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# **MAME Documentation**

*Release 0.205*

**MAMEdev Team**

**May 21, 2019**



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**Note:** This documentation is a work in progress. You can track the status of these topics through MAME's [issue tracker](#). Learn how you can [contribute](#) on GitHub.

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## WHAT IS MAME

MAME is a multi-purpose emulation framework.

MAME's purpose is to preserve decades of software history. As electronic technology continues to rush forward, MAME prevents this important "vintage" software from being lost and forgotten. This is achieved by documenting the hardware and how it functions. The source code to MAME serves as this documentation. The fact that the software is usable serves primarily to validate the accuracy of the documentation (how else can you prove that you have recreated the hardware faithfully?). Over time, MAME (originally stood for Multiple Arcade Machine Emulator) absorbed the sister-project MESS (Multi Emulator Super System), so MAME now documents a wide variety of (mostly vintage) computers, video game consoles and calculators, in addition to the arcade video games that were its initial focus.

**MAME®**

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**MAME is a registered trademark owned by Gregory Ember**

### 1.1 I. Purpose

MAME's main purpose is to be a reference to the inner workings of the emulated machines. This is done both for educational purposes and for preservation purposes, in order to prevent historical software from disappearing forever once the hardware it runs on stops working. Of course, in order to preserve the software and demonstrate that the emulated behavior matches the original, one must also be able to actually use the software. This is considered a nice side effect, and is not MAME's primary focus.

It is not our intention to infringe on any copyrights or patents on the original games. All of MAME's source code is either our own or freely available. To operate, the emulator requires images of the original ROMs, CDs, hard disks or other media from the machines, which must be provided by the user. No portions of the original game code are included in the executable.

### 1.2 II. Cost

MAME is free. Its source code is free. The project as whole is distributed under the GNU General Public License, version 2 or later (GPL-2.0+), but most of code (including core functionality) is also available under the 3-clause BSD license (BSD-3-clause).

## 1.3 III. Software Image Files

ROM, CD, hard disk and other media images are all copyrighted material. They cannot be distributed without the explicit permission of the copyright holder(s). They are not “abandonware”, nor has any of the software supported by MAME passed out of copyright.

MAME is not intended to be used as a tool for mass copyright infringement. Therefore, it is strongly against the authors’ wishes to sell, advertise, or link to resources that provide illegal copies of ROM, CD, hard disk or other media images.

## 1.4 IV. Derivative Works

Because the name MAME is trademarked, you must abide by the rules set out for trademark usage if you wish to use “MAME” as part of the name your derivative work. In general, this means you must request permission, which requires that you follow the guidelines above.

The version number of any derivative work should reflect the version number of the MAME release from which it was derived.

## 1.5 V. Official Contact Information

For questions regarding the MAME license, trademark, or other usage, go to <http://www.mamedev.org/>



## GETTING MAME PREPARED

This section covers initial preparation work needed to use MAME, including downloading and compiling MAME.

### 2.1 An Introduction to MAME

MAME, formerly was an acronym which stood for Multi Arcade Machine Emulator, documents and reproduces through emulation the inner components of arcade machines, computers, consoles, chess computers, calculators, and many other types of electronic amusement machines. As a nice side-effect, MAME allows to use on a modern PC those programs and games which were originally developed for the emulated machines.

At one point there were actually two separate projects, MAME and MESS. MAME covered arcade machines, while MESS covered everything else. They are now merged into the one MAME.

MAME is mostly programmed in C with some core components in C++. MAME can currently emulate over 32000 individual systems from the last 5 decades.

### 2.2 Purpose of MAME

The primary purpose of MAME is to preserve decades of arcade, computer, and console history. As technology continues to rush forward, MAME prevents these important “vintage” systems from being lost and forgotten.

### 2.3 Systems Emulated by MAME

ProjectMESS contains a complete list of the systems currently emulated. As you will notice, being supported does not always mean that the status of the emulation is perfect. You may want

1. to check the status of the emulation in the wiki pages of each system, accessible from the drivers page (e.g. for Apple Macintosh, from the page for the mac.c driver you can reach the pages for both **macplus** and **macse**),
2. to read the corresponding **sysinfo.dat** entry in order to better understand which issues you may encounter while running a system in MAME (again, for Apple Macintosh Plus you have to check this entry).

Alternatively, you can simply see the status by yourself, launching the system emulation and taking a look to the red or yellow warning screen which appears before the emulation starts, if any. Notice that if you have information which can help to improve the emulation of a supported system, or if you can directly contribute fixes and/or addition to the current source, you can follow the instructions at the contact page or post to the MAME Forums at <http://forum.mamedev.org/>

## 2.4 Supported OS

The current source code can be directly compiled under all the main OSes: Microsoft Windows (both with DirectX/BGFX native support or with SDL support), Linux, FreeBSD, and Mac OS X. Also, both 32-bit and 64-bit are supported, but be aware 64-bit often shows significant speed increases.

## 2.5 System Requirements

MAME is written in fairly generic C/C++, and has been ported to numerous platforms. Over time, as computer hardware has evolved, the MAME code has evolved as well to take advantage of the greater processing power and hardware capabilities offered.

The official MAME binaries are compiled and designed to run on a standard Windows-based system. The minimum requirements are:

- Intel Core series CPU or equivalent, at least 2.0 GHz
- 32-bit OS (Vista SP1 or later on Windows, 10.9 or later on Mac)
- 4 GB RAM
- DirectX 9.0c for Windows
- A Direct3D, or OpenGL capable graphics card
- Any DirectSound capable sound card/onboard audio

Of course, the minimum requirements are just that: minimal. You may not get optimal performance from such a system, but MAME should run. Modern versions of MAME require more power than older versions, so if you have a less-capable PC, you may find that using an older version of MAME may get you better performance, at the cost of greatly lowered accuracy and fewer supported systems.

MAME will take advantage of 3D hardware for compositing artwork and scaling the games to full screen. To make use of this, you should have a modern Direct3D 8-capable video card with at least 16MB of video RAM.

HLSL or GLSL special effects such as CRT simulation will put a very heavy load on your video card, especially at higher resolutions. You will need a fairly powerful modern video card, and the load on your video card goes up exponentially as your resolution increases. If HLSL or GLSL are too intensive, try dropping your output resolution.

Keep in mind that even on the fastest computers available, MAME is still incapable of playing some systems at full speed. The goal of the project isn't to make all system run speedy on your system; the goal is to document the hardware and reproduce the behavior of the hardware as faithfully as possible.

### 2.5.1 BIOS Dumps and Software

Most of the systems emulated by MAME requires a dump of the internal chips of the original system. These can be obtained by extracting the data from an original unit, or finding them (at your own risk) in the WorldWideWeb. Being copyrighted material, MAME does not come with any of these.

Also, you may want to find some software to be run on the emulated machine. Again, Google and other search engines are your best friends. MAME does not provide any software to be run on the emulated machines because it is very often (almost always, in the case of console software) copyrighted material.

## 2.6 Installing MAME

### 2.6.1 Microsoft Windows

You simply have to download the latest binary archive available from <http://www.mamedev.org> and to extract its content to a folder. You will end up with many files (below you will find explanations about some of these), and in particular MAME .EXE. This is a command line program. The installation procedure ends here. Easy, isn't it?

### 2.6.2 Other Operating Systems

In this case, you can either look for pre-compiled (SDL)MAME binaries (e.g. in the repositories of your favorite Linux distro) which should simply extract all the needed files in a folder you choose, or compile the source code by yourself. In the latter case, see our section on *All Platforms*.

## 2.7 Compiling MAME

- *All Platforms*
- *Microsoft Windows*
  - *Using a standard MSYS2 installation*
  - *Building with Microsoft Visual Studio*
- *Fedora Linux*
- *Debian and Ubuntu (including Raspberry Pi and ODROID devices)*
- *Arch Linux*
- *Apple Mac OS X*
- *Emscripten Javascript and HTML*
- *Useful Options*
  - *Overall build options*
  - *Tool locations*
  - *Optional features*
  - *Compilation options*
  - *Library/framework locations*
- *Known Issues*
  - *Issues with specific compiler versions*
  - *GNU C Library fortify source feature*
- *Unusual Build Configurations*
  - *Cross-compiling MAME*
  - *Using libc++ on Linux*
  - *Using a GCC/GNU libstdc++ installation in a non-standard location on Linux*

## 2.7.1 All Platforms

- Whenever you are changing build parameters, (such as switching between a SDL-based build and a native Windows renderer one, or adding tools to the compile list) you need to run a **make REGENIE=1** to allow the settings to be regenerated. Failure to do this will cause you very difficult to troubleshoot problems.
- If you want to add various additional tools to the compile, such as *CHDMAN*, add a **TOOLS=1** to your make statement, like **make REGENIE=1 TOOLS=1**
- You can do driver specific builds by using *SOURCES=<driver>* in your make statement. For instance, building Pac-Man by itself would be **make SOURCES=src/mame/drivers/pacman.cpp REGENIE=1** including the necessary *REGENIE* for rebuilding the settings.
- Speeding up the compilation can be done by using more cores from your CPU. This is done with the **-j** parameter. *Note: the maximum number you should use is the number of cores your CPU has, plus one. No higher than that will speed up the compilation, and may in fact slow it down.* For instance, **make -j5** on a quad-core CPU will provide optimal speed.
- Debugging information can be added to a compile using *SYMBOLS=1* though most users will not want or need to use this.

Putting all of these together, we get a couple of examples:

Rebuilding MAME for just the Pac-Man driver, with tools, on a quad-core (e.g. i5 or i7) machine:

```
make SOURCES=src/mame/drivers/pacman.cpp TOOLS=1 REGENIE=1 -j5
```

Rebuilding MAME on a dual-core (e.g. i3 or laptop i5) machine:

```
make -j3
```

## 2.7.2 Microsoft Windows

MAME for Windows is built using the MSYS2 environment. You will need Windows 7 or later and a reasonably up-to-date MSYS2 installation. We strongly recommend building MAME on a 64-bit system. Instructions may need to be adjusted for 32-bit systems.

- A pre-packaged MSYS2 installation including the prerequisites for building MAME can be downloaded from the [MAME Build Tools](#) page.
- After initial installation, you can update the MSYS2 environment using the **pacman** (Arch package manager) command.
- By default, MAME will be built using native Windows OS interfaces for window management, audio/video output, font rendering, etc. If you want to use the portable SDL (Simple DirectMedia Layer) interfaces instead, you can add **OSD=sdl** to the make options. The main emulator binary will have an `sdl` prefix prepended (e.g. `sdlmame64.exe` or `sdlmame.exe`). You will need to install the MSYS2 packages for SDL 2 version 2.0.3 or later.
- By default, MAME will include the native Windows debugger. To also include the portable Qt debugger, add **USE\_QTDEBUG=1** to the make options. You will need to install the MSYS2 packages for Qt 5.

## Using a standard MSYS2 installation

You may also build MAME using a standard MSYS2 installation and adding the tools needed for building MAME. These instructions assume you have some familiarity with MSYS2 and the **pacman** package manager.

- Install the MSYS2 environment from the [MSYS2 homepage](#).
- Download the latest version of the `mame-essentials` package from the [MAME package repository](#) and install it using the **pacman** command.
- Add the mame repository to `/etc/pacman.conf` using `/etc/pacman.d/mirrorlist.mame` for locations.
- Install packages necessary to build MAME. At the very least, you'll need `bash`, `git`, `make`.
- For 64-bit builds you'll need `mingw-w64-x86_64-gcc` and `mingw-w64-x86_64-python2`.
- For 32-bit builds you'll need `mingw-w64-i686-gcc` and `mingw-w64-i686-python2`.
- For debugging you may want to install `gdb`.
- To build against the portable SDL interfaces, you'll need `mingw-w64-x86_64-SDL2` and `mingw-w64-x86_64-SDL2_ttf` for 64-bit builds, or `mingw-w64-i686-SDL2` and `mingw-w64-i686-SDL2_ttf` for 32-bit builds.
- To build the Qt debugger, you'll need `mingw-w64-x86_64-qt5` for 64-bit builds, or `mingw-w64-i686-qt5` for 32-bit builds.
- To generate API documentation from source, you'll need `doxygen`.
- For 64-bit builds, open **MSYS2 MinGW 64-bit** from the start menu, and set up the environment variables `MINGW64` to `/mingw64` and `MINGW32` to an empty string (e.g. using the command **export MINGW64=/mingw64 MINGW32=** in the Bash shell).
- For 32-bit builds, open **MSYS2 MinGW 32-bit** from the start menu, and set up the environment variables `MINGW32` to `/mingw32` and `MINGW64` to an empty string (e.g. using the command **export MINGW32=/mingw32 MINGW64=** in the Bash shell).

## Building with Microsoft Visual Studio

- You can generate Visual Studio 2017 projects using **make vs2017**. The solution and project files will be created in `build/projects/windows/mame/vs2017` by default (the name of the `build` folder can be changed using the `BUILDDIR` option). This will always regenerate the settings, so **REGENIE=1** is *not* needed.
- Adding **MSBUILD=1** to the make options will build the solution using the Microsoft Build Engine after generating the project files. Note that this requires paths and environment variables to be configured so the correct Visual Studio tools can be located.
- MAME can only be compiled with the Visual Studio 15.7.6 tools. Bugs in newer versions of the Microsoft Visual C/C++ compiler prevent it from compiling MAME.
- The MSYS2 environment is still required to generate the project files, convert built-in layouts, compile UI translations, etc.

### 2.7.3 Fedora Linux

You'll need a few prerequisites from your distro. Make sure you get SDL2 2.0.3 or 2.0.4 as earlier versions are buggy.

```
sudo dnf install gcc gcc-c++ SDL2-devel SDL2_ttf-devel libXi-devel libXinerama-devel qt5-qtbase-devel qt5-qttools expat-devel fontconfig-devel alsa-lib-devel
```

Compilation is exactly as described above in All Platforms.

## 2.7.4 Debian and Ubuntu (including Raspberry Pi and ODRROID devices)

You'll need a few prerequisites from your distro. Make sure you get SDL2 2.0.3 or 2.0.4 as earlier versions are buggy.

```
sudo apt-get install git build-essential python libsdl2-dev libsdl2-ttf-dev libfontconfig-dev qt5-default
```

Compilation is exactly as described above in All Platforms.

## 2.7.5 Arch Linux

You'll need a few prerequisites from your distro.

```
sudo pacman -S base-devel git sdl2 gconf sdl2_ttf gcc qt5
```

Compilation is exactly as described above in All Platforms.

## 2.7.6 Apple Mac OS X

You'll need a few prerequisites to get started. Make sure you're on OS X 10.9 Mavericks or later. You will NEED SDL2 2.0.4 for OS X.

- Install **Xcode** from the Mac App Store
- Launch **Xcode**. It will download a few additional prerequisites. Let this run through before proceeding.
- Once that's done, quit **Xcode** and open a **Terminal** window
- Type `xcode-select --install` to install additional tools necessary for MAME

Next you'll need to get SDL2 installed.

- Go to [this site](#) and download the *Mac OS X* .dmg file
- If the .dmg doesn't auto-open, open it
- Click 'Macintosh HD' (or whatever your Mac's hard disk is named) in the left pane of a **Finder** window, then open the **Library** folder and drag the **SDL2.framework** folder from the SDL disk image into the **Frameworks** folder

Lastly to begin compiling, use Terminal to navigate to where you have the MAME source tree (`cd` command) and follow the normal compilation instructions from above in All Platforms.

It's possible to get MAME working from 10.6, but a bit more complicated:

- You'll need to install clang-3.7, ld64, libcxx and python27 from MacPorts
- Then add these options to your make command or useroptions.mak:

```
OVERRIDE_CC=/opt/local/bin/clang-mp-3.7
OVERRIDE_CXX=/opt/local/bin/clang++-mp-3.7
PYTHON_EXECUTABLE=/opt/local/bin/python2.7
ARCHOPTS=-stdlib=libc++
```

## 2.7.7 Emscripten Javascript and HTML

First, download and install Emscripten 1.37.29 or later by following the instructions at the [official site](#)

Once Emscripten has been installed, it should be possible to compile MAME out-of-the-box using Emscripten’s ‘**emmake**’ tool. Because a full MAME compile is too large to load into a web browser at once, you will want to use the **SOURCES** parameter to compile only a subset of the project, e.g. (in the mame directory):

```
emmake make SUBTARGET=pacmanest SOURCES=src/mame/drivers/pacman.cpp
```

The **SOURCES** parameter should have the path to at least one driver .cpp file. The make process will attempt to locate and include all dependencies necessary to produce a complete build including the specified driver(s). However, sometimes it is necessary to manually specify additional files (using commas) if this process misses something. E.g.:

```
emmake make SUBTARGET=apple2e SOURCES=src/mame/drivers/apple2e.cpp,src/mame/machine/applefdc.cpp
```

The value of the **SUBTARGET** parameter serves only to differentiate multiple builds and need not be set to any specific value.

Emscripten supports compiling to WebAssembly with a JavaScript loader instead of all-JavaScript, and in later versions this is actually the default. To force WebAssembly on or off, add **WEBASSEMBLY=1** or **WEBASSEMBLY=0** to the make command line.

Other make parameters can also be used, e.g. **-j** for multithreaded compilation as described earlier.

When the compilation reaches the emcc phase, you may see a number of “*unresolved symbol*” warnings. At the moment, this is expected for OpenGL-related functions such as `glPointSize`. Any others may indicate that an additional dependency file needs to be specified in the **SOURCES** list. Unfortunately this process is not automated and you will need to search the source tree to locate the files supplying the missing symbols. You may also be able to get away with ignoring the warnings if the code path referencing them is not used at run-time.

If all goes well, a .js file will be output to the current directory. This file cannot be run by itself, but requires an HTML loader to provide it with a canvas to output to and pass in command-line parameters. The [Emularity project](#) provides such a loader.

There are example .html files in that repository which can be edited to point to your newly compiled MAME js filename and pass in whatever parameters you desire. You will then need to place all of the following on a web server:

- The compiled MAME .js file
- The compiled MAME .wasm file if using WebAssembly
- The .js files from the Emularity package (loader.js, browserfs.js, etc.)
- A .zip file with the ROMs for the MAME driver you would like to run (if any)
- Any software files you would like to run with the MAME driver
- An Emularity loader .html modified to point to all of the above

You need to use a web server instead of opening the local files directly due to security restrictions in modern web browsers.

If the result fails to run, you can open the Web Console in your browser to see any error output which may have been produced (e.g. missing or incorrect ROM files). A “ReferenceError: foo is not defined” error most likely indicates that a needed source file was omitted from the **SOURCES** list.

## 2.7.8 Useful Options

This section summarises some of the more useful options recognised by the main makefile. You use these options by appending them to the **make** command, setting them as environment variables, or adding them to your prefix makefile. Note that in order to apply many of these settings when rebuilding, you need to set **REGENIE=1** the first time you

build after changing the option(s). Also note that GENie *does not* automatically rebuild affected files when you change an option that affects compiler settings.

### Overall build options

**PREFIX\_MAKEFILE** Name of a makefile to include for additional options if found (defaults to **useroptions.mak**). May be useful if you want to quickly switch between different build configurations.

**BUILDDIR** Set to change the name of the subfolder used for project files, generated sources, object files, and intermediate libraries (defaults to **build**).

**REGENIE** Set to **1** to force project files to be regenerated.

**VERBOSE** Set to **1** to show full commands when using GNU make as the build tool. This option applies immediately without needing regenerate project files.

**IGNORE\_GIT** Set to **1** to skip the working tree scan and not attempt to embed a git revision description in the version string.

### Tool locations

**OVERRIDE\_CC** Set the C/Objective-C compiler command. (This sets the target C compiler command when cross-compiling.)

**OVERRIDE\_CXX** Set the C++/Objective-C++ compiler command. (This sets the target C++ compiler command when cross-compiling.)

**OVERRIDE\_LD** Set the linker command. This is often not necessary or useful because the C or C++ compiler command is used to invoke the linker. (This sets the target linker command when cross-compiling.)

**PYTHON\_EXECUTABLE** Set the Python interpreter command. You need Python 2.7 or Python 3 to build MAME.

**CROSS\_BUILD** Set to **1** to use separate host and target compilers and linkers, as required for cross-compilation. In this case, **OVERRIDE\_CC**, **OVERRIDE\_CXX** and **OVERRIDE\_LD** set the target C compiler, C++ compiler and linker commands, while **CC**, **CXX** and **LD** set the host C compiler, C++ compiler and linker commands.

### Optional features

**TOOLS** Set to **1** to build additional tools along with the emulator, including **unidasm**, **chdman**, **romcmp**, and **srcclean**.

**NO\_USE\_PORTAUDIO** Set to **1** to disable building the PortAudio sound output module.

**USE\_QTDEBUG** Set to **1** to include the Qt debugger on platforms where it's not built by default (e.g. Windows or MacOS), or to **0** to disable it. You'll need to install Qt development libraries and tools to build the Qt debugger. The process depends on the platform.

### Compilation options

**NOWERROR** Set to **1** to disable treating compiler warnings as errors. This may be needed in marginally supported configurations.

**DEPRECATED** Set to **0** to disable deprecation warnings (note that deprecation warnings are not treated as errors).

**DEBUG** Set to **1** to enable runtime assertion checks and additional diagnostics. Note that this has a performance cost, and is most useful for developers.



**OPTIMIZE** Set optimisation level. The default is **3** to favour performance at the expense of larger executable size. Set to **0** to disable optimisation (can make debugging easier), **1** for basic optimisation that doesn't have a space/speed trade-off and doesn't have a large impact on compile time, **2** to enable most optimisation that improves performance and reduces size, or **s** to enable only optimisations that generally don't increase executable size. The exact set of supported values depends on your compiler.

**SYMBOLS** Set to **1** to include additional debugging symbols over the default for the target platform (many target platforms include function name symbols by default).

**SYMLEVEL** Numeric value that controls the level of detail in debugging symbols. Higher numbers make debugging easier at the cost of increased build time and executable size. The supported values depend on your compiler. For GCC and similar compilers, **1** includes line number tables and external variables, **2** also includes local variables, and **3** also includes macro definitions.

**ARCHOPTS** Additional command-line options to pass to the compiler and linker. This is useful for supplying code generation or ABI options, for example to enable support for optional CPU features.

**ARCHOPTS\_C** Additional command-line options to pass to the compiler when compiling C source files.

**ARCHOPTS\_CXX** Additional command-line options to pass to the compiler when compiling C++ source files.

**ARCHOPTS\_OBJC** Additional command-line options to pass to the compiler when compiling Objective-C source files.

**ARCHOPTS\_OBJCXX** Additional command-line options to pass to the compiler when compiling Objective-C++ source files.

### Library/framework locations

**SDL\_INSTALL\_ROOT** SDL installation root directory for shared library style SDL.

**SDL\_FRAMEWORK\_PATH** Search path for SDL framework.

**USE\_LIBSDL** Set to **1** to use shared library style SDL on targets where framework is default.

**USE\_SYSTEM\_LIB\_ASIO** Set to **1** to prefer the system installation of the Asio C++ asynchronous I/O library over the version provided with the MAME source.

**USE\_SYSTEM\_LIB\_EXPAT** Set to **1** to prefer the system installation of the Expat XML parser library over the version provided with the MAME source.

**USE\_SYSTEM\_LIB\_ZLIB** Set to **1** to prefer the system installation of the zlib data compression library over the version provided with the MAME source.

**USE\_SYSTEM\_LIB\_JPEG** Set to **1** to prefer the system installation of the libjpeg image compression library over the version provided with the MAME source.

**USE\_SYSTEM\_LIB\_FLAC** Set to **1** to prefer the system installation of the libFLAC audio compression library over the version provided with the MAME source.

**USE\_SYSTEM\_LIB\_LUA** Set to **1** to prefer the system installation of the embedded Lua interpreter over the version provided with the MAME source.

**USE\_SYSTEM\_LIB\_SQLITE3** Set to **1** to prefer the system installation of the SQLITE embedded database engine over the version provided with the MAME source.

**USE\_SYSTEM\_LIB\_PORTMIDI** Set to **1** to prefer the system installation of the PortMidi library over the version provided with the MAME source.

**USE\_SYSTEM\_LIB\_PORTAUDIO** Set to **1** to prefer the system installation of the PortAudio library over the version provided with the MAME source.

**USE\_BUNDLED\_LIB\_SDL2** Set to **1** to prefer the version of SDL provided with the MAME source over the system installation. (This is enabled by default for Visual Studio and Android builds. For other configurations, the system installation of SDL is preferred.)

**USE\_SYSTEM\_LIB\_UTF8PROC** Set to **1** to prefer the system installation of the Julia utf8proc library over the version provided with the MAME source.

**USE\_SYSTEM\_LIB\_GLM** Set to **1** to prefer the system installation of the GLM OpenGL Mathematics library over the version provided with the MAME source.

**USE\_SYSTEM\_LIB\_RAPIDJSON** Set to **1** to prefer the system installation of the Tencent RapidJSON library over the version provided with the MAME source.

**USE\_SYSTEM\_LIB\_PUGIXML** Set to **1** to prefer the system installation of the pugixml library over the version provided with the MAME source.

## 2.7.9 Known Issues

### Issues with specific compiler versions

- GCC 5 for Linux reports spurious errors on encountering deprecation warnings. Adding **DEPRECATED=0** to your build options works around this by disabling deprecation warnings.
- MinGW GCC 7 for Windows i386 produces spurious out-of-bounds access warnings. Adding **NOWERROR=1** to your build options works around this by not treating warnings as errors.
- Initial versions of GNU libstdc++ 6 have a broken `std::unique_ptr` implementation. If you encounter errors with `std::unique_ptr` you need to upgrade to a newer version of libstdc++ that fixes the issue.

### GNU C Library fortify source feature

The GNU C Library has options to perform additional compile- and run-time checks on string operations, enabled by defining the `_FORTIFY_SOURCE` preprocessor macro. This is intended to improve security at the cost of a small amount of overhead. MAME is not secure software, and we do not support building with `_FORTIFY_SOURCE` defined.

Some Linux distributions (including Gentoo and Ubuntu) have patched GCC to define `_FORTIFY_SOURCE` to 1 as a built-in macro. This is problematic for more projects than just MAME, as it makes it hard to disable the additional checks (e.g. if you don't want the performance impact of the run-time checks), and it also makes it hard to define `_FORTIFY_SOURCE` to 2 if you want to enable stricter checks. You should really take it up with the distribution maintainers, and make it clear you don't want non-standard GCC behaviour. It would be better if these distributions defined this macro by default in their packaging environments if they think it's important, rather than trying to force it on everything compiled on their distributions. (This is what Red Hat does: the `_FORTIFY_SOURCE` macro is set in the RPM build environment, and not by distributing a modified version of GCC.)

If you get compilation errors in `bits/string_fortified.h` you should first ensure that the `_FORTIFY_SOURCE` macro is defined via the environment (e.g. a **CFLAGS** or **CXXFLAGS** environment variable). You can check to see whether the `_FORTIFY_SOURCE` macro is a built-in macro with your version of GCC with a command like this:

```
gcc -dM -E - < /dev/null | grep _FORTIFY_SOURCE
```

If `_FORTIFY_SOURCE` is defined to a non-zero value by default, you can work around it by adding **-U\_FORTIFY\_SOURCE** to the compiler flags (e.g. by using the **ARCHOPTS** setting, or setting the **CFLAGS** and **CXXFLAGS** environment variables).

## 2.7.10 Unusual Build Configurations

### Cross-compiling MAME

MAME's build system has basic support for cross-compilation. Set **CROSS\_BUILD=1** to enable separate host and target compilers, set **OVERRIDE\_CC** and **OVERRIDE\_CXX** to the target C/C++ compiler commands, and if necessary set **CC** and **CXX** to the host C/C++ compiler commands. If the target OS is different to the host OS, set it with **TARGETOS**. For example it may be possible to build a MinGW32 x64 build on a Linux host using a command like this:

```
make TARGETOS=windows PTR64=1 OVERRIDE_CC=x86_64-w64-mingw32-gcc  
OVERRIDE_CXX=x86_64-w64-mingw32-g++ OVERRIDE_LD=x86_64-w64-mingw32-ld MINGW64=/usr
```

(The additional packages required for producing a standard MinGW32 x64 build on a Fedora Linux host are `mingw64-gcc-c++`, `mingw64-winpthread-static` and their dependencies. Non-standard builds may require additional packages.)

### Using libc++ on Linux

MAME may be built using the LLVM project's "libc++" C++ Standard Library. The prerequisites are a working clang/LLVM installation, and the libc++ development libraries. On Fedora Linux, the necessary packages are **libcxx**, **libcxx-devel**, **libcxxabi** and **libcxxabi-devel**. Set the C and C++ compiler commands to use clang, and add **-stdlib=libc++** to the C++ compiler and linker options. You could use a command like this:

```
env LDFLAGS=-stdlib=libc++ make OVERRIDE_CC=clang OVERRIDE_CXX=clang++  
ARCHOPTS_CXX=-stdlib=libc++ ARCHOPTS_OBJCXX=-stdlib=libc++
```

The options following the **make** command may be placed in a prefix makefile if you want to use this configuration regularly, but **LDFLAGS** needs to be set in the environment.

### Using a GCC/GNU libstdc++ installation in a non-standard location on Linux

GCC may be built and installed to a custom location, typically by supplying the **-prefix=** option to the **configure** command. This may be useful if you want to build MAME on a Linux distribution that still uses a version of GNU libstdC++ that predates C++14 support. To use an alternate GCC installation to, build MAME, set the C and C++ compilers to the full paths to the **gcc** and **g++** commands, and add the library path to the run-time search path. If you installed GCC in `/opt/local/gcc63`, you might use a command like this:

```
make OVERRIDE_CC=/opt/local/gcc63/bin/gcc OVERRIDE_CXX=/opt/local/gcc63/bin/g++ ARCHOPTS=-  
Wl,-R,/opt/local/gcc63/lib64
```

You can add these options to a prefix makefile if you plan to use this configuration regularly.



## BASIC MAME USAGE AND CONFIGURATION

This section describes general usage information about MAME. It is intended to cover aspects of using and configuring MAME that are common across all operating systems. For additional OS-specific options, please see the separate documentation for your platform of choice.

### 3.1 Using MAME

If you want to dive right in and skip the command line, there's a nice graphical way to use MAME without the need to download and set up a front end. Simply start MAME with no parameters, by doubleclicking the **mame.exe** file or running it directly from the command line. If you're looking to harness the full power of MAME, keep reading further.

On Macintosh OS X and \*nix-based platforms, please be sure to set your font up to match your locale before starting, otherwise you may not be able to read the text due to missing glyphs.

If you are a new MAME user, you could find this emulator a bit complex at first. Let's take a moment to talk about softlists, as they can simplify matters quite a bit. If the content you are trying to play is a documented entry on one of the MAME softlists, starting the content is as easy as

```
mame.exe <system> <software>
```

For instance:

```
mame.exe nes metroidu
```

will load the USA version of Metroid for the Nintendo Entertainment System.

Alternatively, you could start MAME with

```
mame.exe nes
```

and choose the *software list* from the cartridge slot. From there, you could pick any softlist-compatible software you have in your roms folders. Please note that many older dumps of cartridges and discs may either be bad or require renaming to match up to the softlist in order to work in this way.

If you are loading an arcade board or other non-softlist content, things are only a little more complicated:

The basic usage, from command line, is

```
mame.exe <system> <media> <software> <options>
```

where

- <system> is the shortname of the system you want to emulate (e.g. nes, c64, etc.)
- <media> is the switch for the media you want to load (if it's a cartridge, try **-cart** or **-cart1**; if it's a floppy disk, try **-flop** or **-flop1**; if it's a CD-ROM, try **-cdrom**)

- *<software>* is the program / game you want to load (and it can be given either as the fullpath to the file to load, or as the shortname of the file in our software lists)
- *<options>* is any additional command line option for controllers, video, sound, etc.

Remember that if you type a *<system>* name which does not correspond to any emulated system, MAME will suggest you some possible choices which are close to what you typed; and if you don't know which *<media>* switch are available, you can always launch

**mame.exe <system> -listmedia**

If you don't know what *<options>* are available, there are a few things you can do. First of all, you can check the command line options section of this manual. You can also try one of the many *Frontends* available for MAME.

Alternatively, you should keep in mind the following command line options, which might be very useful on occasion:

**mame.exe -help**

tells what MAME is the basic structure of MAME launching options, i.e. as explained above.

**mame.exe -showusage**

gives you the (quite long) list of available command line options for MAME. The main options are described, in the *Universal Commandline Options* section of this manual.

**mame.exe -showconfig**

gives you a (quite long) list of available configuration options for MAME. These configuration can always be modified at command line, or by editing them in *mame.ini* which is the main configuration file for MAME. You can find a description of some configuration options in the *Universal Commandline Options* section of the manual (in most cases, each configuration option has a corresponding command line option to configure and modify it).

**mame.exe -createconfig**

creates a brand new **mame.ini** file, with default configuration settings. Notice that *mame.ini* is basically a plain text file, hence you can open it with any text editor (e.g. Notepad, Emacs or TextEdit) and configure every option you need. However, no particular tweaks are needed to start, so you can basically leave most of the options unaltered.

If you execute **mame64 -createconfig** when you already have an existing *mame.ini* from a previous MAME version, MAME automatically updates the pre-existing *mame.ini* by copying changed options into it.

Once you are more confident with MAME options, you may want to configure a bit more your setup. In this case, keep in mind the order in which options are read; see *Order of Config Loading* for details.

## 3.2 Default Keys

All the keys below are fully configurable in the user interface. This list shows the standard keyboard configuration.

Key	Action
<b>Tab</b>	Toggles the configuration menu.

Continued on next page

Table 1 – continued from previous page

~	<p>Toggles the On Screen Display. When the on-screen display is visible, you can use the following keys to control it:</p> <ul style="list-style-type: none"> <li>* <b>Up</b> - select previous parameter to modify</li> <li>* <b>Down</b> - select next parameter to modify</li> <li>* <b>Left</b> - decrease the value of the selected parameter</li> <li>* <b>Right</b> - increase the value of the selected parameter</li> <li>* <b>Enter</b> - reset parameter value to its default</li> <li>* <b>Control+Left</b> - decrease the value by 10x</li> <li>* <b>Shift+Left</b> - decrease the value by 0.1x</li> <li>* <b>Alt+Left</b> - decrease the value by the smallest amount</li> <li>* <b>Control+Right</b> - increase the value by 10x</li> <li>* <b>Shift+Right</b> - increase the value by 0.1x</li> <li>* <b>Alt+Right</b> - increase the value by the smallest amount</li> </ul> <p>If you are running with -debug, this key sends a ‘break’ in emulation.</p>
<b>P</b>	Pauses the game.
<b>Shift+P</b>	While paused, advances to next frame. If rewind is enabled, a new rewind save state is also captured.
<b>Shift+~</b>	While paused, loads the most recent rewind save state.
<b>F2</b>	Service Mode for games that support it.
<b>F3</b>	Resets the game.
<b>Shift+F3</b>	Performs a “hard reset”, which tears everything down and re-creates it from scratch. This is a more thorough and complete reset than the reset you get from hitting F3.
<b>LCtrl+F3</b>	[SDL ONLY] - Toggle uneven stretch.

Continued on next page

Table 1 – continued from previous page

<p><b>F4</b></p>	<p>Shows the game palette, decoded GFX, and any tilemaps. Use the Enter key to switch between the three modes (palette, graphics, and tilemaps). Press F4 again to turn off the display. The key controls in each mode vary slightly:</p> <p>Palette/colortable mode:</p> <ul style="list-style-type: none"> <li>* [ ] - switch between palette and colortable modes</li> <li>* <b>Up/Down</b> - scroll up/down one line at a time</li> <li>* <b>Page Up/Page Down</b> - scroll up/down one page at a time</li> <li>* <b>Home/End</b> - move to top/bottom of list</li> <li>* <b>-/+</b> - increase/decrease the number of colors per row</li> <li>* <b>Enter</b> - switch to graphics viewer</li> </ul> <p>Graphics mode:</p> <ul style="list-style-type: none"> <li>* [ ] - switch between different graphics sets</li> <li>* <b>Up/Down</b> - scroll up/down one line at a time</li> <li>* <b>Page Up/Page Down</b> - scroll up/down one page at a time</li> <li>* <b>Home/End</b> - move to top/bottom of list</li> <li>* <b>Left/Right</b> - change color displayed</li> <li>* <b>R</b> - rotate tiles 90 degrees clockwise</li> <li>* <b>-/+</b> - increase/decrease the number of tiles per row</li> <li>* <b>Enter</b> - switch to tilemap viewer</li> </ul> <p>Tilemap mode:</p> <ul style="list-style-type: none"> <li>* [ ] - switch between different tilemaps</li> <li>* <b>Up/Down/Left/Right</b> - scroll 8 pixels at a time</li> <li>* <b>Shift+Up/Down/Left/Right</b> - scroll 1 pixel at a time</li> <li>* <b>Control+Up/Down/Left/Right</b> - scroll 64 pixels at a time</li> <li>* <b>R</b> - rotate tilemap view 90 degrees clockwise</li> <li>* <b>-/+</b> - increase/decrease the zoom factor</li> <li>* <b>Enter</b> - switch to palette/colortable mode</li> </ul> <p>Note: Not all games have decoded graphics and/or tilemaps.</p>
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Table 1 – continued from previous page

<b>LCtrl+F4</b>	[SDL ONLY] - Toggles keeping aspect ratio.
<b>LCtrl+F5</b>	[SDL ONLY] - Toggle Filter.
<b>Alt+Ctrl+F5</b>	[NON SDL MS WINDOWS ONLY] - Toggle HLSL Post-Processing.
<b>F6</b>	Toggle cheat mode (if started with “-cheat”).
<b>LCtrl+F6</b>	Decrease Prescaling.
<b>F7</b>	<p>Load a save state. You will be requested to press a key to determine which save state you wish to load.</p> <p><i>Note that the save state feature is not supported for a large number of drivers. If support is not enabled for a given driver, you will receive a warning when attempting to save or load.</i></p>
<b>LCtrl+F7</b>	Increase Prescaling.
<b>Shift+F7</b>	Create a save state. Requires an additional keypress to identify the state, similar to the load option above.
<b>F8</b>	Decrease frame skip on the fly.
<b>F9</b>	Increase frame skip on the fly.
<b>F10</b>	Toggle speed throttling.
<b>F11</b>	Toggles speed display.
<b>Shift+F11</b>	Toggles internal profiler display (if compiled in).

Continued on next page

Table 1 – continued from previous page

<b>Alt+F11</b>	Record HLSL Rendered Video.
<b>F12</b>	Saves a screen snapshot.
<b>Alt+F12</b>	Take HLSL Rendered Snapshot.
<b>Insert</b>	[ <i>WINDOW ONLY, NON-SDL</i> ] Fast forward. While held, runs game with throttling disabled and with the maximum frameskip.
<b>Page DN</b>	[ <i>SDL ONLY</i> ] Fast forward. While held, runs the game with throttling disabled and with the maximum frameskip.
<b>Alt+ENTER</b>	Toggles between full-screen and windowed mode.
<b>Scroll Lock</b>	<p>Default mapping for the <b>uimodekey</b>.</p> <p>This key allows users to disable and enable the emulated keyboard in machines that require it. All emulations which require emulated keyboards will start in that mode and you can only access the internal UI (hitting TAB) by first hitting this key. You can change the initial status of the emulated keyboard as presented upon start by using <b>-ui_active</b> as detailed below.</p>
<b>Escape</b>	Exits emulator.

### 3.3 MAME Menus

If you started MAME without any command line parameters, you'll be shown the game selection menu immediately. While the keys listed above will let you navigate the menus, you can also use a mouse.

[todo: This needs SERIOUS expansion. Waiting on answer to a few questions..]

## 3.4 Frontends

There are a number of third party tools for MAME to make system and software selection simpler. These tools are called “Frontends”, and there are far too many to list conclusively here. Some are free, some are commercial– caveat emptor. Some older frontends predate the merging of MAME and MESS and do not support the additional console, handheld, etc functionality that MAME inherited from MESS.

This following list is not an endorsement of any of these frontends by the MAME team, but simply showing a number of commonly used free frontends as a good starting point to begin from.

QMC2 (multiple platforms)

Download: <http://qmc2.batcom-it.net/>

IV/Play (Microsoft Windows)

Download: <http://www.mameui.info/>

EmuLoader (Microsoft Windows)

Download: <http://emuloader.mameworld.info/>

The MAME team will not provide support for issues with frontends. For support, we suggest contacting the frontend author or trying any of the popular MAME-friendly forums on the internet.

## 3.5 About ROMs and Sets

Handling and updating of ROMs and Sets used in MAME is probably the biggest area of confusion and frustration that MAME users will run into. This section aims to clear up a lot of the most common questions and cover simple details you’ll need to know to use MAME effectively.

Let’s start with a simple definition of what a ROM is.

### 3.5.1 What is a ROM image?

For arcade games, a ROM image or file is a copy of all of the data inside a given chip on the arcade motherboard. For most consoles and handhelds, the individual chips are frequently (but not always) merged into a single file. As arcade machines are much more complicated in their design, you’ll typically need the data from a number of different chips on the board. Grouping all of the files from Puckman together will get you a **ROM set** of Puckman.

An example ROM image would be the file **pm1\_prg1.6e** stored in the **Puckman** ROM set.

### 3.5.2 Why ROM and not some other name?

ROM stands for Read-Only Memory. The chips used to store the game data were not rewritable and were permanent (as long as the chip wasn’t damaged or aged to death!)

As such, a copy of the data necessary to reconstitute and replace a dead data chip on a board became known as a “ROM image” or ROMs for short.

### 3.5.3 Parents, Clones, Splitting, and Merging

As the MAME developers received their third or fourth revision of Pac-Man, with bugfixes and other code changes, they quickly discovered that nearly all of the board and chips were identical to the previously dumped version. In order to save space, MAME was adjusted to use a parent/clone set system.

A given set, usually (but not necessarily) the most recent bugfixed World revision of a game, will be designated as the parent. All sets that use mostly the same chips (e.g. Japanese Puckman and USA/World Pac-Man) will be clones that contain only the changed data compared to the parent set.

This typically comes up as an error message to the user when trying to run a Clone set without having the Parent set handy. Using the above example, trying to play the USA version of Pac-Man without having the **PUCKMAN.ZIP** parent set will result in an error message that there are missing files.

Now we add the final pieces of the puzzle: non-merged, split, and merged sets.

MAME is extremely versatile about where ROM data is located and is quite intelligent about looking for what it needs. This allows us to do some magic with how we store these ROM sets to save further space.

A **non-merged set** is one that contains absolutely everything necessary for a given game to run in one ZIP file. This is ordinarily very space-inefficient, but is a good way to go if you want to have very few sets and want everything self-contained and easy to work with. We do not recommend this for most users.

A **split set** is one where the parent set contains all of the normal data it should, and the clone sets contain *only* what has changed as compared to the parent set. This saves some space, but isn't quite as efficient as

A **merged set** takes the parent set and one or more clone sets and puts them all inside the parent set's storage. For instance, if we combine the Puckman sets, Midway Pac-Man (USA) sets, and various other related official and bootleg sets all into **PUCKMAN.ZIP**, the result would be a **merged set**. A complete merged set with the parent and all clones uses less disk space than a split set.

With those basic principles, there are two other kinds of set that will come up in MAME use from time to time.

First, the **BIOS set**: Some arcade machines shared a common hardware platform, such as the Neo-Geo arcade hardware. As the main board had data necessary to start up and self-test the hardware before passing it off to the game cartridge, it's not really appropriate to store that data as part of the game ROM sets. Instead, it is stored as a BIOS image for the system itself (e.g. **NEOGEO.ZIP** for Neo-Geo games)

Secondly, the **device set**. Frequently the arcade manufacturers would reuse pieces of their designs multiple times in order to save on costs and time. Some of these smaller circuits would reappear in later boards that had minimal common ground with the previous boards that used the circuit, so you couldn't just have them share the circuit/ROM data through a normal parent/clone relationship. Instead, these re-used designs and ROM data are categorized as a *Device*, with the data stored as a *Device set*. For instance, Namco used the *Namco 51xx* custom I/O chip to handle the joystick and DIP switches for Galaga and other games, and as such you'll also need the **NAMCO51.ZIP** device set as well as any needed for the game.

### 3.5.4 Troubleshooting your ROM sets and the history of ROMs

A lot of the frustration users feel towards MAME can be directly tied to what may feel like pointless ROM changes that seem to only serve to make life more difficult for end-users. Understanding the source of these changes and why they are necessary will help you to avoid being blindsided by change and to know what you need to do to keep your sets running.

A large chunk of arcade ROMs and sets existed before emulation did. These early sets were created by arcade owners and used to repair broken boards by replacing damaged chips. Unfortunately, these sets eventually proved to be missing critical information. Many of the early dumps missed a new type of chip that contained, for instance, color palette information for the screen. The earliest emulators approximated colors until the authors discovered the existence of these missing chips. This resulted in a need to go back and get the missing data and update the sets to add the new dumps as needed.

It wouldn't be much longer before it would be discovered that many of the existing sets had bad data for one or more chips. These, too, would need to be re-dumped, and many sets would need complete overhauls.

Occasionally games would be discovered to be completely wrongly documented. Some games thought to be legitimate ended up being bootleg copies from pirate manufacturers. Some games thought to be bootlegs ended up being legit. Some games were completely mistaken as to which region the board was actually from (e.g. World as compared to Japan) and this too would require adjustments and renaming.

Even now, occasional miracle finds occur that change our understanding of these games. As accurate documentation is critical to detailing the history of the arcades, MAME will change sets as needed to keep things as accurate as possible within what the team knows at the time of each release.

This results in very spotty compatibility for ROM sets designated for older versions of MAME. Some games may not have changed much within 20-30 revisions of MAME, and others may have drastically changed multiple times.

If you hit problems with a set not working, there are several things to check— are you trying to run a set meant for an older version of MAME? Do you have any necessary BIOS or Device ROMs? Is this a Clone set that would need to have the Parent as well? MAME will tell you what files are missing as well as where it looked for these files. Use that to determine which set(s) may be missing files.

### 3.5.5 ROMs and CHDs

ROM chip data tends to be relatively small and gets loaded to system memory outright. Some games also used additional storage mediums such as hard drives, CD-ROMs, DVDs, and Laserdiscs. Those storage mediums are, for multiple technical reasons, not well-suited to being stored the same way as ROM data and won't fit completely in memory in some cases.

Thus, a new format was created for these in the CHD file. **Compressed Hunks of Data**, or CHD for short, are designed very specifically around the needs of mass storage media. Some arcade games, consoles, and PCs will require a CHD to run. As CHDs are already compressed, they should **NOT** be stored in a ZIP or 7Z file as you would for ROM images.

