⋈ Mame Spickzettel

User interface

Tab	Toggle configuration menu
~	Toggle the on-screen display

When running with -debug, this shortcut will send a "break" in emulation.

When on-screen display is visible, these shortcuts can be used to control it:

Aufwärtspfeil	Select previous parameter to modify
Pfeil nach unten	Select next parameter to modify
Linker Pfeil	Decrease the value of the selected parameter
Rechter Pfeil	Increase the value of the selected parameter
Enter	Reset parameter value to its default
Ctrl + Linker Pfeil	Decrease the value by 10x
Shift + Linker Pfeil	Decrease the value by 0.1x
Alt + Linker Pfeil	Decrease the value by the smallest amount
Ctrl + Rechter Pfeil	Increase the value by 10x
Shift + Rechter Pfeil	Increase the value by 0.1x
Alt + Rechter Pfeil	Increase the value by the smallest amount
End	Temporarily hide the On Screen Display
Home	Bring the On Screen Display back after hiding it
--	
Aufwärtspfeil	Highlight previous UI menu option
Pfeil nach unten	Highlight next UI menu option
Linker Pfeil oder Rechter Pfeil	Change current UI option setting when an arrow is present on it
Home	Highlight first UI menu option
End	Select last UI menu option
Links Shift + Tab	Select previous UI panel
Enter	Select currently highlighted UI menu option
Space	Show comment on currently highlighted UI menu option
Del	Clear/reset to default when highlighting an entry on the input configuration, cheat options, and plugin options pages
[	UI previous group
]	UI next group
P	Pauses the emulated machine
Links Shift + P	While paused, advances to next frame. If rewind is enabled, a new rewind save state is also captured
Links Shift + ~	While paused, loads the most recent rewind save state
F1	Power the machine on for machines that have specific power button behavior
F2	Power the machine off for machines that have specific power button behavior
F3	Soft resets the machine
Links Shift + F3	Performs a "hard reset", which tears everything down and re-creates it from scratch. This is a more thorough and complete reset than the reset you get from hitting F3
F4	Shows the game palette, decoded graphics tiles/characters and any tilemaps

Use the Enter key to switch between the three modes (palette, graphics, and tilemaps).

Press F4 again to turn off the display. The key controls in each mode vary slightly:

Palette/colortable mode:

[oder]	Switch between palette devices
Aufwärtspfeil / Pfeil nach unten	Scroll up / down one line at a time
Page Up / Down	Scroll up / down one page at a time
Home	Move to top of list
End	Move to bottom of list
- oder +	Increase / Decrease number of colors per row
Enter	Switch to graphics viewer

Graphics mode:

[oder]	Switch between different graphics sets
Aufwärtspfeil / Pfeil nach unten	Scroll up / down one line at a time
Page Up / Down	Scroll up / down one page at a time
Home	Move to top of list
End	Move to bottom of list
Linker Pfeil / Rechter Pfeil	Change color displayed
R	Rotate tiles 90 degrees clockwise
- oder +	Increase / Decrease the number of tiles per row
Enter	Switch to tilemap viewer

Tilemap mode:

[oder]	Switch between different tilemaps
Pfeiltasten	Scroll 8 pixels at a time
Shift + Pfeiltasten	Scroll 1 pixel at a time
Ctrl + Pfeiltasten	Scroll 64 pixel at a time
R	Rotate tilemap view 90 degrees clockwise
- oder +	Increase / Decrease zoom factor
Enter	Switch to palette / colortable mode

Note: Not every game have decoded graphics and / or tilemaps.

Links Ctrl + F5	Toggle filter (SDL MAME only)
Links Alt + Links Ctrl + F5	Toggle HLSL Post-Processing. (Windows non-SDL MAME only)
F6	Toggle cheat mode. (if started with "-cheat")
Links Ctrl + F6	Decrease prescaling
Links Ctrl + F7	Increase prescaling
F7	Load a save state. You will be prompted to press a key or select from the menu to determine which save state you wish to load

Note that the save state feature is not supported for a large number of drivers. If a driver is not known to work perfectly, you will receive a warning that the save state may not be valid when attempting to save or load.

