



[code]

01:02:28:080 | HL | INFO | +N/A | Main - HyperLaunch v3.1.0.5b BETA

(www.hyperlaunch.net)

01:02:28:160 | HL | INFO | +78 | Main - System Specs:

HyperLaunch Dir: D:\Hyperspin\HyperLaunch

HyperLaunch is: 32-bit

OS: Microsoft Windows 7 Édition Familiale Premium

SKU: Home Premium

Total Memory: 8044.37 MB

Free Memory: 5773.47 MB

Used Memory: 2270.902 MB

SystemType: 64-bit

Physical Processors: 1

Logical Processors: 4

GPU 1 Name: NVIDIA GeForce GTX 460M

GPU 1 RAM: 1536.00 MB

GPU 1 Driver Version: 9.18.13.4788

Sound 1 Device: NVIDIA High Definition Audio

Sound 1 Status: Enabled

Sound 2 Device: NVIDIA High Definition Audio

Sound 2 Status: Enabled

Sound 3 Device: NVIDIA High Definition Audio

Sound 3 Status: Enabled

Sound 4 Device: NVIDIA High Definition Audio

Sound 4 Status: Enabled

Sound 5 Device: NVIDIA Virtual Audio Device (Wave Extensible) (WDM)

Sound 5 Status: Enabled

Sound 6 Device: Realtek High Definition Audio

Sound 6 Status: Enabled

OS Language: French_Standard

OS Admin Status: Yes

Monitor #1 (\\.\DISPLAY1): 1600x900 (1600x856 work)

Monitor #1 Orientation: Landscape

Current AHK Desktop Width: 1600

Current AHK Desktop Height: 900

AutoHotkey Path:

AHK Version: 1.1.09.04

Unicode: No

01:02:28:160 | HL | INFO | +0 | CheckFile - Checking if
D:\Hyperspin\HyperLaunch\HyperLaunch.exe exists

01:02:28:160 | HL | INFO | +0 | CheckFile - Checking if
D:\Hyperspin\HyperLaunch\Module Extensions\dxwnd\dxwnd.ini exists

01:02:28:160 | HL | INFO | +0 | CheckFile - Checking if
D:\Hyperspin\HyperLaunch\Module Extensions\dxwnd\dxwnd.exe exists

01:02:28:160 | HL | INFO | +0 | CheckFile - Checking if
D:\Hyperspin\HyperLaunch\Plugins\HyperSpin.plugin exists

01:02:28:160 | HL | INFO | +0 | Main - Loading Front End Plugin: "HyperSpin"

01:02:28:160 | HL | INFO | +0 | Main - HyperLaunch received "ScummVM" and "atlantis"

01:02:28:170 | HL | INFO | +0 | Main - atlantis is using the default emulator: scumm

01:02:28:170 | HL | INFO | +0 | Main - Checking for a [scumm] section in
D:\Hyperspin\HyperLaunch\Settings\ScummVM\Emulators.ini

01:02:28:170 | HL | INFO | +0 | Main - Found [scumm] in
D:\Hyperspin\HyperLaunch\Settings\ScummVM\Emulators.ini

01:02:28:170 | HL | INFO | +0 | CheckFile - Checking if
D:\Hyperspin\HyperLaunch\Modules\ScummVM\ScummVM.ahk exists

01:02:28:170 | HL | INFO | +0 | Main - CRC Check - CRC matches, this is an official
unedited module.

01:02:28:170 | HL | INFO | +0 | Main - atlantis will use module:
D:\Hyperspin\HyperLaunch\Modules\ScummVM\ScummVM.ahk

01:02:28:190 | HL | INFO | +31 | Main - Found a "Games Options.ini" file, loading it into
memory.

01:02:28:190 | HL | INFO | +0 | Main - Using SkipChecks method "Rom Only".

