Super Pause Menu
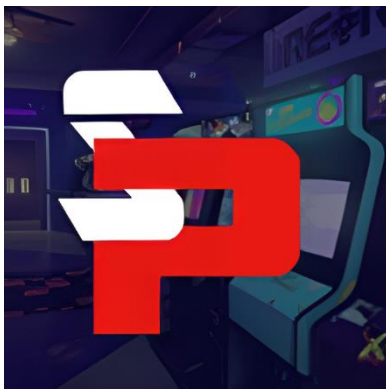# Instruction manual

Made by Chadmando

Original Launchbox .dll plugin created by JayJay (Launchbox forums)

https://forums.launchbox-app.com/files/file/2842-super-pause-menu/

https://github.com/Chadosaurus/Super-Pause-Menu

Index

1.0

Installation

1.01 Download and Installation for LaunchBox/Bigbox and Attract-Mode

1. Download the latest version from github or from the launchbox forums.

2. After downloading the latest version, go to your downloads folder. Right click the Super Pause Menu VXX.zip, and click on properties. On the next pop-up check the unblock check box, and then click on apply.
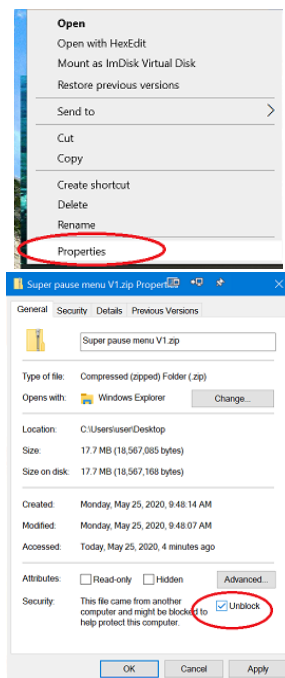
1.01 Download and Installation for LaunchBox/Bigbox and Attract-Mode (cont.)

3. Right click on the file again and choose: Extract all.. when the browse menu pops up choose the root folder of your launchbox directory, Attract-Mode, or Attract-Mode + directory and click extract. A dialog will pop up asking you to merge the plugins folder, choose "Yes".

You will now have a new folder located the directory of your chosen front end emulator labeled "Super pause menu". Two new files labeled Super Pause Menu.nut and Super Pause Menu.dll will be placed in your plugins folder.

Optional- If using launchbox/bigbox, the Super Pause Menu.nut file can be deleted, if using attract-mode or attract-mode + the Super Pause Menu.dll file can be deleted from the plugins folder. Installation is complete.
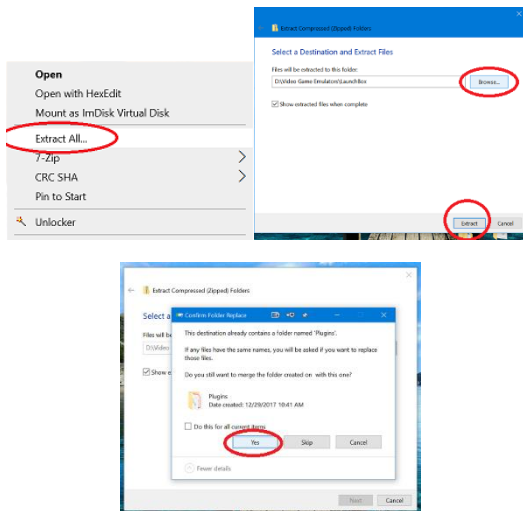
2.0

Set-up

2.01 Initial Set up instructions for Attract-Mode and Attract-Mode +

1. To work properly, the pause menu is reliant that the open front-end launcher is the correct filename. For attract-mode that would be "attract.exe", and for attract-mode + it would be "attractplus.exe" or "attractplus-console.exe". The same goes for the emulator, but we'll get to that later. The pause menu can become "confused" if multiple front ends are used at the same time, so please only use one at a time, it can also latch onto the launchbox/big box executable if that is open as well.

2. Launch attract-mode, and go to your settings menu, (tab button by default). Select "Plugins" (Enter key by default). Go down and select "Super Pause Menu" Go down to "Enabled" and select "Yes"

3. To work properly, the pause menu needs to know the platform name; the folder structure it uses to work with is reliant on it. Ideally this would be the exact system name that the scraper would typically give you.

