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Saturn Tool Sega2DViewer ReadMe



The "Sega2DViewer" is also known as "SGL_RUN.exe ver.1.0"

Note: this tool is not an update of previous Simple 2D Viewer; this is a totally different tool.

Sega2DViewer only works with CartDev, not with a Graphics Box.

The 2DViewer displays "MapEditor" or "ScreenEditor" files only. (SEGA2D file format) It does not display PICT files. To display other graphic files, first load them into Map or Screen Editor.

Use this tool to preview and rotate background images.

Downloading

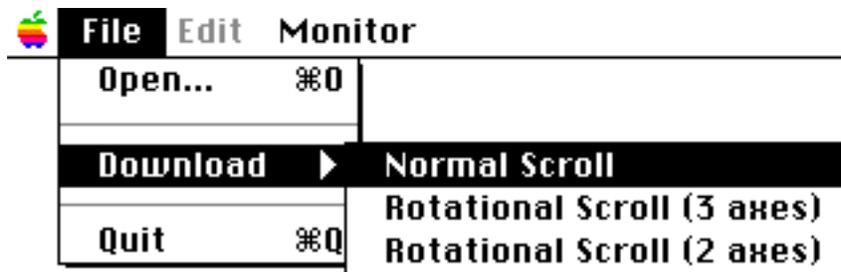
The displayed image only appears on the target (TV), the image doesn't appear on the Mac screen.

Getting Started

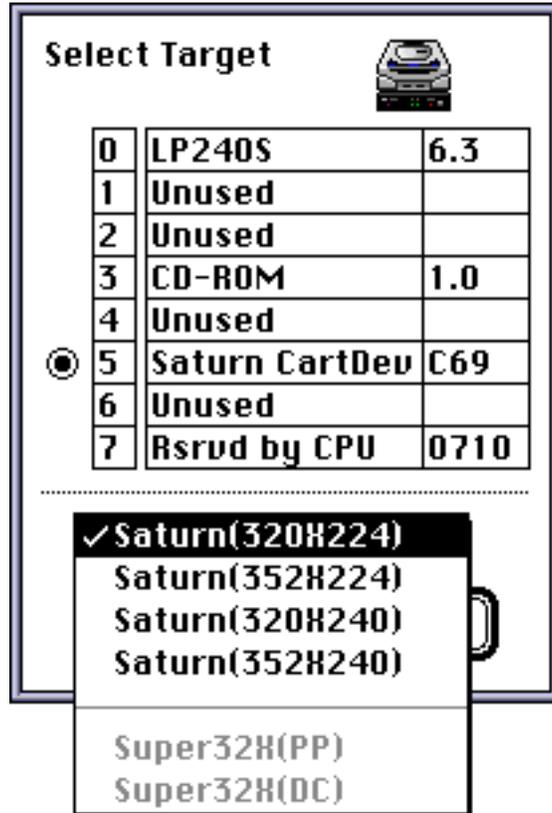
Activating the Downloader:

Before a file can be opened using 2DViewer, the Downloader must be activated.

- From the **File** menu, select **Download**, and then select one of the three format options (ie: **Normal Scroll**)



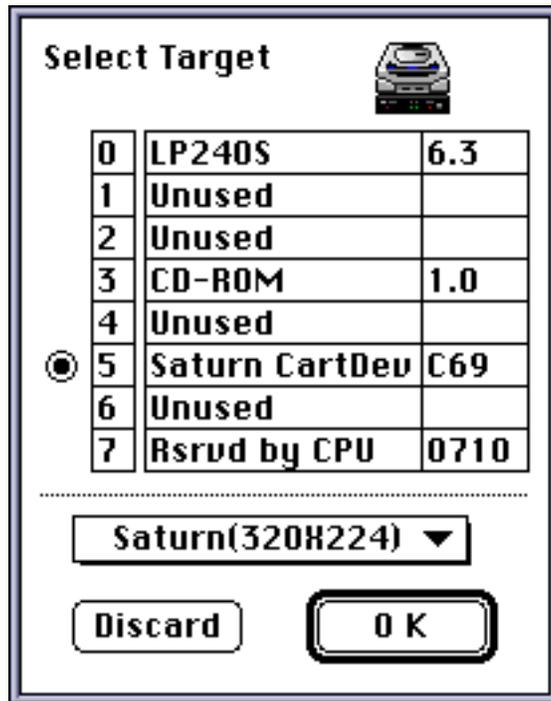
The Select Target dialog.



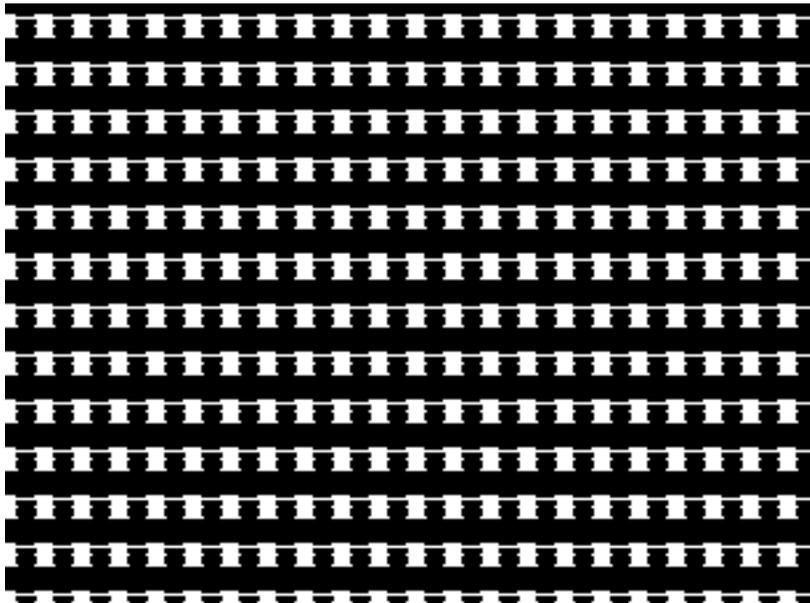
The TV screen size can be modified:

