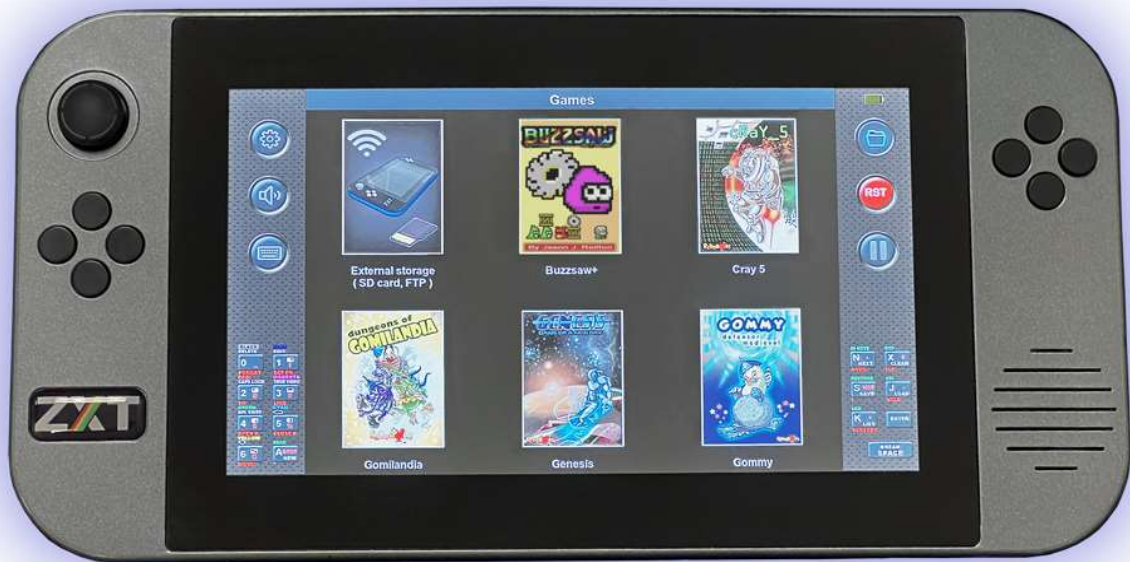


# ZX Touch

**ZX Spectrum handheld console**



v1.11

**User manual**



## Content:

<b>1. Introduction .....</b>	<b>5</b>
<b>2. Hardware description .....</b>	<b>6</b>
<b>3. Software description .....</b>	<b>8</b>
<b>3.1. Game browser .....</b>	<b>11</b>
<b>3.2. Settings .....</b>	<b>12</b>
<b>3.2.1 Display .....</b>	<b>13</b>
<b>3.2.2 Sound .....</b>	<b>18</b>
<b>3.2.3 Physical keys .....</b>	<b>19</b>
<b>3.2.4 Side keyboards .....</b>	<b>20</b>
<b>3.2.5 Joystick .....</b>	<b>21</b>
<b>3.2.6 Side Lights .....</b>	<b>23</b>
<b>3.2.7 Miscellaneous .....</b>	<b>24</b>
<b>3.2.8 Save / Load .....</b>	<b>26</b>
<b>3.3. User Dashboards and Games Library .....</b>	<b>27</b>
<b>3.3.1 Introduction .....</b>	<b>27</b>
<b>3.3.2. Managing dashboards .....</b>	<b>28</b>
<b>3.3.3. Adding games to Games Library .....</b>	<b>30</b>
<b>3.3.4. Editing ZTG Files .....</b>	<b>34</b>
<b>4. Firmware update .....</b>	<b>35</b>
<b>4.1. Firmware Update Tool (FUT) .....</b>	<b>36</b>
<b>4.1.1. Updating from SD card .....</b>	<b>36</b>
<b>4.1.2. Updating from internet .....</b>	<b>37</b>



# 1. Introduction:

Welcome to the user manual for the ZX-Touch, a handheld gaming console that offers a unique retro gaming experience. This console was inspired by the popular computer of the 1980s, the ZX Spectrum, which was one of the first home computers available to the general public. Although the ZX Spectrum is no longer in production for decades, it still has a large fan and developer base around the world that continues to enjoy the spirit of this iconic platform.

The size and shape of ZX-Touch (ZXT) are carefully crafted. With a 7" touch-screen high-resolution display, 8 high-quality tactile buttons, and an analogue joystick, all in the palm of your hand, the ZX-Touch provides a comfortable gaming experience for hours of gaming.

The ZXT has some built-in games that have been generously licensed by newer authors, however thousands of games written for the ZX Spectrum can be loaded from an SD card. The console is equipped with hardware capabilities for a WiFi connection, but the current firmware version does not support WiFi game loading due to certain formal constraints.

Although this is a pure emulation of an old computer, the original ROM that now has a license for emulation is not built into the console itself, but has been replaced by the SE Basic ROM that has a GPL v2 license. The reason for this is to avoid any legal issue related to the rights to use the original ROM in the future.

However, the console allows changing the ROM with the one saved on the SD card. Thus, by using the original ROM that is widely available on the Internet, ZXT achieves full compatibility with 48k and 128k versions of computers.

Great care was taken about the authenticity and precision of the image display. Unlike PC emulators whose refresh rate is tied to the PC computer (usually 60Hz), the refresh rate of the ZXT image is 50Hz and is fully synchronized with the emulation of the original computer. This essential feature ensures the smoothness of moving images that is achieved with the original ZX Spectrum connected to a TV CRT screen, and cannot be seen on PC emulators. The ZX Spectrum had a fixed palette of basic colours, while the ZXT has a built-in ULAplus™ colours feature that provides the ability to change the palette and thus give a new look to your favourite games.

ZXT is highly configurable. Each button or joystick direction can be mapped to any keyboard key or direction of previously popular joysticks. AY sound can be adjusted for per channel via the touchscreen mixer, and all of this can be memorized and automatically loaded for each specific game. In addition, for each game there are 3 memories in which the current position in the game can be saved and loaded later.

Many fans of the Spectrum platform love text-based adventure games, which can now also be played on the move, because the ZXT can display the full profile of the keyboard on the touchscreen at any time.

This feature also makes this console a fully portable ZX Spectrum computer where you can write BASIC programs without being tied to a desk.

Although ZXT is a commercial product, the inspiration for its creation is of a completely different nature.

Enjoy ZXT!

## 2. Hardware description:

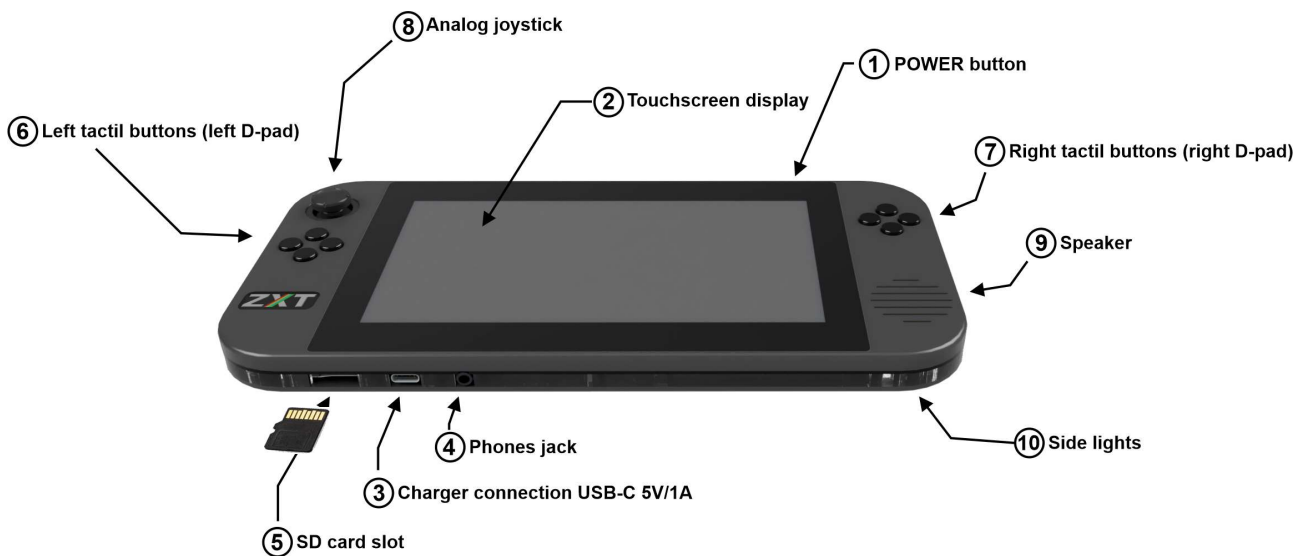


Figure 1.

### 1. POWER button

One short press of this button turns on the ZXT console. If you hold this button for 3s while the console is running console will turn off.

### 2. Touchscreen display

The ZXT features a 7-inch LCD IPS display with a high resolution of 1024x600. The refresh rate of the display is 50Hz, perfectly synchronized with ZX Spectrum emulation. The IPS technology delivers a strikingly vivid picture with a wide viewing angle. Beneath the glass, there is a capacitive multitouch screen that offers an intuitive user interface and a full keyboard profile of the ZX Spectrum.

### 3. Battery charger connection

The ZXT device does not come with an AC/DC adapter for charging its battery. However, it is equipped with a wide spread USB-C port that enables the use of any AC adapter featuring a **USB-A output, paired with a cable equipped with a USB-C connector at the opposite end.**

Through the transparent edge of the console, two LED lights can be seen on the left and right side of the charging connector. The green LED is lit if the charger is connected, and the red is lit when the battery is charging. If the green light is on and the red one is off, it means that the battery is fully charged.

The ZXT features a built-in 3000mAh rechargeable LiPo battery that provides 4-6 hours of playtime, depending on the screen backlight and sidelight settings. Charging time for the battery is approximately 3 hours when using fast mode (1A), and 6 hours when using slow mode (0.5A). The ZXT will automatically select the charging mode based on the type of charger and battery condition.

**NOTE: The length of the USB-C cable must not exceed 3 meters.**

#### **4. Headphone jack**

The console features a 3.5mm headphone jack located on the lower side. Once headphones are plugged in, the built-in speaker will automatically turn off.

Additionally, the ZXT can be connected to an external portable or fixed loudspeaker with an amplifier using this connection.

