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Build Your Own Multi Game! Arcade/PC Game/Emulator etc How to Guide.

☐ MurrayMar 17, 2022

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2

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Grand Master

Joined:	Oct 8, 2019
Messages:	736

Reaction score:	904
Location:	plunder island

Mar 17, 2022

☐

#1

Ok, so there's various multi game stuff going on here and there. This guide will show you how to make your own. It's not that difficult when you know how. Time consuming yes, but actually pretty simple. I'm going to show one way to do it.

Just keep in mind, if you make anything and put it in the public domain, it will probably get picked up and sold by bootleggers, and there are enough Rtards out there that keep paying for this stuff, so just keep that in mind.
DO NOT POST PIRATED GAMES, MODERN GAMES ETC ETC. You can make a multi that runs mame and other emulators of games you OWN, like pc versions from steam. But DO NOT discuss current and modern arcade games. Discussion of emulators and how to make them work is fine, but anything new that's not allowed to be discussed on this forum is OFF LIMITS for discussion in the thread. Once you know how to make any exe game work like a PC game, the world is your Oyster.

So lets break it up into a few parts.

1. The Operating System that it will run on.

2. The screen resolution you want to build it for.

3. The arcade frontend you will use

4. The script system you will use to do stuff. You need one of these.

5. How will you control the games.

Those are the 5 main sections to consider, here's a rundown of them all.

1. 😊The Operating System😊
I highly recommend using Windows 10 LTSC 2019 or 2021. 2019 is preferred just because i know it has very good compatibility. 2021 should be fine. Using standard Win 10 is probably ok as well, it just uses more resources by default. Also, DO NOT use the N versions of Windows. Just take my word for it. If you decide to use Windows 7 or 11, i can't offer any advice, i'm sure they will work fine, but this guide is centered around Windows 10. More specifically LTSC 2019.

2. 😊The Resolution😊

You kind of need to decide what resolution you are going to build the system for. There's frontend graphics to take into account, as well as a lot of arcade games are fixed to run at certain resolutions of screen aspect ratios. Pc games and emulators are generally more forgiving, they will auto change resolutions. Arcade games can be less forgiving. Also, a word of warning here, if your screen has a higher refresh rate than 60, you will often need to take extra steps to stop arcade games for playing too fast. Also if you want to build 4:3 for 31k screen, or 16:9 for most lcd screen, you need to take that into account. We are going to use artfates nesica frontend, so 16:9 is what this guide will focus on as that's what the frontend is made for.

3. 😊The Frontend😊

This guide will explain how to use Artfates Nesica fronted for attract mode. You could use another frontend/theme, but that won't be covered at all. I think the artfate menu is the best.

4. 😊The Script System😊

You need one of these to automate some stuff. We will use Autoit, it's perfect for this situation, it easily does everything we need and far far more, and it's very light wait and fairly easy to use. I'll provide most simple scripts you are going to need.

5. 😊How will you control games😊

This one is probably the most complex part, well it can be. What's your end control hardware going to be? Are you making this for your pc? For your cab? What hardware are you using? JVS? Fastio? Brookes board? Keyboard? There's a reason the TTX3 is chosen as the hardware of choice for a certain multi. Aside from the fact that it runs a lot of games, every unit comes with a card that supports JVS and FASTIO hardware boards AND both of those control systems have a software application that's open source that lets you map hardware button presses to key strokes so you can interface them pretty easy to the hardware/computer/games. So out of the box it covers a large amount of hardware and that makes it a good candidate for a drop in setup for multis for cabs.

Keyboard = very easy
JVS/FASTIO through TTX3 = medium easy
Brookes = i can't help as i don't own one! Someone can provide this info.

So now that you have a rough idea of what you need to take into account. Lets get into it.

1\\\\\\\\\\\ OPERATING SYSTEM //////////1

So, this is really simple, get Windows 10 LTSC 2019, or whatever version of Windows you want to use, and install it on your pc. Install all your drivers and just have it all setup ready to go with the standard Windows desktop. DO NOT SET A PASSWORD FOR WINDOWS WHEN YOU INSTALL IT! Just leave the password blank, you don't want any password on the account.

We are going to configure our multi for keyboard controls at this point.

2\\\\\\\\\ RESOLUTION /////////2

You don't really need to do much here, you just want to set the resolution you're trying to build for as the default resolution. Especially if you want to create a 31k image.

This program can help you get your Windows to 640x480.
https://www.monitortests.com/forum/Thread-Custom-Resolution-Utility-CRU

For anyone else, 1080p is the resolution we will use so just set your desktop res to that.
Also if you want to make a vertical multi, you will need to rotate your screen accordingly in Windows. Google steps to do this, it's easy and built in. Just set it to portrait mode. The VERTICAL Nesica frontend IS included in the pack to make it easy for you.

3\\\\\\\\\\ THE FRONTEND /////////3

This is where the fun starts. I'll make this as easy as possible for you.
Download this attract mode folder that has 3 layouts, HD. SD and VERTICAL nesica frontends. This is artfates frontend for attract mode. He created this, i didn't, i'm just sharing a mirror of it here.
https://mega.nz/file/rIBjBawI#D-gR4sCVj-zoqc7oAlLY9QNOHXzAAnDtBea7V33BaaU

Extract that archive to a folder on your PC and make it to be at C:\am\attract.exe (use this directory, it will match a script example later) run attract.exe. Lets get accquainted with your new friend. You'll be spending a lot of time with it soon, you will grow to hate it until you master it, then you will understand it's potential. The main key you need to know for starters is TAB. Tab will bring up the settings menu. Here's what you will see.

attract1.jpg

Here's what the menu looks like after you press TAB.

attract1.jpg

attract2.jpg

2 key things you need to understand here.

EMULATORS = where you setup the emulators that will run the games.

DISPLAYS = Where you configure the groups you will see on your frontend, for example taking artax as an example, the ATOMISWAVE/CAVE etc groups you see on frontend. They are setup here. They are called FILTERS.

You need to have an idea how you want to set things up in your frontend at this point. Lets assume we will add mame games and we will add them by system, so using the artax example. we want to add CPS2 games in their own Group.

We will need an emulator called CPS2 and a filter called CPS2. I will use this as an example, and it will teach you how to set this type of game up and you'll learn how to setup any mame game.

Step 1. GOTO EMULATORS in the menu

Step 2. GOTO ADD EMULATOR in the menu

Step 3. Name the emulator CPS2 << Case sensitive, always use capitals.