- SATURN (320 x 224): displayed in 320 dots x 224 dots.
- SATURN (352 x 224): displayed in 352 dots x 224 dots.
- SATURN (320 x 240): displayed in 320 dots x 240 dots.
- SATURN (352 x 240): displayed in 352 dots x 240 dots.
- Super32X(PP)
- Super32X(DC)

- Click **OK**.
(notice: no graphics box shown in dialog)



An image similar to this should appear on the target (TV).
No image appears on the Macintosh screen.



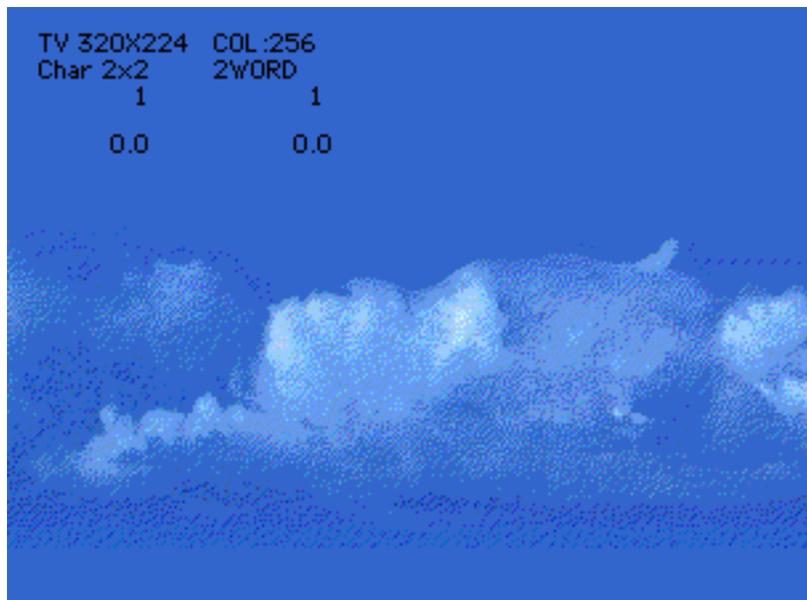
Loading an Image:

- From the **File** menu, select **Open**, and select a Sega2D File.



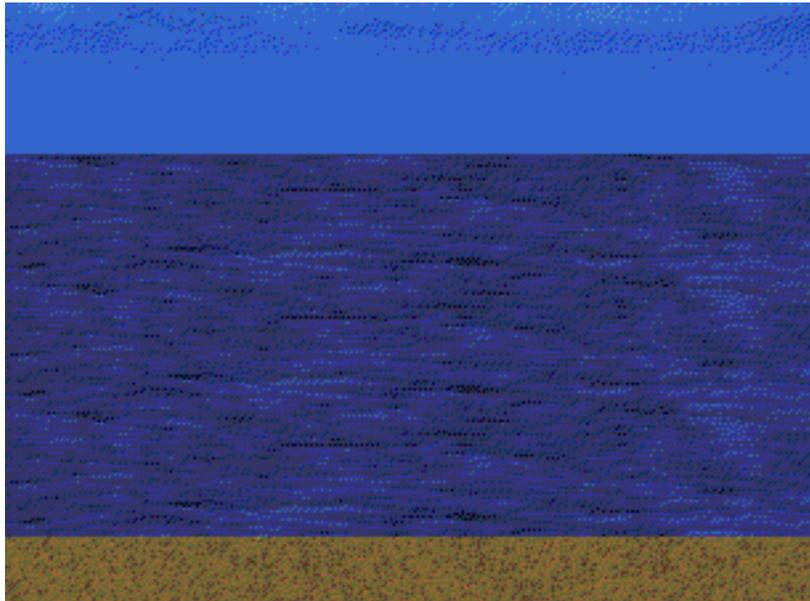
(The Sega2D File example file “Beach 512x512.2d” can be found in the “Map/ScreenEditorE” folder on the DTS CD.)

A more reasonable image such as this, should now appear on the target (TV).



Beach 512x512.2d (partial)

Experiment with scrolling using the controller.



Using the Game Controller

Use the Game Controller to re-position the image on the target.

D-Pad	scrolls the image
D-Pad + A	scrolls the image fast
D-Pad + B	scrolls the image faster
D-Pad + C	scrolls the image fastest
D-Pad + X	horizontal scroll lock
D-Pad + Y	vertical scroll lock
D-Pad + Z	(no effect)
Right Flipper	hides the "Heads-Up Display"
Left Flipper	(no effect)
Start	resets image position

Note: Try Downloading with **Rotational Scroll (3 Axes)** and **Rotational Scroll (2 Axes)**

end

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