GameHub User Guide

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About GameHub

GameHub puts all your PC and emulated games in one library for Windows. It finds games from Steam, Epic Games, GOG, the EA app and the Xbox app, games you add yourself, and ROMs in your own folders. Then it adds covers, details, playtime and achievements.

You can use it two ways:

- **Desktop library**, for mouse and keyboard.
- **Console Mode**, a full-screen view made for a controller.

GameHub is free. It has no subscriptions, ads or tracking. It doesn't collect anything about you, your PC or your games. The information it looks up comes from free services that you get your own keys for (see API keys). Those keys stay encrypted on your PC.

This guide covers version 0.5 beta. Some features may change before the full release.

Installing and first-time setup

Run the GameHub installer. It installs for your Windows account only, so you don't need admin rights. You can tick a box to add a desktop shortcut. The install folder includes two empty folders you'll use later: **BIOS** and **Sound Packs**.

> **SmartScreen warning:** the beta isn't code-signed yet, so Windows may show "Windows protected your PC". Click **More info**, then **Run anyway**.

The first time GameHub opens, a setup wizard walks you through six steps. You can skip any step, or press **Skip setup** to skip them all. Everything in it can be changed later in Settings.

1. **Welcome:** what setup covers.
2. **Keys:** enter your API keys for Steam, IGDB, SteamGridDB and RetroAchievements. All are optional (see API keys).
3. **Storefronts:** switch off any store whose games you don't want in your library.
4. **Emulators:** press **Detect emulators** to search the usual install places, or **Add emulator** to choose one yourself. Detection can take about a minute. Skip this if you don't use emulators.

5. **ROM folders:** press **Detect ROM folders** and choose the folder that holds a subfolder for each console. GameHub works out which console each is for and asks about any it can't tell. You can also use **Add ROM folder** to add them one at a time.
6. **Startup:** choose whether GameHub opens on the desktop library or in Console Mode, and whether it starts when you sign in to Windows.

To run setup again later, go to **Settings > General > Run first-time setup again**. In Console Mode, setup moves to the desktop because it may need a mouse or keyboard.

API keys

Every key is optional and free for personal use. You use your own keys, so GameHub doesn't need a paid server. Keys are encrypted for your Windows account and stored only on this PC. Enter them in **Settings > Keys** and press **Save keys**.

Service	What it adds	What you enter
Steam	Playtime, Steam achievements, DLC names	Web API key, SteamID64
IGDB (Twitch)	Descriptions, release dates, ratings, time to beat	Client ID, Client secret
SteamGridDB	Covers, hero images, logos, icons	API key
RetroAchievements	Achievements for emulated games	Username, Web API key, and your password to earn achievements in GameHub Player

Steam

1. Sign in on the Steam Web API key page.
2. For the domain name, enter `localhost`, agree to the terms and click **Register**. Copy the key.
3. Open your Steam account details. Under your account name, copy your Steam ID. It's a 17-digit number starting with 7656.

IGDB (Twitch)

1. Sign in to Twitch and turn on two-factor authentication in your security settings. It's required.
2. Open the Twitch Developer Console and click **Register Your Application**.

3. Enter any name. For the OAuth Redirect URL, enter `http://localhost` and click **Add**.
4. Choose any category, such as Application Integration. Set Client Type to **Confidential** and click **Create**.
5. Click **Manage** next to your app and copy the Client ID.
6. Click **New Secret** and copy the Client Secret straight away. Twitch won't show it again.

SteamGridDB

1. Sign in at steamgriddb.com with your Steam account.
2. Open the API page of your preferences and generate a key.

RetroAchievements

1. Sign in at retroachievements.org. Your username is the one you sign in with.
2. Open your control panel, find the Keys section and copy the Web API key.
3. To earn achievements in GameHub Player, enter your password and press **Sign in**. It's sent once to retroachievements.org to get a sign-in and is never saved.

For other emulators, such as RetroArch, sign in to RetroAchievements inside that emulator's own settings. GameHub never passes on your sign-in details.

