EMUVR CAPTURE CORE COMPANION

*Requires WIGUX v.048 or higher

This tool creates a specail shortcut for the capture core, you don't keep the roms in the

Path-to-EMUVR\Games\ folder.

You will keep the roms in their default locations and use this tool to create a .win shortcuts in the Path-To-EMUVR\Games\System-name-here\ folders

for example,

For Xbox 360 you would use

Path-to-EMUVR\Games\Xbox 360 as the output folder for Xbox 360 but inside you will only have the shortcuts, your 360 Roms will stay wherever you store them. You will need the emulator for these systems as they are not included.

The main tool is located in the EMUVR\WIGUx\Capture Core Companion\ folder.

It is written in python and requires it to be installed.

All controls need to be set up in their respective emulators. Make sure all paths are set in the emulators and are working before trying to use them in the capture core. If they didn't work before it won't work after. Check your roms are working before you import any games!

Most capture core games work better in vr because some emulators need to be in focus to accept controller inputs, if you have Emvr over some emulators comtroller inputs my not register.

Currently there is no support for lightguns in the capture corre.

 Lightgun games currently require use of a mouse to aim.
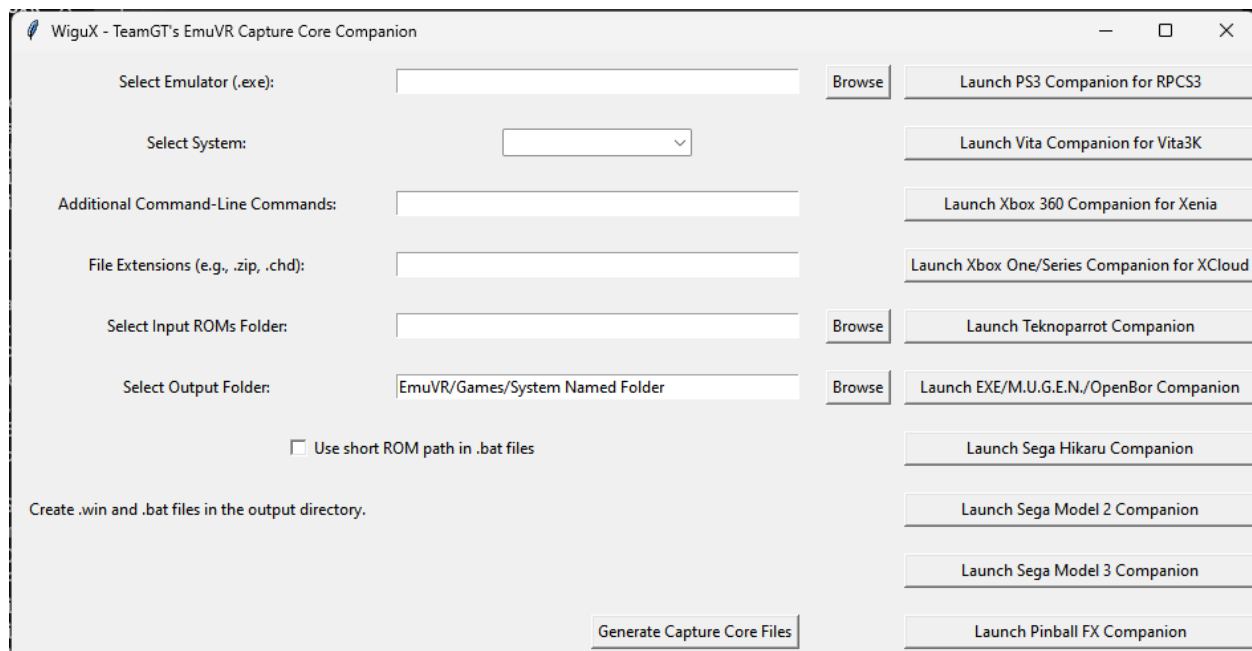
