

GameBox Quick Start Guide

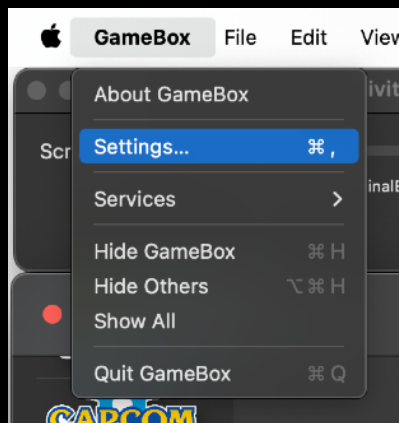
Existing ES-DE(EmulationStation) Installation

Mac GameBox is a ROM and game launcher for Macintosh systems that uses external emulators such as RetroArch to play your ROMs. With instant startup, many choices for displaying your ROMs, an info panel and a built in scraper, GameBox lets you browse and play your ROM collection with ease.

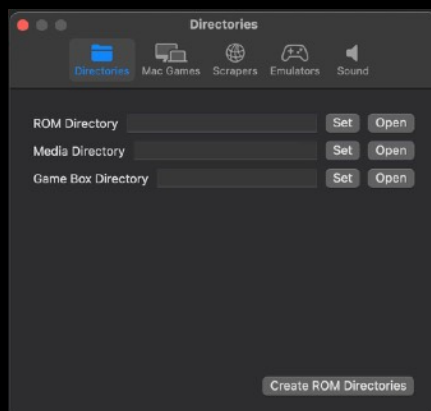
Mac GameBox uses the same directory structure as Emulation Station for storing ROMS, so GameBox and ES-DE can coexist on the same Macintosh without the need for two copies of your ROMs or two copies of your scraped media directory.

Start up GameBox, you may need to allow Applications from sources other than the App Store in the Privacy & Security section of System Settings from the Apple Menu.

Now select Settings from the GameBox menu



This will bring up the settings window



GameBox uses three important directories. ROM directory is where your ROMs are stored with a directory for each system. Find where your ES-DE installation stores it's ROMs and copy and paste in the directory. Or click on the set button next to the directory field which will bring up a file chooser.

The next thing you have to do is locate your ES-DE Media Directory. This contains all the imagery that GameBox uses.

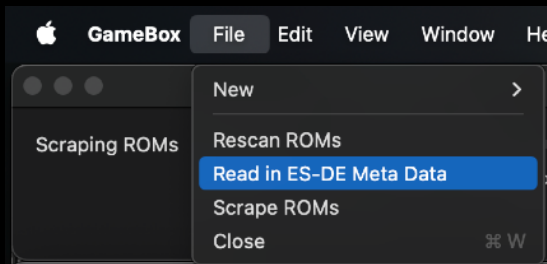
To find it start ES-DE, bring up the main menu by pressing escape, then select "Other Settings".



Then select Game Media Directory. That's where ES-DE stores it's game images. The box art, the videos, everything. Enter that directory into GameBox's Media Directory setting. It's highly recommended you store this directory on fast SSD storage as GameBox needs to load up images quickly.

So we have all the images, the one thing left to do is to add all of ES-DEs scrapped metadata. GameBox stores it's metadata in a different format than ES-DE, so you need to import it.

Find ES-DEs metadata directory, it's usually stored in your home directory at "ES-DE/gamelists". Locate it and select "Read in ES-DE Metadata" from the File Menu.



Locate the ES-DE gamelists folder, GameBox will quickly parse in all ES-DEs metadata.

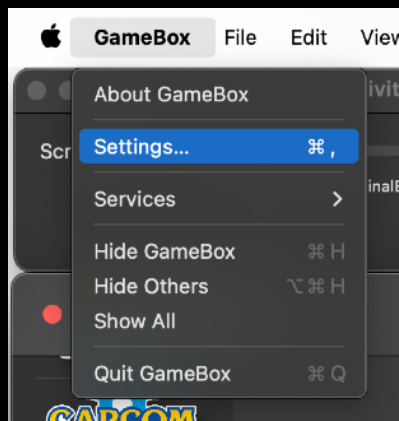
Quit and restart Gamebox, and you're ready to go!

New installation

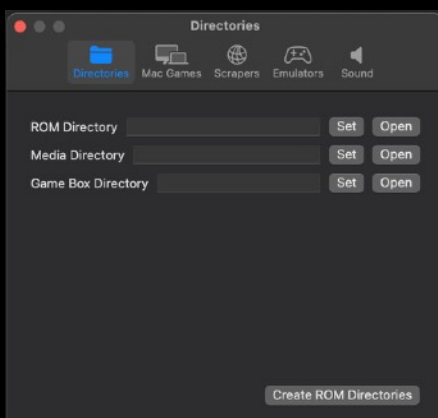
This is for users who have ROMs but don't have an existing installation of ES-DE.

Start up GameBox, you may need to allow Applications from sources other than the App Store in the Privacy & Security section of System Settings from the Apple Menu as before.

