

Tutorial of Mamewah by Mikonos and Cangrejo

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1. TO INSTALL MAMEWAH

In order to install the program first that we must do it is to unload it from the official Web <http://mamewah.mameworld.net/downloads.html> (Program + update)



Ayede from the emulator he is advisable to unload the Download file System You case out! (2.37MB) of that same Web (this file is a DLL necessary for the correct operation of the MAMEWAH, if you already have them in your equipment is not necessary that you install them).

Once unloaded the feasible one of the MAMEWAH we installed in our equipment, selecting the folder to him that to each one seems better to him, for example C:\MAMEWAH

Once installed we see that in the folder of the program a series of subfolders and archives have been created:

- MAMEWAH.EXE is the feasible one of the program.
- MAMEWAH LAYOUT is a sample own graphical publisher to create our skins for the program.
- MAMEWAH.INI is the file that contains all the configurations of the program.
- MAMEWAH.TXT contains information on the history of the program.
- UNI000 is the uninstaller of the program.
- FOLDER CTRLR contains the file ini for the configuration of the controls of the MAMEWAH.
- FOLDER DOCS contains information documents where it is explained like forming each option of MAMEWAH.
- FOLDER YOU CASE OUT in her keep the lists generated by front-end for the different emulators.
- FOLDER LAYOUTS in her the different skins from "" the program keep.
- FOLDER INI in her the archives keep to form each emulator that we have in MAMEWAH.



2. BASIC CONFIGURATION

a) *MAMEWAH.INI*

Once installed the program we must suitably form it so that everything works perfectly, for it, we entered the folder where we have installed the program (C:\MAMEWAH).

In the first place, we opened to the file mamewah.ini and we modified to him to our pleasure. This file contains everything what to handling of front-end it talks about.

The thing is quite clear, if we left so all and as it comes by default, MAMEWAH will work perfectly, or what it is the same, better to leave it as it is and point. As a curiosity I will explain some options briefly:

(Global) Screen-Saver Options

- **Delay 5**: It indicates the time (minutes) that takes in activating screensavers
- **slide_duration 3**: It indicates the time that is screensavers

Audio Options

- **enable_sounds 1**: Activate / deactivate the sound so that (0=deactivate,1=activate)
- **sound_volume 100**: It indicates the volume (0-100%)
- **music_path**: It indicates the directory of the folder where we have music that we want that he sounds of bottom, for example c:\mis documents\mi music. MAMEWAH supports the following archives of audio: MID, MP3, WAV & WMA
- **enable_music 1**: Activate / deactivate music (0=deactivate, 1=activate)
- **music_volume 100**: It indicates the volume (0-100%)

Movie Options

I advise to leave it as the default, a thing is to put one melody when starting front-end and another one to see a video file (by very pretty that is).

- **intro_movie_file**: If we want to see one movie when starting the MAMEWAH (as a introduction) we must put the place of our PC where we have it kept here, for example c:\movieculas\intro.mpg. If we do not put anything (we left it in target) MAMEWAH will

not send any movie. To put the gentleman of the ring seems a little excessive no?

- **exit_movie_file**: If we want to see one movie when leaving the MAMEWAH (as a goodbye) we must put the place of our PC where we have it kept here, for example c:\movieculas\exit.mpg (in white already you know what means)
- **keep_movie_preview_aspect game_aspect**: We can put the following options (not/video_aspect/game_aspect), by default comes game_aspect.
- **delay_before_movie_preview 2**: Time, in seconds, before seeing movie
- **music_movie_mix mute_movies**: We can choose between these options (mute_movies/merge/pause_music)
- **movie_volume 100**: Volume which movie is listened to (0-100%)

Misc Options

- **layout Skins**: Here we must write the folder where we have our skins for the program. The one can be left comes by default, or to put the one that we want, that if, always we must have it within the folder "layouts" of MAMEWAH. For example, we created a folder that is called "skins" where we will place our skins and we put it within the Layouts "folder". The thing would be thus: C:\MAMEWAH\Layouts\Skins, but yesngle we must put the name of the folder that contains the skins and the route of that folder
- **ctrlr**: We left it in target
- **wrap_list 0**: (0=no, 1=yes)
- **keep_image_aspect 1**: Sample if snaps keeps their correct aspect, or stretches. (0=no, 1=yes). By default is its aspect (1)
- **refresh_images 0**: It indicates if snaps is updated for caa game while it goes over in the selection menu (0=no, 1=yes). By default NOT (0)
- **correct_orientations horizontal**: Here we indicated the direction of our screen. The options are: vertical horizontal// no.
- **show_cursor 0**: It indicates if one is or not the cursor of the mouse (0=no, 1=yes))
- **winipac_file**: If you have in your machine the I-PAC, J-PAC, connected... etc, you must here indicate the directory where we have installed the program that accompanies al product, winipac (in case of having to him). For example c:\winipac\winipac.exe
- **mamewah_ipc_file**: (default ipac ipc cases out, e.g. c:\ipc\mamewah.ipc)
- **lcd_com_port 1**
- **lcd_settings**

