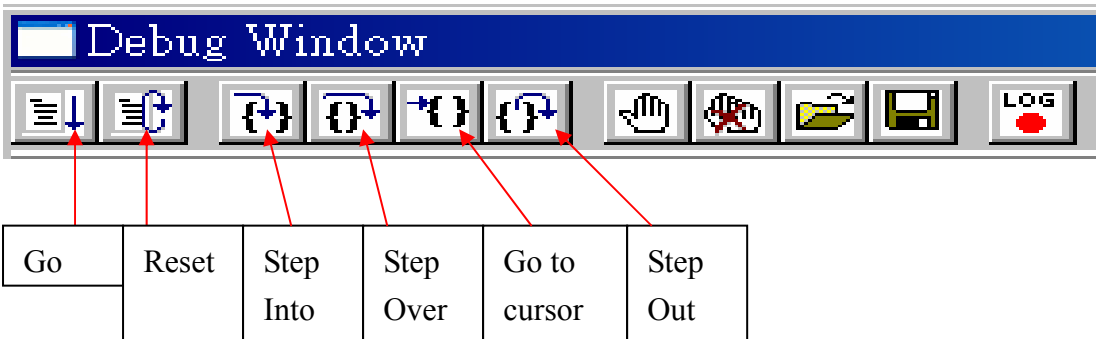
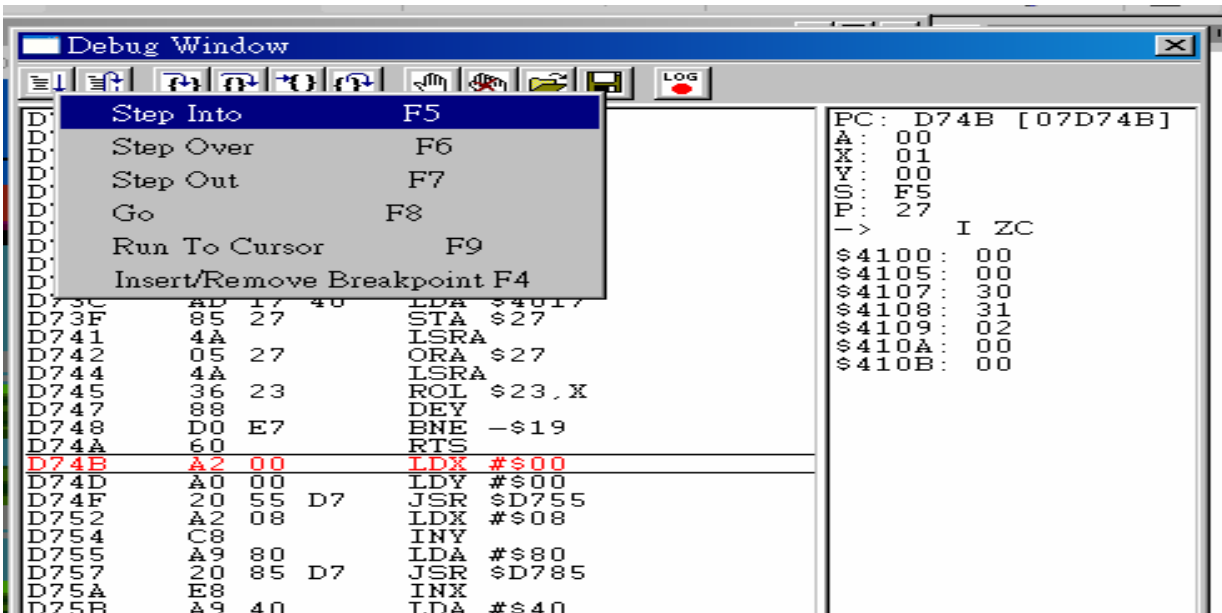
5>. Choose the function key under Debug, it can help you to do debug.

a>. When you choose the Trace function, it can trace your program run to which step.

