1. What is Kiosk Mode?

By default, the period key (.), also called the “magic key” will exit arcadeEIP when pressed and released normally, but will bring up the game selection menu if pressed for more than 2 seconds. This mode is intended to be used when arcadeEIP is used as a launcher and called from another front end.

In Kiosk Mode, this behavior is reversed so that the period key (.) will toggle the game selection menu when pressed and released normally, but will exit if pressed for more than 2 seconds. This mode is intended to be used when arcadeEIP is used stand-alone.

1. How do I add/remove games?
2. arcadeEIP gets its raw list of games from the rom folders specified in each **[System]** section of arcadeEIP.ini by the **search\_path=** setting.  So, the most basic way of adding and deleting games is to add or delete roms from these folders.
3. The next way of adding/deleting games is using the master game list for a system. The master game list for a system is a file called **.meta**, which is a simple text-based rom/game-name mapping table.  The one for MAME is located in **..\Assets\MAME\Meta\Names**.  This file can be generated directly from MAME using the instructions in **..\Assets\MAME\Meta\readme.txt**.  
     
   When this file is present, only games that are in this file will be displayed in arcadeEIP.
4. If you integrate arcadeEIP with LaunchBox using the instructions in **..\Docs\[Front\_End] examples\LaunchBox.txt**, then arcadeEIP will no longer use the **.meta** file as its master game list, but will instead use LaunchBox’s XML database.    
     
   When integrated this way, adding and deleting games in LaunchBox will also effectively add and delete them from arcadeEIP since the databases are synchronized.

Within the arcadeEIP game menu, you can also manage games using virtual “pick lists”.  For example, if you go to your master MAME list in the menu then press Left-ALT you will see a (probably) empty list with a star.  That is the custom “pick list” for the MAME system.  To add games to this list, return to the MAME master list by pressing Left-ALT again, then press the space bar on each game you would like to add to the pick-list.  When done, press Left-ALT, and you should see all of those games added to the MAME pick-list.  If you want to delete any of them, just select the game while in the pick-list and press the spacebar, which should remove it.  
  
In addition to the master system lists, you can also create custom lists within the arcadeEIP.ini file.  Since these lists can contain games from any other list, you must activate the custom list’s edit mode before adding and deleting games.  Edit mode can be toggled using the Left-SHIFT key. Once in edit mode, you may now add games to the custom list from any other list or delete games from the custom list using the space bar just as before.  When done editing, press Left-Shift again to exit edit mode.  
  
As a technical detail, be aware that you can also manage these pick-lists externally by adding or deleting vector text files to the appropriate subfolders in the \Picks and \Lists folders.  This can also be a handy way of bulk deleting games from lists or copying groups of games between lists.

1. What is a “seed rom”?
2. What is a “vector file”?