#### **5. Micro SD card slot**

The ZXT comes with a micro SD memory card slot that can accommodate a card of any capacity, but it must be formatted using the FAT32 file system. Please take note of the direction of plugging, which is indicated in the Figure 1. The contacts on the card should be inserted into the slot first, and turned so that they face in same direction as front side of the console, where the screen is located. The micro SD card has multiple functions. It primarily serves as a storage location for games that can be loaded onto the ZXT and played. In addition, the SD card is used by the ZXT to store game positions and configurations for individual games. Alternate ROMs that can be used are also stored on an SD memory card.

#### **6. & 7. Tactile buttons**

The console features eight physical buttons that are grouped in a diamond shape, with four buttons on each side forming the left and the right d-pads. These buttons have been thoughtfully selected to provide a soft touch while also ensuring a clear tactile sensation. They are manufactured by Omron type B3F and are considered some of the best quality keys available in the market for their size. Each d-pad is made on a separate PCB and connected to the main PCB with four screws, allowing for easy replacement in case they wear out.

#### **8. Analogue joystick**

On the left side of the console is an analogue joystick that can be assigned to any key on the ZX Spectrum keyboard or to the direction of previously popular joysticks. This analogue joystick is the same as one on the Nintendo Switch console and in case of wear, the user can replace it with a spare one using only a Philips type screwdriver.

#### **9. Built in speaker**

ZXT produces sound through a built-in 28mm 1.5W speaker located on the right side of the console. The speaker is driven by an adequate amplifier in class D. The AY sound is produced in hardware by mixing three square-wave oscillators and a noise generator through a digitally controlled analogue mixer. So the AY chip emulation is achieved with very little software involvement. With this solution, a higher quality of sound has been achieved compared to if the sound was completely produced by software on this platform.

#### **10. Side lights**

The case is made of several layers. One of the layers is made of a transparent acrylic sheet cut on a laser cutter. RGB LEDs are placed in the four corners of the console, which lights are transmitted around through this transparent layer. ZXT has several modes for controlling this light.

### 3. Software description:

The ZXT user interface adopts a familiar approach inspired by smartphones and tablets. Whether you wish to initiate a game or modify settings, the touch screen serves as the primary input method. Tactile switches and a joystick are exclusively employed for gaming purposes and basic navigation.

Upon powering on the console, the title screen briefly displays for a few seconds, followed by the screen depicted in the image below:

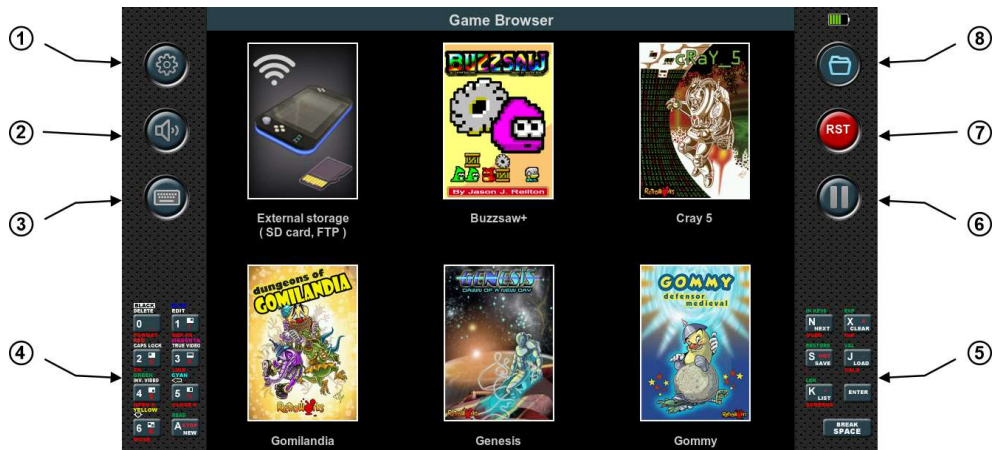


Figure 2.

The display is divided into three sections: left, centre, and right. The left and right sections of the screen are constantly visible, while the central section, which is the largest, is dedicated to the game itself, as well as the game browser or settings menu.

In the image above, the central section displays an open game browser, which allows users to launch built-in games or games stored on the SD card. A more detailed explanation of how to use the game browser will be provided later.

#### 1. Settings button:

Tapping this button at any time opens the settings menu, and if the emulation is running, it will be paused. Pressing the button again will make the settings menu disappear, and the emulation will resume functioning as before.

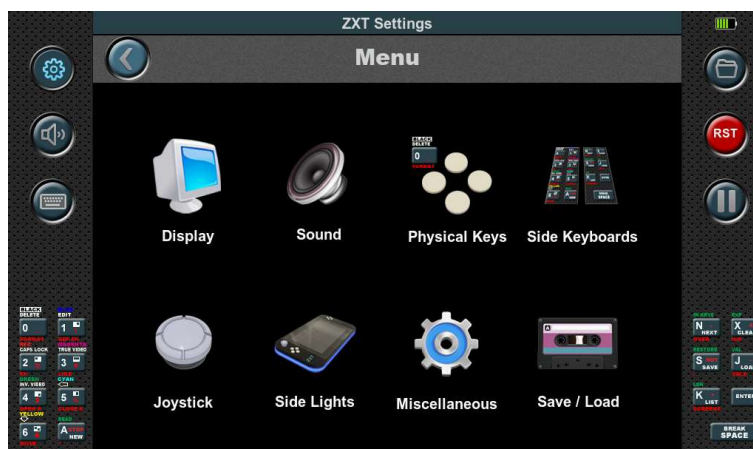


Figure 3.



## 2. Mute button:

Tapping this button will completely mute the sound. Tapping it again will restore the sound to the previously adjusted volume.

## 3. ZX Spectrum keyboard button:

This button is only active during emulation. It opens the complete virtual keyboard of the ZX Spectrum in the lower part of central section. To ensure the visibility of the emulation screen, it shrinks from 3:1 to 2:1 and moves upwards, while the left and right sections expand to incorporate additional functions. If it is pressed again, everything returns to its previous state.

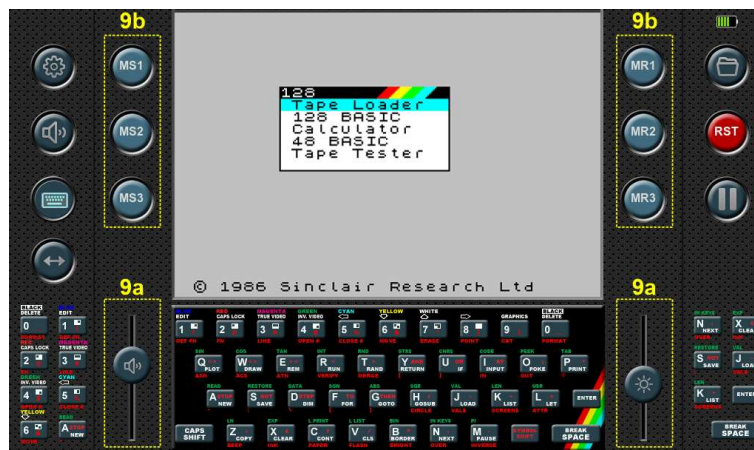


Figure 4.

In addition to the standard keyboard with the 48K Spectrum layout, users can select a significantly larger keyboard designed for faster typing. This keyboard is particularly useful when the console is placed on a stand at a slight angle, making it much more comfortable for playing text adventures or using BASIC.

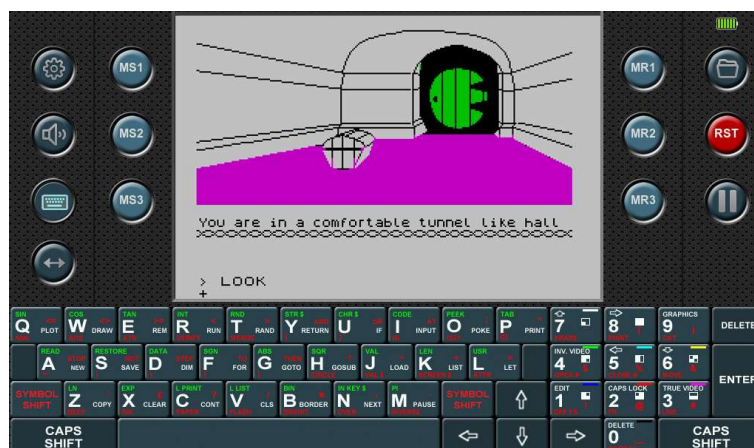


Figure 4a.

To further enhance the text adventure experience, a new button on the left side of the screen appears when the keyboard is displayed, allowing players to activate an expanded view. Although this view

distorts the aspect ratio, it improves text readability, making gameplay smoother and more enjoyable.

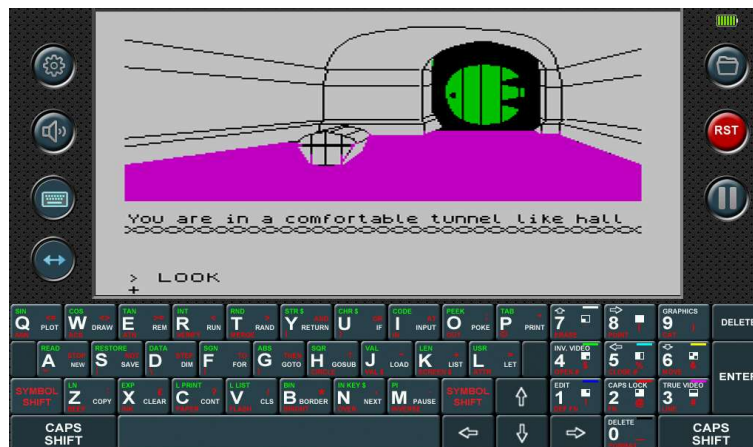


Figure 4b.

#### 4. Left-Side Virtual Keyboard:

This is an 8-key keyboard that can be customized with any of the ZX Spectrum keyboard keys. It is active during emulation and provides quick access to frequently used keys.

#### 5. Right-Side Virtual Keyboard:

Similar to the left-side virtual keyboard, this also features 7 keys. However, two keys on this keyboard, namely Enter and Space, are fixed and cannot be changed.

#### 6. Pause button

This button is used to freeze the emulation. By pressing it again, the emulation will resume and continue running.

