

Emulator integration in PX41CX Interface

The PX41CX interface can integrate an **HP-41CX** emulator in order to test a program (**RAW** or **TXT**) by launching it in this emulator.

3 emulators are available for this integration :

- **V41** [Release 9L] available only for **Windows**,
downloadable from

<http://www.hp41.org/LibView.cfm?Command=View&ItemID=2141>

The PX41CX interface displays a “**V41**” button if the existence of the **v41.txt** file is detected.

This file must contain a line specifying the path and name of the executable.

Example :

```
PRG=C:\Program Files (x86)\HP-Emulators\V41\V41.exe
```



When opening the **V41** emulator the compiled program from the PX41CX interface is already loaded into memory and can be launched with **XEQ**

- **VB41CX** [Version 4.4.4] available only for **Windows**,
downloadable from

<http://www.hp41.org/LibView.cfm?Command=View&ItemID=478>

The PX41CX interface displays a “**VB41CX**” button if the existence of the **vb41cx.txt** file is detected.

This file should contain a line specifying the path and name of the executable, followed by a line specifying the path of the **RAW** programs in the **VB41CX** folder.

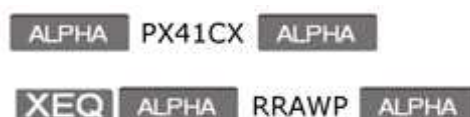
Example :

```
PRG=C:\Program Files (x86)\HP-Emulators\RVTVB41CX\RVTvb41c.exe  
RAW=C:\Program Files (x86)\HP-Emulators\RVTVB41CX\Programs\
```



When opening the **VB41CX** emulator, the compiled program from the PX41CX interface **is not loaded** into memory.


It is therefore necessary to load it as follows :



- **CC41** available only for **Windows**,
downloadable from

<https://github.com/CraigBladow/cc41>

The PX41CX interface displays a “**CC41 Emulator**” button if the existence of the **cc41.txt** file is detected.



CC41 Emulator

This file must contain a line specifying the path and name of the executable.

```
PRG=C:\Program Files (x86)\HP-Emulators\CC41\cc41.exe
```

When opening the **CC41** emulator the program from the PX41CX interface is already loaded into memory and can be launched with **XEQ**