

Auto Populate CFGs Manual

1 – What is it?

The APCFGs is a program done in PHP with the help of phpdesktop, that is sorta running through a portable web browser and through a portable PHP server that runs sorta together with that browser, this way of having a PHP environment running as a Desktop. It was developed by [Czarek Tomczak](https://github.com/cztomczak), and without his Project, APCFGs would not be possible, as it is running on phpdesktop (Czarek Project), so if you are interested you should check out his Github <https://github.com/cztomczak>, and the phpdesktop repo <https://github.com/cztomczak/phpdesktop>.

All the game data that is being provided by RAWG's API, which is totally free to use if you acknowledge that you are using their server, and if you don't use it for some commercial purpose, and that you add a useragent in the requests with the name of your app, you can check it out better here <https://rawg.io/apidocs>. Also the awesome thing about it is that it doesn't need any key, or any auth bs to use it, so shout out to the guys at RAWG!

2 – What it can do/its limitations?

The APCFGs, will basically scan every CFG on a folder, see what is missing on it (A title missing, or both the description and the rating, etc), and then add what it identified as missing. Or if you want to, it will be able to discard your old title, release date, rating(both rating and rating text), description, developer and genre (IT WILL NOT REMOVE ANY CONFIGURATION LIKE VMC OR MODES, IT WILL JUST DO IT TO THE MENTIONED FIELDS) and add new ones with the data provided by RAWG.

Now the limitations, as mentioned it can only populate 6 fields (title, release date, rating(both rating and rating text), description, developer and genre), despite RAWG disponibilizing the game classification (Everyone, Teens, Adults only, etc) I didn't add it because almost none of the game had it, so I preferred not to include, as it was like a 1/50 chance of the game having it.

It also sometimes will not find all the game, as it relies on a JSON file, containing various ps2 games name followed by its serial(Ex:SCUS_230.67), so basically it get the serial id of the game it is looking for by the name of its cfg file, and then compare the serial from the file with the serials on the JSON file. When there is a match it will get the name of game by the said JSON match, but sometimes the name on the JSON is not exactly the same as it is registered in the RAWG API (It relies on searching the game by name, can't do it directly through the serial), so sometimes it unfortunately will not find some games, but you can look up for them easily online, and add them manually over a CFG editor.

In the next page is an example of the error of it not finding a game, for you guys to see how you are going to find the game on your own if the APCFGs don't find it ;)

Auto Populate CFGs

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The games info is gathered using the **RAWG API** (for more info about the API, you can go to <https://rawg.io/apidocs>)

To reload the app press **F5**

Folder Path:

☒ Overwrite CFGs

Rel. Dt. Form.:

ERRORS

1) Unable to find the game -> Name: World Soccer Winning Eleven 10 - Serial: SLPM-66374

2) Unable to find the game -> Name: Final Fantasy XII International - Zodiac Job System [with Bonus DVD] - Serial: SLPM-66750

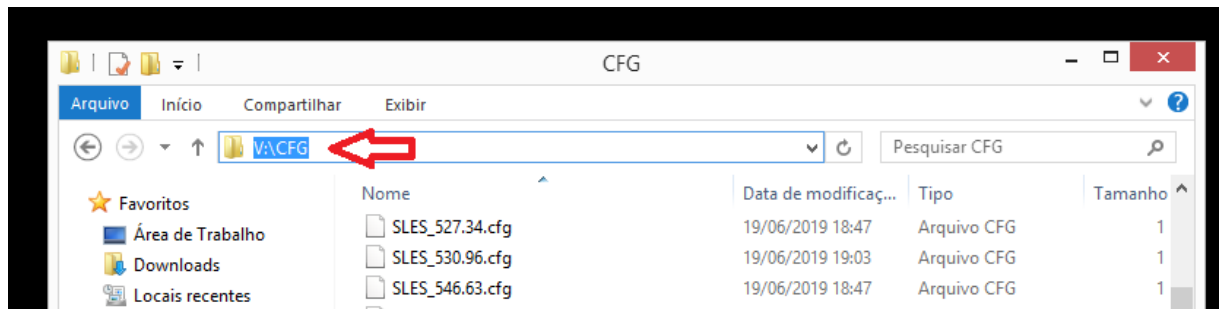
3) Unable to find the game -> Name: Soul Calibur III - Serial: SLUS-21216

