

AtomicFE Documentation: Installation, Configuration and Support



AtomicFE website: <http://www.atomicfe.com/>
English support site: <http://spaceinvaders.7.forumer.com/>
French support site: <http://www.mame-univers.net/modules.php?name=Forums>
Email support: support@atomicfe.com

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Introduction

Congratulations on choosing the most advanced, feature-rich front end for your arcade machine, AtomicFE - “Arcade **to** micro **F**ront **E**nd.” AtomicFE was primarily designed to be used as a front end to easily manage launching games via an emulator. It can execute virtually any application or pc game, in addition to having native jukebox audio and video capabilities!

Features

- Works under Windows 98, 2000 (DirectX 7.0 or higher), XP and Vista
- Supports all versions of MAME , and all emulators which allow command-line launch
- Supports ArcadeVGA video cards and standard pc video cards
- Supports vertical screens (including autorotation depending on the last game launched)
- Autorotate the FE depending on the game run
- Customizable animated, multi-layered and scripted skins
- Built in audio jukebox
- Built in video jukebox
- Ability to sort ROMs based on an .ini file like genre.ini, hardware.ini, etc...
- Allows the use of multiple emulators on the same configuration
- Multi-configuration: ability to create a custom configuration tree
- Screen savers
- Snap Video
- Native Support of Zinc
- Ability to run a game on start (game can be randomized)
- Fully scriptable
- Mirror screen support
- Light gun and touch screen support
- Native LED-Wiz support within the FE
- Plug and Play configuration
- And so much more!

Minimum Requirements

Windows 98 with DirectX 7.0 or higher

64 MB ram

25 MB free hard drive space for Atomic directory (not including emulators, ROMs, etc.)

VGA card capable of displaying 640x480 in 16 bit color

Recommended Configuration

Windows XP or Windows Vista

2 GHz CPU (Primarily for MAME; however, the faster the better!)

512 MB RAM

Installation

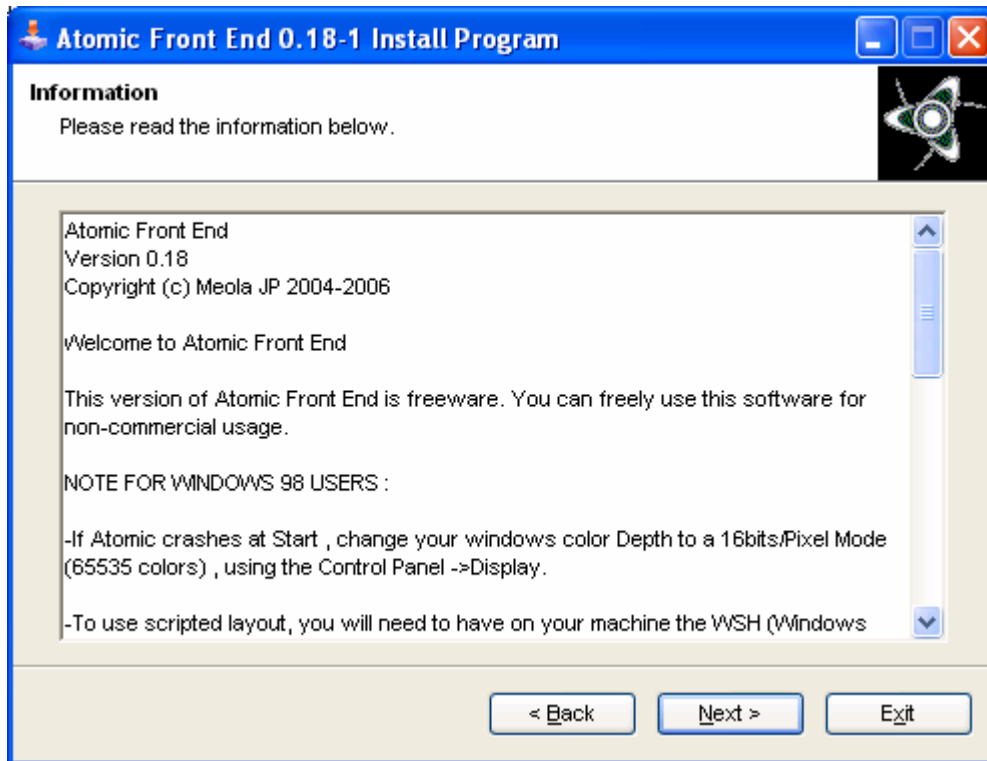
In order to install AtomicFE, double-click on the self-extracting executable, and follow the prompts. On Windows XP/Vista, you may receive the following warning:



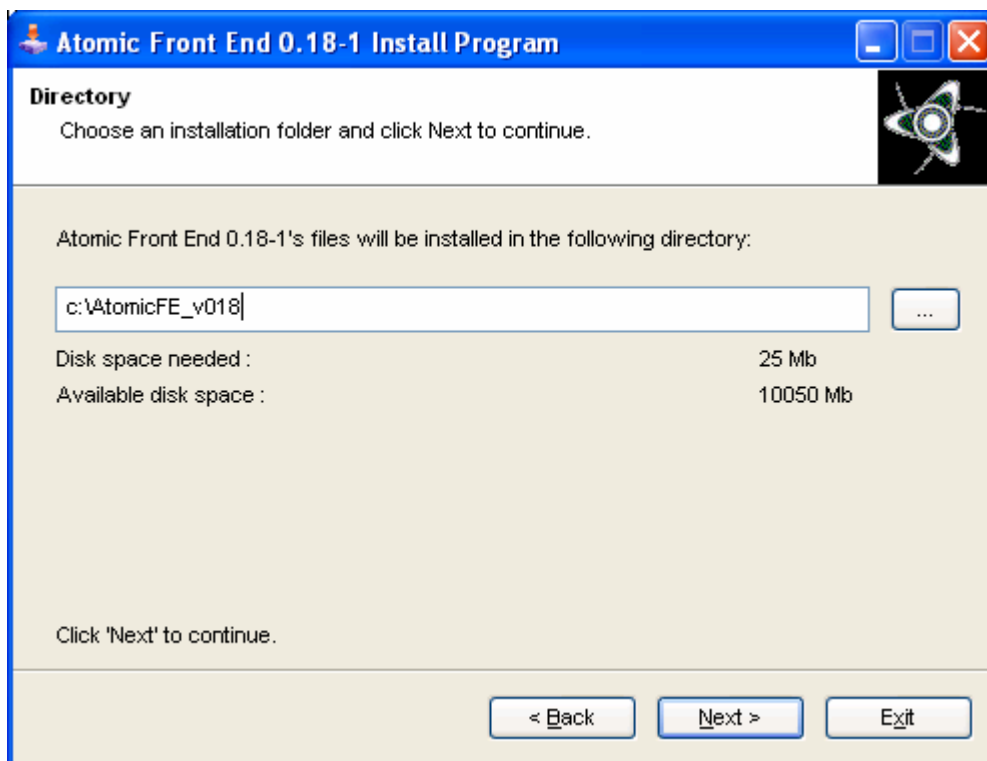
Click Run. Then click next on the welcome screen:



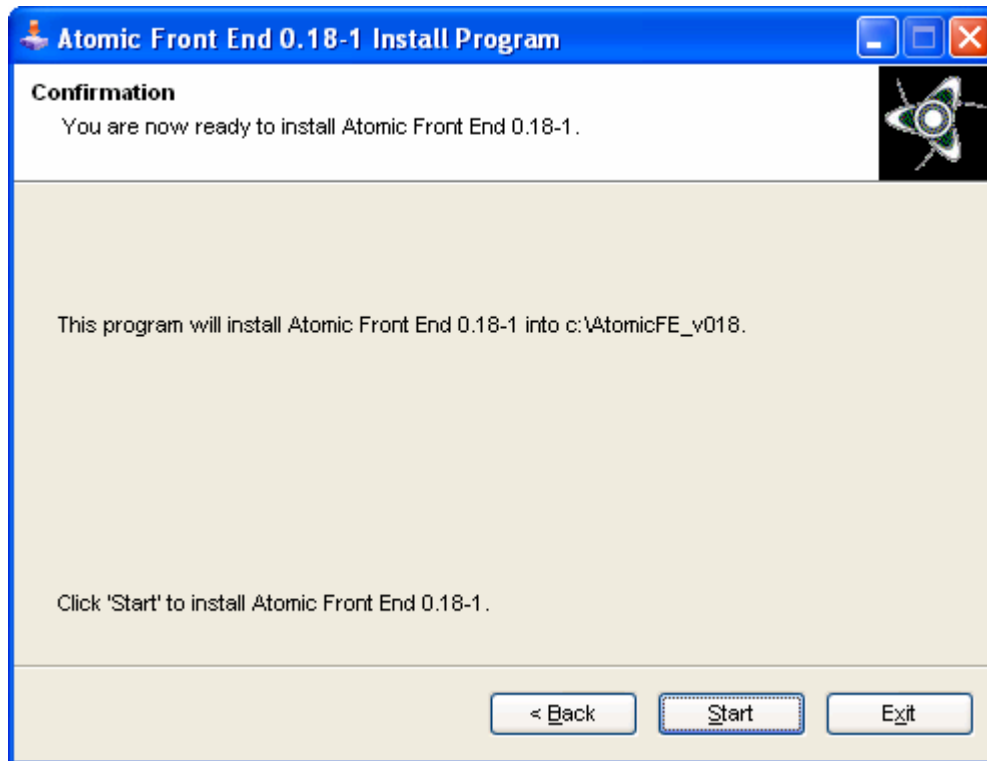
Please read the information screen, and then click next:



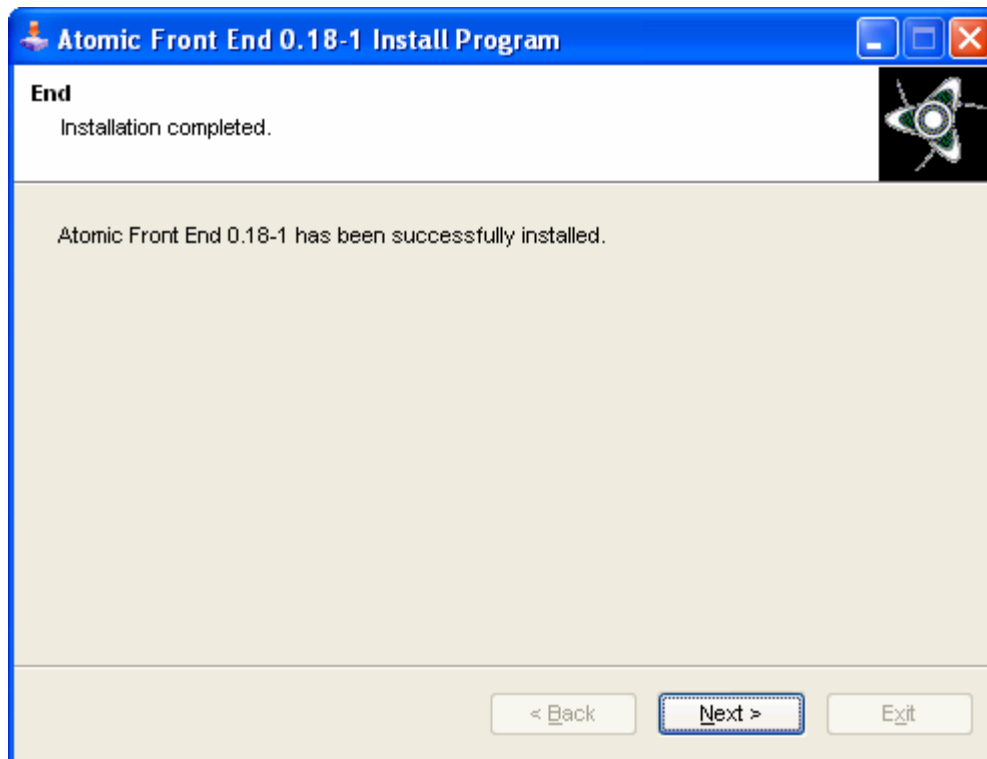
Choose an installation folder by either typing it in the field, or browsing to it by clicking the button to the right of the default directory. Once you have chosen your directory, click next:



Confirm the installation by clicking Start:



Click next to complete the installation:



Click Exit on the last dialog box to exit the installation.

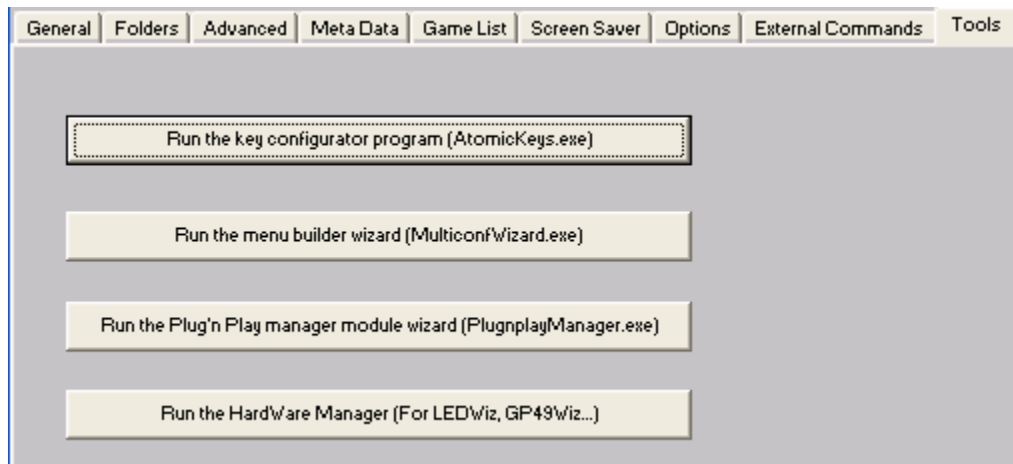
Note: With Windows 98 and 2000 installations, it will be necessary to copy the file gdiplus.dll into the AtomicFE install directory. This file can be downloaded from the AtomicFE website: <http://www.atomicfe.com/>

Main Executables

After the installation is complete, you will have to configure AtomicFE to work with your various hardware and software, in addition to other personalization. The main executables that are used for this are:

- AtomicKeys.exe – changes the key assignments
- AtomicLayoutEditor.exe – creates new layouts or edits existing ones
- AtomicManager.exe – main configuration program for AtomicFE
- Ledwizmanager.exe – creates and edits LED Wiz activity
- MultiConfWizard.exe – creates and edits multi tree menus
- PlugnpayManager.exe – manages Plug and Play modules

These programs can be accessed directly by running the executable in the AtomicFE installation directory. Alternatively, AtomicKeys.exe, MultiConfWizard.exe, Ledwizmanager.exe and PlugnpayManager.exe can be accessed on the Tools tab of Atomic Manager:



Default Key Assignments

You will only need to run the Atomickeys.exe program if you wish to change the default key assignments, or define the custom keys in AtomicFE. Here is a listing of the defaults:

Player 1 Start -> Run selected game
Player 2 Start -> Back to previous menu
Player 1 Button 1 -> Add game to the favorites list
Player 1 Button 2 -> Remove game from the favorites list

JPAC default configuration:

Joystick Up-Down - > Navigation in the list
Joystick Left-Right - > Navigation in the list page by page (or by letter, depending on config)
Player1 Start Button - > Launch the game

If the User List (Favorites) is active:

Player1 Button1: Adds the selected game to the list
Player1 Button2: Removes the selected game to the list
Player1 Button3: Switch between the normal list and the user list

If there is a configuration change with on the fly changes activated:

Player2 Button1: Open/Close the list of available configurations
Player1 Start: Load the selected configuration

In multi-configuration mode:

Player1 Start Button - > Access the selected menu item
Player2 Start Button - > Return to the preceding menu

Jukebox or Video mode:

Player1 Button1: Selects a title and places it in the play list
Player1 Button2: Removes the selected title from the play list
Player1 Start Button - > If there is a play list, the play list plays, if there is not a play list, it plays the selected item

Note: To stop video in VIDEO mode: Press Player1 Start Button + Player2 Start Button

PC keyboard (or encoder):

Arrow Up/Down - > Navigation in the list

Arrow Left/Right - > Navigation in the list page up/down (or by letter, depending on config)

"1" or "&" or "Enter" (NOT on the numeric keypad) - > Play the selected game

If the User List (Favorites) is activated:

CTRL: Add the selected game to the list

ALT: Remove the selected game from the list

SPACE: Switch between the standard list and user list

If there is a configuration change with on the fly changes activated:

"A": Open/Close the list of available configurations

"1" or "&": Load the selected configuration

In multi-configuration mode:

"1" or "&" or "Enter" - > Access the selected menu item

"2" or "E" or "Backspace" - > Return to the preceding menu

Jukebox or Video mode:

CTRL: Selects a title and places it in the play list

ALT: Removes the selected title from the play list

ENTER: If there is a play list, the play list plays, if there is not a play list, it plays the selected item

NOTE: to stop video in VIDEO mode: ESC or Player2 Start (only once!)

Joystick:

Player1 Joystick Up-Down -> Navigation in the list

Player1 Joystick Left-Right -> Navigation in the list page up/down (or by letter- config setting)

Player1 Button1 -> Play the selected game

Player1 Button2 -> Back to the previous screen

Player1 Button3 -> Remove game from the favorites list

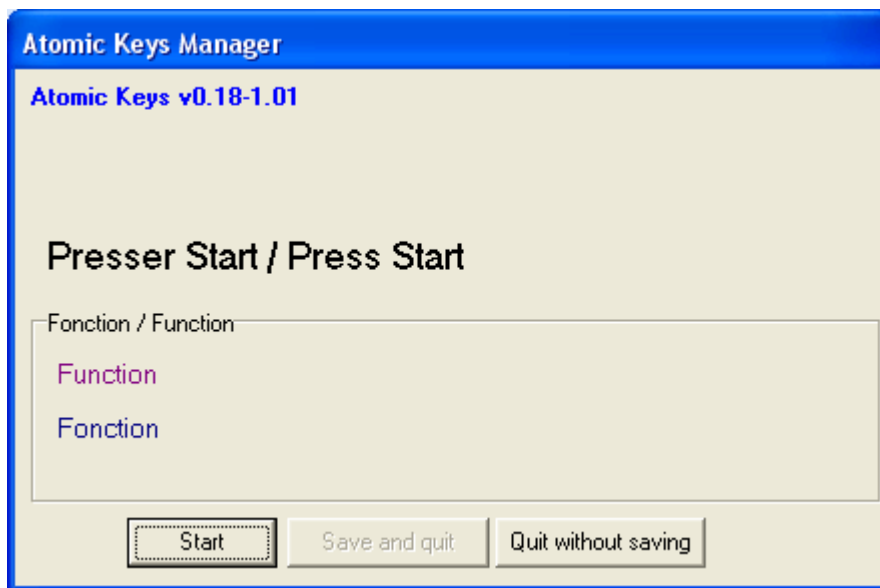
Player1 Button4 -> Add game to favorites list

Changing Key Assignments (AtomicKeys.exe)

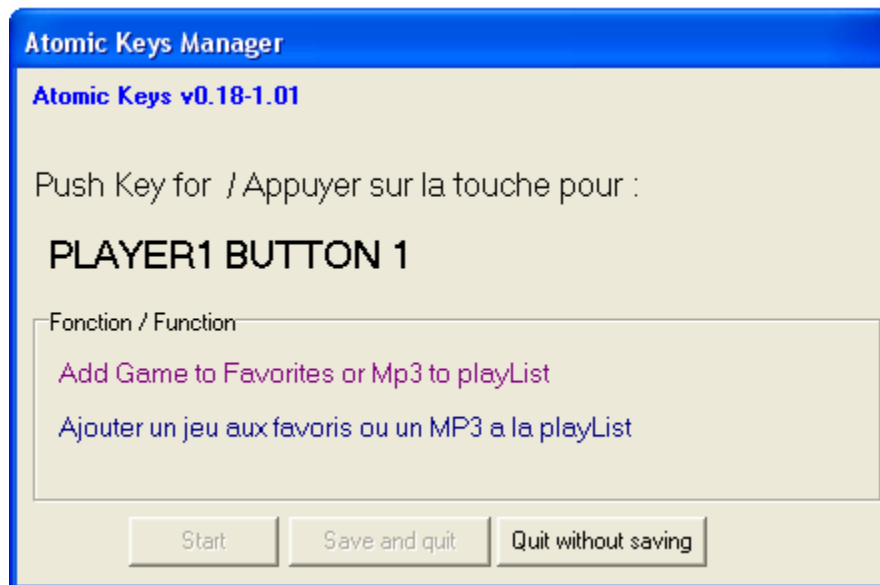
Note: Atomic is primarily geared towards being controlled with a keyboard encoder. If you have an encoder that is gamepad or joystick based, then you will need an intermediary program to take advantage of the full command set available in AtomicFE. The most popular program to do this is called Joy2Key. At the time of this writing, it can be downloaded here:

<http://www.electracode.com/4/joy2key/JoyToKey%20English%20Version.htm>

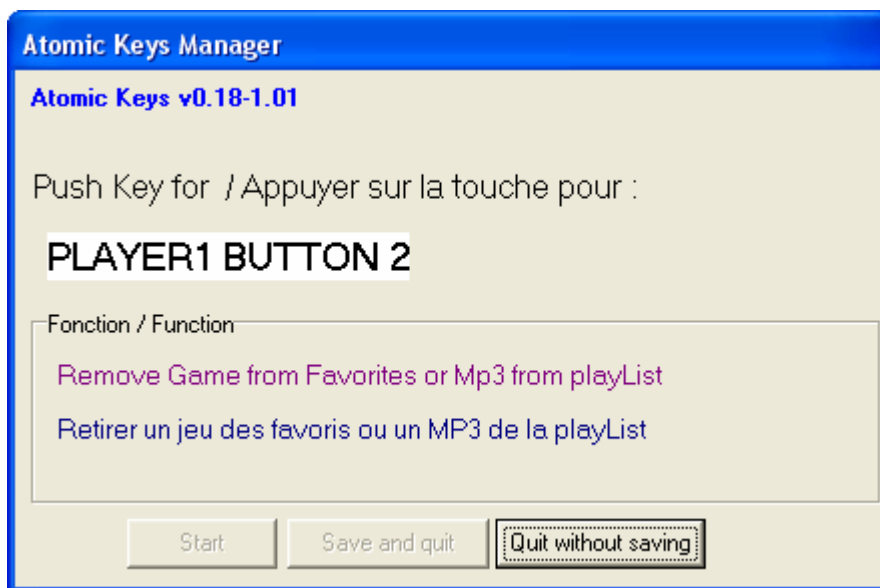
If you wish to change the default key assignments in AtomicFE, you can run AtomicKeys.exe located in the AtomicFE directory. Click Start to begin:



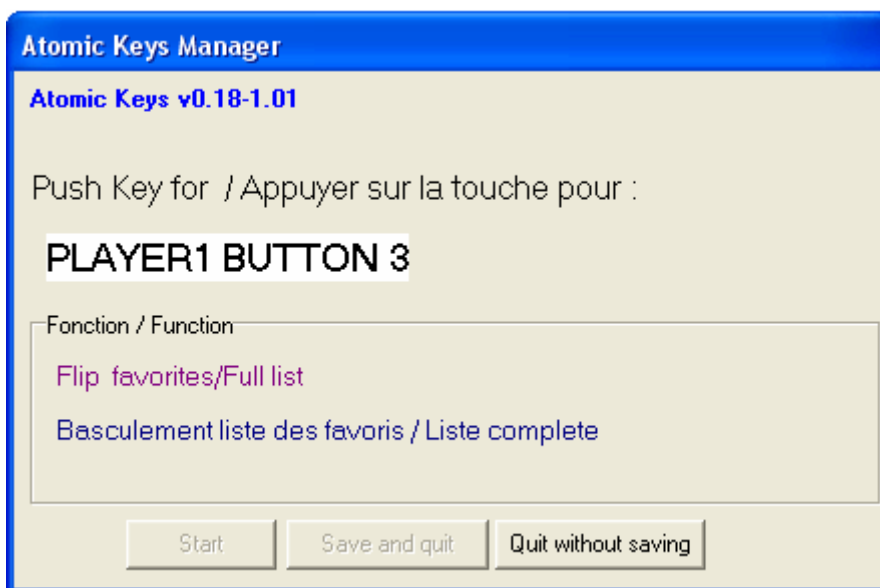
Press the button that you would like to add a game to your favorites, or add an mp3 to play list:



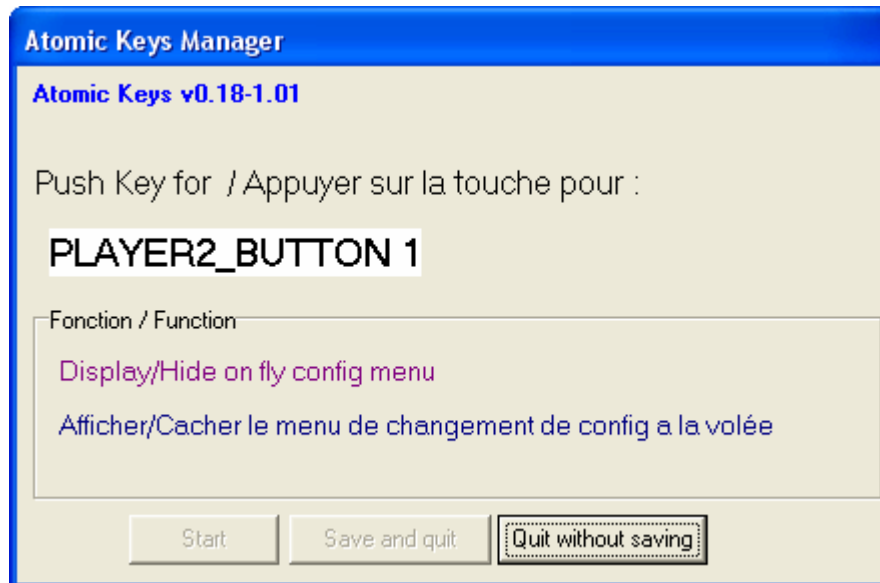
Press the button that you would like to remove a game from your favorites, or remove an mp3 from your play list:



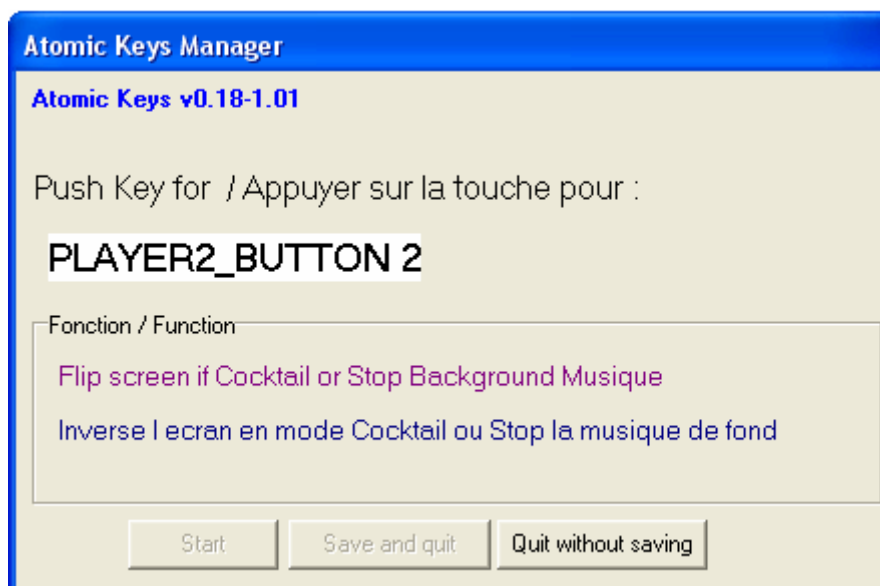
Press the button that you would like to switch between your favorites and the full game list:



Press the button that you would like to display/hide the on the fly configuration menu:



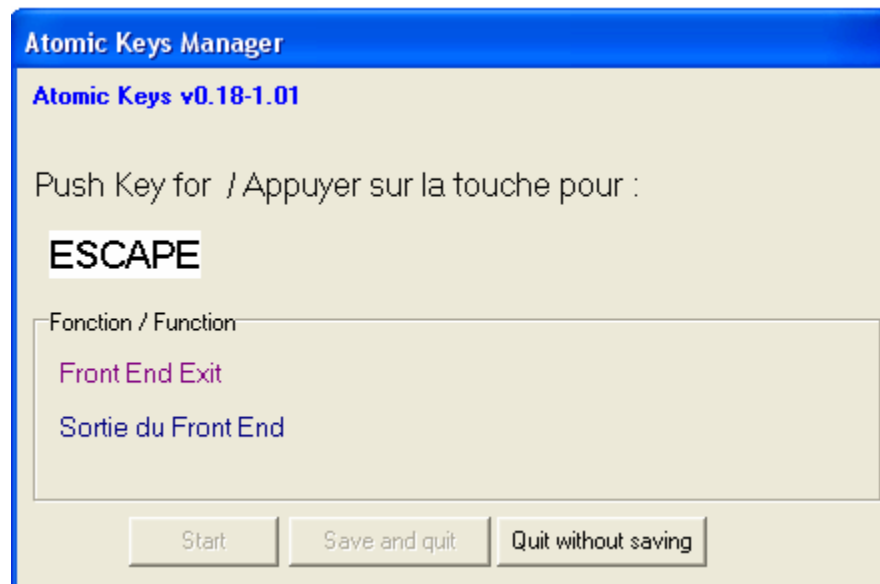
Press the button that you would like to flip the screen if in cocktail mode, or stop the background music:



Press the button that you would like to display or hide the dat file selection menu:



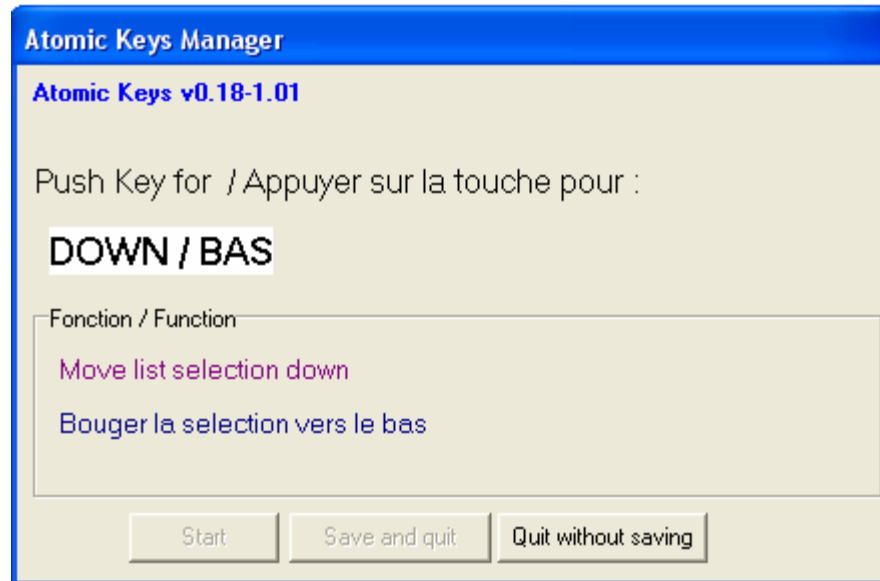
Press the button that you would like mapped to exit the front end:



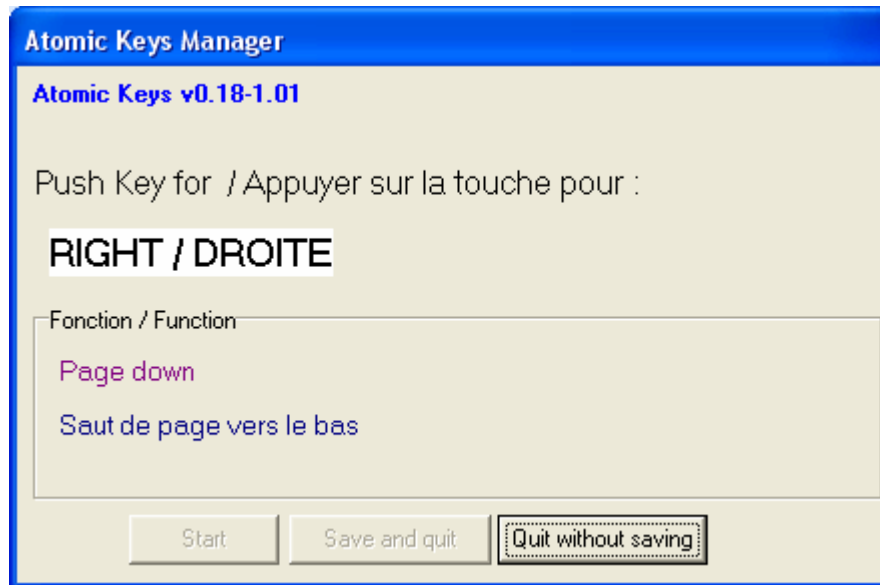
Press the button that you would like mapped to Up, or move the joystick up:



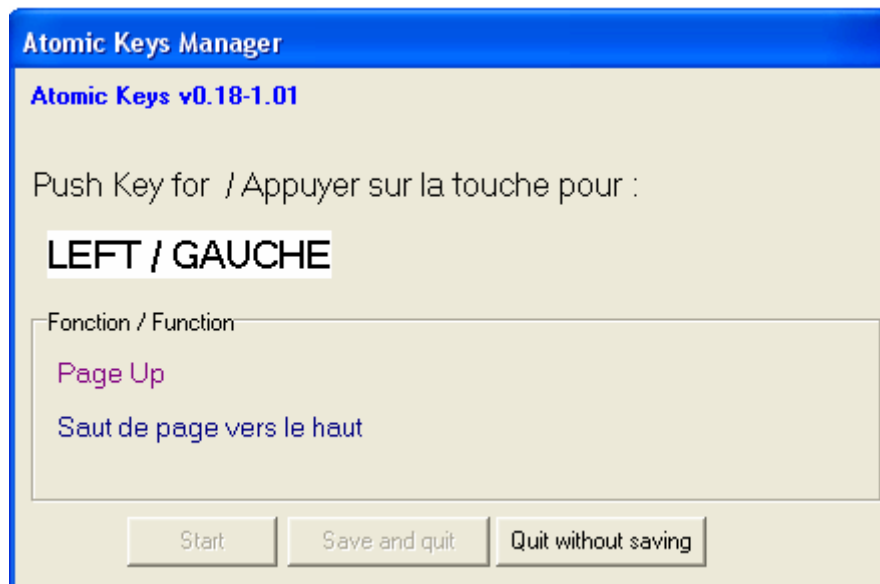
Press the button that you would like mapped to Down, or move the joystick down:



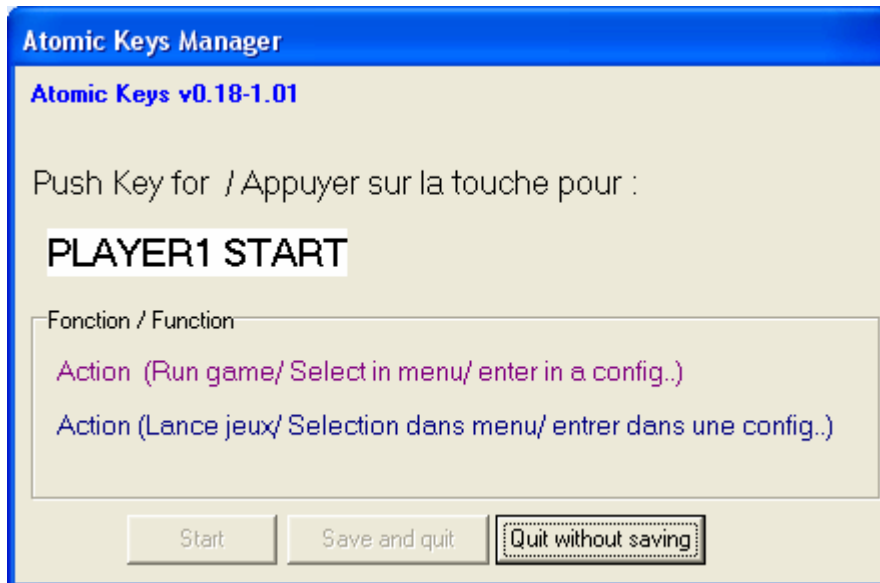
Press the button that you would like use for page down (or jump to next letter in the alphabet):



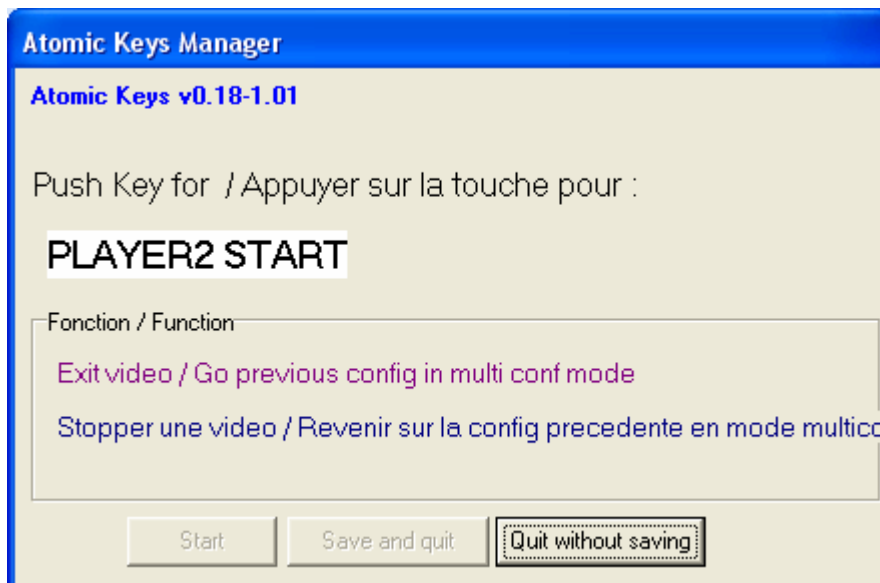
Press the button that you would like to use for page up (or jump to previous letter in alphabet):



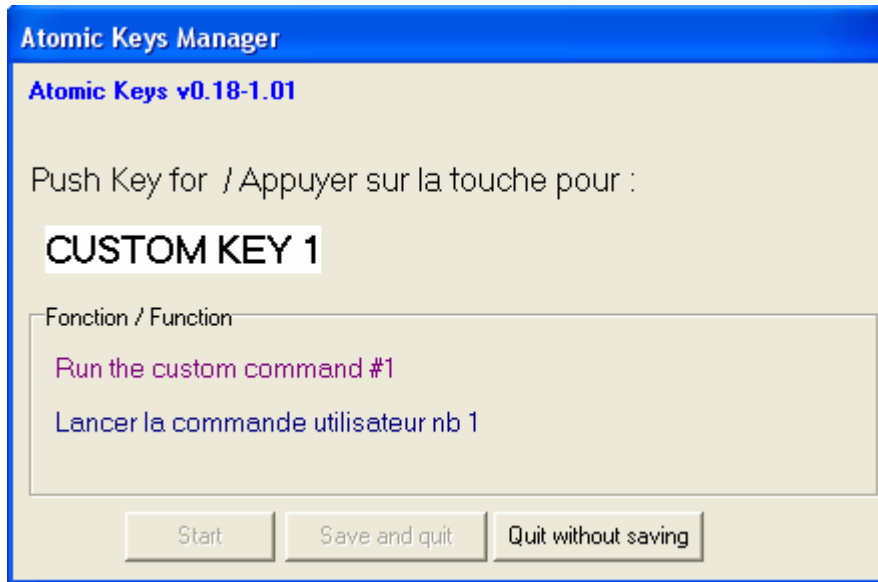
Press the button that you would like to run the selected item (enter):



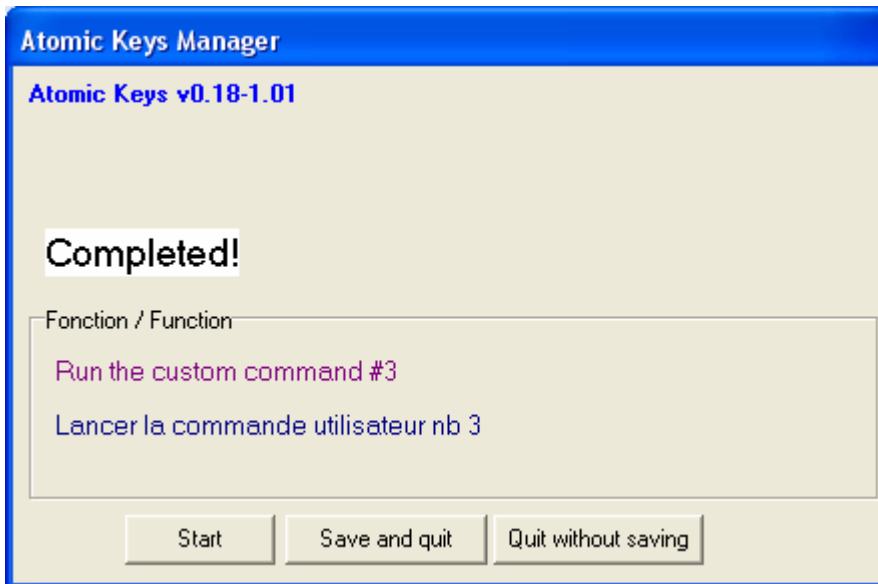
Press the button that you would like to exit video, or go to the previous menu in multi-config mode:



Press a key for a custom command (you may create up to three of these which will run an executable with user specified parameters, and they are defined in Atomic Manager under the External Commands, User Action tabs):

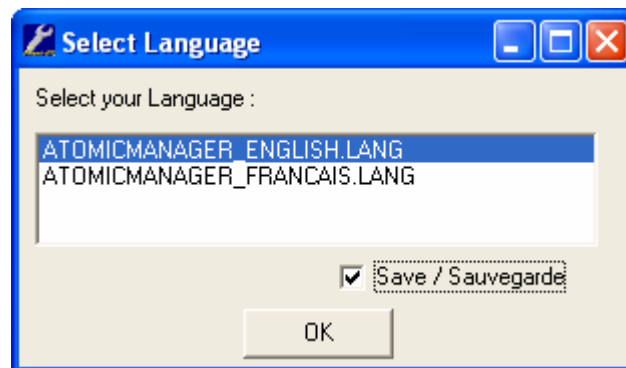


Complete! If you are satisfied with your key assignments, Click Save and Quit. If you would like to do them over, or would not like to save your changes, Click Quit without saving.



