

SuperM3UI

A GUI frontend of Supermodel Emulator

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Introduction

SuperM3UI is a work-in-progress, open source emulator frontend.

It just provides an optional GUI to control emulator instead of **Supermodel**'s prompt commands, and it **DOES NOT** and **WILL NOT** improve or affect any emulation output in Supermodel emulator.

SuperM3UI is developed under .Net Core platform, it needs .NET 6.0 SDK to run.

Please install “**.NET 6.0 SDK - Windows x64 Installer**” which you can find from Microsoft’s official website:

<https://dotnet.microsoft.com/en-us/download/dotnet/thank-you/sdk-6.0.419-windows-x64-installer>

SuperM3UI GUI will **ONLY support xinput** controllers because the author only has xbox controllers and does not have enough time either to finish the dinput and rawinput codes. If the users have to use dinput or rawinput devices, please use the "**Config Inputs (command prompt)**" in Config page of SuperM3UI, it will call the Supermodel's "-config-inputs" command and users can still set up the dinput and rawinput support inputs as usual.

The official **Supermodel** website:

<http://www.Supermodel3.com>

Disclaimer

Because SuperM3UI is just a casual project for [Segaduck](#) to learn how to code in C#, users may have various bugs. **DO NOT** expect update or bug fix of SuperM3UI any time soon because the author will have a very long and busy working time after this release.

Special Thanks

To **Viking245**. You help me a lot to achieve the xinputs and keys , I cannot complete the project so quickly without your generous contribution of codes and great discussion. Thank you so much again.

Greeting

To **Senna**. Wish you will conquer the illness ASAP. God bless you and the best wish to you from all of us, your best friends loving you.