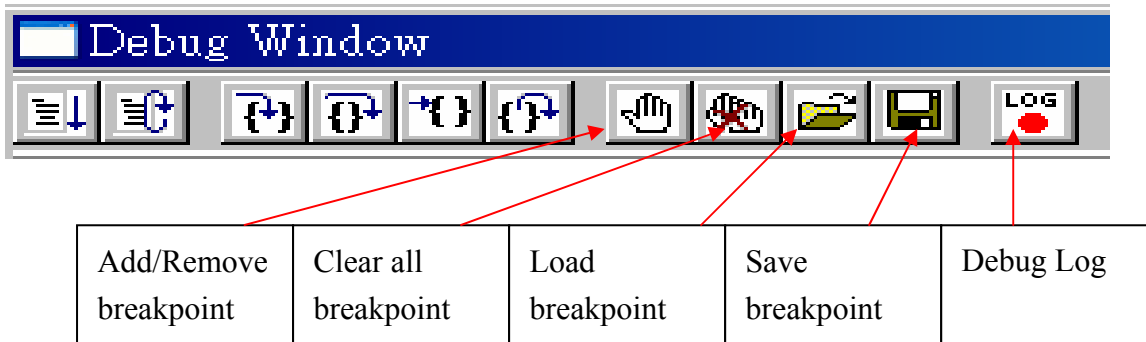




----Choose the arrow position in the picture and click on the mouse right key can show the function key of the keyboard and its function correspondence.( As follow)







In this window, you can see

---Expends the CPU register information ( Like: \$4100,\$4105,\$4107.....)

---6502 CPU register (like A,X,Y.....)

---6502 CPU Flag (like: I,Z .....

---Program assembly information. Because of 6502 address fall in \$8000-\$FFFF scope, the data could be switch by the software.

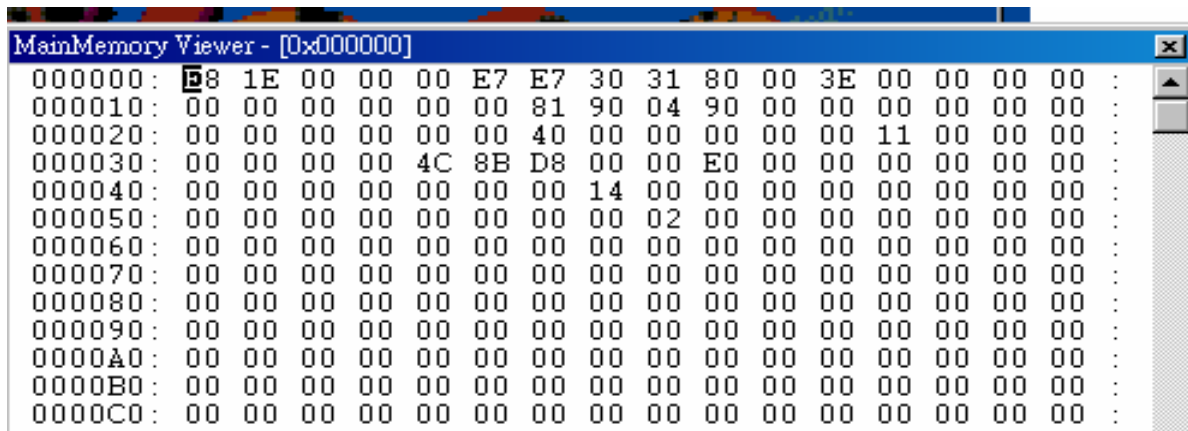
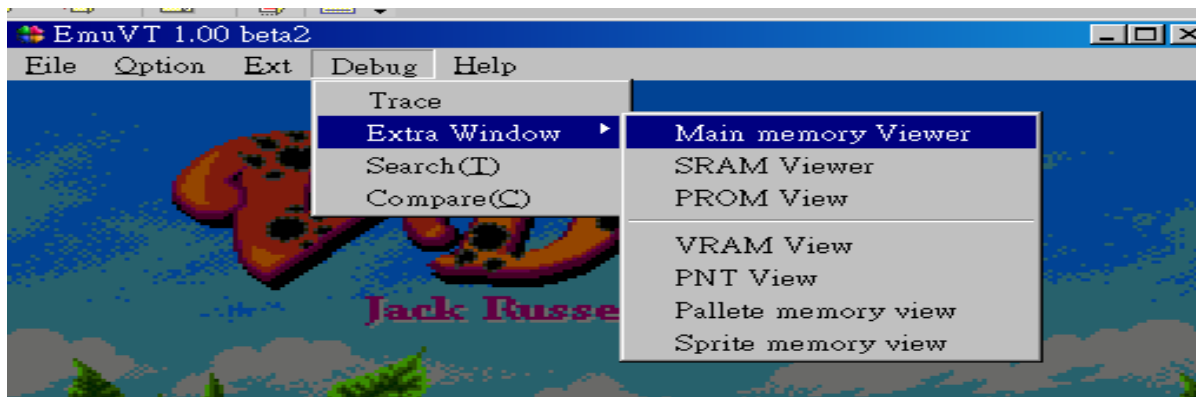
=> Through this function key of this window, it will help you to monitor your program run to which step.

