

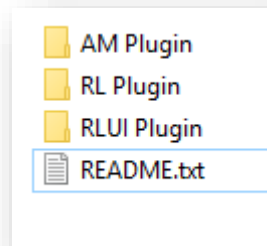
AttractMode / Rocket Launcher Integration Pack

Purpose:

This Integration Pack will allow AttractMode to use RocketLauncher to manage the launching of emulators and will allow RocketLauncher to read AttractMode's artwork and rom lists

Package Contents:

- An AttractMode plugin for RocketLauncher
- A RocketLauncher plugin for AttractMode
- A RocketLauncherUI plugin for AttractMode
- Systemslogos folder
- This guide



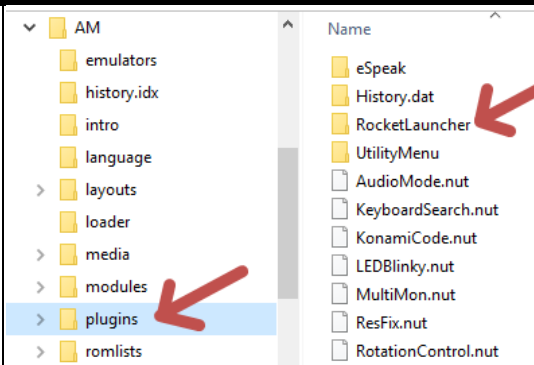
How Does this Work?:

- RocketLauncherUI Plugin
 - Used to read the list of emulators from AttractMode and show them in the systems list within RocketLauncher UI
 - Also reads AttractMode's romlists ensuring it is possible to configure games if needed
 - AttractMode plugin
 - Once configured, it will create a file called "rl_integration.txt" every time a game is launched from AttractMode
 - The file contains the romlist entry and all the artwork paths for the currently launched game which is then read by the RocketLauncher plugin
 - RocketLauncher plugin
 - Is called every time a game is launched from AttractMode
 - Reads the "rl_integration.txt" file and uses the information to display artwork on the RocketLauncher fade and pause screens
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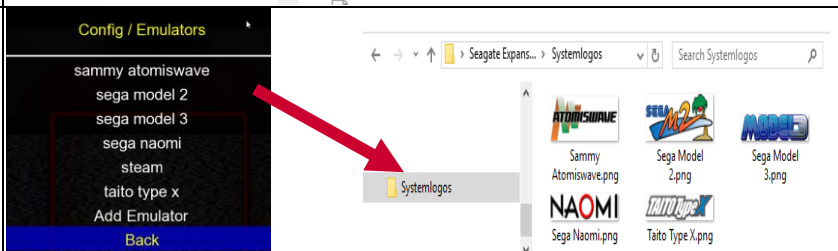
Installation:

AttractMode Plugin Installation

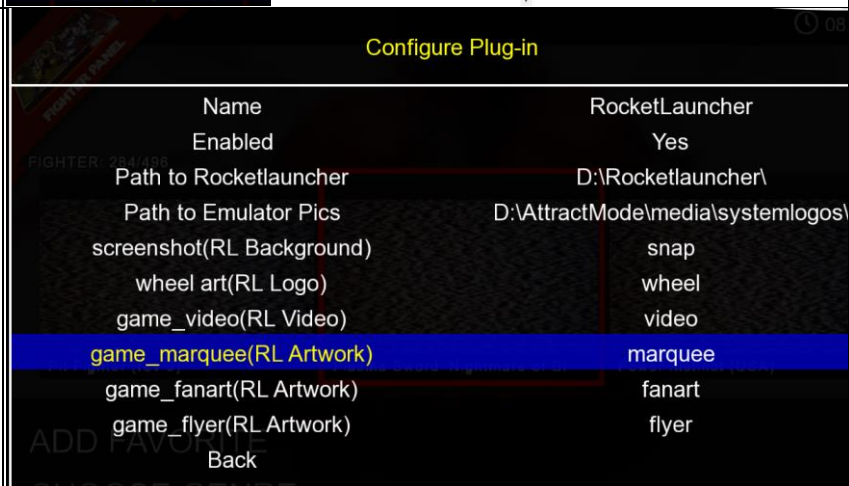
1. Copy the contents of the "AM Plugin" to your AttractMode plugin folder



2. Create a folder on your computer that contains logos for every system you have configured in the emulators section.
If your emulators are named to match the standard RocketLauncher systems, you can use the included "Systemlogos" folder



3. Open AttractMode and enable the "RocketLauncher" Plugin
4. Configure which AM Artwork and the location of the systemlogos folder for use by RocketLauncher's fade and Pause screens.
5. Exit the Plugin



AttractMode Emulator Configuration

1. Open the emulator that should be used with Rocketlauncher
2. Change the *Emulator Name* to be the name you wish to see in the system list of RocketLauncher
3. Change the *Executable* to the location of Rocketlauncher.exe, e.g.:
"D:\RocketLauncher\Rocketlauncher.exe"
4. Change the *Command Arguments* to be:
-s "[emulator]" -r "[name]" -p AttractMode
"D:\AttractMode\attract.exe"
5. Ensure your rom and artwork paths are correct.
6. Repeat this process for each emulator that should work with RocketLauncher

