

VT 模擬器使用手冊

1>.將 EmuVT.rar 解壓縮到您指定的盤

2>.解壓縮後點選 EmuVT.exe 即可使用此模擬器

3>.將鼠標指到 File/Open ROM 來打開您要執行的軟件

	Em	nuVT 1.00	beta1				
F	ile	Option	Ext	Debug	Help	,	
	Q_1	en ROM.					
	CI	ose ROM					
/	Re	eset(Soft)					
	Re	eset		Ctrl+R			
	Se	reen Sho <u>t</u>		F12			
	W	AVE Reco	ording	F11			
	L	oad State					
	Sa	ve State					
	Q	lick Save			•		
	Q	ick Load			•		
	Sa	vestate Slo	>t		•		
	Re	ecent ROM	Ís		•		
	E2	cit					

-----選定 Open ROM 後會出現下面視窗,請指到您檔案的儲存處.

Open ROM					? ×
查詢(1):	🗀 Hotel		•	← 🗈 💣 🎟▼	
我最近的文件 「」」 東面 教的文件 教的文件 教的文件	<pre>imac imac ithomson isso isso isso isso isso isso isso i</pre>				
	檔名(N): 檔案類型(T):	All Supported Types		<u> </u>	◆ 開啓(<u>()</u> 取消

---選定您的檔案後按"開啓"鍵會出現下面的視窗,此時您的軟件已經下載進來





4>.於Option/Mode來選擇您的欲使用的系統(同電視機NTSC/PAL),因爲軟件讀取進來時模擬 器會自行選定一個系統,所以當您將軟件讀取進來後最好檢查一下此 Mode,如果不是您想要 的,請更改成您想要的系統



---當改完 Option/Mode 的設定後將鼠標指到 File/Reset(soft) or File/Reset 讓系統做復位,不然 您的更改會失效. Reset(soft):軟件復位 Reset:硬件復位.



😫 EmuVT 1.00 beta1			
File Option Ext	Debug (Help	
<u>O</u> pen ROM			
<u>C</u> lose ROM			
Reset(Soft)			
Reset	Ctrl+R		
Screen Shot	F12		
WAVE Recording	F11		
Load State		Russell Tenier	
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Quick Save			
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Recent ROMs			
Exit			
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----做完上述動作後將鼠標指到 Option/Controllers 來定義您想要於鍵盤上用哪些鍵來操作此遊戲,可自行定義也可以讓系統自行默認(也可以使用 USB 搖桿來操作)

🍀 En	uVT 1.00 beta1	× 1
Eile	Option Ext Debug Help	
1	Preferences	
2.10	Graphics	
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	Controllers	
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	Control Device	
	Display , ssell lemier	
	Eull-Screen Alt+Enter	
	Always On Top	
	Use StatusBar	
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EmuVT 1.00 beta1			
PREFERENCES			? ×
Player1 Player2 Player3 Player4 Ex	kt1 Ext2	Joy Test	1
UP		NONE	NONE
UP		NONE	NOME
LEFT RIGHT		B AutoFire	A AutoFire
DOWN A	S	Z	X
	CTADT		
DOWN SELECT	START	в	^
AutoFire Toggle			
🗖 🔿 AB Sync SW 🔿 AB Separat	te SW		
D AsterFire Creard	deFire Conned		
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		海完	日本

---點選 Option/Graphic 可以設定 PC 上的顯示方式,與電視上所看到的是一致的.方法如下: Option-→Graphics-→Graphics -→取消 Show all 240 scanlines 勾選-→按"確定"

=→這樣子 PC 上的畫面只顯示標準電視能顯示的部分,這是因爲遊戲畫面於 NTSC 制式電視 機下有一些顯示不出來,當然做程序要以電視機爲基準.





GRAPHICS	1
Graphics 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 C Edit Palette	
C Read palette from <u>file</u>	
C Calculate palette	
Tint	
Hue Hieset	
Use BMP ScreenShot Set Defaults	
確定 取消	

---承上一個動作 Option-→Display --→WideSize 打勾 ,如此您於模擬器上看到的效果與電視 將會一致.