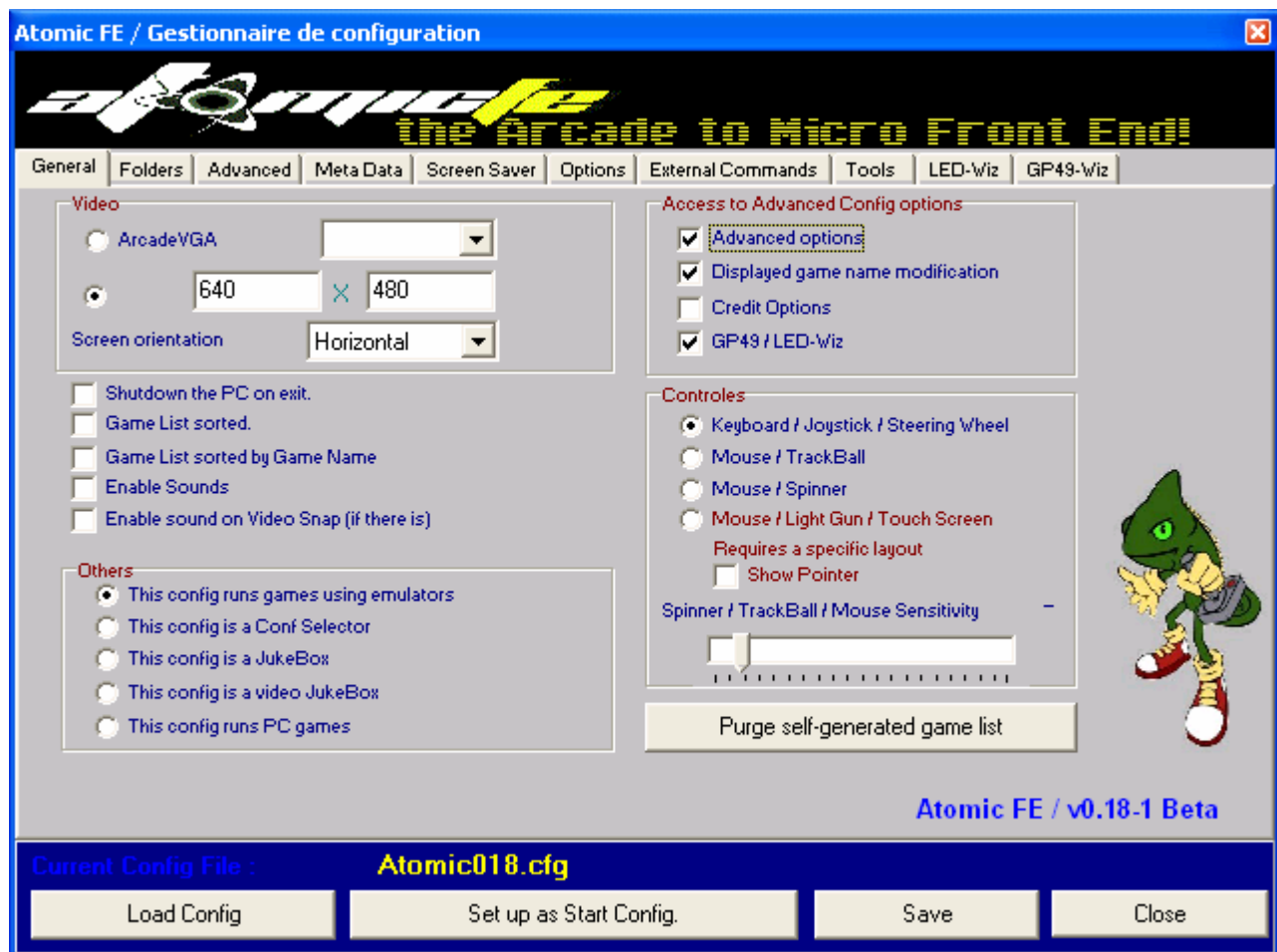
Configuring AtomicFE (AtomicManager.exe)

The first time you run the program, you will be prompted for which language the menu will be in. Select the English language file and checkmark the Save option. Click OK:



General

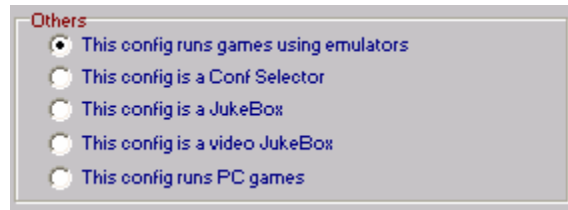
Atomic Manager starts on the General tab. You will notice that not all the tabs are available until you checkmark the items in “Access to Advanced Config Options”



Note: The credit options have been disabled due to concerns raised by the Mamedev team. In the spirit of respect for their wishes, this option is disabled until further notice.

Configuration Selection (Others)

AtomicFE allows for different modes corresponding to which type of application is being executed. The mode is selected by clicking the radio button under the “Others” field:



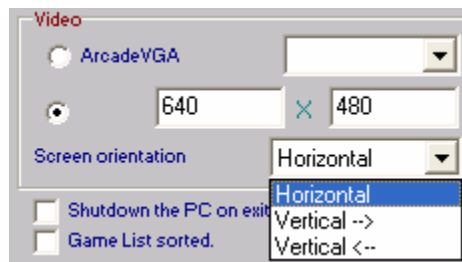
- This config runs games using emulators – used with emulators like Mame, Zinc, etc.
- This config is a Conf Selector – used if you are setting up a multi-config manually
- This config is a JukeBox – used for JukeBox configuration
- This config is a video JukeBox – used for video JukeBox configuration
- This config runs PC games – used for an executable that does not require emulation

Each screen in Atomic requires a separate .cfg file, which Atomic Manager will generate. For more complex menu selections\setups, you would first choose the type of config in the Others field, and then configure the appropriate directories, etc.

Video Options

AtomicFE supports multiple video modes to enable use with an authentic arcade monitor connected to an ArcadeVGA card, or a standard pc video card. If you are using an ArcadeVGA video card, select the radio button and choose the resolution from the drop down box. If you have a standard pc video card, choose the bottom option and type in the resolution you would like to start in.

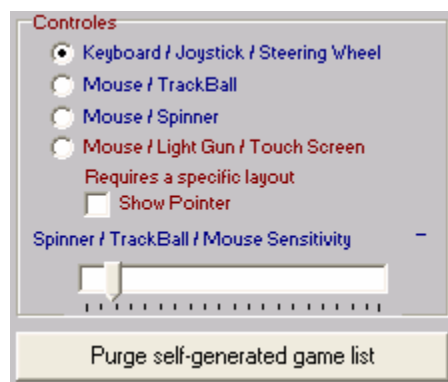
In addition to the resolution, you can also specify the screen orientation of your monitor: Horizontal is the default or you can choose Vertical rotated to the right, or to the left:



Controls

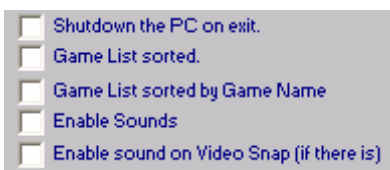
The controls section is where you specify what controls will be used for navigating through the AtomicFE menu screens. You can move the slider to adjust the spinner\trackball\mouse sensitivity: moving to the left increases sensitivity, moving to the right decreases sensitivity. If you choose the Mouse/Light Gun/Touch Screen option for your configuration, make sure that you use a layout that has click zones defined, or you will not be able to use the Light Gun or Touch Screen to navigate through the menu screens. If you are using a Light Gun for menu screen navigation, it is advisable to use the “Show Pointer” option to more easily see where the pointer is located while you “aim.”

Below the Controls section is the “Purge self-generated game list” button. This option clears the auto generated list when AtomicFE is first run.



Miscellaneous Options

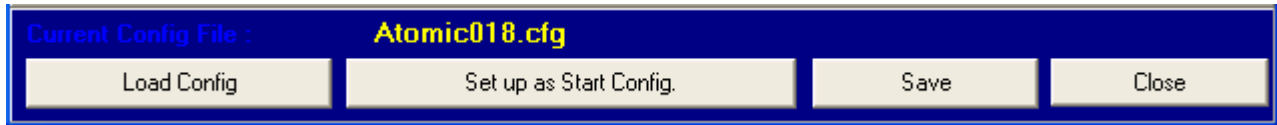
Here are the miscellaneous options for setting how AtomicFE displays the game list, and what happens when you exit AtomicFE:



- Shutdown the PC on exit – turns off the pc when you exit AtomicFE
- Game List sorted – sorts the game list alphabetically by ROM filename
- Game List sorted by Game Name – sorts game list alphabetically by the actual game name (Which can be edited in Atomic Manager, MetaData tab)
- Enable Sounds – enables sounds if they are included in your layout
- Enable sound on Video Snap – enables sounds from the Video Snaps (Instead of using static .png snapshots of the game, AtomicFE supports video snaps. For more information on where to obtain these video snaps, visit <http://www.emumovies.com>)

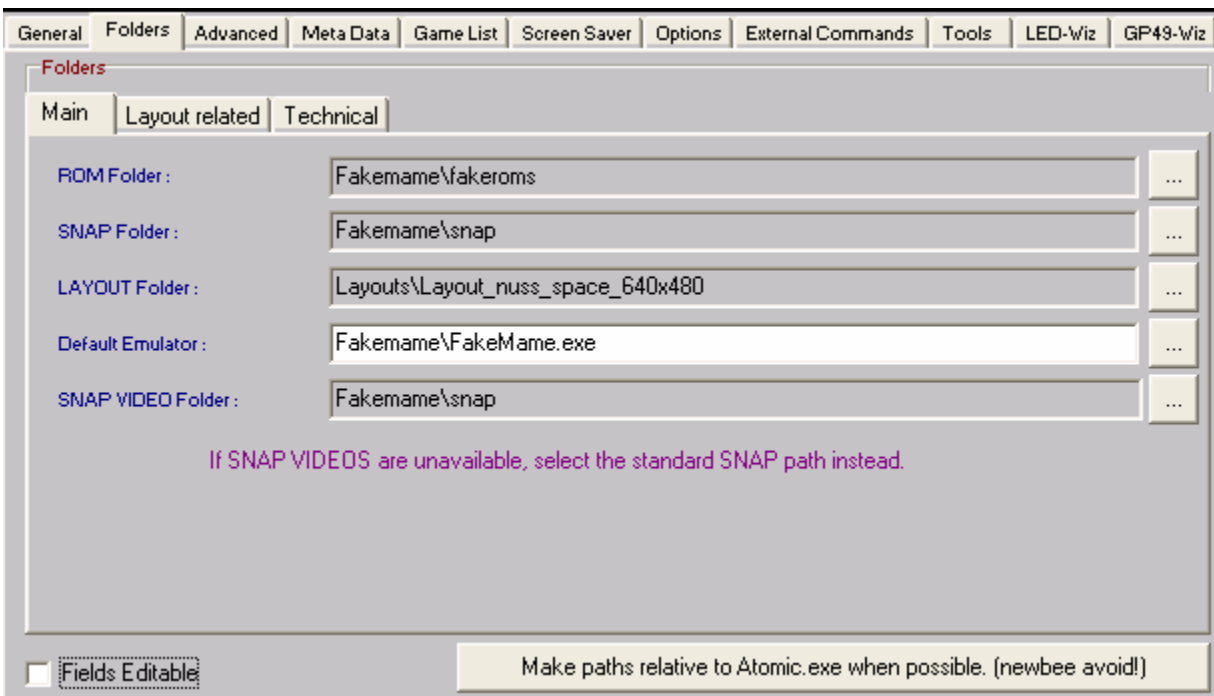
Current Config File Options

The current config file buttons in Atomic Manager are fairly self explanatory. One thing to note is if you have multiple config files, verify you have the correct one loaded: it is listed in yellow text above the Set up as Start Config button. Also make sure to set the correct one as the Start Config. Save your configuration before closing.



Folders

The folders tab is where you point AtomicFE to all the related directories depending on your configuration. The folder descriptions are fairly self explanatory:

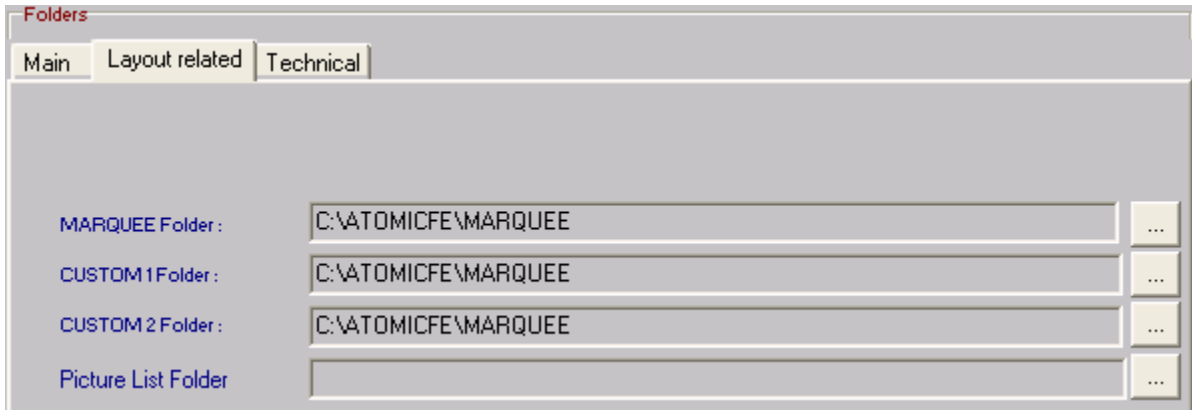


The button in the lower right corner makes the paths relative to the Atomic.exe file: when this option is selected, you do not need to specify the full path to the directories, just the folders from Atomic.exe down. If you do not select this option, simply click the browse button to the right, and drill down to the full path of the folder.

If you check-mark the Fields Editable option, the fields will not be grayed out, and you can directly type in the fields instead of browsing with the button to the right.

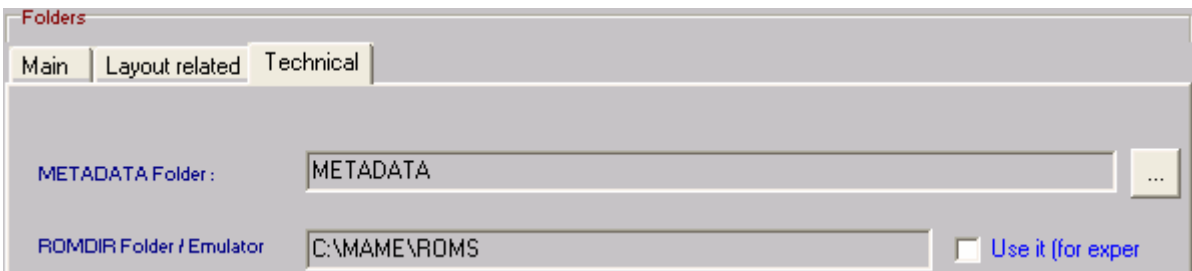
Layout Related

The Layout related tab is where you specify what folders contain images related to your layout. Not all of these directories may be used, depending on your specific layout. If your layout utilizes these images, browse to the related directories here:



Technical

The Technical tab is where you specify the location of the Metadata folder. This folder contains the various .ini category files that allow for sorting based on a number of criteria such as genre, controls, etc and also contains the full list of MAME games.



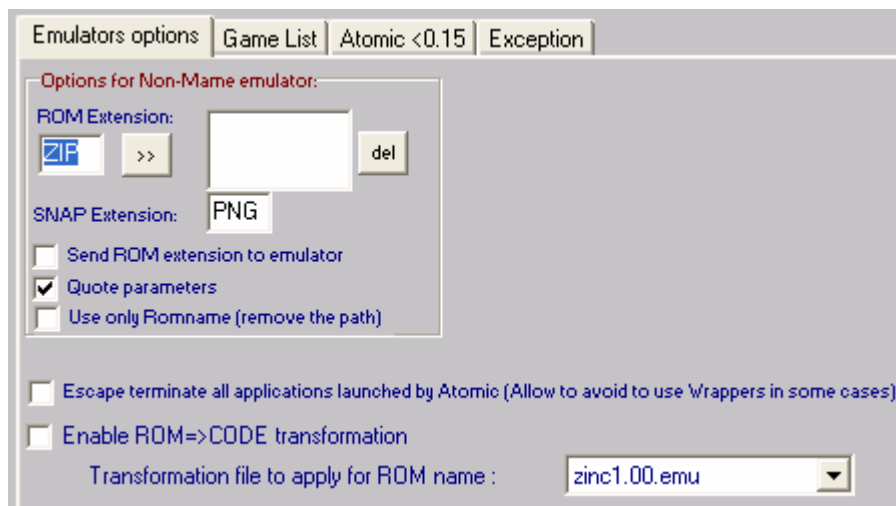
The ROMDIR Folder/Emulator option is for creating Plug and Play modules. Since all Plug and Play modules require relative folder structures, this is where you would specify the location of the directory. Creating Plug and Play modules is beyond the scope of this document, so there will not be an explanation on how to accomplish this. Please verify that the Use it checkmark is NOT checked.

Advanced

This tab will not appear unless you check-mark the Advanced Options box in “Access to advanced config options” on the General tab.

Emulator Options

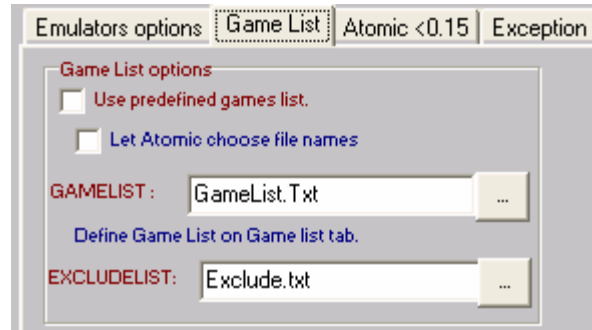
Here you can specify options for non-MAME emulators. If the emulator in question uses another extension for its ROMS, you can specify them here. For example, the Atari 2600 ROMS use a .bin extension. You would type “bin” in the ROM extension field, and then click the add button >> to enable that extension. If you would like to remove that extension, click on the extension to highlight it, and then click the del button. The other non-MAME options will depend on which emulator is being used. These options all relate to the command line parameters that are required by the emulator in question. Consult the documentation for your emulator to determine which settings are required for your configuration.



- Escape terminate all applications launched by Atomic – adds the ability for any application launched by AtomicFE to be terminated with the Escape key, even if the application would not normally do so
- Enable ROM=>CODE transformation – enables AtomicFE to run emulators that use codes in their command line, instead of referring to the actual ROM name. After enabling, choose the Transformation file to apply from the drop down list. These dictionary files have the .emu extension, and are located in the AtomicFE installation directory. They are simple text files and can be edited to add new codes if necessary. You can also create new .emu files with your own custom entries. Place them in the AtomicFE installation directory (with an .emu extension), and they will automatically be available via the drop down.

Game List

The Game List tab allows you specify the game list and exclude list file name and location. AtomicFE gives you the option of creating specific lists with the games you would like included in the list, or alternatively, it can create a list and exclude specific games that you choose.



- Use predefined games list – checkmark this to enable the Game List tab, which will be discussed later in this document.
- Let Atomic choose file names – by default, the lists will be given the version number as part of the list name. Example: Atomic018.cfg.gamelist.txt. (it is strongly suggested to use this option to prevent configuration errors with the game list.)

Atomic <0.15

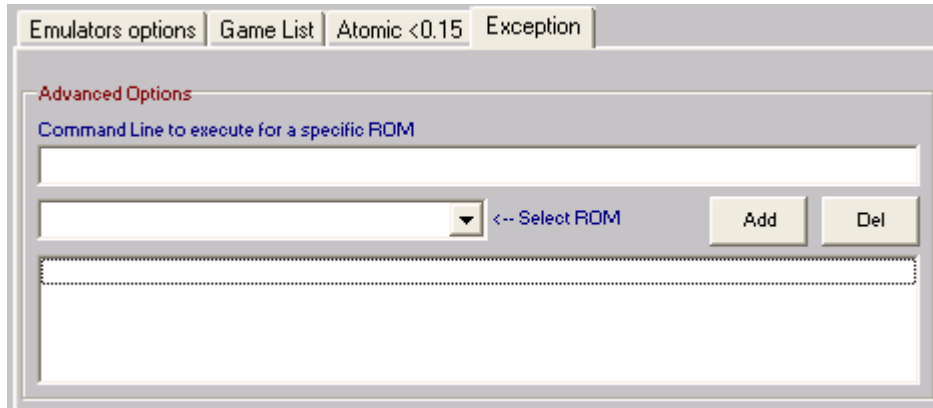
The Atomic <0.15 tab allows for compatibility with layouts that were created for version 0.15 or lower. Generally speaking, you should not need to change these settings.



- Controls/Keys – You can set the key repeat delay in milliseconds here. Use this setting to change the speed in which AtomicFE delays before repeating a held down key, or joystick.

