CoinOPS Games List Editor
Version 1.63

Instructions

Disclaimer:
The CoinOPS Games List Editor has nothing to do with the development of CoinOPS in any way, shape or form. This program was made possible through experimentation with installs of CoinOPS 7 and CoinOPS 8. All folders listed in the instructions will reference CoinOPS 8. If you are using a different version of CoinOPS replace the number 8 in the examples with your CoinOPS version. The CoinOPS Games List Editor has been tested to work with versions 3 through 8. No matter the version of CoinOPS, the CoinOPS Games List Editor is not guaranteed to work. You use this program at your own risk. Data loss is possible. Do not run with scissors. Do not breathe underwater. Buy low, sell high.

AntiVirus Note:
Because of the functions the CoinOPS Games List Editor performs it is quite possible that you will receive an antivirus warning. There are no virus, spyware or malware components in this program. It is perfectly safe. CoinOPS Games List Editor is <u>hardcoded</u> to only edit the files listed in this document.

What is the CoinOPS Games List Editor?
The CoinOPS Games List Editor allows you to replace an officially supported game in CoinOPS with one that isn't. This allows your new game to appear in the main list of games. This is really handy for adding homebrew games and hacks to your CoinOPS games list. The program does not ensure that your new game will be compatible with CoinOPS. Some games simply won't work.

Skills Required:
Although the CoinOPS Games List Editor program is fairly simple to use you need to be comfortable using FTP to delete and copy files back and forth on your Xbox as well as copying files, creating folders and shortcuts on your PC. Some basic knowledge on the naming conventions used by CoinOPS is also helpful. For more information on naming roms, see the *- Readme and FAQ.txt* in the *CoinOPS \- READ ME !!!! CoinOPS 8* folder on your Xbox.

Installing:
There is no setup program so simply copy the files in the zip file to a new folder on your PC. Place a shortcut to the CoinOPSGamesListEditor.exe program on your Desktop, Start Menu or Toolbar. This program was developed and tested on Windows 10. It may work on other versions of Windows but has not been tested to do so.

Included Files:
The CoinOPS Games List Editor comes with the following files:

Main Folder: *CoinOPSGamesListEditor.exe*
          CoinOPSGamesListEditorSettings.txt

The CoinOPS Games List Editor requires index files which can either be built within the program or downloaded from where you obtained the CoinOPS Games List Editor. The index files must match the version and release of CoinOPS that you are using. If your version and release are not available for download you must create them with the CoinOPS Games List Editor.

CoinOPS 7 Lite: *- Supported Games Lookup For Naming.txt*
          CoinOPSGamesListDetails.txt
          ErrorGamesListLog.txt
          SortedCoinOPSGamesListDetails.txt
CoinOPS 7 Massive: *- Supported Games Lookup For Naming.txt*
          CoinOPSGamesListDetails.txt
          ErrorGamesListLog.txt
          SortedCoinOPSGamesListDetails.txt
CoinOPS 7 Standalone: *- Supported Games Lookup For Naming.txt*
          CoinOPSGamesListDetails.txt
          ErrorGamesListLog.txt
          SortedCoinOPSGamesListDetails.txt
CoinOPS 8 Gold: *- Supported Games Lookup For Naming.txt*
          CoinOPSGamesListDetails.txt
          ErrorGamesListLog.txt
          SortedCoinOPSGamesListDetails.txt
CoinOPS 8 Standalone R1:   *- Supported Games Lookup For Naming.txt*
          CoinOPSGamesListDetails.txt
          ErrorGamesListLog.txt
          SortedCoinOPSGamesListDetails.txt
CoinOPS 8 Standalone R2:   *- Supported Games Lookup For Naming.txt*
          CoinOPSGamesListDetails.txt
          ErrorGamesListLog.txt
          SortedCoinOPSGamesListDetails.txt
CoinOPS 8 Standalone R4:   *- Supported Games Lookup For Naming.txt*
          CoinOPSGamesListDetails.txt
          ErrorGamesListLog.txt
          SortedCoinOPSGamesListDetails.txt

NOTE: Even though all of the CoinOPS folders have a file called **- Supported Games Lookup For Naming.txt** they are not the same. Each of the **- Supported Games Lookup For Naming.txt** files are for a specific version of CoinOPS. Do not rename these files! The CoinOPS Games List Editor program will not find them if they are renamed.

NOTE 2: Should you have a different version of CoinOPS it is recommended that you setup your new folder similar to the ones included.

