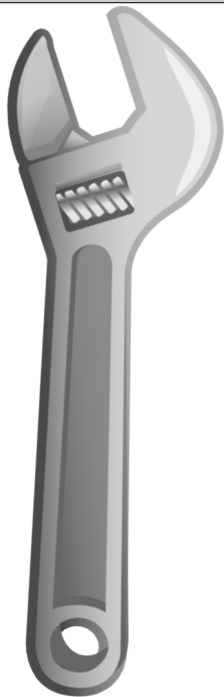


OFFICIAL USER'S MANUAL



**VERSION
1.1**

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aka SM Sith Lord

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1. OVERVIEW, SETUP AND USE

1.1 Overview

There are three (3) menu views that you must become familiar with to use Source Media Arcade with ease:

3D View



This one is easy. It's the same as any FPS game you've played in the past. Run around with **W-A-S-D**, find the cabinet of an item you want to play, and then press the **USE** button (**E**) to bring up the *Details Menu*.

Details Menu



Pressing **USE** on a cabinet will bring up the *Details Menu*. Any time you want to launch an item, edit its details, or edit an emulator's details, you will use the *Details Menu*.

All of the underlined links and tool icons in the *Details Menu* will perform specific functions. There are many different pages that get displayed in the *Details Menu*. Each page is fully explained in section 2 of this manual.

Library Browser



You use this to quickly find items in your media library or on your hard drive when customizing your arcades. Pressing the **Create Shortcut** button (**MOUSE3**) or clicking a *Change Item* link will open the *Library Browser*.

You can click the *Browse* button to pick a file from your desktop, or use the powerful *Filter* and *Search* features of the *Library Browser* to find items you have previously used in Source Media Arcade.

1.2 Setup

It only takes a few seconds to setup Source Media Arcade. You install it like any other Source engine mod, except there is one additional step: **you must set the launch options for Source Media Arcade in Steam.**

Requirements

1. Have Steam installed.
2. Own at least one of the following Source engine games: [Half-Life 2](#), [Team Fortress 2](#), [Left 4 Dead](#), [Portal](#), [Half-Life 2: Episode 1](#), [Counter-Strike: Source](#), [Left 4 Dead 2](#), [Portal 2](#), [Half-Life 2: Episode 2](#), [Day of Defeat: Source](#), [Half-Life 2: Deathmatch](#).

Source Media Arcade is completely free; however, you must have access to the Source SDK Base by having Steam installed and owning at least one of the Source engine games listed above. I recommend [Half-Life 2: Death Match](#) for \$4.99 US.

Manual Installation



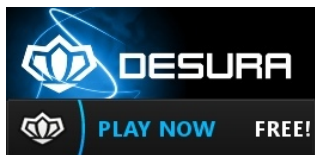
<http://www.moddb.com/mods/source-media-arcade/downloads/source-media-arcade-2>

1. Download the ZIP file from the link above.
2. Place the folder "smarcade2" into the appropriate directory:

| | |
|---|----------------|
| <code>C:\Program Files (x86)\Steam\steamapps\sourcemods\</code> | 64-bit systems |
| <code>C:\Program Files\Steam\steamapps\sourcemods\</code> | 32-bit systems |

3. Restart **Steam**.
4. Go to the Library tab of Steam and find Source Media Arcade 2 in your games list.
5. Right-click on it and choose *Properties*.
6. Click *SET LAUNCH OPTIONS* then cut & paste the following line into the box:
-novid -window -noborder
7. Click *OK* to save your changes, then *Close* to exit the *Properties* menu.
8. Double-click on Source Media Arcade 2 in your games list to launch it.

Automatic Installation



<http://www.moddb.com/mods/source-media-arcade/play>

1. Have **Desura** installed and linked to your Steam account.
2. Use the link above to download & install Source Media Arcade 2.
3. Double click on Source Media Arcade 2 in your Desura games list to launch.

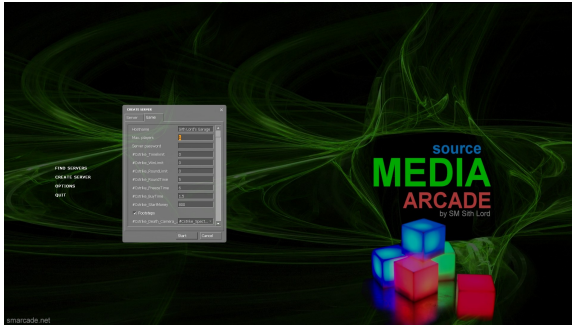
Note: Steam will automatically download any missing resources the first time you launch Source Media Arcade. This includes updating any Source engine games you load resources from, as well as downloading the Source SDK Base 2007. You can monitor this by going to Steam's *Downloads* tab.

1.3 Use



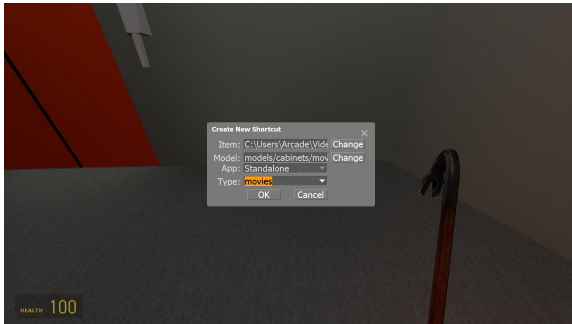
The objective is for you to build virtual arcades by walking around your favorite maps spawning **3D shortcuts** to your games or movies. Doing this will inherently build your **media library**, making it easier for you to build your arcades in the future because you'll be able to use the *Library Browser* to choose your media instead of having to *Browse* for files when creating **3D shortcuts**.

While building your virtual arcade is a lot of fun in itself, the main purpose of Source Media Arcade is to **PLAY** the games and movies that you have in your arcade. **Play as you build!** You can spawn 3D shortcuts or play your media items at any time in Singleplayer mode. Customizing your arcade is disabled while in Multiplayer mode, but everybody can still play the games and movies that are already placed.



To start a Singleplayer session, click *Create Server* at the **main menu**. Select your favorite map, make sure that **Max Players** is set to **1** in the *Game* tab, then click *Start*.

The first time that you play, you won't have many items in your media library. All of the Steam games that you own will automatically be added, and they'll be some DEMO items in it, but that's all. **You have to start spawning 3D shortcuts to build up your media library.** To spawn a **3D shortcut**, you generally look at an empty space on the ground and press the **Create Shortcut** button (**MOUSE3**). This brings up the *Library Browser*. If the game or movie file you're trying to spawn is already in your media library, you can quickly choose it with the *Library Browser's* filter and search features. Otherwise, you can just click the *Browse* button and choose the file you're looking for.