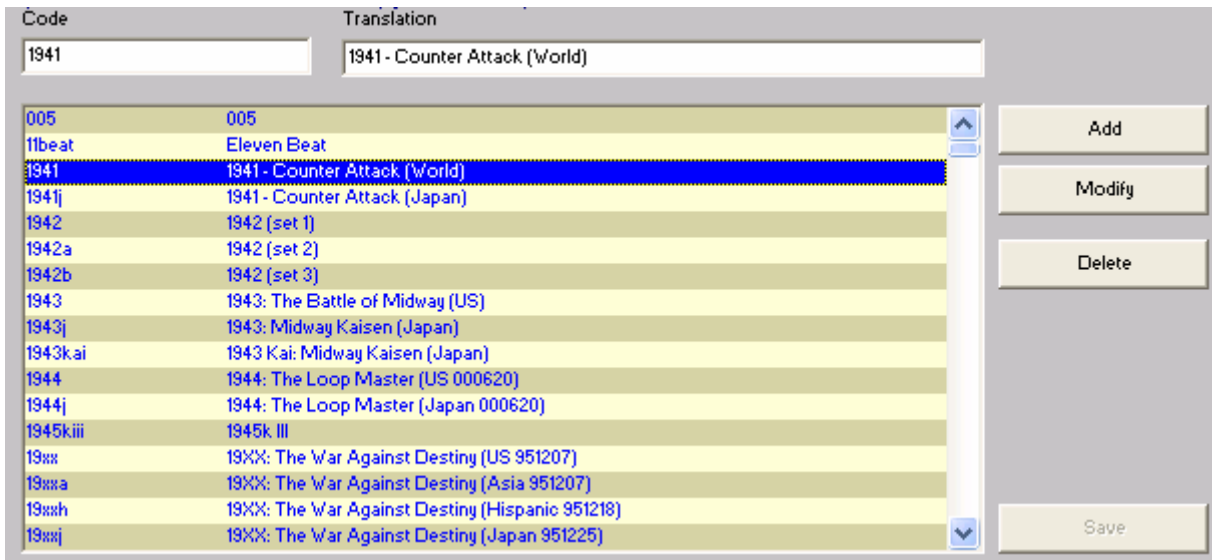
Exception

Here you can specify command lines to execute for a specific ROM. Click the drop down under Select ROM, or type the ROM name in directly. Type the command line in the field above. To enable your command, click the Add button. If you wish to remove a command, select it from the field below and click Del.



MetaData

The MetaData tab allows you to modify what game name is displayed in the game list.



You can easily change the displayed name by selecting a game, and making the appropriate changes in the Translation field. Make sure to click the modify button before moving on to another game name change. Click the Save button when you are finished.

Note: The MetaData is not automatically generated by AtomicFE. The list provided will not reflect new games when you upgrade your version of MAME. Due to the changing nature of MAME and its command line structure, an auto-generate feature is not included. This was done to future proof AtomicFE against changes in MAME.

Creating a new MetaData List

If you would like to generate a new list when you upgrade your ROMS and MAME version, run the following command: `mame.exe -listfull >C:\fulllist.txt` Take the Fulllist.txt file that will be saved in the root of your C drive and copy it to the MetaData folder in your AtomicFE installation. The new games will appear in the list!

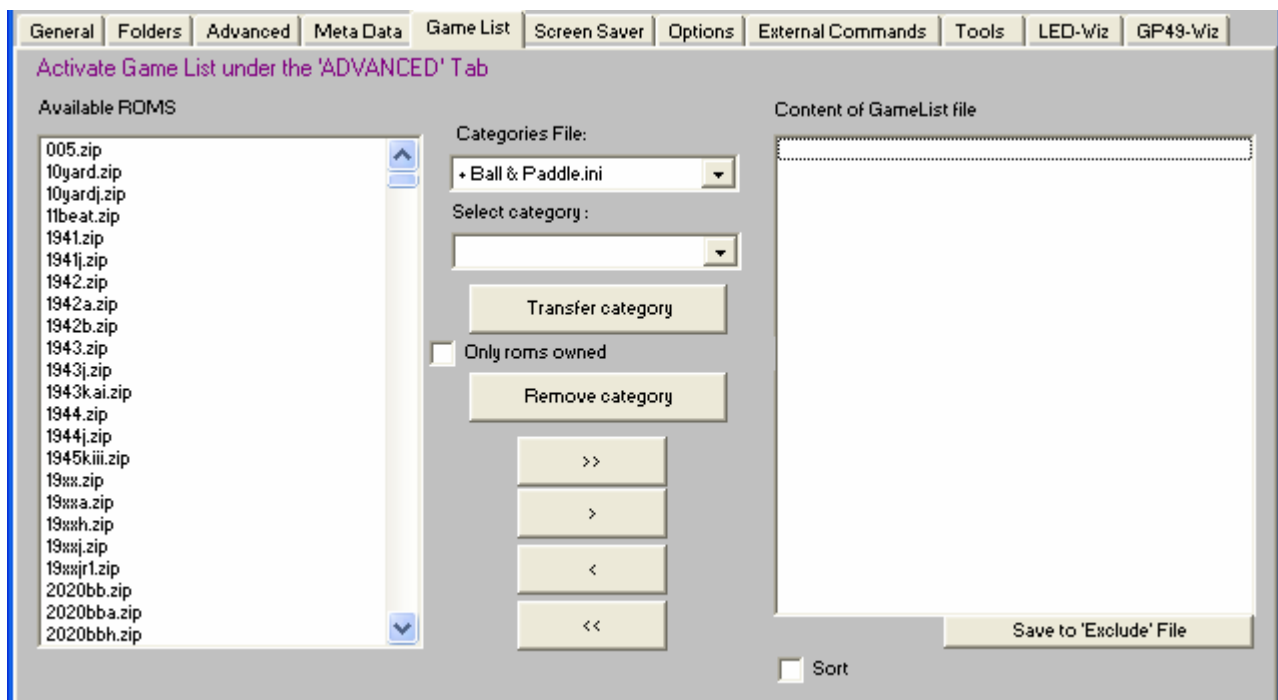
Removing Parenthesis in the Game List

Some people would rather not have the extra information contained in the parenthesis listed in the game name. You cannot remove them within Atomic Manager; however you can edit them out with a text editor. Any good text editor can accomplish this. One such product that is readily available is called TextPad. It can be downloaded from here: <http://www.textpad.com>

To remove the parenthesis in TextPad, open the fulllist.txt file located in the MetaData directory and do a Search and Replace (which would be similar with any editor). In the Search field, enter this: `([:print:])*` and leave the Replace field blank. Also, make sure to uncheck the "Match Case" and checkmark the "Regular Expression" options under Conditions.

Game List

Here you can edit your game list to display any number of games you want. To add the games to your Game List, choose the games from the Available ROMs, then click the Add > button. To add the entire list on the left, click the Add All >> button. To remove a game from the Game List file on the right, select the game, then click the Remove < button. If you would like to remove the entire list, click the Remove All << button.



Note: By default, AtomicFE will display all the ROMs available in the ROMs folder you specified on the Folders tab. You can pre-sort the available ROMs list by choosing from the Categories File, and then selecting a category. If you wish to transfer the entire category (for example, if you are building a multi-configuration based on categories, controls, etc.) click the Transfer category button. To remove a category from the Game List file, click the Remove category button.

- Only roms owned – By default when you transfer a category, it will put the complete list of games from that category in the Game List. However if you checkmark this option, it will only transfer the games that you have from that category.
- Sort - If you do not checkmark the Sort option, then the games will appear in your Game List in the order they were added. If you checkmark this option, they will be sorted in the order of the ROM name.

Exclude File

Instead of creating a game list that includes only the games you select, you can alternatively create a game list that excludes the games you select. The process for excluding games is the same as adding, however, make sure to checkmark the Save to 'Exclude' File button:

Save to 'Exclude' File

This will exclude only the games you selected from the All Games list. By default, these files are called GameList.txt and ExcludeList.txt, and are saved in the AtomicFE root installation directory. You can change the name and file location in the Advanced, Game List tabs.

Screen Saver

You can enable a screen saver for when the machine is not in use:



To enable the screen saver, checkmark the Enabled option, and set the delay in milliseconds. The default is 180000, which is 3 minutes. You can change this setting to any value between 1000 milliseconds (1 second) and 345600000 milliseconds (96 hours).

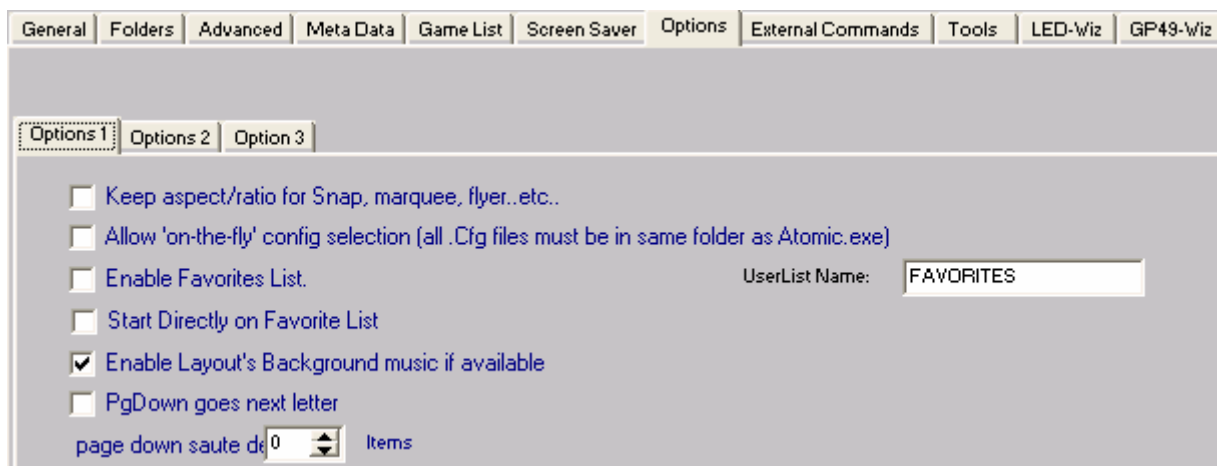
There are three options for the screen saver:

- Display SnapShots – displays the snaps you specified in the Folders tab
- Use a custom folder for the slideshow – point to a custom folder and display the pictures contained in it. Make sure to specify the file extension. By default it is set to .png
- Run random game – will run a random game from you ROM folder. Set the Game activity time in milliseconds before the next random game runs.

Note: If a random game is running in the screen saver mode, and a credit is inserted, the screen saver mode will be disabled and you can play the game as if you selected it normally.

Options

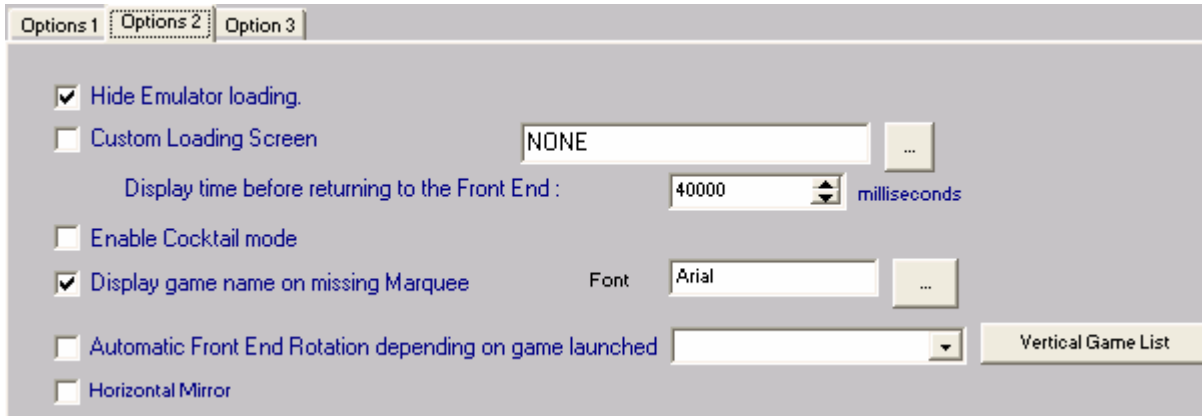
Here you can set miscellaneous options for controlling how AtomicFE operates.



Options 1:

- Keep aspect/ratio for Snap, marquee, flyer – keeps aspect ratio for all displayed images
- Allow 'on-the-fly' config selection – this allows you to make configuration changes that take place immediately within the front end, instead of making the change and having to restart AtomicFE. For this option to work, all the configuration files must be in the same directory as the Atomic executable.
- Enable Favorites List – turns on this option, which can be accessed by pressing the SPACE button (default – can be remapped with AtomicKeys.exe) Also, you can give the list a custom name by changing it in the UserList Name field.
- Start Directly on Favorite List – enable to boot to the Favorite list
- Enable Layout's Background music if available – enables the music if specified in the particular layout. (This can be edited with AtomicLayoutEditor.exe)
- PgDown goes next letter – Enable to have AtomicFE page up and down alphabetically, or leave unchecked and select the number of games to page up and down.

Options 2:

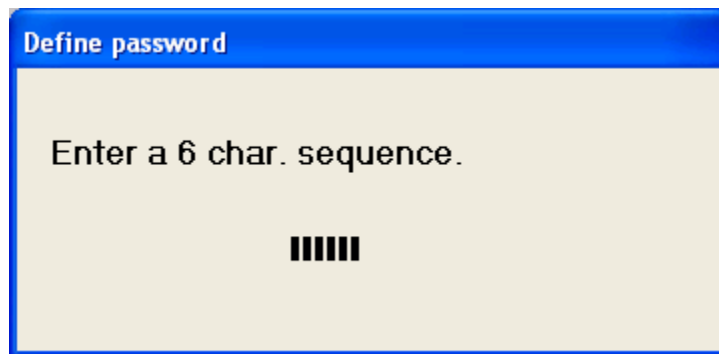


- Hide Emulator loading – hides the emulator loading screen
- Custom Loading Screen – browse to location of movie file to display while loading
- Display time before returning to the Front End – time in milliseconds that AtomicFE displays the custom loading screen and returns to the Game List, default is 40000 milliseconds (40 seconds).
- Display game name on missing Marquee – if you do not have an image for the marquee of the selected game (if the layout supports a marquee image), then AtomicFE will display the game name instead. (On the missing marquee image defined in the layout) You can change the Font displayed by clicking the browse button to the right.
- Automatic Front End Rotation depending on game launched – you can change the direction the screen rotates: either to the right, or to the left. Click on the Vertical Game List to edit which games will automatically rotate AtomicFE.
- Horizontal Mirror – checkmark this option to have AtomicFE display a mirrored image: essential for a setup that has the image reflected into a mirror inside the cabinet.

Option 3:



- Ask for a password on exiting Front End – click the define button to assign a password. You will be presented with the following screen:



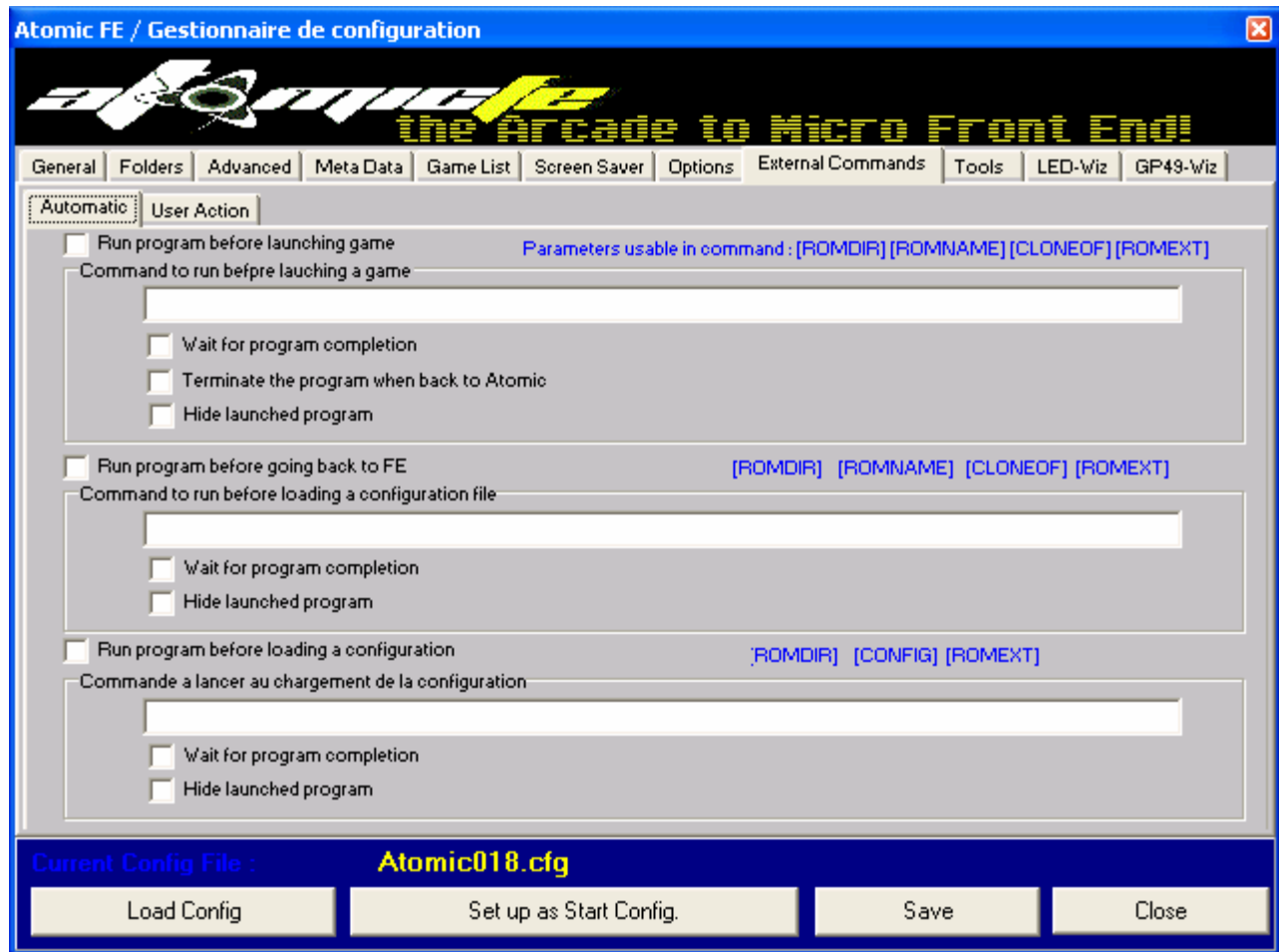
Press the key sequence you would like for your password. For the most part, you can only use the alphabet keys; however you can also use Escape, Backspace and Space in the sequence.

Note: A keyboard is not required for this; you would simply press the buttons corresponding to your password. (Example: Right, Right, Up, Up, Down, Down)

- Run Game at Start up – choose either a random game or type in the ROM name without the file extension of the game you would like AtomicFE to start when run. (The ROM name can be obtained by clicking on the Metadata tab and making a note of the name in the list on the left, under the code field.)

External Commands

Here you can specify programs to launch before launching a game, before returning to the front end, or before loading a configuration:



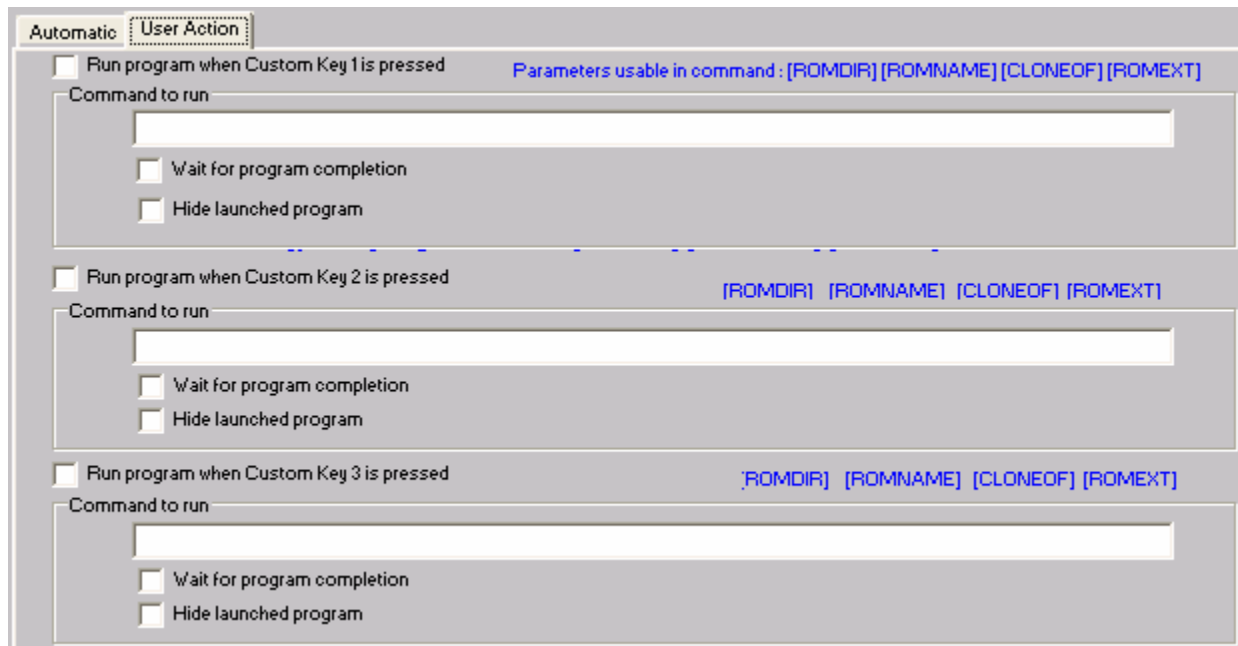
Automatic

The commands entered here will apply to all games when launched, depending on the parameters used in the command. The parameters are substitution strings: depending on what game is selected in the list, they will dynamically change. For example: if you were to use the parameter [ROMNAME] in your command, it would add whatever Rom name was currently selected in the game list to the command line string. You also have some options for how the program is run and terminated:

- Wait for program completion – waits until the program terminates before performing the selected action
- Terminate the program when back to Atomic – when you exit the game and return to AtomicFE, the specified program is terminated
- Hide launched program – runs the program hidden

User Action

Here you can specify a command to run if you defined Custom Keys:

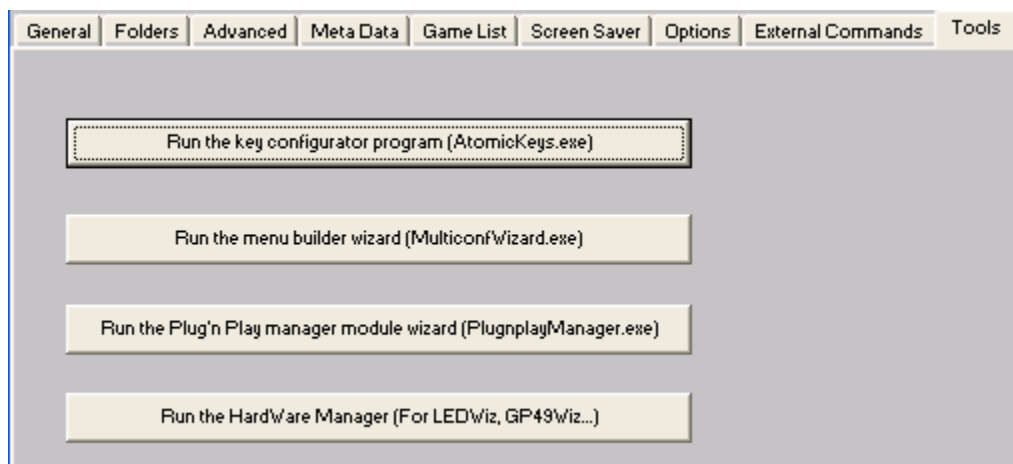


The parameters are the same as the Automatic tab; please refer to the previous page for command line usage and parameters.