b>.Extra Window



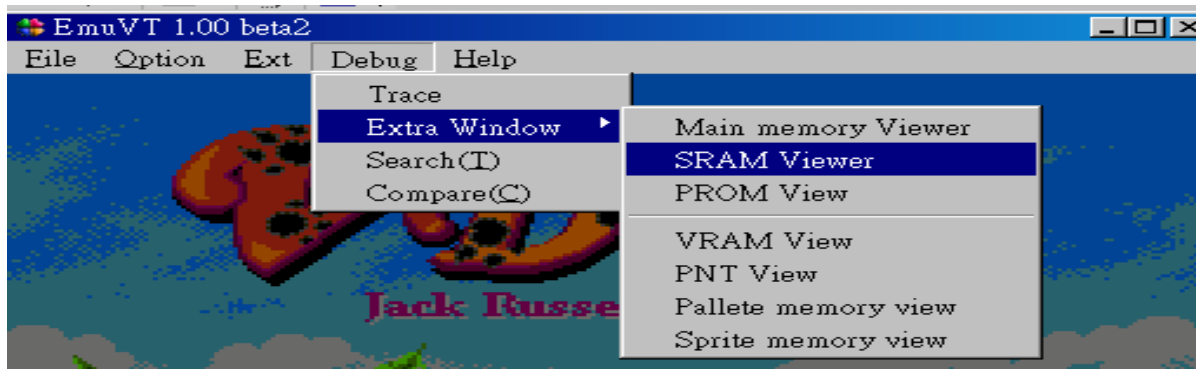
---Extra Window/Main memory Viewer

=> Internal SRAM information. Because of 6502 address fall in \$8000-\$FFFF scope, the data could be switch by the software.

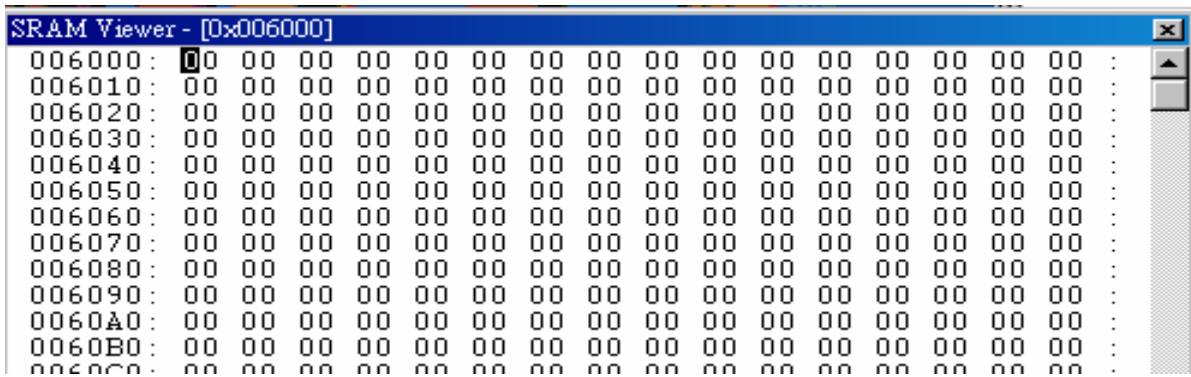


--- Extra Window/SRAM Viewer

==> External Program SRAM information. Because of program SRAM address fall in \$6000-\$7FFF scope, the data could be switch by the software.