## 3.6 Common Issues and Questions (FAQ)

**Disclaimer: The following information is not legal advice and was not written by a lawyer.**

1. *Why does my game show an error screen if I insert coins rapidly?*
2. *Why is my non-official MAME package (e.g. EmuCR build) broken? Why is my official update broken?*
3. *Why does MAME support console games and dumb terminals? Wouldn't it be faster if MAME had just the arcade games? Wouldn't it take less RAM? Wouldn't MAME be faster if you just X?*
4. *Why do my Neo Geo ROMs no longer work? How do I get the Humble Bundle Neo Geo sets working?*
5. *How can I use the Sega Genesis & Mega Drive Classics collection from Steam with MAME?*
6. *Why does MAME report "missing files" even if I have the ROMs?*
7. *How can I be sure I have the right ROMs?*
8. *Why is it that some games have the US version as the main set, some have Japanese, and some are the World?*
9. *How do I legally obtain ROMs or disk images to run on MAME?*
10. *Isn't copying ROMs a legal gray area?*
11. *Can't game ROMs be considered abandonware?*
12. *I had ROMs that worked with an old version of MAME and now they don't. What happened?*

13. *What about those arcade cabinets on eBay that come with all the ROMs?*
14. *What about those guys who burn DVDs of ROMs for the price of the media?*
15. *But isn't there a special DMCA exemption that makes ROM copying legal?*
16. *But isn't it OK to download and "try" ROMs for 24 hours?*
17. *If I buy a cabinet with legitimate ROMs, can I set it up in a public place to make money?*
18. *But I've seen Ultracade and Global VR Classics cabinets out in public places? Why can they do it?*
19. *HELP! I'm getting a black screen or an error message in regards to DirectX on Windows!*
20. *I have a controller that doesn't want to work with the standard Microsoft Windows version of MAME, what can I do?*
21. *What happened to the MAME support for external OPL2-carrying soundcards?*

### 3.6.1 Why does my game show an error screen if I insert coins rapidly?

This is not a bug in MAME. On original arcade hardware, you simply could not insert coins as fast as you can mashing the button. The only ways you could get credit feeding at that kind of pace was if the coin mech hardware was defective or if you were physically trying to cheat the coin mech.

In either case, the game would display an error for the operator to look into the situation to prevent cheating them out of their hard-earned cash. Keep a slow, coin-insert-ish pace and you'll not trigger this.

### 3.6.2 Why is my non-official MAME package (e.g. EmuCR build) broken? Why is my official update broken?

In many cases, updates to various subsystems such as HLSL, BGFX, or Lua plugins come as updates to the external shader files as well as to the core MAME code. Unfortunately, builds that come from third parties may come as just a main MAME executable or with outdated external files, which can break the coupling between these external files and MAME core code. Despite repeated attempts at contacting some of these third parties to warn them, they persist in distributing broken MAME updates.

As we have no control over how third parties distribute these, all we really can do is disclaim the use of sites like EmuCR and say that we cannot provide support for packages we didn't build. Compile your own MAME or use one of the official packages provided by us.

You may also run into this problem if you have not replaced the contents of the HLSL and BGFX folders with the latest files when updating your MAME install with a new official build.

### 3.6.3 Why does MAME support console games and dumb terminals? Wouldn't it be faster if MAME had just the arcade games? Wouldn't it take less RAM? Wouldn't MAME be faster if you just X?

This is a common misconception. The actual size of the MAME file doesn't affect the speed of it; only the parts that are actively being used are in memory at any given time.

In truth, the additional supported devices are a good thing for MAME as they allow us to stress test sections of the various CPU cores and other parts of the emulation that don't normally see heavy utilization. While a computer and an arcade machine may use the exact same CPU, how they use that CPU can differ pretty dramatically.

No part of MAME is a second-class citizen to any other part. Video poker machines are just as important to document and preserve as arcade games.

There's still room for improvements in MAME's speed, but chances are that if you're not already a skilled programmer any ideas you have will have already been covered. Don't let that discourage you— MAME is open source, and improvements are always welcome.

### 3.6.4 Why do my Neo Geo ROMs no longer work? How do I get the Humble Bundle Neo Geo sets working?

Recently the Neo Geo BIOS was updated to add a new version of the Universal BIOS. This was done between 0.171 and 0.172, and results in an error trying to load Neo Geo games with an un-updated **neogeo.zip** set.

This also affects the Humble Bundle set: the games themselves are correct and up to date as of MAME 0.173 (and most likely will remain so) though you'll have to pull the ROM set .ZIP files out of the package somehow yourself. However, the Neo Geo BIOS set (**neogeo.zip**) included in the Humble Bundle set is incomplete as of the 0.172 release of MAME.

We suggest you contact the provider of your sets (Humble Bundle and DotEmu) and ask them to update their content to the newest revision. If enough people ask nicely, maybe they'll update the package.

### 3.6.5 How can I use the Sega Genesis & Mega Drive Classics collection from Steam with MAME?

As of the April 2016 update to the program, the ROM images included in the set are now 100% compatible with MAME and other Genesis/Mega Drive emulators. The ROMs are contained in the **steamapps\Sega Classics\uncompressed ROMs** folder as a series of **.68K** and **.SGD** images that can be loaded directly into MAME. PDF manuals for the games can be found in **steamapps\Sega Classics>manuals** as well.

### 3.6.6 Why does MAME report “missing files” even if I have the ROMs?

There can be several reasons for this:

- It is not unusual for the ROMs to change for a game between releases of MAME. Why would this happen? Oftentimes, better or more complete ROM dumps are made, or errors are found in the way the ROMs were previously defined. Early versions of MAME were not as meticulous about this issue, but more recent MAME builds are. Additionally, there can be more features of a game emulated in a later release of MAME than an earlier release, requiring more ROM code to run.
- You may find that some games require CHD files. A CHD file is a compressed representation of a game's hard disk, CD-ROM, or laserdisc, and is generally not included as part of a game's ROMs. However, in most cases, these files are required to run the game, and MAME will complain if they cannot be found.
- Some games such as Neo-Geo, Playchoice-10, Convertible Video System, Deco Cassette, MegaTech, MegaPlay, ST-V Titan, and others need their BIOS ROMs in addition to the game ROMs. The BIOS ROMs often contain ROM code that is used for booting the machine, menu processor code on multi-game systems, and code common to all games on a system. BIOS ROMS must be named correctly and left zipped inside your ROMs folder.
- Older versions of MAME needed decryption tables in order for MAME to emulate Capcom Play System 2 (a.k.a. CPS2) games. These are created by team CPS2Shock.
- Some games in MAME are considered “Clones” of another game. This is often the case when the game in question is simply an alternate version of the same game. Common alternate versions of games include versions with text in other languages, versions with different copyright dates, later versions or updates, bootlegs, etc. “Cloned” games often overlap some of the ROM code as the original or “parent” version of the game. To see if you have any “clones” type “**MAME -listclones**”. To run a “cloned game” you simply need to place its parent ROM file in your ROMs folder (leave it zipped).

### 3.6.7 How can I be sure I have the right ROMs?

MAME checks to be sure you have the right ROMs before emulation begins. If you see any error messages, your ROMs are not those tested to work properly with MAME. You will need to obtain a correct set of ROMs through legal methods.

If you have several games and you wish to verify that they are compatible with the current version of MAME, you can use the `-verifyroms` parameter. For example:

**mame -verifyroms robby** ... checks your ROMs for the game *Robby Roto* and displays the results on the screen.

**mame -verifyroms \* >verify.txt** ... checks the validity of ALL the ROMs in your ROMS directory, and writes the results to a textfile called *verify.txt*.

### 3.6.8 Why is it that some games have the US version as the main set, some have Japanese, and some are the World?

While this rule isn't always true, there is typically a method to how sets are arranged. The usual priority is to go with the **World** set if it's available, **US** if no World English set exists, and **Japanese** or other origin region if no World or US English set.

Exceptions arise where the US or World sets have significant censorship/changes from the original version. For instance, Gals Panic (set **galsnew**) uses the US version as parent because it has additional features compared to the world export version (set **galsnewa**). These features are optional censorship, an additional control layout option (stick with no button use), and English-language voice clips.

Another exception comes for games where it was licensed to a third party for export release. Pac-Man, for instance, was published by Midway in the US though it was created by Namco. As a result, the parent set is the Japanese **puckman** set, which retains the Namco copyright.

Lastly, a developer adding a new set can choose to use whatever naming and parent scheme they wish and are not restricted to the above rules. Most follow these guidelines, however.

### 3.6.9 How do I legally obtain ROMs or disk images to run on MAME?

You have several options:

- You can obtain a license to them by purchasing one via a distributor or vendor who has proper authority to do so.
- You can download one of the ROM sets that have been released for free to the public for non-commercial use.
- You can purchase an actual arcade PCB, read the ROMs or disks yourself, and let MAME use that data.

Beyond these options, you are on your own.

### 3.6.10 Isn't copying ROMs a legal gray area?

No, it's not. You are not permitted to make copies of software without the copyright owner's permission. This is a black & white issue.

### 3.6.11 Can't game ROMs be considered abandonware?

No. Even the companies that went under had their assets purchased by somebody, and that person is the copyright owner.



### 3.6.12 I had ROMs that worked with an old version of MAME and now they don't. What happened?

As time passes, MAME is perfecting the emulation of older games, even when the results aren't immediately obvious to the user. Often times the better emulation requires more data from the original game to operate. Sometimes the data was overlooked, sometimes it simply wasn't feasible to get at it (for instance, chip "decapping" is a technique that only became affordable very recently for people not working in high-end laboratories). In other cases it's much simpler: more sets of a game were dumped and it was decided to change which sets were which version.

### 3.6.13 What about those arcade cabinets on eBay that come with all the ROMs?

If the seller does not have a proper license to include the ROMs with his system, he is not allowed to legally include any ROMs with his system. If he has purchased a license to the ROMs in your name from a distributor or vendor with legitimate licenses, then he is okay to include them with the cabinet. After signing an agreement, cabinet owners that include legitimate licensed ROMs may be permitted to include a version of MAME that runs those ROMs and nothing more.

### 3.6.14 What about those guys who burn DVDs of ROMs for the price of the media?

What they are doing is just as illegal as selling the ROMs outright. As long as somebody owns the copyright, making illegal copies is illegal, period. If someone went on the internet and started a business of selling cheap copies of the latest U2 album for the price of media, do you think they would get away with it?

Even worse, a lot of these folks like to claim that they are helping the project. In fact, they only create more problems for the MAME team. We are not associated with these people in any way regardless of how "official" they may attempt to appear. You are only helping criminals make a profit through selling software they have no right to sell. **Anybody using the MAME name and/or logo to sell such products is also in violation of the MAME trademark.**

### 3.6.15 But isn't there a special DMCA exemption that makes ROM copying legal?

No, you have misread the exemptions. The exemption allows people to reverse engineer the copy protection or encryption in computer programs that are obsolete. The exemption simply means that figuring out how these obsolete programs worked is not illegal according to the DMCA. It does not have any effect on the legality of violating the copyright on computer programs, which is what you are doing if you make copies of ROMs.

### 3.6.16 But isn't it OK to download and "try" ROMs for 24 hours?

This is an urban legend that was made up by people who put ROMs up for download on their sites, in order to justify the fact that they were breaking the law. There is nothing like this in any copyright law.

### 3.6.17 If I buy a cabinet with legitimate ROMs, can I set it up in a public place to make money?

Probably not. ROMs are typically only licensed for personal, non-commercial purposes.

### 3.6.18 But I've seen Ultracade and Global VR Classics cabinets out in public places? Why can they do it?

Ultracade had two separate products. The Ultracade product is a commercial machine with commercial licenses to the games. These machines were designed to be put on location and make money, like traditional arcade machines. Their other product is the Arcade Legends series. These are home machines with non-commercial licenses for the games, and can only be legally operated in a private environment. Since their buyout by Global VR they only offer the Global VR Classics cabinet, which is equivalent to the earlier Ultracade product.

### 3.6.19 HELP! I'm getting a black screen or an error message in regards to DirectX on Windows!

You probably have missing or damaged DirectX runtimes. You can download the latest DirectX setup tool from Microsoft at <https://www.microsoft.com/en-us/download/details.aspx?displaylang=en&id=35>

Additional troubleshooting information can be found on Microsoft's website at <https://support.microsoft.com/en-us/kb/179113>

### 3.6.20 I have a controller that doesn't want to work with the standard Microsoft Windows version of MAME, what can I do?

By default, MAME on Microsoft Windows tries to do raw reads of the joystick(s), mouse/mice, and keyboard(s). This works with most devices and provides the most stable results. However, some devices need special drivers to translate their output and these drivers may not work with raw input.

One thing you can try is setting the keyboardprovider, mouseprovider, or joystickprovider setting (depending on which kind of device your input device acts as) from rawinput to one of the other options such as dinput or win32. See *OSD-related Options* for details on supported providers.

### 3.6.21 What happened to the MAME support for external OPL2-carrying sound-cards?

MAME added support in version 0.23 for the use of a soundcard's onboard OPL2 (Yamaha YM3812 chip) instead of emulating the OPL2. This feature was never supported on the official Windows version of MAME and was dropped entirely as of MAME 0.60, because the OPL2 emulation in MAME had become advanced enough to be a better solution in almost all cases as of that time; now it's superior to using a sound card's YM3812 in all cases, especially as modern cards lack a YM3812.

Unofficial builds of MAME may have supported it for varying amounts of time as well.

## MAME COMMANDLINE USAGE AND OS-SPECIFIC CONFIGURATION

### 4.1 Universal Commandline Options

This section contains configuration options that are applicable to *all* MAME sub-builds (both SDL and Windows native).

#### 4.1.1 Commands and Verbs

Commands include **mame** itself as well as various tools included with the MAME distribution such as **romcmp** and **srcclean**.

Verbs are actions to take upon something with the command (e.g. **mame -validate pacman** has *mame* as a command and *-validate* as a verb)

#### 4.1.2 Patterns

Many verbs support the use of *patterns*, which are either a system or device short name (e.g. **a2600**, **zorba\_kbd**) or a glob pattern that matches either (e.g. **zorba\_\***).

Depending on the command you're using the pattern with, pattern matching may match systems or systems and devices. It is advised to put quotes around your patterns to avoid having your shell try to expand them against filenames (e.g. **mame -validate "pac\*"**).

#### 4.1.3 File Names and Directory Paths

A number of options for specifying directories support multiple paths (for for example to search for ROMs in multiple locations). MAME expects multiple paths to be separated with semicolons (;).

MAME expands environment variable expressions in paths. The syntax used depends on your operating system. On Windows, % (percent) syntax is used. For example `%APPDATA%\mame\cfg` will expand the application data path for the current user's roaming profile. On UNIX-like system (including macOS and Linux), Bourne shell syntax is used, and a leading `~` expands to the current user's home directory. For example, `~/ .mame/${HOSTNAME}/cfg` expands to a host-specific path inside the `.mame` directory in the current user's home directory. Note that only simple variable substitutions are supported; more complex expressions supported by Bash, ksh or zsh are not recognised by MAME.

Relative paths are resolved relative to the current working directory. If you start MAME by double-clicking it in Windows Explorer, the working directory is set to the folder containing the MAME executable. If you start MAME by double-clicking it in the macOS Finder, it will open a Terminal window with the working directory is set to your home directory (usually `/Users/<username>`) and start MAME.

If you want behaviour similar to what Windows Explorer provides on macOS, create a script file containing these lines in the directory containing the MAME executable (for example you could call it `mame-here`):

```
#!/bin/sh
cd "`dirname "$0"`"
exec ./mame64
```

You should be able to use any text editor. If you have a choice of file format or line ending style, chose UNIX. I've assumed you're using a 64-bit release build of MAME, but if you aren't you just need to change `mame64` to the name of your MAME executable. Once you've created the file, you need to mark it as executable. You can do this by opening a Terminal window, typing **chmod a+x** followed by a space, dragging the file you created onto the window (this causes Terminal to insert the full escaped path to the file), and then ensuring the Terminal window is active and hitting **Return** (or **Enter**) on your keyboard. You can close the Terminal window after doing this. Now if you double-click the script in the Finder, it will open a Terminal window, set the working directory to the location of the script (i.e. the folder containing MAME), and then start MAME.

### 4.1.4 Core Verbs

#### **-help / -h / -?**

Displays current MAME version and copyright notice.

#### **-validate / -valid** [*<pattern>*]

Performs internal validation on one or more drivers and devices in the system. Run this before submitting changes to ensure that you haven't violated any of the core system rules.

If a pattern is specified, it will validate systems matching the pattern, otherwise it will validate all systems and devices. Note that if a pattern is specified, it will be matched against systems only (not other devices), and no device type validation will be performed.

### 4.1.5 Configuration Verbs

#### **-createconfig / -cc**

Creates the default `mame.ini` file. All the configuration options (not verbs) described below can be permanently changed by editing this configuration file.

#### **-showconfig / -sc**

Displays the current configuration settings. If you route this to a file, you can use it as an INI file. For example, the command:

```
mame -showconfig > mame.ini
```

is equivalent to **-createconfig**.

#### **-showusage / -su**

Displays a summary of all the command line options. For options that are not mentioned here, the short summary given by "mame -showusage" is usually a sufficient description.

### 4.1.6 Frontend Verbs

Note: By default, all the **-list** verbs below write info to the standard output (usually the terminal/command window where you typed the command). If you wish to write the info to a text file instead, add this to the end of your command:

```
> filename
```

where *filename* is the name of the file to save the output in (e.g. `list.txt`). Note that if this file already exists, it will be completely overwritten.

Example:

```
mame -listcrc puckman > list.txt
```

This creates (or overwrites the existing file if already there) `list.txt` and fills the file with the results of **-listcrc puckman**. In other words, the list of each ROM used in Puckman and the CRC for that ROM are written into that file.

**-listxml / -lx** [*<pattern>...*]

List comprehensive details for all of the supported systems and devices in XML format. The output is quite long, so it is usually better to redirect this into a file. By default all systems are listed; however, you can limit this list by specifying one or more *patterns* after the **-listxml** verb.

This XML output is typically imported into other tools (like graphical front-ends and ROM managers), or processed with scripts query detailed information.

**-listfull / -ll** [*<pattern>...*]

Displays a list of system driver names and descriptions. By default all systems and devices are listed; however, you can limit this list by specifying one or more *patterns* after the **-listfull** verb.

**-listsource / -ls** [*<pattern>...*]

Displays a list of system drivers/devices and the names of the source files where they are defined. Useful for finding which driver a system runs on in order to fix bugs. By default all systems and devices are listed; however, you can limit this list by specifying one or more *pattern* after the **-listsource** verb.

**-listclones / -lc** [*<pattern>*]

Displays a list of clones. By default all clones are listed; however, you can limit this list by specifying a *pattern* after the **-listsource** verb. If a pattern is specified, MAME will list clones of systems that match the pattern, as well as clones that match the pattern themselves.

**-listbrothers / -lb** [*<pattern>*]

Displays a list of *brothers*, i.e. other systems that are defined in the same source file as a system that matches the specified *pattern*.

**-listcrc** [*<pattern>...*]

Displays a full list of CRCs and names of all ROM images referenced by systems and devices matching the specified pattern(s). If no patterns are specified, ROMs referenced by all supported systems and devices will be included.

**-listroms / -lr** [*<pattern>...*]

Displays a list of ROM images referenced by supported systems/devices that match the specified pattern(s). If no patterns are specified, the results will include *all* supported systems and devices.

**-listsamples** [*<pattern>*]

Displays a list of samples referenced by the specified pattern of system or device names. If no pattern is specified, the results will be *all* systems and devices.

**-verifyroms** [*<pattern>*]

Checks for invalid or missing ROM images. By default all drivers that have valid ZIP files or directories in the rompath are verified; however, you can limit this list by specifying a *pattern* after the **-verifyroms** command.

**-verifysamples** [*<pattern>*]

Checks for invalid or missing samples. By default all drivers that have valid ZIP files or directories in the samplepath are verified; however, you can limit this list by specifying a *pattern* after the **-verifyroms** command.

**-romident** [*path\to\romstocheck.zip*]

Attempts to identify ROM files, if they are known to MAME, in the specified .zip file or directory. This command can be used to try and identify ROM sets taken from unknown boards. On exit, the errorlevel is returned as one of the following:

- 0: means all files were identified
- 7: means all files were identified except for 1 or more “non-ROM” files
- 8: means some files were identified
- 9: means no files were identified

**-listdevices / -ld** [*<pattern>*]

Displays a list of all devices known to be hooked up to a system. The “:” is considered the system itself with the devices list being attached to give the user a better understanding of what the emulation is using.

If slots are populated with devices, any additional slots those devices provide will be visible with **-listdevices** as well. For instance, installing a floppy controller into a PC will expose the disk drive slots.

**-listslots / -lslot** [*<pattern>*]

Show available slots and options for each slot (if available). Primarily used for MAME to allow control over internal plug-in cards, much like PCs needing video, sound and other expansion cards.

If slots are populated with devices, any additional slots those devices provide will be visible with **-listslots** as well. For instance, installing a floppy controller into a PC will expose the disk drive slots.

The slot name (e.g. **ctrl1**) can be used from the command line (**-ctrl1** in this case)

**-listmedia / -lm** [*<pattern>*]

List available media that the chosen system allows to be used. This includes media types (cartridge, cassette, diskette and more) as well as common file extensions which are supported.

**-listsoftware / -lsoft** [*<pattern>*]

Posts to screen all software lists which can be used by the entered *pattern* or system. Note that this is simply a copy/paste of the .XML file which reside in the HASH folder which are allowed to be used.

**-verifysoftware / -vsoft** [*<pattern>*]

Checks for invalid or missing ROM images in your software lists. By default all drivers that have valid ZIP files or directories in the rompath are verified; however, you can limit this list by specifying a specific driver name or *pattern* after the **-verifysoftware** command.

**-getsoftlist / -glist** [*<pattern>*]

Posts to screen a specific software list which matches with the system name provided.

**-verifysoftlist / -vlist** [*softwarelistname*]

Checks a specified software list for missing ROM images if files exist for issued softwarelistname. By default, all drivers that have valid ZIP files or directories in the rompath are verified; however, you can limit this list by specifying a specific softwarelistname (without .XML) after the -verifysoftlist command.

### 4.1.7 OSD-related Options

#### **-uimodekey** [*keystring*]

Key used to enable/disable MAME keyboard controls when the emulated system has keyboard inputs. The default setting is **Forward Delete** on macOS or **SCRLOCK** on other operating systems (including Windows and Linux). Use **FN-Delete** on Macintosh computers with notebook/compact keyboards.

#### **-uifontprovider**

Chooses provider for UI font rendering.

On Windows, you can choose from: `win`, `dwrite`, `none` or `auto`.

On macOS, you can choose from: `osx`, `none` or `auto`.

On other platforms, you can choose from: `sdl`, `none` or `auto`.

Default setting is `auto`.

#### **-keyboardprovider**

Chooses how MAME will get keyboard input.

On Windows, you can choose from: `auto`, `rawinput`, `dinput`, `win32`, or `none`

On SDL, you can choose from: `auto`, `sdl`, `none`

The default is `auto`.

On Windows, `auto` will try `rawinput` with fallback to `dinput`.

On SDL, `auto` will default to `sdl`.

#### **-mouseprovider**

Chooses how MAME will get mouse input.

On Windows, you can choose from: `auto`, `rawinput`, `dinput`, `win32`, or `none`

On SDL, you can choose from: `auto`, `sdl`, `none`

The default is `auto`.

On Windows, `auto` will try `rawinput` with fallback to `dinput`.

On SDL, `auto` will default to `sdl`.

### **-lightgunprovider**

Chooses how MAME will get light gun input.

On Windows, you can choose from: `auto`, `rawinput`, `win32`, or `none`

On SDL, you can choose from: `auto`, `x11` or `none`

The default is `auto`.

On Windows, `auto` will try `rawinput` with fallback to `win32`, or `none` if it doesn't find any.

On SDL/Linux, `auto` will default to `x11`, or `none` if it doesn't find any.

On other SDL, `auto` will default to `none`.

### **-joystickprovider**

Chooses how MAME will get joystick input.

On Windows, you can choose from: `auto`, `winhybrid`, `dinput`, `xinput`, or `none`

On SDL, you can choose from: `auto`, `sdl`, `none`

The default is `auto`.

On Windows, `auto` will default to `dinput`.

Note that Microsoft Xbox 360 and Xbox One controllers connected to Windows will work best with `winhybrid` or `xinput`. The `winhybrid` option supports a mix of DirectInput and XInput controllers at the same time.

On SDL, `auto` will default to `sdl`.

## **4.1.8 OSD CLI Options**

### **-listmidi**

Create a list of available MIDI I/O devices for use with emulation.

### **-listnetwork**

Create a list of available Network Adapters for use with emulation.

## **4.1.9 OSD Output Options**

### **-output**

Chooses how MAME will handle processing of output notifiers.

You can choose from: `auto`, `none`, `console` or `network`

Note that network port is fixed at 8000.



## 4.1.10 Configuration Options

### **-[no]readconfig / -[no]rc**

Enables or disables the reading of the config files. When enabled (which is the default), MAME reads the following config files in order:

- `mame.ini`
- `debug.ini` (if the debugger is enabled)
- `source/<driver>.ini` (based on the source filename of the driver)
- `vertical.ini` (for systems with vertical monitor orientation)
- `horizont.ini` (for systems with horizontal monitor orientation)
- `arcade.ini` (for systems in source added with `GAME ()` macro)
- `console.ini` (for systems in source added with `CONS ()` macro)
- `computer.ini` (for systems in source added with `COMP ()` macro)
- `othersys.ini` (for systems in source added with `SYST ()` macro)
- `vector.ini` (for vector systems only)
- `<parent>.ini` (for clones only, may be called recursively)
- `<systemname>.ini`

(See *Order of Config Loading* for further details)

The settings in the later INIs override those in the earlier INIs. So, for example, if you wanted to disable overlay effects in the vector systems, you can create a `vector.ini` with `line effect none` in it, and it will override whatever `effect` value you have in your `mame.ini`.

The default is ON (**-readconfig**).

## 4.1.11 Core Search Path Options

### **-homepath <path>**

Specifies a path for Lua plugins to store data.

The default is `.` (that is, in the current working directory).

### **-rompath / -rp / -biospath / -bp <path>**

Specifies one or more paths within which to find ROM or disk images. Multiple paths can be specified by separating them with semicolons.

The default is `roms` (that is, a directory `roms` in the current working directory).

### **-hashpath / -hash\_directory / -hash <path>**

Specifies one or more paths within which to find software definition files. Multiple paths can be specified by separating them with semicolons.

The default is `hash` (that is, a directory `hash` in the current working directory).

### **-samplepath / -sp <path>**

Specifies one or more paths within which to find audio sample files. Multiple paths can be specified by separating them with semicolons.

The default is `samples` (that is, a directory `samples` in the current working directory).

**-artpath** *<path>* *<path>*

Specifies one or more paths within which to find external layout and artwork files. Multiple paths can be specified by separating them with semicolons.

The default is `artwork` (that is, a directory `artwork` in the current working directory).

**-ctrlrpath** *<path>*

Specifies one or more paths within which to find default input configuration files. Multiple paths can be specified by separating them with semicolons.

The default is `ctrlr` (that is, a directory `ctrlr` in the current working directory).

**-inipath** *<path>*

Specifies one or more paths within which to find INI files. Multiple paths can be specified by separating them with semicolons.

On Windows, the default is `.;ini;ini/presets` (that is, search in the current directory first, then in the directory `ini` in the current working directory, and finally the directory `presets` inside that directory).

On macOS, the default is `$HOME/Library/Application Support/mame;$HOME/.mame;. ;ini` (that is, search the `mame` folder inside the current user's Application Support folder, followed by the `.mame` folder in the current user's home directory, then the current working directory, and finally the directory `ini` in the current working directory).

On other platforms (including Linux), the default is `$HOME/.mame;. ;ini` (that is search the `.mame` directory in the current user's home directory, followed by the current working directory, and finally the directory `ini` in the current working directory).

**-fontpath** *<path>*

Specifies one or more paths within which to find BDF (Adobe Glyph Bitmap Distribution Format) font files. Multiple paths can be specified by separating them with semicolons.

The default is `.` (that is, search in the current working directory).

**-cheatpath** *<path>*

Specifies one or more paths within which to find XML cheat files. Multiple paths can be specified by separating them with semicolons.

The default is `cheat` (that is, a folder called `cheat` located in the current working directory).

**-crosshairpath** *<path>*

Specifies one or more paths within which to find crosshair image files. Multiple paths can be specified by separating them with semicolons.

The default is `crsshair` (that is, a directory `crsshair` in the current working directory).

**-pluginspath** *<path>*

Specifies one or more paths within which to find Lua plugins for MAME.

The default is `plugins` (that is, a directory `plugins` in the current working directory).

**-languagepath** *<path>*

Specifies one or more paths within which to find language files for localized UI text.

The default is `language` (that is, a directory `language` in the current working directory).

**-swpath** *<path>*

Specifies the default path from which to load loose software image files.

The default is `software` (that is, a directory `software` in the current working directory).

#### 4.1.12 Core Output Directory Options

##### **-cfg\_directory** <path>

Specifies the directory where configuration files are stored. Configuration files are read when starting MAME or when starting an emulated machine, and written on exit. Configuration files preserve settings including input assignment, DIP switch settings, bookkeeping statistics, and debugger window arrangement.

The default is `cfg` (that is, a directory `cfg` in the current working directory). If this directory does not exist, it will be created automatically.

##### **-nvram\_directory** <path>

Specifies the directory where NVRAM files are stored. NVRAM files store the contents of EEPROM, non-volatile RAM (NVRAM), and other programmable devices for systems that used this type of hardware. This data is read when starting an emulated machine and written on exit.

The default is `nvram` (that is, a directory `nvram` in the current working directory). If this directory does not exist, it will be created automatically.

##### **-input\_directory** <path>

Specifies the directory where input recording files are stored. Input recordings are created using the **-record** option and played back using the **-playback** option.

The default is `inp` (that is, a directory `inp` in the current working directory). If this directory does not exist, it will be created automatically.

##### **-state\_directory** <path>

Specifies the directory where save state files are stored. Save state files are read and written either upon user request, or when using the **-autosave** option.

The default is `sta` (that is, a directory `sta` in the current working directory). If this directory does not exist, it will be created automatically.

##### **-snapshot\_directory** <path>

Specifies the directory where screen snapshots and video recordings are stored when requested by the user.

The default is `snap` (that is, a directory `snap` in the current working directory). If this directory does not exist, it will be created automatically.

##### **-diff\_directory** <path>

Specifies the directory where hard drive difference files are stored. Hard drive difference files store data that is written back to an emulated hard disk, in order to preserve the original image file. The difference files are created when starting an emulated system with a compressed hard disk image.

The default is `diff` (that is, a directory `diff` in the current working directory). If this directory does not exist, it will be created automatically.

##### **-comment\_directory** <path>

Specifies a directory where debugger comment files are stored. Debugger comment files are written by the debugger when comments are added to the disassembly for a system.

The default is `comments` (that is, a directory `comments` in the current working directory). If this directory does not exist, it will be created automatically.

### 4.1.13 Core State/Playback Options

#### **-[no]rewind**

When enabled and emulation is paused, automatically creates a save state in memory every time a frame is advanced. Rewind save states can then be loaded consecutively by pressing the rewind single step shortcut key (**Left Shift + Tilde** by default).

The default rewind value is OFF (**-norewind**).

If debugger is in a 'break' state, a save state is instead created every time step in, step over, or step out occurs. In that mode, rewind save states can be loaded by executing the debugger **rewind** (or **rw**) command.

#### **-rewind\_capacity <value>**

Sets the rewind capacity value, in megabytes. It is the total amount of memory rewind savestates can occupy. When capacity is hit, old savestates get erased as new ones are captured. Setting capacity lower than the current savestate size disables rewind. Values below 0 are automatically clamped to 0.

#### **-state <slot>**

Immediately after starting the specified system, will cause the save state in the specified `<slot>` to be loaded.

#### **-[no]autosave**

When enabled, automatically creates a save state file when exiting MAME and automatically attempts to reload it when later starting MAME with the same system. This only works for systems that have explicitly enabled save state support in their driver.

The default is OFF (**-noautosave**).

#### **-playback / -pb <filename>**

Specifies a file from which to play back a series of inputs. This feature does not work reliably for all systems, but can be used to watch a previously recorded game session from start to finish. In order to make things consistent, you should only record and playback with all configuration (`.cfg`), NVRAM (`.nv`), and memory card files deleted.

The default is NULL (no playback).

#### **-[no]exit\_after\_playback**

When used in conjunction with the **-playback** option, MAME will exit after playing back the input file. By default, MAME continues to run the emulated system after playback completes.

The default is OFF (**-noexit\_after\_playback**).

#### **-record / -rec <filename>**

Specifies a file to record all input from a session. This can be used to record a session for later playback. This feature does not work reliably for all systems, but can be used to watch a previously recorded session from start to finish. In order to make things consistent, you should only record and playback with all configuration (`.cfg`), NVRAM (`.nv`), and memory card files deleted.

The default is NULL (no recording).

#### **-record\_timecode**

Tells MAME to create a timecode file. It contains a line with elapsed times on each press of timecode shortcut key (default is **F12**). This option works only when recording mode is enabled (**-record** option). The timecode file is saved in the `inp` folder.

By default, no timecode file is saved.

**-mngwrite** <filename>

Writes each video frame to the given <filename> in MNG format, producing an animation of the session. Note that **-mngwrite** only writes video frames; it does not save any audio data. Either use **-wavwrite** to record audio and combine the audio and video tracks using video editing software, or use **-aviwrite** to record audio and video to a single file.

The default is NULL (no recording).

**-aviwrite** <filename>

Stream video and sound data to the given <filename> in uncompressed AVI format, producing an animation of the session complete with sound. Note that the AVI format does not change to resolution or frame rate, uncompressed video consumes a lot of disk space, and recording uncompressed video in realtime requires a fast disk. It may be more practical to record an emulation session using **-record** then make a video of it with **-aviwrite** in combination with **-playback** and **-exit\_after\_playback** options.

The default is NULL (no recording).

**-wavwrite** <filename>

Writes the final mixer output to the given <filename> in WAV format, producing an audio recording of the session.

The default is NULL (no recording).

**-snapname** <name>

Describes how MAME should name files for snapshots. <name> is a string that provides a template that is used to generate a filename.

Three simple substitutions are provided: the `/` character represents the path separator on any target platform (even Windows); the string `%g` represents the driver name of the current system; and the string `%i` represents an incrementing index. If `%i` is omitted, then each snapshot taken will overwrite the previous one; otherwise, MAME will find the next empty value for `%i` and use that for a filename.

The default is `%g/%i`, which creates a separate folder for each system, and names the snapshots under it starting with 0000 and increasing from there.

In addition to the above, for drivers using different media, like carts or floppy disks, you can also use the `%d_[media]` indicator. Replace `[media]` with the media switch you want to use.

A few examples:

If you use **mame robbly -snapname foo/%g%i** snapshots will be saved as `snaps\foo\robbly0000.png`, `snaps\foo\robbly0001.png` and so on.

If you use **mame nes -cart robbly -snapname %g/%d\_cart** snapshots will be saved as `snaps\nes\robbly.png`.

If you use **mame c64 -flop1 robbly -snapname %g/%d\_flop1/%i** snapshots will be saved as `snaps\c64\robbly\0000.png`.

**-snapsize** <width>x<height>

Hard-codes the size for snapshots and movie recording. By default, MAME will create snapshots at the system's current resolution in raw pixels, and will create movies at the system's starting resolution in raw pixels. If you specify this option, then MAME will create both snapshots and movies at the size specified,

and will bilinear filter the result. Note that this size does not automatically rotate if the system is vertically oriented.

The default is `auto`.

**-snapview** <viewname>

Specifies the view to use when rendering snapshots and movies.

By default, both use a special ‘internal’ view, which renders a separate snapshot per screen or renders movies only of the first screen. By specifying this option, you can override this default behavior and select a single view that will apply to all snapshots and movies. Note that <viewname> does not need to be a perfect match; rather, it will select the first view whose name matches all the characters specified by <viewname>.

For example, **-snapview native** will match the “Native (15:14)” view even though it is not a perfect match. <viewname> can also be ‘auto’, which selects the first view with all screens present.

The default value is `internal`.

**-[no]snapbilinear**

Specify if the snapshot or movie should have bilinear filtering applied. Shutting this off can improve performance while recording video to a file.

The default is ON (**-snapbilinear**).

**-statename** <name>

Describes how MAME should store save state files, relative to the `state_directory` path. <name> is a string that provides a template that is used to generate a relative path.

Two simple substitutions are provided: the / character represents the path separator on any target platform (even Windows); the string `%g` represents the driver name of the current system.

The default is `%g`, which creates a separate folder for each system.

In addition to the above, for drivers using different media, like carts or floppy disks, you can also use the `%d_[media]` indicator. Replace `[media]` with the media switch you want to use.

A few examples:

If you use **mame robbly -statename foo/%g** save states will be stored inside `sta\foo\robbly\`.

If you use **mame nes -cart robbly -statename %g/%d\_cart** save states will be stored inside `sta\nes\robbly\`.

If you use **mame c64 -flop1 robbly -statename %g/%d\_flop1** save states will be stored inside `'sta\c64\robbly'`.

**-[no]burnin**

Tracks brightness of the screen during play and at the end of emulation generates a PNG that can be used to simulate burn-in effects on other systems. The resulting PNG is created such that the least used-areas of the screen are fully white (since burned-in areas are darker, all other areas of the screen must be lightened a touch).

The intention is that this PNG can be loaded via an artwork file with a low alpha (e.g. 0.1-0.2 seems to work well) and blended over the entire screen.

The PNG files are saved in the `snap` directory under the `<systemname>/burnin-<screen.name>.png`.

The default is OFF (**-noburnin**).

#### 4.1.14 Core Performance Options

##### **-[no]autoframeskip / -[no]afs**

Dynamically adjust the frameskip level while you're running the system to maintain full speed. Turning this on overrides the **-frameskip** setting described below.

This is off by default (**-noautoframeskip**).

##### **-frameskip / -fs <level>**

Specifies the frameskip value. This is the number of frames out of every 12 to drop when running. For example, if you specify **-frameskip 2**, MAME will render and display 10 out of every 12 emulated frames. By skipping some frames, you may be able to get full speed emulation for a system that would otherwise be too demanding for your computer.

The default value is **-frameskip 0**, which skips no frames.

##### **-seconds\_to\_run / -str <seconds>**

This option tells MAME to automatically stop emulation after a fixed number of seconds of emulated time have elapsed. This may be useful for benchmarking and automated testing. By combining this with a fixed set of other command line options, you can set up a consistent environment for benchmarking MAME's emulation performance. In addition, upon exit, the **-str** option will write a screenshot called `final.png` to the system's snapshot directory.

##### **-[no]throttle**

Enable or disable throttling emulation speed. When throttling is enabled, MAME limits emulation speed so the emulated system will not run faster than the original hardware. When throttling is disabled, MAME runs the emulation as fast as possible. Depending on your settings and the characteristics of the emulated system, performance may be limited by your CPU, graphics card, or even memory performance.

The default is to enable throttling (**-throttle**).

##### **-[no]sleep**

When enabled along with **-throttle**, MAME will yield the CPU when limiting emulation speed. This allows other programs to use CPU time, assuming the main emulation thread isn't completely utilising a CPU core. This option can potentially cause hiccups in performance if other demanding programs are running.

The default is on (**-sleep**).

##### **-speed <factor>**

Changes the way MAME throttles the emulation so that it runs at some multiple of the system's original speed. A *<factor>* of 1.0 means to run the system at its normal speed, a *<factor>* of 0.5 means run at half speed, and a *<factor>* of 2.0 means run at double speed. Note that changing this value affects sound playback as well, which will scale in pitch accordingly. The internal precision of the fraction is two decimal places, so a *<factor>* of 1.002 is rounded to 1.00.

The default is 1.0 (normal speed).

##### **-[no]refreshspeed / -[no]rs**

Allows MAME to adjust the emulation speed so that the refresh rate of the first emulated screen does not exceed the slowest refresh rate for any targeted monitors in your system. Thus, if you have a 60Hz monitor and run a system that is designed to run at 60.6Hz, MAME will reduce the emulation speed to 99% in order to prevent sound hiccups or other undesirable side effects of running at a slower refresh rate.

The default is off (**-norefreshspeed**).

##### **-numprocessors / -np auto|<value>**

Specify the number of threads to use for work queues. Specifying `auto` will use the value reported by the system or environment variable `OSDPROCESSORS`. This value is internally limited to four times the number of processors reported by the system.

The default is `auto`.

**-bench <n>**

Benchmark for <n> emulated seconds. This is equivalent to the following options:

**-str <n> -video none -sound none -nothrottle**

### 4.1.15 Core Rotation Options

**-[no]rotate**

Rotate the system to match its normal state (horizontal/vertical). This ensures that both vertically and horizontally oriented systems show up correctly without the need to rotate your monitor. If you want to keep the system displaying 'raw' on the screen the way it would have in the arcade, turn this option OFF.

The default is ON (**-rotate**).

**-[no]ror**

**-[no]rol**

Rotate the system screen to the right (clockwise) or left (counter-clockwise) relative to either its normal state (if **-rotate** is specified) or its native state (if **-norotate** is specified).

The default for both of these options is OFF (**-noror -norol**).

**-[no]autoror**

**-[no]autorol**

These options are designed for use with pivoting screens that only pivot in a single direction. If your screen only pivots clockwise, use **-autorol** to ensure that the system will fill the screen either horizontally or vertically in one of the directions you can handle. If your screen only pivots counter-clockwise, use **-autoror**.

**-[no]flipx**

**-[no]flipy**

Flip (mirror) the system screen either horizontally (**-flipx**) or vertically (**-flipy**). The flips are applied after the **-rotate** and **-ror/-rol** options are applied.

The default for both of these options is OFF (**-noflipx -noflipy**).

### 4.1.16 Core Video Options

**-video <bgfx|gd3d|opengl|soft|accel|none>**

Specifies which video subsystem to use for drawing. Options here depend on the operating system and whether this is an SDL-compiled version of MAME.

Generally Available:

Using `bgfx` specifies the new hardware accelerated renderer.

Using `opengl` tells MAME to render video using OpenGL acceleration.



Using `none` displays no windows and does no drawing. This is primarily present for doing CPU benchmarks without the overhead of the video system.

#### On Windows:

Using `gdi` tells MAME to render video using older standard Windows graphics drawing calls. This is the slowest but most compatible option on older versions of Windows.

Using `d3d` tells MAME to use Direct3D for rendering. This produces the better quality output than `gdi` and enables additional rendering options. It is recommended if you have a semi-recent (2002+) video card or onboard Intel video of the HD3000 line or better.

#### On other platforms (including SDL on Windows):

Using `accel` tells MAME to render video using SDL's 2D acceleration if possible.

Using `soft` uses software rendering for video output. This isn't as fast or as nice as OpenGL but will work on any platform.

#### Defaults:

The default on Windows is `d3d`.

The default for Mac OS X is `opengl` because OS X is guaranteed to have a compliant OpenGL stack.

The default on all other systems is `soft`.

#### **-numscreens** <count>

Tells MAME how many output windows to create. For most systems, a single output window is all you need, but some systems originally used multiple screens (*e.g. Darius and PlayChoice-10 arcade machines*). Each screen (up to 4) has its own independent settings for physical monitor, aspect ratio, resolution, and view, which can be set using the options below.

The default is 1.

#### **-[no]window** / **-[no]w**

Run MAME in either a window or full screen.

The default is OFF (**-nowindow**).

#### **-[no]maximize** / **-[no]max**

Controls initial window size in windowed mode. If it is set on, the window will initially be set to the maximum supported size when you start MAME. If it is turned off, the window will start out at the closest possible size to the original size of the display; it will scale on only one axis where non-square pixels are used. This option only has an effect when the **-window** option is used.

The default is ON (**-maximize**).

#### **-[no]keepaspect** / **-[no]ka**

When enabled, MAME preserves the correct aspect ratio for the emulated system's screen(s). This is most often 4:3 or 3:4 for CRT monitors (depending on the orientation), though many other aspect ratios have been used, such as 3:2 (Nintendo Game Boy), 5:4 (some workstations), and various other ratios. If the

emulated screen and/or artwork does not fill MAME's screen or Window, the image will be centred and black bars will be added as necessary to fill unused space (either above/below or to the left and right).

When this option is disabled, the emulated screen and/or artwork will be stretched to fill MAME's screen or window. The image will be distorted by non-proportional scaling if the aspect ratio does not match. This is very pronounced when the emulated system uses a vertically-oriented screen and MAME stretches the image to fill a horizontally-oriented screen.

On Windows, when this option is enabled and MAME is running in a window (not full screen), the aspect ratio will be maintained when you resize the window unless you hold the **Control** (or **Ctrl**) key on your keyboard. The window size will not be restricted when this option is disabled.

The default is ON (**-keepaspect**).

The MAME team strongly recommends leaving this option enabled. Stretching systems beyond their original aspect ratio will mangle the appearance of the system in ways that no filtering or shaders can repair.

### **-[no]waitvsync**

Waits for the refresh period on your computer's monitor to finish before starting to draw video to your screen. If this option is off, MAME will just draw to the screen as a frame is ready, even if in the middle of a refresh cycle. This can cause "tearing" artifacts, where the top portion of the screen is out of sync with the bottom portion.

The effect of turning **-waitvsync** on differs a bit between combinations of different operating systems and video drivers.

On Windows, **-waitvsync** will block until video blanking before allowing MAME to draw the next frame, limiting the emulated machine's framerate to that of the host display. Note that this option does not work with **-video gdi** mode in Windows.

On macOS, **-waitvsync** does not block; instead the most recent completely drawn frame will be displayed at vblank. This means that if an emulated system has a higher framerate than your host display, emulated frames will be dropped periodically resulting in motion judder.

On Windows, you should only need to turn this on in windowed mode. In full screen mode, it is only needed if **-triplebuffer** does not remove the tearing, in which case you should use **-notriplebuffer -waitvsync**.

Note that SDL-based MAME support for this option depends entirely on your operating system and video drivers; in general it will not work in windowed mode so **-video opengl** and fullscreen give the greatest chance of success with SDL builds of MAME.

The default is OFF (**-nowaitvsync**).

### **-[no]syncrefresh**

Enables speed throttling only to the refresh of your monitor. This means that the system's actual refresh rate is ignored; however, the sound code still attempts to keep up with the system's original refresh rate, so you may encounter sound problems.

This option is intended mainly for those who have tweaked their video card's settings to provide carefully matched refresh rate options. Note that this option does not work with **-video gdi** mode.

The default is OFF (**-nosyncrefresh**).

### **-prescale <amount>**

Controls the size of the screen images when they are passed off to the graphics system for scaling. At the minimum setting of 1, the screen is rendered at its original resolution before being scaled. At higher settings, the screen is expanded in both axes by a factor of *<amount>* using nearest-neighbor sampling

before applying filters or shaders. With **-video d3d**, this produces a less blurry image at the expense of speed.

