

# CoinOPS User Guide



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## What Is CoinOPS?

CoinOPS is a multiple arcade and video game system emulator. It is able to emulate and play thousands of different games from many different platforms all through one robust GUI. CoinOPS achieves this with the use of various "Cores" or software engines from different open source emulation projects. It is currently only available on Xbox and is one of the most feature-rich emulation projects ever created.

Supported Console Platforms:

<a href="#">Amiga</a> <a href="#">Amstrad CPC</a> <a href="#">Atari 800</a> <a href="#">Atari 2600</a> <a href="#">Atari 5200</a> <a href="#">Atari 7800</a> <a href="#">Atari Lynx</a> <a href="#">Atari ST</a> <a href="#">Atari XL</a> <a href="#">ColecoVision</a> <a href="#">Commodore 64</a> <a href="#">DOS</a>	<a href="#">Gameboy</a> <a href="#">Gameboy Advance</a> <a href="#">Gameboy Color</a> <a href="#">Intellivision</a> <a href="#">LaserDisc DVD Support</a> <a href="#">MSX</a> <a href="#">Nintendo (NES)</a> <a href="#">Nintendo 64</a> <a href="#">PlayStation One</a> <a href="#">Sega 32X</a> <a href="#">Sega CD (Mega CD)</a> <a href="#">Sega Game Gear</a>	<a href="#">Sega Genesis (Megadrive)</a> <a href="#">Sega Master System</a> <a href="#">Sega SG-1000</a> <a href="#">Super Nintendo (SNES)</a> <a href="#">TurboGrafx-16 (PC Engine)</a> <a href="#">TurboGrafx-CD (PCE CD)</a> <a href="#">VIC-20</a> <a href="#">Virtual Boy</a> <a href="#">WonderSwan</a> <a href="#">X68000</a> <a href="#">Xbox</a> <a href="#">ZX Spectrum</a>
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And not to mention, too many Arcade Platforms to list! Including [Neo Geo](#), [CPS1](#), [CPS2](#), [CPS3](#), [Cave](#), and many more.

## Getting Started

You've read about CoinOPS, played it at your friends house, heard about it in the news, and now you must have this amazing emulator. But...Where do you start? First, you're going to need a handful of items and of course, a genuine copy of CoinOPS Full, Lite or Micro (Lite add-on for KRAZYIE Softmods).

Essentials:

- One [Hard-Modded or Soft-Modded](#) Xbox
- One Hard Drive large enough to hold CoinOPS Full and anything else you may want. However, Lite, Mirco and Standalone are fitted to work on stock Xbox Hard Drive's
- Your Computer
- [FTP Client Software](#) (popular clients are [Filezilla](#), [FlashFXP](#), & [SmartFTP](#))
- [Cross-Over Cable](#) (optional)
- An official copy of CoinOPS

### ***Where Do I Get CoinOPS?***

CoinOPS comes in many different flavors. The most recent versions are officially released at [www.underground-gamer.com](http://www.underground-gamer.com), a private torrent tracker community. There are also many different past and hacked versions of CoinOPS. We strongly recommend that you download the most recent version from a verified source such as Underground Gamer. The [CoinOPS Website](#) and User Guide will only support the newest, official releases of CoinOPS.

## ***How To Transfer Files To Your Xbox***

Currently, there are only two ways to transfer data to your Xbox. You may create a DVD with data on it maxing out at 4.7 GB or for a much easier and more practical method, you can [FTP](#) any amount of data to your Xbox.

There are two different ways to FTP data to your Xbox. You may setup a direct connection with a Cross-Over Cable using Static IP's or you can use a regular PC->Router/Hub/Switch->Xbox setup using either Dynamic (DHCP) or Static IP's.

A [Cross-Over Cable](#) is not the same as a regular ethernet cable. If you choose to use this method you will need to acquire this cable first. For most people, their home network will work just fine. I would only suggest using the Cross-Over Cable Method if you don't have a Wired Home Network.

A Wired Network Connection (DHCP or Static) can reach 10-11mbps, a Wireless Network Connection (DHCP or Static) averages between 1-5mbps and The Cross-Over Cable Method can reach speeds between 5-20mbps. For transferring CoinOPS Full to your Xbox, I would suggest using a Wired Network Connection (DHCP or Static) or the Cross-Over Cable Method over a Wireless Network Connection as it will save you a large amount of time. If you choose to transfer data using a Wireless Network Connection, please be advised that it is very time consuming.

The following guide will help you setup a FTP transfer session. Before you begin, you may want to make sure that your firewalls are turned off and possibly your anti-virus software for the time being, however, this is not always necessary.

## **Setup Static IP's For Cross-Over Cable**

First, you will need to change your Computer's network settings.

Go to your Local Area Connection->Properties->Internet Protocol Version 4 (TCP/IPv4) Properties. Select "Use the following IP address:" and change address' to the following.

IP Address:           192.168.0.2  
Subnet Mask:        255.255.255.0  
Default Gateway:   192.168.0.2

Second, you will need to change your Xbox's network settings to Static IP and change address' to the following.

IP Address: 192.168.0.1  
Subnet Mask: 255.255.255.0  
Default Gateway: 192.168.0.2

After changing your Xbox's network settings, you will need to restart it. Versions of Windows older than XP will require a reboot after changing network settings as well. The above IP address' were selected for this tutorial, but you can choose different IP's if you'd like as Static IP address' are chosen by the user and not automatically assigned. Please make sure that you Xbox's Default Gateway is the same as your Computer's IP Address.

### **Setup Dynamic IP's (DHCP) For Home Network**

If your home network is already configured to use Dynamic IP's than you will not need to change anything with your computer. For your Xbox, you will need to go into your custom dashboard's network settings and select DHCP. Reboot your Xbox and go back into network settings to find your newly given IP address. Example: 192.168.0.101

Keep in mind that Dynamic IP's are automatically assigned by your router and it may assign your computer or Xbox a different Dynamic IP address each time they are started up. If you are having troubles connecting to your Xbox with your FTP Client, you may want to verify your Xbox's IP address in network settings.

The above settings will work for a Wired Network Connection or a Wireless Network Connection. For your home network, we recommend using a Wired Network Connection, because a wireless connection will take a considerably longer time to transfer bulk data.

You can also configure your home network to use Static IP's, wired or wirelessly, but they will not be covered for home networks in this guide.

### **CoinOPS FTP Server**

CoinOPS also has an included FTP Server found within the Start Menu (with Advanced Settings turned on). You may configure and change network settings here without rebooting your Xbox. The above methods and address' can be followed here as well.

### **Connecting To Your Xbox Using Your FTP Client**

Once you have your PC and Xbox connected to either the same network or via Cross-Over Cable you will need to open your FTP Client on your PC. No matter which FTP Client you chose to download and use, they all roughly work the same way with little to no configuration needed.



The settings below will be used to setup a transfer session with your FTP Client to your Xbox. Make sure that you have your FTP Server enabled in your custom dashboard on your Xbox or have started CoinOPS' FTP Server. These settings are universal and will be used for any FTP Client.