01:02:28:190 | HL | INFO | +0 | CheckFile - Checking if
D:\Hyperspin\Emulateurs\ScummVM\scummvm.exe exists

01:02:28:190 | HL | INFO | +0 | Main - INI Keys read

01:02:28:190 | HL | INFO | +0 | CheckFile - Checking if
D:\Hyperspin\HyperLaunch\Module Extensions\7z.exe exists

01:02:28:190 | HL | INFO | +0 | CheckFile - Checking if
D:\Hyperspin\HyperLaunch\Module Extensions\7z.dll exists

01:02:28:190 | HL | INFO | +0 | CheckFile - Checking if
D:\Hyperspin\HyperLaunch\Module Extensions\FontReg.exe exists

01:02:28:200 | HL | INFO | +0 | Main - "atlantis" does not qualify for MultiGame. Only
roms with any of these strings in their name are acceptable: (Disc,(Disk,(Cart,(Tape,(Cassette,
(Part,(Side

01:02:28:200 | HL | WARNING | +0 | Main - SkipChecks is enabled and set to: Rom Only

01:02:28:200 | HL | INFO | +0 | CheckPaths - Started

01:02:28:200 | HL | INFO | +0 | CheckPaths - Found rom:

D:\Hyperspin\roms\ScummVM\atlantis.bat

01:02:28:200 | HL | INFO | +0 | CheckPaths - Ended

01:02:28:200 | HL | INFO | +0 | BuildScript - User Variables:

```
;------  
; INJECTED VARIABLES  
;------
```

#NoTrayIcon

#InstallKeybdHook

DetectHiddenWindows, ON

SetTitleMatchMode, 2

SendMode, Event

0 = 10

pluginPath = D:\Hyperspin\HyperLaunch\Plugins

pluginName = HyperSpin

pluginExt = .plugin

contextOnExit = 1

hlMode =

hlTitle = HyperLaunch

hlVersion = 3.1.0.5b BETA

hlAuthor = djvj

hlURL = www.hyperlaunch.net

langFile = D:\Hyperspin\HyperLaunch\Data\Language\Localization.ini

frontendPID =

frontendPath = D:\Hyperspin

frontendExe = HyperSpin.exe

frontendExt = exe

frontendName = HyperSpin

frontendDrive = D:

exitEmulatorKey = LControl&Esc

exitEmulatorKeyWait = 0

forceHoldKey = ~Esc

restoreFE = false

exitScriptKey = ~q & ~s

toggleCursorKey = ~e & ~t

emuFullPath = D:\Hyperspin\Emulateurs\ScummVM\scummvm.exe

emuPath = D:\Hyperspin\Emulateurs\ScummVM

emuName = scumm
emuExt = exe
romPath = D:\Hyperspin\roms\ScummVM
romPathFromIni = D:\Hyperspin\roms\ScummVM
romExtension = .bat
romExtensionOrig = .bat
romExtensions = bat
executable = scummvm.exe
systemName = ScummVM
dbPath =
dbName = atlantis
dbExt =
romName = atlantis
romMapPath =
romMappingEnabled = false
romMappingLaunchMenuEnabled = false
romMappingFirstMatchingExt = false
romMappingShowAllRomsInArchive = true
romMappingNumberOfGamesByScreen = 7
romMappingMenuWidth = 400
romMappingMenuMargin = 65
romMappingTextFont = Bebas Neue
romMappingTextOptions = cFFFFFFF r4 s60 Bold
romMappingDisabledTextColor = ff888888
romMappingTextSizeDifference = 7
romMappingTextMargin = 15
romMappingTitleTextFont = Bebas Neue
romMappingTitleTextOptions = cFFFFFFF r4 s90 Bold
romMappingTitle2TextFont = Bebas Neue
romMappingTitle2TextOptions = cFFFFFFF r4 s22 Bold
romMappingGameInfoTextFont = Bebas Neue
romMappingGameInfoTextOptions = cFFFFFFF r4 s22 Regular
romMappingBackgroundBrush = aa000000
romMappingColumnBrush = 33000000
romMappingButtonBrush1 = 6f000000
romMappingButtonBrush2 = 33000000
romMappingBackgroundAlign = Stretch and Lose Aspect
romMappingMenuFlagWidth = 55
romMappingMenuFlagSeparation = 7