Go down to Platform name and select the option you would like that best represents your platform name:

System token - Select this option if all your system identifiers are set up correctly and use the same names as the platform they run on. (From settings menu ->Emulators)
If the emulator has multiple system identifiers such as "Nintendo Wii;Nintendo Gamecube" for the Dolphin emulator do not use this option.

If system token does not work for you, you can select the "Emulator name" or "Display name" if the names better represent your platform name.

4. After choosing the platform name go down to Clear logo folder. In the latest release I have included several clear logo icons located in "attract-mode\Super pause menu\Images\Platform Clear Logos". If you're happy to use that keep the setting as "Default", otherwise input the location of your platform clear logos folder.
The clear logo files in this folder must have an image extension (.jpg, jpeg, etc), and must match the platform name (eg, Nintendo Wii.jpg) to work properly.

5. For the rest of the image settings type in the artwork "magic token" that would best match what the pause menu should use for each item. The labels can be found/created in your emulator's artwork settings. (Emulators -> Chosen emulator -> Add artwork.). The image settings can also be left blank or left to the default values even if they don't exist yet, the pause menu just won't be able to use them.

# 2.01 Initial Set up instructions for Attract-Mode and Attract-Mode + (cont.)

6. The last option is "Manual folder location" if left at Default it will choose the location of "attract-mode\Super pause menu\Manuals\Platform Name\". The pause menu will look for a file named the same as your rom filename but with a .pdf extension.

7. Remove or change any of attract-mode's pause hotkey settings to be different from what you would like to use for the Super pause menu. The Super pause menu hotkeys need to be set-up outside of attract-mode, but the default is SHIFT or a press of an Xbox guide button on an xinput controller.

8. Initial set-up complete. You can now move on to the pause menu settings. (2.02).

2.02 Quick setup guide for Super Pause menu

## Launch the pause menu settings

1. You may need to change your video settings within the emulator itself for the pause menu to work. If Launchbox/Attract-mode's pause menu already works with the specified emulator, so should this. The best video settings are borderless window mode using a direct3d plugin, but I also found many to work even in full screen mode. Results may very dependant on your gpu hardware/software.

2. If you are using attract-mode, you will need to manually launch "settings.exe" located in Attract-Mode/Super pause menu/ folder. If using Launchbox/Bigbox, you will locate the settings by launching launchbox - > Tools - > Super Pause Menu Settings.
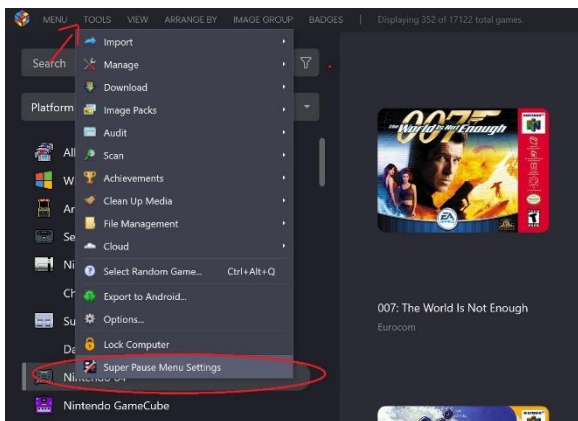
Enabling emulators

3. Once the settings menu is loaded click on the checkboxes to enable/disable any of the default emulator settings. If the emulator selection box come up blank, try and hit the "Refresh List" button. All the emulators on the list have a default profile pre-made for them.
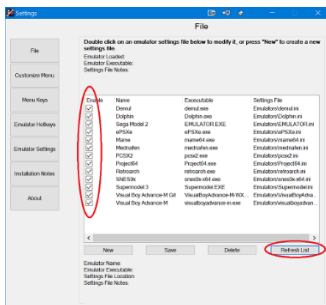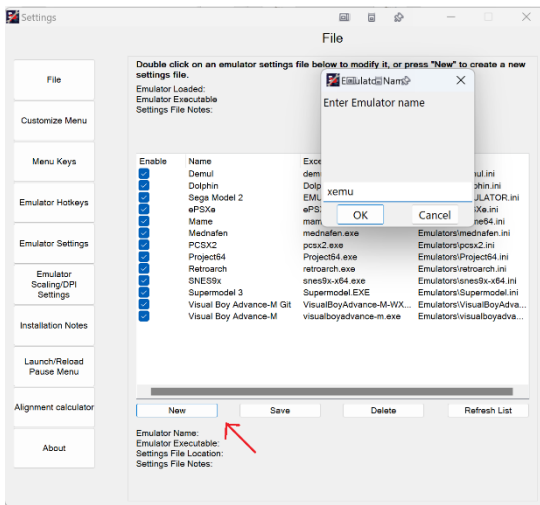

