



# pfeMAME

## Manual

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pfeMAME v1.008

File Edit View Help

View: All Search: pacman MAME Version: v0.188 Database Age: 10 days

Rom Name	Filename	System File	Exists	Rating	# Runs	Fav	Category	Short Name
Archimedes 540	aa540	Pacmania (1991)(Krisalis)...	Yes		0	No	Home Computer	pacmania
Caterpillar Pacman Hack	ctrpillrp		Yes		0	No	Maze	
Come Come (Petaco SA bootleg of Puck Man)	pacmanpe		No		0	No	Maze	
Come-Cocos (Ms. Pac-Man) ('Made in Greece' Herle...	mspacmanbhe		No		0	No	Maze	
Come-Cocos (Ms. Pac-Man) ('Made in Greece' Tecna...	mspacmanbcc		No		0	No	Maze	
Come-Cocos (Ms. Pac-Man) ('Made in Greece' Triunv...	mspacmanbit		No		0	No	Maze	
Hyper Pacman	hyperpac		No		0	No	Maze	
Hyper Pacman (bootleg)	hyperpacb		No		0	No	Maze	
Jr. Pac-Man (11/9/83)	jrpacman		Yes		1	No	Maze	
Jr. Pac-Man (speedup hack)	jrpacmanf		No		0	No	Maze	
Miss Pukman ('Made in Greece' Datamat bootleg)	mspacmanbgd		No		0	No	Maze	
Ms. Pac-Man	mspacman		Yes		2	Yes	Maze	
Ms. Pac-Man ('Made in Greece' bootleg)	mspacmanbg		No		0	No	Maze	
Ms. Pac-Man (bootleg on Crush Roller Hardware)	mspacmancr		No		0	No	Maze	
Ms. Pacman Champion Edition / Super Zola-Puc Gal	mschamps		No		0	No	Maze	
Ms. Pacman Champion Edition / Zola-Puc Gal	mschamp		Yes		0	No	Maze	
Pac Man (Tomy)	tmpacman		No		0	No	Handheld Game	
Pac Man 2 (Entex, cyan Pacman)	epacman2		No		0	No	Handheld Game	
Pac Man 2 (Entex, red Pacman)	epacman2r		No		0	No	Handheld Game	

Messages:

Clear

Game Information:

Ms. Pac-Man (c) 1981 Midway.

In this, the first proper sequel to Namco's legendary pill eating maze game, players must once again run around a number of mazes, eating all of the pills that are scattered throughout. The ever-present ghosts (Blinky, Pinky, Inky and Sue) return to hamper the player's progress. The infamous 'Power Pills' are also present and correct, with four appearing in each maze.

Namco introduced a number of changes and enhancements over the original game. The first difference is in the main character. For the first time in video-game history, the game's lead character was female. Ms. Pac-Man is almost identical to the original character with two main differences; she wears a bow in her 'hair', and is also wearing a red dress.

Total Roms: 35706 Available: 5843 In View: 39

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## 1. About

pfeMAME is a cross-platform MAME front-end written in (wx)Python. It has been tested to run on Linux (Ubuntu), Windows XP, Windows 7, and Windows 10, but should be able to run on any platform supporting Python and the wx widgets.

pfeMAME source is only supporting python 2.7. Support for python 3 is not currently available as a lot of source would have to be re-written due to the wx toolkit not being ported to support python 3.

There are notable differences in the Linux and Windows versions due to the way that the different platforms handle graphics. That said, the differences are minimal. There are still some ongoing challenges in the different widget support under wxPython on the two platforms and this has led to some possible odd behavior.

## 2. Supported version of MAME

pfeMAME currently requires a minimum MAME version of 0.166 to run reliably. Earlier versions may cause issues due to additional features added to MAME and the support for these features in pfeMAME.