The default is 1.

This is supported with all video output types (bgfx, d3d, etc) on Windows and is **ONLY** supported with OpenGL on other platforms.

#### **-[no]filter / -[no]d3dfilter / -[no]flt**

Enable bilinear filtering on the system screen graphics. When disabled, point filtering is applied, which is crisper but leads to scaling artifacts. If you don't like the filtered look, you are probably better off increasing the **-prescale** value rather than turning off filtering altogether.

The default is ON (**-filter**).

This is supported with OpenGL and D3D video on Windows and is **ONLY** supported with OpenGL on other platforms.

Use `bgfx_screen_chains` in your INI file(s) to adjust filtering with the BGFX video system.

#### **-[no]unevenstretch**

Allow non-integer scaling factors allowing for great window sizing flexibility.

The default is ON. (**-unevenstretch**)

### 4.1.17 Core Full Screen Options

#### **-[no]switchres**

Enables resolution switching. This option is required for the **-resolution\*** options to switch resolutions in full screen mode.

On modern video cards, there is little reason to switch resolutions unless you are trying to achieve the "exact" pixel resolutions of the original systems, which requires significant tweaking. This option is also useful on LCD displays, since they run with a fixed resolution and switching resolutions on them is just silly. This option does not work with **-video gdi**.

The default is OFF (**-noswitchres**).

### 4.1.18 Core Per-Window Options

**NOTE: Multiple Screens may fail to work correctly on some Mac machines as of right now.**

**-screen** <display>

**-screen0** <display>

**-screen1** <display>

**-screen2** <display>

**-screen3** <display>

Specifies which physical monitor on your system you wish to have each window use by default. In order to use multiple windows, you must have increased the value of the **-numscreens** option. The name of each display in your system can be determined by running MAME with the **-verbose** option. The display names are typically in the format of: `\\\\.\\DISPLAYn`, where 'n' is a number from 1 to the number of connected monitors.

The default value for these options is `auto`, which means that the first window is placed on the first display, the second window on the second display, etc.

The **-screen0**, **-screen1**, **-screen2**, **-screen3** parameters apply to the specific window. The **-screen** parameter applies to all windows. The window-specific options override values from the all window option.

**-aspect** *<width:height>* / **-screen\_aspect** *<num:den>*

**-aspect0** *<width:height>*

**-aspect1** *<width:height>*

**-aspect2** *<width:height>*

**-aspect3** *<width:height>*

Specifies the physical aspect ratio of the physical monitor for each window. In order to use multiple windows, you must have increased the value of the **-numscreens** option. The physical aspect ratio can be determined by measuring the width and height of the visible screen image and specifying them separated by a colon.

The default value for these options is `auto`, which means that MAME assumes the aspect ratio is proportional to the number of pixels in the desktop video mode for each monitor.

The **-aspect0**, **-aspect1**, **-aspect2**, **-aspect3** parameters apply to the specific window. The **-aspect** parameter applies to all windows. The window-specific options override values from the all window option.

**-resolution** *<widthxheight[@refresh]>* / **-r** *<widthxheight[@refresh]>*

**-resolution0** *<widthxheight[@refresh]>* / **-r0** *<widthxheight[@refresh]>*

**-resolution1** *<widthxheight[@refresh]>* / **-r1** *<widthxheight[@refresh]>*

**-resolution2** *<widthxheight[@refresh]>* / **-r2** *<widthxheight[@refresh]>*

**-resolution3** *<widthxheight[@refresh]>* / **-r3** *<widthxheight[@refresh]>*

Specifies an exact resolution to run in. In full screen mode, MAME will try to use the specific resolution you request. The width and height are required; the refresh rate is optional. If omitted or set to 0, MAME will determine the mode automatically. For example, **-resolution 640x480** will force 640x480 resolution, but MAME is free to choose the refresh rate. Similarly, **-resolution 0x0@60** will force a 60Hz refresh rate, but allows MAME to choose the resolution. The string `auto` is also supported, and is equivalent to `0x0@0`.

In window mode, this resolution is used as a maximum size for the window. This option requires the **-switchres** option as well in order to actually enable resolution switching with **-video d3d**.

The default value for these options is `auto`.

The **-resolution0**, **-resolution1**, **-resolution2**, **-resolution3** parameters apply to the specific window. The **-resolution** parameter applies to all windows. The window-specific options override values from the all window option.

**-view** *<viewname>*

**-view0** *<viewname>*

**-view1** *<viewname>*

**-view2** *<viewname>*

**-view3** *<viewname>*

Specifies the initial view setting for each window. The *<viewname>* does not need to be a perfect match; rather, it will select the first view whose name matches all the characters specified by *<viewname>*. For

example, **-view native** will match the “*Native (15:14)*” view even though it is not a perfect match. The value `auto` is also supported, and requests that MAME perform a default selection.

The default value for these options is `auto`.

The **-view0**, **-view1**, **-view2**, **-view3** parameters apply to the specific window. The **-view** parameter applies to all windows. The window-specific options override values from the all window option.

#### 4.1.19 Core Artwork Options

##### **-[no]artwork\_crop / -[no]artcrop**

Enable cropping of artwork to the system screen area only. This means that vertically oriented systems running full screen can display their artwork to the left and right sides of the screen. This option can also be controlled via the Video Options menu in the user interface.

The default is OFF **-noartwork\_crop**.

##### **-[no]use\_backdrops / -[no]backdrop**

Enables/disables the display of backdrops.

The default is ON (**-use\_backdrops**).

##### **-[no]use\_overlays / -[no]overlay**

Enables/disables the display of overlays.

The default is ON (**-use\_overlays**).

##### **-[no]use\_bezels / -[no]bezels**

Enables/disables the display of bezels.

The default is ON (**-use\_bezels**).

##### **-[no]use\_cpanels / -[no]cpanels**

Enables/disables the display of control panels.

The default is ON (**-use\_cpanels**).

##### **-[no]use\_marquees / -[no]marquees**

Enables/disables the display of marquees.

The default is ON (**-use\_marquees**).

##### **-fallback\_artwork**

Specifies fallback artwork if no external artwork or internal driver layout is defined.

##### **-override\_artwork**

Specifies override artwork for external artwork and internal driver layout.

#### 4.1.20 Core Screen Options

##### **-brightness <value>**

Controls the default brightness, or black level, of the system screens. This option does not affect the artwork or other parts of the display. Using the MAME UI, you can individually set the brightness for each system screen; this option controls the initial value for all visible system screens. The standard value

is 1.0. Selecting lower values (down to 0.1) will produce a darkened display, while selecting higher values (up to 2.0) will give a brighter display.

The default is 1.0.

**-contrast** <value>

Controls the contrast, or white level, of the system screens. This option does not affect the artwork or other parts of the display. Using the MAME UI, you can individually set the contrast for each system screen; this option controls the initial value for all visible system screens. The standard value is 1.0. Selecting lower values (down to 0.1) will produce a dimmer display, while selecting higher values (up to 2.0) will give a more saturated display.

The default is 1.0.

**-gamma** <value>

Controls the gamma, which produces a potentially nonlinear black to white ramp, for the system screens. This option does not affect the artwork or other parts of the display. Using the MAME UI, you can individually set the gamma for each system screen; this option controls the initial value for all visible system screens. The standard value is 1.0, which gives a linear ramp from black to white. Selecting lower values (down to 0.1) will increase the nonlinearity toward black, while selecting higher values (up to 3.0) will push the nonlinearity toward white.

The default is 1.0.

**-pause\_brightness** <value>

This controls the brightness level when MAME is paused.

The default value is 0.65.

**-effect** <filename>

Specifies a single PNG file that is used as an overlay over any system screens in the video display. This PNG file is assumed to live in the root of one of the arpath directories. The pattern in the PNG file is repeated both horizontally and vertically to cover the entire system screen areas (but not any external artwork), and is rendered at the target resolution of the system image.

For **-video gdi** and **-video d3d** modes, this means that one pixel in the PNG will map to one pixel on your output display. The RGB values of each pixel in the PNG are multiplied against the RGB values of the target screen.

The default is `none`, meaning no effect.

## 4.1.21 Core Vector Options

**-beam\_width\_min** <width>

Sets the vector beam minimum width.

**-beam\_width\_max** <width>

Sets the vector beam maximum width.

**-beam\_intensity\_weight** <weight>

Sets the vector beam intensity weight.

**-flicker** <value>

Simulates a vector “flicker” effect, similar to a vector monitor that needs adjustment. This option requires a float argument in the range of 0.00 - 100.00 (0=none, 100=maximum).

The default is 0.

#### 4.1.22 Core Video OpenGL Debugging Options

These options are for compatibility in **-video opengl**. If you report rendering artifacts you may be asked to try messing with them by the devs, but normally they should be left at their defaults which results in the best possible video performance.

##### **-[no]gl\_forcepow2texture**

Always use only power-of-2 sized textures.

The default is OFF. (**-nogl\_forcepow2texture**)

##### **-[no]gl\_notexturerect**

Don't use OpenGL GL\_ARB\_texture\_rectangle.

The default is ON. (**-gl\_notexturerect**)

##### **-[no]gl\_vbo**

Enable OpenGL VBO (Vertex Buffer Objects), if available.

The default is ON. (**-gl\_vbo**)

##### **-[no]gl\_pbo**

Enable OpenGL PBO (Pixel Buffer Objects), if available (default on)

The default is ON. (**-gl\_pbo**)

#### 4.1.23 Core Video OpenGL GLSL Options

##### **-gl\_gsl**

Enable OpenGL GLSL, if available.

The default is OFF.

##### **-gl\_gsl\_filter**

Use OpenGL GLSL shader-based filtering instead of fixed function pipeline-based filtering.

*0-plain, 1-bilinear, 2-bicubic*

The default is 1. (**-gl\_gsl\_filter 1**)

##### **-gsl\_shader\_mame0**

##### **-gsl\_shader\_mame1**

...

##### **-gsl\_shader\_mame9**

Custom OpenGL GLSL shader set MAME bitmap in the provided slot (0-9); one can be applied to each slot.

[todo: better details on usage at some point. See <http://forums.bannister.org/ubbthreads.php?ubb=showflat&Number=100988#Post100988> ]

**-glsl\_shader\_screen0**

**-glsl\_shader\_screen1**

...

**-glsl\_shader\_screen9**

Custom OpenGL GLSL shader screen bitmap in the provided slot (0-9).

[todo: better details on usage at some point. See <http://forums.bannister.org/ubbthreads.php?ubb=showflat&Number=100988#Post100988> ]

**-gl\_glsl\_vid\_attr**

Enable OpenGL GLSL handling of brightness and contrast. Better RGB system performance.

Default is on.

## 4.1.24 Core Sound Options

**-samplerate <value> / -sr <value>**

Sets the audio sample rate. Smaller values (e.g. 11025) cause lower audio quality but faster emulation speed. Higher values (e.g. 48000) cause higher audio quality but slower emulation speed.

The default is 48000.

**-[no]samples**

Use samples if available.

The default is ON (**-samples**).

**-volume / -vol <value>**

Sets the startup volume. It can later be changed with the user interface (see Keys section). The volume is an attenuation in dB: e.g., "**-volume -12**" will start with -12dB attenuation.

The default is 0.

**-sound <"dsound"|"coreaudio"|"sdl"|"xaudio2"|"portaudio"|"none">**

Specifies which sound subsystem to use. Selecting none disables sound output altogether (sound hardware is still emulated).

On Windows, `dsound`, `xaudio2`, `portaudio` and `none` are available.

On macOS, `coreaudio`, `sdl`, `portaudio` and `none` are available.

On other operating systems, `sdl`, `portaudio` and `none` are available. (Special build options allow `sdl` to be used on Windows, or `portaudio` to be disabled.)

The default is `dsound` on Windows. On Mac, `coreaudio` is the default. On all other platforms, `sdl` is the default.

On Windows and Linux, `portaudio` is likely to give the lowest possible latency, while Mac users will find `coreaudio` provides the best results.

When using the `sdl` sound subsystem, the audio API to use may be selected by setting the `SDL_AUDIODRIVER` environment variable. Available audio APIs depend on the operating system. On



Windows, it may be necessary to set `SDL_AUDIODRIVER=directsound` if no sound output is produced by default.

**-audio\_latency** <value>

The exact behavior depends on the selected audio output module. Smaller values provide less audio delay while requiring better system performance. Higher values increase audio delay but may help avoid buffer under-runs and audio interruptions.

The default is 1.

## 4.1.25 Core Input Options

**-[no]coin\_lockout / -[no]coinlock**

Enables simulation of the “coin lockout” feature that is implemented on a number of arcade game PCBs. It was up to the operator whether or not the coin lockout outputs were actually connected to the coin mechanisms. If this feature is enabled, then attempts to enter a coin while the lockout is active will fail and will display a popup message in the user interface (in debug mode). If this feature is disabled, the coin lockout signal will be ignored.

The default is ON (**-coin\_lockout**).

**-ctrlr** <controller>

Enables support for special controllers. Configuration files are loaded from the `ctrlrpath`. They are in the same format as the `.cfg` files that are saved, but only control configuration data is read from the file.

The default is NULL (no controller file).

**-[no]mouse**

Controls whether or not MAME makes use of mouse controllers. When this is enabled, you will likely be unable to use your mouse for other purposes until you exit or pause the system.

The default is OFF (**-nomouse**).

**-[no]joystick / -[no]joy**

Controls whether or not MAME makes use of joystick/gamepad controllers.

When this is enabled, MAME will ask the system about which controllers are connected.

The default is OFF (**-nojoystick**).

**-[no]lightgun / -[no]gun**

Controls whether or not MAME makes use of lightgun controllers. Note that most lightguns map to the mouse, so using **-lightgun** and **-mouse** together may produce strange results.

The default is OFF (**-nolightgun**).

**-[no]multikeyboard / -[no]multikey**

Determines whether MAME differentiates between multiple keyboards. Some systems may report more than one keyboard; by default, the data from all of these keyboards is combined so that it looks like a single keyboard.

Turning this option on will enable MAME to report keypresses on different keyboards independently.

The default is OFF (**-nomultikeyboard**).

**-[no]multimouse**

Determines whether MAME differentiates between multiple mice. Some systems may report more than one mouse device; by default, the data from all of these mice is combined so that it looks like a single mouse. Turning this option on will enable MAME to report mouse movement and button presses on different mice independently.

The default is OFF (**-nomultimouse**).

**-[no]steadykey / -[no]steady**

Some systems require two or more buttons to be pressed at exactly the same time to make special moves. Due to limitations in the keyboard hardware, it can be difficult or even impossible to accomplish that using the standard keyboard handling. This option selects a different handling that makes it easier to register simultaneous button presses, but has the disadvantage of making controls less responsive.

The default is OFF (**-nosteadykey**).

**-[no]ui\_active**

Enable user interface on top of emulated keyboard (if present).

The default is OFF (**-noui\_active**).

**-[no]offscreen\_reload / -[no]reload**

Controls whether or not MAME treats a second button input from a lightgun as a reload signal. In this case, MAME will report the gun's position as (0,MAX) with the trigger held, which is equivalent to an offscreen reload.

This is only needed for games that required you to shoot offscreen to reload, and then only if your gun does not support off screen reloads.

The default is OFF (**-nooffscreen\_reload**).

**-joystick\_map <map> / -joymap <map>**

Controls how joystick values map to digital joystick controls. MAME accepts all joystick input from the system as analog data. For true analog joysticks, this needs to be mapped down to the usual 4-way or 8-way digital joystick values. To do this, MAME divides the analog range into a 9x9 grid. It then takes the joystick axis position (for X and Y axes only), maps it to this grid, and then looks up a translation from a joystick map. This parameter allows you to specify the map.

The default is `auto`, which means that a standard 8-way, 4-way, or 4-way diagonal map is selected automatically based on the input port configuration of the current system.

Maps are defined as a string of numbers and characters. Since the grid is 9x9, there are a total of 81 characters necessary to define a complete map. Below is an example map for an 8-way joystick:

777888999	Note that the numeric digits correspond to the keys on a numeric keypad. So '7' maps to up+left, '4' maps to left, '5' maps to neutral, etc. In addition to the numeric values, you can specify the character 's', which means "sticky". In this case, the value of the map is the same as it was the last time a non-sticky value was read.
777888999	
777888999	
444555666	
444555666	
444555666	
111222333	
111222333	
111222333	

To specify the map for this parameter, you can specify a string of rows separated by a '.' (which indicates the end of a row), like so:

```
-joymap 777888999.777888999.777888999.444555666.444555666.444555666.111222333.111222333.111222333
```

However, this can be reduced using several shorthands supported by the <map> parameter. If information about a row is missing, then it is assumed that any missing data in columns 5-9 are left/right symmetric with data in columns 0-4; and any missing data in columns 0-4 is assumed to be copies of the previous data. The same logic applies to missing rows, except that up/down symmetry is assumed.

By using these shorthands, the 81 character map can be simply specified by this 11 character string: 7778...4445 (which means we then use **-joymap 7778...4445**)

Looking at the first row, 7778 is only 4 characters long. The 5th entry can't use symmetry, so it is assumed to be equal to the previous character '8'. The 6th character is left/right symmetric with the 4th character, giving an '8'. The 7th character is left/right symmetric with the 3rd character, giving a '9' (which is '7' with left/right flipped). Eventually this gives the full 777888999 string of the row.

The second and third rows are missing, so they are assumed to be identical to the first row. The fourth row decodes similarly to the first row, producing 444555666. The fifth row is missing so it is assumed to be the same as the fourth.

The remaining three rows are also missing, so they are assumed to be the up/down mirrors of the first three rows, giving three final rows of 111222333.

**-joystick\_deadzone <value> / -joy\_deadzone <value> / -jdz <value>**

If you play with an analog joystick, the center can drift a little. joystick\_deadzone tells how far along an axis you must move before the axis starts to change. This option expects a float in the range of 0.0 to 1.0. Where 0 is the center of the joystick and 1 is the outer limit.

The default is 0.3.

**-joystick\_saturation <value> / joy\_saturation <value> / -jsat <value>**

If you play with an analog joystick, the ends can drift a little, and may not match in the +/- directions. joystick\_saturation tells how far along an axis movement change will be accepted before it reaches the maximum range. This option expects a float in the range of 0.0 to 1.0, where 0 is the center of the joystick and 1 is the outer limit.

The default is 0.85.

#### **-natural**

Allows user to specify whether or not to use a natural keyboard or not. This allows you to start your system in a ‘native’ mode, depending on your region, allowing compatibility for non-“QWERTY” style keyboards.

The default is OFF (**-nonatural**)

In “emulated keyboard” mode (the default mode), MAME translates pressing/releasing host keys/buttons to emulated keystrokes. When you press/release a key/button mapped to an emulated key, MAME presses/releases the emulated key.

In “natural keyboard” mode, MAME attempts to translate characters to keystrokes. The OS translates keystrokes to characters (similarly when you type into a text editor), and MAME attempts to translate these characters to emulated keystrokes.

#### **There are a number of unavoidable limitations in “natural keyboard” mode:**

- The emulated system driver and/or keyboard device or has to support it.
- The selected keyboard *must* match the keyboard layout selected in the emulated OS!
- Keystrokes that don’t produce characters can’t be translated. (e.g. pressing a modifier on its own such as **shift**, **ctrl**, or **alt**)
- Holding a key until the character repeats will cause the emulated key to be pressed repeatedly as opposed to being held down.
- Dead key sequences are cumbersome to use at best.
- It won’t work at all if IME edit is involved. (e.g. for Chinese/Japanese/Korean)

#### **-joystick\_contradictory**

Enable contradictory direction digital joystick input at the same time such as **Left and Right** or **Up and Down** at the same time.

The default is OFF (**-nojoystick\_contradictory**)

#### **-coin\_impulse [n]**

Set coin impulse time based on n (n<0 disable impulse, n==0 obey driver, 0<n set time n).

Default is 0.

### **4.1.26 Core Input Automatic Enable Options**

**-paddle\_device** (none`|`keyboard`|`mouse`|`lightgun`|`joystick)

**-adstick\_device** (none`|`keyboard`|`mouse`|`lightgun`|`joystick)

**-pedal\_device** (none`|`keyboard`|`mouse`|`lightgun`|`joystick)

**-dial\_device** (none`|`keyboard`|`mouse`|`lightgun`|`joystick)

**-trackball\_device** (none`|`keyboard`|`mouse`|`lightgun`|`joystick)

**-lightgun\_device** (none`|`keyboard`|`mouse`|`lightgun`|`joystick)

**-positional\_device** (none`|`keyboard`|`mouse`|`lightgun`|`joystick)

**-mouse\_device** (none`|`keyboard`|`mouse`|`lightgun`|`joystick)

Each of these options controls autoenabling the mouse, joystick, or lightgun depending on the presence of a particular class of analog control for a particular system. For example, if you specify the option **-paddle mouse**, then any game that has a paddle control will automatically enable mouse controls just as if you had explicitly specified **-mouse**.

Note that these controls override the values of **-[no]mouse**, **-[no]joystick**, etc.

## 4.1.27 Debugging Options

### **-[no]verbose / -[no]v**

Displays internal diagnostic information. This information is very useful for debugging problems with your configuration. **IMPORTANT:** when reporting bugs, please run with **mame -verbose** and include the resulting information.

The default is OFF (**-noverbose**).

### **-[no]oslog**

Output `error.log` messages to the system diagnostic output, if one is present.

By default messages are sent to the standard error output (this is typically displayed in the terminal or command prompt window, or saved to a system log file). On Windows, if a debugger is attached (e.g. the Visual Studio debugger or WinDbg), messages will be sent to the debugger instead.

The default is OFF (**-nooslog**).

### **-[no]log**

Creates a file called `error.log` which contains all of the internal log messages generated by the MAME core and system drivers. This can be used at the same time as **-log** to output the log data to both targets as well.

The default is OFF (**-nolog**).

### **-[no]debug**

Activates the integrated debugger. By default, the debugger is entered by pressing the tilde (~) key during emulation. It is also entered immediately at startup.

The default is OFF (**-nodebug**).

### **-debugscript <filename>**

Specifies a file that contains a list of debugger commands to execute immediately upon startup.

The default is NULL (*no commands*).

### **-[no]update\_in\_pause**

Enables updating of the main screen bitmap while the system is paused. This means that the video update callback will be called repeatedly while the emulation is paused, which can be useful for debugging.

The default is OFF (**-nouupdate\_in\_pause**).

### **-watchdog <duration> / -wdog <duration>**

Enables an internal watchdog timer that will automatically kill the MAME process if more than *<duration>* seconds passes without a frame update. Keep in mind that some systems sit for a while during load time without updating the screen, so *<duration>* should be long enough to cover that.

10-30 seconds on a modern system should be plenty in general.

By default there is no watchdog.

**-debugger\_font** <fontname> / **-dfont** <fontname>

Specifies the name of the font to use for debugger windows.

The Windows default font is `Lucida Console`.

The Mac (Cocoa) default font is system fixed-pitch font default (typically `Monaco`).

The Qt default font is `Courier New`.

**-debugger\_font\_size** <points> / **-dfontsize** <points>

Specifies the size of the font to use for debugger windows, in points.

The Windows default size is 9 points.

The Qt default size is 11 points.

The Mac (Cocoa) default size is the system default size.

## 4.1.28 Core Communication Options

**-comm\_localhost** <string>

Local address to bind to. This can be a traditional `xxx.xxx.xxx.xxx` address or a string containing a resolvable hostname.

The default is value is “`0.0.0.0`” (which binds to all local IPv4 addresses).

**-comm\_localport** <string>

Local port to bind to. This can be any traditional communications port as an unsigned 16-bit integer (0-65535).

The default value is “`15122`”.

**-comm\_remotehost** <string>

Remote address to connect to. This can be a traditional `xxx.xxx.xxx.xxx` address or a string containing a resolvable hostname.

The default is value is “`0.0.0.0`” (which binds to all local IPv4 addresses).

**-comm\_remoteport** <string>

Remote port to connect to. This can be any traditional communications port as an unsigned 16-bit integer (0-65535).

The default value is “`15122`”.

**-[no]comm\_framesync**

Synchronize frames between the communications network.

The default is OFF (**-no**comm\_framesync).

## 4.1.29 Core Misc Options

**-[no]drc**

Enable DRC (dynamic recompiler) CPU core if available for maximum speed.

The default is ON (**-drc**).

**-drc\_use\_c**

Force DRC to use the C code backend.

The default is OFF (**-nodrc\_use\_c**).

**-drc\_log\_uuml**

Write DRC UML disassembly log.

The default is OFF (**-nodrc\_log\_uuml**).

**-drc\_log\_native**

Write DRC native disassembly log.

The default is OFF (**-nodrc\_log\_native**).

**-bios** <biosname>

Specifies the specific BIOS to use with the current system, for systems that make use of a BIOS. The **-listxml** output will list all of the possible BIOS names for a system.

The default is `default`.

**-[no]cheat / -[no]c**

Activates the cheat menu with autofire options and other tricks from the cheat database, if present. This also activates additional options on the slider menu for overclocking/underclocking.

*Be advised that savestates created with cheats on may not work correctly with this turned off and vice-versa.*

The default is OFF (**-nocheat**).

**-[no]skip\_gameinfo**

Forces MAME to skip displaying the system info screen.

The default is OFF (**-noskip\_gameinfo**).

**-uifont** <fontname>

Specifies the name of a font file to use for the UI font. If this font cannot be found or cannot be loaded, the system will fall back to its built-in UI font. On some platforms *fontname* can be a system font name instead of a BDF font file.

The default is `default` (use the OSD-determined default font).

**-ui** <type>

Specifies the type of UI to use, either `simple` or `cabinet`.

The default is `Cabinet` (**-ui cabinet**).

**-ramsize** [n]

Allows you to change the default RAM size (if supported by driver).

**-confirm\_quit**

Display a Confirm Quit dialog to screen on exit, requiring one extra step to exit MAME.

The default is OFF (**-noconfirm\_quit**).

**-ui\_mouse**

Displays a mouse cursor when using the built-in UI for MAME.

The default is (**-noui\_mouse**).

**-language** *<language>*

Specify a localization language found in the `languagepath` tree.

**-[no]nvram\_save**

Save the NVRAM contents when exiting machine emulation. By turning this off, you can retain your previous NVRAM contents as any current changes made will not be saved. Turning this option off will also unconditionally suppress the saving of `.nv` files associated with some types of software cartridges.

The default is ON (**-nvram\_save**).

### 4.1.30 Scripting Options

**-autoboot\_command** “*<command>*”

Command string to execute after machine boot (in quotes “”). To issue a quote to the emulation, use “”” in the string. Using `\n` will issue a create a new line, issuing what was typed prior as a command.

This works only with systems that support natural keyboard mode.

Example: **-autoboot\_command** “load “”“\$”“””,8,1\n”

**-autoboot\_delay** *[n]*

Timer delay (in seconds) to trigger command execution on autoboot.

**-autoboot\_script** / **-script** *[filename.lua]*

File containing scripting to execute after machine boot.

**-[no]console**

Enables emulator Lua Console window.

The default of OFF (**-noconsole**).

**-plugins**

Enable the use of Lua Plugins.

The default is ON (**-plugins**).

**-plugin** *[plugin shortname]*

A list of Lua Plugins to enable, comma separated.

**-noplugin** *[plugin shortname]*

A list of Lua Plugins to disable, comma separated.

### 4.1.31 HTTP Server Options

**-[no]http**

Enable HTTP server.

The default is OFF (**-nohttp**).

**-http\_port** *[port]*



Choose HTTP server port.

The default is 8080.

**-http\_root** [*rootfolder*]

Choose HTTP server document root.

The default is `web`.

## 4.2 Windows-Specific Commandline Options

This section contains configuration options that are specific to the native (non-SDL) Windows version of MAME.

### 4.2.1 Performance options

**-priority** <*priority*>

Sets the thread priority for the MAME threads. By default the priority is left alone to guarantee proper cooperation with other applications. The valid range is -15 to 1, with 1 being the highest priority. The default is 0 (*NORMAL* priority).

**-profile** [*n*]

Enables profiling, specifying the stack depth of [*n*] to track.

### 4.2.2 Full screen options

**-[no]triplebuffer** / **-[no]tb**

Enables or disables “triple buffering”. Normally, MAME just draws directly to the screen, without any fancy buffering. But with this option enabled, MAME creates three buffers to draw to, and cycles between them in order. It attempts to keep things flowing such that one buffer is currently displayed, the second buffer is waiting to be displayed, and the third buffer is being drawn to. **-triplebuffer** will override **-waitvsync**, if the buffer is successfully created. This option does not work with **-video gdi**. The default is OFF (**-notriplebuffer**).

**-full\_screen\_brightness** <*value*> / **-fsb** <*value*>

Controls the brightness, or black level, of the entire display. The standard value is 1.0. Selecting lower values (down to 0.1) will produce a darkened display, while selecting higher values (up to 2.0) will give a brighter display. Note that not all video cards have hardware to support this option. This option does not work with **-video gdi**. The default is 1.0.

**-full\_screen\_contrast** <*value*> / **-fsc** <*value*>

Controls the contrast, or white level, of the entire display. The standard value is 1.0. Selecting lower values (down to 0.1) will produce a dimmer display, while selecting higher values (up to 2.0) will give a more saturated display. Note that not all video cards have hardware to support this option. This option does not work with **-video gdi**. The default is 1.0.

**-full\_screen\_gamma** <*value*> / **-fsg** <*value*>

Controls the gamma, which produces a potentially nonlinear black to white ramp, for the entire display. The standard value is 1.0, which gives a linear ramp from black to white. Selecting lower values (down to 0.1) will increase the nonlinearity toward black, while selecting higher values (up to 3.0) will push the nonlinearity toward white. Note that not all video cards have hardware to support this option. This option does not work with **-video gdi**. The default is 1.0.

### 4.2.3 Input device options

#### **-[no]dual\_lightgun / -[no]dual**

Controls whether or not MAME attempts to track two lightguns connected at the same time. This option requires `-lightgun`. This option is a hack for supporting certain older dual lightgun setups. If you have multiple lightguns connected, you will probably just need to enable `-mouse` and configure each lightgun independently. The default is *OFF* (**-nodual\_lightgun**).

## 4.3 SDL-Specific Commandline Options

This section contains configuration options that are specific to any build supported by SDL (including Windows where compiled as SDL instead of native).

### 4.3.1 Performance Options

#### **-sdlvideofps**

Enable output of benchmark data on the SDL video subsystem, including your system's video driver, X server (if applicable), and OpenGL stack in **-video opengl** mode.

### 4.3.2 Video Options

#### **-[no]centerh**

Center horizontally within the view area. Default is ON (**-centerh**).

#### **-[no]centerv**

Center vertically within the view area. Default is ON (**-centerv**).

### 4.3.3 Video Soft-Specific Options

#### **-scalemode**

Scale mode: none, async, yv12, yuy2, yv12x2, yuy2x2 (**-video soft** only). Default is *none*.

### 4.3.4 SDL Keyboard Mapping

#### **-keymap**

Enable keymap. Default is OFF (**-nokeymap**)

#### **-keymap\_file** <file>

Keymap Filename. Default is `keymap.dat`.

### 4.3.5 SDL Joystick Mapping

**-joy\_idx1** <name>  
**-joy\_idx2** <name>  
...  
**-joy\_idx8** <name>

Name of joystick mapped to a given joystick slot, default is *auto*.

**-sixaxis**

Use special handling for PS3 SixAxis controllers. Default is OFF (**-nosixaxis**)

SDL Low-level Driver Options ~—————

**-videodriver** <driver>

SDL video driver to use ('x11', 'directfb', ... or 'auto' for SDL default)

**-audiedriver** <driver>

SDL audio driver to use ('alsa', 'arts', ... or 'auto' for SDL default)

**-gl\_lib** <driver>

Alternative **libGL.so** to use; 'auto' for system default

## 4.4 Commandline Index

This is a complete index of all commandline options and commands for MAME, suitable for quickly finding a given command.

### 4.4.1 Universal Commandline Options

This section contains configuration options that are applicable to *all* MAME sub-builds (both SDL and Windows native).

#### Core Commands

*help*  
*validate*

#### Configuration Commands

*createconfig*  
*showconfig*  
*showusage*

## Frontend Commands

*listxml*  
*listfull*  
*listsource*  
*listclones*  
*listbrothers*  
*listcrc*  
*listroms*  
*listsamples*  
*verifyroms*  
*verifysamples*  
*romident*  
*listdevices*  
*listslots*  
*listmedia*  
*listsoftware*  
*verifysoftware*  
*getsoftlist*  
*verifysoftlist*

## OSD-related Options

*uimodekey*  
*uifontprovider*  
*keyboardprovider*  
*mouseprovider*  
*lightgunprovider*  
*joystickprovider*

## OSD CLI Options

*listmidi*  
*listnetwork*

## OSD Output Options

*output*

## Configuration Options

*noreadconfig*

### Core Search Path Options

*homepath*  
*rompath*  
*hashpath*  
*samplepath*  
*artpath*  
*ctrlrpath*  
*inipath*  
*fontpath*  
*cheatpath*  
*crosshairpath*  
*pluginspath*  
*languagepath*  
*swpath*

### Core Output Directory Options

*cfg\_directory*  
*nvrnm\_directory*  
*input\_directory*  
*state\_directory*  
*snapshot\_directory*  
*diff\_directory*  
*comment\_directory*

### Core State/Playback Options

*[no]rewind / rewind*  
*rewind\_capacity*  
*state*  
*[no]autosave*  
*playback*  
*exit\_after\_playback*  
*record*  
*record\_timecode*  
*mngwrite*  
*aviwrite*  
*wavwrite*  
*snapname*  
*snapsize*  
*snapview*  
*[no]snapbilinear*  
*statename*  
*[no]burnin*

### Core Performance Options

*[no]autoframeskip*  
*frameskip*  
*seconds\_to\_run*  
*[no]throttle*  
*[no]sleep*  
*speed*  
*[no]refreshspeed*  
*numprocessors*  
*bench*

### Core Rotation Options

*[no]rotate*  
*[no]ror*  
*[no]rol*  
*[no]autoror*  
*[no]autorol*  
*[no]flipx*  
*[no]flipy*

### Core Video Options

*video*  
*numscreens*  
*[no]window*  
*[no]maximize*  
*[no]keepaspect*  
*[no]waitvsync*  
*[no]syncrefresh*  
*prescale*  
*[no]filter*  
*[no]unevenstretch*

### Core Full Screen Options

*[no]switchres*

### Core Per-Window Video Options

*screen*  
*aspect*  
*resolution*  
*view*

### Core Artwork Options

*[no]artwork\_crop*  
*[no]use\_backdrops*  
*[no]use\_overlays*  
*[no]use\_bezels*  
*[no]use\_cpanels*  
*[no]use\_marquees*  
*fallback\_artwork*  
*override\_artwork*

### Core Screen Options

*brightness*  
*contrast*  
*gamma*  
*pause\_brightness*  
*effect*

### Core Vector Options

*beam\_width\_min*  
*beam\_width\_max*  
*beam\_intensity\_weight*  
*flicker*

### Core Video OpenGL Debugging Options

*[no]gl\_forcepow2texture*  
*[no]gl\_notexturerec*  
*[no]gl\_vbo*  
*[no]gl\_pbo*

### Core Video OpenGL GLSL Options

*gl\_glsl*  
*gl\_glsl\_filter*  
*glsl\_shader\_mame[0-9]*  
*glsl\_shader\_screen[0-9]*  
*gl\_glsl\_vid\_attr*

### Core Sound Options

*samplerate*  
*[no]samples*

*volume*  
*sound*  
*audio\_latency*

### Core Input Options

*[no]coin\_lockout*  
*ctrlr*  
*[no]mouse*  
*[no]joystick*  
*[no]lightgun*  
*[no]multikeyboard*  
*[no]multimouse*  
*[no]steadykey*  
*[no]ui\_active*  
*[no]offscreen\_reload*  
*joystick\_map*  
*joystick\_deadzone*  
*joystick\_saturation*  
*natural*  
*joystick\_contradictory*  
*coin\_impulse*

### Core Input Automatic Enable Options

*paddle\_device*  
*dstick\_device*  
*pedal\_device*  
*dial\_device*  
*trackball\_device*  
*lightgun\_device*  
*positional\_device*  
*mouse\_device*

### Core Debugging Options

*[no]verbose*  
*[no]oslog*  
*[no]log*  
*[no]debug*  
*debugscript*  
*[no]update\_in\_pause*  
*watchdog*  
*debugger\_font*  
*debugger\_font\_size*



## Core Communication Options

*comm\_localhost*  
*comm\_localport*  
*comm\_remotehost*  
*comm\_remoteport*  
*[no]comm\_framesync*

## Core Misc Options

*[no]drc*  
*drc\_use\_c*  
*drc\_log\_uuml*  
*drc\_log\_native*  
*bios*  
*[no]cheat*  
*[no]skip\_gameinfo*  
*uifont*  
*ui*  
*ramsize*  
*confirm\_quit*  
*ui\_mouse*  
*language*  
*[no]nvram\_save*

## 4.4.2 Scripting Options

*autoboot\_command*  
*autoboot\_delay*  
*autoboot\_script*  
*[no]console*  
*[no]plugins*  
*plugin*  
*noplugin*

## 4.4.3 HTTP Server Options

*http*  
*http\_port*  
*http\_root*

## 4.4.4 Windows-Specific Commandline Options

### Windows Performance Options

*priority*  
*profile*

### Windows Full Screen Options

*[no]triplebuffer*  
*full\_screen\_brightness*  
*full\_screen\_contrast*  
*full\_screen\_gamma*

### Windows Input Device Options

*[no]dual\_lightgun*

## 4.4.5 SDL-Specific Commandline Options

This section contains configuration options that are specific to any build supported by SDL (including Windows where compiled as SDL instead of native).

### SDL Performance Options

*sdlvideofps*

### SDL Video Options

*[no]centerh*  
*[no]centerv*

### SDL Video Soft-Specific Options

*scalemode*

### SDL Keyboard Mapping

*keymap*  
*keymap\_file*

### SDL Joystick Mapping

*joyidx*  
*sixaxis*

## SDL Low-level Driver Options

*videodriver*

*audiodriver*

*gl\_lib*



## ADVANCED CONFIGURATION

### 5.1 Multiple Configuration Files

MAME has a very powerful configuration file system that can allow you to tweak settings on a per-game, per-system, or even per-monitor type basis, but requires careful thought about how you arrange your configs.

#### 5.1.1 Order of Config Loading

1. The command line is parsed first, and any settings passed that way *will take precedence over anything in an INI file*.
2. `mame.ini` (or other platform INI; e.g. `mess.ini`) is parsed twice. The first pass may change various path settings, so the second pass is done to see if there is a valid configuration file at that new location (and if so, change settings using that file).
3. `debug.ini` if the debugger is enabled. This is an advanced config file, most people won't need to use it or be concerned by it.
4. Screen orientation INI file (either `horizont.ini` or `vertical.ini`). For example Pac-Man has a vertical screen, so it loads `vertical.ini`, while Street Fighter Alpha uses a horizontal screen, so it loads `horizont.ini`.

Systems with no monitors, multiple monitors with different orientations, or monitors connected to slot devices will usually load `horizont.ini`.

5. System type INI file (`arcade.ini`, `console.ini`, `computer.ini`, or `othersys.ini`). Both Pac-Man and Street Fighter Alpha are arcade games, so `arcade.ini` will be loaded here, while Atari 2600 will load `console.ini` as it is a home game console.
6. Monitor type INI file (`vector.ini` for vector monitors, `raster.ini` for CRT raster monitors, or `lcd.ini` for LCD/EL/plasma matrix monitors). Pac-Man and Street Fighter Alpha use raster CRTs, so `raster.ini` is loaded here, while Tempest uses a vector monitor, so `vector.ini` is loaded here.

For systems that have multiple monitor types, such as House Mannequin with its CRT raster monitor and dual LCD matrix monitors, the INI file relevant to the first monitor is used (`raster.ini` in this case). Systems without monitors or with other kinds of monitors will not load an INI file for this step.

7. Driver source file INI file. MAME will attempt to load `source/<sourcefile>.ini` where `<sourcefile>` is the base name of the source code file where the system driver is defined. A system's source file can be found using **`mame -listsource <pattern>`** at the command line.

For instance, Banpresto's Sailor Moon, Atlus's Dodonpachi, and Nihon System's Dangun Feveron all run on similar hardware and are defined in the `cave.cpp` source file, so they will all load `source/cave.ini` at this step.

8. BIOS set INI file (if applicable). For example The Last Soldier uses the Neo-Geo MVS BIOS, so it will load `neogeo.ini`. Systems that don't use a BIOS set won't load an INI file for this step.
9. Parent system INI file. For example The Last Soldier is a clone of The Last Blade / Bakumatsu Roman - Gekka no Kenshi, so it will load `lastblad.ini`. Parent systems will not load an INI file for this step.
10. System INI file. Using the previous example, The Last Soldier will load `lastsold.ini`.

### 5.1.2 Examples of Config Loading Order

- Brix, which is a clone of `Zzyzyxx`. (**mame brix**)
  1. Command line
  2. `mame.ini` (global)
  3. (debugger not enabled, no extra INI file loaded)
  4. `vertical.ini` (screen orientation)
  5. `arcade.ini` (system type)
  6. `raster.ini` (monitor type)
  7. `source/jack.ini` (driver source file)
  8. (no BIOS set)
  9. `zzyzyxx.ini` (parent system)
  10. `brix.ini` (system)
- Super Street Fighter 2 Turbo (**mame ssf2t**)
  1. Command line
  2. `mame.ini` (global)
  3. (debugger not enabled, no extra INI file loaded)
  4. `horizont.ini` (screen orientation)
  5. `arcade.ini` (system type)
  6. `raster.ini` (monitor type)
  7. `source/cps2.ini` (driver source file)
  8. (no BIOS set)
  9. (no parent system)
  10. `ssf2t.ini` (system)
- Final Arch (**mame finlarch**)
  1. Command line
  2. `mame.ini` (global)
  3. (debugger not enabled, no extra INI file loaded)
  4. `horizont.ini` (screen orientation)
  5. `arcade.ini` (system type)
  6. `raster.ini` (monitor type)
  7. `source/stv.ini` (driver source file)

8. `stvbios.ini` (BIOS set)
9. `smleague.ini` (parent system)
10. `finlarch.ini` (system)

*Remember command line parameters take precedence over all else!*

### 5.1.3 Tricks to Make Life Easier

Some users may have a wall-mounted or otherwise rotatable monitor, and may wish to actually play vertical games with the rotated display. The easiest way to accomplish this is to put your rotation modifiers into `vertical.ini`, where they will only affect vertical games.

[todo: more practical examples]

## 5.2 MAME Path Handling

MAME has a specific order it uses when checking for user files such as ROM sets and cheat files.

### 5.2.1 Order of Path Loading

Let's use an example of the cheat file for AfterBurner 2 for Sega Genesis/MegaDrive (`aburner2` in the `megadrive` softlist), and your `cheatpath` is set to "cheat" (as per the default) – this is how MAME will search for that cheat file:

1. `cheat/megadriv/aburner2.xml`
2. `cheat/megadriv.zip -> aburner2.xml` Notice that it checks for a `.ZIP` file first before a `.7Z` file.
3. `cheat/megadriv.zip -> <arbitrary path>/aburner2.xml` It will look for the first (if any) `aburner2.xml` file it can find inside that zip, no matter what the path is.
4. `cheat.zip -> megadriv/aburner2.xml` Now it is specifically looking for the file and folder combination, but inside the `cheat.zip` file.
5. `cheat.zip -> <arbitrary path>/megadriv/aburner2.xml` Like before, except looking for the first (if any) `aburner2.xml` inside a `megadriv` folder inside the zip.
6. `cheat/megadriv.7z -> aburner2.xml` Now we start checking `7ZIP` files.
7. `cheat/megadriv.7z -> <arbitrary path>/aburner2.xml`
8. `cheat.7z -> megadriv/aburner2.xml`
9. `cheat.7z -> <arbitrary path>/megadriv/aburner2.xml` Similar to zip, except now `7ZIP` files.

[todo: ROM set loading is slightly more complicated, adding CRC. Get that documented in the next day or two.]

## 5.3 Shifter Toggle Disable

This is an advanced feature for alternative shifter handling for certain older arcade machines such as *Spy Hunter* and *Outrun* that used a two-way toggle switch for the shifter. By default, the shifter is treated as a toggle switch. One press of the mapped control for the shifter will switch it from low to high, and another will switch it back. This may not be ideal if you have access to a physical shifter that works identically to how the original machines did. (The input is on when in one gear, the input is off otherwise)

Note that this feature will *not* help controller users and will not help with games that have more than two shifter states (e.g. five gears in modern racing games)

This feature is not exposed through the graphical user interface in any way, as it is an extremely advanced tweak intended explicitly for people who have this specific need, have the hardware to take advantage of it, and the knowledge to use it correctly.

### 5.3.1 Disabling and Enabling Shifter Toggle

This example will use the game Spy Hunter (set *spyhunt*) to demonstrate the exact change needed:

You will need to manually edit the game .CFG file in the CFG folder (e.g. *spyhunt.cfg*)

Start by loading MAME with the game in question. In our case, that will be **mame spyhunt**.

Set up the controls as you would please, including mapping the shifter. Exit MAME, open the .cfg file in your text editor of choice.

Inside the *spyhunt.cfg* file, you will find the following for the input. The actual input code in the middle can and will vary depending on the controller number and what input you have mapped.

```
<port tag=":ssio:IP0" type="P1_BUTTON2" mask="16" defvalue="16">
  <newseq type="standard">
    JOYCODE_1_RYAXIS_NEG_SWITCH OR JOYCODE_1_RYAXIS_POS_SWITCH
  </newseq>
</port>
```

The line you need to edit will be the port line defining the actual input. For Spy Hunter, that's going to be *P1\_BUTTON2*. Add **toggle="no"** to the end of the tag, like follows:

```
<port tag=":ssio:IP0" type="P1_BUTTON2" mask="16" defvalue="16" toggle="no">
  <newseq type="standard">
    JOYCODE_1_RYAXIS_NEG_SWITCH OR JOYCODE_1_RYAXIS_POS_SWITCH
  </newseq>
</port>
```

Save and exit. To disable this, simply remove the **toggle="no"** from each desired .CFG input.

## 5.4 BGFx Effects for (nearly) Everyone

By default, MAME outputs an idealized version of the video as it would be on the way to the arcade cabinet's monitor, with minimal modification of the output (primarily to stretch the game image back to the aspect ratio the monitor would traditionally have, usually 4:3) – this works well, but misses some of the nostalgia factor. Arcade monitors were never ideal, even in perfect condition, and the nature of a CRT display distorts that image in ways that change the appearance significantly.



Modern LCD monitors simply do not look the same, and even computer CRT monitors cannot match the look of an arcade monitor without help.