When adding a file to your media library for the first time, you will be given a chance to specify what **type** of media the file is. For example *movies*, *pc*, *websites*, *n64*, etc. You can also specify if the file needs to be opened with a specific application, such as an emulator. Source Media Arcade will try to guess the type of the item and which emulator to use, but this is where you can manually specify these values if you wish.

Adding a new media **type** is easy, you just manually type its name into the box instead of selecting one from the drop-down list.

Adding a new **App**, such as a new emulator, currently requires some script editing.

You can also change which 3D model to use for the shortcut at this point. Just click the *Change* button next

to the 3D model field. View section 3 of this manual to learn how models get auto-selected for each item.

Click OK to spawn the **3D shortcut**. It will appear directly under your cross-hair. If it is the first time you are spawning this item, it will be added to your media library at this point. Source Media Arcade will also search various online databases for screenshots and box-art for certain kinds of item **types**. This is only done automatically for the following types: *movies, tv, pc, arcade, snes, nes, n64, gameboy, genesis, saturn, ds, 3ds, gamecube, wii, gba, and gameboycolor*. View section 4 of this manual to learn more about how your media files are identified in the online databases.

Alternatively, Source Media Arcade can display your local artwork files on the cabinets. View section 7 of this manual to learn about cabinet art options.

After you have a 3D shortcut placed in the map, you can walk up to it and press the **USE** button (**E**) to bring up its *Launch* page. From there, just click **LAUNCH** to play the game or movie. If the button says **CONFIGURE** instead, clicking it will walk you through the steps of getting the particular game or movie ready to play on your computer; even if this means downloading/purchasing it from the internet. View section 9 of this manual for more info on where you are sent to download/purchase media.

If you want to make your server Multiplayer and allow people from all around the world to join it through the *Find Servers* menu, just spawn the item from your library entitled *GoLive!* and *LAUNCH* it. The server will then be restarted in Multiplayer Mode. Alternatively, you can start a Multiplayer server just like you do for any other Source engine game. View section 8 of this manual for the details on how Multiplayer Mode works.

2. DETAILS MENU

2.1 Launch Page

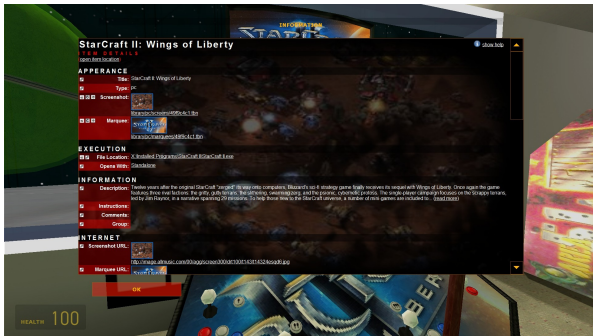


- Press the **USE** button on a cabinet to bring up the *Launch* page.
- This shows you a quick overview of the item you are about to play.
- Clicking the **LAUNCH** button will play the item.
- If the button says **CONFIGURE** instead, click it to see why you can't launch the item yet.
- Clicking the Marquee or Screen *artwork thumbnails* will allow you to view the image at its full resolution.

- Clicking the *Browse* icon next to an artwork thumbnail will allow you to change the image used there.
- Clicking the *Locate* icon next to an artwork thumbnail will open the folder that the image is saved in.
- Clicking the *Refresh* icon next to an artwork thumbnail will re-download the image (if needed) and refresh it in-game.
- Clicking a link with a *magnifying glass* icon next to it will search the specified site for the item you are viewing.
- Clicking a link with a *chain* icon next to it will open a user-defined download location for the item you are viewing.
- If the item needs to launch with the help of an emulator, the name of the emulator will be shown as a link next to the words *Opens With*. Clicking this link will take you to the *App Overview* page for that emulator.
- Clicking the *Change Item* link will let you change which item is assigned to the cabinet you're standing in front of.
- Clicking the *Remove Cabinet* link will remove the cabinet from the 3D world.
- Clicking the *Change 3D Model* link will let you change what the cabinet looks like.

- Clicking the *Import Siblings* link will find any other files that are of the same type and are in the same folder as the current item and add them to your media library.
- Clicking the name of the item at the very top of the menu will bring up the *Item Details* page.

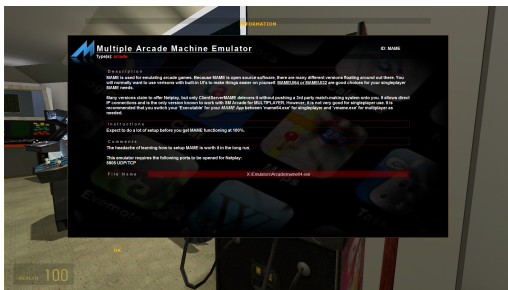
2.2 Item Details Page



- Click the name of an item on its *Launch* page to bring up its *Item Details* page.
- This is where you can view and edit any of the details stored for this item.
- Clicking the *Show/Hide Help* link on the top right will toggle the in-line help for each field.
- Clicking the *Edit* icon next to a field will allow you to change that field.
- Clicking the *Browse* icon next to a field will open the *File Browser* for you to select a file (usually an image file).
- Clicking the *Refresh* icon next to an image field will re-download the image (if needed) and refresh it in-game.

- Clicking the *Locate* icon next to an image field will open the folder that the image is saved in.
- Some fields, like the *Download URLs* field, allow you to add multiple entries. Clicking the *Add icon* next will add a new entry to the field.
- Clicking the *Delete* icon next to an entry will remove it from the field it was added to.
- Clicking the logos under *Import missing info from:* will attempt to identify your item on the internet database and download posters, screenshots, and descriptions for it.

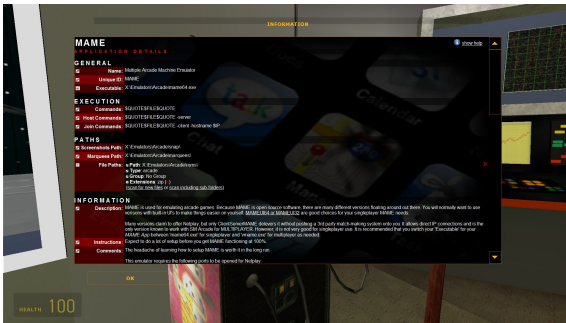
2.3 App Basics Page



- Clicking on the name of an *App* in the *Opens With* field will show you the *App Basics* page.
- This page shows you only the basic information about the *App*.

- To change the settings of the *App*, you have to click again on the name of the *App* at the top of this page. This will take you to the *App Details* page.