romMappingDefaultMenuList = FullList
romMappingSingleFilteredRomAutomaticLaunch = false
altArchiveNameOnly =
altRomNameOnly =
altArchiveAndRomName =
altArchiveAndManyRomNames =
altRomNamesOnly =
romMapScenario =
skipchecks = Rom Only
romMatchExt = false
blockInputTime = 0
blockInputFile = D:\Hyperspin\HyperLaunch\Module Extensions\BlockInput.exe
errorLevelReporting = false
lockLaunch = false
lockLaunchGame = -3
screenRotationAngle = 0
screenRotationAngleGame = -3
logFile = D:\Hyperspin\HyperLaunch\HyperLaunch.log
logLabel := [" INFO", " WARNING", " ERROR", " DEBUG1", " DEBUG2"]
logLevel = 3
logShowDebugConsole = false
logIncludeModule = true
logIncludeFileProperties = true
logShowCommandWindow = false
logCommandWindow = false
hlDebugConsoleStdout =
sysLang = French_Standard
sysType = 64-bit
navUpKey = Up
navDownKey = Down
navLeftKey = Left
navRightKey = Right
navSelectKey = Enter
navP2UpKey = Numpad8
navP2DownKey = Numpad2
navP2LeftKey = Numpad4
navP2RightKey = Numpad6
navP2SelectKey = NumpadEnter
originalWidth = 1600

originalHeight = 900
dtEnabled = false
dtPath =
dtUseSCSI = true
dtAddDrive = true
servoStikEnabled = -2
ledblinkyEnabled = false
ledblinkyFullPath =
ledblinkyProfilePath = D:\Hyperspin\HyperLaunch\Profiles\LEDBlinky
ledblinkyHLProfile = D:\Hyperspin\HyperLaunch\Profiles\LEDBlinky\HyperLaunch
emuldleShutdown = 0
launchPasswordHash = UpUpDownDownLeftRightLeftRight
hideCursor = -2
hideEmu = false
hideFE = false
fadeIn = false
fadeInDuration = 500
fadeInTransitionAnimation = DefaultAnimateFadeIn
fadeInDelay = 0
fadeInExitDelay = 0
fadeOutExitDelay = 0
fadeOut = false
fadeOutExtraScreen = false
fadeOutDuration = 500
fadeOutTransitionAnimation = DefaultAnimateFadeOut
fadeOutDelay = 0
fadeLyrInterpolation = 7
fadeMuteEmulator = false
fadeUseBackgrounds = false
fadeWidthBaseRes = 1920
fadeHeightBaseRes = 1080
fadeLyr1Color = FF000000
fadeLyr1AlignImage = Stretch and Lose Aspect
fadeLyr2Pos = Stretch and Lose Aspect
fadeLyr2X = 0
fadeLyr2Y = 0
fadeLyr2W =
fadeLyr2H =
fadeLyr2Adjust = 1

fadeLyr2PicPad = 0
fadeLyr2Prefix = Extra Layer 1 - Console
fadeLyr3Pos = Center
fadeLyr3X = 450
fadeLyr3Y = 450
fadeLyr3W =
fadeLyr3H =
fadeLyr3Adjust = 1
fadeLyr3PicPad = 0
fadeLyr3Speed = 750
fadeLyr3Animation = DefaultFadeAnimation
fadeLyr37zAnimation = DefaultFadeAnimation
fadeLyr3Type = imageandbar
fadeLyr3ImgFollow7zProgress = true
fadeLyr3Repeat = 1
fadeLyr3BackImageTransparency = 30
fadeLyr3StaticPos = No Alignment
fadeLyr3StaticX = 0
fadeLyr3StaticY = 870|1575
fadeLyr3StaticW =
fadeLyr3StaticH =
fadeLyr3StaticAdjust = 1
fadeLyr3StaticPicPad = 0
fadeLyr3StaticPrefix = Info Bar
fadeLyr4Adjust = 1
fadeLyr4X = 1792|952
fadeLyr4Y = 891|1596
fadeLyr4W = 128
fadeLyr4H =
fadeLyr4Pos = No Alignment
fadeLyr4FPS = 50
fadeLyr4PicPad = 0
fadeTranspGifColor = FFFFFFFF
fadeBarWindow = Image
fadeBarWindowX =
fadeBarWindowY =
fadeBarWindowW = 900
fadeBarWindowH =
fadeBarWindowR = 30

