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# **Dotrix Documentation**

***Release 0.0.1***

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Dotrix is a user interface that wraps a Gameboy emulator using the GameboyCore API.

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## Build and Installation

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### 1.1 Build

Dotrix uses the Qt5 framework and is configured with CMake. It can be built from the Qt Creator or from the command line.

For building from the command line, generate Makefiles for your build tool of choice:

```
cd path/to/source
mkdir build && cd build
cmake .. -G "NMake Makefiles"
nmake
```

For building against 64 bit Qt remember to configure your environment as such.

For example when building with MSVC 64 bit run the above commands in the Visual Studio x64 developer command prompt.

### 1.2 Installation

Check out the latest [releases](#).





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## Opening ROM file

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To open a ROM file goto:

```
File -> Open
```

ROM files must have a *.gb* extension.

### Supported ROM files

Currently only Gameboy ROM files are supported.

## 2.1 Game Saves

Save files are stored to the open ROM directory as a *.sav* file.

For example if the following ROM file is open:

```
C:\Users\me\ROMS\Game.gb
```

The following *.sav* file will be generated when Dotrix closes:

```
C:\Users\me\ROMS\Game.sav
```



## 3.1 Default Key Bindings

The current control scheme is:

- *W* -> Up
- *A* -> Left
- *D* -> Right
- *S* -> Down
- *J* -> A
- *K* -> B
- *ENTER* -> Start
- *SHIFT* -> Select



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## Multiplayer

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### 4.1 LAN

To play a multiplayer game over LAN first start the LAN connection:

Settings -> Network

In the LAN tab press the connect button. This is start a search for any Dotrix processes running on the local network. If one is found a connection is made automatically. If no process is found it will switch to server mode.

### 4.2 WAN

TBD