XGngeo's documentation

Version 14 - 2003.12.26

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 to provide an user-friendly interface!
XGngeo is developed by the **Choplair-network**, last version/informations should be available on our website: http://choplair.tuxfamily.org/.

This documentation provides up to date informations 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 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 unpackted format) in your Rom's directory.

2.4 Run XGngeo

It's time! Your 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 defaut values if you are hurry, 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 Preview images

This is an optional feature. 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 frontends such *GGF*.
To enable the preview images, simply get the images pack archive (which you may get from Gngeo's homepage or at the Choplair-network...) and unpack it... A directory should be created, specify this one in CONFIG > OTHER > PREVIEW IMAGES DIRECTORY (OPTIONAL) then enjoy preview images!

3.2 Keys configuration

XGngeo got a Key Configurator which is in a seperate 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)!

3.3 Internationalization

XGngeo is multilingual! 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. Get the lastest CVS version by doing the following:

   ```
   cvs -d:pserver:anonymous@cvs.xgngeo.berlios.de:/cvsroot/xgngeo login
   ```
   (press ⟨RET⟩)
   ```
   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 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[AT]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:

Suscribtion: 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 developped 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** `x_psyence[AT]hotmail.com`

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