#### 7. RESET button

This button represents the RESET of the emulated ZX Spectrum computer. By pressing it, the computer boots from its ROM.

#### 8. Game browser button

By tapping this button, the game browser will appear, regardless of whether the emulation is currently active or if you are in the settings menu. If the emulation was active, it will be paused, and pressing the button again will automatically resume the emulation.

#### 9. Extended left and right section

During emulation, when the keyboard view is selected, the left and right sections expand, revealing additional functions.

##### 9a. Sound volume and display backlight

In the lower part of the left and right section, there are convenient sliders for adjusting the volume of the sound and the backlight of the screen. These sliders are shortcuts to functions that can be found in the settings menu.

## 9b. Saving and loading game position

On the upper left side, three buttons are present: **MS1**, **MS2**, **MS3**.

By pressing one of these three buttons during emulation, the current state of the game is saved in one of three memory slots, depending on which button is pressed. This snapshot is then stored as an SNA file on an SD card. The filename and location of the snapshot file match the name and location of the running game, with only the file extension being different. If it is a built-in game, the snapshot file is saved in a dedicated directory called **ZXT\_SYSTEM\_TEMP**. However, if this directory is not found on the SD card, the save operation will be unsuccessful.

On the right side, there are three buttons: **MR1**, **MR2**, **MR3**.

These buttons enable the loading of a previously saved game position from the corresponding memory slot.

If the emulation screen is 3:1 and covers these additional functions, these functions still work even though they are not visible on the screen. So, during the game it is not necessary to press the keyboard button and then one of the Mxx buttons, it is enough to guess and press the position of the Mxx buttons or sliders.

## 3.1. Game browser

When the console is powered on, the game browser automatically opens, presenting the icons of the built-in games (Figure 2.). Tapping on a game icon opens a window displaying information about the game. Pressing the start button initiates the game, while pressing cancel returns to the game selection screen.

The first icon is not a game, but serves as a transition to display the contents of the SD memory card.

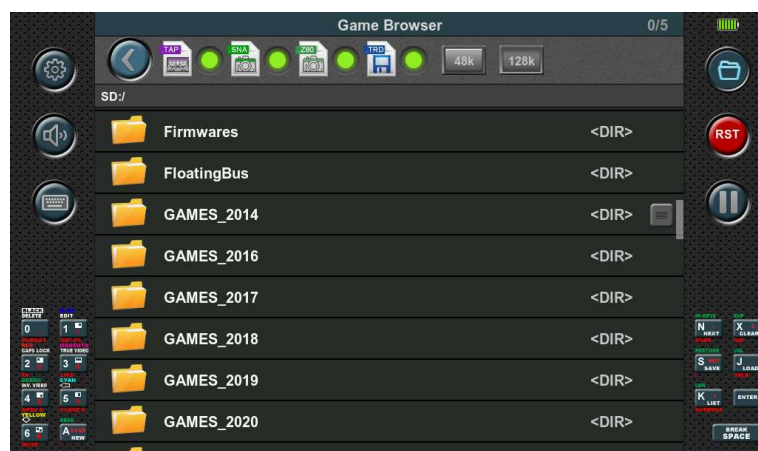


Figure 5.

ZXT supports the loading of four file formats: TAP, SNA, Z80 and TRD. However, in order to load TRD files, a TRDOS ROM must be present on the SD card.

The game browser presents the files in a scrollable list format, displaying only those files in the directory that can be loaded. The list also includes all subdirectories. Navigating through directories is accomplished by tapping on the directory bar, and to return, simply use the back button located at the top of the list.

To start a game, tap on the bar displaying the game's name. Depending on the button selected at the top of the list, the appropriate emulation for either the 48K or 128K game will be launched.

### 3.1.1. File management

In the top-left corner of the screen, you'll find a filter that allows you to select which file types are visible in the list. By default, when the console starts, it displays the game file types (.TAP, .SNA, .Z80,.TRD), including .POK files, which will be explained in later chapters. Using the filter, you can also enable additional file types, such as .JPG, .BMP, and .TXT, which the console can open. Alternatively, you can select the "ALL" filter to display every file on the SD card. Please note that you can scroll left or right through the filter icons, as not all options are visible on the screen at once.

The ZXT can open .JPG and .TXT files directly. Tapping on a .JPG file will open the image viewer, while tapping on a .TXT file will open the text viewer. These tools are particularly useful when preparing ZTG files, which will be covered in more detail later.

ZTG files are always visible, as they are unique to the ZXT console, and you'll find more information on how to work with them in the upcoming sections of this user manual.

By pressing and holding on the file name box, as shown in the image below (Figure 5a.), a small progress bar will appear. After approximately 2 seconds, the file menu will pop up. Among other options, this menu includes standard file management functions: copy, cut, paste, rename, delete, and create folder.

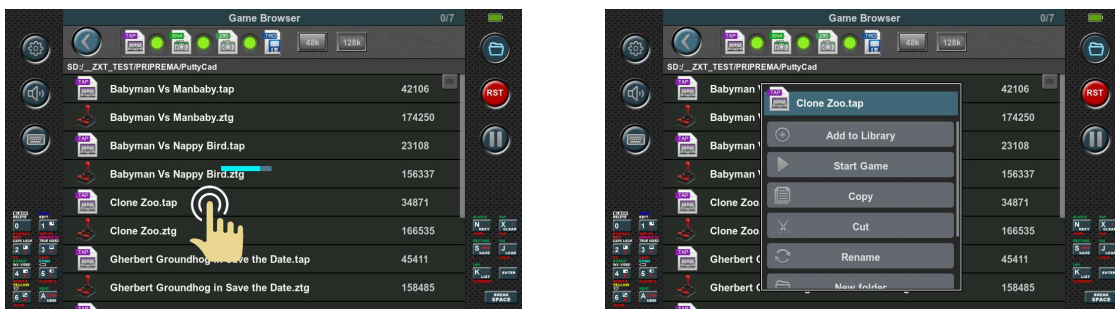


Figure 5a.

For actions like paste and create, you can also press and hold an empty space in the file list. Note that folders can only be deleted if they are empty, and the rename function allows you to change only the first part of the file name, not the file extension.

### 3.2. Settings

When tapping on the settings button, the icon menu will appear, as depicted in Figure 3. The menu offers eight choices: Display, Sound, Physical Keys, Side Keyboard, Joystick, Side Lights, Miscellaneous, and Save/Load.

### 3.2.1. Display

Selecting the Display icon will display the following view:



Figure 6.

Since not all available options fit on one screen, there is the ability to scroll up and down to view the full list. On image 6, the first part of this menu is shown, while the second part is displayed on image 6a.

#### 3.2.1.1. Display size

There are two available screen sizes for emulation: x2 and x3.

In x2 size, each pixel of the ZX Spectrum is enlarged twice, resulting in a display of 2x2 pixels on the ZXT screen.

In x3 size, each pixel of the ZX Spectrum is enlarged three times, resulting in a display of 3x3 pixels on the ZXT screen.

These options allow users to choose the desired level of pixel enlargement for an optimal viewing experience.

#### 3.2.1.2. Brightness

This slider controls the intensity of the backlight. By adjusting the position of the slider, you can increase or decrease the brightness of the backlight according to your preference.

#### 3.2.1.3. ULAplus™ colours

By enabling the ULAplus™ colours option on the ZXT console, you unlock the ability to display the ULAplus™ colour palette. This option allows each original ZX Spectrum colour to be substituted with one from the extended palette. Not only does it facilitate colour transformation, but it also enables a broader range of colours to be displayed on the screen by using additional bits from the attribute information.

It's important to note that the ULAplus™ option is only meaningful if the specific game or software being used supports it.

#### **3.2.1.4. Interlaced**

When the interlaced mode is enabled on the ZXT console, ZX Spectrum frames are displayed on alternating ZXT lines. Specifically, even ZX Spectrum frames are shown on even-numbered ZXT lines, while odd ZX Spectrum frames are displayed on odd-numbered ZXT lines. It is advised to use this mode primarily for software that utilizes the "interlaced effect" to enhance vertical resolution. In such cases, the ZXT console will provide a highly stable "interlaced" picture. However, for software that does not employ the interlaced effect, it is recommended to disable this option.

#### **3.2.1.5. Scanlines**

By enabling this option, depending on the selected display size of either x2 or x3, every second or every third line of the ZXT display is not shown. This intentional omission creates an effect reminiscent of the visuals on older CRT monitors or arcade machines, adding a touch of nostalgia to the image.

#### **3.2.1.6. Side Keyboards**

This option enables the ability to toggle the side keyboards on or off. When this option is enabled, the side keyboards will be displayed, providing additional input functionality. On the other hand, disabling this option will hide the side keyboards, removing them from view.

#### **3.2.1.7. Soft Joystick**

By enabling this option, the display of the side keyboards is automatically deactivated, and a soft joystick appears in their place. This provides a smartphone-like input experience, allowing users to control the ZXT console using a virtual joystick instead of physical keys. Additionally, there is an option available to swap the left and right sides, providing flexibility in terms of joystick placement.

#### **3.2.1.8. Title Screen**

While the ZXT console already has a quick startup time due to the absence of an operating system, enabling this option allows for an even faster boot-up by skipping the display of the title screen. Please note that this option is only meaningful if the configuration is saved in the default slot. If the configuration is not saved in the default slot, enabling this option will have no effect and it will be forgotten upon shutting down the console.

The title screen can be customized by replacing the original image with your own. This is done by selecting the "custom" option. By selecting the "Set" button, users can upload a .bmp image stored on the SD card in the ZXT\_SYSTEM folder to the console's memory. The image file must be named "TitleScreen.bmp" to be recognized.

Once the custom image is uploaded, it is saved in the console's internal memory, and the original welcome image remains intact. The SD card does not need to remain inserted for the custom welcome image to work. Users can choose between the original and the custom images using the "custom" option in the Display settings menu.



The custom image must be in .bmp format, and .jpg images are not supported. It must also have a maximum resolution of 1024x600. If a smaller resolution is used, the image will be centred on the screen. Aspect ratio is flexible, and the image can be in 16, 24, or 32-bit colour depth; however, 8-bit images are not supported.

### 3.2.1.9. Text Adventure/Programming Keyboard

This feature allows users to replace the standard keyboard with a larger one. Although the layout differs from the original, it facilitates much faster and more comfortable input.



Figure 6a.

