MAME Multiple TopGun Setup

Note

In this guide, we are using MAME32 0.111 and XP Home Edition v2002 SP2. We have connected two mouse and two TopGun to PC.
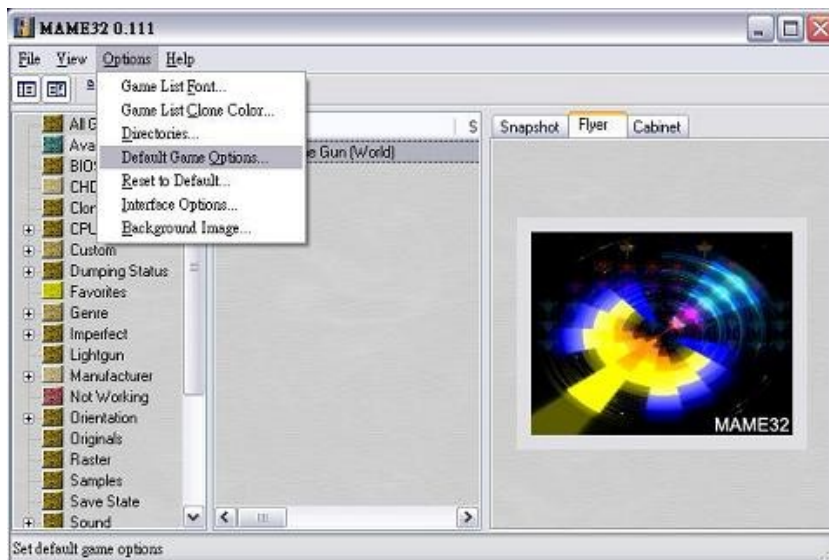
Step 0

For MAME32 0.129 or newer version, please open the mame.ini file under the "ini" directory, change the "lightgun" setting from "0" to "1".

Step 1

First of all, you have to install the TopGun driver such that all the TopGuns could control the movement of the mouse pointer in Windows.

Step 2

Run MAME32. Select "Options" --> "Default Game Options".

Step 3

Select the "Controllers" tab, click "Enable mouse input" and "Offscreen shots reload".

Step 4

Run a game. In the game, press "Tab" to call the main menu and select "Input (this Game)".
Note : You could press the up and down arrows to choose different options,
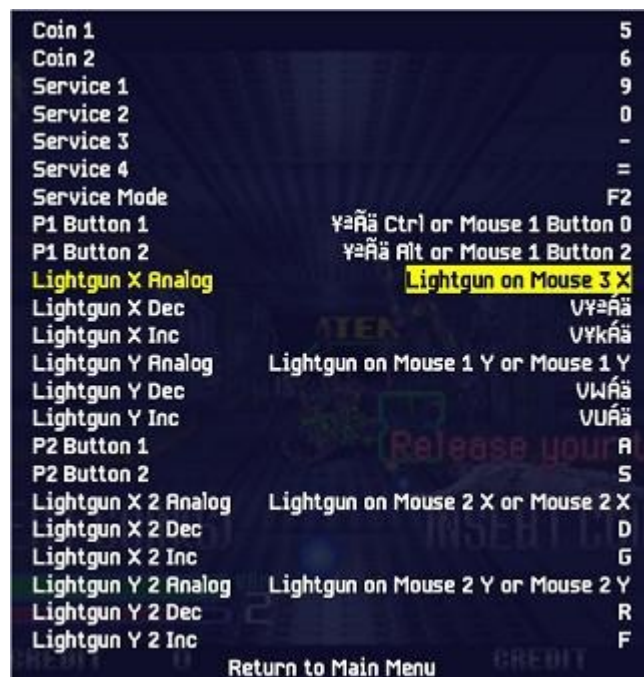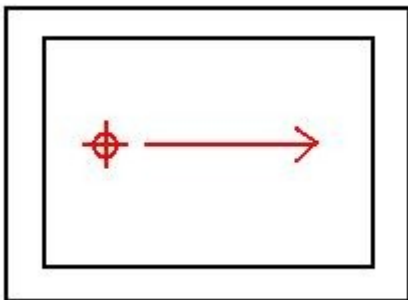   press "Enter" to select an options and press "Esc" to quit the option.