That's where the new BGFX renderer with HLSL comes into the picture.

HLSL simulates most of the effects that a CRT arcade monitor has on the video, making the result look a lot more authentic. However, HLSL requires some effort on the user's part: the settings you use are going to be tailored to your PC's system specs, and especially the monitor you're using. Additionally, there were hundreds of thousands of monitors out there in arcades. Each was tuned and maintained differently, meaning there is no one correct appearance to judge by either. Basic guidelines will be provided here to help you, but you may also wish to ask for opinions on popular MAME-centric forums.

### 5.4.1 Resolution and Aspect Ratio

Resolution is a very important subject for HLSL settings. You will want MAME to be using the native resolution of your monitor to avoid additional distortion and lag created by your monitor upscaling the display image.

While most arcade machines used a 4:3 ratio display (or 3:4 for vertically oriented monitors like Pac-Man), it's difficult to find a consumer display that is 4:3 at this point. The good news is that that extra space on the sides isn't wasted. Many arcade cabinets used bezel artwork around the main display, and should you have the necessary artwork files, MAME will display that artwork. Turn the artwork view to Cropped for best results.

Some older LCD displays used a native resolution of 1280x1024 and were a 5:4 aspect ratio. There's not enough extra space to display artwork, and you'll end up with some very slight pillarboxing, but the results will be still be good and on-par with a 4:3 monitor.

### 5.4.2 Getting Started with BGFX

You will need to have followed the initial MAME setup instructions elsewhere in this manual before beginning. Official MAME distributions include BGFX as of MAME 0.172, so you don't need to download any additional files.

Open your `mame.ini` in your text editor of choice (e.g. Notepad), and make sure the following options are set correctly:

- `video bgfx`

Now, you may want to take a moment to look below at the Configuration Settings section to see how to set up these next options.

As referenced in *Order of Config Loading*, MAME has a order in which it processes INI files. The BGFX settings can be edited in `mame.ini`, but to take full advantage of the power of MAME's config files, you'll want to copy the BGFX settings from `mame.ini` to one of the other config files and make changes there.)

In particular, you will want the `bgfx_screen_chains` to be specific to each game.

Save your `.INI` file(s) and you're ready to begin.

### 5.4.3 Configuration Settings

#### **bgfx\_path**

This is where your BGFX shader files are stored. By default, this will be the BGFX folder in your MAME installation.

#### **bgfx\_backend**

Selects a rendering backend for BGFX to use. Possible choices include `d3d9`, `d3d11`, `opengl`, and `metal`. The default is `**auto**`, which will let MAME choose the best selection for you.

`d3d9` – Direct3D 9.0 Renderer (Requires Windows XP or higher)

`d3d11` – Direct3D 11.0 Renderer (Requires Windows Vista with D3D11 update or Windows 7 or higher)

`opengl` – OpenGL Renderer (Requires OpenGL drivers, may work better on some poorly designed video cards, supported on Linux/Mac OS X)

`metal` – Metal Apple Graphics API (Requires OS X 10.11 El Capitan or newer)

### **bgfx\_debug**

Enables BGFX debugging features. Most users will not need to use this.

### **bgfx\_screen\_chains**

This dictates how to handle BGFX rendering on a per-display basis. Possible choices include `hlsl`, `unfiltered`, and `default`.

`default` – **default** bilinear filtered output

`unfiltered` – nearest neighbor unfiltered output

`hlsl` – HLSL display simulation through shaders

We make a distinction between emulated device screens (which we'll call a **screen**) and physical displays (which we'll call a **window**, set by `-numscreens`) here. We use colons (`:`) to separate windows, and commas (`,`) to separate screens. Commas always go on the outside of the chain (see House Mannequin example)

On a combination of a single window, single screen case, such as Pac-Man on one physical PC monitor, you can specify one entry like:

```
bgfx_screen_chains hlsl
```

Things get only slightly more complicated when we get to multiple windows and multiple screens.

On a single window, multiple screen game, such as Darius on one physical PC monitor, specify multiple entries (one per window) like:

```
bgfx_screen_chains hlsl,hlsl,hlsl
```

This also works with single screen games where you are mirroring the output to more than one physical display. For instance, you could set up Pac-Man to have one unfiltered output for use with video broadcasting while a second display is set up HLSL for playing on.

On a multiple window, multiple screen game, such as Darius on three physical PC monitors, specify multiple entries (one per window) like:

```
bgfx_screen_chains hlsl:hlsl:hlsl
```

Another example game would be Taisen Hot Gimmick, which used two CRTs to show individual player hands

to just that player. If using two windows (two physical displays):

```
bgfx_screen_chains hslsl:hslsl
```

One more special case is that Nichibutsu had a special cocktail mahjongg cabinet that used a CRT in the middle along with two LCD displays to show each player their hand. We would want the LCDs to be unfiltered and untouched as they were, while the CRT would be improved through HLSL. Since we want to give each player their own full screen display (two physical monitors) along with the LCD, we'll go with:

```
-numscreens 2 -view0 "Player 1" -view1 "Player 2" -video bgfx -bgfx_screen_chains  
hslsl,unfiltered,unfiltered:hslsl,unfiltered,unfiltered
```

This sets up the view for each display respectively, keeping HLSL effect on the CRT for each window (physical display) while going unfiltered for the LCD screens.

If using only one window (one display), keep in mind the game still has three screens, so we would use:

```
bgfx_screen_chains hslsl,unfiltered,unfiltered
```

Note that the commas are on the outside edges, and any colons are in the middle.

```
bgfx_shadow_mask
```

This specifies the shadow mask effect PNG file. By default this is `**slot-mask.png**`.

#### 5.4.4 Tweaking BGFX HLSL Settings inside MAME

*Warning: Currently BGFX HLSL settings are not saved or loaded from any configuration files. This is expected to change in the future.*

Start by loading MAME with the game of your choice (e.g. **mame pacman**)

The tilde key (~) brings up the on-screen display options. Use up and down to go through the various settings, while left and right will allow you to change that setting. Results will be shown in real time as you're changing these settings.

Note that settings are individually changable on a per-screen basis.

### 5.5 HLSL Effects for Windows

By default, MAME outputs an idealized version of the video as it would be on the way to the arcade cabinet's monitor, with minimal modification of the output (primarily to stretch the game image back to the aspect ratio the monitor would traditionally have, usually 4:3) – this works well, but misses some of the nostalgia factor. Arcade monitors were never ideal, even in perfect condition, and the nature of a CRT display distorts that image in ways that change the appearance significantly.

Modern LCD monitors simply do not look the same, and even computer CRT monitors cannot match the look of an arcade monitor without help.

That's where HLSL comes into the picture.

HLSL simulates most of the effects that a CRT arcade monitor has on the video, making the result look a lot more authentic. However, HLSL requires some effort on the user's part: the settings you use are going to be tailored to your PC's system specs, and especially the monitor you're using. Additionally, there were hundreds of thousands of monitors out there in arcades. Each was tuned and maintained differently, meaning there is no one correct appearance to judge by either. Basic guidelines will be provided here to help you, but you may also wish to ask for opinions on popular MAME-centric forums.

### 5.5.1 Resolution and Aspect Ratio

Resolution is a very important subject for HLSL settings. You will want MAME to be using the native resolution of your monitor to avoid additional distortion and lag created by your monitor upscaling the display image.

While most arcade machines used a 4:3 ratio display (or 3:4 for vertically oriented monitors like Pac-Man), it's difficult to find a consumer display that is 4:3 at this point. The good news is that that extra space on the sides isn't wasted. Many arcade cabinets used bezel artwork around the main display, and should you have the necessary artwork files, MAME will display that artwork. Turn the artwork view to Cropped for best results.

Some older LCD displays used a native resolution of 1280x1024 and were a 5:4 aspect ratio. There's not enough extra space to display artwork, and you'll end up with some very slight pillarboxing, but the results will be still be good and on-par with a 4:3 monitor.

### 5.5.2 Getting Started with HLSL

You will need to have followed the initial MAME setup instructions elsewhere in this manual before beginning. Official MAME distributions include HLSL by default, so you don't need to download any additional files.

Open your `mame.ini` in your text editor of choice (e.g. Notepad), and make sure the following options are set correctly:

- **video d3d**
- **filter 0**

The former is required because HLSL requires Direct3D support. The latter turns off extra filtering that interferes with HLSL output.

Lastly, one more edit will turn HLSL on:

- **hsl\_enable 1**

Save the .INI file and you're ready to begin.

Several presets have been included in the INI folder with MAME, allowing for good quick starting points for Nintendo Game Boy, Nintendo Game Boy Advance, Raster, and Vector monitor settings.

### 5.5.3 Tweaking HLSL Settings inside MAME

For multiple, complicated to explain reasons, HLSL settings are no longer saved when you exit MAME. This means that while tweaking settings is a little more work on your part, the results will always come out as expected.

Start by loading MAME with the game of your choice (e.g. **mame pacman**)

The tilde key (~) brings up the on-screen display options. Use up and down to go through the various settings, while left and right will allow you to change that setting. Results will be shown in real time as you're changing these settings.

Once you've found settings you like, write the numbers down on a notepad and exit MAME.

## 5.5.4 Configuration Editing

As referenced in *Order of Config Loading*, MAME has a order in which it processes INI files. The HLSL settings can be edited in `mame.ini`, but to take full advantage of the power of MAME's config files, you'll want to copy the HLSL settings from `mame.ini` to one of the other config files and make changes there.

For instance, once you've found HLSL settings you think are appropriate for Neo Geo games, you can put those settings into `neogeo.ini` so that all Neo-Geo games will be able to take advantage of those settings without needing to add it to every game INI manually.

## 5.5.5 Configuration Settings

### **hslspath**

This is where your HLSL files are stored. By default, this will be the HLSL folder in your MAME installation.

### **hsl\_snap\_width**

### **hsl\_snap\_height**

Sets the resolution that Alt+F12 HLSL screenshots are output at.

### **shadow\_mask\_alpha** (*Shadow Mask Amount*)

This defines how strong the effect of the shadowmask is. Acceptable range is from 0 to 1, where 0 will show no shadowmask effect, 1 will be a completely opaque shadowmask, and 0.5 will be 50% transparent.

### **shadow\_mask\_tile\_mode** (*Shadow Mask Tile Mode*)

This defines whether the shadowmask should be tiled based on the screen resolution of your monitor or based on the source resolution of the emulated system. Valid values are 0 for *Screen* mode and 1 for *Source* mode.

### **shadow\_mask\_texture**

### **shadow\_mask\_x\_count** (*Shadow Mask Pixel X Count*)

### **shadow\_mask\_y\_count** (*Shadow Mask Pixel Y Count*)

### **shadow\_mask\_usize** (*Shadow Mask U Size*)

### **shadow\_mask\_vsize** (*Shadow Mask V Size*)

### **shadow\_mask\_x\_offset** (*Shadow Mask U Offset*)

### **shadow\_mask\_y\_offset** (*Shadow Mask V Offset*)

These settings need to be set in unison with one another. In particular, **shadow\_mask\_texture** sets rules for how you need to set the other options.

**shadow\_mask\_texture** sets the texture of the shadowmask effect. Three shadowmasks are included with MAME: *aperture-grille.png*, *shadow-mask.png*, and *slot-mask.png*

**shadow\_mask\_usize** and **shadow\_mask\_vsize** define the used size of the `shadow_mask_texture` in percentage, starting at the top-left corner. The means for a texture with the actual size of 24x24 pixel and an u/v size of 0.5,0.5 the top-left 12x12 pixel will be used. Keep in mind to define an u/v size that makes is possible to tile the texture without gaps or glitches. 0.5,0.5 is fine for any shadowmask texture that is included with

MAME.

**shadow\_mask\_x\_count** and **shadow\_mask\_y\_count** define how many screen pixel should be used to display the u/v sized texture. e.g. if you use the example from above and define a x/y count of 12,12 every pixel of the texture will be displayed 1:1 on the screen, if you define a x/y count of 24,24 the texture will be displayed twice as large.

example settings for **shadow\_mask.png**:

```
shadow_mask_texture shadow-mask.png
shadow_mask_x_count 12
shadow_mask_y_count 6 or 12
shadow_mask_usize 0.5
shadow_mask_vsize 0.5
```

example settings for **slot-mask.png**:

```
shadow_mask_texture slot-mask.png
shadow_mask_x_count 12
shadow_mask_y_count 8 or 16
shadow_mask_usize 0.5
shadow_mask_vsize 0.5
```

example settings for **aperture-grille**:

```
shadow_mask_texture aperture-grille.png
shadow_mask_x_count 12
shadow_mask_y_count 12 or any
shadow_mask_usize 0.5
shadow_mask_vsize 0.5
```

**shadow\_mask\_uoffset** and **shadow\_mask\_voffset** can be used to tweak the alignment of the final shadowmask in subpixel range. Range is from -1.00 to 1.00, where 0.5 moves the shadowmask by 50 percent of the u/v sized texture.

**distortion** (*Quadric Distortion Amount*)

This setting determines strength of the quadric distortion of the screen image.

**cubic\_distortion** (*Cubic Distortion Amount*)

This setting determines strength of the qubic distortion of the screen image.

Both distortion factors can be negative to compensate each other. e.g. distortion 0.5 and cubic\_distortion -0.5

**distort\_corner** (*Distorted Corner Amount*)

This setting determines strength of distortion of the screen corners, which does not affect the distortion of

screen image itself.

**round\_corner** (*Rounded Corner Amount*)

The corners of the display can be rounded off through the use of this setting.

**smooth\_border** (*Smooth Border Amount*)

Sets a smoothed/blurred border around the edges of the screen.

**reflection** (*Reflection Amount*)

If set above 0, this creates a white reflective blotch on the display. By default, this is put in the upper right corner of the display. By editing the POST.FX file's GetSpotAddend section, you can change the location. Range is from 0.00 to 1.00.

**vignetting** (*Vignetting Amount*)

When set above 0, will increasingly darken the outer edges of the display in a pseudo-3D effect. Range is from 0.00 to 1.00.

**scanline\_alpha** (*Scanline Amount*)

This defines how strong the effect of the scanlines are. Acceptable range is from 0 to 1, where 0 will show no scanline effect, 1 will be a completely black line, and 0.5 will be 50% transparent. Note that arcade monitors did not have completely black scanlines.

**scanline\_size** (*Overall Scanline Scale*)

The overall spacing of the scanlines is set with this option. Setting it at 1 represents consistent alternating spacing between display lines and scanlines.

**scanline\_height** (*Individual Scanline Scale*)

This determines the overall size of each scanline. Setting lower than 1 makes them thinner, larger than 1 makes them thicker.

**scanline\_variation** (*Scanline Variation*)

This affects the size of each scanline depending on its brightness. Brighter scanlines will be thicker than darker scanline. Acceptable range is from 0 to 2.0, with the default being 1.0. At 0.0 all scanlines will have the same size independent of their brightness.

**scanline\_bright\_scale** (*Scanline Brightness Scale*)

Specifies how bright the scanlines are. Larger than 1 will make them brighter, lower will make them dimmer. Setting to 0 will make scanlines disappear entirely.

**scanline\_bright\_offset** (*Scanline Brightness Offset*)

This will give scanlines a glow/overdrive effect, softening and smoothing the top and bottom of each scanline.

**scanline\_jitter** (*Scanline Jitter Amount*)

Specifies the wobble or jitter of the scanlines, causing them to jitter on the monitor. Warning: Higher settings may hurt your eyes.

**hum\_bar\_alpha** (*Hum Bar Amount*)

Defines the strength of the hum bar effect.

**defocus** (*Defocus*)

This option will defocus the display, blurring individual pixels like an extremely badly maintained monitor. Specify as X,Y values (e.g. **defocus 1,1**)

**converge\_x** (*Linear Convergence X, RGB*)

**converge\_y** (*Linear Convergence Y, RGB*)

**radial\_converge\_x** (*Radial Convergence X, RGB*)

**radial\_converge\_y** (*Radial Convergence Y, RGB*)

Adjust the convergence of the red, green, and blue channels in a given direction. Many badly maintained monitors with bad convergence would bleed colored ghosting off-center of a sprite, and this simulates that.

**red\_ratio** (*Red Output from RGB*)

**grn\_ratio** (*Green Output from RGB*)

**blu\_ratio** (*Blue Output from RGB*)

Defines a 3x3 matrix that is multiplied with the RGB signals to simulate color channel interference. For instance, a green channel of (0.100, 1.000, 0.250) is weakened 10% by the red channel and strengthened 25% through the blue channel.

**offset** (*Signal Offset*)

Strengthen or weakens the current color value of a given channel. For instance, a red signal of 0.5 with an offset of 0.2 will be raised to 0.7

**scale** (*Signal Scale*)

Applies scaling to the current color value of the channel. For instance, a red signal of 0.5 with a scale of 1.1 will result in a red signal of 0.55

**power** (*Signal Exponent, RGB*)

Exponentiate the current color value of the channel, also called gamma. For instance, a red signal of 0.5 with red power of 2 will result in a red signal of 0.25



This setting also can be used to adjust line thickness in vector games.

**floor** (*Signal Floor, RGB*)

Sets the absolute minimum color value of a channel. For instance, a red signal of 0.0 (total absence of red) with a red floor of 0.2 will result in a red signal of 0.2

Typically used in conjunction with artwork turned on to make the screen have a dim raster glow.

**phosphor\_life** (*Phosphor Persistence, RGB*)

How long the color channel stays on the screen, also called phosphor ghosting. 0 gives absolutely no ghost effect, and 1 will leave a contrail behind that is only overwritten by a higher color value.

This also affects vector games quite a bit.

**saturation** (*Color Saturation*)

Color saturation can be adjusted here.

**bloom\_blend\_mode** (*Bloom Blend Mode*)

Determines the mode of the bloom effect. Valid values are 0 for *Brighten* mode and 1 for *Darken* mode, last is only useful for systems with STN LCD.

**bloom\_scale** (*Bloom Scale*)

Determines the intensity of bloom effect. Arcade CRT displays had a tendency towards bloom, where bright colors could bleed out into neighboring pixels. This effect is extremely graphics card intensive, and can be turned completely off to save GPU power by setting it to 0

**bloom\_overdrive** (*Bloom Overdrive, RGB*)

Sets a RGB color, separated by commas, that has reached the brightest possible color and will be overdriven to white. This is only useful on color raster, color LCD, or color vector games.

**bloom\_lv10\_weight** (*Bloom Level 0 Scale*)

**bloom\_lv11\_weight** (*Bloom Level 1 Scale*)

...

**bloom\_lv17\_weight** (*Bloom Level 7 Scale*)

**bloom\_lv18\_weight** (*Bloom Level 8 Scale*)

These define the bloom effect. Range is from 0.00 to 1.00. If used carefully in conjunction with `phosphor_life`, glowing/ghosting for moving objects can be achieved.

**hsl\_write**

Enables writing of an uncompressed AVI video with the HLSL effects included with set to *1*. This uses a massive amount of disk space very quickly, so a large HD with fast write speeds is highly recommended. Default is *0*, which is off.

Suggested defaults for raster-based games:

bloom_lvl0_weight 1.00	Bloom level 0 weight	Full-size target.
bloom_lvl1_weight 0.64	Bloom level 1 weight	1/4 smaller that level 0 target
bloom_lvl2_weight 0.32	Bloom level 2 weight	1/4 smaller that level 1 target
bloom_lvl3_weight 0.16	Bloom level 3 weight	1/4 smaller that level 2 target
bloom_lvl4_weight 0.08	Bloom level 4 weight	1/4 smaller that level 3 target
bloom_lvl5_weight 0.06	Bloom level 5 weight	1/4 smaller that level 4 target
bloom_lvl6_weight 0.04	Bloom level 6 weight	1/4 smaller that level 5 target
bloom_lvl7_weight 0.02	Bloom level 7 weight	1/4 smaller that level 6 target
bloom_lvl8_weight 0.01	Bloom level 8 weight	1/4 smaller that level 7 target

## 5.5.6 Vector Games

HLSL effects can also be used with vector games. Due to a wide variance of vector settings to optimize for each individual game, it is heavily suggested you add these to per-game INI files (e.g. *tempest.ini*)

Shadowmasks were only present on color vector games, and should not be used on monochrome vector games. Additionally, vector games did not use scanlines, so that should also be turned off.

Open your INI file in your text editor of choice (e.g. Notepad), and make sure the following options are set correctly:

- **video d3d**
- **filter 0**
- **hsl\_enable 1**

In the Core Vector Options section:

- **beam\_width\_min 1.0** (*Beam Width Minimum*)
- **beam\_width\_max 1.0** (*Beam Width Maximum*)
- **beam\_intensity\_weight 0.0** (*Beam Intensity Weight*)
- **flicker 0.0** (*Vector Flicker*)

In the Vector Post-Processing Options section:

- **vector\_beam\_smooth 0.0** (*Vector Beam Smooth Amount*)
- **vector\_length\_scale 0.5** (*Vector Attenuation Maximum*)
- **vector\_length\_ratio 0.5** (*Vector Attenuation Length Minimum*)

Suggested settings for vector games:

- **bloom\_scale** should typically be set higher for vector games than raster games. Try between 0.4 and 1.0 for best effect.
- **bloom\_overdrive** should only be used with color vector games.
- **bloom\_lv1\_weights** should be set as follows:

bloom_lv10_weight 1.00	Bloom level 0 weight	Full-size target.
bloom_lv11_weight 0.48	Bloom level 1 weight	1/4 smaller than level 0 target
bloom_lv12_weight 0.32	Bloom level 2 weight	1/4 smaller than level 1 target
bloom_lv13_weight 0.24	Bloom level 3 weight	1/4 smaller than level 2 target
bloom_lv14_weight 0.16	Bloom level 4 weight	1/4 smaller than level 3 target
bloom_lv15_weight 0.24	Bloom level 5 weight	1/4 smaller than level 4 target
bloom_lv16_weight 0.32	Bloom level 6 weight	1/4 smaller than level 5 target
bloom_lv17_weight 0.48	Bloom level 7 weight	1/4 smaller than level 6 target
bloom_lv18_weight 0.64	Bloom level 8 weight	1/4 smaller than level 7 target

## 5.6 GLSL Effects for \*nix, OS X, and Windows

By default, MAME outputs an idealized version of the video as it would be on the way to the arcade cabinet's monitor, with minimal modification of the output (primarily to stretch the game image back to the aspect ratio the monitor would traditionally have, usually 4:3) – this works well, but misses some of the nostalgia factor. Arcade monitors were never ideal, even in perfect condition, and the nature of a CRT display distorts that image in ways that change the appearance significantly.

Modern LCD monitors simply do not look the same, and even computer CRT monitors cannot match the look of an arcade monitor without help.

That's where GLSL comes into the picture.

GLSL simulates most of the effects that a CRT arcade monitor has on the video, making the result look a lot more authentic. However, GLSL requires some effort on the user's part: the settings you use are going to be tailored to your PC's system specs, and especially the monitor you're using. Additionally, there were hundreds of thousands of monitors out there in arcades. Each was tuned and maintained differently, meaning there is no one correct appearance to judge by either. Basic guidelines will be provided here to help you, but you may also wish to ask for opinions on popular MAME-centric forums.

### 5.6.1 Resolution and Aspect Ratio

Resolution is a very important subject for GLSL settings. You will want MAME to be using the native resolution of your monitor to avoid additional distortion and lag created by your monitor upscaling the display image.

While most arcade machines used a 4:3 ratio display (or 3:4 for vertically oriented monitors like Pac-Man), it's difficult to find a consumer display that is 4:3 at this point. The good news is that that extra space on the sides isn't wasted. Many arcade cabinets used bezel artwork around the main display, and should you have the necessary artwork files, MAME will display that artwork. Turn the artwork view to Cropped for best results.

Some older LCD displays used a native resolution of 1280x1024, which is a 5:4 aspect ratio. There's not enough extra space to display artwork, and you'll end up with some very slight pillarboxing, but the results will be on-par with a 4:3 monitor.

## 5.6.2 Getting Started with GLSL

You will need to have followed the initial MAME setup instructions elsewhere in this manual before beginning. Official MAME distributions include GLSL support by default, but do NOT include the GLSL shader files. You will need to obtain the shader files from third party online sources.

Open your `mame.ini` in your text editor of choice (e.g. Notepad), and make sure the following options are set correctly:

- `video opengl`
- `filter 0`

The former is required because GLSL requires OpenGL support. The latter turns off extra filtering that interferes with GLSL output.

Lastly, one more edit will turn GLSL on:

- `gl_gsl 1`

Save the `.INI` file and you're ready to begin.

## 5.6.3 Tweaking GLSL Settings inside MAME

For multiple, complicated to explain reasons, GLSL settings are no longer saved when you exit MAME. This means that while tweaking settings is a little more work on your part, the results will always come out as expected.

Start by loading MAME with the game of your choice (e.g. **mame pacman**)

The tilde key (~) brings up the on-screen display options. Use up and down to go through the various settings, while left and right will allow you to change that setting. Results will be shown in real time as you're changing these settings.

Once you've found settings you like, write the numbers down on a notepad and exit MAME.

## 5.6.4 Configuration Editing

As referenced in *Order of Config Loading*, MAME has a order in which it processes INI files. The GLSL settings can be edited in `mame.ini`, but to take full advantage of the power of MAME's config files, you'll want to copy the GLSL settings from `mame.ini` to one of the other config files and make changes there.

For instance, once you've found GLSL settings you think are appropriate for Neo Geo games, you can put those settings into `neogeo.ini` so that all Neo-Geo games will be able to take advantage of those settings without needing to add it to every game INI manually.

## 5.6.5 Configuration Settings

### **gl\_gsl**

Enables GLSL when set to 1, disabled if set to 0. Defaults to 0.

### **gl\_gsl\_filter**

Enables filtering to GLSL output. Reduces jagginess at the cost of blurriness.

### **gsl\_shader\_mame0**

...  
**gsl\_shader\_mame9**

Specifies the shaders to run, in the order from 0 to 9. See your shader pack author for details on which to run in which order for best effect.

**gsl\_shader\_screen0**  
 ...  
**gsl\_shader\_screen9**

Specifies screen to apply the shaders on.

## 5.7 Stable Controller IDs

By default, the mapping between devices and controller IDs is not stable. For instance, a gamepad controller may be assigned to “Joy 1” initially, but after a reboot, it may get re-assigned to “Joy 3”.

The reason is that MAME enumerates attached devices and assigns controller IDs based on the enumeration order. Factors that can cause controller IDs to change include plugging / unplugging USB devices, changing ports / hubs and even system reboots.

It is quite cumbersome to ensure that controller IDs are always correct.

That’s where the “mapdevice” configuration setting comes into the picture. This setting allows you to map a device id to a controller ID, ensuring that the specified device always maps to the same controller ID in MAME.

### 5.7.1 Usage of mapdevice

The “mapdevice” xml element is specified under the input xml element in the controller configuration file. It requires two attributes, “device” and “controller”. NOTE: This setting only take effect when added to the **ctrlr** config file.

The “device” attribute specifies the id of the device to match. It may also be a substring of the id. To see the list of available devices, enable verbose output and available devices will then be listed to the console at startup (more on this below).

The “controller” attribute specifies the MAME controller ID. It is made up of a controller class (i.e. JOYCODE, GUNCODE, MOUSECODE) and controller index. For example: JOYCODE\_1.

### 5.7.2 Example

Here’s an example:

```
<mameconfig version="10">
  <system name="default">
    <input>
      <mapdevice device="VID_D209&PID_1601" controller="GUNCODE_1" />
      <mapdevice device="VID_D209&PID_1602" controller="GUNCODE_2" />
      <mapdevice device="XInput Player 1" controller="JOYCODE_1" />
    </input>
  </system>
</mameconfig>
```

```
<mapdevice device="XInput Player 2" controller="JOYCODE_2" />

<port type="P1_JOYSTICK_UP">
  <newseq type="standard">
    JOYCODE_1_YAXIS_UP_SWITCH OR KEYCODE_8PAD
  </newseq>
</port>
...
```

In the above example, we have four device mappings specified:

The first two mapdevice entries map player 1 and 2 lightguns to Gun 1 and Gun 2, respectively. We use a substring of the full raw device names to match each devices. Note that, since this is XML, we needed to escape the & using &amp; ; .

The last two mapdevices entries map player 1 and player 2 gamepad controllers to Joy 1 and Joy 2, respectively. In this case, these are XInput devices.

### 5.7.3 Listing Available Devices

How did we obtain the device id's in the above example? Easy!

Run MAME with -v parameter to enable verbose output. It will then list available devices include the corresponding "device id" to the console.

Here an example:

```
Input: Adding Gun #0:
Input: Adding Gun #1:
Input: Adding Gun #2: HID-compliant mouse (device id:
\?HID#VID_045E&PID_0053#7&18297dcb&0&0000#{378de44c-56ef-11d1-bc8c-00a0c91405dd})
Input: Adding Gun #3: HID-compliant mouse (device id:
\?HID#IrDeviceV2&Col08#2&2818a073&0&0007#{378de44c-56ef-11d1-bc8c-00a0c91405dd})
Input: Adding Gun #4: HID-compliant mouse (device id:
\?HID#VID_D209&PID_1602&MI_02#8&389ab7f3&0&0000#{378de44c-56ef-11d1-bc8c-00a0c91405dd})
Input: Adding Gun #5: HID-compliant mouse (device id:
\?HID#VID_D209&PID_1601&MI_02#9&375eebb1&0&0000#{378de44c-56ef-11d1-bc8c-00a0c91405dd})
Input: Adding Gun #6: HID-compliant mouse (device id:
\?HID#VID_1241&PID_1111#8&198f3adc&0&0000#{378de44c-56ef-11d1-bc8c-00a0c91405dd})
Skipping DirectInput for XInput compatible joystick Controller (XBOX 360 For Windows).
Input: Adding Joy #0: ATRAK Device #1 (device id: ATRAK Device #1)
Skipping DirectInput for XInput compatible joystick Controller (XBOX 360 For Windows).
Input: Adding Joy #1: ATRAK Device #2 (device id: ATRAK Device #2)
Input: Adding Joy #2: XInput Player 1 (device id: XInput Player 1)
Input: Adding Joy #3: XInput Player 2 (device id: XInput Player 2)
```

Furthermore, when devices are mapped using mapdevice, you'll see that in the verbose logging too, such as:

```
Input: Remapped Gun #0: HID-compliant mouse (device id:
\?HID#VID_D209&PID_1601&MI_02#9&375eebb1&0&0000#{378de44c-56ef-11d1-bc8c-00a0c91405dd})
Input: Remapped Gun #1: HID-compliant mouse (device id:
\?HID#VID_D209&PID_1602&MI_02#8&389ab7f3&0&0000#{378de44c-56ef-11d1-bc8c-00a0c91405dd})
Input: Remapped Joy #0: XInput Player 1 (device id: XInput Player 1)
Input: Remapped Joy #1: XInput Player 2 (device id: XInput Player 2)
```

## 5.8 Linux Lightguns

Getting Lightguns on Linux working correctly can be a complicated process. There are several methods to achieve this, however the most commonly described method - allowing MAME to see the lightgun as a mouse device - results in a poor user experience, as the tracking between the hidden+accurate mouse pointer and “crosshair” is way off, with per-game configuration required to attempt to align these.

Another method is available which dramatically increases accuracy.

This document will describe how to configure the X11 Lightgun provider in MAME, and provide sample udev and Xorg.conf configurations. We will assume Ubuntu, and an Ultimarc Aimtrak lightgun. Changes will be necessary for other distros/lightgun brands, however the general patterns should be identical.

### 5.8.1 Configure udev rules

For the AimTrack, each Lightgun exposes many USB devices once connected - 2 mouse like devices, and 1 joystick device. We would like to instruct libinput, via udev, to ignore all but the correct mouse device. This prevents each lightgun from producing multiple mouse devices, which would result in non-deterministic selection between the “good” and “bad” mouse device by Xorg.

Create a new file named `/etc/udev/rules.d/65-aimtrak.rules` and place the following contents into it:

```
# Set mode (0666) & disable libinput handling to avoid X11 picking up the wrong
# interfaces/devices.
SUBSYSTEMS=="usb", ATTRS{idVendor}=="d209", ATTRS{idProduct}=="160*",
    MODE="0666", ENV{ID_INPUT}="", ENV{LIBINPUT_IGNORE_DEVICE}="1"

# For ID_USB_INTERFACE_NUM==2, re-enable libinput handling.
SUBSYSTEMS=="usb", ATTRS{idVendor}=="d209", ATTRS{idProduct}=="160*",
    ENV{ID_USB_INTERFACE_NUM}=="02", ENV{ID_INPUT}="1",
    ENV{LIBINPUT_IGNORE_DEVICE}="0"
```

This configuration will be correct for the AimTrak lightguns, however each brand of lightgun will require their own settings.

### 5.8.2 Configure Xorg inputs

Next, we’ll configure Xorg to treat the Lightguns as a “Floating” device. This is important for multiple lightguns to work correctly, and ensures each gun’s “mouse pointer” is NOT merged with the main system mouse pointer.

`/etc/X11/xorg.conf.d/60-aimtrak.conf`:

Section "InputClass"

Identifier "AimTrak Guns"

MatchDevicePath "/dev/input/event\*"

MatchUSBID "d209:160\*"

Driver "libinput"

Option "Floating" "yes"

Option "AutoServerLayout" "no"

EndSection

### 5.8.3 Configure MAME

Next, we'll configure MAME to use the X11 *lightgun\_provider*, as well as all the other related settings:

```
lightgun 1 # Enable Lightgun support
lightgun_device lightgun # Use the lighgun subsystem for lightguns (instead of Keyboard/Mouse)
lightgunprovider x11 # Use the x11 lightgun driver
lightgun_index1 "Ultimarc ATRAK Device #1" # Name our devices for consistent detection
lightgun_index2 "Ultimarc ATRAK Device #2"
lightgun_index3 "Ultimarc ATRAK Device #3"
lightgun_index4 "Ultimarc ATRAK Device #4"
offscreen_reload 1 # Enable offscreen reload, required for most games.
```



## MAME DEBUGGER

This section covers the built-in MAME debugger

### 6.1 General Debugger Commands

You can also type **help <command>** for further details on each command in the MAME Debugger interface.

*do* – evaluates the given expression  
*symlist* – lists registered symbols  
*softreset* – executes a soft reset  
*hardreset* – executes a hard reset  
*print* – prints one or more <item>s to the console  
*printf* – prints one or more <item>s to the console using <format>  
*logerror* – outputs one or more <item>s to the error.log  
*tracelog* – outputs one or more <item>s to the trace file using <format>  
*tracesym* – outputs one or more <item>s to the trace file  
*history* – outputs a brief history of visited opcodes (**to fix: help missing for this command**)  
*trackpc* – visually track visited opcodes [boolean to turn on and off, for the given CPU, clear]  
*trackmem* – record which PC writes to each memory address [boolean to turn on and off, clear]  
*pcatmem* – query which PC wrote to a given memory address for the current CPU  
*rewind* – go back in time by loading the most recent rewind state  
*statesave* – save a state file for the current driver  
*stateload* – load a state file for the current driver  
*snap* – save a screen snapshot.  
*source* – reads commands from <filename> and executes them one by one  
*quit* – exits MAME and the debugger

#### 6.1.1 do

**do <expression>**

The do command simply evaluates the given <expression>. This is typically used to set or modify variables.

Examples:

```
do pc = 0
```

Sets the register 'pc' to 0.

Back to *General Debugger Commands*

## 6.1.2 symlist

**symlist** [**<cpu>**]

Lists registered symbols. If <cpu> is not specified, then symbols in the global symbol table are displayed; otherwise, the symbols for <cpu>'s specific CPU are displayed. Symbols are listed alphabetically. Read-only symbols are flagged with an asterisk.

Examples:

```
symlist
```

Displays the global symbol table.

```
symlist 2
```

Displays the symbols specific to CPU #2.

Back to *General Debugger Commands*

## 6.1.3 softreset

**softreset**

Executes a soft reset.

Examples:

```
softreset
```

Executes a soft reset.

Back to *General Debugger Commands*

## 6.1.4 hardreset

### **hardreset**

Executes a hard reset.

Examples:

```
hardreset
```

Executes a hard reset.

Back to *General Debugger Commands*

## 6.1.5 print

### **print <item>[,...]**

The print command prints the results of one or more expressions to the debugger console as hexadecimal values.

Examples:

```
print pc
```

Prints the value of 'pc' to the console as a hex number.

```
print a,b,a+b
```

Prints a, b, and the value of a+b to the console as hex numbers.

Back to *General Debugger Commands*

## 6.1.6 printf

### **printf <format>[,<item>[,...]]**

The printf command performs a C-style printf to the debugger console. Only a very limited set of formatting options are available:

`%[0][<n>d` – prints <item> as a decimal value with optional digit count and zero-fill

`%[0][<n>]x` – prints `<item>` as a hexadecimal value with optional digit count and zero-fill

All remaining formatting options are ignored. Use `%%` together to output a `%` character. Multiple lines can be printed by embedding a `\n` in the text.

Examples:

```
printf "PC=%04X",pc
```

Prints `PC=<pcval>` where `<pcval>` is displayed in hexadecimal with 4 digits with zero-fill.

```
printf "A=%d, B=%d\nC=%d",a,b,a+b
```

Prints `A=<aval>`, `B=<bval>` on one line, and `C=<a+bval>` on a second line.

Back to *General Debugger Commands*

## 6.1.7 logerror

**logerror** `<format>[,<item>[,...]]`

The `logerror` command performs a C-style `printf` to the error log. Only a very limited set of formatting options are available:

`%[0][<n>]d` – logs `<item>` as a decimal value with optional digit count and zero-fill

`%[0][<n>]x` – logs `<item>` as a hexadecimal value with optional digit count and zero-fill

All remaining formatting options are ignored. Use `%%` together to output a `%` character. Multiple lines can be printed by embedding a `\n` in the text.

Examples:

```
logerror "PC=%04X",pc
```

Logs `PC=<pcval>` where `<pcval>` is displayed in hexadecimal with 4 digits with zero-fill.

```
logerror "A=%d, B=%d\nC=%d",a,b,a+b
```

Logs `A=<aval>`, `B=<bval>` on one line, and `C=<a+bval>` on a second line.

Back to *General Debugger Commands*

### 6.1.8 tracelog

**tracelog** <format>[,<item>[,...]]

The tracelog command performs a C-style printf and routes the output to the currently open trace file (see the 'trace' command for details). If no file is currently open, tracelog does nothing. Only a very limited set of formatting options are available. See the *printf* help for details.

Examples:

```
tracelog "PC=%04X",pc
```

Outputs PC=<pcval> where <pcval> is displayed in hexadecimal with 4 digits with zero-fill.

```
printf "A=%d, B=%d\nC=%d",a,b,a+b
```

Outputs A=<aval>, B=<bval> on one line, and C=<a+bval> on a second line.

Back to *General Debugger Commands*

### 6.1.9 tracesym

**tracesym** <item>[,...]

The tracesym command prints the specified symbols and routes the output to the currently open trace file (see the 'trace' command for details). If no file is currently open, tracesym does nothing.

Examples:

```
tracelog pc
```

Outputs PC=<pcval> where <pcval> is displayed in the default format.

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### 6.1.10 trackpc

**trackpc** [<bool>,<cpu>,<bool>]

The trackpc command displays which program counters have already been visited in all disassembler windows. The first boolean argument toggles the process on and off. The second argument is a CPU selector; if no CPU is specified, the current CPU is automatically selected. The third argument is a boolean denoting if the existing data should be cleared or not.

Examples:

```
trackpc 1
```

Begin tracking the current CPU's pc.

```
trackpc 1, 0, 1
```

Continue tracking pc on CPU 0, but clear existing track info.

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### 6.1.11 trackmem

**trackmem** [**<bool>**,**<cpu>**,**<bool>**]

The trackmem command logs the PC at each time a memory address is written to. The first boolean argument toggles the process on and off. The second argument is a CPU selector; if no CPU is specified, the current CPU is automatically selected. The third argument is a boolean denoting if the existing data should be cleared or not. Please refer to the pcatmem command for information on how to retrieve this data. Also, right clicking in a memory window will display the logged PC for the given address.

Examples:

```
trackmem
```

Begin tracking the current CPU's pc.

```
trackmem 1, 0, 1
```

Continue tracking memory writes on CPU 0, but clear existing track info.

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### 6.1.12 pcatmem

**pcatmem**(**p/d/i**) **<address>**[**<cpu>**]

**pcatmemp** **<address>**[**<cpu>**] – query which PC wrote to a given program memory address for the current CPU

**pcatmemd** **<address>**[**<cpu>**] – query which PC wrote to a given data memory address for the current CPU

**pcatmemi** **<address>**[**<cpu>**] – query which PC wrote to a given I/O memory address for the current CPU (you can also query this info by right clicking in a memory window)

The `pcatmem` command returns which PC wrote to a given memory address for the current CPU. The first argument is the requested address. The second argument is a CPU selector; if no CPU is specified, the current CPU is automatically selected. Right clicking in a memory window will also display the logged PC for the given address.

Examples:

```
pcatmem 400000
```

Print which PC wrote this CPU's memory location 0x400000.

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### 6.1.13 rewind

**rewind[*rw*]**

The `rewind` command loads the most recent RAM-based state. Rewind states, when enabled, are saved when “step”, “over”, or “out” command gets executed, storing the machine state as of the moment before actually stepping. Consecutively loading rewind states can work like reverse execution. Depending on which steps forward were taken previously, the behavior can be similar to GDB's “reverse-stepi” or “reverse-next”. All output for this command is currently echoed into the running machine window. Previous memory and PC tracking statistics are cleared, actual reverse execution does not occur.

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### 6.1.14 statesave

**statesave[*ss*] <filename>**

The `statesave` command creates a save state at this exact moment in time. The given state file gets written to the standard state directory (`sta`), and gets `.sta` added to it - no file extension necessary. All output for this command is currently echoed into the running machine window.

Examples:

```
statesave foo
```

Writes file ‘foo.sta’ in the default state save directory.

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### 6.1.15 stateload

**stateload[sl] <filename>**

The stateload command retrieves a save state from disk. The given state file gets read from the standard state directory (sta), and gets .sta added to it - no file extension necessary. All output for this command is currently echoed into the running machine window. Previous memory and PC tracking statistics are cleared.

Examples:

```
stateload foo
```

Reads file 'foo.sta' from the default state save directory.

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### 6.1.16 snap

**snap [[<filename>], <scrnum>]**

The snap command takes a snapshot of the current video display and saves it to the configured snapshot directory. If <filename> is specified explicitly, a single screenshot for <scrnum> is saved under the requested filename. If <filename> is omitted, all screens are saved using the same default rules as the "save snapshot" key in MAME proper.

Examples:

```
snap
```

Takes a snapshot of the current video screen and saves to the next non-conflicting filename in the configured snapshot directory.

```
snap shinobi
```

Takes a snapshot of the current video screen and saves it as 'shinobi.png' in the configured snapshot directory.

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### 6.1.17 source

**source <filename>**

The source command reads in a set of debugger commands from a file and executes them one by one, similar to a batch file.



Examples:

```
source break_and_trace.cmd
```

Reads in debugger commands from `break_and_trace.cmd` and executes them.

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## 6.1.18 quit

**quit**

The quit command exits MAME immediately.

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## 6.2 Memory Debugger Commands

You can also type **help <command>** for further details on each command in the MAME Debugger interface.

*dasm* – disassemble to the given file

*find* – search program memory, data memory, or I/O memory for data

*dump* – dump program memory, data memory, or I/O memory as text

*save* – save binary program, data, or I/O memory to the given file

*load* – load binary program memory, data memory, or I/O memory from the given file

*map* – map logical program, data, or I/O address to physical address and bank

### 6.2.1 dasm

**dasm <filename>,<address>,<length>[,<opcodes>[,<cpu>]]**

The dasm command disassembles program memory to the file specified in the <filename> parameter. <address> indicates the address of the start of disassembly, and <length> indicates how much memory to disassemble. The range <address> through <address>+<length>-1 inclusive will be output to the file. By default, the raw opcode data is output with each line. The optional <opcodes> parameter can be used to enable (1) or disable (0) this feature. Finally, you can disassemble code from another CPU by specifying the <cpu> parameter.

Examples:

```
dasm venture.asm,0,10000
```

Disassembles addresses 0-ffff in the current CPU, including raw opcode data, to the file ‘venture.asm’.

```
dasm harddriv.asm,3000,1000,0,2
```

Disassembles addresses 3000-3fff from CPU #2, with no raw opcode data, to the file ‘harddriv.asm’.

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## 6.2.2 find

```
f[find][[dli]] <address>,<length>[,<data>[,...]]
```

The **find**/**findd**/**findi** commands search through memory for the specified sequence of data. ‘find’ will search program space memory, while ‘findd’ will search data space memory and ‘findi’ will search I/O space memory. <address> indicates the address to begin searching, and <length> indicates how much memory to search. <data> can either be a quoted string or a numeric value or expression or the wildcard character ‘?’. Strings by default imply a byte-sized search; non-string data is searched by default in the native word size of the CPU. To override the search size for non-strings, you can prefix the value with b. to force byte- sized search, w. for word-sized search, d. for dword-sized, and q. for qword-sized. Overrides are remembered, so if you want to search for a series of words, you need only to prefix the first value with a w. Note also that you can intermix sizes in order to perform more complex searches. The entire range <address> through <address>+<length>-1 inclusive will be searched for the sequence, and all occurrences will be displayed.

Examples:

```
find 0,10000,"HIGH SCORE",0
```

Searches the address range 0-ffff in the current CPU for the string “HIGH SCORE” followed by a 0 byte.

```
findd 3000,1000,w.abcd,4567
```

Searches the data memory address range 3000-3fff for the word-sized value abcd followed by the word-sized value 4567.

```
find 0,8000,"AAR",d.0,"BEN",w.0
```

Searches the address range 0000-7fff for the string “AAR” followed by a dword-sized 0 followed by the string “BEN”, followed by a word-sized 0.

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### 6.2.3 dump

```
dump[{{dli}}] <filename>,<address>,<length>[,<size>[,<ascii>[,<cpu>]]]
```

The **dump/dumppd/dumpi** commands dump memory to the text file specified in the <filename> parameter. ‘dump’ will dump program space memory, while ‘dumppd’ will dump data space memory and ‘dumpi’ will dump I/O space memory.

<address> indicates the address of the start of dumping, and <length> indicates how much memory to dump. The range <address> through <address>+<length>-1 inclusive will be output to the file.

By default, the data will be output in byte format, unless the underlying address space is word/dword/qword-only. You can override this by specifying the <size> parameter, which can be used to group the data in 1, 2, 4 or 8-byte chunks.

The optional <ascii> parameter can be used to enable (1) or disable (0) the output of ASCII characters to the right of each line; by default, this is enabled.

Finally, you can dump memory from another CPU by specifying the <cpu> parameter.