**Note:** When selecting this keyboard, the sliders for adjusting the sound volume and screen brightness become unavailable during emulation. However, these settings can still be adjusted in the settings menu. Since volume adjustment is frequently used, physical keys can be mapped for sound volume control. Instructions on how to use and configure this feature can be found in the "Settings - Physical Keys" section.

### 3.2.1.10. Colour palette

This option allows for the modification of the ZX Spectrum colour palette, offering an alternative to the ULAplus™ enhancement. While ULAplus™ is a well-known graphical upgrade for ZX Spectrum that requires either altering the game code or initializing it with another program, making it accessible only to users with programming skills, this new option simplifies the process. This feature allows users to adjust the colour palette of any game running on ZX Touch directly through the console's graphical interface. The on/off button activates the new palette, while the colour palette can be adjusted by pressing the edit button, which opens the tool.

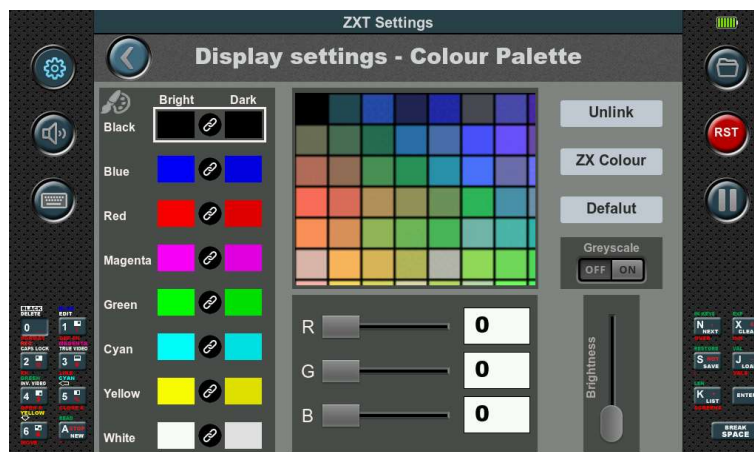


Figure 6b.

On the left side of the screen, all 8 colours of the ZX Spectrum are displayed along with their darker versions, totalling 16 colours. When a colour pair is selected, it can be modified in two ways using the middle section of the screen. The darker version of the colour updates automatically. One method is by adjusting the sliders for each component: R, G, and B. The second method involves choosing from a selection of available colours. The number of available colours exceeds what can fit in the displayed box, so scrolling in all directions reveals the complete palette. After selecting a colour from the palette, it can still be adjusted using the R, G, and B sliders. If you are satisfied with the chosen colour but want to adjust its brightness level, use the Brightness slider located in the bottom left corner. Moving this slider will adjust all three R, G, and B components simultaneously.

In the upper right corner, there are three buttons. The first button, **Unlink**, separates the two colours in the pair, allowing each colour to be adjusted individually in the same manner. The second button, **ZX Colour**, resets the selected colour to its original ZX Spectrum value. The third button, **Default**, restores the selected colour to the last value saved in the default memory slot.

On the right side, there is also a toggle button labelled **Greyscale**. Enabling Greyscale mode will display the currently selected colours as if viewed on a black-and-white television, evoking nostalgia for those who played games on black-and-white TVs in the 80s.

### 3.2.1.11. In game backgrounds

This feature allows users to enhance the visual experience of ZX Spectrum games by adding custom background images through the ZTG tool. Many ZX Spectrum games use a fixed background colour, and when this option is enabled, all areas in the game with that colour become transparent, revealing a pre-selected background image.

To use this feature, the background images must be embedded within the ZTG file. The ZTG format, in addition to the game, encapsulates all other essential game data, including the title image, info image, info text, poke file, configuration parameters for the console, and background images.

Background images can be prepared in resolutions up to 796x600, and they are not limited to the ZX Spectrum's colour palette. Images must be in JPEG baseline format with a width divisible by 4. Regardless of the resolution, the image will be stretched to fit the ZX Spectrum's display area (excluding borders). For best visual quality, it is recommended to use resolutions that are multiples of the Spectrum's native resolution (256x192, 512x384, or 768x576), which helps prevent pixel blurring during stretching.



There are two methods for changing background images during gameplay:

1. **Manual Switching:** Users can map a physical button to act as the "function button" for switching background images. This is configured in the **Physical Key** menu, where any of the 8 available physical buttons can be assigned this function. Once set, pressing the function button in combination with left or right on the opposite D-pad allows users to cycle through background images.

Additional customization options are available by pressing the **Edit** button:

- **Transparent Colour:** You can manually select which colour in the game will become transparent. This allows you to adapt the feature to various games that use different background colours. For instance, if the game's background is black, you can set black as the transparent colour. The system will treat all areas of that colour as transparent, revealing the background image.
  - **Start with B00 background:** You can set the first background image (B00) to automatically activate when the game starts, instead of starting with the background off. This is useful for games where you want a custom background visible as soon as the game begins.
2. **Automatic Switching:** In addition to manual switching, background images can be toggled or changed automatically by the game itself via an OUT instruction in the game code. This allows backgrounds to transition automatically, for example, between game levels. To implement this, the game must support the feature or be modified to use it. The OUT command operates through port 31, though future updates will allow customization of port number through the ZTG tool.

For example, in BASIC, you can set the paper colour to black with `PAPER 0` (for cases where black is chosen as the transparent colour), and then activate the first background with `OUT 31, 0`. Further commands like `OUT 31, 1` will display the second background, and so on, up to a maximum of 100 backgrounds (`OUT 31, 0` to `OUT 31, 99`). To turn the background off, use `OUT 31, 255`.

You can also automatically change the transparent colour using the OUT command. For instance, `OUT 31, 200` sets black as the transparent colour, while `OUT 31, 201` sets blue. This continues until `OUT 31, 207`, which sets white as the transparent colour.

Not all ZX Spectrum games are well-suited for this feature, but some can take full advantage of it, providing a richer visual experience. Games that have large areas of a single background colour tend to work best, as these areas will reveal the custom image behind the game graphics.

### 3.2.1.12. Hide Control Sections

To provide a more immersive gaming experience, ZX Touch allows you to hide the control sections on the left and right sides of the screen, reducing distractions and focusing on gameplay.

There are two available modes for hiding the control sections:

- **Manual Mode:** After the game starts, tap the emulated screen with two fingers to hide the control sections. To bring them back, tap the screen with one finger, which will also pause the game.
- **Automatic Mode:** In this mode, the control sections are hidden automatically when the game starts. Touching the screen will reveal the sections and pause the game.

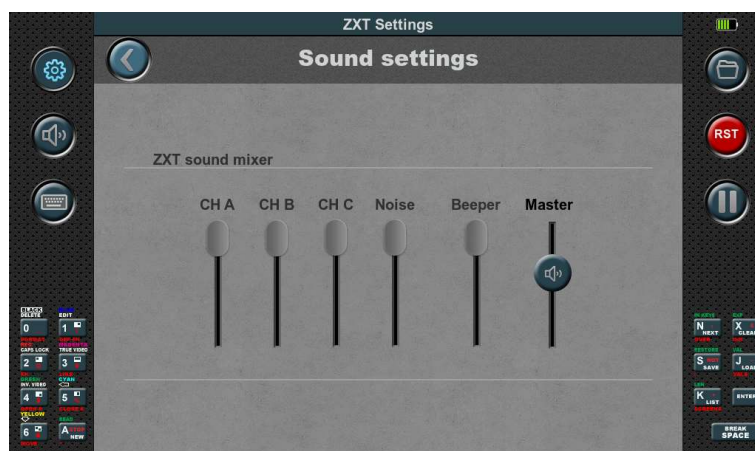
You can select between these modes using the **Auto** option, located next to the button that enables the feature.

### 3.2.1.13. Hide Main Dashboard

This option allows users to hide the main dashboard, which features built-in games. When enabled, the console will not display this dashboard in the list. Instead, when the console is powered on with an inserted SD card containing a saved dashboard layout, it will show the first dashboard from the user's list. The dashboard with built-in games will remain hidden. If no SD card is inserted, this option has no effect, and the dashboard with built-in games will be displayed.

### 3.2.2. Sound

Selecting the Sound icon will display the following view:



**Figure 7.**

The ZX Spectrum 128K featured a multi-channel sound system capable of producing three channels of square wave and one channel of noise. Additionally, it inherited the ability to reproduce the Beeper sound from the ZX Spectrum 48K. In the ZXT console, you have the option to individually control the volume of all five mentioned channels. Furthermore, there is a master volume slider available, which adjusts the overall volume output to the speaker or headphones.

### 3.2.3. Physical keys

Selecting the Physical keys icon will display the following view:



Figure 8.

This configuration allows you to assign any keyboard key or Kempston joystick direction to the physical keys of the console. As many ZX Spectrum games have different keyboard keys for control, this option becomes necessary to ensure compatibility with all games using the physical keys.

Setting up the key mapping is a straightforward process. Firstly, you need to select the physical key you wish to map by tapping on the corresponding box representing the physical key. Then, press the desired button on the virtual keyboard to establish the connection. Once mapped, the assigned keyboard key will be displayed inside the box.

In addition to keyboard keys, directions and the fire button of the Kempston joystick can also be assigned to specific physical buttons, expanding the range of control options.

Mapping can also be done using presets, which simplifies the process by automatically assigning all eight physical keys at once. This feature saves time and effort, allowing for quick and convenient mapping of the physical keys without the need for individual assignments.

Additionally, you have the option to leave a specific physical key unpaired (blank). This can be done using the delete button, allowing you to keep some keys unused if necessary.

#### 3.2.3.1. Function Key

One of the eight physical keys can be assigned as a **Function key**. The Function key is not a ZX Spectrum key but allows for console-specific actions when combined with other physical keys. To assign a **Function key** to a physical key, first select the physical key box on the screen, then press the virtual **Fn** button on the screen. A light blue border will appear around the selected physical key box, indicating that it has been assigned as the Function key. The **Fn** button is a toggle, so pressing it again will remove the Function key assignment.

If a physical key assigned as a **Function key** is not mapped to any other key, a Function key icon will appear in the box, along with the blue border. A single physical key can be mapped to both a ZX Spectrum key and serve as a **Function key** simultaneously.