The desktop library

The library shows your games as covers. Click a game to open its page, or press its **Play** button to start it straight away.

Sidebar

- **Library > All Games:** every game.
- **One entry per source:** PC games are grouped by where they came from (Steam, Epic Games, GOG, EA app, Xbox app, and **PC** for games you added yourself). Emulated games are grouped by console, such as PlayStation 2 or SNES. An entry only appears once it has an installed game.
- **Achievements:** your achievement progress across games.
- **Console Mode:** switches to the full-screen controller view (or press **F11**).
- **Settings.**

The **Back** button at the top of the sidebar, or **Alt+Left**, takes you to the previous page.

Finding games

- **Search** (Ctrl+F) matches every word you type, and ignores accents and punctuation. "pokemon" finds Pokémon and "half life" finds Half-Life.
- **Favourites** shows only games you've starred.
- **Installed only** is on by default. Switch it off to also see games that are no longer installed.
- **Source** narrows the list to one store or source.
- **Sort:** by name, Recently played, Most played or Recently added.
- **View:** Covers, Hero art (wide banners) or List.
- **Clear filters** puts everything back to normal.

Keeping the library up to date

- **Rescan** checks every store and ROM folder for new and removed games.
- While GameHub is open, it also watches your Steam libraries, Epic's game list and your ROM folders, and checks GOG once a minute. New downloads are picked up when they finish.
- **Remove not installed** appears when some games are no longer installed. It takes them out of your library.
- **Add game** adds a PC game that isn't in a store (see Storefronts and adding PC games).

A game's page

A game's page shows its hero art and logo, description and details. Details include time played, when you last played, developer, publisher, release date, genres, rating and time to beat. Achievements and installed DLC are shown below.

Button	What it does
Play	Starts the game. For multi-disc games, choose the disc to start from beside it.
Favourite (star)	Adds the game to Favourites.
Fix match	Choose **Game details (IGDB)…** or **Game art (SteamGridDB)…** if GameHub matched the wrong game. Search by name and pick the right one.
Change art	Pick a different **Cover**, **Hero**, **Logo** or **Icon** from SteamGridDB.

Button	What it does
Emulator	Emulated games only. Keep the **Console default** (whatever its ROM folder uses), or choose an emulator **for this game only**.
Discs	Emulated games only. **Combine with other games…** joins separate disc files into one game. **Separate combined games** splits them again.
Edit	Games you added yourself: change the name, program, arguments or working folder.
Remove	Takes the game out of your library.

Removing a game

You get two choices:

- **Remove, keep info:** the game leaves the library, but its playtime, favourite and art come back if it returns.
- **Remove, delete info:** playtime, favourites and art are deleted for good. A later reinstall starts as a new game.

Neither choice deletes any game files.

Combining discs

Pick the other discs of the game. They become its discs, ordered by file name, and leave the library as games of their own. Their time played moves to this game, and a rescan keeps them combined. You usually won't need this. GameHub combines discs for you when a game has an .m3u playlist, or when its files are named with disc numbers, such as (Disc 1) and (Disc 2).

Emulator updates before playing

When you play an emulated game, GameHub checks whether its emulator has an update. If it does, choose **Update, then play** or **Play now**. Updating keeps your settings, saves, games and BIOS files. Choosing **Play now** won't ask again about that version until GameHub restarts.

Storefronts and adding PC games

GameHub finds games from installed store apps by itself. Store games start through their own store app, as they normally would.

Store	Supported
Steam	Yes
Epic Games	Yes
GOG	Yes
EA app	Yes
Xbox app	Yes
Ubisoft Connect	Detected only, games not imported yet
Battle.net	Detected only, games not imported yet

To leave a store's games out of your library, switch it off in **Settings > Storefronts**.

Adding a game yourself

Use this for games that aren't in a supported store, such as DRM-free games or other launchers.

1. On the library page, press **Add game**, or drag a game's .exe onto the page.
2. Choose the **Program (.exe)** and check the **Name**.
3. Optionally, add **Arguments** and a **Working directory**. If you leave the working directory empty, the program's own folder is used.

