CUSTOMIZING & CHANGING CONTROLS

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CONTENTS

INTRODUCTION

1.1 WHAT IS AN EMULATOR?

Each video game system featured on your arcade is run by a program called an *emulator*. An emulator is a computer program that behaves like a physical video game console. Depending on your model arcade purchased, your machine can have over 112 total gaming systems on however there are only around 25-30 different emulators/programs that are used to play all these systems. Before we start to change controls, it's important to learn which emulator is used since each program has different ways of editing controls.

1.2 DISCOVERING THE EMULATOR USED

To begin, exit out of HyperSpin and navigate to **C:/RocketLauncher/RocketLauncherUI** on your machine via windows explorer. In this folder, find and double click the file/program labeled either **RocketLauncherUI.exe** or just **RocketLauncherUI**. Once the RocketLauncherUI program loads, you'll see a long list of your arcades available video game systems toward the left-hand side of the program window. Single-click to highlight the system you wish to view, then click on the **EMULATORS** tab located near the top of the program window as pictured below:
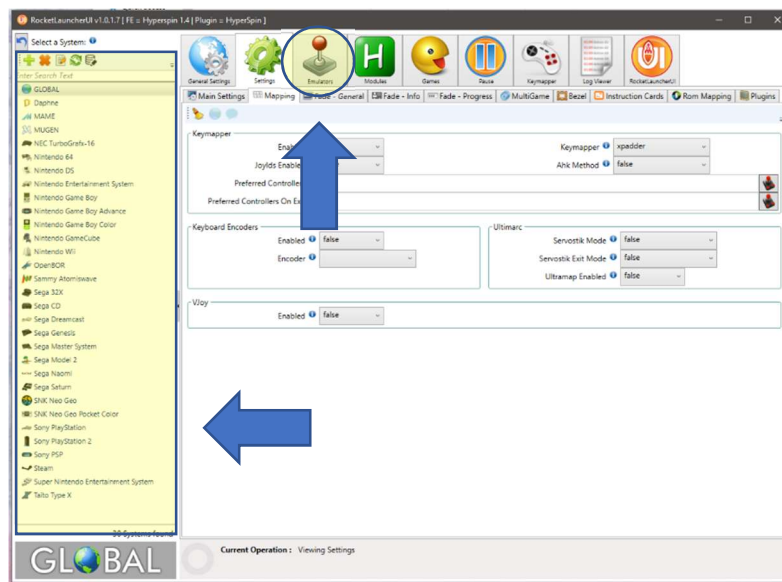
Once you've clicked the **EMULATORS** tab, look for the **Default Emulator** text near the top as pictured below. Next to this text you'll see the name of the emulator used to run the system you selected.
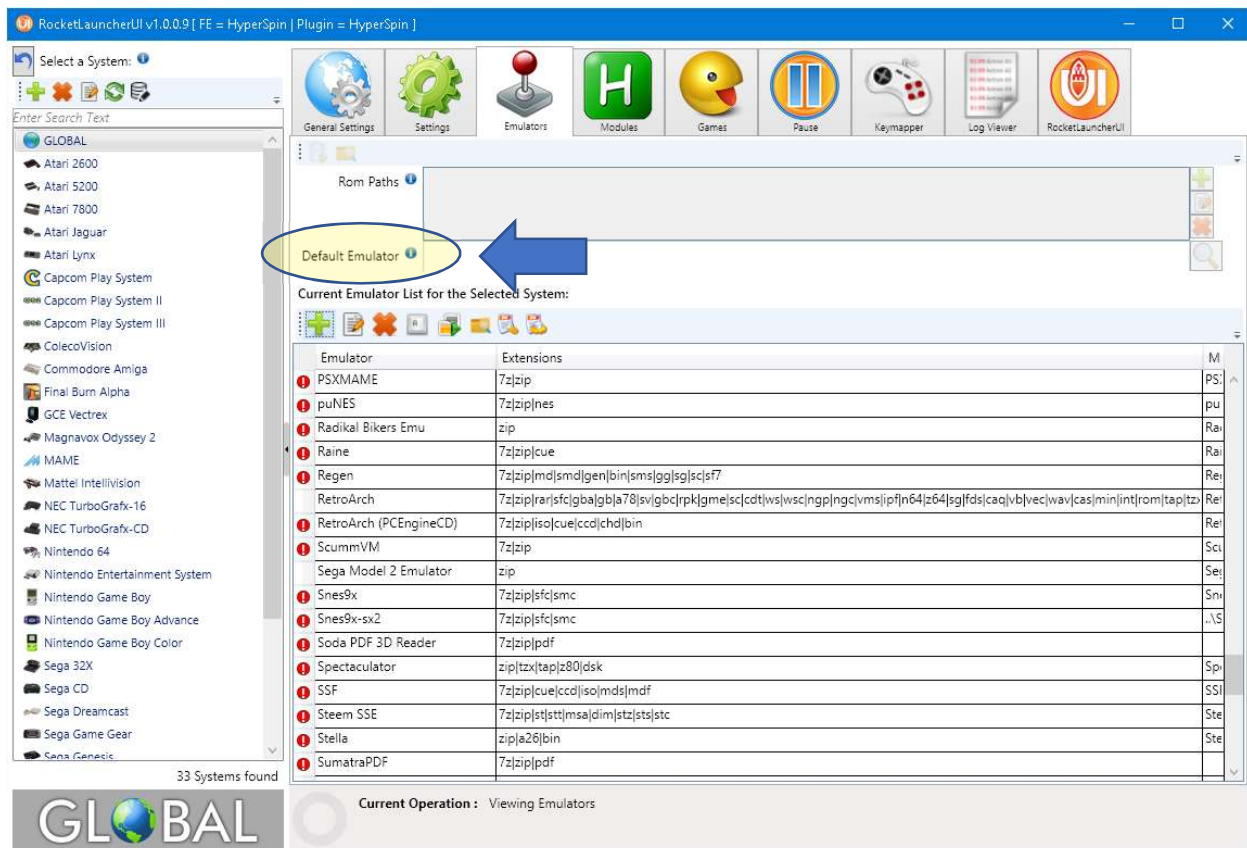
You may now close the RocketLauncherUI if you no longer need it open.