Host: 192.168.0.xxx (this address depends on what you chose or were assigned)  
Username: xbox  
Password: xbox  
Port: 21

## Transferring Files

You will want to start a fresh install, so before transferring your CoinOPS files over to your Xbox, please use your FTP Client or Xbox installed File Manager to remove any existing CoinOPS versions OLDER than CoinOPS 4, including CO4 Beta and their save data folders located in TDATA and UDATA on the E:\ Drive. Older save data folders are named "arcadexxx". This will prevent many potential issues and problems from arising in the future.

Transferring files to your Xbox using a FTP Client is as easy as click-n-dragging folders/files to your chosen destination in your Xbox's file directory. Depending on how much data and what transfer method you use will determine the length of time it takes to transfer. You will also need to reset your Xbox after your transfer session is done. This will make your newly transferred files visible to your Xbox and ready for use.

One frequent issue to look out for is a "failed transfer". Please check the length of the file name. No file name longer than 42 characters can be transferred to an Xbox. This is not your client's fault, this is a limitation of Xbox's native file format, [FATX](#). You will need to rename the file and transfer again. Also, the maximum amount of files per folder is 4096 as this is another limitation of Xbox's native file format.

When upgrading to a newer revision of CoinOPS 5, please refer to section [Versions and Upgrading](#), repeat these steps and copy over your existing files.

## Setup

After transferring all of your CoinOPS files to their chosen destination, simply reset your Xbox. Upon startup you will need to locate the "default.xbe" to launch. Some custom dashboards like EvolutionX will automatically detect this and list CoinOPS in Games, Applications, Emulators or whatever location you chose. Once found, simply launch CoinOPS. You will be presented with a menu asking you to press start. This initiates the first rom scan. CoinOPS will search all valid rom locations and compile a list of available games to play presented in CoinOPS's game list. The first rom scan will take 5-10 minutes to complete depending on how

many games you have to scan. Scanning only needs to occur once, unless you decide to add more games later. You will always need to rescan if you add more games after the initial scan, otherwise they will not show up in your game list. After the first scanning session is complete, CoinOPS will immediately start showing the Game Selection List.

For most users, this will be the extent of their setup, simply transferring files over and starting up CoinOPS. Additional setup options and information are available and will be described below.

## ***Pointer Files***

A pointer file is a blank, zipped file that is used to tell CoinOPS that a particular game is available. The contents of the file are not important. Not all games require pointer files either, so you will need to check [How To Setup Consoles & Midways And Killer Instincts](#). You can create a new one by opening an empty .txt file and compressing it to a .zip file. This empty, zipped file can then be renamed to an appropriate name on the [CoinOPS Supported Games List](#) and placed into the correct rom folder.

## **Currently Used Pointer Names For Various Cores**

### MameB6 Core

MI_1	Mortal Kombat
MI_2	Mortal Kombat II
MI_3	NBA Jam
MI_4	NBA Jam TE
MI_5	Narc

### Mame.72 Core

MX Pointers are not used anymore as of CO4 R6. All Mame72 games are relocated to romsOldCore and do not use pointers. Please see: [CoinOPS Changelog And Release Info](#)

### XBOX Core

MI_A	Mortal Kombats II III
MI_B	Hard Drivin
MI_C	Race Drivin
MI_D	S.T.U.N. Runner
MI_E	Primal Rage
MI_F	Marvel vs Capcom 2
MI_G	Capcom vs SNK 2
MI_H	Out Run 2



MI_J	Guilty Gear Isuka
MI_K	Pure Pinball
MI_L	Rampage World Tour
MI_M	Soul Calibur II
MI_S	Streets of Rage Remake
MI_T	Capcom System III
MI_V	Black
MI_W	Halo

#### Scummvm Classic Core

MI_Z	Point & Click Classic Games (ScummvM)
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#### Doom Core

MI_R	Doom
MI_6Doom2	Doom 2
MI_7FinalDoom	Final Doom
MI_8FinalDoom2	Final Doom 2
MI_U	Golden Eye Doom
MI_X	Quake
MI_Y	Quake 2
MI_	Hexen
MI_I	Heretic

#### Laser Disc Core

MI_N	Dragons Lair
MI_O	Dragons Lair 2
MI_P	Space Ace
MI_Q	Laser Disc Player
MI_0SpaceAce	Space Ace the Movie (video Only)
MI_9DragonsLair	Dragons Lair the Movie (video Only)

### ***How To Setup Console Games & Midway And Killer Instincts***

Supported games are shown in [CoinOPS Supported Games List](#).

Amiga

romsConsoles/AMI\_Gamename.zip

romsConsoles/AMI\_GamenameD1.adf (Press Back to swap back to Disc 1)

romsConsoles/AMI\_GamenameD2.adf (Press Start to swap to Disc 2)  
romsConsoles/AMI\_GamenameD3.adf (Press Start to swap to Disc 3)  
.....  
romsConsoles/AMI\_GamenameSAV.adf (Save Disc)

Amstrad  
romsConsoles/OldComputers/AMS\_Gamename.zip

ATARI 2600  
romsConsoles/OldConsoles/A26\_Gamename.zip

ATARI LYNX  
romsConsoles/LYNX\_Gamename.zip

ATARI ST  
romsConsoles/AST\_Gamename.zip

ATARI XL 800 5200  
romsConsoles/OldConsoles/AXL\_Gamename.zip

COLECOVISION  
romsConsoles/OldConsoles/COL\_Gamename.zip

COMMODORE 64  
romsConsoles/OldComputers/C64\_Gamename.zip

DOS  
romsConsoles/DOX\_Gamename.zip (POINTER)  
romsConsoles/DOX\_Gamename/All the game files  
When configuring you need to "Edit Autoexec Lines" and add  
C:  
Launch file.EXE

GAME GEAR  
romsConsoles/OldConsoles/GG\_Gamename.zip

GAMEBOY  
romsConsoles/Gameboys/GB\_Gamename.zip

GAMEBOY ADVANCE  
romsConsoles/Gameboys/GBA\_Gamename.zip

GAMEBOY COLOR  
romsConsoles/Gameboys/GBC\_Gamename.zip

INTELLIVISION  
romsConsoles/OldConsoles/INT\_Gamename.zip

## MASTER SYSTEM

romsConsoles/OldConsoles/SMS\_Gamename.zip

## MEGA CD

roms16BitConsoles/MDRIVECD\_Gamename.zip (POINTER)

roms16BitConsoles/MDRIVECD\_Gamename/MDRIVECD\_Gamename.iso. Note then  
MDRIVECD\_Gamename 02.mp3 MDRIVECD\_Gamename 02.mp3....