Links Shift + F7	Create a save state. Requires an additional keypress to identify the state, similar to the load option above. If an existing save state is present, it will also appear in the selection menu to allow overwriting of that save state
F8	Decrease frame skipping on the fly
F9	Increase frame skipping on the fly
F10	Toggle speed throttling
F11	Toggles speed display
Links Shift + F11	Toggles internal profiler display (if compiled in)
Links Alt + F11	Record HLSL Rendered Video
F12	Save a screen snapshot
Links Shift + F12	Begin recording MNG video
Links Ctrl + Links Shift + F12	Begin recording AVI video
Links Alt + F12	Take HLSL rendered snapshot
Insert	Fast forward. While held, runs game with throttling disabled and with the maximum frameskip. (Windows non-SDL MAME only)
Page Down	Fast forward. While held, runs game with throttling disabled and with the maximum frameskip. (SDL MAME only)
Links Alt + Enter	Toggle between full-screen and windowed mode
Scroll Lock	Default mapping for the uimodekey
ForwardDel	(Mac desktop) Default mapping for the uimodekey
Fn + Del	(Mac laptop) Default mapping for the uimodekey

This key toggles MAME's response to user interface keys such as the (by default) Tab key being used for menus.

Esc	Exit emulator / Cancel current UI option

Default arcade machine controls

These hotkeys can be used in most kinds of arcade machines.

5	Coin slot 1
6	Coin slot 2
7	Coin slot 3
8	Coin slot 4
Backspace	Bill 1 (for machines that have a bill receptor / note reader)
T	Tilt
-	Volume down
=	Volume up
F1	Memory reset

This will reset high scores, credits/winnings, statistics, and/or operator settings on machines that support it.

F2	Service mode
9	Service 1

Service buttons are typically used to give free credits or to navigate the operator service menus

0	Service 2
-	Service 3
=	Service 4

Default arcade game controls

5	Coin slot 1
6	Coin slot 2
7	Coin slot 3
8	Coin slot 4
1	Player 1 start or 1 player mode
2	Player 2 start or 2 player mode
3	Player 3 start or 3 player mode
4	Player 4 start or 4 player mode

Player 1 controls:

Pfeiltasten	Movement
E	Player 1 Up on Left Stick for dual-stick machines (e.g. Robotron)
D	Player 1 Down on Left Stick for dual-stick machines (e.g. Robotron)

S	Player 1 Left on Left Stick for dual-stick machines (e.g. Robotron)
F	Player 1 Right on Left Stick for dual-stick machines (e.g. Robotron)
I	Player 1 Up on Right Stick for dual-stick machines (e.g. Robotron)
K	Player 1 Down on Right Stick for dual-stick machines (e.g. Robotron)
J	Player 1 Left on Right Stick for dual-stick machines (e.g. Robotron)
L	Player 1 Right on Right Stick for dual-stick machines (e.g. Robotron)
Links Ctrl	Player 1 Button 1
Links Alt	Player 1 Button 2
Space	Player 1 Button 3
Links Shift	Player 1 Button 4
Z	Player 1 Button 5
X	Player 1 Button 6
C	Player 1 Button 7
V	Player 1 Button 8
B	Player 1 Button 9
N	Player 1 Button 10
M	Player 1 Button 11
,	Player 1 Button 12
.	Player 1 Button 13
/	Player 1 Button 14
Rechts Shift	Player 1 Button 15

Player 2 controls:

R	Player 2 up
F	Player 2 down
D	Player 2 left
G	Player 2 right
A	Player 2 button 1
S	Player 2 button 2
Q	Player 2 button 3

W	Player 2 button 4
E	Player 2 button 5

Player 3 controls:

I	Player 3 up
K	Player 3 down
J	Player 3 left
L	Player 3 right
Rechts Ctrl	Player 3 button 1
Rechts Shift	Player 3 button 2
Enter	Player 3 button 3

Player 4 controls:

Num 8	Player 4 up
Num 2	Player 4 down
Num 4	Player 4 left
Num 6	Player 4 right
Num 0	Player 4 button 1
Num .	Player 4 button 2
Num Enter	Player 4 button 3

Default computer keys

Controls can vary widely by computer type, so not all keys are listed here. See the "Input (this Machine)" section of MAME's configuration menu for details for the machine you are currently using.

Tab	Toggle the configuration menu
Scroll Lock	Default mapping for the uimodekey
ForwardDel	(Mac desktop) Default mapping for the uimodekey
Fn + Del	(Mac laptop) Default mapping for the uimodekey
F2	Start tape for machines that have cassette tape drives
Shift + F2	Stop tape for machines that have cassette tape drives
Links Shift + Scroll Lock	Pastes from system clipboard into the emulated machine
[A - Z]	These keys are mapped to their equivalents in the emulated machine by default

Other controls

For Mahjong, Hanafuda, gambling, Blackjack, Poker, Slots keys, click the source link below

Source: mamedev.org

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Mehr Informationen: defkey.com/de/mame-emulator-tastaturkurzel

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