

XGngeo documentation

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The Choplair-network

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1 Introduction

This is the official documentation for **XGngeo**, a frontend (graphical user interface) for **Gngeo**, a command line **Neo Geo** (arcade game playing system made by SNK) emulator for the *GNU/Linux* operating system (and may be some other Unices) with high speed performance and many configurable options. Both are free/libre softwares released under the terms of the *GNU General Public License*.

XGngeo is written in *Python* and uses the *PyGTK* library to provide a practical and user-friendly *GTK+* interface! With its multiple configuration panels, emulator behaviour can be parametrised precisely; while Rom selection got comfortable thanks to a list coming along with preview image and various game informations...

This program development is conducted by the **Choplair-network** crew, the latest version and informations about XGngeo are available from our website (see chapter 4 section 1). Although we are not directly taking part in the Gngeo development (and are not the official frontend too), we follow it closely and try to implement all its functionalities in the most correct way possible, in accordance with the author (Mathieu Peponas) who gently encourages interactions between frontends and its emulator.

This paper, which is supposed to grow up with each new XGngeo release, provides a sort of *Newbie Guide* to get started with easy Neo Geo emulation combining these two programs, and also some details about this frontend's features and its functioning.

2 Getting started

This is the complete procedure about how to get the dynamic combination of Gngeo and XGngeo fully functional from scratch, step by step!

2.1 Prerequisites

2.1.1 Emulator and Bios

XGngeo is a frontend for Gngeo, so this one must be installed somewhere on your computer! You can download the last version from its home page (see chapter 4 section 1). Although the emulator is available in various binary formats (deb, RPM...), keep in mind that these packages may be older than the classic source code archive. For this release, we do recommend the use of Gngeo version **0.6.4**. But consider that any previous 0.6.x version should be fine for being used under XGngeo.

Before installing Gngeo, you have to check for the some dependencies: Gngeo graphical rendering is based over the **SDL** (*Simple Directmedia Layer*) library (version 1.2 or more), which is thus required, with **OpenGL** headers for its OpenGL blitter. It also needs **zlib** to extract Rom zip archives. Optionaly, you may install the **NASM** package (version 0.98 or more) in order to provide assembler optimisations. Their home page adress, for informational purpose, are given on chapter 4 section 1.

Once this is okay, you can perform the installation of Gngeo, in the way corresponding to the format it was grabed into. If, for some reasons, the installation would not succed, you may ask for help to the Gngeo mailing list (chapter 4 section 2).

To be able to launch Roms, Gngeo will need a Neo Geo Bios. It is an archive which consists of the following files: `'neo-geo.rom'`, `'ng-sfix.rom'` and `'ng-lo.rom'`. They have to be put into the same directory as your Roms (the so called *Rom and Bios directory*!).

2.1.2 Other requirements

Especially for XGngeo, you also need the following softwares to be installed:

- The **Python** programming language: version 2.2 or more.
- The **Gimp Tool Kit** aka GTK+: version 2.6 or more.
- The **PyGTK** library: version 2.6 or more.

That's perhaps already the case. Otherwise, you'll find the links to their home page on chapter 4 section 1.

2.2 Getting and launching XGngeo

It's show time! Your are now ready to taste the power of XGngeo. ^^

If you didn't obtain this documentation as a part of an XGngeo package, you have to get one! You'll find download links for the last version on the Choplair-network homepage

(see chapter 4 section 1). Thereafter, unpack the archive, then move to the directory which have just been created (something like ‘`xgnggeo-XX`’ where *XX* is the version number).

At this time, we *do* assume that you have installed everything indicated above. Since Python code is interpreted, XGnggeo doesn’t require any compilation phase. To launch it, simply enter: `python xgnggeo.py`. If you get an error doing so, please refer to the chapter 4 section 2.

2.3 First time important path configuration

At the beggining, XGnggeo should invite you to set up some important parameters that are required to build up basic configuration files with three important options required for a working emulation. The first one, the path to your Rom driver file (‘`romrc`’), is set with the default value, like the path to the Gnggeo executable. Actually, you would just have to tell the directory where are located your Neo Geo Roms and Bios.

Once you have finished, press **SAVE**. Of course, these parameters can be modified at any time thereafter, using the same configuration window.

If for some reason you want to pass out this important path check at boot time, it is possible by just giving `--nobootcheck` as a command line parameter. But this is definitively **not** recomanded!

2.4 Main window

Unless you obtained a warning dialog because some parameters looked invalid, the XGnggeo main window should appear. At that time, you may fall in love with the marvellous logo, but, actually, your attention should go to the menu bar, on the upper part, which you’ll be able to master everything with!

2.4.1 Menu bar

It is formerly composed of the **FILE** menu, which permit you do simple operations such as loading Rom (from the Rom list, a file chooser, or a recent Rom history), starting or stopping it, and exiting the program.