Step 5

Select "Lightgun X Analog" and press "Enter", the program will then wait for your input. At this time, point the 1st gun from left to right (as shown below). The program will detect a horizontal movement of the gun, and it will display "Lightgun on Mouse 3 X" beside "Lightgun X Analog".
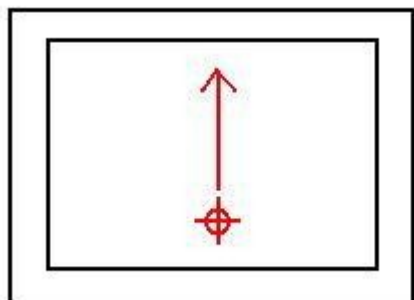
Note :
1. We have connected two mouse and two guns to PC, thus the 1st gun is recognized as "Mouse 3", and the 2nd gun is recognized as "Mouse 4". It is normal.
2. Please try to keep the movement horizontal, or the program may recognize it wrongly as a vertical movement and it would display "LightGun on Mouse 3 Y" instead. If so, select "Lightgun X Analog" again, press "Enter" and then press "Ecs". It will then display "None". Repeat this step after that.
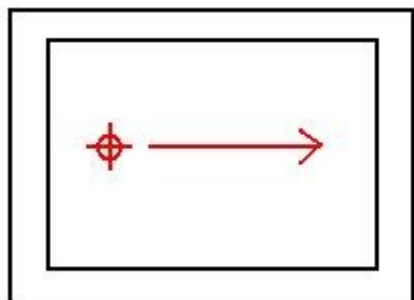
Step 6

Similar to step 5. Select "Lightgun Y Analog", press "Enter", point the 1st gun from bottom to top (as shown below). The program will display "Lightgun on Mouse 3 Y". If not, select "Lightgun Y Analog", press "Enter" --> "Esc" and repeat this step again.

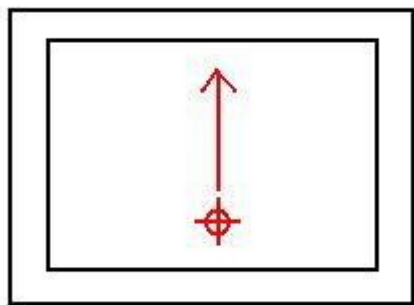| Coin 1	5
Coin 2	6
Service 1	9
Service 2	0
Service 3	-
Service 4	=
Service Mode	F2
P1 Button 1	¥ªÃä Ctrl or Mouse 1 Button 0
P1 Button 2	¥ªÃä Alt or Mouse 1 Button 2
Lightgun X Analog	Lightgun on Mouse 3 X
Lightgun X Dec	VY²Ãä
Lightgun X Inc	VYkÃä
Lightgun Y Analog	Lightgun on Mouse 3 Y
Lightgun Y Dec	VWÃä
Lightgun Y Inc	VUÃä
P2 Button 1	A
P2 Button 2	S
Lightgun X 2 Analog	Lightgun on Mouse 2 X or Mouse 2 X
Lightgun X 2 Dec	D
Lightgun X 2 Inc	G
Lightgun Y 2 Analog	Lightgun on Mouse 2 Y or Mouse 2 Y
Lightgun Y 2 Dec	R
Lightgun Y 2 Inc	F
	Return to Main Menu

Step 7

Similar to step 5. Select "Lightgun X 2 Analog", press "Enter", point the 2st gun from left to right (as shown below). The program will display "Lightgun on Mouse 4 X". If not, select "Lightgun X 2 Analog", press "Enter" --> "Esc" and repeat this step again.

Coin 1	5
Coin 2	6
Service 1	9
Service 2	0
Service 3	-
Service 4	=
Service Mode	F2
P1 Button 1	¥ªÃä Ctrl or Mouse 1 Button 0
P1 Button 2	¥ªÃä Alt or Mouse 1 Button 2
Lightgun X Analog	Lightgun on Mouse 3 X
Lightgun X Dec	VY²Ãä
Lightgun X Inc	VYkÃä
Lightgun Y Analog	Lightgun on Mouse 3 Y
Lightgun Y Dec	VWÍÃä
Lightgun Y Inc	VUÃä
P2 Button 1	A
P2 Button 2	S
Lightgun X 2 Analog	Lightgun on Mouse 4 X
Lightgun X 2 Dec	D
Lightgun X 2 Inc	G
Lightgun Y 2 Analog	Lightgun on Mouse 2 Y or Mouse 2 Y
Lightgun Y 2 Dec	R
Lightgun Y 2 Inc	F
	Return to Main Menu

Step 8

Similar to step 5. Select "Lightgun Y 2 Analog", press "Enter", point the 2st gun from bottom to Top (as shown below). The program will display "Lightgun on Mouse 4 Y". If not, select "Lightgun Y 2 Analog", press "Enter" --> "Esc" and repeat this step again.

Step 9

Select "P1 Button 1", press "Enter", press trigger of the 1st gun. It will display "Mouse 3 Button 0".

Select "P1 Button 2", press "Enter", press a button on 1st gun. It will display "Mouse 3 Button 2". (we pressed button "C")

Select "P2 Button 1", press "Enter", press trigger of the 2nd gun. It will display "Mouse 4 Button 0"

Select "P2 Button 2", press "Enter", press a button on 2nd gun. It will display "Mouse 4 Button 2" (we pressed button "C")

Final Step

After step 9, you could press tab to quit the menu. You should able to use two guns in MAME. Please note that the above set up will only apply to the current game. If you would like to apply to every game, you should select "Input (general)" in step 4 instead.