The main window is the universal tool, this will work for most emulators.
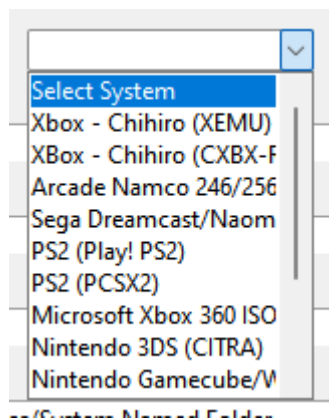
There are presets in the dropdown for some preset emulators if there is no preset you will have to check to see what the command is for the emulator you are trying to use. The universal tool will always set the system to arcade by default you can change it in the game scanner. In the future I plan on adding a system box to the program to solve this problem.
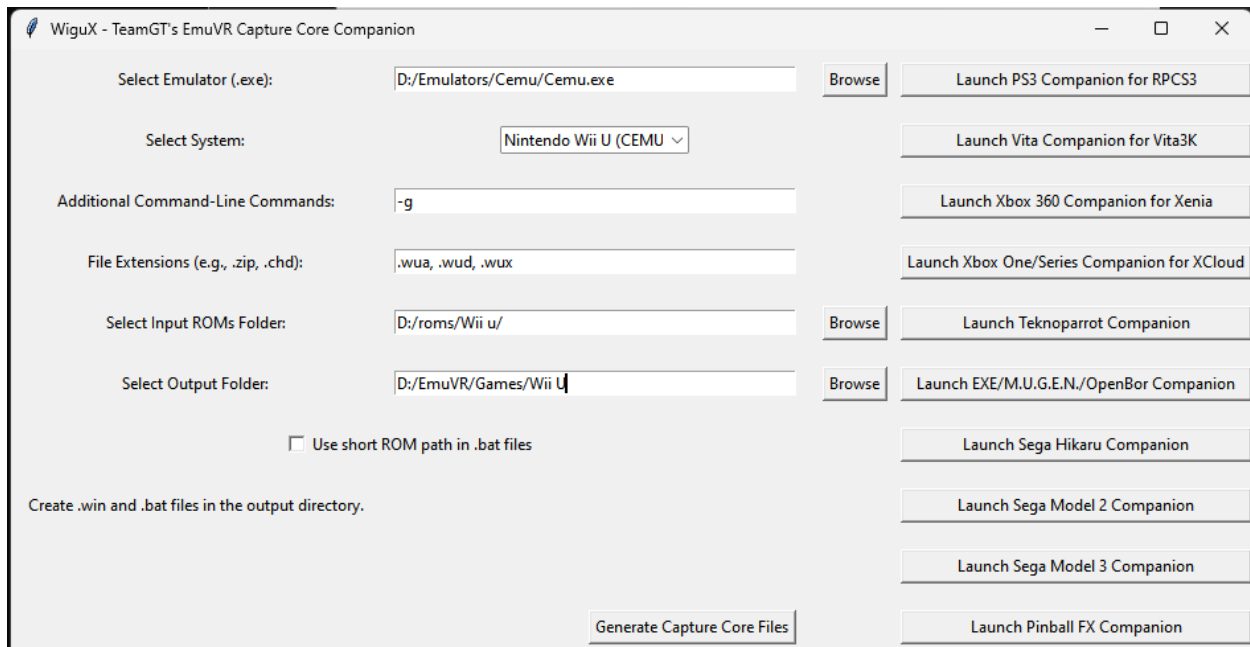
MAKE SURE YOU USE THE BROWSE BUTTON OR USE THE FULL PATHS!
THE DEFAULTS ARE JUST EXAMPLES OF WHAT FILE ITS LOOKING FOR
MAKE SURE THEY ALL HAVE FULL PATHS!

SELECT EMULATOR
use the browse button to find the exe for the desired emulator the presets will tell you what exe to select but you need to set the full paths.

ADDITIONAL COMMAND LINE COMMANDS
this is where you put the command line options to add to the shortcuts so it will launch the roms. Each emulator is different so consult the emulator for the proper command lines.

FILE EXTENSIONS

These are the extensions that the current emulator roms use, it will scan the roms folder for files with these extensions and create capture core shortcuts for them.

INPUT ROM FOLDER

This is the location that will be scanned looking for roms for the selected emulator with the selected extensions.

