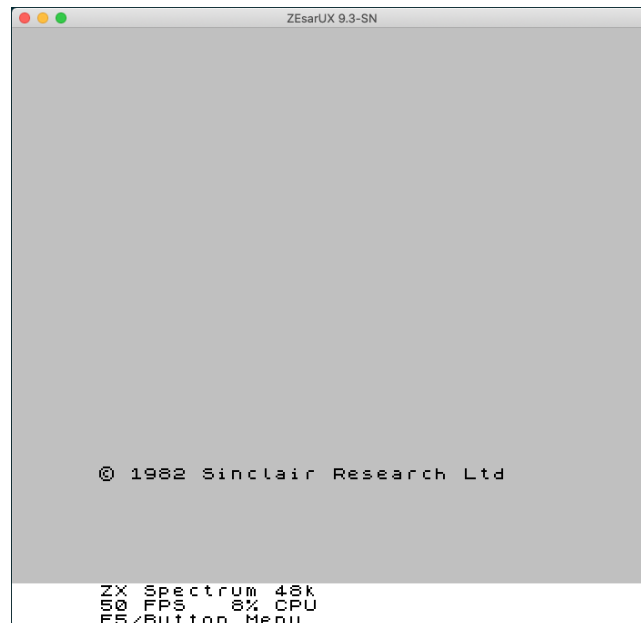ZEsarUX documentation

Index

Introduction

This is not intended to be an exhaustive documentation for ZEsarUX emulator. Is just a brief description about how the emulator works, how the menus are structured, etc.
If you want to know all the features of the emulator you should:

- Read the FAQ
- Read the README
- Read the different documentation files in zesarux-extra package
- Use the included help (try pressing F1 on menu items!) and read the menu items tooltips

First steps

When you run ZEsarUX the first time you will get a window like this:

It doesn't matter which operating system you use (Linux, Mac, Windows, etc), the emulator should look like exactly the same in all systems.

Everything in ZEsarUX runs in this window: emulated machine, menus, etc. So the first question people usually ask… Why are the menus different from my operating system? The answer is very simple: ZEsarUX manages its own windows, its own menus and I try not to be dependent from your operating system, so as I said first, it should look like the same on all systems.
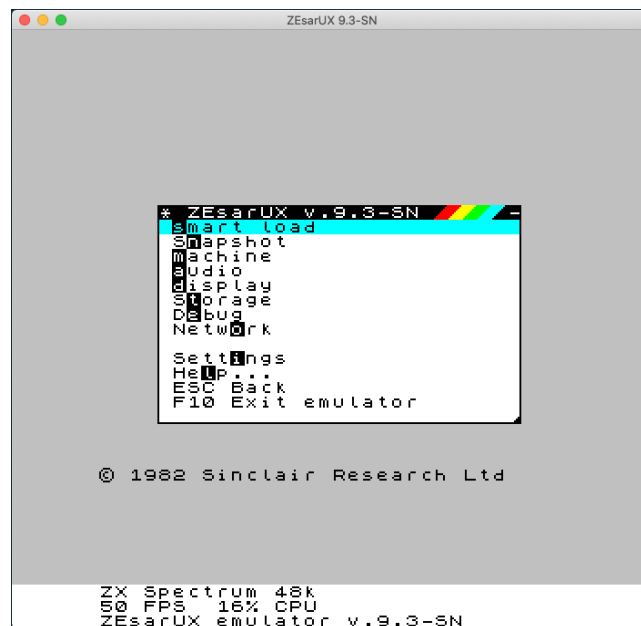
Sections in ZEsarUX window

In the ZEsarUX window, we can see a different lower section:

```
ZX Spectrum 48k
50 FPS   8% CPU
F5/Button Menu
```

This is called "Footer". Some information is displayed there:
- The first line shows the emulated machine
- The second line shows the current FPS (Frames per Second, should be 50 FPS for best performance), the cpu usage (this is your machine cpu usage, higher values are not recommendable), cpu temperature (your physical cpu temperature)
- The third line is more dynamic, by default shows "F5/Button Menu", it tells you must press F5 key or left mouse button to open the menu. It can show also a Real Tape loading, MMC card loading, etc
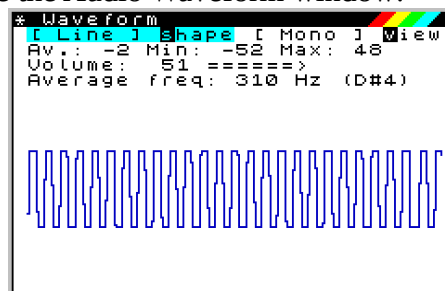
Pressing the F5 key or the left mouse button opens the main menu:

By default, the menu style is like the Spectrum 128 models, but it can be changed.
These menus are called "ZX Vision" menus, it's a tribute to the "Turbo Vision" Borland menus, widely used in the 90's.
What we call a window menu can include:
- Entries to other submenus (like this one shown on the main menu)
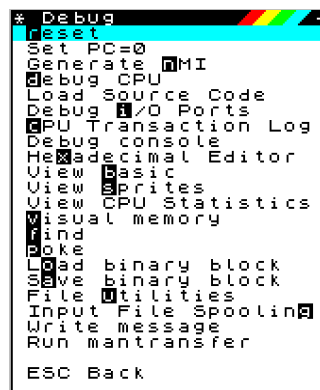- A content window, for example the Audio Waveform window:

- Settings entries: like the different entries in Settings submenus:

As a general rule, ZX Vision menus respond to the following keys or mouse actions:
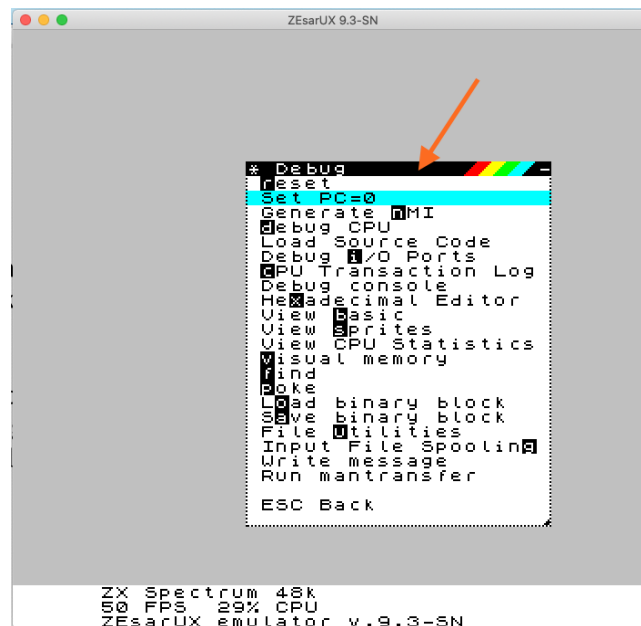- Esc/Right mouse button: closes the current menu and goes back to previous menu (if any)
- Cursor up, down, mouse movement: selects an item in the menu
- Cursor left, right, tab: selects an item on the left or right. Not
- Enter/Left mouse button: fires the action in the menu. It can open another menu, open a content window, or change a setting shown in this item.
- Space: some menu items (like breakpoints) can be enabled/disabled by pressing this key
- Letters from "a" to "z": they can fire an item in the menu, most items have a "hotkey", pressing that letter in a menu, it just fires that action (it's equivalent to select that one and press Enter). For example:

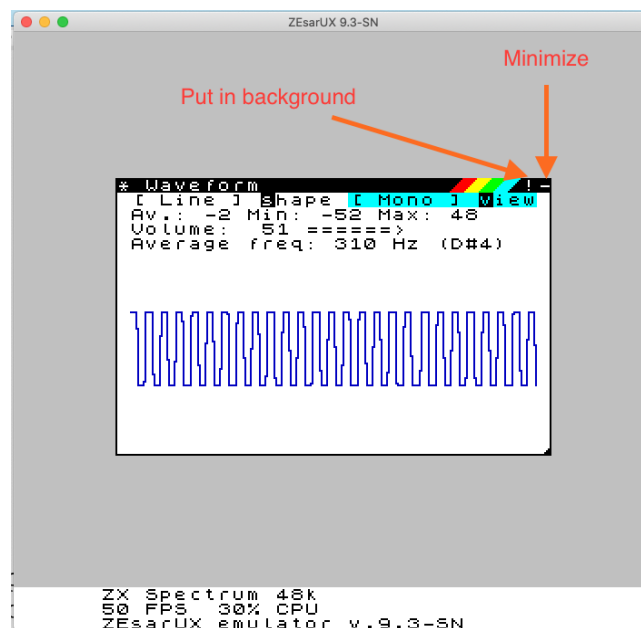Pressing the "r" key in the menu Debug it justs resets the machine.
These hotkeys are by default hidden when you enter a menu, but they are shown after a few seconds.

- Mouse actions: you can move a window by keeping pressed the left button on the window menu and moving the mouse. Remember I'm always referring to menus inside the ZEsarUX window, so for example:

You must press the left button (and kept it pressed) where the arrow points at, and move the mouse.
It's like moving your operating system windows but in this case, this window is **inside** the ZEsarUX window.
You can also run two other actions using your mouse:

- Pressing the "-" symbol, minimizes the window
- Pressing the "!" puts the window in the background. Not all windows allows this, usually many content windows can be put on the background (Note: background windows are by default not allowed, you must enable them in Settings→ GUI→ Window → Background Windows)

Siguiente: ZX Desktop…