2.4 App Details Page

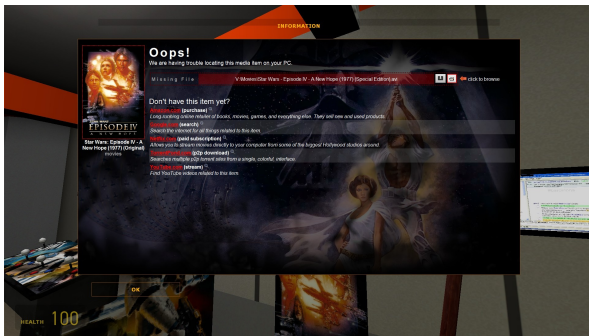


- Clicking again on the name of the *App* from the *App Overview* page will show you the *App Details* page.
- This is where you can view and edit any of the details stored for this *App*.
- It behaves exactly like the *Item Details* page.
- Clicking the *Show/Hide Help* link on the top right will toggle the in-line help for each field.
- Clicking the *Edit* icon next to a field will allow you to change that field.
- Clicking the *Browse* icon next to a field will open the *File Browser* for you to select a file (usually

an image file).

- Clicking the *Refresh* icon next to an image field will re-download the image (if needed) and refresh it in-game.
- Clicking the *Locate* icon next to an image field will open the folder that the image is saved in.
- Some fields, like the *Download URLs* field, allow you to add multiple entries. Clicking the *Add* icon next will add a new entry to the field.
- Clicking the *Delete* icon next to an entry will remove it from the field it was added to.

2.5 Configure Page

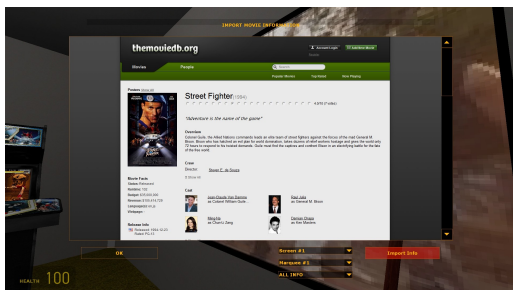


- Clicking the *CONFIGURE* button on the *Launch* page will bring up the *Configure* page.
- This button is only displayed if the item cannot

be immediately launched.

- Depending on the problem, the *Configure* page will tell you what's wrong and how to fix it.
- Usually you see this page if Source Media Arcade cannot find the file that the **3D shortcut** launches.

2.6 Movie Scraping Mode



- The first time that you spawn a file of type *movies*, OR when you click the logo for *TheMovieDb.org* under the *Import missing info from:* heading, www.themoviedb.org will be displayed in *Movie Scraping* mode.
- You can search and browse *TheMovieDb's* complete website while in *Movie Scraping* Mode.
- Viewing the profile page for a movie will make an *Import Info* button appear in the bottom right

corner of the screen.

- Clicking the *Import Info* button will save the name, description, movie poster, and fan-art from the profile you are viewing to the item you are importing it to.
- If you only wish to import only fields that are missing for the item, you can change the drop-down list on the bottom of the screen from *ALL INFO* to *MISSING INFO ONLY*.
- You can specify which poster and fan-art image to use by changing the *Screen #* and *Marquee #* drop-down lists.

2.7 Game Scraping Mode

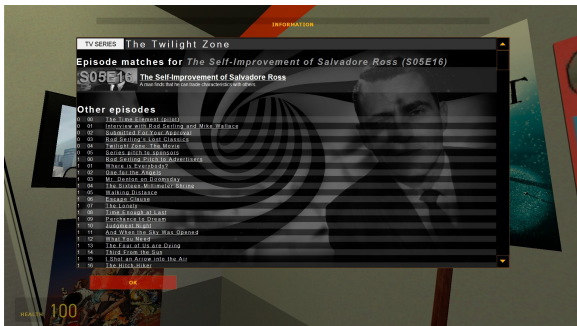


- www.AllGame.com is displayed in *Game Scraping* mode the first time you spawn a file of one of following types: *pc*, *arcade*, *snes*, *nes*, *n64*, *gameboy*, *genesis*, *saturn*, *ds*, *3ds*, *gamecube*, *wii*, *gba*, and *gameboycolor*. Or when you click the logo for *AllGame.com* under the *Import missing info from:* heading.
- You can search and browse *AllGame.com*'s complete website while in *Game Scraping* mode.
- Viewing the profile page for a game will make an *Import Info* button appear in the bottom right corner of the screen.
- Clicking the *Import Info* button will save the name, overview, box-art, and screenshot from the profile you are viewing to the item you are importing it to.
- If you only wish to import only fields that are

missing for the item, you can change the drop-down list on the bottom of the screen from *ALL INFO* to *MISSING INFO ONLY*.

- You can specify which screenshot image to use by changing the *Screen #* drop-down list.

2.8 TV Scraping Mode



- The first time that you spawn a file of type *tv*, OR when you click the logo for TheTVDb.com under the *Import missing info from:* heading, you will gain access to their online database in *TV Scraping* mode.
- The first time you spawn an episode from a new TV show, it will ask you to enter the name of the series into the *Search* box.
- If there are multiple search results for the TV

show name, you will then have to click on the *banner* for the correct show.

- If there are multiple matches to the particular episode file you are spawning, you will be shown a *Search Results* page for you to select the correct match. Suggested matches are on top, while complete episode listings for the entire TV show are listed on the bottom.
- Clicking on an *episode name* will save the name, description, TV show poster, and fan-art for that episode to the item you are importing it to. It will also set the *Group* of the item to the name of the TV show.
- Note that after you add the first episode from a show, you should use the *Import Siblings* feature to automatically import the rest of the files in the folder as *episodes* of the same TV show.

3. MODEL SELECTION



Understanding how models are auto-selected for specific items and how they are positioned will reduce the amount of time you spend changing the models of the **3D shortcuts** you spawn.

3.1 Model Browser

This is the menu where you can select the 3D model to use on the shortcut. Models are organized into *categories* to make it easier to find the one you're looking for. After you've selected a *category*, the *model* drop-down list will show all the *models* that are in that *category*. Finally, after you've selected a *model* name from the list, the *location* of the actual *MDL* file will be entered into the *Model File Location* box for you. Sometimes advanced user might want to use the

Browse button to locate a MDL file manually instead. It is a good idea to stand on the **SIDE** of a cabinet when you're changing its model, that way you're not standing in the way of a larger cabinet model when it appears.

3.2 Model Orientation

Most model types are made to be spawned on the ground. The **bottom-rear** of the cabinet will be placed directly under the cross-hair when spawning new **3D shortcuts** on the ground. However, the models in the *Frames* and *Icons* categories are meant to be spawned on either walls or table tops. If you're spawning the shortcut on a vertical surface, such as a wall, you'll want to select a model that does NOT have the word *Ceiling* as a prefix. For all other cases, such as spawning the shortcut on a table top, the ceiling, or the floor, you'll want to use one of the models with the *Ceiling* prefix. **You only have to worry about this when using models from the *Frames* or *Icons* categories.**

3.3 Model Auto-Selection

When spawning an item, it will use the same 3D model

as it did the last time that you spawned that item. If you've never spawned the item before, it will use the same 3D model as the last shortcut that you spawned.