It will then create a win file and a batch file to launch the game and capture the window.
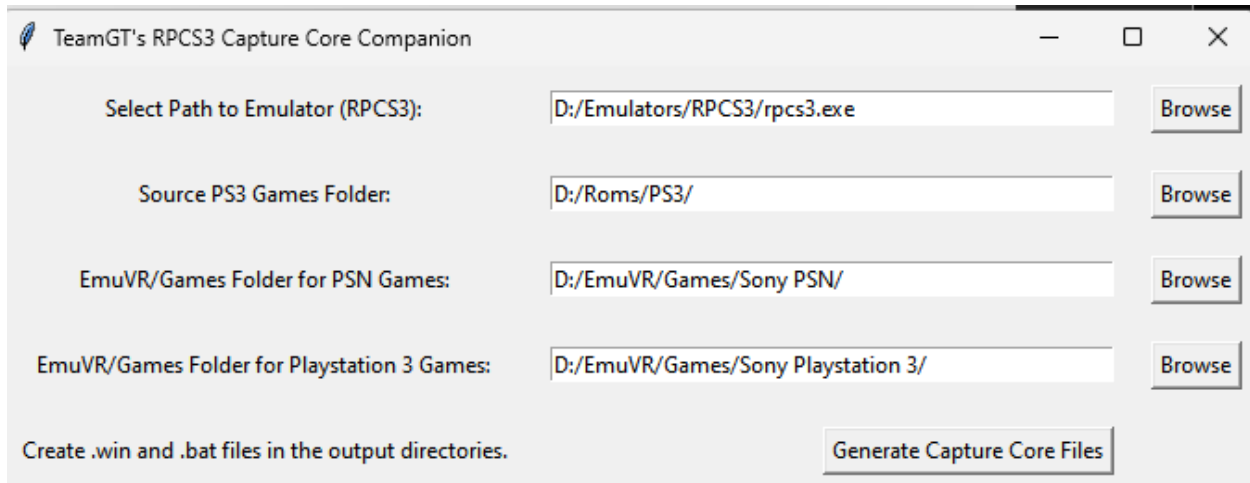
OUTPUT ROM FOLDER
This is inside the EMUVR\GAMES\ folder each system has a different folder to store the output for example you would use Path-to-EMUVR\Games\Xbox for Xbox

Most standard command line stuff will work fine, however some emulators require their own tools to create the proper shortcuts. These misfits are located on the side and have a tool of their own to create the .win files.

SPECIAL TOOLS SECTION

Launch PS3 Companion for RPCS3

Launch Vita Companion for Vita3K

Launch Xbox 360 Companion for Xenia

Launch Xbox One/Series Companion for XCloud

Launch Teknoparrot Companion

Launch EXE Companion

Launch M.U.G.E.N./OpenBor Companion

Launch Sega Hikaru Companion

Launch Sega Model 2 Companion

Launch Sega Model 3 Companion

Launch Pinball FX Companion

PLAYSTATION 3 (RPCS3)

PS3 Games and PSN have separate output options if you want to output them to separate folders for sorting.

PLAYSTATION VITA (VITA3K)

This tool currently only works on the Nonpdrm PSVita games it will read the installed games in the vita3k folder and create shortcuts in the output folder. There is a list of Titleid for almost all the games some EU titles may be missing from the list. Try to use the USA version if more than one version exists. If a game is not getting a shortcut it is missing from the list. (it will need to be added to the .dat

Microsoft Xbox 360 (XENIA)

For Xbox 360 you can use xenia.exe or xenia_canary.exe but the iso has to be extracted so the .xex can be read. For XBLA it will use the folder name or if possible the Gameid to find the title. It will also check to see if there is a multidisc set label and will also copy the disc number. Separate output options if you want to keep the Xbox Live Arcade games separate from the disc ones.

