

MAME File Manager

User Guide

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0.9.5 Release

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Introduction

MAME File Manager (MFM) is a desktop application for creating lists of Games and Systems, and extracting sets of MAME ROMs, CHDs, and Extras to another location from complete or larger sets. As of June 2018 the total of MAME resources is 3.0 TB+! MFM helps you create smaller sets.

Its primary goals are:

- Display all available information for each Machine¹
- Filter machines to create lists
- Create Playsets² from lists

The primary focus of MFM is machines that are runnable³. However we share both full and runnable only [Data Sets](#).

MFM **does not** audit or manage ROMs/CHDs/Extras in any way except for the intended copying a subset of runnable machines to a different location. It does not validate those files. Use a ROM Manager (such as [Clrmamepro](#), [RomVault](#) or [JRomManager](#)) to validate/fix your sets.

MFM will run MAME for you if you have your MAME properly setup and configured. This is a limited feature providing basics such as running a machine or running and recording a machine. MFM **does not** seek to be a full MAME frontend.

¹ Machine is the current MAME term for a Game or System

² Playset is a subset of MAME resources; ROMs, CHDs and Extras, for a list of machines

³ Runnable here is defined by Machine being marked Good or Imperfect by the MAME developers

Prerequisites

[Java 8](#) or higher installed. [Java 10](#) recommended. In September 2018, Java 11.

At least one set of: MAME ROMs, CHDs, Software List ROMs or Software List CHDs.

MAME – some features of MFM require the MAME executable or additionally MAME preconfigured to run Machines. (see [MAME Installation](#))

Theoretically MFM will run on any OS with Java 8 (or higher) JVM

Tested Operating Systems:

- Windows 7 & 10
- Linux Ubuntu 16.10
- Mac OS X El Capitan

RAM Memory

Minimum System RAM for the JVM (Java Virtual Machine) will vary based on many factors. For simple 'out of the box' usage you need at least 1 GB although 2 GB is recommended. Parsing MAME (see [Advanced Usage](#)) requires 4+ GB. With [Data Sets](#) the most recent MAME versions, 0.190+, the recommended minimum RAM to run the ALL data sets is 2 GB.

For 32-bit Java your maximum RAM for the JVM is approximately 1280 to 1536 MB.

Screen Size

1280 x 1024 is the smallest screen size that MFM supports. However note that if you use the large or very large fonts some things will not show completely at that resolution.

1600 x 1024 or larger is recommended.

Installation

File **MFM <version>.zip**

Unzip all contents into a folder. Recommended is to give MFM its own folder.

Get Data Sets

Download one or more [Data Sets](#) from the site where you obtained MFM. These are placed into **<MFM Root>/Data** folder. MFM automatically searches that folder.

If Java system variables are set in your OS (standard Java x64 installation) MFM is ready to run. Exception is if you are on 32-bit Java, you must [edit the startup script](#).

Use the **MFM.bat** or **MFM.sh**⁴ file provided. These will run without editing. If you do not have Java system variables set you will need to edit your .bat or .sh to point to the Java executable. See [editing startup scripts](#).

From Previous MFM

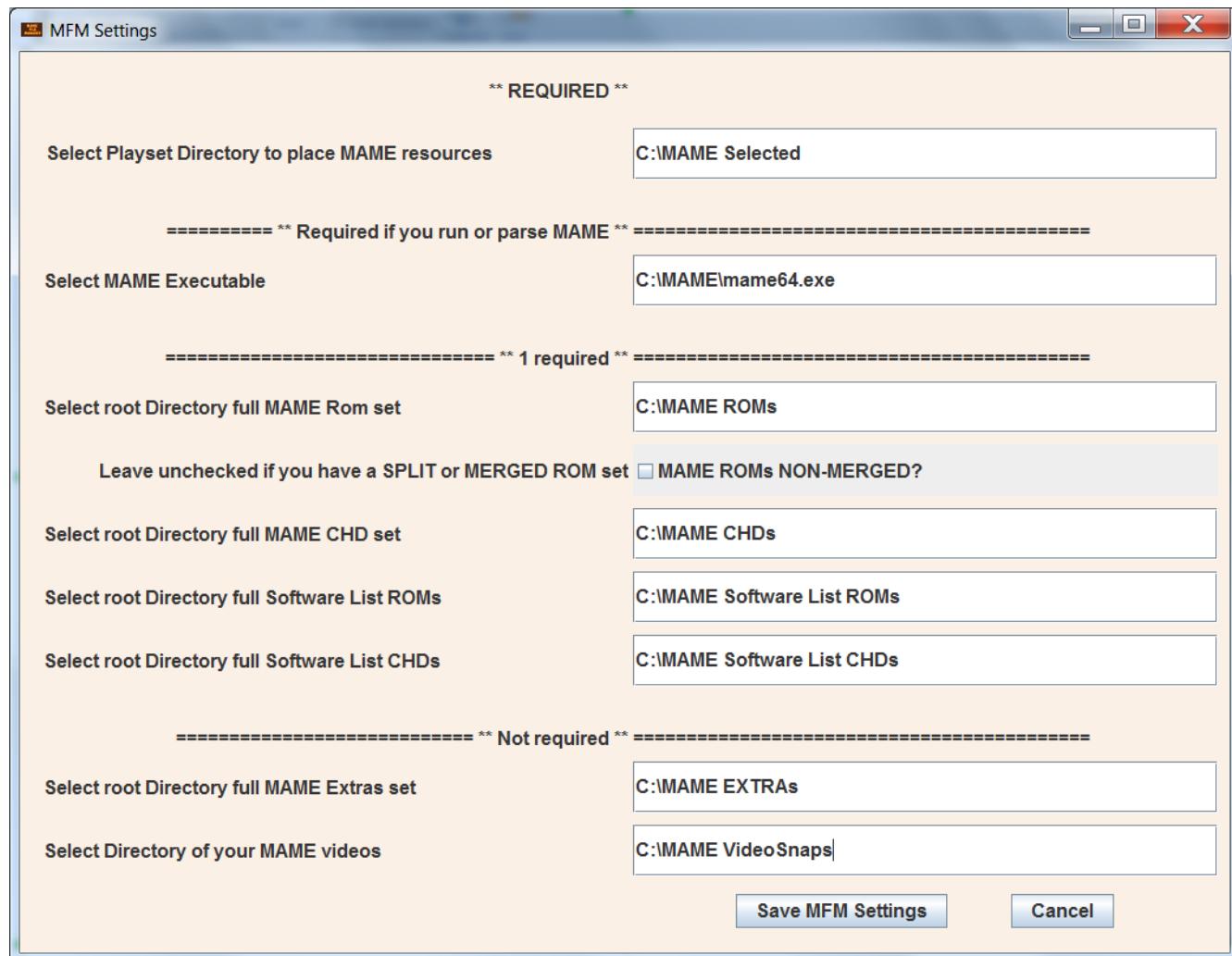
If you have a previous MFM you can copy over your playlists.

Copy file **MFM_Playlists.xml** from your old MFM to your new **<MFM Root>/Settings** folder.

⁴ Unix users need to execute "chmod +x MFM.sh" first

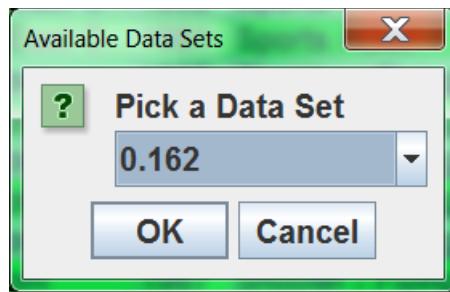
First Run

A settings window will open. Image contains example entries as if filled out by you. Left-click twice on the edit box to launch the File Chooser. Any path you can traverse in the File Chooser can be used.



- Playset directory is where MFM will copy resources to. Simplest setup is to use your MAME directory.
- MAME Executable is where the installed binary of MAME is (mame64.exe), NOT the installation binary (e.g. mame0180b_64bit.exe).
- MAME ROMs NON-MERGED checkbox to differentiate Split and Merged sets from Non-Merged. Check if you have Non-Merged ROM set. If you have a Split or Merged set and check this your set will be missing some or all required ROMs. If unchecked and you have a Non-Merged set unneeded resources are copied.

If you have more than one Data Set you will then be prompted to select a Data Set.



