

## INSTALLATION:

### How the 3 ini system works:

All three files are found in your HyperSpin\Settings\ folder.

#### Settings.ini:

- This file contains settings not specific to your wheels. It would contain keys, paths, settings, etc that you wouldn't change on a per-system basis for whatever reason

#### Global Settings.ini:

- This file contains the same keys found in the systemname inis, but will have the default settings that affect every wheel. If you want to turn on and configure a feature on every wheel without having to touch all the systemname inis, this is where you do it.

#### "systemname".ini:

- This file contains the same keys found in Global Settings.ini but is specific for the system. Default values for all the keys are use\_global. If you change the value, it will only affect this system.

Any keys you still have in the wrong ini will NOT BE RECOGNIZED. You can change them to your hearts content and they will have no effect. On your first launch, HL2 will copy your existing settings from Settings.ini into Global Settings.ini so you don't have to. I will keep this function in place until HS2 is here.

### Step1:

On first launch, HyperLaunch 2 will create many new ini keys in Settings.ini and Global Settings.ini. The first time you launch a game, it will also create keys in that systems ini. So the first time you setup a new system, it's a good idea to just launch a game from it, even if it fails, just to have the ini keys generated for you. Then go back and edit them if you need to.

#### Example Settings.ini keys:

Code:

```
[HyperLaunch]
Exit_Script_Key=~q & ~s
Exit_Emulator_Key=~Esc
Toggle_Cursor_Key=~t
Path_To_Daemontools=
Path_To_CPWizard=
Last_System=MAME
Last_Rom=1942
```

### Step2.

Make a new folder in your install directory called Modules. Each module goes into a folder of the system name. Your install directory is your root HyperSpin folder. It should always be placed in the root of one of your drives, like this:

Code:

```
C:\Hyperspin\
or
D:\Hyperspin\
```

The reason you want it here is to minimize the chance of running into a 255 character limit in your paths.

Using the above example, you should now have a folder like so:

Code:

```
C:\Hyperspin\Modules\
```

For each system you have in your C:\Hyperspin\Databases\Main Menu\Main Menu.xml, you need to create a folder using the same name exact name in that xml.

Example:

Code:

```
C:\Hyperspin\Modules\MAME\
```

Now visit [HyperList](#), create a login if asked. For each folder you made, download a module of the emu you want to use and place it in the folder for that system. When saving the module, be sure to name it exactly the same as the folder you are placing it in:

Example:

Code:

```
C:\Hyperspin\Modules\MAME\MAME.ahk
```

### Step3.

Download the new HyperLaunch 2.x package at the bottom of this post and extract it into your root Hyperspin folder from above (eg C:\Hyperspin\). Any updates to HyperLaunch will be posted at the bottom of this post.

Whats inside:

HyperLaunch.exe (The compiled launcher, source code can be found on HyperList)

autohotkey.dll (This is why we dont have to compile modules)

7z.dll (Required for 7z functions)

7z.exe (Required for 7z functions)

### Step4.

Each module contains notes at the top that you are **REQUIRED** to read and follow. Many modules have user settings you can edit below the notes section to turn emu or module features on or off, or just make controlling the emu easier without having to run it manually.

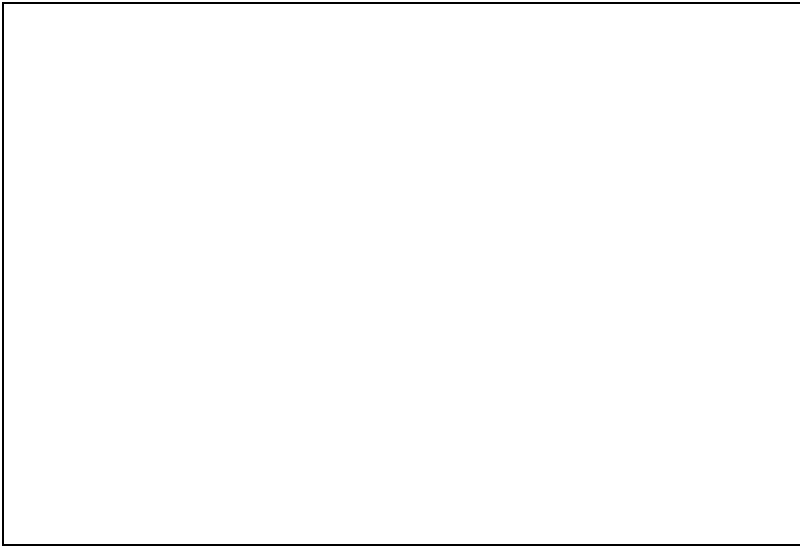
Some modules also require additional downloads that can be found on the FTP until HyperList supports hosting of these files. If you try to run a system, and it warns about a missing file in your modules folder, chances are it's found on the FTP.

