



## Introduction

This program was developed as a token of appreciation towards the retro-gaming community. I personally own a Mame arcade machine and a digital pinball machine and although there are solutions out there to create filtered lists, none of them seemed to be tailored to my own personal needs. The current state is a combination of my own ideas, the ideas suggested by members of the Launchbox community and ideas borrowed from other softwares that came before it.

It was primarily developed to be used in combination with the Launchbox FE, since it didn't have a whole lot of support for importing MAME/Arcade games back in the day, but overtime it evolved into a fully independent list generator that can now be used to create game lists to a variety of FEs.

When it comes to Launchbox, it's designed to use local metadata and artwork, so if you already have roms/artwork/support files locally, then you will be able to import your collection into Launchbox, fully configured in just a few seconds, completely filtered and ready to be played, thanks to an extensive number of filters available.

Lightspeed is fast and it's free. It's my way of saying "thank you" to a community that helped me many times across almost two decades, directly or indirectly. Thank you and I hope you enjoy it.

# Current Features

- Easy to use Wizard interface.
- Top menu bar for quick access to any page of the Wizard.
- Supports Catver.ini, History.dat, Nplayers.ini, Languages.ini, Series.ini, Mame's output xml file and my own ControlsButtons.ini.
- **Over a hundred individual filters** that can be used in combination to produce an incredible amount of possibilities, including filtering by genre, emulation status, decade, clones, control type, number of players, number of buttons, display type, orientation, region, media type, number of screens among many, many others.
- Removes [] and () tags from game descriptions.
- Creates CHD dummy ROMS for those CHD based games that do not have a companion ROM, so front-ends can actually import and make those games playable
- Creates [TTL] dummy ROMS, so those games can also be imported and be playable from a front-end of your choice
- The program will store all your settings on exit (as an ini file), so you don't have to check multiple boxes over and over again, every time you use the program. I'm planning to add "save presets", where you will be able to save and load presets from.
- **No support files are ever merged.** All support files are kept as-is and can be easily updated by simply copying newer files over them and any operations requiring access to those support files are handled at memory level, instead of writing files to disk. As a result, the performance is quite good: filtering a whole set of Mame ROMs from about 36,000 ROMs all the way down to a list of 2,600 working games containing no Mature, pinball, fruit machines, devices, clones, Bios etc will take about 25 seconds from beginning to end, including saving the final resulting list and with no time spent on merging external files.
- You can either generate "offline" lists, where the program doesn't care if you have roms in your system or you can tell Lightspeed to compare that information to your Mame ROMs folder, so the final list(s) will only contain games matching the .zip/.7z files that you actually have in your system
- Ability to generate lists containing only the games that match your artwork folders, including, snapshots, flyers/front images, videos and/or wheels/clearlogos. This way you can make sure that only the games which you have snapshots for are imported, for example. Or lists containing only games that you have videos for, videos+snaps, videos+flyers+wheels or any combination of those. No more missing images/videos if you don't like having missing artwork showing up in your front-end.
- Easily update your support files from within Lightspeed (but please click the links provided in the pop-up to support the support files creators/maintainers).
- A preset filter for "All Killer No Filler!", a list of great games compiled by the user "[BadMouth](#)" over the Arcade Controls forum.
- Generates lists by platform using presets for: All Arcade Games, NeoGeo, CPS1, CPS2, CPS3,