Note: These commands will only operate while AtomicFE is active (while in game list). Once the game is launched, these commands will not be available.

Tools

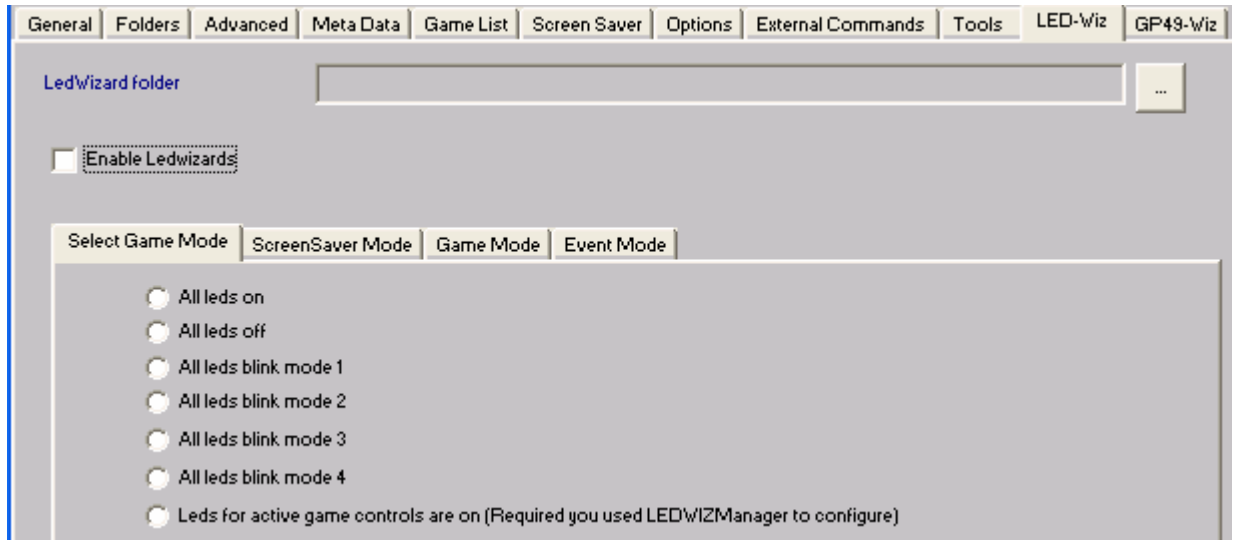
Here you can run some of the wizards without exiting AtomicFE:




Alternatively, these tools can be run separate from Atomic Manager by simply running the executable in the AtomicFE installation directory.

LED-Wiz

Here you can manage the native LED-Wiz support in AtomicFE:

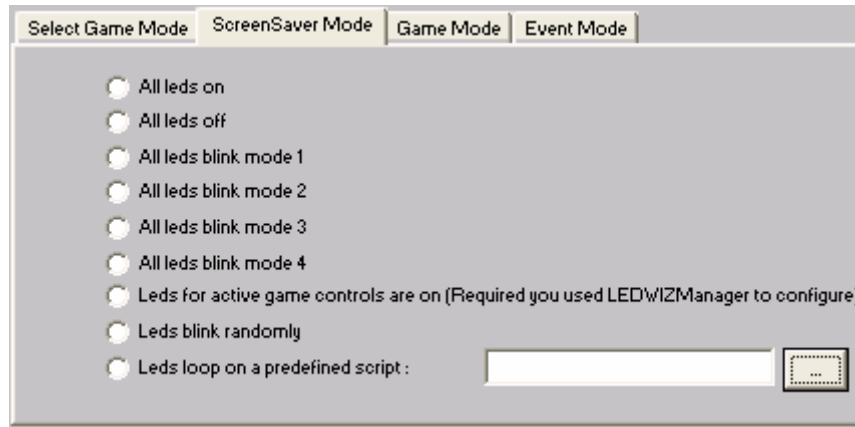


- Browse to your LedWizard folder by clicking the browse button 
- Checkmark Enable Ledwizards to enable support for the LEDWiz
- Select your Game Mode:
 - Leds on\off
 - Blink mode 1 through 4
 - Leds for active game controls are on – you must additionally configure this portion with the LEDWIZManager program

Note: There is a Select Game Mode and a Game Mode tab: they are in fact two different functions; the Select Game Mode is for when you are in AtomicFE and browsing the game list. The Game Mode is for when you are in a game and AtomicFE is hidden.

Screen Saver Mode

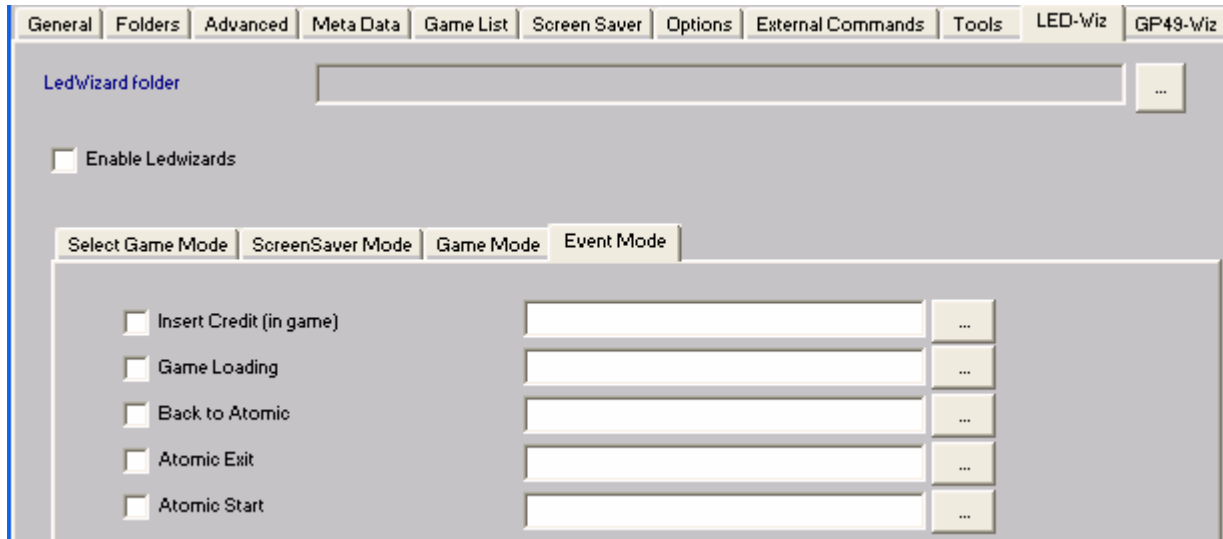
Here you can select the Led mode when the Screen Saver is active:



- All leds on\off
- Led blink mode 1 through 4
- Leds for active game controls are on – you must additionally configure this portion with the LEDWIZManager program
- Leds blink randomly
- Leds loop on a predefined script – you must browse to your predefined sequence file by clicking on the browse button to the right

Event Mode

Here you can assign sequence files to the following events. You must first create the sequence using the LED-Wiz software prior to setting the event mode:



Checkmark the event and browse to your sequence file to enable the mode you desire

GP49-Wiz

Here you can select the Front End Mode of the GP49-Wiz:



Checkmark the GP49-Wiz Enabled option, and choose your mode from the drop-down list. These modes correspond to the modes you create with the LedWizManager. Please refer to the documentation for more information on the modes.

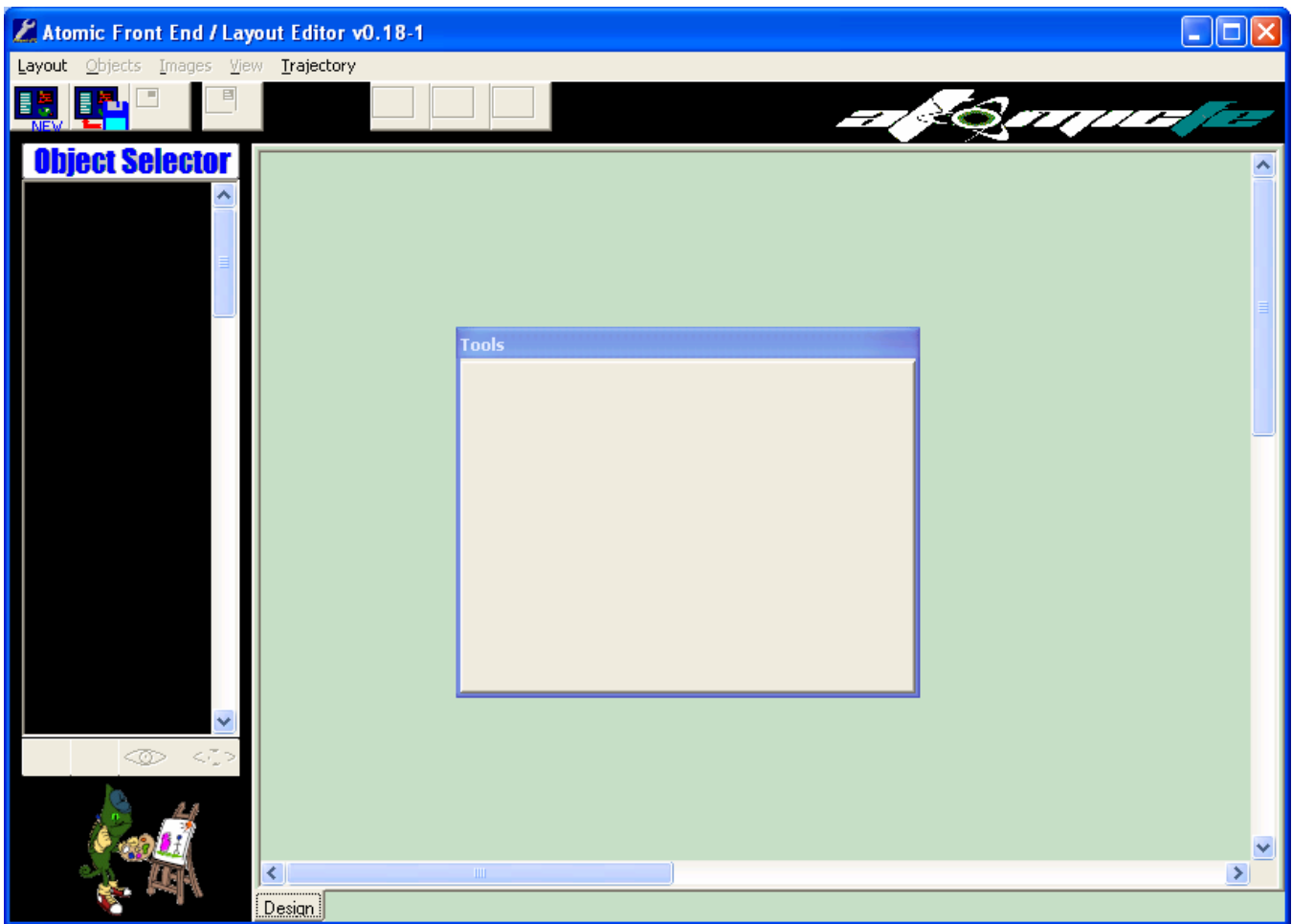
Layout Creation (AtomicLayoutEditor.exe)

The layout editor is able to create new layouts, or edit existing ones (to some degree – some layouts are protected at the creator’s request). There are over 100 layouts to choose from on the AtomicFE website, and still growing! They are downloadable here:

<http://atomicfe.com/EN2/download.php>

To create a new layout, first create a directory where you would like your layouts saved. There are some sample layouts already included with the installation located in <AtomicFE_directory>\Layouts. Create an empty directory there, and run the editor.

Upon running the Layout Editor, you are presented with the main screen here:



Layouts can be extremely complex or simple, depending on your needs and/or abilities. For the purposes of this documentation, a simple layout design will be covered. Consult the support sites for more in depth help with layout creation if you wish to go beyond the scope of this documentation.

Layout Editor Controls

In the previous screen you will see various controls which you will utilize to create your layout. Some of the commands are not available until you either specify a layout directory, or an image for a component. Before beginning creation of the layout, let's define the main controls:



Create a new layout



Load an existing layout



Save existing layout



Layout properties



The left button defines the image; the right defines the selection image



Define missing image

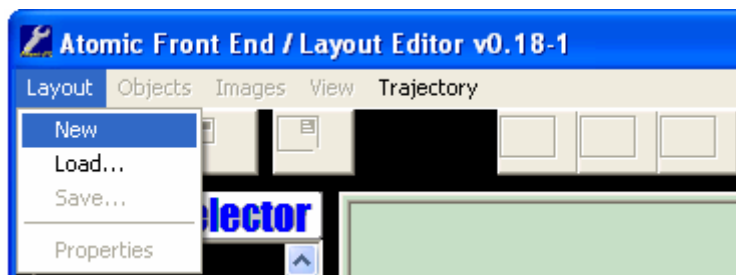
Note: These buttons are just shortcuts; all of these functions are accessible in the above menu under Layout and Images.

Layout Components

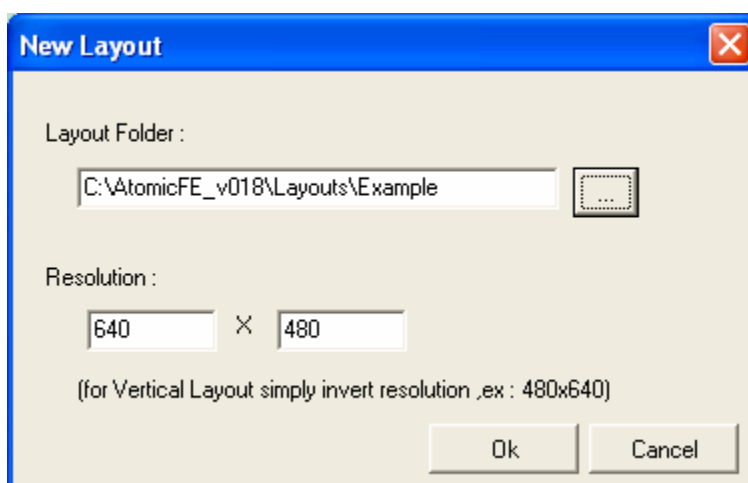
Layouts consist of many different components that are combined to render the final image:

- Main Background – this is the background that will be displayed in the layout (can be an image, or video)
- Text List – a text field for displaying the game names
- Marquee List – instead of text, uses an image for game (can be a snap, marquee, etc)
- Info Zone – This will display the name of the game running superimposed over the snap
- Snap – Snapshot of the selected game (can be an image, or video)
- Marquee – Marquee of the selected game
- Static Custom 0, 3, 4 – static image (left for older layout compatibility, similar to Picture. Can be an image, or video)
- Dynamic Custom 1, 2 – image that can change in function depending on the game selected. Requires a matching dynamic folder be defined in Atomic Manager. (Custom1Dir, etc) Can be a flyer image, cabinet image, marquee or snap.
- Click Zones 1 through 7 – Click zones used for touch screens and light guns
- Picture 1 through 7 – images or video that can be inserted in the layout
- Scroll Text 1 through 7 – scrolling text option. Requires a bitmap font to function. You will have to additionally define scroll text properties in the layout editor.

To create a new layout, click on Layout, then New (or the New button):



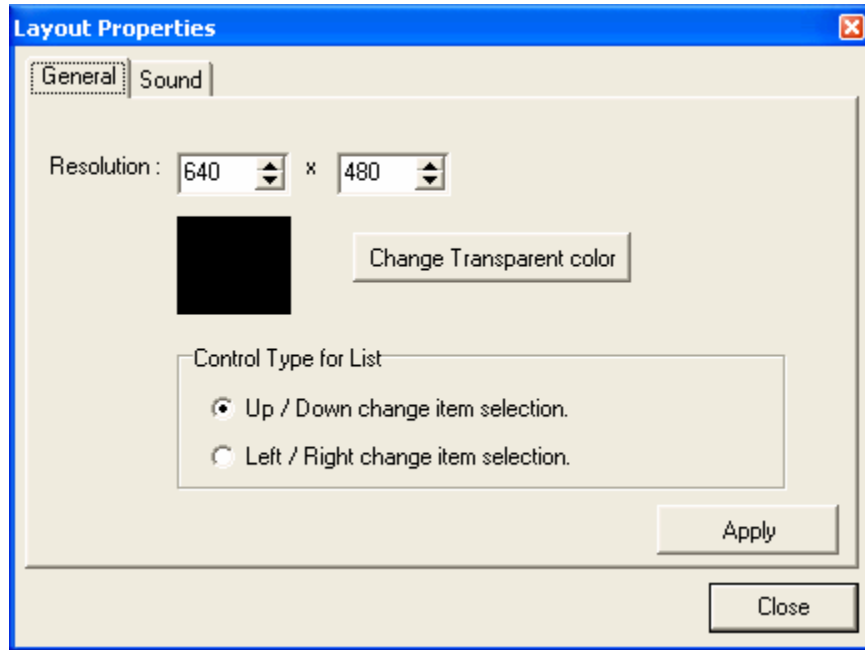
Browse to the directory you previously created:



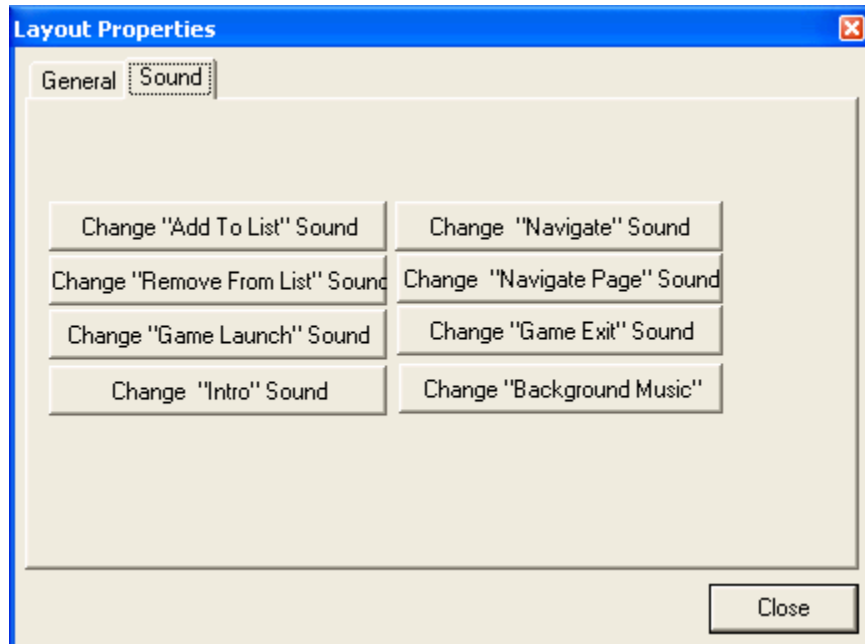
Choose the resolution that you would like to create the layout in. Click OK. AtomicFE supports resolutions from 240 x 240 to as high as your video card can support. The best results will be obtained if you match the background image resolution to the layout resolution.

Layout Properties

Once you have selected the folder and resolution of your layout, it's time to begin defining the layers that will make up your layout. Before doing this however, it is recommended that you assign a transparency color to your project. Whenever a color in one of your layers of your project matches this color, it will create a "hole." This allows the lower layer to show through. You specify the transparency color by clicking on the Layout Properties button:



You can also re-size the resolution from here, and assign the control type for game list browsing: you can assign up and down to browse the list, or left and right. If your Layout will have sounds assigned to events, click the Sound Tab:



Click on the button corresponding to the sound event you would like to assign, and browse to the sound file. (The original location is not relevant: the editor will copy the necessary files to your final layout directory when complete)

Note: AtomicFE only supports .mp3 files for the Background Music, and .wav files for the remaining sound events.