😩 E m	uVT 1.00 beta3			
Eile	Option Ext Debug He	lp		
	Preferences			
	Graphics			
	<u>S</u> ounds			
	<u>C</u> ontrollers			
	<u>F</u> olders			
	Control Device	۲		
	Display	Þ	WideSize 📕	
	Display Eull-Screen Alt+Enter	Þ	WideSize 1x	
	Display Eull-Screen Alt+Enter Always On <u>T</u> op	Þ	WideSize 1x 1.5x	
	Display Eull-Screen Alt+Enter Always On Top Use StatusBar	Þ	WideSize 1x 1.5x ✓ 2x	
	Display Eull-Screen Alt+Enter Always On Top Use StatusBar Preview		WideSize 1x 1.5x 2x 2.5x	
	Display Eull-Screen Alt+Enter Always On Top Use StatusBar Preview Mode	Þ	WideSize 1x 1.5x 2x 2.5x 3x	
	Display Eull-Screen Alt+Enter Always On Top Use StatusBar Preview Mode Language Select	ŀ	WideSize 1x 1.5x ✓ 2x 2.5x 3x 3.5x	

5>.點選 Debug 下的功能鍵可以協助您做 Debug. a>.選到 Trace(追蹤)可追蹤您的程序執行到哪裡





Debug Window		×
11 10 (··· ··· ··· ··· ··· ··· ··········		
$\begin{array}{c ccccccccccccccccccccccccccccccccccc$	LDA \$0592,Y ORA \$0594,Y STA \$0592,Y INC \$0582,X RTS LDA \$0592,Y AND \$0595,Y STA \$0592,Y INC \$0582,X RTS LDA \$0592,Y INC \$0582,X RTS STA \$0592,Y STA \$0594,Y STA \$0594,Y BNE \$0594,Y BNE \$0594,Y BNE \$0594,Y BNE \$0592,Y AND \$0594,Y BNE \$0592,Y STA \$0592,Y STA \$0592,Y	PC: D7D7 [07D7D7] A: 00 Y: 0B Y: 01 S: F3 P: 26 -> I Z \$4100: 00 \$4105: 00 \$4107: 30 \$4108: 31 \$4108: 02 \$4108: 00 \$410B: 00

----點選畫面上的箭頭位置按鼠標右鍵可以顯示出鍵盤上功能鍵的對應功能(如下圖)

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	Debug Wind	.ow			×
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<u>.</u>	Step Into		F5		PC: D74B [07D74B]
D.	Step Over	r	Fб		A: 00 X: 01
Ď:	Step Out		F7		
Ď:	Go		F8		P: 27
D.	Run To C	Cursor	F9		-> I 2C \$4100 · 00
D. D.	Insert/Rei	move Bre	akpoint F4		\$4105: 00
D73	BF 85	17 40 27	STA \$27	-	\$4108: 31
D74	41 4A 42 05	27	LSRA ORA \$27		\$4104:00
D74	14 4A	23	LSRA ROT \$23 X		\$410B: UU
D74	17 88	23	DEY		
D74	18 DU 1A 60	E/	RTS -\$19		
D74	IB A2	00	LDX #\$00		
D74	ID AO	00	LDY #\$00_		
$\mathbb{D}_{24}^{\text{D}}$	IF 20	55 D7	JSR \$D755		
D75	2 A2	08	LDX #\$08		
1825	04 C8	0.0	TD3 #000		
1645	5 A9	80 95 D7	LDA #\$80 ICD \$D705		
1525	57 20 58 E8	05 D7	TNX SD/05		
IIĎŹŚ	R 49	40	T.DA #\$40		





	🗖 Debug Window											
E	ELE 70 70 70 70 70 70 F											
	Add/Remove breakpoint	Clear all breakpoint	Load breakpoint	Save breakpoint	Debug Log							

於此視窗可以看到

---擴充 CPU 寄存器訊息(如: \$4100,\$4105,\$4107.....)

---6502 CPU 寄存器(如 A,X,Y......)

----6502 CPU 標誌位(如 I,Z)

---程序反彙編的信息,由於 6502 的地址落在\$8000-\$FFFF 範圍內的數據可以被軟件切換.

=→透過此視窗的功能鍵可以協助您觀察程序運行到哪一階段.

b>.Extra Window



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---Extra Window/Main memory Viewer

=→主內存的信息,由於6502的地址落在\$8000-\$FFFF範圍內的數據可以被軟件切換.



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l	000040:	00	00	00	00	00	00	00	14	00	00	00	00	00	00	00	00	:	
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	:	
l	000090:	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	:	
l	0000A0:	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 內存的信息,由於 Program SRAM 的地址落在\$6000-\$7FFF 範圍內 的數據可以被軟件切換.

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---Extra Window/PROM View

=→外部 Program ROM 內存的信息,由於 6502 的地址落在\$0000-\$FFFF 範圍內的數據可以被 軟件切換.

