



MANUAL

# Josties Game Launcher

Create your SteamGridDB API key first, then install the launcher and let it fill in artwork automatically.

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Version 0.1.1

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# 1. Create a SteamGridDB API key

Create this key before you install the launcher. During setup you can paste it right away, so artwork downloads are ready from the first run.

1. Go to <https://www.steamgriddb.com>.
2. Sign in or create an account.
3. Open [Profile Preferences - API](#).
4. Create or copy your personal API key.
5. Keep the key temporarily, for example in a password manager or temporary text file.

Do not share this key publicly. After installation, the launcher stores it locally in your Windows profile so you do not have to enter it every time.

# 2. Download and install

1. Go to <https://josgame.duckdns.org>.
2. Choose **Download setup**.
3. Start **GameLauncherSetup.exe**.
4. Approve the Windows admin prompt if it appears.
5. Choose whether you want desktop and Start menu shortcuts.
6. Paste your SteamGridDB API key into the API key field.
7. Choose **Install**.

The launcher is installed to `C:\Program Files\Josties Game Launcher` by default.

# 3. First launch

On startup, the launcher loads your existing library first. Then it scans in the background for games from the enabled importers.

It can find titles from Steam, Epic, Ubisoft, Battle.net, Xbox, EA, shortcuts and manually added games.

## 4. Choose importers

1. Choose **Importers**.
2. Enable the platforms you want to use.
3. Save the settings.
4. Choose **Scan games** to rebuild the library.

The EXE scan can find many extra files. Enable it only when games are missing and cannot be found through launchers or shortcuts.

## 5. Add or repair artwork

Use **Refresh art** to fill metadata and artwork for the library. Use **Fix art** on a selected game when the automatic match is wrong or you want to choose different artwork.

If SteamGridDB cannot find a good match, use the match selection flow to adjust the title. If you did not enter an API key during installation, the launcher will ask for it when you refresh or repair artwork.

## 6. Add, hide and restore games

Choose **Add game** to manually add an ,  or .

Choose **Hide title** to remove a title from the normal library. Choose **Hidden** to view hidden titles. In that view, the button becomes **Unhide title**, which restores the game.

## 7. Search, recent mode and trailers

Type in the search field to filter the list immediately. Use **Recent** to sort games by last played. For games with trailer data, you can open the trailer fullscreen.

With a controller you can move through the list, launch games, search, scan, open importers, repair artwork and hide or restore titles.

## 8. Automatic updates

From version 0.1.1 onward, the launcher checks at startup whether a new version is available through [the update manifest](#).

If an update is available, the launcher asks whether you want to install it. After approval, it downloads the installer, verifies the SHA-256 hash, closes itself, installs the update and starts the launcher again.

Windows may ask for administrator approval because the app is installed in `Program Files`.

## 9. Troubleshooting

### No games are found

Check the importers and run **Scan games** again.

### Artwork stays empty

Check whether your SteamGridDB API key is saved, then try **Refresh art**.

### A game will not launch

Add it manually with **Add game** and choose the correct executable or shortcut.

### A hidden game is gone

Choose **Hidden**, select the game and choose **Unhide title**.

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## Sources

- [SteamGridDB Profile Preferences - API](#)
- [SteamGridDB API v1 page](#) notes that API v1 is deprecated.