4. WEB SCRAPING

In Source Media Arcade, **Web Scraping** refers to identifying matches (based on titles) of your **local** media files with entries in various **on-line** databases. When a match is found, the artwork images and other details are extracted from the on-line database and stored in your media library. An HTTP link to the database entry's web page is also stored with the item. This is especially helpful when hosting multiplayer arcades because connecting players can download artwork from the on-line database at high speeds instead of transferring the images slowly from peer to peer. See [MULTIPLAYER ARCADES: IN-DEPTH](#) to learn more about how web scraping enhances multiplayer arcades.

Note that Source Media Arcade makes NO attempt to keep any on-line record of your media collection. Web scraping is about bringing information from the on-line database INTO your media library, not the other way around.

4.1 Importing Online Database Info

When you first spawn a **3D shortcut** to a game or movie file it will probably not have artwork images to display on the cabinet. You can easily fix this by importing the artwork images and other details from the *on-line databases*.

Click on the appropriate *database* to search at the item's *Launch* page under the *Import missing info from:* heading.

A *database search results* page will then be displayed. Feel free to refine your search by manually typing keywords into the *Search* box.

If you're viewing the profile of a game or movie who's info can be imported, an *Import Item* button will appear at the bottom right corner of the screen. Click it to import the database entry that you are currently viewing and save it to your library item.

You can use the other drop-down lists that appear next to the *Import Item* button to choose which movie poster or screenshot to use (if available).

4.2 Automatic Importing

Automatic importing applies only to items of these types: *movies*, *tv*, *pc*, *arcade*, *snes*, *nes*, *n64*, *gameboy*, *genesis*, *saturn*, *ds*, *3ds*, *gamecube*, *wii*, *gba*, and *gameboycolor*. The very first time that you spawn a file of these types, Source Media Arcade will automatically search the appropriate on-line database and attempt to find a match. If more than one result is found, you will be asked to select which is the correct match.

4.3 Identifying Media Titles

Matches to your game and movie files are found by searching the online databases for the *name* of the file. Extraneous information, such as the file extension or anything between brackets or parentheses (other than a 4 digit year) will be discarded before the database is searched. If a single match is returned, its artwork URLs and details will automatically be imported to your media library if automatic importing is enabled. Otherwise, you just have to click the *Import Info* button at the bottom right corner of the screen when viewing a database entry to import the information into your library.

4.4 TV Episodes

Importing TV episode information from the on-line database is a little different because you must match the correct TV *show* **AND** *episode*. While in *TV Scraping* mode, no *Import Info* button will appear. Instead you click the *name* of the episode on the *TV show profile* to import the information for that episode. In addition to all the normal fields being imported from the database, the *Group* of your library item will also be changed to the *title* of the TV show it belongs to. This makes it easier to find all the episodes from your favorite TV show using the *Library Browser's* filtering features. **If this is the first file you are spawning from this TV show, it is recommended that you use the *Import Siblings* feature to bring the rest of the episodes in that folder into your media library at this point. This insures that their *Group* names will be set, which makes finding episode matches in the on-line database faster and more automated.**

4.5 Online Databases

Source Media Arcade uses the following on-line databases to retrieve artwork images and item details for *movies*, *tv shows*, and *games* respectively:

www.themoviedb.org,

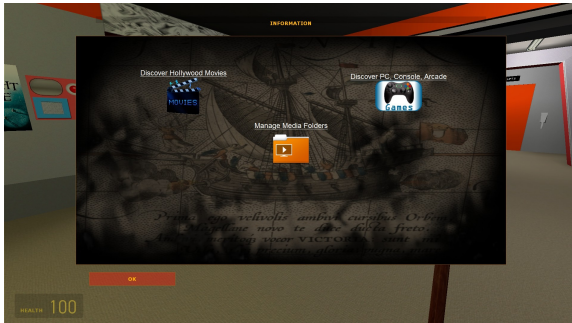
www.thetvdb.com,

www.allgame.com. Any time that information is imported from an on-line database, a link to the database's website is also stored with the item. Special thanks to the people contributing to and operating these websites for providing such a valuable resource for free.

4.6 Adding Online Database Entries

TheTVDb.com and *TheMovieDb.org* are both community-powered databases that allow any user to add new information, much like *Wikipedia*. All you have to do is sign-up for an account at their website to be able to add new entries to the database. **The entries you add will not only be available for all Source Media Arcade users, but by thousands and thousands of users of other programs as well.** You are encouraged to contribute to these databases. *AllGame.com* doesn't allow ALL users to add new entries, but you can apply for permission to add new entries there. See their site for more information.

5. DISCOVER MODE



Sometimes you'll want to spawn a game or movie that you do not yet own, and therefore have no local file to create a **3D shortcut** to. In these cases, you just look at an empty space on the ground and press the **Discover** button (**P**) and browse the *on-line databases* until you find the entry that you wish to create a **3D shortcut** to. The process is very similar to *Web Scraping*, except that instead of an *Import Info* button appearing in the bottom right corner, a *Spawn Item* button appears. When this button is clicked, the database entry you are currently viewing will be created in your media library and its **3D shortcut** will be spawned under your cross-hair. Since you don't own this media item, you won't be able to launch it yet. However, download and purchase links will be displayed on the item's *Launch* page to help you acquire the media.

6. ADD-ON CONTENT / DLC

Source Media Arcade is set up to accept & use new content in two different flavors: official DLCs and user-created Add-Ons.

6.1 DLCs vs Add-Ons

DLCs refer to content that is offered through the official, integrated, and totally free Downloadable Content Store. All the content listed in the DLC store is original, safe, and fully supported by Source Media Arcade.

Add-Ons refer to user-created content that is downloaded from third party websites, such as GameBanana.com or GarrysMod.org. Add-On content is unofficial, untested, and should only be acquired from trusted sources.

6.2 Official 100% Free DLC Store

To access the DLC Store, press the Discover button (P) and choose “View Downloadable Content Store”.

DLC packs are grouped into categories: Cabinet Models, Library Items, Apps, Search Providers, Themed Packs, and Miscellaneous.

Each entry in the DLC store will have a “Install Now” link that you can use to download & install the content with a single mouse click.

If you already have a particular DLC installed, it will be indicated as such in the DLC Store and the “Install Now” link will be replaced with a “Re-Install Now” link.

Be patient after you click the “Install Now” link. There is no progress bar for downloading/install DLCs and you'll probably think that Source Media Arcade has crashed, but just be patient and wait for installation to complete.