Required Support Files:
In order for the CoinOPS Games List Editor program to work you need to copy the **MAMEoX.xbe** file from your CoinOPS root folder on your Xbox to the appropriately named CoinOPS folder on your PC.

The following files are built by the CoinOPS Games List Editor program:
> **CoinOPSGamesListDetails.txt**
> **ErrorGamesListLog.txt**
> **SortedCoinOPSGamesListDetails.txt**

If you are not using CoinOPS 7 or 8 or have a release that isn't included, you will also need the **- Supported Games Lookup For Naming.txt** file located in the **CoinOPS \- READ ME !!!! CoinOPS 8** folder on your Xbox. Once you have the necessary files on your PC, startup the CoinOPS Games List Editor and select Build Indices from the Tool menu so the program can build the needed support files.

NOTE: The Build Indices utility is a very slow running process. Depending on your processor speed the Build Indices utility may take 40+ minutes. Only run this utility if your copies of the index files get corrupted or you are using a different version of CoinOPS that doesn't have index files available for download.

Getting Started:
Double-click on the shortcut you created for CoinOPSGamesListEditor.exe or navigate to the folder you installed to and double-click on the file.

After the splash screen, you will be greeted with the main CoinOPS Games List Editor screen.
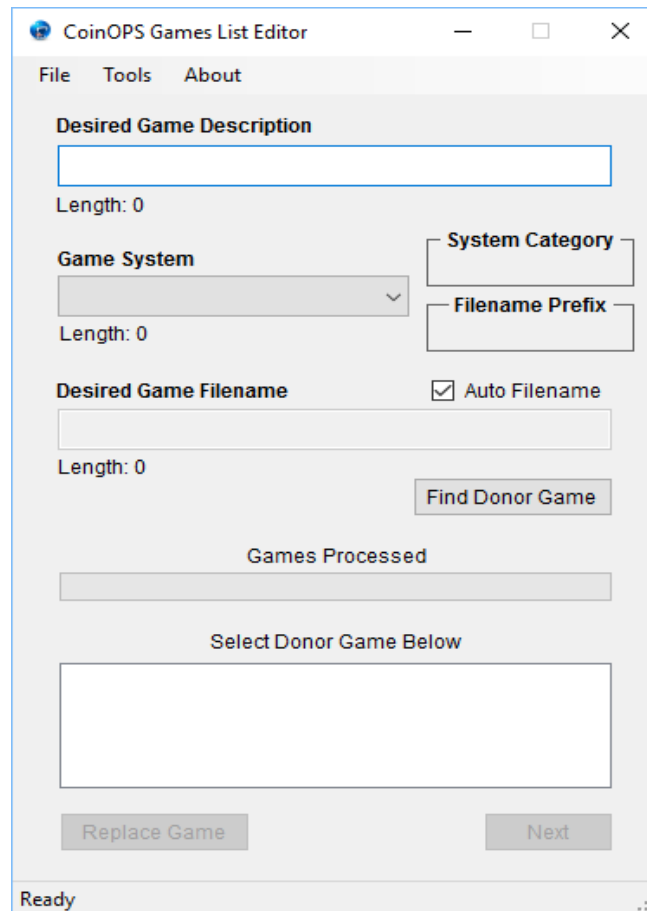
Before doing anything with the CoinOPS Games List Editor program, you should click on the menu item **Tools** and then **Settings**. This will allow you to setup the default settings for the program.

Settings:

Clicking on Settings from the Tools menu item brings up the following screen:
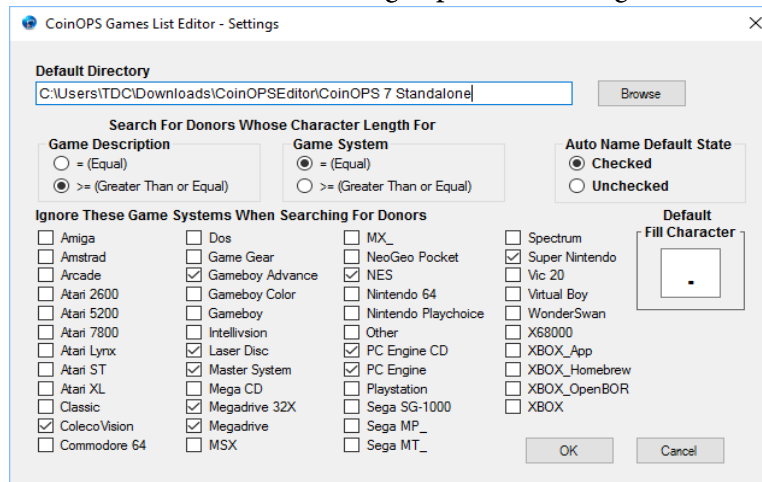
Default Directory – This is the directory where all of the CoinOPS files reside on your PC. For example if you are using CoinOPS 8 this would be the CoinOPS 8 folder for your release that you copied to your PC from the CoinOPS Games List Editor zip file, the same one with the ***MAMEoX.xbe*** from your Xbox.

