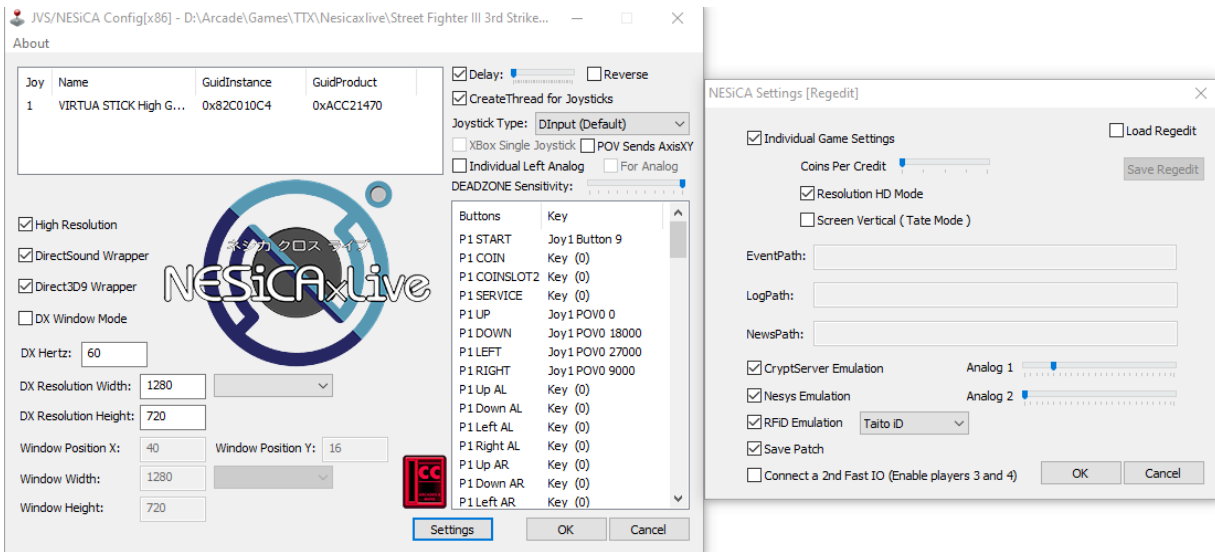


Attract-Mode Setup for Nesica TTX and PC Games

Objective:	To have a working a functional Attract Mode setup with the ability to load Nesicaxlive, TTX and PC games
Assumptions	1. PC powerful enough to power the games 2. Have installed all the necessary drivers (visual studio runtimes, directx etc)
Pre-requisite:	1. Download the Baseinstall 12-18-2017.rar (thanks to atrfalse on Arcade Projects for the hard work) 2. Download the NXL Update 12-14-2017.rar (thanks to atrfalse on Arcade Projects for the hard work) 3. Download TTX Artwork Pack Complete Updated 12-14-2017.rar (thanks to atrfalse on Arcade Projects for the hard work) 4. Download iDmacXv1.7 2019 12 20.rar. This can be used for Nesicaxlive and TTX. I personally prefer to use Game Loader All RH for TTX (thanks to 7zxkve and the rest of the developers on Emuline for the hard work) 5. Download 364 - 202004100000 (RAR5).rar (thanks to 7zxkve and the rest of the developers on Emuline for the hard work) 6. Option download – PC GAMES Artwork set 9-2-.rar (thanks to atrfalse on Arcade Projects for the hard work) 7. Optional download – Cave complete 2 12017.rar (thanks to atrfalse on Arcade Projects for the hard work) 8. Download TTX dumps (you'll have to find that yourself) 9. Nesicaxlive dumps (you'll have to find that yourself) 10. A PC game installed
Additional Information:	1. I take ZERO responsibility for any issues you may cause on your own PC, this guide is simply a process I've captured for my install. Proceed at your own risk 2. My PC is an old Gen 1 i7 with 8GB ram, 500GB HDD and a Gigabyte GTX 1050 low profile – so you don't need a powerful PC to make this work 3. A number of files will give you false positives on Windows Defender, I turned Defender off on my Gaming PC. Do so at your own risk For the purpose of this document, I will use: 1. D:\Arcade as the base folder 2. Street Fighter III 3rd Strike - Fight for the Future as game for Nesicaxlive 3. Super Street Fighter IV Arcade Edition 2012 as the game for TTX 4. Street Fighter V Champion Edition as the game for the PC