Cave, PGM, Zinc, Atomiswave, Naomi or Hikaru, individually or in combination

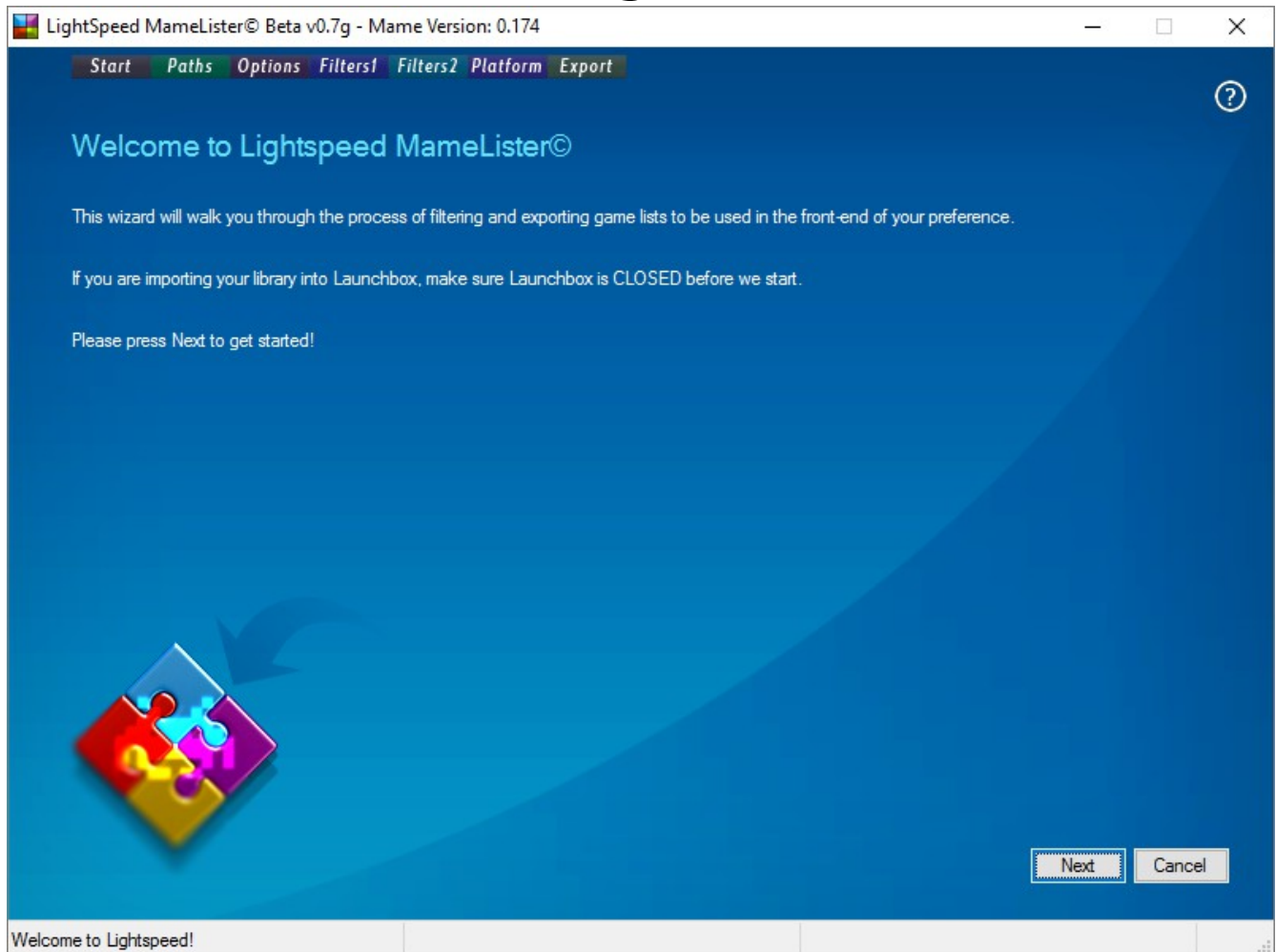
- Generate lists by source driver. Everything supported by Mame is listed. You just need to know which one to pick. Just select a driver from the drop-down menu, "stv.cpp" for example, to generate a list containing only Sega STV games. All other filters affect this list as well, so you can fine tune the final result according to your needs.
- Built-in snapshot preview, so you can verify visually the games being imported into your list
- Built-in clone list-view, from where you can selectively add clones to your final output list using a context menu accessible on right-click
- Built-in game launcher. Double click any game in either list-view to launch the game in Mame, a quick way to test games when in doubt if you should or not add them into your exported list
- Built-in move/copy filtered ROMs and CHDs, so you can now easily create a clean set that precisely matches your exported list, great for populating and synchronizing multiple machines while saving a ton of space since you are only adding the games that you really have, want or actually play
- Support for multiple front-end's game list export formats. The current version supports: Launchbox, Attract-mode, Hyperspin, PinballX, Maximus Arcade\*, Mala\*, mGalaxy, MameUIFX, MameWah (untested), AtomicFE, Advance Menu, Cabrio, XML, Rom list, Description List and Missing Lists for Zip files and CHD folders.
- Refine your final list even further by selecting and deleting the games your don't want or use F2 to rename the game description before exporting.

\* Maximus Arcade and Mala require third-party programs to convert the lists generated by Lightspeed to their final format. For more info, please see the links session at the end of this document.

### Exclusive for the Launchbox Frontend

- Quickly and easily imports your filtered list of Mame games into Launchbox. This is a completely automated system that will add all necessary metadata and artwork, while setting up emulators, rom paths and platforms automatically. It will also add a ton of filterable custom fields, not originally created by Launchbox. Run Lightspeed, set all paths, press export and re-open launchbox. It's that simple!
- Imports metadata from History.dat selectively. You can choose what kind of information you want to parse: Bio, Technical, Trivia, Tips&Tricks, Staff, Ports, Scoring and/or Updates.
- **History Reparser™**. When it comes to the "export" versions of the games, History.dat only mentions that for more information you should refer to the original game, the Japanese version more than often. Lightspeed tries, as much as possible, to extract that information from the original game and recycle that information into the other sister games, so your metadata will actually look more complete since "export" games will now contain the metadata from the original game.
- "Prevent Duplicates" prevents the same game from being imported multiple times.

# Navigation



- 1) The back arrow on the top left: brings you back to the previous page of the wizard.
- 2) Navigation bar: this is the quick access to any page of the wizard, so you don't need to press next or back multiple times to get to where you want. Simply click on the correspondent page name and you are there.
- 3) Help: this will bring this document, which also contains links for downloading support files.
- 4) Side Info. Contains instructions and explanations about each page of the wizard
- 5) Reset: resets everything in the page to reflect the controls default states, suggested based on the most commonly used settings.
- 6) Next: advances the wizard, one page at the time.
- 7) Cancel: closes the program.

# Paths

LightSpeed MameLister© Beta v0.7g - Mame Version: 0.174

Start Paths Options Filters1 Filters2 Platform Export

## Paths

Browse for the Mame.exe file first. Most fields will be auto-filled automatically, following Mame's default folder structure.

If you are exporting to Launchbox, make sure to browse for the Launchbox.xml file, located in the Launchbox installation folder.

Edit any path to match your system.

Mame.exe: K:\MAME\EMULATOR\mame64.exe

LaunchBox.xml: C:\LaunchBox\LaunchBoxBareBones.XML

Mame ROMs: K:\MAME\EMULATOR\roms

### Artwork Paths

Flyer/Front: K:\MAME\EMULATOR\flyers

Cabinet/Back: K:\MAME\EMULATOR\cabinets

Snapshots: K:\MAME\EMULATOR\snap

Videos: K:\MAME\EMULATOR\videos

Manuals: K:\MAME\EMULATOR>manuals

Music:

Marquees/Banners: K:\MAME\EMULATOR\marquees

Steam Banners:

Fanart: K:\MAME\EMULATOR\bkground

Wheel/ClearLogo: K:\MAME\EMULATOR\wheels

Next Cancel

Welcome to Lightspeed!

## Mame.exe

This is the most important path you will set. After selecting the mame executable, most of all parameters in the program will be auto-filled, including other paths, filters and options.

## Launchbox.xml

Set this path only if you are planning to use the program to import your game collection into the Launchbox front-end. If you are simply exporting lists for other front-ends, please ignore this field.

## Mame ROMs

This field should be auto-filled when you select the mame.exe file. Feel free to customize this field if your roms do not live in this specific folder for some reason.