IMPORTANT: RocketLauncherUI is a behind-the-scenes program that controls the vast majority of important settings and programs needed by your arcade to run properly. **DO NOT** attempt to change any settings or visit any other menus/tabs in this program. If errors occur to your machine due to unauthorized setting changes, support will NOT be given to correct.

## 1.3 UNDERSTANDING YOUR ARCADES CONTROL CONFIGURATION

Since emulators were made to be used on a computer, most (if not all) of these programs were meant to be controlled by a keyboard and mouse and not an actual gaming controller. And since your arcade has buttons and joysticks to press and move, we have to fool your computer into thinking that when you press these buttons, that you're really pressing keys on a keyboard. This is done by having a program named either *Xpadder* or *WinIPAC* run in the background.

Both of these programs are used to translate all your joystick moves and button presses into keyboard strokes for the emulator to use. The illustration below shows what your buttons and joystick are translated to when you activate them.

8-player button setup:
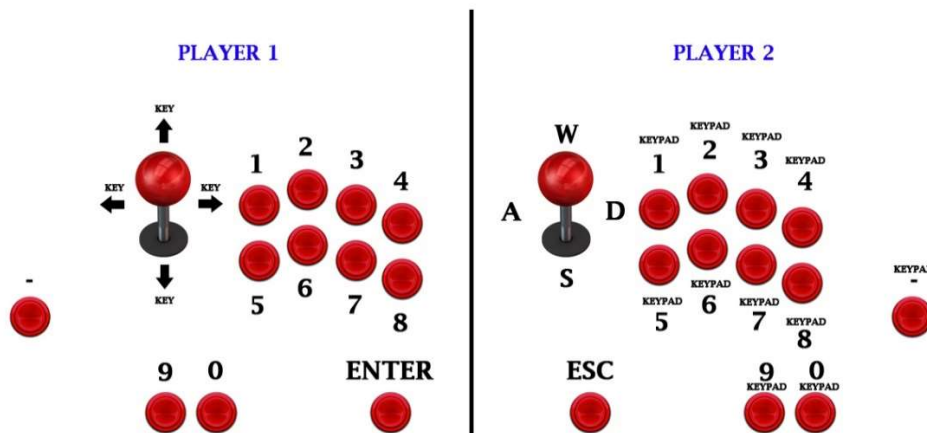
6-button player setup:
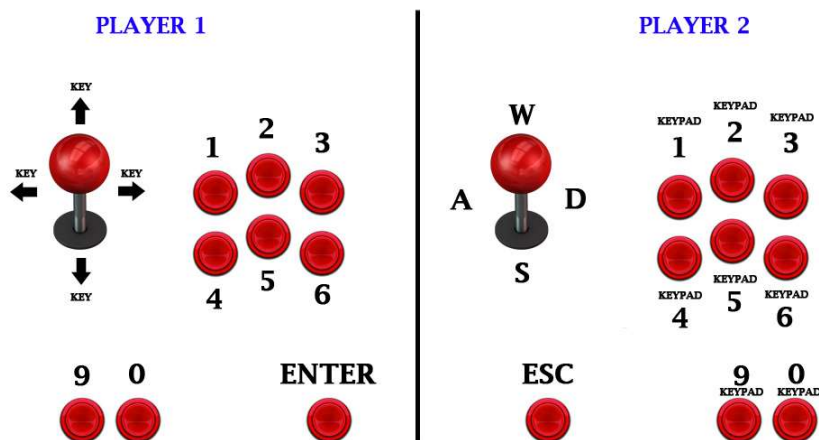
If you decide to change controls for some systems later on, keep this illustration handy as some emulators will require you to select what keyboard button you want to map rather than the actual button press.