Configure Nesicaxlive games to work in a standalone directory

Step	Description
1.	Extract the Third Strike dump – my structure is as follows: D:\Arcade\Games\TTX\Nesicaxlive\Street Fighter III 3rd Strike - Fight for the Future\
2.	Extract the iDmacXv1.7_2019_12_20.rar file to a temporary directory (this will contain iDmacDrv32.dll and JConfig.exe)
3.	Copy the file iDmacDrv32.dll into the Third Strike game directory

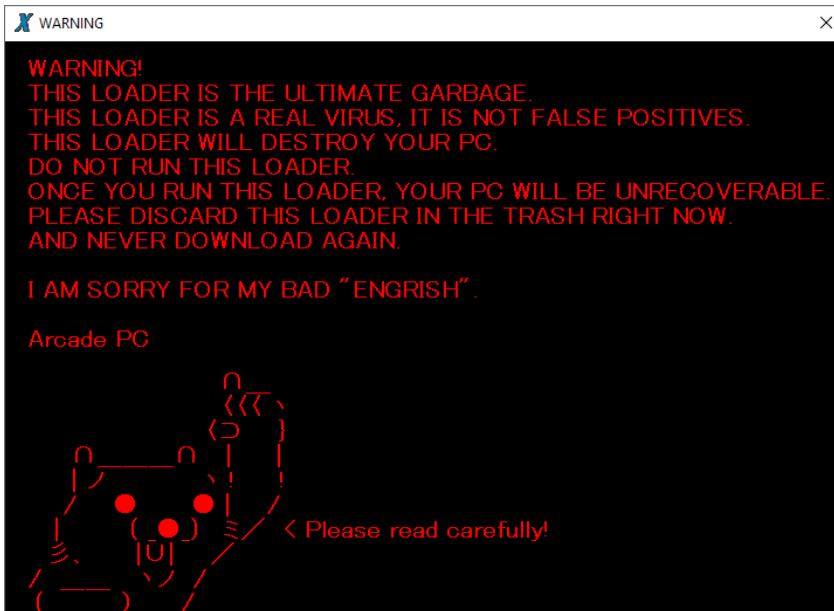
4.	Copy the file JConfig.exe into the Third Strike game directory
5.	Launch Jconfig.exe inside the game directory to configure your controllers 
6.	After pressing OK in “NESICA Settings” and Jconfig, you will see two files get created monitor_input.bin and monitor_misc.bin in the game directory
7.	Launch game.exe
8.	If everything goes well, the game should launch within the folder
9.	Step complete to Configure Nesicaxlive games to work in a standalone directory

Configure TTX games to work in a standalone directory

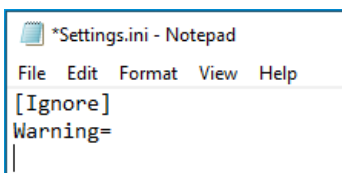
Step	Description
1.	Extract the Super StreetFighter 4 Arcade Edition 2012 dump – my structure is as follows: D:\Arcade\Games\TTX\Super StreetFighter 4 Arcade Edition 2012
2.	Extract the 364 - 202004100000 (RAR5).rar file to a temporary directory which will contain 3 files 1. Game Loader All RH.exe 2. Game Loader Config.exe 3. Game Loader Installer.exe
3.	Copy Game Loader All RH.exe , Game Loader Config.exe and Game Loader Installer.exe into the game directory
4.	Launch Game Loader Installer.exe
5.	If you’ve never run Game Loader Installer before, you will receive the following pop up – press X on the top right