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### HOW TO USE

Once everything is done you should be good to go. Assuming you have mame configured in your settings already you can now run a test without even opening HyperSpin.

Double click HyperLaunch.exe. You will see the mini gui where you can run tests.



Simply type in the name of the System and the Rom Name and click test.

If your game runs, then it will run from HyperSpin.

**DO NOT attempt to compile HyperLaunch.ahk** to a new exe unless your using a special version of autohotkey. Autohotkey\_H. See notes at the top of script for link and info. **DO NOT attempt to compile any module ahk**, they must stay in plain text ahk script!

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## HOW TO USE DAEMON TOOLS LITE SUPPORT:

Daemon Tools Lite is required for a number of emulators out there to properly load cd/dvd based games and to fully take advantage of audio tracks from the original games. Some emus come with the ability to mount an iso, but this does not mean it's the preferred method. Do your research first to see if your emu loses any features by mounting internally rather than through DT.

Step 1:

- Download Daemon Tools Lite from the official site: <http://www.daemon-tools.cc/eng/products/dtLite> and click download, not buy.
- Run the exe to install DT and select Free License. Careful what you select during install. Being a free program, they try to install some questionable 3rd-party apps. Be sure to disable these on the install wizard. You also do not need SPTD, but if you decide to install it, you will have to reboot finish installing it. This is used for some advance emulation features not really needed for emulation. You also don't need the windows gadget, so uncheck that.
- Choose your installation path. I suggest keeping it default, like "C:\Program Files (x86)\DAEMON Tools Lite\" (for a 64-bit system).

Step 2:

- Make sure you configure the path to Daemon Tools in your Hyperspin\Settings\Settings.ini. Open the ini and in the [HyperLaunch] section at the top:

Code:

```
Path_To_Daemontools=C:\Program Files (x86)\DAEMON Tools Lite\DTLite.exe
```

- Make sure that path and exe matches where you installed DT. If the key is not there, either add it, or run HL2 once and it will be added for you.

Step3:

- If DT asked you to reboot, do so now.
- You should now have a DT icon in your running tasks in your task bar. You also by default have a DT virtual Drive already setup and assigned a drive letter for you.
- Now right click the DT icon and select Virtual Devices->Add SCSI Virtual Drive. It will create a SCSI virtual drive with the next available drive letter. This is the suggested drive for some systems.
- That's it for setting up DTLite. You will find additional instructions in the in any of the modules that use DT. Follow those to get DT setup with your emu/module.

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## **HOW TO USE PER GAME MODULE SUPPORT:**

This allows you to create one module per game, might be required for some PC Games if you need more functionality then what PCLauncher can give you.

HL2 will add this default ini key automatically:

systemname.ini

Code:

```
[exe info]
Per_Game_Modules=false
```

[\*]**Per\_Game\_Modules** - This only needs to be added if individual games have their own scripts. This would probably be true for a PC games wheel

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## **HOW TO USE CPWIZARD SUPPORT:**

HL2 will add these default ini keys automatically:

Settings.ini

Code:

```
[HyperLaunch]
Path_To_CPWizard=false
```

Global Settings.ini

Code:

```
[HyperLaunch]
CPWizard_Enabled=false
CPWizard_Delay=8000
CPWizard_Params=-minimized -timeout 9000
```

systemname.ini

Code:

```
[exe info]
CPWizard_Enabled=use_global
CPWizard_Delay=use_global
CPWizard_Params=use_global
```

Definitions:

- Path\_To\_CPWizard** - Make sure this points to your CPWizard.exe
- CPWizard\_Enabled** - Enables or disables CPWizard support on a global or

system basis

- CPWizard\_Delay - The amount of time, after cpwizard runs, before continuing to load the module, in milliseconds
- CPWizard\_Params - ?? unsure (someone please let me know if I have these right)

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## **HOW TO USE 7Z SUPPORT:**

If you happen to want 7z support for your roms (meaning any rom can be zipped and work with any emulator where the module supports it) then follow this guide to set it up.