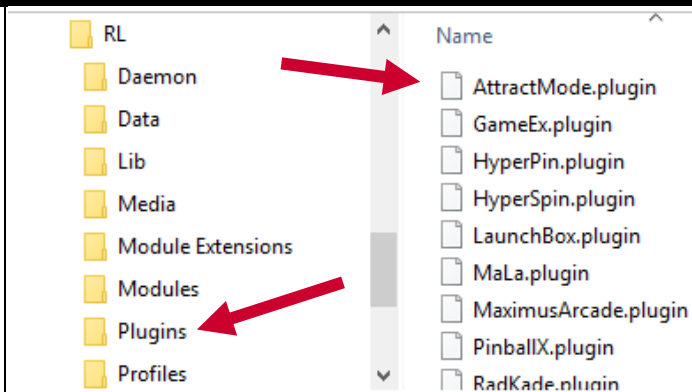
Note:

- You will not be able to create new romlists or scrape for games after this configuration has been made. Change the Executable back to the necessary emulator to make romlists when needed.
- The following Artwork names are supported: snap, wheel, fanart, marquee, flyer. If other are required please make a request.



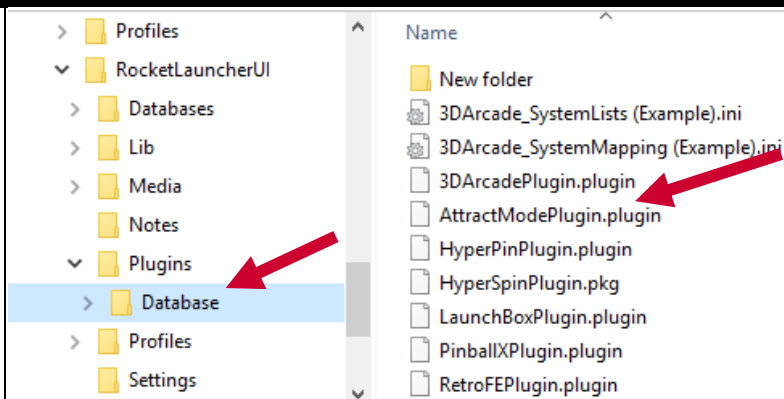
RocketLauncher Plugin

1. Copy the contents of the "RL Plugin" to your RocketLauncher plugin folder.
2. Overwrite the existing Plugin
3. DONE!



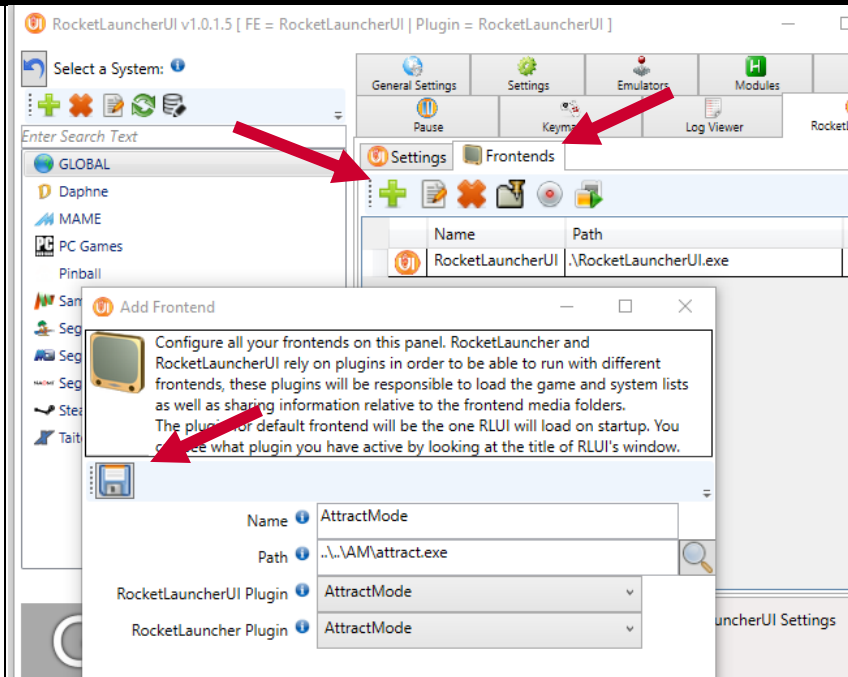
RocketLauncherUI Plugin

1. Copy the contents of the "RLUI Plugin" to your RocketLauncher\RocketLauncherUI\plugin\Database folder



RocketLauncher UI Setup

1. Open RocketLauncherUI to the FrontEnds Tab
2. Add a new Front End and Call it AttractMode
3. Add the AttractMode Plugins to the configuration
4. Press Save



5. Set the AttractMode FrontEnd to be the default.
6. Done!

Note: Your AttractMode Emulators should now be shown in the systems list in the left pane