These games appear under **PC** in the sidebar. GameHub tracks their playtime while they run.

After a game closes

With **Settings > General > Show GameHub when a game closes** on, GameHub comes back to the front when a game you started from it closes. For GOG games, this can take a few seconds.

Emulators and ROM folders

To play emulated games, GameHub needs an emulator for each console and a folder with your games. GameHub Player, the built-in emulator, covers many older consoles with nothing to install (see GameHub Player). For other consoles, add an external emulator. You manage both in **Settings > Emulators**.

Adding emulators

- **Detect emulators** searches the usual install places on this PC. It can take about a minute.
- **Add emulator** lets you set one up by hand. In **Start from**, pick a preset to fill in the arguments, file types and platforms, or choose **Custom**.

Presets are included for RetroArch, Dolphin, PCSX2, DuckStation, PPSSPP, VICE (C64), Xemu, Eden and Cemu. Other emulators, such as RPCS3 or Xenia, can be added with **Custom**.

An emulator's settings are:

- **Name** and **Program (.exe)**.
- **Arguments:** how the game is passed in. Use `{rom}` for the game file, `{core}` for a RetroArch core and `{romdir}` for the game's folder.
- **Platforms:** the consoles it plays.
- **ROM file extensions:** the file types it opens, such as .iso .chd .cue .bin.
- **Start in full screen** (Xemu only).

Each emulator in the list has these buttons:

Button	What it does
Update	Shown when a newer version is out.
Settings	RetroArch and GameHub Player only: cores, BIOS files and settings.
Quit prompt	Steps to turn off the emulator's "are you sure?" message when it closes.
Edit	Change its settings.
Delete	Removes GameHub's profile only. The emulator stays on your PC and your games stay in the library.

Quit prompts

Some emulators ask "are you sure?" before closing. When that happens, closing a game from GameHub or with a controller stops at that message. Press **Quit prompt** to see how to turn it off in that emulator.

Emulator updates

Press **Check for updates** to ask each emulator's download server for a newer version. GameHub can update RetroArch, Dolphin, PCSX2, DuckStation, PPSSPP, Xemu, Xenia Canary, Cemu, RPCS3 and Eden.

Close the emulator first. GameHub downloads the new version and puts it over the old one, keeping your settings, saves, games and BIOS files. If anything goes wrong, the old version is put back.

ROM folders

GameHub works best with one folder per console, such as `Games\PS2` and `Games\SNES`.

- **Detect ROM folders:** choose the folder that holds all of them. GameHub works out which console each folder is for and asks about any it can't tell. Untick any you don't want.
- **Add ROM folder:** choose a **Folder**, its **Platform**, and an **Emulator**. **Automatic** picks a suitable emulator for you.
- **Edit** changes a folder's platform or emulator.
- **Remove** takes its games out of the library. Your ROM files aren't touched, and adding the folder back restores them with their playtime.

GameHub reads .zip and .7z archives, .chd, .cue/.bin and .m3u playlists, as well as each console's usual file types.

Supported consoles

PlayStation, PlayStation 2, PlayStation 3, PlayStation Portable, GameCube, Wii, Wii U, Nintendo Switch, Xbox, Xbox 360, NES, SNES, Nintendo 64, Game Boy, Game Boy Color, Game Boy Advance, Nintendo DS, Sega Genesis / Mega Drive, Sega Saturn, Dreamcast, Commodore 64 and Arcade.

GameHub Player

GameHub Player is GameHub's built-in emulator. It plays these consoles with nothing else to install:

NES, SNES, Game Boy, Game Boy Color, Game Boy Advance, Nintendo DS, Nintendo 64, PlayStation, PlayStation Portable, Sega Genesis / Mega Drive, Sega Saturn, Dreamcast, Commodore 64 and Arcade.

The first time you play a game for one of these consoles, GameHub downloads the part it needs ("Getting the … emulator (first time only)"). This needs an internet connection once.