🌐 E m	uVT 1.00) beta2					
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			Trace	9			
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---Extra Window/VRAM View

==→外部 Video RAM 內存的信息,由於 6502 的地址落在 \$0000-\$FFFF 範圍內的數據可以被軟件切換.



*v***.***R***.***Technology Co.,Ltd. Proprietary & Confidential* JUNE.07.2005 Revision: A1



1	PPU Video Me	emor	y Viev	wer-	[0x0]	0000	0]												×
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	000020:	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	:	-
	000030:	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	:	
	000040:	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	:	
	000050:	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	:	
	000060:	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	:	
	000070:	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	:	
	000080:	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	:	
	000090:	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	:	
	0000A0:	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	:	
	0000B0:	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	:	

---Extra Window/PNT View

=→PNT 地址空間 2K SRAM 的信息,存放背景顯示數據 Pattern index, pattern color palette

index.

5	🌐 Em	uVT 1.00) beta2					_ 🗆 🗵
12	Eile	Option	Ext	Debug	Help			
7. - 15				Trace	Э			
	1.11.11		-	Extra	a Window		Main memory Viewer	
3				Searc	ch(T)		SRAM Viewer	30% C
				Com	pare(<u>C</u>)		PROM View	يقريب ا
						2	VRAM View	
15	a de la compañía de Compañía de la compañía				-		PNT View	and the
-	-		pher start in the	Jac	k Russ	e	Pallete memory view	
121							Sprite memory view	
	35	all the second		1000				and and the

PPU Pattern C	ode 1	able	View	er - []	0x00	0000]											×
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002010:	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	:	
002020:	00	00	01	02	00	00	00	00	00	03	04	05	00	00	00	00	:	
002030:	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	:	
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002050:	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	:	
002060:	08	09	0C	00	0E	0F	12	13	16	17	1A	1B	1C	1D	1E	1F	:	
002070:	00	20	21	22	23	24	00	25	26	27	28	29	2A	2B	00	00	:	
002080:	2C	2D	30	00	33	34	37	38	зв	ЗC	ЗF	40	43	44	47	48	:	
002090:	4B	4C	4F	50	53	54	57	58	5B	5C	5F	60	00	00	00	00	:	I
0020A0:	2E	2F	31	32	35	36	39	ЗA	ЗD	ЗE	41	42	45	46	49	4A	:	
0020B0:	4D	4E	51	52	55	56	59	5A	5D	5E	61	00	00	62	63	64	:	ł
0020C0:	65	66	69	6A	6D	6E	71	72	75	76	79	7A	7D	7E	81	82	:	e
0020D0:	85	86	89	8A	8D	8E	91	92	95	96	99	9A	00	9D	AO	A1	:	
0020E0:	67	68	6B	6C	6F	70	73	74	77	78	7B	7C	7F	80	83	84	:	9
0020F0:	87	88	8B	8C	8F	90	93	94	97	98	9B	9C	9E	9F	A2	AЗ	:	
002100:	Α4	A5	Α7	A8	AB	AC	ΑE	AF	Α6	B2	B5	B6	В9	BA	BD	BE	:	
002110:	A6	C1	C4	C5	C8	C9	CC	CD	D0	D1	D4	D5	D7	D8	D9	DA	:	
002120:	A6	A6	Α9	AA	Α6	AD	B0	B1	вз	B4	в7	$\mathbf{B8}$	BB	BC	\mathbf{BF}	CO	:	

---Extra Window/Pallete memory view

=→PNT 空間調色板信息,此視窗的數據爲此遊戲所用到的調色板數據

_			
	Debug	Help	
	Trace		
	Extra	Window 🔸	Main memory Viewer
	Searc	h(T)	SRAM Viewer
1	Comp	pare(<u>C</u>)	PROM View
2			VRAM View
1			PNT View
	Jacl	k Russe	Pallete memory view
	and the second s		Sprite memory view

