

## Complete Play Complete To Date

### **AAE**

In game press the TAB key and set the controls from there

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### **ARCADE**

**Notes-** Arcade platform uses MAME 0.220 romset. It contains the LB Database collection of roms.

### **Controls**

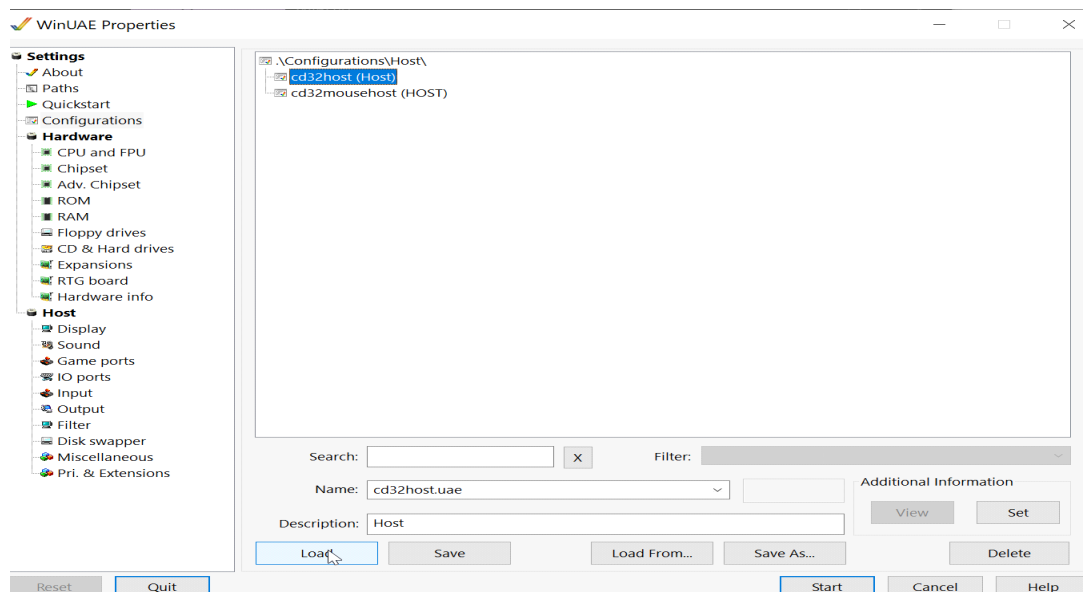
Press the TAB key and select controls. You can edit the controls from there.

If you have issues with contols not saving then set them and navigate to **R:\Emulators\MAME 0.220\cfg** and set **default.cfg** to read only

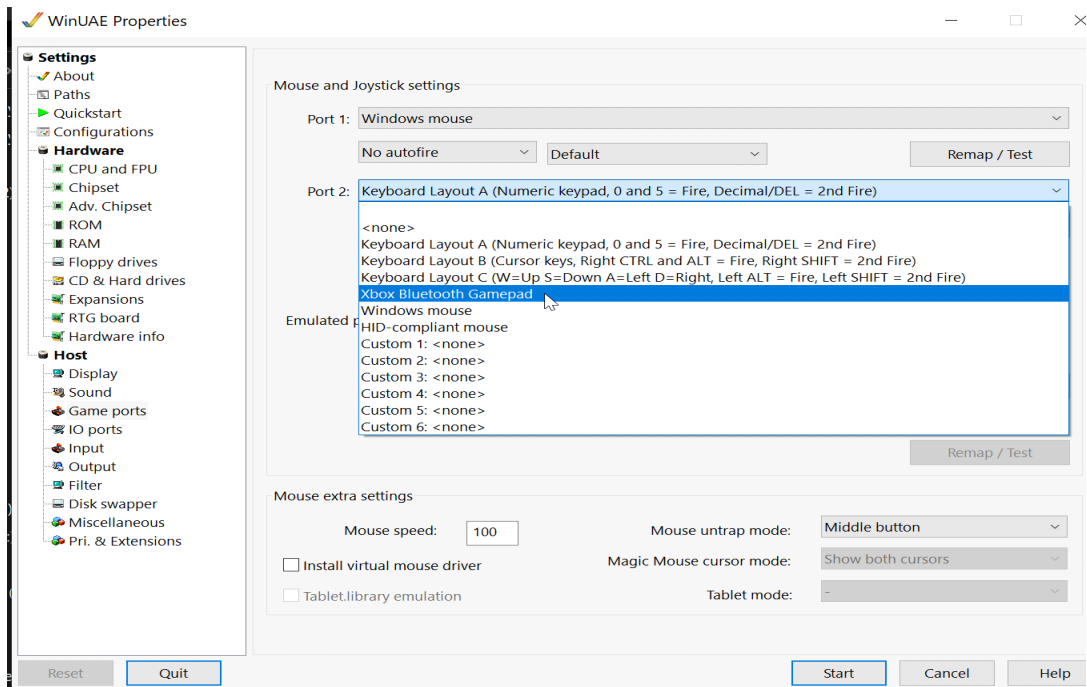
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## **Commodore Amiga CD32**