4) Unable to find the game -> Name: King Kong, Peter Jackson's - The Official Game of the Movie - Serial: SLUS-21311

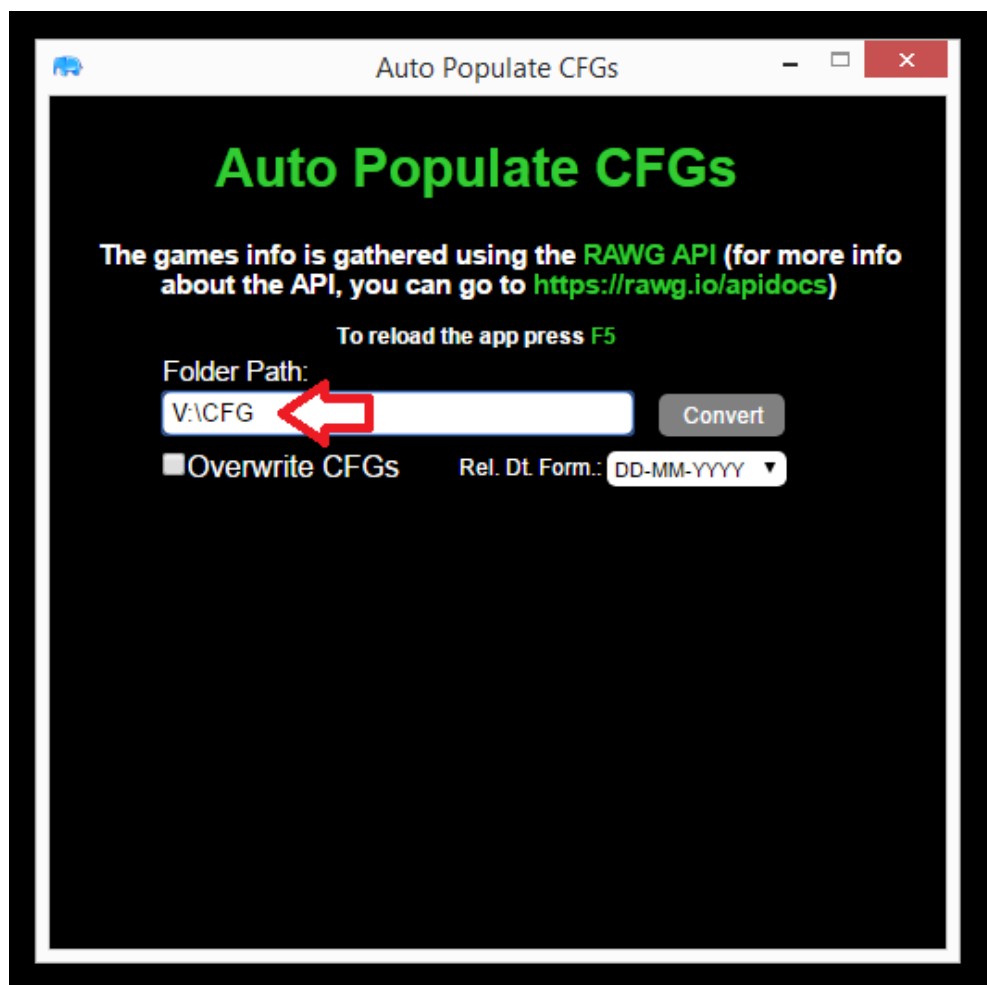
5) Unable to find the game -> Name: Mortal Kombat - Armageddon

3 - How to use it?