When the **Function key** is assigned to the right D-pad, the four physical keys on the left D-pad are given special functions. Pressing up or down while holding the **Function key** adjusts the volume, and pressing left or right cycles through background images. Likewise, if the **Function key** is assigned to the left D-pad, these same functions apply to the right D-pad in the same order. By default, the Function key is mapped to the left button of the right D-pad. This key is expected to be the least used during gameplay. The Function key mapping is saved only in slots and not as part of an individual game configuration. This ensures that when loading ZTG files prepared by others, the mapping remains unchanged.

It's recommended to map this key not only as a Function key but also to a keyboard key that selects the input method in a particular game. This way, after loading a game, pressing the key can also select the appropriate input method that matches the current key mapping. This approach maximizes the utility of this key.

### 3.2.4. Side keyboards

Selecting the Side Keyboards icon will display the following view:



Figure 9.

In ZX Spectrum games, besides the control keys for gameplay, additional keys are often used to adjust game options or initiate the game. Different game developers utilize different keys for these purposes, making it highly convenient to have a dedicated set of keyboard keys readily accessible. This eliminates the need to frequently bring up the virtual keyboard and minimizes interruptions to the gameplay experience.

Having a designated set of keyboard keys readily available allows for seamless and efficient interaction with the game, ensuring smooth navigation and quick access to essential functions.

The mapping of the side keyboard follows a similar process to that of the physical keys. To map a side keyboard key, you need to select the corresponding box and then tap on the virtual keyboard key you want to assign to it. Once mapped, the assigned button will be displayed inside the box.

Please note that the Enter and Space keys are always present on the right side of the side keyboard and cannot be remapped.

Additionally, there is a default button available, which automatically loads the layout of the side keyboard from the default configuration memory slot. This provides a convenient way to restore the default mappings if needed.

Furthermore, there are Delete and Delete All buttons provided for removing individual or all mappings from the side keyboard, allowing for customization and adjustment as desired.

### 3.2.5. Joystick

Selecting the Joystick icon will display the following view:



Figure 10.

The built-in joystick is analogue. However, the ZX Spectrum computer did not support this type of joystick and only had four basic directions: left, right, up, and down. It also supported four oblique directions, which were combinations of two directions, such as up and right.

Due to the nature of the ZX Spectrum's joysticks, this analogue joystick is mapped accordingly. Four keys are assigned to it, with one key for each basic direction.

However, the analogue nature of this joystick offers an advantage. It allows for the determination of the trigger position, which is visually indicated by a darkened circle. The radius of this circle can be adjusted using the slider located in the middle.

By default, the joystick is mapped in the same way as the left d-pad, but this can be changed by deselecting the "Same as left D-pad" option. In that case, the joystick can be mapped using the corresponding boxes and the virtual keyboard, just like the physical keys.

Similar to the presets available for physical buttons, there are also presets available for the analogue joystick.

Additionally, there is an "All directions" option. When enabled, the joystick has eight directions.

When disabled, it only has the four basic directions and does not accept simultaneous input of two basic directions. This mode is suitable for certain games like PACMAN.

If the joystick is correctly calibrated, the red circle representing the position of the analogue joystick should be centred. As the joystick is moved, the red circle moves accordingly and should be able to reach the edges of the background circle, which are marked with arrows. If the joystick exceeds the trigger position (darkened circle), the corresponding boxes change colour from black to red.

If the calibration is not satisfactory or if the joystick has been replaced with a spare part, it is necessary to perform the calibration. On this screen, there is a button available to initiate the calibration process.

The calibration process consists of three steps:

### Step 1.

Begin the calibration process by tapping the Start button. It is essential to remain patient for a few seconds while the progress bar on the right side gradually fills up. During this time, it is crucial to keep the joystick still and refrain from touching or moving it.

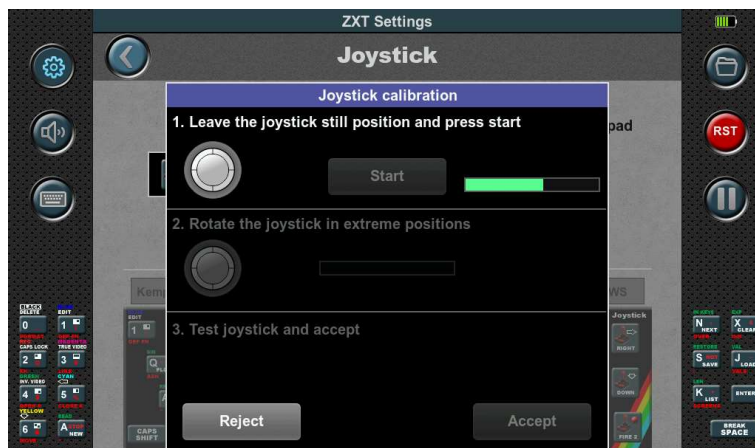


Figure 11.

### Step 2.

In the second step, the joystick needs to be rotated to its extreme positions as indicated by the animation. The progress bar on the right side will track these rotations. Once the bar reaches the end, the second step is completed.

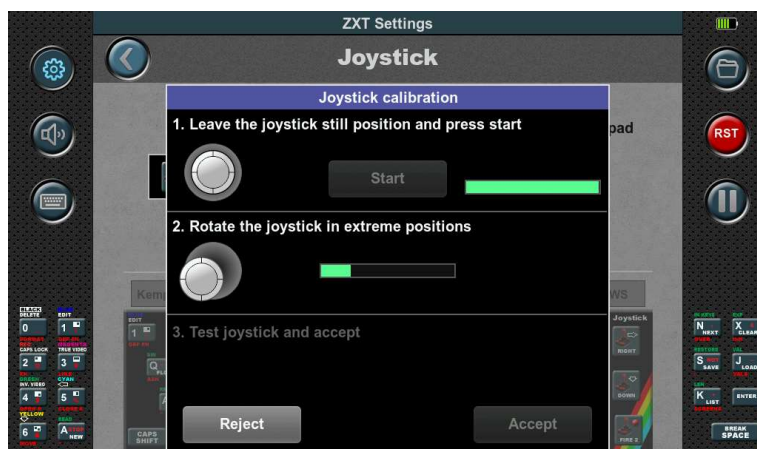


Figure 12.



### Step 3.

The third step involves checking the operation of the joystick. After ensuring the joystick is functioning correctly, you can choose to either accept or reject the calibration.

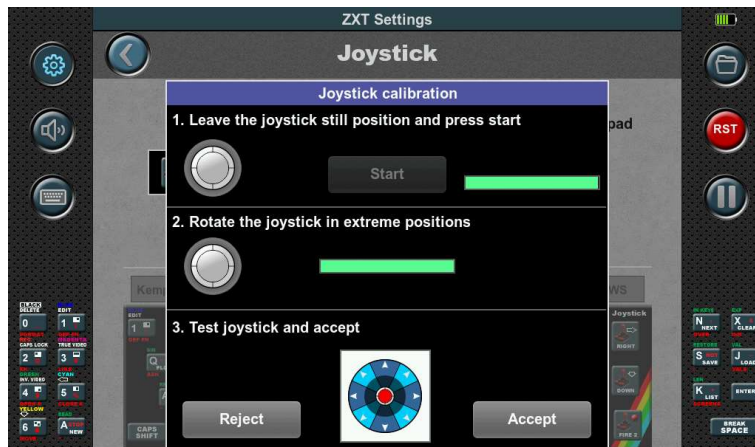


Figure 13.

### 3.2.6. Side Lights

Selecting the Side Lights icon will display the following view:

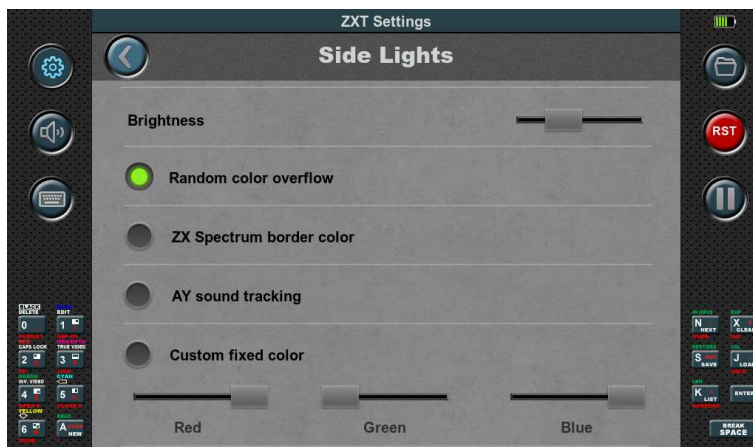


Figure 14.

In this configuration section, you can adjust the operation mode of the side lights. The first option, Brightness, allows you to control the brightness level using a slider.

There are four available operating modes for the side lights:

**1. Random colour overflow:** In this mode, the ZXT console automatically transitions between colours, with one colour persisting for a period before smoothly flowing into another.

**2. ZX Spectrum border colour:** The side lights' colour is determined by the current colour of the ZX Spectrum emulation's border on the screen. It synchronizes the side lights with the border colour for a cohesive visual effect.

**3. AY sound tracking:** The intensity of the individual RGB colour components of the side lights follows the volume of the corresponding AY sound channel. This mode creates a dynamic lighting experience that reflects the audio output.

**4. Custom fixed colour:** You can manually set a constant colour for the side lights using individual sliders for the RGB colour components. This allows for personalized customization of the side lights' appearance.

### 3.2.7. Miscellaneous

Selecting the Miscellaneous icon will display the following view:



Figure 15.

#### 3.2.7.1. Custom ROMs:

By default, the Custom ROM option is disabled on the ZXT console. However, enabling this option allows you to use alternative ROMs instead of the built-in SE Basic ROM.

To ensure full compatibility with games, it is recommended to use the original ROMs from the ZX Spectrum 48K and ZX Spectrum 128K computers. These ROM files should be placed in the "SD:\ROMs" directory on the SD card. The file names for the ROMs are predefined as follows: "48.rom" for a 48K computer, and "128-0.rom" and "128-1.rom" for a 128K computer.

If you intend to load games in TRD format, it is necessary to include the "trdos.rom" file in the same directory.

These ROM files can often be found online and are commonly bundled with various emulators.

Remember to ensure that the ROM files you use are legally obtained and that you comply with any applicable copyright laws.



### 3.2.7.2. Autoload (.Tap,.TRD):

The automatic launch option for games recorded in TAP or TRD format is enabled by default on the ZXT console. This means that when you select a game in either TAP or TRD format, it will be launched automatically without requiring any additional steps.