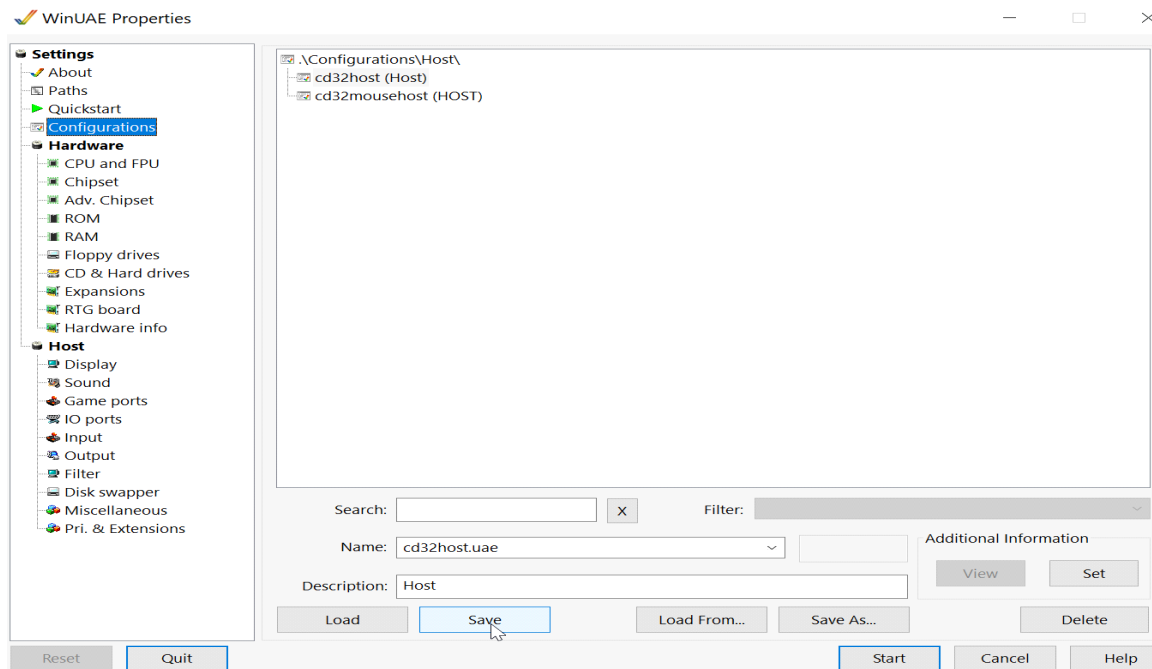
- 1) Open up **winuae64.exe** located here: **R:\Emulators\WinUAE**
- 2) Navigate to Configurations located on the left side pane. select the cd32Host (Host) and click the load button as per screenshot



- 3) Navigate to the Game Ports in the left-hand pane and in port 2 select your controller from the drop-down box as per screenshot



4) Navigate back to Configurations on the left plane and make sure cd32Host (Host) is selected and click the save button. Close Winuae. See screenshot