## Artwork Paths

Those paths are also auto-filled. Bear in mind that the auto-filled paths are only suggestions, based on your Mame default installation folder. Feel free to customize any of them as you wish.

Equivalence between Launchbox and Mame default folders (suggested):

Launchbox	Mame Folder
Front Images	Flyers
Back Images	Cabinets (suggested)
Snapshots	Snap
Videos	Videos (suggested. Needs to be created)
Manuals	Manuals
Music	Unused
Banners	Marquees
Steam Banners	Unused
Fanart	Bkground
Clear Logo	Wheels (suggested. Needs to be created)

## Options

LightSpeed MameLister© Beta v0.7g - Mame Version: 0.174

Start Paths Options Filters1 Filters2 Platform Export

### Options

Included Notes: customizes what type of metadata will be imported from History.dat.

Import Options: you can force clean titles by removing the text inside of square brackets and/or parenthesis.

You can also use the "Match" checkboxes to force the exported lists to match the contents of those folders.

\*\*Those options are only relevant to Launchbox. Ignore if exporting to other FEs.

**Included Notes**

- ☒ Bio\*\*
- ☒ Technical\*\*
- ☒ Trivia\*\*
- ☒ Tips&Tricks\*\*
- ☒ Staff\*\*
- ☒ Ports\*\*
- ☒ Scoring\*\*
- ☒ Updates\*\*

**Import Options**

- ☒ Remove [] Tags
- ☒ Remove (\*) Tags
- ☒ Create CHD Dummies
- ☒ Create TTL Dummies
- ☒ Prevent Duplicates\*\*
- ☐ Match Roms Folder
- ☐ Match Snapshots
- ☐ Match Cover/Flyer
- ☐ Match Videos
- ☐ Match Wheels/ClearLogo

**Update Support Files**

Update XML 0.174

Update Catver 0.174

Update Series 0.174

Update Languages 0.174

Update NPlayers 0.174

Update History 1.74

Reset Next Cancel

Welcome to Lightspeed!

## Included Notes

Those check-boxes will define how detailed you like the meta-data to be when imported. The information is coming from History.dat and here you have the option to simply import everything available for each game or parse the notes selectively. Options available, are: *Bio*, *Technical*, *Trivia*, *Tips&Tricks*, *Staff*, *Ports*, *Scoring* and *Updates*. You can choose any number of options or none at all.

## Import Options

### Remove [] and () Tags

By checking those boxes you are asking Lightspeed to remove any additional information contained in the game description, producing a clean name at the end

### Create CHD Dummy ROMs

By default many front-ends don't support CHD games, unless the CHD files use a companion ROM file, .zip or .7z.

By turning this check-box on, Lightspeed will check for any folders within your Mame Roms folder which might contain CHD files in them. If no matching/companion .zip or .7z file is found Lightspeed will create them for you, so for all intents and purposes those dummy files will behave exactly like actual ROMS and will be used only to trigger the actual CHDs, making those games playable and launch-able. You will need to inform your ROMS folder in the Gui for this option to work.

### Create TTL Dummy ROMs

As it happens with some CHDs, TTL games don't have a .zip/.7z file associated with them. Their code is part of the MAME code itself, so from the front-end's perspective there's simply nothing to be imported into their lists. This check-box will create dummy .zip/.7z files that will now be importable into your front-end. You will need to inform your ROMS folder for this option to work.

### Prevent Duplicates

This option only works for Launchbox. Games already imported into Launchbox will not be imported again if this option is checked.