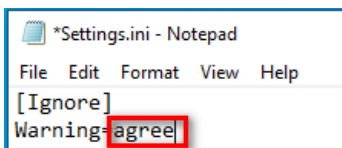
6. Another pop up will appear

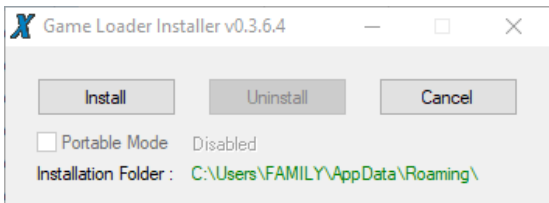
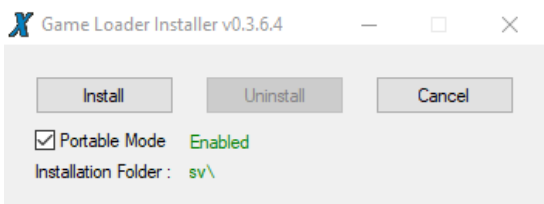
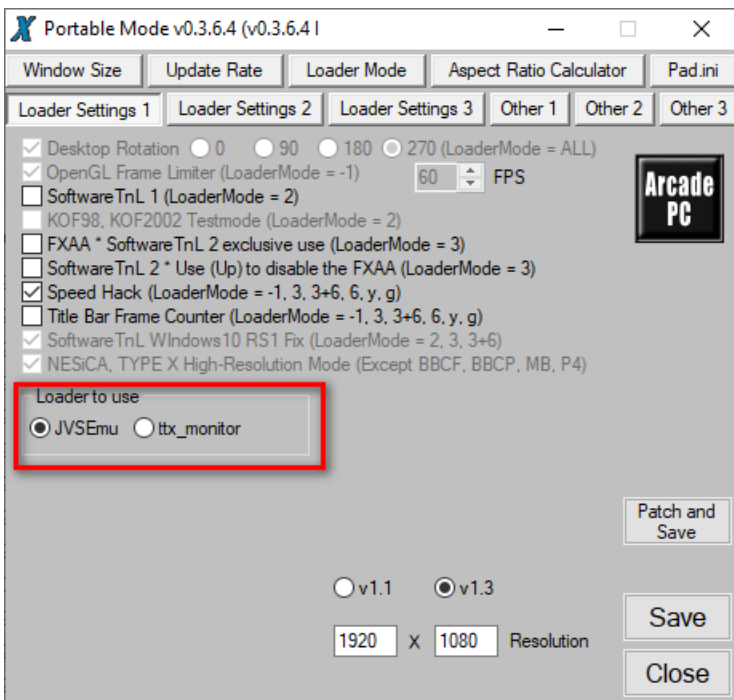


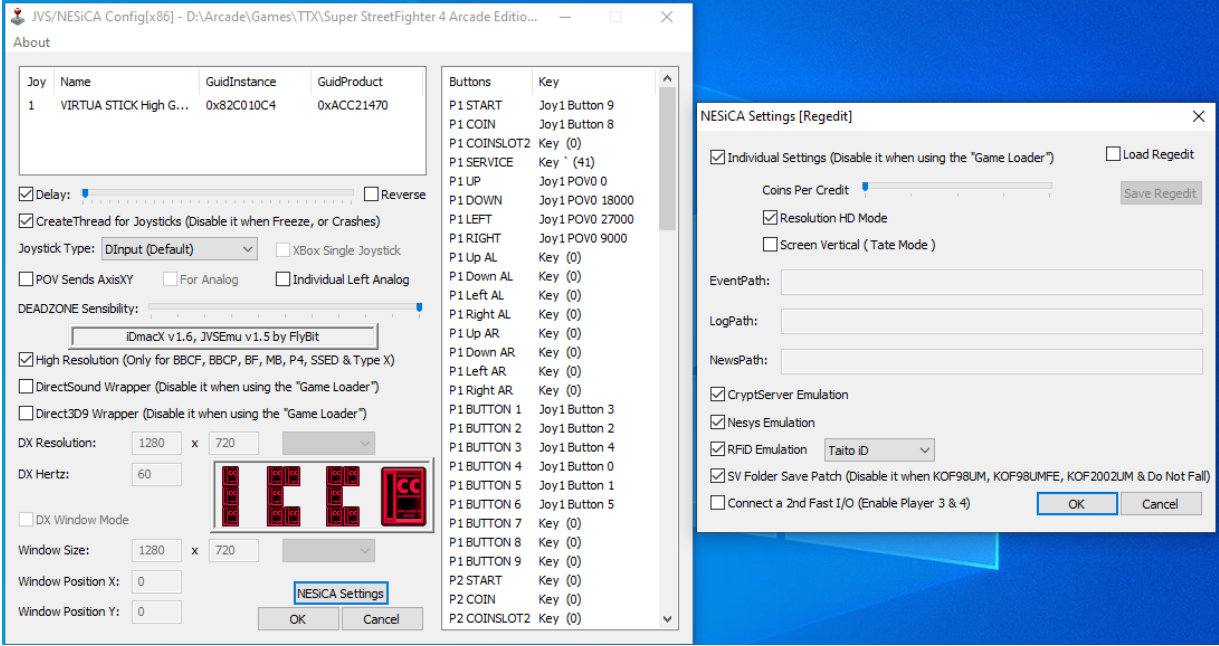
7. A **Settings.ini** file will be automatically opened by Notepad. You will see the text **Warning=**