Now select Settings from the GameBox menu

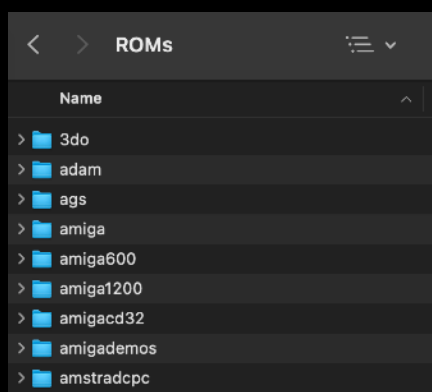


This will bring up the settings window



By default, GameBox stores its ROMs, Game Media and Meta Data, in the Application Directory in your home Library. Feel free to change the directories if you have attached storage or a NAS for your ROMs.

To add your ROMs once you're happy with the ROM directory location click the "Create ROM Directories" button. This will create all the ROM Directories we need to store your ROMs.

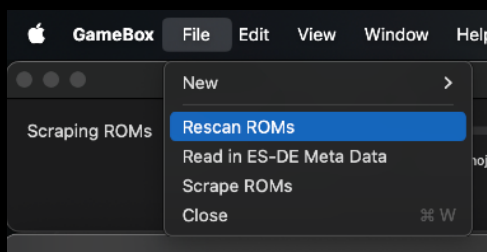


Click the "Open" button in the settings window to bring up the ROM Directory in Finder.



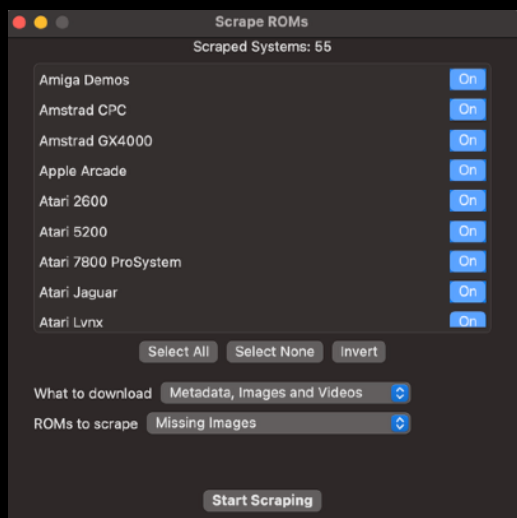
Copy in your available rom files to each directory. You can separate out your ROMs within each ROM directory any way you please. GameBox will recursively scan your ROMs.

Now return to GameBox and select Rescan ROMs.



GameBox will quickly add all your ROMs to its internal database. If you select Activity viewer from the Window menu in GameBox you can watch its progress. Once it's done quit and restart.

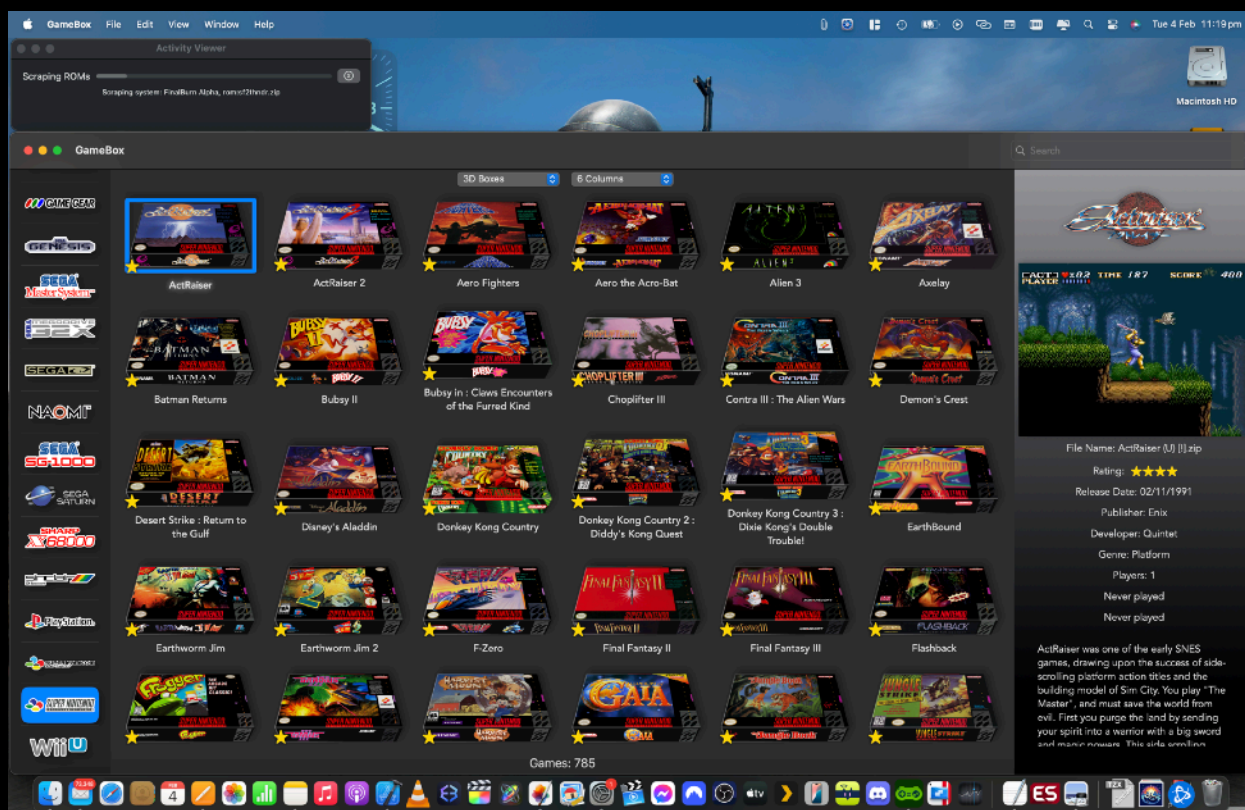
Now you have your ROMs, but you're missing image files. GameBox has a built in scraper. Select Scrape ROMs from File menu, which will bring up this Window:



In the top scroller you can select which systems are scrapped. It only lists the systems with ROMs. In the "What to download" pop up you can choose what GameBox downloads, just the metadata, the image files and the metadata, or the metadata, or the image files and the videos. If you have the space downloading videos is the best option. You also choose which ROMs to download info for. All of them, which is best on a first run, the ones that don't have Metadata, which means they haven't been scraped or aren't listed in the database. You can also select to only scrape ROMs with missing images or ones with missing video.

Hit start scraping to set it running. You can watch its progress in the Activity Window, which you can bring up from the Window Menu. If you hit the cancel button in the activity window it will stop after it's finished scraping its current rom.

In Settings there's a tab item for entering your screenscraper.fr name and password. It isn't required, but if you sign up for screenscraper or even donate or contribute to the database you will get more daily scrapes.



Once it's all done you'll have something that looks like this. Right/Hold click to add ROMs to your favourites, a double click will run the ROM, a single click will bring up the info panel. Alternatively you can use the arrow keys and return to navigate and run the roms.

If you go to settings there's a tab item for setting a directory with your Mac games and your Apple Arcade games. These can't be scraped but GameBox will pull out the App Icon image to use as a cover image.

That will get you started. If you want GameBox news there's a patreon at <http://www.patreon.com/DoggoDuck> GameBox is free, will remain free forever, but if you feel like chipping in a dollar there's extra support, experimental builds, blog posts, and instructional videos to come.

Supported Emulators

All emulators must be properly configured and in your /Applications directory.

RetroArch - Various Systems
B2 - BBC Micro
PCSX2 - PS2
FS-UAE - Amiga
DuckStation - Playstation
PPSSPP - Sony PSP
Ares - Various systems
Flycast - Dreamcast
Ryujinx - Nintendo Switch
BigPEmu - Atari Jaguar
Cemu - Wii U
Dolphin - Nintendo GameCube/Wiui
RPCS3 - PS3
Xemu - Xbox
Lime3DS - Nintendo 3DS

GameBox expects these emulators to be present in your /Applications directory.

You can edit the Emulators.plist file within the App package to change the location or even add more emulators but this isn't currently recommended

Supported Systems

Coleco ColecoVision
Commodore Amiga CD32
Atari 2600
Atari 5200
Atari 7800 ProSystem
Nintendo Entertainment System
Super Nintendo
Super Famicom
Nintendo 64
Nintendo GameCube
Nintendo Wii
Nintendo Game Boy
Nintendo Game Boy Advance
Nintendo DS
Sega SG-1000

Sega Master System
Sega Mega Drive
Sega Genesis
Sega Mega Drive 32X
Sega Mega-CD
Sega Saturn
Sharp X68000
Sega Dreamcast
Sega Game Gear
Bandai WonderSwan
Bandai WonderSwan Color
SNK Neo Geo Pocket
SNK Neo Geo Pocket Color
Sinclair ZX Spectrum
Commodore 64
Amstrad CPC
Commodore Amiga
Amiga Demos
Commodore Amiga A1200
Doom
SNK Neo Geo
NEC PC Engine
Sega NAOMI
NEC PC Engine CD
Nintendo Game Boy Color
Multiple Arcade Machine Emulator
Sony PlayStation
Mattel Electronics Intellivision
Amstrad GX4000
Atari 400/800
MSX
Atari Jaguar
Atari Lynx
Commodore CDTV
Nintendo Family Computer
FinalBurn Alpha
FinalBurn Neo
Magnavox Odyssey 2
BBC Microcomputer System
Playstation 2
Capcom Play System I
PlayStation Portable
Capcom Play System II
Capcom Play System III
Wii U
Apple Arcade
Mac Games
Mac Steam Games
Vectrex
Nintendo Switch
Panasonic 3DO
Microsoft Xbox
Nintendo 3DS
Sharp X1
Sinclair ZX 81
PS3

Known bugs

Any list with more than about 10,000 roms will grind SwiftUI to a halt. Going to ditch SwiftUI for ROM Selection at some point
Automatic selection of ROMs can be flakey, SwiftUI again! See above
Got the big memory leaks, there may still be minor ones
I really got to support that cool portable.txt thing. Working on it.