## MEGADRIVE

roms16BitConsoles/MDRIVE\_Gamename.zip

## MEGADRIVE 32X

roms16BitConsoles/MDRIVE32x\_Gamename.zip

## MSX

romsConsoles/OldComputers/MSX\_Gamename.zip

## NES

romsConsoles/NES/NES\_Gamename.zip

## NEOGEO POCKET

romsConsoles/NEO\_Gamename.zip

## NINTENDO 64

romsConsoles/N64\_Gamename.zip (POINTER) or roms/N64\_Gamename.zip (POINTER)

RomsN64/N64\_Gamename.zip

RomsN64HiDef/N64\_Gamename.zip (POINTER) If this is present the game will boot in 720P  
if available

## PC ENGINE

roms16BitConsoles/PCE\_Gamename.zip

## PC ENGINE CD

roms16BitConsoles/PCD\_Gamename.zip (POINTER)

roms16BitConsoles/PCD\_Gamename/ This the folder you put the contents of the game. Note  
the Cue file must be called "MP3.cue"

## PLAYSTATION

romsConsoles/Playstation/PSX\_Gamename.zip (POINTER)

romsConsoles/Playstation/PSX\_Gamename.bin

romsConsoles/Playstation/PSX\_Gamename.cue

or

romsConsoles/Playstation/PSX\_Gamename.zip (POINTER)

romsConsoles/Playstation/PSX\_Gamename.iso

or

romsConsoles/Playstation/PSX\_Gamename.zip (POINTER)

romsConsoles/Playstation/PSX\_Gamename.img  
or  
romsConsoles/Playstation/PSX\_Gamename.zip (POINTER)  
romsConsoles/Playstation/PSX\_Gamename.tao

SEGA SG-1000  
romsConsoles/OldConsoles/SG\_Gamename.zip

SECTRUM  
romsConsoles/OldComputers/SPE\_Gamename.zip

SUPER NINTENDO  
roms16BitConsoles/SNES\_Gamename.zip

VIC 20  
romsConsoles/OldComputers/V20\_Gamename.zip

Virtual Boy  
romsConsoles/VB\_Gamename.zip

WonderSwan  
romsConsoles/WON\_Gamename.zip

X68000  
romsConsoles/OldComputers/X68\_Gamename.zip

XBOX  
romsConsoles/XBOX\_Gamename.zip (POINTER)  
This will boot CoinOPS/XBOX\_Gamename.xbe (SHORTCUT)

Please see: [Setup A Shortcut To Launch Xbox Games Within CoinOPS](#)

MIDWAY GAMES  
roms/MI\_1.zip (POINTER for Mortal Kombat)  
roms/MI\_2.zip (POINTER for Mortal Kombat II)  
roms/MI\_3.zip (POINTER for NBA Jam)  
roms/MI\_4.zip (POINTER for NBA Jam TE)  
roms/MI\_5.zip (POINTER for Narc)  
RomsMIDWAY/mk.zip  
RomsMIDWAY/mk2.zip  
RomsMIDWAY/narc.zip  
RomsMIDWAY/nbajam.zip  
RomsMIDWAY/nbajamte.zip

NOTE - If you want to run these games you need all 5 RomsMIDWAY roms in that folder then you can select the Pointer of which games to display

OLD CORE GAMES

romsOldCore/GameName.zip

RomsOldCoreSD/GameName.zip (POINTER) If this is present the game will not boot in 720P if available

NOTE - This core fixes the speed and control issues of many games

NOTE - All your above Midway games can work better in this core

NOTE - The SD pointer will fix many games that wont boot in HD as they are out of memory

#### DOOM GAMES

roms/MI\_6Doom2.zip (POINTER for Doom 2)

roms/MI\_7FinalDoom.zip (POINTER for Final Doom)

roms/MI\_8FinalDoom2.zip (POINTER for Final Doom 2)

DoomWADS/Doom2.wad (Doom 2)

DoomWADS/TNT.wad (Final Doom)

DoomWADS/Plutonia.wad (Final Doom 2)

#### KILLER INSTINCT GAMES

roms/KI1.zip (POINTER)

roms/KI2.zip (POINTER)

KI1/ This the folder you put the contents of the game.

KI2/ This the folder you put the contents of the game.

#### STREETS OF RAGE REMAKE

roms/MI\_S.zip (POINTER)

Rage.xbe (The old Default.xbe)

xResizer.xbe

xbox.cfg

SorR.dat

savegame (folder)

palettes (folder)

mod (folder)

### ***Setup A Shortcut To Launch Xbox Games Within CoinOPS***

CoinOPS is also capable of launching Xbox native games. To do this you will need to create an Xbox Shortcut using the ShortcutMaker provided in the Help Folder and a [Pointer File](#) as described in the Pointer section.

You must name the Game Folder and Shortcut the same name as the Pointer for this to work, so if the Xbox game is "Black", the Pointer, Game Folder and Shortcut will be "XBOX\_Black". At present, this could cause booting issues if not followed accurately.

To Create a Shorcut:

1. Locate Game on XBOX Hard Drive ex. Xbox\_Black Folder is located in my F: Drive
2. Open Xbe Shortcut Maker 1.0

3. (Target Path) - F:\games\XBOX\_Black\default.xbe
4. (Title Name) - Enter Folder Name (ex. XBOX\_Black)
5. Click Create Shortcut
6. Save File as The Same Name as Pointer Name (ex. XBOX\_Black)

So the Shortcut would be pointing to something like "F:/Games/XBOX\_Black/default.xbe"

The Shortcut must then be located in the root folder of CoinOPS, eg CoinOPS/XBOX\_Black.xbe or it won't launch. The Pointer .zip will be placed in the "romsConsoles" folder. The Game Folder can be located anywhere as long as the correct path is chosen when creating a shortcut.

Sometimes you must reopen Xbe ShortcutMaker after creating a shortcut to create another shortcut as this has been known to cause issues launching Xbox native games within CoinOPS.

Reminder: Xbox native games cannot be exited by pressing BACK + START. This is not currently possible, because the source code is not publicly available. To end an Xbox native game, you must either use IGR (In Game Reset) or power cycle your Xbox.

Warning: If your target path (file locations) ever change, your shortcut will cease to work.

Below are directions and links to previously made shortcuts provided by daillest319.

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Not sure if this helps many but i thought i'd share my xbox game shortcuts since alot of people had trouble making them in the past. Hopefully this will help some of you but in order to use the shortcuts PLEASE read below... Also link is below

1. Games Folder must be in the F:\games Directory ( I didn't make my shortcuts for G: Directory)
2. Game Folder must be renamed exactly the same as the shortcut name
3. Game Pointer which is a blank .zip file and is named exactly the same as the shortcut name must be placed in the rom folder
4. Shortcut must be in the main CoinOps Directory

\*\*\* Note: For House of dead 2

please copy the hod2xb folder from house of the dead 3 and place the folder in the game directory. Rename it the same as the shortcut and rename the hod2xb.xbe to default.xbe.

Multiple links

<http://www.mediafire.com/?n1gi3dimxbrmc>



All zipped into one file

<http://www.mediafire.com/?s4yinhle2fkdc>

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## ***Setup Your Xbox To Boot Directly Into CoinOPS***

Setting up your Xbox to boot directly into CoinOPS can be accomplished easily with one custom-made Xbox Shortcut using the ShortcutMaker found in the Help Folder. Please be advised that although this process is easy to follow, a simple error can stop your Xbox from booting up properly. If any you encounter any mistakes, you will need a rescue disc, like [AID](#), to correct the situation. It may be a good idea to download and burn a rescue disc before you begin.