Object Selector

Here is where you enable\disable all the layout objects and define images and properties for them. In addition to defining the properties, you can also increase or decrease the layers:



Object Selector Buttons:



Increase layer (moves the object down the list)

Decrease layer (moves the object up the list)



Shows\Hides the selected object

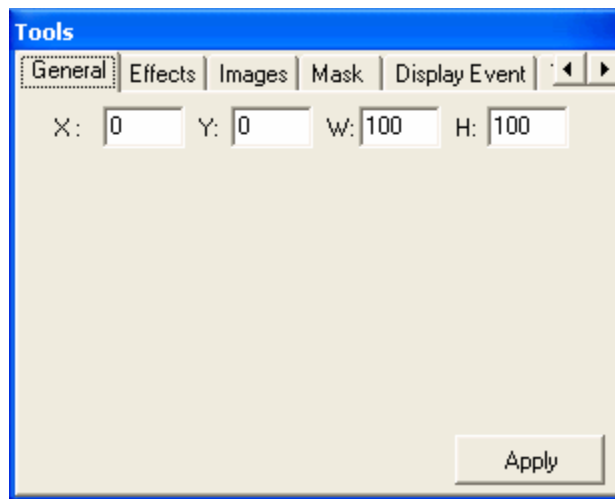
Defining Layout Objects

Click on the object you would like to add to your layout, and then click on the Show\Hide button to enable it. Finally, click the object define button to assign an image to your object. Most basic layouts will include the following:

- Background – background image, or wallpaper of the layout
- Snap – snapshot of the selected game (can also be a video snapshot)
- Text List – game list
- Marquee – image of the cabinet’s marquee

Tools

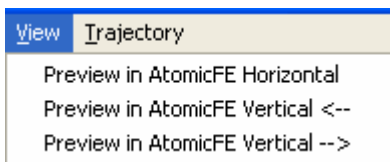
There is a floating Toolbar in the Layout Editor that allows for context sensitive controls:



This is where you can specify additional properties of the layout, and selected objects. Adjusting the settings here is beyond the scope of this document, please consult the online forums or support sites for more information.

Previewing your Layout

Once you have completed your layout, it is a good idea to preview how it will look before going forward. To preview how your layout will render, click on the View option:

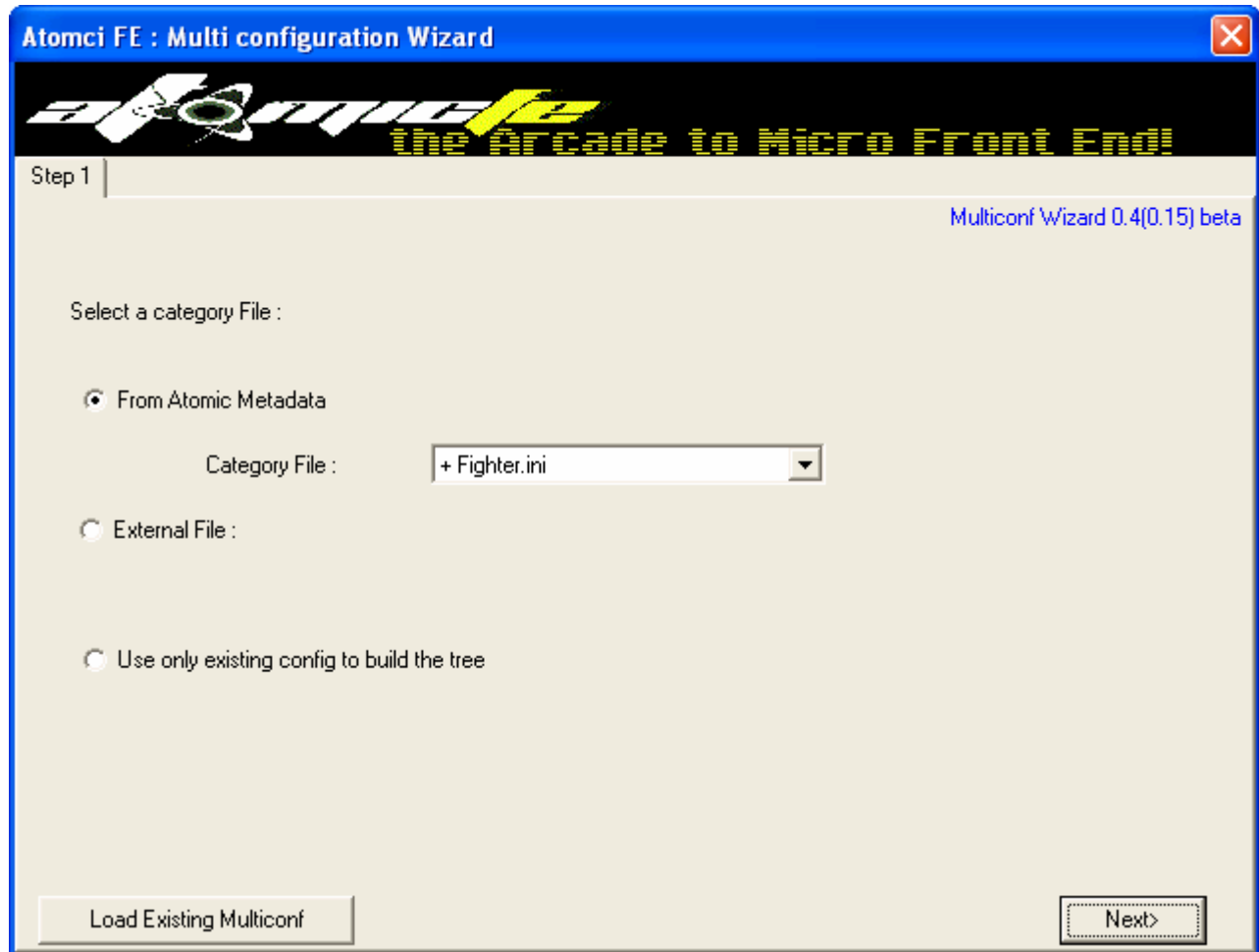


You can preview your new layout horizontally, or vertically, depending on how your monitor is oriented. Once you are satisfied with the preview, hit Escape to exit the preview and return to the editor.

Multi Configuration (MultiConfWizard.exe)

AtomicFE allows for a multi configuration menu: you can start with a list of configurations that branch off into separate emulators, jukeboxes, pc games, or just sort your game lists by controls, genre, etc. To begin the process you can run the MultiConfWizard.exe, or access the program on the Tools tab of Atomic Manager. If this is the first time running this program, you will be prompted to select your preferred language. Select English, checkmark the Save option, and click OK.

Step 1 (Using category file)

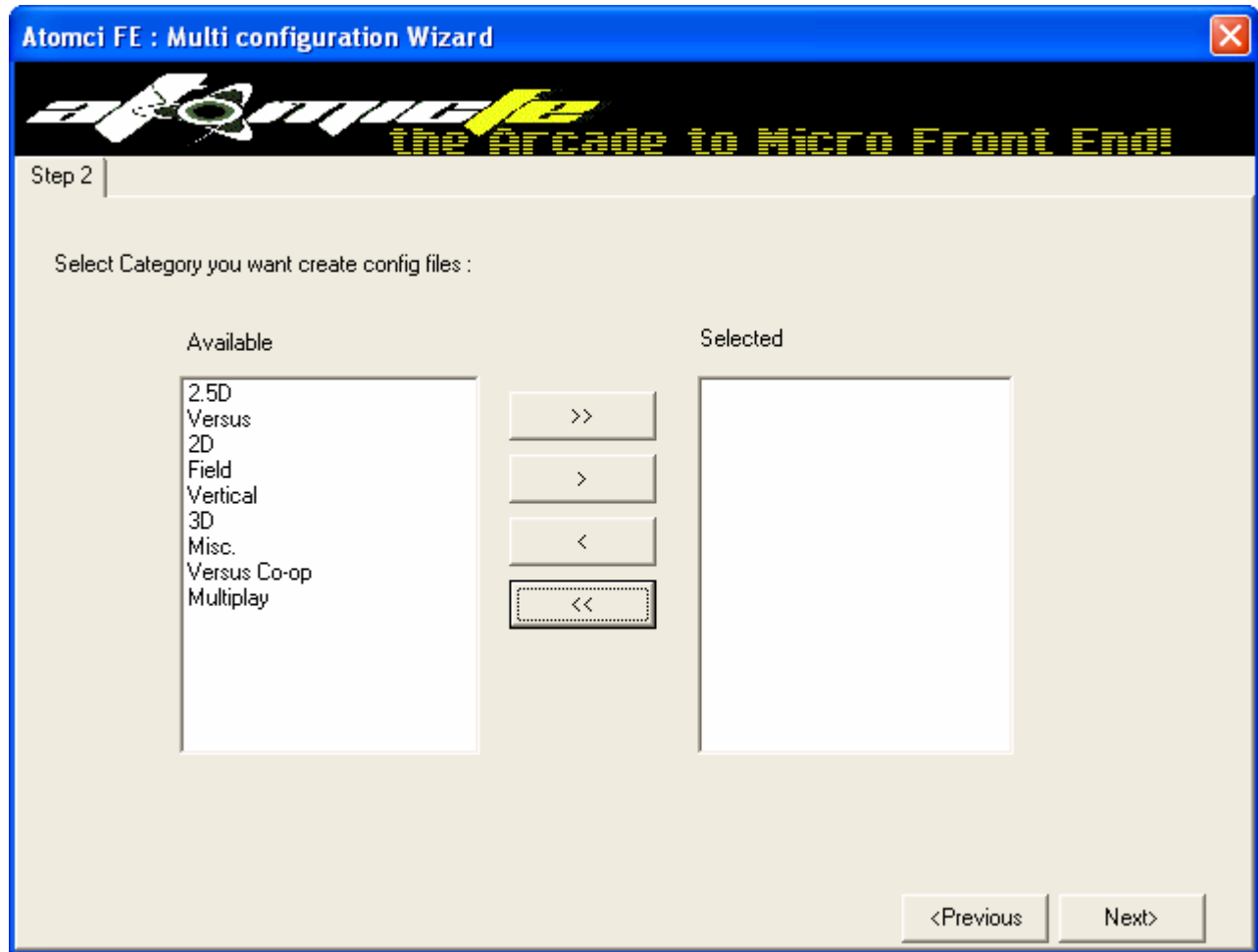


Select a category file:

- From Atomic Metadata – choose from the predefined categories in AtomicFE
- External File – choose a .ini file that has predefined categories
- Use only existing config to build the tree – Test your configuration before using this! The existing config is created with Atomic Manager. (See the Atomic Manager documentation section for more information.)

Step 2

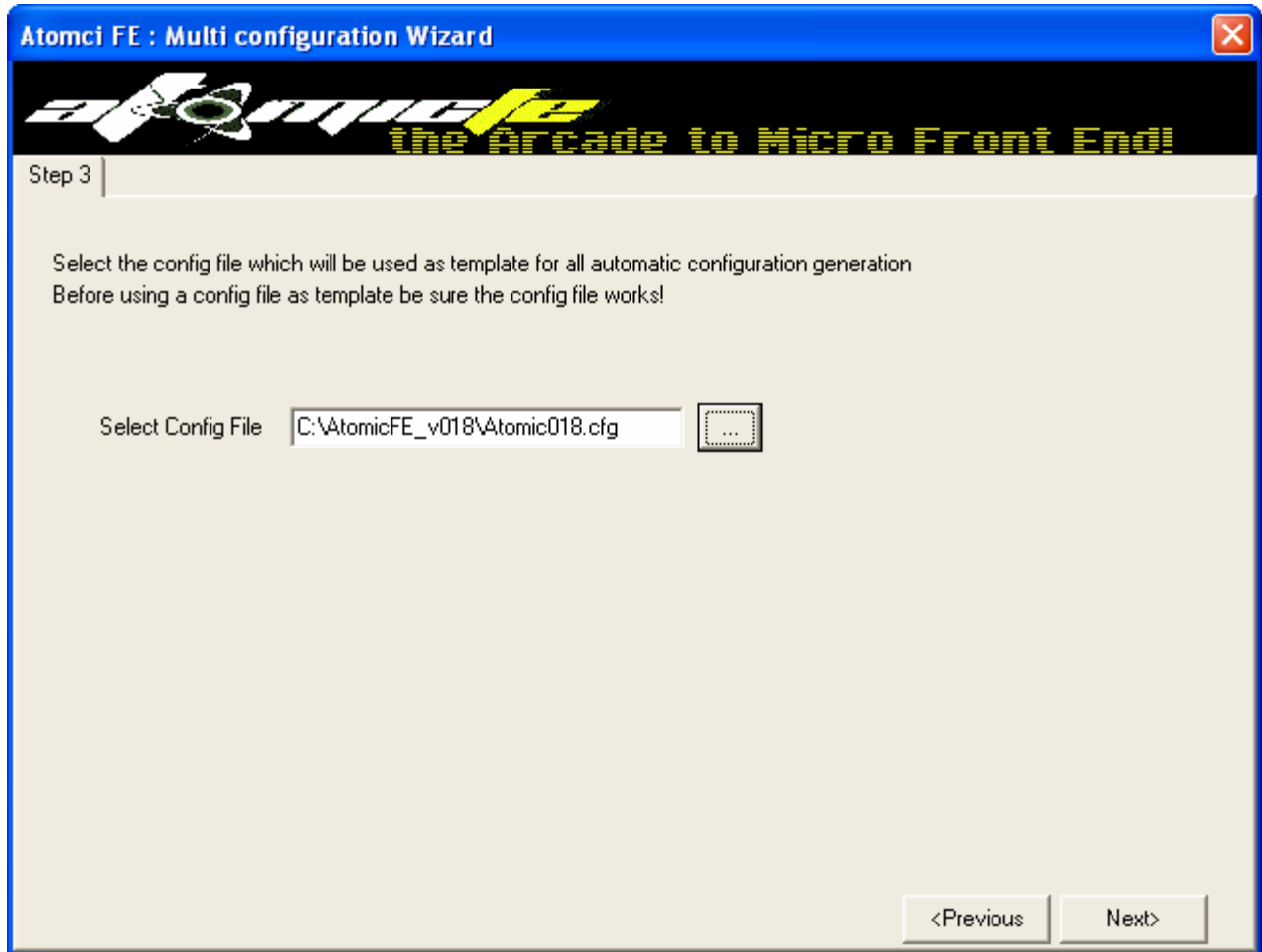
Once you select your category file, click Next:



Select from the Available categories, and click the Add > button, or Add All >> button. If you would like to remove games, highlight the item in the Selected field, and click the Remove < button, or click the Remove All << button to remove all the selected items.

Step 3

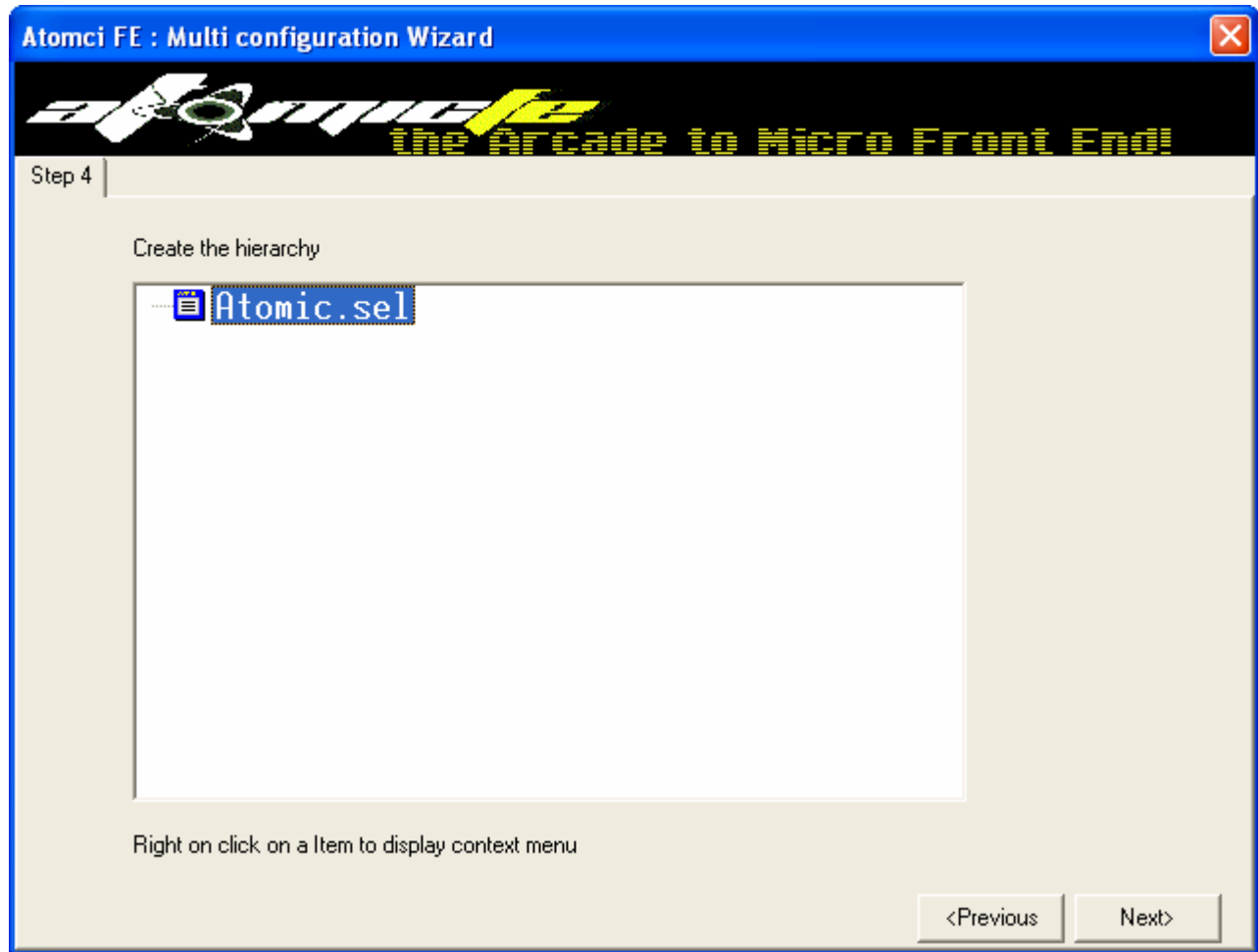
Click the browse button to the right and select a config file. (This file is created previously with Atomic Manager: first create a setup that points to your specific folders and your chosen layout)



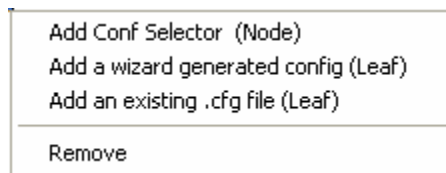
Once you have pointed to your config file, click Next.

