



MameDuo H2H

— HEAD TO HEAD GAMING —



MameDuo H2H User Guide

A quick-reference guide for using MameDuo in day-to-day play.

How The App Works

- MameDuo is a two-player head-to-head launcher. The left player and right player each choose a system and a game from the menu.
 - Press Enter or 1 to launch both selected games into the left and right MAME windows.
 - Menu preview videos and background music can play when they are enabled in config.cfg.
 - MameDuo-v3 can start normally, lock to one system, use a custom config file, or use --skip for an immediate random launch.
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Launch Options

- Normal unlocked mode: MameDuo-v3.exe
- Locked system mode: MameDuo-v3.exe arcade, MameDuo-v3.exe genesis, or MameDuo-v3.exe snes.
- Skip menu: --skip, for example MameDuo-v3.exe arcade --skip.
- Alternate config: --config YourFile.cfg.



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Menu Controls

Left Player

- Up: previous game
- Down: next game
- Left: jump backward by first letter
- Right: jump forward by first letter
- G: change left player system in unlocked mode. In locked mode, G does nothing on the menu.

Right Player

- I: previous game
- K: next game
- J: jump backward by first letter
- L: jump forward by first letter
- H: change right player system in unlocked mode. In locked mode, H does nothing on the menu.

Global Menu Keys

- Enter, Return, or 1: launch the selected games.
- M: toggle menu music.
- B: quit MameDuo from the menu.

Gameplay Keys

- Escape: return from gameplay to the main menu.
- G: open the left-side game swap popup during gameplay.
- H: open the right-side game swap popup during gameplay.



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Swap Popup Controls

Left Popup

- G: cancel left popup and return to gameplay
- T: change left popup system in unlocked mode. In locked mode, the popup stays on the locked system.
- Up: previous game
- Down: next game
- Left: jump backward by first letter
- Right: jump forward by first letter
- Enter or 1: confirm the new left-side game
- Escape: abandon and return to the main menu

Right Popup

- H: cancel right popup and return to gameplay
- T: change right popup system in unlocked mode. In locked mode, the popup stays on the locked system.
- I: previous game
- K: next game
- J: jump backward by first letter
- L: jump forward by first letter
- Enter or 1: confirm the new right-side game
- Escape: abandon and return to the main menu

Helpful Notes

- The app hides the mouse pointer while it is running and restores it on exit.
- The left and right MAME windows can each use their own artwork, bezels, and INI settings.
- In locked system mode, G and H still open the in-game swap popups during gameplay.
- If images, music, or snaps do not appear, check the paths in config.cfg first.



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Building The EXE

For MameDuo-v3, the working build path is PyInstaller. Nuitka onefile was reliable for earlier builds, but on the current Python 3.14 setup it can fail with a runtime code object or segmentation fault error for v3.

Recommended Command

- Run from the source folder: `python -m PyInstaller --clean --onefile --noconsole --name MameDuo-v3 --icon app_icon.ico "MameDuo-v3.py"`
 - The onefile output is `dist\MameDuo-v3.exe`.
 - If you use onedir instead, keep `config.cfg` beside `dist\MameDuo-v3\MameDuo-v3.exe`.
 - For `--help` output, build a console test version because `--noconsole` hides terminal text.
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V3 Restore Point

- `MameDuo-v2.stable-2026-04-21.py` is the restore point saved before the v3 changes.
- `MameDuo-v3.py` is the current working Python source for the locked-system modes.



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Editing config.cfg

MameDuo reads its settings from config.cfg. Keep this file in the same folder as the built EXE or script you are running. Edit it with Notepad or another plain text editor, then restart MameDuo for changes to take effect.

Common Section

- systemMediaPath: folder containing shared MameDuo media and system selector images.
 - bgImagePath: main menu background image.
 - gameOverlay: overlay image shown over the in-game MAME windows.
 - popupBgPath: background image used by the in-game swap popup.
 - battleBtnImg and firstLetterPath: extra menu artwork used by the frontend.
 - bgMusicPath, MusicOn, musicVolume: menu music file and volume settings.
 - PreviewVideosOn: true or false, controls whether menu snap videos play.
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MAME Paths

- mameLeftExe and mameRightExe: the MAME executable used for each player side.
- mameLeftCwd and mameRightCwd: the working folders for the left and right MAME installs.
- LEFT_CTRLR_NAME and RIGHT_CTRLR_NAME: controller/profile names used by the two sides.



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System Sections

Each supported system has its own section, such as [arcade], [genesis], and [snes]. These sections tell MameDuo where to find ROMs, logos, and preview videos for that system.

Per-System Values

- romPath: folder containing the games for that system.
 - logoPath: folder containing marquee/logo images for the games.
 - videoPath: folder containing preview snap videos.
 - Arcade games launch normally from zipped ROMs.
 - Genesis and SNES use cart launch mode automatically when those systems are selected.
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Safe Editing Tips

- Make a backup copy of config.cfg before editing.
- Keep Windows paths inside the value exactly as written, including drive letters and folder names.
- Use true or false for on/off options such as MusicOn and PreviewVideosOn.
- If artwork or videos do not appear, check the related path first.
- If MAME does not launch, check the MAME exe path and working folder for that side.
- After editing config.cfg, close and reopen MameDuo.