MAME File Manager : Version 0.8.5 - BUILD 0.8.107

MFM Logs Video Resources List UI Help

Show Folder INIs	Game(System) Name	Machine Name	Manufacturer	Year	Category	Status	Cloneof
↳ Mame	88 Games	88games	Konami	1988	Sports / Track & Field	good	
↳ build » 0.162 (May 2010)	99: The Last War (Kyugo)	99lswark	Crux / Kyugo	1985	Shooter / Gallery	good	repulse
↳ mameconfig » 10	99: The Last War (set 1)	99lswar	Crux / Proma	1985	Shooter / Gallery	good	repulse
↳ debug » no	99: The Last War (set 2)	99lswara	Crux / Proma	1985	Shooter / Gallery	good	repulse
↳ Machine: 005	005	Sega	1981	Maze / Shooter Small	imperfect		
↳ Machine: 10yard	1000 Miglia: Great 1000 Miles Rally (94...)	gtmra	Kaneko	1994	Driving / Race	good	gtmr
↳ Machine: 10yard5	1000 Miglia: Great 1000 Miles Rally (94...)	gtmr	Kaneko	1994	Driving / Race	good	
↳ Machine: 1292apvs	10-Yard Fight '85 (US, Taito license)	10-105	Sega	1985	Sports / Football	good	10yard
↳ Machine: 1392apvs	10-Yard Fight (Japan)	10-105	Sega	1985	Sports / Football	good	10yard
↳ Machine: 1941	10-Yard Fight (World, set 1)	10-105	Sega	1985	Sports / Football	good	
↳ Machine: 1941j	1292 Advanced Programmable Video S...	1292	Sega	1976	Game Console	imperfect	
↳ Machine: 1941r1	1392 Advanced Programmable Video S...	1392	Sega	1976	Game Console	imperfect	1292apvs
↳ Machine: 1941u	15IE-00-013	15IE-00-013	Business Computer / Term...	1980	Business Computer / Term...	good	
↳ Machine: 1942	18 Challenge Pro Golf (DECO Cassette...)	18	Sega	1982	Sports / Golf	good	cprogolf
↳ Machine: 1942a	18 Holes Pro Golf (set 1)	18	Sega	1981	Sports / Golf	imperfect	
↳ Machine: 1942b	1941: Counter Attack (Japan)	1941j	Sega	1990	Shooter / Flying Vertical	good	1941
↳ Machine: 1942h	1941: Counter Attack (USA 900227)	1941u	Sega	1990	Shooter / Flying Vertical	good	1941
↳ Machine: 1942w	1941: Counter Attack (World)	1941r1	Sega	1990	Shooter / Flying Vertical	good	1941
↳ Machine: 1943	1941: Counter Attack (World 900227)	1941	Sega	1990	Shooter / Flying Vertical	good	
↳ Machine: 1943b	1942 (First Version)	1942b	Sega	1984	Shooter / Flying Vertical	good	1942
↳ Machine: 1943j	1942 (PlayChoice-10)	pc_1942	Capcom	1987	Shooter / Flying Vertical	imperfect	
↳ Machine: 1943ja	1942 (Revision A, bootleg)	1942abl	bootleg	1984	Shooter / Flying Vertical	good	1942
↳ Machine: 1943u	1942 (Revision A)	1942a	Capcom	1984	Shooter / Flying Vertical	good	1942
↳ Machine: 1944	1942 (Revision B)	1942	Capcom	1984	Shooter / Flying Vertical	good	
↳ Machine: 1944d	1942 (Williams Electronics license)	1942w	Capcom (Wi...)	1985	Shooter / Flying Vertical	good	1942
↳ Machine: 1944j	1943: Battle of Midway (bootleg, hack ...)	1943b	bootleg	1987	Shooter / Flying Vertical	good	1943
↳ Machine: 1945kiii	1943: Battle of Midway (Japan)	1943j	Capcom	1987	Shooter / Flying Vertical	good	1943
↳ Machine: 19xx	1943: Midway Kaisen (Japan, Rev B)	1943ja	Capcom	1987	Shooter / Flying Vertical	good	1943
↳ Machine: 19xxa	1943: Midway Kaisen (Japan)	1943j	Capcom	1987	Shooter / Flying Vertical	good	1943
↳ Machine: 19xxar1	1943: The Battle of Midway (Euro)	1943	Capcom	1987	Shooter / Flying Vertical	good	
↳ Machine: 19xxb	1943: The Battle of Midway (US, Rev C)	1943u	Capcom	1987	Shooter / Flying Vertical	good	1943
↳ Machine: 19xxd	1943 Kai: Midway Kaisen (Japan)	1943kai	Capcom	1987	Shooter / Flying Vertical	good	
↳ Machine: 19xxh	1944: The Loop Master (Japan 000620)	1944j	Eighting / R...	2000	Shooter / Flying Vertical	good	1944
↳ Machine: 19xxj	1944: The Loop Master (USA 000620)	1944	Eighting / R...	2000	Shooter / Flying Vertical	good	
↳ Machine: 19xxr1	1944: The Loop Master (USA 000620 P...)	1944d	bootleg	2000	Shooter / Flying Vertical	good	1944
↳ Machine: 19xxr2	1945k III	1945kiii	Oriental Soft	2000	Shooter / Flying Vertical	good	
↳ Machine: 1ontgor	1945 Part-2 (Chinese hack of Battle Ga...)	1945kai	bootleg	1996	Shooter / Flying Vertical	good	bgaregga
↳ Machine: 2020bb	19XX: The War Against Destiny (Asia 9...)	19xxar1	Capcom	1996	Shooter / Flying Vertical	good	19xx

MAME 0.184 : DATA 0.162 ALL - 10,217 Main View Runnable 10,217 19:03:31

User Interface

There are two basic modes: Full and List Only.

Below is a screenshot of Full mode with [MAME XML](#) in the left hand panel.

The screenshot shows the MAME File Manager interface in Full mode. On the left, there is a tree view of the MAME directory structure. The 'Mame' folder is expanded, showing sub-folders like 'build', 'mameconfig', and various machine configurations ('005', '10yard', etc.). In the center, a large table lists game entries. The first few rows include '88 Games' (88games, Konami, 1988, Sports / Track & Field, good), '96 Flag Rally' (flagrall, Promat?, 1996, Maze / Driving, good), and several entries for '99 The Last War'. The table has columns for Game(System) Name, Machine Name, Manufacturer, Year, Category, Status, and Cloneof. A yellow callout box highlights the entry '15IE-00-013 ie15 USSR 1980 Computer / Business - Te... good'. To the right of the table is a sidebar with tabs for Marquees, PCB, Snap, Titles, Cabinet/Cover, CPanel, and Flyers. An image of a vintage computer system (monitor, keyboard, and case) is displayed in the sidebar area. At the bottom, status bars show 'MAME 0.198 : DATA 0.198', 'ALL - 11,819', '0.198 loaded', 'Runnable 11,819', and a USA flag icon.

The List Only mode can be activated via switch -list (see [Command Line Options](#)).

Below is a screenshot of Full mode with an ALL data set loaded.

Game(System) Name	Machine Name	Manufacturer	Year	Category	Status	Cloneof
1943: Midway Kaisen (Japan, no p...	1943jah	Capcom	1987	Shooter / Flying Vertical	good	1943
1943: Midway Kaisen (Japan, Rev ...	1943j	Capcom	1987	Shooter / Flying Vertical	good	1943
1943: Midway Kaisen (Japan)	1943ja	Capcom	1987	Shooter / Flying Vertical	good	1943
1943: The Battle of Midway (Euro)	1943	Capcom	1987	Shooter / Flying Vertical	good	
1943: The Battle of Midway (U.S. R...	1943u	Capcom	1987	Shooter / Flying Vertical	good	1943
1943: The Battle of Midway (US)	1943ua	Capcom	1987	Shooter / Flying Vertical	good	1943
1943: The Battle of Midway Mark II ...	1943mii	Capcom	1987	Shooter / Flying Vertical	good	
1943 Kai: Midway Kaisen (Japan)	1943kai	Capcom	1987	Shooter / Flying Vertical	good	
1944: The Loop Master (Japan 00...)	1944j	Eighting / Ra...	2000	Shooter / Flying Vertical	good	1944
1944: The Loop Master (USA 000...)	1944	Eighting / Ra...	2000	Shooter / Flying Vertical	good	
1944: The Loop Master (USA 000...)	1944d	bootleg	2000	Shooter / Flying Vertical	good	1944
1945k III (newer, OPCX1 PCB)	1945kiii	Oriental Soft	2000	Shooter / Flying Vertical	good	1945kiii
1945k III (newer, OPCX2 PCB)	1945kii	Oriental Soft	2000	Shooter / Flying Vertical	good	
1945k III (older, OPCX1 PCB)	1945kiiio	Oriental Soft	1999	Shooter / Flying Vertical	good	1945kiii
1945 Part-2 (Chinese hack of Battl...	bgareggabl	bootleg	1996	Shooter / Flying Vertical	good	bgaregga
1991 Spikes (Italian bootleg, set 1)	spikes91	bootleg	1991	Sports / Volleyball	preliminary	pspikes
1991 Spikes (Italian bootleg, set 2)	spikes91b	bootleg	1991	Sports / Volleyball	preliminary	pspikes
19 in 1 MAME bootleg	19in1	bootleg	2004	MultiGame / Compilation	preliminary	39in1
19XX: The War Against Destiny (A...)	19xxar1	Capcom	1996	Shooter / Flying Vertical	good	19xx
19XX: The War Against Destiny (A...)	19xxa	Capcom	1996	Shooter / Flying Vertical	good	19xx
19XX: The War Against Destiny (B...)	19xxb	Capcom	1996	Shooter / Flying Vertical	good	19xx
19XX: The War Against Destiny (H...)	19xxh	Capcom	1996	Shooter / Flying Vertical	good	19xx
19XX: The War Against Destiny (J...)	19xxjr2	Capcom	1996	Shooter / Flying Vertical	good	19xx
19XX: The War Against Destiny (J...)	19xxjr1	Capcom	1996	Shooter / Flying Vertical	good	19xx
19XX: The War Against Destiny (J...)	19xxj	Capcom	1996	Shooter / Flying Vertical	good	19xx
19XX: The War Against Destiny (U...)	19xx	Capcom	1996	Shooter / Flying Vertical	good	
19XX: The War Against Destiny (U...)	19xxd	bootleg	1996	Shooter / Flying Vertical	good	19xx
1 on 1 Government (Japan)	1on1gov	Tecmo	2000	Sports / Basketball	imperfect	
200 in 1 Retro TV Game	mc_tv200	Thumbs Up	2012	MultiGame / Compilation	imperfect	
2011 Super HK 105 in 1 Turbo Ed...	mc_105te	<unknown>	2007	MultiGame / Compilation	preliminary	
2020 Super Baseball (set 1)	2020bb	SNK / Pallas	1991	Sports / Baseball	good	
2020 Super Baseball (set 2)	2020bba	SNK / Pallas	1991	Sports / Baseball	good	2020bb
2020 Super Baseball (set 3)	2020bbh	SNK / Pallas	1991	Sports / Baseball	good	2020bb
21 (Mirco)	m21	Mirco Games	1976	Casino / Cards	good	hitme
21 Club (Barcrest) [DTW, Dutch] (...	m421club	Barcrest	1997	Electromechanical / Reels	preliminary	
24 v1.30	24_130	Stem	2009	Electromechanical / Pinball	preliminary	24_150

When you load an All data set or parse MAME for all machines, those marked as *preliminary* (not runnable), will be highlighted in red. Preliminary machines only appear in the: All, Arcade, BIOS, Devices, Systems(MESS), and Languages lists.