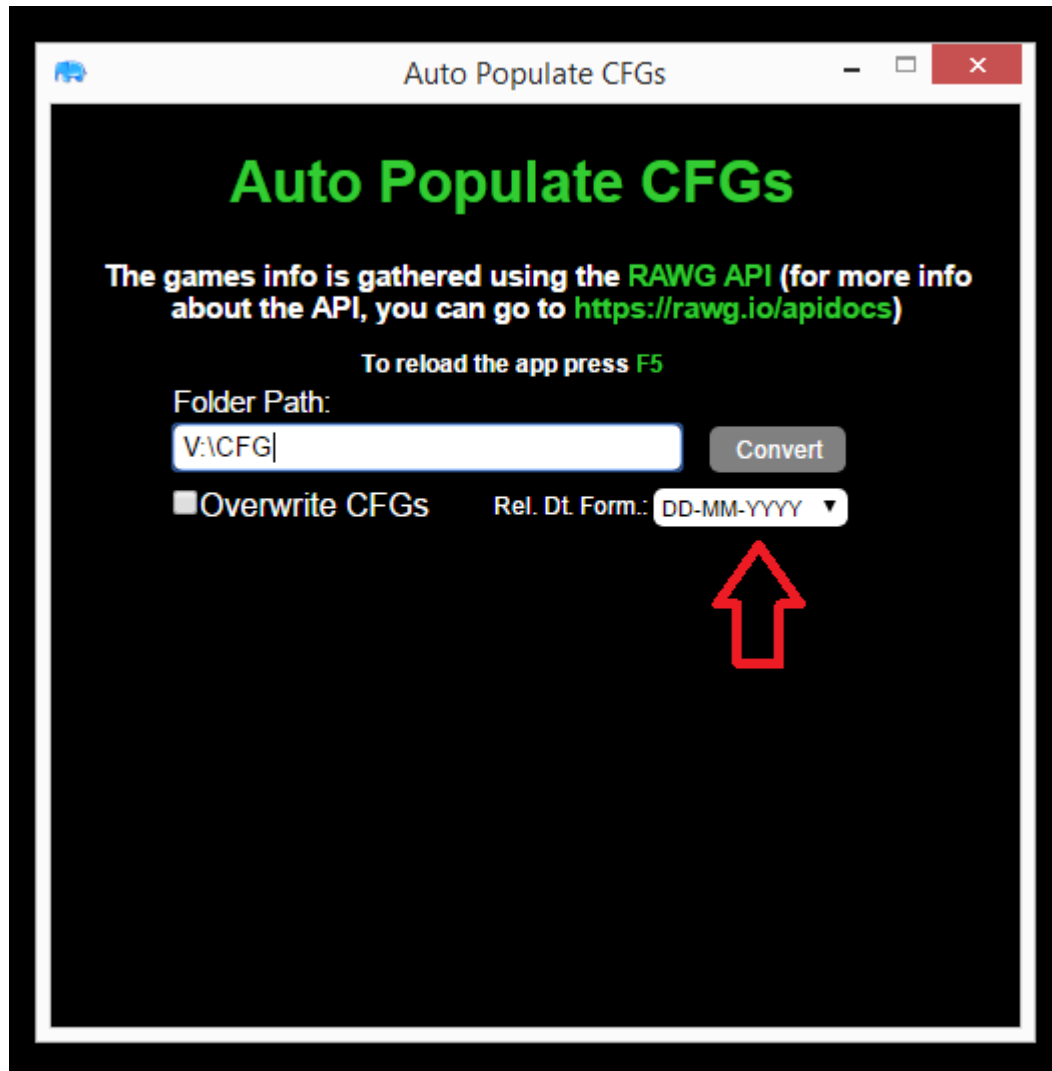
- 1) You need to copy the folder path of the folder contains the CFGs, you can do it with a simple CTRL+C on the indicated box.



