COM 1101

12 February 2023

Procedure Analysis Essay

Getting one's hands on an arcade machine and people to play with is difficult nowadays, so a workaround is used. An emulator mimics the original arcade machine, which means the games that ran on those machines can be played on personal computers. Fightcade enables online play for arcade games; this is a huge achievement. The most popular genre on this matchmaking platform is fighting games. These games are input-intensive, and they greatly benefit from having smooth input delay-less connections. Rollback networking, which Fightcade uses, is an important tool for this. It allows you to play with people all over the world. Most computers nowadays can run these emulators with no problem, and keyboards or modern controllers should be sufficient. Keep in mind, most keyboards are prone to drop inputs when more than three keys are pressed.

First, navigate to the official Fightcade website. Next, click on the Windows option. Depending on your browser settings it may automatically download it to the default location, the downloads folder, or prompt you to choose the download location; direct the installation executable (exe) file towards a suitable folder. Next, open windows explorer, also known as file explorer. Run the executable file: Fightcade installer. For application installation, you may have to create a folder beforehand in file explorer. Elsewise, the contents will spew out and mix with other files and folders. Back in the installer window, click on the folder icon to browse. Find the previously created folder. After you click ok, Windows will prompt for administrator permission to download Microsoft DirectX. This API is required to run the program. If you do not know if

you have DirectX installed, it is okay to reinstall. After the installation finishes, a shortcut will be created on the desktop. If you right-click on it and select "open file location", it will open the Fightcade folder; note that this shortcut file can be deleted as it does not impact the folder it directs to.

Next, in the folder in which Fightcade was installed, run "Fightcade2.exe". A login-signup screen will show up. Create an account. Afterwards, a startup screen will be shown (e.g., *see fig 1*). Click the magnifying glass for search. Now the list of the "game channels" Fightcade offers should appear (e.g., fig 2).
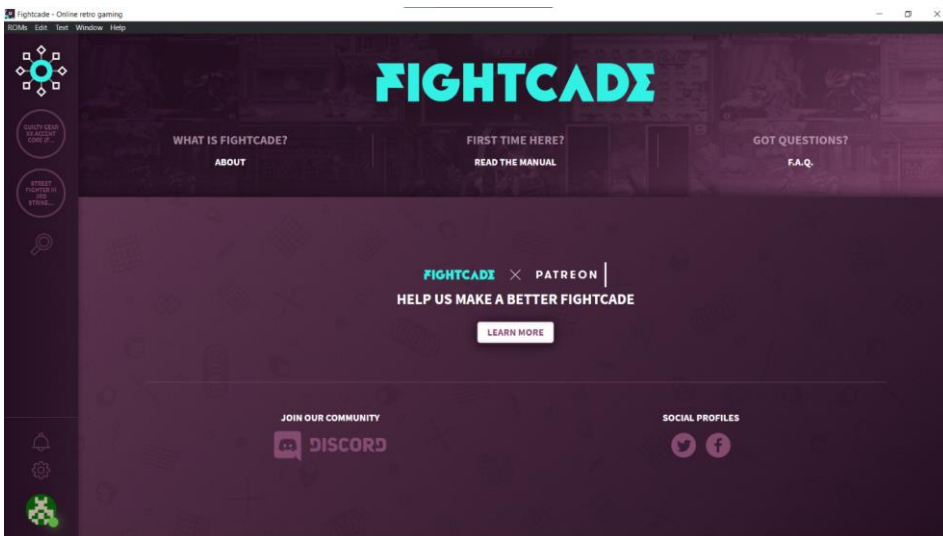
Fig. 1. In this example of the startup screen, note that your screen will not show the two circles on the left yet, Photos property of the author.
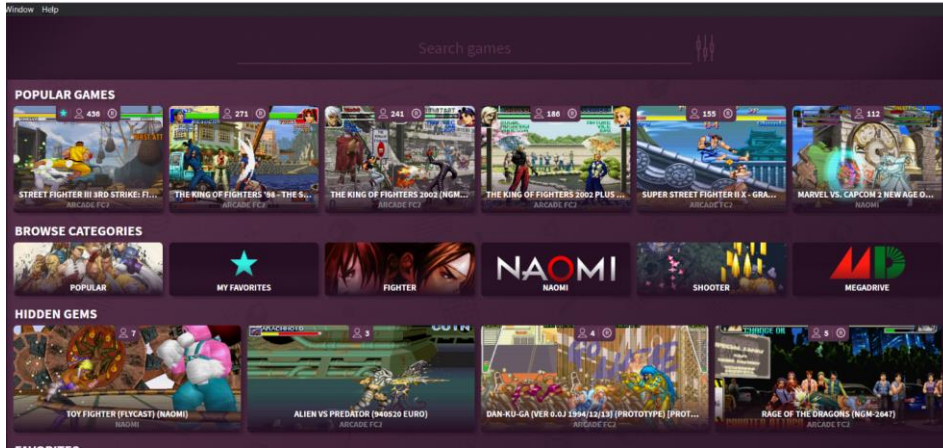
Fig. 2 This is the search screen. What games Fightcade has to offer is displayed here, Photos property of the author.