List only mode

MAME File Manager : Version 0.9.5

MFM Logs Video DAT Resources List UI Help

	Game(System) Name	Machine Name	Manufacturer	Year	Category	Status	Cloneof
build » 0.198 (mame0198)	Agress - Missle Daisenryaku (Japan)	agress	Palco	1991	Puzzle / Sliding	good	
mameconfig » 10	Ah Eikou no Koshien (Japan)	koshien	Taito Corporation	1990	Sports / Baseball	good	
debug » no	AI-1000	ai1000	Casio	1989	Calculator / Pocket Computer	preliminary	pb2000c
Machine » 005	AIM 65	aim65	Rockwell	1977	Computer / Development System	good	
Machine » 100lions	AIM-65/40	aim65_40	Rockwell	1981	Computer / Development System	preliminary	
Machine » 10yard	Ai-mode - Pet Shiku (Japan)	aimode	Nichibutsu/eic	1999	Tabletop / Mahjong	preliminary	
Machine » 10yard85	Air Assault (World)	airass	Irem	1993	Shooter / Flying Vertical	good	
Machine » 10yardj	Air Attack (set 1)	airattck	Comad	1996	Shooter / Flying Vertical	good	
Machine » 11beat	Air Attack (set 2)	airattcka	Comad	1996	Shooter / Flying Vertical	good	airattck
Machine » 1292apvs	Airborne	abv106	Capcom	1996	Electromechanical / Pinball	preliminary	
Machine » 136094_0072	Airborne (Redemption)	abv106r	Capcom	1996	Electromechanical / Pinball	preliminary	abv106
Machine » 136095_0072	Airborne Avenger	aavenger	Atari	1977	Electromechanical / Pinball	preliminary	
Machine » 1392apvs	Air Buster: Trouble Specialty Raid Unit (bootleg)	airbusstrb	bootleg	1990	Shooter / Flying Horizontal	good	airbusr
Machine » 18w	Air Buster: Trouble Specialty Raid Unit (Japan)	airbustrj	Kaneko (Namco license)	1990	Shooter / Flying Horizontal	good	airbusr
Machine » 18w2	Air Buster: Trouble Specialty Raid Unit (World)	airbustr	Kaneko (Namco license)	1990	Shooter / Flying Horizontal	good	
Machine » 18wheelr	Air Combat (Japan)	aircombj	Namco	1992	Shooter / Flying (chase view)	preliminary	aircomb
Machine » 18wheels	Air Combat (US)	aircomb	Namco	1992	Shooter / Flying (chase view)	preliminary	
Machine » 18wheelu	Air Combat 22 (Rev. ACS1 Ver.B, Japan)	airco22b	Namco	1995	Shooter / Flying (chase view)	preliminary	
Machine » 1941	Air Duel (Japan, M72)	airduelm72	Irem	1990	Shooter / Flying Vertical	good	airduel
Machine » 1941j	Air Duel (World, M82-A-A + M82-B-A)	airduel	Irem	1990	Shooter / Flying Vertical	good	
Machine » 1941r1	Air Gallet (Europe)	agallet	Gazelle (Banpresto license)	1996	Shooter / Flying Vertical	good	
Machine » 1941u	Air Gallet (Hong Kong)	agalleth	Gazelle (Banpresto license)	1996	Shooter / Flying Vertical	good	agallet
Machine » 1942	Air Gallet (Korea)	agallelk	Gazelle (Banpresto license)	1996	Shooter / Flying Vertical	good	agallet
Machine » 1942a	Air Gallet (older, Europe)	agalleta	Gazelle (Banpresto license)	1996	Shooter / Flying Vertical	good	agallet
Machine » 1942abl	Air Gallet (older, Hong Kong)	agalletah	Gazelle (Banpresto license)	1996	Shooter / Flying Vertical	good	agallet
Machine » 1942b	Air Gallet (older, Korea)	agalletak	Gazelle (Banpresto license)	1996	Shooter / Flying Vertical	good	agallet
Machine » 1942p	Air Gallet (older, Taiwan)	agalletat	Gazelle (Banpresto license)	1996	Shooter / Flying Vertical	good	agallet
	Air Gallet (older, USA)	agalletau	Gazelle (Banpresto license)	1996	Shooter / Flying Vertical	good	agallet
	Air Gallet (Taiwan)	agallett	Gazelle (Banpresto license)	1996	Shooter / Flying Vertical	good	agallet
	Air Gallet (USA)	agalletu	Gazelle (Banpresto license)	1996	Shooter / Flying Vertical	good	agallet
	Air Hockey (6.03, encrypted)	dynamoah	Dynamo	1997		preliminary	
	Air Inferno (Japan)	ainfermoj	Taito Corporation Japan	1990	Shooter / Flying 1st Person	preliminary	ainferno
	Air Inferno (US)	ainfemo	Taito America Corporat.	1990	Shooter / Flying 1st Person	preliminary	

MAME 0.198 : DATA ALL_0.198 ALL - 35,115 ALL_0.198 loaded Runnable 11,819

Below is a screenshot of List only mode with no XML. This setup uses the least memory. It is possible, but not recommended, to run the latest All sets in this configuration with [1,280 MB RAM](#).

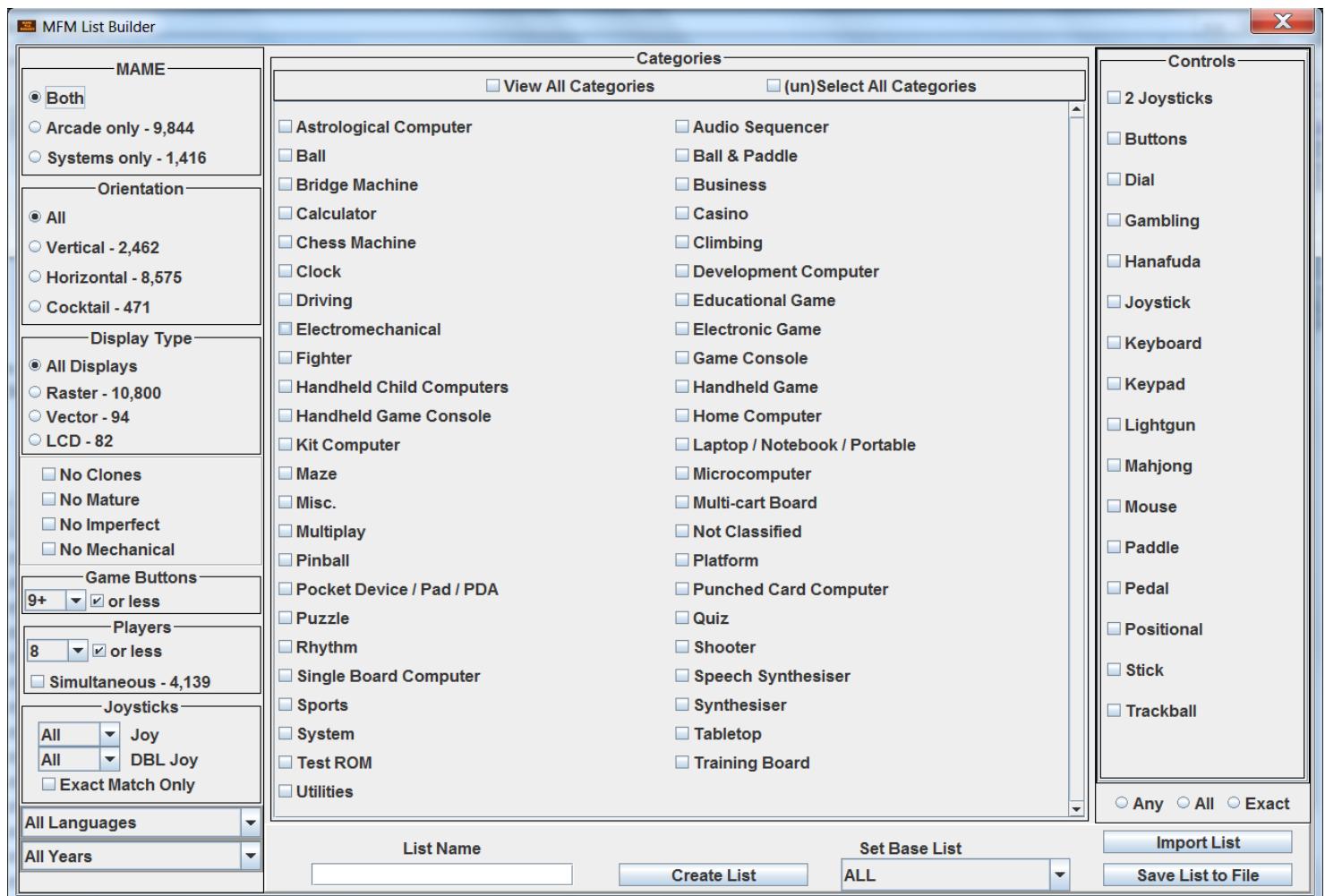
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MFM Logs Video DAT Resources List UI Help

	Game(System) Name	Machine Name	Manufacturer	Year	Category	Status	Cloneof
build » 0.198 (mame0198)	Agress - Missle Daisenryaku (Japan)	agress	Palco	1991	Puzzle / Sliding	good	
mameconfig » 10	Ah Eikou no Koshien (Japan)	koshien	Taito Corporation	1990	Sports / Baseball	good	
debug » no	AI-1000	ai1000	Casio	1989	Calculator / Pocket Computer	preliminary	pb2000c
Machine » 005	AIM 65	aim65	Rockwell	1977	Computer / Development System	good	
Machine » 100lions	AIM-65/40	aim65_40	Rockwell	1981	Computer / Development System	preliminary	
Machine » 10yard	Ai-mode - Pet Shiku (Japan)	aimode	Nichibutsu/eic	1999	Tabletop / Mahjong	preliminary	
Machine » 10yard85	Air Assault (World)	airass	Irem	1993	Shooter / Flying Vertical	good	
Machine » 10yardj	Air Attack (set 1)	airattck	Comad	1996	Shooter / Flying Vertical	good	
Machine » 11beat	Air Attack (set 2)	airattcka	Comad	1996	Shooter / Flying Vertical	good	airattck
Machine » 1292apvs	Airborne	abv106	Capcom	1996	Electromechanical / Pinball	preliminary	
Machine » 136094_0072	Airborne (Redemption)	abv106r	Capcom	1996	Electromechanical / Pinball	preliminary	abv106
Machine » 136095_0072	Airborne Avenger	aavenger	Atari	1977	Electromechanical / Pinball	preliminary	
Machine » 1392apvs	Air Buster: Trouble Specialty Raid Unit (bootleg)	airbusstrb	bootleg	1990	Shooter / Flying Horizontal	good	airbusr
Machine » 18w	Air Buster: Trouble Specialty Raid Unit (Japan)	airbustrj	Kaneko (Namco license)	1990	Shooter / Flying Horizontal	good	airbusr
Machine » 18w2	Air Buster: Trouble Specialty Raid Unit (World)	airbustr	Kaneko (Namco license)	1990	Shooter / Flying Horizontal	good	
Machine » 18wheelr	Air Combat (Japan)	aircombj	Namco	1992	Shooter / Flying (chase view)	preliminary	aircomb
Machine » 18wheels	Air Combat (US)	aircomb	Namco	1992	Shooter / Flying (chase view)	preliminary	
Machine » 18wheelu	Air Combat 22 (Rev. ACS1 Ver.B, Japan)	airco22b	Namco	1995	Shooter / Flying (chase view)	preliminary	
Machine » 1941	Air Duel (Japan, M72)	airduelm72	Irem	1990	Shooter / Flying Vertical	good	airduel
Machine » 1941j	Air Duel (World, M82-A-A + M82-B-A)	airduel	Irem	1990	Shooter / Flying Vertical	good	
Machine » 1941r1	Air Gallet (Europe)	agallet	Gazelle (Banpresto license)	1996	Shooter / Flying Vertical	good	
Machine » 1941u	Air Gallet (Hong Kong)	agalleth	Gazelle (Banpresto license)	1996	Shooter / Flying Vertical	good	agallet
Machine » 1942	Air Gallet (Korea)	agallelk	Gazelle (Banpresto license)	1996	Shooter / Flying Vertical	good	agallet
Machine » 1942a	Air Gallet (older, Europe)	agalleta	Gazelle (Banpresto license)	1996	Shooter / Flying Vertical	good	agallet
Machine » 1942abl	Air Gallet (older, Hong Kong)	agalletah	Gazelle (Banpresto license)	1996	Shooter / Flying Vertical	good	agallet
Machine » 1942b	Air Gallet (older, Korea)	agalletak	Gazelle (Banpresto license)	1996	Shooter / Flying Vertical	good	agallet
Machine » 1942p	Air Gallet (older, Taiwan)	agalletat	Gazelle (Banpresto license)	1996	Shooter / Flying Vertical	good	agallet
	Air Gallet (older, USA)	agalletau	Gazelle (Banpresto license)	1996	Shooter / Flying Vertical	good	agallet
	Air Gallet (Taiwan)	agallett	Gazelle (Banpresto license)	1996	Shooter / Flying Vertical	good	agallet
	Air Gallet (USA)	agalletu	Gazelle (Banpresto license)	1996	Shooter / Flying Vertical	good	agallet
	Air Hockey (6.03, encrypted)	dynamoah	Dynamo	1997		preliminary	
	Air Inferno (Japan)	ainfermoj	Taito Corporation Japan	1990	Shooter / Flying 1st Person	preliminary	ainferno
	Air Inferno (US)	ainfemo	Taito America Corporat.	1990	Shooter / Flying 1st Person	preliminary	

