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Testing With DeSmuME

The DeSmuME Nintendo DS emulator supports a feature where a folder on the computer can be used to represent the disk to libfat. The folder you specify will appear as the root of the flash cart disk.

There is only one requirement, the nds file must be patched for the GBA Movie Player (Compact Flash) dldi patch file (probably mpcf.dldi). You can use the `dlditool` program provided by devkit pro to do this:

```
dlditool tools/mpcf.dldi [nds file]
```

Or you can use any one of probably hundreds graphical tools. **There is no need to patch the zoidbergengine.nds file produced by make, however, because the Makefile has a line added to automatically patch the file with the mpcf.dldi file.**

To start DeSmuME mounting a folder as the flash cart disk, start it from a terminal like so:

```
desmume[-dev] --cflash-path=[path to use] [nds file]
```

you may or may not need to run the desmume-dev program instead of the standard desmume (depends on how you installed it).