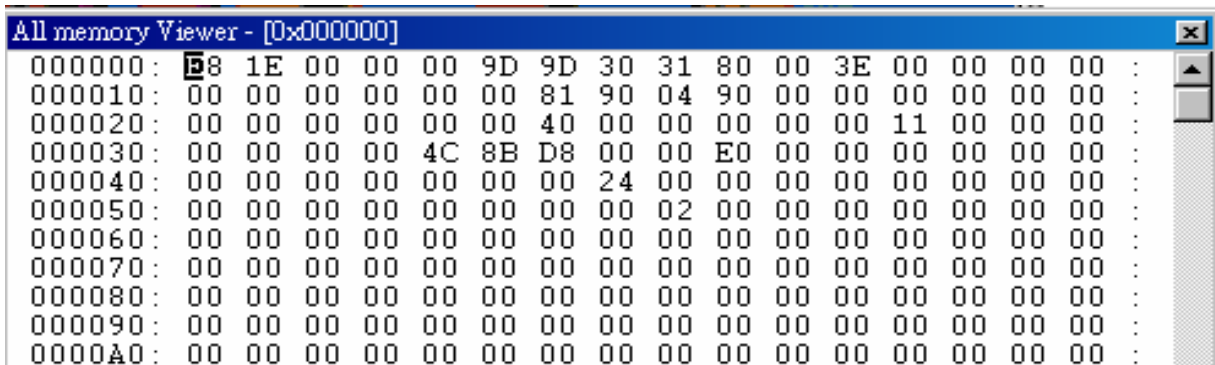
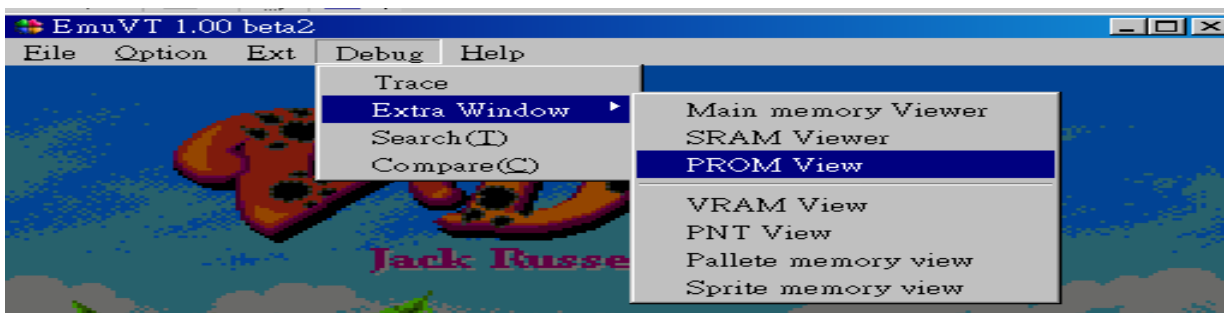






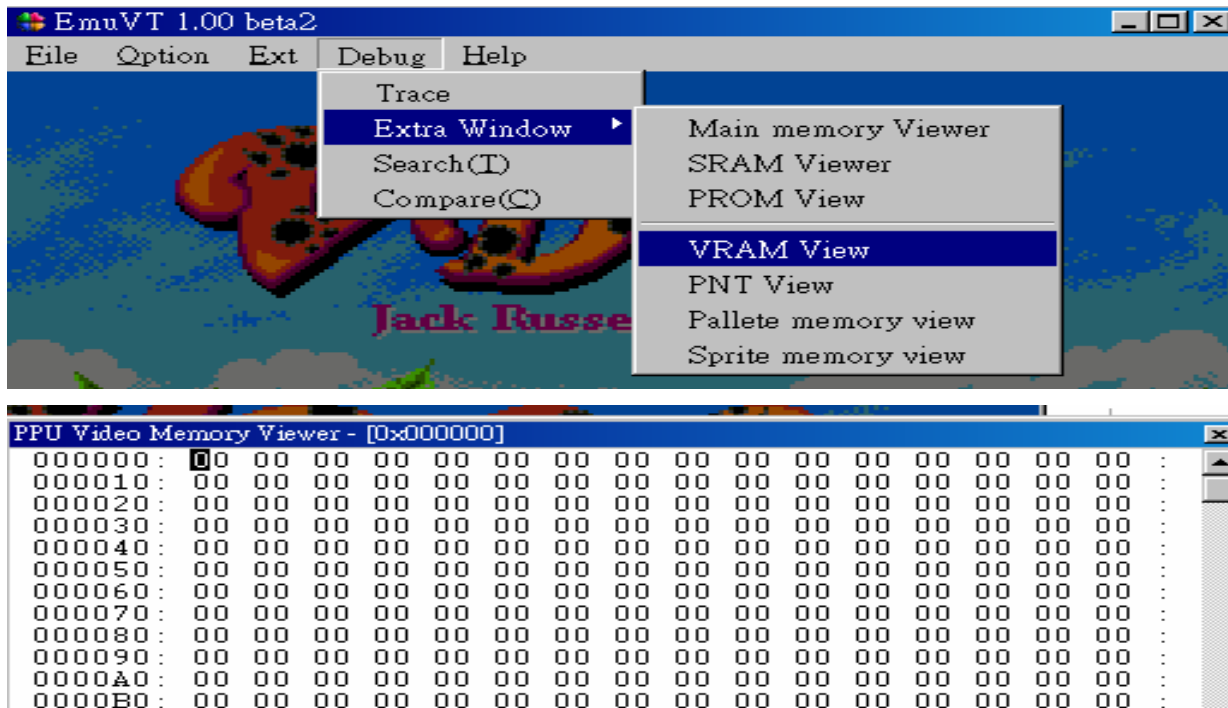
---Extra Window/PROM View

=> External Program ROM information. Because of 6502 address fall in \$0000-\$FFFF scope, the data could be switch by the software.