4. Double check that your emulator's executable filenames match those in the "Executable" column. If they don't, they can be changed by double clicking a chosen emulator on the list, then go to "Edit fields" where the emulator name, executable, and notes can be changed.
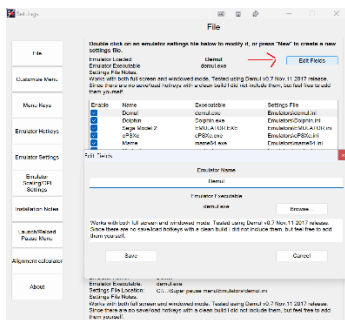
Creating a new emulator profile

5. Skip this step if your emulator is on the list. If your emulator is not on the list you can create a new emulator profile by clicking "New" at the bottom of the "FILE" tab. You will get two prompts, one will be to enter the emulator name, this can be anything. The prompt after that ask for the location of the emulator to get its executable filename. The emulator can be moved to another location and it will still work, it will just need to have the same filename (eg, EMULATOR.exe) in order to work. Once your emulator profile is created it will be added to the list.

Menu keys

5. Click on the "Menu keys" button. This will take you to the universal menu keys used to launch and navigate the pause menu. You can use both joystick, or keyboard buttons to use as shortcuts, but the controllers setting must either be xinput, or dinput, not both at the same time. Double click on a box to change its hotkey. Make sure to click "Save" at the bottom when you are happy with your menu keys.
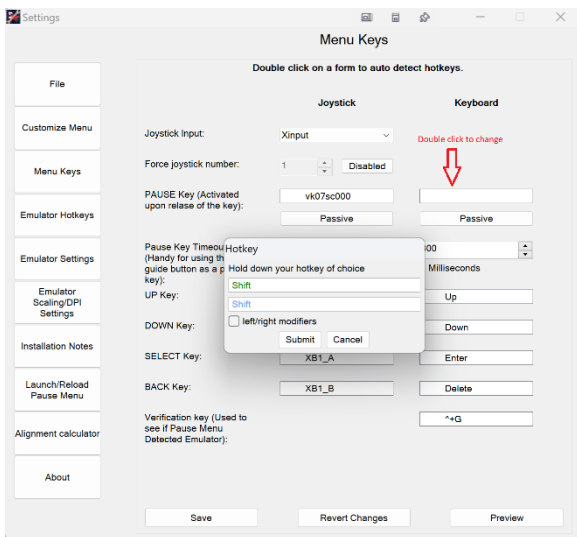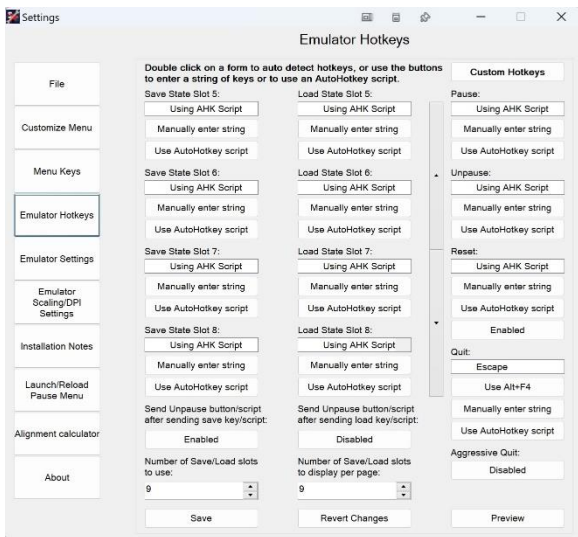
2.02 Quick setup guide for Super Pause menu (cont.)

Emulator hotkeys

6. Most of my pre-made emulator settings have default hotkey settings that worked for the emulator at the time I made them. The settings may be outdated, or perhaps they don't match your settings. "Out of the box" most of them have hotkey settings for the pause/unpause key (depending on the pause method used), Save states/load states, quit and reset.