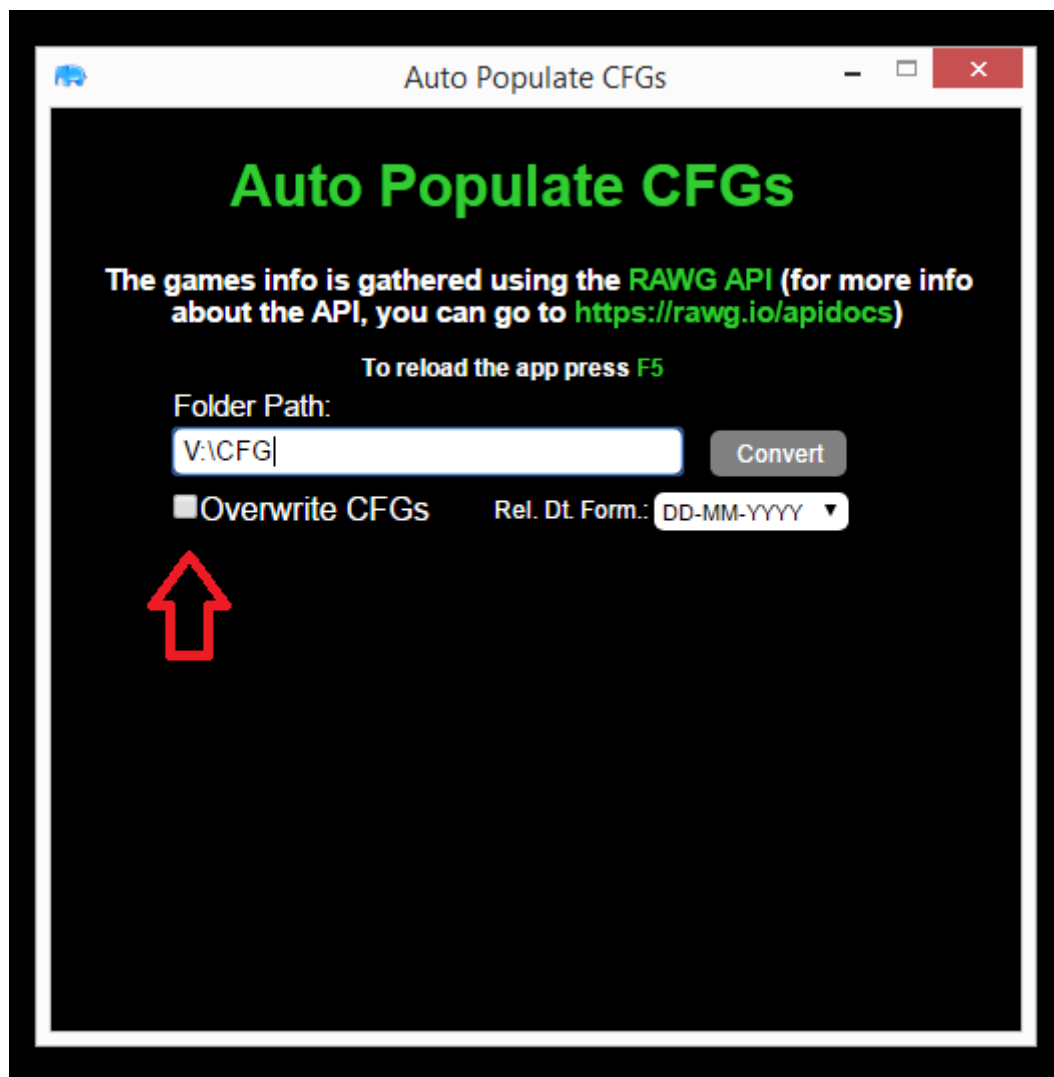
- 2) After that you will open apcfgs.exe, and paste it in the indicated box with a CTRL+V.



