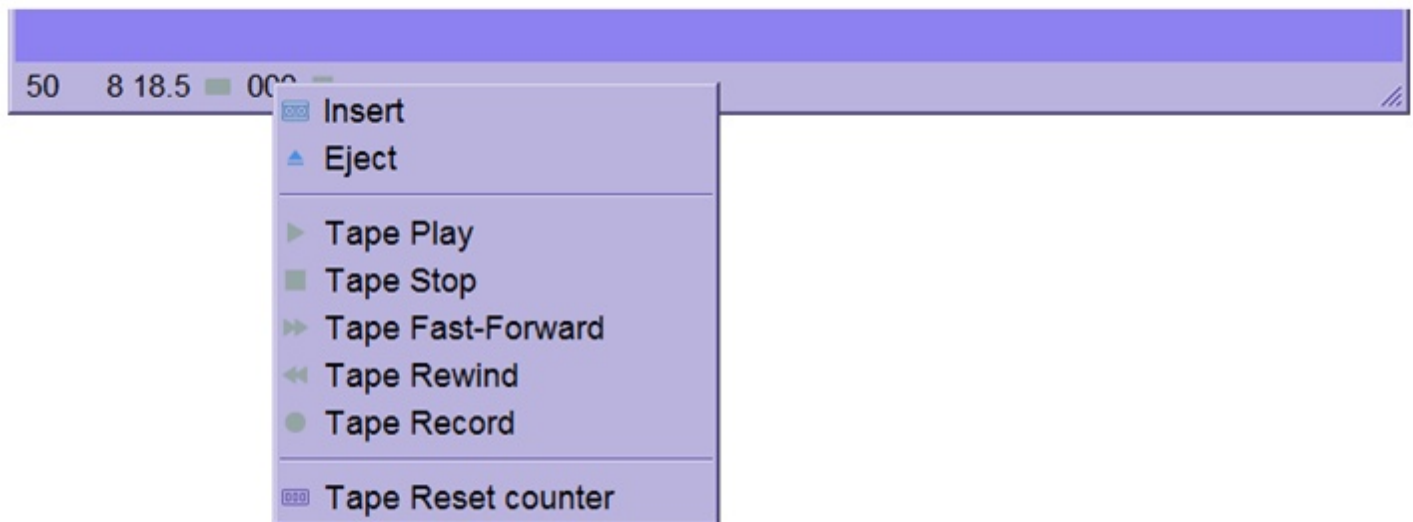
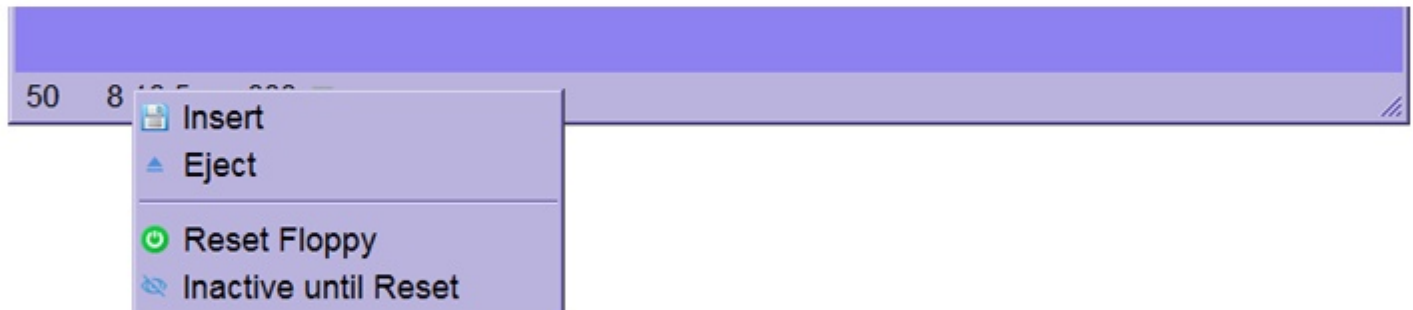