To check or change the hotkeys, click on the "File" button and double click on an emulator whose setting you would like to change. Then click on "Emulator hotkeys" for the hotkey menu.

2.02 Quick setup guide for Super Pause menu (cont.)

There are 3 hotkeys methods you can use for each item.

1. Double click on a form to automatically detect keypresses / a combination key presses to be to sent to the emulator.

<div align="center">or</div>

2. Click on "Manually enter a string" to instead manually type in the keys you wish to send. This can be useful if you have many sequential keys that may need to be pressed for your hotkey to work properly.

<div align="center">or</div>

3. If all else fails you can click on the "Use AutoHotkey script". I found this useful if I need to extend time between keypresses such as my Save
Slot 1 script for Sega Model 2 v1.1:
sleep,500
Send, {F11 2}
Or a more complicated example of PCX2 v1.6.0 Save slot 1 code of:
PostMessage,0x111,169,,,PCSX2 v1.6.0
AutoHotkey scripts need need to follow the format of: command,param1,parm2,etc. (including the commas)

7. Depending on the Emulator, or your method of saving and pausing, you may need to send a pause/unpause key after sending a save/load hotkey. I had the unique situation in my PCSX2 v1.6.0 settings where I had to enter a pause key after sending the save hotkey, but not on the load. You can click the buttons near the bottom to adjust these settings.

8. For the "quitting a game" hotkey you have 5 options. You can use one of the three methods mentioned on step 6, but I have also included a quick option to send alt + F4, or instead the option for the pause menu to aggressively close the emulator application.

9. The last item on the list is "Custom Hotkeys, which can be used to add custom menu items, but since this is steps for a quick setup, that can be found in another part of this guide.

Click the save button at the bottom of the page when you are happy with your hotkeys if any changes were made.

2.02 Quick setup guide for Super Pause menu (cont.)

Emulator settings

10. Press the Emulator Settings button. There are several options that may need to be used to help properly launch the pause menu gui over top of the emulator. Adjust these as needed. Most of the pre-made emulator settings should work "out of the box" and hopefully you do not need to adjust them. Read over the menu for more detailed information on what each option provides.
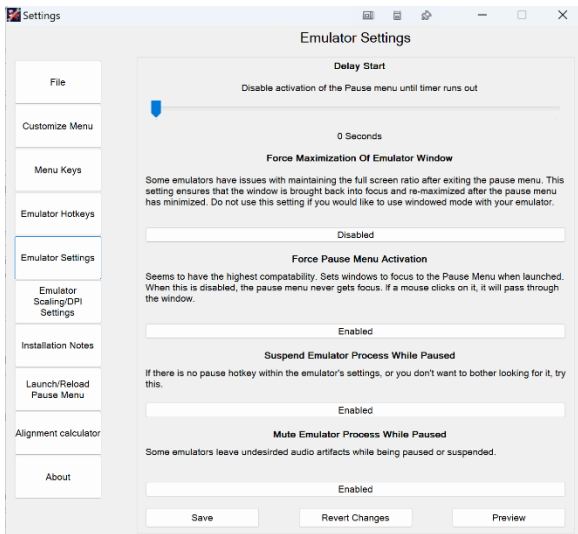

11. Press save if you needed to change anything.

2.02 Quick setup guide for Super Pause menu (cont.)

DPI Settings

11. Click on the "Emulator Scaling/DPI settings to manually adjust your resolution and dpi scaling settings. The pause menu uses several methods to automatically launch full screen over top of the running emulator, on the proper monitor, and adjust accordingly to the windows DPI/scaling settings. If on the off chance you have issues with that, you can force a custom resolution and text scaling here.
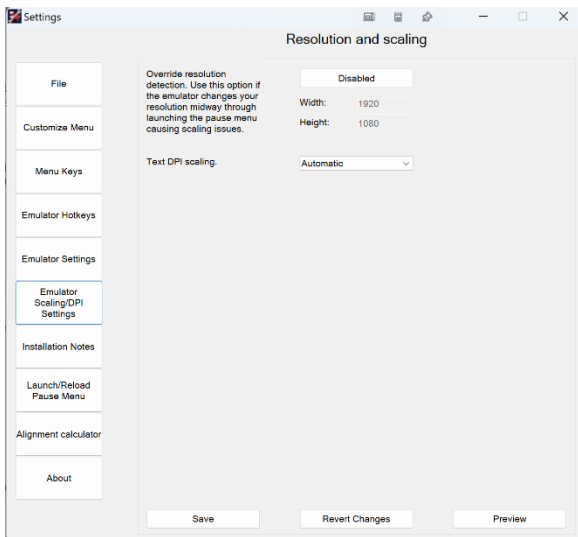
2.02 Quick setup guide for Super Pause menu (cont.)