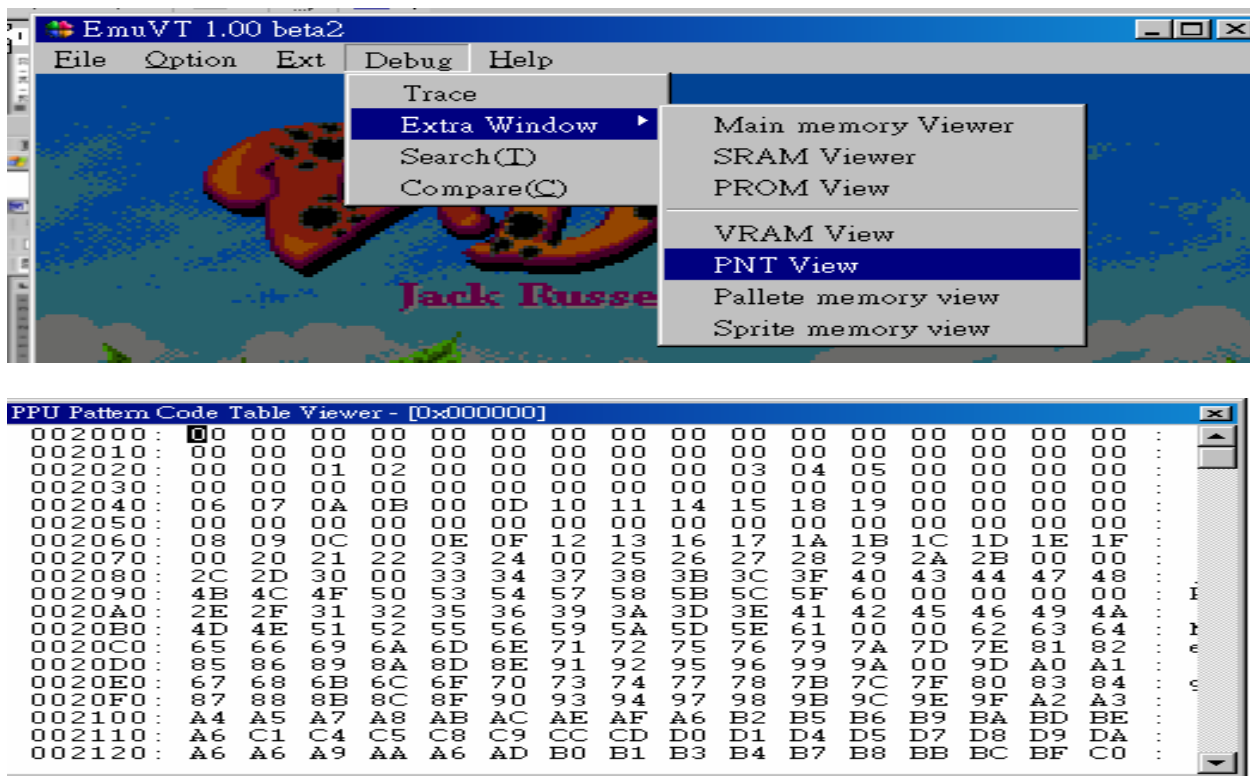
---Extra Window/VRAM View

=> External Video RAM information. Because of 6502 address fall in \$0000-\$FFFF scope, the data could be switch by the software.