Cores

A core is the part of the player that plays one system's games. To choose a different one, go to **Settings > Emulators**, find GameHub Player and press **Settings**.

- **Download and use** gets a core and switches to it. **Use this core** switches to one you already have.
- Some cores aim for accuracy and some suit older PCs. Not every core suits every game.
- Save states only work with the core that made them, and a different core may not read a game's in-game saves. Nothing is deleted when you switch, so you can always switch back.
- **Achievements:** choose a mode for each core. **Softcore** counts achievements as softcore and save states work as normal. **Encore** lets achievements you've already earned unlock again.

BIOS files

Some consoles, such as PlayStation, Saturn and Dreamcast, need a BIOS file that you supply. Press **Open BIOS folder** and put your BIOS files in it. That's the **BIOS** folder inside GameHub's install folder. GameHub recognises them and gets them to the cores that need them. Your files stay where they are.

Saves from other emulators

If you've played a game in RetroArch, PPSSPP or DuckStation, GameHub Player copies that save across so you can carry on. The original is left as it was, and a save GameHub Player already has is never replaced.

The in-game menu

While playing, press **L3 + R3** (both sticks in) or **Ctrl+Shift+F11** to open the menu. You can change the buttons in **Settings > General > Show GameHub over an emulated game with**.

Menu item	What it does
Resume game	Carries on from where you paused.

Menu item	What it does
Save State	Saves your exact place in a slot.
Load State	Goes back to a place you saved. Anything since then that isn't saved is lost.
Core Settings	Options for the current core.
Achievements	This game's RetroAchievements, earned and locked.
Quit to GameHub	Ends the game. Your in-game saves are kept.

In the menu, use the D-pad or arrow keys, **A** or **Enter** to choose, **B** or **Esc** to go back, and **LB/RB** or **Page Up/Page Down** to change page.

Player controls

- Xbox, DualSense and DualShock 4 controllers work straight away.
- **F11** or **Alt+Enter** switches full screen.
- **Esc** closes the game when the menu isn't open.

On the keyboard:

Key	Button
Arrow keys	D-pad
X	A
Z	B
S	X
A	Y
Q	L
W	R
Enter	Start
Right Shift	Select

Achievement popups

Achievement popups show when a game starts and when you unlock one. Change their **Size** (Small, Medium, Large) and **Position** (any corner, or top or bottom centre) in **Settings > Emulators > GameHub Player achievement popups**. Changes take effect the next time a game starts.

RetroArch

If you use RetroArch, GameHub can manage its cores, BIOS files and settings for you. Go to **Settings > Emulators**, find RetroArch and press **Settings**.

Cores

A core is the part of RetroArch that plays one console's games. GameHub gets cores from libretro's download server, the same place RetroArch's own Online Updater uses. For each console, pick a core and press **Download and use**, or **Use this core** for one you already have. GameHub shows when a newer build is available.

If GameHub can now play more consoles with RetroArch than your profile was set up with, a **More consoles** notice offers to add them.

BIOS files

Press **Copy BIOS files from a folder…** and choose where you keep them. GameHub recognises each file by its checksum, whatever it's called, and copies it into RetroArch's BIOS folder under the name the core expects. Your files stay where they are.

Settings GameHub passes to RetroArch

GameHub passes these settings to RetroArch when it starts a game. It leaves RetroArch's own settings file alone. Use **Settings for** to set them for all consoles or for one console. Each can be left as RetroArch's own setting.

Group	Settings
Display	Fullscreen, Video driver (Vulkan, Direct3D 11/12, OpenGL), Vertical sync, Integer scaling, Smooth picture, Show frame rate
Gameplay	Pause in the background, Rewind, Run-ahead and Run-ahead frames, Save a state on exit, Load that state on start

Group	Settings
Controllers	Controller driver (XInput, SDL2, DirectInput), Set up controllers automatically, Stick as D-pad, Rumble strength, Swap OK and Back in the menu, Open RetroArch's menu with, Close the game with
Achievements	RetroAchievements, Hardcore mode
Folders	Save files folder, Save states folder, BIOS folder

While any of these are set, changes you make in RetroArch's menu during that game aren't saved automatically.

