



# GOTSCRAPER

## Instructions

### Scraper e rom manager

Windows application for scraping  
and management of retrogaming roms

Gothrek  
gothrek@hotmail.com

## Summary

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## What is GotScraper

GotScraper (later called simply application or app) is a program that allows media and rom/games information scraping.

Media and information that are downloaded from several sites that offer services of this type, quickly and easily retrieving them from local data whenever available from previously saved.

The application also aims to manage all the downloaded media and info (Rom Manager), facilitating their consultation and why not, giving the opportunity to discover a lot of information on your games and others similar to him.

Have fun!!

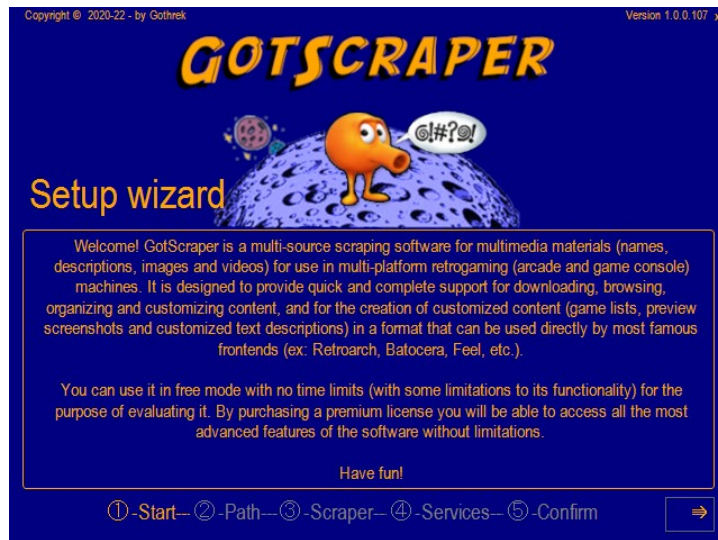
## First start

On first launch, the application will present you with a setup wizard to define the aspects and the initial configuration of the app.

Once you have completed the 5 steps and activated your account via the link sent to your registered email, you will be able to log in.

Here is some info about the steps of the initial setup:

### Step 1 – “Start”



This is an informational step and you can proceed after reading.

The bar at the bottom of the window shows the position of the step you are in with respect to the conclusion.

It is possible to proceed to the next step using the arrow at the bottom right, or to return to the previous steps if required.

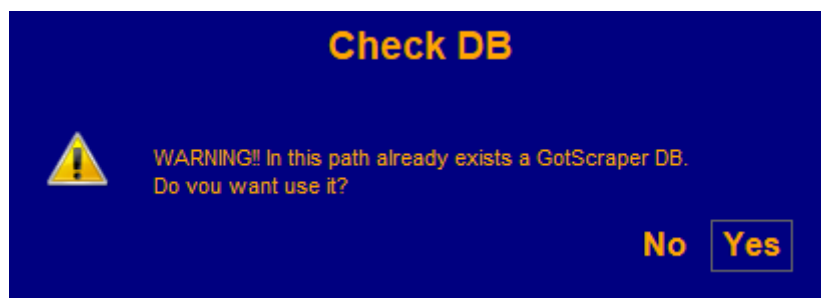
Step 2 – “Path”, choose media server path



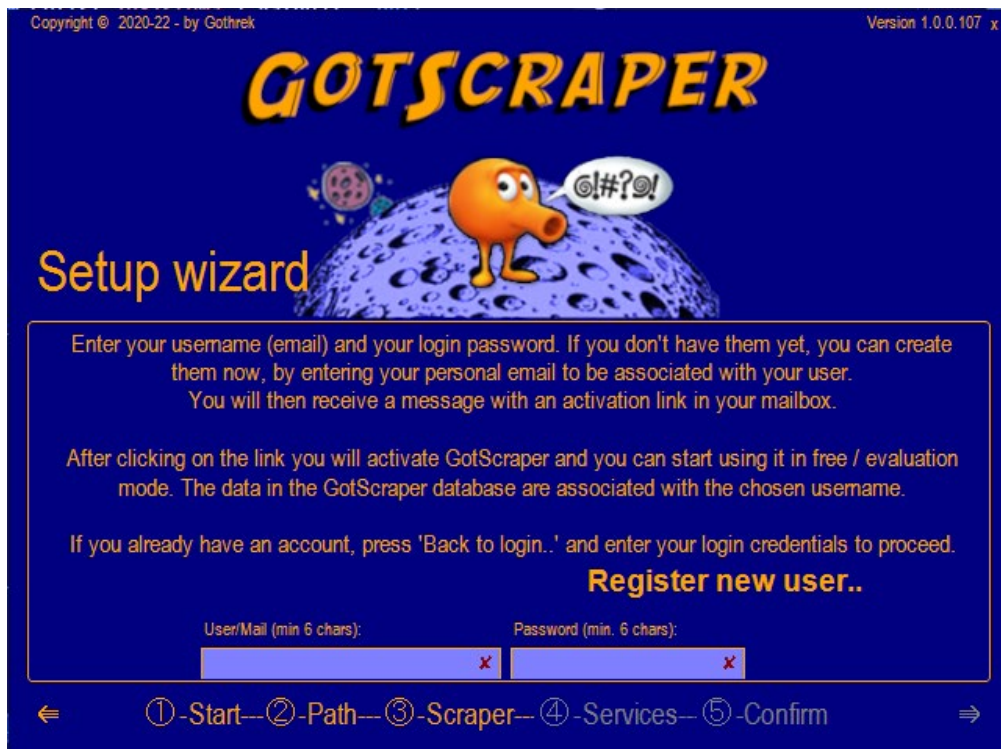
In this step it is possible to choose the media server path, a folder that will contain all the data, media, roms etc.