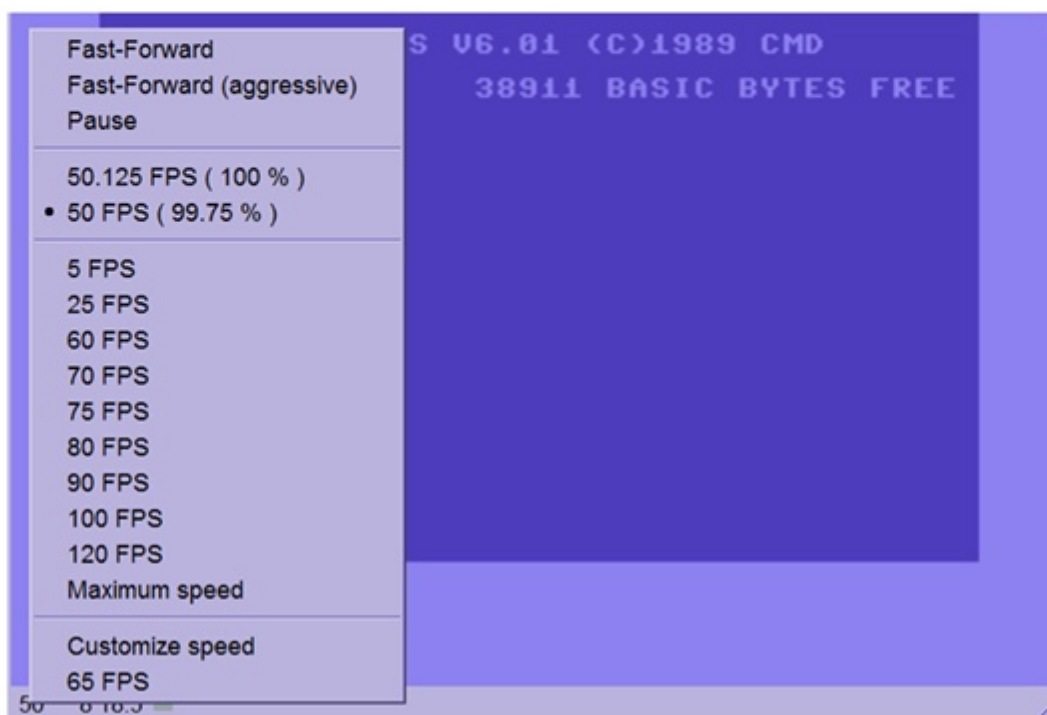
How to use Status-Bar and the Context-Menue

The Status-Bar

Some functions in Denise can be set directly via the status-bar. It's possible, for example, to insert disk- and tape files directly there. A mouse-click on the floppy or datasette display causes the following menus to appear, the operation of which is then obvious:



To change the emu-speed, click on the number 50 in the status-bar and this menu will appear:



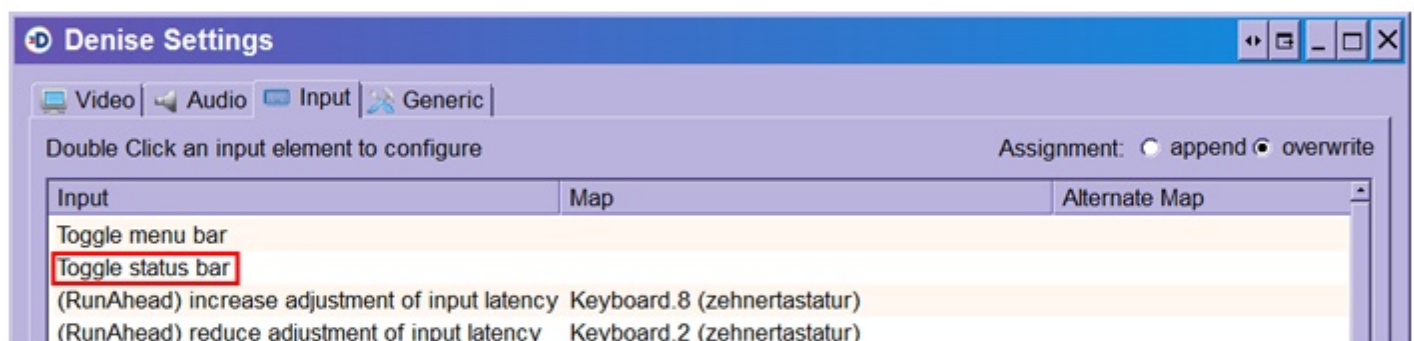
Nine pre-defined and selectable emulation-speeds can be found here, plus a "maximum speed" function which, depending on the CPU-speed of your computer, will result in a speed, that is different for every user.

In addition, both WARP modes can also be selected again via this menu, and a pause function is included too (everything can also be assigned to hotkeys in Denise, by the way).

Furthermore, the user can choose here, between the original C64-speed of 50.125 FPS (Hz) (100%) and the value 50.000 FPS (Hz) (99.75%). Owners of a modern Freesync-monitor can stay at the original speed, other users, who have a monitor that can handle the 50Hz screen modes for example, but using a non-freesync equipment, are recommended to use the value 50.000 FPS (Hz) here, as this then guarantees absolutely perfect scrolling on such screens and you can't notice the extremely small speed-difference of 0,25% anyway. But therefore the monitors Hertz-value and the emulation-speed is the same and this guarantees that VSYNC is always used and everything scrolls buttery smooth.