## 3. Prerequisites

a. If running the Source Python version (i.e. not a packaged EXE version);

- Python 2.7.5 minimum (but not 3.x)
- wxPython 2.8.12 minimum

**Note:** Some later versions may cause issues due to the change in capitalisation / naming of some include modules. These problems will be addressed when found so please report them.

b. A version of MAME command line executable

c. The MAME INI file must be configured correctly at least for the rom file path. If you can run the MAME exe and play a game then the rest will work ok.

d. An up to date copy of the following (Just get the versions matching your version of MAME);

- history.dat
- catver.ini

e. Some MAME compatible game roms

## 4. Dependencies

### 4.1. Windows

The following DLL files are required for the Windows distribution and it is assumed that they are present on your system. The common missing file is MSVCP90.dll which comes with .NET. All missing DLL files can be found on the internet if required. Unfortunately, I can't distribute them with pfeMAME due to licensing restrictions.

OLEAUT32.dll  
USER32.dll  
COMCTL32.dll  
SHELL32.dll  
ole32.dll  
WINMM.dll  
WSOCK32.dll  
COMDLG32.dll  
ADVAPI32.dll  
WS2\_32.dll  
WINSPOOL.DRV  
GDI32.dll  
MSVCP90.dll  
KERNEL32.dll  
RPCRT4.dll

### 4.2. Linux

The pre-compiled version of pfeMAME requires that the same or newer version of GLIBC be on the Linux system that you run it on. If an older one exists then you will likely end up with a runtime error. To fix this you must update your Linux system to the latest version, or compile pfeMAME yourself

## 5. Installing

### 5.1. Installing under Windows

There is nothing special required for installing under Windows. Just copy the files to a location that you like and run the pfeMAME.exe file. There is a possibility that you will get an error saying that it can't find a dll of some kind. Please see the dependencies section of this manual for help.

### 5.2. Installing under Linux

Installing under Linux can sometimes require setting file permissions before running. This goes for pre-compiled versions and source code versions. If you're getting any issues with getting pfeMAME to run, set all files in the pfeMAME folder to have read/write access for all users. Different distros have different ways of doing this from the GUI – in Ubuntu you can run Nautilus as SUDO from a terminal and then right click the pfeMAME folder and set all permissions to read/write.

It can be difficult to find the MAME executable file in Linux. Under Ubuntu it is typically located at /usr/games. The Autofind feature under file paths will try and work this out for you.

The MAME ini file is typically located in a hidden folder in your home directory called .mame (See the dot in front of the name).

Sometimes when copying the pre-compiled version of pfeMAME to your Linux distro, you have to right click the pfeMAME executable and select it to 'allow executing file as program'.

Have also seen an issue when the pfeMAME application runs ok, but when you try to run a game from the following error is displayed in the messages log window; **/lib/libstdc++.so.6: version `GLIBCXX\_3.4.15' not found** . If you get this error then there is a library mismatch between the pre compiled version and your distro. In this situation, the only way to rectify is to download the pfeMAME source code and build it yourself. See the chapter later in this manual on how to build from source.

## 6. First-time run

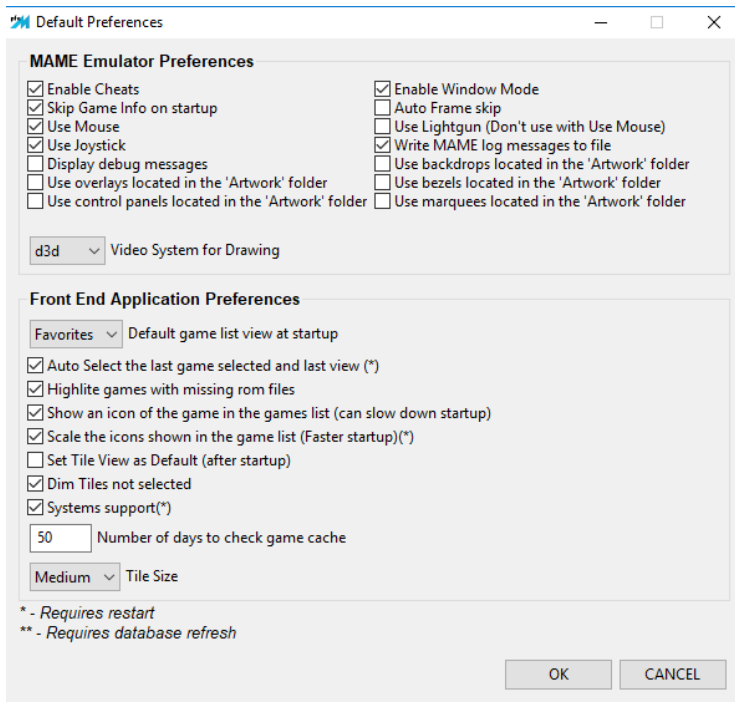
The first time you run pfeMAME you need to set up the default file paths and any preferences.  
EDIT > File Paths



This sets up the paths / folders for various support files and core application type files. As a minimum, the first 8 should always be set up, although the application will work ok without Icons and Samples.