fadeBarWindowM = 30
fadeBarWindowHatchStyle = 8
fadeBar = 7zOnly
fadeBarNon7zProgressTime = 0
fadeBarBack = true
fadeBarBackColor = FF555555
fadeBarH = 30
fadeBarR = 10
fadeBarColor = DD00BFFF
fadeBarHatchStyle = 8
fadeBarPercentageText = true
fadeBarInfoText = true
fadeBarXOffset = 0
fadeBarYOffset = 150
fadeRomInfoDescription = filtered text
fadeRomInfoSystemName = image
fadeRomInfoYear = text with label
fadeRomInfoManufacturer = text with label
fadeRomInfoGenre = disabled
fadeRomInfoRating = image
fadeRomInfoOrder = Description|SystemName|Year|Manufacturer|Genre|Rating
fadeRomInfoTextPlacement = User Defined
fadeRomInfoTextMargin = 7
fadeRomInfoText1Options = w1600|787 h90 x165 y870|1575 cFFE1E1E1 r4 s90

Left Regular

fadeRomInfoText2Options = w400 x8 y15 cFF555555 r4 s60 Bold
fadeRomInfoText3Options = w310 x165 y960|1665 cFFE1E1E1 r4 s66 Left

Regular

fadeRomInfoText4Options = w1305|492 h66 x460 y960|1665 cFFE1E1E1 r4 s66

Left Regular

fadeRomInfoText5Options = cFF555555 r4 s42 Bold
fadeRomInfoText6Options = h135 x15 y885|1590 cFFCFCFCA r4 s120 Regular
fadeStats_Number_of_Times_Played = text with label
fadeStats_Last_Time_Played = text with label
fadeStats_Average_Time_Played = text with label
fadeStats_Total_Time_Played = text with label
fadeStats_System_Total_Played_Time = text with label
fadeStats_Total_Global_Played_Time = text with label
fadeStatsInfoOrder =

Number_of_Times_Played|Last_Time_Played|Average_Time_Played|Total_Time_Played|System_Total_Played_Time|Total_Global_Played_Time