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VT 模擬器使用手冊

		and the second s		
PPU Pallete Memory	y Viewer - [0x000	0000]		×
003F00: 🛛 F	19 05 0D 1	F 10 11 12	2F 20 21 22	3F 30 31 32 : 🛌
003F10: 01	00 01 04 0	3 10 11 12	03 20 21 22	03 30 31 32 : 🚃
003F20: 39	0A 17 20 1	3 14 15 16	23 24 25 26	33 34 35 36 : 🧐
003F30: 03	04 05 06 1	3 14 15 16	23 24 25 26	33 34 35 36 :
003F40: 29	37 3C 21 1	7 18 19 1A	27 28 29 2A	37 38 39 3A : 📜
003F50: 07	08 09 32 1	7 18 19 1A	27 28 29 2A	37 38 39 3A : 🔛
003F60: 18	07 15 26 13	B 1C 1D 1E	2B 2C 2D 2E	3B 3C 3D 3E :
003F70: 10	10 15 16 13	B 1C 1D 1E	2B 2C 2D 2E	3B 3C 3D 3E : 📃
003F80: 11	OD 15 12 1	$1 \ 11 \ 11 \ 11$	$11 \ 11 \ 11 \ 11$	11 11 11 11 :
003F90: 01	$11 \ 11 \ 11 \ 0$	$1 \ 11 \ 11 \ 11$	01 11 11 11	01 11 11 11 :
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003FB0: 11	11 11 11 1	1 11 11 11	11 11 11 11	11 11 11 11 :
003FC0: 11	19 OD 15 1	$1 \ 11 \ 11 \ 11$	11 11 11 11	11 11 11 11 :
003FD0: 11	11 11 11 1	$1 \ 11 \ 11 \ 11$	11 11 11 11	11 11 11 11 :
003FE0: 05	OD 15 15 1	$1 \ 11 \ 11 \ 11$	11 11 11 11	11 11 11 11 :
003FF0: 11	11 11 11 1	1 11 11 11	11 11 11 11	11 11 11 11 :

---Extra Window/Sprite memory view

=→圖像代碼存放區



PPU Sprite Me	emory	/ Viev	wer-	[0x0]	00000	D]												×
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000010:	$\overline{F8}$	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	-	
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	2	
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下的視窗(除了Pallete memory view外)值都可及時修改而且運行狀況會因您的修改內容而改變.

6>. Search

2	> - 😣) - 🛅 -	1	💼 🖕 👘			
5	🌐 E m	uVT 1.00) beta2				<u>- 🗆 ×</u>
-	Eile	Option	Ext	Debug	Help		
10				Trace	9		
	1.11			Extra	Window	•	
Ē			<u>, 75</u>	Searc	:h(T)		-
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00003	0		0	
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0000A	0		0	
00000	0		0	
0000D	0		0	
0000E	0		0	
OOOOF	0		0	
00010	0		0	
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00012	0		0	
00013	0		0	
00014	0		0	
00015	0		0	
0001A	0		0	
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	<u> </u>		<u>V</u>	1
Compare C <		ValueType Dec	 DataSize 1Byte 2Bute 	•
•	Input Value(Dec)	⊂ Hex	C 3Byte	
C Input		I Main I SRAM	C 4Byte	
 Relativity 	[Search]	Ext	Close	

7>. Compare





8>.點選 File/Close ROM 可將目前執行的 ROM 關掉



EmuVT 1.00 beta1 File Option Ext Debug Help Open ROM Close ROM Reset(Soft) Reset Ctrl+R Screen Shot F12 WAVE Recording F11 Load State Save State Quick Save Quick Load Savestate Slot Recent ROMs	-	· · · · · ·		•	
File Option Ext Debug Help Open ROM Close ROM Reset(Soft) Reset Ctrl+R Screen Shot F12 WAVE Recording F11 Load State Save State Quick Save Quick Load Savestate Slot * Recent ROMs *		🏶 EmuVT 1.00 beta1			×
Qpen ROM Close ROM Reset (Soft) Reset Ctrl+R Screen Shot F12 WAVE Recording F11 Load State Save State Quick Save Quick Load Savestate Slot Recent ROMs Exit		<u>File</u> <u>Option</u> <u>Ext</u>	Debug	Help	
Close ROM Reset(Soft) Reset Ctrl+R Screen Shot F12 WAVE Recording F11 Load State Save State Quick Save Quick Load Savestate Slot Recent ROMs Exit	٦	<u>O</u> pen ROM			
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Reset Ctrl+R Screen Shot F12 WAVE Recording F11 Load State Save State Quick Save Cuick Load Savestate Slot Cuick Save Recent ROMs Exit		Reset(Soft)			
Screen Shot F12 WAVE Recording F11 Load State Save State Quick Save Quick Load Savestate Slot Recent ROMs Exit		<u>R</u> eset	Ctrl+R		<u></u>
WAVE Recording F11 Load State Save State Quick Save Quick Load Savestate Slot Recent ROMs Exit		Screen Shot	F12		
Load State Save State Quick Save Quick Load Savestate Slot Recent ROMs Exit		WAVE Recording	F11		
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Exit		Recent ROMs			
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9>.點選 File/Exit 或按"關閉"鍵離開系統

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