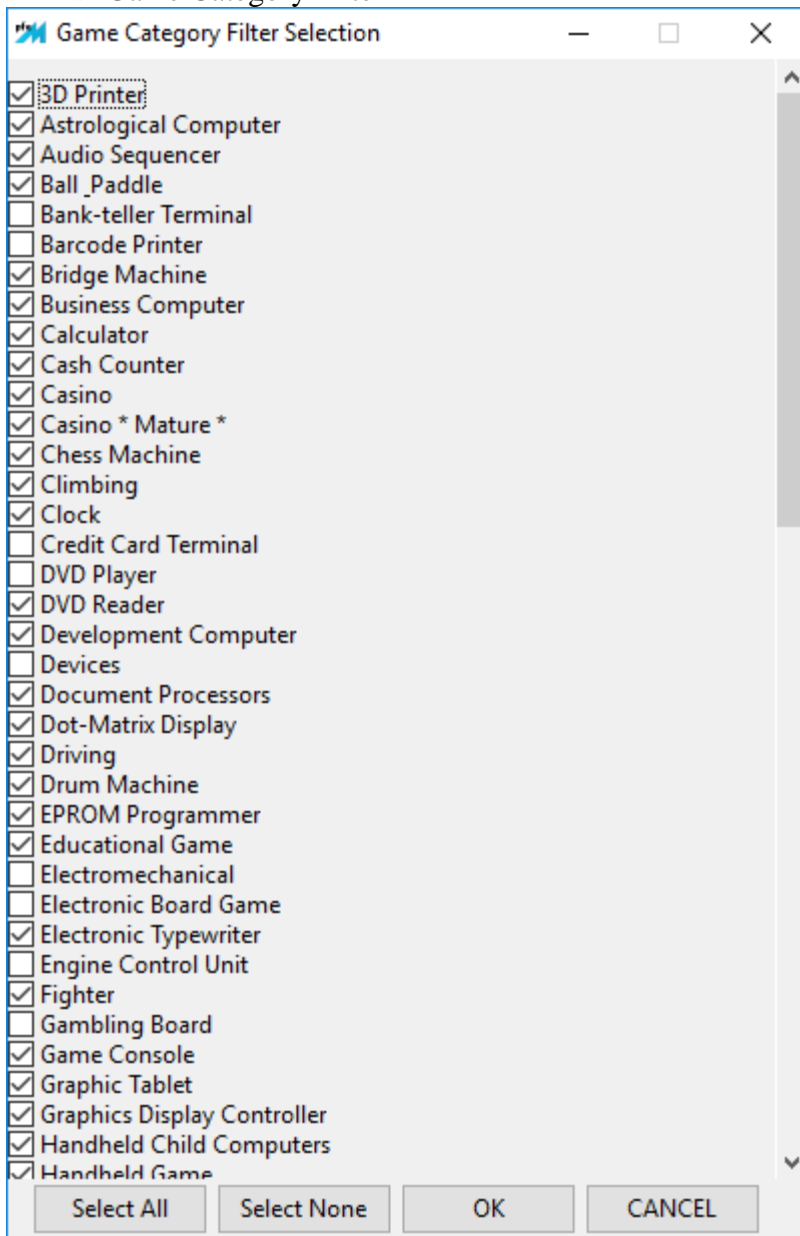
There is an Auto Find feature that will ask you to select the root folder for MAME, after which it will look for all logical folder matches and populate those that it finds. It will also look for the support files. In Linux it also checks the /usr folder for the MAME executable.

## EDIT > Preferences



These are the system wide preferences for the application. It is strongly recommended to select 'Scale the icons shown in the games list'.

## EDIT > Game Category Filter



These tell the application which game categories / types you want to be displayed. It can be very useful to weed out a lot of unsupported games like pinball / casino and to hide games with a more 'Adult' theme. Most importantly, if you don't select any, you won't see any games on the main screen.



