

XGngeo's Documentation

XGngeo version 13 - 2003.11.15

The Choplair-network

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1 Introduction

XGngeo is a frontend (GUI) for the Neo Geo emulator **Gngeo**, both are free softwares released under the *GNU GPL license*. XGngeo is written in Python and uses the PyGTK library for its interface.

XGngeo is developed by the **Choplair-network**, latest version is available on its website: <http://choplair.tuxfamily.org/>.

This documentation provides some information and a *Newbies Guide* about get started with XGngeo. It will grow (I hope...) with each new version.

2 Get started

This is the complete and detailed procedure about how to get XGngeo fully functional!

2.1 Gngeo

XGngeo is a frontend for Gngeo, so you need this one!
Download the last 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.

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 ('gngeorc')

Because it's the first time you'll use Gngeo, you will need to create the Gngeo configuration file ('~/gngeo/gngeorc').

With XGngeo, it's quite easy: you are invited to configure Gngeo, press OK then the configuration window will appear... You must set paths:

- The *Roms & Bios directory* is where both your Roms and the Neo Geo bios are.
- The 'romrc' file is a list of data required by Gngeo to play Roms. Its default location is '/usr/local/share/gngeo/romrc'.
- The 'libGL.so' file is required for OpenGL. Its location changes depending of the distribution; but it's usually '/usr/lib/libGL.so' or '/usr/local/lib/libGL.so'.

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

3 Features

3.1 Preview images (optional)

Since version 9, XGngeo is able to display preview images while selecting any of the games in the list.

It is fully compatible with the preview images used by other Gngeo's frontends such *GGF*. To enable the preview images, simply unpack the images pack archive (that you may get from Gngeo's homepage or somewhere in the Choplair-network...) into the XGngeo's directory.

3.2 Keys configuration

Since version 12, XGngeo got a Key Configurator. 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)!

3.3 Internationalization

XGngeo, since version 10, is multilingual! At this time, translations are available in these languages:

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

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

1. Go to the '`data/lang/`' directory.
2. 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 for an exhaustive list.
3. Into the last one, create a new directory named '`LC_MESSAGES`'.
4. Go back to '`data/lang/`' then open the translation template '`xgngeo.pot`' with your favorite translation tool (KBabel, GTranslator, etc.).
5. Once you've finished translating. Save it as '`XX/LC_MESSAGES/xgngeo.po`' (where *XX* is your language's code).
6. Go to '`XX/LC_MESSAGES/`' then do: `msgfmt xgngeo.po -o xgngeo.mo`. This will create a ".mo" file readable by the program.
7. Launch XGngeo which is now translated in your language!

Every time you update your translation, don't forget to repeat step 6. When it's Ok, send your ".po" file to: choplainr@fr.st.

4 Help

- If you get any problems using XGngeo (the problem may come from Gngeo), the best way is to ask for help in the Gngeo's mailing list:

SUSCRIBE: send a blank email to gngео-request@ml.free.fr with the subject **subscribe**.

POSTING: send your messages to gngео@ml.free.fr.

Please give any details about the error that you can (version of Gngeo & XGngeo used, etc.).

- Otherwise, if you are sure that the problem is related to XGngeo, or you simply want to contact us, you should post a message on the Choplair-network's BBS: <http://choplair.tuxfamily.org/bbs/>.

5 Credit

XGngeo's staff:

PROGRAMMING:

Main coder: **Choplaire** choplaire@fr.st

Assisted by: **Pachilore** pachilore@yahoo.co.jp

TRANSLATION:

French: **Choplaire**

Polish: **Matma** matmaw@poczta.onet.pl

Portuguese: **Paulo Eduardo Chiva** paulo.chiva@ig.com.br

Spanish: **Shilon** slg@bajoo.net

DOCUMENTATION:

Draft: **Pachilore**

Correction: **Hori** x_psyence@hotmail.com

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