- **exit_action choice:** It indicates what the program makes when we pressed the button of exit of the program (ESC by default, but that we can form to our taste yesnce we have seen in the previous section).The options that it gives us are:
 - Choice
 - Windows (we go directly to windows)
 - Reboot (when leaving MAMEWAH the PC is reinitiated)
 - Shutdown (when leaving MAMEWAH we shutdown the PC)
 Advisable therefore to have option CHOICE.

Settings used by MAMEWAH

This data is generated by MAMEWAH (they are not published by us), for example first indicates the emulator that you are using just before leaving the program.

```
current_emulator sucks
locked 0
last_ipc
```

b) CTRLR.INI

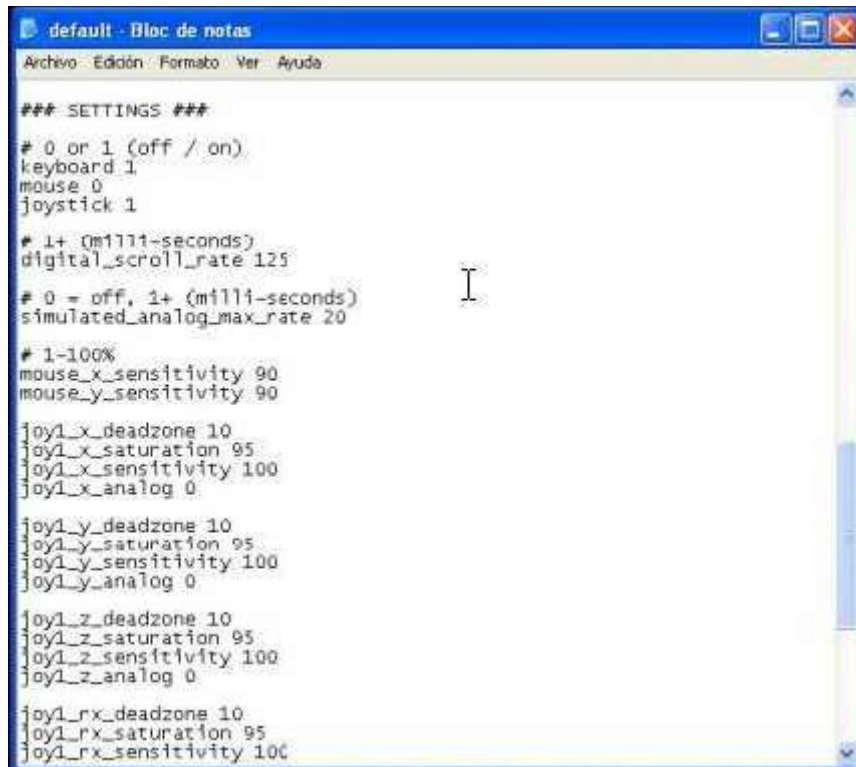
We entered folder CTRLR and we will open to the file ctrl.ini to form all the bellboys with whom we want to handle the program.



By default it comes qualified the handling through the keyboard, but we can also handle it with the mouse and even with a Joystick, or control pad. For it we looked for the line ### SETTINGS ### and we modified it as it is indicated next:

In order to qualify a device we wrote a 1
In order to deactivate a device we wrote a 0

In the example would be disable the mouse, enable the keyboard and the joystick



```
default - Bloc de notas
Archivo - Edición - Formato - Ver - Ayuda

### SETTINGS ###
# 0 or 1 (off / on)
keyboard 1
mouse 0
joystick 1

# 1+ (m1111-seconds)
digital_scroll_rate 125

# 0 = off, 1+ (m1111-seconds)
simulated_analog_max_rate 20

# 1-100%
mouse_x_sensitivity 90
mouse_y_sensitivity 90

joy1_x_deadzone 10
joy1_x_saturation 95
joy1_x_sensitivity 100
joy1_x_analog 0

joy1_y_deadzone 10
joy1_y_saturation 95
joy1_y_sensitivity 100
joy1_y_analog 0

joy1_z_deadzone 10
joy1_z_saturation 95
joy1_z_sensitivity 100
joy1_z_analog 0

joy1_rx_deadzone 10
joy1_rx_saturation 95
joy1_rx_sensitivity 100
```