Examples:

```
dump venture.dmp,0,10000
```

Dumps addresses 0-ffff in the current CPU in 1-byte chunks, including ASCII data, to the file ‘venture.dmp’.

```
dumppd harddriv.dmp,3000,1000,4,0,3
```

Dumps data memory addresses 3000-3fff from CPU #3 in 4-byte chunks, with no ASCII data, to the file ‘harddriv.dmp’.

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### 6.2.4 save

```
save[{{dli}}] <filename>,<address>,<length>[,<cpu>]
```

The **save/saved/savei** commands save raw memory to the binary file specified in the <filename> parameter.

‘save’ will save program space memory, while ‘saved’ will save data space memory and ‘savei’ will save I/O space memory.

<address> indicates the address of the start of saving, and <length> indicates how much memory to save. The range <address> through <address>+<length>-1 inclusive will be output to the file.

You can also save memory from another CPU by specifying the <cpu> parameter.

Examples:

```
save venture.bin,0,10000
```

Saves addresses 0-ffff in the current CPU to the binary file 'venture.bin'.

```
saved harddriv.bin,3000,1000,3
```

Saves data memory addresses 3000-3fff from CPU #3 to the binary file 'harddriv.bin'.

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## 6.2.5 load

**load**[[{dli}] <filename>,<address>[,<length>,<cpu>]

The **load/loadd/loadi** commands load raw memory from the binary file specified in the <filename> parameter. 'load' will load program space memory, while 'loadd' will load data space memory and 'loadi' will load I/O space memory.

<address> indicates the address of the start of saving, and <length> indicates how much memory to load. The range <address> through <address>+<length>-1 inclusive will be read in from the file.

If you specify <length> = 0 or a length greater than the total length of the file it will load the entire contents of the file and no more.

You can also load memory from another CPU by specifying the <cpu> parameter.

NOTE: This will only actually write memory that is possible to overwrite in the Memory Window

Examples:

```
load venture.bin,0,10000
```

Loads addresses 0-ffff in the current CPU from the binary file 'venture.bin'.

```
loadd harddriv.bin,3000,1000,3
```

Loads data memory addresses 3000-3fff from CPU #3 from the binary file 'harddriv.bin'.

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## 6.2.6 map

**map**[[{dli}] <address>

The **map/mapd/mapi** commands map a logical address in memory to the correct physical address, as well as specifying the bank.

‘map’ will map program space memory, while ‘mapd’ will map data space memory and ‘mapi’ will map I/O space memory.

Example:

```
map 152d0
```

Gives physical address and bank for logical address 152d0 in program memory

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## 6.3 Execution Debugger Commands

You can also type **help <command>** for further details on each command in the MAME Debugger interface.

*step* – single steps for <count> instructions (F11)  
*over* – single steps over <count> instructions (F10)  
*out* – single steps until the current subroutine/exception handler is exited (Shift-F11)  
*go* – resumes execution, sets temp breakpoint at <address> (F5)  
*gint* – resumes execution, setting temp breakpoint if <irqline> is taken (F7)  
*gtime* – resumes execution until the given delay has elapsed  
*gvblank* – resumes execution, setting temp breakpoint on the next VBLANK (F8)  
*next* – executes until the next CPU switch (F6)  
*focus* – focuses debugger only on <cpu>  
*ignore* – stops debugging on <cpu>  
*observe* – resumes debugging on <cpu>  
*trace* – trace the given CPU to a file (defaults to active CPU)  
*traceover* – trace the given CPU to a file, but skip subroutines (defaults to active CPU)  
*traceflush* – flushes all open trace files.

### 6.3.1 step

```
s[tep] [<count>=1]
```

The step command single steps one or more instructions in the currently executing CPU. By default, step executes one instruction each time it is issued. You can also tell step to step multiple instructions by including the optional <count> parameter.

Examples:

```
s
```

Steps forward one instruction on the current CPU.

step 4

Steps forward four instructions on the current CPU.

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### 6.3.2 over

**o[ver] [<count>=1]**

The over command single steps “over” one or more instructions in the currently executing CPU, stepping over subroutine calls and exception handler traps and counting them as a single instruction. Note that when stepping over a subroutine call, code may execute on other CPUs before the subroutine call completes. By default, over executes one instruction each time it is issued. You can also tell step to step multiple instructions by including the optional <count> parameter.

Note that the step over functionality may not be implemented on all CPU types. If it is not implemented, then ‘over’ will behave exactly like ‘step’.

Examples:

o

Steps forward over one instruction on the current CPU.

over 4

Steps forward over four instructions on the current CPU.

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### 6.3.3 out

**out**

The out command single steps until it encounters a return from subroutine or return from exception instruction. Note that because it detects return from exception conditions, if you attempt to step out of a subroutine and an interrupt/exception occurs before you hit the end, then you may stop prematurely at the end of the exception handler.

Note that the step out functionality may not be implemented on all CPU types. If it is not implemented, then ‘out’ will behave exactly like ‘step’.

Examples:

```
out
```

Steps until the current subroutine or exception handler returns.

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### 6.3.4 go

**g[o] [<address>]**

The go command resumes execution of the current code. Control will not be returned to the debugger until a breakpoint or watchpoint is hit, or until you manually break in using the assigned key. The go command takes an optional <address> parameter which is a temporary unconditional breakpoint that is set before executing, and automatically removed when hit.

Examples:

```
g
```

Resume execution until the next break/watchpoint or until a manual break.

```
g 1234
```

Resume execution, stopping at address 1234 unless something else stops us first.

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### 6.3.5 gvblank

**gv[blank]**

The gvblank command resumes execution of the current code. Control will not be returned to the debugger until a breakpoint or watchpoint is hit, or until the next VBLANK occurs in the emulator.

Examples:

```
gv
```

Resume execution until the next break/watchpoint or until the next VBLANK.

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### 6.3.6 gint

**gi[nt] [<irqline>]**

The `gint` command resumes execution of the current code. Control will not be returned to the debugger until a breakpoint or watchpoint is hit, or until an IRQ is asserted and acknowledged on the current CPU. You can specify `<irqline>` if you wish to stop execution only on a particular IRQ line being asserted and acknowledged. If `<irqline>` is omitted, then any IRQ line will stop execution.

Examples:

```
gi
```

Resume execution until the next break/watchpoint or until any IRQ is asserted and acknowledged on the current CPU.

```
gint 4
```

Resume execution until the next break/watchpoint or until IRQ line 4 is asserted and acknowledged on the current CPU.

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### 6.3.7 gtime

**gt[ime] <milliseconds>**

The `gtime` command resumes execution of the current code. Control will not be returned to the debugger until a specified delay has elapsed. The delay is in milliseconds.

Example:

```
gtime #10000
```

Resume execution for ten seconds

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### 6.3.8 next

**n[ext]**



The next command resumes execution and continues executing until the next time a different CPU is scheduled. Note that if you have used 'ignore' to ignore certain CPUs, you will not stop until a non-'ignore'd CPU is scheduled.

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### 6.3.9 focus

**focus <cpu>**

Sets the debugger focus exclusively to the given <cpu>. This is equivalent to specifying 'ignore' on all other CPUs.

Example:

```
focus 1
```

Focus exclusively CPU #1 while ignoring all other CPUs when using the debugger.

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### 6.3.10 ignore

**ignore [<cpu>[,<cpu>[,...]]]**

Ignores the specified <cpu> in the debugger. This means that you won't ever see execution on that CPU, nor will you be able to set breakpoints on that CPU. To undo this change use the 'observe' command. You can specify multiple <cpu>s in a single command. Note also that you are not permitted to ignore all CPUs; at least one must be active at all times.

Examples:

```
ignore 1
```

Ignore CPU #1 when using the debugger.

```
ignore 2,3,4
```

Ignore CPU #2, #3 and #4 when using the debugger.

```
ignore
```

List the CPUs that are currently ignored.

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### 6.3.11 observe

**observe** [**<cpu>**[,**<cpu>**[,..**]]]**

Re-enables interaction with the specified **<cpu>** in the debugger. This command undoes the effects of the ‘ignore’ command. You can specify multiple **<cpu>**s in a single command.

Examples:

```
observe 1
```

Stop ignoring CPU #1 when using the debugger.

```
observe 2,3,4
```

Stop ignoring CPU #2, #3 and #4 when using the debugger.

```
observe
```

List the CPUs that are currently observed.

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### 6.3.12 trace

**trace** {**<filename>**|**OFF**}[,**<cpu>**[,**[noloop|logerror]**[,**<action>**]]]

Starts or stops tracing of the execution of the specified **<cpu>**. If **<cpu>** is omitted, the currently active CPU is specified.

When enabling tracing, specify the filename in the **<filename>** parameter. To disable tracing, substitute the keyword ‘off’ for **<filename>**.

**<detectloops>** should be either true or false.

If ‘noloop’ is omitted, the trace will have loops detected and condensed to a single line. If ‘noloop’ is specified, the trace will contain every opcode as it is executed.

If ‘logerror’ is specified, logerror output will augment the trace. If you wish to log additional information on each trace, you can append an **<action>** parameter which is a command that is executed before each trace is logged. Generally, this is used to include a ‘tracelog’ command. Note that you may need to embed the action within braces { } in order to prevent commas and semicolons from being interpreted as applying to the trace command itself.

Examples:

```
trace joust.tr
```

Begin tracing the currently active CPU, logging output to joust.tr.

```
trace dribling.tr,0
```

Begin tracing the execution of CPU #0, logging output to dribling.tr.

```
trace starswep.tr,0,noloop
```

Begin tracing the execution of CPU #0, logging output to starswep.tr, with loop detection disabled.

```
trace starswep.tr,0,logerror
```

Begin tracing the execution of CPU #0, logging output (along with logerror output) to starswep.tr.

```
trace starswep.tr,0,logerror|noloop
```

Begin tracing the execution of CPU #0, logging output (along with logerror output) to starswep.tr, with loop detection disabled.

```
trace >>pigskin.tr
```

Begin tracing the currently active CPU, appending log output to pigskin.tr.

```
trace off,0
```

Turn off tracing on CPU #0.

```
trace asteroid.tr,0,{tracelog "A=%02X ",a}
```

Begin tracing the execution of CPU #0, logging output to asteroid.tr. Before each line, output A=<aval> to the tracelog.

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### 6.3.13 traceover

```
traceover {<filename>|OFF}[,<cpu>[,<detectloops>[,<action>]]]
```

Starts or stops tracing of the execution of the specified <cpu>.

When tracing reaches a subroutine or call, tracing will skip over the subroutine. The same algorithm is used as is used in the step over command. This means that traceover will not work properly when calls are recursive or the return address is not immediately following the call instruction.

<detectloops> should be either true or false. If <detectloops> is *true or omitted*, the trace will have loops detected and condensed to a single line. If it is false, the trace will contain every opcode as it is executed.

If <cpu> is omitted, the currently active CPU is specified.

When enabling tracing, specify the filename in the <filename> parameter.

To disable tracing, substitute the keyword 'off' for <filename>.

If you wish to log additional information on each trace, you can append an <action> parameter which is a command that is executed before each trace is logged. Generally, this is used to include a 'tracelog' command. Note that you may need to embed the action within braces { } in order to prevent commas and semicolons from being interpreted as applying to the trace command itself.

Examples:

```
traceover joust.tr
```

Begin tracing the currently active CPU, logging output to joust.tr.

```
traceover dribling.tr,0
```

Begin tracing the execution of CPU #0, logging output to dribling.tr.

```
traceover starswep.tr,0,false
```

Begin tracing the execution of CPU #0, logging output to starswep.tr, with loop detection disabled.

```
traceover off,0
```

Turn off tracing on CPU #0.

```
traceover asteroid.tr,0,true,{tracelog "A=%02X ",a}
```

Begin tracing the execution of CPU #0, logging output to asteroid.tr. Before each line, output A=<aval> to the tracelog.

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### 6.3.14 traceflush

```
traceflush
```

Flushes all open trace files.

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## 6.4 Breakpoint Debugger Commands

You can also type **help** **<command>** for further details on each command in the MAME Debugger interface.

*bpset* – sets breakpoint at <address>

*bpclear* – clears a given breakpoint or all if no <bpnum> specified

*bpdisable* – disables a given breakpoint or all if no <bpnum> specified

*bpenable* – enables a given breakpoint or all if no <bpnum> specified

*bplist* – lists all the breakpoints

### 6.4.1 bpset

**bp[set] <address>[,<condition>[,<action>]]**

Sets a new execution breakpoint at the specified <address>.

The optional <condition> parameter lets you specify an expression that will be evaluated each time the breakpoint is hit. If the result of the expression is true (non-zero), the breakpoint will actually halt execution; otherwise, execution will continue with no notification.

The optional <action> parameter provides a command that is executed whenever the breakpoint is hit and the <condition> is true. Note that you may need to embed the action within braces { } in order to prevent commas and semicolons from being interpreted as applying to the bpset command itself. Each breakpoint that is set is assigned an index which can be used in other breakpoint commands to reference this breakpoint.

Examples:

```
bp 1234
```

Set a breakpoint that will halt execution whenever the PC is equal to 1234.

```
bp 23456,a0 == 0 && a1 == 0
```

Set a breakpoint that will halt execution whenever the PC is equal to 23456 AND the expression (a0 == 0 && a1 == 0) is true.

```
bp 3456,1,{printf "A0=%08X\n",a0; g}
```

Set a breakpoint that will halt execution whenever the PC is equal to 3456. When this happens, print A0=<a0val> and continue executing.

```
bp 45678,a0==100,{a0 = ff; g}
```

Set a breakpoint that will halt execution whenever the PC is equal to 45678 AND the expression (a0 == 100) is true. When that happens, set a0 to ff and resume execution.

```
temp0 = 0; bp 567890,++temp0 >= 10
```

Set a breakpoint that will halt execution whenever the PC is equal to 567890 AND the expression (++temp0 >= 10) is true. This effectively breaks only after the breakpoint has been hit 16 times.

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### 6.4.2 bpclear

**bpclear** [<bpnum>]

The bpclear command clears a breakpoint. If <bpnum> is specified, only the requested breakpoint is cleared, otherwise all breakpoints are cleared.

Examples:

```
bpclear 3
```

Clear breakpoint index 3.

```
bpclear
```

Clear all breakpoints.

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### 6.4.3 bpdisable

**bpdisable** [<bpnum>]

The bpdisable command disables a breakpoint. If <bpnum> is specified, only the requested breakpoint is disabled, otherwise all breakpoints are disabled. Note that disabling a breakpoint does not delete it, it just temporarily marks the breakpoint as inactive.

Examples:

```
bpdisable 3
```

Disable breakpoint index 3.

`bpdisable`

Disable all breakpoints.

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## 6.4.4 `bpenable`

**`bpenable` [`<bpnum>`]**

The `bpenable` command enables a breakpoint. If `<bpnum>` is specified, only the requested breakpoint is enabled, otherwise all breakpoints are enabled.

Examples:

`bpenable 3`

Enable breakpoint index 3.

`bpenable`

Enable all breakpoints.

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## 6.4.5 `bplist`

**`bplist`**

The `bplist` command lists all the current breakpoints, along with their index and any conditions or actions attached to them.

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## 6.5 Watchpoint Debugger Commands

You can also type **`help <command>`** for further details on each command in the MAME Debugger interface.

*wpset* – sets program, data, or I/O space watchpoint

*wpclear* – clears a given watchpoint or all if no `<wpnum>` specified

*wpdisable* – disables a given watchpoint or all if no `<wpnum>` specified

*wpenable* – enables a given watchpoint or all if no <wpnum> specified

*wplist* – lists all the watchpoints

## 6.5.1 wpset

**wp[*{dli}*][set] <address>,<length>,<type>[,<condition>[,<action>]]**

Sets a new watchpoint starting at the specified <address> and extending for <length>. The inclusive range of the watchpoint is <address> through <address> + <length> - 1.

The 'wpset' command sets a watchpoint on program memory; the 'wpdset' command sets a watchpoint on data memory; and the 'wpiet' sets a watchpoint on I/O memory.

The <type> parameter specifies which sort of accesses to trap on. It can be one of three values: 'r' for a read watchpoint 'w' for a write watchpoint, and 'rw' for a read/write watchpoint.

The optional <condition> parameter lets you specify an expression that will be evaluated each time the watchpoint is hit. If the result of the expression is true (non-zero), the watchpoint will actually halt execution; otherwise, execution will continue with no notification.

The optional <action> parameter provides a command that is executed whenever the watchpoint is hit and the <condition> is true. Note that you may need to embed the action within braces { } in order to prevent commas and semicolons from being interpreted as applying to the wpset command itself.

Each watchpoint that is set is assigned an index which can be used in other watchpoint commands to reference this watchpoint.

In order to help <condition> expressions, two variables are available. For all watchpoints, the variable 'wpaddr' is set to the address that actually triggered the watchpoint. For write watchpoints, the variable 'wpdata' is set to the data that is being written.

Examples:

```
wp 1234,6,rw
```

Set a watchpoint that will halt execution whenever a read or write occurs in the address range 1234-1239 inclusive.

```
wp 23456,a,w,wpdata == 1
```

Set a watchpoint that will halt execution whenever a write occurs in the address range 23456-2345f AND the data written is equal to 1.

```
wp 3456,20,r,1,{printf "Read @ %08X\n",wpaddr; g}
```

Set a watchpoint that will halt execution whenever a read occurs in the address range 3456-3475. When this happens, print Read @ <wpaddr> and continue executing.

```
temp0 = 0; wp 45678,1,w,wpdata==f0,{temp0++; g}
```

Set a watchpoint that will halt execution whenever a write occurs to the address 45678 AND the value being written is equal to f0. When that happens, increment the variable temp0 and resume execution.



Back to *Watchpoint Debugger Commands*

## 6.5.2 wpclear

**wpclear** [<wpnum>]

The wpclear command clears a watchpoint. If <wpnum> is specified, only the requested watchpoint is cleared, otherwise all watchpoints are cleared.

Examples:

```
wpclear 3
```

Clear watchpoint index 3.

```
wpclear
```

Clear all watchpoints.

Back to *Watchpoint Debugger Commands*

## 6.5.3 wpdisable

**wpdisable** [<wpnum>]

The wpdisable command disables a watchpoint. If <wpnum> is specified, only the requested watchpoint is disabled, otherwise all watchpoints are disabled. Note that disabling a watchpoint does not delete it, it just temporarily marks the watchpoint as inactive.

Examples:

```
wpdisable 3
```

Disable watchpoint index 3.

```
wpdisable
```

Disable all watchpoints.

Back to *Watchpoint Debugger Commands*

## 6.5.4 wpenable

**wpenable** [<wpnum>]

The wpenable command enables a watchpoint. If <wpnum> is specified, only the requested watchpoint is enabled, otherwise all watchpoints are enabled.

Examples:

```
wpenable 3
```

Enable watchpoint index 3.

```
wpenable
```

Enable all watchpoints.

Back to *Watchpoint Debugger Commands*

## 6.5.5 wplist

**wplist**

The wplist command lists all the current watchpoints, along with their index and any conditions or actions attached to them.

Back to *Watchpoint Debugger Commands*

## 6.6 Registerpoints Debugger Commands

You can also type **help <command>** for further details on each command in the MAME Debugger interface.

*rpset* – sets a registerpoint to trigger on <condition>

*rpclear* – clears a given registerpoint or all if no <rpnum> specified

*rpdisable* – disabled a given registerpoint or all if no <rpnum> specified

*rpenable* – enables a given registerpoint or all if no <rpnum> specified

*rplist* – lists all the registerpoints

### 6.6.1 rpset

**rp[set] {<condition>}[,<action>]**

Sets a new registerpoint which will be triggered when <condition> is met. The condition must be specified between curly braces to prevent the condition from being evaluated as an assignment.

The optional <action> parameter provides a command that is executed whenever the registerpoint is hit. Note that you may need to embed the action within braces { } in order to prevent commas and semicolons from being interpreted as applying to the rpset command itself.

Each registerpoint that is set is assigned an index which can be used in other registerpoint commands to reference this registerpoint.

Examples:

```
rp {PC==0150}
```

Set a registerpoint that will halt execution whenever the PC register equals 0x150.

```
temp0=0; rp {PC==0150},{temp0++; g}
```

Set a registerpoint that will increment the variable temp0 whenever the PC register equals 0x0150.

```
rp {temp0==5}
```

Set a registerpoint that will halt execution whenever the temp0 variable equals 5.

Back to *Registerpoints Debugger Commands*

### 6.6.2 rpclear

**rpclear [<rpnum>]**

The rpclear command clears a registerpoint. If <rpnum> is specified, only the requested registerpoint is cleared, otherwise all registerpoints are cleared.

Examples:

```
rpclear 3
```

Clear registerpoint index 3.

```
rpclear
```

Clear all registerpoints.

Back to *Registerpoints Debugger Commands*

### 6.6.3 rpdisable

**rpdisable** [<rpnum>]

The rpdisable command disables a registerpoint. If <rpnum> is specified, only the requested registerpoint is disabled, otherwise all registerpoints are disabled. Note that disabling a registerpoint does not delete it, it just temporarily marks the registerpoint as inactive.

Examples:

```
rpdisable 3
```

Disable registerpoint index 3.

```
rpdisable
```

Disable all registerpoints.

Back to *Registerpoints Debugger Commands*

### 6.6.4 rpenable

**rpenable** [<rpnum>]

The rpenable command enables a registerpoint. If <rpnum> is specified, only the requested registerpoint is enabled, otherwise all registerpoints are enabled.

Examples:

```
rpenable 3
```

Enable registerpoint index 3.

```
rpenable
```

Enable all registerpoints.

Back to *Registerpoints Debugger Commands*

## 6.6.5 rplist

### **rplist**

The rplist command lists all the current registerpoints, along with their index and any actions attached to them.

Back to *Registerpoints Debugger Commands*

## 6.7 Code Annotation Debugger Commands

You can also type **help <command>** for further details on each command in the MAME Debugger interface.

*comadd* – adds a comment to the disassembled code at given address

*comdelete* – removes a comment from the given address

*comsave* – save the current comments to a file

*comlist* – print currently available comments from file

*commit* – gives a bulk comadd then comsave command

### 6.7.1 comadd

**comadd[//] <address>,<comment>**

Adds a string <comment> to the disassembled code at <address>. The shortcut for this command is simply `//`

Examples:

```
comadd 0, hello world.
```

Adds the comment ‘hello world.’ to the code at address 0x0

```
// 10, undocumented opcode!
```

Adds the comment ‘undocumented opcode!’ to the code at address 0x10

### 6.7.2 comdelete

**comdelete**

Deletes the comment at the specified memory offset. The comment which is deleted is in the currently active memory bank.

Examples:

```
comdelete 10
```

Deletes the comment at code address 0x10 (using the current memory bank settings)

### 6.7.3 comsave

**comsave**

Saves the working comments to the driver's XML comment file.

Examples:

```
comsave
```

Saves the comments to the driver's comment file

### 6.7.4 comlist

**comlist**

Prints the currently available comment file in human readable form in debugger output window.

Examples:

```
comlist
```

Shows currently available comments.

### 6.7.5 commit

**commit[/\*] <address>,<comment>**

Adds a string <comment> to the disassembled code at <address> then saves to file. Basically same as comadd + comsave via a single line.

The shortcut for this command is simply '/\*'

Examples:

```
commit 0, hello world.
```

Adds the comment 'hello world.' to the code at address 0x0

```
/* 10, undocumented opcode!
```

Adds the comment 'undocumented opcode!' to the code at address 0x10

## 6.8 Cheat Debugger Commands

You can also type **help <command>** for further details on each command in the MAME Debugger interface.

*cheatinit* – initialize the cheat search to the selected memory area

*cheatrange* – add to the cheat search the selected memory area

*cheatnext* – continue cheat search comparing with the last value

*cheatnextf* – continue cheat search comparing with the first value

*cheatlist* – show the list of cheat search matches or save them to <filename>

*cheatundo* – undo the last cheat search (state only)

### 6.8.1 cheatinit

```
cheatinit [<sign><width><swap>,[<address>,<length>],[<cpu>]]
```

The cheatinit command initializes the cheat search to the selected memory area.

If no parameter is specified the cheat search is initialized to all changeable memory of the main CPU.

<sign> can be s(signed) or u(unsigned)

<width> can be b(8 bit), w(16 bit), d(32 bit) or q(64 bit)

<swap> append s for swapped search

Examples:

```
cheatinit ub,0x1000,0x10
```

Initialize the cheat search from 0x1000 to 0x1010 of the first CPU.

```
cheatinit sw,0x2000,0x1000,1
```

Initialize the cheat search with width of 2 byte in signed mode from 0x2000 to 0x3000 of the second CPU.

```
cheatinit uds,0x0000,0x1000
```

Initialize the cheat search with width of 4 byte swapped from 0x0000 to 0x1000.

Back to *Cheat Debugger Commands*

## 6.8.2 cheatrange

**cheatrange** <address>,<length>

The cheatrange command adds the selected memory area to the cheat search.

Before using cheatrange it is necessary to initialize the cheat search with cheatinit.

Examples:

```
cheatrange 0x1000,0x10
```

Add the bytes from 0x1000 to 0x1010 to the cheat search.

Back to *Cheat Debugger Commands*

## 6.8.3 cheatnext

**cheatnext** <condition>[,<comparisonvalue>]

The cheatnext command will make comparisons with the last search matches.

Possible <condition>:

**all**

No <comparisonvalue> needed.

Use to update the last value without changing the current matches.

**equal** [eq]

Without <comparisonvalue> search for all bytes that are equal to the last search.

With <comparisonvalue> search for all bytes that are equal to the <comparisonvalue>.

**notequal** [ne]

Without <comparisonvalue> search for all bytes that are not equal to the last search.



With <comparisonvalue> search for all bytes that are not equal to the <comparisonvalue>.

**decrease [de, +]**

Without <comparisonvalue> search for all bytes that have decreased since the last search.

With <comparisonvalue> search for all bytes that have decreased by the <comparisonvalue> since the last search.

**increase [in, -]**

Without <comparisonvalue> search for all bytes that have increased since the last search.

With <comparisonvalue> search for all bytes that have increased by the <comparisonvalue> since the last search.

**decreaseorequal [deeq]**

No <comparisonvalue> needed.

Search for all bytes that have decreased or have same value since the last search.

**increaseorequal [ineq]**

No <comparisonvalue> needed.

Search for all bytes that have decreased or have same value since the last search.

**smallerof [lt]**

Without <comparisonvalue> this condition is invalid

With <comparisonvalue> search for all bytes that are smaller than the <comparisonvalue>.

**greaterof [gt]**

Without <comparisonvalue> this condition is invalid

With <comparisonvalue> search for all bytes that are larger than the <comparisonvalue>.

**changedby [ch, ~]**

Without <comparisonvalue> this condition is invalid

With <comparisonvalue> search for all bytes that have changed by the <comparisonvalue> since the last search.

Examples:

cheatnext increase

Search for all bytes that have increased since the last search.

cheatnext decrease, 1

Search for all bytes that have decreased by 1 since the last search.

Back to *Cheat Debugger Commands*

## 6.8.4 cheatnextf

**cheatnextf** <condition>[,<comparisonvalue>]

The cheatnextf command will make comparisons with the initial search.

Possible <condition>:

**all**

No <comparisonvalue> needed.

Use to update the last value without changing the current matches.

**equal** [eq]

Without <comparisonvalue> search for all bytes that are equal to the initial search.

With <comparisonvalue> search for all bytes that are equal to the <comparisonvalue>.

**notequal** [ne]

Without <comparisonvalue> search for all bytes that are not equal to the initial search.

With <comparisonvalue> search for all bytes that are not equal to the <comparisonvalue>.

**decrease** [de, +]

Without <comparisonvalue> search for all bytes that have decreased since the initial search.

With <comparisonvalue> search for all bytes that have decreased by the <comparisonvalue> since the initial search.

**increase** [in, -]

Without <comparisonvalue> search for all bytes that have increased since the initial search.

With <comparisonvalue> search for all bytes that have increased by the <comparisonvalue> since the initial search.

**decreaseorequal** [deeq]

No <comparisonvalue> needed.

Search for all bytes that have decreased or have same value since the initial search.

**increaseorequal [ineq]**

No <comparisonvalue> needed.

Search for all bytes that have decreased or have same value since the initial search.

**smallerof [lt]**

Without <comparisonvalue> this condition is invalid.

With <comparisonvalue> search for all bytes that are smaller than the <comparisonvalue>.

**greaterof [gt]**

Without <comparisonvalue> this condition is invalid.

With <comparisonvalue> search for all bytes that are larger than the <comparisonvalue>.

**changedby [ch, ~]**

Without <comparisonvalue> this condition is invalid

With <comparisonvalue> search for all bytes that have changed by the <comparisonvalue> since the initial search.

Examples:

```
cheatnextf increase
```

Search for all bytes that have increased since the initial search.

```
cheatnextf decrease, 1
```

Search for all bytes that have decreased by 1 since the initial search.

Back to [Cheat Debugger Commands](#)

## 6.8.5 cheatlist

**cheatlist [<filename>]**

Without <filename> show the list of matches in the debug console.

With <filename> save the list of matches in basic XML format to <filename>.

Examples:

```
cheatlist
```

Show the current matches in the debug console.

```
cheatlist cheat.txt
```

Save the current matches in XML format to cheat.txt.

Back to *Cheat Debugger Commands*

## 6.8.6 cheatundo

**cheatundo**

Undo the results of the last search.

The undo command has no effect on the last value.

Examples:

```
cheatundo
```

Undo the last search (state only).

Back to *Cheat Debugger Commands*

## 6.9 Image Debugger Commands

You can also type **help <command>** for further details on each command in the MAME Debugger interface.

*images* – lists all image devices and mounted files

*mount* – mounts file to named device

*unmount* – unmounts file from named device

### 6.9.1 images

**images**

Used to display list of available image devices.

Examples:

```
images
```

Show list of devices and mounted files for current driver.

## 6.9.2 mount

```
mount <device>,<filename>
```

Mount <filename> to image <device>.

<filename> can be softlist item or full path to file.

Examples:

```
mount cart,aladdin
```

Mounts softlist item aladdin on cart device.

## 6.9.3 unmount

```
unmount <device>
```

Unmounts file from image <device>.

Examples:

```
unmount cart
```

Unmounts any file mounted on device named cart.

## 6.10 Debugger Expressions Guide

Expressions can be used anywhere a numeric parameter is expected. The syntax for expressions is very close to standard C-style syntax with full operator ordering and parentheses. There are a few operators missing (notably the trinary ? : operator), and a few new ones (memory accessors). The table below lists all the operators in their order, highest precedence operators first.

( ) : standard parentheses

++ - : postfix increment/decrement  
++ ~ ! - + b@ w@ d@ q@ : prefix inc/dec, binary NOT, logical NOT, unary +/-, memory access  
\* / % : multiply, divide, modulus  
+ - : add, subtract  
<< >> : shift left/right  
<= >= : less than, less than or equal, greater than, greater than or equal  
== != : equal, not equal  
& : binary AND  
^ : binary XOR  
| : binary OR  
&& : logical AND  
|| : logical OR  
= \*= /= %= += -= <<= >>= &= |= ^= : assignment  
, : separate terms, function parameters

## 6.10.1 Numbers

Numbers are prefixed according to their bases:

- Hexadecimal (base-16) numbers are prefixed with \$ or 0x.
- Decimal (base-10) numbers are prefixed with #.
- Octal (base-8) numbers are prefixed with 0o.
- Binary (base-2) numbers are prefixed with 0b.
- Unprefixed numbers are hexadecimal (base-16).

Examples:

- 123 is 123 hexadecimal (291 decimal).
- \$123 is 123 hexadecimal (291 decimal).
- 0x123 is 123 hexadecimal (291 decimal).
- #123 is 123 decimal.
- 0o123 is 123 octal (83 decimal).
- 0b1001 is 9 decimal.
- 0b123 is invalid.

## 6.10.2 Differences from C Behaviors

- First, all math is performed on full 64-bit unsigned values, so things like **a < 0** won't work as expected.
- Second, the logical operators **&&** and **||** do not have short-circuit properties – both halves are always evaluated.
- Finally, the new memory operators work like this:
  - **b!<addr>** refers to the byte at <addr> but does *NOT* suppress side effects such as reading a mailbox clearing the pending flag, or reading a FIFO removing an item.

- **b@<addr>** refers to the byte at <addr> while suppressing side effects.
- Similarly, **w@** and **w!** refer to a *word* in memory, **d@** and **d!** refer to a *dword* in memory, and **q@** and **q!** refer to a *qword* in memory.

The memory operators can be used as both lvalues and rvalues, so you can write **b@100 = ff** to store a byte in memory. By default these operators read from the program memory space, but you can override that by prefixing them with a 'd' or an 'i'.

As such, **dw@300** refers to data memory word at address 300 and **id@400** refers to an I/O memory dword at address 400.





## MAME EXTERNAL TOOLS

This section covers various extra tools that come with your MAME distribution (e.g. *imgtool*)

### 7.1 *Imgtool - A generic image manipulation tool for MAME*

Imgtool is a tool for the maintenance and manipulation of disk and other types of images that MAME users need to deal with. Functions include retrieving and storing files and CRC checking/validation.

Imgtool is part of the MAME project. It shares large portions of code with MAME, and its existence would not be if it were not for MAME. As such, the distribution terms are the same as MAME. Please read the MAME license thoroughly.

**Some portions of Imgtool are Copyright (c) 1989, 1993 The Regents of the University of California. All rights reserved.**

### 7.2 Using Imgtool

Imgtool is a command line program that contains several “subcommands” that actually do all of the work. Most commands are invoked in a manner along the lines of this:

```
imgtool <subcommand> <format> <image> ...
```

- <subcommand> is the name of the subcommand
- <format> is the format of the image
- <image> is the filename of the image

**Example usage:** `imgtool dir coco_jvc_rsdos myimageinazip.zip`

```
imgtool get coco_jvc_rsdos myimage.dsk myfile.bin mynewfile.txt
```

```
imgtool getall coco_jvc_rsdos myimage.dsk
```

Further details vary with each subcommand. Also note that not all subcommands are applicable or supported for different image formats.

### 7.3 Imgtool Subcommands

**create**

```
imgtool create <format> <imagename> [-(createoption)=value]
```

- <format> is the image format, e.g. coco\_jvc\_rsdos
- <imagename> is the image filename; can specify a ZIP file for image name

Creates an image

#### **dir**

**imgtool dir <format> <imagename> [path]**

- <format> is the image format, e.g. coco\_jvc\_rsdos
- <imagename> is the image filename; can specify a ZIP file for image name

Lists the contents of an image

#### **get**

**imgtool get <format> <imagename> <filename> [newname] [-filter=filter] [-fork=fork]**

- <format> is the image format, e.g. coco\_jvc\_rsdos
- <imagename> is the image filename; can specify a ZIP file for image name

Gets a single file from an image

#### **put**

**imgtool put <format> <imagename> <filename>... <destname> [-(fileoption)==value] [-filter=filter] [-fork=fork]**

- <format> is the image format, e.g. coco\_jvc\_rsdos
- <imagename> is the image filename; can specify a ZIP file for image name

Puts a single file on an image (wildcards supported)

#### **getall**

**imgtool getall <format> <imagename> [path] [-filter=filter]**

- <format> is the image format, e.g. coco\_jvc\_rsdos
- <imagename> is the image filename; can specify a ZIP file for image name

Gets all files off an image

#### **del**

**imgtool del <format> <imagename> <filename>...**

- <format> is the image format, e.g. coco\_jvc\_rsdos
- <imagename> is the image filename; can specify a ZIP file for image name

Deletes a file on an image

#### **mkdir**

**imgtool mkdir <format> <imagename> <dirname>**

- <format> is the image format, e.g. coco\_jvc\_rsdos
- <imagename> is the image filename; can specify a ZIP file for image name

Creates a subdirectory on an image

#### **rmdir**

**imgtool rmdir <format> <imagename> <dirname>...**

- <format> is the image format, e.g. coco\_jvc\_rsdos
- <imagename> is the image filename; can specify a ZIP file for image name

Deletes a subdirectory on an image

#### **readsector**

**imgtool readsector <format> <imagename> <track> <head> <sector> <filename>**

- <format> is the image format, e.g. coco\_jvc\_rsdos
- <imagename> is the image filename; can specify a ZIP file for image name

Read a sector on an image and output it to specified <filename>

#### **writesector**

**imgtool writesector <format> <imagename> <track> <head> <sector> <filename>**

- <format> is the image format, e.g. coco\_jvc\_rsdos
- <imagename> is the image filename; can specify a ZIP file for image name

Write a sector to an image from specified <filename>

#### **identify**

- <format> is the image format, e.g. coco\_jvc\_rsdos
- <imagename> is the image filename; can specify a ZIP file for image name

**imgtool identify <imagename>**

#### **listformats**

Lists all image file formats supported by imgtool

#### **listfilters**

Lists all filters supported by imgtool

#### **listdriveroptions**

**imgtool listdriveroptions <format>**

- <format> is the image format, e.g. coco\_jvc\_rsdos

Lists all format-specific options for the 'put' and 'create' commands

## 7.4 Imgtool Filters

Filters are a means to process data being written into or read out of an image in a certain way. Filters can be specified on the get, put, and getall commands by specifying `-filter=xxxx` on the command line. Currently, the following filters are supported:

#### **ascii**

Translates end-of-lines to the appropriate format

#### **cocobas**

Processes tokenized TRS-80 Color Computer (CoCo) BASIC programs

#### **dragonbas**

Processes tokenized Tano/Dragon Data Dragon 32/64 BASIC programs

**macbinary**

Processes Apple MacBinary-formatted (merged forks) files

**vzsnapshot**

[todo: VZ Snapshot? Find out what this is. . . .]

**vzbas**

Processes Laser/VZ Tokenized Basic Files

**thombas5**

Thomson MO5 w/ BASIC 1.0, Tokenized Files (read-only, auto-decrypt)

**thombas7**

Thomson TO7 w/ BASIC 1.0, Tokenized Files (read-only, auto-decrypt)

**thombas128**

Thomson w/ BASIC 128/512, Tokenized Files (read-only, auto-decrypt)

**thomcrypt**

Thomson BASIC, Protected file encryption (no tokenization)

**bm13bas**

Basic Master Level 3 Tokenized Basic Files

## 7.5 Imgtool Format Info

### 7.5.1 Amiga floppy disk image (OFS/FFS format) - (*amiga\_floppy*)

Driver specific options for module 'amiga\_floppy':

No image specific file options

Image specific creation options (usable on the 'create' command):

Option	Allowed values	Description
-density	dd/hd	Density
-filesystem	ofs/ffs	File system
-mode	none/intl/dir	File system options

### 7.5.2 Apple ][ DOS order disk image (ProDOS format) - (*apple2\_do\_prodos\_525*)

Driver specific options for module 'apple2\_do\_prodos\_525':

No image specific file options

Image specific creation options (usable on the 'create' command):

Option	Allowed values	Description
-heads	1	Heads
-tracks	35	Tracks
-sectors	16	Sectors
-sectorlength	256	Sector Bytes
-firstsectorid	0	First Sector

### 7.5.3 Apple ][ Nibble order disk image (ProDOS format) - (*apple2\_nib\_prodos\_525*)

Driver specific options for module 'apple2\_nib\_prodos\_525':

No image specific file options

Image specific creation options (usable on the 'create' command):

Option	Allowed values	Description
-heads	1	Heads
-tracks	35	Tracks
-sectors	16	Sectors
-sectorlength	256	Sector Bytes
-firstsectorid	0	First Sector

### 7.5.4 Apple ][ ProDOS order disk image (ProDOS format) - (*apple2\_po\_prodos\_525*)

Driver specific options for module 'apple2\_po\_prodos\_525':

No image specific file options

Image specific creation options (usable on the 'create' command):

Option	Allowed values	Description
-heads	1	Heads
-tracks	35	Tracks
-sectors	16	Sectors
-sectorlength	256	Sector Bytes
-firstsectorid	0	First Sector

### 7.5.5 Apple ][gs 2IMG disk image (ProDOS format) - (*apple35\_2img\_prodos\_35*)

Driver specific options for module 'apple35\_2img\_prodos\_35':

No image specific file options

Image specific creation options (usable on the 'create' command):

Option	Allowed values	Description
-heads	1-2	Heads
-tracks	80	Tracks
-sectorlength	512	Sector Bytes
-firstsectorid	0	First Sector

### 7.5.6 Apple DiskCopy disk image (Mac HFS Floppy) - (*apple35\_dc\_mac\_hfs*)

Driver specific options for module 'apple35\_dc\_mac\_hfs':

No image specific file options

Image specific creation options (usable on the 'create' command):

Option	Allowed values	Description
-heads	1-2	Heads
-tracks	80	Tracks
-sectorlength	512	Sector Bytes
-firstsectorid	0	First Sector

### 7.5.7 Apple DiskCopy disk image (Mac MFS Floppy) - (*apple35\_dc\_mac\_mfs*)

Driver specific options for module 'apple35\_dc\_mac\_mfs':

No image specific file options

Image specific creation options (usable on the 'create' command):

Option	Allowed values	Description
-heads	1-2	Heads
-tracks	80	Tracks
-sectorlength	512	Sector Bytes
-firstsectorid	0	First Sector

### 7.5.8 Apple DiskCopy disk image (ProDOS format) - (*apple35\_dc\_prodos\_35*)

Driver specific options for module 'apple35\_dc\_prodos\_35':

No image specific file options

Image specific creation options (usable on the 'create' command):

Option	Allowed values	Description
-heads	1-2	Heads
-tracks	80	Tracks
-sectorlength	512	Sector Bytes
-firstsectorid	0	First Sector

### 7.5.9 Apple raw 3.5" disk image (Mac HFS Floppy) - (*apple35\_raw\_mac\_hfs*)

Driver specific options for module 'apple35\_raw\_mac\_hfs':

No image specific file options

Image specific creation options (usable on the 'create' command):

Option	Allowed values	Description
-heads	1-2	Heads
-tracks	80	Tracks
-sectorlength	512	Sector Bytes
-firstsectorid	0	First Sector

### 7.5.10 Apple raw 3.5" disk image (Mac MFS Floppy) - (*apple35\_raw\_mac\_mfs*)

Driver specific options for module 'apple35\_raw\_mac\_mfs':

No image specific file options

Image specific creation options (usable on the 'create' command):

Option	Allowed values	Description
-heads	1-2	Heads
-tracks	80	Tracks
-sectorlength	512	Sector Bytes
-firstsectorid	0	First Sector

### 7.5.11 Apple raw 3.5" disk image (ProDOS format) - (*apple35\_raw\_prodos\_35*)

Driver specific options for module 'apple35\_raw\_prodos\_35':

No image specific file options

Image specific creation options (usable on the 'create' command):

Option	Allowed values	Description
-heads	1-2	Heads
-tracks	80	Tracks
-sectorlength	512	Sector Bytes
-firstsectorid	0	First Sector

### 7.5.12 CoCo DMK disk image (OS-9 format) - (*coco\_dmk\_os9*)

Driver specific options for module 'coco\_dmk\_os9':

No image specific file options

Image specific creation options (usable on the 'create' command):

Option	Allowed values	Description
-heads	1-2	Heads
-tracks	35-255	Tracks
-sectors	1-18	Sectors
-sectorlength	128/256/512/1024/2048/4096/8192	Sector Bytes
-interleave	0-17	Interleave
-firstsectorid	0-1	First Sector

### 7.5.13 CoCo DMK disk image (RS-DOS format) - (*coco\_dmk\_rsdos*)

Driver specific options for module 'coco\_dmk\_rsdos':

Image specific file options (usable on the 'put' command):

Option	Allowed values	Description
-ftype	basic/data/binary/assembler	File type
-ascii	ascii/binary	ASCII flag

Image specific creation options (usable on the 'create' command):

Option	Allowed values	Description
-heads	1-2	Heads
-tracks	35-255	Tracks
-sectors	1-18	Sectors
-sectorlength	128/256/512/1024/2048/4096/8192	Sector Bytes
-interleave	0-17	Interleave
-firstsectorid	0-1	First Sector

### 7.5.14 CoCo JVC disk image (OS-9 format) - (*coco\_jvc\_os9*)

Driver specific options for module 'coco\_jvc\_os9':

No image specific file options

Image specific creation options (usable on the 'create' command):

Option	Allowed values	Description
-heads	1-2	Heads
-tracks	35-255	Tracks
-sectors	1-255	Sectors
-sectorlength	128/256/512/1024	Sector Bytes
-firstsectorid	0-1	First Sector

### 7.5.15 CoCo JVC disk image (RS-DOS format) - (*coco\_jvc\_rsdos*)

Driver specific options for module 'coco\_jvc\_rsdos':

Image specific file options (usable on the 'put' command):

Option	Allowed values	Description
-ftype	basic/data/binary/assembler	File type
-ascii	ascii/binary	ASCII flag

Image specific creation options (usable on the 'create' command):



Option	Allowed values	Description
-heads	1-2	Heads
-tracks	35-255	Tracks
-sectors	1-255	Sectors
-sectorlength	128/256/512/1024	Sector Bytes
-firstsectorid	0-1	First Sector

### 7.5.16 CoCo OS-9 disk image (OS-9 format) - (*coco\_os9\_os9*)

Driver specific options for module 'coco\_os9\_os9':

No image specific file options

Image specific creation options (usable on the 'create' command):

Option	Allowed values	Description
-heads	1-2	Heads
-tracks	35-255	Tracks
-sectors	1-255	Sectors
-sectorlength	128/256/512/1024	Sector Bytes
-firstsectorid	1	First Sector

### 7.5.17 CoCo VDK disk image (OS-9 format) - (*coco\_vdk\_os9*)

Driver specific options for module 'coco\_vdk\_os9':

No image specific file options

Image specific creation options (usable on the 'create' command):

Option	Allowed values	Description
-heads	1-2	Heads
-tracks	35-255	Tracks
-sectors	18	Sectors
-sectorlength	256	Sector Bytes
-firstsectorid	1	First Sector

### 7.5.18 CoCo VDK disk image (RS-DOS format) - (*coco\_vdk\_rsdos*)

Driver specific options for module 'coco\_vdk\_rsdos':

Image specific file options (usable on the 'put' command):

Option	Allowed values	Description
-ftype	basic/data/binary/assembler	File type
-ascii	ascii/binary	ASCII flag

Image specific creation options (usable on the 'create' command):

Option	Allowed values	Description
-heads	1-2	Heads
-tracks	35-255	Tracks
-sectors	18	Sectors
-sectorlength	256	Sector Bytes
-firstsectorid	1	First Sector

### 7.5.19 Concept floppy disk image - (*concept*)

Driver specific options for module 'concept':

No image specific file options

No image specific creation options

### 7.5.20 CopyQM floppy disk image (Basic Master Level 3 format) - (*cqm\_bml3*)

Driver specific options for module 'cqm\_bml3':

Image specific file options (usable on the 'put' command):

Option	Allowed values	Description
-ftype	basic/data/binary/assembler	File type
-ascii	ascii/binary	ASCII flag