Now you can use any compressed rom with any emulator. This requires only a couple lines in each module (most modules have been updated to support this). HyperLaunch will first check if your rom exists in the archive before attempting to extract. Then it will extract to your 7z\_extract\_dir and send the correct path and extension to your emulator to be launched. Your romExtension has to include the archive file type and the rom you want to look for inside the archive. So for example you compress your game boy color games with 7z, romExtension should be set to gbc,7z.

Rom names inside the archive need to match the name of the archive, which also matches the game's name in your xml. So for example, if you have a rom named "Mario (USA).rom", your 7z needs to be called "Mario (USA).7z".

The rom you want to load (the one sent to the emulator), must not exist in a folder inside the archive. It's ok to have folders, like if you wanted to zip up your Pop Cap games and have them extract on launch. But for simple roms and isos, do not use any folders.

Only the rom that HyperLaunch is looking for has to be the same name. This is the case with CD/DVD based games with multiple tracks as files. You might have an archive called "Wipeout (USA).7z" and inside you can have "Wipeout (USA).cue, Track1.bin, Track2.bin, Track3.bin, etc". This would work as long as the cue contains the correct filenames to find the tracks and you set cue as your rom extension.

You have a choice in each system if you want to delete the temp uncompressed roms or keep them. The benefit of keeping them is you can track what games have been played or keep locally only the roms you play the most for quickest launch speeds. This is really nice paired with server hosted roms or a NAS box.

Global Settings.ini will contain the Global defaults:

Code:

```
[HyperLaunch]
7z_Enabled=false
7z_Extract_Dir=%A_Temp%
7z_Delete_Temp=true
```

Each system ini you can define a separate extract to folder, or keep the default windows temp folder defined for you in the Global Settings.ini.

Code:

```
[exe info]
7z_Enabled=use_global
7z_Extract_Dir=%use_global
7z_Delete_Temp=true
```

Definitions:

- 7z\_Enabled** - Do you want to let HyperLaunch uncompress the roms for you? Set to true if your emulator doesn't support the compressed format your roms are in.
  - 7z\_Extract\_Dir** - The temp dir we want to uncompress our rom to, Default is your windows temp folder
  - 7z\_Delete\_Temp** - If true, will delete the temp folder upon exit of the module
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## **HOW TO USE FADEIN AND ITS IMAGES:**

Create a folder in your Hyperspin\Media\Systemname\Images\ called GameStart. HyperLaunch will search and load these images if found: top.png (banner shown along the top of the screen during loading), middle.png (banner in the middle during loading), bottom.png (banner along the bottom of the screen during loading).

Optionally, you can place an image for each romname in this folder, and HyperLaunch will replace the middle.png with it instead. This allows custom per-game images (like control images) to be shown before loading the game.

In order to turn on the images or fadein/fadeout, we use a 2-part system to enable either global, or system specific, user settings.

HL2 will automatically add this key to your Settings.ini:

Code:

```
[HyperLaunch]
Fade_In_Interrupt_Keys=anykey
```

HL2 will automatically add these keys to your Global Settings.ini:

Code:

```
[HyperLaunch]
Fade_In=false
Fade_Out=false
Fade_Color=0x000000
Fade_In_Duration=500
Fade_Out_Duration=500
Fade_In_Delay=0
```

It will also automatically add these system-specific ini keys in each systemname.ini:

Code:

```
[exe info]
Fade_In=use_global
Fade_Out=use_global
Fade_Color=use_global
Fade_In_Duration=use_global
Fade_Out_Duration=use_global
Fade_In_Delay=use_global
```

What this does is, as long as you have "use\_global" set in any of your system.ini's, it will use the value from your Settings.ini. If you want a specific system to have its own setting, just change "use\_global" to a same value type as found in the Settings.ini. So for example, fade\_color uses a hex color (0x000000) in the Settings.ini, so in your systemname.ini, it would also have to be a hex color (0x00FF00).

Definitions:

- Fade\_In** - If true, Hyperspin will fade out to the fade\_Color set below. Set to false when troubleshooting a module for launching problems.
  - Fade\_Out** - If true, the emulator will fade out when exiting to the fade\_Color set below. Set to false if you run a true fullscreen emulator or you see flashes instead of fading, or when troubleshooting a module for launching problems. This will only work correctly with windowed fullscreen resolutions, not true fullscreen.
  - Fade\_Color** - Color you want to fade to when loading and exiting. This is a 6-digit RGB color Value.
  - Fade\_In\_Duration** - The speed at which the fade\_in occurs in milliseconds.
  - Fade\_Out\_Duration** - The speed at which the fade\_out occurs in milliseconds.
  - Fade\_In\_Delay** - How long your images will stay on screen before continuing to load the emu. This can be interrupted by hitting any key defined in fade\_in\_interrupt\_keys.
  - Fade\_In\_Interrupt\_Keys** - If set as "anykey" (the default), all keys on the keyboard will interrupt the fadeIn screen. If you want to customize what keys will interrupt, change this value to list of all your desired keys. Example, you want to use F1, F5, Left Shift and Right Control, this variable would look like {F1}{F5}{LShift}{RCtrl}. Joysticks are not supported, but you can have a joystick button send a keyboard key via any keyremapping software. You can find the list of definable keys [here](#). Note: letters and numbers do not need to be defined, they are automatically always enabled.
- 