Microsoft Xbox Cloud Gaming (Xbox Gamepass Ultimate)
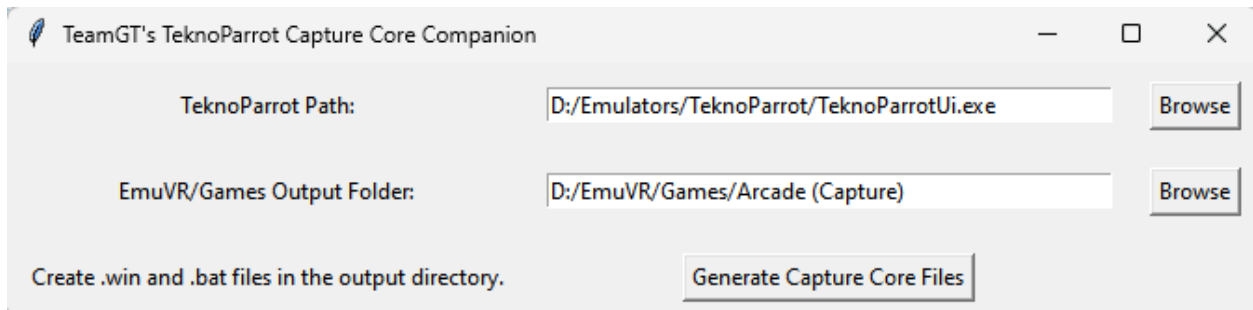
This will use a .dat file to add the Xbox Cloud games to EMUVR (Gamepass Ultimate Required).

This list will change over time so the .dat file will need to be updated with new titles as old ones are removed.
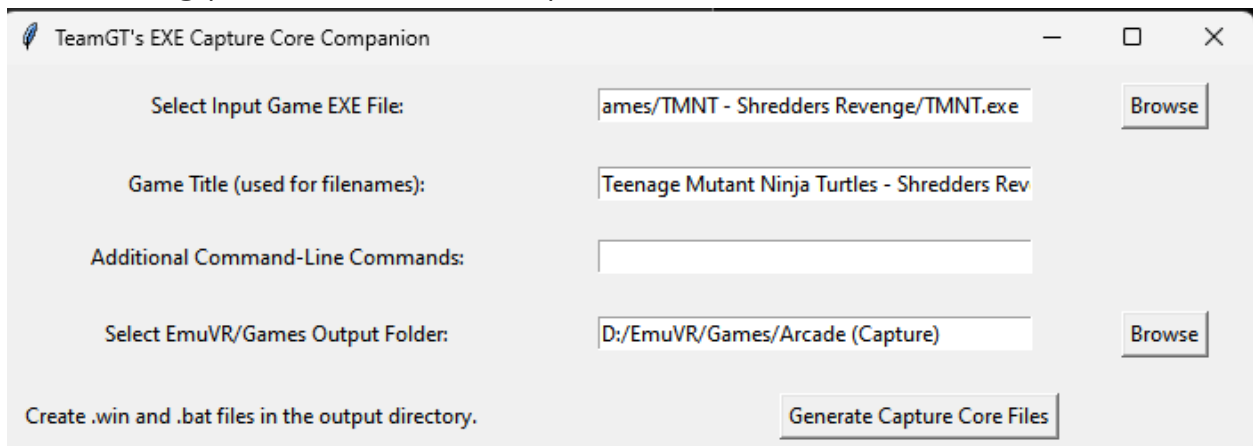
Modern Arcade PC Gaming (Teknoparrot)