It is possible to choose the path by pressing the 3 dots on the right side.

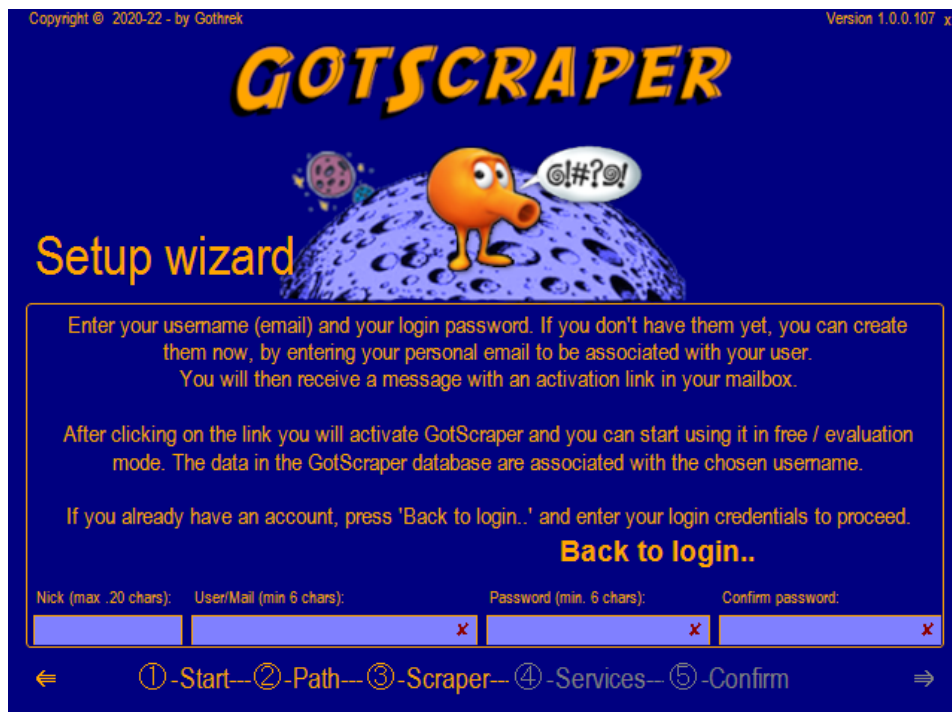
If you choose a folder containing a previous GotScraper installation, the system will ask if you want to use the old one, recovering all the settings.



Step 3 – “Scraper”, GotScraper account registration/login



In this step, the data related to GotScraper account should be entered if you already have an active one from previous installations or, using the "Register new user .." button, it will be possible to register one which will be activated with a link in an email sent to the registered address.



At the end of the registration, a window will warn of the need to activate the account via the link sent, without which it will not be possible to access the app.

## Step 4 – “Services”, scraping web services credentials



GotScraper, in order to recover descriptions, media and any other info, uses a system that accesses various sites that make this info available.

To date it is based on ArcadeDB (<http://adb.arcadeitalia.net/>) and ScreenScrapper (<https://www.screenscraper.fr/>) of course if the data is already present in your local media server it will draw from there as the first source .

Some of these sites have advantages where you are registered (eg ScreenScrapper increases the number of daily media downloads).