8. Type in **"agree"**, save and then exit



9.	Exit the warning pop up
10.	Launch Game Loader Installer.exe again
11.	Click install (noting Portable Mode is unable to be selected)
	
12.	Launch Game Loader Config.exe
13.	Select the tab Other 3 in the Game Loader Config menu
14.	Click on the button “Change to Portable Mode”
15.	Select No when asked “Do you want to Disable Portable Mode?”
16.	Launch Game Loader Installer.exe again
17.	Click install (noting Portable Mode is selected)
	
18.	Launch Game Loader Config.exe again
19.	Under Loader Settings 1 , select JVSEmu (you will be asked to configure Jconfig)
	

20.	In the game directory, launch JConfig.exe to configure your inputs 
21.	Launch Game Loader All RH.exe to load the game
22.	Step complete to Configure TTX games to work in a standalone directory

Configure PC games

Step	Description
1.	Install as per the prompts of the installer <i>Note: I changed the install directory for my game to D:\Arcade\Games\PC Games\Street Fighter V Champion Edition\</i>
2.	Ensure the game is working as a standalone game
3.	Step complete

Configure Attract-Mode for Nesicaxlive

Step	Description
1.	Extract the file Baseinstall 12-18-2017.rar – my structure is as follows: D:\Arcade\NesicaXlive After extracting you should have the following directories: D:\Arcade\NesicaXlive\AM

	D:\Arcade\NesicaXlive\Artwork D:\Arcade\NesicaXlive\Games D:\Arcade\NesicaXlive\Rocketlauncher
2.	Extract the file NXL Update 12-14-2017.rar – my structure is as follows: D:\Arcade\NesicaXlive\Artwork\Nesica
3.	Extract the file TTX Artwork Pack Complete Updated 12-14-2017.rar – my structure is as follows: D:\Arcade\NesicaXlive\Artwork\TTX
4.	Extract the file PC GAMES Artwork set 9-2-.rar – my structure is as follows: D:\Arcade\NesicaXlive\Artwork\PC GAMES
5.	Check the details in the Nesica.cfg located in D:\Arcade\NesicaXlive\AM\emulators\ Ensure the configuration is exactly the same as below <pre># Generated by Attract-Mode v2.1.0 # executable ..\Rocketlauncher\Rocketlauncher.exe args -s "PC GAMES" -r "[name]" -p attractmode -f "..\AM\attract.exe" system PC;windows;snes;nes;Super Nintendo (SNES);Moblie;Arcade;ps2;ps3;playstation;Microsoft Xbox;Microsoft Xbox 360;Sega Dreamcast;Sony Playstation;Sony Playstation 2 info_source steam minimum_run_time 5 exit_hotkey Escape artwork Flyer \NesicaXlive\Artwork\Nesica\flyer artwork Logo ..\Artwork\Nesica\Logo artwork Video ..\Artwork\Nesica\videos artwork Videos ..\Artwork\Nesica\videos artwork Snaps ..\Artwork\Nesica\videos artwork snaps ..\Artwork\Nesica\videos artwork boxart ..\Artwork\Nesica\boxart artwork flyer ..\Artwork\Nesica\flyer artwork logo ..\Artwork\Nesica\Logo artwork marquee ..\Artwork\Nesica\wheel artwork snap ..\Artwork\Nesica\videos artwork title ..\Artwork\Nesica\title artwork wheel ..\Artwork\Nesica\wheel</pre>
6.	Open D:\Arcade\NesicaXlive\AM\attract.exe to confirm if Attract-Mode is showing the artwork, snaps, etc