For Teknoparrot it uses a .dat file with a list of all the games and checks to see what ones are installed and creates shortcuts for them. As Teknoparrot adds new games the .dat will need to be updated to add them. I put all the arcade capture games in the same folder but you do not have to do that.
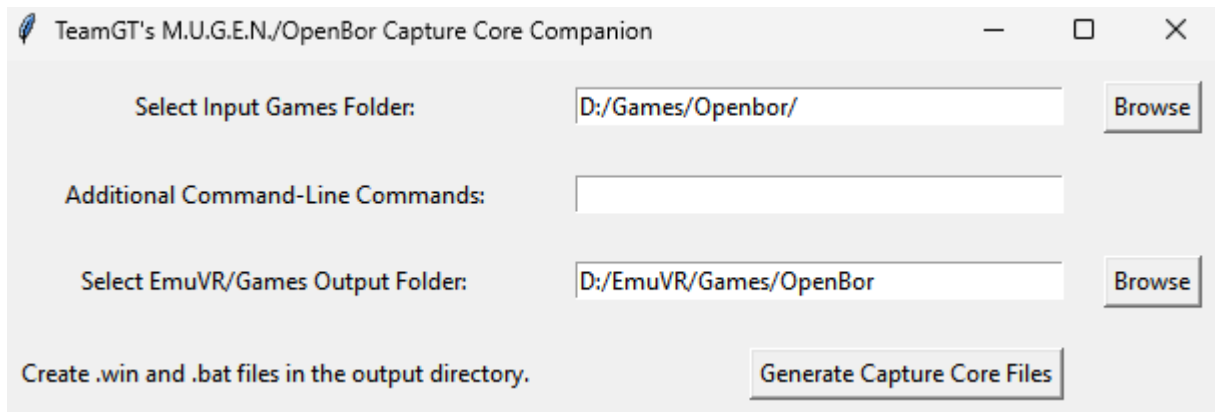
PC Gaming (Windows Executable)

For this you will need to select the game main exe file set the title for the game and the output path. There is also an option for additional command line commands.
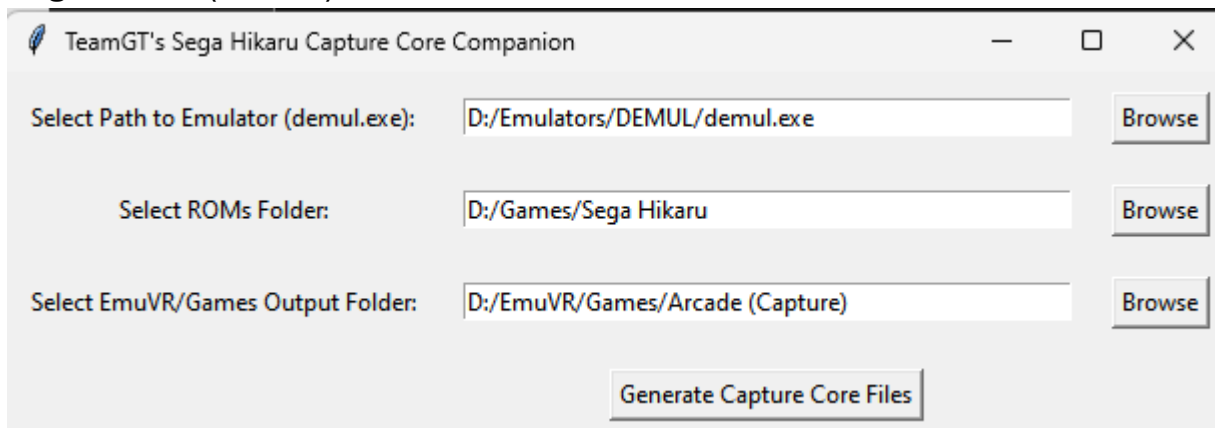
OpenBOR / M.U.G.E.N. (Windows Executable)