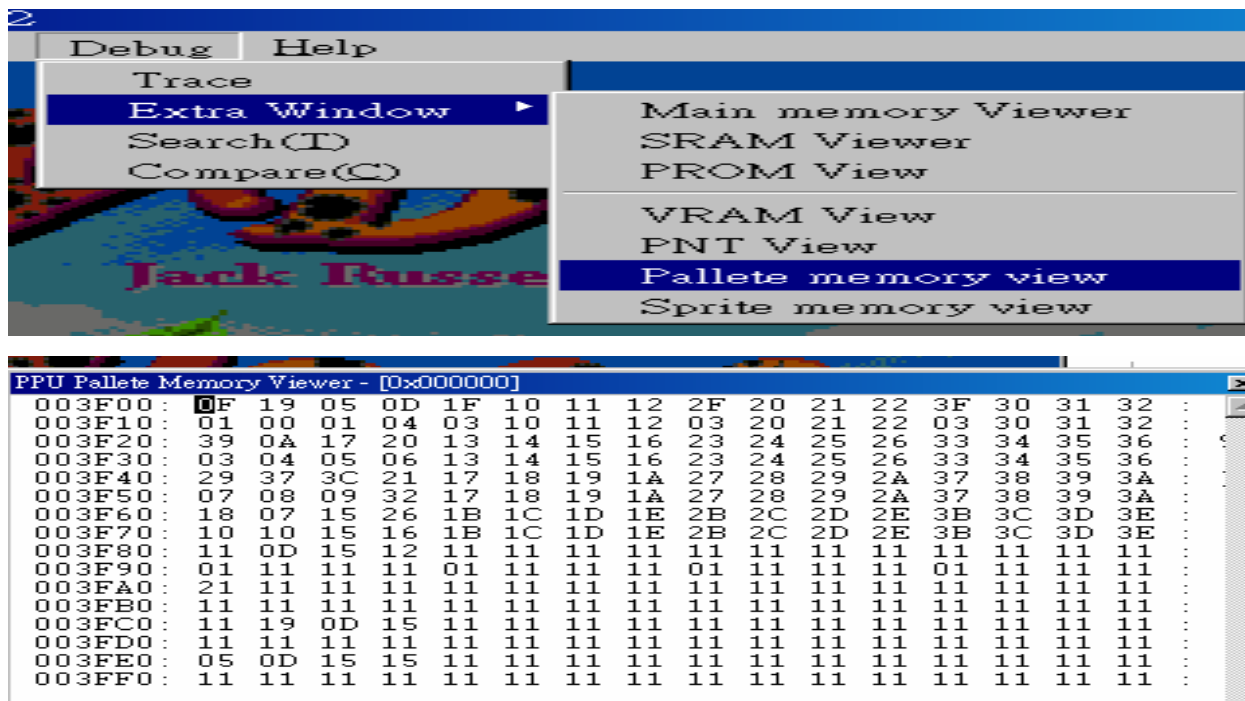
---Extra Window/PNT View

=>PNT address space, 2K SRAM information, save the background display data Pattern index, pattern color palette index.



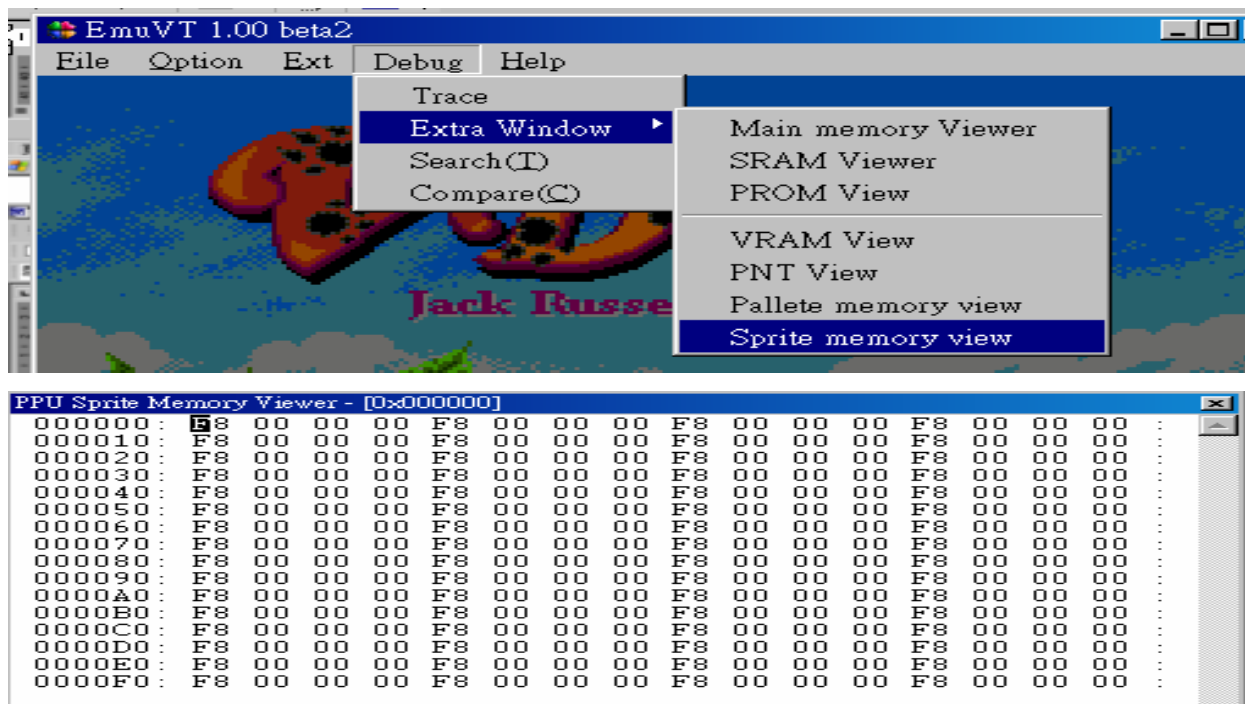
---Extra Window/Palette memory view

=>PNT space ,color palette information, the data in this window is the data which use for this game.