However, if you disable this option, the ZX Spectrum will start from the ROM instead. In this case, depending on the type of computer and ROM being used, you may need to manually enter the loading command for the game to start.

Enabling the automatic launch option provides a more streamlined and convenient experience, as the console handles the loading and launching of games in TAP or TRD format automatically.

The option is designed to work seamlessly with both the embedded SE Basic ROM and the original ROMs stored on the SD card. It is specifically tailored to these ROM configurations.

If you decide to use alternative ROMs, it's important to note that the automatic game launch option may not function properly. Compatibility issues can arise when the console is expecting specific ROM configurations.

Some demos and games require the ZX Spectrum 128K to operate in **USR 0 mode** for proper functionality. In this mode, the Spectrum pages in the 48K ROM, making the system behave like it's in 48K mode, but with access to the page register and the ability to use AY sound.

This mode can be enabled via an additional option USR0. When this option is activated, the program will start in USR 0 mode, ensuring compatibility with software that requires this specific configuration.

### 3.2.7.3. Autoload game configurations

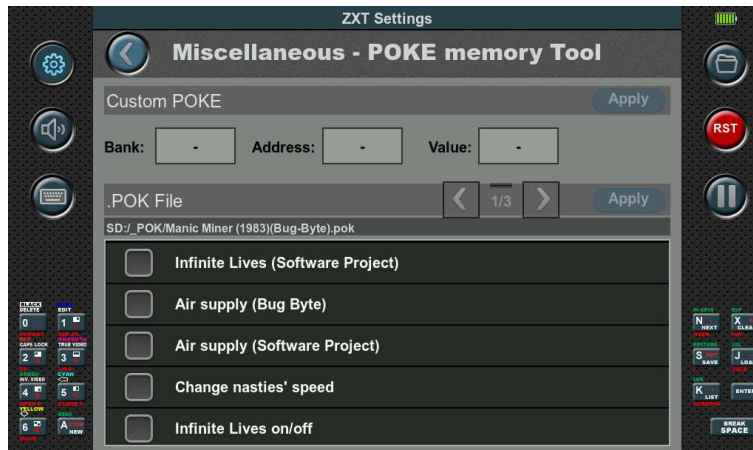
In the settings menu under Save / Load, it is possible to save all the configuration settings for each individual game. By enabling this option before starting a game, ZXT will load a previously saved configuration specific to that game.

It's important to emphasize that when loading the configuration saved for an individual game, this parameter, along with the Master volume, Brightness, and Title screen settings and some others will not be loaded. However, all other parameters will be loaded.

By allowing settings to be saved on a per-game basis, ZXT provides a convenient way to customize the experience for each game and streamline the gameplay setup.

### 3.2.7.4. Poke memory tool

Poking games is a method that allows users to modify aspects of a game, such as gaining extra or unlimited lives, altering enemy difficulty, or skipping levels. In the era of 8-bit computers, pokes were typically added in loaders that executed them immediately after the game was loaded. With this tool, however, there's no need to modify loaders; pokes can be applied directly from the console's GUI.



**Figure 16.**

There are two ways to use it: manually (Custom POKE) by entering the bank, address, and value, or by using pre-made .pok files from the SD card. Since pre-made .pok files are available for many games, this method is more convenient.

To use a .pok file, first launch the file from the SD card by simply tapping on it in the file list. Then, when you open the tool, a list of all available pokes will appear on the screen. You can mark which pokes from the list you want to apply and then press the "Apply" button. This, of course, is done after the game has already been loaded and at the appropriate point in the game.

For pokes that require input (such as setting the number of lives), an edit box will be provided on the list where you can enter the desired value before pressing "Apply."

Additionally, .pok files can be integrated into ZTG files using the ZTG tool. This allows for automatic loading of the corresponding .pok file when a game is launched.

### 3.2.7.5. Autoload POK file

If this option is enabled, when a game is launched from the SD card, the corresponding .POK file is automatically loaded as well. The name of the POK file must match the name of the game being launched.

### 3.2.7.6. Game Rewind

When enabled, this feature allows players to rewind gameplay after pausing. Once you pause the game, a green text label appears on the right side of the screen showing **REW: 0s**. Using the left and right buttons on the left D-pad, you can go back in time, and the label will update to **REW: xs**, where **x** represents the number of seconds you have rewound. After pressing play, the game resumes from the chosen point in the past.

Additionally, you can adjust the maximum duration the console can "remember" the gameplay in the past, which can be set anywhere between 9 and 62 seconds. Increasing this value makes the rewind steps larger, while decreasing it allows for finer, shorter steps. This provides a trade-off between the precision of rewinding and how far back you can go.

This feature is especially useful for undoing mistakes. If, for example, you lose a life in the game, you can rewind a few seconds and try again with a different approach.

### 3.2.8. Save / Load

Selecting the Save / Load icon will display the view as shown in Figure 17.

On this screen, you can save configurations in different ways.

At the top, there is a round button with a house icon that allows you to return all settings to the factory defaults.



Figure 17.

There are four memory slots available for configurations. The first slot, "default," is special as it loads the configuration saved in it when the ZXT is turned on. The other three slots serve as storage for frequently used configurations.

Each memory slot has "Save" and "Load" buttons for saving and loading configurations.

You can also save configurations specific to each individual game. The "Save current game settings" and "Load current game settings" buttons refer to the currently running game. The configuration is saved on the SD card in the same location as the game, with a different file extension.

For built-in games, the configurations are saved in the "ZXT\_SYSTEM\_TEMP" directory on the SD card's root. Make sure this directory exists; otherwise, the save/load operation will fail.

These saving options provide convenient management and restoration of settings for different scenarios and games.

## 3.3. User Dashboards and Games Library

### 3.3.1. Introduction

Built-in games are showcased on the primary **Dashboard** through **Title images** accompanied by their corresponding **Title** (name). Upon selecting a game, an **Info image** is presented, offering supplementary details about the chosen game.

Players can initiate the game by touching the Start button, or alternatively, return to the main dashboard by selecting the Cancel button.

This concept can be extended to all games stored on your SD card, enabling the creation of new Dashboards capable of accommodating up to 50 games each.

To facilitate this, a novel file format named ".ZTG" (ZX Touch Game) has been introduced.

Alongside encapsulating the game in its original format (TAP, SNA, Z80, TRD), the ".ZTG" file incorporates additional metadata concerning the game. This includes the Title image and Title (name) for dashboard display, as well as the Info image, info text, poke file, background images and ZXT configuration. This encapsulation format enables the inclusion of supplementary meta blocks, essential for forthcoming ZXT functionalities. The format's structure, composed of independent blocks that may or may not be present within the file, ensures seamless compatibility with upcoming iterations.

The process of creating ".ZTG" files is straightforward and can be executed entirely within the console itself, courtesy of the integrated conversion tool within the ZXT game browser. Once converted, games are automatically placed in the Games Library, which is located on the SD card at SD:/ZXT\_SYSTEM/LIBRARY or in a local folder.

Games stored within the Games Library can then be organized onto Dashboards. Each Dashboard, represented by a separate file such as Dashboard1.dsh, Dashboard2.dsh, and so forth, is stored within the SD card directory at SD:/ZXT\_SYSTEM/Dashboards. These Dashboard files contain references to the ".ZTG" games from the Games Library, along with their respective layouts. Everything related to the Games Library and user-generated Dashboards are stored exclusively on the SD card within the SD:/ZXT\_SYSTEM folder; none of this data is retained within the console itself. Consequently, by simply swapping the SD card, users can effortlessly adopt a completely new dashboard configuration. There's no need to manually create the SD:/ZXT\_SYSTEM folder or its subfolders, as they are automatically generated when utilizing these functionalities.

### 3.3.2. Managing dashboards

#### 3.3.2.1. Creating and navigating dashboards

To create a new dashboard, simply press and hold any empty space within the current dashboard. A small progress bar will appear just above the touchpoint, indicating the required duration for the hold. Once the progress bar is filled, a **dashboard menu** will appear, offering various options depending on the context. If you're creating your first dashboard, which also means you're currently on the primary dashboard, you'll see only one option: "New dashboard," alongside the "Exit" option. Additionally, the menu can be closed by tapping outside its boundaries, and it can be moved by grabbing its title and dragging it around.



Figure 18.

Upon selecting the "New dashboard" option, a fresh empty dashboard is generated, featuring only one icon—a familiar entry point to the SD card contents. This process can be repeated to create additional dashboards. An indicator emerges in the upper right corner of the Games Browser, displaying the current dashboard number out of the total. The primary dashboard is labelled as '0' while subsequent dashboards are sequentially numbered as '1', '2', '3' and so forth. Navigation between dashboards is facilitated by buttons located on the left and right sides. Alternatively, users can navigate using a joystick or the left d-pad.

### 3.3.2.2. Removing and dashboard rearrangement

Just like creating a new dashboard, deleting one is also possible. However, the "Delete dashboard" option in the menu only functions when the dashboard is empty. Confirmation is required by pressing the 'Yes' button, which appears alongside a message at the bottom of the screen. Dashboards aren't fixed in order; they can be rearranged. This can be accomplished by selecting the "Move Left" or "Move Right" options in the menu whenever applicable. The primary dashboard labelled as '0', which contains built-in games, cannot be deleted or moved.

### 3.3.2.3. Adding games to the dashboard

The "Add game" option is utilized to place games onto the dashboard that have been previously saved in the Games Library as ZTG files. Upon selecting this option, the contents of the Games Library are automatically displayed. Additionally, the chosen game from the Game Library is positioned at the end of the list. Alternatively, we can also add the game to the dashboard using the copy/paste functionality. This allows us to duplicate it from any dashboard, including the primary one labelled with '0'.

In the same way as the dashboard menu is opened (by pressing and holding on an empty space on the dashboard), the **game menu** can also be opened by pressing and holding on the title image of the game. If this is done on the built-in game on the primary dashboard, in addition to the options for "Exit" and "Start Game," the option "Copy" is offered. With this option, the game is saved to the clipboard, and it can be copied to any user dashboard using the "Paste" option in the dashboard menu. This copy/paste functionality can also be applied to games placed on user dashboards from the Games Library.

