

NesEm v1.0 User's Manual



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1. Introduction

NesEm is a Nintendo® Entertainment System (NES) Emulator for Palm OS 5.0 platform. Below sections provide information about various user interface elements of NesEm.

2. Main Form


Figure 1 shows the main form of NesEm emulator. The main form consists of a list window and six function buttons.



Figure 1. NesEm main form.

List Window

The list window shows the games currently installed on your device. The graphic symbols next to the game names have the following meaning:

 : The game currently resides in expansion media.

 : The game currently resides in RAM.

Function Buttons

The buttons in the main form have the following functions:

Run : Runs the game selected from the list window.

Setup : Launches the setup form.

About : Launches the about form.

Delete : Deletes the selected game from wherever it resides (RAM or expansion card).

VFS : Moves the game between RAM and expansion card.

Exit : Exits NesEm.

2. Setup Form

Setup form (Figure 2) is where you can play with various configuration options of NesEm. These configuration options are sound volume, sound channels and game controls. Each item on the setup form is explained below.

Volume control

Use this control to adjust the game sound to the desired level.

Sound channels

NesEm supports four different sound channels. Each channel has an associated push button. When a button is shaded, it means the corresponding channel is turned on, otherwise the channel is turned off.

JoyPad

The window here lists various game controls such as up, down, left, right, A and B. Clicking the "Assign" button shown in Figure 2 and then pressing a key on your device, assigns the pressed key to the selected game control.

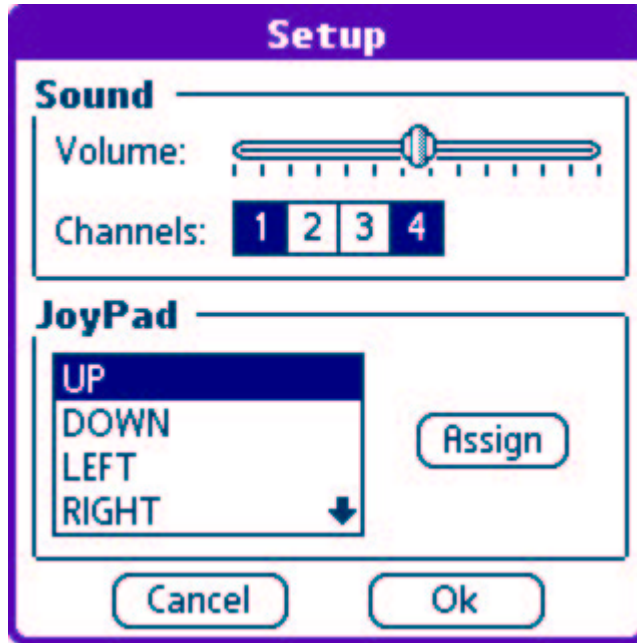


Figure 2. NesEm setup form.

3. Game View

Game view is the window you see while playing a game. Figure 3 shows a sample game view.



Figure 3. NesEm game view.

As seen in Figure 3, game view has the following in-game buttons: restart, setup, quit, str and sel. The function of each of these buttons is explained below.

Restart: Restarts the current game.

Setup: Launches the setup form (Figure 2) without quitting the current game. As soon as the setup form is dismissed, the game resumes from where it was left.

Quit: Quits the current game.

Str: Starts/pauses the current game.

Sel: Chooses different options from the game main menu (the menu that belongs to the game itself).

4. Support Information

For technical support, please go to

<http://www.kalemsoft.com>

You can also contact us with any suggestions and comments at

support@kalemsoft.com