The first thing you will need to determine is your Xbox Bios' boot sequence. The boot sequence is the process that decides which function/program boots first upon start up and the booting order. Most bios' are setup like this below.

1. DVD DRIVE
2. C:\evoxdash.xbe
3. C:\xboxdash.xbe

It is important to make sure that your DVD Drive boots first, because again, if you were to make a mistake, you can put in your rescue disc, cycle the power and your rescue disc should start up allowing you to use the included File Manager to sort things out, or start a complete reinstall if needed. You can determine if your DVD Drive is set to boot first by simply putting in a disc and cycling the power. Does your disc boot first or not?

Second, you will need to determine which .xbe boots your custom dashboard when no disc is present in the DVD Drive. Most are "evoxdash.xbe" even if this isn't your main dash. This is almost always located on the root folder of your C Drive. You can use a File Manager to launch any .xbe file until you find your custom dash. Once you find what .xbe file boots your custom dashboard, its time to make a custom shortcut using the ShortcutMaker in the Help Folder.

Below reflects an average user's setup and target path. You will need to input YOUR correct target path and bios booting .xbe or you will run into potential mistakes.

To Create a Shorcut:

1. Locate Your Custom Dash's .XBE File on Your Xbox's Hard Drive (ex. evoxdash.xbe is located in my C: Drive)
2. Open Xbe Shortcut Maker 1.0
3. (Target Path) - F:\Emulators\CoinOPS\default.xbe (Your location may be different)
4. (Title Name) - Enter Folder Name (ex. CoinOPS)

5. Click Create Shortcut
6. Save File as The Same Name as Bios' Booting .XBE (ex. evoxdash.xbe)

Next you will want to connect to your Xbox via FTP. Locate your C Drive and find your bios' booting .xbe (ex. evoxdash.xbe). Rename to "xxxxxxx\_backup.xbe (ex. evoxdash\_backup.xbe) Now transfer your newly created Xbox Shortcut. After you reboot, your Xbox should boot directly into CoinOPS.

CoinOPS can also boot directly into a customisable [Splash Screen Launcher](#). Simply follow the directions above, but instead direct your shortcut to \CoinOPS\defaultsplash.xbe.

It is also highly recommended to create a [Dashboard Shortcut](#) and transferring this shortcut to your C Drive at the same time. Your Dashboard Shortcut's target path will be something like this C:\evoxdash\_backup.xbe.

If you implement both of these shortcuts, your Xbox should boot directly into CoinOPS. Your CoinOPS Start Menu should also contain a Dashboard option to boot your custom dash.

**WARNING:** If your target path (file locations) ever change, your shortcut will cease to work.

In some cases, users may also lose IGR (In Game Reset). This plainly means that you will not be able to back out of Xbox native games and will require a simple power cycle/reboot to access any other games/programs again.

## **Bios Boot Sequence Editing**

In addition to using shortcuts, you can also edit your Bios' boot sequence to point it directly at \CoinOPS\default.xbe or \CoinOPS\defaultsplash.xbe.

Due to the various hard-modding and soft-modding methods, along with hundreds of different custom bios', it would be too difficult to create one generalized bios editing tutorial. You will have to figure this task out yourself, if you so choose to.

And again, if your paths and/or filenames change, your Xbox will fail to boot and you will need a rescue disc to fix any and all changes.

## ***Setup An Additional Rom Folder***

If you download all of the extra rom packs, you'll find out that there is not enough room to hold all of your newly acquired roms/videos. As of CO4 R3, there are now 4 video folders and the added ability to create an extra rom folder.

To create an extra rom folder, you simply have to add an additional folder in the CoinOPS main folder using your FTP Client or an installed Xbox File Manager. We suggest naming it "romsGamboys". Next, move all of your Gameboy roms (GB\_, GBC\_, GBA\_) to this new

folder. Enter the start menu and navigate to the last page (Advanced Settings Enabled). Change the rom path of "GAMEBOYS" to your newly created folder, "d:\romsGameboys". Now, rescan games. This should free up some room in your "romsConsoles" folder.

Also, your Gameboy videos (GB\_, GBC\_, GBA\_) can be located in any of the 4 video folders, but the screen saver only plays videos from "videos".

In the future, if you decide to upgrade to a newer revision of CoinOPS, you may again have to change the rom path of "GAMEBOYS" to "d:\romsGameboys", then rescan.

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Creating additional rom folders is not generally needed anymore, because of the restructured foldering in CO5. In addition, there are also 6 video folders. This should keep most users from hitting the 4096 files per folder limit.

### ***Laser Disc Setup***

Put the contents of this into CoinOPS 3 R2 or a later build  
Copy the content of the VIDEOTS content of each of the DVDs into each Laser Disc  
Folder/DVD/  
Rescan your Games

All 3 will then show for you and if the DVD image is the the correct the places it will play them for you

Pointers....for these roms and videos

MI_N	Dragons Lair
MI_O	Dragons Lair 2
MI_P	Space Ace
MI_Q	Laser Disc Player
MI_0SpaceAce	Space Ace the Movie (video Only)
MI_9DragonsLair	Dragons Lair the Movie (video Only)

it will launch 3 Folders\DVD\VIDEO\_TS.IFO

Please support buying the DVDs they are worth it...

### ***Console Configuration Tools***

Many console configuration tools can be found in the \CoinOPS\ READ ME !!!! CoinOPS 5\Amiga PSX X68000 ETC Config Tools\ folder.

Instructions are below:

- 1) Put xbe's into the root of CoinOPS and overwrite the old one....
- 2) Boot a game
- 3) Setup the options
- 4) See if it boots
- 5) If it required a different config Copy off the "CoinOPS/saves/Game Type/GameName" will be required if handing it to others
- 6) If it didnt boot remove "CoinOPS/saves/Game Type/GameName" and then try again with different settings

X68000 Please note...setup the two roms from within one X68\_GameName.zip

AMIGA Please note...some common things that require changing  
Disc speed is turbo by default this can crash games...  
sometimes the mem needs to change....  
sometime the kickstart needs to change...  
and id say lots more

Confiuration .xbe's can be found in the Help Folder.