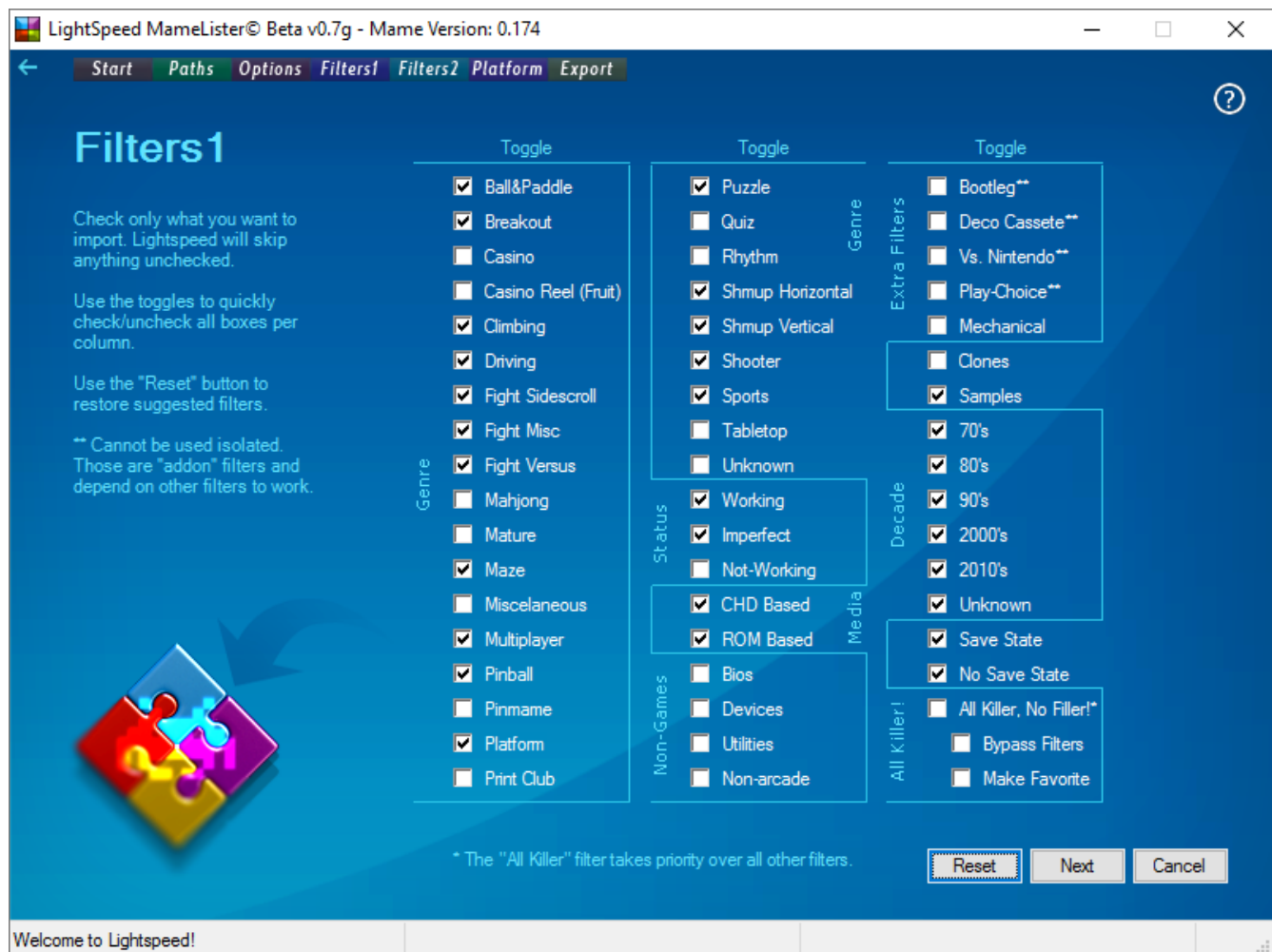
### Match Roms Folder

If you want to make sure that only the games that you actually have in your computer are imported/exported into your lists, this option will do just that. By turning it off you are telling Lightspeed to go ahead and enforce those lists to be generated even when you don't actually have those ROMS present in your system.

### Match Snapshots, Flyers, Videos and/or Wheels

If any combination of those boxes is checked, the final list will match the contents of those folders, so every game in the exported list will have a matching image. This is a great way to avoid "holes" in your front-end, where certain games are missing videos, wheels and snaps, for example.

# FiltersA



The filter system works by rule elimination. So instead of adding things to a list of parameters, it simply skips any record not meeting the criteria established by the combination of all filters. You can use most of them in isolation, but you **HAVE** to obey a simple rule if you want to see any results in your final list... you will need **at least 1 box checked** in each one of those groups in order to see any result: **Genre, Status, Media, Save State** and **Decade**. This only happens because those groups encompass every single game and by un-checking all boxes of any of those groups you are simply telling Lightspeed to ignore importing anything!

## Genre

Here you are able select any number of genres that you want to import. You **MUST** select at least one option or else your final list will be empty.

## Status

Here you will be able to import/export only games that either work perfectly, work with minor to major issues, games that simply don't work or any combination of the three. You **MUST** select at least one option or else your final list will be empty.



## Media

CHD based games can be quite large, since they are backup images of CDs, DVDs, HDDs, VHS, Laserdiscs etc. For that reason, some people prefer to exclude them from their collections, as they require a ton of storage space. Select what type of media you want to import. You can choose between ROMS and/or CHDS, but at least one of them **MUST** be selected if you want to see any results on your export list.

## Non-games

Allow you to filter out BIOS files, devices, utilities and any other non-arcade or non-game roms.

## Extra Filters

Additional filters to include or eliminate Bootleg, Deco Cassete, Vs. Nintendo, Play-Choice and Mechanical (non-pinball) from your final list.

## Clones/Samples

When this option is checked, clones will be included in your final list. When this option is off, then the clones are still imported, but into the second list-view called "Clones". The advantage of this second option is to have the main list-view not showing any clones, BUT, having all the clones available in the second list, ready to be added to the main output list at any given time. To do so, simple right-click the clone list-view and select "Clone >> Output". When samples is checked, games containing samples will be imported. When off, those games will not be imported.