<u>Testing</u>

12. For the first time running, especially if you didn't need to make any changes to any pre-made settings, the best method of testing for overall functionality would be to test by launching the pause menu through the front end emulator.

Launch a game through Launchbox, BigBox, or Attract-mode, wait at least a few seconds and press your pause key. The game should then be sent a pause command through the pause menu program, and the menu should pop up.

13. Test out all the menu items. Save states should save your state and take a screenshot of your game. The next time you load up you pause the game; your save state should be accompanied by a timestamp with a screenshot of your last save.

14. The manual menu can be navigated with your selected up and down key. To exit the manual menu you can either press the select button or the back button.

2.02 Quick setup guide for Super Pause menu (cont.)

15. If a hotkey didn't work, or if there are issues with the menu launching over top of the emulator, close the game change the settings using this guide as reference, and then try launching the emulator/game again.

As of writing this, the default arcade theme profile was not made to show any artwork on the sides of the menu, and maybe some other default profiles in the future. If this is your first time setting up, do not worry so much about the artwork until you are certain your hotkeys and everything else functions as intended. More details on creating custom themed profiles can be found in another section of this guide.

3.0

Custom theme profiles

3.01 Creating new theme and profile switching

Creating new theme and profile switching

The settings program offers several options to help customize your menus. The menus are sorted by specific "Profiles".

A single profile can be shared by any emulator if wanted, and in the case of a multi-emulator system one emulator can use several profiles dependent on the platform it is running on.

When a new emulator is created, it is set to use the profile labeled "Default". The "Default" profile cannot be deleted through menus, it is a fallback menu in case the others are missing. Despite its name, you can set any profile to be the default profile for any emulator.
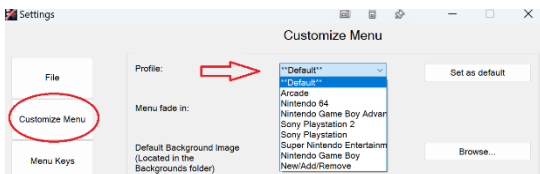
After loading an emulator file through the setttings program, a list of the custom profiles can be found in a drop-down list at the top of the page of "Customize Menu" labeled "Profile:"

The image below is a picture of the profile selection for the pre-made Retroarch settings.
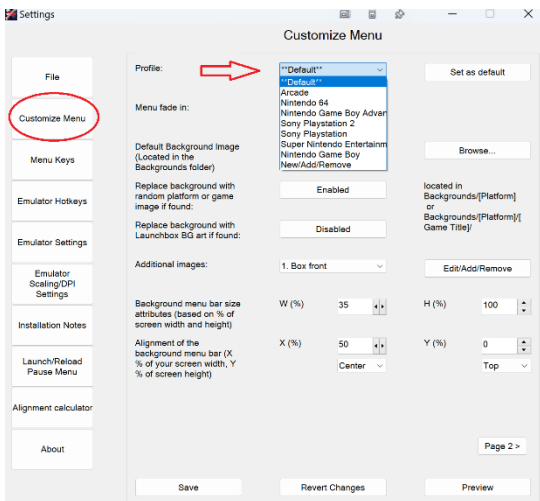
3.01 Creating new theme and profile switching (cont.)

In the above example it shows that Retroarch is using the custom profiles labeled, Default, Arcade, Nintendo 64, Nintendo Game Boy Advance, Sony Playstation 2, Sony Playstation, Super Nintendo Entertainment system, and Nintendo Gameboy. Each of these profiles is its own unique pause menu layout, depending on what platform is launched.

The menu encased in **Stars** is the chosen default profile for that emulator. If in this example you were to launch a Sega genesis game with Retroarch (which is not on this list) then it will use the menu profile labeled "Default".