## **HOW TO USE KEYMAPPER:**

ONLY Xpadder (2012 versions) and JoyToKey (v5+) and Autohotkey scripts are supported options for keymapper functionality. Will not work with JoyToKey v3 or below. Create a folder in Hyperspin\ called "Keymapper Profiles" (this can be changed in Settings.ini). This will be where you place your keymapper profiles. The folder structure works like this (using MAME as the example system):  
Hyperspin\Keymapper Profiles\ - place your Hyperspin profile here (ex. Hyperspin.xpadderprofile) - This profile is only "needed" if you have to remap controls while browsing in Hyperspin.  
Hyperspin\Keymapper Profiles\ - place your default profile here (ex. default.xpadderprofile) - This will be your main profile and used for all systems you don't make system-specific profiles for.  
Hyperspin\Keymapper Profiles\MAME - place your system MAME profile (ex. MAME.xpadderprofile) here and any MAME rom-specific profiles here. (ex. 88games.xpadderprofile).

The profile chosen when you launch a game works like this: It will first look for a rom profile, if not found, it looks for a system profile, if not found, it looks for the default profile for all systems. Lastly, if no default profile, it will load the Hyperspin profile. If no profiles are found, it will error out.

So to recap, the order profiles are loaded are:

- 1Game specific profile
- 2System specific profile
- 3Default profile
- 4Hyperspin profile

On exit of emu, HyperLaunch will close or unload your keymapper if no Hyperspin profile is found. If you have created a Hyperspin profile, it will load it.

### Xpadder Setup:

- 1 Run it and follow the initial setup prompts.

### xPadder multi-player support:

If you want to load multiple profiles, one for each player (up to 4), you simply have to add another profile with the same name, but add a [p#] after it. For example, you would load Mame.xpadderprofile to player 1 and Mame [p2].xpadderprofile to player 2. **Don't forget the space.** For 4 players you would have "Mame" "Mame [p2]" "Mame [p3]" "Mame [p4]". This works for all 4 profiles in the hierarchy above.

If you want to install one of the keymappers, use whatever one you like, but xpadder is a better choice.

### JoyToKey Setup:

- 1 Start JoyToKey in a minimized mode
- 2 Hide icon from taskbar when minimized

### Autohotkey Setup:

1 Create a new ahk file and place your remaps you want to use in ahk code. You can find more info about how to remap via ahk [here](#). A list of support ahk keys can be found [here](#).

2 Save the file as the game, system, hyperspin, or default profile you want HyperLaunch to load it for.

3 So let's say you want to remap a to b and c to d using ahk for the rom "Mario" for Mame. You would create a "Mario.ahk" in "Keymapper Profiles\Mame\" and in it you would find the following remaps:

4 Code:

```
5a::b
6c::d
```

7 You would also have to set keymapper=ahk either as your global setting in Settings.ini or only specifically for Mame in the Mame.ini.

### INI Setup:

In order to turn on the keymapper support, we use a 2-part system to enable either global, or system specific, user settings. HL2 will add these default settings to your Settings\Settings.ini:

Code:

```
[HyperLaunch]
Keymapper_Path=
Keymapper_Profiles_Path=%A_ScriptDir%\Keymapper Profiles\
```

Note: The Profile Path will get translated to read out to your Hyperspin folder when you look at it.

It will also create these in Global Settings.ini file like so:

Code:

```
[HyperLaunch]
Keymapper_Enabled=false
Keymapper=
```

Finally, it will add these system-specific ini keys to the systemname.ini:



Code:

```
[exe info]
Keymapper_Enabled=use_global
Keymapper=use_global
```

What this does is, as long as you have "use\_global" set in any of your system.ini's, it will use the value from your Settings.ini. If you want a specific system to have its own setting, just change "use\_global" to a same value type as found in the Settings.ini.