7.	Exit Attract-Mode
8.	Take a copy of the file Nesicagui.txt located in D:\Arcade\NesicaXlive\AM\romlists\ and name it Nesicagui_original.txt
9.	Edit the romlist file Nesicagui.txt (located in D:\Arcade\NesicaXlive\AM\romlists\) with your favourite editor removing everything except the single line after #NesicaGameList. For our example we are using Street Fighter III 3rd Strike - Fight for the Future. <pre>#NesicaGameList Street Fighter III 3rd Strike - Fight for the Future;Street Fighter III 3rd Strike - Fight for the Futu</pre> <pre>#NesicaGameList Street Fighter III 3rd Strike - Fight for the Future;Street Fighter III 3rd Strike - Fight for the Future;Nesica;;2014;Capcom;Fighting;1-2;1.01;6;303401;;;Nesica;ストリー トファイターIII サードストライク;</pre> It is imperative that the title here is the same as this will be the reference of your game folder, artwork and rocket launcher reference, once single typo and you won't have artwork displaying or your game won't launch
10.	Save to commit the changes to the romlist file Nesicagui.txt (located in D:\Arcade\NesicaXlive\AM\romlists\)
11.	Open D:\Arcade\NesicaXlive\AM\attract.exe to confirm that it is displaying the correct artwork for Street Fighter III 3rd Strike - Fight for the Future



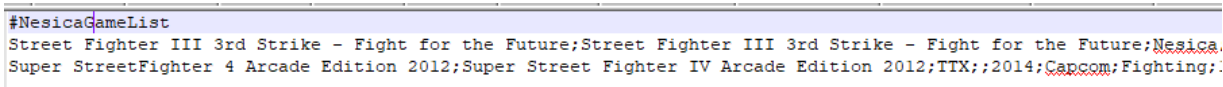
Note: since there is only one game in the romlist, you will see 8 instances of 3s

12. **Step complete** to configure Attract-Mode for Nesicaxlive

Configure Rocket Launcher to launch Nesicaxlive games

Step	Description
1.	Take a copy of the file PCLauncher.ini located in D:\Arcade\NesicaXlive\Rocketlauncher\Modules\PCLauncher\ and name it PCLauncher_original.ini
2.	Open the file PCLauncher.ini located in D:\Arcade\NesicaXlive\Rocketlauncher\Modules\PCLauncher\
3.	Remove all entries so you only have Arcade Heart to have a guide of the syntax required <pre>[Arcana Heart 2 TTX] Application=..\Games\Examu\Arcana Heart 2.1\AH21.exe FadeTitle=AH2 PostExit=..\Am\TaskBar Hide.exe</pre>
4.	Edit the PCLauncher.ini file to match Street Fighter III 3rd Strike - Fight for the Future <pre>[Street Fighter III 3rd Strike - Fight for the Future] Application=D:\Arcade\Games\TTX\Nesicaxlive\Street Fighter III 3rd Strike - Fight for the Future\game.exe</pre>
5.	Save to commit the changes to the PCLauncher.ini file
6.	Open D:\Arcade\NesicaXlive\AM\attract.exe to launch Street Fighter III 3rd Strike - Fight for the Future 
7.	The game will launch successfully
8.	Step complete to Configure Rocket Launcher to launch Nesicaxlive games