fadeStatsInfoTextPlacement = topRight

fadeStatsInfoTextMargin = 7

fadeStatsInfoText1Options = cFFB4B4B4 r4 s22 Bold

fadeStatsInfoText2Options = cFFB4B4B4 r4 s22 Bold

fadeStatsInfoText3Options = cFFB4B4B4 r4 s22 Bold

fadeStatsInfoText4Options = cFFB4B4B4 r4 s22 Bold

fadeStatsInfoText5Options = cFFB4B4B4 r4 s22 Bold

fadeStatsInfoText6Options = cFFB4B4B4 r4 s22 Bold

fadeText1X = 0

fadeText1Y = 0

fadeText1Options = cFFB4B4B4 r4 s30 Right Bold

fadeText1 = Loading Game

fadeText2X = 0

fadeText2Y = 0

fadeText2Options = cFFB4B4B4 r4 s30 Right Bold

fadeText2 = Extraction Complete, Ready

fadeText3 = Loading Game

fadeText4 = Loading Complete

fadeFont = Bebas Neue

fadeSystemAndRomLayersOnly = false

fadeExtractionTime = disabled

fadeExtractionTimeTextX = 0

fadeExtractionTimeTextY = 0

fadeExtractionTimeTextOptions = cFF555555 r4 s20 Bold

fadeInterruptKey =

detectFadeErrorEnabled = true

fadeImgPath = D:\Hyperspin\HyperLaunch\Media\Fade

HLDataPath = D:\Hyperspin\HyperLaunch\Data

HLMediaPath = D:\Hyperspin\HyperLaunch\Media

HLErrSoundPath = D:\Hyperspin\HyperLaunch\Media\Sounds>Error

modulesPath = D:\Hyperspin\HyperLaunch\Modules

moduleFullName =

D:\Hyperspin\HyperLaunch\Modules\ScummVM\ScummVM.ahk

moduleName = ScummVM

modulePath = D:\Hyperspin\HyperLaunch\Modules\ScummVM

moduleExtension = ahk

moduleExtensionsPath = D:\Hyperspin\HyperLaunch\Module Extensions

libPath = D:\Hyperspin\HyperLaunch\Lib
7zEnabled = false
7zPath = D:\Hyperspin\HyperLaunch\Module Extensions\7z.exe
7zDllPath = D:\Hyperspin\HyperLaunch\Module Extensions\7z.dll
7zExtractPath = C:\Users\g73\AppData\Local\Temp\HS
7zExtractPathOrig =
7zAttachSystemName = false
7zDelTemp = true
7zSounds = true
7zFormats = .zip,.rar,.7z,.lzh,.gzip,.tar
7zFormatsNoP = zip,rar,7z,lzh,gzip,tar
mgEnabled = false
mgKey = ~NumpadSub
mgBackgroundColor = FF000000
mgSidePadding = 0.2
mgWidthBaseRes = 1920
mgHeightBaseRes = 1080
mgYOffset = 500|800
mgFont = Arial
mgText1Options = x10p y250|500 w80p Center cBBFFFFFF r4 s100 BoldItalic
mgText1Text = Please select a game
mgText2Options = w96p cFFFFFFFF r4 s50 Center BoldItalic
mgText2Offset = 100
mgUseSound = true
mgSoundfreq = 300
mgExitEffect = none
mgSelectedEffect = rotate
mgUseGameArt = false
mgCandidate =
mgValidTypes = (Disc,(Disk,(Cart,(Tape,(Cassette,(Part,(Side
mgOnLaunch = false
hpEnabled = true
hpKey = ~NumpadAdd
hpBackToMenuBarKey = X
hpZoomInKey = C
hpZoomOutKey = V
hpScreenshotKey = ~PrintScreen
hpHiToTextPath = D:\Hyperspin\HyperLaunch\Module Extensions\HiToText.exe
hpSaveStateKeyCodes =

hpLoadStateKeyCodes =
keymapperEnabled = false
keymapperAHKMethod = false
keymapper = xpadding
xpaddingFullPath = D:\Hyperspin\Utilities\Xpadding\xpadding.exe
joyToKeyFullPath = D:\Hyperspin\Utilities\JoyToKey\JoyToKey.exe
keymapperProfilePath = D:\Hyperspin\HyperLaunch\Profiles\xpadding
keymapperFrontEndProfileName = HyperSpin
keymapperFrontEndProfile = false
keymapperHyperLaunchProfileEnabled = false
JoyIDsEnabled = false
JoyIDsPreferredControllersSystem = use_global
JoyIDsPreferredControllersGlobal =
CustomJoyNamesEnabled = false
CustomJoyNames =
rotateMethod = false
FEProfile = D:\Hyperspin\HyperLaunch\Profiles\xpadding\HyperSpin
defaultProfile = D:\Hyperspin\HyperLaunch\Profiles\xpadding_Default
systemProfile = D:\Hyperspin\HyperLaunch\Profiles\xpadding\ScummVM
xPaddingSystemProfile =

D:\Hyperspin\HyperLaunch\Profiles\xpadding\ScummVM_Default

emuProfile = D:\Hyperspin\HyperLaunch\Profiles\xpadding\ScummVM\scumm
romProfile = D:\Hyperspin\HyperLaunch\Profiles\xpadding\ScummVM\atlantis
HyperLaunchProfile = D:\Hyperspin\HyperLaunch\Profiles\xpadding\HyperLaunch
blankProfile = D:\Hyperspin\HyperLaunch\Profiles\xpadding_Default\blank
ahkFEProfile = D:\Hyperspin\HyperLaunch\Profiles\AHK\HyperSpin
ahkDefaultProfile = D:\Hyperspin\HyperLaunch\Profiles\AHK_Default
ahkSystemProfile = D:\Hyperspin\HyperLaunch\Profiles\AHK\ScummVM
ahkEmuProfile = D:\Hyperspin\HyperLaunch\Profiles\AHK\ScummVM\scumm
ahkRomProfile = D:\Hyperspin\HyperLaunch\Profiles\AHK\ScummVM\atlantis
ahkHyperLaunchProfile = D:\Hyperspin\HyperLaunch\Profiles\AHK\HyperLaunch
bezelEnabled = true
bezelICEnabled = false
statisticsEnabled = true
pressDuration = -1
emuVolume = 1
dxwndIni = D:\Hyperspin\HyperLaunch\Module Extensions\dxwnd\dxwnd.ini
dxwndFullPath = D:\Hyperspin\HyperLaunch\Module