PlayStation controllers

RetroArch's XInput driver only knows Xbox-style controllers, so it won't see a DualSense or DualShock 4. If GameHub sees one connected, it offers **Use SDL2 for controllers**. SDL2 recognises PlayStation, Switch and Xbox controllers.

Achievements in RetroArch

Sign in to RetroAchievements inside RetroArch itself. With **Hardcore mode** on, achievements count as hardcore, and save states, rewind and cheats are turned off while playing.

Achievements

GameHub shows Steam achievements for Steam games and RetroAchievements for emulated games. The **Achievements** page in the sidebar lists every game with achievements. Each game's page shows its own, with a **Refresh** button.

RetroAchievements

Add your RetroAchievements username and Web API key in **Settings > Keys**. GameHub then identifies each ROM the same way RetroAchievements does and shows:

- every achievement with its badge, locked or unlocked, and when you earned it
- your hardcore and softcore progress, with a completion percentage

Achievements are unlocked inside the emulator, not by GameHub. For GameHub Player, sign in under **Settings > Keys**. For RetroArch and other emulators, sign in using that emulator's own settings.

If a game shows a message instead of achievements:

Message	What it means
RetroAchievements doesn't cover this platform.	That console has no achievements on RetroAchievements.
RetroAchievements doesn't list this exact copy of the game	A different region or revision may be supported.
This file can't be identified	Usually a compressed format such as .ciso, .rvz or .chd.
This game hasn't been checked yet.	It will be after the next rescan.
RetroAchievements rejected your saved key.	Check the key in Settings > Keys.

Steam achievements

Add your Steam Web API key and SteamID64 in **Settings > Keys**. Steam games then show their achievements and your playtime from Steam.

Console Mode

Console Mode fills the screen and is made for a controller and a TV. It works with Xbox-style controllers (including Scuf) and PlayStation DualSense and DualShock 4. The keyboard works too.

- **Go in:** press **Console Mode** in the sidebar, or **F11**.
- **Go out:** choose **Exit Console Mode** in its menu, or press **F11**.
- **Open in Console Mode every time: Settings > General > Open the launcher in Console Mode**.

Controllers only control GameHub while it's the window in front.

Shelves

Games sit on shelves along the top. Switch shelves with **LB/RB** (L1/R1, or Page Up/Page Down). Shelves only show installed games, and empty ones are hidden.

1. **Recently played**
2. **All games**
3. **Favourites**
4. **Storefronts:** a tile for each PC launcher. Open one to see its games.
5. **Emulation:** a tile for each console.

6. **Settings:** Console Mode's own settings, with the same options as the desktop.

On a Storefronts or Emulation tile, **Change picture** picks different art for it.

Buttons

Action	Xbox	PlayStation	Keyboard
Open or select	A	×	Enter
Back	B	○	Esc
Favourite or change picture	Y	△	F
Other action, such as Delete	X	□	S
Change shelf or page	LB / RB	L1 / R1	Page Up / Page Down
Menu	Menu	Options	M
Move	D-pad or left stick	D-pad or left stick	Arrow keys

The bottom of the screen always shows which buttons do what.

A game's screen

Opening a game shows its art, details, time to beat, achievements and DLC. The options are **Play**, **Favourite**, **Achievements**, **DLC**, **Emulator**, **Combine discs** and **Fix match & art**, depending on the game. For multi-disc games, LB/RB picks the disc.

The menu

Press **Menu** (Options on PlayStation, M on the keyboard) for **Resume**, **Settings**, **Exit Console Mode** and **Quit the launcher**.

Typing and choosing files

When something needs text, such as a key, an on-screen keyboard opens. When it needs a file or folder, a file browser opens. Both work with the controller, and the hints at the bottom show the buttons.