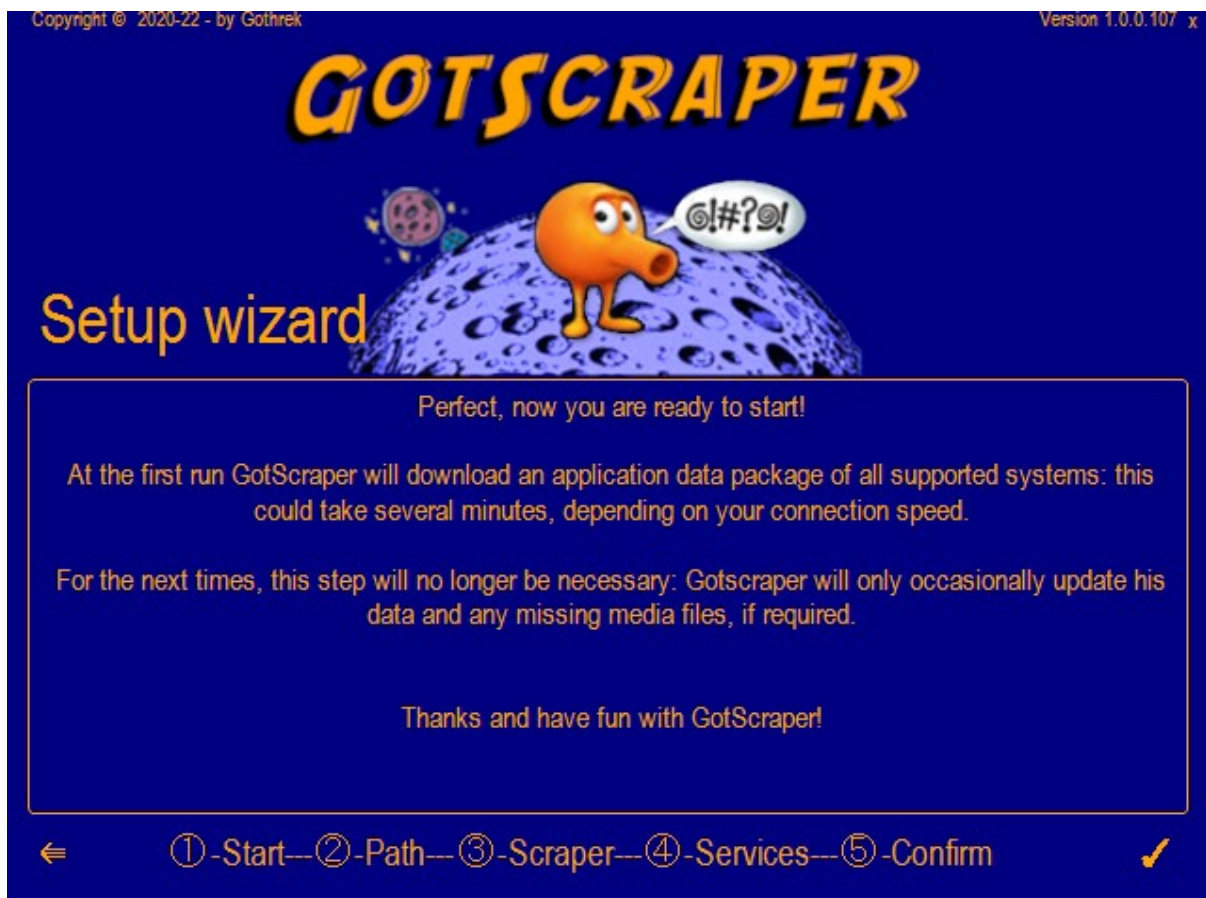
In this section it will be possible to enter the credentials of the various sites that offer these services in order to be able to use them in the scraping phase of the app. If they are not entered at this stage, it will still be possible to do so later within the app. (See the specific section on the configuration of scraping sites).

**WARNING!!** The services, access and the way in which third-party sites offer these services depends exclusively on them.

N.B.

GotScraper will NEVER use the data entered for purposes other than those for which the user entered them, nor are they saved and/or shared. They will be present EXCLUSIVELY in the user's local app.

Step 5 – “Confirm”, conclusion of the setup wizard



No particular activities are required in this step.

It is an informative step of confirmation of completion of the setup wizard.

At the end of the same the application will be closed, if the registered account has been activated, or the login credentials have been entered, the wizard will no longer be presented at the next start.



## Following runs

Once the account has been activated via the link sent by email, or after entering the login credentials, any system updates will be retrieved if available:



Once the update is complete, the application will start.

**WARNING!!** It will not be possible to access the app until the account has been activated and the setup wizard will be presented each time you start it.

Which version am I using?