Step 4

Here is where you create your menu hierarchy:



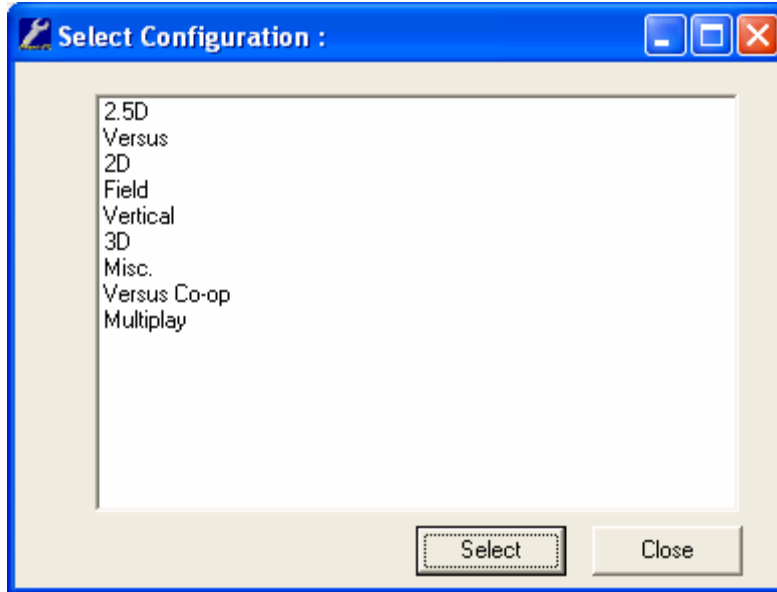
Right click on the Atomic.sel and you have some options:



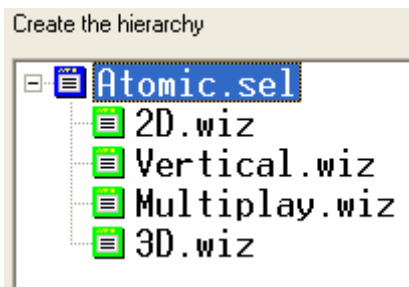
- Add Conf Selector (Node) – add a node, which leafs branch off from here
- Add wizard generated config (Leaf) – branch from tree item, generated from step 1
- Add an existing .cfg file (Leaf) – branch from tree item, generated from Atomic Manager
- Remove – remove the selected tree item

Select Configuration

If you had selected a category file, here you select from the configurations you added in Step 2. (This is the screen you will be presented with if you right click on Atomic.sel and select the wizard generated config.):



Select the configuration, click Select. Multiple selections are allowed here by either using the Ctrl-click method, or Shift-click. Once complete, you will have your hierarchy:

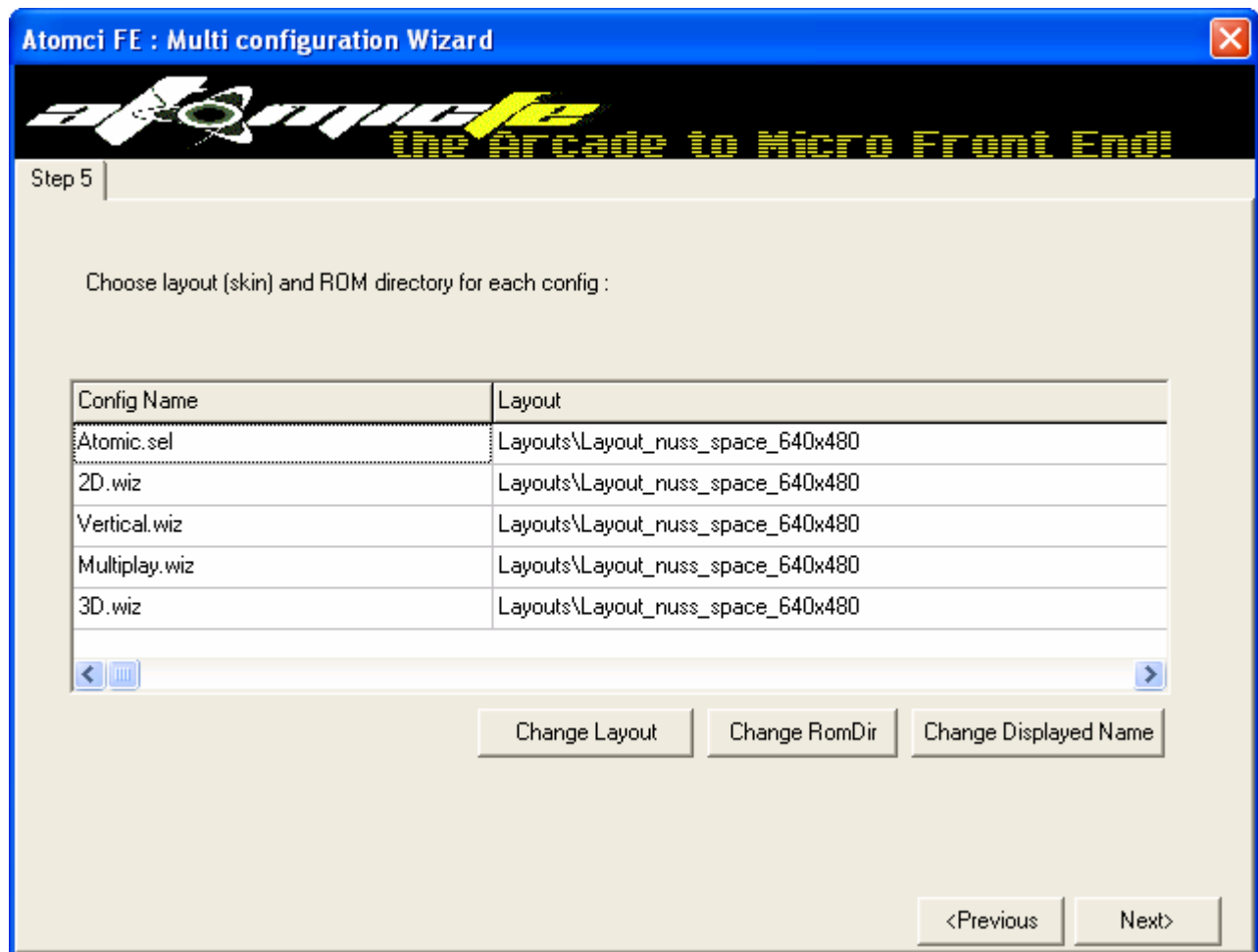


Click Next once you have created your entire hierarchy.

Note: Create the hierarchy in the order you wish it to be displayed in the menu list; you will not be able to move the entries up or down once created.

Step 5

Here you can change the displayed name of each of the configurations, and the layout assigned to each:



Select the Config Name you wish to modify, and click the appropriate button:

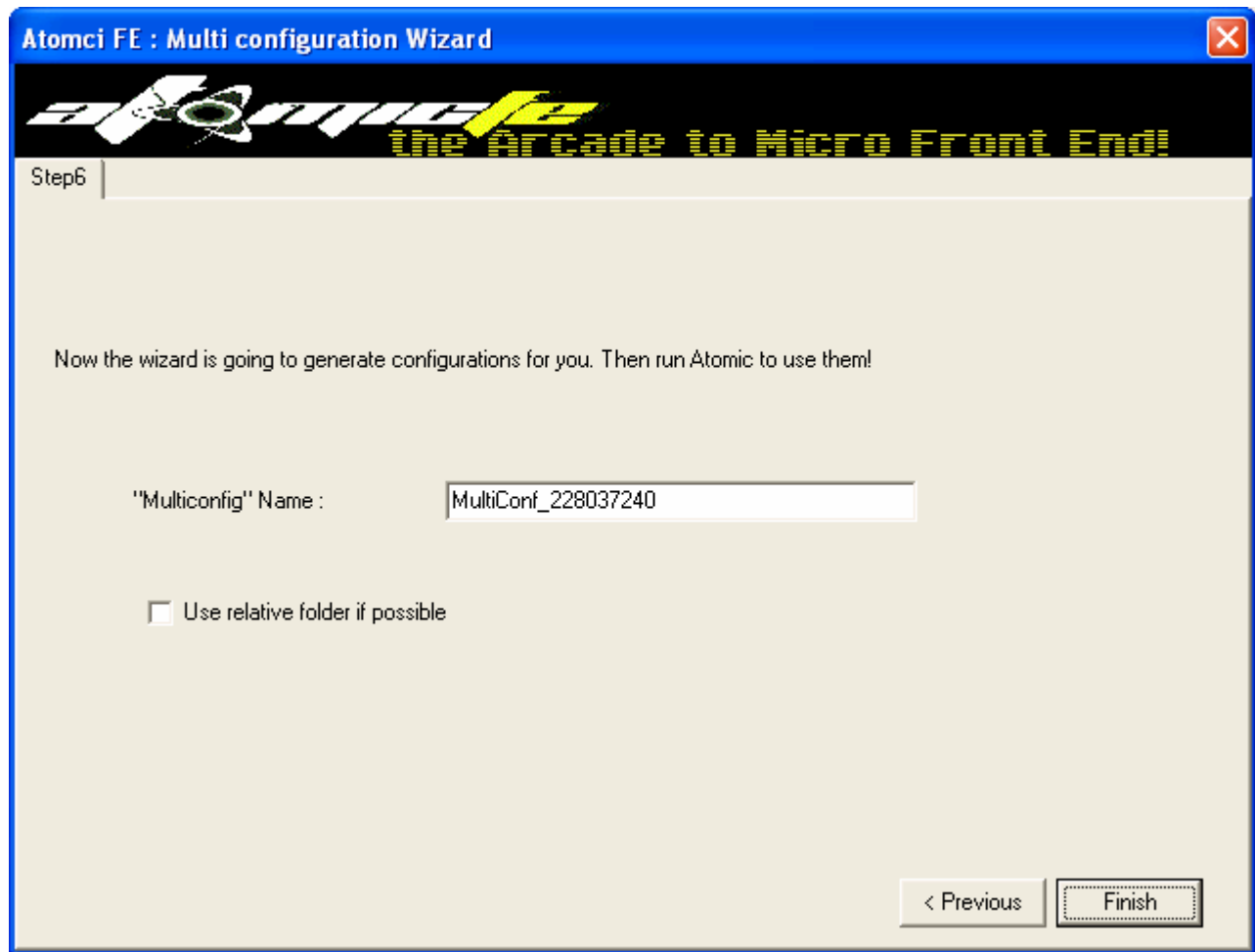
- Change Layout – change the layout for that configuration
- Change ROMDir – point to another ROM directory
- Change Displayed Name – change the displayed name in the game list of that config

Once you have finished setting your configuration with the layouts and displayed names you prefer, click next.

Note: The Atomic.sel option is the root menu: the only option you should need to change is the layout. You will not need to change the displayed name as it should not appear in your game list.

Step 6

Here you can specify a Multiconfig Name, and check mark the relative folder if possible option.



Once you click Finish, the multi config program will generate your configuration and set it as the default startup in AtomicFE. The next time you run Atomic.exe, it will display the configuration you have saved.

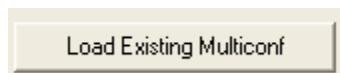
Creating a Multi Config with an Existing Config File

More advanced configurations will require you to create a tree structure with existing config files. The steps are the same as the previous example; however you would first create a fully functional config file with Atomic Manager, and then point to that .cfg file.

This method would be preferable if you wish to manually create custom game lists, or would like to add different configurations such as a jukebox and/or pc games to your custom created game list. Make sure to use different file names for the .cfg files that describe what the configuration is, and point to each one in your custom game list.

Editing\Loading Existing Multi Config

If you wish to make a change to an existing multi config, you can easily modify it by starting up the Multi Config Wizard and pressing the Load Existing Config button in Step 1:



Browse to your configuration, click OK, and continue on to Step 2 to modify. When complete, click on Finish and your new Multi Config will be saved.

Plug and Play Modules

Plug and Play modules allow a user to easily and quickly setup the front end without any configuration. The only tasks that need to be completed are:

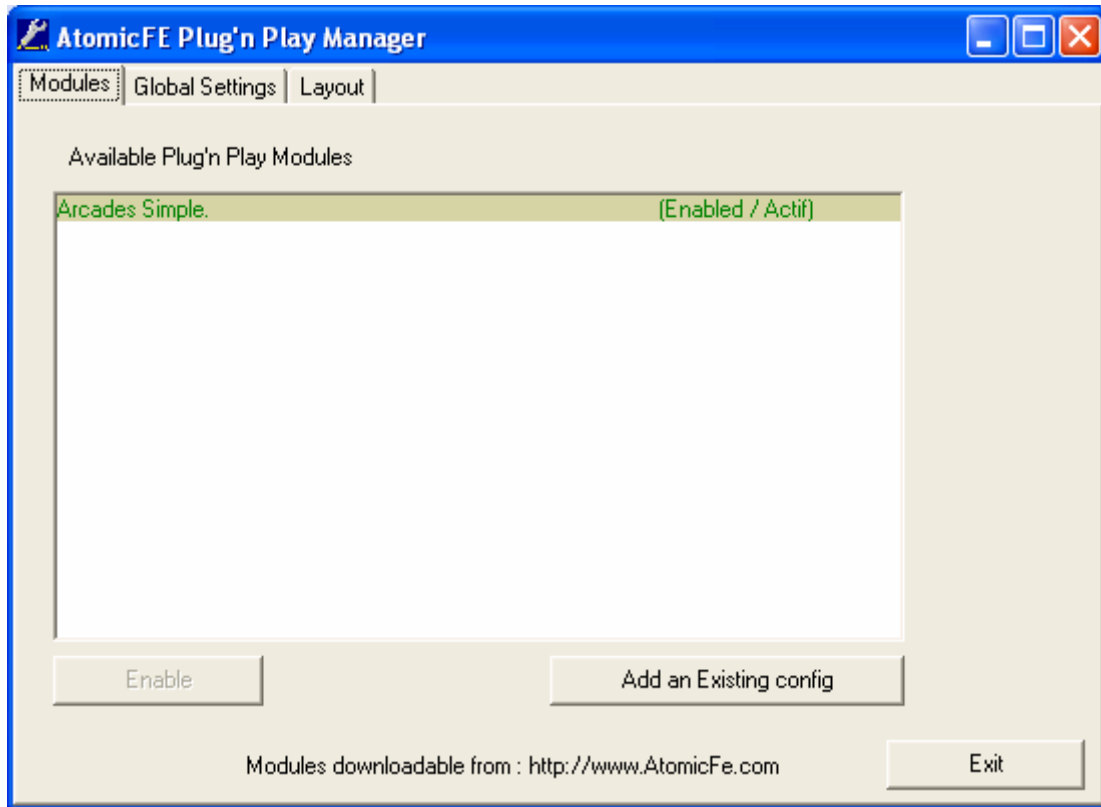
- Download the desired module
- Install the module (self-extracting executable)
- Copy your Roms
- Copy your Snaps

When installing the modules, accept all defaults, unless you have changed the default location of AtomicFE. If this is the case, browse to the correct location of your custom installation directory, and accept all other defaults.

Plug and Play Manager (PlugnPlayManager.exe)

The Plug and Play Manager allows you to configure the behavior of the plug and play modules you have installed. There are 35 modules available for download at the time of this writing, and growing! You can download the modules here: <http://atomicfe.com/EN2/modulepnp.php>

To run the Manager, you can either directly run the plugnplaymanager.exe in the AtomicFE installation directory, or access the program from the Tools tab in Atomic Manager. When first run, you will be prompted to select your language. Click on the English option, and checkmark Save. Click OK. You will then be presented with the Modules tab:

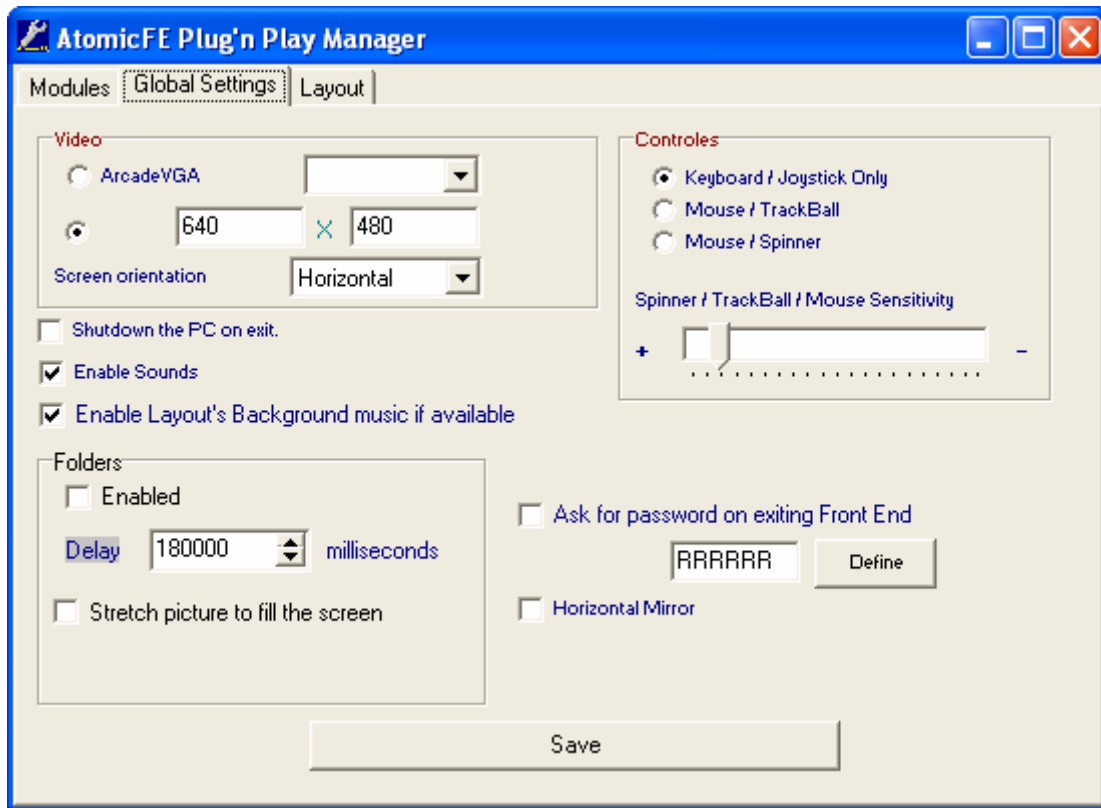


Modules

This tab gives you an overview of what modules are available, and what modules are active. You also have the option of adding an existing config, which would be created with Atomic Manager. To enable an additional module, click the Enable button. To disable a module that is currently active, select the module you wish to disable, and click the Enable\Disable button.

Global Settings

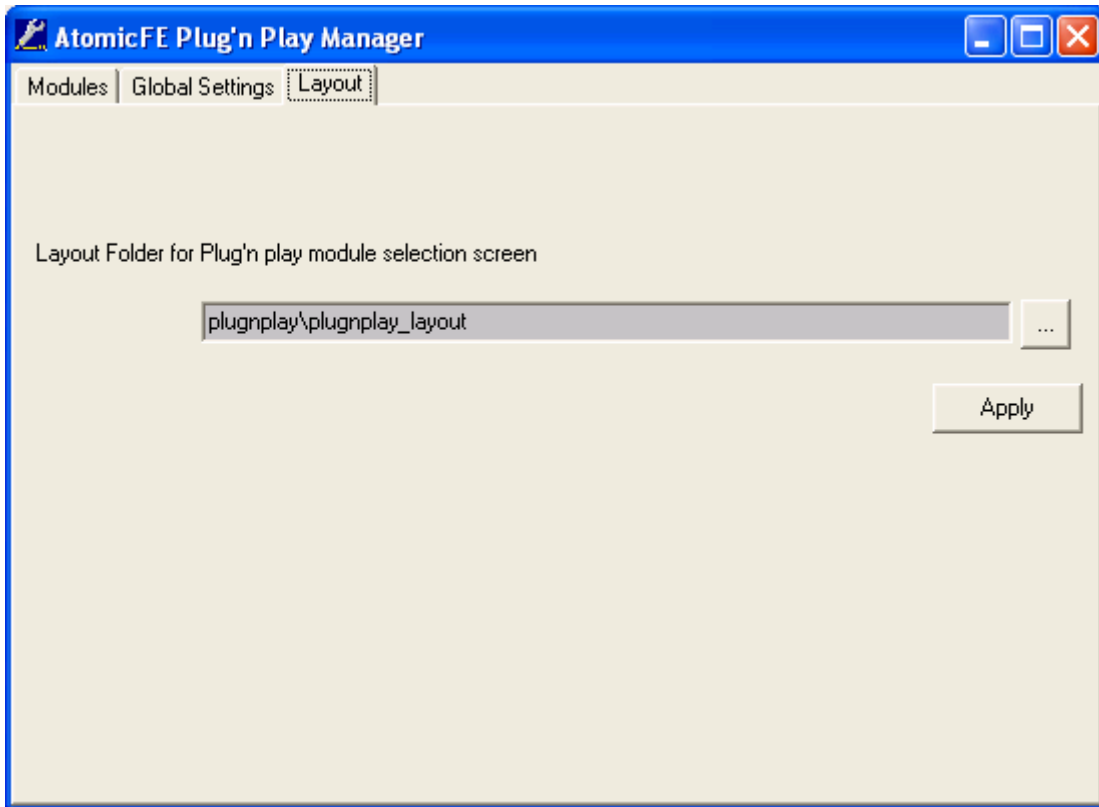
Here you set options that will apply to all plug and play modules. These settings will override the default settings in your modules. Select the options you wish, and click the Save button:



Note: These settings are the same as what is available in Atomic Manager. If you are unsure of what these settings mean, please refer to the configuring AtomicFE section.

Layout

Here you can specify a different layout for the Plug and Play module selection screen:



Click the browse button, and point to the folder where the layout you wish to use is located. (Remember, there are over 100 layouts to choose from, downloadable from the AtomicFE website! You do not necessarily need to use the default!)

Click Apply, and the new layout will appear next time AtomicFE is run.