After the DLC has been installed, you will be shown a detailed log that lists everything that was done. If everything was successful, it should say “Finished installing DLC!” at the bottom.

Note that some DLCs will require that you restart Source Media Arcade before they take effect. Any DLC that requires this will say so in its description.

6.3 Loading Content From Other Games

Source Media Arcade is fully capable of loading the

maps, models, textures, and other resources from the following games: Counter-Strike: Source, Team Fortress 2, Portal, Half-Life 2, Half-Life 2: Deathmatch, Half-Life 2: Episode 1, Half-Life 2: Episode 2, Half-Life 2: Lost Coast, Half-Life Deathmatch Source.

YOU MUST MANUALLY ENABLE THE LOADING OF RESOURCES FROM THESE GAMES!

To use the resources from the games listed above, you must install the “Extra Resources” DLC from the DLC Store.

1. Press the Discover button (P)
2. Click “View Downloadable Content Store”
3. Find the DLC named “Extra Resources”
4. Click “Install Now” and wait for confirmation
5. Restart Source Media Arcade

Now you will be able to load maps and use other resources from any of the games you own from the list above.

Note: Steam will automatically update any games that you are loading content from. This means any games that you own from the list above will be updated. You can monitor this by going into Steam's Downloads tab.

6.4 Add-On Content Compatibility

In addition to content made specifically for Source Media Arcade, you may also use add-ons that were originally intended for the following games: [Gary's Mod](#), [Counter-Strike: Source](#), [Team Fortress 2](#), [Portal](#), [Half-Life 2](#), [Half-Life 2: Deathmatch](#), [Half-Life 2: Episode 1](#), [Half-Life 2: Episode 2](#), [Half-Life 2: Lost Cost](#), [Half-Life Deathmatch Source](#).

Cross-game add-on support is limited to maps, props, and textures only. Advanced scripts, such as Gary's Mod LUA weapons, will not function in Source Media Arcade; however, you will be able to spawn the weapon model as a Prop Item.

6.5 Automatic Add-On ZIP Installation

The easiest way to install a user-created add-on is to place the add-on's ZIP file into your `smarcade2/addons` folder, then restart Source Media Arcade.

Source Media Arcade will attempt to install the content from each ZIP file in the addons folder. It does this by analyzing the folder structure and file names contained in the ZIP and then extracting the add-on's files to the correct locations in your SM Arcade folder.

If the add-on is successfully installed, the details will be displayed in the developer console and the ZIP file will be removed from the addons folder.

If the add-on fails to install, the cause of the error will be displayed in the developer console instead and the ZIP file will remain untouched in the addons folder.

Library Items of type = maps will be created for any BSP files that are installed.

Library Items of type = props will be created for any MDL files that are installed.

6.6 Manual Add-On Installation

There are certain cases where advanced users may be required to manually install add-on content. For example, if the add-on they are trying to install is a RAR or some other non-ZIP file format.

Manually installing add-on content for Source Media Arcade is very much like installing add-on content for Counter-Strike: Source or any other Source engine game. The only difference is you will install things to the smarcade2 folder instead of the cstrike folder (for

example).

The trick is to figure out the folder structure that the add-on author is using. Once you figure out how they want you to extract files to the intended game's folder, it is an easy task to extract them to Source Media Arcade's folder instead.

Go through this checklist when trying to figure out where to install add-ons to:

- If there is a folder called "maps", the add-on should be extracted to the root smarcade2 folder.
- If there is a folder called "materials", the add-on should be extracted to the root smarcade2 folder.
- If there is a folder called "models", the add-on should be extracted to the root smarcade2 folder.
- If there is a BSP file, the add-on should be extracted to the smarcade2/maps folder.

If you have gone through this checklist and still cannot figure out where to install your add-on, leave a message on the Community-Wide Chat located in the Contact section of the official Source Media Arcade website and ask for help.

7. CABINET ART

Each item in your media library has two images associated with it. One *screenshot* image and one *marquee* image. Source Media Arcade will first try to locate the artwork images locally, but if they can't be found, it will download the images from the two artwork HTTP locations that are also stored with each item in your library.

7.1 Automatic Artwork Download

Artwork image are always loaded from local files. If no local file can be found, then the image is downloaded from the *Screenshot/Marquee URL* fields of the item's library entry and saved into your library folder. These types of images are downloaded while you play and will be set as the local artwork file for the item and displayed on its cabinet as soon as the download finishes.

7.2 Locally Stored Artwork

Local artwork images are either stored in the *./screens* and *./marquees* sub-folders with the same name as file that the **3D shortcut** links to, or stored in your **library folder** under an encoded version of the complete file

location that the 3D shortcut links to.

If an item opens with an *App*, such as an emulator, then the *App's Screen Path* and *Marquee Path* will also be searched for artwork associated with the item. View section 10.4 of this manual for more details.

7.3 Artwork URLs

If no local artwork image can be found for an item, but it does have *artwork URLs* in its library entry, then the images will be downloaded from these URLs and saved into your library folder. When ever possible, you should include *artwork URLs* with your items. They are especially useful in *Multiplayer Arcades* because the people joining your server can download the artwork images from the URLs instead of waiting for them to slowly transfer from peer to peer.

Note that matching your items to entries in the on-line databases will automatically save artwork image URLs for you.

7.4 Overriding Artwork Images

You can manually change either of the images used on a cabinet at any time. Just go up to the item's cabinet and press the **USE** button (E), then click the *Browse*

icon next to any artwork image and select the image file you want to use.

Keep in mind that if you host a *Multiplayer Arcade*, people will download the artwork images from the *artwork URLs* instead of directly from you. This means they might see different cabinet art than you if you have overridden the artwork of items that also have *artwork URLs* stored for them.

7.5 Refreshing Artwork

You can make an arcade cabinet re-evaluate which image to use for its artwork by going up to the cabinet and pressing the **USE** button (**E**), then clicking the *Refresh* icon next to either of the artwork images. This will cause Source Media Arcade to search for local artwork images again or re-download the image from the *artwork URL* again. This feature will also fix any images which may have failed to load on the cabinet initially for any reason.

8. MULTIPLAYER ARCADES

Multiplayer arcades are hosted by other SM Arcade users, just like you. There are no dedicated servers.

When you host a Multiplayer server you are inviting your peers in to browse your personal media collection in the arcades you have built.

Any server with Max Players set greater than 1 will be considered a MULTIPLAYER server. You should be comfortable with Singleplayer mode before you attempt to jump into Multiplayer.

8.1 Limited Customization

You cannot spawn new **3D shortcuts** or change which items are assigned to **3D shortcuts** while in *Multiplayer mode*. The arcade must be completely setup on the map already before you enter *Multiplayer mode*. The only type of customization allowed in *Multiplayer mode* is item editing. You are free to edit any of the fields on the *Item Details* page, such as its file location, description, artwork images, etc.