Once the preferences and file paths are set up, restart pfeMAME. If needed, manually refresh the games database (click on the refresh toolbar icon or select VIEW > Refresh Games Database). Refreshing the database forces a full read and set up of the games database which is then saved in a cache file to speed up the application startup. The application will check the age of the cache based upon the setting in 'Preferences' and will recommend that you manually refresh the database to keep this up-to-date (definitely do it if you add / change games roms etc). You should be presented with something that looks like this;

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Ms. Pac-Man	msspacman		Yes		2	Yes	Maze	
Ms. Pac-Man ('Made in Greece' bootleg)	msspacmanbg		No		0	No	Maze	
Ms. Pac-Man (bootleg on Crush Roller Hardware)	msspacmanocr		No		0	No	Maze	
Ms. Pacman Champion Edition / Super Zola-Puc Gal	mschamps		No		0	No	Maze	
Ms. Pacman Champion Edition / Zola-Puc Gal	mschamp		Yes		0	No	Maze	
Pac Man (Tomy)	tmpacman		No		0	No	Handheld Game	
Pac Man 2 (Entex, cyan Pacman)	epacman2		No		0	No	Handheld Game	
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Messages:

Ready

Total Roms: 35706 Available: 5843 In View: 39

Game Information:

Ms. Pac-Man (c) 1981 Midway.

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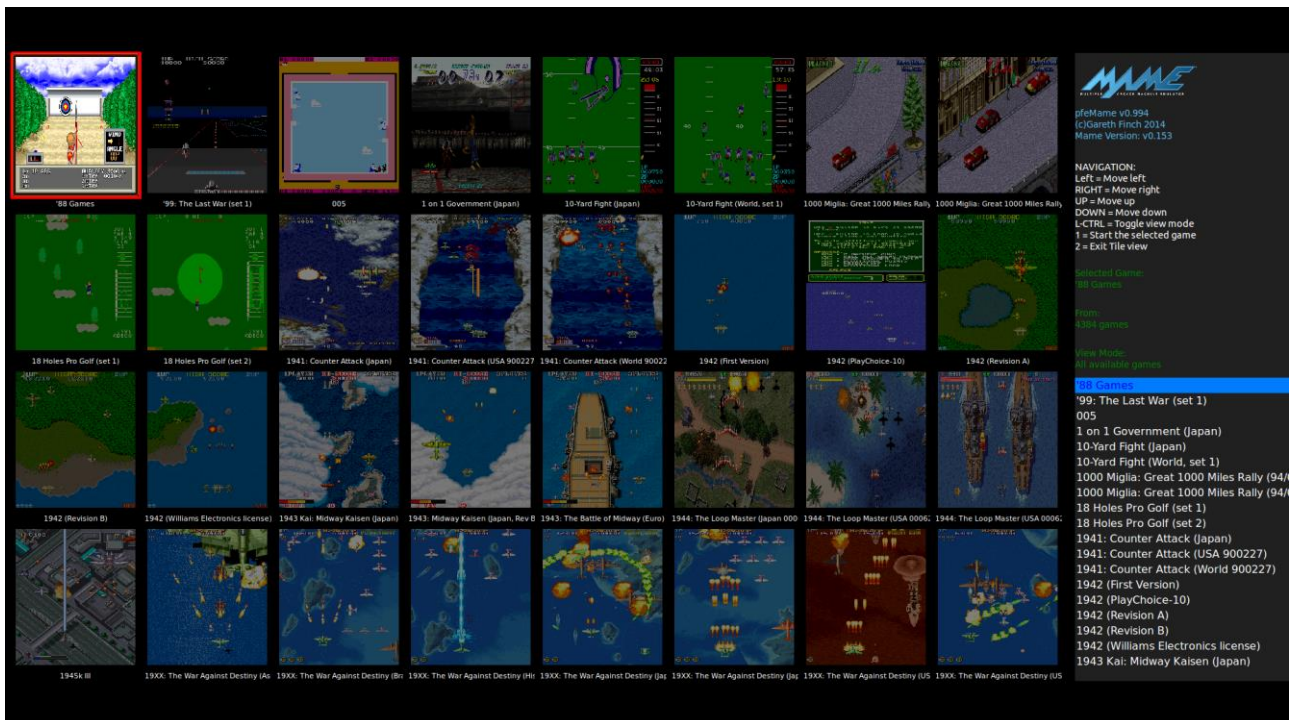
Namco introduced a number of changes and enhancements over the original game. The first difference is in the main character. For the first time in video-game history, the game's lead character was female. Ms. Pac-Man is almost identical to the original character with two main differences, she wears a bow in her hair, and is also wearing a skirt.

