

# XGngeo's documentation

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## The Choplair-network

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# Table of Contents

<b>1</b>	<b>Introduction .....</b>	<b>1</b>
<b>2</b>	<b>Get started .....</b>	<b>2</b>
2.1	Gngeo .....	2
2.2	Other requirements .....	2
2.3	Neo Geo bios .....	2
2.4	Run XGngeo .....	2
2.5	Configuration .....	2
<b>3</b>	<b>Focus on... .....</b>	<b>3</b>
3.1	Configuration files .....	3
3.1.1	‘gngeorc’ .....	3
3.1.2	‘xgngeo.conf’ .....	3
3.2	Rom list add-ons .....	3
3.2.1	Preview images .....	3
3.2.2	Rom infos .....	3
3.3	Keys configuration .....	3
3.4	Internationalization .....	4
3.4.1	New translation .....	4
<b>4</b>	<b>Help .....</b>	<b>5</b>
<b>5</b>	<b>Credit .....</b>	<b>6</b>

# 1 Introduction

**XGngeo** is a frontend (GUI) for the Neo Geo emulator **Gngeo**, both are free software released under the *GNU GPL license*. XGngeo is written in Python and uses the PyGTK library to provide a user-friendly interface!

XGngeo is developed by the **Choplainr-network**, latest version/information should be available on our website: <http://choplainr.tuxfamily.org/>.

This documentation provides up to date informations and a *Newbies Guide* about how to get started with XGngeo. It will grow (I hope...) with each new version.

## 2 Get started

This is the complete procedure about how to get XGngeo fully functional from scratch!

### 2.1 Gngeo

XGngeo is a frontend for Gngeo, so you need this one!

Download the last stable Gngeo package from <http://m.peponas.free.fr/gngeo/>. Unpack it, configure, then start compilation... If the compilation fails, take a look at the "Help" chapter. Otherwise, you may now install it...

### 2.2 Other requirements

In order to get XGngeo running, you need the following software installed on your computer:

- The **Python** programming language (version 2.2 or more) - <http://www.python.org/>;
- The **PyGTK** library (version 1.99 or more) - <http://www.daa.com.au/~james/software/pygtk/>.

### 2.3 Neo Geo bios

To be able to launch roms, Gngeo needs a Neo Geo bios which have to be put (as unpacked format) in your Rom's directory.

### 2.4 Run XGngeo

It's time! You are now ready to taste XGngeo. ^^

Download the last XGngeo package from the Choplair-network homepage: <http://choplair.tuxfamily.org/>.

Unpack it then enter in the 'xgngeo-XX' directory (where XX is XGngeo's version number). XGngeo doesn't need any compilation phase. To launch it, simply type: `python xgngeo.py`. If you get an error doing that, please see the "Help" chapter.

### 2.5 Configuration

Because it's the first time you are using Gngeo, XGngeo invites you to set up the configuration. Press OK then the configuration window appears... You can let default values if you are in a rush, the only params that you must define are PATH TO ROMRC and ROMS AND BIOS DIRECTORY. Once you have finished, press SAVE.

Of course the configuration can be modified at any time using the same configuration window.

## 3 Focus on...

### 3.1 Configuration files

XGngeo's configuration interface actually manages options of 2 configuration files in the same time. Both use the same syntax to set values at variables.

#### 3.1.1 'gngeorc'

This is the Gngeo's configuration file, situated in the '~/gngeo/' directory. It lets you customize many params of the emulator (graphic, sound, etc.), some are very important (path to the 'romrc' file, etc.).

If at startup XGngeo doesn't find the 'gngeorc' file, it invites you to create it through its main configuration window.

#### 3.1.2 '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 in the OTHER section of the main configuration window.

### 3.2 Rom list add-ons

These are optional features which give you a comfortable selection while selecting any game in the Rom list. They can be configured in the OTHER section of the main configuration window.

#### 3.2.1 Preview images

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 *GGF*.

A preview images pack archive, which will have to be unpacked somewhere, can be easily obtained from Gngeo's or Choplair-network's homepage...

#### 3.2.2 Rom infos

*GGF*'s developpers have created an XML file containing information for each Rom (description, manufacturer, year, etc.).

This is the perfect addition to preview images and it's fully supported by XGngeo!

## 3.3 Keys configuration

XGngeo has a Keys configurator which is in a separate window than the main configuration window. It works for the 2 players, but only with keyboard. To modify a key, click on the corresponding button then push your new key.

**Warning:** Because 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 (see the "Help" chapter)!

## 3.4 Internationalization

XGngeo is multilingual! Translations are available in these languages:

- english (default)
- french
- polish
- portuguese
- spanish

### 3.4.1 New translation

If you want to make a translation of XGngeo in your language, follow these generic instructions:

1. Get the latest CVS version by doing the following:

```
cvs -d:pserver:anonymous@cvs.xgngeo.berlios.de:/cvsroot/xgngeo login
(press RETURN)
cvs -z3 -d:pserver:anonymous@cvs.xgngeo.berlios.de:/cvsroot/xgngeo
xgngeo
```
2. Go to the 'data/lang/' directory.
3. Create a directory named as your language's code (returned with: `echo $LANG`). See [http://www.gnu.org/software/gettext/manual/html\\_chapter/gettext\\_15.html#SEC221](http://www.gnu.org/software/gettext/manual/html_chapter/gettext_15.html#SEC221) for a exhaustive list.
4. Into the last one, create a new directory named 'LC\_MESSAGES'.
5. Go back to 'data/lang/' then open the translation template 'xgngeo.pot' with your favorite translation tool (KBabel, GTranslator, etc.).
6. Once you've finished translating. Save it as 'XX/LC\_MESSAGES/xgngeo.po' (where XX is your language's code).
7. Go to 'XX/LC\_MESSAGES/' then do: `msgfmt xgngeo.po -o xgngeo.mo`. This will create a ".mo" file readable by the program.
8. Launch XGngeo which is now translated in your language!

Every time you update your translation, don't forget to repeat step 7. When it's Ok, send your ".po" file to: [choplair@fr.st](mailto:choplair@fr.st).

## 4 Help

If you get any problems using XGngeo or Gngeo, the best way is to ask for help in the Gngeo's mailling list:

**Suscription:** send a blank email to `gngeo-request[AT]ml.free.fr` with the subject **subscribe**.

**Posting:** send your messages to `gngeo[AT]ml.free.fr`.

## 5 Credit

XGngeo is developed by the Choplair-network, here comes the staff:

**Programming:**

Main coder: **Choplair** `choplair[AT]fr.st`

Assisted by: **Pachilor** `pachilor[AT]yahoo.co.jp`

**Translation:**

French: **Choplair**

Polish: **Matma** `matmaw[AT]poczta.onet.pl`

Portuguese: **Paulo Eduardo Chiva** `paulo.chiva[AT]ig.com.br`

Spanish: **Shilon** `slg[AT]bajoo.net`

**Documentation:**

Draft: **Pachilor**

Correction: **Hori** (the wonderful!) `x_psyence[AT]hotmail.com`

Special thanks to the Gngeo author: **Mathieu Peponas**. ^\_~