Most OpenBOR or MUGEN have their own exe files this will scan each folder in the openbor/mugen folders for the exe for each title. This needs some work as a bath you can also use the exe method for more control per title.
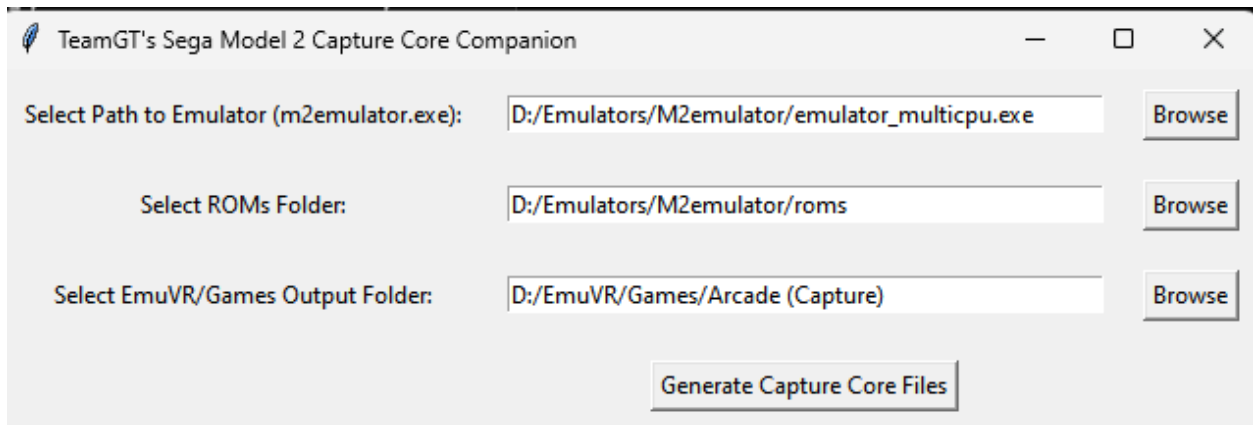
Sega Hikaru (Demul)

For Sega Hikaru we use Demul as the emulator, there is a list of all the Hikaru roms that it check for compatible games. Currently lightgun games use a mouse.
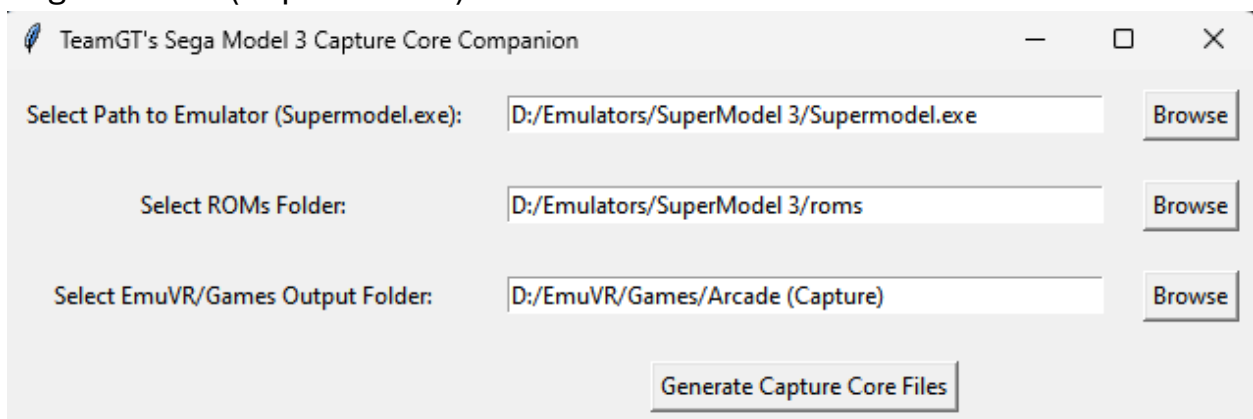
Sega Model 2 (M2Emulator)

For Sega Model 2 we use the M2Emulator and the multicpu version of the executable. The rom folder is where the model 2 roms are stored for m2emulator they are usually stored in the subfolder roms but some store them elsewhere.
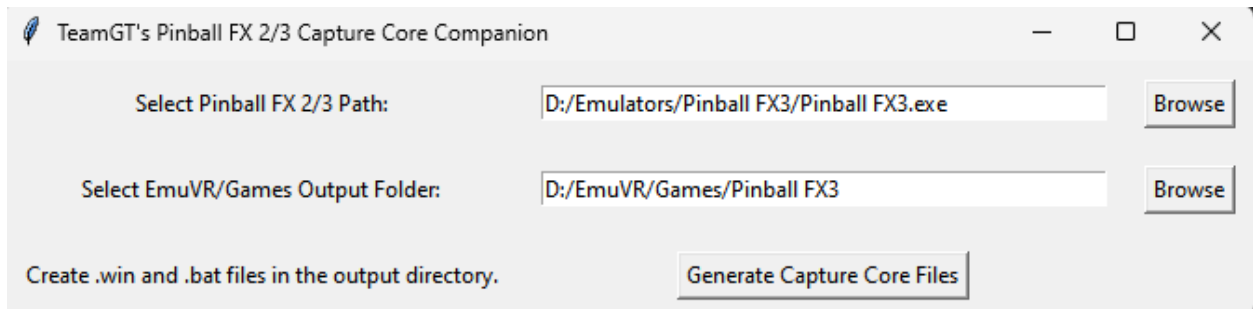
Sega Model 3 (SuperModel3)