Step 4. Set the options like you see them in the below picture (rom path will be the exact path to the folder you have the CPS2 roms stored in) You can use the path to your full mame romset, because you will call the individual games later, so it doesn't matter if they are all in the same folder.

attract3.jpg
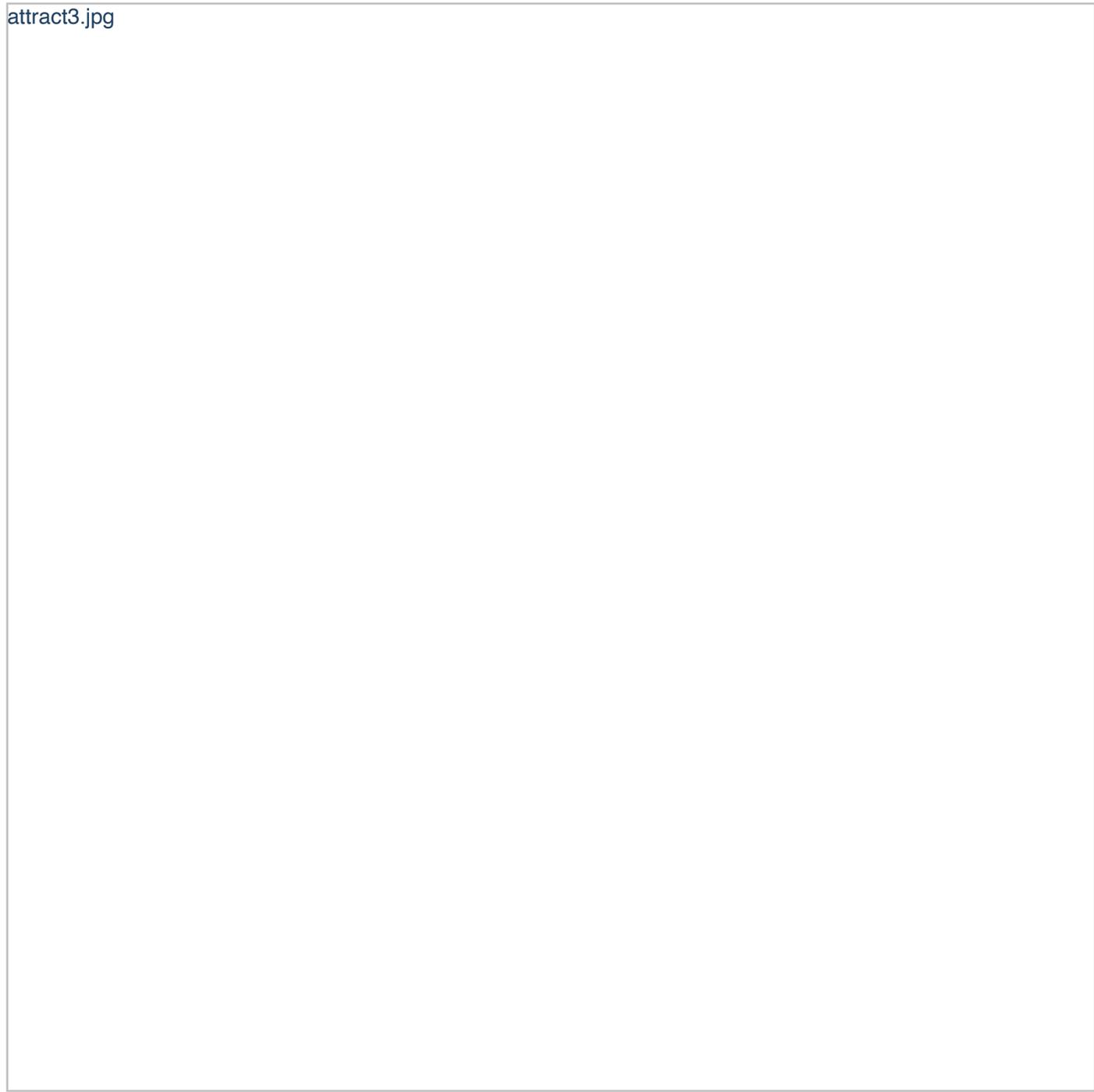
Now save this for the moment. We will need to come back and set paths to artworks, but we'll do that later.

When you add en emulator, it will create a file in the AM\emulators\ folder. You will see one cfg file per emulator you create in this folder. It's easier when you get 1 setup to just create an emu in attractmode but then go out and just copy all the settings from another emu to the new folder and change the paths. Lets just focus on this 1 first. Here's what the cfg file looks like for the emulator

You can just change the settings here in this cfg file if you want, or do it in the fronted. It's easier to to it in the cfg file. You will need to set the ARTWORK paths later, we'll come back to that. You will need WHEEL LOGO and VIDEO artworks/paths.

1647523286570.png

So, you have an emulator added (by now you are sick to death of that video placeholder sound, just mute your sound)

You now need to add a filter to the frontend for CPS2

Step 1. GOTO DISPLAYS in the menu

Step 2. GOTO NESICA UI in the menu

Step 3. GOTO ADD FILTER

Step 4. Write CPS2 as the filter name << capital letters are important, it's case sensitive always use capitals.

Step 5. In the new filter select ADD RULE

Copy the filter information as you see it below, you select an item in the list and press up and down to choose what you want. Yopu type CPS2, it has to be capitals.