Extensions\dxwnd\dxwnd.exe

mon1O = 0

pacDrivedllFile = D:\Hyperspin\HyperLaunch\Module Extensions\PacDrive32.dll

userFadeAnimIniFile = D:\Hyperspin\HyperLaunch\Lib\User Fade Animations.ini

01:02:28:200 | HL | INFO | +0 | BuildScript - Loaded XHotkey Init.ahk scripts

01:02:28:200 | HL | INFO | +0 | BuildScript - Loaded HyperPause Init.ahk scripts

01:02:28:200 | HL | INFO | +0 | BuildScript - Loaded Statistics Init.ahk scripts

01:02:28:200 | HL | WARNING | +0 | BuildScript - "D:\Hyperspin\HyperLaunch\Lib\User Functions Init.ahk" not found

01:02:28:200 | HL | INFO | +0 | BuildScript - Validating module

01:02:28:200 | HL | INFO | +0 | BuildScript - Validation complete

01:02:28:200 | HL | INFO | +0 | BuildScript - Module:

MEmu = ScummVM

MEmuV = v1.7.0

MURL = <http://scummvm.org/>

MAuthor = djvj, broolly

MVersion = 2.0.8

MCRC = 8DE09DA4

iCRC = C211523C

MID = 635038268922749586

MSystem = "ScummVM", "Microsoft MS-DOS"

;------

; Notes:

; If your games are compressed archives, set your Rom_Path to the folder with all your games and Rom_Extension to just the archive type.

; Set Skipchecks to "Rom Extension" for this system If your roms are compressed archives and also turn on 7z support.

; If your games are already uncompressed into their own folders, set Skipchecks to "Rom Only" so HL knows not to look for rom files.

;

; You can set your Save/Load/Menu hotkeys below to access them in game.

; The hotkeys will be processed by xHotkey, so they can be defined just like you would your Exit_Emulator_Key (like with delays or multiple sets of keys)

;

; If you prefer a portable ScummVM, place your scummvm.ini somewhere Else, like in the emulator's folder and set CustomConfig's path to this file. It will work with the ini from there instead of your appdata folder.

; <http://www.hyperspin-fe.com/forum/showpost.php?p=52295&postcount=81>

;

; You can manually map your database rom names to archive files If you keep your games compressed and have the files named differently from your database by putting a file named ZipMapping.ini in the modules folder (or ZipMapping - SystemName.ini), this file contents should be as follows:

```
; [mapping]
; romName=zipFileName
;
; Launch Method 1 - Rom_Path has archived games inside a zip, 7z, rar, etc
; Set Skipchecks to Rom Extension and enable 7z
; Launch Method 2 - Rom_Path has each game inside its own folder and
uncompressed
; Set Skipchecks to Rom Only and disable 7z
; Launch Method 3 - Rom_Path has archived games inside a zip, 7z, rar, etc, all
named from the scummvm torrent that does not match the names on your xml
; Set Skipchecks to Rom Extension, enable 7z, enable Rom Mapping. Make sure
a proper mapping ini exists in the appropriate settings Rom Mapping folder and it contains all
the correct mapping info.
```

```
;-----
StartModule()
BezelGUI()
FadeInStart()

settingsFile := modulePath . "\" . (If FileExist(modulePath . "\" . systemName .
".ini") ? systemName : moduleName) . ".ini" ; use a custom systemName ini If it exists
scummDefaultConfigFile := A_AppData . "\"ScummVM\scummvm.ini" ;
ScummVM's default ini file it creates on first launch
customConfigFile := IniReadCheck(settingsFile, "Settings", "CustomConfig", "",,1)
; Set the path to a custom config file and the module will use this instead of the ScummVM's
default one
customConfigFile := GetFullName(customConfigFile) ; convert relative path to
absolute
configFile := CheckFile(If customConfigFile ? customConfigFile :
scummDefaultConfigFile) ; checks If either the default config file or the custom one exists
Fullscreen := IniReadCheck(settingsFile, "Settings", "Fullscreen", "true",,1)
LaunchMode := IniReadCheck(settingsFile, "Settings|" . romName,
"LaunchMode", "Auto",,1)
TargetName := IniReadCheck(settingsFile, romName, "TargetName",
romName,,1)
ForceExtractionToRomPath := IniReadCheck(settingsFile, "Settings" . "|" .
```

```

romName, "ForceExtractionToRomPath", "false",,1)
    BezelDelay := IniReadCheck(settingsFile, "Settings|" . romName, "BezelDelay",
"0",,1)

    SaveKey := IniReadCheck(settingsFile, "Settings", "SaveKey","1",,1) ;
hotkey to save state
    LoadKey := IniReadCheck(settingsFile, "Settings", "LoadKey","2",,1)
; hotkey to load state
    MenuKey := IniReadCheck(settingsFile, "Settings", "MenuKey","p",,1)
; hotkey to access the ScummVM menu

    BezelStart()

    If 7zEnabled != true
        If romExtension in %7zFormats%
            ScriptError("Your rom "" . romName . "" is a compressed archive`, but you
have 7z support disabled. ScummVM does not support launching compressed roms directly.
Enable 7z or extract your rom.",8)

;Find the zip filename by looking it up in the ZipMapping.ini file or ZipMapping -
SystemName.ini If one exists
    IfExist, % modulePath . "\ZipMapping - " . systemName ".ini"
        ZipMappingFile := modulePath . "\ZipMapping - " . systemName ".ini"
    Else
        ZipMappingFile := modulePath . "\ZipMapping.ini"

    ZipName := IniReadCheck(ZipMappingFile, "mapping", romname, romname . (If
romExtension ? romExtension : ".zip"),,1)

    If (LaunchMode = "eXoDOS") {
        ;Find and set the romPath in case we have several
        romPathFound := "false"
        If (7zEnabled = "true")
        {
            Loop, Parse, romPath, |
            {
                currentPath := A_LoopField
                Log("Module - Searching for rom " . ZipName . " in " . currentPath,4)
                If FileExist(currentPath . "\" . ZipName)

