

## Fuse FAQ

Q. When I try to load a game from a tape file loading appears to stop and nothing happens, what's up?

A. This is caused by the tape traps option being on. This option is designed to speed up loading of standard tapes, but is not compatible with some custom loaders (e.g. Commando). Disable tape traps, type LOAD "", and select Tape->Play. The tape should load correctly.

Q. Some +3 .dsk images don't seem to load, what's up?

A. The problem disks are most likely protected by Speedlock or a similar scheme. These rely on the emulation of bugs and curiosities of the +3 disk controller to work. These features are missing from Fuse, but may be added to a future version. Please let us know the names of disks that refuse to load.

Q. How do I enter a poke for a game?

A. Load the game that you want, and select the Machine->Debugger menu, you can put in a command:  
*set address value*  
to enter a poke. This is covered in the Fuse manual under "MONITOR/DEBUGGER".

Q. Why are my keypresses not recognised?

A. Fuse for Mac OS X currently requires that a UK or US keyboard is selected before running the emulator for all keys to be recognised.

Q. OK, I've done that but QAOP and space don't work!

A. You have the keyboard joystick enabled. This helps with games that use P for pause for example. Disable the joystick until you are ready to play, then re-enable it.