Then there is also the "Customize speed" function in this menu. When you click on this, the "Miscellaneous" menu opens and in the top function there, it's possible to set a desired emulation-speed, which is then transferred to the FPS menu and can always be found there at the bottom (in our example-Screenshot this is 65FPS). It's even possible, to enter speed values with an accuracy of three decimal places. Furthermore, you can choose between the units "FPS" and "percentage" when you enter your desired emu-speed.

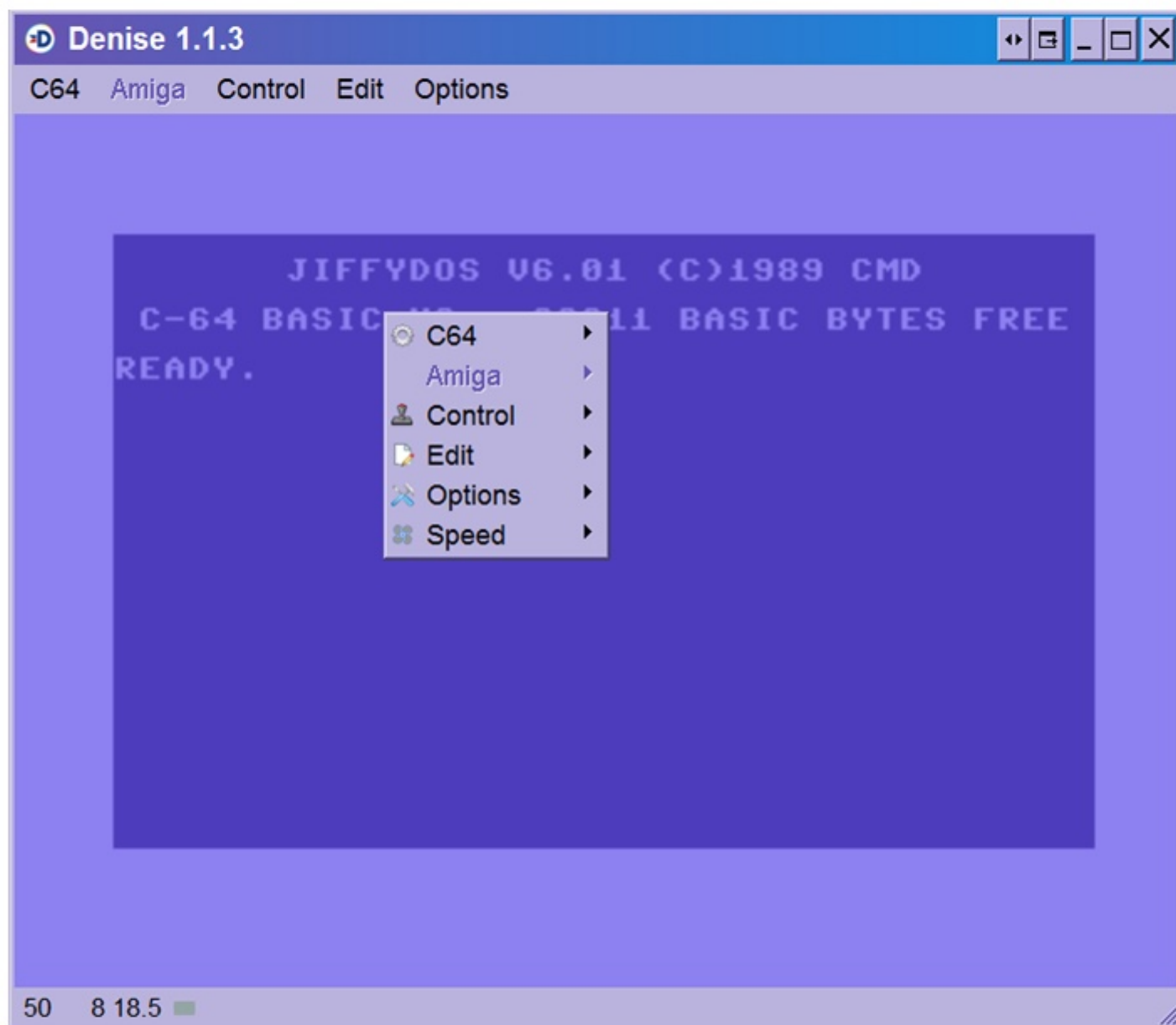
It's also possible, to let the status-bar appear in fullscreen-mode. If you want to do that, you only have to map a hotkey for this function here:



The Context-Menue

In the Denise emulator, it's possible to access all settings also directly in fullscreen-mode, without having to switch back to window-mode. This enables a context-menu, which can be called up directly with the mouse, both in window- or in fullscreen mode.