MAME 0.198 : DATA ALL_0.198 ALL - 35,115 ALL_0.198 loaded Runnable 11,819

List Builder



Set Base List – Select one of your lists to filter. Default is the built-in Runnable (All) list.

Categories – if no categories are selected, MFM does not filter categories

Controls – if no controls are selected, MFM does not filter controls

Any → Machine has at least one of the selected Controls

All → Machine has all the selected controls

Exact → Machine has exactly the selected controls

Make your selections, enter a **List Name**, and press the *Create List* button. If the list generated has one or more entries, it will be created and displayed in the main view.

Save List to File – Saves selected list to a text file in the <MFM Root>/Lists directory. File name is <List Name><Data Version>.txt

Import List – Imports list from a text file

Diff Lists – Removed feature; see [List Editor](#)

List Editor

List Editor provides manual editing and List combination capabilities.

The screenshot shows the List Editor application window. On the left, there is a table of data with five columns. On the right, there is a large empty area with a vertical scroll bar. Between the two sections is a vertical separator with four arrows pointing inwards: up, down, left, and right. At the bottom of the window, there is a toolbar with various icons and buttons, including a clear list button, a union icon, a intersection icon, a minus icon, a count button (showing 'Count 0'), and a create list button.

005	2020bbh	705r3prg	aafb	act2000o2
10yard	20pacgal	705u3prg	aafbc	act2000o3
10yard85	20pacgalr0	720	aafbd2p	act2000v1
10yardj	20pacgalr1	720g	abaseb	act2000vx
11beat	20pacgalr2	720gr1	abaseb2	actfancr
1292apvs	20pacgalr3	720r1	abattle	actfancr1
1392apvs	20pacgalr4	720r2	abattle2	actfancrj
1941	25pacmano	720r3	abc80	actionhw
1941j	30test	7in1ss	abc800c	ad2083
1941r1	39in1	7jigen	abc800m	adam
1941u	3bagflnz	7mezzo	abc802	adillor
1942	3bagflvt	7ordi	abc806	advision
1942a	3countb	7toitsu	abcop	advsnha
1942abl	3in1semi	800fath	abcopd	aerfboo2
1942b	3kokushi	88games	abcopj	aerfboot
1942h	3on3dunk	8ball	abcopjd	aeroboto
1942p	3stooges	8ball1	abnudge	aerofgt
1942w	3stoogesa	8ballact	abnudgeb	aerofgtb
1943	3wonders	8ballact2	abnudged	aerofgtc
1943b	3wondersb	8bpm	abnudgeo	aerofgts
1943bj	3wondersh	990189	abscam	aerolitos
1943j	3wondersr1	990189v	abunai	aes
1943ja	3wondersu	99lstwar	aburner	afighter
1943kai	3x3puzzl	99lstwara	aburner2	afire
1943mii	3x3puzla	99lstwark	aburner2g	agallet
1943u	4004clk	9ballsht	ac1	agalleta
1943ua	40love	9ballsht2	ac1_32	agalletah
1944	47pie2	9ballsht3	ac1scch	agalletaj
1944d	47pie20	9ballshtc	ace100	agalletak
1944j	4dwarrio	a2600	aceattac	agalletat
1945kiii	4enraya	a2600p	aceattaca	agalletau
1945kiin	4enrayaa	a400	acedrvrw	agalleth
1945kilio	4in1	a400pal	acity	agalletj
19xx	4in1boot	a51mxr3k	acombat	agalletk
19xxa	4psimasy	a5200	acombat3	agallett
19xxar1	5clown	a600xl	acombat4	agalletu
19xxb	5clowna	a65xe	acombato	agentx1
19xxd	5clownsp	a6809	acrnsys1	agentx2
19xxh	600	a7800	acrobatm	agentx3
19xxj	64street	a7800p	act2000	agentx4
19xxjr1	64streetj	a800	act2000b1	agress
19xxjr2	64streetja	a800pal	act2000bx	agressb
1on1gov	68ksbc	a800xe	act2000d1	aim65
2020bb	705p3prg	a800xl	act2000dx	airass
2020bba	705p5prg	a800xlp	act2000o	airattck

Toggle view to side by side or top to bottom

The screenshot shows a software interface titled "List Editor". The main area displays a large list of MAME machine names. Below this list is a smaller, scrollable pane containing a subset of the names. At the bottom of the screen is a toolbar with various icons and a dropdown menu.

005	1943kai	20pacgal	3x3puzzla	720	9ballsh	abaseb	ac1_32	actfancr	agalle
10yard	1943mii	20pacgalr0	4004clk	720g	9ballsh2	abaseb2	ac1scch	actfancr1	agalle
10yard85	1943u	20pacgalr1	4love	720gr1	9ballsh3	abattle	ace100	actfancrj	agalle
10yardj	1943ua	20pacgalr2	47pie2	720r1	9ballshc	abattle2	aceattac	actionhw	agalle
11beat	1944	20pacgalr3	47pie2o	720r2	a2600	abc80	aceattaca	ad2083	agalle
1292apvs	1944d	20pacgalr4	4dwarrrio	720r3	a2600p	abc800c	acedrvrw	adam	agalle
1392apvs	1944j	25pacmano	4enrayaa	7in1ss	a400	abc800m	acitya	adillor	agalle
1941	1945kiii	30test	4enrayaa	7jigen	a400pal	abc802	acombat	advision	agalle
1941j	1945kiiin	39in1	4in1	7mezzo	a51mxr3k	abc806	acombat3	advsnha	agalle
1941r1	1945kiiio	3bagflnz	4in1boot	7ordi	a5200	abcop	acombat4	aerfboo2	agent
1941u	19xx	3bagflvt	4psimasy	7toitsu	a600xl	abcopd	acombato	aerfboot	agent
1942	19xxa	3countb	5clown	800fath	a65xe	abcopj	acrnsys1	aeroboto	agent
1942a	19xxar1	3in1semi	5clowna	88games	a6809	abcopjd	acrobatm	aerofgt	agent
1942abl	19xxb	3kokushi	5clownsp	8ball	a7800	abnudge	act2000	aerofgtb	agres
1942b	19xxd	3on3dunk	600	8ball1	a7800p	abnudgeb	act2000b1	aerofgtc	agres
1942h	19xxh	3stooges	64street	8ballact	a800	abnudged	act2000bx	aerofgts	aim6
1942p	19xxj	3stoogesa	64streetj	8ballact2	a800pal	abnudgeo	act2000d1	aerolitos	airas
1942w	19xxjr1	3wonders	64streetja	8bpm	a800xe	abscam	act2000dx	aes	airatt
1943	19xxjr2	3wondersb	68ksbc	990189	a800xl	abunai	act2000o	afighter	airatt
1943b	1on1gov	3wondersh	705p3prg	990189v	a800xlp	aburner	act2000o2	afire	airbu
1943bj	2020bb	3wondersr1	705p5prg	991stwar	aafb	aburner2	act2000o3	agallet	airbu
1943j	2020bba	3wondersu	705r3prg	991stwara	aafbc	aburner2g	act2000v1	agalleta	airbu
1943ja	2020bbh	3x3puzzl	705u3prg	991stwark	aafbd2p	ac1	act2000vx	agalletah	airdu

Left hand or Top List contains all machines. These are the MAME Machine names. If you hover over an entry the tooltip will show the description. Example: 1941j → 1941: Counter Attack (Japan)

Multi-select (Ctrl then click entries with left mouse button) to add or remove machines from the Working List.

Drop down selects a list to:

- U Add this list to the current Working List
- n Intersection (machines in both) of this list with current Working List entries
- Subtract this list from the current Working List

Software Lists

With 0.9.5 MFM now supports MAME Software Lists. As the name implies, these are lists of software for MAME: Computers, Game Consoles, and Handhelds. Note MFM 0.9.5 does not support the copying of *individual* software from lists. That capability will be added in the next release.

The screenshot shows the MAME File Manager interface. On the left, there's a list of game entries. In the center, a context menu is open over a game entry, with 'Software Lists' selected. A submenu for 'Software Lists' is displayed, containing items like '32x', 'ALL', 'BIOS', 'CHD', 'CLONE', 'COCKTAIL', 'DEVICES', 'HORIZONTAL', 'LCD', 'NOCLONE', 'RASTER', 'SIMULTANEOUS', 'SYSTEMS(MESS)', 'VECTOR', and 'VERTICAL'. To the right of the menu, there's a preview window showing an image of an arcade cabinet for 'Depthcharge'. Below the preview, tabs for 'Marquees', 'PCB', 'Snap', and 'Titles' are visible. At the bottom, there are status bars for 'MAME 0.197 : DATA 0.197', 'Main View', 'Runnable 11,769', and a language selection bar.