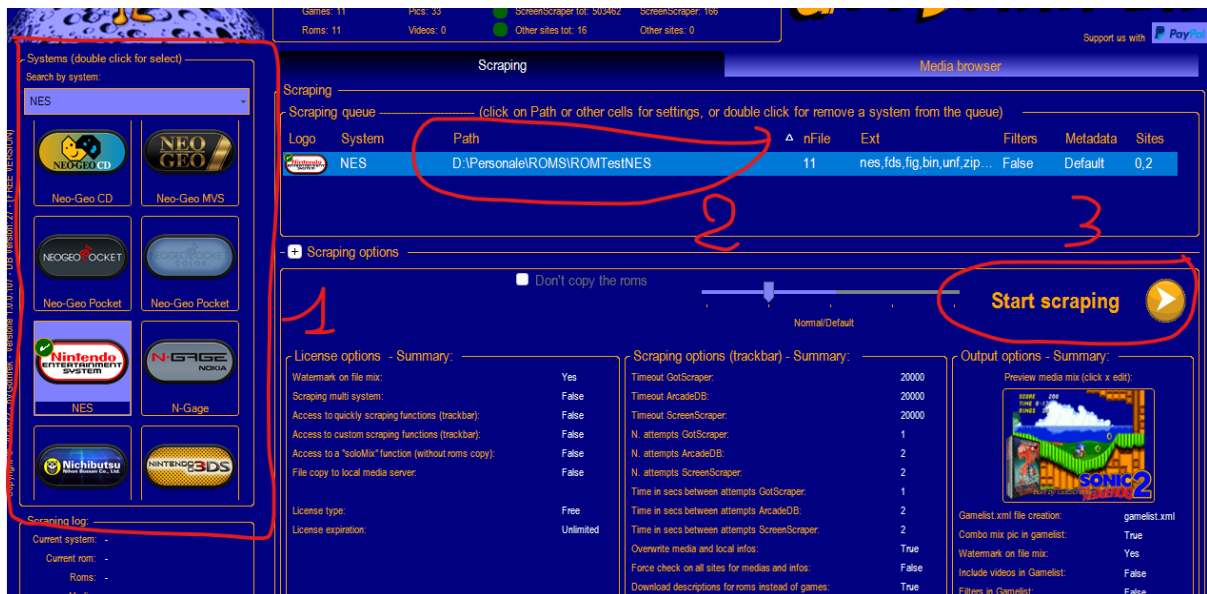
The screenshot displays the main interface of the GotScraper application. At the top left, there is a cartoon orange character on a moon with a speech bubble containing symbols like @!#?@!. Below this is a 'Systems (double click for select)' section with a search bar containing 'NES'. A grid of system icons is shown, including PC-9801, Neo-Geo, Neo-Geo CD, Neo-Geo MVS, Neo-Geo Pocket, and N-Gage. A red arrow points to the 'Neo-Geo CD' icon. On the right, there is a 'Stats' section with 'Server Media' and 'Media' counts, and a 'Scraping' section with a 'Scraping queue' and 'Scraping options' button. At the bottom left, a vertical copyright notice reads: 'Copyright © 2020-22 - by Gotthrek - Versione 1.0.0.107 - DB Version: 27 - (FREE VERSION)'. The 'Scraping log' at the bottom shows 'Current system: -'.

On the left side the application and database version of the application are reported, along with your licensing data.

## Your first scraping

Starting your first scraping is very simple and you only need 3 steps:

- 1) Double click on the system on the left to be scraped (or choose it from the menu above)
- 2) Select the rom directory of the chosen system
- 3) Start scraping

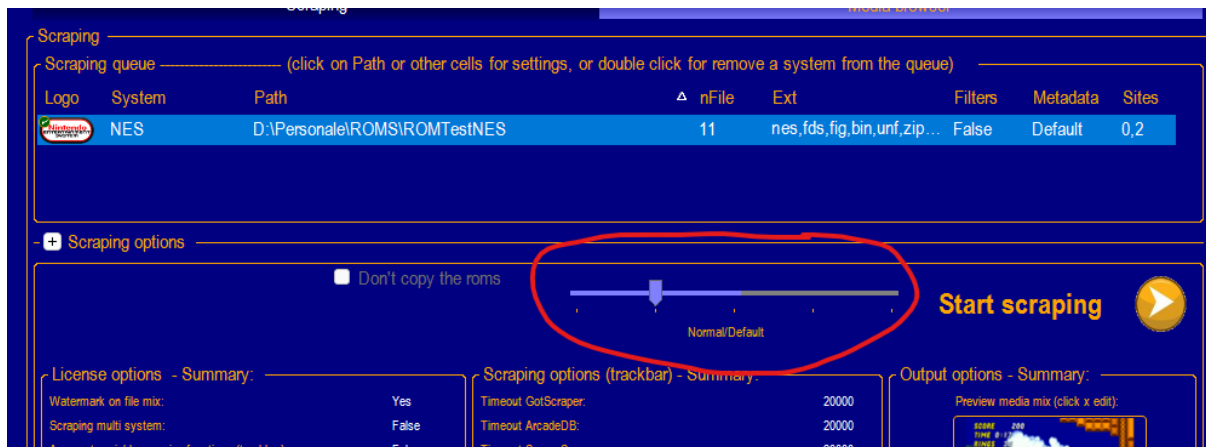


Before starting scraping, it will eventually be possible to change the options using the selector - trackbar (see appropriate section) or the filters (scraping options).

## What is and what does that selector mean (ndr trackbar)

The trackbar defines the type of scraping you want to start (slower/accurate on the left, faster and less accurate on the right).

In fact, each of its values/positions will modify a set of parameters that will involve the scraping process.



Please note, some locations may be disabled (gray) in the free version.

The position of the trackbar must be set before pressing the start scraping button.

The last position, the rightmost one (available only for the licensed version), will allow the customization of each single parameter that would otherwise be blocked in the various sections (see scraping options and customization in the following sections).