Coming back from an emulated game

While an emulated game started in Console Mode is playing, press **L3 + R3** (both sticks in) or **Ctrl+Shift+F11**. For GameHub Player games, this opens its in-game menu. For other emulators, GameHub comes up over the game showing its achievements, with these choices:

- **Return to game**
- **Close emulator:** asks the emulator to close. If it doesn't, it may be showing a question on its own screen. Go back to the game to check, or choose **Force close**.

Change the buttons in **Settings > General > Show GameHub over an emulated game with**. The choices are L3 + R3, View + Menu (Create + Options) and View + LB + RB (Create + L1 + R1). Pick buttons the game doesn't use together.

Sounds, music and screensaver

These settings are in **Settings > General** on the desktop, and in Console Mode's own Settings, where you can also preview them.

Sounds

Switch **Play sounds while moving around Console Mode** on or off, and set the **Sound volume**. Under **Custom sounds**, you can replace any sound with your own file using **Choose…**, press **Test** to hear it, or **Use built-in** to go back. Supported files are MP3, WAV, FLAC, M4A, AAC, WMA, OGG and Opus. GameHub plays them from where they are, so keep them in the same place.

Sound	When it plays
Opening	As Console Mode opens
Move	Moving from one thing to the next
Select	Choosing something
Back	Going back
Open	A screen or menu opening
Close	A menu closing
Next shelf / Previous shelf	Changing shelf
Not available	Something that can't be done right now
Notification	When GameHub has something to tell you

Sound	When it plays
Game achievements popup	In GameHub Player, as a game starts and shows its achievements
Achievement unlocked popup	In GameHub Player, when you unlock an achievement

Music

Switch on **Play background music in Console Mode**, then press **Add music…** to pick tracks. Set the **Music volume** and **Shuffle**. Music starts after the opening animation, pauses while a game is running or another window is in front, and carries on afterwards.

Sound packs and music packs

A sound pack is a .zip of MP3 files. Put it in the **Sound Packs** folder inside GameHub's install folder (**Open Sound Packs folder**), then choose it under **Sound pack** or **Music pack**.

- Name each file after a sound, such as `Move.mp3` or `Next shelf.mp3`. Use `Startup.mp3` for Opening.
- Any sound without a file plays the built-in one.
- Other MP3s in the zip become the tracks for the music pack.
- While a pack is in use, your own sounds or tracks are set aside until you choose **None**.

Screensaver

Switch on **Show a screensaver when Console Mode is left idle** and choose how long to wait under **Start after** (1 to 60 minutes).

- **Aurora:** drifting colours and stars.
- **Cover Wall:** your game covers gliding by.
- **Custom:** your own video on a silent loop, or a picture or GIF. Choose the file under **Custom screensaver**.

The screensaver never shows while a game is running or another window is in front. Any button brings you back, and that press does nothing else.

Backup and restore

GameHub can back up your library to any folder. Set it up in **Settings > Backup**.

What a backup holds

A backup holds games you added, playtime, favourites, matches, chosen art, emulator profiles, ROM folders and settings. It doesn't include your API keys, which stay encrypted on this PC. Enter them again after restoring on another PC. Art is downloaded again as needed.

Backing up

1. Press **Choose folder…**. Pick your OneDrive or Dropbox folder to have that app upload each backup, so GameHub never needs your account. A second drive works too.
2. Switch on **Back up once a day when the launcher starts**, or press **Back up now** at any time.

The newest 10 backups are kept. If the folder isn't there, such as an unplugged drive, backups wait until it is. **Stop backing up** turns backups off.

Restoring

1. Under **Restore**, pick a backup and press **Restore**.
2. Press **Restart now**, or wait until GameHub next starts. Press **Cancel restore** to change your mind first.

Restoring replaces your whole library with the backup. The library it replaces is kept in the data folder as `library.before-restore.db`, in case you need it. If the backup is in OneDrive or Dropbox, check it has finished downloading first.

Settings reference

Settings has six tabs. Console Mode has its own Settings with the same options, laid out for a controller.