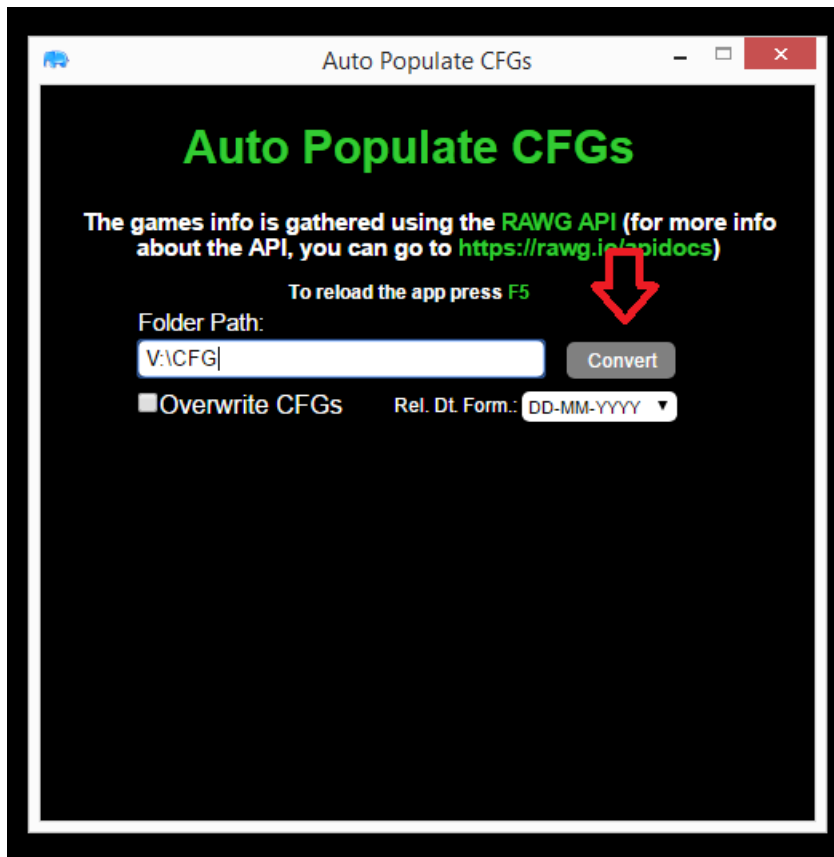
- 3) OPTIONAL: You can change the release date format that will appear on the on the CFG later on, its very easy, just click on the indicated area and the options will be displayed



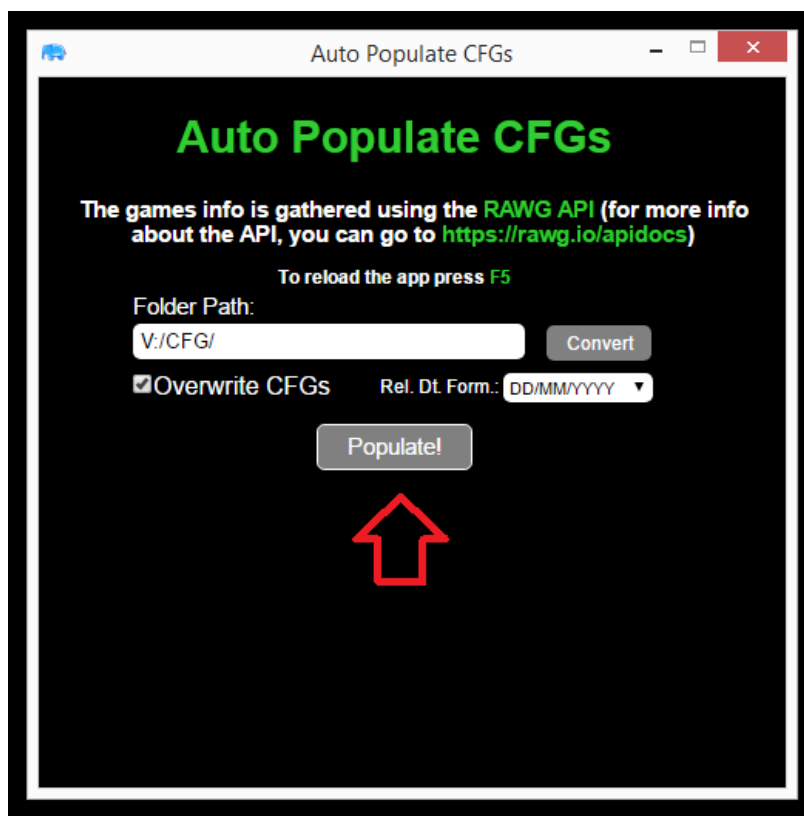
- 4) OPTIONAL: You can also make the choice to overwrite your CFGs, with this option unmarked it will just add the fields that are missing on your file. Let's say your CFG had the description, the rating, and etc, but, it doesn't have title, so, APCFGs will add the title and other things that are missing. But If the box of overwriting CFGs is checked, it will erase your old description, and rating, and then are going to be replace with the one provided by RAWG, and, it will also add the title and any other thing that it sees it is missing in your file.



5) Click convert.



6) Finally with everything set up just hit Populate!



7) It will load for a little bit..



8) If everything goes ok, it will populate your CFGs!