MAME File Manager : Version 0.9.5

MFM Logs Video DAT Resources List UI Help

Game(System) Name	Machine Name	Manufacturer	Year	Category	Status	Cloneof
3 Ninjas Kick Back (USA)	3ninja	Sony Images...	1994	segacd	yes	
A/X-101 (USA)	ax101	Absolute Ent...	1994	segacd	yes	
After Burner II (USA)	aburner3	Sega	1993	segacd	yes	
AH3 - ThunderStrike (USA)	ah3ts	JVC	1993	segacd	yes	
Bari-Arm (USA)	bariarm	Sega	1994	segacd	yes	
Batman Returns (USA)	batmarn	Sega	1993	segacd	yes	
Battlecorps (USA)	bitcorps	Core Design	1994	segacd	yes	
Battle Frenzy (USA, Prototype)	batifrnz	Good Deal G...	2003	segacd	yes	
Battletech - Gray Death Legion (USA)	graydeth	Good Deal G...	2007	segacd	yes	
BC Racers (USA)	bcracers	Core Design	1994	segacd	yes	
Bill Walsh College Football (USA)	billwsh	Electronic Arts	1993	segacd	yes	
Black Hole Assault (USA, Alt)	blackha	BigNet	1993	segacd	yes	blackh
Blackhole Assault (USA, Prototype)	blackhp	Sega	1992	segacd	yes	blackh
Black Hole Assault (USA)	blackh	BigNet	1993	segacd	yes	
Bouncers (USA)	bouncers	Sega	1994	segacd	yes	
Bram Stoker's Dracula (USA, Alt)	draculab	Sony Images...	1992	segacd	yes	dracula
Bram Stoker's Dracula (USA, Rev. A)	dracula	Sony Images...	1992	segacd	yes	
Bram Stoker's Dracula (USA)	draculaa	Sony Images...	1992	segacd	yes	dracula
Brutal - Paws of Fury (USA)	brutal	GameTek	1994	segacd	yes	
C+C Music Factory (USA)	ccmusic	Sony Images...	1993	segacd	yes	
Cadillacs and Dinosaurs - The Sec...	dino2br	Tec Toy	1994	segacd	yes	dino2
Cadillacs and Dinosaurs - The Sec...	dino2	Rocket Scie...	1994	segacd	yes	
CD Sonic the Hedgehog (USA, Pro)	soniccd510	Sega	1993	segacd	yes	soniccd
Championship Soccer '94 (USA)	champs94	Sony Images...	1994	segacd	yes	
Chuck Rock (USA)	chuckrck	Sony Images...	1992	segacd	yes	
Chuck Rock II - Son of Chuck (USA)	chukrck2	Virgin Interac...	1993	segacd	yes	
Citizen X (USA, Prototype)	citizenx	Good Deal G...	2002	segacd	yes	
Cliffhanger (USA)	clifh	Sony Images...	1993	segacd	yes	
Cobra Command (USA)	cobracom	Sega	1992	segacd	yes	
Compton's Interactive Encyclopedia...	comptons201r	Sega	1994	segacd	yes	comptons
Compton's Interactive Encyclopedia...	comptons201s	Compton's N...	1994	segacd	yes	comptons
Compton's Interactive Encyclopedia...	comptons	Compton's N...	1994	segacd	yes	
Corpse Killer (USA, 32X)	corpse32	Digital Pictur...	1995	segacd	yes	corpse
Corpse Killer (USA)	corpse	Digital Pictur...	1994	segacd	yes	
Crime Patrol (USA)	cpatrol	American La...	1994	segacd	yes	

Marquees PCB Snap Titles
Cabinet/Cover CPanel Flyers

MAME 0.197 : DATA 0.197 | segacd - 206 | Main View | Runnable 11,769 | USA

Resources

Scanning

When MFM scans (**Resources** → *Scan Resources*), it catalogs all of the files in the roots of your ROMs, CHDs, and Extras sets. **Every time you update or change your sets you must rescan.** This data is stored in <MFM Root>/Settings/Resources_cache.ser

Copying

When you select **Resources** → *Copy Resources*, MFM looks up resources in the **Resources_cache.ser** for each machine in the selected list. It copies them to the corresponding folder in your playset directory.

It is important to keep your sets 'clean'. MFM utilizes naming conventions to identify and copy resources. ROMs and CHDs by filename, and Extras by zip or folder name plus filename. If there are naming collisions in your sets, duplicate names, MFM resource copying behavior is not guaranteed.

Command Line Options

~~-all~~ – Include non runnable machines in lists (only applies when you parse MAME)

Moved to UI see **Parse MAME → All** or **Parse MAME → Runnable**

-list list only view

-d debug logging

-m memory usage logging

-s system out development logging – writes to command shell – some of these also go to the standard debug log

[Examples see below](#)

Mouse Actions

Double Click

- In the List: will run that Machine (if your MAME is configured)
- Over an Extras image: will open that image file from your OS

Hover

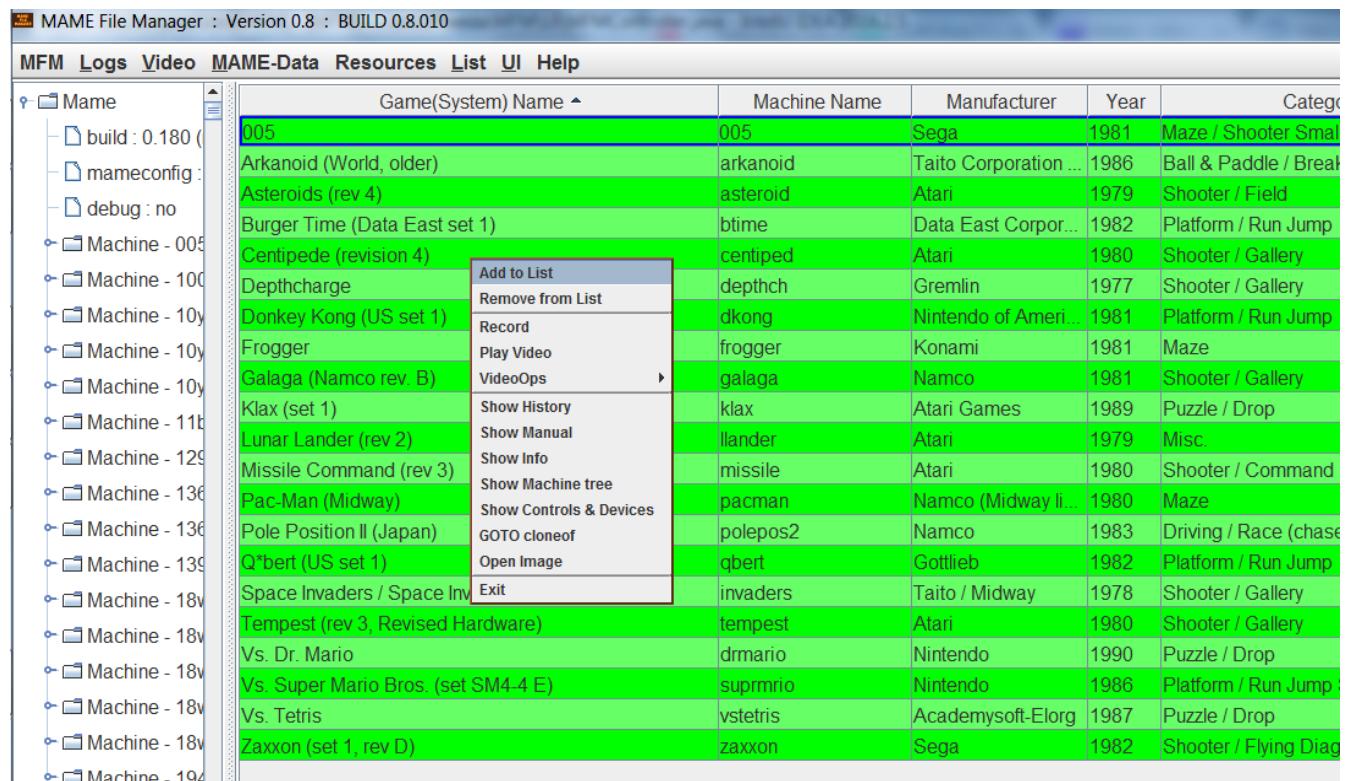
- Over the *Game(System) Name* column: will open a tool tip with the top of the history entry for that machine [see above](#)

Left Click – ini Folder view only

- If machine highlighted in the Folder tree exists in the open list that list will scroll to it

Right Click

- Over MAME tree: will copy the value displayed at that location
- Over the list: will open a [popup menu](#) for that machine



Hot Keys

<u>Key</u>	<u>Function – for selected Machine</u>
ENTER	Run the selected Machine
F1	Show History
F2	Show Manual
F3	Show Info
F4	Record Game to INP
F5	Playback to AVI
F6	Playback Game
F7	Play Game to AVI
F8	Play Video
F9	Edit AVI
F10	unassigned
F11	Crop AVI
F12	Convert Videos to MP4
CTRL c	Copy – copies selected Machine information
CTRL o	Opens file chooser in the MFM List directory to open selected file
CTRL x	Show XML for selected Machine
CTRL z	Zip MFM logs

List Functions

CTRL →	Go to next list
CTRL ←	Go to previous list
ALT →	Go to next <i>My List</i>
ALT ←	Go to previous <i>My List</i>
a	Switch to the ALL list
b	Switch to the BIOS list
c	Switch to the CLONE list
d	Switch to the DEVICE list
h	Switch to the HORIZONTAL list
n	Switch to the NOCLONE list
r	Switch to the RUNNABLE list
s	Switch to the SYSTEMS(MESS) list

v	Switch to the VERTICAL list
ALT c	Switch to the CHD list
ALT Shift c	Switch to the COCKTAIL list
CTRL a	Switch to the ARCADE list
CTRL n	Switch to the NOIMPERFECT list
CTRL r	Switch to the RASTER list
CTRL s	Switch to the SIMULTANEOUS list
CTRL v	Switch to the VECTOR list

Special Advanced Functions

CTRL Shift d	Saves DATs for all built-in lists to a zip file in the /Data directory
CTRL Shift j	Saves selected list data to JSON format in the /Lists directory
CTRL Shift k	Saves every Machine's data to JSON format in the /Lists directory
CTRL Shift s	Saves MAME statistics for the current: Appendix H – MAME Data Sets
CTRL Shift z	Programmer only: generates new Category Lists Map to hard coded location
CTRL ALT z	Generates new Category Lists Map from entered CSV file to <MFM Root>/Category folder – name entered by user

Menus

● MFM

- ➔ *Open File* – Opens a file chooser window in the MFM Lists folder. File chosen will be opened from the OS (if a file association exists).
- ➔ *Settings* – Opens the MFM settings window
- ➔ *Load Data Set* – User selects MAME [Data Set](#) by version (if more than one is present)
- ➔ *Show MAME XML* – select this to load tree view of MAME XML. MFM stores your selection.
- ➔ *Parse MAME* – User-initiated data set creation. Parses the MAME executable in your settings
 - All – all machines
 - Runnable – runnable machines
- ➔ [Exit](#) – Closes MFM