A game channel is a lobby where players can challenge others. As you can see, Street Fighter III is the most popular game. This is a good place to start, as there are a lot of players who are willing to offer advice. Now each game has its respective files, often referred to as ROMs, that are required. However, the process of locating ROMs needed to run each game will not be discussed here. When you have the ROMs, which typically are ZIP files, they must be placed in the ROMs folder. Not the "ROMs" folder immediately in the folder you initially created; instead, it is under each emulator folder. The FBNEO emulator is typically used, however, to find out which emulator is required, simply refer to the search screen. Under each game name is the emulator associated with it (e.g., see fig 3): arcade fc2 is FBNEO, Naomi is Flycast, and Super NES is snes9x.

Fig. 3 The subscript denotes the emulator, Photos property of the author.

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For example, for a game like Street Fighter III, FBENO will be used, and the files will be placed in "Fightcade\emulator\fbneo\ROMs". Now, we can finally try opening the game. Go back into the Fightcade program. Search, and click join. On the left sidebar, the game channel should appear. Next, look in the top right for the "test game" button. When you click this button, it should open the emulator and begin loading the files. The following information only applies to the FBNEO emulator. To set or map your inputs the emulator must be opened. In the menu bar, the list "Input" can be found. Under here, click map game inputs. All the "P1" inputs under game inputs must be set. As the menu says, double-click to assign a button. Now you are ready to play.

When a game channel is opened, one of the first things you may notice is a chat box. To play against someone, right-click a username in a game channel. Some emulators like, FBNEO, have an in-game chat box, which has "T" as the chat hotkey. For the other emulators, it may be found in the settings. To further customize your experience, there are shaders which attempt to mimic an arcade screen. This option can be found in FBNEO's menu bar. First, click video and then hover over "Blitter Options". Finally hover over "HardFX" to find the shader options. Additionally, the emulator window can be set to full screen with the following steps. Either use the "alt" and "enter" keys to full screen or use the toggle full screen option in the video menu. To summarize, download and run the installer, open the application, create an account, locate the ROMs, open the emulator, and set the controls.

Reflection

When writing my essay, I started with reading the section in the book on procedure analysis. I took notes on what I wanted to keep in mind as I am writing. With the topic I chose, I felt as if I knew where to start. As mentioned before, I thought about this process already. I worked in small bursts more than the previous essay. After I wrote down everything I remembered, I attempted to follow my process. I could not get far, not because of my process but because reinstalling the program messes with things. Everything after this part had to be written from memory. Additionally, I started prewriting for the reflection earlier this time. When working on the previous essay, each time I sat down I worked on the essay for an hour. By the time 30 minutes passed, I was out of ideas and bored. This time I spent around 15 minutes writing then did some other homework; I repeated this while taking breaks in between. While writing, I was not worried about word or page count this time. There was much more to explain than I thought. I wrote what I had in mind and got to the minimum length. This does not happen often.

I asked about how to incorporate filenames as I felt like the weird names would mess up sentence flow. I decided to use quotation marks for weird things like folder addresses, menu options, and filenames. I had to rearrange what I had a lot. Using the split screen hotkey ("ctrl", "alt", and "S") was very helpful. I attempted to explain some critical information at the start before I began explaining the process. The book mentioned getting your audience interested in your subject. I was not sure how to do this, so I assumed the reader cares about fighting games.

https://archive.org/download/2020_01_06_fbn/roms/arcade.zip/arcade/sfiii3.zip

https://archive.org/download/2020_01_06_fbn/roms/arcade.zip/arcade/sfiii3nr1.zip