TARGET = Emulator

COMPARISON = equals

FILTER VALUE = CPS2

attract-4.jpg
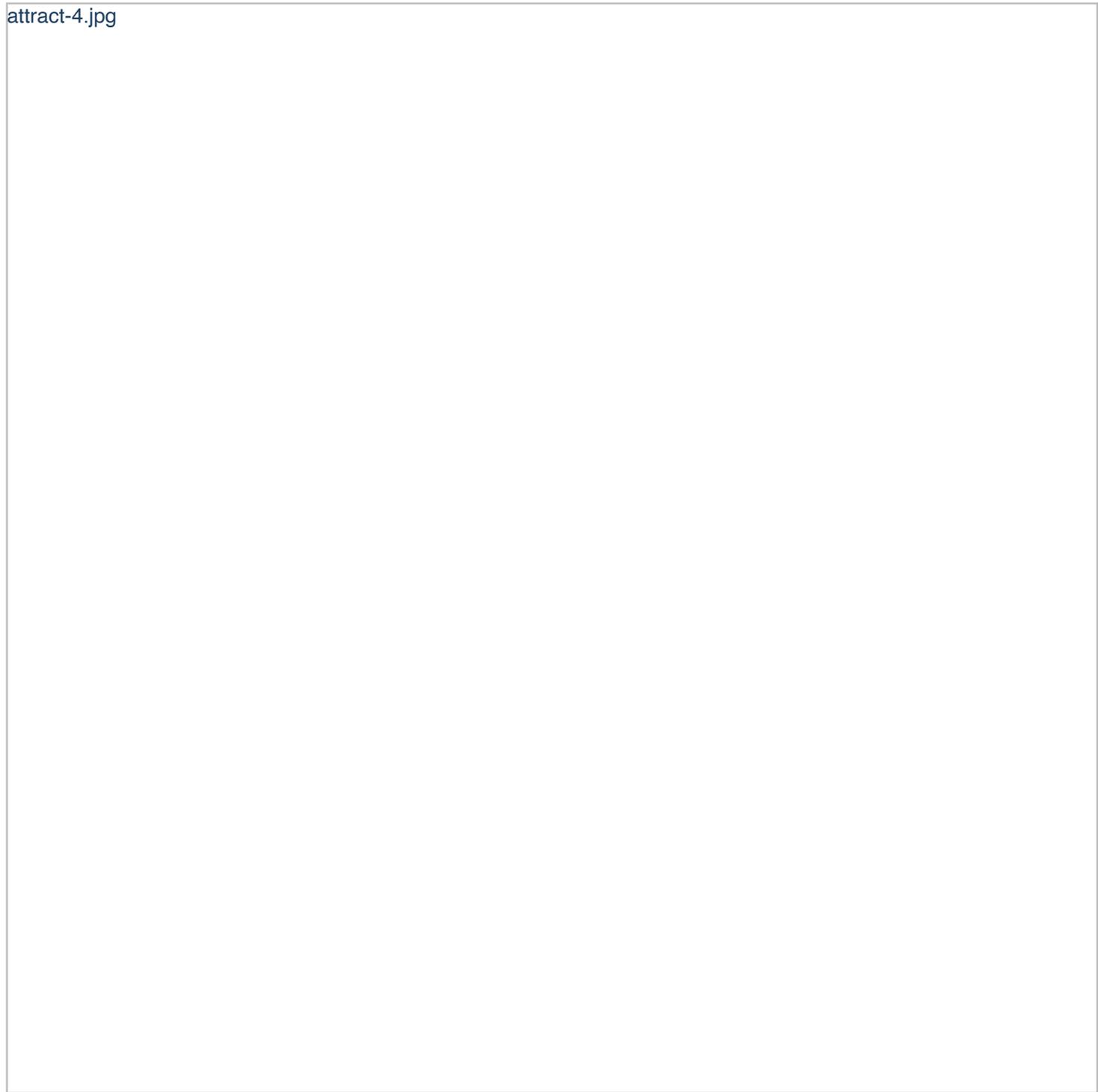
If you press F1 and F2 on your keyboard now you should see that the filters on the screen swap and you have a new one there called CPS2. Great! you've now created the emulator for CPS2, you've created the filter on the frontend for CPS2, now it's time to get the needles out, because when you see this next step you're going to want to start putting them in your eyes. It's time to get accquanited with the lovely romlist

Inside the AM\romlists\ folder there is a file called nesicagui.txt. This file holds all the information that will link... just about everything together. It's a complex bitch to explain, so i'll need to use a picture, but this will make all your

previous failed attempts to add games to this frontend seem like those old friends you forgot existed.

Here's what a line entry looks like in this file, this is where all the magic happens. It's 1 line per game. Yes, 1 single line per game you will need to make. This is how you add games to the frontend.
3D Cosplay Mahjong;3D Cosplay Mahjong;Nesica;;2014;TechArts;Mahjong;1-2;1.00;3;401300;;;Nesica; は さな いッ　メンタンピン・ドラドララッ!;

I need a picture to explain what you need to do. Various things in this line will populate various things in the frontend for each game.

attract-5.jpg
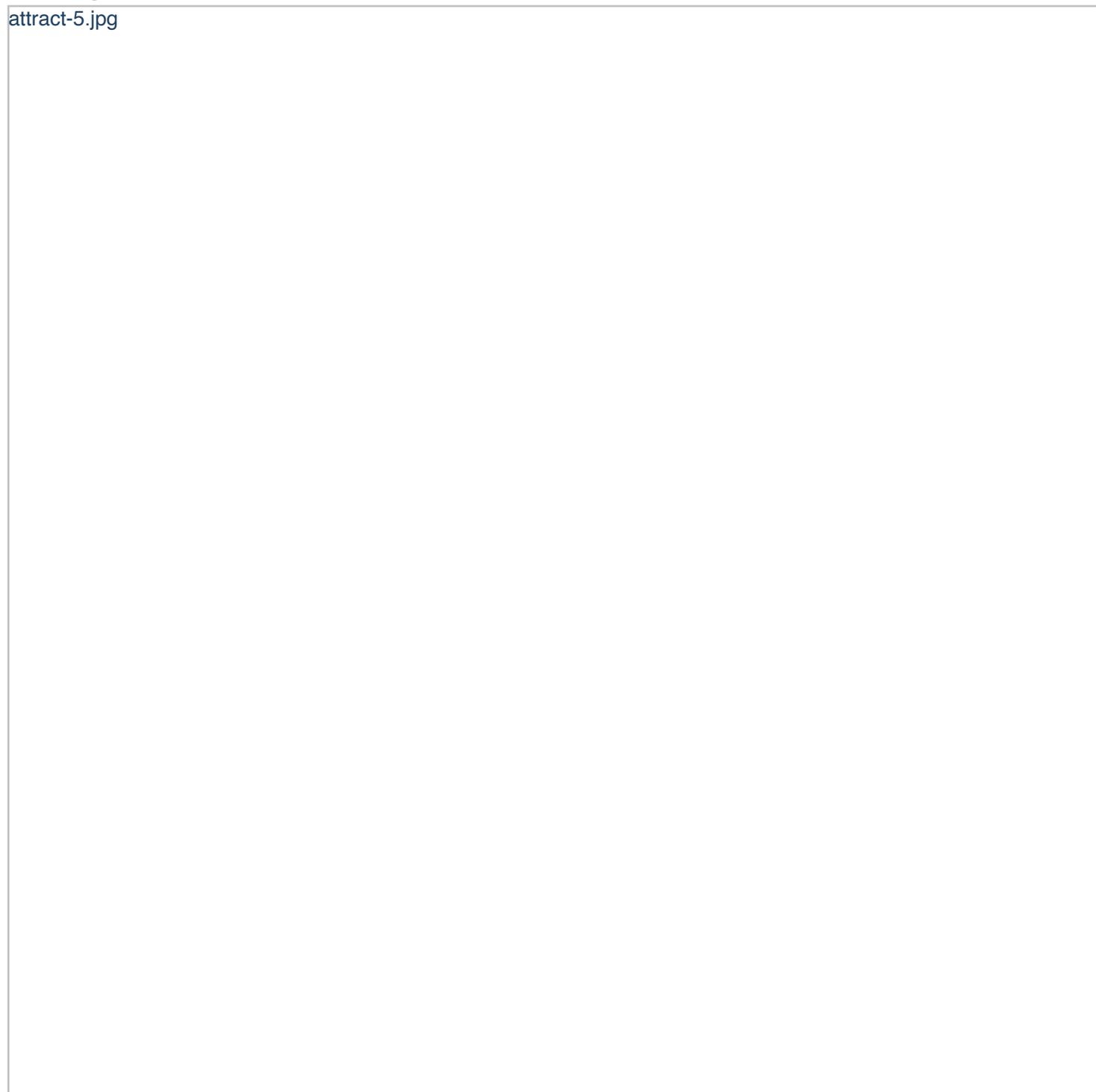
The system will parse the nessicagui.txt file each time it starts, so any change you make you have to exit and restart attract mode for them to be actioned.

