

How to Get Pinup Popper to Display Marquees via DOFLinx

If you are using Pinup Popper for your arcade menu along with DOFLinx on your arcade machine, then you can have Popper send details of the current game select so that DOFLinx can update things like a Pixelcade for marquees and high scores.

In addition you can setup to perform any of the DOFLinx actions (solenoids, SSF, Flashers, addressable LEDs, etc) for Next, Prior, Next Page, Prior Page navigation.



Here is the game name and high scores being displayed on the built in DOFLinx score screen. If you have a Pixelcade device it will display the marquee and optionally high scores dependant on the parameters you setup in your DOFLinx.ini

To do this you will need to edit two of your Pinup Popper files. I have included copies of my files in the “\DOFLinx\PinUp Popper” folder within the installation zip. They are PUPMenuScriptSysOptions.ini and PuPMenuScript.pup . Ensure you make a backup of both files before starting to edit just in case the edits don’t go according to plan.

The change to PUPMenuScriptSysOptions.ini is to add the highlighted line in approximately the area shown below:

```
useDOF = false ; // set to true if using DOF output
with Popper. false = disabled
```

```

    useDMD = false ;                // set to true if using hardware
dmddevice.DLL, for real DMDs. false = disabled

    useWEB = false ;                // set to true if using WebServer
for Remote control of Popper. false = disabled

    useDOFLinx = true;              // Set to true if using DOFLinx to
show marquees for MAME

    NoBracketText = 0 ;             // set to 1 to NOT display any text
within brackets for the Game's "Screen Name"

```

The second file requiring editing is PuPMenuScript.pup . You will need to add three small sections that are highlighted. I recommend using cut and paste from this document as case and spacing is important. I've left sections one either side of the highlighted piece you require below to help with determining where to add the code.

First addition

```

////////////////////////////////////// END WEB Remote STUFFS
//////////////////////////////////////

```

```

////////////////////////////////////// DOFLinx STUFF
//////////////////////////////////////

```

```

    function ProcessDOFLinx(gtype, rom){
        if (useDOFLinx) {
            try {
                msg = 'MENU_ROM=';
                msg = msg.concat(gtype, ',', rom);
                var DOFLinxObject = new
ActiveXObject("Scripting.FileSystemObject");
                DOFLinx_Pipe =
DOFLinxObject.CreateTextFile("\\\\.\\pipe\\DOFLinx", false);
                DOFLinx_Pipe.WriteLine( msg );
                DOFLinxPipe.Close();
                DOFLinxObject.Finish();
            } catch(e) {}

```

```

    }
}

function NavigationDOFLinx(direction){
    if (useDOFLinx) {
        try {
            if (direction==1 || direction==2 || direction==5 ||
direction==6) {
                msg = 'MENU_NAVIGATION=';
                if (direction==2) {msg = msg.concat('NEXT');}
                else if (direction==1) {msg =
msg.concat('PRIOR');}
                else if (direction==5) {msg =
msg.concat('NEXTPAGE');}
                else if (direction==6) {msg =
msg.concat('PRIORPAGE');}
                var DOFLinxObject = new
ActiveXObject("Scripting.FileSystemObject");
                DOFLinx_Pipe =
DOFLinxObject.CreateTextFile("\\\\.\\pipe\\DOFLinx", false);
                DOFLinx_Pipe.WriteLine( msg );
                DOFLinxPipe.Close();
                DOFLinxObject.Finish();
            }
        } catch(e) {}
    }
}

////////////////////////////////// DOFLinx END
//////////////////////////////////

```

```

function StartUp() {    //startup menusystem
    Setuplabels();
    DOFStart();
    DMDStart();
    WEBStart();
}

```

```
}
```

Second addition

```
if (useDMD && DMDStatus) { ProcessDMD(js);}

if (useWEB && WEBStatus) {PuPWebServer.MenuUpdate(pMsg);}

if (useDOFLinx) {
    ProcessDOFLinx(jsDetails.GameType.toString(),jsDetails.ROM.toString(
));
}

function GameLaunch(pMsg) {
    try {
```

