



EMUlaunch requirements.

Many of these requirements are very similar to MacMAME (in case you were wondering as to why).

1. Roms and Screenshots must be located in the same parent directory and be in their own folders named **roms** and **screenshots**. Example:

/Your Hard Drive/Games/Atari 2600/roms/ <-- roms go in this folder

/Your Hard Drive/Games/Atari 2600/screenshots/ <-- screenshots go in this folder

/Your Hard Drive/Games/Atari 2600/screenshots2/ <-- 2nd screenshots go in this folder

2. All roms and screenshots need to have an extension in their filename.

3. Screenshots must have the same name as the name of the rom. Example:

Romname: Adventure (1978) (Atari).rom

Screenshot: Adventure (1978) (Atari).png

Important FINDER setup

EMUlaunch uses the Finder to open your files so an important step is to select all of your roms and use the Get Info (⌘-I) command. You should then set your roms to open with their respective emulator. The advantage of this approach is that you can have different emulators open specific roms.



EMUlaunch Controls

Controls are pretty straightforward.

LEFT , RIGHT: Switches between the different consoles.

UP, DOWN, PAGE UP, PAGE DOWN: Navigate the list.

SPACE BAR/RETURN: Open the game.

ANY LETTER: Will jump to the closet file name starting with that letter.

With my setup I have my Logitech Wireless RumblePad setup to control EMUlaunch with the help of [Control-lerMate](#) by orderedbytes. I use the right thumbstick click function as *Open-Apple (Command) Q* to quit which ever emulator is currently running. A special note for SNES9X when running in full screen mode is that you must exit full screen mode before quitting. I have mapped *ESC* to my left thumbstick button and this seems to work just fine.

MacMAME/SDLMame/Mame OSX setup

EMUlaunch uses the listxml file created by SDLMame to change the zip names of your roms into their actual game names. A stripped down version of listxml is included with EMUlaunch and is up to date as of SDL-Mame version 0.115. If you would like to use an updated version of listxml you can create a new version by using the following command in the Terminal.

```
/PathtoSDLMame -listxml > ~/Desktop/listxml.xml
```

To use this new file, right click on the EMUlaunch application icon in the Finder. Select Show Package Contents and inside the Resources folder you will see the default listxml.xml file.

Special note for SDLMame: When launching games with SDLMame EMUlaunch will send the command line /

```
/PathtoSDLMame/NameofSDLMameBuild /PathtoRomName.zip
```

In order to use a .ini configuration file with SDLMame, you must place the .ini file in the same directory as EMUlaunch.

FAQs

Why do I need to put my roms in a "roms" folder? Is there any way around this?

EMUlaunch by default looks for roms and screenshots in the same manner as MacMAME. I decided to make this the default in order to make the configuration screen as small as possible. Having to choose folders for roms, screenshots and box art for 15 different emulators would make an incredibly long configuration process. That being said you can override these values found in `~/Library/Preferences/EMUlaunch-games.xml` and `~/Library/Preferences/EMUlaunch-mame.xml`. Each console has a line like this which gets written when you use the configuration screen:

```
<atari root="/Hardrive/Applications/Games/Atari/roms/" picroot="/Hardrive/Applications/Games/Atari/screenshots/" />
```

Simply replace the paths with the location of your roms.

Can I use my own background images?

Sure, simply right click on the application in the Finder and select Show Package Contents. Under `/EMUlaunch/Contents/Resources/` you will find all of the background images. Simply replace those images.

How do I launch PS games from EMUlaunch?

Currently you can not. A plugin is in the works for PCSX to allow direct launching of ISO files. [More information can be found here.](#) Another way launch PS games can be [found here.](#)

Does EMUlaunch support paths with Unicode characters?

Not at this time. EMUlaunch will not support Japanese, Chinese and other special characters such as á. This is being worked on, but I do not have a specific time table as to when this will be fixed.

Final Notes

Special thanks to [Jared Fine](#) for all the help with the MAME file parsing routines and EM Adespoton from the MacMAME forums for help with listxml regular expressions. Also to John Pattenden from [Screentime](#), for all of his help with the Mac version of mProjector.

Feedback on the app, GUI and anything else is also welcome. I can be contacted at alexis@emulaunch.com.

This application is freeware for personal use. If you would like to use EMUlaunch in commercial project please contact me.

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