Definitions:

- Keymapper\_Enabled** - If true, enables keymapper support for all systems that have "use\_global" set in their systemname.ini
- Keymapper** - Default is blank, but choices are "xpaddder" or "joytokey" or "ahk"
- Keymapper\_Path** - Default blank, this is the path to your keymapper exe, for example C:\Hyperspin\Utilities\xpadder\xpadder.exe
- Keymapper\_Profiles\_Path** - The path all your keymapper profiles are stored, default is Hyperspin\Keymapper Profiles\

Note: If you have Keymapper enabled for a system, you need to make sure you have one of the 4 profiles from above located in your Keymapper\_Profiles\_Path for all games. So lets say you have xpadder enabled for Mame and made only a Mario Profile, but don't have a default, hyperspin, or Mame profile and you decide to play Gadius, you would get an error that you have Keymapper enabled, but could not find a valid profile. If you don't want to remap any keys for any other Mame games, you can just create a blank profile called Mame.xpadderprofile and you won't get the error anymore.

Tips for those having issues working with Keymapper support:

- Remove any profiles you have saved in the folder that xpadder.exe resides in.
- Make sure xpadder it is set to load the last used profile on Windows startup (which will always be Hyperspin unless you load up a different one after exiting HS).

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## **HOW TO SETUP MULTIGAME SUPPORT:**

What this is:

A long awaited feature requested by many over the years and has used up most of my free time over the past month to create. This gives you the ability to swap a game disc/disk/tape while playing an emulator, using a friendly and highly customizable GUI.

Why do I need this?:

Have you ever played a game and it asks you to insert Disc 2 and you say to yourself "well this sucks, I have to unmount this game or select File->Open, find the new game, then load/mount it" just to continue playing? Many systems from old cartridge and tape based ones to the latest DVD ones require some sort of disc swap to occur at some point in the game. This does all the work for you by popping up a GUI and automagically finding the games and only showing you ones that match what you already have running!

Features:

- Customizable Image artwork - (use the default ones provided for you or create your own. It will space your images across the screen evenly for you!)

- Use your HS Artwork (Disc/Disk/Tape Scans) - (Instead of the provided defaults, you can optionally use these images, You only have to turn this feature on and set the Artwork folder your files are in. MG will load your artwork directly from your Artwork folder.)
- Customizable Default or Per-rom Background Image support - (will load a default.png in your Media\system\Images\MultiGame\ or a romname.png one if it exists)
- Customizable Background Color - (this is default when an image does not exist, you can change it to any color and set it's opacity if you prefer to see what's going on underneath)
- Customizable Text - (Don't like the default greeting? Have it say what you want! You can change many aspects of the text including size, font, color, bold/italic/underline/etc, quality, and more)
- Automatically downloads Image artwork from Hyperspin-fe.com and puts it in your image folder
- Automatically downloads gdip library into a "Modules\Module Extensions\" Folder
- Resize Images - (Stretch or shrink your images upto 3x it's size. They are anti-aliased to help mitigate jaggies)
- All ini keys needed for MultiGame support are automatically created in your Global Settings and System inis for you
- Use your arrow keys to navigate the GUI
- Customizable keys to show the GUI, exit the GUI, and select a game - (limited to what ahk supports)
- Feedback Sound - (Play a sound beep as you move your cursor from one game to the next. Pitch of the sound can be changed to anything you want)
- Customizable Exit Effect - (When you choose a game, you have the choice to pixelate or grow the selected image. More may be added later.)
- 7z support - (Let's say you launch a game from HS, then switch discs. If both games were extracted with 7z, and you like to keep your temp dir clean, HL2 will delete all the games launched from your current session)

#### How roms MUST BE NAMED:

HS2 will contain MultiGame support from the menu so you will no longer need multiple wheels to show one game that has multiple discs or carts. To use this functionality, some naming standards had to be put in place so when parsing your xml, it recognizes these games. Basically a tag gets put on the end of your romname, in parenthesis, saying what type of media and what number it is, example:

Code:

```
Final Fantasy VII (USA) (Disc 1).iso
Final Fantasy VII (USA) (Disc 2).iso
Final Fantasy VII (USA) (Disc 3).iso
```

A space **MUST EXIST** between the media type and the number.

Four media names are supported at the moment: Cart, Disc, Disk, and Tape. Where Tapes can have Sides:

Code:

```
Crystals Of Kings (Europe) (Tape 1 Side A).tzx
Crystals Of Kings (Europe) (Tape 1 Side B).tzx
```

The above media tags must be the last thing in parenthesis in your rom name. You can read more about names on [this thread](#).