Just to get you started, here's the first 8 lines of CPS2, i copied from Artax.
1944;1944: The Loop Master;CPS2;;2000;Capcom;Shmup;2;000620;2;;;;CPS2;1944: The Loop Master;;
19xx;19xx: The War Against Destiny;CPS2;;1996;Capcom;Shmup;2;960104;2;;;;CPS2;19xx: The War Against Destiny;;
armwar;Armored Warriors;CPS2;;1994;Capcom;Fighting;2;941024;3;;;;CPS2;パワード ギア： ストラテジック ヴァリアント アーマー イクイプメント;;
avspu;Alien VS Predator;CPS2;;1994;Capcom;Fighting;2;940520;3;;;;CPS2;エイリアンVSプレデタ;;
batcir;Battle Circuit;CPS2;;1997;Capcom;fighting;2;970319;2;;;;CPS2;バトルサーキット;;
csclub;Capcom Sports Club;CPS2;;1997;Capcom;sports;2;971017;3;;;;CPS2;;;
cybots;Cyberbots: Fullmetal Madness;CPS2;;1995;Capcom;fighting;2;950424;4;;;;CPS2;サイバーボッツ FULL METAL MADNESS;;
dstlku;Darkstalkers: The Night Warriors;CPS2;;1994;Capcom;Fighting;2;940818;6;;;;CPS2;ヴァンパイア The Night Warriors;;

So that's the first 8 games of CPS2 for you done for the romlist file.

Here's what it will look like when it's populated, and another view of what each section of the line does to the frontend. The first batcir part of the line is also VERY important but we will get to that next. This just gives you a visual of what info on the frontend gets populated from the stuff in each line.

attract-6.jpg
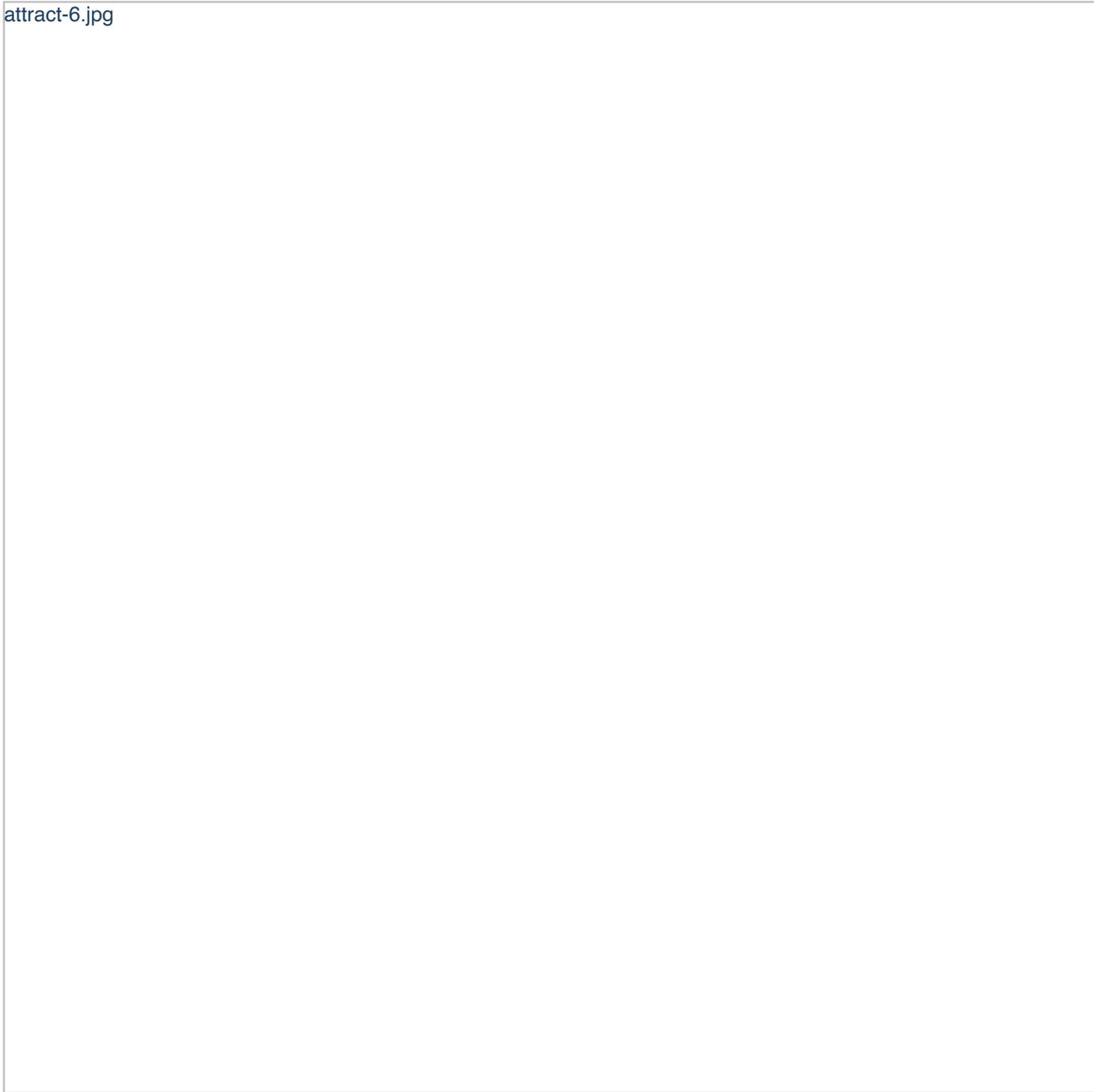
OK, so now we need to setup some folders.