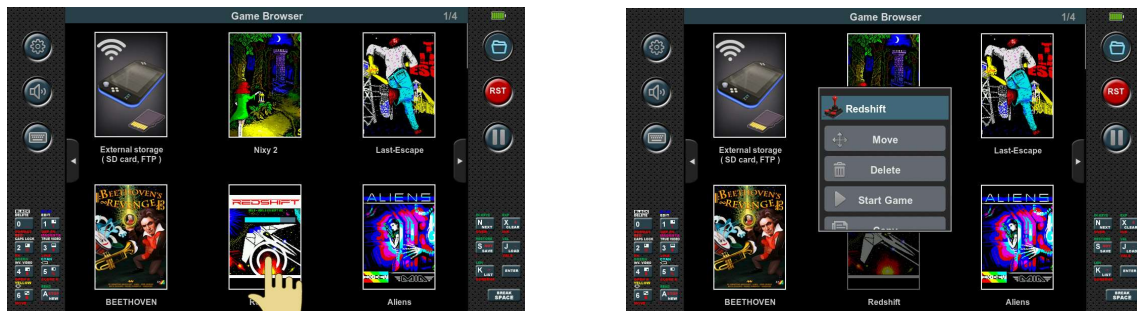


Figure 19.

### 3.3.2.4. Removing games from the dashboard

Removing the game from the dashboard is achieved with the "Delete" option in the game menu. After selecting this option, the console indicates the selected game by flashing its title image. At the same time, a message is displayed on the screen that must be confirmed in order to actually delete the game. When a game is deleted from the dashboard, it does not mean that it is deleted from the Games Library. How the game is deleted from the Games Library will be explained in the next chapter.

### 3.3.2.5. Repositioning games within the dashboard

When adding a new game to the dashboard, it is automatically placed at the end of the list. However, this default order may not always be suitable. To customize the arrangement of games, you can use the "Move" option in the games menu. Upon selecting this option, the console highlights the chosen game by flashing its title image. The subsequent step involves selecting the desired location for the game. This is accomplished by tapping on the game located exactly where we want to place the selected game. Once we choose the location, the game is then positioned accordingly, causing all other games to shift forward by one place. Should you decide to cancel the movement, you can simply select the "Cancel" button, conveniently located at the bottom of the screen along with the prompt.

### 3.3.2.6. Assigning Names to User Dashboards

You can assign names to custom dashboards, which helps to better organize and navigate your game collections. To name a dashboard, press and hold your finger on an empty space for a few seconds until a menu appears. In the menu, select the "Name" option. This will bring up the keyboard, allowing you to rename the dashboard. The new name will automatically appear at the top of the dashboard and be saved to the dashboard file on the SD card.

### 3.3.2.7. Hiding the First Icon on User Dashboards

On custom dashboards, the first icon, which provides access to SD card content, is always shown by default. If you prefer to hide this icon, press and hold your finger on an empty space on the dashboard until a menu appears. Then, select the "Hide 1st icon" option. To bring the icon back, follow the same process and choose "Show 1st icon" from the menu.

### 3.3.3. Adding games to Games Library (Creating ZTG files)

To add a game to the dashboard, it needs to be converted to ZTG format and then stored in the Games Library. ZXT provides a user-friendly tool for this purpose. Prior to conversion, it's advisable to adjust all necessary parameters in the ZXT configuration specific to the game, including physical key mapping, joystick settings, ROM options, ULAPLus, and others.

Once the configuration is set, locate the game file on the SD card and press and hold the file name box, as illustrated in the image below. Once the progress bar completes, the file menu will be displayed.



Figure 20.

The option "Add to Library" triggers the opening of the conversion tool.

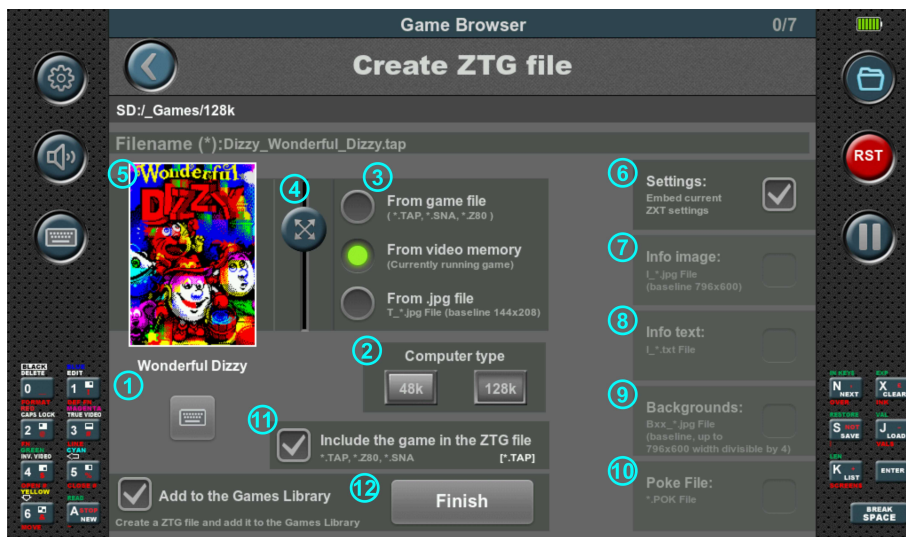


Figure 21.

Using this simple yet effective tool, we're able to enrich the selected file (.TAP, .SNA, .Z80, .TRD) with essential metadata, like Title, Title image, Info image, Info Text, Backgrounds, poke file, and ZXT configuration. It effortlessly combines these elements into a unified ZTG file, automatically adding it to our Games Library so it can be placed to Dashboard.



### 3.3.3.1. Title of the game

The title of the game (1), which will ultimately appear on the dashboard below the Title image, is displayed on the left side of the tool screen. By default, this title is set to match the name of the file (without the extension). To edit the title, press the keyboard icon, which will open a window with the edit box and keyboard. The CAPS SHIFT and SYMBOL SHIFT keys serve as toggle keys for easier typing. When CAPS SHIFT is active, keys 5 and 8 can be used to move the cursor, while the zero key deletes text to the left of the cursor.

### 3.3.3.2. Computer Type

In the 'Computer Type' section (2), you'll need to designate the type of computer the emulator will emulate for this game. Typically, in the ZXT console, the computer type parameter isn't included in settings saved under slots (default, slot1, etc.) or under 'Save current game settings.' Instead, it needs to be determined each time the game is launched from the SD card. However, in the ZTG file, this information is saved along with the entire current ZXT configuration.

### 3.3.3.3. Title image

When creating the Title image (5), you have three different options available in section (3).

- 'From game file'

If you select 'From game file', ZXT will attempt to extract an image from the selected file without launching the game. For .TAP files, it will search for a block the size of the ZX Spectrum screen and if there is any display it as an image within the frame. Snapshot files (.SNA, .Z80) always contain the screen content at the time the snapshot was taken. However, with TRD files, ZXT won't attempt to find such an image.

- 'From video memory'

By choosing the second option, 'From video memory', ZXT will capture the current image displayed on the emulator screen. This means that if you start the game before opening this tool and pause it on a suitable screen for the title image, that image will be displayed within the frame. Additionally, if you press the button with the folder icon to hide the Game Browser and proceed with the emulation, then press it again to return to the tool, a new image will be captured from the video memory of the emulator. This allows for seamless updating of the title image based on the current state of the game.

In both cases, 'From game file' and 'From video memory', you can adjust the image by zooming and repositioning it within the white frame. Zooming is controlled by the slider(4) on the right side of the Title image, and repositioning can be done by dragging the image within the frame. In the example shown, the title image is a zoomed and centred portion of the game's title image.

- 'From .jpg file'

We can achieve the best results by using the third option 'From .jpg file'. However, it requires a little more effort than the previous two.



This option uses a pre-prepared image that needs to be saved on the SD card in ".jpg" format. In order for the image to be successfully accepted, it must be in the defined resolution of **144x208** and in the **baseline JPEG format**, not in the progressive JPEG format.

*Baseline JPEG format decompresses the image from top to bottom in a single pass, and the entire image cannot be displayed until it's fully loaded. On the other hand, progressive JPEG format enables gradual loading of the image. It starts with a low resolution and progressively adds details until the image is fully loaded. This allows users with slower internet connections to recognize the content of the image before it's completely loaded.*

Although baseline is the basic and original format, many applications used for image processing save images in the progressive format by default. But it is also always possible to adjust to baseline JPEG format when saving the file.

To ensure that ZXT locates the '.jpg' file, it should be positioned in the same folder on the SD card as the game itself. Furthermore, the image's name must match the game's filename, with the addition of the prefix 'T\_' and the file extension '.jpg'. For example, if the game file is named JSW.TAP, the corresponding image should be labelled as T\_JSW.jpg.

#### **3.3.3.4. Settings**

On the right side of the tool screen is the Settings section(6). Here, a checkbox allows you to determine whether the current console configuration will be included in the ZTG file you are creating. If this option is enabled, the console will load the saved configuration each time the ZTG file is started. Conversely, if the configuration is disabled, the current setup will not be saved in the ZTG file, meaning that launching such a ZTG file will preserve the console's configuration as it was at that moment. It is highly recommended to enable this option to ensure the game starts exactly as you have configured it.

#### **3.3.3.5. Info image**

If you wish for the Info screen to appear when starting the game from the dashboard, you need to check the Info image section (7). Upon opening the tool, it automatically checks for the corresponding '.jpg' file on the SD card, which should be located in the same folder as the game itself. If the file with the appropriate name does not exist, the entire section will be greyed out, and the checkbox cannot be selected. However, if the file is present, the section will be displayed normally, allowing the user to decide whether to include it.

When you check this option, ZXT will display the image on the screen. Upon confirming with the 'Confirm' button, the Info image will be included in the final ZTG file. Similar to the Title image, this JPEG file must be in baseline format and have a resolution of 796x600. Additionally, the image's name must match the game's filename, with the prefix 'I\_' added and the file extension '.jpg'. For example, if the game file is named JSW.TAP, the corresponding image should be labelled as I\_JSW.jpg.

#### **3.3.3.6. Info text**

The Info text section(8) allows users to include a text file that will be displayed alongside the game. If this block is included in the ZTG file, when starting the game, a "Story" button will appear on the

Info screen, where the image from the previous block is shown. By pressing this button, the user can read the provided text.