Search For Donors Whose Character Length For – These radio buttons control how the CoinOPS Games List Editor program compares various texts lengths while searching for donor games (i.e. games to be replaced) that match your desired game's texts lengths.

Auto Name Default State – These radio buttons control how the CoinOPS Games List Editor program defaults the various Auto Name checkboxes. With these checkboxes checked the user is prevented from making changes to the various controls until the checkbox is unchecked.

Default Fill Character – Your new game's texts lengths must match your donor's exactly therefore this character is used to pad those that are too short. You cannot use a space or any of the following characters: < > : " / \ | ? *. Consider this a fallback option so that your edit does not fail. Later in the process you are given the option to manually change any of these text strings.

Ignore These Game Systems When Searching For Donors – Place a checkmark next to each game system that you want the CoinOPS Games List Editor program to ignore when searching for donors. This ensures that none of your favorite game systems lose any available games provided by CoinOPS.

OK Button – Clicking the *OK* button will save your changes to the settings file.

Cancel Button – Clicking the *Cancel* button will dispose of any changes you've made to the settings.

Main:

After you've made your changes to the default settings you'll be returned to the main screen. As an example of a game to add we'll use the game Bruce Lee for the Sega Master System.

Desired Game Description – This is the long description of your game that will appear in the CoinOPS games list. Basically any printable character can be used but there cannot be any leading or trailing spaces.

Game System – Select the appropriate game system for the game that you are adding. Every system available to CoinOPS is listed here; a number of which you will never use. It is very important to select the correct one as this determines the prefix to your game's filename which in turn is used to launch the appropriate emulator through CoinOPS. (Ignore the number to the left of the Game System as this is only used internally for record keeping.)

System Category – This is automatically determined by the Game System chosen and is either **HOME** (for consoles and computers) or **19XX** (to represent a generic year for Arcade games).

Filename Prefix – This is automatically determined by the Game System chosen and cannot be changed by the user. This prefix is used by CoinOPS to sort the games list as well as to determine which emulator is used to play the game.

Desired Game Filename – The CoinOPS Games List Editor program will automatically fill in the filename box based on the Desired Game Description and the Game System chosen. If you would like to make changes to this filename, uncheck the **Auto Filename** checkbox and make your changes.

Find Donor Game Button – Clicking the **Find Donor Game** button will instruct the CoinOPS Games List Editor program to scan through the **SortedCoinOPSGamesListDetails.txt** file and find a donor game matching the length characteristics of your desired game. If no matches are found, try adding or removing characters from the desired game filename and/or the desired game description. You can also adjust your default search settings or ignored systems to find more possible donors.

Next Button – If more than 20 donor matches are found, clicking the **Next** button will load the next batch of matches into the donor game window.

Replace Game Button – Once you select a game from the donor game window, you can click the **Replace Game** button to continue to the next step of replacing the game permanently in your **MAMEoX.xbe** file.

NOTE ABOUT DISPLAYED LENGTHS: The length of each string is displayed and changes dynamically as you type, delete or make selection changes. These lengths are for reference only and show you what the CoinOPS Games List Editor program will be looking for when scanning the **SortedCoinOPSGamesListDetails.txt** file for donor matches.