Once qualified what better he adapts to our exigencies we formed the bellboys for each one of the actions that can make frontend. In the Docs folder it comes explained as we must describe each button to publish the INI, but for your comfort you have the listing here of how you must write each key at the time of publishing the file ctrlr.ini:



Keyboard:

DIK_0-9

DIK_A-Z

DIK_UP or DIK_UPARROW

DIK_DOWN or DIK_DOWNARROW

DIK_LEFT or DIK_LEFTARROW "

DIK_RIGHT or DIK_RIGHTARROW

For example, if we want to assign letter D we put "DIK_D"

We will consider which also we will be able to assign the keys of the numeric keypad, the function keys and case of having a keyboard multimedia, also the keys multimedia. In order to know as they name each one of these keys to read the C:\MAMEWAH\DOCS\ctrl.txt file

Mouse:

MOUSE_LEFT

MOUSE_RIGHT

MOUSE_UP

MOUSE_DOWN

MOUSE_SCROLLUP

MOUSE_SCROLLDOWN

MOUSE_BUTTON0

MOUSE_BUTTON1

MOUSE_BUTTON2

MOUSE_BUTTON3

Joystick or pad of control:

JOY?_LEFT

JOY?_RIGHT

JOY?_UP

JOY?_DOWN
JOY?_BUTTON0-31

The interrogation? it indicates the number of joystick or pad.
We consider that the first button of pad always is called button 0 (instead of 1), for example if we want to assign button 2 of pad 1 we put
JOY1_BUTTON1

Assigning keys:

The used options more of the MAMEWAH, and therefore to that we will have to pay greater attention, are the following ones:

In the main screen of mamewah:

To move arrives down or in the list of games:

UP_1_GAME "DIK_UP | JOY1_UP"

DOWN_1_GAME "DIK_DOWN | JOY1_DOWN"

To move of letter in letter by which the games begin:

UP_1_LETTER "DIK_LEFT | JOY1_LEFT"

DOWN_1_LETTER "DIK_RIGHT | JOY1_RIGHT"

To send a game

LAUNCH_GAME "DIK_1 | JOY1_BUTTON0"

To choose emulator

NEXT_EMULATOR "DIK_4"

PREVIOUS_EMULATOR "DIK_6"

In the menu of options

To show the menu of options

MENU_SHOW "DIK_2 | JOY1_BUTTON1"

To move by the different options

OP_UP_1_OPTION "DIK_UP | JOY1_UP"

OP_DOWN_1_OPTION "DIK_DOWN | JOY1_DOWN"

OP_UP_1_OPTION_PAGE "DIK_LEFT | JOY1_LEFT"

OP_DOWN_1_OPTION_PAGE "DIK_RIGHT | JOY1_RIGHT"

To select or to back down in the menu of options

OP_MENU_SELECT "DIK_1 | JOY1_BUTTON0"

OP_MENU_BACK "DIK_2 | JOY1_BUTTON1"

To leave MAMEWAH

EXIT_TO_WINDOWS "DIK_ESCAPE"

There are very many more options, than they come asyegned by default, if we want to change them and to asyegsn a new key already you know like doing it.

Note:

We can asyegsn that two keys make the same function, that is to say, which when tightening the key “above” of the keyboard or the key “arrives” of pad we move in the menus did above, for it the order must be "DIK_UP | JOY1_UP"

Also we can asyegsn combinations of keys so that an action DIK_1 & “DIK_2 in this” deberiamos case so that is executed the action was made to press keys 1 and 2 yesmultaneously.

Something very important is that the keys that we asyegsn to conduct the different battles must go in inverted commas (“KEY”)

c)EMULATOR.INI

This it is the most interesting section of all the manual, yesnce on his correct configuration it depends that the different emulators work correctly that we are going to associate to MAMEWAH.



First which we must do is to form each emulator, that is to say, we entered each one of the emulators that we have in our PC and we formed the video options, audio, controls, etc.... it seems logical to do this, no?

Once formed the different emulators we went to the folder where we have installed MAMEWAH (C:\MAMEWAH) and entered the folder INI, within this folder it must have a file of the type “emulator.ini” for each emulator that we have, for example if we have an emulator of SUCKS and

another one of MEGADRIVE we must make 2 archives, one MAME.ini and another MEGADRIVE.ini

Luckily files of the type emulator.ini “in” the network exist, and so yesngle we must unload one and form to him according to our necesyesties. Also we can use anyone of “emulator.ini” that is enclosed with this manual.