If you were to choose "Arcade" from the drop down and press "Set as default" it will set the Arcade menu as the default menu and will be encased in stars. In this case the profile labeled "Default" will not get used by retroarch.
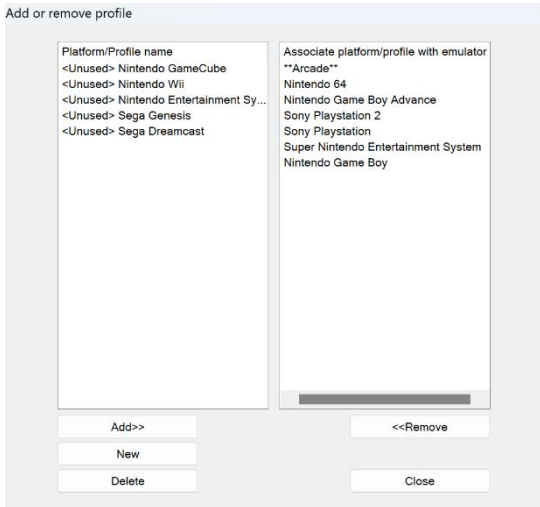
3.01 Creating new theme and profile switching (cont.)

If you click on New/Add/Remove from the drop-down menu you can choose what profile "themes" you want your emulator to use.

Platform/Profile name	Associate platform/profile with emulator
<Unused> Nintendo GameCube	**Arcade**
<Unused> Nintendo Wii	Nintendo 64
<Unused> Nintendo Entertainment Sy...	Nintendo Game Boy Advance
<Unused> Sega Genesis	Sony Playstation 2
<Unused> Sega Dreamcast	Sony Playstation
	Super Nintendo Entertainment System
	Nintendo Game Boy

Add>>	<<Remove
New	
Delete	Close

In the window that pops up, anything on the left-hand list contains a list of all the profiles you can use. And the anything on the right is the ones your emulator is currently using.

When a game is launched, and the pause menu is active for that emulator, the name of the platform is stored into the pause menu history. Anything on the left-hand list with a <Unused> tag is simply a platform stored into the pause menus history.

If you choose platform labeled <Unused> and click on ADD>> a new profile will be created for that platform, added to your emulator profile list and ready to be customized.

If you click on "New" you will be greeted with a pop-up asking for a new platform/profile name. I you know the exact name of a specific platform you can type it in (although it is probably easier to use the history results). Or you can use a brand-new unique name and set it as a default profile.

3.02 – Customize menu

Introduction to the customization menu

When an emulator's settings are loaded in the settings program, you can change the look of any of its custom menu profiles. The menu can be found in "Customize menu".

When on the Customize menu page, choose a profile you want to modify (as described on pages 20-22 of this guide).

Using the navigation arrows at the bottom right-hand corner of the GUI, you can scroll through several pages of profile settings that are available to change.


Most of the settings are self-explanatory, be sure to save any changes you want to make.

The preview button is best used to test out hotkeys.

You can launch an emulator without the front-end emulator and use the preview button to test layouts, but it is not recommended, as any images linked to specific profiles will not work. Instead, a better option would be to launch the emulator with the front end and alt-tab, to the settings program, or use it on a second monitor. You can then make a change, save it and click on the "Launch/Reload pause menu" button.

Instead of using pixels for alignment measurements, the pause menu uses % width and height of your screen. Using this method the pause menu will try its best to scale up or down your layouts no matter what resolution you are using.

Due to this, I have included an alignment calculator to help convert pixel measurement into percentages. This can be launched by clicking on "Alignment Calculator" on the left-hand menu.
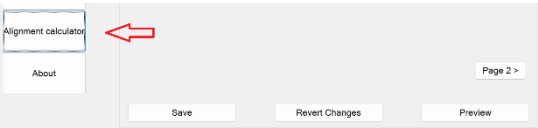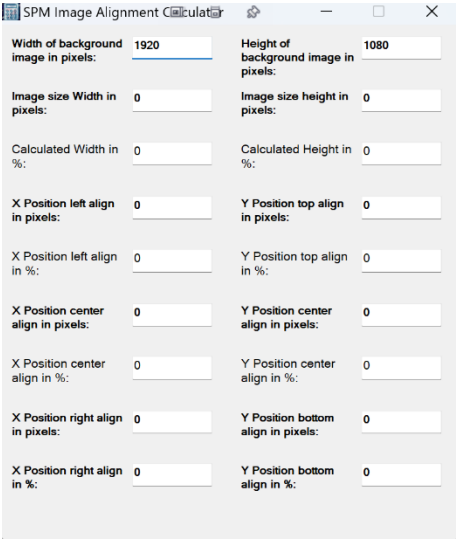

3.02 – Customize menu (cont.)