CHANGING CONTROLS

When you've found the emulator used for the system you wish to change controls, use this section to guide you through the remap procedure.

2.1 ALTIRRA

To change controls for this emulator:

- Navigate to C:\HyperSpin\Emulators\Altirra and double click the program labeled "**Altirra64**"
- Look to the top of the window, click on "Input", then click on "Input Mappings"
- Click to highlight "Keyboard -> 5200 Controller (absolute; port 1), then click on "Edit" below
- Double click the control you wish to reconfigure and select the new button you wish to assign it to under the "SOURCE" drop down.
- Click "OK" once all controls have been set
- Click "OK" once more
- Click "Close"
- Exit the emulator by clicking the "X" in the top right corner of the window. Your input should now be saved

2.2 BIZHAWK

To change controls for this emulator:

- Navigate to C:\HyperSpin\Emulators\BizHawk and double click the program labeled "**EmuHawk**"
- Look to the top of the window, click on "File", then click on "Open Rom"
- Navigate to D:\ROMs\ColecoVision and double click the game labeled "Aquattack (USA).col" to use as a blank slate for reconfiguring your controls
- Look to the top of the window, click on "Config", then click on "Controllers…"
- Double click the control inside the white text box, it will highlight in light blue, then hit the button you wish to assign it to on your button panel
- After all the controls have been set, click the "Save" button on the bottom.
- Exit the emulator by clicking the "X" in the top right corner of the window. Your input should now be saved

2.3 DESMUME

To change controls for this emulator:

- Navigate to C:\HyperSpin\Emulators\DeSmuME and double click the program labeled "DeSmuME_0.9.11_x64"
- Look to the top of the window, click on "Config", then click on "Control Config"
- Look for the control you wish to change, then click the white box next to it. The white box should turn GREEN
- Press the button you wish to assign the control to and repeat for any other controls you wish to change
- After all the controls have been set, click the "OK" button on the bottom.
- Exit the emulator by clicking the "X" in the top right corner of the window. Your input should now be saved

2.4 DOLPHIN

To change controls for this emulator:

- Navigate to C:\HyperSpin\Emulators\Dolphin and double click the program labeled "Dolphin"
- Look to the top of the window and click on "Controllers" button
- Then hit the "Configure" button for either Port 1 (player 1) or Port 2 (player 2)
- Look for the control you wish to change, then click the darker grey box next to it
- The text inside should now say "waiting".
- Press the button that you wish to assign the control to reassign
- After all the controls have been set, click the "OK" button on the bottom.
- Click the "OK" button once more
- Exit the emulator by clicking the "X" in the top right corner of the window. Your input should now be saved

2.5 DEMUL70

To change controls for this emulator:

- Navigate to C:\HyperSpin\Emulators\deMUL and double click the program labeled "**demul**"
- Look to the top of the window and click on "Config", then click on "Controls"
- If you're looking to edit Dreamcast games, click either Joy 1 or Joy 2 in the DREAMCAST section to edit the controls.
- If you're looking to edit Atomiswave games, click either Joy 1 or Joy 2 in the ARCADE section.
- Look for the control you wish to change, then click the darker grey box
- The text inside should now show a countdown timer
- Press the button that you wish to assign the control to reassign
- After all the controls have been set, click the "OK" button on the bottom.
- Click the "OK" button once more
- Exit the emulator by clicking the "X" in the top right corner of the window. Your input should now be saved

2.6 MODEL 2 EMULATOR

To change controls for this emulator:

- Navigate to C:\HyperSpin\Emulators\m2emulator and double click the program labeled "**emulator_multicpu**"
- Look to the top of the window, click on "Emulator", then click on "Load Rom"
- Double click the game you wish to edit the controls for and your game will begin
- Once loaded, click "Game" on top, then "Configure Controls…"
- Double click the control name in the "Key" column that you wish to change
- The text should change and now display "Press a button or key"
- Press the button you wish to assign the control to on your button panel
- After all the controls have been set, click the "Close" button on the bottom.
- Exit the emulator by clicking the "X" in the top right corner of the window. Your input should now be saved

2.7 MUGEN

To change controls for this emulator:

- Launch any game for this specific system while in HyperSpin or by using RocketLauncher (see *Launching games through RocketLauncher* section)
- Use your keyboards up, down, left, right arrows to navigate
- Scroll down to "Option", then press ENTER
- Scroll down to "Input Config", then press ENTER
- Hit Enter once more to select the flashing "KEY CONFIG" option
- Press either F1 to edit Player 1's controls, or F2 to edit Player 2's controls
- After all the controls have been set, scroll down to select "Exit" and press ENTER
- Scroll down to "Return to Options", press enter
- Scroll down to "Return to Menu", press enter
- Scroll down to "Exit", and press enter to exit the game. Your controls are now saved for that title only

2.8 MUPEN64PLUS

To change controls for this emulator:

- Navigate to C:\HyperSpin\Emulators\mupen64plus\M64py and double click the program labeled "m64py"
- Look to the top of the window, click on "Settings", then click on "Plugins", then click on the "Configure" button located in the "Input" section
- Select which controller you wish to edit in the upper left-hand corner of the new window. It should be automatically selected to "Controller 1".
- Also, near the top you'll see a drop-down bar with text inside that says "Fully Automatic"
- Use the drop-down bar and change it to say "Fully Manual"
- Look for the control you wish to change, then click the darker grey box next to it
- The text inside should now say "Press Key".
- Press the button that you wish to assign the control to reassign
- After all the controls have been set, click the "Close" button on the bottom.
- Click the "Close" button once more
- Exit the emulator by clicking the "X" in the top right corner of the window. Your input should now be saved

2.9 MAME

NOTE: The *MAME* emulator has a large advantage over all the other emulators used. *MAME* is the _only_ emulator in which you can create a generic controller configuration that is shared with all of its playable game titles AND have customized controls created per game.

To change controls for this emulator:

- Launch any game for this specific system while in HyperSpin or by using RocketLauncher (see *Launching games via RocketLauncher* section)
- While in-game, press the "TAB" button on your keyboard to bring up an options menu
- Using the keyboards up and down arrows, highlight "Input (this Machine)" and press your keyboards "Enter" button
- Select either "Player 1 Controls" or "Player 2 Controls" and press "Enter"
- Highlight the control you wish to edit, and press "Enter"
- To the right of the control name, you'll then see two yellow arrow brackets `< >` appear, which means that it's waiting for you to now assign that button
- Push and hold the physical button you want to assign the control to until the yellow `< >` brackets change to different text
- Repeat for each control you wish to change.
- Once all controls are set, press the "TAB" button to return to the game or press "Escape" to exit out of MAME entirely. Your control changes will be saved either way you exit the menu.

NOTE: Some games have the ability to be controlled with a trackball. If this type of control is on your machine and also is available in your game, you should see an option in the control edit list labeled something along the lines of *TRACK X or Y* or *MOUSE X or Y*. This should already be preset for you, but if there is a game that's not responding to your input, or you wish to customize to something different use the same steps listed above and spin the trackball in the direction you wish once the yellow `< >` brackets appear.