#### How do I use this in my modules?:

- Simply download a module that has already been updated with MG support and set your ini keys to get the look you want, or update your own module with the following info:
- This is a feature as of HyperLaunch v2.25. It is injected into the module if you

have MG enabled. Just make sure you are running at least this version, and you will have it. Modules need a custom label, much like CloseProcess, called MultiGame. If you attempt to enable MultiGame support and do not have this section in your module, you will get an error about not being able to find MultiGame.

•The MultiGame section needs to contain code on what to do after you select your game from the MultiGame GUI. It is fed some variables that you use to pass to the emu or daemontools to mount your new game. If you want to use the feature and create your own method to change discs, here are the variables you need to know about:

- selectedRom = The full path, name and extension of the game you selected as it exists in your romPath
- currentButton = The number of the image you selected to load
- mgRomPath = The path to the game (If 7z is enabled, this will be updated to reflect the path after extracting has occurred)
- mgRomName = The name of the game w/o an extension
- mgRomExt = The extension of the game (If 7z is enabled, this will be updated to reflect the extension after extracting has occurred)
- mgCancel = Set when you exit the GUI and did not choose a game. You will need this on some emus where script is required to restore the emu if it lost focus or was minimized by bringing up the GUI

[\*]Each module also needs to contain a PreMultiGame label. This is where you can put code if you need to put the emu in a state for the MG GUI to work properly. For example you may need to take the emu out of fullscreen or minimize it before bringing up the GUI. Then put code in the MultiGame label to put the emu back after changing disks.

**NOTE: EVERY MODULE YOU WANT THIS TO WORK IN WILL NEED CODE TO TELL THE EMU AND/OR DAEMON TOOLS HOW TO CHANGE DISCS**

#### Limitations:

Due to the nature of how true fullscreen works in windows, some emus might not play well with this feature when in true fullscreen mode. The GUI may take your emu out of fullscreen so it can do it's thing to swap games. Code needs to exist to put your emu back in fullscreen if this occurs. Utilize the PreMultiGame section of the module!

Some emus might not like a rom to be swapped while it is running. There is not much you can do about these so pick an emulator that allows this.

If you store your games on a network drive or a very slow HDD, you may notice some small lag after hitting your key to till the GUI comes up. This is because it has to query the drive quite a few times and find the roms that match the current one. Good thing is it only has to do this once per session. So subsequent presses of the MG key will be instant because the table of games has already been created.

If you use 7z to extract very large games, you probably already have lag from when you launch the game from HS until it starts. You will have the same lag from the GUI. If you don't like this, keep your roms extracted. Space is cheap.

I will update modules as I go to support this feature. So far Xebra (Sony PlayStation) is already updated, but only when using daemon tools lite. I tried to get the emu to swap discs internally while another is running, but I think it has to be done outside of the emu.

#### Explanation of the new INI keys:

Global Settings.ini will be injected with all the new keys the first time you launch any game on any wheel.

Your system ini will be injected with the new keys first time you launch a game from that system's wheel.

#### Settings.ini Default Key Values:

Code:

```
[HyperLaunch]
MultiGame_Key = NumpadSub
MultiGame_Select_Key = Enter
```

```
MultiGame_Exit_Key = Esc
```

#### Global Default Key Values:

Code:

```
[HyperLaunch]
MultiGame_Background_Color = FF000000
MultiGame_Side_Padding = .2
MultiGame_Y_Offset = 500
MultiGame_Image_Adjust = 1
MultiGame_Font = Arial
MultiGame_Text_1_Options = x10p y30p w80p Centre c80FFFF00 r4 s100 Bold Italic
MultiGame_Text_1_Text = Please select a game
MultiGame_Text_2_Options = w96p cffffff r4 s50 Center Bold Italic
MultiGame_Text_2_Offset = 70
MultiGame_Use_Sound = True
MultiGame_Sound_Frequency:=300
MultiGame_Exit_Effect = none
MultiGame_Selected_Effect = rotate
MultiGame_Use_Game_Art = false
MultiGame_Art_Folder = Artwork1
```