## Is it possible to scrape multiple systems at the same time?

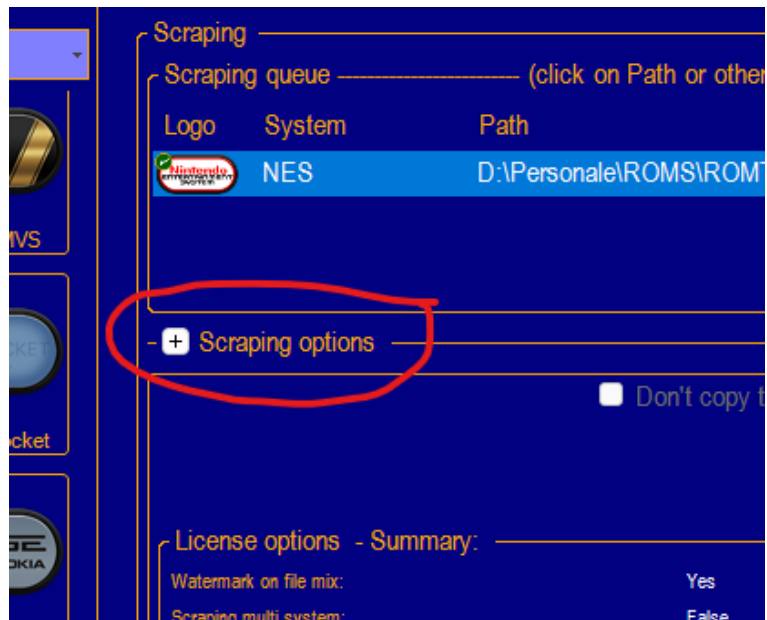
Yes, it is possible to do it in the licensed version, in the free one it is possible to do it one at a time.

For each of the selected systems it will be possible to customize the settings (see following sections).

## Customize scraping

It is possible to customize every aspect of scraping in a simple way.

After selecting the folder with the roms of the system you want to scrape (steps 1 and 2 of "my first scraping") open the options window as shown (+)



You will have 3 sections available for their customization, let's discover them all!!

**WARNING!!** If the button is disabled it is because a system must be added first as all the options will relate to the system selected in the grid (unless otherwise specified within the options themselves).

“filters section”:

In this section you can filter the roms of the romset according to the set parameters.

For example you could hide the roms/bios from the emulation list, rather than deleting the clones or those with bad dumps.

WARNING!! Deleting the roms of a particular filter will not result in their loss as the system has its own rom archive.



“languages and regions section”:

In this section, the order of languages and regions can be chosen by dragging the single language to the desired position/priority.

In this way the description of your roms will be searched for preferentially according to the order set. (Example, you may prefer to have the description of the roms in Italian and, where missing, in English).

The "custom" language will allow the use of the customized description possibly created for your own roms (see media server section).

As with the language, the region indicates the preferential order in which the information of the roms are searched (for example, you may prefer to have information about the distributor of a European rom rather than Japanese). It will be possible, only in this section, to hide the roms of a certain region rather than deleting them from the rom set.

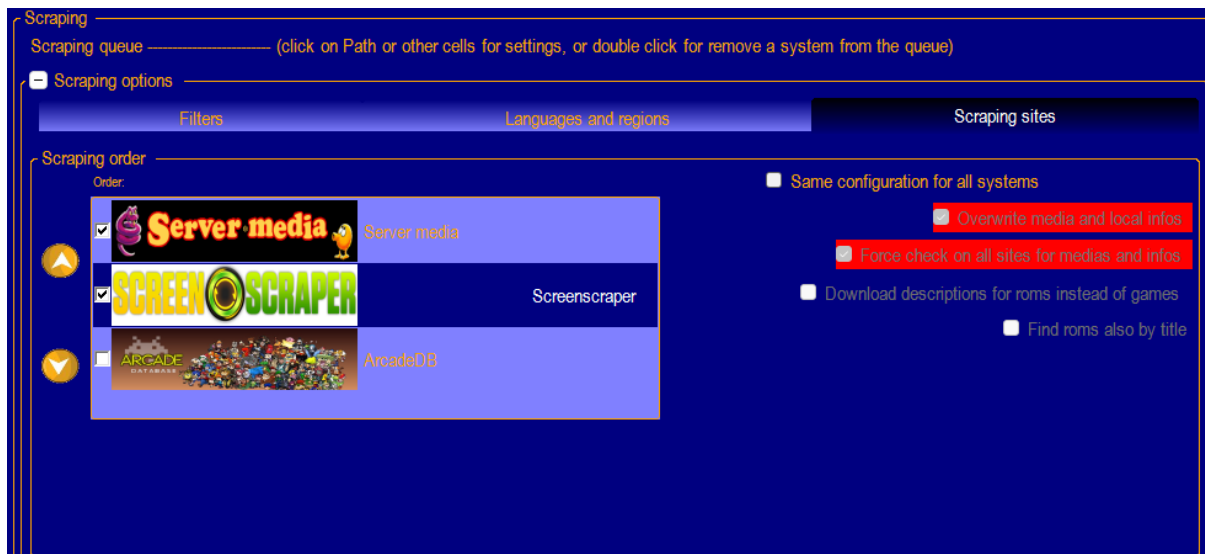
**WARNING!!** Deleting the roms of a certain region will not result in their loss as the system has its own rom archive.

This data (description, title, and info) will appear in the resulting gamelist.xml and which you will see in the emulation frontends.



"scraping sites section":

In this section it will be possible to change the information about the scraping sites and their order of application during the activity.