2.10 RETROARCH

To change controls for this emulator:

- Launch any game for this system while in **HyperSpin** or by using **RocketLauncher** (see *Launching games via RocketLauncher* section)
- On your keyboard, press the F1 button to bring up an options menu
- Use your keyboards up, down, left, and right arrows to navigate
- Press the RIGHT arrow to highlight the SETTINGS icon (the two gears icon), then use the DOWN arrow to select "INPUT", then press "Enter"
- Press the DOWN arrow and scroll to the very bottom of the list
- Highlight either "Input User 1" or "Input User 2" and press the "ENTER" button
- Highlight the control you wish to edit and press "ENTER"
- *RetroArch* is now waiting for you to assign that control to a button
- Using the illustration shown in the section *UNDERSTANDING YOUR ARCADES CONTROL CONFIGURATION*, use your arcades keyboard and press the correlating keyboard button that matches the physical arcade button you want to assign this control to. Once pressed, the text to the right of the control name will change
- Repeat for each control you wish to change
- Once all controls are set, press your keyboard BACKSPACE button and use your keyboards LEFT arrow to return the main menu section (the space invaders icon)
- While in the main menu, use your keyboards DOWN arrow button to highlight the CONFIGURATIONS option, then press "ENTER"
- Use your keyboards DOWN arrow button, highlight "SAVE CURRENT CONFIGURATION", and then press "ENTER" to save your new settings
- After your settings have been saved, press your keyboards "F1" button to return to the game or press "Escape" to exit out of the game entirely. Your control changes will be saved either way you exit

2.11 SUPERMODEL

To change controls for this emulator:

- Navigate to C:\HyperSpin\Emulators\Supermodel and double click the program labeled "Supermodel-UI"
- Look to the top of the window, click on "Tools", then click on "Options", then click on the black and white Keyboard icon located near the top
- Select which controller you wish to edit by clicking the Player 1 or Player 2 radio button near the upper right-hand corner of the window. It should be automatically selected to Player 1
- There are 4 button sections that you will need to set, which are located on the tabs above the yellow tables below. They are BASIC, GUN, RACE, and OTHERS
- Select which button section you wish to change, and click the button name in the "Action" column to highlight
- In the "Button 1" column right next to where you just clicked, you'll now see the corresponding button highlighted in blue
- Double click the highlighted blue selection and set the new button by using the drop-down bar in the KEYBOARD section
- Once changed, hit the OK button to the right and repeat for all other buttons you wish to change
- After all the controls have been set, click the "SAVE" button in the upper right-hand side of the window
- Now, click "EXIT"

2.12 PINBALL FX2

To change controls for this system:

- Navigate to C:\HyperSpin\Emulators\Pinball FX2 and double click the program labeled "**Pinball FX2**"
- Once loaded, click the "Help & Options" button on the bottom left-hand corner of the screen
- Select "Controls" then click the control you wish to change
- Once you see the message "Press a key to replace old binding" appear, press the button on your arcade you wish to assign that button to
- After all the controls have been set, click the back-arrow button in the upper left-hand side of the window
- Click the back arrow once more
- Exit the emulator by clicking the "Exit" button on the bottom of the screen. Your input should now be saved

2.13 PINBALL FX3

To change controls for this system:

- Navigate to C:\HyperSpin\Emulators\Pinball FX2 and double click the program labeled "**Pinball FX2**"
- Once loaded, click the "Options" button
- Select "Controls" then click the control you wish to change
- Once you see the message "Press a key to replace old binding" appear, press the button on your arcade you wish to assign that button to
- After all the controls have been set, click the back-arrow button in the upper left-hand side of the window
- Click the back arrow once more
- Exit the emulator by clicking the power button on the top of the screen. Your input should now be saved

2.14 WINARCADIA

To change controls for this system:

- Navigate to C:\HyperSpin\Emulators\WinArcadia and double click the program labeled "**WinArcadia**"
- Once loaded, right-click anywhere in the center black screen
- Select "Options" then click "Input", then "Redefine Keys"
- Click any the button you wish to change, when you see the message "Redefine Key" appear, press the button on your arcade you wish to assign that button to
- After all the controls have been set, click the "ok" button below
- Exit the emulator by clicking the "X" button on the top right of your screen. Your input should now be saved

2.14 NOSTALGIA

To change controls for this system:

- Navigate to C:\HyperSpin\Emulators\Nostalgia and double click the program labeled "**nostalgia**"
- Once loaded, click the "Tools" option on the top of the window, then click "Controller Config"
- Select the player you wish to edit using the tabs, and double click the button you wish to change
- When you see the message "Press a new key" appear, press the button on your arcade you wish to assign that button to
- After all the controls have been set, click "apply" then click "ok"
- Exit the emulator by clicking the "X" button on the top right of your screen. Your input should now be saved

NOTE: A few of the emulator used do not have the ability to have their controls reconfigured. If the system you're attempting to change controls on is on the list below, there currently is not a way to reconfigure controls.

- ACORN ARCHIMEDES
- APPLE II
- APPLE IIGS
- ATARI 5200
- ATARI 8-Bit
- ATARI ST
- COMMODORE 64
- COMMODORE AMIGA
- DAPHNE
- MICROSOFT MSX
- MICROSOFT MSX2
- SINCLAIR ZX SPECTRUM
- TAITO TYPE X
- TOUHOU PROJECT

LAUNCHING GAMES VIA ROCKETLAUNCHER

3.1 BASICS

To begin, exit out of **HyperSpin** and navigate to **C:/RocketLauncher/RocketLauncherUI** on your machine via windows explorer. In this folder, find and double click the file/program labeled either **RocketLauncherUI.exe** or just **RocketLauncherUI**. Once the **RocketLauncherUI** program loads, you should see a long list of available video game systems toward the left-hand side of this window. Single-click the system you wish to view to highlight, then click on the **GAMES** tab located near the top of the program window as pictured below:
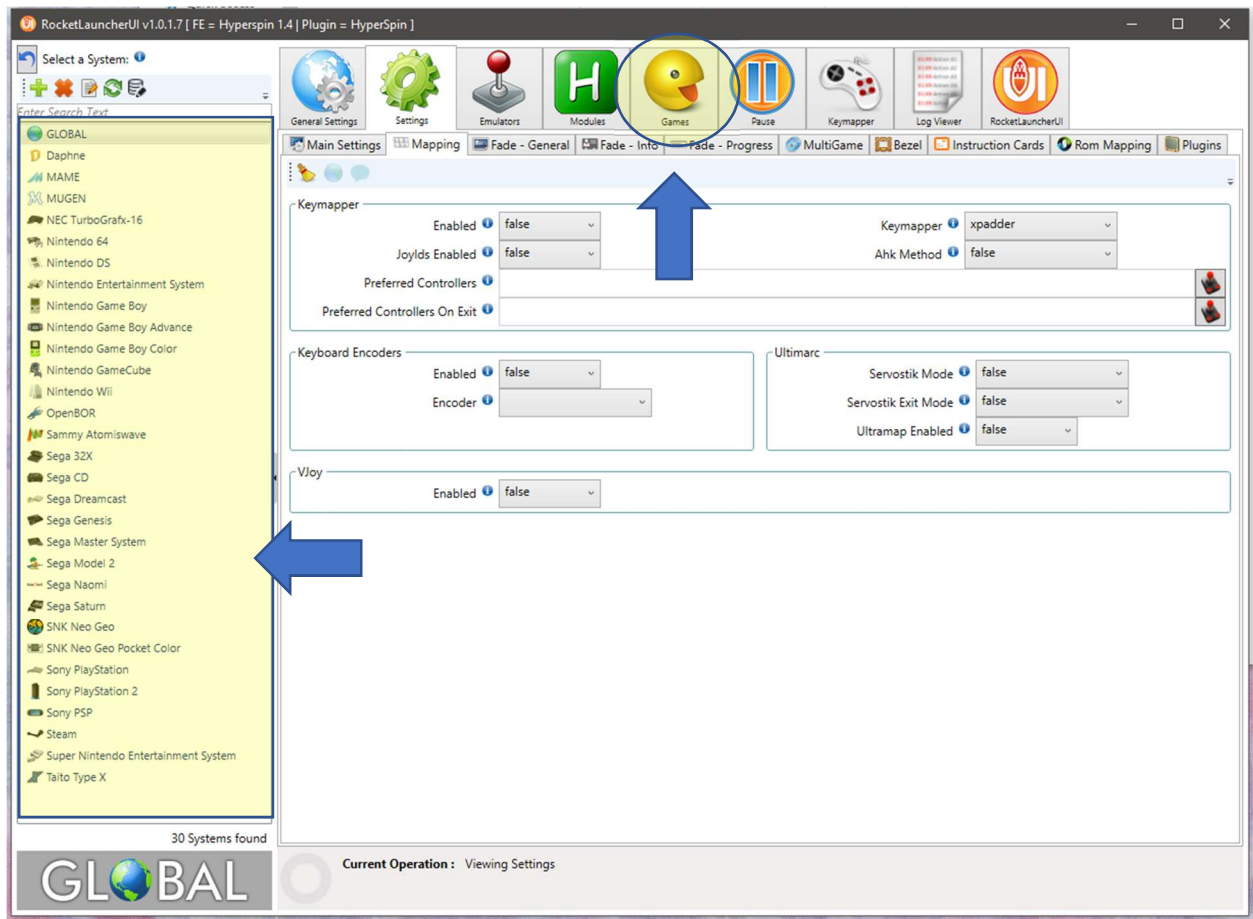
While in the **GAMES** section, click on the **LIST** icon highlighted below to create a list of available games for that system:
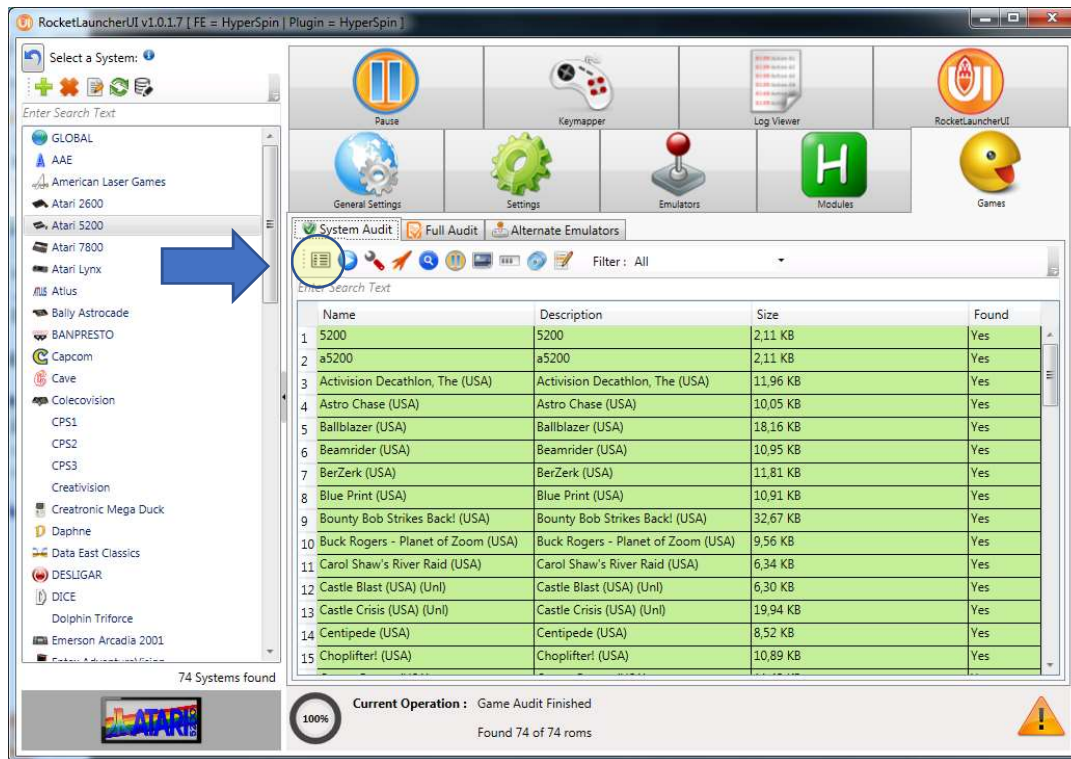
You can scroll through the list using your mouse scroll wheel, or to speed things up you can use the search bar located just below the **LIST** icon you just clicked. When you've found the game you wish to play, click the game title once to highlight, then click the **ROCKET** icon as pictured below to launch your game:

Exit the game as normal via **Esc** on your keyboard or your arcades **Exit** button to return back to the **RocketLauncherUI** program.