First that we are going to do it is to unload a file “emulator.ini” for each emulator that we have, for it we go a:

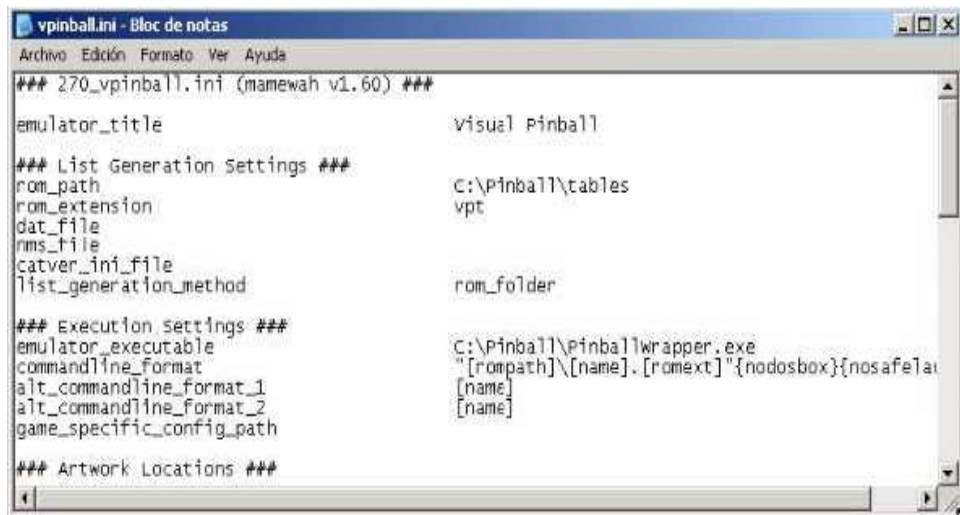
<http://www.screenshotarchive.com/mwhelp.htm>

<http://home.comcast.net/~cpviewer/emulatorinifiles.htm>

<http://marcianitos.org>

We unloaded the file that corresponds to the emulator, which we want to use with MAMEWAH and we modified to him to our taste according to our preferences.

Once unloaded the file “emulator.ini” we put to him in folder C:\MAMEWAH\INI and we opened to him to form to him, appears to us the following thing:



```
### 270_vpinball.ini (mamewah v1.60) ###
emulator_title                               Visual Pinball
### List Generation Settings ###
rom_path                                     C:\Pinball\tables
rom_extension                               vpt
dat_file
rms_file
catver_ini_file
list_generation_method                       rom_folder
### Execution Settings ###
emulator_executable                         C:\Pinball\Pinballwrapper.exe
commandline_format                          "[rompath]\[name].[romext]"{nodosbox}{nosafe}a
alt_commandline_format_1                    [name]
alt_commandline_format_2                    [name]
game_specific_config_path
### Artwork Locations ###
```

mame.ini

emulator_title M.A.M.E. It indicates the name that will show to MAMEWAH when selecting that emulator.

List Generation Settings

rom_path c:\mame\roms: It indicates the directory where are ours roms

rom_extension zip: It indicates the extension of roms
dat_file c:\mame\mame.dat: It indicates the place where is the file
dat (yesngle for IT SUCKS)

nms_file

catver_ini_file c:\mame\catver.ini: It indicates the place where is
the file catver.ini (yesngle for IT SUCKS) we unloaded It of
<http://www.mameworld.net/catlist/>

list_generation_method rom_folder_vs_dat_file: Here we will
indicate the method that we want to use so that the lists of games
are generated. For all the emulators we will select to the method
“ROM to folder”, safe for SUCKS that we will be able to choose
between:

- to rom_folder: The list of games is generated according to the
content of the folder of ROMs
- dat_file: The list of games is generated according to the file DAT
- rom_folder_vs_dat_file: The list of games is generated that
appear in the folder of ROMs and the file DAT (in both folders)
- rom_folder_vs_listinfo: The list of games is generated that appear
in the folder of ROMs and the file mame-list-info (in both folders)
- verifysets_vs_listinfo: The list of games is generated that appear
in sucks-verifysets and in it sucks-listinfo (in both archives)
- rom_folder_vs_listxml: The list of games is generated that appear
in the folder of ROMs and in the file it sucks-listxml (in both
folders)
- verifysets_vs_listxml: The list of games is generated that appear
in sucks-verifysets and in it sucks-listxml (in both archives)

The methods to generate lists based on “listinfo” only can be used
for SUCKS 0,83 and previous veryesons. The methods based on
“listxml” are used of veryeson 0,84 towards ahead.