## Basic Use



### ***Game Selection Controls***

WHITE

Favorite / Average GAME switch ( Favorite game shows as GOLD colour

)	
BLACK	All / Favorite GAMES switch ( Shows all GAMES or GOLD Games )
D-Pad L	Jump up for fast finding a GAME
D-Pad R	Jump down for fast finding a GAME
BACK PLAYED.....	This will change sort method By NAME, By YEAR, By MOST
X	Sort by Name Split / Name Merged ( Pressing swaps between them )
Y	Sort by Type Split / Type Merged ( Pressing swaps between them )
Y	Sort by Maker Split / Maker Merged ( Pressing swaps between them )
LS	Display Game Information ( If available )
RS	Sort by Times Played ( Jump to Most Played )
RS U/D/L/R	Random Game

### ***In-Game Controls (All Cores Except Xbox)***

BACK + START	Exits Most Games (excludes Xbox native games)
--------------	---

### ***Advanced In-Game Controls (M.A.M.E. Core)***

BACK + WHITE	Pause Game and Remap Controller or Cheat
BACK + BLACK	Show Framerate And Free Memory
BACK + LT + RT	Restart Game
BACK + RS	Onscreen Display
BACK + RT + RS	Load Game ( Buggy )
BACK + LT + RS	Save Game ( Buggy )
BACK + LS	Lightgun Crosshair Display
BACK + A + B	Take In Game Snapshot

### ***Advanced In-Game Controls (Consoles & Final Burn Core)***

BACK + WHITE	Save State ( CONSOLES Only )
BACK + BLACK	Load Saved State ( CONSOLES Only )
WHITE	Virtual Keyboard ( Some CONSOLES Only )
BLACK / BACK / B	Close Virual Keyboard ( Some CONSOLES Only )
LS	Remap the Controller ( CONSOLES & Final Burn )
RS	Resize the Screen ( CONSOLES & Final Burn )
START	Swap to Discs ( Amiga Only )
BACK	Swap back to Disc 1 ( Amiga Only )

## ***Game Selection Colors***

WHITE	Standard Game
GOLD	Set to Favorite
DARK BLUE	All Time Classic Game ( Color Classic and Hot Games is ENABLED )
LIGHT BLUE	Hot Game ( Color Classic and Hot Games is ENABLED )
GREY	Game doesn't have sound

## ***Sorting Console Settings***

Sort By Name Arcade & Home Merged - This Merges it a one list or Arcades A-Z then Home A-Z

Display Home Games With - This can make any Home games display with an extension to the name

example My Game

My Game\*

My Game ( System Name)

This allows for easy to see games running on different systems

## ***Light Gun Games***

A light gun calibration menu was added in CO5 R7. You can access it by pressing start and locating the option in the start menu. Once selected, you will be prompted to shoot at the center of the screen, then prompted to shoot at the corner of the screen. Afterwards, you will notice the Crosshairs roaming around. Press B to exit.

This calibration menu makes most light gun games playable. And make sure your light gun is plugged into Port 1 (or Port 2 for two player games).

You can also play these games using the d-pad, but most can be difficult, because you must reload by shooting outside the screen. One solution is to enter the cheat menu and enable the unlimited ammo setting.

You can disable the default Crosshairs by pressing (BACK+LS).

Keep in mind that some "light gun" games are actually [Positional Gun Games](#) and require the joystick to aim.

## ***Advanced Use***



## ***User-Adjustable Files***

CoinOPS\general\catver.xml - This sets the Categories of your games (eg 1v1 Fighter or Shooter etc)

This requires you to Scan All Your Games

CoinOPS\general\romstatus.xml - This allows you to alter what games will be classics or hot, no sound, etc. To easily edit this file, just rename the extension .xml -> .txt. Now you can open using Notepad, edit, save, close, then rename the extension back to .xml.

This requires you to Scan All Your Games

CoinOPS\vm.txt - This automatically adjust the virtual memory for those games in Low Def

CoinOPS\vmhdef.txt - This automatically adjust the virtual memory for those games in Hi Def

CoinOPS\general\cheat.dat - The cheats file this can be updated

CoinOPS\backgroundmusic\All files - All the background music in WMA format

CoinOPS\gameinfo\Gamename.ini - Allows you to select Game Information in the start menu

CoinOPS\moves\Gamename.ini - Allows you to select Game Moves List in the start menu

CoinOPS\Marquees - Allows you add Marquees (Note default Console Marquees are located in CoinOPS\Customisation)

CoinOPS\SYSTEM\FileZilla Server.xml - Allows you to change the locations FTP engine scans in

CoinOPS\ini\games - This holds the Final Burn games cursor speed

HIDDEN IN E:/TDATA/Save name (ACADE5XX)/SYSTEM/MAMEoX.ini - Warning; a lot of stuff is hidden in this file, so enter with care.

LockoutStartMenu = 0 (if you enable this the Start button will no longer work, this will lock everything to the user)

LockoutAdvancedOptions = 0 (if you enable this you will have access to the start menu and basic settings but cant enable advanced settings)

## ***Keymapping***

To change the default keymap for arcade games using the M.A.M.E. Core, you must first make sure you have Advanced Settings ENABLED and Remap Default Gamepad ENABLED. These options can be accessed in the Start Menu and Advanced Settings Tab. Then, while in-game, press BACK + WHITE and select Remap Gamepad.

If you make a custom keymap for an arcade game (M.A.M.E. Core), it will override the default keymap. The custom keymaps are located in CoinOPS\cfg\ folder and if you wish to change your custom keymap back to default, just delete your custom keymap.

To change the default keymap for console games and arcade games using the Final Burn Core, you must first make sure you have Advanced Settings ENABLED and Remap Default Gamepad ENABLED. These options can be accessed in the Start Menu and Advanced Settings Tab.

Then, while in-game, press the Left Thumb Button.

Killer Instinct 1 & 2 may be remapped too, but can only be changed by editing the .ini file located at E:\TDATA\64646464\u64x.ini.

## ***Advanced Settings***

Enabling Advanced Settings allows a lot more customising options like:

ADD GAMES Option  
REMOVE GAME Option  
TIMES PLAYED Options  
VISUAL Options  
ADVANCED Options

## ***Advanced Aspect Ratio Correction Setting***

Disabled - This sizes the screen to a good fit and doesnt worry about the aspect ratio

Scaled - This sizes the screen

Stretched - This fills the screen right to the edges and doesnt worry about the aspect ratio

Pixel Perfect x1 - Exact pixels of a game

Pixel Perfect x2 - Exact 2x2 pixels of a game

Pixel Perfect x3 - Exact 3x3 pixels of a game

Pixel Perfect Auto Fit - Pixel Perfect X1 or X2 or X3 is used to upscale the most it can to your setup screensize

Pixel Perfect Over Fit - Pixel Perfect X1 or X2 or X3 is used to upscale the most it can to fill the screen and about 20 percent more

Note - Anti-Aliasing is turned off for pixel perfect and on for everything else if set to Automatic

Note - Stretched, Pixel Perfect x1, Pixel Perfect x2 and Pixel Perfect x3 are on available with advanced settings enabled

Note - If any Pixel Perfect mode is selected consoles will do as close as they can get Pixel Perfect

## ***Command-Line Auto Launch***

example of the text in a .cut file to automatically launch from xbmc or evox

```
<shortcut>
  <path>e:\Emulators\CoinOPS\default.xbe</path>
  <label>Street Fighter Alpha 3</label>
  <thumb>e:\Emulators\CoinOPS\screenshots\sfa3.png</thumb>
  <custom>
    <game>sfa3</game>
```

</custom>  
</shortcut>

## ***Throttle***

Throttle disabling is useful for games running at 57fps, 59fps, 58fps(cave), 61fps (namco). Enter the ingame menu, "remap gamepad", and map one or several keys as THROTTLE. (You can map your THROTTLE as back+X+B )

Example: If you think Dodonpachi (58 fps) isn't that smooth, call the THROTTLE function by pressing the keys remapped. THROTTLE will be disabled (because enabled by default)  
This will force the game to run at 60 fps (60/58 fps): a small speedup but a smoother animation.