Mame = C:\MAME\

Roms = C:\MAME\ROMS

ARTWORKS = C:\ARTWORKS\CPS2 (in artworks\CPS2 create a LOGO WHEEL and VIDEOS folder)

So now you need to get arts. You basically need 3 pieces of art for each game. A logo, a wheel picture, and a video.

Logo - use google, laucnhbox has a lot of them (keep it around 300-500 pixels maximum width/height, if you use massive files it will bog down the frontend.

Video - mame video snaps are easily available for just about every game.

Wheel - You will need to create this. Here is a photoshop PSD file with the border as a separate layer, make sure your graphics go behind the border so the border is visible (little blue border around each one). Launcbox is a great resource for arts, flyers etc. Grab the flyer for the game, throw it in the artbox somehow and stick the logo over the top.

https://mega.nz/file/7FYihJqD#Xoi2i-ZZ8iQMVneYA8RmU9o9fae9-Am9Qz6VfXaQN04

So, you have your logo, video and wheel art, now you need to add them to the artworks folder. Each file MUST be named the same as the romname at the start of the line in your roms list text file. So for example battle circuit is batcir, so the logo needs to be named batcir.png, the wheel needs to be named batcir.png and the video needs to be named batcir.mp4 and they need to go in their folders you created above for artworks.

So

C:\ARTWORKS\CPS2\LOGO << batcir.png logo will go here

C:\ARTWORKS\CPS2\WHEEL << batcir.png wheel tile will go here

C:\ARTWORKS\CPS2\VIDEOS << batcir.mp4 video snap will go here

Now, go into the AM folder and open up am\emulators\cps2.cfg and set the paths to your artwork.

So the file should look like this (we have added the path to our roms for CPS2 in rompath below)

Click to expand...
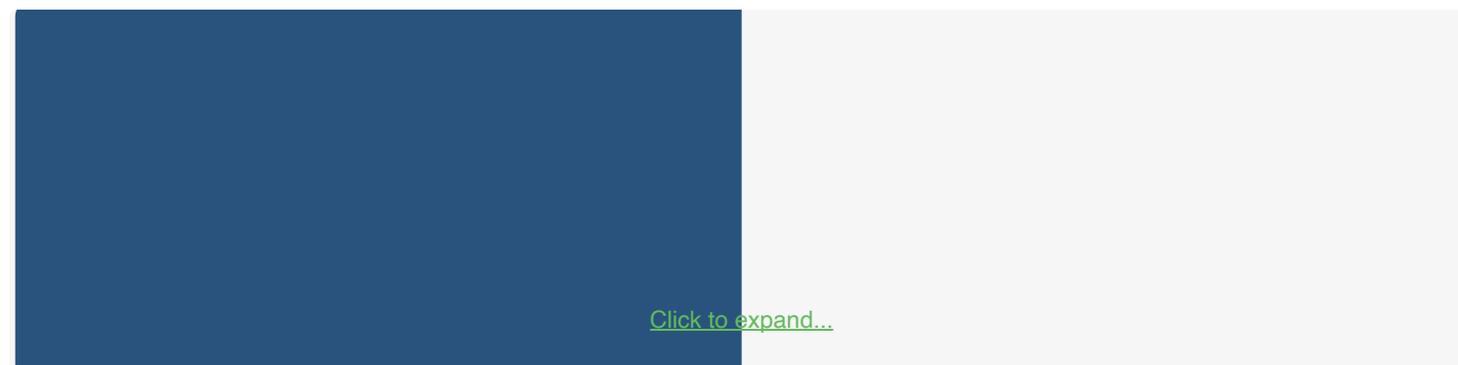
Now you have setup the paths to the artworks for the CPS2 filter.

So, to recap at this point.

- You added an emulator in attract mode for CPS2

- You have setup a filter in attract mode for CPS2 so it shows a group on the frontend called CPS2

- You added 8 games to the romlist file (nesicagui.txt), these have CPS2 in the third columnm, so they will be shown in

the CPS2 filter.

- You restarted attract mode so now the 8 different games will show in the frontend under CPS2, but they will have no arts

- You made a wheel, logo and video snap graphic, named them correctly for the game and added them to the arts folder. < When you restart after doing this, if everything was done correct, you should now have artworks on your tiles for the games you added!

Install AUTOIT the latest version from here, we will need this in our next step.

https://www.autoitscript.com/site/autoit/downloads/

NEXT UP.,... you now need to setup the emulator that will actually play the games.

You need

- mame the standard one, not mameui

- roms for cps2, you will see the romnames at the start of each line for example battle circuit is batcir

So you put mame inside c:\mame\mame.exe Roms in c:\mame\roms

Now, if you haven't stuck pins in your eyes yet, you might want to shortly.

Now we need to make the script that we will use to launch each game. Each game will require a single script.

So, inside the roms folder, lets use batcir for example make a text file and call it batcir.au3. When you save and open this file, it will open inside of the autoit script editor. Copy below and put it inside your batcir.au3 file, then save it.

Basically it closes attract mode frontend, cd's to the mame folder, runs mame with batcir as the rom, waits for you to exit mame and then reloads attract mode. If you want to change it for a different game, then just change the romname on line 7 after mame.exe

```
#include <AutoItConstants.au3>
Global $ae = ProcessExists("attract.exe")
Run("@echo off")
If $ae Then ProcessClose("attract.exe")
Sleep(1000)
FileChangeDir("C:\MAME\")
Run("C:\MAME\mame.exe batcir")
Sleep(3000)
ProcessWaitClose("mame.exe")
Sleep(1000)
```

```
If $ae Then
FileChangeDir("C:\AM")
Run("C:\AM\attract.exe")
EndIf
Exit
```

Now that you have that saved, you need to right click the au3 file you made and choose COMPILE SCRIPT

1647527794966.png

This will convert the script you just made into a exe file that you can run by double clicking.