#### System Ini Only Default Key Value:

Code:

```
[exe info]
MultiGame_Enabled = true
```

#### Definitions:

- MultiGame\_Enabled:** Set this to true to turn on MG support and enable the MG key
- MultiGame\_Key:** This is your key to bring up the MG Gui
- MultiGame\_Select\_Key:** This is the key you press to select a game on the MG Gui (Note; keys to navigate the GUI are your arrow keys and are NOT configurable)
- MultiGame\_Exit\_Key:** This is the key to cancel out of the MG GUI
- MultiGame\_Background\_Color:** Background color in ARGB format, first to characters denote the opacity, see text formatting options below for further info
- MultiGame\_Side\_Padding:** Percentage of padding (empty space), in decimal (eg 0.2 = 20 percent of unused space will be used on the sides), we allocate for left and right screen edges to keep images from touching the screen edge
- MultiGame\_Y\_Offset:** Adjust this to offset your images from the bottom of the screen. A positive number moves the images up, a negative moves it down
- MultiGame\_Image\_Adjust:** Multiplier to adjust the size of the images. Use this if you want to shrink or grow the images
- MultiGame\_Font:** Specify the Font to use. Default is Arial as most systems should have this installed
- MultiGame\_Text\_1\_Options:** Set the text options for the middle of the screen
- MultiGame\_Text\_1\_Text:** Set the text for the middle of the screen
- MultiGame\_Text\_2\_Options:** Set the text options for above the images
- MultiGame\_Text\_2\_Offset:** How much to offset the text above the images from the image itself. A positive number moves the text up, a negative moves it down
- MultiGame\_Use\_Sound:** If true, will play a SoundBeep when an arrow key is pressed
- MultiGame\_Sound\_Frequency:** The frequency of the SoundBeep
- MultiGame\_Exit\_Effect:** Choices are pixelate, grow, or none. This animates the image when you press your Select Key
- MultiGame\_Selected\_Effect:** Choices are grow or rotate. This animates the selected image when moving around with the arrow keys. I suggest rotate only for discs as you probably don't want to rotate a cart.
- MultiGame\_Use\_Game\_Art:** If true, uses artwork from the game as images on GUI instead of the default ones. Set the Artwork folder your art is stored in on the MultiGame\_Artwork\_Folder key

●**MultiGame\_Art\_Folder**: This is the folder the image artwork you want to use is stored in (eg Artwork1, Artwork2, Artwork3, or Artwork4)

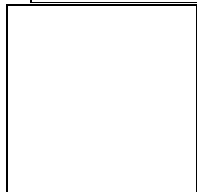
#### Text Formatting Options:

- w (width)**: Area you force the text to stay constrained to. If p is used after the value, it denotes the percentage of the image width. So w90p, means to allow the text to use 90% of the image width. If p is not used, the value represents pixels
- c (color)**: In ARGB, preceded with the opacity. So DD000000 would be partial black, and FF000000 would be solid black. Precede the color with a c to denote it is a color (cFF000000) - For more info see: [http://en.wikipedia.org/wiki/RGBA\\_color\\_space](http://en.wikipedia.org/wiki/RGBA_color_space)
- r (quality)**: The following chart explains the different effects you can apply
  - SystemDefault = 0
  - SingleBitPerPixelGridFit = 1
  - SingleBitPerPixel = 2
  - AntiAliasGridFit = 3
  - AntiAlias = 4
- s (size)**: Size of the Font
- Formatting Options**: Top, Up, Bottom, Down, vCenter, vCentre, Centre, Center, Regular, Bold, Italic, BoldItalic, Underline, Strikeout, NoWrap (you can use as many as you like, but careful with the positioning options as you may cover up the image art)

**At a minimum, your module MUST CONTAIN THESE LABELS OR ELSE YOU WILL ERROR ON LAUNCH WITH MULTIGAME ENABLED:**

Code:

```
PreMultiGame:  
Return  
MultiGame:  
Return
```



Like to thank Kodiak for the initial CD images and stupus for taking them a big step further and creating all the default images to date. Also like to thank brolly for taking the time testing all this stuff.

---

### **HOW TO USE SKIPCHECKS:**

This is for Hyperspin 2.0 ONLY. \*Warning\* setting this to true should only be used for special case scenarios, like systems that do not use roms. Example - MUGEN, OpenBOR, and PopCap.

This will allow you to skip most checks, including path, rompath, exe, and romextensions. Hyperspin will assume you have everything setup correctly and just launch what you tell it. Using MUGEN as an example, it will just launch the exe required to start a MUGEN game, w/o having to create a blank txt file or a batch/lnk file to pass the initial rom check.

HL2 will add this key automatically to your systemname.ini:

Code:

```
[exe info]
Skipchecks=false
```

Definitions:

- Skipchecks** - If true, HyperLaunch 2, paired with HyperSpin 2 only, will skip most rom/path checks. In HS1, it will skip many checks done with HL2, but not ones done from HS.