● Logs

- ➔ *Log* – Opens the MFM log in your OS's default Text editor
- ➔ *MAME_OUTPUT* – Opens log of MAME command shell output. (only if you ran MAME from MFM)
- ➔ *Error Log* - Opens the MFM error log in your OS's default Text editor

If you run with -d or -s debug flags you will also get these three menus

- ➔ *Zip Logs* – zips up your MFM logs
- ➔ *Paste errors to Pastie* – pastes last 100 lines of the error log to pastie.org
- ➔ *DUMP WAYS Controls* – Saves this information to file to support coding filters
- ➔ *Clean Logs* – Deletes any MFM logs older than 48 hours

● Video

- ➔ *Vdub* – legacy function to support video project; requires [VirtualDub](#)
- ➔ *Ffmpeg* – legacy function to support video project; requires [ffmpeg](#)
- ➔ *Extract GIF Images* – little developer add-on for scrolling through GIF frames and saving those images. (saved to <MFM ROOT>/Images)
- ➔ *Extract AVI Images* – same as above but disabled by default due to extreme memory usage

- **DAT**
 - ➔ *Create DAT from List* – creates DAT file for selected list
 - ➔ *Create List from DAT* – creates a List from DAT entries (not validated so MFM may not have information for all these Machines)
 - ➔ *Validate DAT* – select a DAT file and MFM will validate it. This confirms the file conforms to the DAT [DTD](#).
 - ➔ *Filter DAT by List* – Loads a DAT file and removes any entries NOT in selected MFM list
 - ➔ *Filter DAT by External List* – Loads a DAT file and removes any entries NOT in selected file (file must contain flat list of machine names, one per line)
- **Resources**
 - ➔ *Scan Resources* – Scans the resource roots in your MFM settings and stores the file information to support copying resources
 - ➔ *Copy Resources* – Copies all available resources for the Machines in the selected list to the Playset directory
 - ➔ *Save Resources to File* – Creates a text file with a list of the resources found by MFM for this list
- **List**
 - ➔ *List Builder*
 - Previous – Opens the state of List Builder when last used
 - New – Opens fresh corresponds to the **All** list
 - (MFM built in lists) – Opens List Builder with setting to produce this MFM built in list
 - ➔ *My Lists*
 - (Lists you have created or imported)
 - ➔ *MFM Lists*
 - Software Lists
 - Scrollable list of all MAME software lists
 - Language Lists → All language lists from ProgettoSnaps
 - (All built in MFM lists)
 - ➔ *Import List* – creates list from a file
 - ➔ *Remove List* – deletes this list from MFM
 - ➔ *Save List to File* – creates text file with this list's machines
 - ➔ *Save List Data* – creates a CSV file with a subset of Machine data

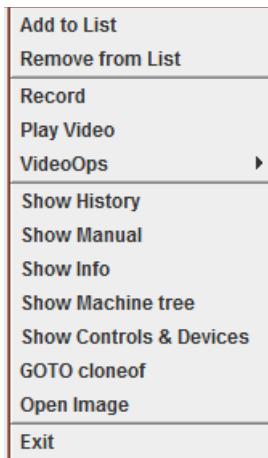
- **UI**

- ➔ *Font Size* – changes the display font size
 - Very Large
 - Large
 - Normal
- ➔ *Look & Feel* – synonymous with [*skins*](#); changes the look of the MFM GUI
 - Various depending on your OS and Java installation.

- **Help**

- ➔ *MFM User Guide* – this guide
- ➔ *About*
- ➔ *MFM Copyright*
- ➔ *GNU Copyright*

Popup Menu



- *Add to List* : Adds this machine to list you select. If you select -NEW- you can enter a new list name which will be created with this machine as its entry.
- *Remove from List* : Remove this machine from list you select
 - ↓ If you have MAME configured properly; otherwise these will fail.
- *Record* : Runs machine in MAME and records to .inp file
- *Play Video* : If a video file exists for this machine opens it from your OS
- **VideoOps**
 - *Play & Record to AVI* : Runs machine in MAME and records to AVI file (configured snaps directory)
 - *Playback to AVI* : If .inp exists for this machine plays it back in MAME while recording to AVI file
 - *Edit Video* : If .avi file exists for this machine and you have [VirtualDub](#) installed opens that file in VirtualDub
 - *Crop AVI* : If .avi file exists for this machine and you have [ffmpeg](#) installed will crop the avi to even numbers (some systems output unusual AVI frame sizes)
- *Show History* : Shows the full History for this machine
- *Show Manual* : If manual exists for this machine opens it from your OS
- *Show Info* : Shows all the info available for this machine
- *Show Machine Tree* : Opens MAME XML for this machine
- *Show Controls & Devices* : Shows controls and devices for this machine
- *GOTO cloneof* : If parent machine is in this list, scrolls to that parent machine
- *Open Image* : Opens currently displayed image from your OS
- *Exit* : Exits MFM

Software List Popup Menu

Same as above but with fewer options. You get this menu for Software List entries).

The screenshot shows the MAME File Manager interface with a context menu open over a software entry in the list. The menu items are:

- Add to List
- Remove from List
- Show Manual
- Show Software XML
- GOTO cloneof
- Open Image

Game(System) Name ^	Machine Name	Manufacturer	Year	Category	Status	Cloneof
Robotron: 2084 (NTSC)	robotron	Atari / Williams	1984	a7800	yes	
Santa Simon (NTSC)	santasim	<homebrew>	2006	a7800	yes	
Scrapyard Dog (NTSC)	scrapdogu	Atari	1990	a7800	yes	scrapdog
Scrapyard Dog (PAL)	scrapdog	Atari	1990	a7800	yes	
Sentinel (NTSC, Prototype)	sentinelu	Atari	1991	a7800	yes	sentinel
Sentinel (PAL)	sentinel	Atari	1991	a7800	yes	
Sinus (Prototype)	sirius	Tynesoft	1990	a7800	yes	
Space Duel (NTSC)	spacduelu	Atari Interactive	2007	a7800	yes	spacduel
Space Duel (PAL)	spacduel	<homebrew>	2007	a7800	yes	
Space Invader (NTSC)	spaceinvu	<homebrew>	2000	a7800	yes	spaceinv
Space Invader (PAL)	spaceinv	<homebrew>	2000	a7800	yes	
Star Wars 7800 (NTSC, Hack)	starwarsu	<homebrew>	2000	a7800	yes	starwars
Star Wars 7800 (PAL, Hack)	starwars	<homebrew>	2000	a7800	yes	
Summer Games (NTSC)	sumgames	Atari	1980	a7800	yes	
Super Huey (NTSC)	suphueyu	Atari	1980	a7800	yes	suphuey
Super Huey (PAL)	suphuey	Atari	1989	a7800	yes	
Super Skateboardin' (NTSC)	supskateu	Absolute Entert...	1988	a7800	yes	supskate
Super Skateboardin' (PAL)	supskate	Absolute Entert...	1988	a7800	yes	
Tank Command (NTSC)	tank	Froggo	1988	a7800	yes	
Title Match Pro Wrestling (NTSC)	prowresu	Absolute Entert...	1989	a7800	yes	prowres
Title Match Pro Wrestling (PAL)	prowres	Absolute Entert...	1989	a7800	yes	
Tomcat - The F-14 Fighter Simulator (NTSC)	tomcatu	Absolute Entert...	1989	a7800	yes	tomcat
Tomcat - The F-14 Fighter Simulator (PAL)	tomcat	Absolute Entert...	1989	a7800	yes	
Touchdown Football	tdown	Atari	1988	a7800	yes	
Tower Toppler (NTSC)	towertopu	Atari / U.S. Gold	1988	a7800	yes	towertop
Tower Toppler (PAL)	towertop	Atari / U.S. Gold	1988	a7800	yes	
Ultra Pac-Man (NTSC)	ultrapac	<homebrew>	2006	a7800	yes	pacman
Wasp (NTSC)	wasp	<homebrew>	2009	a7800	yes	
Water Ski (NTSC)	waterski	Froggo	1988	a7800	yes	
Winter Games (NTSC, Older?)	wingameso	Atari / Epyx	1987	a7800	yes	wingames
Winter Games (NTSC)	wingames	Atari / Epyx	1987	a7800	yes	
VBoard Expansion	vboard	<homebrew>	2005	a7800	yes	

MAME 0.198 : DATA ALL_... a7800 - 157 ALL_0.198 loaded Runnable 11,819

DATs

MFM produces DAT files for lists. The DAT produced is complete per Machine. Each entry contains all the required resources: BIOS, CHD, Devices, and ROMs. In the parlance of MAME it would be a Full Non-merged set. See [Non-Merged](#).

Troubleshooting

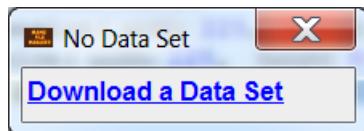
- 1) MFM does not run when I execute the .bat or .sh file.
 - (a) Do you have Java 8 or higher installed? Goto a command shell and enter `>java -version`
You should get output like:
`java version "1.8.0_112"`
`Java(TM) SE Runtime Environment (build 1.8.0_112-b15)`
`Java HotSpot(TM) 64-Bit Server VM (build 25.112-b15, mixed mode)`

Solutions

If you do have Java installed try editing your .bat or .sh file to point directly (complete path) to the java.exe file

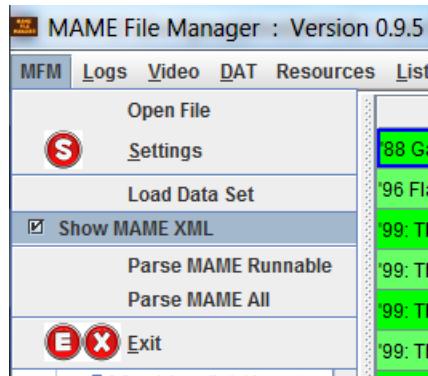
Otherwise install [Java](#)

- (b) Check for MFM logs in the <**MFM Root**>/**Logs** directory. You should find two logs for each attempt.
 - i. Contact us with logs available
 - ii. If logs do not exist try to run the .bat or .sh from the command shell. In that file add the -d and -s flags
 - iii. Save the command line output and contact us
- 2) First run after inputting [Settings](#) you get the following dialog. Did you download [Data Sets](#) and place them in <**MFM Root**>/**Data** folder?



