This document is utilized for one of the Beta tests and will potentially be utilized for some future user testing

Setup
1. Connect the board using the HDMI cable to either the CRT display through the converter or to another external display
2. Then power on the board and connect the mouse, keyboard, and optionally the zapper
3. The gui application should automatically start and launch an instance of FCEUX

User Interaction
1. Read the help screen then click the help button to access the main GUI features
2. Click the next and previous buttons in random fashion verifying smooth transition between games.
3. Note the current featured game then click the next button until the noted game appears again.
4. Repeat the previous step but with the previous button
5. Now drag and drop the game by pressing and holding the mouse on the featured game image.
6. First try dropping the game on random places on the screen outside the famicom console to verify the games do not load from a drop at any location.
7. Now drag and drop the game over the famicom console. Verify the game you dragged is now being loaded in the FCEUX emulator window which should now be in the foreground of the screen. You should also hear the game drop sound if there are working speakers connected to the display.
8. Play this game in the FCEUX window until you are content then press the physical eject button.
   a. The GUI window should come to the foreground and the FCEUX window should be empty if you view it.
9. Drag and drop another game to verify that multiple games can be played in one session.

Zapper Additions
1. If the user has access to the light gun and the IR leds are mounted properly at the four corners of the connected display there are additional features.
2. Click the Calibration button which should open the calibration window
3. The user should now press the button at the bottom of the handle of the zapper to calibrate it to this display
4. Now get about 2.5X the width of the monitor away from the display
5. Aim the zapper cross hair at the first target and pull the trigger.
6. Repeat the above process with the next target that appears. This should have the zapper calibrated and the mouse should follow where you point the zapper closely.
   a. The mouse and zapper can now be used interchangeably.
7. There will now automatically be a testing screen for the calibration with targets for you to click or shoot with the zapper.
8. Once a target is shot it will disappear so the user must now shoot or click on each of the targets and click once more to exit the calibration window.
9. The user is now equipped to play a game using the zapper such as Duck Hunt. This game can be loaded using the same drag and drop manner as explained above.

Help/Tooltips section

1. The tooltips can be activated by pressing the Help button
2. The user should now be able to see helpful information about each element in the GUI application by hovering over it with their mouse.