No image specific creation options

### 7.5.21 CopyQM floppy disk image (FAT format) - (*cqm\_fat*)

Driver specific options for module 'cqm\_fat':

No image specific file options

No image specific creation options

### 7.5.22 CopyQM floppy disk image (Mac HFS Floppy) - (*cqm\_mac\_hfs*)

Driver specific options for module 'cqm\_mac\_hfs':

No image specific file options

No image specific creation options

### 7.5.23 CopyQM floppy disk image (Mac MFS Floppy) - (*cqm\_mac\_mfs*)

Driver specific options for module 'cqm\_mac\_mfs':

No image specific file options

No image specific creation options

### 7.5.24 CopyQM floppy disk image (OS-9 format) - (*cqm\_os9*)

Driver specific options for module 'cqm\_os9':

No image specific file options

No image specific creation options

### 7.5.25 CopyQM floppy disk image (ProDOS format) - (*cqm\_prodos\_35*)

Driver specific options for module 'cqm\_prodos\_35':

No image specific file options

No image specific creation options

### 7.5.26 CopyQM floppy disk image (ProDOS format) - (*cqm\_prodos\_525*)

Driver specific options for module 'cqm\_prodos\_525':

No image specific file options

No image specific creation options

### 7.5.27 CopyQM floppy disk image (RS-DOS format) - (*cqm\_rsdos*)

Driver specific options for module 'cqm\_rsdos':

Image specific file options (usable on the 'put' command):

Option	Allowed values	Description
-ftype	basic/data/binary/assembler	File type
-ascii	ascii/binary	ASCII flag

No image specific creation options

### 7.5.28 CopyQM floppy disk image (VZ-DOS format) - (*cqm\_vzdos*)

Driver specific options for module 'cqm\_vzdos':

Image specific file options (usable on the 'put' command):

Option	Allowed values	Description
-ftype	basic/binary/data	File type
-fname	intern/extern	Filename

No image specific creation options

### 7.5.29 Cybiko Classic File System - (*cybiko*)

Driver specific options for module 'cybiko':

No image specific file options

Image specific creation options (usable on the 'create' command):

Option	Allowed values	Description
-flash	AT45DB041/AT45DB081/AT45DB161	Flash Type

### 7.5.30 Cybiko Xtreme File System - (*cybikoxt*)

Driver specific options for module 'cybikoxt':

No image specific file options

No image specific creation options

### 7.5.31 D88 Floppy Disk image (Basic Master Level 3 format) - (*d88\_bml3*)

Driver specific options for module 'd88\_bml3':

Image specific file options (usable on the 'put' command):

Option	Allowed values	Description
-ftype	basic/data/binary/assembler	File type
-ascii	ascii/binary	ASCII flag

No image specific creation options

### 7.5.32 D88 Floppy Disk image (FAT format) - (*d88\_fat*)

Driver specific options for module 'd88\_fat':

No image specific file options

No image specific creation options

### 7.5.33 D88 Floppy Disk image (Mac HFS Floppy) - (*d88\_mac\_hfs*)

Driver specific options for module 'd88\_mac\_hfs':

No image specific file options

No image specific creation options

### 7.5.34 D88 Floppy Disk image (Mac MFS Floppy) - (*d88\_mac\_mfs*)

Driver specific options for module 'd88\_mac\_mfs':

No image specific file options

No image specific creation options

### 7.5.35 D88 Floppy Disk image (OS-9 format) - (*d88\_os9*)

Driver specific options for module 'd88\_os9':

No image specific file options

No image specific creation options

### 7.5.36 D88 Floppy Disk image (OS-9 format) - (*d88\_os9*)

Driver specific options for module 'd88\_prodos\_35':

No image specific file options

No image specific creation options

### 7.5.37 D88 Floppy Disk image (ProDOS format) - (*d88\_prodos\_525*)

Driver specific options for module 'd88\_prodos\_525':

No image specific file options

No image specific creation options

### 7.5.38 D88 Floppy Disk image (RS-DOS format) - (*d88\_rsdos*)

Driver specific options for module 'd88\_rsdos':

Image specific file options (usable on the 'put' command):

Option	Allowed values	Description
-ftype	basic/data/binary/assembler	File type
-ascii	ascii/binary	ASCII flag

No image specific creation options

### 7.5.39 D88 Floppy Disk image (VZ-DOS format) - (*d88\_vzdos*)

Driver specific options for module 'd88\_vzdos':

Image specific file options (usable on the 'put' command):

Option	Allowed values	Description
-ftype	basic/binary/data	File type
-fname	intern/extern	Filename

No image specific creation options

### 7.5.40 DSK floppy disk image (Basic Master Level 3 format) - (*dsk\_bml3*)

Driver specific options for module 'dsk\_bml3':

Image specific file options (usable on the 'put' command):

Option	Allowed values	Description
-ftype	basic/data/binary/assembler	File type
-ascii	ascii/binary	ASCII flag

No image specific creation options

### 7.5.41 DSK floppy disk image (FAT format) - (*dsk\_fat*)

Driver specific options for module 'dsk\_fat':

No image specific file options

No image specific creation options

### 7.5.42 DSK floppy disk image (Mac HFS Floppy) - (*dsk\_mac\_hfs*)

Driver specific options for module 'dsk\_mac\_hfs':

No image specific file options

No image specific creation options

### 7.5.43 DSK floppy disk image (Mac MFS Floppy) - (*dsk\_mac\_mfs*)

Driver specific options for module 'dsk\_mac\_mfs':

No image specific file options

No image specific creation options

### 7.5.44 DSK floppy disk image (OS-9 format) - (*dsk\_os9*)

Driver specific options for module 'dsk\_os9':

No image specific file options

No image specific creation options

### 7.5.45 DSK floppy disk image (ProDOS format) - (*dsk\_prodos\_35*)

Driver specific options for module 'dsk\_prodos\_35':

No image specific file options

No image specific creation options

### 7.5.46 DSK floppy disk image (ProDOS format) - (*dsk\_prodos\_525*)

Driver specific options for module 'dsk\_prodos\_525':

No image specific file options

No image specific creation options

### 7.5.47 DSK floppy disk image (RS-DOS format) - (*dsk\_rsdos*)

Driver specific options for module 'dsk\_rsdos':

Image specific file options (usable on the 'put' command):

Option	Allowed values	Description
-ftype	basic/data/binary/assembler	File type
-ascii	ascii/binary	ASCII flag

No image specific creation options

### 7.5.48 DSK floppy disk image (VZ-DOS format) - (*dsk\_vzdos*)

Driver specific options for module 'dsk\_vzdos':

Image specific file options (usable on the 'put' command):

Option	Allowed values	Description
-ftype	basic/binary/data	File type
-fname	intern/extern	Filename

No image specific creation options

### 7.5.49 Formatted Disk Image (Basic Master Level 3 format) - (*fdi\_bml3*)

Driver specific options for module 'fdi\_bml3':

Image specific file options (usable on the 'put' command):

Option	Allowed values	Description
-ftype	basic/data/binary/assembler	File type
-ascii	ascii/binary	ASCII flag

No image specific creation options

### 7.5.50 Formatted Disk Image (FAT format) - (*fdi\_fat*)

Driver specific options for module 'fdi\_fat':

No image specific file options

No image specific creation options

### 7.5.51 Formatted Disk Image (Mac HFS Floppy) - (*fdi\_mac\_hfs*)

Driver specific options for module 'fdi\_mac\_hfs':

No image specific file options

No image specific creation options

### 7.5.52 Formatted Disk Image (Mac MFS Floppy) - (*fdi\_mac\_mfs*)

Driver specific options for module 'fdi\_mac\_mfs':

No image specific file options

No image specific creation options

### 7.5.53 Formatted Disk Image (OS-9 format) - (*fdi\_os9*)

Driver specific options for module 'fdi\_os9':

No image specific file options

No image specific creation options

### 7.5.54 Formatted Disk Image (ProDOS format) - (*fdi\_prodos\_35*)

Driver specific options for module 'fdi\_prodos\_35':

No image specific file options

No image specific creation options

### 7.5.55 Formatted Disk Image (ProDOS format) - (*fdi\_prodos\_525*)

Driver specific options for module 'fdi\_prodos\_525':

No image specific file options

No image specific creation options

### 7.5.56 Formatted Disk Image (RS-DOS format) - (*fdi\_rsdos*)

Driver specific options for module 'fdi\_rsdos':

Image specific file options (usable on the 'put' command):

Option	Allowed values	Description
-ftype	basic/data/binary/assembler	File type
-ascii	ascii/binary	ASCII flag

No image specific creation options



### 7.5.57 Formatted Disk Image (VZ-DOS format) - (*fdi\_vzdos*)

Driver specific options for module 'fdi\_vzdos':

Image specific file options (usable on the 'put' command):

Option	Allowed values	Description
-ftype	basic/binary/data	File type
-fname	intern/extern	Filename

No image specific creation options

### 7.5.58 HP48 SX/GX memory card - (*hp48*)

Driver specific options for module 'hp48':

No image specific file options

Image specific creation options (usable on the 'create' command):

Option	Allowed values	Description
-size	32/64/128/256/512/1024/2048/4096	Size in KB

### 7.5.59 IMD floppy disk image (Basic Master Level 3 format) - (*imd\_bml3*)

Driver specific options for module 'imd\_bml3':

Image specific file options (usable on the 'put' command):

Option	Allowed values	Description
-ftype	basic/data/binary/assembler	File type
-ascii	ascii/binary	ASCII flag

No image specific creation options

### 7.5.60 IMD floppy disk image (FAT format) - (*imd\_fat*)

Driver specific options for module 'imd\_fat':

No image specific file options

No image specific creation options

### 7.5.61 IMD floppy disk image (Mac HFS Floppy) - (*imd\_mac\_hfs*)

Driver specific options for module 'imd\_mac\_hfs':

No image specific file options

No image specific creation options

### 7.5.62 IMD floppy disk image (Mac MFS Floppy) - (*imd\_mac\_mfs*)

Driver specific options for module 'imd\_mac\_mfs':

No image specific file options

No image specific creation options

### 7.5.63 IMD floppy disk image (OS-9 format) - (*imd\_os9*)

Driver specific options for module 'imd\_os9':

No image specific file options

No image specific creation options

### 7.5.64 IMD floppy disk image (ProDOS format) - (*imd\_prodos\_35*)

Driver specific options for module 'imd\_prodos\_35':

No image specific file options

No image specific creation options

### 7.5.65 IMD floppy disk image (ProDOS format) - (*imd\_prodos\_525*)

Driver specific options for module 'imd\_prodos\_525':

No image specific file options

No image specific creation options

### 7.5.66 IMD floppy disk image (RS-DOS format) - (*imd\_rsdos*)

Driver specific options for module 'imd\_rsdos':

Image specific file options (usable on the 'put' command):

Option	Allowed values	Description
-ftype	basic/data/binary/assembler	File type
-ascii	ascii/binary	ASCII flag

No image specific creation options

### 7.5.67 IMD floppy disk image (VZ-DOS format) - (*imd\_vzdos*)

Driver specific options for module 'imd\_vzdos':

Image specific file options (usable on the 'put' command):

Option	Allowed values	Description
-ftype	basic/binary/data	File type
-fname	intern/extern	Filename

No image specific creation options

### 7.5.68 MESS hard disk image - (*mess\_hd*)

Driver specific options for module 'mess\_hd':

No image specific file options

Image specific creation options (usable on the 'create' command):

Option	Allowed values	Description
-blocksize	1-2048	Sectors Per Block
-cylinders	1-65536	Cylinders
-heads	1-64	Heads
-sectors	1-4096	Total Sectors
-seclen	128/256/512/1024/2048/4096/8192/16384/32768/65536	Sector Bytes

### 7.5.69 TI99 Diskette (PC99 FM format) - (*pc99fm*)

Driver specific options for module 'pc99fm':

No image specific file options

No image specific creation options

### 7.5.70 TI99 Diskette (PC99 MFM format) - (*pc99mfm*)

Driver specific options for module 'pc99mfm':

No image specific file options

No image specific creation options

### 7.5.71 PC CHD disk image - (*pc\_chd*)

Driver specific options for module 'pc\_chd':

No image specific file options

Image specific creation options (usable on the 'create' command):

Option	Allowed values	Description
-cylinders	10/20/30/40/50/60/70/80/90/100/110/120/130/140/150/160/170/180/190/200	Cylinders
-heads	1-16	Heads
-sectors	1-63	Sectors

### 7.5.72 PC floppy disk image (FAT format) - (*pc\_dsk\_fat*)

Driver specific options for module 'pc\_dsk\_fat':

No image specific file options

Image specific creation options (usable on the 'create' command):

Option	Allowed values	Description
-heads	1-2	Heads
-tracks	40/80	Tracks
-sectors	8/9/10/15/18/36	Sectors

### 7.5.73 Psion Organiser II Datapack - (*psionpack*)

Driver specific options for module 'psionpack':

Image specific file options (usable on the 'put' command):

Option	Allowed values	Description
-type	OB3/OPL/ODB	file type
-id	0/145-255	File ID

Image specific creation options (usable on the 'create' command):

Option	Allowed values	Description
-size	8k/16k/32k/64k/128k	datapack size
-ram	0/1	EPROM/RAM datapack
-paged	0/1	linear/paged datapack
-protect	0/1	write-protected datapack
-boot	0/1	bootable datapack
-copy	0/1	copyable datapack

### 7.5.74 Teledisk floppy disk image (Basic Master Level 3 format) - (*td0\_bml3*)

Driver specific options for module 'td0\_bml3':

Image specific file options (usable on the 'put' command):

Option	Allowed values	Description
-ftype	basic/data/binary/assembler	File type
-ascii	ascii/binary	ASCII flag

No image specific creation options

### 7.5.75 Teledisk floppy disk image (FAT format) - (*td0\_fat*)

Driver specific options for module 'td0\_fat':

No image specific file options

No image specific creation options

### 7.5.76 Teledisk floppy disk image (Mac HFS Floppy) - (*td0\_mac\_hfs*)

Driver specific options for module 'td0\_mac\_hfs':

No image specific file options

No image specific creation options

### 7.5.77 Teledisk floppy disk image (Mac MFS Floppy) - (*td0\_mac\_mfs*)

Driver specific options for module 'td0\_mac\_mfs':

No image specific file options

No image specific creation options

### 7.5.78 Teledisk floppy disk image (OS-9 format) - (*td0\_os9*)

Driver specific options for module 'td0\_os9':

No image specific file options

No image specific creation options

### 7.5.79 Teledisk floppy disk image (ProDOS format) - (*td0\_prodos\_35*)

Driver specific options for module 'td0\_prodos\_35':

No image specific file options

No image specific creation options

### 7.5.80 Teledisk floppy disk image (ProDOS format) - (*td0\_prodos\_525*)

Driver specific options for module 'td0\_prodos\_525':

No image specific file options

No image specific creation options

### 7.5.81 Teledisk floppy disk image (RS-DOS format) - (*td0\_rsdos*)

Driver specific options for module 'td0\_rsdos':

Image specific file options (usable on the 'put' command):

Option	Allowed values	Description
-ftype	basic/data/binary/assembler	File type
-ascii	ascii/binary	ASCII flag

No image specific creation options

### 7.5.82 Teledisk floppy disk image (VZ-DOS format) - (*td0\_vzdos*)

Driver specific options for module 'td0\_vzdos':

Image specific file options (usable on the 'put' command):

Option	Allowed values	Description
-ftype	basic/binary/data	File type
-fname	intern/extern	Filename

No image specific creation options

### 7.5.83 Thomson .fd disk image, BASIC format - (*thom\_fd*)

Driver specific options for module 'thom\_fd':

Image specific file options (usable on the 'put' command):

Option	Allowed values	Description
-ftype	auto/B/D/M/A	File type
-format	auto/B/A	Format flag
-comment	(string)	Comment

Image specific creation options (usable on the 'create' command):

Option	Allowed values	Description
-heads	1-2	Heads
-tracks	40/80	Tracks
-density	SD/DD	Density
-name	(string)	Floppy name

### 7.5.84 Thomson .qd disk image, BASIC format - (*thom\_qd*)

Driver specific options for module 'thom\_qd':

Image specific file options (usable on the 'put' command):

Option	Allowed values	Description
-ftype	auto/B/D/M/A	File type
-format	auto/B/A	Format flag
-comment	(string)	Comment

Image specific creation options (usable on the 'create' command):

Option	Allowed values	Description
-heads	1-2	Heads
-tracks	25	Tracks
-density	SD/DD	Density
-name	(string)	Floppy name

### 7.5.85 Thomson .sap disk image, BASIC format - (*thom\_sap*)

Driver specific options for module 'thom\_sap':

Image specific file options (usable on the 'put' command):

Option	Allowed values	Description
-ftype	auto/B/D/M/A	File type
-format	auto/B/A	Format flag
-comment	(string)	Comment

Image specific creation options (usable on the 'create' command):

Option	Allowed values	Description
-heads	1	Heads
-tracks	40/80	Tracks
-density	SD/DD	Density
-name	(string)	Floppy name

### 7.5.86 TI990 Hard Disk - (*ti990hd*)

Driver specific options for module 'ti990hd':

No image specific file options

Image specific creation options (usable on the 'create' command):

Option	Allowed values	Description
-cylinders	1-2047	Cylinders
-heads	1-31	Heads
-sectors	1-256	Sectors
-bytes per sector	(typically 25256-512 256-512)	Bytes Per Sector [Todo: This section is glitched in imgtool]

### 7.5.87 TI99 Diskette (old MESS format) - (*ti99\_old*)

Driver specific options for module 'ti99\_old':

No image specific file options

Image specific creation options (usable on the 'create' command):

Option	Allowed values	Description
-sides	1-2	Sides
-tracks	1-80	Tracks
-sectors	1-36	Sectors (1->9 for SD, 1->18 for DD, 1->36 for HD)
-protection	0-1	Protection (0 for normal, 1 for protected)
-density	Auto/SD/DD/HD	Density

### 7.5.88 TI99 Harddisk - (*ti99hd*)

Driver specific options for module 'ti99hd':

No image specific file options

No image specific creation options

### 7.5.89 TI99 Diskette (V9T9 format) - (*v9t9*)

Driver specific options for module 'v9t9':

No image specific file options

Image specific creation options (usable on the 'create' command):

Option	Allowed values	Description
-sides	1-2	Sides
-tracks	1-80	Tracks
-sectors	1-36	Sectors (1->9 for SD, 1->18 for DD, 1->36 for HD)
-protection	0-1	Protection (0 for normal, 1 for protected)
-density	Auto/SD/DD/HD	Density

### 7.5.90 Laser/VZ disk image (VZ-DOS format) - (*vtech1\_vzdos*)

Driver specific options for module 'vtech1\_vzdos':

Image specific file options (usable on the 'put' command):

Option	Allowed values	Description
-ftype	basic/binary/data	File type
-fname	intern/extern	Filename

Image specific creation options (usable on the 'create' command):

Option	Allowed values	Description
-heads	1	Heads
-tracks	40	Tracks
-sectors	16	Sectors
-sectorlength	154	Sector Bytes
-firstsectorid	0	First Sector

[todo: fill out the command structures, describe commands better. These descriptions came from the imgtool.txt file and are barebones]

## 7.6 Castool - *A generic cassette image manipulation tool for MAME*

Castool is a tool for the maintenance and manipulation of cassette images that MAME users need to deal with. MAME directly supports .WAV audio formatted images, but many of the existing images out there may come in forms such as .TAP for Commodore 64 tapes, .CAS for Tandy Color Computer tapes, and so forth. Castool will convert these other formats to .WAV for use in MAME.

Castool is part of the MAME project. It shares large portions of code with MAME, and its existence would not be if it were not for MAME. As such, the distribution terms are the same as MAME. Please read the MAME license thoroughly.



## 7.7 Using Castool

Castool is a command line program that contains a simple set of instructions. Commands are invoked in a manner along the lines of this:

```
castool convert <format> <inputfile> <outputfile>
```

- **<format>** is the format of the image
- **<inputfile>** is the filename of the image you're converting from
- **<outputfile>** is the filename of the output WAV file

**Example usage:** `castool convert coco zaxxon.cas zaxxon.wav`

```
castool convert cbm arkanoid.tap arkanoid.wav
```

```
castool convert ddp mybasicprogram.ddp mybasicprogram.wav
```

## 7.8 Castool Formats

These are the formats supported by Castool for conversion to .WAV files.

### A26

Atari 2600 SuperCharger image

File extension: a26

### APF

APF Imagination Machine

File extensions: cas, cpf, apt

### ATOM

Acorn Atom

File extensions: tap, csw, uef

### BBC

Acorn BBC & Electron

File extensions: csw, uef

### CBM

Commodore 8-bit series

File extensions: tap

### CDT

Amstrad CPC

File extensions: cdt

### CGENIE

EACA Colour Genie

File extensions: cas

### COCO

Tandy Radio Shack Color Computer

File extensions: cas

**CSW**

Compressed Square Wave

File extensions: csw

**DDP**

Coleco ADAM

File extensions: ddp

**FM7**

Fujitsu FM-7

File extensions: t77

**FMSX**

MSX

File extensions: tap, cas

**GTP**

Elektronika inzenjering Galaksija

File extensions: gtp

**HECTOR**

Micronique Hector & Interact Family Computer

File extensions: k7, cin, for

**JUPITER**

Jupiter Cantab Jupiter Ace

File extensions: tap

**KC85**

VEB Mikroelektronik KC 85

File extensions: kcc, kcb, tap, 853, 854, 855, tp2, kcm, sss

**KIM1**

MOS KIM-1

File extensions: kim, kim1

**LVIV**

PK-01 Lviv

File extensions: lvt, lvr, lv0, lv1, lv2, lv3

**MO5**

Thomson MO-series

File extensions: k5, k7

**MZ**

Sharp MZ-700

File extensions: m12, mzf, mzt

**ORAO**

PEL Varazdin Oraq

File extensions: tap

**ORIC**

Tangerine Oric

File extensions: tap

**PC6001**

NEC PC-6001

File extensions: cas

**PHC25**

Sanyo PHC-25

File extensions: phc

**PMD85**

Tesla PMD-85

File extensions: pmd, tap, ptp

**PRIMO**

Microkey Primo

File extensions: ptp

**RKU**

UT-88

File extensions: rku

**RK8**

Mikro-80

File extensions: rk8

**RKS**

Specialist

File extensions: rks

**RKO**

Orion

File extensions: rko

**RKR**

Radio-86RK

File extensions: rk, rkr, gam, g16, pki

**RKA**

Zavod BRA Apogee BK-01

File extensions: rka

**RKM**

Mikrosha

File extensions: rkm

**RKP**

SAM SKB VM Partner-01.01

File extensions: rkp

**SC3000**

Sega SC-3000

File extensions: bit

**SOL20**

PTC SOL-20

File extensions: svt

**SORCERER**

Exidy Sorcerer

File extensions: tape

**SORDM5**

Sord M5

File extensions: cas

**SPC1000**

Samsung SPC-1000

File extensions: tap, cas

**SVI**

Spectravideo SVI-318 & SVI-328

File extensions: cas

**TO7**

Thomson TO-series

File extensions: k7

**TRS8012**

TRS-80 Level 2

File extensions: cas

**TVC64**

Videoton TVC 64

File extensions: cas

**TZX**

Sinclair ZX Spectrum

File extensions: tzx, tap, blk

#### **VG5K**

Philips VG 5000

File extensions: k7

#### **VTECH1**

Video Technology Laser 110-310

File extensions: cas

#### **VTECH2**

Video Technology Laser 350-700

File extensions: cas

#### **X07**

Canon X-07

File extensions: k7, lst, cas

#### **X1**

Sharp X1

File extensions: tap

#### **ZX80\_O**

Sinclair ZX80

File extensions: o, 80

#### **ZX81\_P**

Sinclair ZX81

File extensions: p, 81

## **7.9 Floptool - A generic floppy image manipulation tool for MAME**

Floptool is a tool for the maintenance and manipulation of floppy images that MAME users need to deal with. MAME directly supports .WAV audio formatted images, but many of the existing images out there may come in forms such as .TAP for Commodore 64 tapes, .CAS for Tandy Color Computer tapes, and so forth. Castool will convert these other formats to .WAV for use in MAME.

Floptool is part of the MAME project. It shares large portions of code with MAME, and its existence would not be if it were not for MAME. As such, the distribution terms are the same as MAME. Please read the MAME license thoroughly.

## **7.10 Using Floptool**

Floptool is a command line program that contains a simple set of instructions. Commands are invoked in a manner along the lines of this:

**floptool identify** <inputfile> [<inputfile> ...] **floptool convert** [input\_format|auto] output\_format <inputfile> <outputfile>

- <format> is the format of the image
- <input\_format> is the format of the inputfile, use auto if not known
- <output\_format> is the format of the converted file
- <inputfile> is the filename of the image you're identifying/converting from
- <outputfile> is the filename of the converted file

**Example usage:** floptool convert coco zaxxon.cas zaxxon.wav

floptool convert cbm arkanoid.tap arkanoid.wav

floptool convert ddp mybasicprogram.ddp mybasicprogram.wav

## 7.11 Floptool Formats

These are the formats supported by Floptool for conversion to other formats.

### **MFI**

MAME floppy image

File extension: mfi

### **DFI**

DiscFerret flux dump format

File extensions: dfi

### **IPF**

SPS floppy disk image

File extensions: ipf

### **MFM**

HxC Floppy Emulator floppy disk image

File extensions: mfm

### **ADF**

Amiga ADF floppy disk image

File extensions: adf

### **ST**

Atari ST floppy disk image

File extensions: st

### **MSA**

Atari MSA floppy disk image

File extensions: msa

### **PASTI**

Atari PASTI floppy disk image

File extensions: stx

#### **DSK**

CPC DSK format

File extensions: dsk

#### **D88**

D88 disk image

File extensions: d77, d88, 1dd

#### **IMD**

IMD disk image

File extensions: imd

#### **TD0**

Teledisk disk image

File extensions: td0

#### **CQM**

CopyQM disk image

File extensions: cqm, cqi, dsk

#### **PC**

PC floppy disk image

File extensions: dsk, ima, img, ufi, 360

#### **NASLITE**

NASLite disk image

File extensions: img

#### **DC42**

DiskCopy 4.2 image

File extensions: dc42

#### **A2\_16SECT**

Apple II 16-sector disk image

File extensions: dsk, do, po

#### **A2\_RWTS18**

Apple II RWTS18-type image

File extensions: rti

#### **A2\_EDD**

Apple II EDD image

File extensions: edd

#### **ATOM**

Acorn Atom disk image

File extensions: 40t, dsk

## SSD

Acorn SSD disk image

File extensions: ssd, bbc, img

## DSD

Acorn DSD disk image

File extensions: dsd

## DOS

Acorn DOS disk image

File extensions: img

## ADFS\_O

Acorn ADFS (OldMap) disk image

File extensions: adf, ads, adm, adl

## ADFS\_N

Acorn ADFS (NewMap) disk image

File extensions: adf

## ORIC\_DSK

Oric disk image

File extensions: dsk

## APPLIX

Applix disk image

File extensions: raw

## HPI

HP9845A floppy disk image

File extensions: hpi

## 7.12 Other tools included with MAME

### 7.12.1 ledutil.exe/ledutil.sh

On Microsoft Windows, ledutil.exe can take control of your keyboard LEDs to mirror those that were present on some early arcade games (e.g. Asteroids)

Start **ledutil.exe** from the command line to enable LED handling. Run **ledutil.exe -kill** to stop the handler.

On SDLMAME platforms such as Mac OS X and Linux, **ledutil.sh** can be used. Use **ledutil.sh -a** to have it automatically close when you exit SDLMAME.



## 7.13 Developer-focused tools included with MAME

### 7.13.1 pngcmp

This tool is used in regression testing to compare PNG screenshot results with the runtest.cmd script found in the source archive. This script works only on Microsoft Windows.

### 7.13.2 nltool

Discrete component conversion tool. Most users will not need to work with this.

### 7.13.3 nlwav

Discrete component conversion and testing tool. Most users will not need to work with this.

### 7.13.4 jedutil

PAL/PLA/PLD/GAL dump handling tool. It can convert between the industry-standard JED format and MAME's proprietary packed binary format and it can show logic equations for the types of devices it knows the internal logic of. Most users will not need to work with this.

### 7.13.5 ldresample

This tool recompresses video data for laserdisc and VHS dumps. Most users will not need to work with this.

### 7.13.6 ldverify

This tool is used for comparing laserdisc or VHS CHD images with the source AVI. Most users will not need to work with this.

### 7.13.7 unidasm

Universal disassembler for many of the architectures supported in MAME. Most users will not need to work with this.



## TECHNICAL SPECIFICATIONS

This section covers technical specifications useful to programmers working on MAME's source or working on LUA scripts that run within the MAME framework.

### 8.1 MAME Layout Files

- *Introduction*
- *Core concepts*
  - *Numbers*
  - *Coordinates*
  - *Colours*
  - *Parameters*
  - *Pre-defined parameters*
  - *Layers*
- *Parts of a layout*
  - *Elements*
  - *Views*
  - *Reusable groups*
  - *Repeating blocks*
- *Error handling*
- *Automatically-generated views*
- *Using `complay.py`*

#### 8.1.1 Introduction

Layout files are used to tell MAME what to display when running an emulated system, and how to arrange it. MAME can render emulated screens, images, text, shapes, and specialised objects for common output devices. Elements can be static, or dynamically update to reflect the state of inputs and outputs. Layouts may be automatically generated based on the number/type of emulated screens, built and linked into the MAME binary, or provided externally. MAME layout files are an XML application, using the `.lay` filename extension.

## 8.1.2 Core concepts

### Numbers

There are two kinds of numbers in MAME layouts: integers and floating-point numbers.

Integers may be supplied in decimal or hexadecimal notation. A decimal integer consists of an optional # (hash) prefix, an optional +/- (plus or minus) sign character, and a sequence of digits 0-9. A hexadecimal number consists of one of the prefixes \$ (dollar sign) or 0x (zero ex) followed by a sequence of hexadecimal digits 0-9 and A-F. Hexadecimal numbers are case-insensitive for both the prefix and digits.

Floating-point numbers may be supplied in decimal fixed-point or scientific notation. Note that integer prefixes and hexadecimal values are *not* accepted where a floating-point number is expected.

For a few attributes, both integers and floating-point numbers are allowed. In these cases, the presence of a # (hash), \$ (dollar sign) or 0x (zero ex) prefix causes the value to be interpreted as an integer. If no recognised integer prefix is found and the value contains a decimal point or the letter E (uppercase or lowercase) introducing an exponent, it is interpreted as a floating-point number. If no integer prefix, decimal point or letter E is found, the number will be interpreted as an integer.

Numbers are parsed using the “C” locale for portability.

### Coordinates

Layout coordinates are internally represented as IEEE754 32-bit binary floating-point numbers (also known as “single precision”). Coordinates increase in the rightward and downward directions. The origin (0,0) has no particular significance, and you may freely use negative coordinates in layouts. Coordinates are supplied as floating-point numbers.

MAME assumes that view coordinates have the same aspect ratio as pixel on the output device (host screen or window). Assuming square pixels and no rotation, this means equal distances in X and Y axes correspond to equal horizontal and vertical distances in the rendered output.

Views, groups and elements all have their own internal coordinate systems. When an element or group is referenced from a view or another group, its coordinates are scaled as necessary to fit the specified bounds.

Objects are positioned and sized using `bounds` elements. A `bounds` element may specify the position of the top left corner and the size using `x`, `y`, `width` and `height` attributes, or it may specify the coordinates of the edges with the `left`, `top`, `right` and `bottom` attributes. These two `bounds` elements are equivalent:

```
<bounds x="455" y="120" width="11" height="7" />
<bounds left="455" top="120" right="466" bottom="127" />
```

Either the `x` or `left` attribute must be present to distinguish between the two schemes. The `width` and `height` or `right` and `bottom` default to 1.0 if not supplied. It is an error if `width` or `height` are negative, if `right` is less than `left`, or if `bottom` is less than `top`.

### Colours

Colours are specified in RGBA space. MAME is not aware of colour profiles and gamuts, so colours will typically be interpreted as sRGB with your system’s target gamma (usually 2.2). Channel values are specified as floating-point numbers. Red, green and blue channel values range from 0.0 (off) to 1.0 (full intensity). Alpha ranges from 0.0 (fully transparent) to 1.0 (opaque). Colour channels values are not pre-multiplied by the alpha value.

Component and view item colour is specified using `color` elements. Meaningful attributes are `red`, `green`, `blue` and `alpha`. This example `color` element specifies all channel values:

```
<color red="0.85" green="0.4" blue="0.3" alpha="1.0" />
```

Any omitted channel attributes default to 1.0 (full intensity or opaque). It is an error if any channel value falls outside the range of 0.0 to 1.0 (inclusive).

## Parameters

Parameters are named variables that can be used in most attributes. To use a parameter in an attribute, surround its name with tilde (~) characters. If a parameter is not defined, no substitution occurs. Here is an examples showing two instances of parameter use – the values of the `digitno` and `x` parameters will be substituted for `~digitno~` and `~x~`:

```
<bezel name="digit~digitno~" element="digit">
  <bounds x="~x~" y="80" width="25" height="40" />
</bezel>
```

A parameter name is a sequence of uppercase English letters A-Z, lowercase English letters a-z, decimal digits 0-9, and/or underscore (\_) characters. Parameter names are case-sensitive. When looking for a parameter, the layout engine starts at the current, innermost scope and works outwards. The outermost scope level corresponds to the top-level `mamelayout` element. Each `repeat`, `group` or `view` element creates a new, nested scope level.

Internally a parameter can hold a string, integer, or floating-point number, but this is mostly transparent. Integers are stored as 64-bit signed twos-complement values, and floating-point numbers are stored as IEEE754 64-bit binary floating-point numbers (also known as “double precision”). Integers are substituted in decimal notation, and floating point numbers are substituted in default format, which may be decimal fixed-point or scientific notation depending on the value). There is no way to override the default formatting of integer and floating-point number parameters.

There are two kinds of parameters: *value parameters* and *generator parameters*. Value parameters keep their assigned value until reassigned. Generator parameters have a starting value and an increment and/or shift to be applied for each iteration.

Value parameters are assigned using a `param` element with `name` and `value` attributes. Value parameters may appear inside the top-level `mamelayout` element, inside `repeat`, and `view` elements, and inside `group` definition elements (that is, `group` elements in the top-level `mamelayout` element, as opposed to `group` reference elements inside `view` elements other `group` definition elements). A value parameter may be reassigned at any point.

Here’s an example assigning the value “4” to the value parameter “`firstdigit`”:

```
<param name="firstdigit" value="4" />
```

Generator parameters are assigned using a `param` element with `name` and `start` attributes, and `increment`, `lshift` and/or `rshift` attributes. Generator parameters may only appear inside `repeat` elements (see [Repeating blocks](#) for details). A generator parameter must not be reassigned in the same scope (an identically named parameter may be defined in a child scope). Here are some example generator parameters:

```
<param name="nybble" start="3" increment="-1" />
<param name="switchpos" start="74" increment="156" />
<param name="mask" start="0x0800" rshift="4" />
```

- The `nybble` parameter generates values 3, 2, 1...
- The `switchpos` parameter generates values 74, 230, 386...
- The `mask` parameter generates values 2048, 128, 8...

The `increment` attribute must be an integer or floating-point number to be added to the parameter’s value. The `lshift` and `rshift` attributes must be non-negative integers specifying numbers of bits to shift the parameter’s

value to the left or right. The increment and shift are applied at the end of the repeating block before the next iteration starts. If both an increment and shift are supplied, the increment is applied before the shift.

If the `increment` attribute is present and is a floating-point number, the parameter's value will be interpreted as an integer or floating-point number and converted to a floating-point number before the increment is added. If the `increment` attribute is present and is an integer, the parameter's value will be interpreted as an integer or floating number before the increment is added. The increment will be converted to a floating-point number before the addition if the parameter's value is a floating-point number.

If the `lshift` and/or `rshift` attributes are present and not equal, the parameter's value will be interpreted as an integer or floating-point number, converted to an integer as necessary, and shifted accordingly. Shifting to the left is defined as shifting towards the most significant bit. If both `lshift` and `rshift` are supplied, they are netted off before being applied. This means you cannot, for example, use equal `lshift` and `rshift` attributes to clear bits at one end of a parameter's value after the first iteration.

It is an error if a `param` element has neither `value` nor `start` attributes, and it is an error if a `param` element has both a `value` attribute and any of the `start`, `increment`, `lshift`, or `rshift` attributes.

A `param` element defines a parameter or reassigns its value in the current, innermost scope. It is not possible to define or reassign parameters in a containing scope.

## Pre-defined parameters

A number of pre-defined value parameters are available providing information about the running machine:

**devicetag** The full tag path of the device that caused the layout to be loaded, for example `:` for the root driver device, or `:tty:ie15` for a terminal connected to a port. This parameter is a string defined at layout (global) scope.

**devicebasetag** The base tag of the device that caused the layout to be loaded, for example `root` for the root driver device, or `ie15` for a terminal connected to a port. This parameter is a string defined at layout (global) scope.

**devicename** The full name (description) of the device that caused the layout to be loaded, for example `AIM-65/40` or `IE15 Terminal`. This parameter is a string defined at layout (global) scope.

**deviceshortname** The short name of the device that caused the layout to be loaded, for example `aim65_40` or `ie15_terminal`. This parameter is a string defined at layout (global) scope.

**scr0physicalaspect** The horizontal part of the physical aspect ratio of the first screen (if present). The physical aspect ratio is provided as a reduced improper fraction. Note that this is the horizontal component *before* rotation is applied. This parameter is an integer defined at layout (global) scope.

**scr0physicalyaspect** The vertical part of the physical aspect ratio of the first screen (if present). The physical aspect ratio is provided as a reduced improper fraction. Note that this is the vertical component *before* rotation is applied. This parameter is an integer defined at layout (global) scope.

**scr0nativeaspect** The horizontal part of the pixel aspect ratio of the first screen's visible area (if present). The pixel aspect ratio is provided as a reduced improper fraction. Note that this is the horizontal component *before* rotation is applied. This parameter is an integer defined at layout (global) scope.

**scr0nativeyaspect** The vertical part of the pixel aspect ratio of the first screen's visible area (if present). The pixel aspect ratio is provided as a reduced improper fraction. Note that this is the vertical component *before* rotation is applied. This parameter is an integer defined at layout (global) scope.

**scr0width** The width of the first screen's visible area (if present) in emulated pixels. Note that this is the width *before* rotation is applied. This parameter is an integer defined at layout (global) scope.

**scr0height** The height of the first screen's visible area (if present) in emulated pixels. Note that this is the height *before* rotation is applied. This parameter is an integer defined at layout (global) scope.

**scr1physicalaspect** The horizontal part of the physical aspect ratio of the second screen (if present). This parameter is an integer defined at layout (global) scope.

**scr1physicalaspect** The vertical part of the physical aspect ratio of the second screen (if present). This parameter is an integer defined at layout (global) scope.

**scr1nativeaspect** The horizontal part of the pixel aspect ratio of the second screen's visible area (if present). This parameter is an integer defined at layout (global) scope.

**scr1nativeyaspect** The vertical part of the pixel aspect ratio of the second screen's visible area (if present). This parameter is an integer defined at layout (global) scope.

**scr1width** The width of the second screen's visible area (if present) in emulated pixels. This parameter is an integer defined at layout (global) scope.

**scr1height** The height of the second screen's visible area (if present) in emulated pixels. This parameter is an integer defined at layout (global) scope.

**scrNphysicalxaspect** The horizontal part of the physical aspect ratio of the (zero-based) *N*th screen (if present). This parameter is an integer defined at layout (global) scope.

**scrNphysicalyaspect** The vertical part of the physical aspect ratio of the (zero-based) *N*th screen (if present). This parameter is an integer defined at layout (global) scope.

**scrNnativeaspect** The horizontal part of the pixel aspect ratio of the (zero-based) *N*th screen's visible area (if present). This parameter is an integer defined at layout (global) scope.

**scrNnativeyaspect** The vertical part of the pixel aspect ratio of the (zero-based) *N*th screen's visible area (if present). This parameter is an integer defined at layout (global) scope.

**scrNwidth** The width of the (zero-based) *N*th screen's visible area (if present) in emulated pixels. This parameter is an integer defined at layout (global) scope.

**scrNheight** The height of the (zero-based) *N*th screen's visible area (if present) in emulated pixels. This parameter is an integer defined at layout (global) scope.

**viewname** The name of the current view. This parameter is a string defined at view scope. It is not defined outside a view.

For screen-related parameters, screens are numbered from zero in the order they appear in machine configuration, and all screens are included (not just subdevices of the device that caused the layout to be loaded). X/width and Y/height refer to the horizontal and vertical dimensions of the screen *before* rotation is applied. Values based on the visible area are calculated at the end of configuration. Values are not updated and layouts are not recomputed if the system reconfigures the screen while running.

## Layers

Views are rendered as a stack of layers, named after parts of an arcade cabinet. The layout supplies elements to be drawn in all layers besides the screen layer, which is reserved for emulated screens. With the exception of the screen layer, users can enable or disable layers using the in-emulation menu or command-line options.

The following layers are available:

**backdrop** Intended for use in situations where the screen image is projected over a backdrop using a semi-reflective mirror (Pepper's ghost). This arrangement is famously used in the Space Invaders deluxe cabinet.

**screen** This layer is reserved for emulated screen images, and cannot be disabled by the user. It is drawn using additive blending.

**overlay** This layer is intended for use translucent overlays used to add colour to games using monochrome monitors like Circus, Gee Bee, and of course Space Invaders. It is drawn using RGB multiplication.

**bezel** This layer is for elements that surround and potentially obscure the screen image. It is drawn with standard alpha blending.

**cpanel** This layer is intended for displaying controls/input devices (control panels). It is drawn using standard alpha blending.

**marquee** This layer is intended for displaying arcade cabinet marquee images. It is drawn using standard alpha blending.

By default, layers are drawn in this order (from back to front):

- screen (add)
- overlay (multiply)
- backdrop (add)
- bezel (alpha)
- cpanel (alpha)
- marquee (alpha)

If a view has multiple backdrop elements and no overlay elements, a different order is used (from back to front):

- backdrop (alpha)
- screen (add)
- bezel (alpha)
- cpanel (alpha)
- marquee (alpha)

The alternate drawing order makes it simpler to build a backdrop from multiple scanned/traced pieces of art, as they can have opaque parts. It can't be used with overlay elements because colour overlays are conventionally placed between the screen and mirror, and as such do not affect the backdrop.

### 8.1.3 Parts of a layout

A *view* specifies an arrangement graphical object to display. A MAME layout file can contain multiple views. Views are built up from *elements* and *screens*. To simplify complex layouts, reusable groups and repeating blocks are supported.

The top-level element of a MAME layout file must be a `mamelayou`t element with a `version` attribute. The `version` attribute must be an integer. Currently MAME only supports version 2, and will not load any other version. This is an example opening tag for a top-level `mamelayou`t element:

```
<mamelayout version="2">
```

In general, children of the top-level `mamelayou`t element are processed in reading order from top to bottom. The exception is that, for historical reasons, views are processed last. This means views see the final values of all parameters at the end of the `mamelayou`t element, and may refer to elements and groups that appear after them.

The following elements are allowed inside the top-level `mamelayou`t element:

**param** Defines or reassigns a value parameter. See *Parameters* for details.

**element** Defines an element – one of the basic objects that can be arranged in a view. See *Elements* for details.

**group** Defines a reusable group of elements/screens that may be referenced from views or other groups. See *Reusable groups* for details.

**repeat** A repeating group of elements – may contain `param`, `element`, `group`, and `repeat` elements. See *Repeating blocks* for details.



**view** An arrangement of elements and/or screens that can be displayed on an output device (a host screen/window). See *Views* for details.

**script** Allows lua script to be supplied for enhanced interactive layouts.

## Elements

Elements are one of the basic visual objects that may be arranged, along with screens, to make up a view. Elements may be built up one or more *components*, but an element is treated as a single surface when building the scene graph and rendering. An element may be used in multiple views, and may be used multiple times within a view.

An element's appearance depends on its *state*. The state is an integer which usually comes from an I/O port field or an emulated output (see the discussion of *Views* for information on connecting an element to an I/O port or output). Any component of an element may be restricted to only drawing when the element's state is a particular value. Some components (e.g. multi-segment displays and reels) use the state directly to determine their appearance.

Each element has its own internal coordinate system. The bounds of the element's coordinate system are computed as the union of the bounds of the individual components it's composed of.

Every element must have a `name` attribute specifying its name. Elements are referred to by name when instantiated in groups or views. It is an error for a layout file to contain multiple elements with identical `name` attributes. Elements may optionally supply a default state value with a `defstate` attribute, to be used if not connected to an emulated output or I/O port. If present, the `defstate` attribute must be a non-negative integer.

Child elements of the `element` element instantiate components, which are drawn in reading order from first to last (components draw on top of components that come before them). All components support a few common features:

- Each component may have a `state` attribute. If present, the component will only be drawn when the element's state matches its value (if absent, the component will always be drawn). If present, the `state` attribute must be a non-negative integer.
- Each component may have a `bounds` child element specifying its position and size (see *Coordinates*). If no such element is present, the bounds default to a unit square (width and height of 1.0) with the top left corner at (0,0).
- Each component may have a `color` child element specifying an RGBA colour (see *Colours* for details). This can be used to control the colour of geometric, algorithmically drawn, or textual components. It is ignored for `image` components. If no such element is present, the colour defaults to opaque white.

The following components are supported:

**rect** Draws a uniform colour rectangle filling its bounds.

**disk** Draws a uniform colour ellipse fitted to its bounds.

**image** Draws an image loaded from a PNG or JPEG file. The name of the file to load (including the file name extension) is supplied with the required `file` attribute. Additionally, an optional `alphafile` attribute may be used to specify the name of a PNG file (including the file name extension) to load into the alpha channel of the image. The image file(s) should be placed in the same directory/archive as the layout file. If the `alphafile` attribute refers to a file, it must have the same dimensions as the file referred to by the `file` attribute, and must have a bit depth no greater than eight bits per channel per pixel. The intensity from this image (brightness) is copied to the alpha channel, with full intensity (white in a greyscale image) corresponding to fully opaque, and black corresponding to fully transparent.

**text** Draws text in using the UI font in the specified colour. The text to draw must be supplied using a `string` attribute. An `align` attribute may be supplied to set text alignment. If present, the `align` attribute must be an integer, where 0 (zero) means centred, 1 (one) means left-aligned, and 2 (two) means right-aligned. If the `align` attribute is absent, the text will be centred.

**dotmatrix** Draws an eight-pixel horizontal segment of a dot matrix display, using circular pixels in the specified colour. The bits of the element's state determine which pixels are lit, with the least significant bit corresponding to the leftmost pixel. Unlit pixels are drawn at low intensity (0x20/0xff).