Throttle can also be used for 55 fps games (Midnight Resistance...) but the sound can glitch a bit (speedup).  
Some older 61 fps Namco games are smooth with THROTTLE disabled and Frameskip 0 (Rolling thunder 1,2...)

If you want to know what the original framerate is for the games, press BACK+BLACK (default setting)

## ***CPU Overclock***

This can be very useful for some games with slowdowns.  
To call the function press BACK+RIGHT THUMB, (the sound volume setting appears)  
Go up or down a few times and check the CPU0, CPU1... overclock settings.

Examples (for 480p)

- BioMechanical toys has small slowdowns, Set the CPU0 to 125% = smooth animation.
- Double Dragon (original beat'em up) runs slowly: set the CPU0 and CPU1 to 150% = nice speed.

Don't overclock the games that can't reach their original framerate (ex: 52/60 fps, 36/57 fps), the emu will be slower.

Overclock only the games running at full framerate ! Biomechanical toys runs at 60/60 fps and Double Dragon runs at 57/57 fps, so the values for CPU can have a higher setting.

We can also decrease the values:

- To get a better anim in Darius Gaiden (or some other Taito), keep CPU0 at 100%, and set the CPU1 (sound CPU) to 50%.

## ***Configs***

A member wanted a config for CPS2 games (some Capcom games use

LPunch+MPunch+HPunch, same for Kicks)

If for example LPunch=LTrigger, MPunch=X, HPunch=Y and you want a shortcut for furies on WHITE BUTTON

then "remap the game" this way:

P1 Button 1 = J1\_LTrigger or J1\_White

P1 Button 2 = J1\_X or J1\_White

P1 Button 3 = J1\_Y or J1\_White

Pressing White will call the 3 Punch Buttons !

## ***Fast Forward***

Sometimes it's boring to wait for a long time when a game is launched: memory tests, rom/ram tests, etc...

I personally use a fast forward function: just change the frameskip ingame.

My default Frameskip is AUTO.

I have remapped Frameskip Dec as L\_Trigger R\_Trigger X (FS decrease: Auto - 11 - 10 - 9 ... 3 - 2 - 1 - 0 - Auto ...)

and Frameskip Inc as L\_Trigger R\_trigger Y (FS increase: Auto - 0 - 1 - 2 - 3 ... 9 - 10 - 11 - Auto ...)

When a game is just launched I Press LTrigger+RTrigger+X to run the game very fast (Frameskip 11).

To return to Frameskip Auto (normal speed) when the arcade tests are finished I Press LTrigger+RTrigger+Y.

This way I don't wait for the long rom/ram tests.

(Just press the keys one time, or you can get lost as the Frameskip value isn't shown anymore ingame).

## ***Service Modes***

Some players like to have a Freeplay (no coin) or an easy setting for the games, but no DIP switches ?

All the games have a service mode NEOGEO, CPS1, CPS2, SEGA, MIDWAY, CAVE, NAMCO.

Remapping function in "Remap This Game" will help.

NEOGEO: Just remap the TEST SWITCH with the keys you want, and press thoses keys ingame: entering service mode.

CPS1 & CPS2: Just remap the SERVICE MODE for the same results.

SEGA 32: (outrunner, Golden Axe2, Arabian Fight, Spiderman...)

Remap the SERVICE MODE and the SERVICE 1: SERVICE MODE will enter the settings and valid a choice

SERVICE 1 will allow to switch between the different options.

MIDWAY: Remap the TEST (or use the option: ingame menu/game settings/Test Switch ON/OFF).

NAMCO: Remap the SERVICE MODE (or use the option similar to Midway's).

CAVE: (Esprade, DoDonpachi) Remap the SERVICE MODE and press the keys during 2 or 3 seconds.

Be careful ! Sometimes with some manufacturers you must reset the game (LTrigger+RTrigger+BACK) after you pressed the service keys to be able to enter the arcade settings ! ! !

PS: it's unfortunate but set the biggest schumps to EASY to get less bullets on screen and limit the slowdowns

## ***Multi-Screen Games***

(Darius 1, Darius 2, The Ninjawarriors, Warrior Blade)

Disable the Widescreen setting for horizontal Games, and the games will play at fullscreen. 16/9 users will get the best results.

Purists can also set a special "screensize adjustment" to get a suitable aspect ratio.

## **Special Features**

### ***Dashboard Shortcut***

You may create a Dashboard Shortcut that will appear in the Start Menu of CoinOPS. This shortcut will launch whatever .xbe you point it at when selected. This can be very useful to those who have their Xbox's setup to boot directly into CoinOPS, but would like dashboard access without the need to put in a rescue disc.

To Create a Shorcut:

1. Locate your dashboard .xbe file on your Xbox hard drive (ex. evoxdash.xbe is located in my C: Drive)
2. Open Xbe Shortcut Maker 1.0
3. (Target Path) - C:\xxxxxxx.xbe (ex. evoxdash.xbe)
4. (Title Name) - Enter file name (ex. default.xbe)
5. Click Create Shortcut
6. Save File as default.xbe
7. Place in \CoinOPS\Dashboard\

CoinOPS only supports one dashboard shortcut. It must be named “default.xbe” and placed in the \CoinOPS\Dashboard\ folder.

If you were to setup your Xbox to boot directly into CoinOPS, your actual dashboard file may be already renamed to something like “evoxdash\_backup.xbe”. Please keep this in mind as this would be your target path.

Warning: If your target path (file locations) ever change, your shortcut will cease to work.

## ***Preview Videos***

CoinOPS is capable and set by default to display a preview video for every game you highlight on the Game Selection List. Each preview video can vary in length and quality, but most were made to run 20-30 seconds before re-looping. All preview videos MUST be in [XMV](#) format in order to play in CoinOPS.

The XMV preview videos must be located in either of the following six folders to play; “videos”, “videos2”, “videos3”, “videos4”, “videos5”, or “videos6”. The maximum amount of files per folder is 4096 as this is a limitation of Xbox’s native file format, [FATX](#). If you choose to add a video or change a video’s location, you must “Rescan All Games” afterwards.

Starting with CoinOPS 4 FANTastic, the integrated screen saver within CoinOPS will only display videos located in the “videos” folder. All previous versions (CO4 R11 and down) use the “videosextra” folder.

You can disable preview video sound in the Advanced Options menu. Games without a preview video can also use a screenshot instead, stored as a .png file in the “screenshots” folder.

## ***Screenshots***

While playing any game, you can press START + A + B to snap a screenshot. All screenshots are stored as .png files in the \CoinOPS\screenshots\ folder.



## ***Splash Screen Launcher***

Your Xbox may also be setup to boot directly into an integrated Splash Screen. This is a simple customisable video played at start-up. Pressing LThumb or RThumb will immediately launch FTP options, while pressing any other button will launch CoinOPS.

Files are located at \CoinOPS\Customisation\Settings Background.png and \CoinOPS\Customisation\Settings Background.xmv.

These may be exchanged out for user made files. Images must be in [24-bit PNG](#) format. Just rename and replace.

## ***Skins***

Info coming soon...