Next to that is, comes the **CONFIGURATION** menu, from where you can modify the paramaters which you entered at the XGnggeo first load and also some other little options, mostly related to XGnggeo’s own behaviour. But the most interesting here is the **GLOBAL EMULATION** sub-menu which allow you to set the default Gnggeo emulation configuration (graphic, audio, keys, etc.) for every game (but it is also possible to set specific game configuration). These emulation configuration panels are detailed in the section 2 of the next chapter.

At last, on the very right-hand, from the **INFO** menu you can look at the credits or read again an again the holy GNU General Public Licence whom XGnggeo is released under!

3 Details

3.1 Used files

3.1.1 Main configuration files

XGngeo's configuration interface actually manages options of 2 main configuration files at the same time. Both using the same syntax, which is just lines of a variable name followed, after a space, by its corresponding value. :p

3.1.1.1 'gngeorc'

This is the Gngeo's global configuration file, situated in the '`~/gngeo/`' directory. It lets you customize many params of the emulator, whom some are highly important (path to the '`romrc`' file, etc.), which will be the default for any Rom.

3.1.1.2 'xgngeo.conf'

This is the XGngeo's own configuration file, situated in the '`data/`' directory which is in the XGngeo's. This second file is less important, there are only options related to XGngeo (size of history, preview images' directory, etc.). That's why most of these options are modifiable in the OTHER THINGS section.

3.1.2 Rom-specific configuration files

Since its version 0.6, Gngeo is able to perform emulation in a specific way for each Rom.

That's quite simple: before loading the Rom, the emulator looks for a file, in the '`~/gngeo/`' directory, which is named in the form of '`mame_name.cf`' (where *mame_name* is the Mame name of the game). If it does exist, the emulation parameters from are taken from, without taking care of the ones set in the '`gngeorc`', which is used otherwise. The syntax for these files is still the same.

Rom-specific configuration files can be easily handled through XGngeo, as detailed in the next section...

3.1.3 Rom driver file

The Rom driver file (named '`romrc`') is very important as it contains all the instruction for the emulator to correctly handle the Roms of which technical specifications are detailed as individual section in that (big!) Rom driver file.

3.1.4 History file

This simple ASCII file ('`~/gngeo/history`') contains, in descending order, lines of the full name (between double quotes) and the absolute path of recently loaded Roms, in order to be displayed in the HISTORY menu of XGngeo. Note that although it is placed in the Gngeo user directory, this file was created for XGngeo and is thus not directly updated by the emulator but by the frontend.

3.2 Particular windows

3.2.1 Rom list

There are also optional features (add-on) which bring you a more comfortable game selection in that Rom list window.

3.2.1.1 Preview images (add-on)

XGngeo is able to display a preview image of any of the games selected in the list. It is fully compatible with the preview images used by other frontends such as **GGF** (*GnGeo Frontend*), which implemented it formerly.

Thus, a preview image pack archive can be easily obtained from the Gngeo, GGF or Choplair-network home page. You will need to unpack them somewhere, then to indicate the directory where they are located in the `OTHER THING CONFIGURATION` window, in order to get it working instantly!

3.2.1.2 Rom informations (add-on)

GGF's developpers created an XML file containing informations for each Rom (description, manufacturer, year, etc.). This is the perfect addition to preview images and it's fully supported by XGngeo! Moreover, because of the small size of that file, it is already included in our packages and this option is activated by default.

3.2.2 Emulation configuration panels

The options which can be set in global or rom-specific emulation configuration window are exactly the same. As XGngeo provides graphical management for a lot of Gngeo parameters, they have been divided in several panel according to which emulation domain they are dealing with, for the sake of clarity.

3.2.2.1 Graphic panel

You may activate many options there: fullscreen mode, frame skipping (real-time speed), interpolation (smoother animation), etc. Moreover, you may select your preferred blitter (software, OpenGL, YUV) and choose to apply an effect upon (scanline, SAI, HQX, etc.).

Please note that effects are currently not supported by the YUV blitter of Gngeo. Thus, effect list becomes disabled in XGngeo when you select this blitter.

3.2.2.2 Sound / Joystick panel

Few options for sound and joystick, that's why they are regrouped in one panel. You may set support for them and, if enabled, specify some options (sound sample rate, joystick devices).

3.2.2.3 Keyboard panel

This panel is a **keyboard** (not joystick! :p) control configurator which permits you to easily customize the 2 player controls. To modify a key, just click on the corresponding button then push your new key.

Warning: since Gngeo (SDL's) and XGngeo (GTK's) keymaps are different, some special keys might be not recognized by XGngeo. If it occurs, please tell us (refer to the chapter 2 section 2)!

3.2.2.4 System panel

Here you can set some Neo Geo core preference. You can change the region (Japan, USA, Europe), which often modify the game language, and also the Neo Geo type: *arcade* (classic mode with credit given by coins) or *console* (usually more complete and permitting configuration through an option menu).