Here you can choose the order of the scraping sites for all systems or only for the selected system.

This order will be important for the search for info and media on Roma and will favor one over the other.

It will also be possible to exclude one or more of them from the search.

The options on the right side are accessible only for the licensed software, otherwise they will be set automatically according to the selection made in the trackbar.

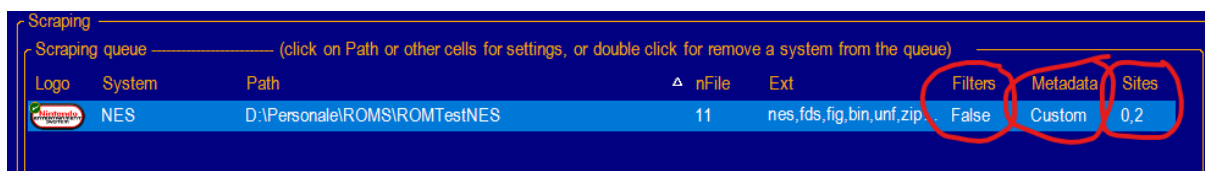
Specifically they mean:

Overwrite media and info – although there are media and info locally you want to force the fetch from the internet (scraping will be slower)

Force check media and info on all sites – do not limit the search to the first scraping site that provided information but force the search on all (scraping will be slower)

Description for rom and not for game – force the search for a detailed description of that rom rather than its game in general (scraping will be slower)

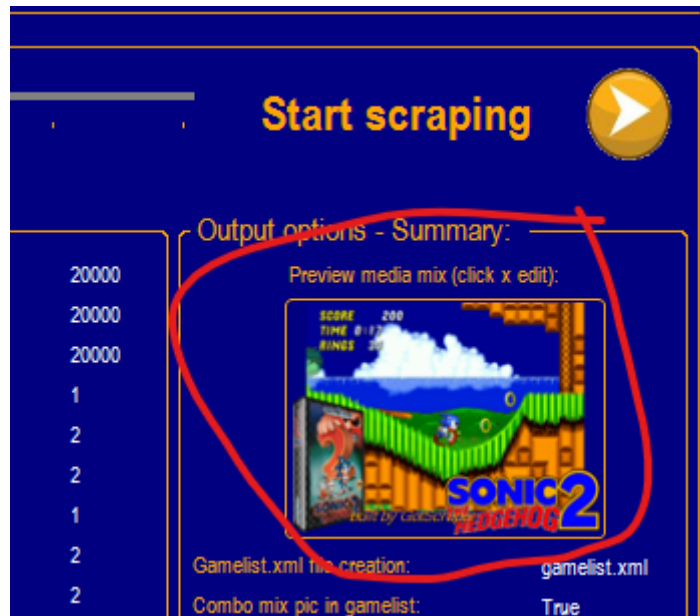
N.B., it is possible to access the sections by pressing on the relative cell of the selected system:





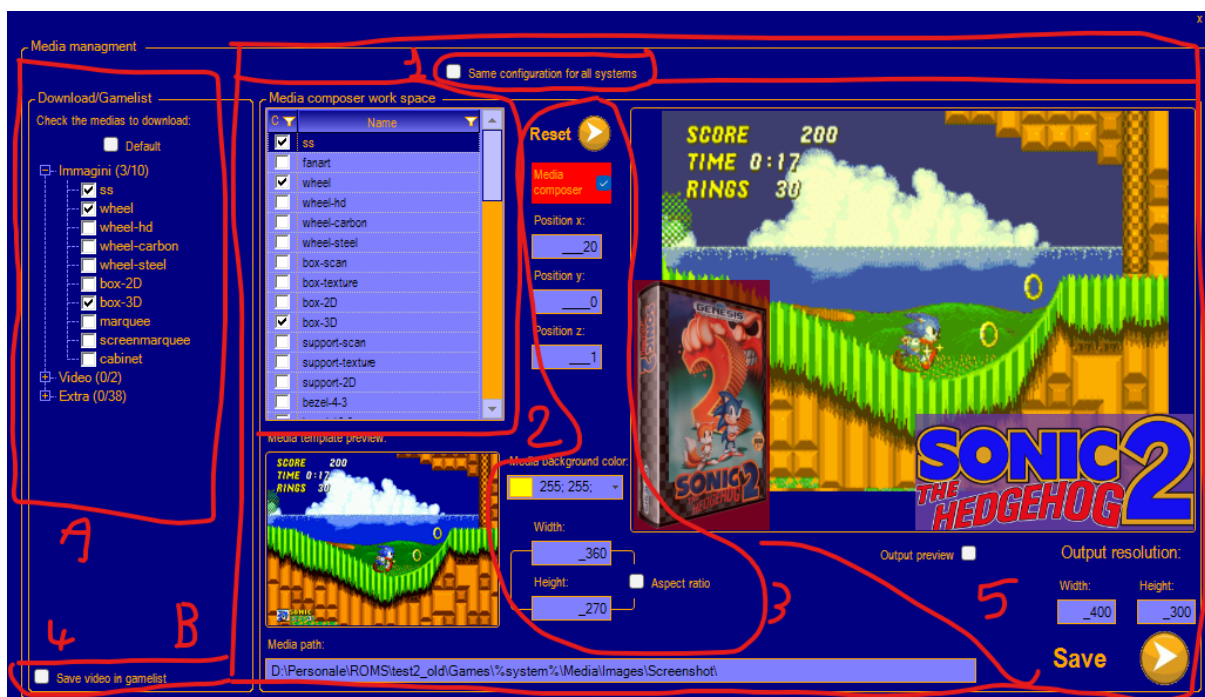
## Customize the final media

It is possible to customize the final media, as well as to decide which media to download for your media server, as well as to include videos for the emulation, by pressing directly on the preview.