Configure Attract-Mode for TTX

Step	Description
1.	Check the details in the TTX.cfg located in D:\Arcade\NesicaXlive\AM\emulators\ Ensure the configuration is exactly the same as below <pre># Generated by Attract-Mode v2.1.0 # executable ..\Rocketlauncher\Rocketlauncher.exe args -s "PC GAMES" -r "[name]" -p attractmode -f "..\AM\attract.exe" system PC;windows;snes;nes;Super Nintendo (SNES);Moblie;Arcade;ps2;ps3;playstation;Microsoft Xbox;Microsoft Xbox 360;Sega Dreamcast;Sony Playstation;Sony Playstation 2 info_source steam minimum_run_time 5 exit_hotkey Escape artwork Flyer \NesicaXlive\Artwork\TTX\flyer artwork Logo ..\Artwork\TTX\Logo artwork Video ..\Artwork\TTX\videos artwork boxart ..\Artwork\TTX\boxart artwork flyer ..\Artwork\TTX\flyer artwork logo ..\Artwork\TTX\Logo artwork marquee ..\Artwork\TTX\wheel artwork snap ..\Artwork\TTX\videos artwork title ..\Artwork\TTX\title artwork wheel ..\Artwork\TTX\wheel</pre>
2.	Edit the romlist file Nesicagui.txt (located in D:\Arcade\NesicaXlive\AM\romlists\) with your favourite editor adding an extra line with Super StreetFighter 4 Arcade Edition 2012;Super Street Fighter IV Arcade Edition 2012;TTX;;2014;Capcom;Fighting;1;1.3;6;;;TTX2;スーパーストリートファイターIVアーケードエディション2012;  It is imperative that the title here is the same as this will be the reference of your game folder, artwork and rocket launcher reference, once single typo and you won't have artwork displaying or your game won't launch
3.	Save to commit the changes to the romlist file Nesicagui.txt (located in D:\Arcade\NesicaXlive\AM\romlists\)
4.	Open D:\Arcade\NesicaXlive\AM\attract.exe to confirm that it is displaying the correct artwork for Super StreetFighter 4 Arcade Edition 2012 I purposely named the file incorrectly to show what happens when things aren't all the same



5. Search **D:\Arcade\NesicaXlive\Artwork** to confirm what file name is being used for Arcade Edition

	Super StreetFighter 4 Arcade Edition 2012...	Frame height: 720 Length: 00:00:32 Frame width: 1280
	Super StreetFighter 4 Arcade Edition 2012...	Type: PNG File Dimensions: 824 x 1100
	Super StreetFighter 4 Arcade Edition 2012...	Type: PNG File Dimensions: 1284 x 699
	Super StreetFighter 4 Arcade Edition 2012...	Type: PNG File Dimensions: 441 x 260
	Super StreetFighter 4 Arcade Edition 2012...	Type: PNG File Dimensions: 405 x 100

We can confirm that the filename being used for the artwork is **Super StreetFighter 4 Arcade Edition 2012**

6. Check the romlist file **Nesicagui.txt** (located in **D:\Arcade\NesicaXlive\AM\romlists**) again to ensure the names match

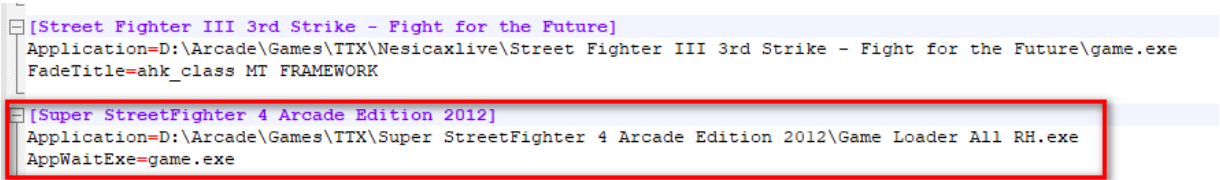
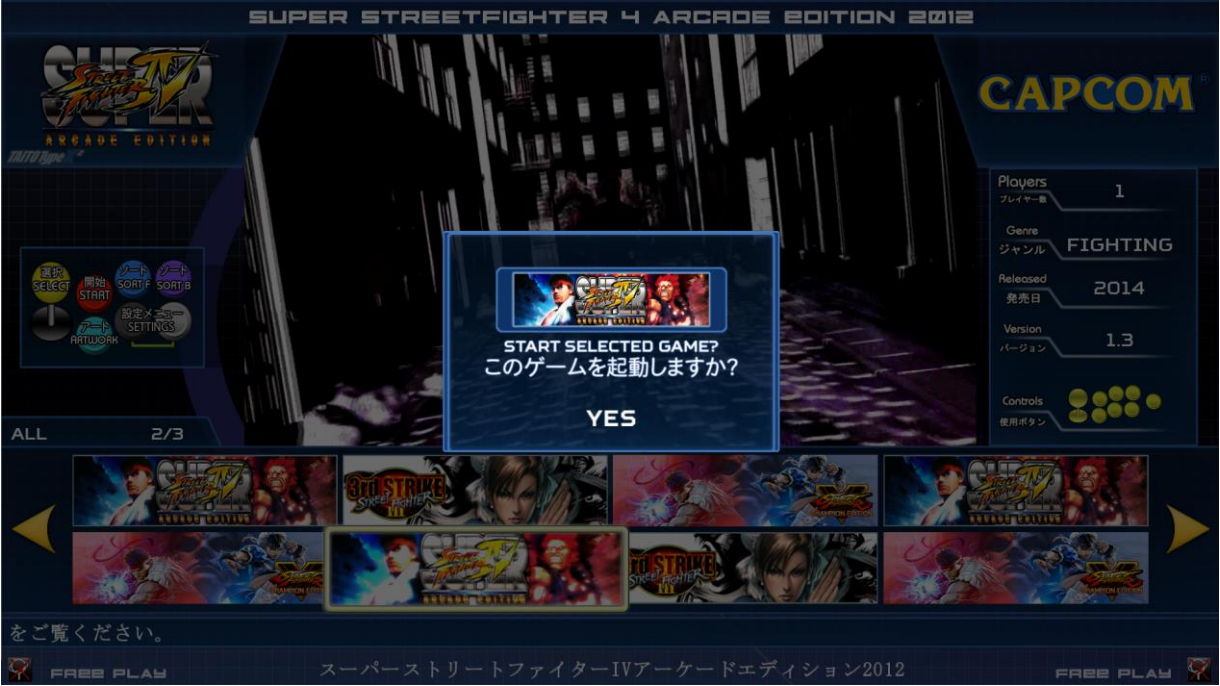
Super StreetFighter 4 Arcade Edition 2012;Super Street Fighter IV Arcade Edition 2012;TTX;;2014;Capcom;Fighting;1;1.3;6;;;TTX2;スーパーストリートファイターIVアーケードエディション2012;