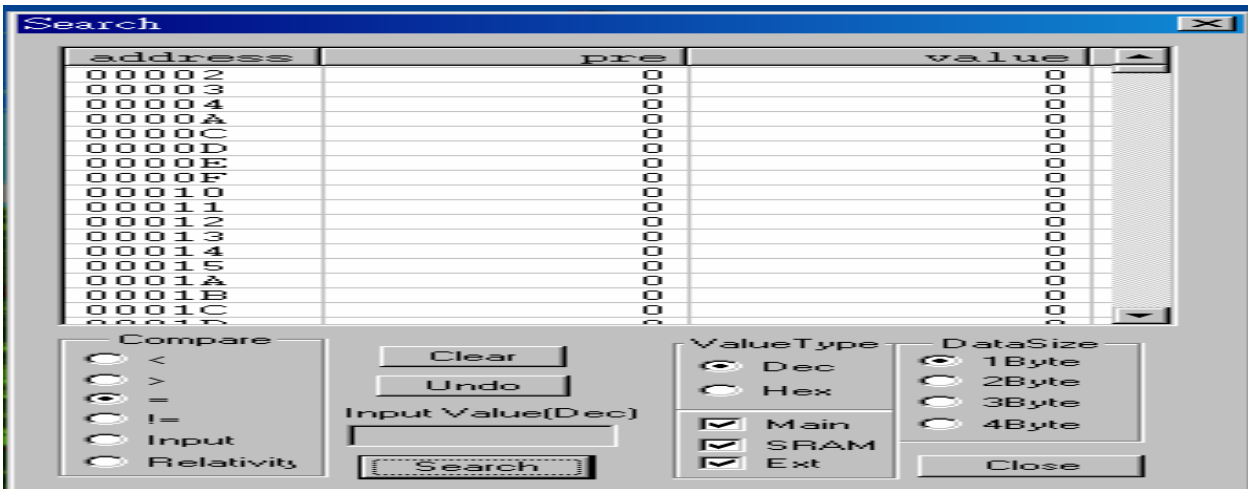
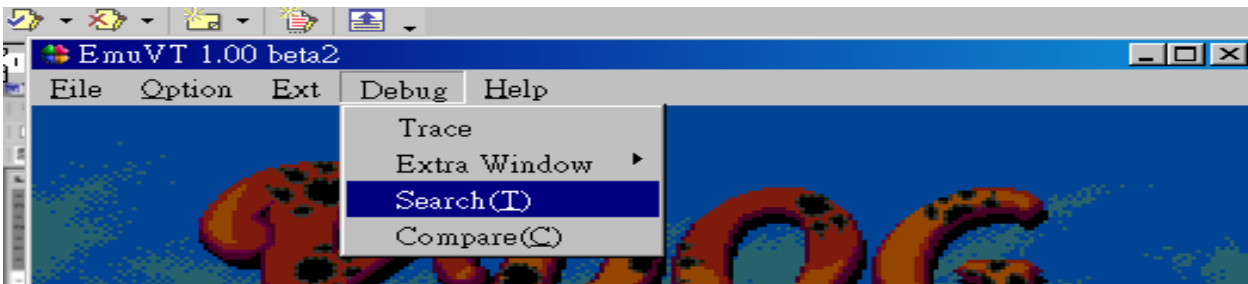
---Extra Window/Sprite memory view

