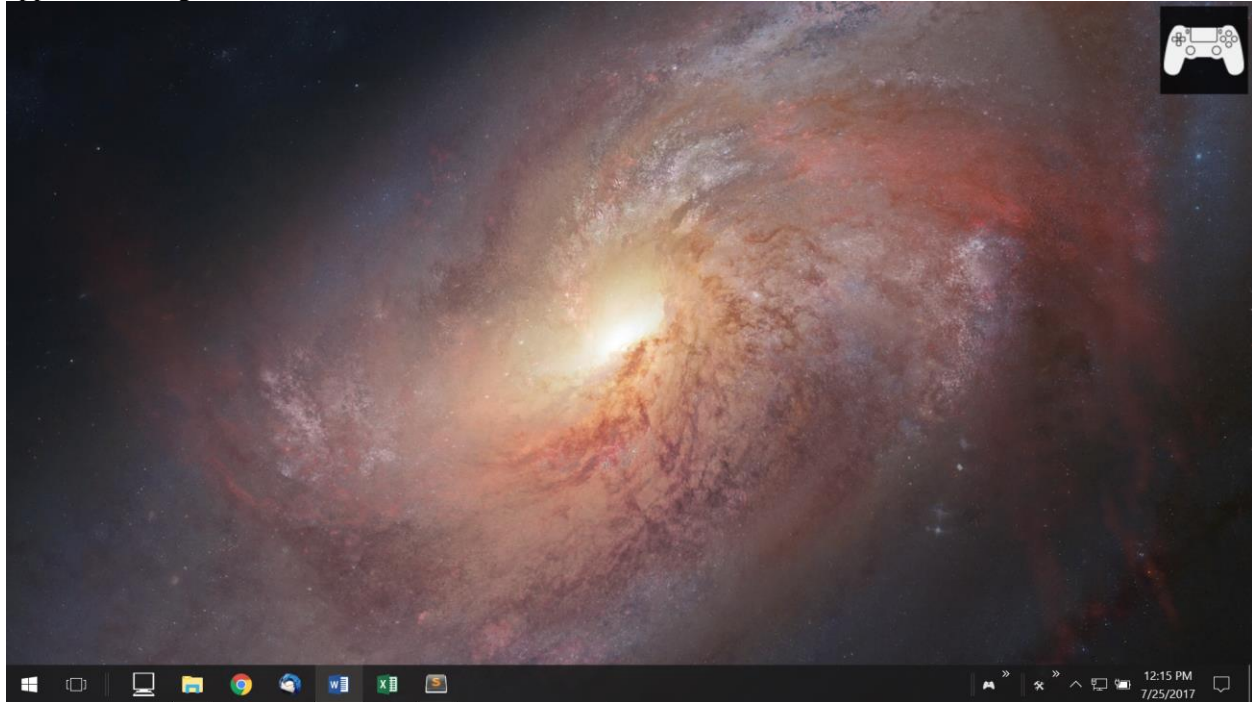


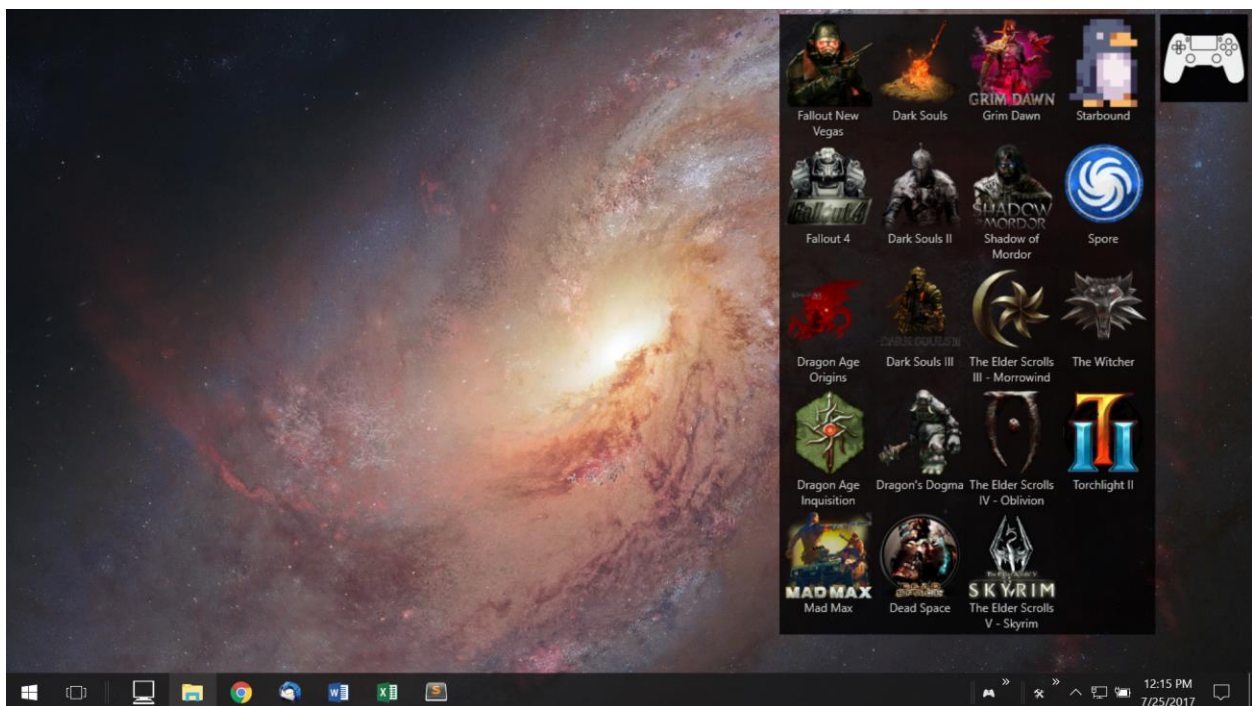
Welcome to Game Launcher by Nicholas Webb. This readme will explain how to use and configure this Rainmeter skin. If you are new to rainmeter, please read the website first:

<https://docs.rainmeter.net/manual/getting-started/>

First, a quick intro to how it works. Once you place the widget on your desktop with Rainmeter, it will appear as a single tile with a controller icon.



If you hover the mouse over the tile, a panel of your game shortcuts will appear. Click on one to launch the game. Moving your mouse off of the widget will automatically hide the panel.



However, before this widget can be used, it needs to be configured. I have written a VBS script that will automatically configure the widget for you, but first you need to tell the VBS script what to do. Here's how to do that:

**Step 1)** Go to C:\Users\[your username]\Documents\Rainmeter\Skins\Game Launcher. You can do this by just going to the directory in your file explorer, or through the rainmeter application (right click on the Game Launcher folder icon and click "open folder")

**Step 2)** Use a text editor to open Config.vbs. Do this by right clicking on the script and selecting "open with" then "notepad" (or whatever text editor you prefer). DO NOT LEFT CLICK on Config.vbs, that will run the script rather than allow you to edit it!

**Step 3)** Edit the configuration values to your liking. The configuration begins on line 8 and ends at line 48. Do not edit anything else in the vbs script unless you know what you are doing. Below is a list of the values you can change as well as a description of how to add games to your launcher.

*size = 90*

This is the size of the tile and icons. 90 is recommended.

*rows = 5*

Number of rows. If you increase the size of the icons beyond 90, you'll probably need to decrease the number of rows to 4 to fit everything on the screen.

*updateInterval = 100*

You probably won't need to change this, but it's available if you want to. It sets how frequently in milliseconds the skin updates. Increase this if you are tight on CPU power. For reference, my 2013 i5 processor can handle an update interval of 100 with only 2% CPU usage.

*color(0) = 0*

*color(1) = 0*

*color(2) = 0*

These three values set the background color of the widget. Color(0) is the amount of red, color(1) is the amount of green, and color(2) is the amount of blue. Scale of 0 to 255. This website will help you get the codes for the color you want: [http://www.rapidtables.com/web/color/RGB\\_Color.htm](http://www.rapidtables.com/web/color/RGB_Color.htm)

*opacity = 204*

Opacity of the background. Scale of 0 to 255, lower values are more transparent.

*emphasize = true*

Set to false if you don't want the tile to darken when the cursor is hovering over it.

The next five lines are what the script uses to create a game icon:

*temp = temp + 1*

*REDIM PRESERVE names(temp), ids(temp), icons(temp)*

*names(temp) = "Fallout New Vegas"*

*ids(temp) = "C:\Games\SteamLibrary\steamapps\common\Fallout New Vegas\FalloutNVLauncher.exe"*

*icons(temp) = "fallout\_newvegas\_icon\_by\_slamiticon-d5zslpk (1).ico"*

DO NOT EDIT LINES 1 AND 2. I'll explain what they are for later if you are curious. Line 3 is the name of the game. Only change the text between the quotation marks. Line 4 is the path to the game launcher.

You can input the exe file or a steam shortcut such as steam://rungameid/377160. Advanced users can also input a bat or vbs script or anything else you feel like using to launch your game. Line 5 is the icon that is displayed for the game. Change the text to the filename for your image of choice. Be sure that a copy of the image is inside C:\Users\[your username]\Documents\Rainmeter\Skins\Game Launcher\icons. (This directory includes a few images I have used myself. Any other images you want can also be added.) Acceptable image formats are .png, .jpg/jpeg, and .ico

If you want to add another game to your list, all you need to do is copy those five lines, paste them below, and edit them with the information for the new game. Be sure to put a copy of your icon image in the icons folder!

For example, if you wanted to add an icon for Fallout 4, you could copy and paste the lines from Fallout New Vegas:

```
temp = temp + 1
REDIM PRESERVE names(temp), ids(temp), icons(temp)
names(temp) = "Fallout New Vegas"
ids(temp) = "C:\Games\SteamLibrary\steamapps\common\Fallout New Vegas\FalloutNVLauncher.exe"
icons(temp) = "fallout_newvegas_icon_by_slamiticon-d5zslpk (1).ico"
```

Then edit them to look like this:

```
temp = temp + 1
REDIM PRESERVE names(temp), ids(temp), icons(temp)
names(temp) = "Fallout 4"
ids(temp) = "steam://rungameid/377160"
icons(temp) = "f4.ico"
```

Make sure that f4.ico is in the icons folder, and you're good to go!

**Step 4)** Once your config.vbs is set up the way you want, you need to run the script. Do this by simply left clicking on the file. It will automatically input all of the games and edits you made to Game Launcher.ini.

**Step 5)** Load the skin with Rainmeter (or refresh it if it is already loaded).

You can always add or delete games and re-run the config.vbs script later if you want to change the launcher.