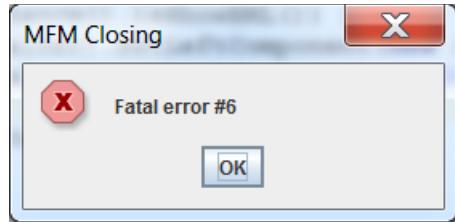
- 3) MFM regularly hangs, stops responding, for 1 to 5+ seconds. JVM is pausing to free up memory

(a) Turn off Show MAME XML



- (b) Run in List Only mode MFM flag -list : extracting/showing images uses a lot of memory
(c) Increase the memory to run MFM

- 4) You get the following error. Did you delete a Data Set? Did you hand edit your settings file?



Help

If you are familiar with the site we are members of you can get on the forum thread for MFM.
Or you can join us on IRC. [ForeverChat](#) #MFM channel.

Caution

- Always close MFM in the application via **MFM** → *Exit* or the close *X* of the window.
 - MFM utilizes temporary files to display or open zipped resources. It will delete these on proper exit.
- Do not run MFM by double clicking the .jar file. If you do MFM may draw too much memory (RAM) and slow your system.
- MFM **does not** monitor your ROMs/CHDs/Extras sets. If you update or change them you must rescan resources before copying.
- When copying resources to your Playset directory MFM will, without warning, overwrite any files already there.
- **NEVER** try to edit settings files except the two noted in the next section [Advanced Usage](#).

Advanced Usage

The following require some manual steps. In the future some of these will be automated.

1. Controllers name mapping You can change the display names for controllers displayed in the List Builder. Goto <MFM Root>/Settings and open file **MAME_Controllers.ini**. You will see entries such as:

dial = Dial

doublejoy = 2 Joysticks

gambling = Gambling Buttons

DO NOT change values on the left. Values on the right after the = can be changed. Save your changes and restart MFM. Open **List Builder** → *New* you should see your controller names changed.

2. Adding/changing Extras folders

MAME_folders.ini contains the list of folder/zip names MFM uses to search for and copy machine extras. You can add or change this list by editing that file. For example I do NOT want Artwork copied so I remove that line. Maybe you have an older Extras set and want folder **cabdevs** copied. Add a line **cabdevs** to the file.

Open <MFM Root>/Settings/MAME_folders.ini

3. Parsing MAME

- a) You must have MAME Extras if you want all data.
- b) If you want updated category, version, language, and players information you need to get most recent versions of these files:
 - i. catver.ini → Found at [Progetto Snaps](#)
 - ii. [Extras files](#)
- c) **MFM** → *Parse MAME Runnable* or *Parse MAME All* Parsers the currently set MAME executable
- d) If setup correctly you should see the following progress bar at the bottom of MFM.



NOTE: Parsing is NOT bulletproof.

- Known bug. All/Runnable lists do not reset properly on a re-parse. Restart MFM between parsings.

Contact the author for [Help](#).

What's New

0.9.5 Release

- Software Lists import and display
 - You can view all software lists
 - You can select into your lists; but not available for copying by individual softwarelist item in this version.
- Added default option to not show XML
 - No XML option – allows for much smaller memory footprint for users with limited RAM
- Generation of JSON to file by list
- Updated Categories mapping for new categories
- Updated for major MAME XML changes
 - Add all new Elements and Attributes
 - Added code to better handle unknown XML going forward
- Added DAT file checker
- Removed -all flag see Command Line Options
 - Selection of available Data Set determines All or Runnable only displayed
 - Parsing now by Menu selection All or Runnable
- Automation of updating of the Categories Lists (CategoryListsMap.xml) imported from catver.ini
 - Logic 95%+ complete
 - Overlapping root categories still requires manual tweak
 - Added ability to automatically import these from .csv file
- Bug fixes
 - Ensured List Builder is refreshed after Data Set is changed
 - Trap and added message dialog on failure to Parse XML
 - Added MFM Icon to dialogs
 - Changed progressbar background to white for readability (in the bottom status bar)
- Classes all consolidated into MFM.jar
 - swingx classes – eliminates need to include separate jar file in the distribution
 - [FasterXML Jackson](#) classes – used to provide JSON output

0.9 Release

- Major addition is the List Editor
- Added features to the List Builder: Year Filter, No Machine, select Base List to filter, advanced Controls filter logic
- List Builder UI updated
- Added DAT menu and new DAT functionality: *Create List from DAT*, *Filter DAT by List*, *Filter DAT by External List*
- Fix for **List** → *Save List Data* bug which truncated output for some older MAME version Data Sets and Lists

0.85 Release

- Major addition is support for switching between data for multiple MAME versions
- Parsing and display of -listxml for all MAME versions beginning with 0.70 (first with -listxml) to present⁵
- Parsing your MAME version triggered from the UI
- Added Devices as a built-in list
- Fix parsing bug for updated messinfo.dat (183 extras)

⁵ In older MAME versions not all -listXML Elements/Attributes exist in MFM. We have ported a subset of the XML changes see next section.

MAME XML

It is important to understand the context of the MAME *-listxml* output within the overall project. [MAME's purpose is to preserve decades of software history](#). Outputting machine related data via XML is an add-on data dissemination feature provided to benefit MAME related tools, primarily Front Ends and ROM Managers. And of course MFM.

MAME XML Document structure is defined by a [DTD](#). However that definition is not static. It changes over time as the MAME project evolves. Maintaining backward compatibility is NOT a requirement for the MAMEDev team. So any tool utilizing this output must adjust to these changes over time.

With the 0.85 release MFM supports the MAME XML for all versions beginning with 0.70 onward. However this does not mean “all the XML”. Where needed to support core MFM functionality, such as lists and DATs, MFM code is provided to port older information to the newer XML Document type.

MFM's code base for MAME objects is based on the MAME 0.180 DTD and extended to 0.197 with 0.95 release. This means that for the most recent MAME versions (0.175-0.197) the XML displayed and used by MFM is an almost exact (99.99%+) representation. The further back the MAME version the greater the gaps in the XML displayed by MFM.

As of MAME 0.197 there have been 30 different DTDs for MAME XML.

0.70, 0.71, 0.85, 0.96, 0.102, 0.107, 0.115, 0.118, 0.124, 0.127, 0.132, 0.135, 0.136, 0.137, 0.139, 0.140, 0.142, 0.143, 0.144, 0.145, 0.146, 0.150, 0.153, 0.162, 0.173, 0.175, 0.184, 0.186, 0.189, 0.191 & 0.197.⁶

Where a simple Element rename occurred e.g. **Game** to **Machine** the translation by code is simple. But in MFM you will always see “Machine” in the displayed XML even for versions 161 or older where the actual XML has “Game”.

⁶ A few of these DTD changes are minor such as the 184 & 186 changes which have no effect on MFM

Appendix A – MFM <version>.zip

MFM<version>.zip contains:

- MFM.jar – the application
- MFM.bat – command file for Windows
- MFM.sh – shell file for Unix systems
- Folders
 - Category
 - ♦ ~~ArcadeCategoryRoots.xml~~ removed as of 0.9.5
 - ♦ CategoryListsMap.xml
 - ♦ ~~CategoryRoots.xml~~ removed as of 0.9.5
 - folders
 - ♦ catver.ini
 - ♦ languages.ini
 - ♦ nplayers.ini
 - Jars
 - ♦ ~~swingx-all-1.6.4.jar~~ removed as of 0.9.5 all required classes consolidated into the MFM.jar
 - Lists
 - ♦ Favs.txt Phweda's favorites – use **List** → *Import List* to add to MFM
 - Settings
 - ♦ MAME_Controllers.ini Controllers naming mapping
 - ♦ MAME_folders.ini MAME extras folders list
- MAME File Manager User Guide.pdf

Appendix B – Machine Information

MFM utilizes multiple sources for information.

The MAME executable is the primary source of information. It is obtained by parsing the -listxml output. As of 0.85 MFM can provide XML output for MAME 0.70 or newer.

[Progetto-SNAPS](#) by AntoPISA provides the catver.ini and languages.ini files bundled and used by MFM. All Category, Version and Languages data in MFM are from these two files. Additionally a huge number of the MAME Extras resources come from this site.

[MAME Extras](#) contain information files which MFM parses. They are: history.dat, mameinfo.dat, mess.dat, sysinfo.dat, languages.ini, nplayers.ini

Appendix C – Editing startup scripts

Editing your .bat or .sh startup script

To reference Java put in the full path to the executable:

Windows

```
"C:\Program Files (x86)\Java\jre1.8.0_45\bin\java.exe" -XX:+UseG1GC -Xms2g -Xmx2g -jar  
./MFM.jar <MFM flags>
```

Linux

```
/usr/lib/jvm/java-8-oracle/jre/bin/java -XX:+UseG1GC -Xms2g -Xmx2g -jar ./MFM.jar <MFM flags>
```

32-bit Java: you can try to increase this up to about maximum of 1536 MB

```
java -XX:+UseG1GC -Xms1280m -Xmx1280m -jar ./MFM.jar <MFM flags>
```

Java RAM flags:

-Xms2g sets initial memory for the JVM where '2g' means 2 GB

-Xms1280m sets initial memory for the JVM where '1280m' means 1280 MB

-Xmx4g sets maximum memory for the JVM where '4g' means 4 GB

-Xmx1280m sets maximum memory for the JVM where '1280m' means 1280 MB

If you parse MAME with MFM: (NOTE: 4+ GB required)

```
java -XX:+UseG1GC -Xms4g -Xmx6g -jar ./MFM.jar <MFM flags>
```

To run List Only:

```
java -XX:+UseG1GC -Xms1g -Xmx1g -jar ./MFM.jar -list
```

To run ALL sets of most recent (180+) MAME versions:

```
java -XX:+UseG1GC -Xms4g -Xmx4g -jar ./MFM.jar -list
```

Debugging:

```
java -XX:+UseG1GC -Xms2g -Xmx2g -jar ./MFM.jar -d -s -m
```

Appendix D – Resources & Logic

- i. MFM expects resource sets; ROMs, CHDs, and Extras, to conform to the naming conventions in MAME.
- ii. Resource Logic
 1. ROMs are discovered by searching your entered ROM roots for <Machine name>.zip or <Machine name>.7z
 2. CHDs are discovered by searching your CHD roots for the CHD(s) by full file name from MAME. Such as **area51.chd** or **golf_fore_2003_v3.00.09.chd**
 3. Extras are discovered by searching your Extras root for <Machine name>. And searching any zips in your Extras folder that match folder names defined in **MAME_folders.ini**. When it discovers a match it will copy to the corresponding playset extras folder. For example:
C:\MAME EXTRAs\flyers\005.png will copy to C:\MAME Selected\flyers\005.png
C:\MAME EXTRAs\flyers.zip(005.png) will copy to C:\MAME Selected\flyers\005.png
- iii. Extras folders in the Playset
 1. MFM utilizes the entries from **MAME_folders.ini** to search your Playset directory for those folders. If it finds them then it uses those locations to copy resources to.
 2. If a **MAME_folders.ini** entry is found, folder or zip, in your Extras full set, but not in your Playset, MFM will create that folder as needed when copying resources. When MFM creates a Playset folder such as **cabdevs** it is <Playset root>\ **cabdevs**