## 7. Tile View

This is an alternate view for the application primarily designed for stand along MAME cabinets. It provides an image 'tile' of the games. You can navigate with the arrow keys or a joystick / gamepad. It defaults to showing the games you have flagged in your favorites list, although you can toggle to the full (existing) games list – but obviously a very large games list will be hard to navigate.

NOTE: If no games are visible then check that you have assigned any games to your favorites list.

The pfeMAME application can be set up to automatically launch into Tile View after startup by checking the appropriate box in the preferences section – this again is designed with MAME cabinets in mind.



**A note about the mouse while in Tile View;** As this view is designed for MAME cabinets with joysticks, use of the mouse is assumed to be a 'no go'. Unfortunately, wxPython doesn't have a global way of disabling the mouse pointer. What I have done is to turn the mouse pointer into a blank image when it hovers over any control. This sort of works, although not all controls seem to support this feature so if you move the mouse around you will see it at times. In addition, **DO NOT USE THE MOUSE TO CLICK ON ANYTHING.** If you do it may cause the 'tiles' to lose focus or you will change the focus to a spot the program doesn't understand. This can make life difficult when you try to close the window.

## 8. Star Rating

Right click a game and select 'Game Rating'. This allows you to rate your games (0 ~ 5 with 0 being default)

## 9. Favorites

Right click a game and select 'Add to Favorites'. You can then filter by favorites using the 'View' drop down box.

## 10. Number of Runs

This displays the number of times a game has been run. It only considers a game 'run' if you actually load all the way into the game.

## 11. Searching

To search for game name, rom file name, or system file name, just type your search into the search field. You can use CTRL-F to set focus in the search box. It uses a 'type ahead' search so it dynamically resizes the list as you type. As the search is performed on the full game list it also sets the 'View' drop down filter to 'ALL' as soon as you start typing.

You can enter a series of search words that don't have to be in a specific order in to get the right match – useful if you don't exactly know the right format of a long name e.g.

**looking for game name:** blah blah (bootleg of whatever)

**search for:** blah bootleg

## 12. Backup and Restore

Under the File menu you can select to backup or restore various application files. This is useful if moving from one platform to another and you want to for example back up your favorites.dat file. The application will search for all of the DAT files and the pfemame.ini file and back up what it can find. You have to select an existing folder to back up to. When restoring it will ask you to specify a folder and it will restore all of the relevant DAT files and the pfemame.ini file that it finds