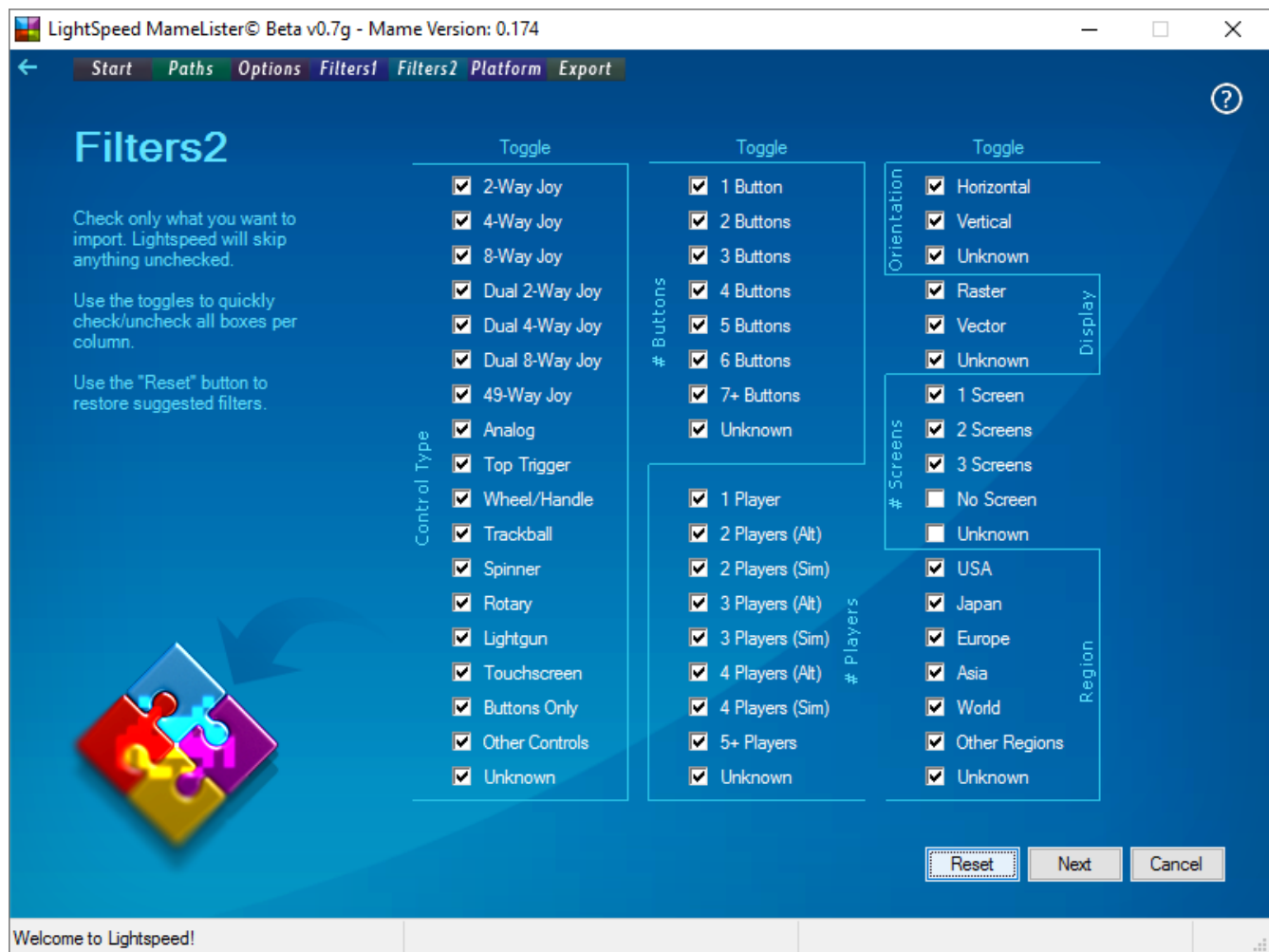
## Decade

Fast way to filter by decade, from games produced in the 70's all the way to games produced in the current decade. You **MUST** select at least one option or else your final list will be empty.

## "Toggle" (at the top of each column)

Click the "Toggle" text to check or un-check all check-boxes per column, so you don't need to do it manually.

# FiltersB



Just like with Filters1, you will need **at least 1 box checked** in each one of those groups in order to see any result in your final list.

## Control Type

Here you are be able select any number of control types that you want to include in your list.

## Number of Buttons

Here you are able select any number of buttons used to play the games you want to import/export.

## Number of Players

Here you are be able select any number of players that will play the games you are importing/exporting as a list.

## Orientation

Vertical, Horizontal or Unknown screen orientation are available as filters.

**Display**

Raster, Vector or Unknown display types are available as filters.

**Number of Screens**

Filters games that run on a single or multi-monitors.

