How to use miyoogamelist.xml in OnionOS 06/07/2022

Purpose
A miyoogamelist.xml allows you to add clean and correct names to your roms when browsing in Onion.
It can be used with all main console systems on Onion but is of most benefit where renaming the rom file itself is not an option, i.e. for Arcade based systems (ARCADE/NEOGEO/CPS1/CPS2/CPS3) where doing so would break the rom and prevent it from working.

The Miyoo Mini firmware uses a built-in database to determine the titles for arcade roms with Mame/FBA naming conventions (i.e. sf2ceua.zip = Street Fighter II' : Champion Edition)
- This database is incomplete and results in some games not being recognised at all (showing the rom name in the list), poor titles, inaccurate sorting and no option to rename them.
- The *miyoogamelist.xml* allows the user to generate an accurate and complete list of all their roms with recognisable game titles that are correctly displayed & sorted on the device.
- The user can manually edit game titles (<name>) in the xml to suit their own requirements.

Limitations when using miyoogamelist.xml
- If a rom file is added in your 'Roms/[**game system**]/' folder (i.e. *Roms/ARCADE/*) but not detailed in the miyoogamelist, it will not be displayed on your device
- Conversely, if a rom file is detailed in the *miyoogamelist.xml* but not present in your 'Roms/[**game system**]/' it will not be displayed on your device
- There is not yet a known way to use miyoogamelist with sub folders (it will display on the device only as a single list/folder even if you scraped/generated a list from subfolders)
- It can take ~25 seconds to first parse the miyoogamelist for a full Arcade rom set but once it is done it should persist until you next make changes to that systems roms or list.

Usage & formatting
The *miyoogamelist.xml* needs be placed inside your *SDCARD/Roms/*[**Game System**]*/* folder (i.e. *Roms/ARCADE/*) and will work for all default main console systems on Onion. It can be used with 'expert' systems but is not configured by default.

- It must be names exactly **miyoogamelist.xml** *(no capitals)*
- It follows common formatting standards used across other retro gaming devices and platforms such as RetroPie and Emulation Station
- It must be encoded in UTF-8 with Unix (LF) line endings
- The following tags/data **must** be present and populated in the *miyoogamelist.xml*

<?xml version="1.0"?>
<gameList>
<game>
<path>./ sf2ceua*.zip</path>*
*<name>*Street Fighter II' : Champion Edition*</name>*
<image>./Imgs/sf2cej.png</image>
</game>
</gameList>

For a small number of roms you can create the xml manually using the above format.
For a large rom set SkraperUI can generate this for you (see below).
If you have already generated a standard 'gamelist.xml' skip to ProTips.

Automatically generating a miyoogamelist.xml with SkraperUI

Please see this [guide to using skraper](#) in the FAQ section of the OnionOS Wiki for how to use SkraperUI to download images.

- A *miyoogamelist.xml* can be generated at the same time by using the 'GAME LIST' tab in the SkraperUI application (set 'Game list full path' to be %ROMROOTFOLDER%\miyoogamelist.xml
- Use the the 'METADATA' tab checkboxes to determine whether you want additional information in your rom titles (i.e. Region. Clone type, etc.) leave these unticked for cleaner game titles.
- On the 'MEDIA' tab you should tick 'Link from Node <image>' and 'optimize media storage'

ProTips

- There are a handful of games that can cause issues in the xml when scraping a full MAME2003+ Arcade romset with Skraper since not all necessary metadate is populated. You should check these if your list is failing to display all games (missing <image> and/or <name> will usually be the cause and need to be updated manually). Roms known to cause this issue are:

    airwolf, ltcasin2, mgcldtea, nemesuk, pbobbl2u, pbobbl2j, pbobbl2x, racoon, shdancrb, skywolf, spdbuggy, ssonicbr, whizquiz.

    If you are not interested in these particular games (for most, alternative versions already exist within a fullset anyway) you can just delete the roms before scraping & generating the list to save time.

- A Skraper generated *miyoogamelist.xml* will include much metadata that cannot be used by the Miyoo Mini. Removing this additional data can reduce the xml size by 70-80% and will mean the system can parse it quicker (useful for full arcade rom sets).

    This will also make the file more easily readable if you are looking for errors or wishing to make some preferred manual updates to game titles.

    You may use 'find & replace' (i.e. in notepad++) or scripting (see below) to batch remove unneeded data/tags (desc, rating, releasedate, developer, publisher, genre, players, hash are not required).

Clean-up Script

The following 'cleanup' script can be used from the command line with [xmlstarlet](#). This will take an existing 'gamelist.xml' (from Skraper) and covert it to a clean *miyoogamelist.xml* with only necessary data.

- Do not to use PowerShell for this script as it produces an incompatible output.
- Viewing this PDF in a browser breaks the script (adds line breaks), it is therefore recommended to view in a PDF reader (i.e. Adobe) or to use the batch file available in the wiki to run the script.

xml.exe edit -d "//desc" -d "//rating" -d "//genre" -d "//players" -d "//releasedate" -d "//developer" -d "//publisher" -d "//hash" -d "//thumbnail" -d "//genreid" --subnode "gameList/game[not(image)]" -t elem -n image -v "no-img.png" gamelist.xml > miyoogamelist.xml

Troubleshooting

- The miyoogamelist is not being used:
  - After adding the *miyoogamelist.xml* you will need to refresh your roms to parse it (highlight the game system, press Menu Button→Refresh Roms)
  - If the list is still not being used, ensure that the extlist in the *Emu/***[Game System]***/*config.json is populated with the appropriate rom extensions (i.e. "extlist":"zip|ZIP")

- miyoogamelist is only partially being used/does not display all of my games
  - If there are errors in the *miyoogamelist.xml* then your device may only show some of your games (up until the point the first error occurs in the xml) and end abruptly. You should check & correct your *miyoogamelist.xml*. See also ProTips.

- Game System crashes when launching from the consoles menu after adding miyoogamelist.xml
  - Check the encoding format of your *miyoogamelist.xml* to ensure it is encoded in UTF-8 with Unix (LF) line endings. This will be the default output of Skraper but if you used PowerShell to script changes the file may be UTF-16 and the Miyoo Mini cannot read it.
  - You can convert a UTF-16 xml to UTF-8 in notepad++ by going to *edit->EOL conversion-> Unix* and then *encoding->UTF-8* before saving the file.