So, here's what you should have at this point. (you can use your own paths of course, just need to update your script and am configs accordingly)

- C:\mame\mame.exe

- C\mame\roms\batcir.zip <<your rom file

- C\am\attract.exe

- C:\ARTWORKS\CPS2\LOGO

- C:\ARTWORKS\CPS2\WHEEL

- C:\ARTWORKS\CPS2\VIDEOS

- C:\mame\roms\batcir.exe <<< your autoit script you compiled

Your CPS2 config from c:\am\emulators\cps2.cfg should look like this

Click to expand...

At this point, you should be able to goto your attract mode frontend and run the game battle circuit and it should load. I may have missed something, i did most of this from memory. I will test it all out tomorrow. If nothing else, it should give you an insight into how to add your own games to the Artax multi.

MAKING WINDOWS BOOT THE FRONTEND ONLY = NO DESKTOP

This is really easy. Open regedit and goto the following key
HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows NT\CurrentVersion\Winlogon\
Inside this location you will see a key called
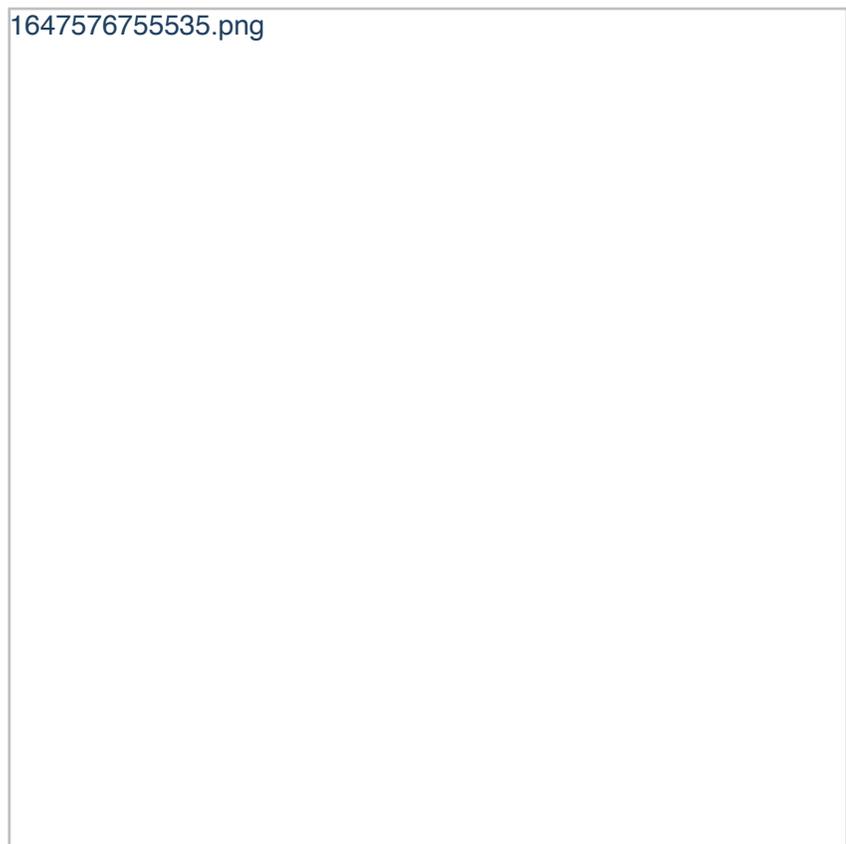
1647576755535.png

This is the key that tells Windows what to load on startup, by default it will be explorer.exe. This is effectively the Windows desktop system. Sort of. Anyways, you want to change this to your attract.exe file.

Right click SHELL, select MODIFY and you'll get this window

1647576840192.png

Just change the value data explorer.exe to be the EXACT FULL path to your attract.exe file. So for out example above, it will be

c:\am\attract.exe

You need the full path to the file.

Save and then reboot and you will no longer have your Windows desktop and it will load attract mode directly every time you boot. You can single boot your machine to basically anything like this. Just change it to whatever your game is or whatever you want to single boot. Bootleg arcade sellers will often do this when they sell you single game replacement disks fo your arcade system. They'll setup a Windows disk and this is how they load the game on startup, stick the exe into this registry key.

Ok, so, you made a mistake and now you just get a black screen. Don't cry, just press CTRL+ALT+DEL and then choose TASK MANAGER. In Task manager goto FILE then RUN NEW TASK and type explorer.exe (windows explorer) or regedit.exe(this will load regedit for you so you can edit the reg key again.

With access to file explorer and regedit you can basically do anything.

Change the registry key back to explorer.exe and reboot and you'll have your desktop back.

5\\\\\\\\\\ HOW WILL YOU CONTROL THE GAMES //////////5

Ok, this one is... as complex as you want it to be really.

How are you going to control your games? Will you just use a keyboard? JVS IO? FASTIO? Brookes IO board? Lets take a look at some stuff.

Keyboard = It just works. You don't need to do anything because keyboard works by default with everything.

Anything else you want to use to control your games, you will need to make it map to your keyboard buttons. There's not going to be and IO boards talking directly to any JVS or other supporting IO boards, it will all be about getting the IO board to emulate keystrokes to the game.

JVS = If you want to use a JVS IO to control your games, you will need nikos JVS to keyboard code, coreys version. This will allow you to map your JVS inputs to key strokes.
The thread for this tool is here
https://www.arcade-projects.com/threads/nikos-jvs-tool-source-code-inside.1447/
Coreys post with the most useable version of this tool is here, it also contains the download link. (you will need to compile it still!)
https://www.arcade-projects.com/threads/nikos-jvs-tool-source-code-inside.1447/post-19557

FASTIO = Similar to the JVS tool, Corey wrote a tool for FASTIO boards to convert the button presses to key strokes. The tool has been optimized by joehowse and is available on github, you will still need to compile it. Use this newer version, it's had some significant code improvements since the original and long abandoned version. You will need idmacx drivers in the folder of the exe for this to work.
https://github.com/JoeHowse/FastIO2KB

Brookes board = I have no idea. I don't own one to learn it. You need to make it map to keystrokes. If anyone has input on this, post in the comments.

That's basically the aim for controls,. get whatever IO board you want to use, to send the keystrokes you have mapped in a game to the pc. Jpac will work because it sends keystrokes, but they have disgusting input lag. Any IO board that sends keystrokes should work.

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Murray

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#2

Here's a condensed version of what's written so far for more power users.

1. Decide how you want to group your games in the frontend. It's important for the romlist config file and how it groups things. Do you want to do it by system? CPS2/Atomiswave/Fighters/Shmups/etc etc. That's the first thing you need to do. It's really important because you have to define this in each games line.