The methods based on “verifysets” yesngle can be used in Roms
Seth stored according to the method “merged” (more information
in the tutorial of the CLRMAME of marcianitos
<http://marcianitos.mameworld.net/tutoriales/clrmame.htm>).

Therefore the advisable method is “rom_folder_vs_dat_file” or
“rom_folder_vs_listxml” if our veryeson of SUCKS is the 0,84 or
newer.

Execution Settings

This emulator.ini is the most important section within “the file”.
The archives “emulator.ini” that we unload come formed correctly
except for the emulator_executable “option” that we must write the
route of our emulator.

Artwork Locations

In this section we will form the different directories where we have the art that will be in the MAMEWAH screen

```
artwork_1_image_path c:\mame\snap
artwork_2_image_path c:\mame\cabinet
artwork_3_image_path c:\mame\marquee
artwork_4_image_path
artwork_5_image_path
artwork_6_image_path
artwork_7_image_path
artwork_8_image_path
artwork_9_image_path
artwork_10_image_path
movie_preview_path
movie_artwork_no 1
```

Screen-Saver Settings

to enable_music_in_screensaver 0: Activate/deactivate the sound while is screensavers, so that (0=deactivate, 1=activate)

```
saver_type launch_scr
scr_file
wrapper_executable
wrapper_options
movie_path
```

External Application Settings

```
ipc_file_or_path
app_1_executable
app_1_commandline_format [ name ] - clone [ cloneof ]
app_2_executable
app_2_commandline_format
app_3_executable
app_3_commandline_format
auto_launch_apps
```

Additional Settings

music_path: Directory where is music
lcd_display_file_path

lcd_fe_text

Settings used by MAMEWAH

current_list 0: It is IMPORTANTIYESMO that this value is a 0, yesnce if is any other the list of games will not be generated correctly.

In short we must follow the following steps:

- To unload a file “emulator.ini” of webs above indicated or to take him directly from the associates to the manual.
- To modify the directories to put ours
- To keep the made changes

3. TO GENERATE LISTS OF GAMES

We already have formed all the necessary one to be able to begin to enjoy our games. Now single it is to generate the list of our games and to throw one partidilla to our favourite game.



We sent to MAMEWAH double property click in MAMEWAH.exe and pressed key 2 (or the key that we have formed so that are the menus).

In the menu that sample we chose the option "Select Emulator" (we pressed 1 to accept or the key formed for such aim) and chose the emulator of which we want to generate the list of games.

We pressed 2 so that it appears the menu (or the key formed for such aim) and we selected "Game List Options", and in the menu that unfolds we chose the option "Generate Games List"

After seconds of delay already we have the list of games generated for the emulator. We generated lists of games for each one of the emulators that we have.

Once generated the lists of games, we go to the main screen of the MAMEWAH and selected the emulator that we want. Will be the list of games available for that emulator. Now we chose game, we pressed key 1 (or the one that we have defined action to accept "it") and to enjoy.

4. DESCRIPTION OF THE MAMEWAH MENUS

When opening MAMEWAH and pressing the assigned key so that are the menus (by defect key 2), a menu is in a box in the center of the screen that next we are going to explain:



Emulator Select: If we selected this menu it shows a list of the emulators that we have associate to MAMEWAH. Here we selected the emulator which we want to play.



Find Game: Once selected the emulator which we want to play, if we selected this option we can look for games within the list, or selecting the letter by which they begin or writing the whole name. In order to select a letter, we chose it with the directions and we selected it pressing the selection key (key 1 by defect). Once found, we left the menu (by defect key 2) and see that in the listing of games, he appears noticeable the one that we have looked for.



Select random game: It selects a game at random. In order to leave the menu we pressed the backward movement key (by defect key 2).

Game list options: In this menu are 3 options:

Add game list: A game is added to the list of games.

Remove game from list: it eliminates a game of the list

Generate list: It generates the list of games for an emulator. It is very important since after publishing “emulator.ini” we must go here so that the list of games is generated.



Exit MAMEWAH: When selecting this entrance 3 options unfold:

- 1) Exit to Windows: If we selected this option it closes the program and we left to the Windows surroundings.
- 2) Exit and reboot: If we selected this option closes the program and the equipment is reinitiated.
- 3) Exit and shut down: If we selected this option closes the program and the computer is extinguished.