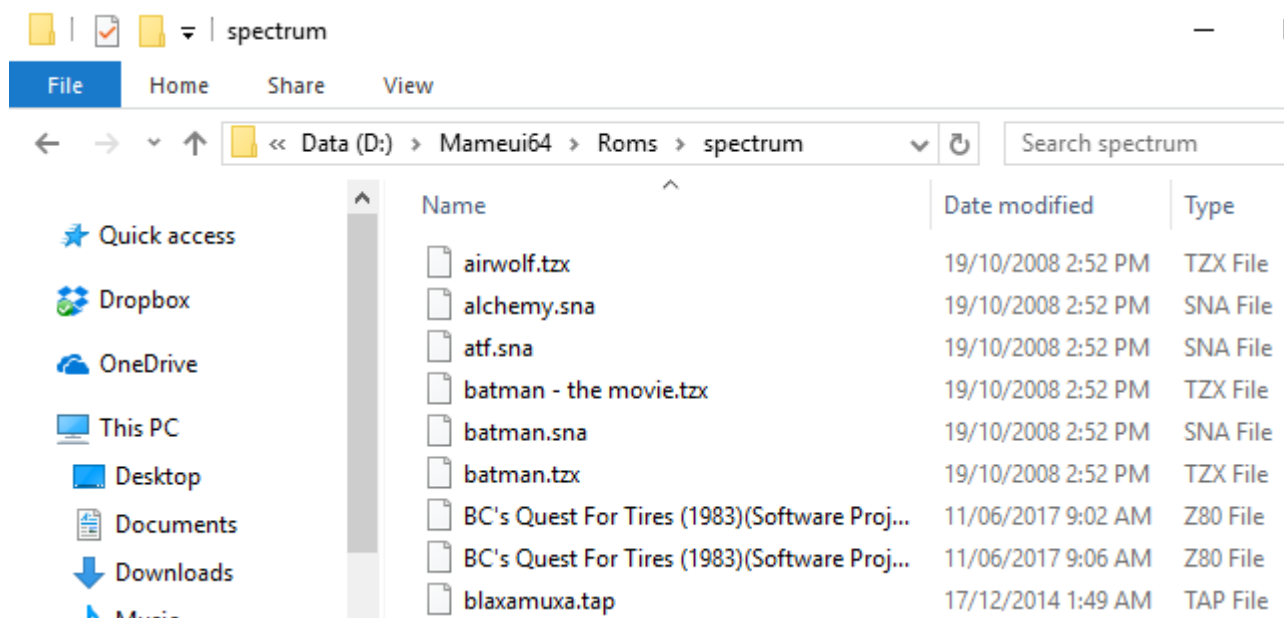
## 13. Systems

pfeMAME includes support for systems / home computers / consoles etc. with the inclusion of MESS into MAME. It is a selectable option in the preferences settings to support systems (by default when first installed this is disabled – once enabled you must restart pfeMAME and refresh the games database).

To use the system support you **MUST** have a catver.ini file that includes systems in it. This is the only way that pfeMAME can tell that a file is a system and not a game ROM.

When building the games database, if pfeMAME finds a file that is listed as a system, it then looks in the roms folder for a subfolder with that systems name. If one exists, it then indexes all files in the subfolder and adds them to the games database. To find programs for that system, just search for the system name, or the program name. For every system program that it finds, it then does a search in the hash folder XML file for that system to see if the program is listed. If it is listed then it gets the program short name. The short name is needed in order to support soft list cheats for systems – this is an aspect of system support that is hardcoded in MAME and that’s just the way it works.

NOTE: In the Tile View, systems will only work properly as ‘favorites’ - if you try running a system program under the ‘All’ view then it will run the top-level system (e.g. ZX Spectrum ROM) but not the system program – this is because under the ‘All’ view it will see the base system name first and just run that.



As systems are based upon MESS, they try to look up an XML ‘hash’ file stored in the HASH folder (distributed with MAME). These XML files list all details about the various programs / games for the particular system. As systems (especially home computers) can have literally thousands of different programs and games, many have not been put into these HASH files. pfeMAME looks for the hash file for the particular system program. If it can find it then it stores the short name for that program. When running the program, it uses the short name – this allows cheats to be supported for systems. **NOTE:** Some system programs just currently won’t work with the short name and come up with an error that it can’t find the file. Just right click the program and select ‘Play Game without softwarelist HASH support’.