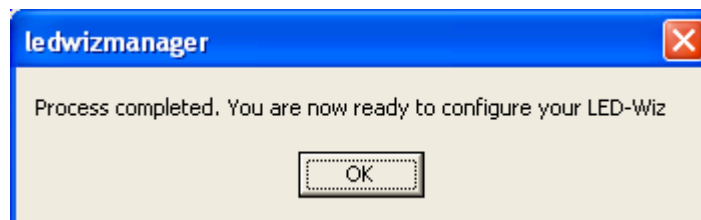
Hardware Manager (LedWizManager.exe)

Here you can manage the settings for both your LEDWiz and GP49-Wiz hardware:



Folder Settings

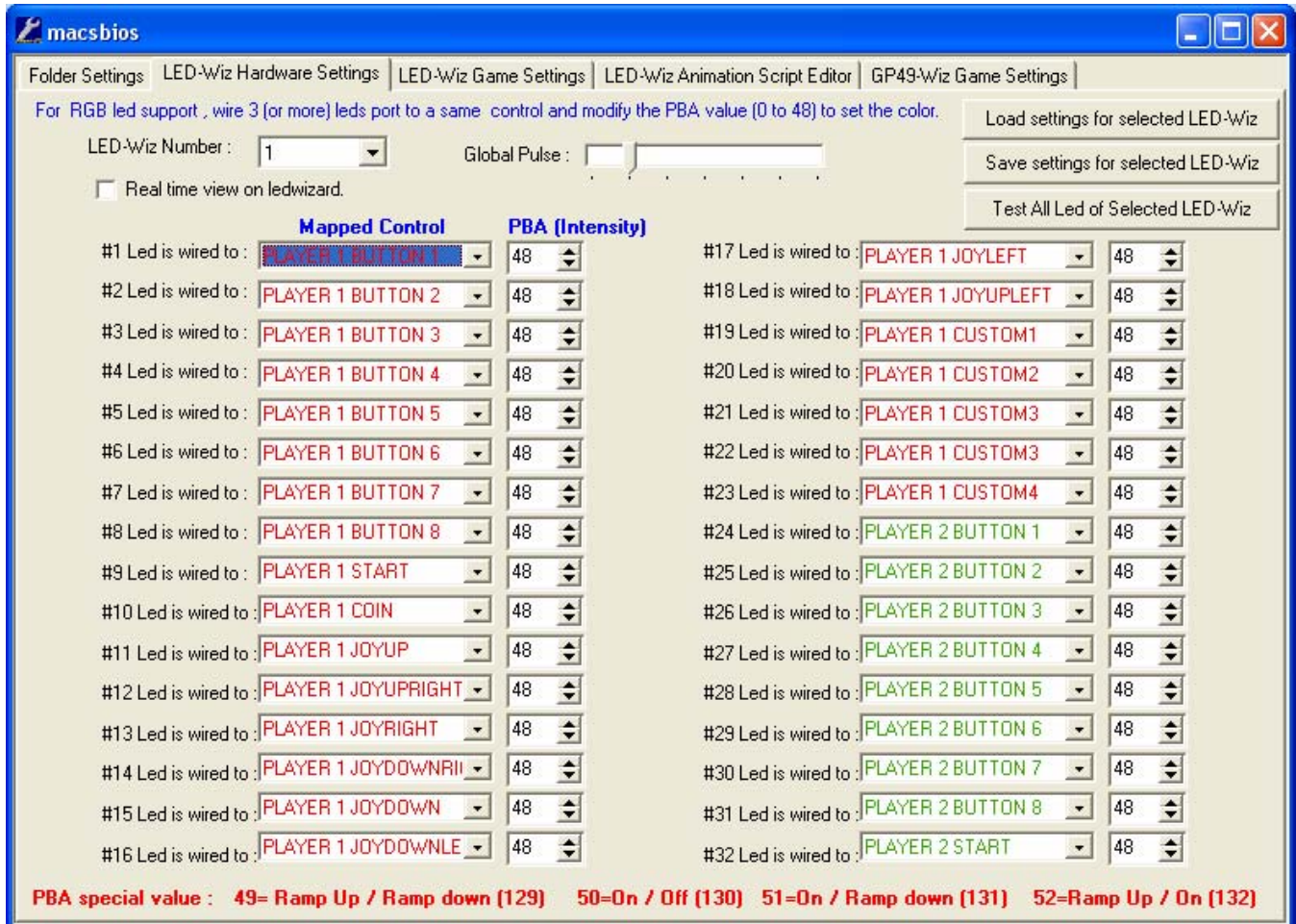
You must specify the default folder for your LEDWiz, and if this will be used with MAME, then also specify the location of your MAME installation folder by clicking the browse button. These folders cannot be created while in the browse dialog box, they must have been previously created. Once you have specified the correct directories, the hardware manager will automatically generate the necessary xml files:



Note: The auto-generation feature will only work with newer versions of MAME that generate the xml configuration file by using the command line switch `-listxml`.

LED-Wiz Hardware Settings

Here you specify the settings for the LED-Wiz hardware. The hardware manager supports settings for up to 16 LED-Wiz units. Make sure to select the correct LED-Wiz number when assigning settings:



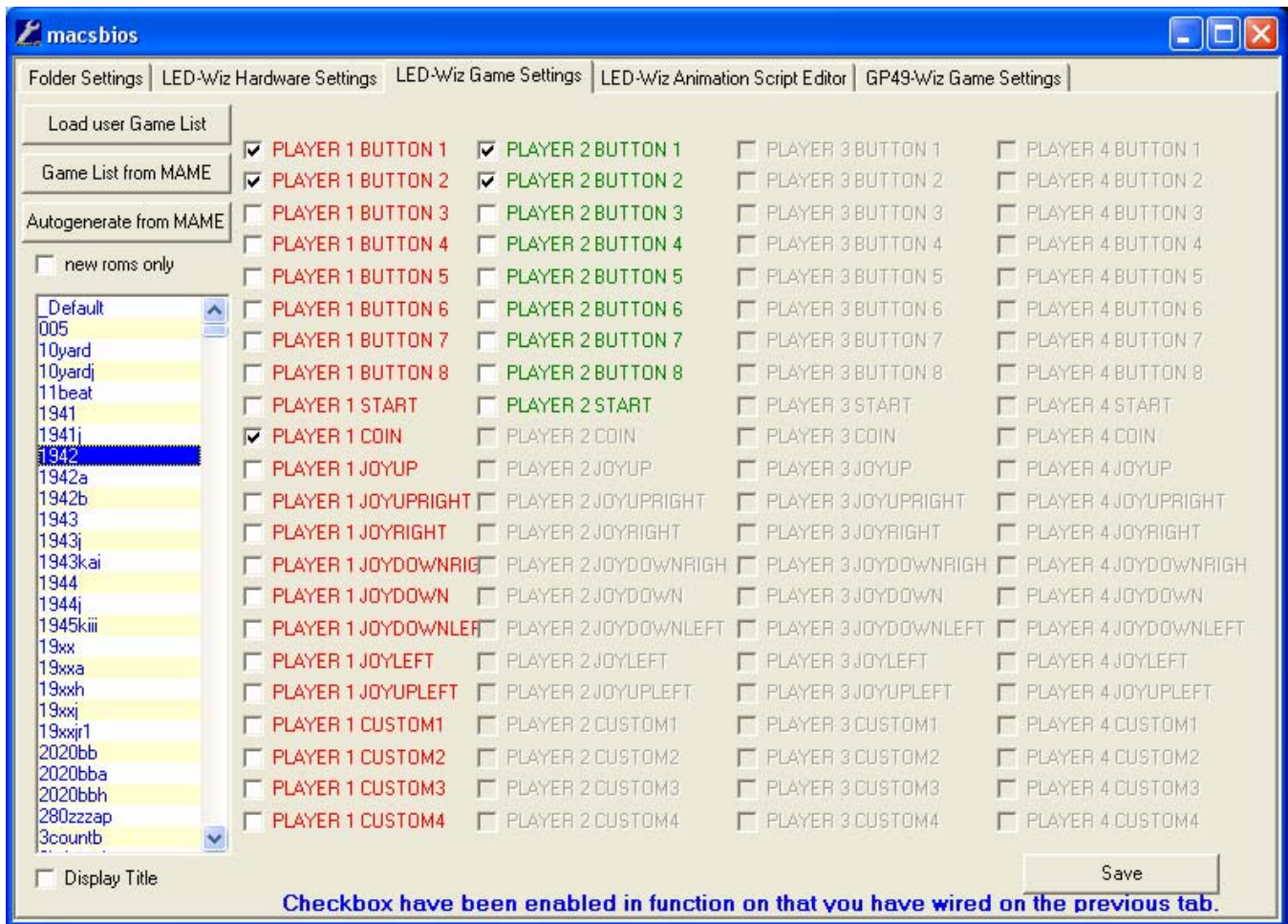
Select the Mapped Control to your wired Led and repeat the process until all your LEDs are configured. Choose the PBA level for each, making note of the special values in red down below. When you are finished, click the Save settings button. The default save location is located in the LED-Wiz's game settings folder you specified in the folder settings tab.

- Real time view on the ledwizard - checkmark this option to enable PBA value changes in real time on the LEDs.
- Global Pulse – enables a pulse on all connected LEDs. Drag to the right to increase the pulse, left to decrease.

Note: If you are configuring more than one LED-Wiz, make sure to save the settings before moving on to the next LED-Wiz number configuration page.

LED-Wiz Game Settings

Here you can specify individual game settings per game:



Before specifying custom settings per game, you must generate a list of games.

Note: If a control is grayed out that means you did not define it on the LED-Wiz Hardware Settings tab. Go back and define that control, and it will enable on this tab.

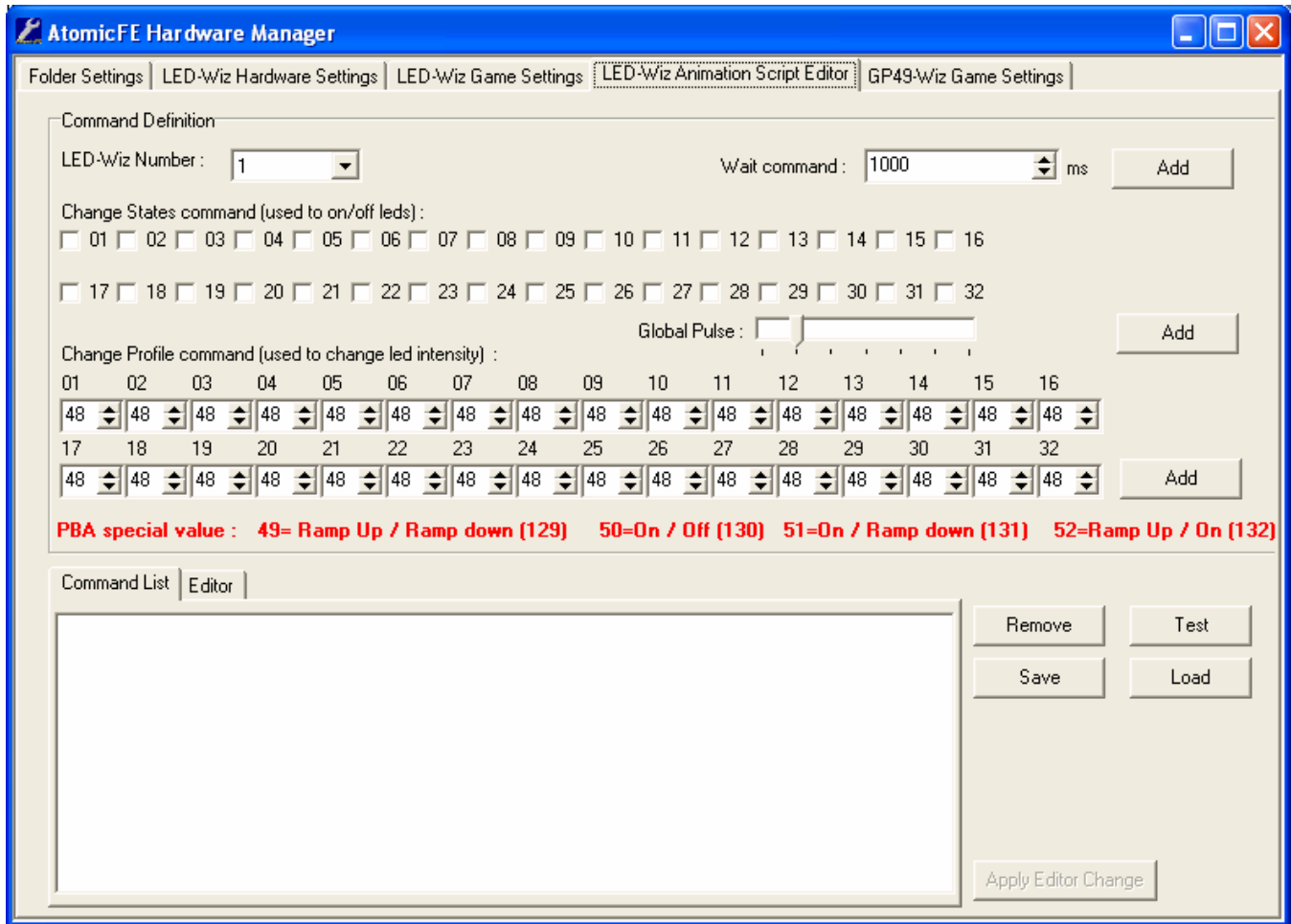
You have four options for your game list:

- Load user Game List – loads a previous game list (must have already generated from the next two options)
- Game List from Mame – generate a game list from MAME (without led settings)
- Autogenerate from MAME – generate a game list from MAME (with led settings)
- New ROMS only – append new ROMS to your list

After the games have been generated, select them from the field on the left, and checkmark the controls you would like to enable. Repeat for each game.

LED-Wiz Animation Script Editor

Here you can create custom animations:



You can create custom animation scripts easily with the editor. Simply choose the LED-Wiz Number from the drop down list, and add the commands you would like. You can choose from the following options:

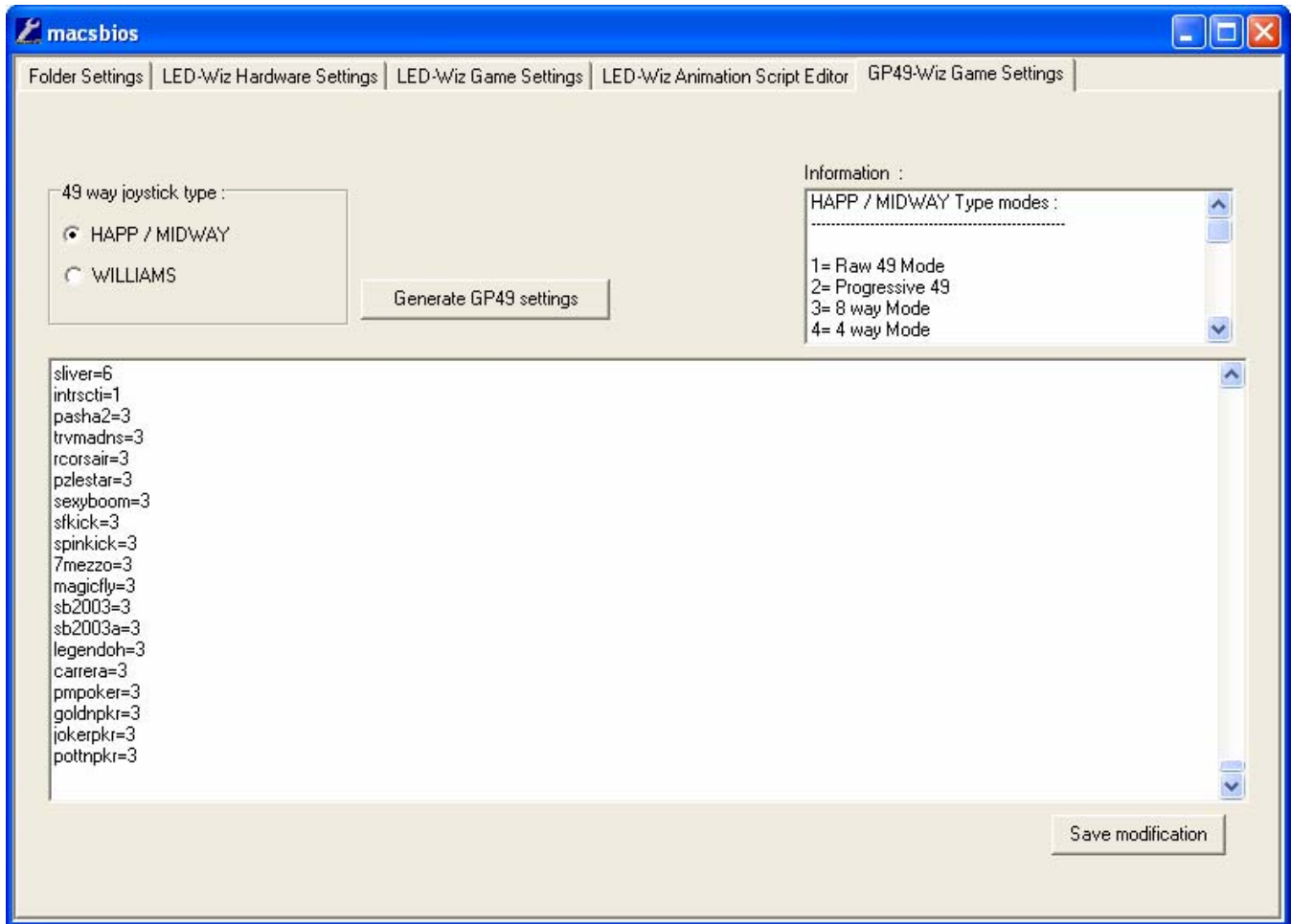
- Wait command – specified wait in milliseconds (from 0 to 99999999)
- Change state command – turns leds on or off
- Global Pulse – pulses all leds
- Change profile command – used for intensity levels, or PBA special values change

For each option, click the Add button, and they will appear in the Command List box. You can use the Save, Load, Remove or Test your script with the buttons to the right.

After creating the animation script, you can edit values manually by clicking on the Editor tab and typing over the values you wish to change. Save your script, and then Test.

GP49-Wiz Game Settings

Here you can change the settings for your 49 way joystick:



Click the Generate GP49 settings button to have the hardware manager automatically generate the GP49 settings. Verify you have the correct joystick type selected before pressing this button. Once the auto generate has completed, the games will be listed below with the 49 way code. If you wish to change the mode for a particular game, simply change the mode number for the ROM name to correspond to the mode you wish it to be and click on the Save modification button.

Happ/Midway Modes:

- 1 = Raw 49 Mode
- 2 = Progressive 49 Mode
- 3 = 8 Way Mode
- 4 = 4 Way Mode
- 5 = Diagonal Mode
- 6 = 2 Way Horizontal Mode
- 7 = 2 Way Vertical Mode
- 8 = 16 Way Mode

Williams Modes:

- 11 = Raw 49 Mode
- 12 = Progressive 49 Mode
- 13 = 8 Way Mode
- 14 = 4 Way Mode
- 15 = Diagonal Mode
- 16 = 2 Way Horizontal Mode
- 17 = 2 Way Vertical Mode
- 18 = 16 Way Mode

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My 49 way joysticks don't work in AtomicFE

Problem: The 49 way joysticks do not work in AtomicFE.

Solution: Currently, AtomicFE has limited support for joysticks. The reason that the 49 ways do not work is that they have not been enabled in your config file. This is most likely to occur with users that have plug and play modules, as 49 way support is not enabled by default. To enable the 49 way support, load the .cfg file (for your plug and play modules with Atomic Manager, located in the PlugnPlay directory in your AtomicFE installation directory), checkmark the GP49\LED-Wiz option. Click on the GP-Wiz49 tab, checkmark the GP49-Wiz enabled option, and choose a front end mode – 3 is for Happ\Midway, 13 is for Williams.

I can't set AtomicFE to start as a shelled application

Problem: Inability to set AtomicFE as a shell application on startup.

Solution: AtomicFE is not currently compatible to be started as a shell application. As a workaround, you must create a batch file that launches AtomicFE, and point to that.

When I start AtomicFE, the games list only shows three games

Problem: The games list only shows three games – Donkey Kong versions, and they don't work!

Solution: You need to run the Atomic Manager and configure your system, or, load a Plug and Play module and copy your ROMS and Snaps to the correct folder, located in the PlugnPlay directory under the module you downloaded.

When I exit a module, AtomicFE exits to the desktop

Problem: When exiting a plug and play module that does not work, AtomicFE exits to the desktop.

Resolution: Verify that the ROMS folder of the Plug and Play module contains the ROMS for the games it is listing. If the ROMS are not located in the correct folder, AtomicFE will close.

New games don't show up in my game list

Problem: I have updated MAME along with a new ROM set, and the new games don't show up in the game list.

Resolution: Prior to version 0.18, AtomicFE does not automatically update its game list. You must have the program re-generate a new list. Open Atomic Manager, and click the Purge Self-Generated Game List button on the General tab. On the next launch of AtomicFE, the front end will generate a new game list, and your new games should appear.

My Menus are all in French!

Problem: The menus are either all in French, or at least partially so.

Resolution: The .lang file was not applied correctly, or has been corrupted. Re-install AtomicFE in the same location to fix the problem.

I just installed a Plug and Play module, and the game list is empty

Problem: After installing a plug and play module, the game list is empty.

Resolution: You must copy your ROMs into the ROM directory required by the Plug and Play module. For example, if you downloaded the Arcade Simple module, you would copy your ROMs to <AtomicFE install dir>\PlugnPlay\Arcades_Simple\Roms.

LED-Wiz doesn't work with my Plug and Play modules

Problem: The LED-Wiz doesn't work properly when using a plug and play module, however works fine when testing with LED-Wiz Manager.

Solution: Most of the plug and play modules were created before support was added for the LED-Wiz. To enable support for your hardware, you just need to enable it in the leaf .cfg files with Atomic Manager, checkmark "enable LED wizards" under the LED-Wiz tab. The .cfg files are located in <AtomicFE install dir>\PlugnPlay\... This has been reported as a known issue with .018-1, and will be addressed to be able to easily modify the .cfg on a global level.

My joystick\gamepad doesn't work in AtomicFE

Problem: You are unable to assign keys from your joystick or gamepad to control AtomicFE

Resolution: AtomicFE was written primarily with a keyboard encoder in mind. If you are using an encoder that is gamepad\joystick based, you will be unable to take full advantage of the commands in AtomicFE. This is a known issue, and may be addressed in the future. In the meantime, use Joy2Key as a workaround. See "Changing Key Assignments" for more details.

My game doesn't load, just a blank screen, and I can't see any error messages

Problem: You select a game in AtomicFE, and the game does not load. It doesn't give you an error message, just a blank screen.

Resolution: Uncheck the "Hide emulator loading" option in Atomic Manager, under the Screen Saver Tab, Options 2 tab. This will load the emulator normally and give you an indication of why the ROM did not load. Perhaps the game is not fully functional with your selected emulator. In most instances, the ROM version does not match the emulator version. Use a program like Clrmamepro to check. More information on ROM versioning is available here: <http://www.clrmame.com>

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