2. Get the games running via cmdline. Everything needs to run via command line first. Open up a dos box, and make the game load by typing only, no mouse interaction, no frontends etc, every game you want to add has to do this, and before you add it to the frontend, you have to know how to boot it via command line, not just the emulator, you need to load the emu and the actual game. The example above is only for mame, but if it can be launched from command line, it can be run through the frontend. (so basically anything really).

3. Add your emulator in attractmode then add a filter for the frontend. I just quickadd the emulators and go and copy the contents of one of the other configs and change the paths in text editor. It's much faster than doing it in the am gui. You basically need an emulator for each filter. So if you have say CPS2 and CPS3 as 2 separate filters to group those games apart, you need an emulator for each one. You can use the same actual emulator paths and rom paths as other emus.

4. Add your games to the romlist file in am\romlists\nessicagui.txt. 1 game per line. Just remember these really key parts from the example below.
batcir;Battle Circuit;CPS2;;1997;Capcom;fighting;2;970319;2;;;;CPS2;バトルサーキット;;

CPS2 in the 3rd ; this will tell attractmode it's part of the CPS2 filter we setup so show it in the CPS2 group and will also tell it to use the cps2 emulator config for other paths.
batcir = the launchfile it will look for (we set it to type .exe in the cps2 emulator, so it's going to look for batcir.exe in the cps2 emulator rom path from the emulator config file, you can use bat or any executable file type)
batcir = will also define the artfile filenames it's going to look for inside of the folders we set inside CPS2 emulator config.

So the first and third items in this line are really important. The rest is basically cosmetic.

5. You need an autoit executable script for every single game, 1 for every line inside the romlist file. For things like mame games, you can just copy a previous one and change the romname so it's easy to replicate them across many

(still time consuming). You can change the run line command to whatever else you want to run, just use the command you ran in the dosbox to launch whatever it was you want to launch. Change the wait for ProcessWaitClose exe name to whatever else you're running for that script so it waits for the right exe to close before progressing on.

6. You can change the order of the filters in the GUI by editing attract.cfg in the root am folders. Just change the filter orders at the start of the file.

Autoit is pretty damned powerful for this purpose... you can do a lot with and compiling to exe is really easy, so it just works. Google is your friend. You can run stuff that spawns child processes and get the child pid and call waits on those etc, good sometimes for some loaders that spawn separate processes and various other tasks. I hear people talk badly about it, but i never have issues that aren't related to me not doing things properly.

I know, you can change the emulator for the filter to whatever you want and they don't need to be linked, if i start listing every possible combination of change that's possible and it's effects then this will be waaaaaaay to long, it's already pretty confusing to explain.... just do as i say and don't be difficult.
There's also a bunch of other shortcuts you can do. This is a linear guide. If you want to change things, power to you. For the purpose of this guide, there is one way to do it.
Feel free to post any tips or problems in the comments below. Some things above will need refining.

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Murray

Grand Master

Joined:	Oct 8, 2019
Messages:	736
Reaction score:	904
Location:	plunder island

Mar 18, 2022

#3

RESERVED 2

We do all of the config on our PC with normal Windows Desktop, and then right at the end we make a small change to boot directly to the frontend and hide the Windows desktop, so don't worry about that part, that comes at the end.

ALSO NOTE: I'm not some smarty pants who worked all this out. Most of this info has been scattered around the forum in various posts for years, the arcade hustle multi taught me a lot as well, i learned how to do stuff from their scripts on their system, and various other posts on here. I really didn't create any of the above stuff, all credits goto artfate for the awesome frontend and basically anyone else who wrote posts over the years that taught me what I know. I just tinkered with the multis a lot to understand how they worked. It's basically other peoples work, i just condensed it into a guide.

I mean... the early TTX2 multi was basically this exact thing i think. You really can add anything you want, so long as it can be run from a command line which is just about everything.

When we get to the controls part, again, what i'll show there is all niko and corey/joehowse's work. More stuff that's freely available on github/this forum.

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Derick2k

Immortal

Joined:	Nov 14, 2015
Messages:	9,264
Reaction score:	9,231
Location:	NYC, USA

Mar 17, 2022

#4

Thanks for doing this bro, should help a lot of people going forward do their own thing with this multi 😎👍

ShootTheCore

Enlightened

Joined:	Jan 20, 2016
Messages:	2,199
Reaction score:	3,840
Location:	Logan UT

Mar 17, 2022

#5

Great writeup! 👍😁👍

Horris

Student

Joined:	Dec 15, 2019
Messages:	98
Reaction score:	21
Location:	Barnsley

Mar 17, 2022

#6

I'm lost 😆 but I'll be having a mess now thank you 👍

DurbanXe

Student

Joined:	Nov 9, 2020
Messages:	63
Reaction score:	11
Location:	Metz

Mar 17, 2022

#7

😎👍

I uploaded another Attract mode image with PC and Steam.

Right now I'm in the middle of setting up a playroom, so I hope to be able to do that this summer.

Your tutorial will be very useful to me.

Thank you for your work.

thomas3184

Professional

Joined:	Feb 1, 2019
Messages:	513
Reaction score:	254
Location:	Northern California

Mar 17, 2022

#8

Do you have to run attract mode in administrator mode or compatibility mode?

thomas3184

Professional

Joined:	Feb 1, 2019
Messages:	513
Reaction score:	254
Location:	Northern California

Mar 17, 2022

#9

Nvm, for some reason i have to delete the attract.cfg file to let it create it's own. Then copy over the one from the folder again.

That's the workaround I have to do currently.
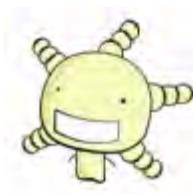
nidulans

Student

Joined:	Jun 7, 2020
Messages:	48
Reaction score:	83
Location:	Melbourne, Australia

Mar 18, 2022

#10

Great write up.

As a side note I've found this util to be handy for AutoIT scripts.

http://domoticx.com/autoit3-decompiler-exe2aut/

Output can be a little messy but can help to understand what is happening in scripts people provide you.

Murray

Grand Master

Joined:	Oct 8, 2019
Messages:	736
Reaction score:	904
Location:	plunder island

Mar 18, 2022

#11

tibility mode?

No to both of those.

Not sure why you're having that issue, running it from c:\ was probably a bad idea form my point in the example as sometimes windows can be fussy running stuff from c:\, i just wanted to make it simple and something i know everyone will have. I wrote most of it by memory yesterday, I just tested the steps using my script examples and it works perfectly!