Clicking on the **Find Donor Game** button will cause the CoinOPS Games List Editor to search for a donor game based on your default settings and the desired game's texts lengths. A screen similar to the following will be shown:
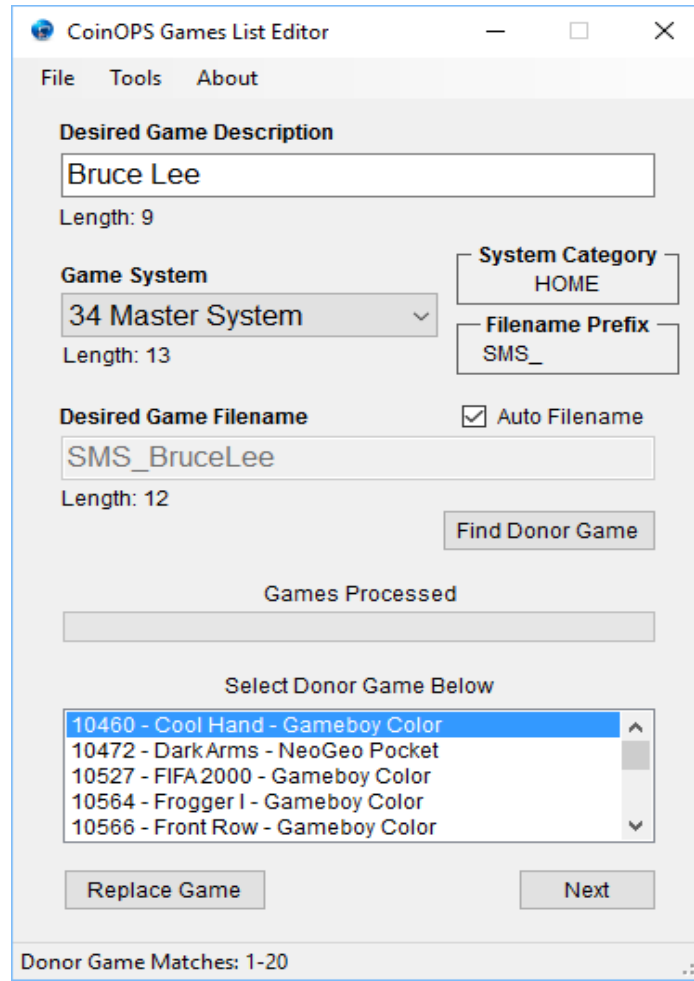
Each line in the donor game window displays the line number in the sort file followed by the donor game's description and the donor game's system. Look through the list and if you find a suitable donor click on it to highlight your selection. If more than 20 donor matches are found, you will be able to click on the **Next** button to cause the next batch to be loaded. The **Replace Game** button will become enabled once a game is chosen.

Replace Game:

Once you click the *Replace Game* button the following screen is shown:

Donor Game Filename – The donor game filename you selected on the previous screen.

Donor Game Description – The long description displayed in CoinOPS for the donor game.

Donor Game System Description – The system description displayed in CoinOPS for the donor's game system.

Desired Game Filename – The desired game filename entered on the previous screen.

Desired Game Description – The long description to be displayed in CoinOPS for the desired game. The description may be padded with the default fill character depending on the length of the donor game's description. If you would like to change the description, uncheck the *Auto Game Description* checkbox and make your changes.

Desired Game System Description – The system description to be displayed in CoinOPS for the desired game system. This description is not used for sorting by CoinOPS and can be changed. Uncheck the *Auto System Description* checkbox and click on the dropdown arrow to see the default available selections. If you would like to enter your own description it can be done here. The final length must match the donor's game system description exactly so it may be padded with the default fill character or truncated if it happens to be too long.

Desired Game System Category – This is automatically determined to be **HOME** or **19XX** based on the desired game's chosen system. If you would like to change it uncheck the *Auto System Category* checkbox and make your changes. You are restricted to 4 characters for the system category.

OK Button – Once you are ready to permanently replace the donor game with your desired game, click on the **OK** button. It will take a brief moment to make the necessary changes. The CoinOPS Games List Editor will make the edits to the *MAMEoX.xbe* file and will also update the *SortedCoinOPSGamesListDetails.txt* with the details of your desired game.

Cancel Button – Clicking on the *Cancel* button will abort the replace game operation and return you back to the main CoinOPS Games List Editor screen.

After clicking the **OK** button and a successful edit has been made, the CoinOPS Games List Editor will prompt you with a simple dialog. Click on the dialog's OK button and you will be returned to the main screen. From here you can add more games or exit the program if you are finished.

Important Xbox Operations:

In order for CoinOPS to add your new games to the games list you need to do the following:
1. Use your FTP program to copy the *MAMEoX.xbe* file from your PC back to the CoinOPS folder on your Xbox.
2. Delete three files from your Xbox - *DRIVERS.list*, *ROMS.list* and *ROMS.metadata*. All three files are created the first time you run CoinOPS and are located in *\CoinOPS\CO8save*. (Replace "8" with the version number of CoinOPS you are using.)
3. Copy your new game(s) rom(s) and video(s) to the appropriate CoinOPS folders on your Xbox. Videos are optional but are a big part of the CoinOPS experience.
4. Reboot your Xbox and start CoinOPS. CoinOPS will start up like it was just installed. It will rebuild the games list and add your game(s). This will take some time so once you're comfortable with the procedure you may want to add games in small batches instead of one at a time.

