

EINSTEIN Spectrum Emulator

TATUNG EINSTEIN SPECTRUM EMULATOR



- ARCADIA** (Imagine)
ASTRONAUT (Software Projects)
ATIC ATAC (Ultimate)
DALY THOMPSON'S DECATHLON (Ocean)
FLIGHT SIMULATOR (Sinclair - later version)
GRIDRUNNER (Quicksilva)
HUMPTY DUMPTY MEETS THE FUZZY WUZZIES
(Artic)
HUNCHBACK (Ocean)
JETPAC (Ultimate)
JUMP CHALLENGE (Martech)
LASERWARP (Micro-gen)
POTTY PIGEON (Gremlin Graphics)
PROJECT FUTURE (Micromania)
SPECTIPEDE (R & R)
STARION (Melbourne House)
STOP THE EXPRESS (Sinclair)
TORNADO LOW LEVEL (Vortex)
TRAX (Quicksilva)
TWIN KINGDOM VALLEY (Bug-byte)
THE HOBBIT (Melbourne House)

Spectrum Emulator

INTRODUCTION

Thank you for purchasing the Einstein Spectrum Emulator!

The Emulator comprises:

- (1) a program on disc that allows the Spectrum programs listed above to run, and
 - (2) a plastic case, labelled SPECULATOR, containing the hardware needed by these programs before they can work.
- None of the Spectrum programs listed are included on the disc provided, and so must be purchased separately.

SETTING UP THE HARDWARE

Turn off the power to your Einstein computer and attach the SPECULATOR to the Tatung pipe at the back of the Einstein computer. The connections can not be inserted the wrong way as two cut-outs provide the access the correct way round into the Tatung pipe. Switching on the power supply should now produce the normal screen display.

There is no need to unplug the SPECULATOR when it is not in use since it will have no effect when not emulating the Spectrum, and continually dis-connecting it will cause excessive wear on the tatung pipe connector.

RUNNING THE PROGRAM

To load the Emulator software insert the disc provided. Press CNTRL/BRK keys and once the DOS sign-on message is displayed you are free to continue.

If you type "DIR" <ENTER> you see that there are two programs on the disc. SPI.COM & SPID.COM. SPI.COM is the one we are interested in at this moment.

TYPE:- SPI <ENTER>

The disc light will now come on and the program will load. If your emulator is not connected you will get the error message "Speculator not connected". If all is well the screen will clear and change to the emulator menu. Once you have followed the prompts the menu screen will be replaced by a screen containing the name of the program, the name of the publisher, and joystick assignment, and additional comments where necessary.

Make sure you have connected the tape recorder into the emulator and insert the correct spectrum program. Press "PLAY" and the spectrum game will start to

This should cause the border on the display to change colour. If at any time there is a tape loading error then the menu will be re-displayed and you should select the program again.

*Errors generally occur through using a volume that is too high or too low, the wrong Spectrum program or by pressing the BRK key. Copied programs will not load because of the sensitivity of the circuitry.

When loaded, the program that was written for the Spectrum will start running on your Einstein computer!

KEYBOARD AND JOYSTICK

Most of the keys work in the same way as they do on the Spectrum, i.e. numerals 0-9 and letters A-Z (upper and lower case). Exceptions are:

<i>Spectrum</i>		<i>Einstein</i>
SYMBOL SHIFT	=	<
ENTER	=	ENTER
CAPS SHIFT	=	LEFT SHIFT
SPACE BAR	=	SPACE BAR

For some programs delete is obtained by pressing CAPS SHIFT and 0 simultaneously. Other characters, such as punctuation characters, are produced by pressing SYMBOL SHIFT and another key as on the Spectrum.

Each program has the ability to use the joystick or keyboard (joystick port 0).

FUNCTION KEYS

The Einstein function keys have special assignments when used with the Emulator. They are as follows:

FO	=	PAUSE
(any key to continue)		
F1	=	TURN SOUND ON
F2	=	TURN SOUND OFF (DEFAULT)
F3	=	JOYSTICK ON
F4	=	JOYSTICK OFF
F5	=	SAVE FILE
F6	=	LOAD SAVED FILE
F7 + ESC	=	RETURN TO MAIN MENU

To save a game onto disc once it has been loaded into memory you must use the F5 key. The F5 key must be pressed at the same time as the numeral keys 1, 2 or 3. (These are the file numbers). Only three programs can be saved on a disc and are saved sequentially. (50K to each game). Files 1 - 2 and 3.

NOTE: Always save your programs on a separate disc as they will write over - without checking - any files already on the disc.

After you have saved the programs they can be re-loaded by using F6 + keys 1-3. If you do a "DIR" on the disc used to save the programs you will find **no directory!** This is quite satisfactory but you cannot copy them onto a back-up disc. This is where SPID.COM is useful.

If you load SPID.COM from your master disc, then insert your program disc and follow the prompts, this utility will place a directory onto the disc so that you can then make a back-up copy.

INT MODE 1

INT MODE 2

These are used with a previously saved program.

Because most Spectrum games use either Mode 1 or Mode 2, and the Einstein has no way of knowing when the game is saved one of the modes must be invoked.

There are no hard and fast rules for using these choices. The best policy is if it doesn't work under Mode 1 re-load and use Mode 2.

The record socket for output to tape is to allow you to save your position back to tape when running games such as "STARION".