The real aim of the guide is to just get you familiar with attract mode and how the frontend works. When you get a small understanding, you realise fairly quickly what it can do.

Murray

Grand Master

Joined:	Oct 8, 2019
Messages:	736
Reaction score:	904
Location:	plunder island

Mar 18, 2022

☐
#12

Added the section about shelling Windows to any exe, and some controls info added.

hyp36rmax

Grand Master

Joined:	Oct 6, 2018
Messages:	651
Reaction score:	1,059
Location:	USA

Mar 18, 2022

☐
#13

Awesome! I was always curious what the name of that front end was to build from. Thanks!

thomas3184

Professional

Joined:	Feb 1, 2019
Messages:	513
Reaction score:	254
Location:	Northern California

Mar 18, 2022

#14

For the emulator cfg files, the artwork labeled as video appears to be off.

Looking at the layout code it says changelog 2016-07-22 atrfate chanlog:

[Feature]chnages artwork rotate to video/title/flyer

However, the code still has:

Artwork_to_rotate = ["snap","flyer","title"]

All this is to say, i had to change the code from snap to video, or change the emulator cfg example you gave me from video to snap to get the videos to display.

Also, I had to change the font path for general settings to point to where the AM folder is located:

..\AM\

Murray

Grand Master

|	
Joined:	Oct 8, 2019
Messages:	736
Reaction score:	904
Location:	plunder island

Mar 18, 2022

#15

o be off.

chanlog:

Thanks for the info. I hadn't used that original one for a long time.

Tip... grab the AM folder from Artax v4. It has a lot of stuff "fixed" and i think it's updated to the newer attract.exe version which fixes a few really annoying little quirks (not reloading the menu to the game you launched it from being one). It's really preferred to use this version over the one i originally posted.

Here's a link. It's just the attract mode folder, there's nothing game related in there at all, but it's missing the SD and VERTICAL layout files. The romlist file has some nice stuff in there to copy.
https://mega.nz/file/yIgBhZRI#xJwLNaq-W8xG5Mk0iq0sTn6U8lw-rCr8zsDrTOrZHnU

thomas3184

Professional

Joined:	Feb 1, 2019
Messages:	513
Reaction score:	254
Location:	Northern California

Mar 18, 2022

#16

My man.

angeldayan

Beginner

New User

Joined:	Jul 6, 2021
Messages:	8
Reaction score:	1
Location:	Taiwan

Mar 18, 2022

☐
#17
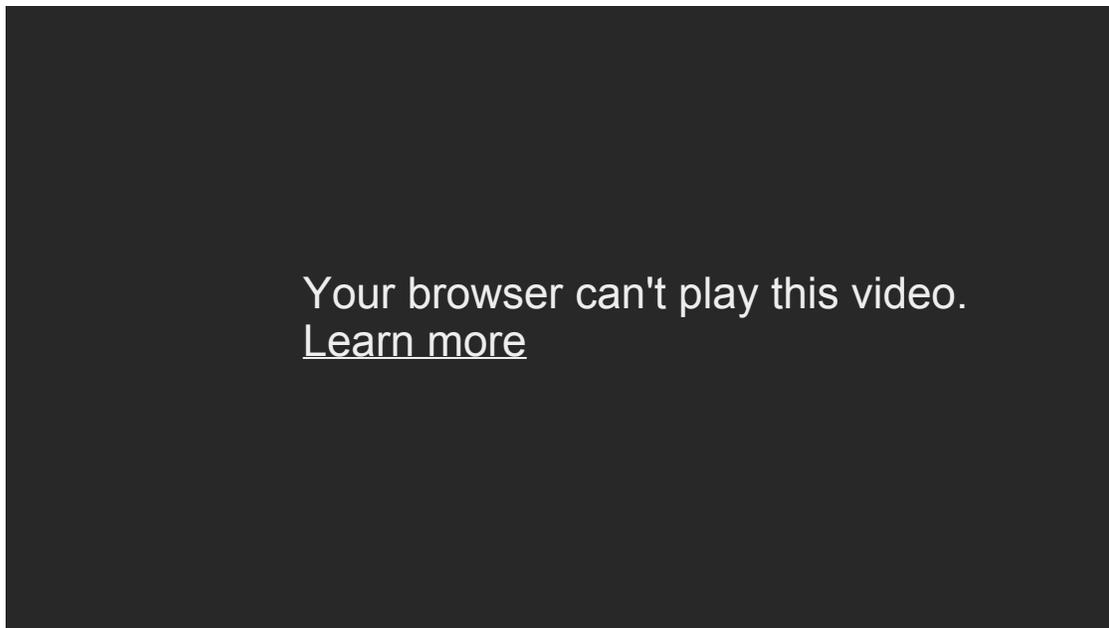
Your browser can't play this video.
Learn more

View: https://youtu.be/xM52jXfi4SE

thomas3184

Professional

Joined:	Feb 1, 2019
Messages:	513
Reaction score:	254
Location:	Northern California

Mar 18, 2022

☐
#18

For shelling to AM i found it needs an extrra argument -c "folder location" to find the config file correctly

For example C:\AM\attract.exe -c C:\AM

Murray

Grand Master

|	
Joined:	Oct 8, 2019
Messages:	736
Reaction score:	904
Location:	plunder island

Mar 18, 2022

#19

ocation" to find the config file correctly

Hmm, you are having some strange issues i've not had. Are you using the updated am folder i linked, or the original one? I think the original one i posted had some quirks attached to it i've never been through. I don't need to do any additional steps for it to work for me. I just point directly to the exe and it runs.

Either way, at least you're understanding how it all works! Honestly... I would use Artax v4 as a base, it's got a lot of work already done for you and you can trim it down very quickly if you don't want everything on there, and then just work on adding the new stuff you want. The Fastio and JVS control setup on there is all done for you already as well. So long as you setup your games with the same standard button config it uses, it should all just work for you.

Murray

Grand Master

Joined:	Oct 8, 2019
Messages:	736
Reaction score:	904
Location:	plunder island

Mar 18, 2022

#20

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Click to expand...

Nice, a lot is possible! That's the whole point of this thread to hopefully make it easier for people to add their own stuff to their multi. Adding a new frontend sort of defeats the purpose though, i mean... you could just run your own frontend in the first place.

The community really needs to band together and start putting together wheel/logo/video packs for games. If that happens, it's a big time hurdle covered for anyone who wants to add stuff.

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