MAME Extras

Some folders/archives are used by the **MAME** emulator:

- **artwork**: **Progetto-SNAPS** → contains: bezels, control panels, marquees, instruction cards, backdrops, overlays, lamps and LEDs
- **ctrlr**: **Pierre Kutec's** → controller configurations
- **samples**: **Progetto-SNAPS** → ZIPped WAV files for systems that don't have audio emulated yet
- **cheat.7z**: **Pugsy's Cheats** → compilation of cheats

The **datas** folder has text files displayed by MAME. Its contents are:

- **command.dat**: **Progetto-SNAPS** → commands list (e.g. how to do a Hadouken in Street Fighter)
- **gameinit.dat**: **Progetto-SNAPS** → initialization procedures for games not playable on first run
- **hiscore.dat**: **MAMEdev** contained in releases → unofficial highest scores achieved
- **history.dat**: **Arcade History** → history information text file
- **mameinfo.dat**: **MASH's MAMEINFO** → information text file of arcade games
- **messinfo.dat**: **Progetto-SNAPS** → information for non-arcade machines
- **story.dat**: **MAMESCORE** → top scores
- **sysinfo.dat**: **Progetto EMMA** → systems information; contains details of the machines and basic usage instructions

The **folders** folder has INI files. Each INI file appears in MAME (or frontends) as one or more folders with systems inside according to specific criteria. Its contents are:

- [**arcade.ini**](#): Progetto-SNAPS → arcade games
- [**arcade_NOBIOS.ini**](#): Progetto-SNAPS → arcade games that don't require a BIOS to run
- [**category.ini**](#): Progetto-SNAPS → systems in about 235 categories
- [**catlist.ini**](#): Progetto-SNAPS → systems in about 224 categories (with slightly different criteria)
- [**genre.ini**](#): Progetto-SNAPS → systems in about 28 categories
- [**languages.ini**](#): Progetto-SNAPS → systems in about 16 languages
- [**mamescore.ini**](#): MAMESCORE → games with MAMESCORE entries
- [**mess.ini**](#): Progetto-SNAPS → non-arcade systems
- [**monochrome.ini**](#): Progetto-SNAPS → games with two colors in three categories: "Black and White Games", "Monochromatic Games" and "Vectorial Black and White"
- [**nplayers.ini**](#): Nplayers → how many players the game supports and if it's simultaneous play
- [**screenless.ini**](#): Progetto-SNAPS → systems without video output
- [**series.ini**](#): Progetto-SNAPS → lists series of games
- [**version.ini**](#): Progetto-SNAPS → lists of games that were added on every MAME version

The other archives are used by the MAME emulator or frontends – All from [Progetto Snaps](#):

- [**artpreview**](#) → artwork preview screenshots
- [**bosses**](#) → boss (final and hardest enemy of a level) screenshots
- [**cabinets**](#) → cabinets screenshots
- [**covers_SL**](#) → covers of the Software Lists
- [**cpanel**](#) → images of control panels
- [**devices**](#) → images of the electronic gadgets
- [**ends**](#) → screenshot of the end of each game (when the game is completed)
- [**flyers**](#) → scanned paper advertisement intended for wide distribution to promote the systems
- [**gameover**](#) → screenshot of the game over message of every game
- [**howto**](#) → screenshot of the general instructions that the games display
- [**icons**](#) → icons of arcade games and the other systems
- [**logo**](#) → screenshot of the logo of the company that created every game
- [**manuals**](#) → manuals in PDF (usage and operational)
- [**manuals_SL**](#) → manuals in PDF (usage and operational) of Software Lists
- [**marquees**](#) → photos of the brand of the cab that is on the top of the cabinet, usually back-lit neon sign
- [**pcb**](#) → Printed Circuit Board snapshots; photos of the motherboards of the systems
- [**scores**](#) → screenshot of the default high score of every game
- [**select**](#) → screenshot of one selection menu of every game (character, country, level, gun, tool, language etc)
- [**snap**](#) → in-game screenshots
- [**snap_SL**](#) → in-game Software Lists screenshots
- [**titles**](#) → title screenshots, usually taken when the name of the game is shown during attract mode
- [**titles_SL**](#) → title screenshots of Software Lists, usually taken when the name of the game is shown during attract mode
- [**versus**](#) → screenshot of the presentation of the characters that will play against each other

Appendix E – Fatal Errors

Message	Explanation
Process finished with exit code 2	User chose to not parse MAME and has no Data Sets (MFMController.java)
Process finished with exit code 3	Total failure to load MAME info after Parsing attempt. Check MAME runs. (MAMEInfo.java)
Process finished with exit code 4	User canceled MFM Settings – cannot run without them (MFM_SettingsPanel.java)
Process finished with exit code 5	Data integrity issue. MFM_cache.ser missing or corrupt. (MFMListBuilder.java)
Process finished with exit code 6	Data integrity issue. Data Set MFM is set to load is not found. Did you delete or alter a Data Set file?(MFM_Data.java)
Process finished with exit code 7	MFM failed to detect its running directory (MFM.java)
Process finished with exit code 8	MFM failed to find/create its required directories (MFM.java)
Process finished with exit code 9	MFM failed to load data set or parse MAME (MFMInfo.java)
Process finished with exit code 10	MFM failed to find the previous data set
Process finished with exit code 11	MFM settings file corrupted? MFM_Data.java

Appendix F – Add-on Look and Feels

MFM supports several optional Java Look and Feels. If you want to add them download the JAR files from the sites below and put them into <MFM Root>/Jars folder. MFM will pick them up when it runs next.

NOTE: you will find certain L&Fs with 'bugs' in the layout and function of the UI. Coding and testing for every L&F is beyond the scope of this project.

1. <http://www.jgoodies.com> - jgoodies-looks-2.6.0.jar & jgoodies-common-1.7.0.jar
2. <http://www.jtattoo.net> - JTattoo-1.6.10.jar
3. <http://www.easynth.com/freewares/EaSynthLookAndFeel.html> – EaSynthLookAndFeel.jar
4. <https://sourceforge.net/projects/liquidlnf/> - LiquidLnF.jar : Download liquidlnf-0.2.9-alpha5.zip which contains the jar file.

Appendix G – MAME Installation

Create the ini file with the appropriate command:

```
mame64 -createconfig
```

Edit the mame.ini file created on the same folder of the emulator executable and add the corresponding paths. Example:

```
rompath          roms;C:\MAME ROMs;C:\MAME CHDs;C:\MAME SL ROMs;C:\MAME
SL CHDs
samplepath       samples;C:\MAME EXTRAs\samples
artpath          artwork;C:\MAME EXTRAs\artwork
ctrlrpath        ctrlr;C:\MAME EXTRAs\ctrlr
cheatpath        cheat;C:\MAME EXTRAs\cheat
snapshot_directory snap;C:\MAME EXTRAs
```

Edit the ui.ini file created on the same folder of the emulator executable and add the corresponding paths. Example:

```
historypath      history;datas;;C:\MAME EXTRAs\datas
extrainipath    folders;C:\MAME EXTRAs\folders
cabinets_directory cabinets;cabdevs;C:\MAME EXTRAs
cpansels_directory cpanel;C:\MAME EXTRAs
pcbs_directory   pcb;C:\MAME EXTRAs
flyers_directory flyers;C:\MAME EXTRAs
titles_directory titles;C:\MAME EXTRAs
ends_directory   ends;C:\MAME EXTRAs
marquees_directory marquees;C:\MAME EXTRAs
artwork_preview_directory "artwork preview;artpreview";C:\MAME EXTRAS
bosses_directory bosses;C:\MAME EXTRAs
logos_directory  logo;C:\MAME EXTRAs
scores_directory scores;C:\MAME EXTRAs
versus_directory versus;C:\MAME EXTRAs
gameover_directory gameover;C:\MAME EXTRAs
howto_directory  howto;C:\MAME EXTRAs
select_directory select;C:\MAME EXTRAs
icons_directory  icons;C:\MAME EXTRAs
covers_directory covers;C:\MAME EXTRAs
```

Appendix H – MAME Data Sets

MFM provides support for switching between MAME version data sets. We share pre-compiled sets.

Each set is contained in a single zip file. MFM reads directly from these archives.

For example the 0.198 sets are:

MFM_MAME_ALL_0.198.zip	contains all machines ~63MB
MFM_MAME_0.198.zip	only contains runnable machines ~37MB

The files contained in each archive are:

- ◆ MFM_cache.ser Category and built-in Lists data
- ◆ MFM_MAME.xml MAME XML data

Why Two Sets?

MAME versions from 0.143 onward will have the two sets as above. 0.70 → 0.142 will just be the complete ALL set. Between 0.142 and 0.147 the total number of MAME machines grew approximately 2.5 times. In older sets the majority of machines were runnable whereas with current MAME versions only ~35% run. So two main reasons:

- By Design. Primary purpose of MFM is to create subsets of runnable machines. So MFM users who use it for this reason have no need for the full set.
- Resource usage. Absolute minimum RAM required to run 0.198 ALL set in [Full mode](#) is 2+ GB. The 0.198 runnable set will run with 1 GB RAM. MFM strives to remain usable for people with older or limited resource systems.

Location

<MFM Root>/Data folder. MFM automatically searches under that folder (can be in sub folders).

Appendix I – Glossary

Term/Acronym	Represents
CHD	Compressed Hunks of Data MAME specific format to support large data sets: hard disks, laser disks etc.
DTD	Document Type Definition
JVM	Java Virtual Machine
GUI	Graphical User Interface
MAME	Multiple Arcade Machine Emulator
MFM	MAME File Manager
RAM	Random-Access Memory
ROM	Read-Only Memory

Appendix J – Data Set Torrent

BOLD are folders.

➤ **DATA**

Readme.txt
MFM_Readme.txt
MFM_Data_Versions.xml

→ **All Machines**

MFM_MAME_ALL_185.zip
MFM_MAME_ALL_184.zip
↓ (various versions)
MFM_MAME_all_70.zip

→ **JSON**

Everything_ALL_0.189_data.json
Everything_ALL_0.190_data.json

→ **List DATs** (playable only for 143 or higher)

180_DATs.zip (contains DATs for all MFM built-in lists)
179_DATs.zip
↓ (various versions)
70_DATs.zip

→ **Playable Machines**

MFM_MAME_185.zip
MFM_MAME_184.zip
↓ (various versions)
MFM_MAME_143.zip

Appendix K – Source Code

Hosted on GitHub at <https://github.com/phweda/MFM>