## ***128MB Ram Support***

CoinOPS is the only emulator for Xbox to offer native 128MB Ram Support. This is only for users who have upgraded their Xbox's with additional ram. CoinOPS is already optimized for use with stock Xbox's, but 128MB Ram users will notice smoother gameplay with some games, like the [CPS3](#) titles.

Note: Users with 1.4GHZ CPU Upgrade will need to patch each .xbe file within CoinOPS using one of the various 1.4 patching programs. Otherwise, you will not be able to run CoinOPS.

## ***Mouse And Trackball Support***

Info coming soon...

## ***Marquees***

One very special feature of CoinOPS 5 is the addition of Marquees to all games when using the Cabinet Skin. A marquee is a sign above the monitor displaying the game's title. They are often brightly colored and backlit.

Examples:



All marquee images must be in [24-bit PNG](#) format and are completely user customisable and replaceable. Templates are located in the \CoinOPS\ - READ ME !!!! CoinOPS 5\Art Work\ folder.

All game specific marquee images are stored in the \CoinOPS\Marquees\ folder and must be properly named “Gamename.png” or “xxx\_Gamename.png”, etc, in accordance to [Supported Games Lookup For Naming.txt](#). 99% of arcade marquees are already included in recent versions of CoinOPS 5.

Default arcade and console marquee images are stored in the \CoinOPS\Customisation\ folder and will only display one image for all games missing an individual marquee of a selected arcade or console game. You may create new default marquees as well, but must name them exactly as they’re currently named when replacing them.

Default arcade and console marquee filenames are shown below:

Amiga.png Amstrad.png Arcades.png Atari 2600.png Atari 5200.png Atari 7800.png Atari Lynx.png Atari ST.png Atari XL.png Classic.png ColecoVision.png Commodore 64.png	Game Gear.png Gameboy.png Gameboy Advance.png Gameboy Color.png Intellivision.png Master System.png Mega CD.png Megadrive.png Megadrive 32X.png MSX.png NeoGeo Pocket.png NES.png	PC Engine.png PC Engine CD.png Playstation.png Sega SG-1000.png Spectrum.png Super Nintendo.png Vic 20.png VirtualBoy.png WonderSwan.png X68000.png XBOX.png
--	--	--

DOS.png	Nintendo 64.png	
---------	-----------------	--

## Versions And Upgrading

CoinOPS 5 is released in 3 ways

CoinOPS 5  
CoinOPS 5 Lite  
CoinOPS 5 Standalone

CoinOPS 5 (locked to run full build only...can remove a few 100 games)  
as its says this is the full set it will include all game roms and videos  
matched working and ready to go best simple option for new users but big download

CoinOPS 5 Lite (locked to run Lite build only...can remove a few games)  
a smaller trimmed down best of set that contains less games and videos  
its designed for users with a standard 8gb xbox hdd but still has all the features of the  
full set its fully customisable and a smaller download

CoinOPS 5 Standalone  
between each CoinOPS full release there are update releases these  
are called Standalones they add new features or support for new games but dont include  
any roms or videos they are small downloads standalones are also a good way for advanced  
users to upgrade from an older CoinOPS set to the latest version

one last thing if you have say CoinOPS 5 R2 and you miss a few update releases you DONT  
need to get everyone you missed so say you have R7 and you want to update to R10  
you will NOT need R8 or R9 just go straight to R10 and you will be bang upto date

The save folder is named "acade5xx".

## Troubleshooting

### ***"Failed Transfer" When FTP'ing Files***

Please see: [Transferring Files](#)

## ***Not Enough Room In The “romsConsoles” Folder***

Please see: [Setup An Additional Rom Folder](#)

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More info coming soon...

## **Frequently Asked Questions**

Q - What Console Systems does this support?

A - Please See: [What Is CoinOPS?](#)

Q - How do I scan my games?

A - Press START on the Game Selection List and select “Scan All Your Games.”

Note - Advanced Settings needs to be ENABLED in the settings page

Q - How do I exit a game?

A - Press START+BACK while playing a game. This will return you back to the games selection menu. Xbox native games require IGR (In Game Reset) or a power cycle to end.

Q - Why don't some of my games return to the Game Selection List when I press Start + Back?

A - This is because some games do not have their source code supplied, so CoinOPS can only launch these titles, not stop them. All native Xbox games are examples, including a few more.

Q - Can I filter to Arcade Only?

A - Yes change the FILTER setting to Filter to Arcades only  
pressing the Black button will switch between Arcades Only and All Games

Note - You can then lock it to Favs only and this would lock it into only Arcade Games

Q - Can I filter to Arcade or Consoles?

A - Yes change the FILTER setting to Filter to Arcade or Console  
pressing the White button will switch to Arcades Games only  
pressing the Black button will switch to Console Games only

Q - Can I filter to a system?

A - Yes change the FILTER setting to System Switch or 20+ System Switch  
pressing the White button will switch to Arcades Games only  
pressing the Black button will switch though all your systems

Note - If this is 20+ it will only skip to systems with 20+ games in it

Note - If Arcade and Console are the first two sort methods

Q - How do I scan boot into CoinOPS from my Bios?

A - Point the Bios to launch CoinOPS/defaultsplash.xbe

Note - Pressing in the left or right analog thumb to access FTP settings for the splash screen

Note - Press any button from here will launch CoinOPS

Q - Can I have a splash video in CoinOPS?

A - Point the launcher to launch CoinOPS/defaultsplash.xbe

Note - Pressing in the left or right analog thumb to access FTP settings for the splash screen

Note - Press any button from here will launch CoinOPS

Note - The video and background is Customisable in CoinOPS/Customisation/Settings

Background.png and .xmv

Q - Can I lockout the start menu

A - Yes by removing the folder D:/RemoveThisFolderLocksStartMenu

Note - Or edit "E:/Tdata/save file/mameox.ini", "LockoutStartMenu=0" to  
"LockoutStartMenu=1"

Note - This will lock you out, make sure you can gain FTP access or you will require a boot disc

Q - Can I lockout the advanced settings

A - edit "E:/Tdata/save file/mameox.ini", "LockoutAdvancedOptions=0" to  
"LockoutAdvancedOptions=1"

Note - This will lock you out, make sure you can gain FTP access or you will require a boot disc

Q - Does CoinOPS offer FTP access?

A - Yes, it is located in the Start Menu.

Note - Advanced Settings needs to be ENABLED in the settings page.

Note - xbox / xbox is the user name and password for F Drive.

Note - master / user is the user name and password for all Drives.

Note - CoinOPS\SYSTEM\FileZilla Server.xml to change the locations FTP engine scans in.

Q - Can I add my own dashboard?

A - Yes. Please see: [Dashboard Shortcut](#) and you can add a link in your Start Menu.

Q - NeoGeo Games dont boot?

A - This is due to the Xbox default date being 1000s of years wrong. You can turn on advanced settings and press start menu, then select FTP this will boot you into the FTP server. This will set the date for you. If not use the MS Dashbord to setup a closer date

Q - Why don't Doom games run?

A - These games only display in NTSC or Pal 60. Please check your TV.

