

# COVERFLOW V1.0

Coverflow is freeware application build for PocketGo & BitBoy, but can always be ported to other devices that supports the library SDL. The source is available for everyone and can be viewed on github. It's made for who like to have a fast gui of their game libraries for different emulators. It will view by default boxarts from each game but with one button can be switch to view to screenshot of your games. It's easy to switch fastly between emulators and many roms without having long loading times. You can even make your own favorite list for each emulator. To get the boxarts and screenshot you have to use a scraper. One of the currently freeware application you can use to do that is: <https://www.scraper.net/> but there are others. There are a lot options you can configure such as: creating your own themes, add new emulators and much more that will be explained in this documentation.

You can find us on discord: <https://discord.gg/Ran4XZ>

In the section [New bitboy/pocketgo] in the channel [Developer-talk] for questions or feedback.

We have made a short demonstration video of the app Coverflow, you can watch it here:  
<https://streamable.com/2vo85>

## 1. Installation

<https://github.com/peterthrees/Coverflow/blob/master/build/Coverflow/CoverflowV1.0.zip> click on the download button to download the zipfile, copy the content to root of your SDcard. This will add a new icon with the label coverflow.

### 1.1. When using different ROM location

**Config Location :** Coverflow\themes\[emulatorname]\basic.cfg

**Parameter name :** romPath

The rom paths are already currently configured so it would point to the default directory.  
If you already changed the location on you bittboy/pocketgo, you can update the related setting.  
The path should always start with the root folder which is : /mnt/

### 1.2 When using different media location (boxarts/screenshots)

**Config Location :** Coverflow\themes\[emulatorname]\basic.cfg

**Parameter name boxarts:** boxartPath

**Parameter name screenshots:** screenshotsPath

The default boxarts location is located at: /mnt/roms/[emulatorname]/media/box2dfront/  
The default screenshots location is located at: /mnt/roms/[emulatorname]/media/screenshots/

**\* Only .png images are supported !**

### 1.3 Setting up the allowed extensions for your emulator

**Config Location :** Coverflow\themes\[emulatorname]\basic.cfg

**Parameter name:** emulatorExtensions

All emulators contains already their most used filename extensions. (example NES: .nes;.zip)  
But if needed, you can added them. Separate them using a semicolon (;) and always start with a dot before the extension name (see example).

If you like to allow all extensions, use the following line : emulatorExtensions=\*

### 1.4 When using different Emulators.

**Config Location :** Coverflow\themes\[emulatorname]\basic.cfg

**Parameter name Emulator location:** emulatorPath

**Parameter name Emulator executable :** emulatorExec

**Parameter name Emulator parameter (optional) :** emulatorParams

All emulators are already configured as it should based on the default firmware settings. If you moved those emulator manually to a different place, then you can modify those settings in the basic.cfg config. The emulatorPath should point to the directory from where the emulator is located. The path should start with /mnt/ (as mnt is the root). The executable contains the full executable name of the related emulator. Most of the time it won't include an extension behind the filename.

### 1.5 Adding new emulator.

If you want to setup a new emulator within coverflow, you can copy one of the existing ones that are included within the folder : Coverflow\themes\[emulatorname]\

Example :

1. Duplicate \Coverflow\themes\NES -> \Coverflow\themes\N64
2. Modify \Coverflow\themes\[emulatorname]\[theme]\config\advance.cfg & \Coverflow\themes\[emulatorname]\basic.cfg) config files.
3. Modify also the console image

This new emulator would automatically be shown in the emulator menu.

### 1.6 Multiple instance Coverflow

If you want to create multiple instance of each emulator from where it directly points to the related emulator, you need to include the following steps :

1. Add new link (on the pocketgo desktop) -> select the coverfow exec.
2. Update the current link parameter name with the related emulator : [emulatorname]
3. Update the following advance.cfg setting of the related emulator : switchToEmu=0  
(This will remove the B button. B button is been used to switch back to the emulator list)
4. Update link icon to the icon that's related to this emulator.

### 1.7 Creating a new theme for the current emulator:

You can create multiple themes for a single emulator. The following steps could be taken to create a new theme :

1. Go to the related emulator folder :  
\\Coverflow\\themes\\[emulatorname]\\
2. Duplicate the folder default.
3. Update the desire config files / images
4. Boot coverflow and open the emulator, use the start button to select your new theme.

