CREATING YOUR OWN GAME LISTS

Every system in your arcade uses something called an XML database list. This list is very important as it is the list that HyperSpin uses to display your available game titles, the images for your game titles, and even the preview videos that display when browsing through these games.

Some systems can have many duplicate or alternate versions of games, such as MAME. This can make it frustrating having to thumb through so many games just to find the one you want to play. If you would like to customize your game list, there is a tool available for you that allows you to create your own custom game list.

To use this tool:

- Navigate to C:\HyperSpin\Dons Hyperspin Tools 4.3.26 and double click the program with a green icon named "Filter HyperList"
- Under "Required Settings", use the drop-down bar to select the system you would like to create a new list for
- Next, click the folder icon located to the right of the "HyperSpin Source XML" section right below the drop-down bar
- Use this new window and to navigate to C:\HyperSpin\Databases
- Here you'll see many folders with the names of your gaming systems.
- Double click into the folder for the gaming system which you chose earlier to edit
- Inside this folder, double click the file that is named EXACTLY as your system name with no extra text. If you see any other files with the name of your system but with extra text in the file name, this is not the correct file.
- Next, click "Scan" on the bottom of the window
- If you are prompted with a new window asking for a YES or NO answer, click NO
- After a few seconds, you will see a list generate showing all the game titles that your system has the ability to play
- Next, hold down the CTRL button on your keyboard while clicking each game you wish to add to your new list. Each game chosen will be highlighted in blue if this is done correctly
- Once you have around 5-10 games selected, press CNTR + F on your keyboard to add these games to your output list. They will now be highlighted in YELLOW. Then, move to the next group of 5-10 games and repeat.
- Once finished and all your games you wish to keep are highlighted in YELLOW, select the "Export Output List" button on the bottom of the page
- A new save window will display that should bring you back into the same folder that we opened in step 5. If you are not already back in the same database folder as the system

you're editing, navigate back to C:\HyperSpin\Databases, and then open the folder for that system

- Before you save the new list, it's a good practice to create a copy of the original database just in case something goes wrong or you want the original list for later use. To do this, right click the original file (that has the exact same name as the system you're editing), and select COPY. Right click the white space next to the file and select PASTE. Your copy will now be created
- Now that there is a backup copy, save this new list to have the EXACT same name as your system (ex. MAME, Sony PlayStation, etc.) and push Save
- If done correctly, a new window will display asking if you wish to replace the already existing database file that we're using, select YES and your new list will now be saved
- To test out your new list, launch HyperSpin and navigate to that system. You will now see ONLY the games you saved with the new list generated

NOTE: If you wish to revert back to the original list, navigate back to the database folder for your system just as we did in the fourth step, delete the file you created with the EXACT same name as the system you're working with, and then rename the file with " – COPY" in the text to have the EXACT same name as the system you're working with. (example: change "MAME – COPY" to "MAME"