Tab	Section	Settings
General	Startup	Open the launcher in Console Mode; Start the launcher when I sign in to Windows; Run first-time setup again
General	Appearance	Theme: Dark, Light or your Windows setting (Console Mode is always dark)
General	Library scanning	Scan for changes when the launcher starts; Update the library when games are installed or removed

Tab	Section	Settings
General	After playing	Show GameHub when a game closes
General	Console Mode	Play sounds while moving around Console Mode; Show GameHub over an emulated game with
General	Screensaver, sounds and music	See Sounds, music and screensaver
General	Data	Open data folder
Keys	API keys	Steam, IGDB, SteamGridDB and RetroAchievements keys; RetroAchievements sign-in for GameHub Player
Storefronts	Storefronts	Switch each store on or off
Emulators	Emulators	Detect emulators, Add emulator, Check for updates, ROM use disclaimer, and each emulator's buttons
Emulators	ROM folders	Detect ROM folders, Add ROM folder, Edit, Remove
Emulators	GameHub Player achievement popups	Size and Position
Backup	Where to back up, Restore	See Backup and restore
About	GameHub	Version, data sources and open-source credits; System specs with **Copy**, for bug reports

Start the launcher when I sign in to Windows adds GameHub to your own startup apps. You can also manage it in Windows Settings under **Apps > Startup**.

Keyboard and controller shortcuts

Where	Shortcut	What it does
Anywhere in GameHub	F11	Go into or out of Console Mode
Desktop library	Ctrl+F	Search your games
Desktop library	Alt+Left	Back

Where	Shortcut	What it does
Over an emulated game	L3 + R3 (default) or Ctrl+Shift+F11	GameHub Player's in-game menu, or GameHub over another emulator (Console Mode)
Console Mode	A / ✕ / Enter	Open or select
Console Mode	B / ○ / Esc	Back
Console Mode	Y / △ / F	Favourite
Console Mode	LB, RB / L1, R1 / Page Up, Page Down	Change shelf
Console Mode	Menu / Options / M	Menu
GameHub Player	F11 or Alt+Enter	Full screen on or off
GameHub Player	Esc	Close the game

The GameHub Player keyboard layout for playing is in GameHub Player > Player controls.

Files, troubleshooting and ROM use

Where GameHub keeps things

Location	What's there
Data folder: `%LOCALAPPDATA%\GameHub` (Settings > General > **Open data folder**)	`library.db` (your library), `secrets.json` (your keys, encrypted), `cache` (art), `logs`
`%LOCALAPPDATA%\GameHub\player`	GameHub Player's cores, saves, save states and core options
GameHub's install folder	The program, plus the **BIOS** and **Sound Packs** folders you fill yourself

Uninstalling GameHub also takes it out of your Windows startup apps.

Troubleshooting

Problem	What to try
No games found	Check your storefronts are switched on in Settings > Storefronts, then press **Rescan**.
No covers or details	Check your SteamGridDB and IGDB keys in Settings > Keys.
"Steam rejected your saved key" or "RetroAchievements rejected your saved key"	Re-enter that key in Settings > Keys and press **Save keys**.
Wrong cover or details	On the game's page, use **Fix match**.
An emulated game won't close from GameHub	The emulator is probably asking "are you sure?". Use **Quit prompt** to turn that off.
RetroArch doesn't see a PlayStation controller	Use **Use SDL2 for controllers** on RetroArch's settings page.
No achievements for an emulated game	See the messages table under Achievements. Compressed formats such as .chd, .rvz or .ciso often can't be identified.
"Getting the … emulator" fails	GameHub Player needs internet the first time you play each console. Check your connection and try again.
Any other error	Messages that say "See the log in the data folder" are explained in the `logs` folder.

Reporting a bug: go to Settings > About, press **Copy** next to System specs, and include it with a description of what happened.

ROM use

GameHub supports legal backups only. Use game files (ROMs, ISOs and BIOS files) only from games and consoles you own. GameHub doesn't condone downloading or sharing copyrighted game files, and you're responsible for following the laws where you live. GameHub isn't affiliated with or endorsed by any console maker, developer or publisher. The full disclaimer is under Settings > Emulators > **ROM use disclaimer**.