**dotmatrix5dot** Draws a five-pixel horizontal segment of a dot matrix display, using circular pixels in the specified colour. The bits of the element's state determine which pixels are lit, with the least significant bit corresponding to the leftmost pixel. Unlit pixels are drawn at low intensity (0x20/0xff).

**dotmatrixdot** Draws a single element of a dot matrix display as a circular pixels in the specified colour. The least significant bit of the element's state determines whether the pixel is lit. An unlit pixel is drawn at low intensity (0x20/0xff).

**led7seg** Draws a standard seven-segment (plus decimal point) digital LED/fluorescent display in the specified colour. The low eight bits of the element's state control which segments are lit. Starting from the least significant bit, the bits correspond to the top segment, the upper right-hand segment, continuing clockwise to the upper left segment, the middle bar, and the decimal point. Unlit segments are drawn at low intensity (0x20/0xff).

**led8seg\_gts1** Draws an eight-segment digital fluorescent display of the type used in Gottlieb System 1 pinball machines (actually a Futaba part). Compared to standard seven-segment displays, these displays have no decimal point, the horizontal middle bar is broken in the centre, and there is a broken vertical middle bar controlled by the bit that would control the decimal point in a standard seven-segment display. Unlit segments are drawn at low intensity (0x20/0xff).

**led14seg** Draws a standard fourteen-segment alphanumeric LED/fluorescent display in the specified colour. The low fourteen bits of the element's state control which segments are lit. Starting from the least significant bit, the bits correspond to the top segment, the upper right-hand segment, continuing clockwise to the upper left segment, the left-hand and right-hand halves of the horizontal middle bar, the upper and lower halves of the vertical middle bar, and the diagonal bars clockwise from lower left to lower right. Unlit segments are drawn at low intensity (0x20/0xff).

**led14segsc** Draws a standard fourteen-segment alphanumeric LED/fluorescent display with decimal point/comma in the specified colour. The low sixteen bits of the element's state control which segments are lit. The low fourteen bits correspond to the same segments as in the `led14seg` component. Two additional bits correspond to the decimal point and comma tail. Unlit segments are drawn at low intensity (0x20/0xff).

**led16seg** Draws a standard sixteen-segment alphanumeric LED/fluorescent display in the specified colour. The low sixteen bits of the element's state control which segments are lit. Starting from the least significant bit, the bits correspond to the left-hand half of the top bar, the right-hand half of the top bar, continuing clockwise to the upper left segment, the left-hand and right-hand halves of the horizontal middle bar, the upper and lower halves of the vertical middle bar, and the diagonal bars clockwise from lower left to lower right. Unlit segments are drawn at low intensity (0x20/0xff).

**led16segsc** Draws a standard sixteen-segment alphanumeric LED/fluorescent display with decimal point/comma in the specified colour. The low eighteen bits of the element's state control which segments are lit. The low sixteen bits correspond to the same segments as in the `led16seg` component. Two additional bits correspond to the decimal point and comma tail. Unlit segments are drawn at low intensity (0x20/0xff).

**simplecounter** Displays the numeric value of the element's state using the system font in the specified colour. The value is formatted in decimal notation. A `digits` attribute may be supplied to specify the minimum number of digits to display. If present, the `digits` attribute must be a positive integer; if absent, a minimum of two digits will be displayed. A `maxstate` attribute may be supplied to specify the maximum state value to display. If present, the `maxstate` attribute must be a non-negative number; if absent it defaults to 999. An `align` attribute may be supplied to set text alignment. If present, the `align` attribute must be an integer, where 0 (zero) means centred, 1 (one) means left-aligned, and 2 (two) means right-aligned; if absent, the text will be centred.

**reel** Used for drawing slot machine reels. Supported attributes include `sybollist`, `stateoffset`, `numsymbolsvisible`, `reelreversed`, and `beltreel`.

An example element that draws a static left-aligned text string:

```
<element name="label_reset_cpu">
  <text string="CPU" align="1"><color red="1.0" green="1.0" blue="1.0" /></text>
</element>
```

An example element that displays a circular LED where the intensity depends on the state of an active-high output:

```
<element name="led" defstate="0">
  <rect state="0"><color red="0.43" green="0.35" blue="0.39" /></rect>
  <rect state="1"><color red="1.0" green="0.18" blue="0.20" /></rect>
</element>
```

An example element for a button that gives visual feedback when clicked:

```
<element name="btn_rst">
  <rect state="0"><bounds x="0.0" y="0.0" width="1.0" height="1.0" /><color red="0.2
↪" green="0.2" blue="0.2" /></rect>
  <rect state="1"><bounds x="0.0" y="0.0" width="1.0" height="1.0" /><color red="0.1
↪" green="0.1" blue="0.1" /></rect>
  <rect state="0"><bounds x="0.1" y="0.1" width="0.9" height="0.9" /><color red="0.1
↪" green="0.1" blue="0.1" /></rect>
  <rect state="1"><bounds x="0.1" y="0.1" width="0.9" height="0.9" /><color red="0.2
↪" green="0.2" blue="0.2" /></rect>
  <rect><bounds x="0.1" y="0.1" width="0.8" height="0.8" /><color red="0.15" green=
↪"0.15" blue="0.15" /></rect>
  <text string="RESET"><bounds x="0.1" y="0.4" width="0.8" height="0.2" /><color_
↪red="1.0" green="1.0" blue="1.0" /></text>
</element>
```

## Views

A view defines an arrangement of elements and/or emulated screen images that can be displayed in a window or on a screen. Views also connect elements to emulated I/O ports and/or outputs. A layout file may contain multiple views. If a view references a non-existent screen, it will be considered *unviable*. MAME will print a warning message, skip over the unviable view, and continue to load views from the layout file. This is particularly useful for systems where a screen is optional, for example computer systems with front panel controls and an optional serial terminal.

Views are identified by name in MAME's user interface and in command-line options. For layouts files associated with devices other than the root driver device, view names are prefixed with the device's tag (with the initial colon omitted) – for example a view called “Keyboard LEDs” loaded for the device `:tty:ie15` will be called “`tty:ie15` Keyboard LEDs” in MAME's user interface. Views are listed in the order they are loaded. Within a layout file, views are loaded in the order they appear, from top to bottom.

Views are created with `view` elements inside the top-level `mamelayou` element. Each `view` element must have a `name` attribute, supplying its human-readable name for use in the user interface and command-line options. This is an example of a valid opening tag for a `view` element:

```
<view name="Control panel">
```

A view creates a nested parameter scope inside the parameter scope of the top-level `mamelayou` element. For historical reasons, `view` elements are processed *after* all other child elements of the top-level `mamelayou` element. This means a view can reference elements and groups that appear after it in the file, and parameters from the enclosing scope will have their final values from the end of the `mamelayou` element.

The following child elements are allowed inside a `view` element:

**bounds** Sets the origin and size of the view's internal coordinate system if present. See *Coordinates* for details. If absent, the bounds of the view are computed as the union of the bounds of all screens and elements within the view. It only makes sense to have one `bounds` as a direct child of a view element. Any content outside the view's bounds is cropped, and the view is scaled proportionally to fit the output window or screen.

**param** Defines or reassigns a value parameter in the view's scope. See *Parameters* for details.

**backdrop overlay bezel cpanel marquee** Adds an element to the relevant layer (see *Elements* and *Layers*). The name of the element to add is specified using the required `element` attribute. It is an error if no element with this name is defined in the layout file. May optionally be connected to an emulated I/O port using `inputtag` and `inputmask` attributes, and/or an emulated output using a `name` attribute. Within a layer, elements are drawn in the order they appear in the layout file, from front to back. See below for more details.

**screen** Adds an emulated screen image to the view. The screen must be identified using either an `index` attribute or a `tag` attribute (it is an error for a `screen` element to have both `index` and `tag` attributes). If present, the `index` attribute must be a non-negative integer. Screens are numbered by the order they appear in machine configuration, starting at zero (0). If present, the `tag` attribute must be the tag path to the screen relative to the device that causes the layout to be loaded. Screens are drawn in the order they appear in the layout file, from front to back.

**group** Adds the content of the group to the view (see *Reusable groups*). The name of the group to add is specified using the required `ref` attribute. It is an error if no group with this name is defined in the layout file. See below for more details on positioning.

**repeat** Repeats its contents the number of times specified by the required `count` attribute. The `count` attribute must be a positive integer. A `repeat` element in a view may contain `backdrop`, `screen`, `overlay`, `bezel`, `cpanel`, `marquee`, `group`, and further `repeat` elements, which function the same way they do when placed in a view directly. See *Repeating blocks* for discussion on using `repeat` elements.

Screens (`screen` elements), layout elements (`backdrop`, `overlay`, `bezel`, `cpanel` or `marquee` elements) and groups (`group` elements) may be have their orientation altered using an `orientation` child element. For screens, the orientation modifiers are applied in addition to the orientation modifiers specified on the screen device and on the machine. The `orientation` element supports the following attributes, all of which are optional:

**rotate** If present, applies clockwise rotation in ninety degree increments. Must be an integer equal to 0, 90, 180 or 270.

**swapxy** Allows the screen, element or group to be mirrored along a line at forty-five degrees to vertical from upper left to lower right. Must be either `yes` or `no` if present. Mirroring applies logically after rotation.

**flipx** Allows the screen, element or group to be mirrored around its vertical axis, from left to right. Must be either `yes` or `no` if present. Mirroring applies logically after rotation.

**flipy** Allows the screen, element or group to be mirrored around its horizontal axis, from top to bottom. Must be either `yes` or `no` if present. Mirroring applies logically after rotation.

Screens (`screen` elements), layout elements (`backdrop`, `overlay`, `bezel`, `cpanel` or `marquee` elements) and groups (`group` elements) may be positioned and sized using a `bounds` child element (see *Coordinates* for details). In the absence of a `bounds` child element, screens' and layout elements' bounds default to a unit square (origin at 0,0 and height and width both equal to 1). In the absence of a `bounds` child element, groups are expanded with no translation/scaling (note that groups may position screens/elements outside their bounds). This example shows a view instantiating and positioning a screen, an individual layout element, and two element groups:

```
<view name="LED Displays, Terminal and Keypad">
  <cpanel element="beige"><bounds x="320" y="0" width="172" height="372" /></cpanel>
  <group ref="displays"><bounds x="0" y="0" width="320" height="132" /></group>
  <group ref="keypad"><bounds x="336" y="16" width="140" height="260" /></group>
  <screen index="0"><bounds x="0" y="132" width="320" height="240" /></screen>
</view>
```

Screens (screen elements), layout elements (backdrop, overlay, bezel, cpanel or marquee elements) and groups (group elements) may have a `color` child element (see [Colours](#)) specifying a modifier colour. The components colours of the screen or layout element(s) are multiplied by this colour.

If an element instantiating a layout element (backdrop, overlay, bezel, cpanel or marquee) has `inputtag` and `inputmask` attributes, clicking it is equivalent to pressing a key/button mapped to the corresponding input(s). The `inputtag` specifies the tag path of an I/O port relative to the device that caused the layout file to be loaded. The `inputmask` attribute must be an integer specifying the bits of the I/O port that the element should activate. This sample is shows instantiation of clickable buttons:

```
<cpanel element="btn_3" inputtag="X2" inputmask="0x10">
  <bounds x="2.30" y="4.325" width="1.0" height="1.0" />
</cpanel>
<cpanel element="btn_0" inputtag="X0" inputmask="0x20">
  <bounds x="0.725" y="5.375" width="1.0" height="1.0" /></cpanel>
<cpanel element="btn_rst" inputtag="RESET" inputmask="0x01">
  <bounds x="1.775" y="5.375" width="1.0" height="1.0" />
</cpanel>
```

If an element instantiating a layout element (backdrop, overlay, bezel, cpanel or marquee) has a `name` attribute, it will take its state from the value of the correspondingly named emulated output. Note that output names are global, which can become an issue when a machine uses multiple instances of the same type of device. See [Elements](#) for details on how an element's state affects its appearance. This example shows how digital displays may be connected to emulated outputs:

```
<cpanel name="digit6" element="digit"><bounds x="16" y="16" width="48" height="80" />
↪</cpanel>
<cpanel name="digit5" element="digit"><bounds x="64" y="16" width="48" height="80" />
↪</cpanel>
<cpanel name="digit4" element="digit"><bounds x="112" y="16" width="48" height="80" />
↪</cpanel>
<cpanel name="digit3" element="digit"><bounds x="160" y="16" width="48" height="80" />
↪</cpanel>
<cpanel name="digit2" element="digit"><bounds x="208" y="16" width="48" height="80" />
↪</cpanel>
<cpanel name="digit1" element="digit"><bounds x="256" y="16" width="48" height="80" />
↪</cpanel>
```

If an element instantiating a layout element has `inputtag` and `inputmask` attributes but lacks a `name` attribute, it will take its state from the value of the corresponding I/O port, masked with the `inputmask` value and XORed with the I/O port default field value. The latter is useful for inputs that are active-low. If the result is non-zero, the state is 1, otherwise it's 0. This is often used to allow clickable buttons and toggle switches to provide visible feedback. By using `inputraw="1"`, it's possible to obtain the raw data from the I/O port, masked with the `inputmask` value and shifted to the right to remove trailing zeroes (for example a mask of 0x05 will result in no shift, while a mask of 0xb0 will result in the value being shifted four bits to the right).

When handling mouse input, MAME treats all layout elements as being rectangular, and only activates the frontmost element whose area includes the location of the mouse pointer.

## Reusable groups

Groups allow an arrangement of screens and/or layout elements to be used multiple times in views or other groups. Groups can be beneficial even if you only use the arrangement once, as they can be used to encapsulate part of a complex layout. Groups are defined using `group` elements inside the top-level `mamelayout` element, and instantiated using `group` elements inside `view` and other `group` elements.

Each group definition element must have a `name` attribute providing a unique identifier. It is an error if a layout file contains multiple group definitions with identical `name` attributes. The value of the `name` attribute is used when instantiating the group from a view or another group. This is an example opening tag for a group definition element inside the top-level `mamelayout` element:

```
<group name="panel">
```

This group may then be instantiated in a view or another group element using a group reference element, optionally supplying destination bounds, orientation, and/or modifier colour. The `ref` attribute identifies the group to instantiate – in this example, destination bounds are supplied:

```
<group ref="panel"><bounds x="87" y="58" width="23" height="23.5" /></group>
```

Group definition elements allow all the same child elements as views. Positioning and orienting screens, layout elements and nested groups works the same way as for views. See [Views](#) for details. A group may instantiate other groups, but recursive loops are not permitted. It is an error if a group directly or indirectly instantiates itself.

Groups have their own internal coordinate systems. If a group definition element has no `bounds` element as a direct child, its bounds are computed as the union of the bounds of all the screens, layout elements and/or nested groups it instantiates. A `bounds` child element may be used to explicitly specify group bounds (see [Coordinates](#) for details). Note that groups' bounds are only used for the purpose of calculating the coordinate transform when instantiating a group. A group may position screens and/or elements outside its bounds, and they will not be cropped.

To demonstrate how bounds calculation works, consider this example:

```
<group name="autobounds">
  <!-- bounds automatically calculated with origin at (5,10), width 30, and height
  ↪15 -->
  <cpanel element="topleft"><bounds x="5" y="10" width="10" height="10" /></cpanel>
  <cpanel element="bottomright"><bounds x="25" y="15" width="10" height="10" /></
  ↪cpanel>
</group>

<view name="Test">
  <!--
  ↪group bounds translated and scaled to fit - 2/3 scale horizontally and double
  ↪vertically
  ↪element topleft positioned at (0,0) with width 6.67 and height 20
  ↪element bottomright positioned at (13.33,10) with width 6.67 and height 20
  ↪view bounds calculated with origin at (0,0), width 20, and height 30
  -->
  <group ref="autobounds"><bounds x="0" y="0" width="20" height="30" /></group>
</view>
```

This is relatively straightforward, as all elements inherently fall within the group's automatically computed bounds. Now consider what happens if a group positions elements outside its explicit bounds:

```
<group name="periphery">
  <!-- elements are above the top edge and to the right of the right edge of the
  ↪bounds -->
  <bounds x="10" y="10" width="20" height="25" />
  <cpanel element="topleft"><bounds x="10" y="0" width="10" height="10" /></cpanel>
  <cpanel element="bottomright"><bounds x="30" y="20" width="10" height="10" /></
  ↪cpanel>
</group>

<view name="Test">
  <!--
```

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```

    group bounds translated and scaled to fit - 3/2 scale horizontally and unity_
↪vertically
    element topleft positioned at (5,-5) with width 15 and height 10
    element bottomright positioned at (35,15) with width 15 and height 10
    view bounds calculated with origin at (5,-5), width 45, and height 30
-->
<group ref="periphery"><bounds x="5" y="5" width="30" height="25" /></group>
</view>

```

The group's elements are translated and scaled as necessary to distort the group's internal bounds to the destination bounds in the view. The group's content is not restricted to its bounds. The view considers the bounds of the actual layout elements when computing its bounds, not the destination bounds specified for the group.

When a group is instantiated, it creates a nested parameter scope. The logical parent scope is the parameter scope of the view, group or repeating block where the group is instantiated (*not* its lexical parent, the top-level `mamelayou` element). Any `param` elements inside the group definition element set parameters in the local scope for the group instantiation. Local parameters do not persist across multiple instantiations. See [Parameters](#) for more detail on parameters. (Note that the group's name is not part of its content, and any parameter references in the `name` attribute itself will be substituted at the point where the group definition appears in the top-level `mamelayou` element's scope.)

## Repeating blocks

Repeating blocks provide a concise way to generate or arrange large numbers of similar elements. Repeating blocks are generally used in conjunction with generator parameters (see [Parameters](#)). Repeating blocks may be nested for more complex arrangements.

Repeating blocks are created with `repeat` elements. Each `repeat` element requires a `count` attribute specifying the number of iterations to generate. The `count` attribute must be a positive integer. Repeating blocks are allowed inside the top-level `mamelayou` element, inside `group` and `view` elements, and inside other `repeat` elements. The exact child elements allowed inside a `repeat` element depend on where it appears:

- A repeating block inside the top-level `mamelayou` element may contain `param`, `element`, `group` (definition), and `repeat` elements.
- A repeating block inside a `group` or `view` element may contain `param`, `backdrop`, `screen`, `overlay`, `bezel`, `cpanel`, `marquee`, `group` (reference), and `repeat` elements.

A repeating block effectively repeats its contents the number of times specified by its `count` attribute. See the relevant sections for details on how the child elements are used ([Parts of a layout](#), [Reusable groups](#), and [Views](#)). A repeating block creates a nested parameter scope inside the parameter scope of its lexical (DOM) parent element.

Generating white number labels from zero to eleven named `label_0`, `label_1`, and so on (inside the top-level `mamelayou` element):

```

<repeat count="12">
  <param name="labelnum" start="0" increment="1" />
  <element name="label_~labelnum~">
    <text string="~labelnum~"><color red="1.0" green="1.0" blue="1.0" /></text>
  </element>
</repeat>

```

A horizontal row of forty digital displays, with five units space between them, controlled by outputs `digit0` to `digit39` (inside a `group` or `view` element):

```

<repeat count="40">
  <param name="i" start="0" increment="1" />

```

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```

<param name="x" start="5" increment="30" />
<bezel name="digit~i~" element="digit">
  <bounds x=~x~" y="5" width="25" height="50" />
</bezel>
</repeat>

```

Eight five-by-seven dot matrix displays in a row, with pixels controlled by outputs Dot\_000 to Dot\_764 (inside a group or view element):

```

<repeat count="8"> <!-- 8 digits -->
  <param name="digitno" start="1" increment="1" />
  <param name="digitx" start="0" increment="935" /> <!-- distance between digits_
↳ ((111 * 5) + 380) -->
  <repeat count="7"> <!-- 7 rows in each digit -->
    <param name="rowno" start="1" increment="1" />
    <param name="rowy" start="0" increment="114" /> <!-- vertical distance_
↳ between LEDs -->
    <repeat count="5"> <!-- 5 columns in each digit -->
      <param name="colno" start="1" increment="1" />
      <param name="colx" start=~digitx~" increment="111" /> <!-- horizontal_
↳ distance between LEDs -->
      <bezel name="Dot_~digitno~~rowno~~colno~" element="Pixel" state="0">
        <bounds x=~colx~" y=~rowy~" width="100" height="100" /> <!-- size_
↳ of each LED -->
      </bezel>
    </repeat>
  </repeat>
</repeat>

```

Two horizontally separated, clickable, four-by-four keypads (inside a group or view element):

```

<repeat count="2">
  <param name="group" start="0" increment="4" />
  <param name="padx" start="10" increment="530" />
  <param name="mask" start="0x01" lshift="4" />
  <repeat count="4">
    <param name="row" start="0" increment="1" />
    <param name="y" start="100" increment="110" />
    <repeat count="4">
      <param name="col" start=~group~" increment="1" />
      <param name="btnx" start=~padx~" increment="110" />
      <param name="mask" start=~mask~" lshift="1" />
      <bezel element="btn~row~~col~" inputtag="row~row~" inputmask=~mask~">
        <bounds x=~btnx~" y=~y~" width="80" height="80" />
      </bezel>
    </repeat>
  </repeat>
</repeat>

```

The buttons are drawn using elements btn00 in the top left, bnt07 in the top right, btn30 in the bottom left, and btn37 in the bottom right, counting in between. The four rows are connected to I/O ports row0, row1, row2, and row3, from top to bottom. The columns are connected to consecutive I/O port bits, starting with the least significant bit on the left. Note that the mask parameter in the innermost repeat element takes its initial value from the correspondingly named parameter in the enclosing scope, but does not modify it.

Generating a chequerboard pattern with alternating alpha values 0.4 and 0.2 (inside a group or view element):



```

<repeat count="4">
  <param name="pairy" start="3" increment="20" />
  <param name="pairno" start="7" increment="-2" />
  <repeat count="2">
    <param name="rowy" start="~pairy~" increment="10" />
    <param name="rowno" start="~pairno~" increment="-1" />
    <param name="lalpha" start="0.4" increment="-0.2" />
    <param name="ralpha" start="0.2" increment="0.2" />
    <repeat count="4">
      <param name="lx" start="3" increment="20" />
      <param name="rx" start="13" increment="20" />
      <param name="lmask" start="0x01" lshift="2" />
      <param name="rmask" start="0x02" lshift="2" />
      <bezel element="h1" inputtag="board:IN.~rowno~" inputmask=~lmask~">
        <bounds x=~lx~" y=~rowy~" width="10" height="10" />
        <color alpha=~lalpha~" />
      </bezel>
      <bezel element="h1" inputtag="board:IN.~rowno~" inputmask=~rmask~">
        <bounds x=~rx~" y=~rowy~" width="10" height="10" />
        <color alpha=~ralpha~" />
      </bezel>
    </repeat>
  </repeat>
</repeat>

```

The outermost `repeat` element generates a group of two rows on each iteration; the next `repeat` element generates an individual row on each iteration; the innermost `repeat` element produces two horizontally adjacent tiles on each iteration. Rows are connected to I/O ports `board:IN.7` at the top to `board.IN.0` at the bottom.

### 8.1.4 Error handling

- For internal (developer-supplied) layout files, errors detected by the `complay.py` script result in a build failure.
- MAME will stop loading a layout file if a syntax error is encountered. No views from the layout will be available. Examples of syntax errors include undefined element or group references, invalid bounds, invalid colours, recursively nested groups, and redefined generator parameters.
- When loading a layout file, if a view references a non-existent screen, MAME will print a warning message and continue. Views referencing non-existent screens are considered unviable and not available to the user.

### 8.1.5 Automatically-generated views

After loading internal (developer-supplied) and external (user-supplied) layouts, MAME automatically generates views based on the machine configuration. The following views will be automatically generated:

- If the system has no screens and no viable views were found in the internal and external layouts, MAME will load a view that shows the message “No screens attached to the system”.
- For each emulated screen, MAME will generate a view showing the screen at its physical aspect ratio with rotation applied.
- For each emulated screen where the configured pixel aspect ratio doesn’t match the physical aspect ratio, MAME will generate a view showing the screen at an aspect ratio that produces square pixels, with rotation applied.
- If the system has a single emulated screen, MAME will generate a view showing two copies of the screen image above each other with a small gap between them. The upper copy will be rotated by 180 degrees. This view can be used in a “cocktail table” cabinet for simultaneous two-player games, or alternating play games that don’t

automatically rotate the display for the second player. The screen will be displayed at its physical aspect ratio, with rotation applied.

- If the system has exactly two emulated screens, MAME will generate a view showing the second screen above the first screen with a small gap between them. The second screen will be rotated by 180 degrees. This view can be used to play a dual-screen two-player game on a “cocktail table” cabinet with a single screen. The screens will be displayed at their physical aspect ratios, with rotation applied.
- If the system has exactly two emulated screens and no view in the internal or external layouts shows all screens, or if the system has more than two emulated screens, MAME will generate views with the screens arranged horizontally from left to right and vertically from top to bottom, both with and without small gaps between them. The screens will be displayed at physical aspect ratio, with rotation applied.
- If the system has three or more emulated screens, MAME will generate views tiling the screens in grid patterns, in both row-major (left-to-right then top-to-bottom) and column-major (top-to-bottom then left-to-right) order. Views are generated with and without gaps between the screens. The screens will be displayed at physical aspect ratio, with rotation applied.

### 8.1.6 Using `complay.py`

The MAME source contains a Python script called `complay.py`, found in the `scripts/build` subdirectory. This script is used as part of MAME’s build process to reduce the size of data for internal layouts and convert it to a form that can be built into the executable. However, it can also detect many common layout file format errors, and generally provides better error messages than MAME does when loading a layout file. Note that it doesn’t actually run the whole layout engine, so it can’t detect errors like undefined element references when parameters are used, or recursively nested groups. The `complay.py` script is compatible with both Python 2.7 and Python 3 interpreters.

The `complay.py` script takes three parameters – an input file name, an output file name, and a base name for variables in the output:

```
python scripts/build/complay.py <input> [<output> [<varname>]]
```

The input file name is required. If no output file name is supplied, `complay.py` will parse and check the input, reporting any errors found, without producing output. If no base variable name is provided, `complay.py` will generate one based on the input file name. This is not guaranteed to produce valid identifiers. The exit status is 0 (zero) on success, 1 on an error in the command invocation, 2 if error are found in the input file, or 3 in case of an I/O error. If an output file name is specified, the file will be created/overwritten on success or removed on failure.

To check a layout file for common errors, run the script with the path to the file no check and no output file name or base variable name. For example:

```
python scripts/build/complay.py artwork/dino/default.lay
```

## 8.2 The `device_memory_interface`

### 8.2.1 1. Capabilities

The device memory interface provides devices with the capability of creating address spaces, to which address maps can be associated. It’s used for any device that provides a (logically) address/data bus other devices can be connected to. It’s mainly, but not only, cpus.

The interface allows for an unlimited set of address spaces, numbered with small positive values. The IDs should stay small because they index vectors to keep the lookup fast. Spaces number 0-3 have an associated constant name:

ID	Name
0	AS_PROGRAM
1	AS_DATA
2	AS_IO
3	AS_OPCODES

Spaces 0 and 3, e.g. AS\_PROGRAM and AS\_OPCODE, are special for the debugger and some CPUs. AS\_PROGRAM is use by the debugger and the cpus as the space from with the cpu reads its instructions for the disassembler. When present, AS\_OPCODE is used by the debugger and some cpus to read the opcode part of the instruction. What opcode means is device-dependant, for instance for the z80 it's the initial byte(s) which are read with the M1 signal asserted. For the 68000 is means every instruction word plus the PC-relative accesses. The main, but not only, use of AS\_OPCODE is to implement hardware decrypting instructions separately from the data.

### 8.2.2 2. Setup

```
std::vector<std::pair<int, const address_space_config *>>memory_space_config(int spacenum) const
```

The device must override that method to provide a vector of pairs comprising of a space number and its associated **address\_space\_config** describing its configuration. Some examples to look up when needed:

- Standard two-space vector: v60\_device
- Conditional AS\_OPCODE: z80\_device
- Inherit config and add a space: m6801\_device
- Inherit config and patch a space: tmpz84c011\_device

```
bool has_configured_map() const
```

```
bool has_configured_map(int index) const
```

The **has\_configured\_map** method allows to test in the **memory\_space\_config** method whether an **address\_map** has been associated with a given space. That allows to implement optional memory spaces, such as AS\_OPCODES in certain cpu cores. The parameterless version tests for space 0.

### 8.2.3 3. Associating maps to spaces

Associating maps to spaces is done at the machine config level, after the device declaration.

```
MCFG_DEVICE_ADDRESS_MAP(_space, _map)
```

```
MCFG_DEVICE_PROGRAM_MAP(_map)
```

```
MCFG_DEVICE_DATA_MAP(_map)
```

```
MCFG_DEVICE_IO_MAP(_map)
```

```
MCFG_DEVICE_OPCODES_MAP(_map)
```

The generic macro and the four specific ones associate a map to a given space. Address maps associated to non-existing spaces are ignored (no warning given). devcpu.h defines MCFG\_CPU\_\*\_MAP aliases to the specific macros.

**MCFG\_DEVICE\_REMOVE\_ADDRESS\_MAP**(\_space)

That macro removes a memory map associated to a given space. Useful when removing a map for an optional space in a machine config derivative.

## 8.2.4 4. Accessing the spaces

address\_space &**space**() const  
address\_space &**space**(int index) const

Returns a given address space post-initialization. The parameterless version tests for AS\_PROGRAM/AS\_0. Aborts if the space doesn't exist.

bool **has\_space**() const  
bool **has\_space**(int index) const

Indicates whether a given space actually exists. The parameterless version tests for AS\_PROGRAM/AS\_0.

## 8.2.5 5. MMU support for disassembler

bool **translate**(int spacenum, int intention, offs\_t &address)

Does a logical to physical address translation through the device's MMU. spacenum gives the space number, intention the type of the future access (TRANSLATE\_(READ|WRITE|FETCH)(!\_USER|\_DEBUG)) and address is an inout parameter with the address to translate and its translated version. Should return true if the translation went correctly, false if the address is unmapped.

Note that for some historical reason the device itself must override the virtual method **memory\_translate** with the same signature.

## 8.3 The device\_rom\_interface

### 8.3.1 1. Capabilities

This interface is designed for devices which expect to have a rom connected to them on a dedicated bus. It's mostly designed for sound chips. Other devices types may be interested but other considerations may make it impractical (graphics decode caching for instance). The interface provides the capability of either connecting a ROM\_REGION, connecting an ADDRESS\_MAP or dynamically setting up a block of memory as rom. In the region/block cases, banking is automatically handled.

### 8.3.2 2. Setup

**device\_rom\_interface**(const machine\_config &mconfig, device\_t &device, u8 addrwidth, endianness\_t endian = ENDIANNESS\_LITTLE, u8 datawidth = 8)

The constructor of the interface wants, in addition to the standard parameters, the address bus width of the dedicated bus. In addition the endianness (if not little endian or byte-sized bus) and data bus width (if not byte) can be provided.

**MCFG\_DEVICE\_ADDRESS\_MAP**(AS\_0, map)

Use that method at machine config time to provide an address map for the bus to connect to. It has priority over a rom region if one is also present.

**MCFG\_DEVICE\_ROM**(tag)

Used to select a rom region to use if a device address map is not given. Defaults to DEVICE\_SELF, e.g. the device tag.

**ROM\_REGION**(length, tag, flags)

If a rom region with a tag as given with **MCFG\_DEVICE\_ROM** if present, or identical to the device tag otherwise, is provided in the rom description for the system, it will be automatically picked up as the connected rom. An address map has priority over the region if present in the machine config.

```
void set_rom_endianness(endianness_t endian)
void set_rom_data_width(u8 width)
void set_rom_addr_width(u8 width)
```

These methods, intended for generic devices with indefinite hardware specifications, override the endianness, data bus width and address bus width assigned through the constructor. They must be called from within the device before **config\_complete** time.

```
void set_rom(const void *base, u32 size);
```

At any time post- **interface\_pre\_start**, a memory block can be setup as the connected rom with that method. It overrides any previous setup that may have been provided. It can be done multiple times.

### 8.3.3 3. Rom access

```
u8 read_byte(offs_t byteaddress)
u16 read_word(offs_t byteaddress)
u32 read_dword(offs_t byteaddress)
u64 read_qword(offs_t byteaddress)
```

These methods provide read access to the connected rom. Out-of-bounds access results in standard unmapped read logerror messages.

### 8.3.4 4. Rom banking

If the rom region or the memory block in `set_rom` is larger than the address bus, banking is automatically setup.

```
void set_rom_bank(int bank)
```

That method selects the current bank number.

### 8.3.5 5. Caveats

Using that interface makes the device derive from **device\_memory\_interface**. If the device wants to actually use the memory interface for itself, remember that `AS_0/AS_PROGRAM` is used by the rom interface, and don't forget to upcall **memory\_space\_config**.

For devices which have outputs that can be used to address ROMs but only to forward the data to another device for processing, it may be helpful to disable the interface when it is not required. This can be done by overriding **memory\_space\_config** to return an empty vector.

## 8.4 The device\_disasm\_interface and the disassemblers

### 8.4.1 1. Capabilities

The disassemblers are classes that provide disassembly and opcode meta-information for the cpu cores and **unidasm**. The **device\_disasm\_interface** connects a cpu core with its disassembler.

### 8.4.2 2. The disassemblers

#### 2.1. Definition

A disassembler is a class that derives from **util::disasm\_interface**. It then has two required methods to implement, **opcode\_alignment** and **disassemble**, and 6 optional, **interface\_flags**, **page\_address\_bits**, **pc\_linear\_to\_real**, **pc\_real\_to\_linear**, and one with four possible variants, **decrypt8/16/32/64**.

#### 2.2. opcode\_alignment

```
u32 opcode_alignment() const
```

Returns the required alignment of opcodes by the cpu, in PC-units. In other words, the required alignment for the PC register of the cpu. Tends to be 1 (almost everything), 2 (68000...), 4 (mips, ppc...), which an exceptional 8 (tms 32082 parallel processor) and 16 (tms32010, instructions are 16-bits aligned and the PC targets bits). It must be a power-of-two or things will break.

Note that processors like the tms32031 which have 32-bits instructions but where the PC targets 32-bits values have an alignment of 1.

### 2.3. disassemble

`offs_t disassemble(std::ostream &stream, offs_t pc, const data_buffer &opcodes, const data_buffer &params)`

This is the method where the real work is done. This method must disassemble the instruction at address *pc* and write the result to *stream*. The values to decode are retrieved from the *opcode* buffer. A **data\_buffer** object offers four accessor methods:

```
u8 util::disasm_interface::data_buffer::r8(offs_t pc) const
u16 util::disasm_interface::data_buffer::r16(offs_t pc) const
u32 util::disasm_interface::data_buffer::r32(offs_t pc) const
u64 util::disasm_interface::data_buffer::r64(offs_t pc) const
```

They read the data at a given address and take endianness and nonlinear PCs for larger-than-bus-width accesses. The debugger variant also caches the read data in one block, so for that reason one should not read data too far from the base pc (e.g. stay within 16K or so, careful when trying to follow indirect accesses).

A number of CPUs have an external signal that splits fetches into an opcode part and a parameter part. This is for instance the M1 signal of the z80 or the SYNC signal of the 6502. Some systems present different values to the cpu depending on whether that signal is active, usually for protection purposes. On these cpus the opcode part should be read from the *opcode* buffer, and the parameter part from the *params* buffer. They will or will not be the same buffer depending on the system itself.

The method returns the size of the instruction in PC units, with a maximum of 65535. In addition, if possible, the disassembler should give some meta-information about the opcode by OR-ing in into the result:

- **STEP\_OVER** for subroutine calls or auto-decrementing loops. If there is some delay slots, also OR with **step\_over\_extra(n)** where n is the number of instruction slots.
- **STEP\_OUT** for the return-from-subroutine instructions

In addition, to indicated that these flags are supported, OR the result with **SUPPORTED**. An annoying number of disassemblers lies about that support (e.g. they do a or with **SUPPORTED** without even generating the **STEP\_OVER** or **STEP\_OUT** information). Don't do that, it breaks the step over/step out functionality of the debugger.

### 2.4. interface\_flags

`u32 interface_flags() const`

That optional method indicates specifics of the disassembler. Default of zero is correct most of the time. Possible flags, which need to be OR-ed together, are:

- **NONLINEAR\_PC**: stepping to the next opcode or the next byte of the opcode is not adding one to pc. Used for old LFSR-based PCs.
- **PAGED**: PC wraps at a page boundary
- **PAGED2LEVEL**: not only PC wraps at some kind of page boundary, but there are two levels of paging
- **INTERNAL\_DECRYPTION**: there is some decryption tucked between reading from AS\_PROGRAM and the actual disassembler
- **SPLIT\_DECRYPTION**: there is some decryption tucked between reading from AS\_PROGRAM and the actual disassembler, and that decryption is different for opcodes and parameters

Note that in practice non-linear pc systems are also paged, that **PAGED2LEVEL** implies **PAGED**, and that **SPLIT\_DECRYPTION** implies **DECRYPTION**.

## 2.5. `pc_linear_to_real` and `pc_real_to_linear`

`offs_t pc_linear_to_real(offs_t pc) const`  
`offs_t pc_real_to_linear(offs_t pc) const`

These methods should be present only when **NONLINEAR\_PC** is set in the interface flags. They must convert pc to and from a value to a linear domain where the instruction parameters and next instruction are reached by incrementing the value. `pc_real_to_linear` converts to that domain, `pc_linear_to_real` converts back from that domain.

## 2.6. `page_address_bits`

`u32 page_address_bits() const`

Present on when **PAGED** or **PAGED2LEVEL** is set, gives the number of address bits in the lowest page.

## 2.7. `page2_address_bits`

`u32 page2_address_bits() const`

Present on when **PAGED2LEVEL** is set, gives the number of address bits in the upper page.

## 2.8. `decryptnn`

`u8 decrypt8(u8 value, offs_t pc, bool opcode) const`  
`u16 decrypt16(u16 value, offs_t pc, bool opcode) const`  
`u32 decrypt32(u32 value, offs_t pc, bool opcode) const`  
`u64 decrypt64(u64 value, offs_t pc, bool opcode) const`

One of these must be defined when **INTERNAL\_DECRYPTION** or **SPLIT\_DECRYPTION** is set. The chosen one is the one which takes what **opcode\_alignment** represents in bytes.

That method decrypts a given value read from address pc (from **AS\_PROGRAM**) and gives the result which will be passed to the disassembler. In the split decryption case, opcode indicates whether we're in the opcode (true) or parameter (false) part of the instruction.

## 8.4.3 3. Disassembler interface, `device_disasm_interface`

### 3.1. Definition

A CPU core derives from `device_disasm_interface` through `cpu_device`. One method has to be implemented, `create_disassembler`.



### 3.2. create\_disassembler

util::disasm\_interface \*create\_disassembler()

That method must return a pointer to a newly allocated disassembler object. The caller takes ownership and handles the lifetime.

This method will be called at most one in the lifetime of the cpu object.

## 8.4.4 4. Disassembler configuration and communication

Some disassemblers need to be configured. Configuration can be unchanging (static) for the duration of the run (cpu model type for instance) or dynamic (state of a flag or a user preference). Static configuration can be done through either (a) parameter(s) to the disassembler constructor, or through deriving a main disassembler class. If the information is short and its semantics obvious (like a model name), feel free to use a parameter. Otherwise derive the class.

Dynamic configuration must be done by first defining a nested public struct called “config” in the disassembler, with virtual destructor and pure virtual methods to pull the required information. A pointer to that struct should be passed to the disassembler constructor. The cpu core should then add a derivation from that config struct and implement the methods. Unidasm will have to derive a small class from the config class to give the information.

### 8.4.5 5. Missing stuff

There currently is no way for the debugger GUI to add per-core configuration. It is needed for in particular the s2650 and the saturn cores. It should go through the cpu core class itself, since it’s pulled from the config struct.

There is support missing in unidasm for per-cpu configuration. That’s needed for a lot of things, see the unidasm source code for the current list (“Configuration missing” comments).

## 8.5 The new floppy subsystem

### 8.5.1 1. Introduction

The new floppy subsystem aims at emulating the behaviour of floppies and floppy controllers at a level low enough that protections work as a matter of course. It reaches its goal by following the real hardware configuration:

- a floppy image class keeps in memory the magnetic state of the floppy surface and its physical characteristics
- an image handler class talks with the floppy image class to simulate the floppy drive, providing all the signals you have on a floppy drive connector
- floppy controller devices talk with the image handler and provide the register interfaces to the host we all know and love
- format handling classes are given the task of statelessly converting to and from an on-disk image format to the in-memory magnetic state format the floppy image class manages

## 8.5.2 2. Floppy storage 101

### 2.1. Floppy disk

A floppy disk is a disc that stores magnetic orientations on their surface disposed in a series on concentric circles called tracks or cylinders<sup>1</sup>. Its main characteristics are its size (goes from a diameter of around 2.8" to 8") , its number of writable sides (1 or 2) and its magnetic resistivity. The magnetic resistivity indicates how close magnetic orientation changes can happen and the information kept. That's one third of what defines the term "density" that is so often used for floppies (the other two are floppy drive head size and bit-level encoding).

The magnetic orientations are always binary, e.g. they're one way or the opposite, there's no intermediate state. Their direction can either be tangentially to the track, e.g in the direction or opposite to the rotation, or in the case of perpendicular recording the direction is perpendicular to the disc surface (hence the name). Perpendicular recording allows for closer orientation changes by writing the magnetic information more deeply, but arrived late in the technology lifetime. 2.88Mb disks and the floppy children (Zip drives, etc) used perpendicular recording. For simulation purposes the direction is not important, only the fact that only two orientations are possible is. Two more states are possible though: a portion of a track can be demagnetized (no orientation) or damaged (no orientation and can't be written to).

A specific position in the disk rotation triggers an index pulse. That position can be detected through a hole in the surface (very visible in 5.25" and 3" floppies for instance) or through a specific position of the rotating center (3.5" floppies, perhaps others). This index pulse is used to designate the beginning of the track, but is not used by every system. Older 8" floppies have multiple index holes used to mark the beginning of sectors (called hard sectoring) but one of them is positioned differently to be recognized as the track start, and the others are at fixed positions relative to the origin one.

### 2.2. Floppy drive

A floppy drive is what reads and writes a floppy disk. It includes an assembly capable of rotating the disk at a fixed speed and one or two magnetic heads tied to a positioning motor to access the tracks.

The head width and positioning motor step size decides how many tracks are written on the floppy. Total number of tracks goes from 32 to 84 depending on the floppy and drive, with the track 0 being the most exterior (longer) one of the concentric circles, and the highest numbered the smallest interior circle. As a result the tracks with the lowest numbers have the lowest physical magnetic orientation density, hence the best reliability. Which is why important and/or often changed structures like the boot block or the fat allocation table are at track 0. That is also where the terminology "stepping in" to increase the track number and "stepping out" to decrease it comes from. The number of tracks available is the second part of what is usually behind the term "density".

A sensor detects when the head is on track 0 and the controller is not supposed to try to go past it. In addition physical blocks prevent the head from going out of the correct track range. Some systems (Apple II, some C64) do not take the track 0 sensor into account and just wham the head against the track 0 physical block, giving a well-known crash noise and eventually damaging the head alignment.

Also, some systems (Apple II and C64 again) have direct access to the phases of the head positioning motor, allowing to trick the head into going between tracks, in middle or even quarter positions. That was not usable to write more tracks, since the head width did not change, but since reliable reading was only possible with the correct position it was used for some copy protection systems.

The disk rotates at a fixed speed for a given track. The most usual speed is 300 rpm for every track, with 360 rpm found for HD 5.25" floppies and most 8" ones, and a number of different values like 90 rpm for the earlier floppies or 150 rpm for an HD floppy in an Amiga. Having a fixed rotational speed for the whole disk is called Constant Angular Velocity (CAV, almost everybody) or Zoned Constant Angular Velocity (ZCAV, C64) depending on whether the read/write bitrate is constant or track-dependant. Some systems (Apple II, Mac) vary the rotational speed depending on the track

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<sup>1</sup> Cylinder is a hard-drive term somewhat improperly used for floppies. It comes from the fact that hard-drives are similar to floppies but include a series of stacked disks with a read/write head on each. The heads are physically linked and all point to the same circle on every disk at a given time, making the accessed area look like a cylinder. Hence the name.

(something like 394 rpm up to 590 rpm) to end up with a Constant Linear Velocity (CLV). The idea behind ZCAV/CLV is to get more bits out of the media by keeping the minimal spacing between magnetic orientation transitions close to the best the support can do. It seems that the complexity was not deemed worth it since almost no system does it.

Finally, after the disc rotates and the head is over the proper track reading happens. The reading is done through an inductive head, which gives it the interesting characteristic of not reading the magnetic orientation directly but instead of being sensitive to orientation inversions, called flux transitions. This detection is weak and somewhat uncalibrated, so an amplifier with Automatic Gain Calibration (AGC) and a peak detector are put behind the head to deliver clean pulses. The AGC slowly increases the amplification level until a signal goes over the threshold, then modulates its gain so that said signal is at a fixed position over the threshold. Afterwards the increase happens again. This makes the amplifier calibrate itself to the signals read from the floppy as long as flux transitions happen often enough. Too long and the amplification level will reach a point where the random noise the head picks from the environment is amplified over the threshold, creating a pulse where none should be. Too long in our case happens to be around 16-20us with no transitions. That means a long enough zone with a fixed magnetic orientation or no orientation at all (demagnetized or damaged) is going to be read as a series of random pulses after a brief delay. This is used by protections and is known as “weak bits”, which read differently each time they’re accessed.

A second level of filtering happens after the peak detector. When two transitions are a little close (but still over the media threshold) a bouncing effect happens between them giving two very close pulses in the middle in addition to the two normal pulses. The floppy drive detects when pulses are too close and filter them out, leaving the normal ones. As a result, if one writes a train of high-frequency pulses to the floppy they will be read back as a train of too close pulses (weak because they’re over the media tolerance, but picked up by the AGC anyway, only somewhat unreliably) they will be all filtered out, giving a large amount of time without any pulse in the output signal. This is used by some protections since it’s not writable with a normally clocked controller.

Writing is symmetrical, with a series of pulses sent which make the write head invert the magnetic field orientation each time a pulse is received.

So, in conclusion, the floppy drive provides inputs to control disk rotation and head position (and choice when double-sided), and the data goes both way as a train of pulses representing magnetic orientation inversions. The absolute value of the orientation itself is never known.

## 2.3. Floppy controller

The task of the floppy controller is to turn the signals to/from the floppy drive into something the main CPU can digest. The level of support actually done by the controller is extremely variable from one device to the other, from pretty much nothing (Apple II, C64) through minimal (Amiga) to complete (Western Digital chips, uPD765 family). Usual functions include drive selection, motor control, track seeking and of course reading and writing data. Of these only the last two need to be described, the rest is obvious.

