

1>.将 EmuVT.rar 解压缩到您指定的盘

2>.解压缩后点选 EmuVT.exe 即可使用此模拟器

3>.将鼠标指到 File/Open ROM 来打开您要执行的软件



----选定 Open ROM 后会出现下面视窗,请指到您档案的储存处.

Open ROM					?×
查詢(1):	🗀 Hotel		-	← 🗈 💣 🎟▼	
 我最近的文件 我最近的文件 点面 近前文件 我的文件 我的文件 我的電腦 一次一次 一次一次	 mac thomson usb arf.bin big_catf.bin cat_lon.bin dog01.bin dog04.bin dog04.bin dogbark.bin scroll.bin tiger_gr.bin 				
	檔名(N): 檔案類型(I):	All Supported Types		•	■ 開啓(①) 取消

---选定您的档案后按"开启"键会出现下面的视窗,此时您的软件已经下载进来





4>.于 Option/Mode 来选择您的欲使用的系统(同电视机 NTSC/PAL),因为软件读取进来时模拟器会自行选定一个系统,所以当您将软件读取进来后最好检查一下此 Mode,如果不是您想要的,请更改成您想要的系统



---当改完 Option/Mode 的设定后将鼠标指到 File/Reset(soft) or File/Reset 让系统做复位,不然 您的更改会失效. Reset(soft):软件复位 Reset:硬件复位.

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	🏶 EmuVT 1.00 betal		
	File Option Ext	Debug	Help
	<u>O</u> pen ROM		
	<u>C</u> lose ROM		
	Reset(Soft)		
	Reset	Ctrl+R	
	Screen Sho <u>t</u>	F12	
51	WAVE Recording	F11	
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----做完上述动作后将鼠标指到 Option/Controllers 来定义您想要于键盘上用哪些键来操作此 游戏,可自行定义也可以让系统自行默认(也可以使用 USB 摇杆来操作)





EmuVT 1.00 hote1		
PREFERENCES		<u> </u>
Player1 Player2 Player3 Player4 Ext1 Ext2	: Joy Test	1
UP		
UP	NONE	NONE
LEFT RIGHT	B AutoFire	A AutoFire
LEET BIGHT		
	Z	
DOWN SELECT START	в	^
AutoFire Toggle		
🗖 🔿 AB Sync SW 🔿 AB Separate SW		
– P. AutoFire Speed		
		Clear
	確定	

--- 点选 Option/Graphic 可以设定 PC 上的显示方式,与电视上所看到的是一致的.方法如下: Option-→Graphics-→Graphics -→取消 Show all 240 scanlines 勾选-→按"确定"

=→这样子 PC 上的画面只显示标准电视能显示的部分,这是因为游戏画面于 NTSC 制式电视 机下有一些显示不出来,当然做程序要以电视机为基准.





🛟 E.m	muVT 1 10	
F GR	RAPHICS ? ×	
G	Fraphics WindowMode Fullscreen Mode	
	Emulate TV scanlines Disable SPR Clipping Show more than 8 sprites per line Disable BG Clipping Show all 240 scanlines Black and white mode Palette Use default palette Read palette from file Disable SPR Clipping Disable BG C	
	Tint	
	Hue Reset	
	Use BMP ScreenShot Set Defaults	
	確定 取消	

---承上一个动作 Option-→Display --→WideSize 打勾 ,如此您于模拟器上看到的效果与电视 将会一致.

🍀 E m	uVT 1.00) beta3					<u> – – ×</u>
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5>.点选 Debug 下的功能键可以协助您做 Debug. a>.选到 Trace(追踪)可追踪您的程序执行到哪里



Ì	s 🚽 Em	uVT 1.00) beta 1		•			<u>_ </u>
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Debu	ig Window		<u>×</u>
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----点选画面上的箭头位置按鼠标右键可以显示出键盘上功能键的对应功能(如下图)

Debug window	×
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D Step Into F5 PC: D74B [07]	074B]
D Step Over F6 A: 00	
D Step Out F7	
D Go F8 P: 27	
D Run To Cursor F9 $\Rightarrow 1 ZC$	
D Insert/Remove Breakpoint F4	
D73C AD 17 40 LDA \$4017 \$4107: 30 D73F 85 27 STA \$27 \$4108: 31	
D741 4A LSRA \$4109:02 D741 4A LSRA \$410A:00	
D744 4A LSRA \$410B: 00	
D745 36 23 ROL \$23,X D747 88 DEY	
D748 D0 E7 BNE -\$19 D744 60 BTS	
D74B A2 00 LDX #\$00	
D74D A0 00 LDY #\$00_	
D74F 20 55 D7 JSR \$D755	
D752 A2 U8 LDA #\$U8	
D755 A9 80 LDA #\$80	
D757 20 85 D7 JSR \$D785	
D75A E8 INX	







于此视窗可以看到

---扩充 CPU 寄存器讯息(如: \$4100,\$4105,\$4107.....)

----6502 CPU 寄存器(如 A,X,Y......)

----6502 CPU 标志位(如 I,Z)

---程序反汇编的信息,由于 6502 的地址落在\$8000-\$FFFF 范围内的数据可以被软件切换.