Q - How do I swap to Disc 2 on the Amiga?

A - Press Start to swap to Disc 2 when highlighting the game on the Game Selection List.

Q - Why cant I use the favorites any more?

A - You have Filtered your games in the settings. Remove the filter and you will have these options back.

Q - How can I change the color of the Skin?

A - The Skin Color can be defined in Advanced Settings called BACKGROUND SKIN COLOR

Q - How do I setup "CONSOLE GAMES" in a different folder?

A - Console roms folder can be defined in Advanced Settings

NOTE - This will require a recan to update your games list

NOTE - This excludes Console 16bit games (See Below)

NOTE - Only Console games in the CONSOLE GAMES defined folder will launch

NOTE - Console games will be picked up in other folders including CoinOPS/roms but wont load if using another path

NOTE - Arcade games will be picked up in the Console folder and will load

Q - How do I setup "CONSOLE 16BIT" in a different folder?

A - Console roms folder can be defined in Advanced Settings

NOTE - This will require a recan to update your games list

NOTE - Only 16bit Console games in the CONSOLE 16BIT that are defined folder will launch

NOTE - Console games will be picked up in other folders including CoinOPS/roms but wont load if using another path

NOTE - Arcade games will be picked up in the Console folder and will load

Q - What are the "CONSOLE 16BIT" when I change there rom path?

A - Mega CD

Megadrive

PC Engine

PC Engine CD

Super Nintendo

Q - Why doesnt SNES sound so bad?

A - You require being in NTSC for the sound to work full

Q - How do I setup Console games or Midway games or Killer Instinct games?

A - This is told to you in detail at the bottom of this Read Me

Q - Does this support Midway with sound?

A - YES setup required

Q - Why cant I use the joystick in Commodore 64 games?

A - You need to swap to the joystick mode using X button

Q - Why cant I start or select alot of options with the gamepad?

A - Some games use the virtual keyboard and the controller cant be used

Press White to bring up the virtual keyboard

Q - Why don't my XBOX Shortcut Pointers work correctly?



A - All Shortcuts Pointers must be in the root folder of CoinOPS  
All Folder names must be Identical to the XBOX Pointer Name (XBOX\_Gamename)  
NOTE - See below "HOW TO SETUP A SHORTCUT TO LAUNCH XBOX GAMES"

Q - Why doesn't my Nintendo 64 game play in 720P?

A - RomsN64HiDef/N64\_Gamename.zip (POINTER) is required for the game to boot in 720P

Q - Midway games launch the wrong game?

A - The folder RomsMIDWAY requires

mk.zip

mk2.zip

narc.zip

nbajam.zip

nbajamte.zip

RomsMIDWAY requires these, no less and no more or it may launch the wrong game

It is set to launch the 1st, 2nd, 3rd..... game in that folder and will be the reason why it does this

Q - Does this support CPS2 (later Capcom stuff) at full speed?

A - YES setup required

Q - Does this support Killer Instincts?

A - YES setup required

Q - Does this support Streets of Rage Remake?

A - YES setup required

Q - Does this support Doom 2 and Final Doooms?

A - YES setup required

Q - Does Tekken 3 work?

A - Yes just keep pressing Start as the game is booting

Q - Why do some games not have highscore saving support?

A - If you play a game that supports highscore saving but do not exit back to coinops game select the game will not save

Q - Why do games only save highscores sometimes?

A - Some PCB's had a battery that kept the score in the arcade, so when the game exits hiscores are lost as there is no battery

Q - Can I backup my highscores?

A - CoinOPS\hiscores\hiscore.dat - This is where hiscores are saved

Q - My Games take so long to boot?

A - The XBOX saves all info about roms when you launch a game some Harddrives struggle to do this well.

You can disable the saving of info to speed this up in the advanced settings "Disable Info Tracking For Slow Game Loading"

Q - How do I add or remove a game being taged as a Hot Game or an All Time Classic or Has No Sound?

A - This need to be setup in "general/romstatus.xml"

NOTE - You will require a game rescan for this to take effect

Q - How do I run a NEOGEO or CPS2 game in the Final Burn Core or remove it from the Final Burn Core?

A - This needs to be setup in "general/romstatus.xml" adding

```
<Rom name="sfa3" version="?">
<Status></Status>
<StatusNumber>1</StatusNumber>
</Rom>
```

to this file makes Street fighter Alpha 3 run in this core, if you where to remove these lines it would run in CoinOPS Inferno Core

NOTE - You will require a game rescan for this to take effect

Q - What are the advantages and disadvantages of the Final Burn Core?

A - This Core is faster, but it loses the CoinOPS features like Pixel Perfect etc

Q - How do I enable Autofire?

A - Left Thumb Button - Enable Semi-Automatic fire

Right Thumb Button - Enable Autofire ( Pressing fire can charge your weapons )

BACK - Quickly Disable Autofire

Q - Is Game Information supported?

A - YES Load files (text files) into gameinfo/Gamename.ini

Press START on the games selection page and select Game Information

NOTE - If there is no gameinfo/Romname.ini file the option Game Information wont display

Q - Are Game Move Lists supported?

A - YES Load files (text files) into moves/Gamename.ini

Press START on the games selection page and select Game Move List

NOTE - If there is no moves/Romname.ini file the option Game Information wont display

Q - How do I access Settings?

A - Press START on the games selection page and select Settings

Q - How do I adjust the screensize? (Arcades)

A - Press START on the games selection page and select Screen Size Adjustment

Q - How do I adjust the screensize? (Consoles)

A - Press Right Thumb Button

NOTE - If Consoles Use Correct Aspect Ratio is enabled this option will be disabled

Q - How do I add videos?

A - Videos must be [XMV](#) format. Please see: [Preview Videos](#)

Q - When I setup More Games locations in advanced settings the games don't show in the list?

A - Press START on the games selection page and select Scan All Your Games this will add the new games folder

Q - I cant see the Categories of my games what do I do?

A - Press START on the games selection page and select Scan All Your Games this is sometimes required after a fresh start

Note - Advanced Settings needs to be ENABLED in the settings page

Note - These names are setup in CoinOPS\general\catver.xml

Q - How do I take a screenshot?

A - While playing a game, press BACK + A + B. This will be stored in the "screenshots" folder.

Q - How do I set it up to switch between consoles using Left / Right on the D-Pad?

A - Go into your settings and select LOCK GAMES To Be Sorted By - Console this will force it to so that

Or press back till it sorts by Console or press X button till it says sort by Console

Q - How do I change my default keymap? (M.A.M.E. Core)

A - Please see: [Keymapping](#)

Q - How do I change my default keymap? (Consoles & Final Burn Cores)

A - Please see: [Keymapping](#)

## CoinOPS Supported Games List

This list below contains the names of all supported games for for the most recent version of CoinOPS. It is found in the Help Folder of every version of CoinOPS. Not all of these games will work with previous versions of CoinOPS. All roms must be named exactly as they appear on this list when placed in a CoinOPS rom folder. Additional setup and configuration may be required to make some games playable.

- Supported Games Lookup For Naming.txt

## For Additional Support

<http://coinopsproject.freeforums.org/index.php>