8.2 Library vs Library Cache

All the items and artwork files downloaded from Multiplayer servers will be stored separately from your personal media library. They will all be saved into the *smarcade2/library_cache* folder instead. This allows

you to safely purge items and artwork from your computer that were downloaded during multiplayer sessions.

When a media item is referenced in Multiplayer mode, your personal media library is the first place that is searched for a match. If the item is found in your library, it will be referenced from there. Otherwise a temporary version of the item will be used from your *library cache* instead.

Any changes made to an item referenced from your library will be saved to your library. And any changes made to an item referenced from your library cache will be saved to your library cache. This means that the next time you connect to the same Multiplayer server the changes you made to the items will still be there; even if they only exist in your cache.

The items in your library cache do not appear in your *Library Browser*, so you can never spawn items that exist only in your cache. Soon there will be a feature to import items from your cache into your library to correct this issue.

8.3 File Transfers

When connecting to a *Multiplayer Arcade*, you do not download the actual files that the media items link to. Directly from the host you will download ITM files

(which contain text descriptions and image URLs for media items), *TBN* files (which are actual artwork images that do not have download URLs), *APP* files (which contain text descriptions and URLs for emulators or other helper apps), and *PRO* files (which contain text descriptions and URLs for search providers). **All of these files must be downloaded before the map loads.**

Any artwork images that DO have download URLs will be downloaded directly from those URLs after the map has loaded and will appear on the cabinets as the transfers finish.

8.4 Joining a Multiplayer Arcade

You join *Multiplayer Arcades* the same as you join servers for any Source mod. Simply click *Find Servers* at the *main menu*, then click Refresh List to see active servers. Click on the one you want to join, then click *Connect*. Alternatively, you could use the Steam Friends interface to join a server that your friend is in.

8.5 Hosting a Multiplayer Arcade

The easiest way to host a *Multiplayer Arcade* is to load up the map want in Singleplayer mode (**Max Players =**

1). Spawn the item from your library with the title *GoLive!* anywhere in the map. *Launch* this item to issue all of the commands needed to turn your arcade into a public Multiplayer server. After the map has reloaded you will be listed on the master server list.

Alternatively, you can start your multiplayer server just like you do for any other Source engine mod; which is not always a simple process.

8.6 Router / Firewall Issues

By default, Source engine games use port 27015 to host multiplayer games and 27005 to join them. Your router and firewall **must** be configured to allow these ports through to the computer hosting the game.

Using multiple Steam accounts behind a single router can also complicate things when it comes to hosting a game. You must set each computer to use a different host and client port to avoid conflicts with port forwarding. The console variables “hostport” and “clientport” can be used to control which ports Source Media Arcade uses for multiplayer.

9. DOWNLOAD / PURCHASE LOCATIONS

Source Media Arcade does not have any type of deal with any on-line retailer tying the program to a single store. Users are free to define the places that they want to be sent to when buying or downloading media items.

If you don't have the file that a media item shortcuts to, you can get it by following the web links under the *Don't have this item yet?* heading in the item's *Launch* page. The links displayed here are specific to the item you are looking at and come in three (3) flavors. First, there are **explicit download locations** which are identified by the *Chain Link* icon and have been manually entered into the item's profile by the server operator. These types of links usually take you directly to a download page for the specific item you want. The second variety are the *Search Provider* links. These links will search your favorite sites for the media item. View [SEARCH PROVIDERS: IN-DEPTH](#) for more information on how they work. In *Multiplayer Arcades*, both your personal *Search Providers* as well as the host's will be shown under the *Don't have this item yet?* heading. The third and final type of link to appear here are the *Steam Store* links. They are accompanied by the word (*automatic*). This link only appears for Steam games and will allow you to buy and download

the game directly and securely through the Steam interface.

10. APPS

Any item that has *Standalone* as its *Open With* value will allow *Windows* to decide how to launch the file. If you need more control over how the file is opened, you can set the item to *Open With* an *App* instead. Items that open with *Apps* are handled differently depending on the *App profile* that is referenced.

In Source Media Arcade, an *App* is an executable that can be used to open other items. *Apps* could be emulators or any other type of program that accepts command-line launch options.

10.1 Program Compatibility

Any program that accepts *command-line launch options* can be used as the *Executable* for an *App*. Most programs, including all the popular emulators, accept *command-line options*. Basically these can be used to automatically open an item's file after its *App* has been launched. The problem is that each program has its own syntax for using these options. That means

you'll have to use Google to find the right syntax for the program you're trying to use. The good news is that *App* profiles for the most popular emulators are included with Source Media Arcade, so you don't have to hunt those down. Any *Apps* that you encounter in Multiplayer will already have complete *App profiles* as well. You only have to worry about finding *command-line options* when adding new *Apps*.

10.2 Command-Line Syntax

You define an *App's* launch options by editing its *Commands* field. Most of the time you'll want to include the file location that the item links to as a variable in the *command-line options*. Just use the keyword *\$FILE* in your command syntax and it will be replaced with the full file location associated with the item when it is launched. Alternatively you could use *\$SHORTFILE* to have it replaced with only the file name (without the file extension or path). The double quote symbol (") is a reserved character and cannot be entered directly when editing the *Commands* field of the *App*. If your command syntax require a double quote, use the keyword *\$QUOTE* instead and it will be replaced with a real double quote symbol when the item is launched.

Some programs (such as ZSNES and

ClientServerMAME) support launch options specific to **JOINING** or **HOSTING** multiplayer games. These can be saved into the 2 appropriate fields in the *App's* profile for *Host/Join Commands*. This allows for virtual match making using the 3D arcade cabinet, just like in a real arcade! The *Join Commands* accepts one additional keyword *\$IP* which is replaced with the IP of the player hosting the multiplayer session on the cabinet.

When a player presses the *Host Game* button on the *Launch* page (which only appears for *Apps* that support it) their IP will be bound to that **3D shortcut's** arcade cabinet. As long as there is an IP bound to the cabinet, a *Join Game* button will appear for anybody else that brings up the cabinet's *Launch* page. The *Host* or *Join Game* buttons will execute the *App's Host* or *Join command-line launch options*, respectively.

To UN-bind an IP from the cabinet, you must click the *Remove Host* link which will appear in the cabinet's *Launch* page only if one is bound.

10.3 Basic App Profile

Each *App* profile must have a *Unique ID*, an *Executable*, and *Launch Commands* stored in it. When an item's *Open With* field is set to the *App's Unique ID*, Source Media Arcade will launch the *App's Executable*

using the syntax in its *Commands* field. App profiles are saved as APP files in the *smarcade2/apps* folder. Any APP file that is in this folder will automatically be loaded when you start Source Media Arcade.