This window decides 2 aspects, the first is related to what/what media you will download locally, the second is related to the final composition you will see in your emulation frontend.

Let's explain it in detail:



The area, the tree, of zone "A" takes care of letting you choose the media to download (all the checked media will be downloaded even if they will not be part of the final composition). All media will be visible in the media browser (see dedicated section).

Area "B", included in the checkbox at the bottom left to include videos in the gamelist, will take care of defining how the final media displayed in the emulation will be.

The top button (1) allows you to make a change on the default configuration (valid for all) of the media composer. By removing this check, the changes and settings will only affect the selected system. This will allow you to choose different compositions for different systems. (example for mame games, where a box/cabinet is not provided, you may prefer an image of the cabinet, while for other systems without a cabinet, opt for different media)

The area identified by the number (2) will let you choose which elements will be present within the media composer, for the composition of the final media. To check and edit the parameters of each selected media see section 3.

**WARNING!!** All media selected and with measures (width/height) equal to 0 will not be displayed in the composition.

For media that will have set values greater than zero, it is possible to assign a color and manage it in the window (5) to create the final composition by positioning the objects where you prefer (position x and y) and manage their depth (position z), as well as the dimensions within the composition (width and height) (3).

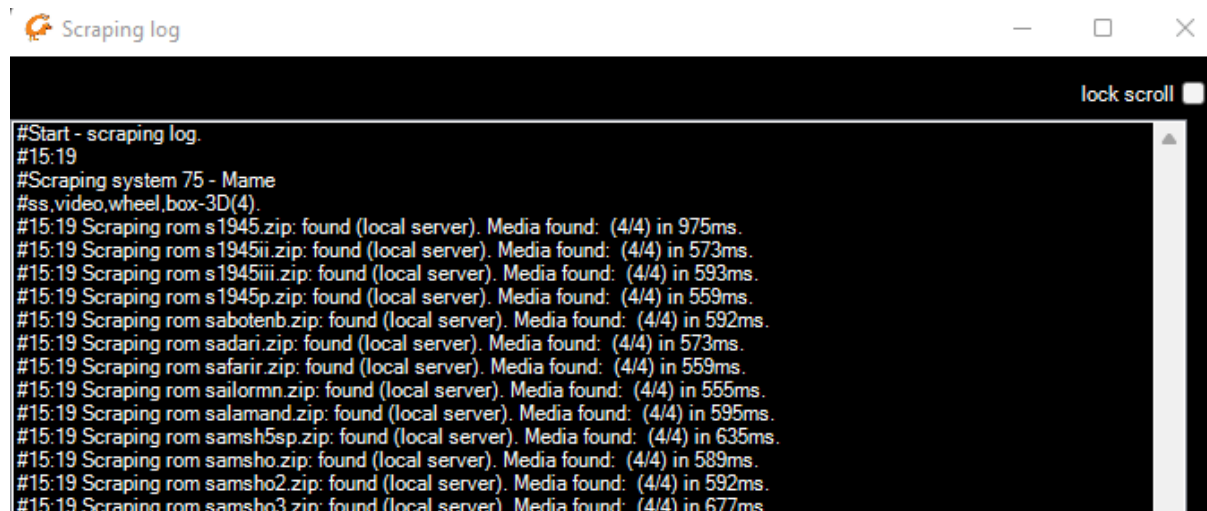
In section (5) it is also possible to see a preview (bottom right button) and define the resolution of the final media used by the gamelist (final width and height mix resolution).

If the frontend also manages the preview of videos, it is possible to include them in the gamelist by ticking the item at the bottom left "Save video in gamelist" (4).

Finally, selecting a specific media from the window (2) below, the indicative path of where the media will be saved is shown and a preview of it in the centre.

