

Game Launcher

Information

This program is a game launcher where you can add games and set its style.
The program was written in C# 2008 Express edition with .Net Framework 2.0 target platform.
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System requirements

At least .Net Framework 2.0 is required to run this program.
The system requirement mostly depends on the style settings.

Minimal requirements

10-20 MB free memory
1.0 GHz processor

Install

Extract the **game_launcher.exe** file into a folder where you will be running it.

Uninstall

Delete the **game_launcher.exe** and the **game_launcher.ini** file.

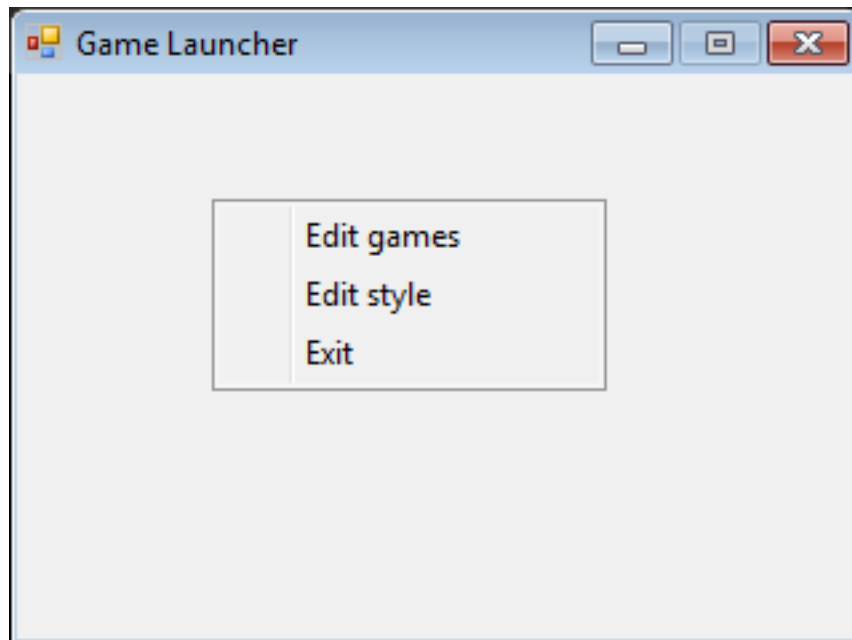
Usage

Main window

After pressing the right mouse button 3 menu will appear:

- Edit games – Game list editing
- Edit style – Style editing
- Exit – Exit the program

After running the program a blank window like this will appear:



Edit games window

Edit Games

Games

New Add Delete Update Up Down

Properties

Name

Target

Launch parameters (optional)

Icon (optional)

Working directory (optional)

Save

In this window you can add games to the list.

Games

New	Empty the text fields
Add	Add the filled data to the list
Delete	Delete the selected game from the list
Update	Overwrite the selected game from the list
Up/Down	Move the game up and down in the list
Double click on the selected game	Load the selected game's data

Properties

Name	Display name
Target	Target path to the program
Launch parameters (optional)	Launch parameters

Icon (optional)	Icon
Working directory (optional)	Start in directory
Save or CTRL+S	Save data

You can browse with the buttons next to the text fields.

The program will warn you if any data isn't saved. Also it will display in the lower area: **Game not saved** if the game is not added, **Data not saved** if any changes are not saved.

Edit style window

Form Title Start position Border style

Left, Top Width, Height ☐ Close after game selected Wait time (ms)

Opacity ☐ Transparency key ☐ Background ☐ Image

Games Text alignment Icon size Icon alignment

Left, Top	Width, Height	Right, Bottom	Text	Background	Transp	Border	Transp	Sound
<input type="text" value="12"/> <input type="text" value="12"/>	<input type="text" value="128"/> <input type="text" value="32"/>	<input type="text" value="4"/> <input type="text" value="4"/>	<input type="text" value="Normal"/>	<input type="checkbox"/> Normal	<input type="checkbox"/>	<input type="checkbox"/> Normal	<input type="checkbox"/>	<input type="checkbox"/> Hover
			<input type="checkbox"/> Dynamic text	<input type="checkbox"/> Dynamic background	<input type="checkbox"/>	<input type="checkbox"/> Dynamic border	<input type="checkbox"/>	<input type="checkbox"/> Click
<input type="text" value="Row"/> <input type="text" value="1"/>			<input type="checkbox"/> Hover	<input type="checkbox"/> Hover	<input type="checkbox"/>	<input type="checkbox"/> Hover	<input type="checkbox"/>	<input type="checkbox"/>
Font <input type="text"/>			<input type="checkbox"/> Click	<input type="checkbox"/> Click	<input type="checkbox"/>	<input type="checkbox"/> Click	<input type="checkbox"/>	<input type="checkbox"/>

In this window you can set the window and the games display style. The upper empty area is for displaying the preview, it only shows maximum 4 clickable games. Some texts have a checkbox that turns on/off the appropriate property. (for ex.: If the checkbox next to **Border** > **Normal** is not checked then the element won't have a border).

Form

Title	Window text
Start position	Window start position
Border style	Border style
Left, Top	X, Y coordinates, only works if the Border style is Manual
Width, Height	Width, height
Close after game selected	Closes the program after the game started
Wait time (ms)	Wait time after the game started in milliseconds
Opacity	Transparency
Transparency key	Transparency color
Background	Background color
Image	Background image, the drop down changes the

fill mode

Games

Text alignment	Text alignment
Icon size	Icon size
Icon alignment	Icon alignment
Left, Top	X, Y start coordinate for generation
Width, Height	Width, height
Right, Bottom	Right and bottom margin per element
Row/Column	Generation by row or column, how many elements will be in a row/column
Font	Font

Text

Normal	Text color
Dynamic text	Enable text interactivity by mouse
Hover	Hover color
Click	Click color

Background

Transp	Transparent background color (for Normal)
Normal	Background color
Dynamic background	Enable background interactivity by mouse
Hover	Hover color
Click	Click color

Border

Transp	Transparent border color (for Normal)
Normal	Border color
Dynamic background	Enable border interactivity by mouse
Hover	Hover color
Click	Click color

Sound

Hover	Hover sound
Click	Click sound

Buttons

Preview	Preview settings
Save or CTRL+S	Save settings

The buttons next to the texts are to browse for color, font and file to the appropriate setting.
The program will warn you if any data isn't saved. If any data is modified, then **Data not saved** text will appear in the lower area.

Example settings