Alignment calculator

The alignment calculator will grab the profile themes current background image and place its width/height attributes at the top. You can then plug in pixel numbers of a given image, and it will spit out a percentage value based on the background images attributes that you can use in the pause menu.


|				
SPM Image Alignment Calculator				✕
Width of background image in pixels:	1920	**Height of background image in pixels:**	1080	
Image size Width in pixels:	0	**Image size height in pixels:**	0	
Calculated Width in %:	0	**Calculated Height in %:**	0	
X Position left align in pixels:	0	**Y Position top align in pixels:**	0	
X Position left align in %:	0	**Y Position top align in %:**	0	
X Position center align in pixels:	0	**Y Position center align in pixels:**	0	
X Position center align in %:	0	**Y Position center align in %:**	0	
X Position right align in pixels:	0	**Y Position bottom align in pixels:**	0	
X Position right align in %:	0	**Y Position bottom align in %:**	0	

3.02 – Customize menu (cont.)

Additional images

You can add in up to 20 additional images/artwork to your custom profile. This can be found on the drop-down list of page one of the Customize Menu Page.
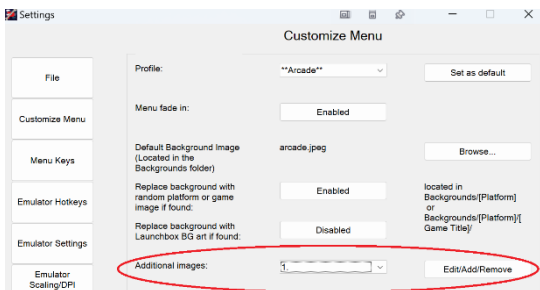
Click on any menu item on the list and modify its attributes by clicking on the Edit/Add/Remove button.
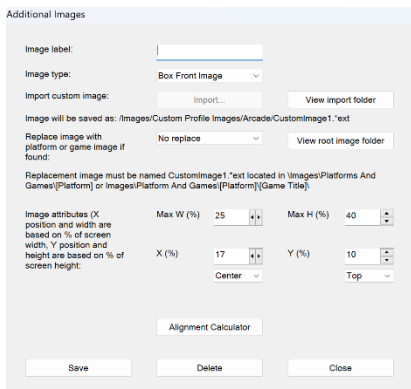
In the image label box, type an image label to help you identify which image is which.

3.02 – Customize menu (cont.)

You can choose what image type you would like to use from the image type drop down menu. The top items are taken from the front-end emulator's artwork.

Additional Images

Image label: Front of box

Image type: Replacement Image
- Cart/Disk 2D Image
- Cart/Disk 3D Image
- Cart Back Image

Import custom image: [View import folder]

Image will be saved as: /Images/C... de/CustomImage1.*ext
- Box 3D Image
- Box Back Image
- Box Front Image

Replace image with platform or game image if found: [View root image folder]
- Game Clear Logo
- Game Title Screenshot
- Platform Clear Logo

Replacement image must be nam... ...ted in \Images\Platforms And
Games\[Platform] or Images\Platf... ...Game Title]\
- Replacement Image
- Custom

Image attributes (X position and width are based on % of screen width, Y position and height are based on % of screen height:

Max W (%) 25   Max H (%) 40

X (%) 17   Y (%) 10

Center   Top

[Alignment Calculator]

[Save]   [Delete]   [Close]

If "Replacement image" is chosen it will choose a random image (if found) in the "\Super pause menu\Images\Platforms And Games\PLATFORM\" folder or the "\Super pause menu\Images\Platforms And Games\PLATFORM\GAMENAME" folder, depending upon which option you choose for "Replace image if found" dropdown.

The replacement images can also be used in conjunction with custom images.

If "Custom is chosen for image type, you can import an image to be used in the Custom images folder for the specified platform.
The last option is the alignment attributes, which is measured in percent as described on the bottom of page 24 of this guide. The alignment calculator button on this page will launch the alignment calculator and auto fill the attributes of a custom image. You can use these values to help with your alignments.

Make sure to save any changes before closing the additional images pop-up.

4.0

Adding custom hotkey menu items

4.0 – Adding custom hotkey menu items (cont.)