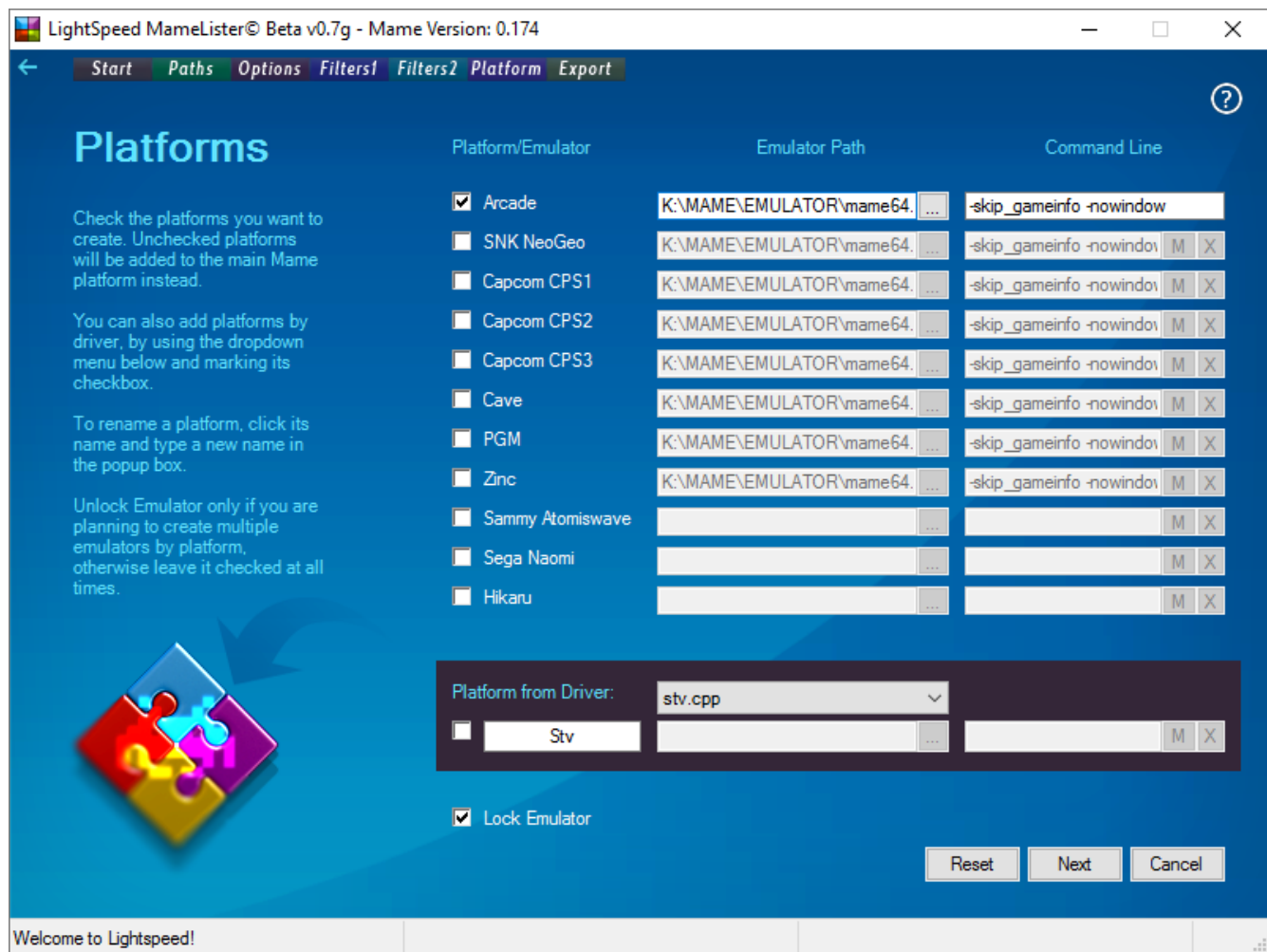
**Region**

Region doesn't exactly relate to the game's country of origin. It does as much as possible though and the reason is that since Mame doesn't have that information available for the vast majority of the games, the information is being parsed in two passes: 1) the first uses Languages.ini to extract the in-game language; 2) the second uses Mame's own information to overwrite the games that have that available. This way the vast majority of the games get a region assigned to them, primarily by country of origin and when not found, by in-game language.

**"Toggle"** (at the top of each column)

Click the "Toggle" text to check or un-check all check-boxes per column, so you don't need to do it manually.

# Platform



Understanding how Platforms work is crucial for Lightspeed operation.

If you are familiar with the way Launchbox handles platforms, then this should not be news to you, but if you use other front-ends, then I think we need to clarify some things.

This is basically a way of splitting your Mame collection into groups based on their machine types (Mame driver sources). If you wanted to create a list containing only Neo-Geo games, for example, all you would have to do was to un-check all but the "SNK NeoGeo" check-box and your final list would contain only games that are part of this specific system. Your final list will be affected by all other filters previously set as well, so make sure that you have the right filters selected! If the only genre selected was "Fight Versus", for example, then the final list would only contain Fighting games that are part of the Neo-Geo collection. Same goes to the other options: **CPS1**, **CPS2**, **CPS3**, **Cave**, **PGM** and **Zinc**.

The last three systems, **Atomiswave**, **Naomi** and **Hikaru** are a little different, because those games are not yet playable in Mame, so unless you check the filter "Unplayable" and the other filters are broad enough in criteria to include those games, nothing will be added to your list. So why do I have

the option in there? Because other emulators, like Demul for example, do use the same roms as Mame, so by checking those systems you can create lists for Front-Ends running those games with Demul (or other emulators).

The third option is to **import platforms from Mame source drivers**. This option is pretty interesting, because the drop-down menu lists every single source driver available to Mame. So if you want to create a list containing only STV games for example, just select "stv.cpp" from the drop-down menu, check the check-box to make sure things will be imported and leave all other check-boxes unchecked. Only games that are part of this source driver will be now added to your list, following the rules set by all filters. As with all other options, this can be used in combination, so you could potentially export a list containing CPS1 and STV games only, for example.

### **If you are importing games into Launchbox:**

- When ONLY "Mame Arcade" is checked, all games supported by Mame will be filtered and will be part of the final list. A platform of the same name (or any other name you gave, if you decided to rename it) will be created in Launchbox and all correspondent games will be linked to this platform. If "Lock Emulator" is checked, only one emulator will be created, using the emulator path and command line parameters you defined by its side and no matter how many boxes you checked, all those platforms will be linked to this very same emulator. If you unlock Emulator (I highly discourage you from doing so), then each platform created will have a correspondent emulator of the same name created as well. When you un-check this box you are able to assign a different emulator and a different command line per platform, which can be quite useful if you want to setup Demul from this very same interface.
- When "Mame Arcade" AND any other number of boxes are checked, then a correspondent platform will be created inside of Launchbox for **EACH** one of those systems selected. If "Capcom CPS1" and "Mame Arcade" are checked, for example, a platform called CPS1 (or similar) will be created and all CPS1 games will be part of it, BUT those very same games will be excluded from the main Mame platform, "Mame Arcade", which will contain all the remaining games. Lightspeed is splitting those games into two lists, basically.
- When you select any platforms without selecting the main "Mame Arcade" platform, then those platforms are going to be imported in isolation, so games from other systems will be completely excluded from the final list.

### **If you are exporting lists to be used with other Front-ends:**

- In this case everything works as described above, except that no platforms or emulators will be created, obviously. That means that nothing will be split either. You can have any number of boxes checked, but if "Mame Arcade" is checked as well, then an override will happen and all games will be included in the final list.
- If "Mame Arcade" is unchecked though, then only games that are part of the checked systems will be imported, including the ones set by using the drop-down menu for drivers, if its box is checked as well.

### **Platform/Emulator**

Each one of those platforms is fixed, meaning that those presets cannot be changed. If the "Cave" box is checked you will get Cave games included in your list, always. The name of those platforms can be changed though. To rename any of those platforms, simply click on its name and type a new name in the pop-up window. This new name will be saved on exit, so it will be there every time you use Lightspeed from that point on. To reset them to the default names, just click "Reset".

### **Emulator Path**

The first line is always available. This represents the main platform. Lines 2 to 11 only become available when you turn off "Lock Emulator". Here's where you can type or browse for the emulator that you want to use. You can set each platform to use a different version of MAME, for example (if importing into Launchbox).

### **Command Line**

The first line is always available. This represents the main platform. Lines 2 to 11 only become available when you turn off "Lock Emulator". Here's where you can type any command line parameters used by the corresponded emulator you just selected.

### **Platform from Driver**

Here you will find every single source driver available for Mame. To import games related to a driver, simply select the driver from the drop-down menu and check the check-box. The name of the platform will be auto-filled, but you can change it to anything that makes more sense to you. Just like the above, the emulator path and command like parameters will only become available for changes if "Lock Emulator" is un-checked.