We can see that the second name is Super Street Fighter IV Arcade Edition 2012 (space in between Street Fighter and the IV instead of the number 4).

7. Edit the romlist file with the correct name **“Super StreetFighter 4 Arcade Edition 2012”**

	Super StreetFighter 4 Arcade Edition 2012;Super StreetFighter 4 Arcade Edition 2012;TTX;;2014;Capcom;Fighting;1;1.3;6;;;TTX2;スーパーストリートファイターIVアーケードエディション2012;
8.	Save to commit the changes to the romlist file Nesicagui.txt (located in D:\Arcade\NesicaXlive\AM\romlists\)
9.	Open D:\Arcade\NesicaXlive\AM\attract.exe to confirm that it is displaying the correct artwork for Super StreetFighter 4 Arcade Edition 2012  <i>Note: since there are only two games in the romlist, you will see 4 instances of each game</i>
10.	Step complete to configure Attract-Mode for TTX

Configure Rocket Launcher to launch TTX games

Step	Description
9.	Open the file PCLauncher.ini located in D:\Arcade\NesicaXlive\Rocketlauncher\Modules\PCLauncher\
10.	Add a new entry for Super StreetFighter 4 Arcade Edition 2012  <pre>[Street Fighter III 3rd Strike - Fight for the Future] Application=D:\Arcade\Games\TTX\Nesicaxlive\Street Fighter III 3rd Strike - Fight for the Future\game.exe FadeTitle=ahk_class MT FRAMEWORK [Super StreetFighter 4 Arcade Edition 2012] Application=D:\Arcade\Games\TTX\Super StreetFighter 4 Arcade Edition 2012\Game Loader All RH.exe AppWaitExe=game.exe</pre>
11.	Save to commit the changes to the PCLauncher.ini file
12.	Open D:\Arcade\NesicaXlive\AM\attract.exe to launch Super StreetFighter 4 Arcade Edition 2012 
13.	The game will launch successfully
14.	Step complete to Configure Rocket Launcher to launch TTX games

Configure Attract-Mode for PC

Step	Description
1.	Check the details in the PC GAMES.cfg located in D:\Arcade\NesicaXlive\AM\emulators\ Ensure the configuration is exactly the same as below