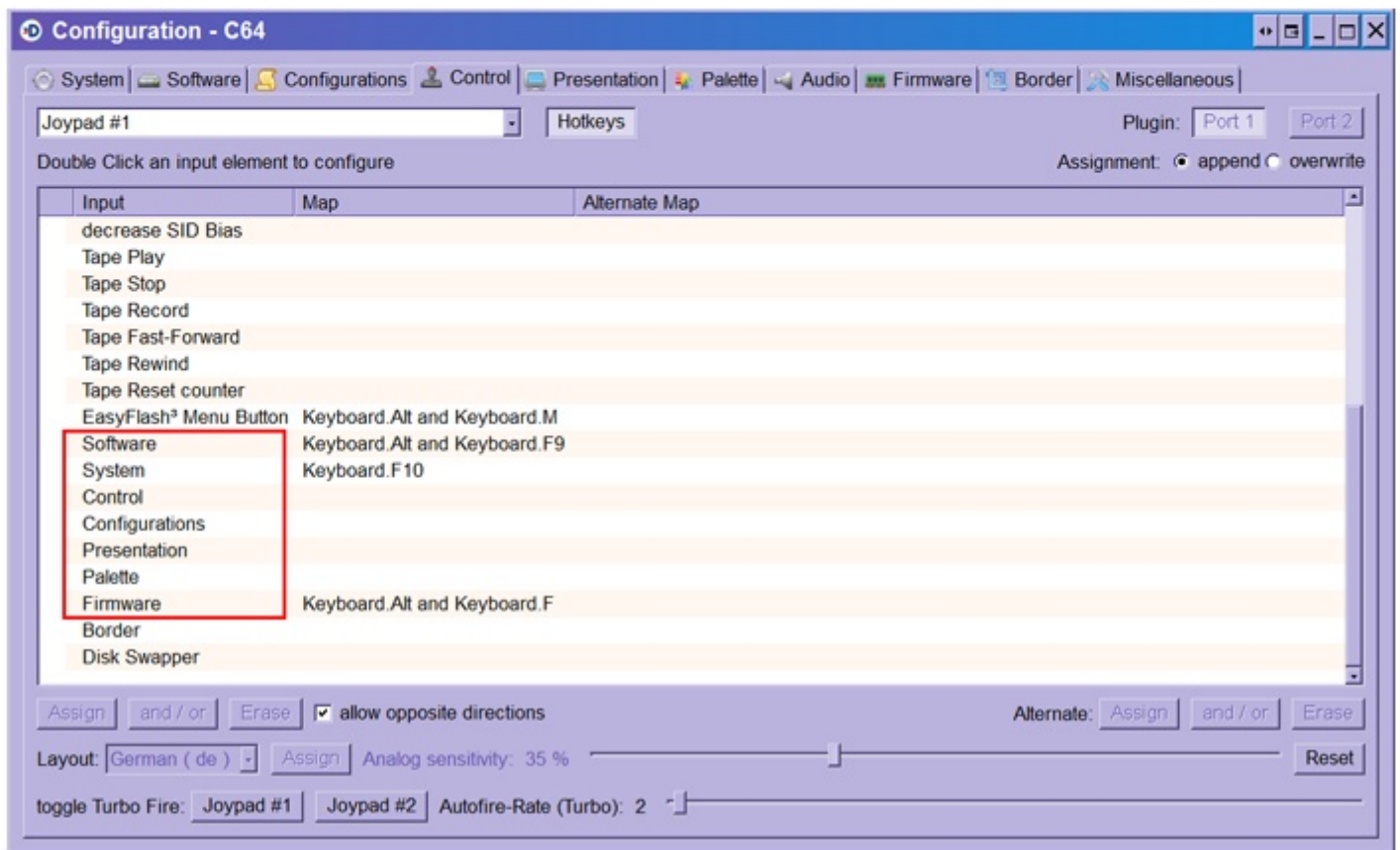
If you want to call up this menu in window mode, simply place the mouse-pointer in the emulation-window and press the right mouse-button. This menu appears and can be operated with the mouse:



If you want this menu to appear in fullscreen-mode, first press the middle mouse-button, this makes the mouse-pointer appear and then press the right mouse-button to call up the menu.

Everything can be set up directly in fullscreen, also software can directly be loaded. The operation of the context-menu itself, is self-explanatory.

Alternatively, you can of course, also call up all those emulator menus in full-screen mode, that you have distributed to different hotkeys, such as here:



You can freely choose your desired key-combinations for the hotkeys here and all these menus will also open up, while you in fullscreen-mode. This is an alternative way, of operating.

If you operate two monitors on the PC, you can also run the emulation in fullscreen on one and open the menus on the other monitor, by using hotkeys, or have them open permanently there, which also works.