5) Enjoy and Play

**Note-** I have changed the emulator from FS-UAE to Win UAE due to scaling issue at larger screen resolutions

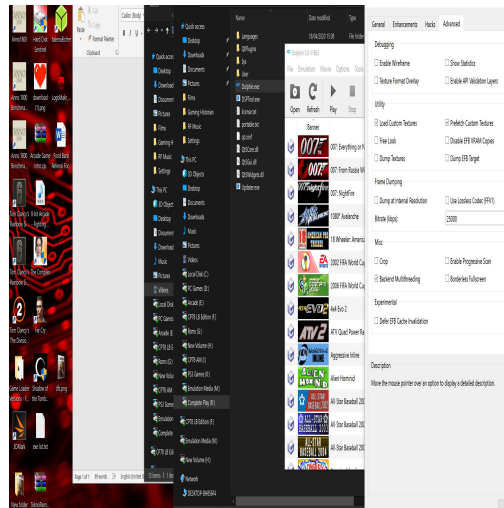
**Note-** The following games use a mouse to play

Cannon Fodder  
Beneath A Steel Sky  
Global Effect  
Gulp!  
Last Ninja 3  
Ryder Cup - Johnnie Walker  
Simon The Sorcerer  
Star Crusader  
Super League Manager  
Syndicate  
Theme Park

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## **Nintendo GameCube**

*Note: A small numbers of games have HD texture packs enabled to enhance some games. If you want to turn them off then open Dolphin emulator and go to Graphics/Advanced and untick load custom textures*



## **Controls**

**Controls can be set in Dolphin emulator by opening up the emulator and selecting controls**

## **Graphics and Enhancements**

Dolphin has the ability to improve graphics in many ways. These, as default are turn off. You can adjust these to your liking but please note this can break some games and require a lot of resources to run. Games should have patches needed enabled that make them work and it is advised not to change them.

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## **Nintendo Wii U**

You can set controls in the emulator by selecting input settings and setting there. It is recommended that you use a dS4 pad as this will emulator gyro controls and can be enabled through the options setting

## **Shader Cache**

You will have to build your shader cache yourself and while this is being built you may see stutters why its being built.

## **Vulkan API**

If you have an AMD card its recommended you use Vulkan API. You can also turn on Async compile which will eliminate stutter when building shader cache. You can enable this by opening up Cemu.exe and selecting Debug tab. Then select Experimental and tick the option

## **Graphics Pack**

It is recommended that you open Cemu up and select the graphics packs required. This will depend on your hardware and preferences. Some graphics packs are required to fix some games but depend on your Graphics card vender so have left them blank.

Serfrost 痴guide can help guide you and set this up found here:

[https://wiki.cemu.info/wiki/Serfrosts\\_Cemu\\_Setup\\_Guide](https://wiki.cemu.info/wiki/Serfrosts_Cemu_Setup_Guide)

*BSOD has a very good guide that you can follow to maximize performance which can be found here* [https://www.youtube.com/watch?time\\_continue=1&v=m9IDZ8TkqNk&feature=emb\\_logo](https://www.youtube.com/watch?time_continue=1&v=m9IDZ8TkqNk&feature=emb_logo)

[https://www.youtube.com/watch?time\\_continue=1&v=m9IDZ8TkqNk&feature=emb\\_logo](https://www.youtube.com/watch?time_continue=1&v=m9IDZ8TkqNk&feature=emb_logo)

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## **Sega Dreamcast**

### **Demul**

Navigate to the emulator folder and make sure the padDemul.ini has read only unticked as by default its set to read only. Then, open up the emulator and change the controls from within the emulator. **Important note-** Make sure you right click on padDemul.ini and select properties. Then tick the box that says **Read Only** to save your pad config

### **Redream**

Open up Redream and select inputs. You can change the controls there

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## **Sega Naomi**

### **Controls**

Navigate to the emulator folder and make sure the padDemul.ini has read only unticked as by default its set to read only. Then, open up the emulator and change the controls from within the emulator under Arcade Controls. **Important note-** Make sure you right click on padDemul.ini and select properties. Then tick the box that says **Read Only** to save your pad config

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## **Sega Saturn**

### **Controls**

You can change the controls by pressing F1 and selecting controls.

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## **Sony Playstation**

### **Controls**

Controls can be set by loading a game and pressing F1. Navigate to controls option and change. Save the remap file to the core or game.

Note- the core used is Beetle HW which means you can change a number of settings to improve performance and/ or visual enhancements. Press F1 and navigate to options to change.