Note: these folders won't exist with the base files, you can download the optional file PC GAMES Artwork set 9-2-.rar, but know that Street Fighter V Champion Edition is not included in the pack

```
# Generated by Attract-Mode v2.1.0
#
executable      \NesicaXlive\Rocketlauncher\Rocketlauncher.exe
args            -s "PC GAMES" -r "[name]" -p attractmode -f "..\AM\attract.exe"
romext          .exe
system          PC;windows;snes;nes;Super
Nintendo (SNES);Moblie;Arcade;ps2;ps3;playstation;Microsoft Xbox;Microsoft Xbox
360;Sega Dreamcast;Sony Playstation;Sony Playstation 2
info_source      steam
minimum_run_time 5
exit_hotkey      Escape
artwork  Flyer      ..\Artwork\PC GAMES\flyer
artwork  Logo       ..\Artwork\PC GAMES\Logo
artwork  Video      ..\Artwork\PC GAMES\videos
artwork  boxart     ..\Artwork\PC GAMES\boxart
artwork  flyer      ..\Artwork\PC GAMES\flyer
artwork  logo       ..\Artwork\PC GAMES\Logo
artwork  marquee    ..\Artwork\PC GAMES\wheel
artwork  snap       ..\Artwork\PC GAMES\videos
artwork  title      ..\Artwork\PC GAMES\title
artwork  wheel      ..\Artwork\PC GAMES\wheel
```

2. Edit the romlist file **Nesicagui.txt** (located in **D:\Arcade\NesicaXlive\AM\romlists**) with your favourite editor adding an extra line with

Street Fighter V Champion Edition;Street Fighter V Champion Edition;PC
GAMES;;2020;Capcom;Fighting;1-2;1.05;6;303200;;;PC;ストリートファイターVチャンピ
オンエディション;

```
#NesicaGameList
Street Fighter III 3rd Strike - Fight for the Future;Street Fighter III 3rd Strike - Fight for the Futu
Super StreetFighter 4 Arcade Edition 2012;Super StreetFighter 4 Arcade Edition 2012;TTX;;2014;Capcom;Fi
Street Fighter V Champion Edition;Street Fighter V Champion Edition;PC GAMES;;2020;Capcom;Fighting;1-2;1
```

It is imperative that the title here is the same as this will be the reference of your game folder, artwork and rocket launcher reference, once single typo and you won't have artwork displaying or your game won't launch

3. Save to commit the changes to the romlist file **Nesicagui.txt** (located in **D:\Arcade\NesicaXlive\AM\romlists**)

4. Open **D:\Arcade\NesicaXlive\AM\attract.exe** and you will see the wheel art is not found because there is no artwork for Street Fighter V Champion Edition



5. I created some artwork for Street Fighter V Champion Edition and placed them in the following location:

D:\Arcade\NesicaXlive\Artwork\PC Games\Logo
D:\Arcade\NesicaXlive\Artwork\PC Games\title
D:\Arcade\NesicaXlive\Artwork\PC Games\videos
D:\Arcade\NesicaXlive\Artwork\PC Games\wheel

6. Open D:\Arcade\NesicaXlive\AM\attract.exe to confirm that it is displaying the correct artwork for Street Fighter V Champion Edition



7. Step complete to Configure Attract-Mode for PC

Configure Rocket Launcher to launch PC games

Step	Description
1.	Open the file PCLauncher.ini located in D:\Arcade\NesicaXlive\Rocketlauncher\Modules\PCLauncher\
2.	Add a new entry for Street Fighter V Champion Edition [Street Fighter III 3rd Strike - Fight for the Future] Application=D:\Arcade\Games\TTX\Nesicaxlive\Street Fighter III 3rd Strike - Fight for the Future\game.exe FadeTitle=ahk_class MT FRAMEWORK [Super StreetFighter 4 Arcade Edition 2012] Application=D:\Arcade\Games\TTX\Super StreetFighter 4 Arcade Edition 2012\Game Loader All RH.exe AppWaitExe=game.exe [Street Fighter V Champion Edition] Application=D:\Arcade\Games\PC Games\Street Fighter V Champion Edition\StreetFighterV.exe FadeTitle=StreetFighterV
3.	Save to commit the changes to the PCLauncher.ini file
4.	Open D:\Arcade\NesicaXlive\AM\attract.exe to launch Street Fighter V Champion Edition 
5.	The game will launch successfully
6.	Step complete to Configure Rocket Launcher to launch PC games

Congratulations! If you have followed through all the way, you now have the knowledge to add whatever game you want for Nesicaxlive, TTX or any PC Game.

If you want to add more emulators and systems, by all means, go for it. I haven't added it into this guide as I haven't learnt that far just yet 😊