3.3 Special actions in Gngeo

Using function keys, you can perform some special actions while playing a Rom in Gngeo. Here comes the list of what you can do pressing these keys:

- **F1**: reset game.
- **F2**: take a screenshot (BMP file saved in your home directory).
- **F3**: enter Neo Geo Bios configuration interface.
- **F4**: enable/disable display of pressed key value.
- **F5**: enable/disable display of FPS value.
- **F6**: enable/disable slow motion.
- **F8**: save current game state (to a slot you thereafter specify).
- **F9**: load a saved game state (from a slot you thereafter specify).
- **F10**: enable/disable auto frame skip.
- **F11**: enable/disable sleep mode when Gngeo is idle.
- **F12**: enable/disable fullscreen mode.

3.4 Internationalization

XGngeo is multilingual! Translations are currently available in the following languages:

- English (default)
- French
- Polish*
- Portuguese of Brazil
- Spanish

Note: a language followed by an asterisk means that its translation is unfortunately not up-to-date with the current release original strings. Don't hesitate to update it! You can even make new translation, just look bellow...

3.4.1 Making new translation

If you want to perform a new translation of XGngeo into your language, follow these generic instructions:

1. Get the current XGngeo development version from its CVS by doing the following command (on a single line):


```
cvs -z3 -d:pserver:anonymous@cvs.xgngéo.berlios.de:/cvsroot/xgngéo
checkout xgngéo
```

2. Go to the ‘lang/’ directory which is in ‘xgngéo/data/’.
3. Create a directory named like your language code (usually the one returned by `echo $LANG`). See http://www.gnu.org/software/gettext/manual/html_chapter/gettext_15.html#SEC221 for an exhaustive list.
4. Into this one, create a new directory named ‘LC_MESSAGES’.
5. Go back to the ‘lang/’ directory then open the translation template ‘xgngéo.pot’ with your favorite translation tool (KBabel, GTranslator, Poedit, etc.).
6. Once you’ve finished translating. Save it as ‘XX/LC_MESSAGES/xgngéo.po’ (where XX is your language code).
7. Go to ‘XX/LC_MESSAGES/’ then do: `msgfmt xgngéo.po -o xgngéo.mo`. This will create a binary file (‘xgngéo.mo’) readable by the program.
8. Launch XGngéo, which is now translated in your language!

Every time you update your translation, don’t forget to repeat step number 7. When you feel it’s perfect, you may send your *po* file to [chopinou\[AT\]choplair.org](mailto:chopinou@choplair.org).

4 Web links and ML

4.1 Home pages

4.1.1 Websites of the great duo

- Gngeo: <http://m.peponas.free.fr/gngeo/>.
- Choplair-network (for XGngeo): <http://www.choplair.org/>.

4.1.2 Their dependencies

- SDL: <http://www.libsdl.org/>.
- Zlib: <http://www.zlib.org/>.
- NASM (optional): <http://nasm.2y.net/>.
- Python: <http://www.python.org/>.
- GTK+: <http://www.gtk.org/>.
- PyGTK: <http://www.pygtk.org/>.

4.1.3 Other

- Gngeo Brazil (Brazilian website about Gngeo): <http://www.gngeo.hpg.ig.com.br/>.
- GGF (first frontend): <http://gngeofrontend.sourceforge.net/>.

4.2 Gngeo mailing list

If you get any problem using Gngeo, directly or through a frontend such as XGngeo, the best way is certainly to ask for help on the official Gngeo mailing list, where you should get quick and effective answers from its little community, including XGngeo developers.

Here is how to:

- **Suscribe:** send a blank email, with the word *subscribe* as a subject, to gngeo-request@ml.free.fr. Note that prior subscribtion is mandatory before posting any new message.
- **Post:** send your messages to gngeo@ml.free.fr.

By the way, list archives are available on the web at the following address: <http://www.mail-archive.com/gngeo@ml.free.fr/>. You would have better to check out that your problem hasn't been already discussed and solved before posting a new help message.

5 Credits

XGngeo forms a part of the projects conducted by the Choplair-network, an independant libre software development crew. Here comes the people involved in the making of this program since the beginning:

- **Choplair** ([chopinou\[AT\]choplair.org](mailto:chopinou@choplair.org)): development director and main programmer, French translator.
- **Pachilor** ([pachilor\[AT\]choplair.org](mailto:pachilor@choplair.org)): assistant programmer.
- **Shilon** ([sheng.long.gradilla\[AT\]gmail.com](mailto:sheng.long.gradilla@gmail.com)): Spanish translator.
- **Matma** ([matma\[AT\]irc.pl](mailto:matma@irc.pl)): Polish translator.
- **Matheus Villela** ([villela\[AT\]inf.ufsc.br](mailto:villela@inf.ufsc.br)): Brazilian translator.
- **Paulo Eduardo Chiva** ([paulo.chiva\[AT\]ig.com.br](mailto:paulo.chiva@ig.com.br)): previous Brazilian translator.
- **Ms. Marie-Claire** ([marie-claire\[AT\]choplair.org](mailto:marie-claire@choplair.org)): documentation editor.
- **Hori** ([x_psyence\[AT\]hotmail.com](mailto:x_psyence@hotmail.com)): English spelling corrector.

Special thanks to the Gngeo authors, **Mathieu Peponas** and others, for writing such a great emulator!