## I started scraping.. What now?

Once scraping has started, it is possible to view the status and details of the process through the scraping log (the check at the top right will block scrolling):



```
#Start - scraping log.
#15:19
#Scraping system 75 - Mame
#ss.video.wheel.box-3D(4)
#15:19 Scraping rom s1945.zip: found (local server). Media found: (4/4) in 975ms.
#15:19 Scraping rom s1945ii.zip: found (local server). Media found: (4/4) in 573ms.
#15:19 Scraping rom s1945iii.zip: found (local server). Media found: (4/4) in 593ms.
#15:19 Scraping rom s1945p.zip: found (local server). Media found: (4/4) in 559ms.
#15:19 Scraping rom sabotenb.zip: found (local server). Media found: (4/4) in 592ms.
#15:19 Scraping rom sadari.zip: found (local server). Media found: (4/4) in 573ms.
#15:19 Scraping rom safarir.zip: found (local server). Media found: (4/4) in 559ms.
#15:19 Scraping rom sailormn.zip: found (local server). Media found: (4/4) in 555ms.
#15:19 Scraping rom salamand.zip: found (local server). Media found: (4/4) in 595ms.
#15:19 Scraping rom samsh5sp.zip: found (local server). Media found: (4/4) in 635ms.
#15:19 Scraping rom samsho.zip: found (local server). Media found: (4/4) in 589ms.
#15:19 Scraping rom samsho2.zip: found (local server). Media found: (4/4) in 592ms.
#15:19 Scraping rom samsho3.zip: found (local server). Media found: (4/4) in 677ms.
```

This will report the rom-by-rom detail of the media found and the time needed for each one.

It will also be possible to follow the status from the main window which will provide an indicative scraping end time in real time:

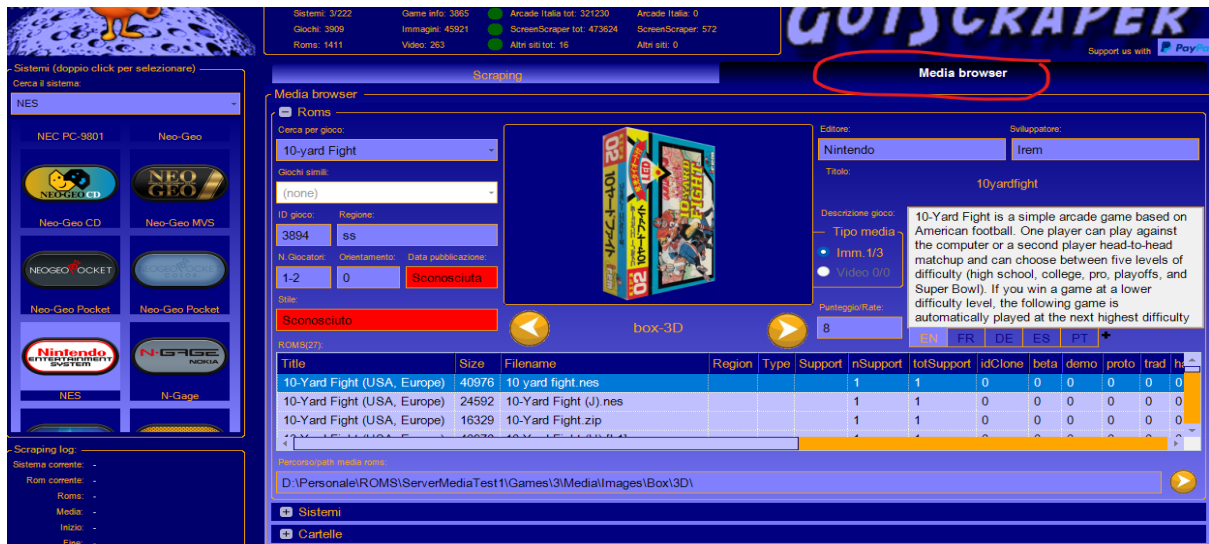


Once scraping is finished, it will be possible to close the scraping log console window and view a csv file with all the details (csv which will remain available in the application folder):



## How can I query all the info and downloaded media?

By selecting (just one click) the system on the left side it will be possible to access the media browser section at the top right.



Here it will be possible to consult all the info of the selected game, any similar ones (only for mame and with ArcadeDB preferential), the descriptions in various languages (pressing the + tab it will be possible to customize a description to be used for the gamelist), rather than the various media downloaded, any videos rather than all its variants/clones (below).

For each known clone, any path is then reported if it is present in your archive.

At the top, in the center of the application, a summary of the info, media and systems downloaded and a summary of all GotScrapers users.



## FAQ

### **I have bugs to report how can I do it?**

You can write directly to the author [gothrek@hotmail.com](mailto:gothrek@hotmail.com)

### **When is the first release expected?**

The first release is scheduled for November 12, 2022. It will be previewed at GardaCon ([www.gardacon.it](http://www.gardacon.it)) in Montichiari (BS) on 11/12/2022 at the stands of ArcadeItalia ([www.arcadeitalia.net](http://www.arcadeitalia.net))

### **How much does the application cost?**

The application is allowed for unlimited free use. Particular options can be accessed by paying an amount of 1.99€ a month, or 9.99€ a year.

### **What are the main differences between the free and paid version?**

The 2 versions are basically identical and have the same functionality. The paid version allows you to customize the scraping options (for example deciding whether or not to download information about similar games rather than removing a watermark with the writing created by gotscraper from the final media.

### **How can I pay?**

It is possible to do this directly from the application by clicking on the paypal icon at the top right or on one of the popups that appear, which will redirect you to their site and add the required information to license the application.