Third addition

```
function MenuEvent(fIndex){
    //sample dof
        if (fIndex==2)
{PuPlayer.PuPSound('fx_flipperup.wav',100,1,-100,100,'');}
        else if (fIndex==1)
{PuPlayer.PuPSound('fx_flipperup.wav',-100,1,-100,100,'');}
        else if (fIndex==5)
{PuPlayer.PuPSound('fx_bumper.wav',100,1,0,100,'');}
        else if (fIndex==6) {PuPlayer.PuPSound('fx_bumper.wav',-
100,1,0,100,'');}

        ClearText(); /// Clear all Text for a clean display on
each Menu event
```

```

if (useDOF && DOFStatus) {
    try {
        eNum = 799 + fIndex;
        eMsg="E" + eNum.toString();
        DOFObject.UpdateNamedTableElement(eMsg,1);
        DOFObject.UpdateNamedTableElement(eMsg,0);
    } catch(e) {}
}

if (useWEB && WEBStatus) {PuPWebServer.MenuEvent(fIndex,'');}

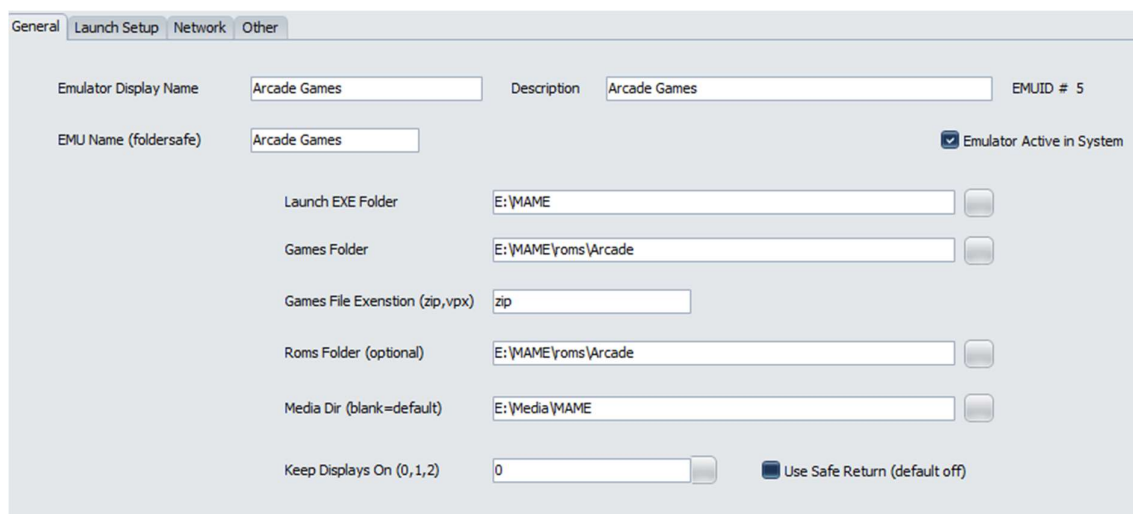
if (useDOFLinx) {
    NavigationDOFLinx(fIndex);
}

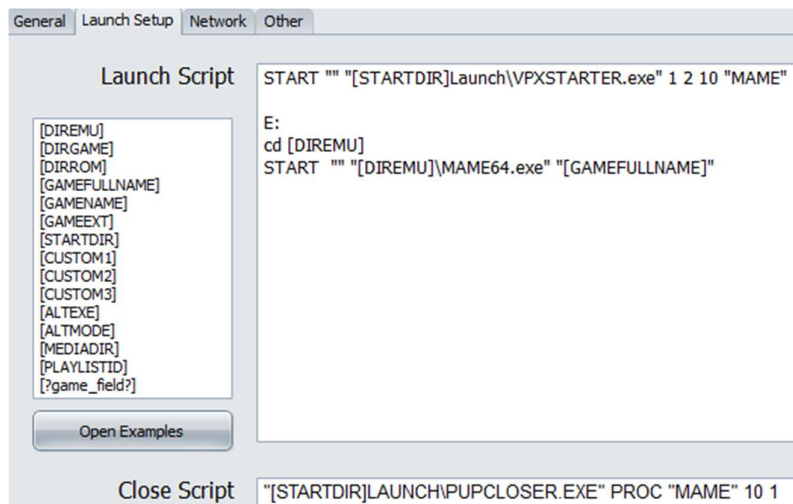
}

```

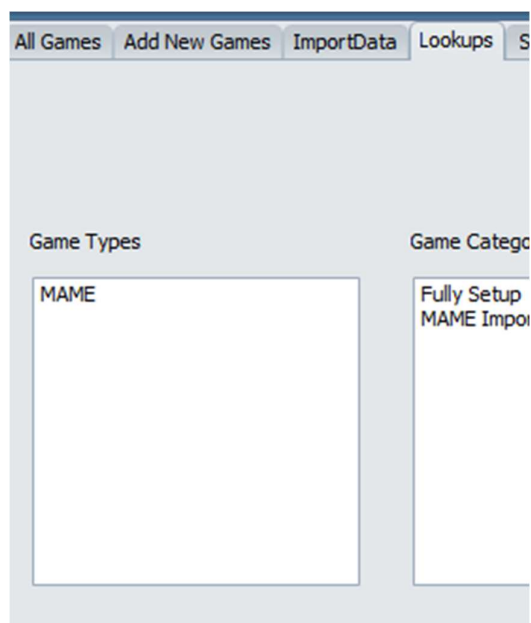
To make this work you also need the correct data setup for each game. Specifically, you need the ROM set to the MAME ROM name and the Game Type set to “MAME”. Let me explain my setup with screen shots and a few comments below.

Just in case you need them, the first two screens shots is my emulator setup in Popper.

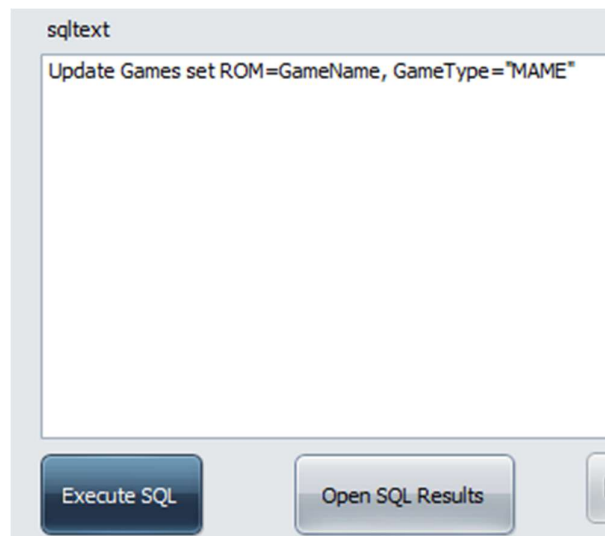




Of course you will need to have a Game Type of "MAME" setup as per below. Note, you may have other Game Types as well.



There are two ways to setup your games. The first is to go through Game Manager and edit each game to have the Game Type and ROM as per below.



Also ensure you have a Menu.INI file in the same folder as DOFLinx.EXE . There is a default file supplied in the installation zip. This file contains the actions to execute for the various navigations.