The data is structured at two levels: how individual bits (or nibbles, or bytes) are encoded on the surface, and how these are grouped in individually-addressable sectors. Two standards exist for these, called FM and MFM, and in addition a number of systems use their home-grown variants. Moreover, some systems such as the Amiga use a standard bit-level encoding (MFM) but a homegrown sector-level organisation.

### 2.3.1. Bit-level encodings

#### 2.3.1.1. Cell organization

All floppy controllers, even the wonkiest like the Apple II one, start by dividing the track in equally-sized cells. They’re angular sections in the middle of which a magnetic orientation inversion may be present. From a hardware point of view the cells are seen as durations, which combined with the floppy rotation give the section. For instance the standard MFM cell size for a 3” double-density floppy is 2us, which combined with the also standard 300 rpm

rotational speed gives an angular size of 1/100000th of a turn. Another way of saying it is that there are 100K cells in a 3" DD track.

In every cell there may or may not be a magnetic orientation transition, e.g. a pulse coming from (reading) or going to (writing) the floppy drive. A cell with a pulse is traditionally noted '1', and one without '0'. Two constraints apply to the cell contents though. First, pulses must not be too close together or they'll blur each-other and/or be filtered out. The limit is slightly better than 1/50000th of a turn for single and double density floppies, half that for HD floppies, and half that again for ED floppies with perpendicular recording. Second, they must not be too away from each other or either the AGC is going to get wonky and introduce phantom pulses or the controller is going to lose sync and get a wrong timing on the cells on reading. Conservative rule of thumb is not to have more than three consecutive '0' cells.

Of course protections play with that to make formats not reproducible by the system controller, either breaking the three-zeroes rule or playing with the cells durations/sizes.

Bit encoding is then the art of transforming raw data into a cell 0/1 configuration that respects the two constraints.

### 2.3.1.2. FM encoding

The very first encoding method developed for floppies is called Frequency Modulation, or FM. The cell size is set at slightly over the physical limit, e.g. 4us. That means it is possible to reliably have consecutive '1' cells. Each bit is encoded on two cells:

- the first cell, called the clock bit, is '1'
- the second cell, called data bit, is the bit

Since every other cell at least is '1' there is no risk of going over three zeroes.

The name Frequency Modulation simply derives from the fact that a 0 is encoded with one period of a 125Khz pulse train while a 1 is two periods of a 250Khz pulse train.

### 2.3.1.3. MFM encoding

The FM encoding has been superseded by the Modified Frequency Modulation encoding, which can cram exactly twice as much data on the same surface, hence its other name of "double density". The cell size is set at slightly over half the physical limit, e.g. 2us usually. The constraint means that two '1' cells must be separated by at least one '0' cell. Each bit is once again encoded on two cells:

- the first cell, called the clock bit, is '1' if both the previous and current data bits are 0, '0' otherwise
- the second cell, called data bit, is the bit

The minimum space rule is respected since a '1' clock bit is by definition surrounded by two '0' data bits, and a '1' data bit is surrounded by two '0' clock bits. The longest '0'-cell string possible is when encoding 101 which gives x10001, respecting the maximum of three zeroes.

### 2.3.1.4. GCR encodings

Group Coded Recording, or GCR, encodings are a class of encodings where strings of bits at least nibble-size are encoded into a given cell stream given by a table. It has been used in particular by the Apple II, the Mac and the C64, and each system has its own table, or tables.

### 2.3.1.5. Other encodings

Other encodings exist, like M2FM, but they're very rare and system-specific.

### 2.3.1.6. Reading back encoded data

Writing encoded data is easy, you only need a clock at the appropriate frequency and send or not a pulse on the clock edges. Reading back the data is where the fun is. Cells are a logical construct and not a physical measurable entity. Rotational speeds vary around the defined one ( $\pm 2\%$  is not rare) and local perturbations (air turbulence, surface distance...) make the instant speed very variable in general. So to extract the cell values stream the controller must dynamically synchronize with the pulse train that the floppy head picks up. The principle is simple: a cell-sized duration window is build within which the presence of at least one pulse indicates the cell is a '1', and the absence of any a '0'. After reaching the end of the window the starting time is moved appropriately to try to keep the observed pulse at the exact middle of the window. This allows to correct the phase on every '1' cell, making the synchronization work if the rotational speed is not too off. Subsequent generations of controllers used a Phase-Locked Loop (PLL) which vary both phase and window duration to adapt better to wrong rotational speeds, with usually a tolerance of  $\pm 15\%$ .

Once the cell data stream is extracted decoding depends on the encoding. In the FM and MFM case the only question is to recognize data bits from clock bits, while in GCR the start position of the first group should be found. That second level of synchronization is handled at a higher level using patterns not found in a normal stream.

### 2.3.2. Sector-level organization

Floppies have been designed for read/write random access to reasonably sized blocks of data. Track selection allows for a first level of random access and sizing, but the  $\sim 6K$  of a double density track would be too big a block to handle. 256/512 bytes are considered a more appropriate value. To that end data on a track is organized as a series of (sector header, sector data) pairs where the sector header indicates important information like the sector number and size, and the sector data contains the data. Sectors have to be broken in two parts because while reading is easy, read the header then read the data if you want it, writing requires reading the header to find the correct place then once that is done switching on the writing head for the data. Starting writing is not instantaneous and will not be perfectly phase-aligned with the read header, so space for synchronization is required between header and data.

In addition somewhere in the sector header and in the sector data are pretty much always added some kind of checksum allowing to know whether the data was damaged or not.

FM and MFM have (not always used) standard sector layout methods.

#### 2.3.2.1. FM sector layout

The standard "PC" track/sector layout for FM is as such:

- A number of FM-encoded 0xff (usually 40)
- 6 FM-encoded 0x00 (giving a steady 125KHz pulse train)
- The 16-cell stream 1111011101111010 (f77a, clock 0xd7, data 0xfc)
- A number of FM-encoded 0xff (usually 26, very variable)

Then for each sector: - 6 FM-encoded 0x00 (giving a steady 125KHz pulse train)

- The 16-cell stream 1111010101111110 (f57e, clock 0xc7, data 0xfe)
- Sector header, e.g. FM encoded track, head, sector, size code and two bytes of crc
- 11 FM-encoded 0xff
- 6 FM-encoded 0x00 (giving a steady 125KHz pulse train)
- The 16-cell stream 1111010101101111 (f56f, clock 0xc7, data 0xfb)
- FM-encoded sector data followed by two bytes of crc

- A number of FM-encoded 0xff (usually 48, very variable)

The track is finished with a stream of '1' cells.

The 125KHz pulse trains are used to lock the PLL to the signal correctly. The specific 16-cells streams allow to distinguish between clock and data bits by providing a pattern that is not supposed to happen in normal FM-encoded data. In the sector header track numbers start at 0, heads are 0/1 depending on the size, sector numbers usually start at 1 and size code is 0 for 128 bytes, 1 for 256, 2 for 512, etc.

The CRC is a cyclic redundancy check of the data bits starting with the mark just after the pulse train using polynomial 0x11021.

The Western Digital-based controllers usually get rid of everything but some 0xff before the first sector and allow a better use of space as a result.

### **2.3.2.2. MFM sector layout**

The standard "PC" track/sector layout for MFM is as such:

- A number of MFM-encoded 0x4e (usually 80)
- 12 FM-encoded 0x00 (giving a steady 250KHz pulse train)
- 3 times the 16-cell stream 0101001000100100 (5224, clock 0x14, data 0xc2)
- The MFM-encoded value 0xfc
- A number of MFM-encoded 0x4e (usually 50, very variable)

Then for each sector:

- 12 FM-encoded 0x00 (giving a steady 250KHz pulse train)
- 3 times the 16-cell stream 0100010010001001 (4489, clock 0x0a, data 0xa1)
- Sector header, e.g. MFM-encoded 0xfe, track, head, sector, size code and two bytes of crc
- 22 MFM-encoded 0x4e
- 12 MFM-encoded 0x00 (giving a steady 250KHz pulse train)
- 3 times the 16-cell stream 0100010010001001 (4489, clock 0x0a, data 0xa1)
- MFM-encoded 0xfb, sector data followed by two bytes of crc
- A number of MFM-encoded 0x4e (usually 84, very variable)

The track is finished with a stream of MFM-encoded 0x4e.

The 250KHz pulse trains are used to lock the PLL to the signal correctly. The cell pattern 4489 does not appear in normal MFM-encoded data and is used for clock/data separation.

As for FM, the Western Digital-based controllers usually get rid of everything but some 0x4e before the first sector and allow a better use of space as a result.

### **2.3.2.3. Formatting and write splices**

To be usable, a floppy must have the sector headers and default sector data written on every track before using it. The controller starts writing at a given place, often the index pulse but on some systems whenever the command is sent, and writes until a complete turn is done. That's called formatting the floppy. At the point where the writing stops there is a synchronization loss since there is no chance the cell stream clock warps around perfectly. This brutal phase

change is called a write splice, specifically the track write splice. It is the point where writing should start if one wants to raw copy the track to a new floppy.

Similarly two write splices are created when a sector is written at the start and end of the data block part. They're not supposed to happen on a mastered disk though, even if there are some rare exceptions.

## 8.5.3 3. The new implementation

### 3.1. Floppy disk representation

The floppy disk contents are represented by the class `floppy_image`. It contains information of the media type and a representation of the magnetic state of the surface.

The media type is divided in two parts. The first half indicates the physical form factor, i.e. all medias with that form factor can be physically inserted in a reader that handles it. The second half indicates the variants which are usually detectable by the reader, such as density and number of sides.

Track data consists of a series of 32-bits lsb-first values representing magnetic cells. Bits 0-27 indicate the absolute position of the start of the cell (not the size), and bits 28-31 the type. Type can be:

- 0, MG\_A -> Magnetic orientation A
- 1, MG\_B -> Magnetic orientation B
- 2, MG\_N -> Non-magnetized zone (neutral)
- 3, MG\_D -> Damaged zone, reads as neutral but cannot be changed by writing

The position is in angular units of 1/200,000,000th of a turn. It corresponds to one nanosecond when the drive rotates at 300 rpm.

The last cell implicit end position is of course 200,000,000.

Unformatted tracks are encoded as zero-size.

The "track splice" information indicates where to start writing if you try to rewrite a physical disk with the data. Some preservation formats encode that information, it is guessed for others. The write track function of `fdcs` should set it. The representation is the angular position relative to the index.

### 3.2. Converting to and from the internal representation

#### 3.2.1. Class and interface

We need to be able to convert on-disk formats of the floppy data to and from the internal representation. This is done through classes derived from `floppy_image_format_t`. The interface to be implemented includes: - `name()` gives the short name of the on-disk format

- `description()` gives a short description of the format
- `extensions()` gives a comma-separated list of file name extensions found for that format
- `supports_save()` returns true is converting to that external format is supported
- `identify(file, form factor)` gives a 0-100 score for the file to be of that format:
  - **0** = not that format
  - **100** = certainly that format
  - **50** = format identified from file size only

- **load(file, form factor, floppy\_image)** loads an image and converts it into the internal representation
- **save(file, floppy\_image)** (if implemented) converts from the internal representation and saves an image

All of these methods are supposed to be stateless.

### 3.2.2. Conversion helper methods

A number of methods are provided to simplify writing the converter classes.

#### 3.2.2.1. Load-oriented conversion methods

**generate\_track\_from\_bitstream(track number,  
head number,  
UINT8 \*cell stream,  
int cell count,  
floppy image)**

Takes a stream of cell types (0/1), MSB-first, converts it to the internal format and stores it at the given track and head in the given image.

**generate\_track\_from\_levels(track number,  
head number,  
UINT32 \*cell levels,  
int cell count,  
splice position,  
floppy image)**

Takes a variant of the internal format where each value represents a cell, the position part of the values is the size of the cell and the level part is MG\_0, MG\_1 for normal cell types, MG\_N, MG\_D for unformatted/damaged cells, and MG\_W for Dungeon-Master style weak bits. Converts it into the internal format. The sizes are normalized so that they total to a full turn.

**normalize\_times(UINT32 \*levels,  
int level\_count)**

Takes an internal-format buffer where the position part represents angle until the next change and turns it into a normal positional stream, first ensuring that the total size is normalized to a full turn.

#### 3.2.2.2. Save-oriented conversion methods

**generate\_bitstream\_from\_track(track number,  
head number,  
base cell size,  
UINT8 \*cell stream,**



**int &cell\_stream\_size,**  
**floppy image)**

Extract a cell 0/1 stream from the internal format using a PLL setup with an initial cell size set to 'base cell size' and a +/- 25% tolerance.

```
struct desc_xs { int track, head, size; const UINT8 *data }
extract_sectors_from_bitstream_mfm_pc(...)
extract_sectors_from_bitstream_fm_pc(const UINT8 *cell_stream,
    int cell_stream_size,
    desc_xs *sectors,
    UINT8 *sectdata,
    int sectdata_size)
```

Extract standard mfm or fm sectors from a regenerated cell stream. Sectors must point to an array of 256 desc\_xs.

An existing sector is recognizable by having ->data non-null. Sector data is written in sectdata up to sectdata\_size bytes.

```
get_geometry_mfm_pc(...)
get_geometry_fm_pc(floppy image,
    base cell size,
    int &track_count,
    int &head_count,
    int &sector_count)
```

Extract the geometry (heads, tracks, sectors) from a pc-ish floppy image by checking track 20.

```
get_track_data_mfm_pc(...)
get_track_data_fm_pc(track number,
    head number,
    floppy image,
    base cell size,
    sector size,
    sector count,
    UINT8 *sector data)
```

Extract what you'd get by reading in order 'sector size'-sized sectors from number 1 to sector count and put the result in sector data.

### 3.3. Floppy drive

The class floppy\_image\_interface simulates the floppy drive. That includes a number of control signals, reading, and writing. Control signal changes must be synchronized, e.g. fired off a timer to ensure the

current time is the same for all devices.

### 3.3.1. Control signals

Due to the way they're usually connected to CPUs (e.g. directly on an I/O port), the control signals work with physical instead of logical values. Which means that in general 0 means active, 1 means inactive. Some signals also have a callback associated called when they change.

#### **mon\_w(state) / mon\_r()**

Motor on signal, rotates on 0.

#### **idx\_r() / setup\_index\_pulse\_cb(cb)**

Index signal, goes 0 at start of track for about 2ms. Callback is synchronized. Only happens when a disk is in and the motor is running.

#### **ready\_r() / setup\_ready\_cb(cb)**

Ready signal, goes to 1 when the disk is removed or the motor stopped. Goes to 0 after two index pulses.

#### **wpt\_r() / setup\_wpt\_cb(cb)**

Write protect signal (1 = readonly). Callback is unsynchronized.

#### **dskchg\_r()**

Disk change signal, goes to 1 when a disk is change, goes to 0 on track change.

#### **dir\_w(dir)**

Selects track stepping direction (1 = out = decrease track number).

#### **stp\_w(state)**

Step signal, moves by one track on 1->0 transition.

#### **trk00\_r()**

Track 0 sensor, returns 0 when on track 0.

#### **ss\_w(ss) / ss\_r()**

Side select

### 3.3.2. Read/write interface

The read/write interface is designed to work asynchronously, e.g. somewhat independently of the current time.

## 8.6 The new SCSI subsystem

### 8.6.1 Introduction

The **nscsi** subsystem was created to allow an implementation to be closer to the physical reality, making it easier (hopefully) to implement new controller chips from the documentations.

## 8.6.2 Global structure

Parallel SCSI is built around a symmetric bus to which a number of devices are connected. The bus is composed of 9 control lines (for now, later SCSI versions may have more) and up to 32 data lines (but currently implemented chips only handle 8). All the lines are open collector, which means that either one or multiple chip connect the line to ground and the line, of course, goes to ground, or no chip drives anything and the line stays at Vcc. Also, the bus uses inverted logic, where ground means 1. SCSI chips traditionally work in logical and not physical levels, so the nscsi subsystem also works in logical levels and does a logical-or of all the outputs of the devices.

Structurally, the implementation is done around two main classes: **nscsi\_bus\_devices** represents the bus, and **nscsi\_device** represents an individual device. A device only communicate with the bus, and the bus takes care of transparently handling the device discovery and communication. In addition the **nscsi\_full\_device** class proposes a SCSI device with the SCSI protocol implemented making building generic SCSI devices like hard drives or CD-ROM readers easier.

## 8.6.3 Plugging in a SCSI bus in a driver

The nscsi subsystem leverages the slot interfaces and the device naming to allow for a configurable yet simple bus implementation.

First you need to create a list of acceptable devices to plug on the bus. This usually comprises of **cdrom**, **harddisk** and the controller chip. For instance:

```
static SLOT_INTERFACE_START( next_scsi_devices )
    SLOT_INTERFACE("cdrom", NSCSI_CDROM)
    SLOT_INTERFACE("harddisk", NSCSI_HARDDISK)
    SLOT_INTERFACE_INTERNAL("ncr5390", NCR5390)
SLOT_INTERFACE_END
```

The **\_INTERNAL** interface indicates a device that is not user-selectable, which is useful for the controller.

Then in the machine config (or in a fragment config) you need to first add the bus, and then the (potential) devices as sub-devices of the bus with the SCSI ID as the name. For instance you can use:

```
MCFG_NSCSI_BUS_ADD("scsibus")
MCFG_NSCSI_ADD("scsibus:0", next_scsi_devices, "cdrom", 0, 0, 0, false)
MCFG_NSCSI_ADD("scsibus:1", next_scsi_devices, "harddisk", 0, 0, 0, false)
MCFG_NSCSI_ADD("scsibus:2", next_scsi_devices, 0, 0, 0, 0, false)
MCFG_NSCSI_ADD("scsibus:3", next_scsi_devices, 0, 0, 0, 0, false)
MCFG_NSCSI_ADD("scsibus:4", next_scsi_devices, 0, 0, 0, 0, false)
MCFG_NSCSI_ADD("scsibus:5", next_scsi_devices, 0, 0, 0, 0, false)
MCFG_NSCSI_ADD("scsibus:6", next_scsi_devices, 0, 0, 0, 0, false)
MCFG_NSCSI_ADD("scsibus:7", next_scsi_devices, "ncr5390", 0, &next_ncr5390_interface, 1000000,
true)
```

That configuration puts as default a CD-ROM reader on SCSI ID 0 and a hard drive on SCSI ID 1, and forces the controller on ID 7. The parameters of add are:

- device tag, comprised of bus-tag:scsi-id
- the list of acceptable devices
- the device name as per the list, if one is to be there by default
- the device input config, if any (and there usually isn't one)
- the device configuration structure, usually for the controller only
- the frequency, usually for the controller only
- “**false**” for a user-modifiable slot, “**true**” for a fixed slot

The full device name, for mapping purposes, will be **bus-tag:scsi-id:device-type**, i.e. “*scsibus:7:ncr5390*” for our controller here.

### 8.6.4 Creating a new SCSI device using `nscsi_device`

The base class “**nscsi\_device**” is to be used for down-to-the-metal devices, i.e. SCSI controller chips. The class provides three variables and one method. The first variable, **scsi\_bus**, is a pointer to the **nscsi\_bus\_device**. The second, **scsi\_refid**, is an opaque reference to pass to the bus on some operations. Finally, **scsi\_id** gives the SCSI ID as per the device tag. It's written once at startup and never written or read afterwards, the device can do whatever it wants with the value or the variable.

The virtual method **scsi\_ctrl\_changed** is called when watched-for control lines change. Which lines are watched is defined through the bus.

The bus proposes five methods to access the lines. The read methods are **ctrl\_r()** and **data\_r()**. The meaning of the control bits are defined in the **S\_\*** enum of **nscsi\_device**. The bottom three bits (**INP**, **CTL** and **MSG**) are setup so that masking with 7 (**S\_PHASE\_MASK**) gives the traditional numbers for the phases, which are also available with the **S\_PHASE\_\*** enum.

Writing the data lines is done with **data\_w(scsi\_refid, value)**.

Writing the control lines is done with **ctrl\_w(scsi\_refid, value, mask-of-lines-to-change)**. To change all control lines in one call use **S\_ALL** as the mask.

Of course, what is read is the logical-or of all of what is driven by all devices.

Finally, the method **ctrl\_wait\_w(scsi\_id, value, mask-of-wait-lines-to-change)** allows to select which control lines are watched. The watch mask is per-device, and the device method **scsi\_ctrl\_changed** is called whenever a control line in the mask changes due to an action of another device (not itself, to avoid an annoying and somewhat useless recursion).

Implementing the controller is then just a matter of following the state machines descriptions, at least if they're available. The only part often not described is the arbitration/selection, which is documented in the SCSI standard though. For an initiator (which is what the controller essentially always is), it goes like this:

- wait for the bus to be idle
- assert the data line which number is your scsi\_id ( $1 \ll \text{scsi\_id}$ )
- assert the busy line
- wait the arbitration time
- check that the of the active data lines the one with the highest number is yours
  - if no, the arbitration was lost, stop driving anything and restart at the beginning

- assert the select line (at that point, the bus is yours)
- wait a short while
- keep your data line asserted, assert the data line which number is the SCSI ID of the target
- wait a short while
- assert the atn line if needed, de-assert busy
- wait for busy to be asserted or timeout
  - timeout means nobody is answering at that id, de-assert everything and stop
- wait a short while for de-skewing
- de-assert the data bus and the select line
- wait a short while

and then you're done, you're connected with the target until the target de-asserts the busy line, either because you asked it to or just to annoy you. The de-assert is called a disconnect.

The **ncr5390** is an example of how to use a two-level state machine to handle all the events.

### 8.6.5 Creating a new SCSI device using `nscsi_full_device`

The base class “`nscsi_full_device`” is used to create HLE-d SCSI devices intended for generic uses, like hard drives, CD-ROMs, perhaps scanners, etc. The class provides the SCSI protocol handling, leaving only the command handling and (optionally) the message handling to the implementation.

The class currently only support target devices.

The first method to implement is `scsi_command()`. That method is called when a command has fully arrived. The command is available in `scsi_cmdbuf[]`, and its length is in `scsi_cmdsiz` (but the length is generally useless, the command first byte giving it). The 4096-bytes `scsi_cmdbuf` array is then freely modifiable.

In `scsi_command()`, the device can either handle the command or pass it up with `nscsi_full_device::scsi_command()`.

To handle the command, a number of methods are available:

- `get_lun(lua-set-in-command)` will give you the LUN to work on (the in-command one can be overridden by a message-level one).
- `bad_lun()` replies to the host that the specific LUN is unsupported.
- `scsi_data_in(buffer-id, size)` sends size bytes from buffer *buffer-id*
- `scsi_data_out(buffer-id, size)` receives size bytes into buffer *buffer-id*
- `scsi_status_complete(status)` ends the command with a given status.
- `sense(deferred, key)` prepares the sense buffer for a subsequent request-sense command, which is useful when returning a check-condition status.

The `scsi_data_*` and `scsi_status_complete` commands are queued, the command handler should call them all without waiting.

*buffer-id* identifies a buffer. 0, aka `SBUF_MAIN`, targets the `scsi_cmdbuf` buffer. Other acceptable values are 2 or more. 2+ ids are handled through the `scsi_get_data` method for read and `scsi_put_data` for write.

`UINT8 device::scsi_get_data(int id, int pos)` must return byte pos of buffer id, upcalling in `nscsi_full_device` for id < 2.

`void device::scsi_put_data(int id, int pos, UINT8 data)` must write byte pos in buffer id, upcalling in `nscsi_full_device` for id < 2.

`scsi_get_data` and `scsi_put_data` should do the external reads/writes when needed.

The device can also override `scsi_message` to handle SCSI messages other than the ones generically handled, and it can also override some of the timings (but a lot of them aren't used, beware).

A number of enums are defined to make things easier. The `SS_*` enum gives status returns (with `SS_GOOD` for all's well). The `SC_*` enum gives the scsi commands. The `SM_*` enum gives the SCSI messages, with the exception of identify (which is **80-ff**, doesn't really fit in an enum).

## 8.6.6 What's missing in `scsi_full_device`

- **Initiator support** We have no initiator device to HLE at that point.
- **Delays** A `scsi_delay` command would help giving more realistic timings to the CD-ROM reader in particular.
- **Disconnected operation** Would first require delays and in addition an emulated OS that can handle it.
- **16-bits wide operation** needs an OS and an initiator that can handle it.

## 8.6.7 What's missing in the `ncr5390` (and probably future other controllers)

- **Bus free detection** Right now the bus is considered free if the controllers isn't using it, which is true. This may change once disconnected operation is in.
- **Target commands** We don't emulate (vs. HLE) any target yet.

# 8.7 Scripting MAME via LUA

## 8.7.1 Introduction

It is now possible to externally drive MAME via LUA scripts. This feature initially appeared in version 0.148, when a minimal `luaengine` was implemented. Nowadays, the LUA interface is rich enough to let you inspect and manipulate devices state, access CPU registers, read and write memory, and draw a custom HUD on screen.

Internally, MAME makes extensive use of `luabridge` to implement this feature: the idea is to transparently expose as many of the useful internals as possible.

Finally, a warning: The LUA API is not yet declared stable and may suddenly change without prior notice. However, we expose methods to let you know at runtime which API version you are running against, and you can introspect most of the objects at runtime.

## 8.7.2 Features

The API is not yet complete, but this is a partial list of capabilities currently available to LUA scripts:

- machine metadata (app version, current rom, rom details)
- machine control (starting, pausing, resetting, stopping)
- machine hooks (on frame painting and on user events)
- devices introspection (device tree listing, memory and register enumeration)
- screens introspection (screens listing, screen details, frames counting)
- screen HUD drawing (text, lines, boxes on multiple screens)

- memory read/write (8/16/32/64 bits, signed and unsigned)
- registers and states control (states enumeration, get and set)

### 8.7.3 Usage

MAME supports external scripting via LUA (>= 5.3) scripts, either written on the interactive console or loaded as a file. To reach the console, just run MAME with **-console** and you will be greeted by a naked > prompt where you can input your script.

To load a whole script at once, store it in a plain text file and pass it via **-autoboot\_script**. Please note that script loading may be delayed (few seconds by default), but you can override the default with the **-autoboot\_delay** argument.

To control the execution of your code, you can use a loop-based or an event-based approach. The former is not encouraged as it is resource-intensive and makes control flow unnecessarily complex. Instead, we suggest to register custom hooks to be invoked on specific events (eg. at each frame rendering).

### 8.7.4 Walkthrough

Let's first run MAME in a terminal to reach the LUA console:

```
$ mame -console YOUR_ROM
      _/      _/      _/_/      _/      _/      _/_/_/_/_/
     _/_/    _/_/    _/      _/    _/_/    _/_/    _/
    _/  _/  _/  _/_/_/_/_/  _/  _/  _/  _/_/_/_/
   _/      _/  _/  _/  _/      _/  _/
  _/      _/  _/  _/  _/  _/      _/  _/_/_/_/_/
mame v0.205
Copyright (C) Nicola Salmoria and the MAME team

Lua 5.3
Copyright (C) Lua.org, PUC-Rio

[MAME]>
```

At this point, your game is probably running in demo mode, let's pause it:

```
[MAME]> emu.pause()
[MAME]>
```

Even without textual feedback on the console, you'll notice the game is now paused. In general, commands are quiet and only print back error messages.

You can check at runtime which version of MAME you are running, with:

```
[MAME]> print(emu.app_name() .. " " .. emu.app_version())
mame 0.205
```

We now start exploring screen related methods. First, let's enumerate available screens:

```
[MAME]> for i,v in pairs(manager:machine():screens) do print(i) end
:screen
```

**manager:machine()** is the root object of your currently running machine: we will be using this often. **screens** is a table with all available screens; most machines only have one main screen. In our case, the main and only screen is tagged as **:screen**, and we can further inspect it:

```
[MAME]> -- let's define a shorthand for the main screen
[MAME]> s = manager:machine().screens[":screen"]
[MAME]> print(s:width() .. "x" .. s:height())
320x224
```

We have several methods to draw on the screen a HUD composed of lines, boxes and text:

```
[MAME]> -- we define a HUD-drawing function, and then call it
[MAME]> function draw_hud()
[MAME]>> s:draw_text(40, 40, "foo"); -- (x0, y0, msg)
[MAME]>> s:draw_box(20, 20, 80, 80, 0, 0xff00ffff); -- (x0, y0, x1, y1, fill-color, ↵
↵line-color)
[MAME]>> s:draw_line(20, 20, 80, 80, 0xff00ffff); -- (x0, y0, x1, y1, line-color)
[MAME]>> end
[MAME]> draw_hud();
```

This will draw some useless art on the screen. However, when unpausing the game, your HUD needs to be refreshed otherwise it will just disappear. In order to do this, you have to register your hook to be called on every frame repaint:

```
[MAME]> emu.register_frame_done(draw_hud, "frame")
```

All colors are expected in ARGB format (32b unsigned), while screen origin (0,0) normally corresponds to the top-left corner.

Similarly to screens, you can inspect all the devices attached to a machine:

```
[MAME]> for k,v in pairs(manager:machine().devices) do print(k) end
:audiocpu
:maincpu
:saveram
:screen
:palette
[...]
```

On some of them, you can also inspect and manipulate memory and state:

```
[MAME]> cpu = manager:machine().devices[":maincpu"]
[MAME]> -- enumerate, read and write state registers
[MAME]> for k,v in pairs(cpu.state) do print(k) end
D5
SP
A4
A3
D0
PC
[...]
[MAME]> print(cpu.state["D0"].value)
303
[MAME]> cpu.state["D0"].value = 255
[MAME]> print(cpu.state["D0"].value)
255
```

```
[MAME]> -- inspect memory
[MAME]> for k,v in pairs(cpu.spaces) do print(k) end
program
[MAME]> mem = cpu.spaces["program"]
```

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```
[MAME]> print(mem:read_i8(0xC000))
41
```

## 8.8 The new 6502 family implementation

### 8.8.1 Introduction

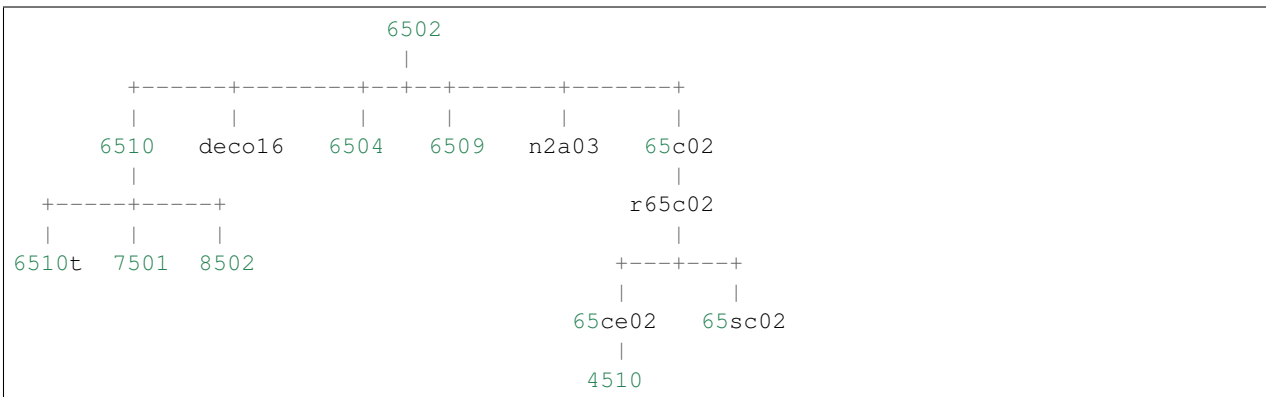
The new 6502 family implementation has been created to reach sub-instruction accuracy in observable behaviour. It is designed with 3 goals in mind:

- every bus cycle must happen at the exact time it would happen in a real CPU, and every access the real CPU does is done
- instructions can be interrupted at any time in the middle then restarted at that point transparently
- instructions can be interrupted even from within a memory handler for bus contention/wait states emulation purposes

Point 1 has been ensured through bisimulation with the gate-level simulation perfect6502. Point 2 has been ensured structurally through a code generator which will be explained in section 8. Point 3 is not done yet due to lack of support on the memory subsystem side, but section 9 shows how it will be handled.

### 8.8.2 The 6502 family

The MOS 6502 family has been large and productive. A large number of variants exist, varying on bus sizes, I/O, and even opcodes. Some offshots (g65c816, hu6280) even exist that live elsewhere in the mame tree. The final class hierarchy is this:



The 6510 adds an up to 8 bits I/O port, with the 6510t, 7501 and 8502 being software-identical variants with different pin count (hence I/O count), die process (NMOS, HNMOS, etc) and clock support.

The deco16 is a Deco variant with a small number of not really understood additional instructions and some I/O.

The 6504 is a pin and address-bus reduced version.

The 6509 adds internal support for paging.

The n2a03 is the NES variant with the D flag disabled and sound functionality integrated.

The 65c02 is the very first cmos variant with some additional instructions, some fixes, and most of the undocumented instructions turned into nops. The R (Rockwell, but eventually produced by WDC too among others) variant adds a

number of bitwise instructions and also `stp` and `wai`. The SC variant, used by the Lynx portable console, looks identical to the R variant. The 'S' probably indicates a static-ram-cell process allowing full DC-to-max clock control.

The 65ce02 is the final evolution of the ISA in this hierarchy, with additional instructions, registers, and removals of a lot of dummy accesses that slowed the original 6502 down by at least 25%. The 4510 is a 65ce02 with integrated MMU and GPIO support.

### 8.8.3 Usage of the classes

All the CPUs are standard modern CPU devices, with all the normal interaction with the device infrastructure. To include one of these CPUs in your driver you need to include "`CPU/m6502/<CPU>.h`" and then do a `MCFG_CPU_ADD("tag", <CPU>, clock)`.

**6510 variants port I/O callbacks are setup through:** `MCFG_<CPU>_PORT_CALLBACKS(READ8(type, read_method), WRITE8(type, write_method))`

**And the pullup and floating lines mask is given through:** `MCFG_<CPU>_PORT_PULLS(pullups, floating)`

**In order to see all bus accesses on the memory handlers it is possible to disable accesses through the direct map (at a CPU cost, `MCFG_M6502_DISABLE_DIRECT()`)**

In that case, transparent decryption support is also disabled, everything goes through normal memory-map read/write calls. The state of the sync line is given by the CPU method `get_sync()`, making implementing the decryption in the handler possible.

Also, as for every executable device, the CPU method `total_cycles()` gives the current time in cycles since the start of the machine from the point of view of the CPU. Or, in other words, what is usually called the cycle number for the CPU when somebody talks about bus contention or wait states. The call is designed to be fast (no system-wide sync, no call to `machine.time()`) and is precise. Cycle number for every access is exact at the sub-instruction level.

The 4510 special `nomap` line is accessible through `get_nomap()`.

Other than these specifics, these are perfectly normal CPU classes.

### 8.8.4 General structure of the emulations

Each variant is emulated through up to 4 files:

- `<CPU>.h` = header for the CPU class
- `<CPU>.c` = implementation of most of the CPU class
- `d<CPU>.lst` = dispatch table for the CPU
- `o<CPU>.lst` = opcode implementation code for the CPU

The last two are optional. They're used to generate a `<CPU>.inc` file in the object directory which is included by the `.c` file.

At a minimum, the class must include a constructor and an enum picking up the correct input line ids. See `m65sc02` for a minimalist example. The header can also include specific configuration macros (see `m8502`) and also the class can include specific memory accessors (more on these later, simple example in `m6504`).

If the CPU has its own dispatch table, the class must also include the declaration (but not definition) of `disasm_entries`, `do_exec_full` and `do_exec_partial`, the declaration and definition of `disasm_disassemble` (identical for all classes but refers to the class-specific `disasm_entries` array) and include the `.inc` file (which provides the missing definitions). Support for the generation must also be added to `CPU.mak`.

If the CPU has in addition its own opcodes, their declaration must be done through a macro, see f.i. `m65c02`. The `.inc` file will provide the definitions.

### 8.8.5 Dispatch tables

Each `d<CPU>.lst` is the dispatch table for the CPU. Lines starting with '#' are comments. The file must include 257 entries, the first 256 being opcodes and the 257th what the CPU should do on reset. In the 6502 `irq` and `nmi` actually magically call the "brk" opcode, hence the lack of specific description for them.

Entries 0 to 255, i.e. the opcodes, must have one of these two structures:

- `opcode_addressing-mode`
- `opcode_middle_addressing-mode`

Opcode is traditionally a three-character value. Addressing mode must be a 3-letter value corresponding to one of the `DASM_*` macros in `m6502.h`. Opcode and addressing mode are used to generate the disassembly table. The full entry text is used in the opcode description file and the dispatching methods, allowing for per-CPU variants for identical-looking opcodes.

An entry of "." was usable for unimplemented/unknown opcodes, generating "???" in the disassembly, but is not a good idea at this point since it will infloop in `execute()` if encountered.

### 8.8.6 Opcode descriptions

Each `o<CPU>.lst` file includes the CPU-specific opcodes descriptions. An opcode description is a series of lines starting by an opcode entry by itself and followed by a series of indented lines with code executing the opcode.

For instance the `asl <absolute address>` opcode looks like this:

```
asl_aba
    TMP = read_pc();
    TMP = set_h(TMP, read_pc());
    TMP2 = read(TMP);
    write(TMP, TMP2);
    TMP2 = do_asl(TMP2);
    write(TMP, TMP2);
    prefetch();
```

First the low part of the address is read, then the high part (**read\_pc** is auto-incrementing). Then, now that the address is available the value to shift is read, then re-written (yes, the 6502 does that), shifted then the final result is written (`do_asl` takes care of the flags). The instruction finishes with a prefetch of the next instruction, as all non-CPU-crashing instructions do.

Available bus-accessing functions are:

<code>read(adr)</code>	standard read
<code>read_direct(adr)</code>	read from program space
<code>read_pc()</code>	read at the PC address and increment it
<code>read_pc_noinc()</code>	read at the PC address
<code>read_9()</code>	6509 indexed-y banked read
<code>write(adr, val)</code>	standard write
<code>prefetch()</code>	instruction prefetch
<code>prefetch_noirq()</code>	instruction prefetch without irq check

Cycle counting is done by the code generator which detects (through string matching) the accesses and generates the appropriate code. In addition to the bus-accessing functions a special line can be used to wait for the next event (irq or whatever). “**eat-all-cycles;**” on a line will do that wait then continue. It is used by `wai_imp` and `stp_imp` for the `m65c02`.

Due to the constraints of the code generation, some rules have to be followed:

- in general, stay with one instruction/expression per line
- there must be no side effects in the parameters of a bus-accessing function
- local variables lifetime must not go past a bus access. In general, it’s better to leave them to helper methods (like `do_asl`) which do not do bus accesses. Note that “TMP” and “TMP2” are not local variables, they’re variables of the class.
- single-line then or else constructs must have braces around them if they’re calling a bus-accessing function

The per-opcode generated code are methods of the CPU class. As such they have complete access to other methods of the class, variables of the class, everything.

### 8.8.7 Memory interface

For better opcode reuse with the MMU/banking variants, a memory access subclass has been created. It’s called `memory_interface`, declared in `m6502_device`, and provides the following accessors:

<code>UINT8 read(UINT16 adr)</code>	normal read
<code>UINT8 read_sync(UINT16 adr)</code>	opcode read with sync active (first byte of opcode)
<code>UINT8 read_arg(UINT16 adr)</code>	opcode read with sync inactive (rest of opcode)
<code>void write(UINT16 adr, UINT8 val)</code>	normal write

<code>UINT8 read_9(UINT16 adr)</code>	special y-indexed 6509 read, defaults to <code>read()</code>
<code>void write_9(UINT16 adr, UINT8 val);</code>	special y-indexed 6509 write, defaults to <code>write()</code>

Two implementations are given by default, one usual, `mi_default_normal`, one disabling direct access, `mi_default_nd`. A CPU that wants its own interface (see 6504 or 6509 for instance) must override `device_start`, initialize `mintf` there then call `init()`.

### 8.8.8 The generated code

A code generator is used to support interrupting and restarting an instruction in the middle. This is done through a two-level state machine with updates only at the boundaries. More precisely, `inst_state` tells you which main state you’re in. It’s equal to the opcode byte when 0-255, and `0xff00` means reset. It’s always valid and used by instructions like `rmb`. `inst_substate` indicates at which step we are in an instruction, but it set only when an instruction has been interrupted. Let’s go back to the `asl <abs>` code:

```
asl_aba
    TMP = read_pc();
    TMP = set_h(TMP, read_pc());
    TMP2 = read(TMP);
    write(TMP, TMP2);
    TMP2 = do_asl(TMP2);
```

```
write(TMP, TMP2);
prefetch();
```

The complete generated code is:

```
void m6502_device::asl_aba_partial()
{
switch(inst_substate) {
case 0:
    if(icontains == 0) { inst_substate = 1; return; }
case 1:
    TMP = read_pc();
    icount--;
    if(icontains == 0) { inst_substate = 2; return; }
case 2:
    TMP = set_h(TMP, read_pc());
    icount--;
    if(icontains == 0) { inst_substate = 3; return; }
case 3:
    TMP2 = read(TMP);
    icount--;
    if(icontains == 0) { inst_substate = 4; return; }
case 4:
    write(TMP, TMP2);
    icount--;
    TMP2 = do_asl(TMP2);
    if(icontains == 0) { inst_substate = 5; return; }
case 5:
    write(TMP, TMP2);
    icount--;
    if(icontains == 0) { inst_substate = 6; return; }
case 6:
    prefetch();
    icount--;
}
    inst_substate = 0;
}
```

One can see that the initial switch() restarts the instruction at the appropriate substate, that icount is updated after each access, and upon reaching 0 the instruction is interrupted and the substate updated. Since most instructions are started from the beginning a specific variant is generated for when inst\_substate is known to be 0:

```
void m6502_device::asl_aba_full()
{
    if(icount == 0) { inst_substate = 1; return; }
    TMP = read_pc();
    icount--;
    if(icount == 0) { inst_substate = 2; return; }
    TMP = set_h(TMP, read_pc());
    icount--;
    if(icount == 0) { inst_substate = 3; return; }
    TMP2 = read(TMP);
    icount--;
    if(icount == 0) { inst_substate = 4; return; }
    write(TMP, TMP2);
    icount--;
    TMP2 = do_asl(TMP2);
    if(icount == 0) { inst_substate = 5; return; }
    write(TMP, TMP2);
    icount--;
    if(icount == 0) { inst_substate = 6; return; }
    prefetch();
    icount--;
}
```

That variant removes the switch, avoiding a costly computed branch and also an `inst_substate` write. There is in addition a fair chance that the decrement-test with zero pair is compiled into something efficient.

All these opcode functions are called through two virtual methods, `do_exec_full` and `do_exec_partial`, which are generated into a 257-entry switch statement. Pointers-to-methods being expensive to call, a virtual function implementing a switch has a fair chance of being better.

The execute main call ends up very simple:

```
void m6502_device::execute_run()
{
    if(inst_substate)
        do_exec_partial();

    while(icount > 0) {
        if(inst_state < 0x100) {
            PPC = NPC;
            inst_state = IR;
            if(machine().debug_flags & DEBUG_FLAG_ENABLED)
                debugger_instruction_hook(this, NPC);
        }
        do_exec_full();
    }
}
```

```
}

```

If an instruction was partially executed finish it (icount will then be zero if it still doesn't finish). Then try to run complete instructions. The NPC/IR dance is due to the fact that the 6502 does instruction prefetching, so the instruction PC and opcode come from the prefetch results.

### 8.8.9 Future bus contention/delay slot support

Supporting bus contention and delay slots in the context of the code generator only requires being able to abort a bus access when not enough cycles are available into icount, and restart it when cycles have become available again. The implementation plan is to:

- Have a delay() method on the CPU that removes cycles from icount. If icount becomes zero or less, having it throw a **suspend()** exception.
- Change the code generator to generate this:

```
void m6502_device::asl_aba_partial()
{
switch(inst_substate) {
case 0:
    if(icount == 0) { inst_substate = 1; return; }
case 1:
    try {
        TMP = read_pc();
    } catch(suspend) { inst_substate = 1; return; }
    icount--;
    if(icount == 0) { inst_substate = 2; return; }
case 2:
    try {
        TMP = set_h(TMP, read_pc());
    } catch(suspend) { inst_substate = 2; return; }
    icount--;
    if(icount == 0) { inst_substate = 3; return; }
case 3:
    try {
        TMP2 = read(TMP);
    } catch(suspend) { inst_substate = 3; return; }
    icount--;
    if(icount == 0) { inst_substate = 4; return; }
case 4:
    try {
        write(TMP, TMP2);
    } catch(suspend) { inst_substate = 4; return; }
    icount--;
    TMP2 = do_asl(TMP2);
    if(icount == 0) { inst_substate = 5; return; }
case 5:
```

```
    try {
    write(TMP, TMP2);
    } catch(suspend) { inst_substate = 5; return; }
    icount--;
    if(icount == 0) { inst_substate = 6; return; }
case 6:
    try {
    prefetch();
    } catch(suspend) { inst_substate = 6; return; }
    icount--;
}
    inst_substate = 0;
}
```

A modern try/catch costs nothing if an exception is not thrown. Using this the control will go back to the main loop, which will then look like this:

```
void m6502_device::execute_run()
{
    if(waiting_cycles) {
        icount -= waiting_cycles;
        waiting_cycles = 0;
    }

    if(icount > 0 && inst_substate)
        do_exec_partial();

    while(icount > 0) {
        if(inst_state < 0x100) {
            PPC = NPC;
            inst_state = IR;
            if(machine().debug_flags & DEBUG_FLAG_ENABLED)
                debugger_instruction_hook(this, NPC);
        }
        do_exec_full();
    }

    waiting_cycles = -icount;
    icount = 0;
}
```

A negative icount means that the CPU won't be able to do anything for some time in the future, because it's either waiting for the bus to be free or for a peripheral to answer. These cycles will be counted until elapsed and then normal processing will go on. It's important to note that the exception path only happens when the contention/wait state goes further than the scheduling slice of the CPU. That should not usually be the case, so the cost should be minimal.



### 8.8.10 Multi-dispatch variants

Some variants currently in the process of being supported change instruction set depending on an internal flag, either switching to a 16-bits mode or changing some register accesses to memory accesses. This is handled by having multiple dispatch tables for the CPU, the `d<CPU>.lst` not being 257 entries anymore but  $256*n+1$ . The variable **`inst_state_base`** must select which instruction table to use at a given time. It must be a multiple of 256, and is in fact simply OR-ed to the first instruction byte to get the dispatch table index (aka `inst_state`).

### 8.8.11 Current TO-DO:

- Implement the bus contention/wait states stuff, but that requires support on the memory map side first.
- Integrate the I/O subsystems in the 4510
- Possibly integrate the sound subsystem in the n2a03
- Add decent hookups for the Apple 3 madness



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