10.4 Local Artwork Collections

Source Media Arcade is capable of downloading artwork from various *internet databases* automatically, but there you can still use a local artwork collection instead if you wish. All you have to do is set the App's *Screenshot* and *Marquee Paths* to the folders that you wish to use. Images in these folders that have the same name as the file that the item links to will automatically be displayed on the cabinet. If you would like to expand the search to include images that have similar names but are not exact matches, you can use the console command *quick_resolve 0*. Note that using this console command will increase the time it takes to find artwork images for all items.

10.5 Importing Game Collections

If you keep all of your games for a specific App in a single folder, you can add it as a *Files Path* (or *ROMs*

Path). It is not required that you set the *Files Path* for your *App*, but setting it enables some extra features. You can click the *Scan For New Files* link in the *App's Details* page to import all the games in the folder at once. Also, when adding files individually, Source Media Arcade will be able to determine the *type* and *default App* automatically for files in the *App's Files Path*. Specifying a *Files Path* for your *App* will also make more of your games work without needing any configuring in *Multiplayer Arcades*.

10.6 Apps in Multiplayer

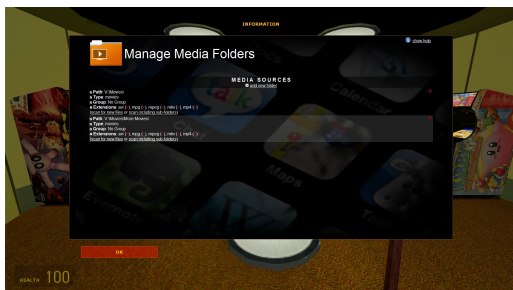
As host of a *Multiplayer Arcade*, any *Apps* that you reference will have their *profiles* sent to all connecting clients. If the client doesn't have their own copy of the *App profile*, then your version will be used from the *App cache*.

10.7 Add-On Apps

Just download the *APP* file and place it in your *smarcade2/apps* folder. The next time that you start

Source Media Arcade, it will be listed with all of your other *Apps*. *Add-on Apps* can be found in the official forums.

11. MEDIA SOURCES



If you would like to import an entire folder of *Standalone* files into your media library, you can use the *Media Sources* page. Just hit the **DISCOVER** button (**P**) and click on *Media Sources*. After you have a media source setup, click *Scan For New Files* to import the files into your library.

12. CONSOLE COMMANDS

You can type *console commands* into the *developer's console* to issue engine commands. Press *tilde* (~) to open the *developer's console*. Most of the new *console*

commands and *variables* are for internal use only, but you can still use all of the standard *commands* and *variables* that are included with the Source engine.

You can make items issue *console commands* when they are launched! Intelligent use of this feature will let you make items that create vehicles for you to drive or change the map. Just set the *Location* of the item to your *console command* prefixed with the word *console:*. For example, to issue the console command `changelevel sm_garage` when an item is launched, you'd just set its *Location* to *console:changelevel sm_garage*. The console command is executed exactly as if you had typed it into the developer console manually.

13. KEYVALUES

All library item profiles, App profiles, search providers, model categories, and nearly every other record kept by Source Media Arcade is stored in Valve's *KeyValues* format. They can be opened in Notepad and contain Key/Value pairs with sub-keys allowed. [Click here to read the Valve Developer Wiki on this subject.](#) You must have a basic understanding of the *KeyValues* format before you will be able to manually edit any of the record files.

14. SEARCH PROVIDERS

Search Providers are defined in *PRO* files and stored in the *smarcade2/searchproviders* folder. Any *PRO* file in this folder will be loaded when you start Source Media Arcade. *Search Providers* display dynamic links that will take users directly to the search results page of your favorite sites. Adding or modifying *Search Providers* requires that you manually edit *KeyValues* files. A HOW TO on doing this will be added to this manual soon.

15. FILE TYPES

Internal file types are defined in the text file *smarcade2/itemtypes.txt*. Adding new or modifying default file types requires that you manually edit *KeyValues* files. The definitions in this file help Source Media Arcade determine the default item *type* and *Open With App* for files of various types. A HOW TO on modifying this file will be added to this manual soon.

16. 2D USER INTERFACE

The HTML-powered menus are completely customizable and generated using the HTML templates in the *smarcade2/resource/ui/html* folder. Customizing the HTML-powered UI requires that you manually edit HTML files. There are many new XML tags that can be used in these templates that are not standard HTML tags. Soon this section of the manual will be expanded to include an explanation of these new tags and their use.

17. KNOWN BUGS

This section documents known bugs in the current version of the mod. Some bugs are planned to be fixed in the next patch, while other bugs cannot be fixed and the supplied Workaround must be used to avoid them.

Cannot launch Source engine games

You cannot launch other Source engine games from SM Arcade. Incompatible games include: [Half-Life 2](#), [Half-Life 2: Deathmatch](#), [Half-Life 2: Episode One](#), [Half-Life 2: Episode Two](#), [Team Fortress 2](#), [Counter-](#)

Strike: Source, Garry's Mod, Dino D-Day, Portal, Portal 2, Left4Dead, Left4Dead 2, and Day of Defeat: Source.

Confirming changes with ENTER button

Pressing ENTER after modifying a field of an item will CANCEL the changes instead of accepting them.

Workaround: Click the OK button instead.

Closing menus with ESC button

Pressing ESC to close menus will eventually cause SM Arcade to crash (usually upon exit).

Workaround: Always click the Cancel or X buttons to close menus.

Windows Start Menu and mouse focus

Pressing the **WINDOWS** key while looking around in FPS mode will not free your mouse from the SM Arcade interface.

Workaround A: Pause SM Arcade before you press the **WINDOWS** key.

Workaround B: Tab out of SM Arcade before you use the Start Menu.

Desktop shortcuts & the Windows Browse Dialogue

This bug only affects the Windows Browse Dialogue. It will give a *File could not be found* error for desktop shortcuts that do not point to a local file. This includes shortcuts to websites as well as shortcuts to your Steam games because neither link to an actual file on your computer.

Workaround A: UN-check the box next to **Use Windows Browse Dialogue** before you click Browse. This will cause SM Arcade's browse dialogue to be used instead and it is able to accept any type of shortcut with no problems.

Workaround B: All of your Steam games will automatically be in your library, so you can use the **Library Browser** choose them instead of browsing for files.

18. FREQUENTLY ASKED QUESTIONS

Q. Do I have to open SM Arcade every time I want to launch a game?

A. No, you only have to launch SM Arcade once when you start your computer. It stays open the rest of the time.

Q. Does SM Arcade hog all my system resources when I play other games?

A. No, SM Arcade will free its system resources so that you can play your other games at maximum performance. However, when you're done playing the game and come back to SM Arcade, it will take a moment for SM Arcade to reclaim its system resources.