## 2. Advance

### 2.1 All available parameters

Below you'll find a full list of parameters that are currently available.

Config	Parameter	Description
emulator.cfg	theme	foldername of which theme to use.
basic.cfg	romPath	Path of where the roms are located for you emulator
basic.cfg	boxartPath	Path of where the boxart images are located for you emulator
basic.cfg	screenshotsPath	Path of where the screenshot images are located for you emulator
basic.cfg	emulatorExtensions	List of extensions that are allowed. Use semicolon as seperator. To allow all extensions, use and only use the value *
advance.cfg	emulatorPath	Path where the emulator is located
advance.cfg	emulatorExec	Should include the filename of the emulator
advance.cfg	emulatorParams	This hold the parameter name for a emulator (This is optional) (example: playstation emulator needs an extra parameter name)
advance.cfg	logging	Enable logging. Only enable this if it's really needed. This will generate a log file in your coverflow folder.
advance.cfg	switchToEmu	Allow switching from your gamelist to the emulator selection screen. If this is disabled, the b button would also be removed from your gamelist screen.
advance.cfg	favSave	Path + Filename of where your favourite save file is located
advance.cfg	imgBackground	Path + Filename of the background image
advance.cfg	imgDefaultBoxart	Path + Filename of the default box image
advance.cfg	imgShadow	Path + Filename of the default shadow image
advance.cfg	imgBookIcon	Path + Filename of the book icon on the top image
advance.cfg	imgGameIcon	Path + Filename of the console icon of the top image
advance.cfg	imgConsoleIcon	Path + Filename of the console icon of the top image
advance.cfg	imgFavOff	Path + Filename of the favourite icon off image
advance.cfg	imgFavOn	Path + Filename of the favourite icon on image
advance.cfg	imgUrlButtonY	Path + Filename of the Y button image
advance.cfg	imgUrlButtonX	Path + Filename of the X button image
advance.cfg	imgUrlButtonB	Path + Filename of the B button image
advance.cfg	imgUrlButtonA	Path + Filename of the A button image

advance.cfg	imgUrlButtonL	Path + Filename of the L button image
advance.cfg	imgUrlButtonR	Path + Filename of the R button image
advance.cfg	imgUrlButtonStart	Path + Filename of the Start button image
advance.cfg	imgUrlButtonSelect	Path + Filename of the Select button image
advance.cfg	imgUrlButtonHome	Path + Filename of the Home button image
advance.cfg	imgUrlButtonUp	Path + Filename of the Dpad Up button image
advance.cfg	imgUrlButtonDown	Path + Filename of the Dpad Down button image
advance.cfg	imgUrlButtonLeft	Path + Filename of the Dpad left button image
advance.cfg	imgUrlButtonRight	Path + Filename of the Dpad right button image
advance.cfg	imgUrlButtonAll	Path + Filename of the Dpad All button image
advance.cfg	fontCharacter	Path + Filename of the character font
advance.cfg	fontGameList	Path + Filename of the Gamelist font
advance.cfg	fontFilename	Path + Filename of the Filename font
advance.cfg	fontConsolename	Path + Filename of the Console name font
advance.cfg	boxartZoomStrX	Boxart middle width
advance.cfg	boxartZoomStrY	Boxart middle height
advance.cfg	boxartZoomStrSmallX	Boxart left & right width
advance.cfg	boxartZoomStrSmallY	Boxart left & right height
advance.cfg	bortartOffsetY	Boxart middle position (could be negative)
advance.cfg	bortartOffsetSmallY	Boxart left & right position (could be negative)
advance.cfg	bortartFilenamePosY	Boxart filename postion (could be negative)
advance.cfg	boxartDistance	Boxart distance between each of them
advance.cfg	screenZoomStrX	Screenshot middle width
advance.cfg	screenZoomStrY	Screenshot middle height
advance.cfg	screenZoomStrSmallX	Screenshot left & right width
advance.cfg	screenZoomStrSmallY	Screenshot left & right height
advance.cfg	screenFilenamePosY	Screenshot middle position (could be negative)
advance.cfg	screenOffsetY	Screenshot left & right position (could be negative)
advance.cfg	screenOffsetSmallY	Screenshot filename postion (could be negative)
advance.cfg	screenDistance	Screenshot distance between each of them