You may find that you need some more hotkey options for a specific emulator, platform, or game such as swapping CDS, or connecting a controller.

To do this, you will need to go into "Emulator hotkeys" after loading up an emulator's settings file in the settings program.

On the "Emulator's hotkeys" page you find a button that says "Custom Hotkeys" in the top right corner of the page. Press this and a custom hotkeys window will pop up.
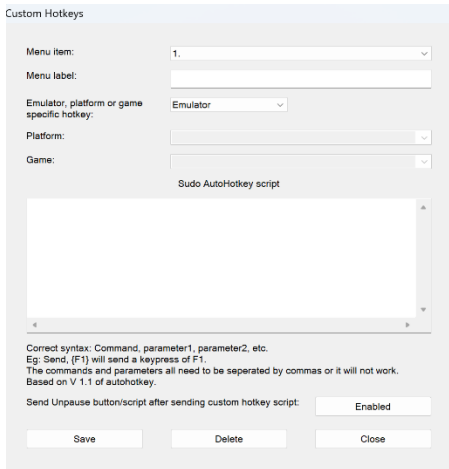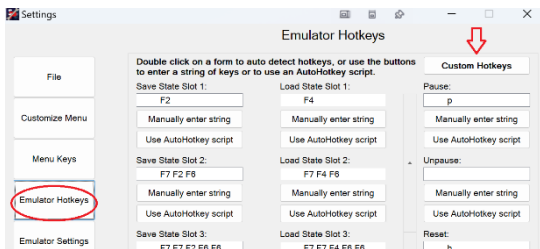
4.0 – Adding custom hotkey menu items (cont.)

From the drop-down menu, choose an item number on the list in which you would like to create/modify. The custom menu item will show up in numerical order and sit in between "Load State" and "Reset". If "Load state" and "Reset" aren't used, it will take those positions.
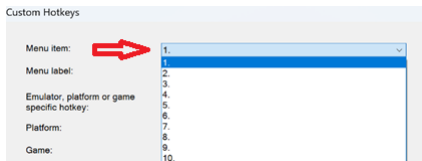
Type in a menu label you'd like to show up on the menu screen.

Choose whether you'd like the menu item to show up no matter the game or platform launched (Emulator). Or only show upper for a specific platform, or game.
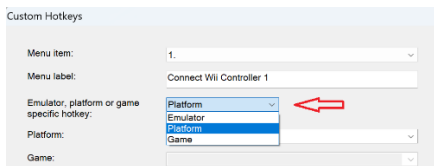
If platform or game was chosen, choose which ones from the drop-down menus. (Games need to be launched with pause menu activated to be stored into memory).
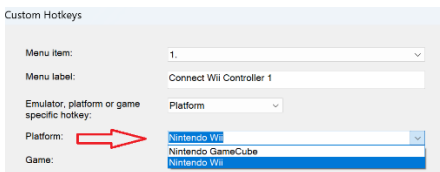
4.0 – Adding custom hotkey menu items (cont.)

Enter your AutoHotkey script. The scripts need to have all the commands and parameters separated by commas in order to work correctly.

Choose to send the upause button/script after sending the command. (Some emulators may need this). Then hit save.

4.0 – Adding custom hotkey menu items (cont.)

Repeat the process for as many times as needed.

Launch your game with your font end emulator and test it out.

If your menu items do not fit the screen like the above image, you may want to adjust your menu font size. The menu font size can be located on page three of the "Customize menu" page.

4.0 – Adding custom hotkey menu items (cont.)

In the image below, I have changed the font from 40 to 35. Be sure to save your changes, and test again.
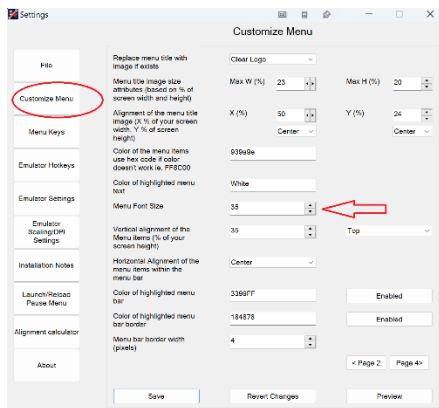
This looks better.

There are planned updates to include submenu options in the future to prevent too much clutter on the main menu.

End of manual