## 14. Log File

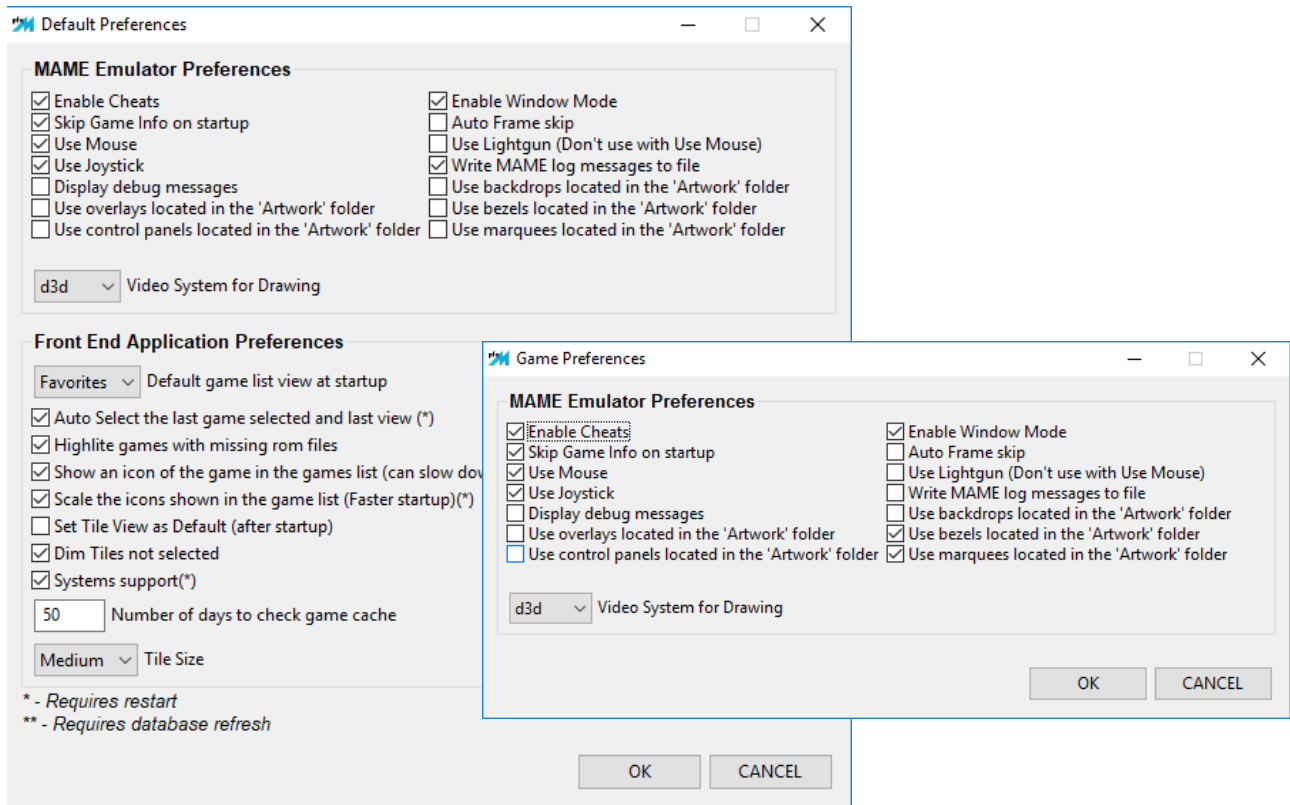
Located in the pfeMAME folder, the log file (logfile.log) contains useful startup and debug information. When the logfile gets too large the application will automatically create additional log files with a file suffix of .1, .2, .3, etc.

## 15. INI files

The way pfeMAME uses the MAME and game INI files is as follows; When pfeMAME runs it builds up a command string for the MAME executable based upon the default preferences settings. It then checks to see if you have created any game-specific preferences. If so it reads those and uses them rather than the default preferences. Game specific preferences are stored in the INI folders path (In windows this is usually in the same location as the MAME executable. You can create these INI files manually, or change the ones created by pfeMAME. pfeMAME will always maintain existing information in these files and only overwrites preferences values that pfeMAME supports.

## 16. Preferences

As per the above, pfeMAME supports default preferences, and game specific preferences. Default preferences can be found via EDIT > Default Preferences. Game specific preferences can be found by right clicking a game name and selecting Game Preferences. The two different views are as follows;



## 17.DAT Files

pfeMAME uses a number of DAT files to store information about roms. These consist of the following;

runs.dat

favorites.dat

ratings.dat

You must not manually edit these files unless you are sure you know what you are doing. The most important thing is that the very last line should be blank, i.e. there must be a carriage return or linefeed after the very last line. Source Files

Source files for pfeMAME are available from the sourceforge page. Read the separate instruction on how to build standalone distributions from the source. NOTE: pfeMAME is currently only able to support python 2.7. Python 3.x is not currently supported due to project phoenix (wxpython for 3.x) still being in its early stages of development.

## 18.Linux File locations

It can be difficult to find the MAME executable file in Linux. Under Ubuntu it is typically located at /usr/games.

The MAME ini file is typically located in a hidden folder in your home directory called .mame (See the dot in front of the name).

## 19.Reporting problems, bugs, issues, improvements

All suggestions for changes / improvements are welcome (No guarantee of implementing them though).