### **"M" and "X"**

Use those buttons to clear or copy emulator path and command line from the main platform listed in the first line

# Export

LightSpeed MameLISTER© Beta v0.7g - Mame Version: 0.174

Start Paths Options Filters1 Filters2 Platform Export Output Clones

Title	Developer	Region	Genre	Sub-Genre	Rom Name
005	Sega	USA	Maze	Shooter S...	005
10-Yard Fight	Irem	World	Sports	Football	10yard
1941: Counter Attack	Capcom	World	Shooter	Flying Vert...	1941
1942	Capcom	USA	Shooter	Flying Vert...	1942
1943: The Battle of Midway	Capcom	Europe	Shooter	Flying Vert...	1943
1943 Kai: Midway Kaisen	Capcom	Japan	Shooter	Flying Vert...	1943kai
1944: The Loop Master	Fighting	USA	Shooter	Flying Vert...	1944
1945k III	Oriental Soft	USA	Shooter	Flying Vert...	1945kiii
19XX: The War Against Dest...	Capcom	USA	Shooter	Flying Vert...	19xx
1 on 1 Government	Tecmo	Japan	Sports	Basketball	1on1gov
2020 Super Baseball	SNK	USA	Sports	Baseball	2020bb
Ms. Pac-Man/Galaga - 20th ...	Namco	USA	Multiplay	Compilation	20pacgal
280-ZZZAP	Dave Nutting Asso...	USA	Driving	1st Person	280zzzap
3 Count Bout / Fire Suplex	SNK	USA	Sports	Wrestling	3countb
New HyperMan	SemiCom	USA	Multiplay	Compilation	3in1semi
3 On 3 Dunk Madness	Video System Co.	USA	Sports	Basketball	3on3dunk
The Three Stooges In Brides...	Mylstar	USA	Shooter	Field	3stooges
Three Wonders	Capcom	World	Multiplay	Compilation	3wonders
Forty-Love	Taito Corporation	USA	Sports	Tennis	40love
4-D Warriors	Coreland	USA	Shooter	Flying Hori...	4dwario
4 En Raya	IDSA	USA	Puzzle	Match	4enraya

Three Wonders  
Capcom  
1991  
World  
Raster  
Horizontal  
384x224@59Hz  
8-Way Joystick  
2 Players (Sim)

Copy/Move Sets  
Copy/Move  
Copy roms ☒ Copy chds ☐  
Move roms ☐ Move chds ☐  
C:\TMP

Supported Lists  
Format:  
Attract-Mode  
C:\TMP\Attract-mode.txt

Filter/Export  
Filter! GO!

Metadata Imported Total Games: 2667 Total Clones: 3497

## List-views

### Output

this is where your filtered lists will show up. If you checked "clones" in your filters, then the clones will be included in this list-view as well.

### Clones

If you un-checked clones in your filters, then the clones will be removed from this main output list-view, but will be populated into the the next list-view called "clones".

### Manipulating List-views

Both "Output" and "Clones" list-view are a preview of the list you want to effectively export to other front-ends or import into Launchbox. As such, those lists can still be manipulated and filtered even further before exporting/importing:

- Use directional arrows, PgUp, PgDown, Home or End to navigate the list-views
- You can sort those lists by title, developer, region, genre, sub-genre, rom name and parent set, by simply clicking on the column names on the list-view's header.
- You can select one or multiple entries by using ctrl+click, shift+arrow down, shift+arrow up, shift+click etc.
- If you want to delete entries to prevent them from being exported to the final list, select the entries you want to eliminate, right-click and select "Remove Selected".
- Any clone listed in the clones list-view can be moved to the main output list-view at any given time. Just select the clone(s) that you want to include in your final list, right-click > "Clone >> Output".
- The list-views are both game launchers. So if you already defined the paths to your emulator and roms and if mame is working fine as standalone, chances are that the games will launch successfully when you double click them in the list-view
- By selecting any entry and pressing F2 you will be entering edit mode, where you are able to edit the game description.

### **Snap Preview**

On the top left you will be able to see the snapshot preview for the selected game, as long as the path to the snapshots was previously informed

### **Game Info Card**

Right below the snapshot preview you will see a little card showing important information about the selected game. Things like: Description, Developer, Year, Region, Display Type, Orientation, Resolution, Control Type and Number of Players.

### **Copy/Move Sets**

Here's a very useful feature: the ability to copy or move to other folders the resulting list of ROMs and CHDs. This way you will be able to create "clean sets" for example, copying/moving games to a folder containing only the games/files that you care about. This folder can later on be copied to other machines in your house, containing only sets that actually work, matched across all machines.

### **Filter!**

This button works as a preview of the filtered list to be exported. You **MUST** click it every time you change any filters, check or un-check any boxes, to make sure that the list is exported correctly.

### **GO!**

Here's where you define which front-end you are planning to export to. Simply select the list format you want to export to, type or browse for the destination file and click "GO!". This option only works when your output list-view has contents in it, except for the "Missing" lists.



# HOW TO

## Quick Start:

- 1) Open the program and under the "Paths" page, browse for (or type) the full path to your MAME.exe. This will auto-fill most of the paths for you with **suggested** folders. Feel free to tweak them to match your setup.
- 2) Set any options you want. Options marked with an "\*\*\*" are only used if you are exporting to Launchbox. All other front-ends don't take those into consideration, so please ignore.
- 3) Before you get familiar with the way the filters work, as a test, go straight to the last tab "Export" and click "Filter!". You are now presented with a full list of games matching the default filters criteria.
- 4) From the dropdown menu under the "Supported Lists" section, select the front-end you wish to export your list to. Right under it, browse or type the full path and name to your exported list. No extension is necessary. In fact, if the expected list extension is xml, for example, and you gave it a name with an ini extension, Lightspeed will force the exported list to have the correct, expected extension, so the final list will have the extension reversed back to xml. This is my way of making sure that the lists are fully compatible with the FE of your choice.

Done. Now feel free to play with the filters and see what you get!

## How can I export a list Containing only CPS games?

- 1) Set your options and filters as you please
- 2) Under the "Platform" tab, check CPS1, CPS2 and CPS3, then un-check all other check boxes, except for "Lock Emulator", which should be ON at all times, except in rare cases.
- 3) Go to "Export" and press "Filter!". Once the list is populated, select the format you want to export to and give a name to the exported file.
- 4) Press "GO!" and you are done.