```

```

        {
            romPath := currentPath
            romPathFound := "true"
        }
    }
    If (romPathFound != "true")
        ScriptError("Couldn't find rom " . ZipName . " in any of the defined rom
paths")
} Else {
    Loop, Parse, romPath, |
    {
        currentPath := A_LoopField
        Log("Module - Searching for rom " . romname . " in " . currentPath,4)
        If InStr(FileExist(currentPath . "\" . romname), "D")
        {
            romPath := currentPath
            romPathFound := "true"
        }
    }
    If (romPathFound != "true")
        ScriptError("Couldn't find rom " . romname . " in any of the defined rom
paths")
}

If (ForceExtractionToRomPath = "true") {
    Log("Module - ForceExtractionToRomPath is set to true, setting
7zExtractPath to " . romPath . ". Careful when using this setting!",4)
    7zExtractPath := romPath
}
}

;Lets split filename and extension
SplitPath, ZipName,,zipExtension,zipFileName

hideEmuObj := Object("ahk_class SDL_app",1) ; Hide_Emu will hide these
windows. 0 = will never unhide, 1 = will unhide later
;7z(romPath, romName, romExtension, 7zExtractPath)
7z(romPath,zipFileName, "." . zipExtension,7zExtractPath,,If LaunchMode =
"eXoDOS" ? "false" : "true")

```

```
; Send ScummVM hotkeys through xHotkey so they are linked to the labels below
SaveKey := xHotkeyVarEdit(SaveKey,"SaveKey","~","Add")
LoadKey := xHotkeyVarEdit(LoadKey,"LoadKey","~","Add")
MenuKey := xHotkeyVarEdit(MenuKey,"MenuKey","~","Add")
xHotkeywrapper(SaveKey,"ScummvmSave")
xHotkeywrapper(LoadKey,"ScummvmLoad")
xHotkeywrapper(MenuKey,"ScummvmMenu")
```

```
If (LaunchMode = "ParseIni")
```

```
{ Log("Module - Launch mode: ParseIni")
```

```
;Try parsing the scummvm config ini file for the path
```

```
StringReplace, romNameChanged, TargetName, %A_Space%, _, All ;
```

replace all spaces in the name we lookup in ScummVM's ini because ScummVM does not support spaces in the section name

```
romNameChanged := RegExReplace(romNameChanged, "\\(|\\)", "_") ;
```

replaces all parenthesis with underscores

```
If (TargetName != romNameChanged)
```

Log("Module - Removed all unsupported characters from "" . TargetName . "" and using this to search for a section in ScummVM's ini: "" . romNameChanged . """)

```
scummRomPath := IniReadCheck(configFile, romNameChanged, "path",,,1) ;
```