For Sega Model 3 we use the Supermodel3 Emulator Supermodel executable. The rom folder is where the model 3 roms are stored for Supermodel3 they are usually stored in the subfolder roms but some store them elsewhere.

Pinball FX 2/3 (Pinball FX2/Pinball FX3)

Currently Only Pinball FX 2/3 are supported. In the future I hope to add Support for the New Pinball FX.
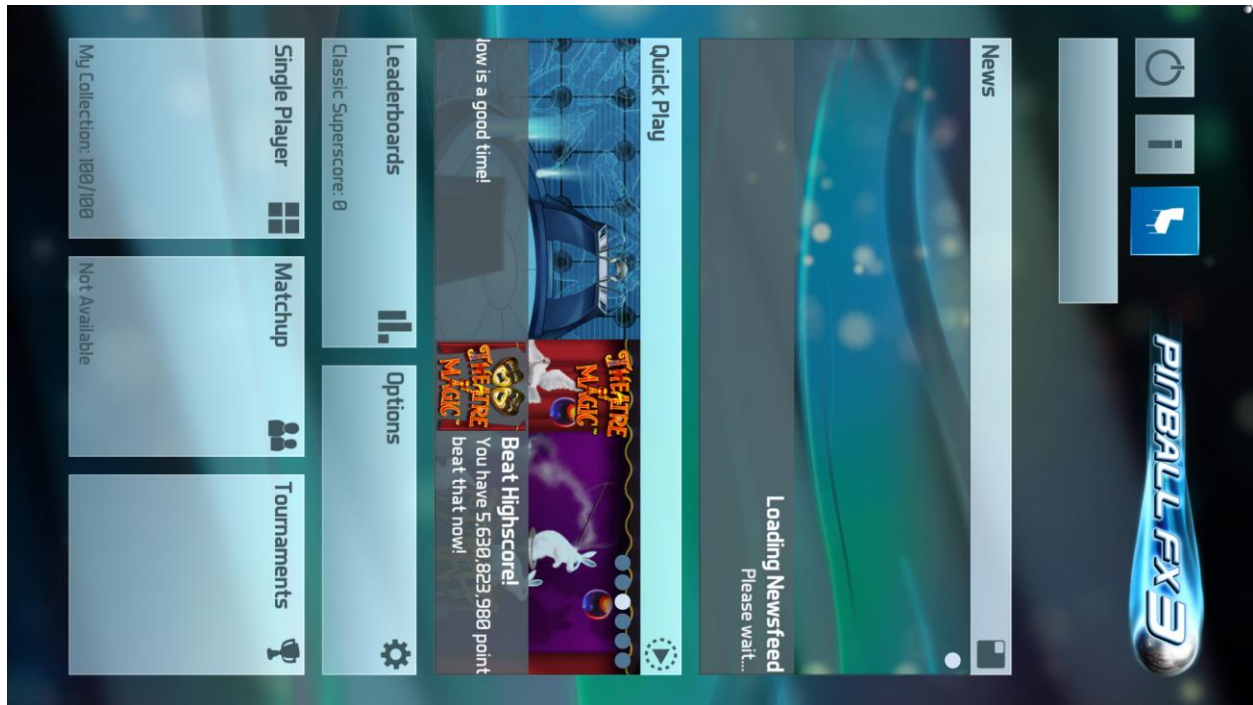

Turn On Cabinet Mode, Rotate Screen 90 degrees

Go into settings under UI/Streaming

Set DMD to Large and Upper Right.

The title screen should look sideways

Additional Tools

capend.exe is included, it tracks the processes that are opened by EMUVR and makes sure to close games when powering off or removing them from a system.