## How can I export a list containing only a specific source driver, like STV for example?

- 1) Set your options and filters as you please
- 2) Under the "Platform" tab, go to the dropdown menu under "Platform from Driver" and select "stv.cpp". Check the check box and un-check all others, except for "Lock Emulator", which should be ON at all times, except in rare cases.
- 3) Go to the "Export" tab and press "Filter!". Once the list is populated, select the format you want to export to and give a name to the exported file.
- 4) Press "GO!" and you are done.

## How can I copy or move the matching ROMS and/or CHDS to a separated folder, so I have a clean set?

- 1) Set your options and filters as you please.
- 2) Go to the "Export" tab and press "Filter!". Wait until the list is populated.

- 3) Under "Copy/Move Sets", check any boxes you want, something that makes sense. Don't check copy AND move at the same time, for obvious reasons. If you choose to move sets, you will get a warning message, discouraging you of doing so. It should work fine, but proceed at your own risk as I cannot be responsible for anything happening to your ROMS. Browse for or type a path where you want those files to be copied/moved to. If the path doesn't exist, Lightspeed will create it for you, but make sure that the drive letter is specified as well.
- 4) Click the "Copy/Move" button and wait until the process is over. Done!

**I want to make sure that my list only contains games which I have ROMS for, so my FE lists only the games I actually have. How can I do this?**

- 1) Under "options" check "Match Roms Folder". Beware that all other "Match" check boxes and any and all filters will be taken in account as well, but the final list should definitely contain only the games which zip/7z files are available.
- 2) Set whatever filters you like
- 3) Under the "Export" Tab, click "Filter!", wait for the list to be populated. Select the format and name for your exported list and then click "Go!". Done!

**I want to make sure that my list only contains games which I have matching artwork for, so my FE looks pretty and complete. How can I do this?**

- 1) Under "options" choose what type of artwork folder you want to match. Options available are Snapshots, Flyers, Videos and Wheels. Check any option you like and the final list will only contain the games matching those options.
- 2) Set whatever filters you like
- 3) Under the "Export" Tab, click "Filter!", wait for the list to be populated. Select the format and name for your exported list and then click "Go!". Done!

# Credits

- My wife Jessica and my two little boys James and Mathias for all the support, love and understanding. I adore you.
- Nicola Salmoria and the entire MAME team for almost 20 years of hard work, keeping the arcade memory alive for generations to come.
- Front-end developers across the board. Their role is fundamental, creating tools that make our experience of playing arcade games a whole lot more fun
- Programmers of arcade related tools, usually developed for free (as Lightspeed), in the spirit of sharing and helping a community of people who share the same passion for old arcade, pinball and console games. Keep the memory alive!
- All the people creating, maintaining and hosting arcade and console related artwork
- All communities dedicated to the retro-gaming cause.
- Emumovies, for their incredible work providing the community with the much needed movie previews
- All those members who are always available to help out someone in trouble
- Those who created and/or maintain the support files used by Lightspeed. They devote an invaluable part of their own time to provide the community with those incredibly useful memory records. Please support their projects by visiting the links below:
- History.dat © Alexis Bousiges: <http://www.arcade-history.com>  
Nplayers.ini © Nomax: [nplayers.arcadebelgium.be](http://nplayers.arcadebelgium.be)  
Catver.ini, Series.ini and Languages.ini © Triggerfin, s\_bastian and AntoPISA:  
<http://www.progettoemma.net/>  
<http://www.progetto snaps.net/>  
Mala List Converter © thund3rstruck: <http://forum.arcadecontrols.com/index.php?topic=101104.0>  
Maximus List Converter © Maximus Arcade: <http://www.maximus-arcade.com>
- The Autohotkey and StackOverflow communities for the incredible support and clever people over their forums.

# Links

## **MAME:**

- Mame Emulator  
<http://mamedev.org/release.php>

## **Converters:**

- Maximus Game List Converter  
<http://www.maximus-arcade.com/pages/arcade-software-freebies>
- Mala List Converter  
<http://forum.arcadecontrols.com/index.php?topic=101104.0>

## **Support files:**

- 7zip  
<http://www.7-zip.org/>
- Catver.ini  
<http://www.progettoemma.net/?catlist>
- Languages.ini  
<http://www.progettosnaps.net/languages/>
- Series.ini  
<http://www.progettosnaps.net/series/>
- Nplayers.ini  
<http://nplayers.arcadebelgium.be/>
- History.dat  
<http://www.arcade-history.com/?page=download>

## **Borrowed functions and Libraries:**

- LV\_EX; by "just me"
- LV\_GetSelectedText; by "Learning one"
- PathRelativePathTo; by "HotKeyIt"
- Download with Progressbar; by "Bruttosozialprodukt"

# Change Log

Beta 0.7i (6/10/2016):

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- Fixed a bug that was causing the number of players to be parsed incorrectly. Thanks to the user "Milky" at the Arcade Controls forum for finding it!

Beta 0.7h (6/9/2016):

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- Introducing **History Reparser™**, a much better way to extract notes from History.dat. Games marked as "Export version" will now have a much better chance to have their notes extracted from the original games, so, much more complete notes from now on.
- Updated all support files to the latest versions available.
- Improved controllers metadata. Most games now have a controller associated to them.
- Renamed the default platform from "Mame Arcade" to simply "Arcade"
- TTL and CHD "dummy" files generated are now true .zip files instead of text files named .zip.
- Improved auto-fill when selecting MAME.exe
- Improved "reset" functions.
- FiltersA, 3<sup>rd</sup> toggle now ignores "All Killer" filter, since this is a very specific filter that ends up overwriting all others
- Removed the game descriptions in the status bar when parsing lists. This sped up the process by a few seconds. The progress bar is still present.
- Removed some splash screens. All info related should now be presented at the status bar, which is way faster than splash screens (it's all about speed after all).
- Improved attract-mode generated lists.