UniCade Interface Instructions

(Draft)

**Quick Start Guide:**

* Unzip the UniCade release package to a local directory (C:/Program Files/ is recommended)
* Launch UniCade.exe which will generate all system directories
* Place ROM files in C:/UniCade/ROMS and Emulators in the corresponding emulator folder under C:/UniCade/Emulators
* You must also download emulators for every console you intend to use, place these in the corresponding emulator folder and ensure the path is correct under the emulator tab in the settings window
* Restart the UniCade interface and press Shift + P to launch the settings window. Navigate to the emulator tab and ensure that the paths are correct for your emulators and remove any unwanted consoles.
* Click Global Rescan under the emulators tab and return to the interface. You should now be able to browse your consoles and launch games. Press I to view game info and F10 to close a currently running game

**Important Hotkeys**

* Shift + P = Launch settings window
* Shift + C = Close UniCade interface
* I = display info window while browsing game library
* F10 = Close the currently running game
* G = Add/remove global favorite when browsing the game library
* Space = Add/remove user favorite while browsing the game library
* F = Toggle favorites view while browsing the game library
* Tab = Insert coin

(**IMPORTANT** **NOTE**: These instructions are partial and only cover a small number of the key features)

**Adding/removing ROMS and consoles**

* The directory structure for 20 preconfigured consoles is automatically created under “C:/UniCade “. If the desired console is already included in the preconfigured list, follow the quick start guide to load ROMS and emulators. If not, open the settings window with Shift + P, click the emulators tab, click the Add New Console button, highlight “New Console” in the list and populate all info fields. Place your ROM and emulators into the new directories matching the preexisting structure. Next, press global rescan, click the save button and verify that the games appear under the games tab. NOTE: Pressing the delete button will only delete the console within the interface but will not delete the actual emulator or ROM folder.

**Parental Controls**

* Press Shift + P to open the settings window. To change global parental controls for all users, click the global settings tab. Use the ESRB dropdown menu to select the desired ESRB rating. Click the view checkbox if you want to prevent the user from viewing the games in the list. To restrict for a specific user, click the user tab, login to the specific uses, select the rating from the dropdown menu and click save. Additional you can set a password on the settings window to prevent unauthorized changes.

**Game Metadata/Web Scraping**

* Press Shift+ P to open the settings window. To edit individual game metadata, click the games tab, select the desired game/console, manually edit the info fields and click the save button. To scrape metadata from web sources, click the corresponding download metadata for either a single game, entire console or global rescrape. You can also click the web settings tab to adjust exactly what info and sites are scraped.

**UniCade Cloud**

* Press Shift+ P to open the settings window. Click the UniCade cloud tab. Create an account if you don’t already have one and then use your credentials to login. Your username should now appear as the current user. You can choose to either upload or download metadata for single games, entire consoles or globally. NOTE: the metadata backup/restore functionality does not apply for images or actual game files. Also, your UniCade cloud user is separate from your local user account.

**PayPerPlay**

* Press Shift+ P to open the settings window. Navigate to the Global Settings Tab and check the box “Enable PayPerPlay”
* You must also enter a value greater than zero under “# Coins” to set the required cost per launch

**Local Users**

* To create a new user, navigate to the users tab and select new user, populate the info fields in the popup window and then login. You are now logged in for both the settings window and graphical interface. While browsing the users list, if the info fields and favorites list are greyed out, this means that you are required to login to that user before you are allowed to make changed. Also, the most recent user is automatically saved to the database file and will be logged in the next time the interface is launched. The local user can never be null and the default is the preexisting UniCade account

**(Important Notes)**

* If any of the system directories, including the media folder, are corrupted, the interface will throw a critical error on startup
* The default working directory for the program is **“C:\UniCade”**
* Ensure that the structure of the Emulators folder and the media path matches the path in the interface settings exactly.
* Each subdirectory of the ROMS folder much match the name of the Console exactly in order to be scanned in properly.
* Manually modifying the Database or preference files is not recommended. Incorrect modification file may corrupt the files and cause the program to crash on startup.

**(Troubleshooting)**

* **Missing or hanging emulator/logo images in GUI**: Ensure that the emulator image names under the media folder match the console name exactly.
* **Game does not close properly with F10**. For certain Steam games or user added emulators, the program may not support the close feature and will have to be closed manually though the in game menu.
* **ROMs are not scanned properly**: Ensure the rom folder matches the console name exactly and that the path is correct in the settings window. Click the rescan button before closing the settings window.
* **Repeated crashes on startup**: Manually delete first the preferences.txt files and then databases.txt files. Otherwise re download the interface files for a clean install.