=→透过此视窗的功能键可以协助您观察程序运行到哪一阶段.

b>.Extra Window



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---Extra Window/Main memory Viewer

=→主内存的信息,由于 6502 的地址落在\$8000-\$FFFF 范围内的数据可以被软件切换.



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L	000050:	00	00	00	00	00	00	00	00	02	00	00	00	00	00	00	00	:	
L	000060:	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	:	
L	000070:	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	:	
L	000080:	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	:	
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--- Extra Window/SRAM Viewer

==→外部 Program SRAM 内存的信息,由于 Program SRAM 的地址落在\$6000-\$7FFF 范围内的数据可以被软件切换.

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---Extra Window/PROM View

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---Extra Window/VRAM View

==→外部 Video RAM 内存的信息,由于 6502 的地址落在\$0000-\$FFFF 范围内的数据可以被软件切换.



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---Extra Window/PNT View

=→PNT 地址空间 2K SRAM 的信息,存放背景显示数据 Pattern index, pattern color palette index.

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---Extra Window/Pallete memory view

=→PNT 空间调色板信息,此视窗的数据为此游戏所用到的调色板数据

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	Debug Help	
	Trace	
	Extra Window 🔸	Main memory Viewer
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---Extra Window/Sprite memory view

=→图像代码存放区



PPU Sprite Me	emory	/ Viev	wer-	[0x0]	0000	0]												×
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000010:	F8	00	00	00	F8	00	00	00	F8	00	00	00	F8	00	00	00	:	
000020:	F8	00	00	00	F8	00	00	00	F8	00	00	00	F8	00	00	00	2	
000030:	F8	00	00	00	F8	00	00	00	F8	00	00	00	F8	00	00	00	:	
000040:	F8	00	00	00	F8	00	00	00	F8	00	00	00	F8	00	00	00	:	
000050:	F8	00	00	00	F8	00	00	00	F8	00	00	00	F8	00	00	00	:	
000060:	F8	00	00	00	F8	00	00	00	F8	00	00	00	F8	00	00	00	:	
000070:	F8	00	00	00	F8	00	00	00	F8	00	00	00	F8	00	00	00	:	
000080:	F8	00	00	00	F8	00	00	00	F8	00	00	00	F8	00	00	00	:	
000090:	F8	00	00	00	F8	00	00	00	F8	00	00	00	F8	00	00	00	:	
0000A0:	F8	00	00	00	F8	00	00	00	F8	00	00	00	F8	00	00	00	:	
0000B0:	F8	00	00	00	F8	00	00	00	F8	00	00	00	F8	00	00	00	:	
0000C0:	F8	00	00	00	F8	00	00	00	F8	00	00	00	F8	00	00	00	:	
0000D0:	F8	00	00	00	F8	00	00	00	F8	00	00	00	F8	00	00	00	:	
0000E0:	F8	00	00	00	F8	00	00	00	F8	00	00	00	F8	00	00	00	:	
0000F0:	F8	00	00	00	F8	00	00	00	F8	00	00	00	F8	00	00	00	:	

==→所有上述的Extra Window下的视窗(除了Pallete memory view 外)值都可及时修改而且运 行状况会因您的修改内容而改变.

6>. Search

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5	🌐 Em	uVT 1.00) beta2				_ 🗆 🗵
-	Eile	Option	Ext	Debug	Help		
10				Trace	e		
1			-	Extra	Window	•	
Ē			2020	Searc	:h(T)		
2 1 1		1. A C.)]	Com	pare(<u>C</u>)		
E			- 69	and the second	1 (Mar 1)	1	가 같은 것



earch				2
address	pre		value	
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00003	0		0	
00004	0		0	
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00000	0		0	
00000	0		0	
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LOUDDE.	<u> </u>		<u>V</u>	
	U			
	8			
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		C Dec	C 2Puto	
	Undo	C Hex	Zbyle	
	Input Value(Dec)		C 3Byte	
		Main	C 4Byte	
C Input		SRAM		
 Relativity 	Search	Est	Close	

7>. Compare

5	🌐 E m	uVT 1.00) beta2				
1	Eile	Option	Ext	Debug	Help		
				Trace	e		
				Extra	Window	►	
			28	Searc	:h(T)		
	- 199	 .)]	Com	pare(<u>C</u>)		
				AL.		5	192, 14
	Valı		mpa	re			



8>.点选 File/Close ROM 可将目前执行的 ROM 关掉



🌐 EmuVT 1.00 beta1		
<u>File</u> <u>Option</u> <u>Ext</u>	Debug <u>H</u>	alp
Open ROM		
<u>C</u> lose ROM		
Reset(Soft)		
Reset	Ctrl+R	
Screen Sho <u>t</u>	F12	
WAVE Recording	F11	
Load State		Russell Terrier 🥨
Onick Save	•	and a state of the
Quick Load	+	
Savestate Slot	+	A CONTRACT OF A STATE
D DOM		
Recent ROMs	-	
Exit		

9>.点选 File/Exit 或按"关闭"键离开系统