=>Picture code area

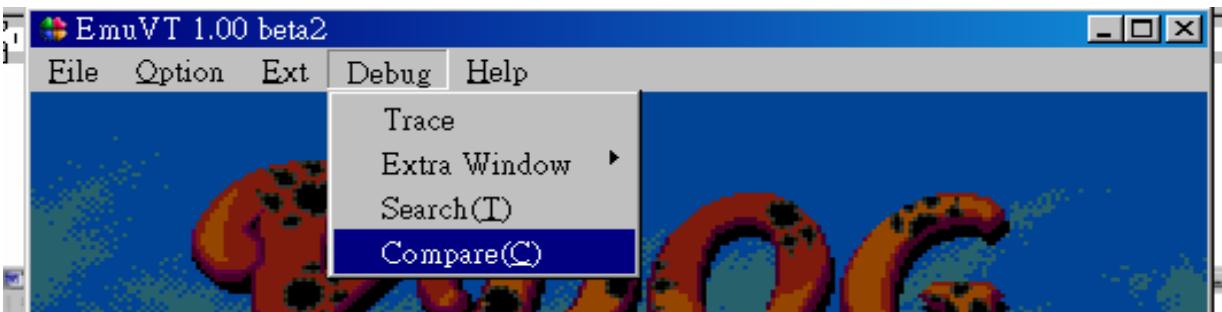


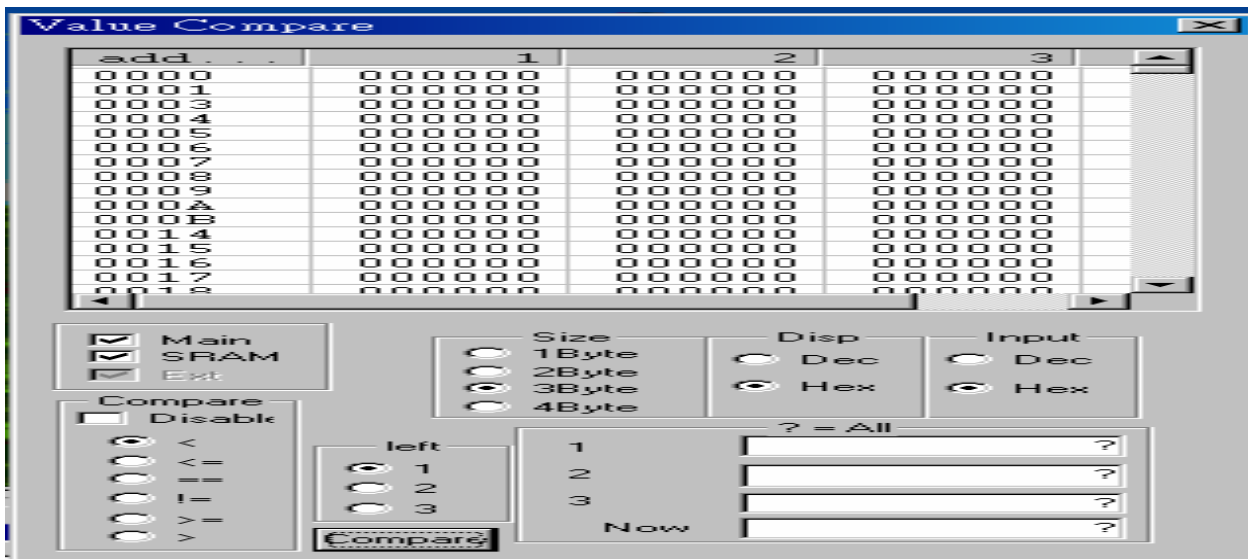
==>All the windows of the above Extra Window(exclude Pallete memory view), its value can modify in time and its operate status will based on your modify content.

## 6>. Search

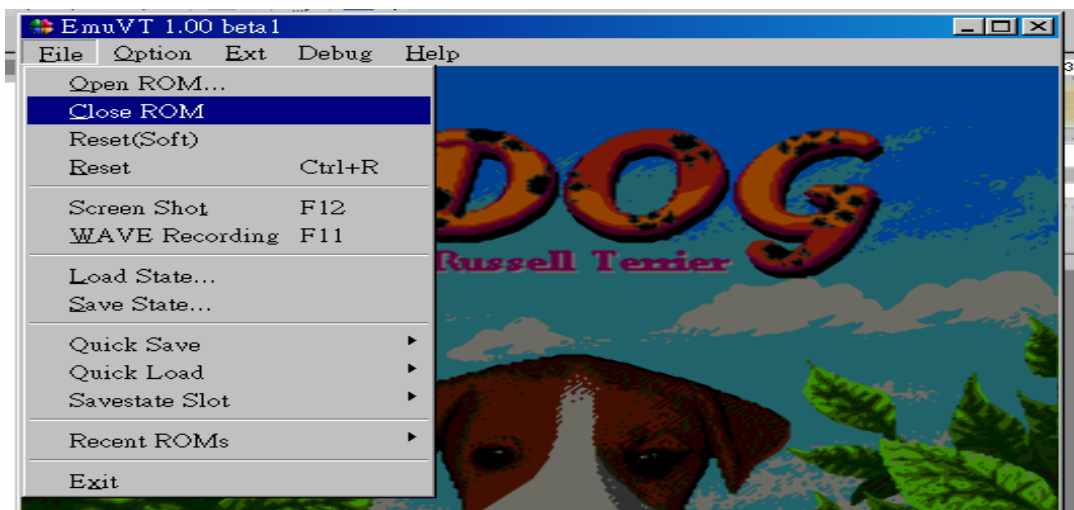


## 7>. Compare





8>.Select “File/Close ROM” to close the ROM.



9>.Select File/Exit or press ”X” button to exit this system.