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## **Taito NesicaXLive 1.1**

**Note you may need to run each game outside of Launchbox. Taito NesicaXLive are located here: Arcade PC/ NesicaXLive and run the file *Game Loader All RH.exe***

### **Troubleshooting**

If games don't load or you get an error the try the following:

Give each exe in the game folder admin rights

When you set up controller/s make sure they are plugged in and on when starting game. If you set up 2 player controls make sure that both are on when starting a game

Change compatibility mode to the relevant mode suggested for Gameloader.exe in the property's menu.

Unplug any Bluetooth device connected and try again

Open up **Game Loader Config.exe** in each game and reset the language.ini to default

found in **Option 3** tab

If game crashes then try a restart

You may need to run the **Game Loader installer.exe** located in each game directory.

If portable mode is causing issues you can switch to normal mode by opening up the **config.exe** in each game folder and selecting **Other 3** tab then click change to normal mode. You can use this video to help you set up Gameloader from there:

<https://youtu.be/BzohF-hgujA>

You can also get help here if none of the above works:

<http://www.emuline.org/forum/28-arcade-pc-dump-loader>

## Controls

The majority of games use **Jconfig.exe** located in each game folder. You can set games individually or you can set game for one and this will create a file called **Typexinput.bin** located in the sv folder of each game. You can simple copy and paste into each game that uses ttx\_config.exe instead of setting each one manually for each game.

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## Taito Type X

### Controls

To set controls open up **Jconfig** located here: **R:\Arcade PC\Taito Type X\StreetFighter\StreetFighter\Binaries\Win64**. Set Controls and save

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## TeknoParrot

Important Note- All games have been set up and tested using a 4k resolution screen. 1080p screens should work fine but not tested.

**Disable your antivirus or exclude relevant extraction path and install drives for Complete Play. (AV will delete needed files in Gameloader RH and Vaccum.exe from Luigi's Mansion)**

These games are set to use **R drive** if you are using any other drive Download the fix by UNAVOWED here:

**<https://mega.nz/file/rBVmEaAa#vmX7X5pvq2tkudTMrDyLIXs0NhCChekP3YPnGI21xql>**

### Instructions on Using Portable zip

1. Make backup of folder Emulators\TeknoParrot\UserProfiles. (rename it UserProfiles\_bu)
2. Extract TeknoPortable.zip to root of Launchbox, overwrite when prompted.

## **INSTALL**

- 1) Copy **TypeX3Temp.dat** from "**IMPORTANT FILES\PLACE ON C DRIVE**" folder to the root of your C drive
- 2) Install **node-v12.18.3-x64.msi** from "**IMPORTANT FILES\NODE**" (this may take a while)

## **Controls**

You can set the controls by opening up **Tekno Parrot UI.exe** (located here: **R:\Emulators\TeknoParrot**). Select a game and click Controller Setup.

Note- I have set up controls for each game with an **Xbox One Controller** but even with this set up and if you have the same pad you may need to still set up controls for each game.

## **Games that use a Mouse**

Too Spicy (9=Coin & 0= Start)

Let's Go Island (5=Coin & 1=Start)

Let's Go Jungle (5=Coin & 1=Start)

Border Break Scramble

Luigis Mansion (5=Coin & 1=Start)

House of the Dead 4 (5=Coin & 1=Start)

## **Force Feedback Plugin**

I have included a **Force Feedback Plugin** for some games. It should start automatically but if you have issues then go to the game folder and open up **FFBPluginGUI.exe**. click on **Force Feedback Setup** and then under **Device GUID** select your controller.

## **Known Issues**

**Mario Kart** May require additional files to run. Read this for more information:

<https://teknogods.github.io/compatibility/MKDX.htm>

**Too Spicy** there are resolution issues at the moment at 4k as it displays in a letter box view

Some games (like Batman) menus may appear in a small portion of the screen but the game will display full screen in gameplay

Some games like **Star Wars** lose focus when Game Start Up screens are enabled. This means the transition of loading is not as seamless as it should be

Turn off/exit Steam if its running in the background this will quicken loading times

Some games menus may appear in a small portion of the screen but the game will display full screen in gameplay however some games may have a glitchy UI. This is due to upscaling.