---

## HOW TO HIDE YOUR CURSOR:

This feature gives you the ability to hide your mouse cursor for all systems, or one system at a time.

HL2 will automatically add this key to your Global Settings.ini:

Code:

```
[HyperLaunch]
Hide_Cursor=false
```

It will also add this key to your systemname.ini:

Code:

```
[exe info]
Hide_Cursor=use_global
```

What this does is, as long as you have "use\_global" set in any of your system.ini's, it will use the value from your Settings.ini. If you want a specific system to have its own setting, just change "use\_global" to a same value type as found in the Settings.ini.

---

## HOW TO HIDE YOUR TASKBAR:

This feature gives you the ability to hide your taskbar for all systems, or one system at a time.

HL2 will automatically add this key to your Global Settings.ini:

Code:

```
[HyperLaunch]
Hide_Taskbar=false
```

It will also add this key to your systemname.ini:

Code:

```
[exe info]
Hide_Taskbar=use_global
```

As an alternative method for taskbar hiding, which you may need for pesky emus that might restore it on you or your taskbar bleeds through application somehow, you can use the script I made below. Just be sure to turn off HL2's taskbar hiding as they will interfere with each other.

- 1Download the HideTaskbar.zip attached at the bottom of this post.
  - 2Extract it wherever you like and Open HyperHQ.
  - 3Goto Main Settings -> Startup/Exit and set the Startup Program to HideTaskbar.exe
  - 4Make sure Hide\_Taskbar in your Settings\Settings.ini is set to false (we don't want HyperLaunch to control taskbar hiding because it is being hidden by HideTaskbar.exe instead)
- 

## HOW TO HIDE YOUR DESKTOP:

This feature gives you the ability to hide your desktop for all systems, or one system at a time. It will black out the background. This will not hide your taskbar, use Hide\_Taskbar for that. This may conflict with Fade support, so this is for those who don't want Fade, but want a simple black background instead.

HL2 will automatically add this key to your Global Settings.ini:

Code:

```
[HyperLaunch]
Hide_Desktop=false
```

It will also add this key to your systemname.ini:

Code:

```
[exe info]
Hide_Desktop=use_global
```

---

## TROUBLESHOOTING:

- 1Open ALL modules in notepad and follow the instructions at the top.
- 2Check if you are running the latest HyperLaunch, found at the bottom of this post.
- 3Check if you have HyperLaunch enabled in HyperHQ by going to Wheel Settings -> Emulator -> Execution = HyperLaunch
- 4Check you are running the latest module of the system/emulator you are trying to launch. Always stay upto date with module versions found on HyperList, I will not offer support for older modules or ones you found on the forum/ftp unless stated otherwise.
- 5At the top of each module has an emu version number. The module was ONLY tested to work with that specific version emu. I cannot stay upto date with every emu release, so eventually a module may break with newer emu releases. After you have exhausted all other options and you still cannot get the module to run, make a post and I will look into updating the module.
- 6Did you open the module up in Notepad (or your preferred text editor) and follow all the notes at the top?
- 7Did you set the user settings at the top of the module? Many modules have settings at the top that require manual changing for the emu to work properly. I set what I believe should be default on them, but they may not work for you. These settings will overwrite any changes you make in the emu itself, so it is vital you are aware they are there and set them appropriately.
- 8If you feel like you are seeing too much of the emulator launch process (eg. the emu window showing before the game does), did you setup and turn on fade

support to hide it? Each of my modules are designed to use fade as your finishing touch. When fade is off, you are supposed to see emu windows or something launching and/or closing. This is how windows works when programs take focus. Fade makes an attempt to hide all that.

9If you edit the module in anyway besides the user settings at the top, you take full responsibility if something doesn't work.

10Do not PM the author asking for help on a module. First search the forum for your problem, if you just cannot find any info on it, make a post on a relative thread, or create a new one.

11Lastly, before you post, test that your emu works via command line by creating a .bat file in your emu folder, then running it. Some emus don't work via command line and I have written procedures to automate launching otherwise, so you can skip this step for those. The bat file should look like this (using N64 as an example):

Project64.exe "C:\Roms\Nintendo 64\Super Mario 64 (USA).zip"

12If the bat file successfully launches your emu and your rom works, good chance the module has an issue and you should post your log.

13Include your ENTIRE HyperLaunch.log (found in your Hyperspin dir) in your post.

14Please use [pastebin](#) to post scripts or relative info if you feel it is necessary. Screenshots or videos go a long way to helping solve your issue.