Grab the path in ScummVM's config

```
; msgbox % scummRomPath
```

If (SubStr(scummRomPath, 0, 1) = "\\") ; scummvm doesn't like sending it paths with a \ as the last character. If it exists, remove it.

```
StringTrimRight, scummRomPath, scummRomPath, 1
```

```
; msgbox % scummRomPath
```

```
If !scummRomPath {
```

Log("Module - Could not locate a path in ScummVM's ini for section "" . romNameChanged . "" . Checking If a path exists for the dbName instead: "" . dbName . """,2)

scummRomPath := IniReadCheck(configFile, dbName, "path",,,1) ; If the romName, after removing all unsupported characters to meet ScummVM's section name requirements, could not be found, try looking up the dbName instead

```
}
```

If !FileExist(scummRomPath) ; If user does not have a path set to this game in the ScummVM ini or the path does not exist that is set, attempt to send a proper one in CLI

```
{ Log("Module - " . (If !scummRomPath ? "No path defined in ScummVM's ini"
```

: ("The path defined in ScummVM's ini does not exist : " . scummRomPath)) . ". Attempting to find a correct path to your rom and sending that to ScummVM.",2)

If (InStr(romPath, romName) && FileExist(romPath)) { ; If the romName is already in the path of the romPath and that path exists, attempt to set that as the path we send to ScummVM

scummRomPath := romPath

Log("Module - Changing " . romName . " path to: " . scummRomPath,2)

} Else If (FileExist(romPath . "\" . romName)) { ; If the romPath doesn't have the romName in the path, let's add it to check If that exists and send that.

scummRomPath := romPath . "\" . romName

Log("Module - Changing " . romName . " path to: " . scummRomPath,2)

} Else

ScriptError("The path to "" . romName . "" was not found. Please set it correctly by manually launching ScummVM and editing this rom's path to where it can be found.")

}

} Else If (LaunchMode = "eXoDOS") {

Log("Module - Launch mode: eXoDOS")

;On eXoDOS sets game MUST be at this folder

scummRomPath := CheckFile(romPath . "\" . romName)

romNameChanged := TargetName

} Else {

Log("Module - Launch mode: Standard")

;Auto mode, scummRomPath will be empty here as everything will be read from the scummvm config ini file

romNameChanged := TargetName

}

options := " --no-console"

configFile := If customConfigFile ? "-c" . configFile . "" : "" ; If user set a path to a custom config file

fullscreen := If Fullscreen = "true" ? "-f" : "-F"

scummRomPath := If scummRomPath ? "-p" . scummRomPath . "" : ""

HideEmuStart()

Run(executable . options . fullscreen . configFile . scummRomPath . " " . romNameChanged, emuPath)

WinWait("ahk_class SDL_app")

WinWaitActive("ahk_class SDL_app")

Sleep, 700 ; Necessary otherwise the HyperSpin window flashes back into view

If bezelPath

 Sleep, % bezelDelay

BezelDraw()

HideEmuEnd()

FadeInExit()

Process("WaitClose", executable)

7zCleanup(If LaunchMode = "eXoDOS" ? 7zExtractPath . "\" . romName : "")

BezelExit()

FadeOutExit()

ExitModule()

ScummvmSave:

 Send, !1

Return

ScummvmLoad:

 Send, ^1

Return

ScummvmMenu:

 Send, ^{F5}

Return

CloseProcess:

 FadeOutStart()

 WinClose("ahk_class SDL_app")

Return

01:02:28:210 | HL | INFO | +15 | BuildScript - Loaded HyperPause scripts

01:02:28:210 | HL | INFO | +0 | BuildScript - Loaded Multi-Player scripts

01:02:28:210 | HL | INFO | +0 | BuildScript - Loaded Statistics.ahk script

01:02:28:210 | HL | WARNING | +0 | BuildScript - "D:\Hyperspin\HyperLaunch\Lib\User Functions.ahk" not found

01:02:28:210 | HL | INFO | +0 | BuildScript - Finished injecting functions into module

01:02:28:220 | HL | INFO | +16 | Main - Module is built

01:02:28:220 | HL | INFO | +0 | CheckFile - Checking if

D:\Hyperspin\HyperLaunch\AutoHotkey.dll exists

01:02:28:220 | HL | INFO | +0 | Main - Running module