Q. Does it take a long time to "tab out" of SM Arcade?

A. No, tabbing out of SM Arcade is instantaneous because it runs in a fullscreen window. Programs that run in windowed mode tab instantly because your computer doesn't have to change desktop resolutions.

Q. Can I make my Start Menu be on top of SM Arcade?

A. No, there is no reliable way to make the Start Menu always be on top of SM Arcade. You'll just have to press the WINDOWS key to make it appear on top

when you need it.

19. TROUBLESHOOTING

Missing/purple textures and ERROR models.

Solution: You are probably trying to use a map that requires resources from another game (such as Counter-Strike: Source or Team Fortress 2). All you have to do to fix this is follow the instructions in section 6.3 of this manual to install the Extra Resources DLC. This will allow you to use resources from any Source engine game that you own.

Crash before main menu with no error at all.

Solution: This can happen if you have recently changed your desktop resolution to be smaller than the Source Media Arcade window. To resolve this, change the -window launch option for Source Media Arcade to -fullscreen and start up the mod to reset its resolution. Be sure to change it back to -window after the issue is resolved.

Takes a long time to launch items.

Solution: Make sure that you have set the launch options for Source Media Arcade to -novid -window -noborder. Read section 1 of this manual for more information.

20. MOD HISTORY

20.1 BETA Version (10/19/2010)

The BETA version of the mod was produced during the Summer of 2010. It was built ontop of the Singleplayer Source SDK Base and had powerful yet extremely user-UN-friendly menus which prevented it from being used casually. This BETA release served two purposes: it functioned as a technical proof-of-concept and was used to collect valuable feedback from testers and the community alike.

Note that the design and feature set of the BETA version was completely different than what is present in the release version.

20.2 Version 2.0 (10/26/2011)

This first FULL version of Source Media Arcade was planned during the life span of the BETA and produced over the Summer of 2011. It was built ontop of the

Multipayer Source SDK Base and had the clear focus of being a 3D media center frontend.

This version was a complete re-write of the original BETA release. It was redesigned to make extensive use of Valve's KeyValues data structure in maintaining a user media library.

The most drastic design changes from BETA to Release was the addition of various internet-connected features.

◆ PRIMARY ADDED FEATURES

- Multipayer mode
- Online media database integration
- Artwork image downloading
- Multiplayer-friendly personal media library
- HTML-powered 2D graphical user interface

It was decided to release this version as 2.0 as opposed to 1.0 because of the significant design changes that were implemented between public BETA and Release.

20.3 Version 2.0b (12/30/2011)

◆ ADDED

- a Source Media Arcade desktop shortcut icon
- a free DLC "store" with 8 downloadable add-ons
- a link to the DLC "store" on the Discover page
- auto-installation of DLC packs
- expand/collapse buttons for various sections of the Launch Page
- in-line help to the Launch Page
- per-cabinet RANDOMIZE ITEM options to the Launch Page
- support for DLC packs

◆ FIXED

- HD posters and wallpapers from TheMovieDB.org
- a bug that would cause a couple of bogus Steam apps to appear in your library
- the convar quick_resolve 0 to properly look for artwork images in relative folders
- SEGA Genesis 32x games can now be imported correctly from AllGame.com

◆ CHANGED

- the App Basics page to include download locations & search providers

◆ REMOVED

- "Change Item", "Remove Cabinet", "3D Model", and all "Random" links from the Launch Page while in MULTIPLAYER mode

20.4 Version 2.0c (2/1/2012)

◆ ADDED

- a Change Image URL button for artwork images on the Launch page
- a DLC that enables the loading of content from other Source engine games
- a Remove All Items From Folder to the Item Details page
- a Remove Item link to the Item Details page
- the convar "exist_required" that will override the file exists check

◆ CHANGED

- auto-generated items to not be saved to your library until you modify them
- modifying an artwork URL to now cause the appropriate artwork image to refresh as well
- resources from other Source engine games to not be loaded by default (for new users)

- the Launch page by removing the Open File Location button for artwork images

◆ **FIXED**

- a bug that could cause the mod to crash if Steam was installed to a very short folder path
- a bug that prevented the mod from detecting which Steam games new users owned
- a bug that would cause a crash when changing an artwork image from the Launch page
- a bug that would cause a random item to spawn even after you manually choose an item for the cabinet
- a bug that would cause different items to be randomly selected for each player in a MP server

20.5 Version 2.0d (2/15/2012)

◆ **ADDED**

- 3D Model preview when using the Library Browser for items of type = props
- Disable Physics link to the Physics Panel
- Save Position link to the Physics Panel
- New collapsible panel "Housekeeping" to the Launch Page
- New collapsible panel "Physics" to the Launch

Page

- Enable Physics link to the Physics Panel
- Enhanced compatibility with custom models in multiplayer arcades
- 1/0 console variable "addons_automatic" 1. When active, the mod will search for ZIPs in the addons folder every time it starts.
- 1/0 console variable "addons_map_items" 1. When active, any BSP files that are installed from Add-On ZIP files will have library items generated for them automatically.
- 1/0 console variable "addons_prop_items" 1. When active, any MDL files that are installed from Addon ZIP files will have library items generated for them automatically.
- 1/0 console variable "hud_opt_count" 0. When active, the number of times an item has been launched will appear on the Launch Page.
- 1/0 console variable "maps_automatic" 1. When active, the mod will search your MAPS folder for new maps every time it starts.
- Console command "installaddons" which will search for and install any ZIP files in the ADDONS folder
- Console command "scanmaps" which will generate Library Items for all the BSP files in your MAPS folder

- Console command "scanmodels" which will generate Library Items for all the MDL files in your MODELS folder

◆ CHANGED

- All 3D Models that fail to load to show up as the default video screen model
- Items of type = props to use a valid "changelevel" command as their File Location
- Items of type = props to use their File Location as their 3D Model
- Remove Item and Remove ALL Item links to appear in the Housekeeping Panel

◆ FIXED

- An issue that caused minimal install people to see texture errors on weapon models
- An issue that would cause the mod to crash when you removed items
- Auto-detection of type = maps when spawning a BSP file
- Auto-detection of type = props when spawning an MDL file

21. DOCUMENT HISTORY

Periodically this document will be expanded and improved upon. Use this section to see what has changed in this document since last time.

21.1 Version 1.0 (3/2/2012)

The first printable version of this document. Converted from the ModDB Feature with the same name. Moving the user's manual into word processor form was done to improve maintainability, printability, and independence from the ModDB profile.

21.2 Version 1.1 (3/3/2012)

This revision fixed spelling errors, typos, and bad references to outdated sections. The MOD HISTORY and DOCUMENT HISTORY sections were also added.

22. CREDITS

**Source Media Arcade was created by
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