### **Troubleshooting**

If games don't load or you get an error then try the following:

Give each exe in the game folder admin rights including TeknoParrotUI.exe

When you set up controller/s make sure they are plugged in and on when starting game. If you set up 2 player controls make sure that both are on when starting a game

If game crashes then try to restart it

Unplug any Bluetooth device connected and try again

If games are stuck behind a black screen when loading then go into LB and edit the game. Click Startup/Pause tab and uncheck "Hide All Windows that are not in Exclusive Fullscreen Mode"

### **Other Information**

AMD users may need to add patch fixes themselves and apply crash fixes. To apply patches check the folder Patches (located here: ***R:\Emulators\TeknoParrot\Patches***) and copy and paste the patch into the game folder. To apply crash fix, go to **Tekno Parrot UI.exe** (located here: ***R:\Emulators\TeknoParrot***) and click Game Settings and check the **AMD Crash Fix** tick box. Don't forget to click save.

### **Note**

School of Ragnarök takes ages to load this is normal

Initial D Zero doesn't load with Start Up screens so this is disabled as default

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### **Wow Action Max**

#### **Controls**

Uses Mouse for controls

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### **SONY PLAYSTATION 2**

**Note-** It is recommended that you have a CPU that is compatible with GSdx32-AVX2. If you don't then you can change the Plugin settings by opening up the emulator and click on the Config Tab/ Plugins & Bios and change it from there.

#### **Controls**

Open up PCSX2 located here: ***R:\Emulators\PCSX2 1.7.0***. Click on **Config/ Controllers/ Plugin & settings**



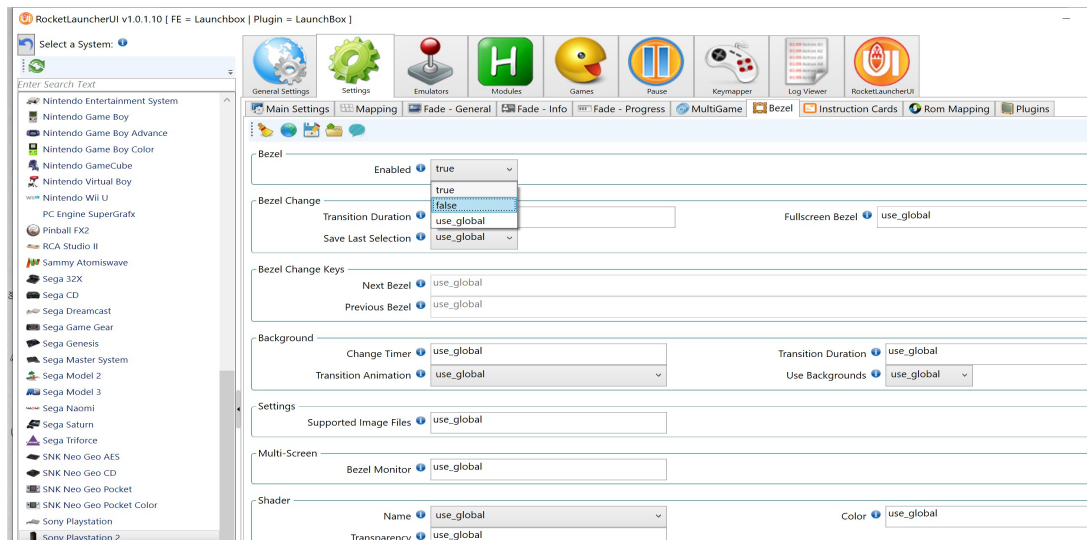
and set controls there.

## Game Configs

Each game can use their own config files. I have included the ones I use in the Game Configs folder with in the Emulator folder. (there in a zip file and need to be unzipped).

By default, there are no enhancements, upscaling or hacks enabled as these often depend on individual systems specs.

To set your own first run RocketLauncherUI.exe located here: **R:\RocketLauncher\RocketLauncherUI**. Click **PlayStation 2** on the left pain, **Settings Tab** and the **Bezel Tab** and change the settings for Bezel to false. (This turns off the bezel)



Next click on the **Games Tab** and run an audit choose the game you want to configure and run it (press the Rocket icon)

When the game has loaded press **ALT & TAB** to bring up the Emulator window and Click **Config/ Video (GS) / Plugin Settings** and change the settings there. Once you have saved your settings close the game down and re-enable the Bezel by setting it to True in RocketLauncherUI. Restart the game with your new settings. These settings are saved in the Game Config Folder. A full list of compatibility options are listed here:

<https://pcsx2.net/compatibility-list.html>