If your ***SortedCoinOPSGamesListDetails.txt*** file gets out of sync with your ***MAMEoX.xbe*** file, you will see a screen similar to the following when you click ***OK*** on the ***Replace Game*** screen.
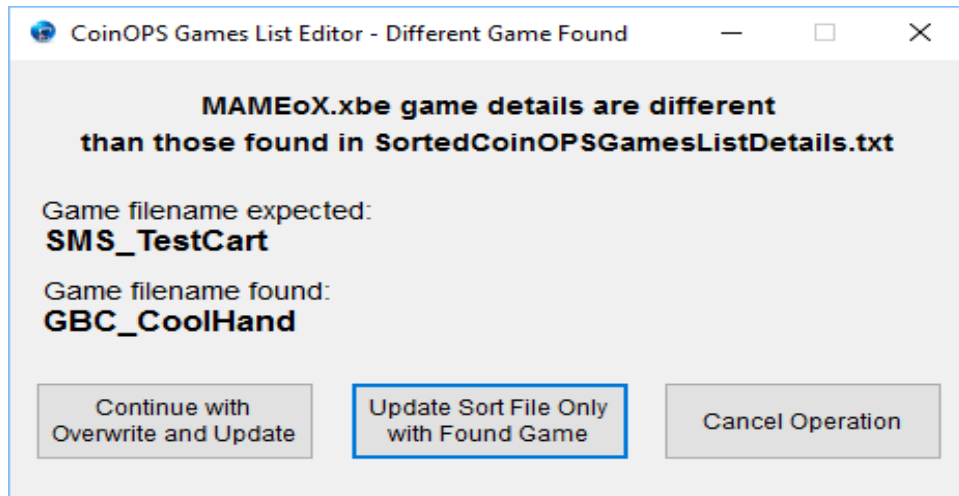
Continue with Overwrite and Update Button – Clicking on this button will go ahead and write your desired game to the ***MAMEoX.xbe*** and ***SortedCoinOPSGamesListDetails.txt*** files.

Update Sort File Only with Found Game Button – This option will cause the CoinOPS Games List Editor program to not process your desired game and will instead update the ***SortedCoinOPSGamesListDetails.txt*** with the information it found in the ***MAMEoX.xbe*** file.

Cancel Operation Button – Clicking the ***Cancel Operation*** button will stop the replace game process and return you to the main screen.

Build Indices:

If you are using a different release or version of CoinOPS than what is included, you will need to run the *Build Indices* utility. The only other reason to run the *Build Indices* utility is if the *SortedCoinOPSGamesListDetails.txt* file is corrupted or missing. This is a very slow running process and should only be done if necessary.

Depending on your processor speed this process may take 40+ minutes to complete.

From the *Tools* menu item select *Build Indices* and the following screen will be displayed:
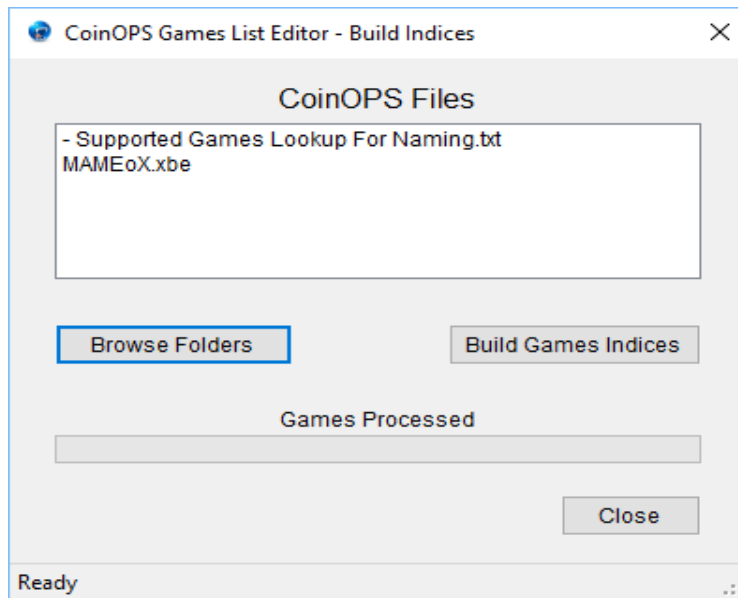
Browse Folders Button – Clicking this button will display a folder browser dialog.