Upon opening the tool, it automatically checks for a text file with the same name as the game but with a '.txt' extension. If the file does not exist, the section will be greyed out, and the checkbox cannot be selected. If the file is found, the section is enabled, and by checking the box, a text viewer will open, allowing the user to preview how the text will appear.

When viewing text files, the first line, followed by an empty line, will be treated as a title and displayed in a larger, bold font for better readability.

### **3.3.3.7. Backgrounds**

In this section(9), the user can include blocks that contain background images. More details on background images can be found in **section 3.2.1 Display - In game backgrounds** of this user manual, and it is recommended to read it before using this option. The maximum number of background images is 100. The filenames must match the name of the game file but with the prefix "Bxx\_", where xx is a two-digit number ranging from 00 to 99. For example, if you are creating a ZTG file from the game JSW.tap, the first background image should be named B00\_JSW.jpg, second B01\_JSW.jpg and so on.

If no correctly named files are detected upon entering the tool, this option will be greyed out. However, if valid files are found, checking the box will open the image viewer, which displays the images in full size as they will appear on the emulation screen. In the upper-left corner, file name and information about the image resolution is displayed. The left and right buttons allow the user to scroll through all the files that will be included. Pressing the Confirm button finalizes the inclusion of these blocks in the ZTG file.

### **3.3.3.8. POKE File**

Information about .pok files and their purpose can be found in **section 3.2.7 Miscellaneous - Poke Memory Tool** of this user manual. If a .pok file with a name matching the game's filename is present when creating the ZTG file, this section(10) will be active. Otherwise, it will appear greyed out. When the checkbox is selected, the file will be opened in a text format for review. If this block is included in the ZTG file, the .pok file will automatically load when the ZTG file is launched, and it will be available for use within the Poke Memory Tool.

### **3.3.3.9. Include the game in ZTG file**

In this section(11), you can choose whether the game itself will be included in the ZTG file. If you disable this option, the game for which you are creating the ZTG file will not be embedded, and launching such a ZTG file will result in an on-screen message indicating that the game code is missing.

The option to exclude the game code has been introduced to avoid copyright issues when sharing ZTG files between users. For instance, if you want to share a prepared file, simply exclude the game code, allowing users who legally own the game to add it to the ZTG file themselves. This way, the recipient gets a ZTG file that already contains all artwork, settings, and the poke file, making the preparation much easier. Adding the game code becomes a simple step, done later using the "Edit ZTG file" option, which further simplifies the process.

### 3.3.3.10. Add to Games Library / Finish

Before pressing the *Finish* button (12) to create the ZTG file, you need to select where the file will be saved. If the checkbox is selected, the file will be created directly in the *Games Library*, making it immediately available for placement on the Dashboard. If the checkbox is not checked, the file will be created in a local folder. You can later add such a file to the *Games Library* by using the *Add to library* option in the menu that appears when you hold your finger on the ZTG file, or you can copy it to SD:/ZXT\_SYSTEM/LIBRARY using the copy/paste functions.

### 3.3.4. Editing ZTG Files

By holding your finger on the filename box of the ZTG file, a menu appears offering the option to **Edit**. Selecting this option opens the ZTG tool in edit mode, as it relates to a ZTG file rather than files with extensions such as .tap, .sna, .z80, or .trd. This mode closely resembles the mode used for creating ZTG files, with the notable difference that next to each section (block) of the ZTG file, there is a toggle button. This button allows you to choose whether you want to keep a specific block as it currently exists in the ZTG file or replace it with a file located on the SD card. Similarly, the same applies to settings. You can either retain the settings from the ZTG file or embed the currently configured settings of the console.



Figure 22.

Using the checkbox, you can select whether or not to include that block in the ZTG file. If you choose to change a block but do not have correctly named files on the SD card, the entire section will become greyed out. You can also modify the game title in the same way as when creating a ZTG file. If you wish to retain the existing title image from the current file, none of the three options (From game file, From video memory, From .jpg file) should be selected. However, if you do select any of these options, you will have the ability to change the title image.

Pressing the **Finish** button will modify the selected file according to the changes you have configured.

Particularly, let's focus on the situation where you have a ZTG file without game code. In this case, you need to have the game code in one of the four formats (.tap, .sna, .z80, or .trd) located in the same folder as the ZTG file, with an identical name as ZTG file. After opening the tool in edit mode, simply set the toggle button next to the section **Include the game in ZTG file** to **EXT** and check the corresponding checkbox.

After pressing the **Finish** button, the game code you specified will be included in the ZTG file, making it functional.

## 4. Firmware update:

Like many devices, the firmware of the ZXT console is a continuous work in progress, with ongoing improvements and bug fixes. To ensure the console remains up to date and functioning optimally, easy and straightforward firmware updates are crucial.

Updating the firmware is a straightforward process facilitated by a dedicated application built into the ZXT as an independent software module. This design allows for seamless updates and provides a fail-safe mechanism in case of unsuccessful or partial updates.

The firmware update application, known as the **Firmware Update Tool (FUT)**, can be accessed using the following procedure: **Press and hold all eight buttons simultaneously, then power on the console.** This action triggers the built-in BIOS to launch the FUT instead of the regular ZXT firmware.

The FUT can be updated as well. This process is handled by the built-in BIOS. If, before launching the FUT, the BIOS detects the presence of the correct file(s) with the ".efu" extension in the "\_H7\_Autoboot\_" directory on the SD card, it will automatically write and update these files without requiring any user interaction. This allows for simultaneous updates of both the ZXT firmware and the FUT, ensuring they stay up-to-date and synchronized.

### 4.1. Firmware Update Tool (FUT)

After the BIOS starts the FUT, the following is displayed:



Figure 23.

The FUT provides two options for accessing the .efu file: getting it from the SD card or downloading it directly from zxt.efu-server.com using a WiFi connection to the Internet. At the top of the screen, there are two buttons that allow you to select between these two modes.

#### 4.1.1. Updating from SD card

In the figure 23, the SD card option is selected. This displays the contents of the SD card, showing only directories and .efu files. Other file formats are not displayed. Navigation within the file list is done in the same way as in the Game browser. Once a file is selected, the subsequent screen is displayed.

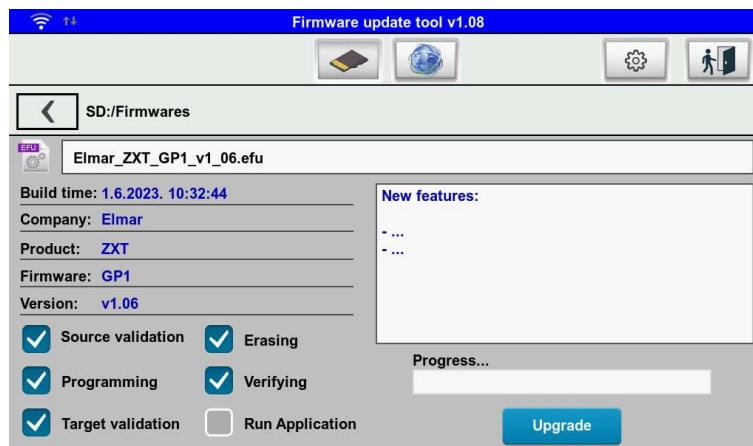


Figure 24.

On the left side of the screen, you will find basic information about the firmware, while the white window on the right side additional information may appear which is saved in the .efu firmware file

The options below do not require any adjustments, and it is recommended to leave them as they were read by the Firmware Update Tool from the .efu file. The last option, "Run Application," allows you to set whether you want to start the ZXT console immediately after the update.

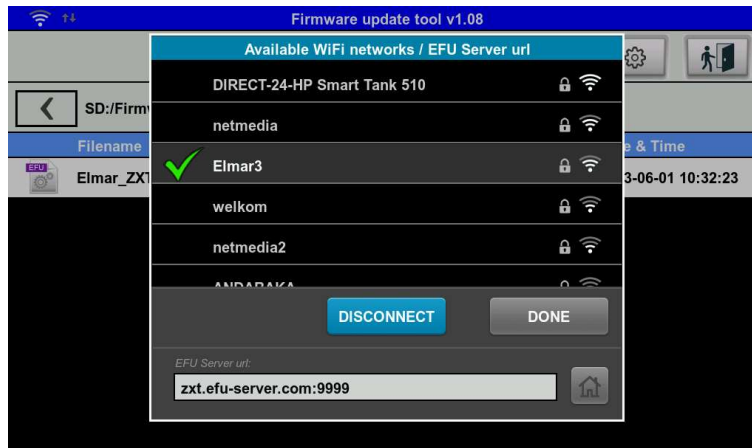
To initiate the firmware update, simply press the "Upgrade" button and wait for the message indicating that the update was successful.

The duration of the update process depends on the size of the firmware being installed. During the update, the progress is indicated by a progress bar, and it may take several minutes to complete the process. Just be patient and allow the update to finish without interrupting or powering off the ZXT console.

After the update is finished, you can exit the Firmware Update Tool by tapping the exit button located in the upper right corner or performing a power cycle. This will bring you back to the updated ZXT firmware.

#### 4.1.2. Updating from internet

To update the firmware over the Internet, you need to connect to a WiFi network first. Tap on the wheel button located on the left side of the exit button to access the settings. The following screen will be displayed:



**Figure 25.**

The list displays all available networks in the area. Select your network from the list and tap "Connect." A keyboard will appear on the screen to enter the network password. After confirming and successfully connecting, a green tick mark will appear next to the network name. Once a network is used, it will be remembered, and you won't need to enter the password again. Remembered networks are indicated by an accented name. To forget a network that is not currently connected, use the "Forget" button.

**NOTE: ZXT does not support 5G WiFi networks, only 2.4G WiFi networks.**

After successfully connecting to the WiFi network, we can tap on the server access button located at the top in the middle, next to the SD card button.

Then, a list of efu files available on the Internet server is displayed on the screen. The subsequent procedure is identical to when we perform the update from the SD card.

### **Declaration of Conformity:**

For the following equipment:

Product Name: ZX Spectrum handheld console  
 Model : ZXT-001  
 Manufacturer Name: ELMAR electronic d.o.o.  
 Manufacturer Address: Kopilica 5, 21000 Split, CROATIA

### **Normative documents:**

EN 55032:2015+A1:2020+A11:2020  
 EN 55035:2017+A11:2020  
 RoHs – Directive 2011/65/EU

CE marking 

*Produced by:*



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