If you find a bug or problem, please do report it along with the following;

- Screen shot if possible
- Detailed description of what you saw / what happened and any events leading up to it
- Copy of the following;
  - logfile.log
  - mylist\_temp.cfg
  - pfemame.ini
  - categories.dat
  - favorites.dat
  - ratings.dat
  - runs.dat

## 20. The Windows platform and graphics / icons

The python and wxPython applications under windows seem to be less tolerant to graphical file issues which can lead to application crashes. I have tried to include as much error checking as possible to trap or circumvent these problems but at times they may still occur. The common problem is if your icon (.ICO) or game image (.PNG) is malformed or the wrong format. Under Linux this is handled fine and you should not notice any major problems. Under Windows I'm just not sure. I have found many application crashes and have implemented a number of work-arounds / error traps but it may still occur.



## 21. Building pfeMAME from source

### 21.1. Building for Linux

For Linux builds, you need to use pyinstaller.

If you have made any recent operating system changes, you may need to update pyinstaller. Do so as follows (note, you need PIP installed);

```
sudo pip install pyinstaller
sudo pip install --upgrade pyinstaller
```

Open a terminal window, change to the source folder you wish to build and execute the following (it is suggested you copy your source folder to a temporary folder so that you don't add unwanted build files to your main source folder);

```
pyinstaller pfemame.py
```

You should now have a build and dist folder. The dist folder is the one you're looking for. Now from your source folder you need to copy into the dist folder the support files that pfeMAME needs. The list below is what you need to copy;

```
catver.ini
changelog.doc
pfemame.ico
controls.txt
pfeMAME_Manual.pdf
icons (folder)
images (folder)
```

That's it. You should be able to run your pfeMAME application.

### 21.2. Building for Windows

Open up the python folder (e.g. python27).

Copy your source files into this folder (Note: this isn't necessary if you have python set up in the system path so that you can invoke it from anywhere).

Run the setup.bat file included in the source files. This file invokes the py2exe builder and also copies across the support files necessary for pfeMAME to operate.

That's it. You should be able to run your pfeMAME application.

**NOTE:** The following dependencies are required for windows and the user must take care of this themselves;

OLEAUT32.dll - C:\WINDOWS\system32\OLEAUT32.dll  
USER32.dll - C:\WINDOWS\system32\USER32.dll  
COMCTL32.dll - C:\WINDOWS\system32\COMCTL32.dll  
SHELL32.dll - C:\WINDOWS\system32\SHELL32.dll  
ole32.dll - C:\WINDOWS\system32\ole32.dll  
WINMM.dll - C:\WINDOWS\system32\WINMM.dll  
WSOCK32.dll - C:\WINDOWS\system32\WSOCK32.dll  
COMDLG32.dll - C:\WINDOWS\system32\COMDLG32.dll  
ADVAPI32.dll - C:\WINDOWS\system32\ADVAPI32.dll  
WS2\_32.dll - C:\WINDOWS\system32\WS2\_32.dll  
WINSPOOL.DRV - C:\WINDOWS\system32\WINSPOOL.DRV  
GDI32.dll - C:\WINDOWS\system32\GDI32.dll  
MSVCP90.dll - C:\Python27\DLLs\MSVCP90.dll  
KERNEL32.dll - C:\WINDOWS\system32\KERNEL32.dll  
RPCRT4.dll - C:\WINDOWS\system32\RPCRT4.dll

## **22. Known issues**

### ***22.1. Known issues specific to Windows operating systems***

- Startup can be a little slow (sometimes looks like nothing is happening). Have found no specific reason for it other than generic references to security software scanning it and slowing things down.

### ***22.2. Known issues specific to Linux operating systems***

- When pfeMAME is compiled on a Linux operating system using pyinstaller, it creates an almost stand-alone build which can in theory be run on any Linux system. However, it still depends upon the GLIBC library and quite specifically the version of GLIBC. If pfeMAME is built on a new system and then tried to run on an older Linux system with an older version of GLIBC, you may end up with a runtime error. The only ways around this are to update your Linux installation to the latest, or build pfeMAME from scratch on your own system.

### ***22.3. Generic known issues***

- In tile view, it is possible sometimes to get the scroll position mucked up.