Build Games Indices Button – If the displayed folder contains the *- Supported Games Lookup For Naming.txt* and *MAMEoX.xbe* files then this button will become enabled. Clicking this button will start the Build Indices utility.

Close Button – Clicking the *Close* button will dismiss this screen and return you to the main CoinOPS Games List Editor screen.

1. To start the Build Indices utility first click on the *Browse Folders* button and select the folder containing the *- Supported Games Lookup For Naming.txt* and *MAMEoX.xbe* files for your version of CoinOPS. If those files are found they will be listed in the CoinOPS Files window. This window will only display files with a .txt or .xbe extension.

2. Click on the *Build Games Indices* button to start the build process. This process will take several minutes depending on your processor speed. The following files are built during the Build Indices process:

CoinOPSGamesListDetails.txt
ErrorGamesListLog.txt
SortedCoinOPSGamesListDetails.txt

NOTE: The ***ErrorGamesListLog.txt*** will always contain some game names or pointers as not all game names are stored in the ***MAMEoX.xbe*** file. Take a look at the included ***ErrorGamesListLog.txt*** files for an idea of what to expect when you run the Build Indices utility on your release of CoinOPS. Some releases may have a large chunk of games missing.

3. A dialog box will be displayed upon successful completion of the Build Indices utility. Click the OK button to return to the CoinOPS Games List Editor main screen.

Frequently Asked Questions

Why do I have to replace a supported game? I just want to add one.
There are two major design decisions which make adding unsupported games to CoinOPS extremely difficult.

1. If a game is not in the supported games list it can't be added to CoinOPS as is. This is law.

    Supported games are listed in your install here:
    \CoinOPS \- READ ME !!!! CoinOPS 8\ - Supported Games Lookup For Naming.txt

2. There are multiple releases of CoinOPS, each of which come with and only run a specific list of games. These are labeled as Standalone, Lite, Gold and Massive. Standalone comes with no games while Massive contains the most games in a release.

Which release of CoinOPS should I use?
For the most flexibility, you want to get a hold of the **STANDALONE** release and either start from there or copy it over your existing install. Don't worry; you won't lose your previously installed games. If you do start with the Standalone alone release, keep in mind that it doesn't come with any games.

Can't I just rename my new game with a supported game's name?
Yes, but it will be listed in CoinOPS as the supported game's name and with the supported game's system. Example: You've obtained the rom for Bruce Lee for the Sega Master System and have renamed the zip file to be SMS_BuggyRun.zip. Once you load CoinOPS on your Xbox and scan for new games, the game Buggy Run for the Sega Master System will be listed with the other games on the main menu. If you select this item it will launch Bruce Lee for the Sega Master System. Everything works as it should, it's just listed wrong. If that's fine with you stop reading now and continue with your life.

Why do the desired game's texts lengths have to match the donor's exactly?
The reason the desired game's texts lengths have to match the donor's is because the CoinOPS Games List Editor program is editing an Xbox executable file. Information cannot be added or removed from the executable without breaking it. It must be a one for one replacement in order for everything to work. Leading and/or trailing spaces are not allowed as they break CoinOPS parsing of the games list.

I added a game but when I select it in CoinOPs it doesn't work. Why?
First check to make sure you named and placed the rom in the correct folder. You can view (don't edit!) the *SortedCoinOPSGamesListDetails.txt* file to see which filename was written to your *MAMEoX.xbe*

file. If your game still doesn't work then the game probably isn't compatible. The emulators included with CoinOPS aren't capable of running every game. Even some of the games that are officially supported by CoinOPS do not actually work correctly. Support for newer consoles is especially spotty. Nintendo 64 and Playstation seem to be the worst of the emulators in terms of compatibility. But if you're looking to add a game for Sega Genesis, Super Nintendo, NES, etc. then chances are pretty good that the game will run.

Why do I have to delete the three files from my Xbox? Can't I just rescan my games?
The **DRIVERS.list**, **ROMS.list** and **ROMS.metadata** files are built by CoinOPS using the information located in the **MAMEoX.xbe** file. If you simply rescan your games CoinOPS will reference these three files when looking for games and will completely ignore the games you added to the **MAMEoX.xbe** file.